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by Dave Sering Cover by Ken Simpson Graphics and Layout by Jerry Taylor and Rick Houser Art by Ed Perry

This book belongs to:



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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.



Stellar System

Regular Route

Political Border

- Scout Base
- Naval Base

BACKGROUND

The Maranatha - Alkahest sector is located in the prolongation of the Lesser Rift between the Imperium and the Two Thousand Worlds. This area of mixed client states is one of the sectors known collectively as the Gateway Quadrant. This sector is composed entirely of independent states in which no system owes direct allegiance to any of the major stellar powers. Treaty commitments between the states themselves and both the Imperium and the Two Thousand Worlds exist. Various secret treaty commitments are suspected, but no proof exists. Significant military forces from the major stellar powers are seldom seen. Each major power supplies some technical assistance to one or more client states in return for the client maintaining port facilities and suppressing piracy. The sector name is derived from a source lost in ancient Terran history and legend.

Imperium Involvement

No worlds in this sector owe direct allegiance to the Imperium, although most systems have a majority population of Humans. Imperial policies are furthered through overt commercial and political activity, as well as covert actions. Ramayan has been active in the past in Imperial interests, and Maorin Stat cooperates from time to time.

Hiver Involvement

No worlds in this sector are settled by the Hive Federation, although their trading vessels sometimes penetrate this far. Ramayan or other mercenary forces are hired to provide whatever security services the Hivers find necessary when their commercial vessels travel in this area.

K'Kree Involvement

No worlds in this sector are settled by the Centaurs, though their trading vessels are active in the Trailing half. Direct military presence is not emphasized, but commercial and political activity is extensive. Subsidies and technical assistance are given the Taquari' Comnate Naval Forces in the suppression of piracy, making this state technically a client of the K'Kree although it remains more independent than most such clients.

Zultanate Al Amya

Settled primarily by Humaniti of Solomani extraction, this state deliberately fosters what it considers to be "Ancient Arabik Culture." Internal political cohesion is not high, but individual planets and groups of planets are much more hostile to "outsiders" than to each other. Considerable internal squabbling leads many small groups to declare themselves independent from what little central authority exists and set out to achieve whatever dominion they can at lazer's point. This constant habit of armed intrusion upon their neighbors has led said neighbors to remain armed and watchful. Trading vessels in the Zultanate are always very heavily armed. The traditions of hospitality and the honor of the host are still strong in the AI Amya culture. The more advanced of the planets maintain a quite respectable naval patrol and are very irate about ships that are attacked in their system. Still, there are strong cultural traditions of the "Desert Raiders" and much undercover sympathy for the skillful thief. Only a few of the planets still adhere strongly to the old religious beliefs, but revival movements are common. In the past, only minor incidents have sparked unification movements of major consequence to the Zultanate and the surrounding interstellar states. The succession is patrilinial although not always by the eldest son. The current Zultan is a political non-entity manipulated by his younger brother. An impartial analysis of the internal situation indicates that the Zultanate is ripe for another religous revival and a holy war directed towards its neighbors.

Ramayan

The population of this state traces its origins back to certain border states of the ancient Solomani Empire called "India." The bulk of these people moved here just before the Long Night. Technological development was not emphasized at the time of settlement, consequently, technical and industrial advances were slow. The peoples comprizing the population were all of military inclination, and, thus, no outside forces ever made much headway into this region. With political consolidation and union accomplished, employment for many of the militarily-inclined men and women was no longer possible at home. Several peoples, especially the Gurkra and Ziki, then sought employment as mercenaries off-planet. They performed so well in that capacity that their folk are still in great demand as hired soldiers. Even today, it is traditional for each young adult to serve a term in either the Ramayan military or one of the many semi-official mercenary units. Some of these units have a recorded tradition which predates the Ramayan State and an oral tradition which predates the Solomani Empire. The tone of the political policy is conservative and inward- directed. The borders of the state have not altered significantly in nearly five centuries. While not aggressive, the Ramayan have a reputation for efficient self defense, individually and collectively. Policy toward the Imperium is neutralist. Imperial subsidies and technical assistance help the Ramayan Naval Forces to maintain an anti-piracy patrol. Additional monetary contributions from the Hive Federation permit the patrols to range much further than would normally be possible. A mutual defense treaty with Sphere Fenix to rimward has been in force for the last three centuries.

Krmyia Einarchy

The Einarchy is of fairly recent origin, only reaching its present significance two centuries ago. The Krmyia are a minor race of humanoid aspect, originally native to Varna. This area of space was exploited by the Zultanate AI Amyi, and Krmyia were exported as cheap slave labor over all the surrounding planetary systems. After several centuries of oppression, the Krmyia revolted and attempted to throw off their masters. The revolt was brutally crushed in spite of loud protests from Ramayan and Range Valyana. A century or so later, a second revolt broke out. Ramayan, Range Valyana, and the K'Chemi Centralate mobilized their fleets and prevented the Zultanate from crushing this revolt. This time, the Krmyia won their independence. Development of a local technology has been slow. In the meantime, mercenary forces were hired from Ramayan to provide protection from the Zultanate. The Krmyia have proven to be much better neighbors than the Zultanate because their philosphy is much more constructive and cooperative. Trade has continually increased since independence, and visitors, other than Zultani, are encouraged.

K'Chemi Centralate

Settled primarily by "Afrin" refugees from the break up of the "Rule of Man," this political grouping was extremely nebulous up until several centuries ago. Only a loose trade confederation, it combined its individual system navies to assist Ramayan and Range Valyana in freeing the Krmyia Einarchy from Zultanate Al Amyi. Since that time, a greater degree of central government has fostered more internal trade and an active piracy suppression campaign. Some foreign mercenaries are hired for training local forces, but overall policy is defensive rather than expansionist.

Range Valyana

Settled by nomadic peoples of primarily Vilani extraction during the break up of the First Empire, this state quickly expanded to its present borders. A rather static civilization has arisen with many conservative features as throw-backs to nomadic days. The most prominent example is the fact that there are three separate capitals which each serve as Supreme Capital in turn. The people are individually excitable and aggressive, but, as a whole, the cultures are almost static. Not of conquering bent, Range Valyana combined with Ramayan and K'Chemi Centralate to free the Krmyia. Even to date, the Valyana maintain extra patrols on the Zultanate border. The Valyan attitude is not to go looking for trouble but to glory in meeting any that turns up.

Supraherd T'tnaree

When first encountered by humans in -2208 Imperial, the T'tnaree, a sapient Gatherer, in cooperation with several other nearby sapient races, were colonizing their adjacent stars with generation ships and cold sleep. With the introduction of the jumpdrive, ships of the T'tnaree soon visited all systems in range and started settlements. They only settled where there were no rival sapients or where arrangements could be made to take local sapients to other colonies in exchange. Supraherd T'tnaree is a confederation of six sapient races of various stocks. Humans who wish to settle are admitted as full citizens. Cooperation is the key concept of T'tnaree philosophy and politics.

Maorin Stat

Developed by a racist society as a refuge during the end of the First Empire, the settlements were taken over by a wave of folk fleeing the break up. Prominent among them were the Maorin Starfarers, descended from the Maori of Terra. Developed since then in a distinctly non-racist manner, the Maorin Stat has offered opportunities for any who cared to settle there. Although adequately aggressive in self defense, the people are not expansionist. Sharp traders and well able to defend themselves, they range freely throughout the local starsectors.

Taquari' Comnate

Though Humaniti of Vilani extraction now predominate, this area contains a large number of non-human sapient races which are heavily influenced by the K'Kree Culture. Minor philosophical and political wrangles frequently break into minor physical scuffles. Major outbreaks seldom occur. Greater attention to statesmanship over the past several decades has led to a decrease in racial and political tensions, but opportunities for flareups still exist.

Stasmi Zanya

Settled fairly recently by an expatriate minority from a backward section of the Imperium, Stasmi Zanya has grown to its current size in the last two centuries. The growth has been primarily due to the perfection of a chemical process for inventing and synthesizing organic solvents. Solvents for other compounds are also produced but not to as great an extent. The trade brings in considerable foreign exchange for Stasmi Zanya, and the process is considered a state secret. Even the private citizens are proud of their state's ability to solve chemical problems that other cultures and technologies find difficult. Security is very tight, but other companies are unlikely to try to crack it since the Stasmi Zanya charges for their services are very reasonable. Persistent rumors that the source of the chemical solvents is an organism have been officially denied.

BLACKEDGE SUBSECTOR

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

| Luanque | 0106 | X628657 | 2 | Non-Industrial | - |
|------------|------|---------|----|------------------------------|---|
| Cloud | 0201 | X7A9617 | 4 | Non-Industrial | - |
| Shade | 0307 | X685303 | e | Non-Industrial | |
| Lorn | 0403 | X575675 | 4 | Agricultural, Non-Industrial | - |
| Pitch | 0409 | E466779 | 9 | Agricultural, Rich | |
| Spinstorme | 0506 | X200000 | 1 | Binary w/Black Hole | - |
| Mirk | 0602 | X5A8333 | 2 | Non-Industrial | |
| Lurid | 0708 | C000789 | 80 | Asteroid Mining | - |
| Trom | 0803 | X545754 | 2 | Agricultural | |

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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.





KMA SUBSECTOR

The Kma Subsector contains the most significant portion of Supraherd T'tnaree, the capital being located at Barkhatu. Seven independent systems are to the Spinward and Rimward borders. Humaniti comprise less than 25% on almost all of the planets. The population is comprised of a mixture of various sapients, and no one species attains dominance. Little conflict of military nature has taken place in this subsector, though a great deal of commercial activity is prominent.

| Poor Non-Agricultural, Non-Industrial Non-Industrial, Desertworld Agricultural, Rich | | E414616 E414616 B567785 C435679 C435679 E78A646 E697577 B310996 B330996 A355789 B533643 A674583 | E411 E78 E78 E78 B31 B31 B33 B53 A35 A35 A57 C75 |
|--|--|--|---|
| Non-Agri Non-Indu Agricultu | 000 0000 0 | | E414616 C360434 B567785 C435679 E78A646 E697577 B310996 A3557B9 B533643 A674583 A674583 |
| Non-Indu Agricultu | LO L | | |
| Agricultu | | | |
| | | 0 00 000 | |
| Non-Agricultural, Non-Industrial | | 0.00 0.00 | |
| Rich, Waterworld | | 0 8 8 0 9 | |
| Agricultural, Non-Industrial | 150 | 0 8 8 0 | |
| Non-Agricultural, Industrial | | 000 | |
| Desertworld | | 0 0 B | |
| Agricultural | | 0 w | |
| Non-Agricultural, Poor | | C | |
| Agricultural, Non-Industrial | | | |
| Non-Industrial, Poor | | 6 | |
| Non-Industrial, Desertworld | | 8 | E230300 8 |
| Poor | | | B453889 |
| Asteroid Belt | | 4 | B000899 A |
| Rock | | 6 | E100767 9 |
| Undeveloped | | 1 | X424000 |
| Non-Industrial, Poor | | 9 | C343330 9 |
| Non-Industria | | ß | C654487 5 |
| * Capital | | ш | A7898A9 E |
| Non-Industrial | | 3 | E855131 3 |
| | | Q | E749749 5 |
| Non-Industrial | m | - | B699659 |

The Kma Subsector contains 23 systems with a total population of 277.8 million. The highest Population Level is 9 at Merket; the highest Tech Level is E at Barkhatu.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy K'Chemi Centralate * Range Valyana • Supraherd T'tnaree + Maorin Stat • Stasmi Zanya • Taquari' Comnate @ Independent i



TARANAKI SUBSECTOR

This area has, in the past, been the scene of much commercial rivalry and a lot of small-scale armed confrontation. An equitable commercial treaty was agreed to by all three parties more than a century and a half ago. At one time in the The Taranaki Subsector contains portions of Supraherd T'tnaree, Maorin Stat, and two systems of Range Valyana, as well as five independent systems.

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| Muztadh + | 1701 | E83A6A9 | 9 | | Non-Industrial, Waterworld |
|------------|------|---------|----|---|------------------------------|
| Achchik + | 1704 | C210657 | 6 | | Non-Industrial, Rock |
| Kashum + | 1708 | C568425 | 6 | | Non-Industrial |
| Lighten + | 1801 | B676457 | 8 | * | Non-Industrial |
| Zilling + | 1804 | C573AB8 | 2 | | Industrial |
| Fangra + | 1805 | D312332 | 7 | | Non-Industrial |
| Kvaring + | 1807 | E748550 | 2 | | Agricultural, Non-Industrial |
| Bamri + | 1902 | C685310 | 6 | | Non-Industrial |
| Nachu + | 1906 | C130655 | A | | Non-Industrial, Desertworld |
| Pachen + | 1908 | B526341 | В | * | Non-Industrial |
| Putien • | 1910 | B599433 | U | * | Non-Industrial |
| Minerale i | 2003 | B773889 | 6 | | |
| Jalpan i | 2008 | B316205 | U | | Non-Industrial |
| Mowming • | 2010 | C6669B9 | 2 | | |
| Orizaba i | 2101 | X110000 | ţ | | Undeveloped |
| Axeltin i | 2102 | D544100 | 3 | | Non-Industrial |
| Rakaia + | 2106 | E8B9322 | U | | Non-Industrial |
| Hoek i | 2201 | E481489 | 2 | | Non-Industrial, Desertworld |
| Akaroa + | 2203 | C868897 | 6 | | Rich |
| Waipara • | 2205 | C475593 | 00 | | Agricultural, Non-Industrial |
| Timaru + | 2206 | C534374 | 8 | | Non-Industrial |
| Pareora + | 2207 | D553221 | 2 | | Non-Industrial |
| Kurow + | 2209 | C571573 | 2 | | Non-Industrial, Desertworld |
| Wanaka + | 2210 | D775203 | 9 | | Non-Industrial |
| Hawea + | 2304 | B434691 | B | * | Non-Industrial |
| Clutha + | 2308 | B4328A8 | Δ | * | Poor |
| Tapanui + | 2402 | C668884 | 9 | | Rich |
| Tahakopa + | 2404 | C531686 | 2 | | Non-Industrial, Desertworld |
| Ruapuke + | 2406 | C9977B5 | ۷ | | Agricultural |
| Otautau + | 2408 | C587645 | 8 | | Agricultural, Rich |
| Maine A | 0110 | CREEF56 | 2 | | Agricultural, Non-Industrial |

27 billion. The highest Population Level is A at Zilling; the highest Tech Level is D at Clutha. n of

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy o * Range Valyana • Supraherd T'tnaree + Maorin Stat • Stasmi Zanya = Taquari' Comnate @ Independent i K'Chemi Centralate



OTAGO SUBSECTOR

The Otago Subsector is comprised primarily of systems belonging to the Maorin Stat, although 9 systems are independent. The capital of the Stat is located at Okato in this subsector. The political and military history of this commercial expansion. Much commercial traffic crosses this sector to and from region has been relatively quiet and concerned primarily with slow and steady the Two Thousand Worlds.

| Toko + | 2503 | C774662 | 6 | | Agricultural, Non-Industrial | ial G |
|-------------|------|---------|----|---|------------------------------|--------|
| Okato + | 2505 | A575997 | ۵ | * | Capital | 9 |
| Aria + | 2507 | C437853 | A | | | 9 |
| Rahotu • | 2509 | C326440 | 6 | | Non-Industrial | |
| Makara + | 2510 | C400307 | U | | Non-Industrial, Rock | 9 |
| Porirua + | 2604 | C556782 | 00 | | Agricultural | 9 |
| Huapai • | 2606 | E563659 | 8 | | Non-Industrial | 9 |
| Titirangi + | 2609 | D889758 | 8 | | | |
| Mgaruro + | 2702 | D887454 | 9 | | Non-Industrial | 9 |
| Ranui + | 2704 | C96A5A7 | 2 | | Non-Industrial, Waterworld | 9 P |
| Pupuke • | 2706 | X553315 | L | | | |
| Hauraki • | 2707 | C57A685 | 9 | | Non-Industrial, Waterworld | 9 P |
| Rangitogo + | 2709 | C663736 | 2 | | | 0 |
| Motutapu + | 2803 | C5A9331 | 00 | | Non-Industrial | 9 |
| Rakino + | 2806 | D887432 | 6 | | Non-Industrial | |
| Motuihe + | 2809 | C000566 | В | | Asteroid Belt | 5 |
| Tamaki + | 2902 | C868301 | 8 | | Non-Industrial | 0 |
| Rakitu + | 2903 | B787593 | A | | Agricultural, Rich | 9 |
| Kawau • | 2906 | B262779 | υ | * | | |
| Manukau + | 2908 | C203898 | 6 | | | |
| Sluis i | 3001 | D757365 | 9 | | Non-Industrial | 9 |
| Goes i | 3003 | D686488 | 4 | | Non-Industrial | G |
| Etten i | 3005 | D996524 | 2 | | Agricultural | |
| Kaipara • | 3007 | C436232 | 6 | | Non-Industrial | U |
| Hokianga • | 3008 | D526112 | 8 | | Non-Industrial | |
| Fauroa + | 3009 | B4459B9 | U | * | Industrial | G |
| Raalte i | 3105 | X494421 | 9 | | Non-Industrial | |
| Ommen i | 3202 | E4489A9 | 6 | | Industrial | |
| Nolvega i | 3205 | C335778 | 6 | | | G |
| Sneek i | 3206 | DA6A103 | 8 | | Non-Industrial, Waterworld | 9 P |
| Diever i | 3209 | E673482 | 4 | | Non-Industrial | |
| Rodon i | 2210 | DE35467 | V | | Non-Inductrial | 0 |

The Otago Subsector contains 32 systems with a total population of 232.5 million. The highest Population Level is 9 at Okato, Tauroa, and Ommen; the highest Tech Level is D at Okato.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy n Supraherd + Maorin Stat + Stasmi Zanya = Taquari' * Range Valyana Comnate @ Independent i K'Chemi Centralate T'tnaree



SKELMORE SUBSECTOR

The Skelmore Subsector is comprised entirely of the Lesser Rift which has an extremely low star density. All systems in this region are independent, and several are still undeveloped. What administrative services are available are located at Qadhima in the Ralmar Subsector immediately to Rimward.

| | | NAMOOON | | Indeveloped | C |
|------------|------|---------|----|-----------------------------|---|
| xtepec | 9114 | X40000 | 1 | nineveroped |) |
| ustunich | 0218 | E110654 | 7 | Non-Industrial, Desertworld | U |
| Tekax | 0316 | X233000 | ţ | Undeveloped | 1 |
| zamal | 0412 | X411000 | 1 | Undeveloped | U |
| oxicha | 0520 | E301668 | 6 | Non-Industrial, Rock | |
| Arriada | 0714 | E857333 | 33 | Non-Industrial | |
| Selmopan | 0717 | E547343 | 9 | Non-Industrial | 5 |
| Kcalak | 0811 | E525759 | 2 | | 3 |
| Pijijiapan | 0819 | C566691 | 7 | Agricultural | 5 |

The Skelmore Subsector contains 9 systems with a total population of 11.2 million. The highest Population Level is 7 at Xcalak; the highest Tech Level is 9 at Loxicha.





KHALI SUBSECTOR

The Khali Subsector is one-third Lesser Rift with all of three independent systems, one-third Zultan AI Amyi with 6 systems, and one-third Range Valyana with 9 systems. This sparsely populated area has been the scene of a number of border clashes between Rangan and Zultani. Building tensions indicate that there will soon be another war. The Rangan will hold it dearly, as it contains one of their Tri Capitals, and hope for their allies to counter-attack and relieve the pressure.

| 5 | | | | U | | rial G | rld G | | D pl | | | | U | U | | U | rial | U | | ld G | |
|-------------|--------------------------|---|--|---|--|--|--|--|--|---|--|---|---|---|--|---|---|---|---|--|---|
| Undeveloped | Non-Industrial | Non-Agricultural, | Non-Industrial, | Desertworld | Non-Industrial | Agricultural, Non-Industr | Non-Industrial, Waterwor | Non-Industrial | Non-Industrial, Waterwor | Non-Industrial, Poor | Non-Agricultural, | Non-Industrial, Poor | Non-Industrial | Non-Industrial, Poor | Non-Industrial, Poor | Tri Capital | Agricultural, Non-Industr | Rich | Non-Industrial | Non-Industrial, Waterwor | |
| | | | | | | | | | | | | | | | | * | | | | | |
| : | 6 | A | | | 8 | 9 | в | 8 | 6 | 2 | 6 | | 8 | 6 | 6 | U | 6 | | 2 | ۷ | |
| X100000 | B354230 | E110305 | | | C888262 | C444659 | BA9A536 | B432566 | D88A426 | C343515 | E121216 | | E588131 | C432232 | B753310 | A855678 | C888699 | | E424358 | C54A478 | |
| 9101 | 1020 | 1113 | | | 1119 | 1216 | 1220 | 1318 | 1320 | 1412 | 1414 | | 1416 | 1419 | 1511 | 1514 | 1613 | | 1615 | 1617 | |
| ZK-431 | Bihar ° | Qamr i | | | Karin ° | Sinchu i | Burae ° | Abd al Kuri ° | Taleh ° | Sutsien • | Kaopao • | | Tachen • | Hafun ° | Chushan • | Swatow • | Chinsi • | | Yulin • | Aicheng • | |
| | 101b X100000 Undeveloped | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial | 1015 X10000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Agricultural, | 1015 X10000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Agricultural, Non-Industrial, | 1015 X10000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Agricultural, Non-Industrial, Desertworld | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Agricultural, Non-Industrial, Desertworld 1119 C888262 8 Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Agricultural, 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 E88262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial | 101b X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A 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9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E121216 9 Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial 1221 B49A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E121216 9 Non-Industrial 1414 E121216 9 Non-Industrial 1414 E121216 9 Non-Industrial 1414 E121216 9 Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial 1221 B432566 B Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E121216 9 Non-Industrial 1416 E121216 9 Non-Industrial 1416 E588131 8 Non-Industrial 1416 E588131 8 Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial 1221 B49A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1321 B432566 B Non-Industrial 1321 D88A426 9 Non-Industrial 1321 D88A426 9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E121216 9 Non-Industrial 1416 E588131 8 Non-Industrial 1418 C432232 9 Non-Industrial 1419 C432232 < | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E121216 9 Non-Industrial 1416 E588131 8 Non-Industrial 1416 E588131 8 Non-Industrial 1419 C432232 9 Non-Industrial 1511 B753310 9 Non-Industrial | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 8 Non-Industrial 1320 D88A426 9 Non-Industrial 1321 D414 E121216 9 Non-Industrial 1412 C343515 7 Non-Industrial Poor 1412 C343515 7 Non-Industrial Poor 1414 E121216 9 Non-Industrial Poor 1414 E121216 9 Non-Industrial Poor 1419 C432232 9 | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 8 Non-Industrial 1220 BA9A536 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 8 Non-Industrial 1220 BA9A536 8 Non-Industrial 1320 D88A426 9 Non-Industrial 1412 C343515 7 Non-Industrial 1414 E12121 | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 8 Non-Industrial 1212 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1321 B Non-Industrial Naterworld 1412 C343515 7 Non-Industrial 1320 D88A426 9 Non-Industrial Non-Industrial 1412 C343515 7 Non-Industrial Non-Industrial 1414 E121216 9 Non-Industrial Non-Industrial 1418 E121216 9 Non-Industrial Non-Industrial 1418 | 1015 X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1211 C388265 8 Non-Industrial 1220 B49A536 8 Non-Industrial 1220 B432566 8 Non-Industrial 1320 D88A426 9 Non-Industrial 1412 E121216 9 Non-Industrial 1414 E121216 | 101b X100000 Undeveloped 1020 B354230 9 Non-Industrial 1113 E110305 A Non-Industrial 1119 C888262 8 Non-Industrial 1216 C444659 6 Agricultural, Non-Industrial 1220 BA9A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1220 BA9A536 B Non-Industrial 1320 D88A426 9 Non-Industrial 1320 D88A426 9 Non-Industrial 1321 B432566 B Non-Industrial 1320 D88A426 9 Non-Industrial 1321 B432565 8 Non-Industrial 1321 B Non-Industrial Nor-Industrial 1414 E121216 9 Non-Industrial 1414 E12232 9 Non-Industrial 1416 E588131 8 Non-Industrial 1418 E1231216 9 Non-Industrial 1414 E121216 |

The Khali Subsector contains 18 systems with a total population of 1.2 million. The highest Population Level is 6 at Sinchu, Swatow, and Chinsi; the highest Tech Level is C at Swatow.





SZECHWIN SUBSECTOR

The Szechwin Subsector is occupied by Range Valyana. This area contains the Tri Capitals, Pachungi and Tekko. Owing to the mobile lifestyle of the Valyana, population levels have never become very high. The subsector also contains seven independent systems. Considerable merchant traffic flows through this region from Ramayan, K'Chemi Centralate, and the Einarchy to Maorin Stat and Supraherd T'tharee. Not threatened by overt war, this area has, nonetheless, seen a build-up of security forces since there have been a disturbing pumber of ship disances in the last several vears.

| Agricultural Non-Industrial |
|--------------------------------|
| _ |
| Non-Industrial, Waterworld |
| |
| |
| |
| Non-Industria |
| N |
| |
| 0 |
| 8A8 |
| C6228A8 |
| 1813 1816 |
| 1718 1813 1816 |
| 14 |
| Muli • |

The Szechwin Subsector contains 21 systems with a total population of 750.4 million. The highest Population Level is 9 at Pachungi; the highest Tech Level is E, also at Pachungi.







The Midormega Subsector is primarily an unorganized area on the fringes of several small, interstellar states. Density of star systems is rather low and has retarded development in this subsector. There still remains a fairly high incidence of piracy in this area; a hidden base is suspected in the subsector. Stasmi Zanya, a very recent political organization, overlaps this subsector into T'shemi Subsector. Commercial opportunities abound as development increases in this area.

| 0 | 0 | | | | U | U | U | | U | | | U | | U | C | | U | | U | | | | U | U | |
|----------------------|-----------------------------|----------------------|----------|-------------------|----------------|-------------|-----------|----------------|-----------|----------------|------------------------------|----------------|-------------|----------------|----------------|----------------|----------------|-------------------|----------------|------------------------------|-------------------|----------------|----------------|----------------|--|
| Non-Industrial, Poor | Non-Industrial, Desertworld | Non-Industrial, Poor | Poor | Non-Agricultural, | Non-Industrial | Desertworld | | Non-Industrial | | Non-Industrial | Agricultural, Non-Industrial | Non-Industrial | Undeveloped | Non-Industrial | Non-Industrial | Non-Industrial | Non-Industrial | Non-Agricultural, | Non-Industrial | Agricultural, Non-Industrial | Non-Agricultural, | Non-Industrial | Non-Industrial | Non-Industrial | |
| 9 | 7 | 9 | 4 | 00 | | D | 9 | e | 5 | 6 | 4 | 7 | ; | 6 | 9 | 7 | Ð | 9 | | 8 | 4 | | 8 | 7 | |
| D353303 | X420100 | E343432 | D752785 | C528505 | | C571775 | X6678A0 | E779112 | D363549 | C694212 | D655669 | C563424 | X200000 | C784430 | C799456 | E527433 | D554482 | C536649 | | B466567 | E726374 | | D6A55555 | C764323 | |
| 2519 | 2613 | 2616 | 2617 | 2620 | | 2719 | 2812 | 2814 | 2817 | 2820 | 2916 | 2919 | 3012 | 3018 | 3020 | 3111 | 3117 | 3119 | | 3120 | 3214 | | 3216 | 3220 | |
| Zevenaar i | Goor | Olst i | Twello i | Enschede i | | Doesburg i | Ariadne i | Herai | Calypso i | Mezotur | Argus = | Cegled = | Nausicaa | Kaposvar = | Zala = | Euobea i | Ino i | Gyor = | | Sopron = | Skiros i | | Lesvos i | Mohacs = | |

The Midormega Subsector contains 22 systems with a total population of 17.5 million. The highest Population Level is 7 at Twello and Doesburg; the highest Tech Level is 9 at Mezotur and Kaposvar.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy ¤ K'Chemi Centralate * Range Valyana • Supraherd T'tnaree + Maorin Stat • Stasmi Zanya ∎ Taquari' Comnate @ Independent i



RALMAR SUBSECTOR

The Ralmar Subsector has all but three of the systems herein contained within the Zultan Al Amyi. This area of the Zultanate has been the scene of several conflicts with the Sydymic Empire to Spinward. Internal dissention has also been frequent, led by either Shaqra or Qadhima. At the present time, sentiment in the Spinward regions of the Zultanate matches that in its other regions: that of a building desire for a crusade of renewal.

| Saukin i | 0121 | X541211 | 2 | Non-Industrial, Desertworld, | |
|------------|------|---------|----|------------------------------|----|
| | | | | Poor | 5 |
| Mesewa i | 0126 | E588357 | 3 | Non-Industrial | |
| | 0223 | D446434 | 8 | Non-Industrial | 3 |
| Akhdar ° | 0224 | C876586 | 8 | Agricultural, Non-Industrial | |
| Jauf ° | 0226 | C674515 | 7 | Agricultural, Non-Industrial | 5 |
| Sakaka ° | 0228 | B325966 | D | Non-Agricultural, Industrial | 00 |
| Nisab ° | 0229 | C476463 | 9 | Non-Industrial | U |
| Truba° | 0230 | B341737 | 9 | Poor, Desertworld | 5 |
| Assab i | 0321 | E421312 | 7 | Non-Industrial, Desertworld | 5 |
| Faid ° | 0325 | B689565 | U | Non-Industrial | 5 |
| Hail。 | 0326 | C471220 | 7 | Non-Industrial, Desertworld | |
| Shaqra ° | 0328 | A653874 | * | Poor | 1 |
| Hanakiya ° | 0422 | C54A554 | 8 | Non-Industrial, Waterworld | 5 |
| AI Ain ° | 0428 | C763532 | 7 | Non-Industrial | 9 |
| Sufeina ° | 0429 | C426546 | 9 | Non-Agricultural, | |
| | | | | Non-Industrial | |
| Mastura ° | 0522 | D98A375 | 4 | Non-Industrial, Waterworld | 9 |
| Qadhima ° | 0524 | A784954 | 0 | Aduation of the second | 9 |
| Umm Lajj ° | 0526 | D482541 | 2 | Non-Industrial | |
| Badr | 0527 | E96A312 | 4 | | 3 |
| Rabigh ° | 0624 | C331659 | 80 | Non-Industrial, Desertworld | 0 |
| Jidda ° | 0628 | E564313 | 4 | Non-Industrial | 5 |
| AI Lith ° | 0630 | C365884 | 6 | Rich | 5 |
| Doga° | 0722 | D544667 | Ð | Agricultural, Non-Industrial | |
| AI Oahm ° | 0724 | C525536 | 6 | Non-Agricultural, | |
| | | | | Non-Industrial | |
| Sabya ° | 0727 | X543577 | 1 | Non-Industrial, Poor A, G | 0 |
| Hadhar • ° | 0821 | C425537 | 7 | Non-Agricultural, | |
| | | | | Non-Industrial | |
| Tikrit ° | 0823 | C666888 | 6 | Rich | U |
| Kirkuk ° | 0825 | C342564 | 5 | Non-Industrial, Poor | 1 |
| Erbil ° | 0828 | X000000 | 1 | Undeveloped | 5 |
| Oizan ° | 0830 | D371342 | 7 | Non-Industrial, Desertworld | 5 |





TUWAIQ SUBSECTOR

The Tuwaiq Subsector was the scene of heavy fighting during the War of Einarchy Independence and still remains a hotbed of tensions. Most of the systems remain in Zultani hands with heavy naval forces shuttling back and forth along the border. The Einarchy maintains heavy patrol forces at Aytos with scouts out at Haleb and Raqqa. Ramayan has a heavy fleet based at Bastar with scouts at Khabur. It is suspected that the Zultanate will try to retake the Einarchy, though the precise date and place of attack are uncertain.

| Zubair | 10071 | Zubair ° 0021 CA23626 A M. A. L. | V | | | (|
|---------------|-----------------------|----------------------------------|----|---|---|----|
| Basra ° | 0923 | C543343 | 11 | | Non-Agricultural, Poor Non-Industrial Poor | 50 |
| Samawa ° | 0926 | C518668 | 2 | | Non-Agricultural | 9 |
| Hilla ° | 0929 | X68A253 | 7 | | Non-Industrial. Waterworld | C |
| Karbala ° | 1022 | B355879 | 4 | | | 0 |
| Shithatha ° | 1023 | E553568 | 4 | | Non-Industrial. Poor | 0 |
| Afaq ° | 1027 | D436534 | 9 | | |) |
| Badra ° | 1121 | A559889 | 8 | * | | 9 |
| Zorbatiya ° | 1124 | X543100 | 8 | | Poor |) |
| Ba'quba° | 1125 | E683270 | S | | Non-Industrial | 0 |
| Mandali ° | 1128 | C8687A6 | 9 | | Agricultural | 00 |
| Naft Kaneh ° | 1130 | E414360 | e | | Non-Agricultural, |) |
| Sa'diya ° | 1222 | C245AC8 | В | | Industrial | |
| Kifri ° | 1225 | D528327 | 9 | | Non-Agricultural | |
| Nnanagin V | 1226 | C485678 | 9 | | Agricultural, Non-Industrial, | |
| | | | | | Rich | 9 |
| Samarra ° | 1228 | A584573 | D | * | Agricultural | 0 |
| Maidan ° | 1230 | B353555 | в | | Non-Industrial, Poor | 0 |
| Halabja ° | 1321 | E485674 | 2 | | Agricultural, Non-Industrial, | 2 |
| | | | | | Rich | |
| Oal'at Diza ° | 1323 | AA69563 | υ | * | Non-Industrial | |
| Rania ° | 1325 | C100254 | A | | Non-Agricultural. | |
| | | | | | Non-Industrial, Rock | 0 |
| Dohuk ° | 1328 | C686125 | 6 | | Non-Industrial | |
| Mardin ° | 1421 | C52A6A9 | 8 | | Non-Agricultural | 9 |
| Urfa° | 1424 | B220582 | A | | Non-Industrial, Desertworld, | |
| | and the second second | | | | Poor | 0 |
| Gasiantep ° | 1426 | E6A6100 | 9 | | Non-Industrial | 9 |
| Khabur i | 1428 | E755470 | ß | | Non-Industrial | |
| Raqqa i | 1525 | E534521 | 1 | | Non-Industrial | 5 |
| Bijapur r | 1530 | C463304 | 00 | | Non-Industrial | |
| Haleb i | 1622 | E873232 | 6 | | Non-Industrial | |
| Pleven a | 1624 | D440434 | 2 | | Non-Industrial, Desertworld, | |
| 1 - 1 - 1 - 1 | 1001 | | | | Poor | 0 |
| Aytos 🛛 | 1625 | B442435 | U | | Non-Industrial, Poor | 0 |
| Lukovit a | 1627 | C378437 | A | | Non-Industrial | |
| Bastar r | 1630 | A457774 | U | * | Agricultural | 0 |

The Tuwaiq Subsector contains 32 systems with a total population of 5.15 billion. The highest Population Level is A at Sa'diya; the highest Tech Level is D at Samarra.



SUDIN SUBSECTOR

The Sudin Subsector was the site of much fighting during the War of Einarchy Independence. Since that time, the subsector has seen an unprecedented period of peace and commercial prosperity. Trade has increased remarkably, and the bordering interstellar states have been able to greatly reduce their naval forces in this area. Twelve systems belong to the Einarchy, two to Range Valyana, three to Ramayan, four to K'Chemi Centralate, and eight are independent. All states in this area are reinforcing their naval forces in anticipation of trouble with the Zultani.

| Bryast ¤ Zadora µ | 1723 | C77A7B9 | A | | Waterworld | 5 |
|----------------------|------|---------|----|---|--|---|
| Zagora n | | | | | AND TO AN OLI O | 5 |
| | 1724 | D767589 | 2 | | Agricultural, Non-Industrial | U |
| Varna D | 1725 | A557855 | 0 | * | Einarchy Capital | U |
| Kavarna 🛛 | 1727 | E231412 | 8 | | Non-Agricultural, Desertworld, Non-Industrial, Poor | p |
| Rayagada r | 1729 | B523554 | A | | Non-Agricultural, | |
| | | | | | Non-Industrial, Poor | 9 |
| Elkhovo | 1822 | B434516 | U | | Non-Agricultural, Non-Industrial | 9 |
| Bausko 🛛 | 1825 | D553215 | 2 | | Non-Industrial, Poor | |
| T' Batak 🛛 | 1826 | X456679 | 3 | | Non-Agricultural, Non-Industrial A. G | 5 |
| Razlog o | 1827 | B868635 | A | | Industria | G |
| Surada r | 1830 | EAAA233 | A | | Non-Industrial, Waterworld | 9 |
| Linsi • | 1921 | B885659 | 8 | * | Agricultural, Rich | |
| K' Trun a | 1923 | C848302 | в | | Non-Industrial, Waterworld | 9 |
| Iskra o | 1924 | D5785A5 | 9 | | Agricultural, Non-Industrial | |
| Levka | 1926 | A581434 | ۷ | | Non-Industrial, Desertworld | 9 |
| M'Mugla o | 1927 | C6A5436 | 6 | | Non-Industrial | |
| Puri r | 1930 | C440847 | 8 | | Poor, Desertworld | U |
| Tatung • | 2021 | C668876 | 2 | | Rich | U |
| Tenkadogo i | 2123 | C6857B9 | 8 | | Agricultural | 0 |
| Shaki i | 2125 | C635656 | 2 | | Non-Agricultrual, | |
| | | | | | Non-Industrial | |
| Vom i | 2128 | D371673 | 2 | | Non-Industrial Desertworld | U |
| Jos i | 2222 | DA9A303 | 2 | | Non-Industrial, Waterworld | |
| Kumo i | 2226 | C535785 | 8 | | Non-Agricultural | U |
| Bornu i | 2321 | E474220 | 9 | | Non-Industrial | U |
| Enugu i | 2325 | C261886 | 00 | | Rich, Desertworld | U |
| M' Bata * | 2328 | B9A6326 | U | | Non-Industrial | 0 |
| Mokolo * | 2329 | C784645 | 80 | | Agricultural, Non-Industrial, | (|
| Kribi i | 2423 | E537425 | 2 | | Rich Non-Agricultural, | כ |
| N' Samba * | 2426 | C4006B7 | 0 | | Non-Agricultural, Rock | U |
| Lopi * | 2430 | C665534 | 00 | | Agricultural, Non-Industrial | |

The Sudin Subsector contains 29 systems with a total population of 167.4 million. The highest Population Level is 8 at Varna, Puri, Tatung, and Enugu; the highest Tech Level is D at Varna.



T'SHEMI SUBSECTOR

K'Chemi Centralate, Stasmi Zanya, and Taquari' Comnate, as well as eight The T'Shemi Subsector contains elements of the interstellar states centuries, new trade routes have been established to Stasmi Zanya to service independent systems. Commercial rivalries in this area have been, and remain, intense, but only rarely have armed skirmishes broken out. Over the past several the growing chemo-synthetic industries there.

| 00 | U | - | D I | D I | 9 | IJ | U | - | | U | | G | ď, | 9 | | 5 | 9 | U | | 9 | orld, | U | U | | U | | U | | | U | | 9 | G | G | |
|--|--------------------|----------------------------|------------------------------|------------------------------|-------------------|----------|----------------------|------------------------------|-------------------------------|------|-------------|----------------|------------------------------|------|------------------------|----------------|--------------|----------------|----------------|------------------------------|--------------------------------|----------------|----------------|----------------------------|-------------|----------------|----------------------|------------------------|----------------|---------|--------------|------------------|-----------------|-----------------------------|--|
| Agricultural, Non-Industrial Non-Agricultural | Centralate Capital | Non-Industrial, Waterworld | Agricultural, Non-Industrial | Agricultural, Non-Industrial | Poor, Desertworld | Rich | Non-Industrial, Poor | Agricultural, Non-Industrial | Non-Agricultural, Industrial, | Rock | Undeveloped | Non-Industrial | Non-Industrial, Desertworld, | Poor | Industrial, Waterworld | Zanyan Capital | Agricultural | Non-Industrial | Non-Industrial | Agricultural, Non-Industrial | Non-Agricultural, Desertworld, | Non-Industrial | Non-Industrial | Non-Industrial, Waterworld | Undeveloped | Non-Industrial | Non-Industrial, Poor | Non-Agricultural, Poor | Non-Industrial | | Agricultural | Non-Agricultural | | Agricultura, Non-Industrial | |
| | * | | | | | | | * | | | | | | | | * | | | | | | | | | | | | | | | | | | | |
| 9 0 | D | ۷ | 2 | 8 | 6 | 6 | 2 | D | ۷ | | Ľ | 2 | 2 | | U | U | 8 | 2 | 6 | 2 | 2 | | 9 | A | 1 | - | Q | 2 | 2 | 8 | ß | 9 | 8 | ۷ | |
| D574653 C3268C6 | A5579C9 | EAAA233 | D555674 | C697647 | C3507C7 | B788887 | C252555 | A756561 | C1009A9 | | X439000 | C357210 | D541444 | | C87A9C8 | A557734 | C6856A9 | D595310 | C785414 | C675528 | D310696 | | E984447 | C99A447 | X7A6000 | C788338 | D353582 | D223784 | C788338 | C3628A6 | D574778 | C2367C4 | B4578A9 | C556524 | |
| 2523 2525 | 2528 | 2530 | 2621 | 2624 | 2626 | 2629 | 2724 | 2725 | 2728 | | 2821 | 2826 | 2827 | | 2830 | 2921 | 2922 | 2925 | 2926 | 3022 | 3023 | | 3029 | 3030 | 3121 | 3122 | 3125 | 3129 | 3221 | 3222 | 3226 | 3227 | 3228 | 3230 | |
| Sembe i N'Djole' * | Cham * | Mitzic * | Ely i | Bitam * | | K'Oyem * | Deeth i | N' Dogo * | Nyanga * | | Bicske = | Iguala * | M' Pouya * | | Carlin i | Vya = | Sumeg = | Yaounda i | Ewo * | Acs = | Lund i | | Rn' Kita @ | 8 | | | | 3 | Oroshaza | | | Rn' Kaedi @ | Rn' Matam @3228 | Tg' Sokolo @3230 | |

2.57 billion. The highest Population Level is 9 at Cham, Nyanga, and Carlin; The T'Shemi Subsector contains 33 systems with a total population of the highest Tech Level is D at Cham and N'Dogo.



YAKILNET SUBSECTOR

systems with the Zultan AI Amyi claiming nine systems at the Coreward edge. These systems include the political capital of the Zultani, Bafq. Sphere Fenix and the Marlan Primate, as well as the Sydymic Empire have blocked expansion The Yakilnet Subsector is primarily an open area of independent starefforts in this direction. Military vessels have been sighted in this area of late. This area also is liable to be in contention when next the Zultani move.

| G | | U | U | | U | | | A, G | U | U | U | | | | U | U | | U | | U | | U | | U | | U | | | U |
|----------------------------|-------------|----------------------------|-------------|-------------------------------|------|----------------------|---------------|-------------------|----------------------|--------------|----------------|------------------------------|-------------------|----------------|------------------------------|----------------|----------------|----------------|-------------------|----------------|----------------|-----------------|----------------|----------------|----------------------------|------------------------------|-------------------|----------------|------------------------------|
| Non-Industrial, Waterworld | Undeveloped | Non-Industrial, Waterworld | Undeveloped | Agricultural, Non-Industrial, | Rich | Non-Industrial, Poor | Agricultural, | Non-Industrial A. | Non-Industrial, Rich | Agricultural | Non-Industrial | Agricultural, Non-Industrial | Non-Agricultural, | Non-Industrial | Agricultural, Non-Industrial | Non-Industrial | Non-Industrial | Non-Industrial | Non-Agricultural, | Non-Industrial | Non-Industrial | Zultani Capital | Non-Industrial | Non-Industrial | Non-Industrial, Waterworld | Agricultural, Non-Industrial | Non-Agricultural, | Non-Industrial | Agricultural, Non-Industrial |
| | | | | | | | | | | | | | | | | | | | | | | * | | | | | | | |
| 7 | ţ. | 2 | 1 | 8 | | 2 | - | | 8 | A | 9 | 2 | 4 | | 6 | 2 | 2 | 4 | 4 | | ß | в | 6 | e | 2 | 2 | 2 | | 4 |
| EAAA200 | X000000 | D55A435 | X420000 | C365698 | | D452474 | X655636 | | C869673 | B548769 | C672529 | F697525 | E726374 | | C687569 | E375310 | E472210 | C986437 | E527304 | | C681343 | A788999 | C383403 | E756481 | C66A303 | C6766B5 | D536366 | | E774518 |
| 0134 | 0136 | 0237 | 0239 | 0331 | | 0333 | 0335 | | 0337 | 0436 | 0437 | 0438 | 0440 | | 0532 | 0533 | 0534 | 0635 | 0638 | | 0731 | 0732 | 0734 | 0831 | 0832 | 0834 | 0838 | | 0840 |
| Chisec i | Chahai | Izabel i | Gualan | Hamadan ° | | Ipala i | Jalapa | | Jutiapa i | Masajua i | Cuilco i | Tacana' i | Comalapa i | | Kashan ° | Ardistan ° | Ocos i | Chilan i | Tenosique i | | Yezd ° | Bafq ° | Kerman ° | Disful ° | Ariana ° | Ardebil ° | Goumbou i | | Niono i |

The Yakilnet Subsector contains 25 systems with a total population of 884.6 million. The highest Population Level is 9 at Bafq; the highest Tech Level is B, also at Bafq.





INDUZ SUBSECTOR

The Induz Subsector contains a large portion of Ramayan and also eight independent systems. These were the first systems settled by the Ramayan and were not involved in any of the Zultani raids. Nevertheless, large military forces are still maintained as a matter of policy.

| 1731 X100000 Undeveloped G 1734 C220505 B Non-Industrial, Poor G 1735 E589588 6 Non-Industrial, Poor G 1733 E589588 6 Non-Industrial A 1831 C797783 5 Non-Industrial A 1833 E58958 9 Non-Industrial A 1833 E5362799 6 Non-Industrial A 1833 E2323554 8 Non-Industrial, Poor G 1833 E220319 9 Non-Industrial, Poor G 1932 E220319 9 Non-Industrial, Poor G 1933 E220319 9 Non-Industrial, Poor G 1934 C8396B2 5 Non-Industrial, Poor G 1935 E220319 9 Non-Industrial, Poor G 1934 C8396B2 5 Non-Industrial, Poor G 1935 E220331 8 Non-Industrial, Nor G 1936 C3335454 8 Non-I | | | | | |
|---|------|---------|--------|------------------------------|---|
| C220505BNon-Agricultural, Non-IndustrialE5895886Non-IndustrialC7977835AgriculturalC7977835AgriculturalC7977935Non-IndustrialC7977936Non-IndustrialC372305DNon-IndustrialB5369789Non-IndustrialB5369789Non-IndustrialC372305DNon-IndustrialB5369789Non-IndustrialC6677996Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC6677999Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC6677999Non-IndustrialD92AA3518Non-IndustrialC54429A99Non-IndustrialC54429A99Non-IndustrialC54429A99Non-IndustrialD92AA3518Non-IndustrialC54429A99Non-IndustrialD93AA3518Non-IndustrialC54429A99Non-IndustrialC54429A99Non-IndustrialC54429A99Non-IndustrialC5442936Non-IndustrialD98A6466Non-IndustrialD6597887Non-IndustrialD94A78796Non-IndustrialD94604336Non-IndustrialD94604336N | 31 | X100000 | 1 | Undeveloped | U |
| Non-IndustrialC7977835C7977835C7977835C7977835C7977835C7977835C7977835C7977996Non-IndustrialB5369789Non-IndustrialC372305DNon-IndustrialB5369789Non-IndustrialC3325548Non-IndustrialC6677996Agricultural, RichC3325548Non-Industrial, PoorC3325549Non-Industrial, PoorD9AA3518Non-Industrial, PoorD9AA3518Non-Industrial, WaterworldC3107798Non-Industrial, WaterworldC3107798Non-Industrial, PoorD9AA3518Non-Industrial, PoorD9AA3518Non-Industrial, WaterworldC3107798Non-Industrial, NaterworldC3107798Non-Industrial, NaterworldC3107798Non-Industrial, NaterworldC3107798Non-Industrial, NaterworldC3107799Non-Industrial, NaterworldC3107798Non-Industrial, NaterworldC3107798Non-Industrial, NaterworldC3107799Non-Industrial, NaterworldC3107799Non-IndustrialD98A6466Non-Industr | 34 | C220505 | 8 | Non-Agricultural, | |
| E5895886Non-IndustrialC7977835AgriculturalC7977835AgriculturalC372305DNon-IndustrialB5369789Non-IndustrialC6677996Agricultural, RichC6677996Agricultural, RichC6677996Agricultural, RichC6677996Non-Industrial, PoorC6677999Non-Industrial, PoorC6677999Non-Industrial, PoorC6677999Non-Industrial, MaterworldC6677999Non-Industrial, WaterworldC3325548Non-Industrial, WaterworldC3325548Non-Industrial, WaterworldC3325548Non-Industrial, WaterworldC3325548Non-Industrial, WaterworldC3325548Non-Industrial, WaterworldC5429A99Non-IndustrialD9AA3518Non-IndustrialD9AA3518Non-IndustrialD9AA3518Non-IndustrialC5744159Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD9444336Non-IndustrialD9478796AgriculturalD460433< | | | | Non-Industrial, Poor | U |
| C7977835AgriculturalE4332005Non-IndustrialB5369789Non-Agricultural, RichC3723050Non-Agricultural, RichB5369789Non-Industrial, PoorC6677996Agricultural, RichC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325549Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, WaterworldC3325548Non-Industrial, MaterworldC3325548Non-Industrial, MaterworldC3325548Non-IndustrialD9AA3518Non-IndustrialD6597887Non-IndustrialD6597887Non-IndustrialD6597887Non-IndustrialD9AA3518Non-IndustrialD9A78796Agricultural, IndustrialD9A78796AgriculturalD9A78796AgriculturalC5744159Non-IndustrialD9A78796AgriculturalC5744159Non-IndustrialD9A78796AgriculturalC5744159Non-IndustrialD9A78796AgriculturalC942325AgriculturalC794232 <td>35</td> <td>E589588</td> <td>9</td> <td>_</td> <td>U</td> | 35 | E589588 | 9 | _ | U |
| E4332005Non-IndustrialC372305DNon-AgriculturalB5369789Non-AgriculturalC6677996AgriculturalC6677996AgriculturalC6677996Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325549Non-IndustrialC3325549Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC3325548Non-IndustrialC5429499IndustrialC5429499Non-IndustrialC5429499Non-IndustrialC5429499Non-IndustrialC5423518Non-IndustrialD8AA3518Non-IndustrialD8AA3518Non-IndustrialD9AA3519Non-IndustrialD9AA3519Non-IndustrialD9AA3326Non-IndustrialD9AA3326Non-IndustrialD9AA3326Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA3336Non-IndustrialD9AA | 39 | C797783 | 5 | Agricultural | |
| C372305DNon-IndustrialB5369789Non-Agricultural, RichB5369789Non-Industrial, PoorC3325548Non-Industrial, PoorC3325548Non-Industrial, PoorC3325549Non-Industrial, PoorC3325549Non-Industrial, PoorC3325549Non-Industrial, PoorC3325549Non-Industrial, PoorC3325548Non-Industrial, PoorC3325549Non-Industrial, MaterworldC335187Non-Industrial, MaterworldC3363416C*D9AA3518Non-IndustrialD9AA3518Non-IndustrialC5429A99Non-Industrial, MaterworldC5429A99Non-Industrial, MaterworldC544159Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD94604336SC34159Non-IndustrialD94604336Agricultural, Non-IndustrialC345635 | 40 | E433200 | 2 | Non-Industrial | 4 |
| B5369789Non-AgriculturalC6677996Agricultural, RichC6677996Agricultural, RichC6677996Non-Industrial, PoorC3325548Non-Industrial, PoorE2203199Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, WaterworldC8396B25Non-Industrial, WaterworldC8396B29Non-Industrial, WaterworldC8396B25Non-Industrial, WaterworldC8396B29Non-Industrial, WaterworldC8396B29Non-Industrial, WaterworldC83363416C*D9AA3518Non-IndustrialD9AA3518Non-IndustrialD9AA3519Non-IndustrialD9AA3519Non-IndustrialD9AA3539Non-IndustrialD9AA3536Agricultural, IndustrialD9AA3536AgriculturalD9AA3536AgriculturalD9AA3535Non-IndustrialD9AA3536AgriculturalD9AA3536AgriculturalC7942325Non-IndustrialD4604336AgriculturalC7942325Non-IndustrialC7942336AgriculturalC7942335Non-IndustrialC9460335Agricultural, Non-Industrial< | 331 | C372305 | D | Non-Industrial | U |
| C6677996Agricultural, Rich Non-Industrial, PoorC3325548Non-Industrial, PoorE2203199Non-Industrial, PoorE2203199Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, WaterworldC8396B25Non-Industrial, WaterworldC8396B29Non-Industrial, WaterworldC8396B25Non-Industrial, WaterworldC8396B22Non-Industrial, WaterworldC83363416C*D9AA3518Non-IndustrialD9AA3519Non-IndustrialD9AA3539D9BA6466Non-IndustrialD9BA6466Non-IndustrialD9BA6466Non-IndustrialD9BA6466Non-IndustrialD9BA78796Agricultural, IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78795Non-IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78795Non-IndustrialD9A78795AgriculturalD9A78795AgriculturalD9A78796Agricult | 333 | B536978 | 6 | Non-Agricultural | U |
| C3325548Non-Agricultural, Non-Industrial, PoorE2203199Non-Industrial, PoorE2203199Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, PoorC8396B25Non-Industrial, WaterworldC8396B26Non-Industrial, WaterworldC8396B25Non-Industrial, WaterworldC8396B26Non-Industrial, WaterworldC830416C*D9AA3518Non-IndustrialD9AA3539Non-IndustrialD9AA3546Non-IndustrialD9A78796Agricultural, IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78795Non-IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796Agricultural <td>337</td> <td>C667799</td> <td>9</td> <td>Agricultural, Rich</td> <td>0</td> | 337 | C667799 | 9 | Agricultural, Rich | 0 |
| E2203199Non-Industrial, PoorE2203199Non-Industrial, PoorC8396B25Non-Industrial, PoorC8395B25Non-Industrial, PoorC8395B39Industrial, PoorC5429A99Industrial, PoorC5429A99Industrial, PoorC5429A99Industrial, PoorC5429A99Industrial, PoorC5429A99Industrial, PoorC5429A99Non-Industrial, WaterworldC510779BNon-Industrial, WaterworldD9AA3518Non-IndustrialD9A6466Non-IndustrialD9A78796Non-IndustrialD9A78796Agricultural, IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78795Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78795Non-IndustrialD9A78796Agricultural, Non-IndustrialD9A78795Agricultural, Non-IndustrialD9A78795Agricultural, Non-Industria | 839 | C332554 | 80 | Non-Agricultural, | |
| E2203199Non-Industrial, DesertworldC8396B25Non-Industrial, Non-Industrial, PoorC8396B25Non-Industrial, Non-Industrial, PoorC5429A99Industrial, PoorC5429A99Industrial, PoorC5429A99Non-Industrial, WaterworldC5429A99Non-Industrial, WaterworldC5429A99Non-Industrial, WaterworldC210779BNon-Industrial, WaterworldD6597887Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD9464739Non-IndustrialD9478796Agricultural, IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478796Agricultural, Non-IndustrialD9478795Non-IndustrialD94604336Agricultural, Non-IndustrialD9478795Non-IndustrialD94604336Agricultural, Non-IndustrialD94604335Non-IndustrialD94604335Agricultural, Non-IndustrialD94604335Non-IndustrialD94604335Agricultural, Non-Industrial <td< td=""><td></td><td></td><td></td><td>Non-Industrial, Poor</td><td></td></td<> | | | | Non-Industrial, Poor | |
| C63396B25Desertworld Non-Industrial Non-Industrial, WaterworldC5429A99Non-Industrial, PoorC5429A3518Non-Industrial, WaterworldC2107798Non-Industrial, WaterworldC2107798Non-Industrial, WaterworldC2107798Non-Industrial, WaterworldC210779C*D9AA3518Non-Industrial, WaterworldC210779C*D9AA3518Non-IndustrialDesertworldC2107796Non-IndustrialNon-IndustrialD9A78796C5744159D9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78796C5744159Non-IndustrialD9A78795Non-IndustrialD9A78795Non-IndustrialD9A78795Non-IndustrialD9A78795Non-Industrial <td>932</td> <td>E220319</td> <td>6</td> <td>Non-Industrial,</td> <td></td> | 932 | E220319 | 6 | Non-Industrial, | |
| C8396B25Non-Agricultural, Non-Industrial Non-Industrial, Waterwork C210779C5429A99Non-Industrial, Waterwork Non-Industrial, Waterwork Non-Industrial, Waterwork Desertworld Desertworld A363416Non-Industrial, Waterwork Non-Industrial Desertworld Non-Industrial Non-Industrial Non-Industrial PoorA363416C*Non-Industrial, Waterwork Non-Industrial PoorA363416C*Non-Industrial Desertworld Non-Industrial Non-Industrial Non-Industrial Non-Industrial D9A7879D9A78796Agricultural, Industrial Non-Industrial D9A7879Non-Industrial Rich | | | | | 0 |
| Non-IndustrialC5429A99Industrial, PoorD9AA3518Non-Industrial, WaterworldC210779BNon-Industrial, WaterworldC210779BNon-Industrial, WaterworldC210779BNon-IndustrialC363416C*A363416C*D6597887Non-IndustrialD6597887Non-IndustrialD6597887Non-IndustrialD6597887Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6467Agricultural, IndustrialD98A6467Non-IndustrialD9478796Non-IndustrialD4604336Non-IndustrialD4604335Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialRichNon-Industrial | 934 | C8396B2 | 5 | | |
| C5429A99Industrial, PoorD9AA3518Non-Industrial, WaterworldC210779BNon-Industrial, WaterworldC210779BNon-Industrial, WaterworldA363416C*Non-IndustrialA363416C*Non-IndustrialA363416C*Non-IndustrialD95697887Non-IndustrialD95444239Non-IndustrialD95A6466Non-IndustrialD95A78796Non-IndustrialD9A78796Agricultural, IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78795Non-IndustrialD9A78795Non-IndustrialD9A78796AgriculturalD9A78797AgriculturalD9A78796AgriculturalD9A78796AgriculturalD9A78797AgriculturalD9A78796AgriculturalD9A78795AgriculturalD9A78795AgriculturalD946873< | | | | Non-Industrial | U |
| D9AA3518Non-Industrial, WaterworldC210779BNon-Agricultural,C210779BNon-Agricultural,A363416C*Non-IndustrialD6597887Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD94778796AgriculturalD9478796AgriculturalD4604336AgriculturalD4604336AgriculturalD4604336AgriculturalC7942325Non-IndustrialD6676873AgriculturalC7942325Non-IndustrialC8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | 935 | C5429A9 | 6 | Industrial, Poor | |
| C210779BNon-Agricultural, DesertworldA363416C*Non-Industrial DesertworldA363416C*Non-Industrial Non-Industrial Non-Industrial MaterworldD98A6466Non-Industrial Non-Industrial PoorNon-Industrial Non-Industrial PoorD98A6466Non-Industrial Non-Industrial PoorNon-Industrial Non-Industrial PoorD9A78796Non-Industrial PoorD9A78796Non-Industrial Non-Industrial D460433D4604336Non-Industrial Non-Industrial Non-Industrial Non-Industrial Non-Industrial SectoderE8876295Agricultural, Non-Industrial Non-Industrial Non-Industrial Non-IndustrialE8676873Agricultural, Non-Industrial Non-Industrial Non-Industrial | 940 | D9AA351 | 8 | Non-Industrial, Waterworld | 0 |
| DesertworldA363416C*D6597887Non-IndustrialD6597887Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD94604336Non-IndustrialD4604336Non-IndustrialD4604336Non-IndustrialD4604335AgriculturalD4604335Non-IndustrialD4604335Non-IndustrialD4604336Non-IndustrialD4604336Non-IndustrialD4604336Non-IndustrialD4604335Agricultural, Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non-IndustrialD4604335Non | 036 | C210779 | в | Non-Agricultural, | |
| A363416C*Non-IndustrialD6597887*Non-IndustrialD6597887Non-IndustrialB5444239Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6466Non-IndustrialD98A6467Non-IndustrialD9A78796Non-IndustrialD9A78796Non-IndustrialD4604336Non-IndustrialD4604336Non-IndustrialD4604335Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialE8876295Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | | | | Desertworld | U |
| D6597887B5444239Non-Industrial Non-Industrial, WaterworkD98A6466Non-Industrial, WaterworkC623AB9BNon-Industrial PoorC5744159Non-Industrial PoorC5744159Non-Industrial PoorD9A78796Agricultural Non-IndustrialD4604336Agricultural Non-IndustrialD4604336Agricultural Non-Industrial Non-IndustrialC7942325Non-Industrial Non-Industrial Non-IndustrialE8876295Non-Industrial Non-Industrial Non-IndustrialE8676873Agricultural, Non-Industrial Rich | 2037 | A363416 | * | Non-Industrial | |
| B5444239Non-Industrial Non-Industrial, WaterworkD98A6466Non-Industrial, WaterworkC623AB9BNon-Industrial, WaterworkC623AB9BNon-IndustrialD9A78796Non-IndustrialD9A78796AgriculturalD9A78796AgriculturalD4604336AgriculturalD5865632Agricultural, DesertworlE5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialE8876295Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | 038 | D659788 | 7 | | 9 |
| D98A6466Non-Industrial, WaterworkC623AB9BNon-Agricultural, IndustriaC623AB9BNon-Agricultural, IndustriaD9A78796Non-IndustrialD9A78796AgriculturalD4604336AgriculturalD5865632Agricultural, DesertworlE5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialC7942335Non-IndustrialE8876295Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | 2040 | B544423 | 0 | Non-Industrial | U |
| C623AB9BNon-Agricultural, Industria PoorC5744159Non-IndustrialD9A78796AgriculturalD4604336AgriculturalD5865632Agricultural, DesertworlE5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialC7942335Non-IndustrialE8876295Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | 2133 | D98A646 | 9 | Non-Industrial, Waterworld | |
| PoorC5744159D9A78796D9A78796D9A78796AgriculturalD94604336Agricultural, DesertworlE5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialE8876295Agricultural,E8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873 | 2138 | C623AB9 | В | Non-Agricultural, Industrial | |
| C5744159Non-IndustrialD9A78796AgriculturalD9A78796AgriculturalD9A78736Agricultural, DesertworlE5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialE8876295Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | | | | Poor | U |
| D9A78796D9A78796E4577667AgriculturalD4604336Non-IndustrialD5865632Agricultural, Non-IndustrialC7942325Non-IndustrialXAC800-UndevelopedE8876295Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-IndustrialE8676873 | 2139 | C574415 | 6 | Non-Industrial | U |
| E4577667AgriculturalD4604336Non-Industrial, DesertworlD5865632Agricultural, Non-IndustrialC7942325Non-IndustrialC7942325Non-IndustrialXAC800-UndevelopedE8876295Agricultural,E8676873Agricultural, Non-IndustrialE8676873Agricultural, Non-Industrial | 2140 | D9A7879 | 9 | | |
| D4604336Non-Industrial, DesertworlE5865632Agricultural, Non-IndustriaC7942325Non-IndustrialXAC800-UndevelopedE8876295Agricultural,R8676873Agricultural, Non-IndustrialR8676873Agricultural, Non-Industrial | 2231 | E457766 | 7 | Agricultural | G |
| E586563 2 Agricultural, Non-Industria C794232 5 Non-Industrial XAC800 - Undeveloped E887629 5 Agricultural, Non-Industrial E867687 3 Agricultural, Non-Industria | 235 | D460433 | 9 | Non-Industrial, Desertworld | 0 |
| C794232 5 Non-Industrial XAC800 Undeveloped E887629 5 Agricultural, Non-Industrial E867687 3 Agricultural, Non-Industria | 333 | E586563 | 2 | Agricultural, Non-Industrial | |
| XAC800 Undeveloped E887629 5 Agricultural, Non-Industrial E867687 3 Agricultural, Non-Industria | 338 | C794232 | 5 | Non-Industrial | U |
| E887629 5 Agricultural, Non-Industrial E867687 3 Agricultural, Non-Industria Rich | 434 | XAC800 | 1 | Undeveloped | |
| Non-Industrial E867687 3 Agricultural, Non-Industri Rich | 437 | E887629 | 2 | Agricultural, | |
| E867687 3 Agricultural, Non-Industrial, Rich | | | | ustrial | 5 |
| | 139 | E867687 | с С | Agricultural, Non-Industrial | |
| | | | | Rich | ∢ |



The Induz Subsector contains 28 systems with a total population of 5.7 billion. The highest Population Level is A at Multan; the highest Tech Level is D at Sukkur.

HLANTAE SUBSECTOR

The Hlantae Subsector contains eight systems of the Taquari' Comnate, two systems of the K'Chemi Centralate, and twelve independent systems. Much commercial competition goes on in this area, and a group of four independents has formed a trade league to help them compete.

| Undeveloped | 0 1 | X200000 | mez 3240 |
|------------------------------|--------|----------------|----------|
| Agricultural, Non-Industrial | 80 | C687557 | |
| Industrial | A | C5449A9 | |
| Rich, Waterworld | 8 | BA6A777 | |
| Non-Industrial | 2 | E747480 | |
| | * ш | A569735 | |
| Non-Industrial | 3 | D363598 | |
| Non-Industrial, Waterworld | 9 | E74A274 | |
| Agricultural, Non-Industrial | 4 | C557549 | |
| Agricultural, Non-Industrial | A | B554566 | |
| Non-Industrial | | | |
| Non-Agricultural, | A | C638544 | 0 |
| Non-Industrial | A | C8A3515 | - |
| Non-Industrial, Waterworld | 9 | D75A483 | - |
| Non-Industrial | 5 | C549560 | 1000 |
| Non-Industrial, Desertworld | 4 | E561302 | _ |
| Non-Industrial, Poor | | | |
| Non-Agricultural, | 8 | C222202 | |
| | A | B888879 | - |
| Non-Industrial | | | |
| Non-Agricultural, | - | D5246A9 | - |
| Undeveloped | 1 | X410000 | |
| Non-Industrial | 9 | D699366 | - |
| Non-Industrial | | | |
| Non-Agricultural, | 7 | C526579 | - |
| Non-Industrial | | | |
| Non-Agricultural, | В | B527220 | |

The Hlanae Subsector contains 22 systems with a total population of 1.03 billion. The highest Population Level is 9 at Tg'Nara; the highest Tech Level is E at Tg'Dosso.





RUMORS

(Roll 3D)

Rumors may be encountered more than one time. The Judge may choose to modify or elaborate each rumor as the occasion requires.

- 3 A casual acquaintance lets drop, within hearing of one of the players, that a group of thugs plans to rip off the cargo of the in 1D days time. (Roll 1D: 1 5: False; 6: True)
- 4 Consult a random Non-Local Rumor Table.
- 5 1D + 1 Non-uniformed "Enforcement Officers" were inquiring this morning about one of the party members. Roll 1D: 1 - 5: They want information on a third party; 6: They are after the character.
- 6 An alert is sounded to be on the lookout for contaminated (Roll 1D: 1 2: Water; 3 4: Food; 5 6: Drugs)
- 7 1D + 1 systems distant, 1D + 1 ships were lost during the last month due to pirate/military/terrorist activity.
- 8 A local businessman/politician/criminal needs to get off-planet fast and is willing to pay double/triple the normal rates.
- 9 A valuable mineral strike has just been made at , 1D + 1 systems distant. (Roll 1D: 1 4: False; 5 6: True)
- 10
 The black market has a lot of 4: Jewels; 5: Chemicals; 6: Livestock) available at real good prices.
 (Roll 1D: 1: Drugs; 2: Weapons; 3: Vehicles;
- 11 The local customs officals are going to loosen/tighten regulations on the import/export of (Roll 1D: 1: Drugs; 2: Weapons; 3: Vehicles; 4: Jewels; 5: Chemicals; 6: Livestock).
- 12 See Local Rumor Sub-Table.
- 13 1D + 2 terrorists were smuggled in last week, and in 1D days they plan to (Roll 1D: 1 - 2: assassinate a political figure; 3 - 4: sabotage a military installation; 5 - 6: stage a prison break).
- 14 New indentification cards are available 3 - 4: from a renegade Security Officer; 5 - 6: at twice/half the usual going price).
 (Roll 1D: 1 - 2: from the Terrorist's party;
- 15 See Local Rumor Sub-Table.
- 16 Someone in the port area just saw an adult Yellow-striped Deathcrawler. These large insects killed 12 people and shut down the entire port a couple of stops back.
- 17 Terrorists plan to sabotage the take-off of the next 1D + 1 ships. (Roll 1D: 1 5: False; 6: True)
- 18 A local shipping line is in poor financial condition and has put out some hints to the underworld that it is looking for a way out or, at least, for some large sums of cash. (Roll 1D: 1 4: False; 5 6: True)

Rumors on Independent Planets (Roll 1D6)

- Agents of a nearby major power (Roll 1D: 1: Ramayan; 2: Valyana; 3: Zultanate; 4: Stat; 5: Einarchy; 6: Comnate) have infiltrated the local government and are ready to stage a coup. (Roll 1D: 1 4: False; 5 6: True).
- 2 An officer of the port authority was recently caught embezling funds. She/He eluded arrest and is now seeking passage off-planet. A reward of 5,000/10,000/20,000 Credits is being offered for apprehension of the fugitive and recovery of the valuables taken. (Roll 1D: 1 2: False; 3 6: True)
- 3 Local military forces have recently undergone a considerable expansion. They have a very great need for experienced mercenary NCOs and Officers to help train the new mass of recruits. (Roll 1D: 1 - 5: True; 6: False)
- 2D + 4 natives have been caught in the last month trying to smuggle themselves off-planet. (Roll 1D: 1 5: True;
 6: False)
- 5 Expensive electronic equipment imported to this planet has been breaking down and wearing out much more rapidly than it ought. The locals suspect they are being sold shoddy merchandise. (Roll 1D: 1 3: True; 4 6: False)
- 6 Of the 24 technical advisors hired by the local government on this planet in the last three years, only 4 have been seen alive again. (Roll 1D: 1 2: True; 3 6: False)

Rumors on K'Chemi Centralate Planets (Roll 1D6)

- 1 A new variety of herd beast imported last year is spreading a parasite which kills off the local herd beasts. (Roll 1D: 1 5: False; 6: True)
- 2 Two systems over, the local agricultural bureau has developed a strain of food grain which has a 15% greater yield and a greater resistance to disease (Roll 1D: 1 - 2: False; 3 - 6: True)
- 3 The High Council is discussing the formation of a standing army and is looking for several high-ranking mercenary officers for lucrative, short-term consultant positions (Roll 1D: 1 4: False; 5 6: True)
- 4 An unnamed world in the Centralate is sponsoring several different terrorist groups to destroy trade rivals/declare its independence/gain political power. (Roll 1D: 1 5: False; 6: True)
- 5 1D + 2 high government officials have been accused of corruption or treason over the last ten years, and all have committed ritual suicide before questioning. (True)
- 6 A very large amount of electronics parts and precision machinery have been netted by the Customs Authority in smuggling attempts over the last year. (Roll 1D: 1 4: True; 5 6: False)

Rumors on Ramayan Planets (Roll 1D6)

- 1 While casualties due to fire have remained relatively constant, most of the better mercenary regiments are showing an unusually high percentage of troops "missing in action." Strangely enough, the families of the casualties don't seem especially concerned. (True)
- 2 New mercenary regiments are finding it easier than ever before to obtain government surplus equipment (Roll 1D: 1 - 5: True; 6: False)
- 3 The unsuccessful recent trials of the new class of passenger liner were due to all the extra equipment built into the design for naval reserve operation. (Roll 1D: 1 5: True; 6: False)
- 4 Many reserve officers and noncoms are being called back for refresher courses on new weaponry. (Roll 1D: 1 5: True; 6: False)
- 5 The construction of a new factory to produce high energy hand weapons has been sabotaged by agents of the Zultanate. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 6 A spy ring with links to high government officals was exposed by counter-intelligence operatives last month. (Roll 1D: 1 - 4: True: 5 - 6: False)

Rumors on Stasmi Zanya Planets

(Roll 1D6)

- 1 1D + 1 industrial spies were caught by a couple of fur trappers last month and turned over to State Security. That's the fourth batch this year! (Roll 1D: 1 5: True; 6: False)
- 2 All those special solvents are actually produced by a special form of plant called the "Alkahest." (This is a very persistent rumor often denied by official sources.)
- 3 A number of new patrol frigates are almost ready to commission into service in the planetary navy. Mercenary technicians and officers are needed to speed up crew training. (Roll 1D: 1 - 5: True; 6: False)
- 4 A special government expedition is being outfitted to make a detailed survey of a jungle area on Kalocsa. Much greater security precautions than normal are being taken. (Roll 1D: 1 5: True; 6: False)

Rumors on Supraherd T'tnaree Planets (Roll 1D6)

- 1 One of the old "Generation Ships" was recently sighted in the asteroid belt of a system 1D Jumps away. Salvage of such a valuable relic would take a lot of equipment but could be very rewarding. (Roll 1D6: 1 - 3: False; 4 - 6: True)
- 2 The average scholastic achievement scores of the important Tko'bggi minor sapient have showed a rapid decline over the last ten years. Education officials are at a loss to explain. A government security agency has started an investigation into possible outside plots or influences. (Decline is actual. Investigation Roll 1D: 1 - 4: False; 5 - 6: True; Zultani agents are making use of light metal poisons.)
- 3 An obscure sect has started a religious revival based upon racial separatism. Though numbers of converts have been small, Supraherd officals are worried that such a movement might spread. Undercover agents are being sought to infiltrate this sect. (Roll 1D: 1 - 2: False; 3 - 6: True)
- 4 An agent of a minor local race has been observed collecting material on guerilla warfare. Security authorities are looking to connect this with the Km Roga Racial Consciousness Movement. Documentary proof would be worth a great deal. (Roll 1D: 1 4: True; 5 6: False)

- 5 1D + 2 Security agents were talking over a raid in the spaceport bar and were overheard to say that a lot of new criminals were being caught lately, almost as if someone were trying to hide something in a flood of new criminals. (Roll 1D: on a 5+, local underworld contacts will have the same rumor.)
- 6 Certain religious artifacts must be taken back to the home planet's major temple by a complete stranger and unbeliever to achieve periodic reconsecration. (True)

Rumors on Range Valyana Planets (Roll 1D6)

- 1 The large numbers of pirates infesting the Spinward traffic routes lately were all subsidized by Zultani princes. (Roll 1D: 1 4: True; 5 6: False)
- 2 Civil Defense Alerts have been called twice in the last year. The "Unidentified Pirates" involved were probably Zultani Naval Units. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 3 Ramayan and Einarchy military representatives recently met to update mutual defense strategy. (True)
- 4 Construction on the new defensive missile system has fallen behind schedule due to sabotage by Zultani agents. (Roll 1D: 1 4: False; 5 6: True)
- 5 Attempts to hire additional Ramayan mercenaries have been unsuccessful; "none are available right now." Yet many new units have been formed in recent months. The Ramayan are going to desert us. (False)
- 6 Senior clan members have been forming larger para-military bodyguards than is traditional. Is someone preparing for a coup?

Rumors on Zultan Al Amyi Planets (Roll 1D6)

- 1 All the major teachers are preaching that it is time for a spiritual renewal. This time, though, we are ready, and we will win!
- 2 We have new secret weapons that are provided by powerful allies! (Roll 1D: 1 4: False; 5 6: True)
- 3 Our losses in the last war were caused by betrayals by our slaves. (False)
- 4 The Ramayan Money Warriors have been bought off and will not fight. (False)
- 5 Amal An Yani, the famous general, has refused to participate in this war. (Roll 1D: 1 2: False; 3 6: True)
- 6 Many contacts have been made in recent months by star system security patrols. These unknown vessels are so fast that none have been caught or even hit by laser fire. (Roll 1D: 1 4: True; 5 6: False)

Rumors on Maorin Stat Planets (Roll 1D6)

(Roll 100)

- 1 Off-planet mercenary companies are hiring because they anticipate an outbreak of a minor war within the next year. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 2 A large number of sightings of pirate vessels have been reported from the Trailing edges of the Stat. (Roll 1D: 1 3: True; 4 - 6: False)
- 3 The missile batteries constructed during the war scare of thirty years ago are secretly being refurbished. (True)
- 4 Some old System Defense Boats have been pulled off the scrap pile and are being rebuilt with extra detection gear as long-range picket boats. (False)
- 5 All reservists are being called up to participate in System Defense Exercises. (Roll 1D: 1 4: True: 5 6: False)
- 6 Criminal activity, especially smuggling, has died down lately, even though patrols have not been increased. (Roll 1D: 1 4: True; 5 6: False)

Rumors on Krmyia Einarchy Planets (Roll 1D6)

- System Defense Patrols have been greatly strengthened lately, and the number of smugglers cuaght has also greatly increased. (Roll 1D: 1 2: False; 3 6: True)
- Certain outworld trader families have been stockpiling luxuries in case of a war breaking out. (Roll 1D: 1 5: True; 6: False)
- 3 Many of the weapons constructed at the new arms factory have been found defective. A super hush hush hunt is going on now to catch the saboteurs. (Roll 1D: 1 - 2: True; 3 - 6: False)
- 4 The number of trading ships in from the Zultanate has tripled in the last two years, even though they don't seem to be making any profit. (Roll 1D: 1 - 5: True; 6: False)

- 5 Quite a few Ramayan mercenaries have settled on Einarchy planets and started businesses. Most of them seem much too young to retire yet. (Roll 1D: 1 5: True; 6: False)
- 6 Large numbers of umnarked cargo vessels have been observed landing in remote places on Einarchy planets. Military security around these areas is tight for a while, and then eveyone seems to ignore them. (Roll 1D: 1 5: True; 6: False)

Rumors on Taquari' Comnate Planets (Roll 1D6)

- 1 Merchants from the Centralate and Stasmi Zanya have been buying large quantities of war materials and trying to hire armed guards on long-term contracts. (Roll 1D: 1 5: True; 6: False)
- 2 Propaganda from several of the stellar empires have, in the past, emphasized the Zultani "Menace." Over the last two years, they have grown silent. Have they been bought off? (Roll 1D; 1 4: False; 5 6: True)
- 3 Many of the local crops depend upon imported pesticides and fertilizers. Farmers are worried that a war will cut these imports off, and crop yields will drop drastically. (True)
- 4 Many of the youth who have sought their fortune in the stars are now returning with tales of economic suppression and imminent war. (True)
- 5 Outbreaks of "Deathworms" in more remote areas of the Comnate have medical personnel baffled. (Roll 1D: 1 4: False; 5 - 6: True)
- 6 A large and very valuable shipment of drugs has failed to reach port this past week. It is needed to start the vaccination program against summer fever. The ship is now two weeks overdue. (Roll 1D: 1 4: True; 5 6: False)



Events are singular items and will be encountered only once. If the die roll indicates an event already utilized, roll again or shift to the Local Events Sub Table.

- 1 + 1, 2 An armed security guard stops you. After checking your ID, you are warned that you are entering the area of a manhunt. A photograph of the subject is given to you, and a circular, describing the individual's crime, is read to you. There is a reward of 20,000 Credits for capture of this fugitive.
- 1 + 3, 4 3D + 8 grubby youths in a solid pack turn the corner onto your street and march towards you, chanting political slogans. 1D + 4 Riot Police clamber out of an unmarked van, unlimber tear gas guns, and advance on the rioters. Roll your Dexterity or less on 3D to avoid a whiff of tear gas. If unsuccessful, spend 1D minutes weeping uncontrollably with a temporary 1D reduction in Endurance.
- 1+5,6 1D + 2 political dissidents break out loudspeaker equipment and start passing out inflamatory pamphlets. Roll 1D: 1 4: They are real political dissidents; 5 6 They are *agents provocateur* for the local security forces.
- 2+1, 2 You notice two furtive individuals following a third person into an ill-lighted alleyway. Should the party attempt to interfere, they will find that the third person is an undercover police agent and the two furtive individuals are "stoolies." The stoolies vanish out an alternate exit at the first hint of any trouble. The police agent is annoyed at your interference.
- 2 + 3, 4 An unattended ground vehicle nearby bursts into flames. Your party sees a fire extinguisher on a parked emergency vehicle. If you put out the fire, the owner of the vehicle will be extremely grateful that some of his important business records were saved. He will offer the party temporary jobs as security guards at his business.
- 2 + 5, 6 A brownish stain is observed creeping across the spaceport concrete towards the party's ship. A spaceport official informs you that it is a biological pest, and your ship must be decontaminated if it gains entry. Electrification of the landing gear will repel the pest, as will caustic chemicals or flame. The pest can survive vacuum conditions.
- 3+1,2 1D emergency spaceport vehicles rush by, sirens roaring. Each party member must roll Dexterity or less on 2D to avoid being spattered with mud and debris.
- 3+3,4 A small robot, traveling on hover fans, approaches the party. It halts at 10 meters distance, extrudes several scanners, and observes the party. After scanning for 1D minutes, the robot retracts its scanners, revs up its fans, and moves sedately off. The device is an experimental crowd survey unit being tested by the local police. The party simply looked like a good group on which to test the scanners.
- 3+5,6 A nearby section of the pavement cracks. Live steam gushes forth, spraying fragments of concrete in all directions. A bystander is hit and, as he collapses, screams, "Medic!". If the party provides assistance, the local individual will be grateful and will be a source of accurate local information. The victim has a broken arm and normal statistics of 777777.
- 4+1,2 Two grubby youths burst out of an alleyway and rush toward the party. A young child helps an injured, elderly man out of the alley as the oldster cries hoarsely, "Stop those thieves!" The two thieves are 646434 and 755434, and armed with Blades. The gentleman is a local city official and has been robbed of a couple of items of personal jewelry. The injuries are minor, and, if the thieves are caught, the gentleman will be grateful. He will assist your party with whatever information he can provide. Mentioning his name in business dealing around the town will not alter prices any but will incline people to listen to you.

- 4 + 3, 4 A large flock of flying creatures flutters about your party and pecks peskily at any shiny clothing items such as buttons, medals, or insignia. They do no damage and, after 1D + 10 seconds, flutter off. The flock is considered a beautiful ornament by the local populace, and any attempt to hurt any of its members will provoke unfavorable reactions in dealing with the local populace.
- 4+5,6 A uniformed courier for a local communications company is injured in a traffic accident within sight of the party. As the courier is lying on the ground, a local urchin tries to make off with the locked dispatch case which the courier was carrying. If the party prevents this theft, the courier will shortly revive. His injuries are minor, but they prevent him from delivering the case on time without assistance. If the party gives him a hand in delivery (the destination is within the city), they will be given a minor monetary award and offered jobs with the firm. If the party has a starship, they will be offered a lucrative mail run to a nearby system as a substitute carrier for 4 trips.
- 5 or 6 Consult Local Events Sub Table.

Local Events Sub Tables (Roll 1D6)

Independent System Local Events

- As your ship assumes standard landing orbit, you pick up a weak distress signal. Upon reporting it to ground control, you are informed that a free trader of that registry is in orbital coordinates such and so and had been attempting to make minor repairs of some sort to her engines. You are requested to divert and check out the situation. The local armed customs patrol launch is being vectored to assist and will arrive shortly after you. The vessel in distress is a Type A Free Trader. She has suffered a fuel tank explosion, her hull is breeched, and she has lost life support facilities. The crewmen and 6 passengers are on their last tanks of air and are very glad to see you. In addition to humanitarian reasons for rescuing, slavage rights are worth a couple of Credits, also.
- 2 Upon landing at the Spaceport, you are requested not to unseal your ship until a special quarantine team checks out your vessel. A vehicle pulls up and unloads a team of four in isolation suits with scanners and detectors. It will take 20 minutes to make a complete exterior check of the hull. The pest they are searching for is not present, but, on a roll of 8+ on 2D, they will discover another minor pest inside the ship. The crew may take to their vaccsuits or join the quarantine team at the local coffee shop for a break.
- 3 While checking out some paperwork at the customs office at the spaceport, you are witness to an accident. A cage of valuable animals is dropped and breaks open. You promptly upend a wastebasket over one of the creatures and sit on it. The cage handler is thus free to pursue the other attempted escapee. The local customs folk are very happy to avoid a problem with the very influential recipient of the two animals. You will be favorably treated by the customs officials at this spaceport henceforth. They won't break rules for you, but you will get the benefit of any doubtful situation.
- 4 Sauntering along and window-shopping, your party observes a mugger stalking a young couple in a park. Yelling to the couple will gain a favorable local contact in the business community. Not yelling a warning will gain a favorable local contact in the underworld on a roll of 8+ on 2D (DM of Streetwise Skills applicable).
- 5 A distinguished-looking lady is being verbally abused by some tough-looking characters who appear about to progress to something more violent. If you intervene on her side, you have gained a favorable contact in the local court system. If you assist the toughs, you have gained a contact with the "muscle" for the local political dissidents.
- 6 An air raft occupied by a corporal/driver and a naval lieutenant is involved in a traffic accident. If you render assistance, you have gained a contact in the local intelligence service. He will be willing to give you advance information on certain transportation contracts and surplus items up for sale.

K'Chemi Centralate Local Events

- As you guide your ship into parking orbit, you pick up a weak signal from an auxiliary vessel of the Centralate Navy. It has suffered an accident. It wants you to relay a request for emergency medical instructions to its base. If you serve as a relay point, the treatment of the injured will be successful. Personnel at the local Naval Base will be friendly and will be a more accurate source of rumor than is normally found.
- 2 As the local refueling crew prepares to top off your tanks, you notice something unusual about their equipment. Closer examination reveals an explosive device attached to the pumps and set to go off during refueling. The shaken crew hurriedly disconnects and backs off a safe distance from your ship. There is no local bomb squad. If you would like to try to disarm it, roll 2D. A roll of 6+ will be successful. DM of double the Demolitions Skill apply.
- 3 While relaxing at a local streetside cafe, you note a small child on a spooked riding beast is carried into traffic. The animal is struck and the child knocked off. The child has minor injuries, but the beast is severely hurt. Rendering assistance will serve as a favorable introduction to the community. All local information will be supplied as accurately as possible.
- 4 Two struggling groups of young toughs interrupt your meal at a local restaurant. You and your shipmates glance over at two adjacent tables of sailors. They nod at your querrying raised eyebrow. One minute later, the last of the toughs bounces to a halt on the pavement outside, and you and the sailors return to your interrupted meals. The restaurant owner sets down new helpings all around and thanks you all for minimizing the damages. He will serve as a reliable informant of local events and rumors.

5

- An elderly gentleman is being teased by a gang of toughs. His dignity is being eroded. One of the toughs swings at you merely because you are in the vicinity. If you defend yourself, local shopkeepers and bystanders will come to your aid. If you do not seriously injure the toughs, the community will be favorably disposed towards you. If you do harm the toughs, you will be chided for interfering in a religious matter. Future business attempts will suffer a negative modifier of -1 because of "Misunderstanding."
- 6 While walking back from the spaceport gate one night, you notice a body slumped in a shadow by a landing leg of a ship. After flagging down a security guard, you both investigate. You find another unconscious security guard. The alarm you have turned in prevents the theft of a valuable shipment of equipment. You will, henceforth, receive a positive modifier in any deals with the military in this area.

Ramayan Local Events

- 1 While making your approach to an outpost on the fringes of this Ramayan System, your vessel is attacked by a Zultani raider. His first salvo fails to cripple your communications, and you yell for help. Things aren't going too well for you when three large chunks of "drifting debris" suddenly turn into System Defense Boats screaming in at Maneuver - 6. As the Boats gleefully pulverize the raider, the squadron commander thanks you for seving as "such excellent bait." He then informs you that a repair tender will be arriving shortly and will completely repair your ship. Local Ramayan Naval patrols are henceforth more friendly toward you.
- 2 The local spaceport officials take greater care than usual in scrutinizing your papers. They inquire of past customs difficulties you have had. They don't seem to suspect you of anything but just seem to be clearing up records. If you are going to be coming in and out of this port on a regular basis, they will offer you a small fee to keep an eye open on your journies and report for regular debriefings. This can serve as a favorable introduction to Ramayan Intelligence Service.
- While walking past a construction site, you notice falling debris injure a bystander. Offering medical assistance will provide a favorable introduction to (Roll 1D: 1 2: underworld; 3 4: political dissidents; 5 6: local businessman).
- 4 You notice a defective loadstrap on a passing vehicle and notify the driver. An individual with Streetwise Skills will notice something funny about the truck and its load. This contact can serve as a favorable introduction to the local underworld.
- 5 2D + 5 people are listening to a political speaker in a local park. Several hecklers start to pelt the speaker with bits of garbage. Helping the speaker will serve as a favorable introduction to a minor dissident political faction. Helping the hecklers will serve as a favorable introduction to a boss of a large political faction.
- 6 A vehicle loaded with soldiers suffers a traffic accident. If you provide assistance to them, it will serve as a favorable introduction to the local military command structure.

Stasmi Zanya Local Events

- 1 While coming into the landing orbit, you notice a very intensive scanning pattern. The scanning pattern is so intensive that it causes interference on your navigational equipment. This encounter leaves anyone with Electronics Skills with a distinct impression that the local space has an extra-sensitive detection system installed.
- 2 After several days, you become suspicious of several loiterers on spaceport property and report them to a security officer. The officer thanks you and unofficially tells you that they are undercover officers. The extra security gives any person with Admin., Streetwise, or Liaison Skills the feeling that a special anti-smuggling program is in force. Now would not be a good time to try to smuggle anything.
- 3 A heavy cargo handling device slips and pins a cargo handling team member against a bulkhead. Your prompt action with a crowbar prevents serious damage to a foot. The union local is appreciative of your action. Any work on your ship will be done with a minimum of hassles.
- As your party passes the mouth of an alleyway, a side glance discloses a bleeding body. (Roll 1D: 1: Body is a trap with a gang of ruffians numbering two more than the party waiting in the shadows. Ruffians are armed with Blades and Body Pistols; stats of 777777. 2 - 3: Body is dead and has been stripped of all valuables. 4 - 5: Body is unconscious and is a normal citizen victim, stats 777777. 6: Body is unconscious and is a local law officer, stats 999999.)
- 5 A religious procession composed of 4D + 4 people marches quietly past. A small child involved in the procession becomes momentarily confused and wanders toward you and the fast-moving traffic nearby. Stopping the child and returning it to the procession will serve as a favorable introduction to the local people. They would serve as a source of accurate local information.
- 6 A belligerent local soldier accosts you in a bar and aims a few wild punches at you. If you either avoid his punches (Roll Dexterity or less on 2D) or smack him back, he will sober up a bit, cease to fight you, and take you for a drinking companion. Going along with him (he's buying) will produce a pleasant evening and a valuable contact in the local Army Supply Depot.

Supraherd T'tnaree Local Events

- As you prepare to start out of parking orbit on toward your Jump point, you pick up a faint distress signal. The signal appears to come from a small pinnace. If investigated, the pinnace is crewed by a novice pilot who got into trouble when his course computer broke down. He is a younger relative of a significant alien shipowner. Rescuing him will provide an introduction to the local nobility and a favorable modifier on subsequent business deals in this system.
- 2 Noting that a novice cargo handler is unfamiliar with his equipment, you take a couple of minutes to give him a quick course in operation. You have just saved his job because he was too proud to ask for help. He is quite pleased to call you a friend and serves as an accurate source of local rumor.
- 3 A youngish humanoid alien who is not used to certain features of Terran-style equipment causes an accident with a cargo lifter. You manage to stop his runaway machine before any serious damage results. The store owner is pleased with you. He introduces you to his clan-brother who happens to be an official in charge of military procurement contracts.
- 4 Passing a dark alley, you spot a lone alien being attacked by several human toughs. The alien is a moderately-sized centaur-type with stats of BA9799, and the toughs are all 777777 and armed with Blades. Helping the centaur will provide a favorable introduction to several of the local alien races. Helping the toughs will gain a set of assorted lumps, as a couple of the centaur's buddies burst out of the shadows to help him.
- 5 While sitting at a cafe table, enjoying the local cuisine, your meal is interrupted by a violent argument between two small aliens. They appear to be arguing about some political policy. A judicious upsetting of a water pitcher produces two disgruntled but quiet and soggy individuals. Inviting them to dry off at your table and explain their "discussion" results in an interesting evening and a better insight into what material is most profitable to import.
- 6 A local militia officer stops you and inquires if you have some military journals that he might borrow. He is looking for general information on infantry drill and training. Helping him out will provide an introduction to the local military structure.

Range Valyana Local Events

- As you pass near a drift of debris on your way to the inner planet, you pick up a great deal of chatter on the standard communications bands. A fleet of little "Space Skiffs" bursts from the debris and flits in an erratic course toward your vessel. It is hotly pursued by three other Skiffs, all firing low-powered marking lasers. The first Skiff loops around your ship and zips off in the other direction. Moments later, the pursuing Skiffs follow it. You may register a complaint about combat practice coming too close to a commercial vessel, but nothing is likely to be done about it.
- A valuable shipment is delivered to you by mistake when an automated handling system malfunctions. You may retain the shipment in hopes that the port authority cannot trace it to you. (The shipment will be traced to you on a roll of 6+ on 2D.) Returning the shipment to the port authority will cause the cargo handlers to treat you more favorably in the future. Tracing the intended recipients and informing them of the mistake will provide a favorable introduction to the local business community and an increased chance of profitable business deals on this planet.
- 3 While proceeding along the spaceport concourse, you notice a local youngster approaching a small, furry beast. To your horror, you recognize the beast as a deadly, poisonous predator from two systems over. You knock the child sprawling and pin the Deathrat under a box. A local security guard, attracted by the commotion, is about to arrest you at the insistence of the parent of the wailing child. When you point out the identity of the creature, the guard's supervisor nearly has a heart attack, confirms your identification, and thanks you effusively. As the parent and child calm down, they thank you as well. This incident provides a favorable introduction to local society.
- While shopping in a local bazaar, you notice a local businessman set down a briefcase to bargain with a shopkeeper. Another individual picks up the case and starts to edge quietly away. You may sound an alrm and receive a favorable introduction to the business community on a roll of 5+ on 1D (Streetwise Skill DM applicable). Or, you may not sound an alarm and receive a favorable introduction to the local criminal element on a roll of 9+ on 2D (Streetwise Skill DM applicable).
- A local religious procession of 6 Priests/Shamans carrying long, clear crystal scepters enters your vicinity. As they pass by you, the scepters begin to glow softly. The priests are very agitated and quickly single you out as the cause of the glow. They request that you accompany them to the local temple for several tests. Refusal to undergo the tests, the nature of which they will not describe to you, will provoke an unfavorable reaction in the community. If you do agree to submit to the tests, the Priests will conduct you to the local temple, bathe and clothe you in special vestments and then conduct a special purification ceremony over you. They will then have you ceremonially sip bitter, salty, and sweet beverages and expose you to certain other "sacred artifacts." There will be no further response by the artifacts or the scepters. The Priests/Shamans will be disappointed in that you are not "he whom we seek." They will give you a special item of jewelry to wear to indicate your "god-favored" status which will provide a favorable reaction on the part of all local businessmen.
- As you pass by a small park, a group of three uniformed local Army officers requests that you assist them. You are requested to be a neutral observer at a "Match of Honor." If you refuse, you will receive a negative influence on all future dealings with the local military on a roll of 6+ on 2D. If you accept, you are required to examine a pair of Stun Sabres, test their functioning, and watch the duel. After a rather sharp and spirited exchange of thrusts, parries, and slashes, one of the duelists strikes successfully and stuns his opponent. You tape a statement of fair witness, and the now-revived duelist treats you to a drink at the local bar. This participation as witness will provide a favorable reaction on all future dealings with the local military on a roll of 4+ on 2D.

Zultan Al Amyi Local Events

- Upon coming out of jump, your vessel is hailed by a vessel identifying itself as Systems Defense Patrol. Your scanners show it to be much more powerful than your vessel. A small, armed pinnace is sent to inspect your ship. If treated politely, the officers on board will make a cursory inspection of your vessel and cargo. They will then issue you clearance to proceed and response codes for the other patrol vessels. If not treated politely, the officers will refuse clearance and radio the identity of your vessel to all other patrol vessels. If you do not have sufficient fuel to jump out of the system, they will call a tanker which will sell you fuel at quadruple normal price.
- You are approached by a quiet, impressively-dressed gentleman who hints that, for "certain considerations," he can "improve the efficiency of your transactions." Should you choose to pay him, roll 1D; on a 1 - 5, the individual takes his cut and passes the rest of the bribe on; 6: the individual takes the entire sum and disappears. Should you choose not to pay him, roll 1D; on a 1 - 5, triple the amount of time it takes to get any business transacted; 6: another gentleman shows up and repeats the offer.
- While walking alone in the barren areas on the fringes of the spaceport, you notice a rider on a particularly skittish beast ride into a small hollow, out of your sight. Moments later, the beast limps out of the hollow without the rider. If you choose to investigate, you will find that the rider was thrown from the beast and has relatively minor injuries. You can disregard his pleas to help him "in honor" and call a spaceport emergency vehicle on your belt communicator. You can heed his pleas and help him catch the beast, remount, and ride back in. Calling the starport ambulance will gain you the personal enmity of the young man. Assisting the young man to catch his beast will gain a favorable introduction to one of the local noble families.
- 4 While shopping in a bazaar, you notice a furtive individual holding a stilletto sneaking up behind a gaudily-dressed young man who is engrossed in conversation with someone. You may fling the large, brass vase you are currently examining at the skulker and receive a favorable introduction to local business society on a roll of 7+ on 2D. You may ignore the incident and, after the successful assassination, receive a favorable introduction to the local underworld on a roll of 10+ on 2D (Streetwise Skill DMs applicable).
- 5 Over the past week, you have developed the habit of taking a sack lunch and a book off to a quiet little grove on the fringe of the spaceport. This time, after you are several chapters along, a group of 6 people carrying religious paraphernalia approaches. They guietly indicate a wish to set up a shrine and conduct a small ceremony. If you refuse, they will indicate sadness and move quietly away. You will receive a negative DM of 2 on any subsequent business dealings with the local folk. If you quetly move aside and resume your reading at the fringe of the grove, their simple ceremony will take only 15 minutes or so. They will then depart. You will receive a positive DM of 2 on any subsequent business dealings with the local populace.
- 6 While sitting at a quiet, local bar, awaiting an appointment to deliver a gift dress Saber to an old friend, you note a young officer in casual uniform escorting her date. She is being mocked by a couple of tipsy officers from another service. You notice her cast a longing glance at the Saber on your table. If you do nothing, she and her date depart with as much dignity as they can, and nothing further happens. If you proffer the Saber to her, she will accept it with glee, challenge the two mocking officers, and beat them both simultaneously in a very humiliating fashion. She returns your Saber with her thanks. She is an aid-de-camp to the local naval commander and will give a favorable introduction to her superior officer.

Maorin Stat Local Events

- 1 As you vector into landing orbit, you overhear a conversation between the captain of an outbound liner and the port authority concerning a passenger who has suddenly been taken ill. The captain is preparing to abort his departure and return to port. A hasty check with your computer shows that you can match vectors with the liner very easily. If you offer to transport the passenger down, the liner captain states that his company will replace triple the amount of fuel you use in aiding them. The transfer will be made with no problems, and the obviously very ill passenger will be especially glad to get back to port. The passenger liner company also pays half of your loading fee in thanks. A favorable impression is made on the local community to the extent that businessmen are at least willing to listen to your proposals.
- 2 A call comes over the starport communications network asking for certain information on an outmoded style of engine. The previous chief engineer on your vessel had a hobby of collecting old manuals. A quick look shows that, sure enough, you have a manual on the item in question. If you offer to sell the manual, a reasonable price will be paid and a local ship-building yard will be grateful. If you give the manual away, the company puts in a good word for you on the local market. You will receive a favorable DM of 1 on your next local market transaction.
- While passing a small shopping arcade, you are present when a vehicle goes out of control and slams into a small magazine stand. The stand starts to collapse on the elderly woman running it. You grab a nearby pole and brace the stand up long enough for the woman to escape. The lady is well thought of in the local community. Her rescue provides you with an instant acceptance as a local and full local rumors.
- 4 The view from your secluded table at an outdoor cafe provides you with an excellent shot of a drug pusher making a sale to an addict. You may inform the local police officer who is having his lunch three tables over and receive a +1 DM on any encounters with the law hereabouts, or you may attempt to contact the pusher to get an introduction to the local underworld with a roll of 9+ on 2D (Streetwise Skill DMs applicable).
- 5 Two distinguished gentlemen at the cafe table next to you begin arguing so violently that they upset their pot of hot coffee. You catch the pot before it spills. This action stops the argument and served as an introduction to the two gentlemen, who are officials of their respective political parties. Siding with one or the other will produce a DM of +2 on an even die roll and a DM of -2 on an odd die roll on any subsequent business deals made in the local area.
- 6 You overhear two old noncoms at a bar talking over an action that a relative of your's participated in. You introduce yourself and contribute the information your cousin gave you. It clears up a question or two and leads to a pleasant evening of conversation on mutually interesting subjects. They regard you as a pleasant drinking companion and would

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Krmyia Einarchy Local Events

- While on a fast passage in from your jump point, you overhear a conversation between ground control and a ship identifying itself as the "Stem Galyana." You know that a ship of that name due to take off just after you at the port you just left had to abort its takeoff. Contacting the port authority on an alternate frequency, you deliver a warning. The vessel in question turns out to be a Zultani spy ship. The authorities are grateful for your warning even if they didn't catch the vessel. You receive a +2 DM on all business deals this trip.
- 2 You overhear the complaints of a spaceport official concerning a problem of administration he is encountering. You remember recently reading a magazine article on the problem. You can get a copy of the magazine from your ship. If you wish, you can trade it for a one-time +2 DM on a transaction. If you give it to the official, you will receive a permanent +1 DM from that official who controls import/export permits.
- 3 While dealing with a banker concerning letters of credit, by mistake you pick up records dealing with a prominent businessman. You may return them for a possible expression of gratitude (Roll 9+ on 2D). You may attempt to destroy the records and hope that they won't be traced to you (They will be traced on a roll of 10+ on 2D). You may attempt to sell them to a business rival (successful on a roll of 11+ on 2D, Streetwise Skill DMs applicable).
- A new product introduced by a Trader last year is now being sold and utilized on a wide scale. You have recently heard of some harmful side effects of this product. If you tell the government, you will not receive any credit for delivering a warning. If you tell a news service, public opinion will praise you, but the government will react unfavorably. If you tell the manufacturer of the product, roll 1D; on 1 - 2, the company thanks you and ignores you; on 3 - 4, the company tries to buy your silence; on 5, the company publicizes your warning; on 6, the company tries to have you permanently silenced (the assassin will fumble the first attempt).
- 5 A local political group contacts you and wants to hire you to give a speech urging armed defiance of the Zultan AI Amyi. You are also contacted by a mysterious stranger and warned not to accept. Accepting will provide a couple hundred Credits and a +1 modifier on all business deals for the next month in this city. Rejecting the speech offer results in a gift of 500 Credits.
- 6 You are approached in a bar by a pair of natives who wish to ask you some questions. In return for a pleasant, private meal, they record your answers to a number of militarily-oriented questions on the Zultani, Ramayan, and Einarchy. They are officers of the local Intelligence Service and give you a contact point in case you feel that you can be of further assistance.

Taquari' Comnate Local Events

- In deep space, while making a last scan before jumping, you pick up some debris at extreme range. A precision scan provokes a very weak disaster transponder response. Investigating further will reveal a very primitive spaceship. The very crude jump drive malfunctioned and destroyed the power plant. The alien crew appear to have been dead for at least 1,000 years. The ship msses about 150 tons and is completely inoperative. It would be worth about 100,000 Credits if salvaged for an historical curiosity.
- 2 While preparing to offload cargo, you are approached by two competing cargo handling companies. Their representatives open spirited bidding for the unloading job. So spirited is it, in fact, that it quickly becomes a fist fight between the company reps and then a riot between the two crews. You call in an alarm to spaceport security. They will take at least five minutes to respond in force. The officer on duty advises you to turn the fire suppressant system on the rioters. This works rather quickly. By the time the riot police show up, all the rioters are engaged in cleaning the Fire-Stop goop from each other while they polish off the case of Old Blue Nova Beer that you broke out of the crew's stores.
- Several near misses by erratic drivers have made you rather watchful in traffic of late. Consequently, when a cargo load breaks loose from a heavy truck, you dodge it easily. A following vehicle is not so lucky. Bouncing debris smashes the windscreen and causes the vehicle to crash. You may radio in an accident report on your vehicle communicator and nothing further will come of it. If you stop and render assistance, you will have to roll Dexterity or under on 2D to avoid taking 1D hits in damage from vehicles grazing you. The elderly occupant of the vehicle will be grateful for your assistance and will provide a favorable introduction to the local nobility.

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- While relaxing in a bar, you note a small alien stealthily picking the belt pouch of the large, gorilla-like sapient drinking next to you. You may call his attention to the pickpocket and receive a chittered curse from the small alien as the large one flings it, one-handed, out the open bar-room door and a very safe backside since no one will disturb you with him nearby, or you may not call attention to the small alien and run the risk of flying crockery when the large alien finds he's been ripped off. Roll Dexterity or under on 2D to avoid 2 hits for 1 point each from flying beer mugs.
- A worker suddenly strikes several strange poses and then freezes into immobility at an inconvenient spot. An inquiry of the bystanders produces an "Oh, him. He's Tychridnik! Don't disturb!" Disturbing the worker will produce a minor riot and a shower of miscellaneous debris. None of the locals will hold it permanently against you, but, for the next week or so, almost all the local inhabitants carefully ignore you.
 - Your sleep is disturbed one night by sounds of combat on the wall outside your bedroom. A glance outside reveals a squad of reservists conducting an exercise in building assault. If you complain about the noise, nothing further happens. If you turn in a report critiquing certain aspects of the operation, the local reservists will be quite pleased and be inclined to treat you favorably in daily business deals.

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6 00 G 0 4 ω N Stasmi Zanya Supraherd **Kmyia Einarchy** Ramayan Taquari' **Maorin Statt** K'Chemi Range Valyana NI NIIYI Centralate Comnate T'tnaree

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Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein deliniated in the traditional Solomani Canmoid Projection still utilized in the Trailing Frontier Zones.





Subsector Name: Designation of administrative region.

Stellar System: Location of a Star and its associated planetary system.

Regular Route: A route along which scheduled shipping lines move and for which continually updated trip tapes are usually available.

Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein deliniated in the traditional Solomani Canmoid Projection still utilized in the





Map Key

MARANANTHA -SEC1

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by DAVE



MARANANTHA – ALKAHEST SECTOR

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Krmyia Einarchy

Of recent origin, this small state of 15 systems of a minor race of humanoid aspect achieved independence from the Zultan Al Amyi two centuries ago. Previously a slave species, an internal revolt was aided by a naval blockade of the combined Ramayan, Valyan, and Centralate fleets. Internal development has since been slow but steady with interstellar trade encouraged. Defensive military measures are maintained since reconquest attempts by the Zultani are anticipated.

Stasmi Zanya

Initial settlement in this region first took place some 400 years ago by an expatriate minority from a backward section of the Imperium. Over the last two centuries, a central government has organized these 14 systems and fostered special trade arrangements. Economy of the entire state is based upon the export of special chemical products and industrial specialties. Military expansion is not encouraged, but internal security measures are extensive.











The 17 systems of this state are as yet loosely organized. Sharing a common cultural heritage since their settlement by Afrin Solomani, a central authority was formed two centuries ago to coordinate the separate planetary navies in assisting the Krmyia to gain independence. Over the intervening time span, additional trade coordination functions have been assigned to the central authority. A political movement to establish a strong, central government has been gaining popularity over the last century.

Only 15 of the systems of the Comnate are in this sector; the rest extend several subsectors to Trailing. The majority of the population is Humaniti of Vilani and various minor races, but a large percentage is comprised of many minor alien sapient races. These alien sapients are heavily influenced by the K'Kree culture, and considerable internal turmoil and debate is present. External military expansionism is, at present, discovered in favor of an internal program of intensive reorganization and integration.

Taquari' Comnate



Background Information

completely within this sector. of the Hive Federation and the Two Thousand Worlds. The sector name is derived from the ancient Solomani legends. Nine interstellar states are contained either partly or the Gateway Quadrant. These smaller states separate the Imperium from the domains Maranatha - Alkahest Sector is located some 40 parsecs directly to Trailing of Capital. This sector is one of the group of sectors of mixed Client States known collectively as

Zultan Al Amyi

gressive and has frequently attempted expansion by military means. than by strong central authority. Primarily of Solomani descent, the population is agthe functional structure is maintained more by common cultural and religious customs controlled the territory of the Krmyia Einarchy. Political cohesion is not strong since Extending across five subsectors and comprising 69 systems, this state formerly also

Ramayan

8 LARGE PLANETARY

of mercenary units to surrounding states. Though not expansionist, Ramayan military incredible. prowess is very high, and her capacity for self defense is considered little short of and philosophically conservative, this inward-directed state is, nevertheless, widely involved in the sector due to military traditions. She has always provided large numbers Margin Sector, this centralist, authoritarian state is also of Solomani descent. Politically Comprising 44 systems in four subsectors of this sector plus one system in Crucis

K'Chemi Centralate

gain independence. Over the intervening time span, additional trade coordination centuries ago to coordinate the separate planetary navies in assisting the Krmyia to lish a strong, central government has been gaining popularity over the last century. functions have been assigned to the central authority. A political movement to estabheritage since their settlement by Afrin Solomani, a central authority was formed two The 17 systems of this state are as yet loosely organized. Sharing a common cultural

Range Valyana

assisted Krmyia independence patrols has remained strong since the period two centuries previous when Valyana the state's policies are defensive rather than expansionistic. Emphasis upon naval individual mobility is still encouraged. Individual military prowess is emphasized, but society have remained remarkably stable. The population density is relatively low, and centuries. Settled primarily by nomadic peoples of Vilani extraction, the culture and The 27 systems of this state spread over four subsectors and have not expanded in

Maorin Stat

of a wide assortment of peoples, expansion has been primarily by political and commercial means rather than by conquest. Imperium, a time of troubles forced organization into an interstellar state. Comprised proven most efficient in anti-piracy campaigns. Settled after the break up of the First Extending across two subsectors, the 37 systems of the Maorin Stat are known more for commercial activity than military prowess. Nonetheless, their naval forces have

Supraherd T'tnaree

sapient species, all of whom are cooperative participants in the political structure. Self Supraherd but plays a significant role. been arranged with the surrounding interstellar states. Humaniti is a minority in the defense is emphasized rather than military expansion. Treaties of mutual benefit have located in the sector immediately to Coreward. The population is a mixture of six 26 of the systems of this state are within this sector, and an additional 22 systems are

Taquari' Comnate

couraged in favor of an internal program of intensive reorganization and integration. ternal turmoil and debate is present. External military expansionism is, at present, dis-These alien sapients are heavily influenced by the K'Kree culture, and considerable inminor races, but a large percentage is comprised of many minor alien sapient races. subsectors to Trailing. The majority of the population is Humaniti of Vilani and various Only 15 of the systems of the Comnate are in this sector; the rest extend several







The Valyans consider this system to be one of the major defensive bulwarks against Zultani raids and station a heavy patrol squadron here. This 8,500 km diameter munications station and emergency landing field. The fourth and fifth planets are minor rocks under 1,500 kilometers diameter. The last planet is a gas giant with a minor waterworld is the second planet in a system of six. The inner planet is an airless rock, stats X400000-. The third planet is a desert world, E330100 8, maintained as a com-

While maintained as a Scout base for nearly ten centuries, this world had not previously been colonized. A century ago, a religious group applied for permission to settle this planet. Their numbers, as yet, are still small, but the population is spread out across the surface of the entire planet. The people are organized in small, nomadic, tribal units based upon ships or rafts. Each unit is a political entity unto itself, and no real conflict exists between them. The population has periodic "fairs" or gatherings at the Scout base. Additional colonists arrive from time to time, but little expansion of the program is planned. The system also serves as a refueling stop and has an orbital refueling station in geosynchronous orbit above the Scout base. refueling base on the fourth of its eleven moons.



Gadag D 447202 8

The third planet in a system of six, this 7,200 km diameter world has only recently begun to be developed. The first orbit is occupied by several minor chunks of debris; none are as large as 1,000 kilometers in diameter, and they are too few to be called an asteroid belt. The second planet is a barren rock, stats X300000-. The fourth planet is X321000-. The fifth planet is a large gas giant with six minor moons. The sixth planet is a frozen rock, stats X310000-.

Two centuries ago, a mineral survey update indicated valuable deposits of light metals on one of the continents. An automated mining station was set up and a small colony established. It has not proven worthwhile to expand the colony because plenty of land is still available on other, more developed colony planets. The deposits have shown no signs of playing out and continue to produce a nice profit.



Kashgar A 3557B9

A regional administrative center of Supraherd T'tnaree, this planet also serves as administrative center for the Blackedge Subsector. This 5,200 kilometer diameter planet is the fourth in a system of ten. The inner three orbital positions are occupied by planets with statistics of X100000-, X411000-, and E522312 A. The third planet, Kintron, is a mining colony of Kashgar. The fifth and sixth positions are occupied by minor rocks of less than 1,500 km diameter. Seventh position is an asteroid belt. Eighth and ninth positions are gas giants, and the tenth is a frozen rock, stats X410000--.

ments were made with the central government to permit other species of sapients to settle here as well. In the intervening three centuries, Humaniti, Vargr, and other races The population of Kashgar is primarily Tzee-tch, a minor alien of gatherer descent. Through a special arrangement, this planet was settled in 438 Imperial with only have settled here, forming the nuclei of four cities and upgrading the spaceport. Two centuries ago, a naval base was established here during a period of heavy Zultani comthe Tzee-tch. Though populations increased, and settlements spread over much of the equatorial belt, the colony was not considered a complete success. In 843, arrangemerce raids. Agriculture is still the main industry, although an expanded mining program is contemplated.





become the capital of the Maorin Stat which, at that time, comprised over 20 systems. Ten more systems joined in the next four centuries. In the span from Imperial 100 to date, expansion has slowed, with only seven more systems joining. Many different cultures and races have been accommodated in Maorin Stat, though most are either Solomani or Vilani Humaniti. Okato today is the center of a thriving commercial traffic. Trade among the members of Maorin Stat is extensive, and Maorin merchants range widely among the other interstellar states of the surrounding sectors.





SIMBA SAFARI



Science-Fiction Adventure in the Far Future

by DAVE SERING



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2

INTRODUCTION

On the active frontier, coping with the hazards of any new planet provides enough danger and adventure without having to go looking for it. As soon as things become more settled and civilized, it becomes a favorite pasttime of the idle rich to go off on a safari, seeking "High Adventure." Following the traditions of the ancient Solomani "Great White Hunters," the Out Hunters Guild provides professional guide services for these "adventures." Nonetheless, on the frontier planets of the Gateway Quadrant, tame adventures can suddenly go wild. This **Traveller tm** scenario is the tale of one such safari expedition that ran into considerably more adventure than was paid for.

Only Basic Traveller tm rules are necessary to play this adventure. The Judge may find Snapshot or High Guard useful. Graph paper, pencils, dice, and a pocket calculator will always prove helpful in play.

The Simba Safari has several routes or expedition patterns that it follows through the Diamond-Prince and Outworld Subsectors of Ley Sector. This particular group has arranged for a journey which keeps it entirely within the Diamond-Prince Subsector. The starting point of the safari is Ogery (1937). The scheduled itinerary is Bastis (2036), Sekmetar (2235), Dead-fall (2436), Tarnkeep (2438), Vilaruby (2338), Atoley (2236), and thence back to Bastis and Ogery. Eight weeks will be spent in space, journeying between systems. Hunting on the planets will take between one to three weeks each for a total time of 15 to 29 weeks for the safari. The Judge may utilize only the pre-rolled characters or may replace any and all characters with personalities from his or her own campaign. Requirements for safari guests are only money and time. Requirements for crew-members are a certain total assortment of skills. Individuals may be replaced as long as the ship's crew, in total, has the required skills.



SHIP DESCRIPTION

The Simba Safari is one of the Safari 234 Class built by KZM Industries on Warlock (Ley - 0529). It has numerous special features designed for the Out Hunter. The hull form is a wedge-shaped, streamlined, lifting body, easily maneuverable in atmosphere. The Safari Class is designed for landings in rough terrain with specially strengthened support gear. Capable of 1G constant acceleration and Jump 2, this vessel is fitted with fuel scoops and a purification plant for its 50 tons of fuel. The bridge is equipped with control stations for four; pilot, navigator, engineer, and gunner. The computer installed is a Model/1 bis with standard software package. A double turret is installed on the single hardpoint, mounting a Sandcaster and a Beam Laser. Auxillary vehicles comprise an internally stowed 4-ton airraft and a dorsally mounted 20-ton Launch/Lifeboat. Two tons are reserved for cargo with special cages fitted to hold 10 and 13 tons respectively. Interior fittings are of high quality, and the living quarters are especially luxurious.

Specifications

| Tonnage: | 200 (Standard) 2800 cubic meters |
|---------------------|---|
| Acceleration: | 1G Constant |
| Dimensions: | 42 meters long x 25.5 meters wide x 7.5 meters high (Launch adds 4.5 meters to height) |
| Crew: | 6 |
| Passengers: | 8 |
| Jump: | 2 |
| Powerplant: | 2 |
| Engineering: | 1 PPF Mark 2147A Fusion Powerplant driving 1 Mark 41 - K3 Jump Drive, and 2 Dynacon 143 Impulse Maneuver Drives. All engineering equipment supplied by Universal Dynamics, Inc. |
| Gravitics: | Standard inertial compensators, plus 1G floor field. |
| Range: | Unlimited maneuver. One jump. 70 days. |
| Armament: | 1 dorsal double turret mounting 1 S-47a Sandcaster and 1 LK-421 Beam Laser. |
| Electronics: | MB-41c Model/1 bis on-board compu- ter, integrated with fire control equip- ment. |
| Ship's Auxillaries: | 1 10.5 meter long x 7.5 meter wide x 3 meter high Launch/Lifeboat - 20 tons 1 4-ton Airraft |



The Safari Class traditionally have a portion of the name memorializing a journey, such as Nebula Rover, Dawn Trek, Rubesa Patrol, and the first ship of the class: Starflame Safari. The vessels of this class have proven exceptionally spaceworthy. Their rugged construction has enabled them to shrug off many a rough landing.

Bridge

The 22-ton bridge area also includes the ship's computer and the fire control equipment. The bridge normally maintains separate airtight integrity from the rest of the ship by means of a powered iris valve at the rear of the compartment. The bridge is constructed on the centerline of the ship and is, thus, halfway between upper and lower decks. A short staircase descends to the level of the lower deck, at which point the iris valve is located. A manual access hatch in the center of the bridge flight deck floor permits maintenance of the Avionics Area. The Avionics Area comprises the lower forward nose section of the ship and also houses the forward landing gear.

The four crew positions are, in order: 1. Primary Flight Officer; 2. Secondary Flight Officer; 3. Computer Officer; and 4. Gunner. Normally, the Pilot occupies position 1 and the Navigator occupies position 2. The Owner Aboard or Chief Guide takes either the Computer or the Weapons station, depending upon his skills. The crew positions are acceleration couches which can be locked in place for zero gee maneuvers.

Lounge

Located immediately aft and one half deck above the bridge, the 4.5 by 13.5 meter Upper Lounge area serves several functions. It serves as a common area for Cabins 1 through 6. The staircase forms the connection between the upper and lower lounge areas and is the major means of deck level change in the ship. The ceiling pressure hatch and folding access ladder permit access to the dorsally docked Launch/Lifeboat. Forming the back wall of the compartment is a luxury Auto Bar, programmed to provide most known intoxicating beverages and relaxants. It has become somewhat of a tradition for each Safari guest to invent and program into the bar a new drink. The lounge area is tastefully decorated with an outdoors theme. The carpet is thick and luxurious, made of deep pile Chromalon, and adjustable to three different patterns and five different hues. Some of the original artwork that decorates the walls are rare and valuable artifacts. The custom-built furniture is covered in furs, leathers, and hides. The self-adjusting loungers are arranged around the head of the stairs to take maximum advantage of the view offered through the overhead canopy.

Cabins 1 Through 8

These luxury cabins have built-in deluxe model freshers which are programmable for all body hygiene as well as grooming needs. The built-in entertainment module controls the internal lighting, heating, olfactory, and auditory channels, permitting almost infinite variability of interior conditions. The module also has a limited interface with the ship's computer, permitting access to the general library program. A persona-locked safe stowage cubicle is provided in each cabin for security of personal valuable items. An Auto-Loom Wardrobe provides special tailoring for each guest's clothing requirements. Each occupant usually spends a portion of each day adjusting the mood of the cabin decoration to suit his or her own mood. While designed for maximum luxury for a single occupant, the furnishings may be quickly adjusted to accomodate a guest in comfort. Overnite double occupancy is common, but special adjustments must be made for a longer period of double occupancy. Emergency Life Support Bubbles are built into each bed unit.

- Cabin 1 Occupied this trip by Hestamlia T'Gono, the cabin contains his normal jewelry (worth 500 Cr), personal blade weapons, personal gun weapons, and wardrobe. The wardrobe, while containing two general purpose dress outfits, is mostly comfortable and practical outdoor wear. He does have his own personal Vaccsuit along, which is modified to give double the normal life support time. The blade weapons are a complete set of weapons produced by a noted weapons-maker and are in an assortment of styles to suit all occasions. Hestamlia is always wearing an appropriate blade. He has a special Advanced Combat Rifle and a good assortment of ammunition including some special gas RAM grenades. Mostly, though, he plans to use his very elaborate video camera outfit to holograph all items.
- Cabin 2 Rax Varnan's cabin this trip doesn't have much in it except an elaborate wardrobe and a very fancy hunting rifle. The clothes are very expensive, but most are not suitable for outdoor wear. Very incongruous is Rax's personal Vaccsuit. It is the most expensive and highest quality worksuit money can buy and, although it has obviously seen very hard use, is in excellent condition.
- Cabin 3 Stin Rellun is traveling light; there is minimal luggage in the cabin. His wardrobe is adequate for the occasion and contains sturdy, comfortable clothing. Stin has two pistols, a decorated lightweight model he normally carries and a heavyweight, military model. His hunting rifle is a standard grade model. Like most active pilots, Stin has and up-to-date astronautical handbook on the Subsector in his luggage. He also has a manual on the MB-41c Model/1 bis Computer.
- Cabin 4 Kima Ran Hamdanya has a modest amount of luggage in his cabin. His wordrobe is good and includes one dress outfit among the sturdy outdoor clothing. He has an Advanced Combat Rifle very similar to Hestamlia's. An old friend of theirs, an Imperial Embassy Armorer Sergeant, recently checked over the weapons and ran them both through a refresher combat practice course. Kima has a set of tapes on Sekmetar and its scorpiods. He also has a high quality field first aid kit which he has stocked with a high quality general purpose venom antidote (4 doses, each of which will neutralize 3 points of poison damage every turn for 6 turns, only 1 dose works at a time, doses may be repeated.)
- Cabin 5 Veldema thn Yenalda has a goodly quantity of luggage. Her wardrobe is large and includes some elaborate dress outfits as well as 100,000 Credits of miscellaneous jewelry. Her outdoor gear is high quality and has seen hard use. She carries a pair of very high quality blades at all times and is quite good with them. She practices daily with them when given the chance. Her hunting rifle is a well used, high quality model for which she has several clips of tranquilizer rounds. She also brought along a case of special liquors to add to the bar stock.



- Cabin 6 Stashemka Voronara has a large amount of luggage including an elaborate wardrobe. Though heavy on dress outfits, it includes adequate outdoor gear. Strangely enough, Stash dislikes jewelry and has none of it. He has a brand new and expensive hunting rifle that he isn't completely familiar with yet. He feels somewhat protective towards "Wild Vel" but Cosmos knows she doesn't need any help from him!
- Cabin 7 Rasmara Hald Insteld has a fair quantity of luggage including both dress outfits and outdoor gear. He has a fair quantity of jewelry but it is only worth 10,000 Credits or so. His hunting rifle is of very good quality although not of the latest fashion. Among his personal effects are some names and addresses of some influential people he can call on. Some of these people have less than "pure" reputations.
- Cabin 8 Renela Hallstadt brought along a fair amount of luggage. She has a couple of dress outfits but most of her stuff is practical and comfortable. As a matter of professional curiosity, she has a complete set of blueprints and specifications for the Simba Safari. She brought along an engineering tool kit and will probably spend some time crawling around the ship's machinery getting her hands dirty. Not completely trusting Stin Rellun, Renela has built a few interesting little gagets into items of jewelry and normal wearing apparel. These items include a miniature communicator, lockpicking tools, cutting tools, and weapons shooting drug darts and sleep gas.

Cabins 9 Through 11

Comfortable double occupancy cabins, these accomodations are for the crew members. Standard freshers are built in. The Wardrobe is more limited, providing only shipsuits and hunting gear. Sleeping facilities are double-decker bunks. Entertainment modules are fully interactive with the ship's computer and have constant full intercom capabilities. Internal conditions are adjustable but not over as wide a range of conditions as the passenger cabins. Persona-locked safe stowage cubicles are provided in each cabin for crew members' possessions. Emergency Vaccsuits are built into each bunk bed.

- Cabin 9 This double occupancy stateroom is shared by Sheril Mazden, pilot, and Lani Handstrom, steward. Sheril has a comprehensive selection of reference materials on Xenobotany and some special drug samples. She has two SMGs on board the ship, one in her room and one in a special clip underneath her pilot's acceleration couch. Sheril takes pride in her appearance and has a good wardrobe. Lani also has an excellent wardrobe and dresses well. She has a set of cookbooks from which she is always trying out new recipes. She also has an excellent personal Mechanical Tool Kit and is constantly tinkering with the Auto-Chef and Mech-Bar to improve their performance.
- Cabin 10 A double occupancy stateroom, this cabin is shared by Hamlar Randan, owner/tour guide, and Kranston Rasmarde, engineer. Hamlar has a fair wardrobe, including one dress outfit as well as his outdoor gear. He keeps an extensive reference collection on the wildlife of the Diamond-Prince Subsector and his own high-quality hunting rufle locked up here. Kranston is a bit untidy now that he's out of the Navy, and he doesn't keep a very good wardrobe. He keeps a large selection of historical novels in his personal gear and a large manuscript of a novel he is trying to write.
- Cabin 11 The third double cabin is shared by Thoma Sandmar, medic, and Stan Saslanin, gunner. In addition to the normal ship's medical gear, Thoma carries a lot of extra medical gear. The ship's crew considers this to be in their own self-interest and has helped to find adequate stowage throughout the ship. Thoma uses some of this gear to treat natives at the **Simba Safari**'s various ports of call. He gets extensive practice and is almost Medical Skill 3. Stan hasn't much equipment of his own, but he doesn't mind Thoma's. Stan has enough clothes and adequate items for his needs. He is accumulating some small gems and jewels for when he does decide to move on, but it won't be for a while yet.

Lower Lounge

The lower section of the lounge is shaped like a "T." The base of the T forms the access to Cabins 7 through 11. At the extreme after end of the base of the lounge is the compact galley where the steward prepares the ship's meals. The furniture here is also primarily luxury style with coverings of leathers, furs, and hides. The floor is deep pile Chromalon, adjustable to three different patterns and five different hues. The stairs to the upper lounge and upper deck are located at the junction of the T. At the top center of the T is the iris hatch leading into the Bridge area. To either side of the stairs, the lounge is formed into a conversation pit. The center of each pit has a special adjustable table so that the area may serve as a conversation, relaxing, dining, or meeting facility. Special holographic projectors in this area permit the viewing of records of past trophies as well as planning for future hunts.

Cargo

The ships cargo arrangements have been specially designed to suit its role as a safari ship. Two separate cage areas extend through both decks. Cargo I is of 10 tons overall capacity. It has special top and bottom hatches for loading and unloading. The interior is designed to be partitioned off into different-sized, smaller cages as required. The atmospheric composition, temperature, pressure, and lighting are all adjustable for the comfort of the caged organisms.

Cargo II is a Marine Tank of 13 tons capacity extending through both decks. It also has adjustable interior partitions and composition, temperature, and pressure. Dorsal and ventral hatches are provided for loading and unloading. It is common practice to utilize the empty cages on the journey out to hold equipment or additional cargo. The pressure hatch has a special lock on it.

Cargo III occupies only the upper deck and is the normal stowage position of the airraft. Access from the ship's interior is through a floor hatch. A large dorsal hatch permits launch and recovery of the airraft while the ship is in flight. Two tons of reserve cargo space is located here. It is common practice to load the interior of the airraft with cargo, generally emergency, camping, and life support gear.

The after wall of the Marine Tank separates the Tank from the Engineering Section and contains the special Life Support Machinery utilized to control the interior conditions of the cages.

Engineering Section

Access to the Engineering Section is gained from the ship by the corridor running aft from the Lower Lounge to the iris valve in the forward bulkhead of the section. The Engineering Section is two decks in height, the upper level being formed by metal mesh catwalks which permit access to the upper portions of the machinery. At the after bulkhead, on the centerline, is an emergency airlock. In the center of the Section, a metal rung ladder leads up to the access hatch to the single weapons hardpoint. The after landing is housed on either side of the section at the forward Engineering Section Bulkhead.

Launch/Lifeboat

The 20-ton Lifeboat has provision for carrying 8 passengers in addition to the pilot. The acceleration couches are convertible to emergency low berths, giving an emergency capacity of 16. It is possible to carry four in an emergency low berth, making the maximum capacity 32. As an alternative, the Launch can break down the acceleration couches and carry 9 tons of cargo. The belly hatch on the Launch/Lifeboat mates with the dorsal hatch on the Safari Ship. The Launch is frequently utilized as an expeditionary vehicle. The Launch is normally unarmed and carries a ½-ton emergency survival kit.

Airraft

The airraft, fitted as standard, is an extremely rugged and reliable model. Massing 4 tons, it cruises at 100 kph and carries 4 tons of cargo including up to 4 passengers.





679597

Hamlar Randan, Tour Guide

Hunting - 3, Admin - 1, Vehicle - 1, Gun Cbt - 1, Computer - 1

Owner and operator of the Simba Safari for the last five years, Hamlar is a senior hunter in the Out Hunters Guild. With careful work and an occasional favor from a well-placed client, he has built up a series of tours and hunting expeditions which have proven most popular and profitable. His family has a tradition of hunter or scout service, and his younger brother is also a member of the Out Hunters Guild. The Hallstadt family has toured with him in the past on shorter, local jaunts, so he is familiar with Renala. In a year or two, he hopes to have her design and build a new safari ship for his younger brother. He has about half the payments still to go on his own ship, but his financial status is quite good. A most professional guide, Hamlar is very adept at giving his clients what they want. He has a reputation for knowledge in some specialized areas of xenoecology which has led several noted scientists to consult him. He hopes, one day, to bring both his son and daughter into the family field of business. A native of Ogery and a staunch Imperialist, Hamlar is reasonably content with his lot in life.

Sheril Mazden, First Officer - Pilot 878996 Age 34 4 terms Gunnery - 1, Navigation - 2, Medical, Pilot - 3, SMG - 1

Sheril has only been with Hamlar a year but has settled in very nicely. She was recommended for the position by Hamlar's old pilot who felt himself ready to retire. She had served in the Sector Naval Forces and had recently come into a substantial inheritance. Resigning from the Navy, she bought a share in the Randan family business. While she doesn't care much for the hunting part of the business, she has a hobby of xenobotany. Sheril uses the safari trips to search for new drugs and medicines. A large Sector-wide pharmaceuticals firm is interested in her work, and Hamlar has encouraged her pursuits. She is happy with what she is doing but is starting to consider raising a family.

Kranston Rasmarde, Second Officer - Engineer 649465 Age 34 4 terms Electronic - 1, Mechanical - 1, Engineering - 2, Navigation - 1

Resigning from the planetary navy in disgust when a political appointee's word was accepted over his own expertise, Kranston has now been with Hamlar for 3 years. While he would like a more lucrative position, Kran is not in any hurry to move on since he is left to run things pretty much as he pleases in his own department. Kran is bitter about his past and would like revenge on certain political parties. He is not hasty and will be very certain of anything before he commits himself to any course of action again. Once committed, though, he will carry through.

Thoma Sandmar, Medic

877457

C78787

657C47

Medic - 2, Streetwise - 1

The ship's Medic was assigned to serve his internship on the Simba Safari by the Ramstell Pharmaceuticals Company. He has helped Sheril in her research program and has set up an organization of material collectors and growers at the various stops on the ship's route. He also contributes his services as a medic to the local population wherever the ship stops. Hamlar approves, considering it very good public relations. Hamlar will be sorry to see Thoma leave when his internship is over in a couple of months and will certainly be willing to hire on another intern from Ranstell Pharmaceuticals to replace him. Thoma has enjoyed his time with Hamlar's crew but is ready to move on in his career. He will do nothing to risk himself or his imminent transfer.

Lani Handstrom, Steward

Steward - 1, Jack of all Trades - 1

A minor political refugee from Colossal, she has been with Hamlar since he bought the ship. She is quite loyal to Hamlar and is planning on marrying one of his distant cousins. She has a fine touch with any sort of cooking. While a fairly calm personality, with her heavy world background, she is very strong. The natives on the route have great respect for her, especially after she broke the arms of two drunken soldiers.

Stan Saslanin, Gunner

Pilot - 1, Gunnery - 1, Survival - 1

Stan has been with Hamlar only a year but is thinking of moving on. He is smart and ambitious but doesn't have much money or training. Hamlar gave him a break and got him out of his backwater home planet, so Stan will try to avoid inconveniencing Hamlar when he leaves.



Age 38

Age 26

Age 26

Age 26

5 terms

2 terms

2 terms

2 terms

PASSENGERS

This trip, the Simba Safari has a full load of eight passengers. All are booked for the entire trip.

BC6585

Hestamlia T'Gono, Minister

678987

Admin - 1, Liaison - 1, Computer - 2, Vacc - 1, Blade Cbt - 1, Gun Cbt - 1

Age 42

Age 38

Age 46

6 terms

5 terms

7 terms

The senior brother of three in the T'Gono family who have entered the Imperial Diplomatic Service and made it their career, Hestamlia has been significant in the diplomatic ebb and flow of the Gateway Quadrant for the past decade. A scion of an old, established house, he has served its traditions creditably and is destined for more important posts in the near future. This trip was taken at the urging of his friend and old colleague, Kima Ran Hamdanya, with whom he is enjoying a relaxing vacation. Hestamlia is looking for a simple change of pace and is only along for the ride. While a good shot and adept with a blade, he is not physically aggressive. He would just as soon shoot with a camera as with a gun.

Rax Varnan, Belter

Vacc - 1, Instruction - 1, Prospecting - 1, Pilot - 2

The younger son of an unimportant asteroid miner, Rax made a big strike. He made that legendary strike that almost all prospectors only dream about. Wealthy enough to do as he pleases, he is taking a year or so to bash about some of the planets and see a larger chunk of the universe. Physically quick and strong, Rax is apt to act before he thinks things through. None of his skills or previous experiences have made him very familiar with planets and dangerous wildlife. Still not accustomed to his new wealth, he tends to be shy and diffident in social situations. His tendency to charge through physical situations is bound to get him into serious trouble.

Stin Rellun, Pirate Lieutenant 954884 Age 30 3 terms Brawling - 1, Pilot - 1, Computer - 1, Gun Cbt - 1 This fairly young individual is masquerading as a wealthy young merchant. His is on the lam from a former associate whom he

cheated out of a fat ransom. He finked on a former associate and set her up as the patsy in a smuggling deal. The Hallstadt family made guite a bundle on some favorable publicity from the story. Baroness Renela Hallstadt gave him the opportunity to lie low for a while and help her further one of her own schemes. Stin is quite ruthless and is out for his own gain. He sees a lot of long-term opportunities in a careful association with the Hallstadts. Nevertheless, he will take advantage of opportunities to pick up any easy cash.

Kima Ran Hamdanya, Bureaucrat

35BBB7 Bureaucrat - 7, Brawling - 3, Vehicle - 2, Computer - 1, Gun Cbt - 1

A retiring bureaucrat, Kima had headed T'Gono's staff for the last 10 years. A real basher in his younger days, he still has been known to occasionally tie one on. His uncle, the head of the family shipping firm, has announced his intentions of stepping down at the end of the year in favor of Kima. He wanted a break from paperwork and booked himself on this safari. Feeling the Hestamlia needed a vacation also, Kima booked him, too, and then rearranged his schedule to fit it in. Presented with a fait accompli, Hestamlia laughed and bought a safari hat. Kima has one other reason for this safari. He knows that he is going to be opposed in the family business by his younger ocusin. Kima also knows that his cousin is deathly afraid of scorpions and figures that mounting a giant scorpionid head on the wall in the meeting room will give him a psychological advantage at board meetings. Kima is mostly a peaceful little fellow, but, once enraged, he just doesn't stop.



Veldema thn Yenalda, Marchioness

84737D

Age 30

Age 30

Age 26

Age 30

3 terms

2 terms

3 terms

Blade Cbt - 2, Gun Cbt - 1, Carousing - 1

Known as "Wild Vell" throughout the entire subsector, this younger daughter of a prominent family is out to sow a few wild oats while she still can. Resposibilities have a distressing way of sneaking up on you when you least want them. The more senior members of the family smile gently at her exploits and amusedly recall a few of their own younger episodes. She is thinking of trying to capture a young pair of Klins and train them as guardbeasts. Invited along by the Baroness, she bullied the Count into coming along as a political favor to her older brother. Possessed of a cheerful personality and a sunny disposition, her empathy prevents her rather severe sense of humor from causing any harm. One of these days she may settle down, but not for a good long while yet.

Stashemka Voronara, Count

Navigation - 1, Leader - 1, Vehicle - 1, Gun Cbt - 1 Dragged along on this voyage by 'Wild Vel," he has decided to relax and enjoy it. He let himself get talked into a rather questionable business deal. The opposition party took full advantage of the situation to boost their own position. Stashemka was told by his political superiors to vanish for a while and let the publicity die down. While a fairly decent individual, overall, "Stash" often gets carried away in competition and pushes just a bit too far.

55955E

93369D

BB689C

Rasmara Hald Insteld, Marquis Hunting - 2, Bribery - 1

This young man has been making a reputation for himself as a hunter of dangerous game. The Insteld family fortunes have not fared as well as hoped of late and Rasmara is looking for an advantageous marriage to help out. In years past, the family had been associated with some rather suspect political factions. Rasmara has arranged this safari in hopes of impressing the Baroness Renela Hallstadt. While not of as high a rank as himself, her family is very wealthy. Rasmara is a social climber and very ambitious. It would mean a great deal to his future plans to gain influence over and perhaps even marry the Baroness.

Renela Hallstadt, Baroness

Pilot - 2, Carousing - 1, Engineering - 1

Definitely no shrinking violet, Renela is a hard woman to impress. She has been involved with the family shipyard ever since she figured out which end of a wrench did what. Her older brother is much more business oriented than she, so he is the one who will run the company. On the other hand, he doesn't know beans about engineering and always takes his sister's advice. She has designed and built her own atmosphere racers and piloted them to a series of wins over the last two years. She doesn't trust Rasmara at all and invited her friend, "Wild Vel," along to keep things stirred up. She also arranged for Stin Rellun to join the party. She plans to use him to set up a couple of situations to test Rasmara. She is a hard-living gal, fairly level-headed, and strikingly handsome rather than beautiful or pretty.



PLANETARY STOPS

| Bastis | 2036 | E510553 | 7 | Non-Industrial | G |
|--------|------|---------|---|----------------|---|
| | | | | , | |

The third planet out in a system of eight, Bastis is the only one with any significant population. Settled by religious dissidents some 5 centuries ago, this 8,590 kilometer diameter planet is mostly dead sand. The population lives in domed, oasis cities near the poles. The major form of animal life is the Sandworm, a large, legless, semi-reptilian herbivore. While some forms of Sandworm do secrete valuable drugs, the target of most hunters is the Slink, a very large carnivore.

Also of interest is the Elven Forest on the third moon of the gas giant (seventh planet). A 47-kilometer long bottom of a chasm which is covered by a large number of spires of water and ammonia ice, this feature is thought to be natural.

The Simba Safari usually Jumps into the system on the outbound journey and refuels from the spaceport as the Hunting Party goes after Sandworms or Slink. On the return journey, the Hunting Party is conducted on a tour of the Elven Forest while the ship skims the gas giant for fuel.

| Sekmetar | 2235 | E430100 | Undeveloped | G |
|----------|------|---------|-------------|---|
| | | | | |

Second planet in a system of six, Sekmetar has proven notable only for its wildlife. Some of the largest crypto-arthropod predators known are found roaming its equatorial deserts. Large ruins of an indigenous race have been discovered. From what little work has been done in this area, it appears that the race reached Tech Level 6 or 7 before disappearing.

This planet is a popular stop in Simba Safari's itinerary. Hunters seek the giant Scorpoids, and others find the ancient ruins interesting.

| Deadfall | 2436 | E223423 | 8 | Non-Industrial |
|----------|------|---------|---|----------------|
| | | | | |

Fourth planet out in a system of five, all the other planets are airless rocks. This planet is in an ice age, and all of what water there is is locked up in ice caps. Some unusual species of native life exist in the form of burrowers and tunnelers. Some of these creatures are quite large and make most unusual trophies. The inhabitants make a living by mining and by hunting.

The Simba Safari has made arrangements with local hunters to get the best specimens spotted ahead of time. Some gemstones and jewelry are also produced here and are quite popular Sector-wide.

| Tarnkeep | 2438 | E537215 | 7 | Non-Industrial | G |
|----------|------|---------|---|----------------|---|
| | | | | | |

Third planet out in a system of nine, Tarnkeep is noted for its marine life. The continents are all fairly small, and native land life is not well developed. A small research installation is maintained by the Tm' Ramis Corporation, and small groups of colonists are beginning to settle. The major drawback to colonization has been the thin atmosphere.

The Simba Safari calls primarily to hunt the giant sea mammals which abound here.

| Vilaruby | 2338 | X343100 | Undeveloped | G |
|----------------------------------|------|---------|--|----------------|
| T L C A L L | | | to Mast of the sucilable land area is source | and a state of |

The fourth planet out in a system of seven, Vilaruby is noted for its forests. Most of the available land area is covered with a cool forest. Not a jungle or rainforest, this special ecosystem has a very large number of furred, aboreal predators. While most of the creatures are of moderate to small size, the fur is of exquisite quality. Much of the planet is unmapped, and no other valuable resources are known.

| Atoley | 2336 | DA98413 | 7 | Non-Industrial |
|--------|------|---------|---|----------------|
| | | | | |

The third planet out in a system of ten, Atoley is in the process of being colonized. The tainted atmosphere classification is caused by a series of organic trace compounds that cause a long-term allergenic reaction in about 50% of the Humaniti that are exposed to them. The land surface is only 20% of the planet and is scattered in a large number of moderate-sized islands. Marine life is extensive, and land life is composed primarily of insect-like and bird-like animals. Most of the land animals are also flyers, reaching quite large sizes, permitted here by the atmospheric conditions. Some research has been done on the atmospheric contaminants, and a solution to the allergenic reaction seems probable. The population has been building up slowly since the Atoley Colony Corporation was established 200 years ago.

The Simba Safari comes here for both the aerial and marine creatures. Hamlar and his crew have made detailed surveys of a number of archipelagos in return for exclusive hunting rights in them for a 10-year period. Many island groups still remain completely unexplored.

PLANETARY EVENTS AND ENCOUNTER TABLES

Encounters and Events Charts

(2D)

| Terrain Type | Animal Encounters | Event |
|-------------------------------------|-------------------|-------|
| Satellite Plain | | 7+ |
| Satellite Rough | | 7+ |
| Satellite Mountains | | 7+ |
| Ice Cap | 8 - 9 | 10+ |
| Ice Shelf | 8 - 9 | 10+ |
| Forest | 5 - 6 - 7 | 8+ |
| Desert | 7 - 8 | 9+ |
| Rough | 6 - 7 - 8 | 9+ |
| Mountains | 7 - 8 | 9+ |
| Open Ocean | 8 - 9 | 10+ |
| Shallow Ocean | 7 - 8 | 9+ |
| Beach/Shore | 6 - 7 - 8 | 9+ |
| Clear: Sekmetar, Deadfall, Vilaruby | 6 - 7 - 8 | 9+ |
| Clear: Tarnkeep, Bastis | 5-6-7 | 8+ |
| Clear: Atoley | 6 - 7 | 8+ |

Clear

1 Boulder Field

2 Rocky Ground

5 Mineral Deposits

Tarnkeep, Bastis

1 Stream Bed/Ravine

2 Rocky Ground

4 Metal Deposits

6 Sulfur Springs

Atoley

1 High Vegetation

2 Rocky Ground

6 Radiation Zones

3 Gullies

6 Mirage

3 Gullies

5 Sinkhole

3 Gullies

4 Tarpit

5 Sinkhole

4

Sekmetar, Deadfall,

Vilaruby

Magnetic Fluctuation

Ocean

Open

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

Shallow

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

Beach/Shore

- 1 Rocky Ground
- 2 Soft Ground
- **3** Strong Waves
- 4 Rocky Ground
- 5 Debris
- 6 Soft Ground

EVENT TABLE

Plain

- 1 Meteor Shower
- 2 Craters
- 3 Dust Pool
- 4 Crevasse/Ravine
- 6 Rocky Ground

Rough

- 1 Meteor Shower
- 2 Crevasse/Ravine
- 3 Loose Rubble
- 4 Cave
- 5 Crevasse/Ravine
- 6 Vapor Vent

Mountains

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

- Ice Cap
- 1 Open Ground
- 2 Blizzard
- 3 Deep Snow
- 4 Cancealed Gully
- 5 Crevasse/Ravine
- 6 Crevasse/Ravine

- 5 Crevasse/Ravine
- 6 Concealed Gully

Forest

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

Rough

- 1 Crevasse/Ravine
- 2 Rocky Ground 3 Loose Rubble
- 4 Cave

PLANETARY EVENT TABLE

- 5 Crevasse/Ravine
- 6 Washout

Desert

- 1 Dusty Area
- 2 Rocky Ground
- 3 Mirage
- 4 Oasis
- 5 Sand Storm
- 6 Sand Sea

Mountains

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

12

Ice Shelf

- 1 Deep Snow
- 2 Blizzard
- **3** Pressure Ridge
- 4 Polynya

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.

Boulder Field: The flat area ahead for the next 2D kilometers is dotted with large boulders deposited by glacial action. Numerous minor detours are necessary, requiring all ground travel times to be increased by one-quarter.

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 also be an animal encounter of a Scavenger or Predator type. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Book.

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.

Dusty Area: Pools of fine dust cover the area ahead for the next 1D kilometers. Characters on foot, riding animals, or in unsealed ground vehicles have travel time doubled. Sealed ground vehicles have travel time increased by one-half due to poor visibility.

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.

Loose Rubble: Portions of the path ahead for the next 1D kilometers are strewn with loose rubble. Ground travel time, except for tracked vehicles, is increased by one-half. On a roll of 10+ on 2D, an avalanche/landslide will also occur.

Magnetic Fluctuation: The local magnetic field undergoes a severe fluctuation which alters magnetic compass readings by 3D + 12 degrees. Throw 1D; if odd, alter in clockwise direction; if even, alter in counter-clockwise direction. This event lasts for the next 4D kilometers and is noticed by characters on a throw of 8+ on 2D. DMs of Navigation, Survival, and Vehicle Skill apply.

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.

Metal Deposits: Each character with an Intelligence of 9+ and an Education of 9+ may notice heavy metal deposits on a throw of 9+. The deposit will have a potential yield of 2D x 20,000 Credits annually. Other deposits are likely to occur nearby.

Mineral Deposits: Off to the right/left, a ledge/sandy area shows glints/traces of mineral deposits. Examination of the deposit will take 1D hours minus Judge's adjustment for possible character area of expertise. Commercially valuable deposits will occur on an 8+ on 2D. A roll of 12 exactly indicates that valuable gems worth 3D x 100 Credits may be picked up.

Mirage: A terrain feature such as a mountain range, oasis, river, etc. appears on the horizon ahead of the party. Throw Intelligence or less on 2D to recognize what it is. Otherwise, spend 1D minutes in confusion, trying to find feature on maps.

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.

Oasis: A spring of water bubbles out of the ground and forms a pool. Lush vegetation surrounds the pool. An animal encounter will also occur with a roll of 4+ on 2D.

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.

Polynya: An open crack in the ice shelf appears ahead. It is 2D x 10 meters across and will remain open for 2D hours. Roll on the Directional Rosette to determine direction. The crack will extend 2D kilometers in either direction.

Pressure Ridges: The ice ahead bulges up in a pressure ridge. Ground vehicles spend an additional 1D minus Vehicular Skill hours in finding a crossing point.

Radiation Zone: Owing to contamination/natural deposits, the area for the next 2D kilometers is a radiation hazard. Instruments will detect the radiation, and, on life-bearing planets, the conspicuous absence of healthy life forms will give warning. Upon exposure, characters will lose one hit point of Endurance per day for every hour or fraction therof that they were exposed (cumulative). Expert treatment (Medic 3+) is necessary to heal such damage.

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.

Sand Sea: The terrain for the next 3D + 4 kilometers is composed of soft sand and dunes. Foot travel is at quarter speed. Wheeled and tracked behicles are reduced to not more than 20 kph.

Sand Storm: Rising winds quickly reach extreme velocities and drive abrasive sand particles against all exposed surfaces. Progress is impossible for 3D + 12 hours. Individuals will be buried, loose equipment scattered, and vehicle accessories will be subject to failure unless 1D + 1 hours are spent cleaning out the penetrating sand particles.

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.

Tarpit: A natural asphalt deposit forms a pool ahead. 1D animals have been lured by the water pools and have been trapped in the sticky tar. Another animal encounter will also occur here.

Temperature Drop: The external temperature drops rapidly below freezing. Exposed individuals not expressly dressed for such cold throw Endurance or less on 2D each hour to avoid suffering 2 points damage. DM of Survival Skill applies. The cold spell will last 2D hours. Continue throws each hour until spell is over or shelter is obtained. Enclosed powered vehicles are shelter.

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.

Washout: The road/path ahead has been washed away by rain and flooding. Preparing a trail for foot or animal traffic will take 2D x 20 minutes. Restoring the road for vehicle traffic will take 3D + 6 manhours of work.

ANIMAL ENCOUNTER TABLES

ICE CAP

| Die | Animal Type | Weight | Hits | Armor | | Wounds | & Weapo | ns | | |
|-----|----------------------|-----------|-------|-------|-----|-------------------------------------|---------------------|---------------|------------|--|
| 2 | 1D - 1 Intermittents | 50 kg. | 13/5 | Cloth | 1 | Hooves | A10+ | F 9+ | S2 | |
| 3 | 2D Grazers | 200 kg. | 21/4 | Jack | 10 | Teeth | A 8+ | F 5+ | S2 | |
| 4 | Hijacker | 12 kg. | 10/6 | None | 1 | Horns & Teeth | A .7+ | F 8+ | S2 | |
| 5 | 3D Chasers | 800 kg. | 35/2 | None | 16 | Teeth | A+ | F 9+ | S2 | |
| 6 | 4D Grazers | 25 kg. | 9/12 | Jack | 1 | Hooves | A 8+ | F 5+ | S2 | |
| 7 | Planetary Special | | | | | | | | | |
| 8 | Intermittent | 50 kg. | 6/7 | None | 6 | Stinger | A10+ | F 9+ | S2 | |
| 9 | 3D Reducers | 1,600 kg. | 27/10 | Cloth | 21 | Claws & Teeth | A10+ | F 8+ | S2 | |
| 10 | Gatherer | 100 kg. | 16/12 | None | 4 | Teeth | A 9+ | F 8+ | S2 | |
| 11 | 2D Chasers | 50 kg. | 10/4 | None | 1 | Claws | A+ | F 9+ | S 3 | |
| 12 | Killer | 200 kg. | 19/16 | None | 6/9 | Claws & Teeth | A 6+ | F11+ | S2 | |
| | | | ICE | SHELF | | | | | | |
| Die | Animal Type | Weight | Hits | Armor | | Wounds | & Weapo | ns | | |
| 2 | 2D Grazers | 400 kg. | 26/9 | Mesh | 15 | As Pike | A 8+ | F 5+ | S2 | |
| 3 | 1D Hijackers | 25 kg. | 13/6 | None | 1 | Teeth | A 7+ | F 8+ | S2 | |
| 4 | Chaser | 200 kg. | 24/6 | None | 5 | As Body Pistol | | F 9+ | S3 | |
| 5 | Killer | 200 kg. | 25/10 | None | 8 | As Blade | A 6+ | F11+ | S2 | |
| 6 | Chaser | 50 kg. | 11/11 | None | 1 | Claws | A+ | F 9+ | S3 | |
| 7 | Planetary Special | | | | | | | 1 Participant | | |
| 8 | Intermittent | 400 kg. | 21/13 | Jack | 7 | Hooves | A10+ | F 9+ | S2 | |
| 9 | Reducer | 50 kg. | 14/4 | None | 1/1 | Hooves & Teeth | A10+ | F 8+ | S2 | |
| 10 | Flying Gatherer | 12 kg. | 5/7 | None | 1 | Teeth | A 9+ | F 8+ | S1 | |
| 11 | Grazer | 800 kg. | 21/6 | None | 16 | Teeth | A 8+ | F 5+ | S2 | |
| 12 | Killer | 100 kg. | 11/6 | None | 9/5 | Claws & Teeth | A 6+ | F11+ | S1 | |
| | | | F | OREST | | | | | | |
| Die | Animal Type | Weight | Hits | Armor | | Wounds | & Weapo | ns | | |
| 2 | 10 Intermittents | 100 kg. | 14/4 | Jack | 5 | Horns | A10+ | F 9+ | S2 | |
| 3 | Pouncer | 1 kg. | 4/0 | None | 1 | Stinger | A. | Ft | S2 | |
| 4 | Siren | 3 kg. | 5/1 | None | 1 | Stinger | A• | F10+ | S | |
| 5 | Filter | 12 kg. | 7/5 | Cloth | 1 | Teeth | A* | F 8+ | S1 | |
| 6 | Intermittent | 1 kg. | 3/0 | Jack | 1 | Body Pistol | A10+ | F 9+ | S2 | |
| 7 | Planetary Special | | | | | | | | | |
| 8 | Intermittent | 6 kg. | 5/11 | None | 1 | Teeth | A10+ | F 9+ | S2 | |
| 9 | Intermittent | 25 kg. | 11/7 | None | 1 | Hooves | A10+ | F 9+ | S2 | |
| 10 | 2D Eaters | 3 kg. | 1/3 | None | 1 | Stinger | A 5+ | F10+ | S2 | |
| 11 | 1D Killers | 12 kg. | 8/5 | None | 8 | Thrasher | A 6+ | F11+ | S2 | |
| 12 | 2D Carrion Eaters | 12 kg. | 8/8 | None | 1/3 | Horns & Teeth | A11+ | F 8+ | S1 | |
| | | | D | ESERT | | | | | | |
| Die | Animal Type | Weight | Hits | Armor | | Wounds & | & Weapo | ns | | |
| • | Cal | | | | | Contraction Contraction Contraction | 100 C 100 C 70 G 10 | | | |

| Die | Animal Type | in the intervention of the point | | | | | | | |
|-----|-------------------|----------------------------------|-------|----------|-----|----------------------------|------|----------|---------|
| 2 | Gatherer | 6 kg. | 6/10 | None | 1 | Horns | A 9+ | F 8+ | S1 |
| 3 | 1D Grazers | 12 kg. | 7/12 | None | 3 | Body Pistol | A 8+ | F 5+ | S2 |
| 4 | 5D Grazers | 50 kg. | 11/4 | Jack | 1/1 | Horns and Teeth | A 8+ | F 5+ | S2 |
| 5 | 2D Chasers | 1 kg. | 5/0 | None | 3 | Thrasher | At | F 9+ | S2 |
| 6 | 2D Intimidators | 25 kg. | 10/7 | None | 1 | Teeth | A 8+ | F 7+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | 1D Grazers | 50 kg. | 15/7 | None | 2 | Teeth | A 8+ | F 5+ | S2 |
| 9 | 4D Grazers | 6 kg. | 1/4 | Jack | 1 | Teeth | A 8+ | F 5+ | S2 |
| 10 | 1D Hunters | 50 kg. | 20/11 | None | 4 | Stinger | A* | F 8+ | S2 |
| 11 | Intermittent | 3 kg. | 6/1 | None | 1/1 | Hooves & Teeth | A10+ | F 9+ | S2 |
| 12 | Gatherer | 3 kg. | 3/1 | None | 1 | Horns | A 9+ | F 8+ | S1 |
| A• | if Surprise | A+ if More | A* i | f Bigger | | A [*] if Possible | | Ft if Su | rprised |

ROUGH

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapons | | |
|-----|-------------------|---------|------|-------|-----|-----------------|---------|------|------------|
| 2 | 1D Hijacker | 1 kg. | 1/0 | None | 1/1 | Stinger & Teeth | A 7+ | F 8+ | S2 |
| 3 | Eater | 12 kg. | 5/6 | None | 6 | Stinger | A 5+ | F10+ | S2 |
| 4 | Reducer | 3 kg. | 1/5 | Mesh | 1/1 | Hooves & Teeth | A10+ | F 8+ | S2 |
| 5 | Gatherer | 25 kg. | 9/6 | None | 1 | Teeth | A 9+ | F 8+ | S1 |
| 6 | Intermittent | 1 kg. | 1/0 | Jack | 1 | Hooves | A10+ | F 9+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | Intermittent | 12 kg. | 7/7 | Mesh | 1 | Horns | A10+ | F 9+ | S2 |
| 9 | 1D Intermittent | 3 kg. | 3/5 | Jack | 1 | Teeth | A10+ | F 9+ | S2 |
| 10 | 1D Killer | 1 kg. | 2/0 | None | 3 | Pike | A 6+ | F11+ | S1 |
| 11 | 3D Chaser | 50 kg. | 10/4 | None | 6 | Halbard | A+ | F 9+ | S 3 |
| 12 | Pouncer | 100 kg. | 14/5 | None | 4 | Body Pistol | A• | Ft | S2 |

MOUNTAINS

| Die | Animal Type | Weight | Hits | Armor | | Wounds 8 | Weapons | | |
|-----|-------------------|---------|-------|-------|-----|---------------|---------|------|----|
| 2 | 1D Carrion Eater | 25 kg. | 14/6 | None | 1/2 | Horns & Teeth | A11+ | F 8+ | S1 |
| 3 | 1D Hunter | 100 kg. | 20/6 | None | 12 | Thrasher | A 6+ | F 8+ | S2 |
| 4 | Hijacker | 50 kg. | 13/4 | None | 2 | Teeth | A 7+ | F 8+ | S2 |
| 5 | Hunter | 50 kg. | 19/7 | Mesh | 1 | Hooves | A 6+ | F 8+ | S2 |
| 6 | Grazer | 800 kg. | 21/15 | None | 18 | Teeth | A 8+ | F 5+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | 4D Grazer | 400 kg. | 20/13 | None | 10 | Teeth | A 8+ | F 5+ | S2 |
| 9 | Intermittent | 6 kg. | 2/9 | Cloth | 2 | Teeth | A10+ | F 9+ | S2 |
| 10 | Chaser | 200 kg. | 22/9 | None | 7 | Teeth | A+ | F 9+ | S2 |
| 11 | Siren | 50 kg. | 14/6 | None | 1 | Stinger | A• | F10+ | S1 |
| 12 | 3D Chaser | 50 kg. | 19/4 | None | 2 | Teeth | A+ | F 9+ | S2 |

OPEN OCEAN

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapons | | |
|-----|-----------------------------|---------|-------|-------|-----|-----------------|---------|------|----|
| 2 | 1D Triphibian Carrion Eater | 25 kg. | 8/10 | None | 2/1 | Stinger & Teeth | A11+ | F 8+ | S1 |
| 3 | 1D Flying Hunter | 1 kg. | 2/0 | None | 1 | Thrasher | A* | F 8+ | S2 |
| 4 | 2D Amphibian Intimidator | 200 kg. | 22/16 | None | 8/4 | Stinger & Teeth | A 8+ | F 7+ | S2 |
| 5 | 2D Triphibian Eaters | 25 kg. | 10/9 | None | 3 | Teeth | A 5+ | F10+ | S1 |
| 6 | Triphibian Intermittent | 3 kg. | 5/4 | None | 2 | Teeth | A10+ | F 9+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | 5D Swimming Grazers | 50 kg. | 15/10 | Jack | 1 | Horns | A 8+ | F 5+ | S2 |
| 9 - | Flying Grazer | 1 kg. | 4/0 | None | 1 | Body Pistol | A 8+ | F 5+ | S2 |
| 10 | Swimming Pouncer | 400 kg. | 20/8 | None | 16 | Teeth | A• | F† | S2 |
| 11 | Flying Chaser | 1 kg. | 5/0 | None | 1 | Thrasher | A+ | F 9+ | S3 |
| 12 | Swimming Trapper | 200 kg. | 14/8 | None | 11 | Thrasher | A. | F 9+ | S |

SHALLOW OCEAN

| Die | Animal Type | Weight | Hits | Armor | | | | | |
|-----|--------------------------------|---------|------|-------|-----|---------------|------|------|----|
| 2 | 1D Triphibian Intimidator | 6 kg. | 1/6 | None | 1/1 | Horns & Teeth | A 8+ | F 7+ | S2 |
| 3 | Flying Hunter | 3 kg. | 5/3 | None | 2 | Thrasher | A 6+ | F 8+ | S2 |
| 4 | 1D Swimming Intimidator | 50 kg. | 19/5 | None | 1 | Teeth | A 8+ | F 7+ | S2 |
| 5 | 2D Amphibian Eaters | 50 kg. | 13/9 | Cloth | 1 | Hooves | A 5+ | F10+ | S1 |
| 6 | Amphibian Intermittent | 100 kg. | 18/6 | None | 4 | Teeth | A10+ | F 9+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | Swimming Intermittent | 100 kg. | 11/9 | None | 4 | Teeth | A10+ | F 9+ | S2 |
| 9 | 2D Amphibian Grazers | 100 kg. | 23/4 | Jack | 8 | Teeth | A 8+ | F 5+ | S2 |
| 10 | Swimming Trapper | 100 kg. | 18/9 | None | 6/7 | Claws & Teeth | A• | F 9+ | S |
| 11 | Amphibian Chaser | 12 kg. | 6/3 | None | 8 | Pike | A+ | F 9+ | S2 |
| 12 | Triphibian Trapper | 12 kg. | 7/9 | None | 3/4 | Claws & Teeth | A• | F 9+ | S |

BEACH/SHORE

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapons | 1.0 | |
|-----|------------------------|-----------|-------|-------|------|-----------------|---------|------|------------|
| 2 | Reducer | 1 kg. | 2/0 | None | 6 | Teeth | A10+ | F 8+ | S2 |
| 3 | Gatherer | 50 kg. | 18/6 | None | 9 | As Halberd | A 9+ | F 8+ | S1 |
| 4 | 3D Reducers | 1 kg. | 1/0 | None | 1 | Teeth | A10+ | F 8+ | S2 |
| 5 | Hunter | 25 kg. | 11/2 | Cloth | 6 | As Halberd | A 6+ | F 8+ | S2 |
| 6 | Amphibian Intermittent | 400 kg. | 22/12 | None | 15/4 | Teeth & Hooves. | A10+ | F 9+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | Intermittent | 3,200 kg. | 30/14 | Jack | 23 | Hooves | A10+ | F 9+ | S2 |
| 9 | Intermittent | 400 kg. | 25/10 | None | 12 | Teeth | A10+ | F 9+ | S2 |
| 10 | Killer | 6 kg. | 2/7 | None | 9 | As Blade | A 6+ | F11+ | S1 |
| 11 | 3D Chasers | 1 kg. | 6/0 | None | 1 | Teeth | A• | F 9+ | S2 |
| 12 | 2D Amphibian Chasers | 1 kg. | 1/0 | None | 1 | Thrasher | A. | F 9+ | S 3 |

CLEAR: SEKMETAR, DEADFALL, VILARUBY

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapons | 5 | |
|-----|-------------------|--------|------|-------|-----|------------------------|---------|------|-----------|
| 2 | 2D Carrion Eaters | 1 kg. | 4/0 | None | 1/1 | Teeth & Hooves | A11+ | F 8+ | S1 |
| 3 | 2D Eaters | 6 kg. | 4/10 | None | 4 | Teeth | A 5+ | F10+ | S2 |
| 4 | 3D Flying Reducer | 3 kg. | 5/1 | None | 1/3 | Teeth & Body Pistol | A10+ | F 8+ | S2 |
| 5 | 1D Eaters | 12 kg. | 8/5 | None | 12 | As Halberd | A 5+ | F10+ | S1 |
| 6 | Grazer | 6 kg. | 3/5 | None | 1 | Teeth | A 8+ | F 5+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | Intermittent | 12 kg. | 9/7 | Jack | 6/2 | Teeth & Hooves | A10+ | F 9+ | S2 |
| 9 | 3D Grazer | 6 kg. | 4/3 | None | 3 | Stinger | A 8+ | F 5+ | S2 |
| 10 | Chaser | 6 kg. | 3/3 | None | 3 | Teeth | A• | F 9+ | S2 |
| 11 | 3D Chaser | 1 kg. | 5/0 | None | 1 | Teeth | A• | F 9+ | S2 |
| 12 | Pouncer | 6 kg. | 2/4 | None | 1 | Teeth | A• | Ft | S2 |

CLEAR: TARNKEEP, BASTIS

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapon | 5 | |
|-----|-------------------|---------|-------|-------|-----|-----------------|--------|------|----|
| 2 | Hijacker | 3 kg. | 6/6 | None | 4/6 | Teeth & Stinger | A 7+ | F 8+ | S2 |
| 3 | Hunter | 6 kg. | 5/5 | None | 3 | Teeth | A* | F 8+ | S2 |
| 4 | 2D Carrion Eaters | 1 kg. | 4/0 | None | 1 | Teeth | A11+ | F 8+ | S1 |
| 5 | 1D Hunter | 3 kg. | 1/3 | Mesh | 6 | Stinger | A 6+ | F 8+ | S2 |
| 6 | 5D Grazers | 3 kg. | 4/3 | Jack | 1 | Hooves | A 8+ | F 5+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | Flying Grazer | 200 kg. | 17/13 | None | 5 | Horns | A 8+ | F 5+ | S2 |
| 9 | Intermittent | 200 kg. | 23/10 | None | 8 | Horns | A10+ | F 9+ | S2 |
| 10 | Killer | 3 kg. | 1/1 | None | 8 | As Blade | A 6+ | F11+ | S1 |
| 11 | 1D Flying Killer | 12 kg. | 10/4 | None | 1 | Thrasher | A 6+ | F11+ | S2 |
| 12 | Pouncer | 12 kg. | 5/6 | None | 1/1 | Hooves & Teeth | A• | Ft | S2 |

CLEAR: ATOLEY

| Die | Animal Type | Weight | Hits | Armor | | Wounds & | Weapons | | |
|-----|-------------------|--------|------|-------|-----|----------------|---------|------|----|
| 2 | 1D Intimidators | 1 kg. | 1/0 | None | 4 | Teeth | A11+ | F 8+ | S1 |
| 3 | Eater | 3 kg. | 4/3 | None | 5 | Teeth | A 5+ | F11+ | S1 |
| 4 | 1D Carrion Eaters | 12 kg. | 8/6 | None | 5/3 | Teeth & Hooves | A11+ | F 8+ | S1 |
| 5 | Hunter | 1 kg. | 5/0 | Mesh | 6 | As Broadsword | A* | F 8+ | S2 |
| 6 | Grazer | 6 kg. | 3/5 | None | 1 | Teeth | A 8+ | F 5+ | S2 |
| 7 | Planetary Special | | | | | | | | |
| 8 | 5D Grazers | 6 kg. | 4/3 | None | 1 | Teeth | A 8+ | F 5+ | S2 |
| 9 | 4D Grazers | 6 kg. | 6/5 | Cloth | 1 | Teeth | A 8+ | F 5+ | S2 |
| 10 | 4D Siren | 1 kg. | 1/0 | None | 5 | As Broadsword | A. | | |
| 11 | Pouncer | 3 kg. | 6/6 | None | 7 | As Halberd | A• | Ft | S2 |
| 12 | Chaser | 12 kg. | 8/8 | None | 5 | Thrasher | A. | F 9+ | S2 |

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PLANETARY SPECIAL ANIMAL ENCOUNTERS

This occurrence in the table means that the party has encountered a trophy-sized specimen of whatever animal the region is noted for. The following selection of animals are provided for hunting encounters. The crew of the **Simba Safari** is familiar with them, having previously taken at least one example of each. Other suitable creatures may be added by the Judge to adjust the tenor of his or her campaign.

OCEAN/SEA

Tarquin's Sea Dragon

| 1D Swimming Killer | 18,000 kg. | 53/30 | None | 27 | Teeth | A 6+ | F11+ | S2 |
|--------------------|------------|-------|------|----|-------|------|------|----|
| | | | | | | | | |

Similar to an Icthyosaurus in shape, with the spindle-shaped body, four large flippers, and a long neck, the Sea Dragon has a huge turtle-like beak. This creature is not often found in the shallows, prefering to hunt the open ocean. A powerful swimmer, the Sea Dragon packs were deadly to small boats until a special "sonic screamer" device was developed. The beasts are sensitive to certain high frequency vibrations and will avoid them. During the mating season, the males develop iridescent patterns on the beaks. These brightly-colored trophies are frequently sought by off-world hunters.

| 3D Swimming Chaser | 100 kg. | 21/10 | None | 8 | Teeth | A+ | F 9+ | S3 |
|-----------------------------------|---------|-------|------|---|-------|----|------|----|
| These extensions is with severity | | | | | | | | |

Jetshark

These extremely swift carnivores utilize a form of jet propulsion. They are capable of leaping several meters out of the water in pursuit of prey. The teeth have serrated edges and are very sharp. The odor of blood excites them into a feeding frenzy. The spines which stiffen the dorsal and ventral fins are sought for jewelry because of the opal-like glow.

| Tilmar's Kraken | | | | | | | | | |
|-----------------|--|------------|-------|------|-------|---------------|------|------|----|
| Swimming Killer | | 24,000 kg. | 70/33 | None | 24/21 | Claws & Teeth | A 6+ | F11+ | S2 |

A very large squid-like creature, this solitary predator has 4 long tentacles (20 meters) and 4 short tentacles (10 meters), each lined with sucker disks and tipped with tearing claws. The other major weapon is a large shearing beak. The Kraken swims by water jet propulsion and maneuvers very well for a creature of its size. It roams a large territory and defends it fiercely. Harpooning the Kraken from a small hover skimmer is tried only by the most skillful of hunters.



| - | • | | | |
|---|----|---|----|--|
| - | 10 | - | • | |
| | ιU | | ιe | |

| Filter | 12,000+ kg. | 3 each | None | 4 | Stinger | A* | F* | S |
|--------|-------------|--------|------|---|---------|----|----|---|
| | | | | | | | | |

The Floater is a community of non-mobile animals which possess limited photosynthetic ability. Each of the components is a lumpy nodule which is supported in the water by a gas-filled float bladder. Thin filaments attach the nodules to all adjacent nodules, and a 3 meter to 5 meter long tentacle trails downward. The tentacle has stingers along its length which react upon touch and inject a nerve poison into whatever living animal they touch. The tentacle wraps around the prey and draws it up to the center nodule to be digested. The first tentacle may be avoided by a character rolling Dexterity or less on 2D (swimming ability may be used as a DM by the Judge). If the first tentacle is not avoided, a second tentacle will attach the next turn, and 1D tentacles will attach each turn. A character may break free by rolling his Strength or under on a total of 1D for every tentacle which has attached. Each attached tentacle will cause 1 hit point of damage per turn from poison.

Each nodule has a chance (throw 2 on 2D) of having an organic jewel worth 1D x 10 Credits.

DESERT

Sand Hogs

| 2D Eaters | 50 kg. | 20/11 | Mesh | 4/6 | Hooves & Teeth | A 5+ | F10+ | S1 |
|-----------|--------|-------|------|-----|----------------|------|------|----|
|-----------|--------|-------|------|-----|----------------|------|------|----|

These hexapedal desert scavengers are termed Sand Hogs because of their pig-like appearance. The blunt snout, stocky build, and rough, pebbled hide are set off by an incongruous rabbit-like powder-puff of a tail. The sharp hooves and formidable tusks discourage predators and are used to dig shallow burrows. Their dispositions are ugly, and they fiercely defend their territory against all comers. They have even been known to destroy untenanted hunting camps. Their senses are very keen, and these intelligent beasts quickly become wary of humans.

| Slinker | | | | | | | | |
|--------------|--------|-----|------|---|-------|------|------|----|
| Intermittent | 25 kg. | 9/6 | None | 5 | Teeth | A10+ | F 9+ | S2 |

Also known as a Sand Snake, this relative of the Treeworm is an inhabitant of desert areas. Its long, slender shape permits it to move easily in the sand. The long, tan fur hides the six, stumpy, clawed legs which allow the Slinker to dig burrows in the hardest earth. The fur is unusual in that it does not cause an alergenic reaction in humans which are normally allergic to furs. Thus, it is a valuable commodity worth 1D x 100 Credits on the open market.

| | | Spitter | | | | | | |
|---------|---------|---------|------|---|-------|----|----|---|
| Trapper | 200 kg. | 25/15 | None | 7 | Teeth | A• | F* | S |

A greyish lump, looking much like a half-buried boulder, this carnivore spits a stream of adhesive fibers at any animal which comes within the 5-meter circle of its tentacles. The tentacles are buried just under the surface of the sand. When a creature is trapped by the web, in three turns the tentacles will drag it to the central body where it enters the digestive cavity. The character will be trapped in the web if he or she fails to throw Dexterity or less on 2D. If the throw fails, 1D tentacles will attach. Characters may break free by throwing Strength or less on 1D for every attached tentacle. By throwing Dexterity or less on 2D, up to two companions may add their Strength to that of the trapped character. Certain organs of the Spitter are of value in the preparation of healing drugs (1D x 5 Credits/Creature).

Sand Spiders 1D Hunters 3 kg. 4/3 None 3 Stinger A 6+ F 8+ S2

Ten-legged crypto-arthropods, vaguely resembling spiders with a scorpion's sting, these pack-type omnivores grow up to 1 meter across. Most of the dimension includes the long, furry legs, but they can pose a threat to a lone traveler. The sting is poisonous, and a character who is stung must roll Endurance or under to avoid 1 hit point of damage to Endurance each of the next 1D turns.



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| | | | |
| | | | |

| Pouncer | 1,600 kg. | 40/15 | Jack | 22/20 | Claws & Stinger | A• | Ft | S2 |
|---------|-----------|-------|------|-------|-----------------|----|----|----|
| | | | | | | | | |

This formidable carnivore, though rare, makes areas of the desert extremely hazardous. It is warm-blooded but has a hardshelled carapace and five pairs of limbs. The first pair of legs has a monstrous pair of pinching claws, and the creature also sports a stinger at the tail. It prefers to lie in ambush, lightly covered in sand, with just the eyestalks protruding. The stinger will do 1D of poison damage to the Endurance of the stricken character for 1D + 2 turns. It is suspected that these creatures are constructed biological weapons, but no firm evidence has yet been offered to prove this theory.

Sand Dragon

| Chaser | 800 kg. | 38/17 | Mesh | 19/21 | Claws & Teeth | A+ | F 9+ | S2 |
|----------------------------|---------------------------|--------------|------------|-----------|--------------------|---------|--------------|--------|
| | | | | | | | | |
| This large active pseudo-r | entile runs quite well or | tts 6 leas n | ursuina pr | w The cla | we normit it to di | mb wall | and to dia n | ortina |

This large, active pseudo-reptile runs quite well on its 6 legs, pursuing prey. The claws permit it to climb well and to dig nesting burrows. The Sand Dragon spends most of the year as a solitary animal but gathers into packs in the breeding season (3D in a breeding pack). The males engage in mock combat for the females during this time. In addition, the frills, ruffs, and spines of the male become brilliantly colored during the breeding season. The Sand Dragon frequents desert and rough terrain. Its fear-some appearance and tough, scaly hide make it a beautiful and difficult prize for a hunter.

ROUGH

Clinger

| Pouncer | 200 kg. | 24/16 | None | 10/9 | Claws & Teeth | A• | Ft | S2 |
|---------|---------|-------|------|------|---------------|----|----|----|
| | | | | | | | | |

This large, dun-colored, feline-like carnivore is found in rough and mountain terrain. Its six legs are equipped with sucker pads in addition to retractable claws. A solitary roamer with a fairly large territory, this cat can go anywhere. The sucker pads permit the Clinger to climb a glass-smooth, sheer cliff. It has been known to hang upside down under a natural bridge to make an attack. Wounded Clingers have also been known to track a hunter over 100 kilometers to make a revenge attack. A Clinger trophy is a status symbol among big game hunters.

| | | | Fifty | pedes | | | | | | |
|-----------|---|-------|-------|-------|---|---------|---|----|------|----|
| 2D Eaters | 9 | 1 kg. | 1/0 | Cloth | 2 | Stinger | A | 5+ | F10+ | S1 |

Fiftypedes are multi-legged demi-arthropods with hard shells which inhabit communal burrows in rocky areas. Their shiny carapaces are hard and resist blows well. They are very sensitive to electricity. Usually no more than minor nuisances, at odd times of the year, several nests get together and invade an area *en masse*. Some people are allergic to the venom and take extra damage from the bite. If a 2 is rolled on 2D, the bitten individual takes triple damage to Endurance.

| | | не | xabear | | | | | |
|--------|---------|-------|--------|-------|---------------|------|------|----|
| Hunter | 800 kg. | 40/12 | None | 20/22 | Claws & Teeth | A 6+ | F 8+ | S2 |

Of hexapedal body form, this warm-blooded, furred, semi-mammal is a favorite hunter's trophy. It is large, of ferocious appearance, has a thick, colorful fur coat, and thermo-luminescent claws and teeth. Jewelry made from Hexabear teeth and claws glows a deep, lustrous blue when kept in contact with human skin. Hexabears den or lair alone but form feeding packs at sites of plentiful food. The lifespan of an Hexabear is about 30 standard years, with maturity at two years of age. Female breeding cycles occur every 3 years. Of fairly amiable disposition, the Hexabear cubs are trainable if captured young. They have fairly keen senses of smell and hearing, but the eyesight is not too good. Hexabears make excellent guardbeasts, and young specimens command a fair price due to their inability to breed very often in captivity.

The Hexabear is most often encountered in rough, well-watered and wooded country. It lairs in rocky dens whenever possible and has been observed to build its own den with loose rocks. Newly mature Hexabears frequently have a year or two of wanderlust and may then be encountered far from their normal terrain.



21

Blue Loper

| 1D Chaser | 100 kg. | 16/9 | None | 6 | Teeth | A+ | F 9+ | S2 |
|-----------|---------|------|------|---|-------|----|------|----|
| | | | | | | | | |

This hexapedal semi-mammal is found in small, family packs which range widely over a large territory. It derives its name from the bluish tint of its fur, which is of extremely fine quality, and from its curious, loping gait. Found primarily in clear or rough terrain, the small, family packs pick a target prey and run it down in relays. The individual Lopers have a great endurance and run at a steady pace for hours on end. The lifespan of the Blue Loper is about 20 standard years, and maturity occurs at 2 years. The female breeding cycle is 2 years. Pairs mate for life and tend to roam the same general area. Packs are loosely organized and tend to break up and reform often. Lopers make intelligent, affectionate pets but soon go insane if confined.

Sand Dragon (See DESERT)

FOREST

Beetletree

None

1

Stinger

A 5+

F10+

S1

S2

1/0

1/2 kg.

10D Eaters

This is a symbiotic assembly of a plant and a colony of pseudo-arthropods. The tree has hollow nodules at the base of the trunk in which the animals nest. They attack all small pests in the vicinity of the tree, drag carrion to the base of the tree, and secrete a noxious substance which repels larger animals. Individual Beetles frequently change trees, taking fertilizing pollen along when they go.

The Beetles are brilliantly metallic colored and can be chemically treated to be odorless. Treated colonies are sold, along with a special dwarf species of the tree, as a living decoration.

| | | Tr | eeworm | | | | | |
|--------------|--------|-----|--------|---|-------|------|------|----|
| Intermittent | 25 kg. | 8/5 | None | 4 | Teeth | A10+ | F 9+ | S2 |

This long, slender animal looks, at first, like a furry snake until one sees the six, stumpy, clawed legs. It climbs with amazing speed for its size. The eggs laid by the female every year are valuable for concentrations of a natural antibiotic drug. Each fresh egg is worth 2D x 100 Credits. The Treeworm is only found high in forest canopies.

| | | Screa | am Squirrel | | | | | |
|-----------|-------|-------|-------------|---|-------|------|------|----|
| 3D Grazer | 3 kg. | 2/3 | None | 1 | Teeth | A 8+ | F 5+ | S2 |

This tree-dwelling hexapod has a special means of defense. When given a second or so to prepare, these animals emit an extremely loud screech which ranges up into the hypersonic. One creature alone produces a very painful screech, and several working in cooperation have been known to render predators unconscious. The areas where these creatures graze can be detected at a distance because of the herd behavior of constantly emitting loud, contented "bleeps" and chirps at a high frequency. Unprotected humans encountering a herd must throw Strength or less on 3D to avoid falling unconscious for 2D minutes and suffering a one-hour temporary reduction of 1D Endurance points. The fur of a Scream Squirrel is very plush, and the plume-like tail is often worn as a hat decoration.

Ruffed Saber Cat

| - | | | | | | |
|---|---|---|---|---|----|--|
| C | - | - | - | ~ | - | |
| С | н | с | s | e | Ŧ. | |

400 kg. None

30/15 12/14 9+

Claws & Teeth

Warm blooded, the hexapedal, cat-like creature has a coat of greenish-brown, camouflage-patterned fur. It derives its name from the thick ruff of fur around its neck and the pair of 12 cm fangs in its jaws. It tends to roam a fairly large territory in small, family groups composed of a pair of adults and several juveniles. Its normal hunting technique is to have one or more of the juveniles spook the prey past an area where the adults are waiting in ambush. Saber Cats are guarrelsome and very territorial. They seem to regard human hunters as competitors and have been known to deliberately stalk and attack intruding humans. Saber Cats have proven to be untrainable and will not breed in captivity. They are found only in forested terrain.



CLEAR

Auburn Trident

| 5D Grazer | 400 kg. | 24/12 | None | 14 | Horns | A 8+ | F 5+ | S2 |
|---|---|--|---------------------------|--------------------------|-----------------------------------|---------------------------------|------------------------|-------------------|
| These large, herd beasts are name derives from the rich horns which the male bears, which is also the age at which | auburn fur coat, st Living some 20 star the female begins t | reaked with ndard years, to bear her y | cream and , the male s | l russet a tarts grow | and the crown of wing its non-she | of 3, long, ba dding horns a | ckward-j it 3 years | ointing of age |
| covered by the herd is larg | e, and these skittish | beasts trav Blu | | t most, ttempts | due to the hars | h environmen | nt. The t | erritor |
| | e, and these skittish | beasts trav Blu (See FL | vel often. A e Loper | t most, ttempts | due to the hars at domesticati | h environmen | nt. The t | erritory |

feathery net fronds. By agitating its fronds and increasing or decreasing its gas volume, this creature can, somewhat, control its drift though it is incapable of powered flight. The Hinden supports itself by secreting hydrogen into its flight bladder or balloon. Of only one sex, the Hinden reproduces by budding. Many smaller creatures sometimes hitch rides on Hindens. The Hinden is valued for its feeding fronds which are a light, iridescent blue in color. Once washed free of their adhesive, they are used as decoration.

| | ಕ್ಷೆ ಪಟ್ಟಿದ್ದರು. ಇವರು | Clo | oudspider | | | | | |
|---------|-----------------------|-----|-----------|---|---------|----|------|----|
| Trapper | 1 kg. | 2/0 | None | 3 | Stinger | A• | F 9+ | S1 |

This venomous crypto-arthropod suspends itself in the air with a silken thread and then creates a "bola" with another length of silk tipped with an adhesive blob. Favorite suspension points are tree limbs or Hindens. The Cloudspider flings the bola at the target and reels the prey in. It seldom attacks a prey heavier than 3 kg. The venom of the Skyspider is an extremely potent paralytic and is quite valuable. Each spider can produce 5 grams per day, worth 1D x 100 Credits.

| | a server and set offer a se | S | kysnake | | | | | |
|-----------|-----------------------------|-----|---------|---|-------|----|------|----|
| 1D Chaser | 6 kg. | 3/4 | None | 3 | Teeth | A+ | F 9+ | S2 |

The Skysnake is a long, slender animal, similar to a lizard. All three pairs of legs have adapted to support wing surfaces. The front pair still have gripping claws at the tips for landing and perching, the center pair serve as lifting surfaces, and the rear pair serve primarily as propulsion. These brilliantly-colored creatures are highly active predators on smaller flying creatures. Some have been partially domesticated and serve as very effective vermin eradicators. Skysnake eggs are also brilliantly colored and are items of minor value (1D x 5 Credits each). Fresh eggs are worth (1D x 20 Credits each) to pet shops.

| | | C | Coatyl | | | | | |
|--------|---------|------|--------|-----|---------------|------|------|----|
| Killer | 100 kg. | 16/9 | None | 9/6 | Teeth & Claws | A 6+ | F11+ | S2 |

A very large version of the Skysnake, this predator has a most fearsome appearance which matches its disposition. Armed with fangs and claws, both male and female have brightly-colored frills around the head and scales which glimmer like jewels. Their senses are very keen, and they like to attack from ambush. They have been known to double back on pursuers and attack. It has become an "in thing" among big game hunters to take out a Coatyl with a Crossbow or a Bow and Arrow.

| delating of the second second | | GE | ENERAL | | | | | | |
|-------------------------------|-------|-----|--------|---|-------|------|------|----|--|
| and distances from a co- | | | Flyrat | | | | | | |
| 2D Carrion Eaters | 1 kg. | 1/0 | None | 1 | Teeth | A11+ | F 8+ | S1 | |

These scavengers are minor nuisances around campsites and machinery. Of little threat to humans, the Flyrats chew on almost anything, getting into food supplies, electronics equipment, and clothing. Their appearance is quite similar to that of a six-legged bat. They are more gliders and soarers than steady fliers and tend to nest in high trees or in rocky cliffs.

ALIEN INSTALLATION

The Alien Installation is an adventure which may be placed at the option of the Judge. It is recommended that it be located in a rough area of difficult access from the ground. Planets recommended are Vilaruby, Atoley, and Tarnkeep.

The item of interest is an unusual structure. It appears to be a building of smooth, curving free-forms that is some 60 meters across and about 16 meters at its tallest. The construction material seems to be a dark-colored stone. The ground plan is vaguely pear-shaped with a hole in the center of the wide portion and a tower projection in the smaller portion. The top of the tower is a transparent, glass-like dome, and oval patches of more translucent glass material form occasional windows. An entrance appears in the center of one of the sides.

- 1 A projection from the walls arches up and is closed by a black, rubbery disk which has a dimple in the center. Set into the left-hand border of this disk is a pair of symbols in white. The upper symbol is an open circle 6 centimeters in diameter, while the lower symbol is a solid disk 3 centimeters in diameter. (Judges Note: Touching the circle will cause the black rubber disk to open like an iris diaphragm. Touching the dot will cause the black rubber donut to close the center hole into a small dimple.)
- 2 An oval cross-section passageway leading past a pair of closed doors (3, 4), this space extends 15 meters to where it splits into three passages (5, 6, 7). Glowing spots about 8 cm in diameter in the center of the roof arch are spaced about 2 meters apart.
- Opening the door with the controls leads one into a chamber which is oval in plan and cross-section. The greatest ceiling height is 4 meters and the room is approximately 7.5 meters across. The left-hand section of the wall has an oval, translucent window section about 1.5 meters across. There are two items from the Random Artifacts Table on page 29 in the chamber. Six glowing ceiling spots, each 8 centimeters in diameter, are spaced equally around the circumference of a 2-meter radius circle in the center of the ceiling.
- 4 Opening the door with the controls leads one into a chamber which is oval in plan and cross-section. The greatest ceiling height is 4 meters, and the room is roughly 7.5 meters across. The right-hand section of the wall has an oval, translucent window section about 2 meters across. There are two items from the Random Artifacts Table on page 29 in the chamber. Six glowing ceiling spots, each 8 centimeters in diameter, are spaced equally around the circumference of a 2-meter radius circle in the center of the ceiling.
- 5 A slightly smaller, oval cross-section, this passage slants to the left at about 45 degrees and begins to climb in an upward spiral of about 30 degrees. The surface of the passage has a rough, porous texture, and the floor and sides of the passage have small undulations molded in it which are about 2 centimeters high and about 20 centimeters apart. This passage leads upwards to the dome chamber (27).
- 6 Of about the same oval cross section, this passage slants to the right at about a 30 degree angle. The passage remains level and ends after 4.5 meters in a closed door (14).
- 7 The passage (2) continues straight ahead and then curves more and more sharply to the left, remaining level. After 15 meters, it opens out into a large chamber (8).
- 8 A large chamber, roughly oval in plan, this room's diameter is about 12 meters. It domes upward in the center to about 9 meters where a circular, transparent glass skylight of 2.2 meters in diameter is located. The floor dishes gently downward to a center pool of water, 2.5 meters in diameter and .5 meters deep. Five of the circular, black, rubber-like doors are spaced evenly around the circumference (9, 10, 11, 12, 13). A row of 10 of the 8-centimeter glowing spots, spaced evenly around the walls, is about halfway up to the top.
- 9 This chamber is the standard oval configuration of 4 meters high and 7.5 meters in diameter. It has no window sections and is lighted only by the six ceiling lights. Four Random Artifacts from the table on page29 are in the room.
- 10 This chamber is the standard oval configuration of 4 meters high and 7 meters in diameter. It has a window section opposite the door and has six ceiling lights. 1D Random Artifacts from the table on page 29 are in the room.
- 11 This chamber is the standard oval configuration of 4 meters high and 6 meters in diameter. It has a window section opposite the door and has six ceiling lights. The walls of the room are not dark stone but are painted a light, pinkish beige. A tangled length of a synthetic fiber rope similar to nylon is strewn about the floor. It is .5 centimeters in diameter, a dull green in color, and 143 meters long.

- 12 A standard oval chamber of 3.5 meters height and 6 meters diameter, the walls of the chamber are painted a dull brown. A window is opposite the door, and six ceiling lights are present. 25 small, black plastic rods of 1.5 centimeters in diameter and 13.2 centimeters in length are strewn randomly about the chamber.
- 13 A standard oval chamber 4 meters high and 7.5 meters diameter, the walls of the chamber are painted a shiny, dark green. A window is opposite the door, and six ceiling lights are present. The paint has an iron component. 73 small, light blue disks, .1 centimeters thick and 2.1 centimeters in diameter, cling weakly to the wall by magnetism.
- 14 The door sphincter opens into an irregular, circular, open courtyard that is 24 meters by 18 meters. In the courtyard itself is a large pool of sand and a somewhat smaller pool of water. The sand is a clean, fine-grained, white quartz and is about 30 centimeters deep in an area of 7.5 meters by 9 meters. The pool of water is slightly brackish and is .5 meters deep, 12 meters long, and 4.5 meters wide. A total of five sphincter doors are distributed roughly evenly around the courtyard walls: A (6); B (15, 16, 17); C (18, 19, 20); D (21, 22, 23); and E (24, 25, 26). The floor of the courtyard is a roughened, light tan ceramic material.
- 15 Opening the sphincter door (B) from the courtyard gives access to an oval room with an additional oval alcove to the right (16) and a closed sphincter door to the left (17). The chamber is 4.5 meters high and 6 meters across with the walls painted a bright blue. One item from the Random Artifacts Table on page 29 is here. Six ceiling lights are present.
- 16 An oval alcove off chamber 15, this area is 3 meters high and 6 meters across with bright blue walls. A window is on the left of the alcove, and six ceiling lights are present. 1D items from the Random Artifacts Table on page 29 may be present at the Judge's option.
- 17 Opening the sphincter door leads into an oval chamber 3 meters high and 4 meters across. The interior of the chamber is flat black in color. No windows are present, but there are six ceiling lights. The floor has a soft, spongy texture and will give to a depth of about 4 centimeters. No other items are in this chamber.
- 18 Opening the sphincter door (C) from the courtyard gives access to an oval room with an additional oval alcove to the left (19). The chamber is 3 meters high and 5 meters across with the walls painted a bright orange. No windows, but six ceiling lights are present. 1D items from the Random Artifacts Table on page 29 may be present at Judge's option.
- 19 An oval alcove off Chamber 18, this area is 3.5 meters high and 6 meters across with pale orange walls. There is a closed sphincter door (20) on the left and a window on the right. The chamber has the usual six lights in the ceiling. A small, white bowl of glazed ceramic is lying in the center of the room. The bowl is 12.4 centimeters in diameter, 3.2 centimeters deep, and empty.
- 20 Opening the sphincter door gives access from Chamber 19 to an oval chamber 3 meters high and 4.5 meters across. The walls are painted a deep, non-reflective violet color. There are six ceiling lights and no windows. The floor has a soft, spongy texture and will give to a depth of 4 centimeters. A small ring of dull copper metal, 3 centimeters in diameter, is lying on the floor.
- 21 Opening the sphincter door (D) gives access from the courtyard to an oval chamber with further oval alcoves on the left (22) and on the right (23). The room is 4.5 meters high and 5 meters across with walls painted matte white. Sprinkled across the floor and ceiling is a random pattern of black dots. There are are 1.8 centimeter and 1.1 centimeter diameter dots, and they are hundreds in number with a density of one dot every 50 square centimeters. There are six ceiling lights and no windows. No other items are in this chamber.
- 22 An oval alcove off chamber 21, this room is 4 meters high and 4 meters across. It also has the white wall/black dots pattern of Chamber 21 and has a window on the right side. The standard six ceiling lights are present. 1D items from the Random Artifacts Table on page 29 may also be present at the Judge's option.
- 23 An oval alcove off chamber 21, this room is 4 meters high and 4.5 meters across. It, too, has the white wall/black dot pattern. It has six standard ceiling lights and no windows. There are no other items in the alcove.
- 24 Opening the sphincter door (E) gives access from the courtyard to an oval chamber with two further alcoves to the left (25) and right (26). The chamber is 5 meters high and 6 meters across. The walls of the chamber are painted a deep red. There are no windows, but the room has the standard six ceiling lights. Jammed into the wall opposite the door at a height of about 1.9 meters is a ring of metal. Closer examination reveals a 6-centimeter diameter screw eye made of steel alloy. One item from the Random Artifacts Table on page 29 may be present at the Judge's option.



each square equals 1.5 meters 15 mm Scale

26

- 25 An oval alcove off Chamber 24, this room is 4 meters high and 5 meters across. It has a window on the side opposite the entrance, and the walls are painted a pale pink color. The ceiling has the standard six light spots. No other items are present in the alcove.
- 26 An oval alcove off Chamber 24, this room is 6 meters high and 7.5 meters across. The walls are painted a deep purplish color with no windows. The ceiling has the standard six light spots. No other items are present.
- 27 Entered by means of a hole in the floor which leads to tunnel 5, this chamber is circular with a diameter of 18 meters. In the center of the slightly dished floor is a 2.2 meter diameter circle of thick, transparent glass, giving a somewhat distorted view into the chamber below (8). The room's floor and side walls, up to a height of .5 meters, are covered by a pale beige, rough-surfaced ceramic. From .5 meters up, the material is transparent glass, forming a clear, hemispherical dome 6 meters high. At one point on the floor is a 1 meter rough circle of black ash about 1 centimeter thick. Directly above the ash, the dome is discolored as if by heat. 1D items from the Random Artifacts Table on page29may be present at the Judge's option.

As described above, no use, purpose, or occupants are given to the installation. The Judge may make use of one or more of the following sections to enhance this scenario.

A The Body. A trail of discoloration on the floor is noticed. It leads up to the closed sphincter door of a chamber. If fresh, it is recognized as an organic fluid by anyone with a roll of 9 or more on 2D (DM of Medical Skill applicable). If not fresh, the roll is 12 or more. If the body is fresh, upon opening the sphincter door, the party will see a body sprawled on its back with limbs outflung. There is a wound in one side of the body and a further large puddle of circulatory fluid on the floor. Any of the characters who are not Barbarians will recognize the body as that of a minor, alien, space-faring race with which they are familiar. The race is a crypto-arthropod in body form, and, since humans are incapable of pronouncing the species' own name, it is locally termed Kancers. The Kancers occupy several systems a dozen or so parsecs to Trailing and are merchants of minor note. They have no reputation for military adventures. An item from the Random Artifacts Table on page 29 may also be present at the Judge's option.

If the body is not fresh (Judge's option or occurs on 5 or more on 2D), opening the sphincter will release a cloud of noxious gases. Any character not in protective gear must immediately roll Endurance minus 4 on 2D to avoid a severe attack of vomiting and temporary (1D turns) loss of 2 Strength points. Protective gear will be necessary to approach the body. The race of the body will be identified on a roll of Intelligence or less on 2D (DM of Medical Skill applicable). An item from the Random Artifact Table on page 29 may also be present at the Judge's option. Suggested locations for the body are chambers 9, 17, or 20.

B The Smuggler's Cache. Located in Chamber 27 is a remote activated Landing Beacon. The beacon is a stubby cone 1.43 meters high and .74 meters in diameter. It is made of dull grey metal and has a shiny silver antenna 1.4 centimeters in diameter projecting 2.1 meters from the top.

In chambers 24, 25, and 26 are stacked piles of packages. Each package is 11.4 x 9.2 x 29.3 centimeters, and there are 125 packages in each chamber. These packages are composed of compressed plant material tightly covered by a semi-transparent, blue plastic wrap. The material in the package, if opened, is not dangerous, exuding only an acrid arona. Throw 10 or more on 2D for any character to recognize the material as being a plant from which narcotics are extracted (DM of Medical Skill or Streetwise applies). If recognized as narcotics, the players will also know that each package has a value of 1,000 Cr if sold on the street.

C The Creatures' Lair. At the Judge's option, certain creatures may be lairing in the courtyard which can pose either a serious threat or a minor inconvenience to the party.

The serious threat is posed by a trio of:

Sand Devils Flying Killer 50 kg 20/10 None 8/7 Claws & Teeth A6+ F11+ S2 These three miniature flying dragons are hiding, lightly dusted over with sand, in the sand pool in the courtyard. They will attack with surprise and, since they are females guarding a nesting spot, they will not flee. Their fangs are poisonous, and a successful bite will cause 1D of hit point damage to a character for the next 2D turns. The crewmembers of the Simba Safari and the hunting party have been warned about this type of creature and will instantly recognize them as extremely dangerous.

The inconvenience is posed by a large nest of Sting Wings. The nest is a large construction of dried mud attached to the wall of the courtyard about 2 meters high. It houses several hundred:

Sting Wings Flying Hunter ½ kg 1/0 None 1 Stinger A6+ F8+ S2 They will ignore the party as long as the party remains at least 3 meters from the nest. They are also inclined to make harrassing runs before actually attacking. Sting Wings will flee from a strong flame.

27

D

The Pickup Party. A ship has landed nearby to make a pickup on the narcotics material in Section B. At the Judge's option, the pickup group is a legitimate pharmaceuticals firm or a crew of smugglers. Medic Thoma Sandmar will recognize one of the pharmaceuticals group as an old classmate of his. Passenger Stin Rellun will recognize one of the smuggler crew from his previous business dealings. The pickup group will land in a standard Type S Scout ship armed with a Sandcaster and two Beam Lasers (Tech-14). High Guard II statistics are:

| | 18 A | S - 122 | 22R1 - 03000 | 0 - 3000 - 0 | | |
|-------------------|---------------------|---------------------|---------------|-----------------------|---------------|--------------|
| | Book 2 Desi | gn | Crew | = 1 | TL = 14 | |
| Passengers = 7 | Fuel = 40 | Cargo = 3 | EP = 2 | Agility = 2 | Hardpoint = 1 | Air/Raft = 1 |
| Pickup crew stati | stics are: | a version and | | | | |
| Crew Leader: | | 678675 | | Age 3 | 8 | 5 terms |
| Pilot - 2, Ri | ifle - 2, Navigatio | n - 2, Medic - 1, | Air/Raft - 1, | Gunnery - 1 | | |
| Crewman: | | 4357DC | | Age 20 | 6 | 2 terms |
| Mechanical | - 1, Vacc - 1, Pis | tol - 1, Pilot - 1, | Medic - 1 | | | |
| Crewman: | | 5A8485 | | Age 30 |) | 3 terms |
| Jo T - 1, M | edic - 1, Rifle - 1 | | | 10.00 <u>-</u> 0.0000 | | |
| Crewman: | | 7667B9 | | Age 34 | 1 | 4 terms |
| Navigation | - 1, Gunnery - 1, | Streetwise - 1, A | Admin - 1 | | | |

Additional Play Hints

A suggested scenario would be to have the smuggler crew knock down a hunting party in the airraft. The hunting party would then have options of trying an overland trek on foot to get back to the **Simba Safari** or, somehow, obtaining transport from the smugglers. The latter course of action might involve an assault on the alien installation or the smuggling Scout Ship.

If located on a populated planet, the local law enforcement officials might deputize the Simba Safari crew and its passengers to help them arrest the smugglers. The smugglers might escape into the bush, and the players could be called upon to track and capture them.

Stin Rellun might be persuaded by his old smuggling acquaintance to help hijack the Simba Safari and hold its passengers for ransom. A variation on this scenario would be for Renela Hallstadt to persuade Stin Rellun to stage the kidnapping to test Rasmara Hald Insteld's courage and intelligence.



ARTIFACT

| Die | Size | Shape | Material | Color | Other |
|-----|---------------------|-------------|-------------|----------|-----------|
| 2 | 1D Millimeters | Ribbon | Liquid | Green | Malleable |
| 3 | 4D Millimeters | Irregular | Multiple | Multiple | Odor |
| 4 | 2D Centimeters | Circular | Transparent | Yellow | Rough |
| 5 | 4D Centimeters | Cuboidal | Fabric | Orange | Slick |
| 6 | 6D Centimeters | Spherical | Metallic | Silver | Flexible |
| 7 | 8D Centimeters | Rectangular | Several | Several | Smooth |
| 8 | 12D Centimeters | Cylindrical | Plastic | Black | Rigid |
| 9 | 1D x 10 Centimeters | Irregular | Ceramic | Blue | Sticky |
| 10 | 2D x 10 Centimeters | Tubular | Translucent | Red | Striated |
| 11 | 4D x 10 Centimeters | Tetrahedral | Organic | White | Filaments |
| 12 | 1D Meters | 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.

RUINS TABLES

Dimensions (3D) (Length x Width)

| | (Lengui x maun) |
|----|------------------------|
| 3 | 2D x 2D Meters |
| 4 | 4D x 4D Meters |
| 5 | 6D x 6D Meters |
| 6 | 8D x 8D Meters |
| 7 | 10D x 10D Meters |
| 8 | 2D x 2D x 10 Meters |
| 9 | 4D x 4D x 10 Meters |
| 10 | 6D x 6D x 10 Meters |
| 11 | 8D x 8D x 10 Meters |
| 12 | 10D x 10D x 10 Meters |
| 13 | 2D x 2D x 100 Meters |
| 14 | 4D x 4D x 100 Meters |
| 15 | 6D x 6D x 100 Meters |
| 16 | 8D x 8D x 100 Meters |
| 17 | 10D x 10D x 100 Meters |
| 18 | Consult Sub Table 1 |
| | Sub Table 1 |
| 1 | 2D x 2D Kilometers |
| | |

- 2 4D x 4D Kilometers
 - 3 6D x 6D Kilometers
 - 4 8D x 8D Kilometers
 - 5 10D x 10D Kilometers
 - 6 12D x 12D Kilometers

Extent (2D) (Height x Depth) 2 2D x 2D Centimeters 3 4D x 4D Centimeters 8D x 8D Centimeters 4 5 1D x 1D Meters 6 2D x 2D Meters 7 4D x 4D Meters 8 6D x 6D Meters 9 8D x 8D Meters 2D x 2D x 10 Meters 10 11 4D x 4D x 10 Meters 12 8D x 8D x 10 Meters

Condition (1D)

Intact and Buried

1

- 2 Crystallized and Petrified
- 3 Crumbled and Decayed
- 4 Corroded and Eroded
- 5 Charred and Burned

S Collapsed and Sand Covered



Throw 3D to determine the area the ruins cover, transfering to Sub Table 1, if required. A further throw of 2D gives the extent, or height and depth, of the ruins. A final throw of 1D gives the overall condition of the ruins. Specific "finds" may be determined on the next page by throwing 1D on the Initial Roll to find the general type of item and then making a further throw of 1D to find the specific type. The frequency of throws for finds is determined by the Judge in accordance with the amount of delay he or she requires and the degree of deterioration of the ruins.

MISCELLANEOUS ITEMS

Initial Roll

- 1 Road
- 2 Structure
- 3 Vehicle
- 4 Artifact
- 5 Remains
- 6 Machine

Vehicle

- 1 Sea Vehicle
- 2 Wheeled Vehicle
- 3 Tracked Vehicle
- 4 Hover Vehicle
- 5 Air Vehicle
- 6 Space Vehicle

Remains

- 1 Mummified
- 2 Intact Skeleton
- 3 Disjointed Skeleton
- 4 Apparel Scraps
- 5 Fragments
- 6 Cast

Road

- 1 Track
- 2 Trail
- 3 Railroad
- 4 Paved Road
- 5 Hover Road
- 6 Channel

Structure

- 1 Stone
- 2 Earth
- 3 Metal
- 4 Organic
- 5 Ceramic
- 6 Glass

Machine

- 1 Electrical
- 2 Hydraulic
- 3 Mechanical
- 4 Pneumatic
- 5 Acoustical
- 6 Magnetic





The Diamond-Prince Subsector is the region where active expansion and colonization is proceeding in Ley Sector. Most planets in this Subsector are either members of the Imperium or have applied for membership. Expansion is directed toward the adjacent Outworlds Subsector. Exploration into the Tri-Empire Subsector has been officially discouraged but rumors have it that extensive clandestine activity is taking place there.

| Oathcoomb | 1731 | D676420 | 9 | | Non-industrial | 9 |
|------------------|------|---------|----|---|--------------------|------|
| Dark Lagoon 1733 | 1733 | B96A677 | ۲ | | Rich, Waterworld | |
| Kuprod | 1735 | X9C9000 | : | | Undeveloped | |
| Gulfex | 1832 | X120000 | : | | Undeveloped | U |
| Lanka | 1833 | C766778 | 2 | | Agricultural | |
| Avonia | 1834 | DABA314 | 6 | | Non-industrial | g |
| Vicar | 1840 | E244599 | 6 | | Non-industrial | |
| Sledgetower | 1934 | A7849A8 | 8 | z | Subsector Capital | U |
| Ogery | 1937 | C5A6484 | ۷ | s | Non-industrial | 9 |
| Basin | 1940 | B787873 | 2 | s | Rich, Agricultural | |
| Elfwine | 2031 | B755663 | 6 | z | Agricultural | U |
| Drumfall | 2032 | E312210 | 8 | | Non-industrial | |
| Grottel | 2035 | X8CA000 | : | | Undeveloped | |
| Bastis | 2036 | E510553 | 2 | | Non-industrial | U |
| EII-AId | 2131 | DA9A743 | 8 | | | 5 |
| Bulldune | 2133 | E414351 | 2 | | Non-industrial | |
| Caverine | 2134 | D000310 | 6 | | Non-industrial | U |
| Sunbank | 2231 | E234523 | 9 | | Non-industrial | g |
| Evilory | 2232 | EABA110 | J. | | Undeveloped | |
| Rapidesia | 2233 | D532416 | 8 | | Non-industrial | |
| Sekmetar | 2235 | E430100 | 1 | | Undeveloped | 9 |
| Atoley | 2236 | DA98413 | 2 | | Non-industrial | |
| Frikka | 2237 | D8575D9 | 2 | | Agricultural | R, G |
| Brass | 2331 | E436543 | ß | | Agricultural | |
| Colossal | 2337 | DB9A411 | 2 | | Non-industrial | |
| Vilaruby | 2338 | X343100 | : | | Undeveloped | 9 |
| Straitedge | 2339 | E236410 | 8 | | Non-industrial | |
| Duatrek | 2340 | X6B9000 | : | | Undeveloped | 9 |
| Quarry | 2433 | D130415 | 2 | | Non-industrial | U |
| Deadfall | 2436 | E223423 | 8 | | Non-industrial | |
| Tarnkeep | 2438 | E537215 | 2 | | Non-industrial | 9 |
| Bearntir | 2439 | E7A5331 | 9 | | Non-industrial | 9 |
| | | | | | | |

The Diamond-Prince Subsector consists of 32 Worlds with a total population of 5.46 billion. The highest Population Level is 9, at Sledgetower; the highest Tech Level is B, also at Sledgetower.

TRI-EMPIRE



32



cages 10 ton atmospheric 23 ton marine

| Subsector | | Sector | | - |
|-----------|-------------|------------|---------------|----------------------------|
| Date | | Authority | | |
| Name | Location | Statistics | Remarks | |
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TARNKEEP 2438 E537215 7

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Third planet out in a system of nine, Tarnkeep is noted for its marine life. The continents are all fairly small, and native land life is not well developed. A small research installation is maintained by the Tm' Ramis Corporation, and small groups of colonists are beginning to settle. The major drawback to colonization has been the thin atmosphere.

The Simba Safari calls primarily to hunt the giant sea mammals which abound here.



VILARUBY 2338 X343100

The fourth planet out in a system of seven, Vilaruby is noted for its forests. Most of the available land area is covered with a cool forest. Not a jungle or rainforest, this special ecosystem has a very large number of furred, aboreal predators. While most of the creatures are of moderate to small size, the fur is of exquisite quality. Much of the planet is unmapped, and no other valuable resources are known.





ATOLEY 2336 DA98413 7

The third planet out in a system of ten, Atoley is in the process of being colonized. The tainted atmosphere classification is caused by a series of organic trace compounds that cause a long-term allergenic reaction in about 50% of the Humaniti that are exposed to them. The land surface is only 20% of the planet and is scattered in a large number of moderate-sized islands. Marine life is extensive, and land life is composed primarily of insect-like and bird-like animals. Most of the land animals are also flyers, reaching quite large sizes, permitted here by the atmospheric conditions. Some research has been done on the atmospheric contaminants, and a solution to the allergenic reaction seems probable. The population has been building up slowly since the Atoley Colony Corporation was established 200 years ago.

The Simba Safari comes here for both the aerial and marine creatures. Hamlar and his crew have made detailed surveys of a number of archipelagos in return for exclusive hunting rights in them for a 10-year period. Many island groups still remain completely unexplored.



DEADFALL 2436 E223423 8

Fourth planet out in a system of five, all the other planets are airless rocks. This planet is in an ice age, and all of what water there is is locked up in ice caps. Some unusual species of native life exist in the form of burrowers and tunnelers. Some of these creatures are quite large and make most unusual trophies. The inhabitants make a living by mining and by hunting.

The Simba Safari has made arrangements with local hunters to get the best specimens spotted ahead of time. Some gemstones and jewelry are also produced here and are quite popular Sector-wide.



SEKMETAR 2235 E430100

Second planet in a system of six, Sekmetar has proven notable only for its wildlife. Some of the largest crypto-arthropod predators known are found roaming its equatorial deserts. Large ruins of an indigenous race have been discovered. From what little work has been done in this area, it appears that the race reached Tech Level 6 or 7 before disappearing.

This planet is a popular stop in Simba Safari's itinerary. Hunters seek the giant Scorpoids, and others find the ancient ruins interesting.





BASTIS 2036 E510553 7

The third planet out in a system of eight, Bastis is the only one with any significant population. Settled by religious dissidents some 5 centuries ago, this 8,590 kilometer diameter planet is mostly dead sand. The population lives in domed, oasis cities near the poles. The major form of animal life is the Sandworm, a large, legless, semi-reptilian herbivore. While some forms of Sandworm do secrete valuable drugs, the target of most hunters is the Slink, a very large carnivore.

Also of interest is the Elven Forest on the third moon of the gas giant (seventh planet). A 47-kilometer long bottom of a chasm which is covered by a large number of spires of water and ammonia ice, this feature is thought to be natural.

The Simba Safari usually Jumps into the system on the outbound journey and refuels from the spaceport as the Hunting Party goes after Sandworms or Slink. On the return journey, the Hunting Party is conducted on a tour of the Elven Forest while the ship skims the gas giant for fuel.



\$11.98

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Written by Dave Sering

Assistance by Dan Hauffe and Joe Swinnen Artwork by Ken Simpson, Ed Perry, Aaron Arocho, and Kevin Siembieda

This playaid is one of the many Judges Guild Traveller adventures set in the Gateway Quadrant. All scenarios utilize the first three basic books. In addition, some scenarios also use Book 4, Mercenary or Book 5, High Guard (1980 edition).

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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.

Area Background

The Glimmerdrift Reaches are one of the Trailing border areas of mixed client states know collectively as the Gateway Quadrant. Basic material on the Krax Confederation and neighboring states is presented herein. For additional information, consult Glimmerdrift Reaches.

Imperium Involvement

Interest in this sector breaks down into two separate areas of interest due to the Imperium only making minor encroachments in two widely separated areas. Coreward are a dozen or so systems in the Thorstone and Tri-Empire Subsectors which are extensions of The Outreaumer and Diamond-Prince subsectors of the Ley Sector. In the Spinward Rim corner Verge subsector contains a significant Imperial presence.

Though past policies had encouraged armed expansion by independent commercial interests, lack of success has led to a recent change. Policy is now to encourage the formation of friendly buffer states on the borders. Participation in technical exchange programs and cooperative business ventures is being encouraged. Over the last several decades as direct military pressure on the Imperial Border has eased, most large naval units were deployed elsewhere. Specialist frontier units, including the Lightning Class Cruisers, supplemented by Provincial Armed Forces and commercial Mercenary security units now provide the major military presence. Stable allies on this frontier permit major Imperial forces to be stationed closer to other higher threat areas. Imperial Security, though, is very active in this area to keep the situation stable.

Mandanin Co-Dominion

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligence were also known to inhabit this region, at least one in the early stages of starflight. Three centuries ago a joint human-alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incusions into the Krax Confederation indicate new expansion will be aimed in their direction.

Marlan Primate

Settled in 478 - 524 the group of worlds now known as the Marlan Primate shared an initial common cultural heritage. The major portion of the colonists were drawn from a minor religious sect which considered its precepts neglected in the mainstream of Vilani society. In cooperation with the Scout Service, a large corporation, financed and controlled by church members, ran the detailed surveys of the region. Religious communities segregated themselves in wilderness preserves on several of the Imperial developed worlds and established self-training and education programs. Once trained, each community moved to its new world and set up its permanent settlement. Though suffering some minor setbacks, the overall operation has become the classic textbook example of planned colonization programs. Friendly relations are maintained with the Imperium.

Though economic and political principles are inward centered, there is a modest, but profitable, trade in special pharmacuiticals and artwork in return for appropriate technology. Marlan policies are not aggressive but the need for adequate self-defense forces are recognized. Consequently the Marlan Primate has hired and supports one of the largest and best organized force of Mercenaries known to the Imperium. Though small in size compared to integral government armed forces, the Hired Defense Force is an extremely high quality force which serves as the core of Marlan armed might. Its secondary mission is to train all Marlan youth in basis military skills during the two years of enforced public service each youth serves before being admitted to adulthood. The several times this organization has been called upon, though initial losses were heavy, the final outcome was never in doubt. The Marlan Primate tends to be neutralist in political alignment, though favoring good relations with the Imperium. Armed clashes in the past have led the Council of Eldars to view the activities of the Mandanin Co-Dominion with suspicion.

Zarian Realm

The Zaris were in this region when the scouts of the First Imperium entered the area in the Third Century Vilani (-3500 Imperial Date), spread by sub-light generation ships. Boosted from Tech level 8 to level 12 in the first two centuries of contact, little further increase has taken place in the intervening millenia. The Zaris appear to be similar in physical appearance to some Humaniti subraces but the few examinations permitted show profound biochemical differences. Hybridization with Humaniti is not possible, leading to intense and continued scholarly speculation as to the origin of this species. They are very defensive minded and resist outside aggression with a coordinated thoroughness that discourages attackers. The Zaris have only colonized three planets in recorded history. They have had a technological increase of only two levels during the entire time of human contact. The central worlds of the Zarian Realm maintain a Tech level of 14 which steadily drops to eight at the outer borders. This has not changed in over two thousand years. No degeneration has ever been recorded. The unusual stability is still a matter for violent argument in Imperial scientific circles.

By arrangement with Imperium officials, trade is generally restricted to only a few specially licensed companies. Few articles are traded, but some unique luxury items are worth the trip. The Imperium officially discourages unlicensed contact with the Zarian Realm.

Ginlenchy Concordance

This grouping of independent starsystems has little in common except for the fact that all are signatories to the Treaty of Ginlenchy signed in 842. The clauses of the treaty permit free access to the systems by non-military of Imperium, Krax Confederation, and Mandanin Co-Dominium. This access is monitored by representatives of the Marlan Primate and any disputes are generally referred to them for adjucation.

Previous history of this area has seen numerous conflicts over the resources of the starsystems between commercial and military forces of the neighboring states. Agreement was reached at the suggestion of the Marlan Primate that a less belligerent and greedy approach would mean greater long term benefits to all concerned.

Commercial competition is fierce but no large scale violence has broken out in this area in the last century and a half. Increasing population and tech levels on the worlds has led some of the independent systems to agitate for a "home rule" solution. Several of these systems are now sufficiently wealthy to recruit Mercenary self-defense forces patterned after the Marlan Primate. Some societies retain a nostalgia of the past days of glorious combat and honorable warriors. These worlds have proved to be excellent recruiting grounds for outsystem low-tech Mercenaries.

Krax Confederation

The Krax Confederation is of respectable age, having been formed as a self protection measure during the Civil War in 612 - 614. This area was originally colonized during the First Imperium the Vilani policy being to send political dissidents to these areas where their energy would be constructively diverted to survival. During 700 to 800 the Krax Confederation was a factor in limiting technological degenerence to a minimum of level 5 on marginally habitable worlds. Political cohesion lessened as exterior threats slackened. During the expansion in this region of the Imperium after 900 a greater degree of internal solidarity manifested. Several minor attempts at armed expansion by Imperium independent adventurers were beaten off and political borders stablized. A strong central armed service was organized to better coordinate the military actions of the Confederation members. Imperial policy, no longer encouraging expansion in this area, now is emphasizing the establishment of friendly buffer states on the borders. Over the last two decades the Imperium has encouraged private concerns to establish commercial relationships. While still somewhat suspicious of the overall intentions of the Imperium rulers, the central government of the Confederation is willing to make use of whatever technical and military advancements they can.

The following basic statistical information is presented from Glimmerdrift Reaches. (Judges Guild #490 \$4.98)

| 1000 | Hex | | | Krina | 1420 | AAB1988 | В | | | | - |
|----------|------|------------|---------|-----------|------|---------|--|-----------|------|---------|---|
| Name | No. | Statistics | | K'ro | 0720 | C200572 | 8 | Plash | 0826 | B130476 | В |
| Abin | 1922 | E654545 | 4 | K'Stat | 0721 | DAB2556 | 8 | Pola | 0919 | C000579 | 8 |
| Afin | 1422 | A4998A6 | E | | 1123 | X232000 | 0 | Putdown | 0629 | C000753 | В |
| Akbar | 1919 | D000469 | A | Kushan | | X000000 | 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1 | Raka | 1623 | C000494 | В |
| Alan | 1220 | A000300 | В | Kutrigur | 1222 | C000838 | ~ | Ramin | 0432 | B767873 | 9 |
| Almin | 1918 | DAA9489 | 6 | Landing | 0627 | | A | Randabar | 0924 | A886411 | С |
| Artin | 1423 | XAC1210 | A | Lazica | 1119 | CAC9567 | 9 | Rasma | 1519 | A684763 | В |
| Asoling | 1216 | A221798 | D | Lindin | 1621 | D000200 | A | Rinma | 1717 | D110385 | 7 |
| Astrid | 1823 | EAB9372 | 5 | Lindran | 1722 | D000440 | A | Sabirian | 1319 | X000300 | 8 |
| Beowulf | 0821 | E000640 | A | Linmar | 1719 | C000300 | B | Shanza | 0624 | B589536 | В |
| Blumorn | 0327 | E130576 | 8 | Neot | 1021 | EAC2576 | 9 | Siling | 1218 | C0008A6 | A |
| Bolzano | 1016 | XABA000 | H+LUL T | Nitsaw | 1817 | A654643 | В | Slina | 1323 | E000554 | 9 |
| Bourre | 2020 | X231658 | 5 | Nuway | 0628 | A876996 | C | Sosie | 2021 | D000788 | 9 |
| Caba | 1421 | BAC1347 | C | Oelm | 1818 | DAA5342 | 8 | Suevi | 1124 | D000500 | A |
| Dustie | 0428 | D000300 | 9 | Glowing | 0620 | C0007A5 | 8 | Tellmar | 0225 | A9559A8 | С |
| Endit | 0626 | BA92794 | В | Gorizia | 0931 | C000894 | 8 | Tinto | 1618 | AAB2788 | A |
| Estin | 1820 | B492879 | В | Grendel | 0729 | X130272 | 7 | Tralmar | 0227 | C110500 | В |
| Even | 0527 | A120965 | С | Herot | 0731 | X000443 | 8 | Trazewell | 0725 | X000000 | |
| Farmin | 0525 | AAAA476 | C | Hrothgar | 0730 | A654884 | С | Trento | 0921 | AAA2564 | D |
| Farwall | 0621 | A664668 | В | Hyline | 0427 | BA8A549 | В | Trieste | 0929 | X100261 | 8 |
| Fiume | 0932 | E100421 | 9 | Iberia | 1118 | AAB28B9 | A | Utigar | 1317 | B342A98 | D |
| Flast | 0824 | X220500 | 6 | Kalima | 0224 | E000669 | 9 | Wastin | 1022 | DAB9200 | 8 |
| Flubit | 1024 | CAB1467 | A | Katmere | 0927 | CABA798 | A | Zafire | 0728 | C546667 | A |
| Frama | 1419 | C264742 | 5 | K'free | 0723 | D000583 | 9 | Zantardon | 0924 | B994644 | A |
| Frenty | 0226 | XAA1200 | 7 | Kinsharth | 0424 | X765779 | 5 | Zara | 0830 | X000769 | 8 |
| Frenzo | 0325 | XAAA664 | 8 | Krantell | 0523 | XAB25A5 | 8 | Zat Lid | 1117 | EAA4413 | 8 |
| Fridwell | 1019 | AAA1557 | С | Krasi | 1822 | C130257 | С | Zrintel | 1517 | C212474 | A |
| Geats | 0818 | C658894 | A | Krax | 1120 | A782995 | D | Zrotax | 1620 | B231897 | В |
| 4 | | | | | | | | | | | |



Ship Procedures

The accomodation between the Imperium and the Confederation was marked with the offer of technical assistance in both civil and military affairs. The most notable example of this cooperation was the establishment of an efficient transportation system. Political and financial considerations meant that the first priority was a prestige passenger service. Political and financial considerations also had a great deal of influence on the physical design of the ships themselves. The individual members of the Confederation were unwilling to have the complete system run by the Central Confederation Government Services. Traditionally the Member States have retained as much independence as possible. As a concession to the pride and political independence of the Member States, the Module and Core design was evolved.

The Coreship is crewed by the Confederation Central Government and is run on a set schedule along a Trunk route. The Moduleships are crewed by individual Member States and run Branch routes. The Coreship has a long Jump Drive and carries the Moduleships over the two or three parsec intervals between the main stops. The Moduleships have drives capable of Jump - 1 and service intermediate stops. "Express Service with Luxury" is the motto of the line. Emphasis is placed upon the rapid movement of passengers and luxury cargo. The ships also serve a secondary function of training members of the various Member States Reserve Space Navies in basic ship operation. Each of the Member States takes a great deal of pride in its ships and has a strong rivalry going with all other Moduleships.

The Coreships are all named after Jewels and as a Class are called the Brilliant Gem Ships. The Moduleships are named by the Member States to no set pattern though many names incorporate astronomical objects or phenomena or the name of the Member State itself. A local subsidiary of KZD Industries, the large ship-building and engineering concern of high reputation in the Imperium, set up a shipyard at Safehaven Starport on Krax. Construction of ships at this facility is managed through the branch office on Frisney in the Verge Subsector.

Over the past decade, seven of the Brilliant Gem class Starships have been commissioned. An eighth ship is under construction. Six routes are run, each designated by a color:

Scarlet: Hrothgar, Nuway, Hyline, Tellmar Azure: Nuway, Endit, Shanza, Farwall Emerald: Ramin, Shanza, Randabar, Trento, Krax Purple: Geats, Krax, Krina, Rasma White: Afin, Krina, Rasma, Nitsaw Yellow: Utigur, Rasma, Estin, Abin

The seventh ship relieves each of the other ships in turn so that the relieved ship may undergo annual maintainance. The eighth ship upon commissioning will establish a new route:

Silver: Tellmar, Ramin, Farwall, Trento, Krax

Twenty-nine of the Moduleships have been constructed to date. Two have since been lost in service. Seven more are on order for delivery over the next five years. A special set of military transports have been constructed with ventral attachments to fit the Coreships. The precise number of such military Moduleships is classified information but those vessels currently in service exceed twelve.

Weapons

The Coreship is fitted with a 1000 ton spinal mount normally carrying a Code E Meson Gun.

One 50 ton Weapons Bay is provided but weaponry installed here has changed frequently during the operational life of any of the seven ships now in service. Units most often fitted here are Repulsor or Missile Racks.

Six Particle Accelerator Barbettes are fitted. These were at first the 5 ton Model KDZ Mark 43, but some of the vessels are said to have been refitted with the new 3 ton Model KDZ Mark 45.

Defensive provisions are known to include a 12 ton Kalmathin 412 - B Nuclear Damper and a 24 ton Raxtin 726 - C Meson Screen.

Small Craft in the Hangar Bay normally include three Shuttles and six Fighters.

The Moduleship is fitted with four Particle Accelerator Barbettes. These were the 5 ton Model KDZ Mark 44 on the first 18 vessels of this class and the 3 ton Model KDZ Mark 46 on later vessels. Some of the earlier armaments have since been updated in annual refits.

Defensive provisions are known to include a 10 ton Kalmathin 410 - D Nuclear Damper and a 20 ton Raxtin 714 - C Meson Screen.

No Auxillary Craft are carried.

The Weapons configurations and defensive arrangements of the Military Moduleships are classified at this time.

Routing and Schedules

The Moduleships operate on a fairly strict schedule to match the routes of the Coreships. Some Moduleships offer very specialized Tour Vacations. At each of the Starports on the route, a chain of Luxury Hotels has built a special facility. This facility includes an extendable corridor which links the Hotel to the Moduleship on its landing pad. The extendable corridor has moving walkways built into it on each deck level. Thus the Moduleship serves as a wing of the Hotel and passengers on Tour move from planet to planet without ever having to change their Hotel Room. Each Moduleship then lifts off, takes a leisurely Tour of the local System and is at the rendezvous point in plenty of time to make the exchange with a Sistership.

Refueling

The Moduleships with their built-in fuel tanks refuel by normal means and procedures. With their streamlined form, they can skim fuel from gas giants in emergencies. It is not normal procedure to do so with a load of passengers on board. The after end of the ventral docking groove can be rigged to form a fuel skim scoop.

The Coreships are unusual in that their main fuel tanks are replaceable modules. Built-in maneuvering reserve tanks contain 384 tons of fuel. The fuel tank module consists of three cylindrical 21 meter diameter by 180 meter long tanks attached to a central axial structural member. The fuel tank module has a total capacity of 16,025 tons. It is removed and replaced through the open stern of the Coreship. Withdrawal of an empty tank and replacement with a full one takes one Tug and a trained four man Crew about 30 minutes to accomplish. The empty fuel modules are then refilled at leisure and readied for the next scheduled visit of a Coreship. The fuel tank module can be refilled while still inside the Coreship but the time to do so with the equipment normally available at Ports of the Krax Confederation runs into several days. A delay of this length was felt to be unacceptable in regards to the image of fast luxurious service.



Ship Specifications

The Coreships of the Brilliant Gem class all have a somewhat individual internal arrangements. The general specifications below are common to all vessels of this class. Details of armament and protection differ for each ship.

Coreship Brilliant Gem Class

| Tonnage: | 36,117 tons (Standard). 505,638 cubic meters. |
|---------------|--|
| Acceleration: | 1 G constant |
| Dimensions: | 348 meters long by 45 meters diameter |
| Crew: | 17 Officers, 160 Men, 9 Pilots, 30 Security Team |
| Jump: | 5 |
| Powerplant: | 5 |
| Engineering: | Triple Quadric Halonic Fusion Powerplants driving an LSP Fardrive Jump Unit. Connected in tandem are two standard issue Maneuver drives specially designed for multiple input corrective attitudes when overrides are locked on permitting control to transfer to a Modular Liner. Sensitive Tertiary Maneuver Pulse Units are often provided by local shipyards to speed refueling. |

7




Gravitics: Standard Intertial Compensators with adjustable Deck Controls, 0 G to 3 G variable on a maximum of 2 decks at any one period not to exceed four hours, 1 G floor field otherwise.

Range: Unlimited maneuver. One Jump - 5 or equivalent lesser jumps. At least 260 days.

Electronics: Triple ISSM Model/6.1 onboard Computers with mulitple input stations distributed through the ship. Many models are also equipped with Sidon III/Microtech Computer System Control Units for rapid switching data retrieval on the Bridge and on the Avionics deck.

Small Craft: Three Cutters and six Fighters (replaced by nine 150 ton fuel Shuttles where usage dictates). Attachment points for ships of up to 400 tons in three Hangar Bays, including carriage during Jump.

Special: Three Lateral Splines are provided for attachment of three Moduleships of 13,363 tons each with integral passageways for multiple access upon docking.

| No. | Name | Laid Down | First Flight |
|------|--------------------|------------|--------------|
| 4267 | Brilliant Emerald | 123 - 1091 | 127 - 1097 |
| 4268 | Sparkling Ruby | 114 - 1092 | 340 - 1097 |
| 4269 | Glimmering Diamond | 176 - 1093 | 315 - 1098 |
| 4270 | Flashing Sapphire | 217 - 1094 | 114 - 1099 |
| 4298 | Blazing Topaz | 104 - 1098 | 73 - 1103 |
| 4299 | Bright Amethyst | 98 - 1099 | 275 - 1104 |
| 4300 | Resplendent Jasper | 110 - 1100 | 176 - 1105 |
| 4301 | Lusterous Beryl | 14 - 1101 | |



Tonnage: 13,363 tons (Standard). 187,076 cubic meters. Acceleration: 1 G constant Dimensions: 160 meters long by 30 meters high by 60 meters wide 16 Officers, 140 Men, 10 Security Team Crew: Jump: Krax Scout Type S in orbit about Hrothgar Powerplant: Engineering: Single Quadric Halonic Fusion Powerplant driving an LSP Fardrive Jump Unit. Connected in multiplex to paired standard Maneuver Drives specially designed for multiple input corrective attitudes when overrides are locked on permitting control of Coreship assembly to transfer to one of the Modular Liners. Gravitics: Standard Intertial Compensators with adjustable Deck Controls, 0 G to 3 G variable on a maximum of 2 decks at any one period not to exceed four hours, 1 G floor field otherwise. Range: Unlimited maneuver. One Jump - 1. At least 260 days. **Electronics:** Double ISSM Model/5 onboard Computers with multiple input stations distributed throughout the ship. Many models are also equipped with Sidon III/Microtech Computer System Control Units for rapid switching data retrieval on the Bridge and on the Avionics deck.

Small Craft: None normally carried.

Moduleship Class

MODULESHIP

| No. | Name | Laid Down | First Flight |
|------|------------------|--------------|--------------|
| 4125 | Sapphire Moon | 146 - 1087 | 274 - 1090 |
| 4126 | Shanza Star | 155 - 1087 | 295 - 1090 |
| 4127 | Opal Nova | 178 - 1087 | 346 - 1090 |
| 4128 | Tellmar Pride | 203 - 1087 | 143 - 1091 |
| 4129 | Singing Star | 217 - 1087 | 158 - 1091 |
| 4153 | Queen Zafire | 283 - 1090 | 214 - 1092 |
| 4154 | Carrenda | 304 - 1090 | 014 - 1093 |
| 4155 | Amber Nebula | 361 - 1090 | 105 - 1093 |
| 4162 | Utigur Rider | 152 - 1091 | 189 - 1094 |
| 4163 | Prince of Geats | 168 - 1091 | 172 - 1094 |
| 4187 | Esmina | 14 - 1092 | 117 - 1095 |
| 4188 | Rasma Princess | 25 - 1092 | 118 - 1095 |
| 4189 | Krina Sparkle | 36 - 1092 | 125 - 1095 |
| 4194 | Randabarin Queen | 4 - 1093 | 126 - 1096 |
| 4195 | Krax Evenstar | 25 - 1093 | 87 - 1096 |
| 4196 | Trallgar | 119 - 1093 | 139 - 1096 |
| 4208 | Estin Starrider | 208 - 1094 | 219 - 1097 |
| 4209 | Duke Ramin | 185 - 1094 | 197 - 1097 |
| 4219 | Prince Abin | 131 - 1095 | 152 - 1098 |
| 4220 | Crimson Eclipse | 134 - 1095 | 158 - 1098 |
| 4221 | Krax Mornstar | 141 - 1095 | 169 - 1098 |
| 4239 | Ebon Penumbra | 134 - 1096 | 195 - 1099 |
| 4240 | Platinum Corona | 94 - 1096 | 117 - 1099 |
| 4241 | Golden Cluster | 151 - 1096 | 174 - 1099 |
| 4286 | Zodiac Queen | 204 - 1099 | 237 - 1102 |
| 4287 | Jade Meteor | 134 - 1099 | 152 - 1102 |
| 4288 | Electrum Comet | 187 - 1099 | 193 - 1102 |
| 4307 | Luminous Aurora | 251 - 1102 | 121 - 1105 |
| 4308 | Kromin | 175 - 1102 | 143 - 1105 |
| 4309 | Nelda | 346 - 1102 | **** |
| 4318 | Friminae | 126 - 1105 | |
| 4319 | | | |
| 4320 | A | | |
| 4341 | | | |
| 4342 | | | |
| 4343 | ***** | and (a) seen | (|
| 4350 | | | laine a see |
| | | | |

11

Moduleship Deck Configuration

Each of the Moduleships has a much greater latitude for internal configuration differences. Decks 8 through 37 have the recess to fit the external docking spline on the Coreship. Decks 1 through 7 and Decks 38 through 49 are the same on all vessels of the class. Decks 8 through 37 have different configurations on each vessel. The Deck Configuration for 4129 Singing Star is given below.

| Deck 8 | Passenger Deck |
|---------|--|
| Deck 9 | Passenger Deck |
| Deck 10 | Passenger Deck |
| Deck 11 | Passenger Deck - Medical Facility on this deck |
| Deck 12 | Shops Deck |
| Deck 13 | Shops Deck |
| Deck 14 | Arcade Deck |
| Deck 15 | Passenger Deck |
| Deck 16 | Passenger Deck |
| Deck 17 | Passenger Deck |
| Deck 18 | Passenger Deck |
| Deck 19 | Shops Deck - Shop no. 5 open to deck below |
| Deck 20 | Shops Deck |
| Deck 21 | Arcade Deck |
| Deck 22 | Arcade Deck |
| Deck 23 | Entertainment Deck |
| Deck 24 | Passenger Deck |
| Deck 25 | Passenger Deck |
| Deck 26 | Passenger Deck |
| Deck 27 | Passenger Deck - Medical Facility on this Deck |
| Deck 28 | Sports Deck |
| Deck 29 | Sports Deck |
| Deck 30 | Shops Deck |
| Deck 31 | Passenger Deck |
| Deck 32 | Passenger Deck |
| Deck 33 | Passenger Deck |
| Deck 34 | Passenger Deck |
| Deck 35 | Passenger Deck |
| Deck 36 | Passenger Deck |
| Deck 37 | Arcade Deck |
| | |



This Moduleship has accomodations for 52 Deluxe and 370 First Class Cabins for high passage. This vessel is given as a typical example. Judges may alter this configuration by using different numbers of Q, R, S, T, and U pattern decks to best suit the tone of their campaign.

| | Deck 22 |
|---------|---------|
| Deck 8 | Deck 23 |
| Deck 9 | Deck 24 |
| Deck 10 | Deck 25 |
| Deck 11 | Deck 26 |
| Deck 12 | Deck 27 |
| Deck 13 | Deck 28 |
| Deck 14 | Deck 29 |
| Deck 15 | Deck 30 |
| Deck 16 | Deck 31 |
| Deck 17 | Deck 32 |
| Deck 18 | Deck 33 |
| Deck 19 | Deck 34 |
| Deck 20 | Deck 35 |
| Deck 21 | Deck 36 |
| Deck 22 | Deck 37 |

| Modu | leship | Mo | dul | eship | Mo | dul | eship | |
|----------|-----------------------|--|----------|-----------------------|----|----------|-----------------|-------|
| M 1 | Bridge | М | 1 | Bridge | М | 1 | Bridge | |
| N 2 | Crew | N | 2 | Crew | N | 2 | Crew | |
| N 3 | Crew | N | 3 | Crew | N | 3 | Crew | |
| 0 4 | Gunnery | 0 | 4 | Gunnery | 0 | 4 | Gunnery | |
| P 5 | Cargo | P | 5 | Cargo | P | 5 | Cargo | |
| P 6 | Cargo | P | 6 | Cargo | P | 6 | Cargo | |
| P 7 | Cargo | P | 7 | Cargo | P | 7 | Cargo | |
| 8 | | í. | 8 | | I. | 8 | | |
| 9 | | | 9 | | | 9 | | |
| 10 | | | 10 | | | 10 | | |
| 11 | | | 11 | | | 11 | | |
| 12 | | | 12 | | | 12 | 2 | |
| 13 | | | 13 | | | 13 | | |
| 14 | | 2 | 14 | | | 14 | | |
| 15 | | 100 B | 15 | | | 15 | | |
| 16 | | 1.00 | 16 | | | 16 | | |
| 17 | | | 17 | | | 17 | | |
| 18 | | | 18 | | | 18 | | |
| 19 | | State of the | 19 | | | 19 | | |
| 20 | | | 20 | | | 20 | | |
| 21 | | | 21 | | | 21 | | |
| 22 | | 1.5 | 22 | | | 22 | | |
| 23 | | | 23 | | | 23 | | |
| 24 | | | 24 | | | 24 | | |
| 25 | | | 25 | | | 25 | | |
| 26 | | 1. 1. | 26 | | | 26 | | |
| 27 | | 1. | 27 | | | 27 | | |
| 28 | | | 28 | | | 28 | | |
| 29 | | 1100 | 29 | | | 29 | | |
| 30 | | | 30 | | | 30 | | |
| 31 | | 1.2.2 | 31 | | | 31 | | |
| 32 | | | 32 | | | 32 | | |
| 33 | | | 33 | | | 33 | | |
| 34 | | Sec. 1 | 34 | | | 34 | | |
| 35 36 | | | 35 36 | | | 35 36 | | |
| 30 | | | 30 | | | 30 | | |
| P 38 | Cargo | P | 38 | Cargo | P | | Cargo | |
| | Cargo | | | Cargo | | | Cargo | |
| 0 40 | | | | Gunnery | | 40 | | |
| V 41 | Fuel/Powerplant | | | Fuel/Powerplant | | 41 | Fuel/Powerplant | |
| V 42 | | | | Fuel/Powerplant | | 42 | Fuel/Powerplant | |
| W 43 | Fuel | | 43 | | | 43 | | |
| W 44 | Fuel | | 44 | Fuel | | 44 | | |
| W 45 | Fuel | | 45 | Fuel | | 45 | | |
| W 46 | Fuel | | | Fuel | | 46 | | |
| W 47 | | | | Fuel | | 47 | | |
| W 48 | Maneuver & Jump Drive | | 48 | Maneuver & Jump Drive | | 48 | Maneuver & Jump | Drive |
| W 49 | Maneuver & Jump Drive | | 49 | Maneuver & Jump Drive | | 49 | | |
| | | | | | | | | |

Docking Attachment Area _

Military Moduleship Deck Configuration

Known as the Providor Class Military Transport, details on the Military Moduleships are classified. Commissioned ships in this class are known to exceed twelve but additional vessels are under construction. External examination shows that these ships all have the docking recess on Decks 8 through 37 to fit the Coreship external docking spline. The engines appear to be much more powerful and are estimated to be capable of at least Jump 2 and Maneuver 2. Additional Weapons Turrets and Barbettes are visible. There appear to be provisions for operating Auxillary Craft. No further information is available at this time.

For the convenience of the Judge, an additional blank deck listing for the Military Moduleship is provided.



Docking Attachment Area

1 2 3

Coreship Deck Configuration

Each of the Coreships is constructed with a slightly different internal arrangements. Decks 27 through 56 on all eight vessels have the external docking spline. Decks 1 through 26 and Decks 39 through 116 are the same on all vessels of the class. Decks 27 through 38 have different configurations on each vessel. The Deck Configuration for 4267 Brilliant Emerald is given below.

| Deck 27 | Passenger Deck |
|---------|---------------------------|
| Deck 28 | Passenger Deck |
| Deck 29 | Passenger Deck |
| Deck 30 | Passenger Deck |
| Deck 31 | Arcade Deck - Open Center |
| Deck 32 | Arcade Deck |
| Deck 33 | Arcade Deck - Open Center |
| Deck 34 | Arcade Deck |
| Deck 35 | Arcade Deck - Open Center |
| Deck 36 | Arcade Deck |
| Deck 37 | Arcade Deck - Open Center |
| Deck 38 | Arcade Deck |
| | |

This Coreship has accomodations for 24 - 36 luxury passengers. Decks 31, 33, 35, and 37 have open center sections surrounded by balconies as depicted on the cover illustration. This vessel is given as a typical example. Judges may alter this configuration using different numbers of H pattern and I pattern decks to best suit the tone of their campaign.

| Deck 27 | | Deck 27 |
|---------|--|---------|
| Deck 28 | | Deck 28 |
| Deck 29 | | Deck 29 |
| Deck 30 | S | Deck 30 |
| Deck 31 | | Deck 31 |
| Deck 32 | | Deck 32 |
| Deck 33 | MA STATE OF THE ST | Deck 33 |
| Deck 34 | A CONTRACT OF A | Deck 34 |
| Deck 35 | (i) | Deck 35 |
| Deck 36 | The state of the second s | Deck 36 |
| Deck 37 | and the second | Deck 37 |
| Deck 38 | | Deck 38 |

| CORESHIP | AF-N351563 | -006600-004E9-6 | MCr | 36,117 Tons |
|---------------|---------------|------------------|---------------|---------------|
| Batteries be | aring | 111 | | Crew=216 |
| Batt | teries | 111 | | TL=14 |
| Passengers=() | Low=0 Cargo=(|) Fuel=16,409 EP | =1805 Agility | /=1 Marines=0 |

| MODULESHIP | AT-L | 311153-0 | 00 | 5500-00300- | 0 1 | MCr 1 | 13,363 Tons |
|----------------|---------|----------|----|-------------|--------|-----------|-------------|
| Batteries b | earing | | | 1 | | | Crew=156 |
| Ba | tteries | | | 1 | | | TL=14 |
| Passengers = (| Low=0 | Cargo=(|) | Fuel = 1680 | EP=134 | Agility=0 | Marines=0 |

| COMBINED SHIP | AN-R431363-0 | 05500-002E9-6 | MCr | 76,266 Tons | |
|-------------------|--------------------|-------------------|--------------|---------------|--|
| Batteries bearing | I DECEMBER / | 611 | | Crew=714 | |
| Battieres | Lau-T Et l | 911 | | TL=14 | |
| Passengers=() Low | =0 Cargo=() | Fuel=21,449 EP=: | 2288 Agilit | y=0 Marines=0 | |
| Plus 3,800 to | ns fuel in special | Drop Tank extensi | on to Centra | al Tanks | |

Coreship

| A B C C D E C C D F F G G G G G G G G G G G G G G G G G | $\begin{array}{c}1\\2\\3\\4\\5\\6\\7\\8\\9\\10\\11\\12\\13\\14\\15\\16\\17\\18\\19\\20\\21\\22\\3\\24\\25\\26\\27\\28\\29\\30\\31\\32\\33\end{array}$ | Bridge Computer Crew Gunnery Weapons Crew Gunnery Meson Cargo |
|---|---|--|
| 11777777777777777777777777777777777777 | 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 6 57 58 | Jump Drive Jump Drive Jump Drive Jump Drive Jump Drive Jump Drive Jump Drive Jump Drive Powerplant |





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Fuel





Ship Security

Owing to the political situation, each of the Moduleships maintains a security system separate from that of the Coreship. There is at least one Security Officer on duty at the Security Console on the Bridge. Armed Security Guards are always stationed on each of the four Bridges. The Coreship also has a Security Robot on the Bridge. The Moduleships usually have their Security Robots set at a strategic corridor intersection with a standby program operative. The standby program merely causes the Robot to give a variable polite "time of day" greeting to every person which walks into their sensor field.

Security Robots are of two types. The first is vaguely Human-shaped and sized. It has fairly extensive internal programming and only limited sensor equipment. It can be directed remotely from any security computer terminal but the control is not very precise. As a consequence, the first type of Robot is armed only with stunning or incapacitating weapons. The second type has a squatty barrel-shaped body and moves on rubber tri-lobe wheels. It is much more resistant to damage and is precision controlled from a remote station. This model is armed with weapons which can be lethal to Humans. Normally it is stationed in areas of the ship not accessable to passengers. Statistics on these Robots are given on page 58.

The Crew Keys are another major component of the security system. Worn as a bracelet or armband, the Key has several functions. It is a communicator, permitting verbal communication between crew members anywhere on board the ships. It is a computer terminal, permitting informational inquiries to the computer memory stores. A small display readout permits display of information or the computer will read out the information verbally over a heuristic speech unit. Another function of the Key unit is the continual monitoring of the vital life signs of the crewmember both for health reasons and location reasons. The last function is one of the more important on the ship for security reasons. The Keys are "tuned" to each individual and locked in tune. If taken by another individual, the extensive adjustment of the bio-sensors necessary to function again, gives sufficient warning to inactivate that Key. Crew Keys have a different construction and coding for each major job function. For example, Steward Keys let them only into the passenger areas, crew quarters, and certain storeholds. Some Keys are set only on a timed basis, active only from certain hours to certain hours. Others are active at all times such as the Officers Crew Keys.





Deck A Bridge Deck

Deck 1, the forwardmost portion of the ship is the vital control area. On this deck all major decisions are made and from this deck come all orders. Access to this deck is gained only with an active Bridge Crew Key and the area is constantly monitored by Security. In additon an armed guard and a security robot are always stationed on the Bridge. Not all stations are always occupied. Maneuver and navigation of the ship is possible with only five active control stations. These are numbers 3, 6, 15, 22, and 26. Station 3 or 8 will be occupied by the Officer of the Watch. All stations are manned during critical maneuvers as are the back up command stations in Damage Control.

1 Meson Spinal - Mount

- 2 Lift Shaft Standard Internal Elevator
- *3 Control Station Captain
- 4 Control Station Life Support Officer
- 5 Control Station Drive Systems
- *6 Control Station Chief Engineering Officer
- 7 Control Station Power Systems
- 8 Control Station First Officer
- 9 Control Station Damage Control Officer
- 10 Control Station Damage Control Systems Monitor
- 11 Control Station Damage Control Structual Monitor
- 12 Control Station Target Aquisition
- 13 Control Station Counter Measures
- 14 Control Station Fire Control Officer
- *15 Control Station Security Officer
- 16 Control Station Security Scanning
- 17 Control Station Security Monitoring
- 18 Control Station Interior Communications
- 19 Control Station Exterior Communications
- 20 Control Station Close Scan
- 21 Control Station Distant Scan
- *22 Control Station Navigation Officer
- 23 Control Station Alpha Module Laison
- 24 Control Station Beta Module Laison
- 25 Control Station Gamma Module Laison
- *26 Control Station Helm
- 27 Control Station Flight Operations Officer
- 28 Control Station Services Officer
- 29 Control Station Passenger Services
- 30 Control Station Passenger Services

Deck B Computer Deck

- 1 Lift Shaft Standard Internal Elevator
- 2 Spinal Meson
- 3 Computer Panel Control panel for work with and monitoring of the main computers. Input of specific programs, dispersement of information, and control of records is handled through this panel. Computer controls on the bridge have override capability. There is always at least one person at the post, monitoring the computers. There is a chance (throw of 9+) for there to be an additional 1D2 persons at work.
- 4 Computer Input Station Position from which most programs are entered into or changed once in the computer.
- 5 Computer Monitoring Station One person is always present monitoring the functions of the computer. This person also normally handles requests for limited access information stored in the computer.
- 6 Record Station Information to be fed into the computer other than programs is entered through this station. Information about store receipts, consumption of supplies, and the ship's log, are among the items which must be entered daily.
- 7 Computers Actual workings of the computers, divided amongst the various functions: Records, Entertainment, Navigation, Library, Standard Ship's Functions (Life Support, etc.), Combat, and Miscellaneous. The destruction of the appropriate Computer Center will totally knock out that function.

* Critical Stations

This deck contains the staterooms for the crewmembers, the facilities for crew personal hygene, and lounge areas for the crew to relax away from passenger complaints.

- 1 Crew Lounge Comfortable furniture is arranged around several tables set up for gaming. A communications ternimal connects directly with the Bridge.
- 2 Lift Shaft Standard Internal Elevator. The access opens only to an active Crew Key.

3, 4, 5, 6, 7, 8, 9, 10, 11 Standard Crew Stateroom - See complete description below.

- 12 Crew's Fresher This room contains facilities for personal hygene. There are such units as Sono-massage Showers, Dipiliator/Hair Stylists, Auto-Cosmeticians, Uniform Clothing Renovators/Restorers, Toilets, and Sinks.
- 13, 14, 15, 16, 17, 18, 19, 20, 21, 22 Standard Crew Stateroom See complete description below.

23 Crew's Fresher - Same as 12.

24, 25, 26, 27, 28, 29, 30, 31, 32 Standard Crew Stateroom - See complete description below.

- 33 Spinal Meson Gun Mount No access from this deck.
- 34 Officer's Fresher Same as 12.
- 35 Officers Staterooms Each Officer's Stateroom contains two beds, two chests of drawers and clothing wardrobes, two desks with chairs, two lounge chairs and two adjustable lighting assemblies. Unlike the Crew Staterooms, the position of the interior furnishings is changeable. Each item is attached to the deck or another piece of furniture to prevent motion of the furnishings under Ship's Maneuvers or Zero Gravity conditions. Small latches secure each drawer and its contents in place. An Entertainment/Communications module is built into the wall with two remote terminals which can be positioned about the room. Under the padding of each bed is an Emergency Vacc Suit.

Standard Crew Stateroom - While built to a standard 3 meter by 6 meter floor plan, each Stateroom has built into it fairly comfortable accomodations. The furnishings comprise two bunks, stacked one above the other, a chest of drawers, a small table with two chairs, and a closet on the wall opposite the entrance. A panel beside the door has a Videoscreen with Entertainment Channel/Communications Controls as well as room temperature and light controls. A garbage receptacle is located underneath the panel. Built into the wall beside the closet is an Emergency Life Support System. Under the padding of each bunk is an Emergency Life Bubble.

Deck D Gunnery Deck

- 1 Turret Control Areas 12m x 6m Each contains a chair facing a standard Turret Control Panel. These areas are normally unoccupied except during an attack or battle alert. (Throw of 8+ for some maintanence personel to be present). The Turrets cannot be operated without the proper code being entered into the computer.
- 2 Auxillary Turret Equipment Contains basic electronic and mechanical gear needed to operate the Turrets.
- 3 Lift Shaft Standard Internal Elevator. Opens only to active Weps Crew Key.
- 4 Spinal Meson No access from ths area.
- 5 Internal Turret Area Contains the actual Turret weapons and gear. This will vary according to the particular ship.
- 6 Crew Area Contains sleeping berths for the Turret crews as well as miscellaneous spare parts for the Turrets and weapons. Three bunks, each with a pair of locked lockers containing personal gear. Also, damage control equipment and emergency life support gear for use during emergencies or extended battle alerts. This area frequently serves as a storage area for High Security Items which would be inappropriate to store in the Cargo Holds.

Deck E Weapons Bay Deck

The Weapons Bay Deck contains a special 50 ton Weapons Bay. These Bays hold a Modular 50 ton Weapon which may be different in each ship. Weapon Types which can be fitted here include Meson Guns, Particle Accelerators, Repulsors, Missiles, Plasma Guns, and Fusion Guns.

- 1 Gunnery Station The ship's Secondary Battery Director. Other ship's armament can be controlled and fired from here if the Bridge weapons station is knocked out.
- 2 Lift Shaft Standard Internal Elevator. Opens only to active Weps or Bridge Crew Key.
- 3 Control Station Target Aquisition
- 4 Control Station Battery Officer
- 5 Control Station Target Prediction
- 6 Control Station Systems Monitor
- 7 Damage Control Station Data repeaters for all significant ship functions are located here. Basic backup controls permit direction of ship functions if the Bridge controls are knocked out. This area is manned during all critical operations. This area functions as an Auxillary Bridge.
- 8 Control Station Engineering Systems
- 9 Control Station Third Officer
- 10 Control Station Life Support Systems
- 11 Avionics This area contains some of the "little black boxes" which control the ship functions. Most are duplicated in at least two places in the ship to ensure functioning in case of accident or damage.
- 12 Meson Field Intermediate Modulator Equipment in this area modulates and "fine tunes" the destructive energies in their trip down the length of the Spinal "gun barrel". Access for adjustment and maintenance of the spinal barrel is located here.
- 13 Meson Spinal Mount
- 14 Bay Weapon Auxillary Machinery In this volume is located the auxillary weapon controlling and generating machinery. Precise configuration depends upon the specific weapon fitted in the bay.
- 15 Bay Weapon Mount In this directable mounting is contained whatever weapon is chosen for installation. The precise configuration varies with the type of weapon.
- 16 Control Panels The precise control configuration changes with the weapon type fitted though the general configuration is the same for all weapon types.



Deck F Meson Deck

Decks 10 and 11 house the main mechanisms for the spinal mount Meson Gun. The destructive energies are generated and initiated from this area. Access is monitored from the Security Station and only active Weapons Crew Keys will provide admittance.

- 1 Lift Shaft Standard Internal Elevator.
- 2 Fire Control Officer
- 3 Target Aquisition
- 4 Target Prediction
- 5 Systems Monitor
- 6 Auxillary Systems Controls
- 7 Charge Generation Equipment The physical equipment and apparatus which initiates the destructive bolt of energy is based here. Access to more than minor subsystems of the equipment is not possible to crew members. Fortunately the major systems are almost foolproof.
- 8 Charge Modulation Auxillary Equipment Establishment of the peculiar forms of energy interaction necessary to achieve destruction at the target distance is provided by this equipment.
 - Additional modulation and control is provided by other equipment located along and around the spinal "barrel" of the Meson Gun.

Deck G Cargo Deck

1 - 3 Cargo handlers present on a roll of 9+. If present, they will be transferring cargo between decks on the Core Ships on a throw of 9+, otherwise between the Core Ship and one of the modules.

- 1 Lift Shaft Standard Internal Elevator
- 2 Cargo Lift Heavy duty elevator for the transfer of equipment and handling equipment between decks. All handling equipment and cargo containers are designed to fit aboard the lift, making quick transfer of cargo between areas possible.
- 3 Cargo Area Masses of plastic and metal crates, neatly stacked. Rows between stacks allow easy access for cargo handling equipment. A 9m x 6m area in front of the Cargo Lift is normally left open for the handling equipment. Cargo is mostly personal belonging, of passengers planning extended visits on the Pleasure Planet. The ship also carries certain supplies to the Resort Planet. A computer terminal next to the Cargo Lift Shaft permits the crew to easily locate any particular item.
- 4 Cargo Doors Provide access to Module Ships or shuttles when no modules are present.



the first state and the state

Deck H Arcade Deck

This is a general type of layout for the commercial areas of the Core Ship. Each of the interior partitions is built in panels so that the configuration may be easily changed. In all of the Liners at least two of the decks have been connected by opening out the center area of one deck. This type of modification is shown on the front cover. The shops on the upper deck area are smaller to allow for balcony clearance. The center area is occupied by a sculpture or fountain.

1 Lift Shaft - Standard Internal Elevator. Opens to all passenger tickets.

- 2 Service Shaft This area contains piping and cables which supply light and power to the facilities on each deck.
- 3 Central Passage Area This area is the common space between the shops. On some decks this area is open to the deck below where a sculpture or fountain is located.
- 4 Shops The individual shops specialize in exotic luxuries or services. The ships are different on each ship and are frequently changed from trip to trip. Shopkeepers are considered to be crew members and must complete a basic spacehand training before their franchise is approved. A list of possible shops is given below:
 - 1 Exotic Statuary
 - 2 High-quality Personal Handweapons
 - 3 Jewelry and Personal Adornment
 - 4 Alien Petshop
 - 5 Personal Custom Tailoring
 - 6 Drugs
 - 7 Books and Learning Tapes
 - 8 Special Foods
 - 9
 - 10
 - 11
 - 12



Deck I Passenger Deck

This deck is designed as a luxury accommodation for three small parties. The interior partitions, facilities, and furniture are mobile and are intended to be rearranged to suit the sensibilities of the passenger. The interior conditions are extensively programable by the patron.

- 1 Lift Shaft Standard Internal Elevator. Opens only to First Class Passenger Tickets.
- 2 Service Shaft Area containing the pipes, wires, and conduits providing power and control to the interior ship functions.
- 3 Vestibule The area in front of the door to each luxury suite on this deck has a separate entrance vestibule. Extra ships Security Scanners are located here. These scanners also relay to an interior control panel located at the side of the door for the use of the suite occupants.
- 4 Service Core The Luxury Freshers require extra services of power, and renewable supplies which are monitored and replaced from here. Access to this service shaft is gained through a security monitored hatch on the deck above or below.
- 5 Luxury Fresher While serving the same basic function of personal hygene and grooming as the standard ships fresher, this installation is capable of a much greater variety of programs and a greater degree of adjustments by the user.
- 6 Luxury Suite The highest class accommodations offered on this ship. The moveable walls and furniture permit customized arrangements to each passenger's taste. Special sculptures, art objects and other special items are provided by Ship's Services upon request.
- 7 Interior Controls A highly sophisticated entertainment module with controls to alter the interior conditions of the suite. Scents, sounds, atmospheres, gravitation, lighting conditions, etc., are controlled here as well as the immense selection of holographic wall murals drawn from the ship's computer banks.

Deck J Jump Drive Deck

The Jump Drives extend from Deck 39 to Deck 45. Only Deck 42 is a solid deck throughout the entire deck level. The other deck levels have only metal grid catwalks.

- 1 Access Hatch to Modules A double set of doors controlled from a panel to the right of the doors. The doors cannot be opened unless an active Crew Key is inserted into this control panel. The external set of doors will not operate with a vaccuum outside unless an override code is punched into the control panel. A similar panel is on the outside of the hull, but is recessed and covered with a locking panel.
- 2 Access Catwalks Metal grate Catwalks with one meter high rails along the edge. Every five meters there is a safety line which allows servicemen to move off the Catwalks with little or no danger.
- 3 Lift Shaft Standard Internal Elevator Control Panel indicates whether the shaft is clear up or down, and allows selection of desired deck.
- 4 Service Shaft Conduit for wires, cables, etc. Metal rung ladder allows movement from along shaft. Damage in this area can cripple the ship. For sabatoge, roll 6+ to be successful (Automatic Backups do not kick in). Roll a Hit on Electronics Subsystems Table.
- 5 Jump Drives Mass of steel and wiring comprehensible only to those with Engineering skill. Various level lines, wires, and wave guides running to and from the engines create a maze providing excellent cover.

Deck K Powerplant Deck

The Main Powerplants of the ship extend from Deck 46 through 56. Decks 56, 53, 50 and 47 have floors extending throughout the entire deck area. The other Decks have only metal grid Catwalks extending from the Lift Shaft door to certain areas of the interior equipment. Each Catwalk has a one meter high safety railing on the outer edge. Safety Line Anchor points are provided every five meters to permit access to areas not covered by the Catwalks.

- 1 Lift Shaft Standard Internal Elevator.
- 2 Service Shaft Conduit for wires, cables, pipes, etc. Metal rung ladder allows movement along shaft. Access hatches to this area only open to an active Crew Key. The Shaft itself, is broken off into two to three deck segments by airtight hatches.
- 3 Powerplant The heart of the ship, appearing as a massive casing covered in pipes, cables, wave guides, bracings, cooling ducts, etc. Each Powerplant extends throughout eleven decks, piercing four solid decks and wrapped about with Catwalks between.
- 4 Emergency Power Generator A Thermionic Power Converter utilized for emergency activation of a Powerplant.
- 5 Function Monitoring Panels Found at all levels of the Powerplant, these readouts provide constant information on the internal status of the Powerplant. Technicians on duty will be moving from panel to panel, constantly making minor adjustments to increase efficiency.
- 6 Transmission Alcove This niche contains the Fuel-feeds and Power Output Transmission lines.



There are four separate types of Fuel Decks. All decks have in common features one through four. Decks 57 through 104 have only these features and the external hull structure surrounding and protecting the tank assembly. This configuration is shown in Area A on the plan sheets.

The Hangar Bays extend from Deck 105 through to Deck 116, each of the three Bays being 36 meters long, 37.5 meters wide, and, with the Bay Doors (No. 9) closed, 9 meters high. The forward Hangar Bay wall may be detached and swung down to lie flat against the outer ship's hull.

In the space between the outer edges of the Hangar Bays are located further ship's equipment. Decks 105 and 106 use this area for Flight Control Operations and Ship's Vehicles Maintainance. Decks 107 and 108 contain Auxillary Powerplants. Decks 109 through 116 house the Core Ship Maneuver Drives.

The central interior of the Fuel Decks is normally unpressurized and is open to space at the after end. Only the Lift Shafts (No. 1) are pressurized and heated.

- 1 Lift Shaft Crewmembers only. Operates only with a valid Crew Key. The Fuel Decks Lift Shaft has sealed access hatchways leading to the interior of the Decks. Each of these hatchways is provided with an inflatable airlock to be used if inspection of the interior becomes necessary.
- 2 Maneuvering Fuel Tanks Non-removable tanks built into the hull itself. Normally used to store fuel for the Maneuver Drives and routine Powerplant operation.
- 3 Axial Brace Assembly This is the supporting structural members for the removeable Fuel Tanks. There is a meter-wide shaft in the center of the brace. It runs the entire length of the Fuel Tanks and is partially filled with cables and wiring assemblies. The after end of the Brace contains the Docking Attachment which fastens the Fuel Tank Unit to the Tug. The forward end of the Brace contains the Docking Attachment which fastens the Fuel Tank Unit to the Coreship Maneuvering Thrusters are also located at the forward end of the Brace as well as a remote Sensor Unit and Camera to assist the Tug Pilot in maneuvering.
- 4 Fuel Tank Three cylindrical Fuel Tanks are attached to a central Axial Brace Assembly. The Fuel Tank Unit is designed to be a replaceable module. All three Tanks are removed or replaced as one complete unit. The Fuel Tank Unit holds 13,000 tons of liquid hydrogen fuel and replacing an empty fuel module with a full one takes an average of 30 minutes.
- 5 Storage Room On both Decks 105 and 106, this room is used to store spare parts fro the Ships Auxillary Craft.
- 6 Airlock This Airlock allows access to the various mobile Catwalks in the Hangar Bay. Four Vacc Suits are normally stored in each Airlock. Controls for cycling the lock are located on the outside and inside of each door. Safety inter-locks permit only one door to open at a time and give override priority to the Airlock Interior Control Panels.
- 7 Hangar Bay The three Hangar Bays are used to launch, recover, and store any Ships Auxillary Vessels. The Bay space may be enclosed by the power operated Hangar Bay Doors and then pressurized. When so enclosed, gravity plates in the Hangar Bay floor may be energized. Locking mechanisms permit Ship's Auxillary Vessels to be secured in place sufficiently for Coreship operation with the Hangar Bay Doors still open.
- 8 Flight Operations Control and Ship's Vehicle Maintainance On Deck 105 this area serves as the station for directing launch and recovery operations from the adjacent Hangar Bay. Also Pilots and Crew of the Auxillaries use this area as a Ready Room.

The Control panel in front of the chair has controls for the Landing Bay Doors, Hangar Bay Pressure and Gravity, Ship Mooring and Attachment Controls. It also has Navigational and Communications equipment for directing Ship's Auxillary Craft. At least one of these stations is manned whenever any Auxillary Craft are operating. All three stations are manned when attaching or releasing Moduleships to or from the Coreship. It is standard practice to man the station when workers are in the Hangar Bay itself.

On Deck 106 this area serves as the Workroom for Vehicle Maintainance and Repair. Each of the three rooms on this deck level contains: 3 Metalworking Tool Sets, 3 Mechanical Tool Sets, and 3 Electronics Tool Sets.

9 Hangar Bay Doors - On Decks 107 and 108 each of these three areas contains an Auxillary Powerplant. Each Plant is capable of powering the Life Support Systems of the entire ship by itself.

From Decks 109 to 116, this area contains one of the three Maneuver Drives. Each drive unit is independent but can only give an acceleration of 1/3 Standard Gee.

These power-operated folding panel doors are controlled from the Flight Operations board, though there is an override system in place at the operating motor itself. A manually operated backup system exists but is seldom used. Under power, it takes four minutes to open or close the Bay Doors.

Deck M Bridge/Computer Deck

Since each Moduleship also functions independently, it must have a complete complement of Flight Controls. While attached to the Coreship, only the Ship's Security, Life Support, and Passenger Services Stations are manned. Under Combat Alerts, all positions of both Moduleships and Coreships are manned. Access to this deck is gained only with an active Bridge Crew Key. The area is constantly monitored from the Coreship Bridge. An armed security Guard is always on duty here Maneuver and Navigation of the ship is possible with only three active Control Stations. These are numbers 11, 16, and 20. Station 11 will be occupied by the Officer of the Watch. Backup Command Stations are located in Damage Control.

- 1 Lift Shaft Standard Internal Elevator. Opens only to an active Bridge Crew Key.
- 2 Control Station Passenger Services
- 3 Control Station Passenger Services
- 4 Control Station Auxillary Helm and Communications
- 5 Computer and Avionics Electronics Systems
- 6 Control Station Computer Programmer
- 7 Control Station Computer Monitor
- 8 Control Station Counter Measures
- 9 Control Station Target Aquisition
- 10 Control Station Gunnery Officer
- 11 Control Station Captain
- 12 Control Station Security Officer
- 13 Control Station Damage Control Systems Monitor
- 14 Control Station Damage Control Engineering Monitor
- 15 Control Station Navigation
- 16 Control Station Helm
- 17 Control Station Life Support
- 18 Control Station Power Systems
- 19 Control Station Propulsion Systems
- 20 Control Station Engineering Officer



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Maintainance, Security Robot Type I

Deck N Crew Quarters Deck

The deck contains the Staterooms for the Crewmembers, the facilities for Crew personal Hygene, and Lounge areas for the Crew to relax away from the passengers.

- 1 Lift Shaft Standard Internal Elevator. The access opens only to an active Crew Key.
- 2, 3, 4 Standard Crew Stateroom See complete description below.
- 5 Crew's Fresher This room contains facilities for personal hygene. There are such units as Sono-massage Showers, Dipiliator/Hair Stylists, Auto-Cosmeticians, Uniform Clothing Renovators/Restorers, Toilets, and Sinks.
- 6, 7, 8, 9, 10 Standard Crew Stateroom See complete description below.
- 11, 12, 13, 14 Officers Staterooms Each Officer's Stateroom contains two beds, two chests of drawers and clothing ward-robes, two desks with chairs, two lounge chairs and two adjustable lighting assemblies. Unlike the Crew Staterooms, the position of the interior furnishings is changeable. Each item is attached to the deck or another piece of furniture to prevent motion of the furnishings under Ship's Maneuvers or Zero Gravity conditions. Small latches secure each drawer and its contents in place. An Entertainment/Communications module is built into the wall with two remote terminals which can be positioned about the room. Under the padding of each bed is an Emergency Vacc Suit.
- 15, 16, 17, 18, 19 Standard Crew Stateroom See complete description below.
- 20 Crew's Fresher Same as No. 5.
- 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36 Standard Crew Stateroom While built to a standard 3 meter by 6 meter floor plan, each Stateroom has built into it fairly comfortable accomodations. The furnishings comprise two bunks, stacked one above the other, a chest of drawers, a small table with two chairs, and a closet on the wall opposite the entrance. A panel beside the door has a Videoscreen with Entertainment Channel/Communications Controls as well as room temperature and light controls. A garbage receptacle is located underneath the panel. Built into the wall beside the closet is an Emergency Life Support System. Under the padding of each bunk is an Emergency Life Bubble.

Deck O Gunnery Deck

The Forward Gunnery Deck is Number 4 and the After Gunnery Deck is Number 40. The areas labeled 6 and 7 on the plan serve different functions on the two decks.

- 1 Lift Shaft Standard Internal Elevator. Opens only to active Bridge, Engineering, or Weps Crew Keys.
- 2 Gunnery Control Panel This area contains the standard control panel for Weapons Systems Monitoring and Weapons Firing. Normally manned only during Combat Alerts.
- 3 Weapons Auxillary Equipment This area contains the basic Electrical and Mechanical Systems necessary to operate the Weapons Turret.
- 4 Weapons Mount The actual weaponry itself is located here in the directable turret.
- 5 Turret Support Equipment This area contains the machinery which directs Target Movement. The Backup Systems for Target Aquisition and Tracking are also located here.
- 6 Avionics This area contains all the "black boxes" with the Electronics Systems which control all the internal ship's functions. On the Forward Gunnery Deck this area monitors Ship's Security and controls Life Support Functions. On the After Gunnery Deck, this area serves as the Damage Control Station and Auxillary Bridge.
- 7 Life Support Machinery The main equipment for renewing the ship's Atmosphere is located here although Auxillary Units are scattered throughout the ship. This machinery also purifies and recirculates the ship's Water Supply.

Forward Gunnery Deck

- 8 Control Station Life Systems Monitor
- 9 Control Station Security Systems Monitor
- 10 Control Station Security Systems Monitor
- 11 Control Station Security Systems Monitor
- 12 Control Station Port Gunner
- 13 Control Station Starboard Gunner

After Gunnery Deck

- 8 Control Station Life Systems Monitor
- 9 Control Station Damage Control Officer
- 10 Control Station Internal Systems Monitor
- 11 Control Station External Systems Monitor
- 12 Control Station Port Gunner
- 13 Control Station Starboard Gunner



Deck P Cargo Deck

The forward section of Cargo Decks Number 5, 6 and 7 connect with the Cargo Decks of the Coreship (24, 25, 26). Passenger Baggage is carried here as well as any commercial cargo which might need transhipment during the voyage. On a roll of 9+ there will be 1 - 3 Cargo Handlers present shifting material from the Module to the Core or vise versa.

The after section of Cargo Decks, Numbers 38 and 39, are not connected with the Coreship during the voyage. Cargo which is intended for the Moduleships destination is stored here. These holds are also used to carry the consumables utilized by the passengers on the voyage. The organic mass utilized by the Food Synthesizers in the ships various eating establishments is carried here. On a roll of 10+ there will be 1 - 2 Cargo Handlers present moving consumables to the place of use.

- 1 Lift Shaft Standard Internal Elevator. Opens only to an active Crew Key.
- 2 Cargo Area A large volume which is almost completely filled with neatly stacked and fastened plastic or metal crates and containers. A computer terminal near the Lift Shaft permits the Crew to easily find the location of any specific item. Narrow aisles permit access to the items.
- 3 Cargo Doors On Decks 5, 6, and 7 opening to the Coreship in flight. On Decks 38 and 39, these doors are only opened in Port for loading or unloading.

Deck Q Passenger Deck

This deck contains the Passenger Accomodations, the main reason for the existance of the ship. The Cabins themselves vary in size and shape but will have a minimum area of 4.5 by 6 meters. The larger the Cabin, the greater the Ticket price.

1 Lift Shaft - Standard Internal Elevator.

2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 Passenger Staterooms - See description below.

25 Common Room - This area is a small Lounge before the Lift Shaft when the Moduleship is running independent. When attached to the Coreship, the large hatch is opened to provide access to the Coreship Arcade or Passenger Deck. It is not standard practice to open these hatches aft of Deck 19 since these are Jump and Power Decks on the Coreship.

On at least one of the Passenger Decks Staterooms No. 2 through 7 are converted to a Sick Bay where two Medical Attendants are always on duty.

Passenger Staterooms of even the minimum size of 4.5 x 6 meters have one large bed (or two small beds) with a spacious chest of drawers and wardrobe built into one wall. Also standard is a small table with two adjustable lounging chairs and a mobile lighting module. The Stateroom has a plush carpet in a neutral beige color with the walls and ceiling special mutable panels. These panels are programmed from the Entertainment Module to be changeable in all colors of the spectrum as well as mirror function. The Entertainment Module may be set to display any one wall with a holographic mural. Limited Scent Scores and Sound Tracks are also available. The room also contains a Fresher Module which is programable for various personal hygene and grooming functions. Clothing may be specially ordered from certain of the ship-board Shops by making use of the room service function of the Entertainment and Communication Module. A garbage receptacle is built into the wall beneath the Entertainment Module. An Emergency Life Support Bubble is built into each bed under the padding.



Deck R Shops Deck

Each of the Shops Decks is divided into two, three or four Retail or Service Establishments. The exact plan differs on each deck and the types of Shops and Services available are frequently changed from voyage to voyage. Interior partitions are easily moveable to permit quickly changing each Shop layout. Each Shop area also has plug-in access to the Ship's Service Communications Network. Also full power and utilities outlets are provided.

- 1 Lift Shaft Standard Interior Elevator.
- 2 Passenger Public Fresher A
- 3 Passenger Public Fresher B
- 4, 5, 7, 8 Shops The individual Shops specialize in exotic luxuries or personal services. The Shopkeepers are considered to be Crewmembers as part of the Stewards Division. Shop Personnel must complete a basic Spacehand training before their franchise is approved. A list of possible Shops is given below.

| 1 2 | |
|----------------|--|
| 3 | |
| 6 7 | |
| 8 9 | |
| 10 11 12 | |

6 Mezzanine - The Common area outside each Shop entrance. The large double hatches are opened to the Coreship when docked.



Security Robot Type I

Deck S Arcade Deck

This deck is typical of the decks devoted to Passenger Enjoyment on the ship. The plan shown here is for a Casino. The central area has the gaming machines while the side areas are filled with tables for participatory games. Other arrangements are common, frequently the center section serving as a Bar/Lounge and the side sections as Dining Areas.

- 1 Lift Shaft Standard Internal Elevator.
- 2 Machine Games Normally set up as a "Blue Nebula" game. For characters wanting to participate, place a bet and roll two dice. DM of Gambling Skill is applicable. 7 through 10 returns the money, 11 returns double the money and 12+ returns triple the money bet originally.
- 3 Gaming Tables Set up for "Zip-Spin" which is played against a Games Master. The Games Master rolls a single die and adds his expertise (usually 3 or more) to it. The player rolls a single dice and adds his/her own Gambling Skill. If the number is the same as the Games Master's, one half of the players bet is returned to him/her. If the players number is two or more higher, the player wins double the original bet.
- 4 Gaming Tables These tables play a special type of card game whose rules change at random intervals during the course of the game. The referee rolls two dice. The player character places a bet and then rolls two dice. The player is permitted to add or subtract either his Gambling Expertise or one digit for every number his Intelligence exceeds nine. If the player can match the referee's number, the character wins double his/her bet.
- 5 Access Doors These large doors are opened to the Coreship if the Arcade Deck is located from Deck 27 to 38 of the Coreship.
- 6 Side Areas In these areas tables are set up so that the passengers may amuse themselves at any game they care to arrange. This is one of the traditional areas for player characters to make contacts or hear rumors. Refer to the Rumor Table (Page) at this point or introduce one of the referee's own.





Practice Bout with Electro Foils

Deck T Entertainment Deck

This configuration of deck is set up for Audience/Performer participation. Normally the deck is a Niteclub with Live or Holographic Performances. Other types of shows are scheduled from time to time.

- 1 Lift Shaft Standard Internal Elevator.
- 2 Passenger Public Fresher A
- 3 Passenger Public Fresher B
- 4 Tables Audience or Patrons seating at four adults per table. Tables and seating can be retracted into the floor to provide a larger open area.
- 5 Open Area Often used as a Dance Floor, this area can be expanded to include the entire deck by retracting the tables into the floor.
- 6 Bar Supervised by two Bartenders, the auto-bar can mix up any known drink in seconds. This particular model also has a special program that permits it to generate new drinks at random from its large stock of alcohols, spices, and other intoxicants.
- 7 Stage The performing area of the Band or Entertainment Group, this area has a very sophisticated Holographic Recorder/Projector built into it. Entire performances are taped and rerun. The equipment also provides background and accompaniment for any Live performances.

Deck U Sports Deck

Extending for 6 meters, twice the height of a normal deck, this section is used to hold Sports Events. The center open area is the playing arena with the side wings holding seating for spectators. Underneath the seating areas are equipment store-rooms and dressing areas.

- 1 Lift Shaft Standard Internal Elevator.
- 2 Equipment Storage The one meter to 2 meter high areas under the lowest expanse of seating are utilized to store Sports equipment.
- 3 Playing Area 27 x 23 x 6 meters high. The playing area has infinitely adjustable gravity plates which permit Gee fields from 0 to 2.5. The playing area is separated from the spectator areas by transparent visiplex walls strong enough to stop auto-cannon fire to prevent injuries to spectators. The playing area also has a complete video system for transmission to other parts of the ship and a holographic recorder/player system.
- 4 Access Hatch Normally covered with a visiplex shield while sports play is in progress.
- 5 Team Room Separate rooms are provided for each team to rest or suit up in.
- 6 Vestibule This area contains the locked controls for the gravity and internal conditions for the playing field. It is also the area utilized by the referees or playing officials for each game.
- 7,8 Special Exercise Equipment These rooms contain very special Exercise Equipment designed to exercise certain specific muscle groups or to provide special Therapy.
- 9, 10 Shower Rooms These rooms provide for extra personal hygene needed after strenuous exercise.
- 11 Massage Room This room is equipped with a special Auto-Massage machine which is capable of any program. It is connected with the Ship's Computer and the Ship's Sick Bay to prevent any user from suffering any harm through miss-use.

Deck V Fuel and Power Plant

Extending for two decks, Numbers 41 and 42, this section of the ship houses the Powerplant. The control panel is located only on Deck 42, catwalks extending around the Powerplant itself on Deck 41.

- 1 Fuel Tank This tank built into the hull contains the liquid hydrogen fuel. The dashed lines running diagonally across the tank are anti-slosh baffles.
- 2 Lift Shaft Standard Internal Elevator. Opens only to active Engineering Crew Key.
- 3 Powerplant The actual Powerplant itself, surrounded by a maze of piping, wiring, and wave guides, and encircled by a metal mesh catwalk at mid-level.
- 4 Auxillary Machinery The coupling and controlling devices which permit the module Powerplants to function smoothly in parallel with the Core Powerplant.
- 5 Emergency Power Generator A Thermionic Power Convertor utilized for emergency activation of a Powerplant.
- 6 Power Systems Control Panel Normally completely manned during flight operations, only a single Watch Stander is necessary here when linked to the Coreship.
- 7 Control Station Power Officer
- 8 Control Station Fuel Monitor
- 9 Control Station Power Monitor

Deck W Fuel Deck

Five decks on each Moduleship are completely utilized for fuel storage. The tanks on each deck are separated from those on the next by emergency bulkheads designed to prevent excessive fuel loss in case of leaks or damage. The tanks extend from Deck 43 to Deck 47.

- 1 Lift Shaft Standard Internal Elevator. No access exists from the Lift Shaft to the Fuel Deck.
- 2 Fuel Tank The tanks built into the hull contain the liquid hydrogen fuel. The dashed lines running diagonally across the tank are anti-slosh baffles. Access to the fuel tanks is gained only when they are empty. Special hull hatches admit ship's personnel for inspection and repair tasks.

Deck X Maneuver and Jump Drives Deck

These two decks form the extreme after end of the Moduleship comprising Decks 48 and 49. While completely manned during independent flight, the control panels on Deck 49 have only a single Watch Stander when the Module is linked to the Coreship.

- 1 Lift Shaft Standard Internal Elevator. Opens only to active Engineering Crew Key.
- 2 Maneuver Drives Located here is the paired Maneuver Drives which move the ship in normal space. Catwalks surround the various levels of the engines to permit Crewmembers to perform inspection and maintainance on the maze of pipes and connections.
- 3 Jump Drive The massive engine, comprehensible only to Hyperspatial Engineers, is located here. The iridium-steel casing is wrapped about with pipes, wave guides, and wiring. A metal mesh catwalk extends completely around the casing at 48th Deck level.
- 4 Control Panel Located on the 49th Deck level, this area contains the control and monitoring equipment actually used to direct operation of the Ship's Drive Systems.
- 5 Control Station Drives Officer
- 6 Control Station Fuel Systems Monitor
- 7 Control Station Jump Drive Monitor
- 8 Control Station Maneuver Drive Monitor



Crewmembers

The crews of all ships are divided into three Divisions:

Command: The ships Officers and Security Personnel are in this category.

II Technical: The Engineering and Maintenance Personnel comprise this category.

III Services: The Passenger Service Stewards and Shop Personnel make up this category.

The members of each Division are also divided into three Watch Sections. The three Watches rotate such that one third of the crew is on duty, one third is on stand-by status, and one third is off duty. The Passenger Services operates slightly differently. Minimum services are maintained at all times. Peak Services Personnel are on duty to match the Passenger Activity Cycle. This cycle runs somewhat independent from the ships crew. During the voyage from one system to the next the ships Light and Dark Cycle is gradually changed to match the Day and Night cycle of the Starport at the destination. During the same time the wavelength of the ships illumination and the gravity setting is also gradually adjusted to match the destination. The Medical Section of Passenger Services monitors the effect of these changes on the passengers to detect and prevent any ill effects on health.

The crew of the Coreship is selected by a special Bureau of the Confederacy Naval Reserve. The intention is to comprise a crew of competent individuals whose interests and loyalty are to the Confederation as a whole and not to any specific member planet. There has been an increasing tendency to use retired Military Personnel of Confederation Member Planets. Occasional exceptions to this policy occur due to internal politicking of various factions in the Confederacy Central Bureaucracy.

The crews of the individual Moduleships are selected by the member planets of the Confederation to best serve their own interests. The overall attitude is to support the Confederation against outside menaces but to try to gain as much advantage over fellow Confederacy members as one can. Imperial policy is to neutralize one bickering faction with another and permit the Central Confederation Government to be as powerful as possible. Agents of the Mandanin Co-Dominion have been trying to foment quarrels between the member governments to handicap the Central Confederation Government. These pressures on the individual member systems frequently result in the Moduleship crews being of less than the highest quality possible. Political influence is very important in gaining and maintaining a job in a Moduleship crew.

The command structure of the assembled Passenger Ship is unusual. The Command Council is formed of the three Moduleship Captains presided over by the Coreship Captain. One Moduleship Captain is on duty on the Coreship Bridge at all times with the Coreship Captain always on call. There is a significant rivalry among the Moduleship Captains to demonstrate the greatest competency and efficiency and so show their member state to be the "best."

Executive Officer: Cardos Santino 578885 Age: 34 Pilot 2; Admin 2; Gambling 2

An incompetent who reaches his position through connections, Cardos is the source of many of the ship's rumors. He avoids the Captain as much as possible due to the Captain's dislike of Cardos. Cardos likes to mingle with the rich, and often can be found in the big gambling games. His lack of concern for his duties aboard the liner have caused a considerable amount of friction between him and his subordinates, as well as a few problems with home office.

Ex Com (External Communications) Officer: Mharshim Mh'andra B59676 Age 30 Communications 3; Electronics 2; Brawling 2

Mharshim is a soft spoken young man whose quietness conceals an extremely violent temper. He has broken several control consoles in a rage when his radio has failed to function up to his standards. He has many of the crew members terrified of him after his recent thrashing of a Repairman who failed to correctly fix the communications panel. He is in charge of all Communications Personnel, and they have learned to do nothing to make him angry. Mharshim would never permit the use of the communications equipment for any non-authorized purpose and his subordinates will follow that rule unless convinced that Mharshim has given his approval.

Steward: Hanschel Guire 68B944 Age: 23 Jack of All Trades 1

Hanschel was recently discharged from the Imperial Army for attempting to topple the government of the planet where he was stationed. He decided to leave areas under Imperial control after the suggestion was advanced to him by Imperial Officials. He will support any action which is basically rebellious, and will do everything in his power to support rebellions against the Imperium.

Security Man: Chuck Van Trisk 868445 Age: 25 Jack of All Trades 2; Pistol 1

Chuck is a temporary employee of the company, just working until he gets bored. He never sticks with anything for too long, whether its a job or a thought. He has no interest in the interplanetary rivalries of the region, having been born in the Imperium. As a Security Officer, Chuck is fairly lax letting most minor problems just slide on by.

Security Man: Elkheart Askondo 695544 Age: 29 Pistol 2; Electronic 2; Comp 1

A sly little weasel, Elkheart specializes in eavesdropping and spying. His objective in this spying is obtaining some type of information which he can use for extortion. He is wanted in the Imperium on several charges, including selling state secrets.

Security Woman: Barhama Allharma 885576 Age: 31 Pistol 2

A strict enforcer of every known rule, Barhama is regarded by her colleagues as the perfect company tool. Their continuous sarcasm concerning her dedication to regulations has left her a bit paranoid and hostile toward any company personnel. Barhama is a native of Tellmar, and is highly, suspicious of and hostile to anyone coming from the Farwall system.

Security Man: Hastrace d'Issin 665867 Age: 42 Pistol 4; Admin 1; Rifle 1

Hastrace has several major grievences with the company, mostly revolving around his lack of promotion. His lack of promotion is due mostly to his tendency to meet any problem with his gun drawn, and counter any violence with bullets. In his four years with the company, Hastrace has killed four people and wounded nine. The only reason the company retains him is that once he was right and managed to kill an extremely dangerous criminal.

Assisstant Engineer: Morhi Tahhadru A68657 Age: 18 Engineering ½

An on-the-job trainee, hardly knows which engine is which, much less how to fix one of them. He can often be found wandering the Drive Decks with a technical manual in hand lost in the maze of machinery. He is beginning to regret coming into space at all, and devoutly wishes he had stayed at home on his Father's farm.

Engineer: Dar Fels 79A687 Age: 28 Engineering 3; Mechanical 2

Dar is slightly mad, at times moving into a little world all his own. No one has reported his lapses to the company yet, but there are several rumors that a representative of Office of Employee Fitness is waiting for Dar at the end of this run. These rumors have Dar extremely nervous, and his work of late has become quite shoddy.

Navigation Officer: Radias Smith 569898 Age: 38 Navigation 3; Computer 1; Pilot 1; Gunnery 1; Jack of All Trades 1; Rifle 1; Pistol 1

Having once been a Scout, Radias has begun to wonder why he ever took this job. He finds his work as navigator extremely repetitive and boring, and is considering joining the ranks of free wheeling adventurers. He is by rather gregarious and enjoys a good time, but he is frequently hostile to anyone who claims to like the Imperium.

Life Support Officer: Aldriss Lantrick 787985 Age: 27 Electronic 2; Computer 2

A fun loving person, Aldriss occasionally adjusts the temperature to cools or freezes one section of the ship. The problems are always blamed on the computer. Aldriss is known by the rest of the crew as a practical joker, although he only rarely pulls them on passengers. He is a dedicated supporter of the breaking up of the Confederation, and does enjoy harassing anyone connected with the Confederation Government.

Computer Officer: Gearan De Nier 448997 Age: 45 Computer 5

Gearan is a very narrow person, concentrating always on his computers. He firmly believes in the superiously of the machines to man and enjoys nothing better than watching some person being outsmarted by a machine. He is very jealous of his privileges with the computer, and resents anyone else using them. He will continuously complain if anyone uses the computers, and accuse them of damaging his machines. Steward: Morivin Helcher 775478 Age: 31 Steward 2; Gambling 2; Jack of All Trades 1

Morivin sets up most of the private gambling games which occur aboard ship, and has close contacts with many extremely wealthy gamblers. He charges a 500 credit fee for helping someone get into one of these high stakes games. He is a double agent working for both the Confederation Central Security and the Imperium. The Imperium is aware of the situation but is not concerned.

Shop Clerk: Karen Mystaler 6B6577 Age: 34 Admin 3; Computer 2

Karen works in various ships, depending on whichever needs help at the moment. She has gained the trust of most of the store owners, and intends to use this trust and her computer skill to try a little embezzling. Her knowledge of the ship beyond the stores is minimal.

Steward: "Lefty" Adell 845A57 Age: 46 Steward 4; Electronic 1

"Lefty" is so nicknamed because of the explosion a hand laser which destroyed his right hand. He is quite wary of anyone who uses that type of weapon. His main interest is in making enough money to retire, and he will consider doing something illegal if it promises a big payoff. His knowledge of all areas of the ship is extensive.

Steward: Davis MacFaaden 996687 Age: 27 Pistol 1; Electronic 2

Davis is an agent for the Confederation Central Security Section. He is on his first trip on board the ship, and he still tends to get lost. His present mission is surveillance of Mallidon Lass, a known Assassin who is tracking his next victim. Davis is unaware of the identity of the victim, and this severely inhibits his surveillance as he can't keep up with Mallidon twenty four hours a day.

Chief Security Officer: Photeum Cardinius 756987 Age: 39 Pistol 4; Electronic 2; Admin 2

As Chief Security Officer, Photeum's job rests on preventing small problems turning into large problems. He prefers quick, easy solutions to problems, with cover ups being his favorite tactic. He is not nearly interested in truth as he is in providing a reasonable explanation for any strange occurrences on board.

Captain: Tzolf Fharn 8669BB Age: 51

Pilot 3, Admin 3; Navigation 2; Blade 2; Vacc Suit 2; Pistol 1; Computer 1

A long time Merchant Captain, Tzolf has just recently been given command of the Cruise Ship. He runs things by the book, and will tolerate no variations or personal initiative. He tends to stay on the Bridge as he considers it beneath his dignity to mingle with the passengers any more than is required by protocol. He suspects every third person of being a Confederation Spy sent to check up on him, and always acts as if someone were watching him. He absolutely despises both his Chief Engineer and Chief Steward for personal reasons, and does everything in his power to make their lives miserable. Anyone who associates with the pair, also are targets for his ire. The Captain's great weakness is alcohol. He over-imbibes only rarely, but when he does, he tends to get into brawls with his Chief Officers over their "spying" and "incompetence". The Captain tends towards these moods most often when very unusual people come on board, as he believes them to be spies. Anyone or anything different is suspected in his book. The Captain has never had a chance to visit the Resort Planet, and he is slightly jealous of those who can afford that privilege.

Chief Engineer: Haldriss Nattal A69886 Age: 45 Engineering 5; Admin 3; Mech 3; Electronic 2; Vaccum Suit 1

Haldriss, due to the extreme reliability of the ships engines, Haldriss has very little to do during his flights aboard the ship, and has taken up gambling as pastime. His losses and debts are beginning to wear on his nerves as is his constant arguing with the Captain. He is constantly on edge and looking for any way out of his problems, including accepting bribes, theft, or even murder if it come to that point. His work is beginning to become erratic, and the chance of some major failure in the engines grow larger every day.

Cargo Handler: Aja Khass 869654 Age: 30 Mech 1; Driver 1; SMG 1; Rifle 1; Pistol 1; Brawling 1

Raised on a violence prone planet, Aja decided to leave in order to live an extended life. His main characteristic is an almost complete silence in the presence of strangers. He speaks as little as possible, preferring merely to nod a few times and go back to work. There are very few things which bother Aja, and he's a great man to have around in an emergency. He always carries a Body Pistol, a product of his violent youth, but he never pulls it except in the most dire emergency.

Steward: Mathu Xene 476795 Age: 25 Steward 2; Brawling 1

A violent tempered man, Mathu is guided through life by his hatred of anyone from the Randabar system. Anything which goes wrong on the ship is their fault, as is anything which goes wrong in his life. He has no morals, nor does he have any regard for anyone else's opinions. His concern is more for himself and his comfort rather than that of the passengers.

Steward: Shaldrisson Fellmi 776945 Age: 23 Steward 1; Forgery 1; Electronic 1

Shaldrisson takes things from the passenger's rooms whenever she can get into one alone. She never steals anything very valuable or important, but prefers small, ordinary looking objects. She doesn't realize that a lighter she stole three months ago belonged to a Mandanin Agent, and contains a computer memory chip with the plans of several key Krax Confederation bases. She always carries a lockpick kit.

Steward: Dragos Obell 575966 Age: 38 Steward 3; Demo 2; Mech 1; Pistol 1; SMG 1

Dragos is a member of SFF (Society For Freedom), a small, but violent group opposed to the Central Confederacy Government. His task is to provide information concerning the movement of government officials and diplomats who travel on the liner. He has also performed two assassinations in the past 8 years, making one look like an accident, and surviving the scrutiny of the crew which followed the other. He fears nothing, and is totally dedicated to his cause.

Steward: Lume Heriddistass A86785 Age: 35 Steward 2; Brawling 2; Gambling 2; Pistol 1

Lume can normally be found at the crew's bar, drinking, fighting or gambling, or any combination thereof. He performs his job as well as he can, but when he goes off duty, he likes to have a little fun. He never holds grudges over what happens in a game or fight unless some type of cheating was involved. In those cases, he becomes a remorseless enemy who will do everything possible to get even.

Security Man: Lisese Champell 699757 Age: 26 Pistol 3; Rifle 1; Computer 1

Lisese, like most other security men aboard the module, is convinced that the breakup of the Confederation is near, and that the Module ships will be one of the first targets of violence by the enemy. He is suspicious of anyone not from his home system (Utiger) and anyone bearing weapons will definitely be watched closed. He despises the Imperium and any favorable mention of it is likely to bring a hail of scorn from Lisese.

Security Man: Celric Imanta 676858 Age: 21 Pistol 2: Survival 1

Celric is as suspicious of the Confederation as Lisese (above). He, however, doesn't really trust Lisese, considering him to be too arrogant for his own good. Celric hates no one in particular. He is equally suspicious of everyone. He lacks common sense, and tends to come up with some very strange ideas for solving problems.

Security Man: Manfred Seer 886A76 Age: 30 Pistol 3; Admin 1; Gunnery 1; Electronic 1; Computer 1

Manfred is not from the region, and therefore is not as involved with the interplanetary hostilities as his colleagues. He thinks that they're one-time Mercenary, a fact in which he takes some pride. Any former Mercenaries or Mercenary types (the players) are his friends for life.

Security Man: Gire Enfec 6697867 Age: 23 Pistol 2

Gire's main trait is a streak of cruelty which often flushes to the surface. He enjoys inflicting pain on what he refers to as "lower forms of life", referring to people from the Abin and Hrothgar systems. He is a close friend of the Captain, a fact which has allowed him to keep his job. He is wanted in the Imperium for a murder (a crime which he did commit), and gets nervous in the presence of any Imperial types.

Engineer: Rahi Jobtel 468AA7 Age: 41 Engineering 5; Mech 2; Electronic 1; Computer 1; Med 1; Brawling 1; Vacc Suit 1

Due to the low level of crew skill on the Module, it takes all of Rahi's skill to keep the engines running right. He appreciates any and all help as he is not impressed with his assistant Thaddeus. (See below). Rahi's knowledge of the Module workings, is as complete as anyone's. He avoids contact with the officers and passengers as much as possible as he regards all of them as too political for his taste.

Assistant Engineer: Thaddeus Ratch 877554 Age: 24 Engineering 1

Thaddeus has proven to be a lazy incompetent who prefers watching other people work. His position is secure, though, as his Father is a friend of the directors of the system company. He feels superior to everyone in every way, and is not afraid to tell people about it.

Module Captain: N'hat Restinglade 6589A8 Age: 44 Admin 4; Pilot 4; Gunnery 2; Pistol 2: Computer 2; Vaccum Suit 2

N'hat is convinced that the end of the Confederation is near, and that interplanetary war is a certainty. He and well over half his crew are Utigar, which makes the ship the obvious target of several hostile planets if war does come. Security aboard his ship is therefore very tight, with unauthorized movement around the ship and carrying weapons scrutinized very closely. 80% of the Security Force agrees with N'hat and they lack his every action. N'hat has his Security Force engroce all regulations vigorously, maintaining as much control over the passengers as possible.

N'hat mixes with the passengers only on the rarest of occasions. He usually in on the bridge, checking on various passengers and their backgrounds. He is always watching for unknown ships, always sounding Battle Stations whenever he is not positive of a ship's identity. N'hat is totally hostile to anyone working for the main office (i.e., the players), and will do everything in his power to impede their mission, even if it means putting the ship in danger.

Chief Security Officer: Jacib Banport 868877 Age: 37 Admin 3; Pistol 3; Computer 2; Electronics 2

Like the Captain and much of the crew, Jacib is from the Utigar system, and he professes many of the same beliefs. However, he is actually working for the Central Government, keeping an eye on the crew and Captain. If any of them ever found out, he would be dead, so he keeps a very low profile on his activities. If rebellion ever breaks out aboard ship, he will go along with it until an opportunity to cripple the ship arrives. He will then attempt to escape in a Life Boat.

Cook: Michil Ittaskrin 695A44 Age: 27 Steward 1

Michil is not involved in the interplanetary rivalries of the region, having come to the area only 6 months ago. He came to the area to escape charges of treason on his home planet. He has no will of his own, and will do whatever the last person to talk to him tells him to do. His reliability is nil, as are his cooking abilities.

Bartender: Kardock Thelinville 885665 Age: 25 Steward 1

Kardock is the ship's rumor mill. Talking to Kardock will provide a tremendous amount of information about the ship and its crew but about 50% of what he says come out of his imagination. Like the Captain he is from Utigar, and is prepared to support the Captain at all times.

Passengers

Myrion Kahallista 6855A8 Age: 22 None

Myrion is the son of a very wealthy government official. His father gave him this trip as a present for completing a totally useless education. Myrion is always trying to stir up trouble between other people, and he loves to watch a good fight. He recently "borrowed" an experimental hand computer which has access to the ship lines Security Files, and has been digging up information on just about everyone.

Thadius Orrentess B75585 Age: 30 Electronics 3; Pilot 1; Vacc Suit 1; Zero G Combat 1; Pistol 1

An ex-Navy man, Thadius is going to the Pleasure Planet to meet his next employer. As he is very near broke, he is extremely interested in any get rich ventures, as long as a minimum of risk is involved. His specialty in electronics is the use of audio plus visual spying devices. He always carries a limited supply of these devices with him.

Ladring Heliskammer 6B4387 Age: 46

Pilot 2; Mech 2; Vaccum Suit 2; Engineering 1; Pistol 1; Rifle 1; Navigation 1

An energetic old Scout, Ladring has discovered clues to what he believes is a planet made of pure gold. He is intensely nervous about anyone finding out about his information. He is on the ship as it takes him within four parsecs of his objective. He needs help and money but will not reveal any information about the planets location. If he finds someone searching through his equipment or being too noisy, he is very likely (throw of 6+) to start shooting with his snub pistol. His planet actually does have some gold on it, enough to make a small profit, but it is inhabited by a very fierce breed of large felines, somewhat like a sabre-tooth.

Daisy Etherchital BA6675 Age: 26 Survival 2; Pistol 2; Vacc Suit 1; Vehicle 1

A frontier planet explorer, Daisy surprises a lot of people with her strength and her willingness to use it. She was rewarded for successful completion of her last job with a trip aboard the ship. During that mission, however, one of her friends was killed through the stupidity of a company supervisor, and she is very interested in arranging an "accident" for him. The supervisor is also on board the ship, (also rewarded for a successful job), and is unaware of Daisy's intentions.

R. J. Gannerthain 6A5789 Age: 35 Admin 4

A financer of some repute, R. J. is heavily invested in several projects which show signs of becoming disasters. He is therefore very interested in hiring a group of trouble shooters to salvage these products and his reputation. His problems include a virtual state of war between one of his mining companies and the planetary inhabitants over the destruction of certain burial grounds, one of his transports carrying 50 million Credits worth of someone else's gems has disappeared in the Ley Sector, and the collapse of one of his banks following the embezzlement of 120 million Credits. Unknown to R. J., the embezzler is also aboard the ship (see below).

Ciridan Ollistak 665AB8 Age: 38 Admin 3; Computer 3; Forgery 1

Having embezzled 120 million credits from the Bank of Wolfstar (Ley Sector, Nightmare Subsector). Ciridan (his new name) has shipped into his new identity and is enjoying the fruits of victory. He plans to disembark from the ship before it reaches the Pleasure Planet, and get aboard his own recently purchased yacht. He plans to go to a backwater planet and begin developing his own financial empire. He might be interested in hiring a group of bodyguards, especially if he spots Ganner Thain, (his former boss) on board.

Stanislou Vallinchass 5949AA Age: 68 Diplomacy 5; Admin 4; Bribery 2; Pilot 1

An Imperial Ambassador at large, Stanislou is well known for his crusades against various "undesirables". He is highly opposed to the carrying of any weapons, believing that weapons are the province of the proper authorities. If he sees anyone carrying a weapon, he will begin to public berate them for their "barbarian like behavior and paranora". Stanislou is keenly interested in collecting information about any possible rebellious sections of the population, and is constantly hiring groups to check out reports of rebellion. (He does allow his employees to carry weapons). There are three different groups which have plans to assassinate Stanislou for his paranoid reports of treasonous groups, and anyone working for him is also a target.

Aarinbell Wyllclyff 8B5B76 Age: 46 Gambling 5; Streetwise 2; Jack of All Trades 2; Pistol 2

A professional gambler, Aarinbell loves fleecing arrogant rich people. In his spare time, he works on blackmailing anyone he can. Aarinbell puts on a timid front, but he is always prepared to use his Body Pistol at any time. He doesn't like to be beat when gambling, and his temper will usually explode if he does.

Bardo Nielson 45588C Age: 75 Admin 6; Computer 4; Bribery 4

Bardo is a grumpy old businessman who hates just about everyone. His main objective is to make the lives of everyone around him miserable. His arrogance is extreme, as is his vindictiveness. He has a large financial empire behind him, and little else to do but attempt to get revenge on anyone who crosses him. He also has some influence in the government, and can arrange for government contracts and permits to be cancelled.

Shalli Ghas 894A84 Age: 42 Forgery 3; Bribery 3; Streetwise 3; Gambling 1

Shalli is posing as a businessman drumming up financial support for his "exploration company". He is bent on collecting 5 million credits before disappearing. He will go so far as to hire "explorers" (the players) and send them off into the wild black yonder to convince people his company is legitimate. He's an incorrigible gambler, but never does very well. As he hates space, he will not go aboard any small ships. He feels comfortable inside large ships where he can't see the stars.



Shopping Arcade

SCENARIO 1

CRASH OF THE SINGING STAR

Judges Information

This scenario involves the crash of one of the Moduleships on a backward member planet of the Confederation. The player's objective is to recover as many survivors and as much equipment as possible. The Confederation would like to recover the entire Module, but this will prove impossible due to structural damage. Failing complete recovery, the Confederation orders destruction of high Technology equipment on the Moduleship to include all Weapons, Drives, Computers, Sensors, and Powerplants. The Confederation emphasizes that as little violence as possible between the Rescue Team and the planet's Natives is necessary but the rescue of the Passengers has highest priority.

Upon separation of the Singing Star from the Coreship, Glimmering Diamond, at Ramin (0423) and prior to preparations for Jump to Krantell (0523) a "Hijacking Attempt in Progress" emergency message was received. The ship refused to answer any further queries and soon Jumped outsystem. Three weeks later, the message from the mission on Kinsharth was received at the Confederation Naval Station on Endit (0626), delivered by a passing Merchant Vessel. In system for regular resupply on an assigned mission to check out local security measures, Team 16C was immediately assigned for a quick rescue attempt. Extra equipment was rushed onboard and much of the outbound voyage was taken up in getting the Cold Sleep Berths hooked up and functioning.

Security Team 16C

The team is assigned a specially converted Type M Merchant. The ship has been streamlined for atmospheric flight. The entire Third Deck has been converted to Medical Facilities and Low Passage Berths capable of holding 200 people. A special hatch to the exterior has been installed at the position of Stateroom 18. The hatch allows rapid loading of casualties. Staterooms 6 through 17 have been converted to double occupancy. Computer Model 4 has been installed in place of the normal Model 3. The engines have been fitted with special military injectors to permit them to use unrefined fuel. The two side hardpoints have been fitted with triple Beam Laser Turrets. The dorsal hardpoint has been fitted with two Missile Launchers and one Sandcaster.

The Cargo Hold contains 20 tons of equipment and spare parts for repairing the Moduleship, a light anti-gravity AFV armed with VRF Gauss Gun, and an Air Raft. The remaining cargo capacity is 90 tons. Chemical demolitions explosives are on board as well as a small clean mini-nuke in case of need. Extensive Light Infantry small arms are also on board as is Combat Assault Armor for all team personnel.

Kinsharth 0424

X765779 5

The planet is an associate member of the Krax Confederation, currently a protectorate administered by Tellmar (0225). Almost a century ago this planet was involved in a religious revolution. With help from other members of the Confederation, the revolt was gradually brought under control. Aware of their impending defeat, the fanatical supporters of the revolt made one last desperate attempt with Bioweapons to regain dominance. The Bioweapon attack caused severe casualties to the Confederate Forces, but soon escaped control and attacked the civilian population. In the aftermath, the surviving civilian population wiped out the remains of both the revolutionists and the Confederation. Fragmenting into a number of small states, the populace began a slow climb up to higher Tech Levels again. At present the overall populace is extremely distrustful of anyone from off-planet. The Diplomatic Mission from Tellmar (0225) is restricted in its number of personnel and its movement is strictly controlled by local authorities.

The Mission does have contact with a communication sattelite in orbit about Kinsharth. The sattelite relays on to the refueling station on the second moon of the gas giant planet occupying the fourth orbital position out from the sun. Through local contacts, the Mission was able to learn of the crash-landing of the Singing Star and the transference of its passengers to the Detention Camp. The Mission does not know what the future plans for the prisoners are but fears that mock trial and execution are probable.

Following Coreship separation at Ramin (0423) the Singing Star was successfully hijacked by a team of twenty men. Fifteen of the hijackers were killed by ship's Security and several armed passengers. Five of the hijackers gained the Bridge and took control. Two hijackers were severely wounded and refusing medical treatment by ship's personnel subsequently died on the voyage. The remaining three hijackers retained control of the Bridge and the explosive charges fitted with remote detonators and anti-tampering devices which the hijack team had placed in strategic places. Upon entering the Kinsharth system, the Singing Star was directed to orbit the second planet out and a most peculiar taped message was sent out on a little used wavelength by Ship's Communication Personnel. Shortly thereafter, a landing beacon tone was picked up and the ship directed to set down there. During the landing the attention of the hijacker manning the remote detonators wavered for an instant and ship's personnel were able to jam some of the detonating signal. Though all three hijackers were killed, the maneuver controls were destroyed and the ship fell the last hundred meters.

The internal Gee fields held long enough to prevent most damage to passengers. When the ship impacted the bottom eight decks were crushed and the fuel tanks ruptured. The ship fell over crushing in one side from 7 to 12 meters, and then slid down the hill some 200 meters leaving a rather large swath through the forest. Damage to the ship is so extensive that is impossible to repair.

The ship is lying on the side of a hill at a 40° angle to vertical. Movement within the ship is extremely hazardous due to both the angle at which the decks are and the considerable amount of material which is strewn about within the ship.

Discussion of the hijacking by the few surviving ship's personnel gives evidence that the hijackers had extensive help in planning and equipment from a high Tech Level source outside the Confederation. The ship's crew are agreed that it probably wasn't the Imperium and the most likely suspect is the Co-Dominion.

The ship is guarded by two squads of soldiers (10 men) led by a single NCO. Most are usually sitting down, resting against trees. Two are always on guard on the makeshift dirt road the government has created to reach the ship. The amount of normal growth plus the mass of trees felled during the impact provide plenty of cover to reach the ship (throw 11+ to be seen). Sitting at the bottom of the hill on which the ship rests are a pair of canvas-backed trucks with some of the recovered equipment and cargo from the ship (mostly food supplies and barrels of petro-chemicals). Sitting near the trucks is a rather decrepit bulldozer used to build the paths. The bulldozer tends to break down (throw of 10+ each round) quite often. Right next to the open doors on Cargo Deck 6 is a jeep-like vehicle. Also open are doors to 9, 22, and 34.

Inside the ship is a mess. Cargo, supplies, personal gear, and structural parts are strewn about the floor. All power is off. The batteries for the emergency lighting are still functional, but the system must be repaired. It can be jury-rigged on a roll of 8+ (DM of Electronic skill), but that repair will only last for 2D6 hours.

On board the ship are 10 soldiers moving cargo about on Cargo Deck 6 under the watchful eye of a Lieutenant. The soldier's weapons are lying in the corners, but the Lieutenant has retained his Autopistol. If faced with armed invaders, the soldiers will tend to surrender, but the Lieutenant will dive for cover and begin firing. If the Lieutenant lives long enough to fire, 2D6 - 3 soldiers will then attempt to dive for cover and move toward the weapons (Bolt-action Rifles).

On the Bridge are three Intelligence Officers who are attempting to figure out the ship's Controls. All are armed with Autopistols.

On the Cargo Decks, most of the cargo survived the crash due to its packaging. Recovery can proceed on the following schedule: 8 tons per hour for the first 6 hours; 6 tons per hour for the next 5 hours; and 4 tons per hour for up to 10 more hours. This exceeds the remaining cargo capacity of the player's Type M, and no orders have been issued as to priorities. The company will not be too upset if the players abandon the 20 tons of recovery equipment to take on more cargo, but if they abandon either the AFV or Air Raft, the company will be a little annoyed.

The recovery rate for the cargo is based on the supposition that the Type M landed first or was moved to the site of the wreck. If not, half the recovery amounts each hour to take travel time between the ships into account.

The Inhabitants of the area into which the Module crashed are under the rule of a military dictator. Most of the people in the area are sent to investigate the crash. Civilians are sparse in the area, but there are a few farmhouses in the area, including three within 1 kilometer of the crash sight.

The Terrain is composed of low rough hills covered with brush and trees. Movement is difficult at the best of times, impossible at the worst. To the east of the crash sight is a large valley with a Detention Camp for political prisoners. All of the survivors have been taken to this camp for interrogation. A few dirt roads wind among the various farmhouses and a single paved road leads from the Detention Camp to a highway 18 kilometers away.

Animals and people are relatively rare. A few Patrols are still out looking for survivors and curious spectators. Anyone who encounters the players on foot will probably (throw 6+) assume that they are members of some special military force. Anyone who sees the players with their spaceship will definately report it to the authorites as soon as possible.

Detention Camp

48 Guards, 2 Officers, Miscellaneous Personnel

140 Political Prisoners, 120 Survivors of the Crash

Buildings: 2 Guard Barracks, 1 Officer Barracks, 1 Office, 1 Guard Mess, 1 Warehouse, 1 Special Detention Building, 11 Prisoner Barracks, 1 Prisoner Mess, 8 Guard Towers with Searchlights and Machine Guns, Single Mesh Fence 12' high surrounding entire Compound, 1 Motor Vehicle area.

Terrain: The Detention Camp is divided into two areas. The first is the Prisoner Area, which is surrounded by a 3 meter high barbed wire fence (not electrified). The remaining buildings compose the Guard Area. The land for 500 meters around the Camp is a flat grassy area, except for the ravine behind the Camp. The ravine is covered with low shrubs, ranging from .5 to 1.5 meters high. Two 2 meter high barbed wire fences are stretched across the ravine, and the brush is kept cleared for 5 meters on either side of each fence. A single paved road leads to the Guard Area, connecting with a highway some 18 kilometers distant. Various dirt side roads lead away from the main road, connecting the various small farms in the area.

Movement around the Camp: The following vehicles or groups of vehicles are allowed into the Camp without any questions: Supply Trucks (usually 1 to 3), Trucks with more Prisoners (usually only 1 truck with 2D6 Prisoners and 2 to 4 Guards plus Driver), or a Staff Car carrying Interrogation Officers. Due to the unusual events of the past week, other vehicles are also likely to be allowed in, but some questions will be asked. The Guards at the entrance can usually (throw of 5+) be buffaloed into believing any plausible story.

Movement on foot in the area will be regarded with some suspicion, but the players should (throw of 6+) be able to convince the Guards that they are some special military unit if they wish to. Movement on the Air Raft or AFV will definitely raise a large degree of alarm as these are not used on this planet. Any outward display of gear far above the Tech Level of the planet will raise the die roll required to get by the Guards by one or two, depending on the amount and type of gear in question.

Camp Defenses: The Camp has a total of 48 Guards and 2 Officers. The Guards are broken into three 16 man shifts. The on-duty section is deployed as follows: Each Tower has one Guard in it, with Binoculars, Searchlight, Machine Gun, and his Rifle; two Guards, with Rifles, are at the entrance to the Camp; one Patrol made up of three men, with Rifles, patrols the area outside the Camp, keeping away the curious; and one 3 man Patrol which wanders within the Prisoner's Area. They also carry Rifles. The second section is a Reaction Force. Eleven men are in the Barracks in a semi-ready state. Four men are in the Mess, and one is wandering around. Of the remaining 16 men, 2D6 will be present at the Camp, usually sleeping, while the rest are gone to a nearby town (25 kilometers away).

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Camp Buildings

All Camp Buildings are made of wood except for the Special Detention Building (No. 11) which is built of stone. All have electric lighting.

1 Guard Shack: A Wooden Roadblock blocks the road at this point. Two Guards are normally in the shack relaxing and playing cards. The Guards will question anyone attempting to enter the Camp, but not too closely (see Movement around the Camp for chances of bluffing way through). If the players chose to attack the Camp rather than bluffing their way through, the two Guards will be content to defend the Camp from here rather than move into the open.

2 Camp Headquarters:

- A Medical Room: Contains minor Medical Supplies (bandages, aspirin, disinfectants, etc.). During the day, the Medical Orderly can often (throw of 6+) be found here with 1D3 patients, 50% chance of all being Guards (draw from offduty personnel), otherwise all Prisoners. He is always unarmed. Any Guards here have a 50% chance of having their Rifles. If the patients are Prisoners, then one Guard drawn from the Prisoner Area Patrol will also be present.
- B Records Room: 8 large file cabinets fill most of this room, all locked. In the center of the room is a small table with two files on it. One details the operations surrounding the crashed spacecraft, including notes that nothing has been removed from the ship except the bodies and the survivors. It also reports the winding down of all search and other military operations. The second file details the number of survivors (120) and their disposition within the Camp.
- C Ante Room: Normally occupied by two military clerks, unarmed. Two desks, typewriters, and adding machine, and other normal office paraphenalia.
- D Commandant's Office: The Garrison Commander can usually be found here during the day. Pistol 3, he carries an Autopistol. He sits behind a massive oak desk. Also in the room is a double locked file cabinet with files containing information extracted from various prisoners through interrogation. There is also a small safe hidden in the wall with documents relating to the execution of three survivors of the shipcrash for causing too many problems (this could be very powerful evidence when the company has to justify an armed raid on another planet). The Commander is an arrogant old man with a lot of faith in his Army and Leader.
- E Adjutant's Office: The Commander's Adjutant will be busily working in here during the daytime scenario. Pistol 2, he carries an Autopistol. Hidden in the top drawer of his desk is the equivalent of a Snub Pistol. In the room is his desk, two large file cabinets (unlocked) containing requisition and supply files. On his desk are papers concerning duty assignments, including a complete roster of the Camp's Garrison. The Adjutant carries a set of keys for the Special Detention Building.
- 3 Officer's Barracks:
 - A Commandant's Living Room: Normally unoccuppied except during the evening, when the Commandant will be present. Furniture in the room is fairly standard (couch, chairs, etc.). There is also a bar with bottles of brandy and whiskey present.
 - B Commandant's Bedroom: Normally unoccuppied except between 11:00 pm to 2:00 am (or the equivalent planetary times). Large comfortable bed, closet with several spare uniforms, telephone, and small collection of books, mostly political.
 - C Adjutant's Living Room: Normally unoccuppied except in the evening. Not as well furnished as the Commandant's area, it is still comfortable. The furniture appears to be well worn. There is a shelf with four bottles of cheap whiskey, and a small bookshelf with several dozen works, mostly on history of the planet.
 - D Adjutant's Bedroom: Normally unoccuppied except between midnight and 8:00 (or the equivalent planetary times). Contains a medium sized bed and a small writing table. In the writing table's drawer is an Autopistol with holster and two spare clips. There is a closet containing several spare uniforms and a number of electronic parts and tools.
- 4 Warehouse: All doors to the warehouse have external padlocks. There are no windows in the building. The camp is well stocked with normal supplies (blankets, fuel drums, canned food, wood). One corner of the warehouse has been cleared out and the personal effects of both the casualties and survivors of the crash placed there in separate packets. The building is normally unoccuppied, but there is a chance (throw of 11+) each turn for someone to come into the building.

- 5-7 Barracks: All Barracks are pretty much the same, with army bunks, lockers, and showers present. One building will be empty (it houses the on-duty platoon); one will have 11 soldiers in it in various state of sleep and relaxation (the "Reaction" platoon); and one will have 7 soldiers, most playing cards, the rest asleep (the off-duty group). Bolt-action Rifles are in racks near the bunks.
- 8 Mess:
 - A Kitchen: Two Cooks and three Helpers are present in here between 4:00 am and 8:00 pm. All are unarmed except for kitchen utensils which are handy (knives, pots, pans, etc.). Large pans of boiling water are also available as weapons. The room contains many large pots and other utensils for feeding 65 men. Also present is enough food to feed the Garrison for two days.
 - B Eating Area: Four soldiers with Bolt-action Rifles next to them are sitting at one of six long tables. They are at the table nearest the main door (east side). Note: In action which takes place between 8:00 pm and 4:00 am, these troops will not be here and should be included with the Reaction platoon in Barracks 6.
- 9 Motor Pool: Two Vehicle Maintainence personnel, one armed with an Acetylene Torch, the other with a Hammer, and one member of the Reaction platoon giving advice, with his Rifle next to him. The Camp's motor pool includes: 3 large Trucks, 2 smaller Trucks, 2 Jeep-like vehicles with medium Machine Guns mounted on them, and one civilian type Staff Car which needs the distributer cap replaced. The Camp's emergency generator is in the northwest corner of this building.
- 10 Civilian Barracks: Houses the 10 civilian Kitchen personnel and two Motor Vehicle Mechanics. Four of the Cooks will be present during normal times, with all 10 present between 5:00 pm to 4:00 am. All are unarmed.
- 11 Special Detention Building (the Cooler): Has four cells for solitary confinement of troublesome prisoners. At present, it is empty, but the Judge may wish to add a few NPC's of his own as prisoners. The keys to the Cooler and each cell are kept by the Adjutant.

Prisoner Area

- 1 Prisoner Mess: Occuppied by some prisoners at any time, day or night. The Kitchen has fewer implement than the Guard's Kitchen, and the food is not as plentiful or as good.
- 2-7 Prisoner Barracks: All are pretty much the same, housing between 25 30 Political Prisoners. The buildings and furniture are simple but solid. They are a bit crowded due to the influx of survivors and the emptying of five Barracks for their use.
- 8-12 Survivor Barracks: Each houses 20 25 survivors of the crash. The buildings are the same, as those of the other buildings. Many of the survivors are injured (mostly broken bones) none seriously.

Reaction

Any reaction to an attack on the Camp will be slow. The first reaction would occur 10 + 2D6 hours after the attack. Reaction will take the form of a single large Truck with 20 soldiers led by a Lieutenant. Any other reaction will follow 1D6 + 3 hours later and be in force - 1D6 +4 Trucks, loaded as above, and one Truck with Heavy Weapons (four Machine Guns with Teams and two Mortars with Crews).

Reaction to an attack on the Guards of the wrecked Module depends on whether any of the Guards escape. If no Guards escape, there will be no reaction for 1D3 days, and then only a Jeep-like Vehicle with three Officers will be dispatched. If any Guards escape, they will make their way to the Detention Camp in 9 hours. Eight men and the Adjutant will then be sent to the wreck in a Truck. If they fail to return in 6 hours, reaction as if an attack on the prison camp will set in (see above) but with times of reaction halved.
Background: Zimphree Moornock 656B67 Age: 44, has just finished a scientific expediton to jungle planet Dusking (Ley - 2836). There he captured a number of rare and exotic animals, which he plans to take to the large Zoological Collection on the Resort Planet. There they will be worth up to 10 million Credits.

One of these creatures was a large (54 kg.) crustacean creature. This was put in a large barred cage in the Zoo Deck. Four hours later it was gone! The ship's sensors were set to detect the creature's unique radioactive emissions. It was detected but on six different decks! The players are hired to find the creature(s) before the ship lands on Resort Planet. They will be paid CR 100,000 for successful completion of this, but lose all if the creatures are harmed.

For the Judge: The creature is actually a colony of smaller creatures, who spend one stage of their collective existence attached to each other. At a certain point in the animal's life, it splits into its six respective beings.

The first two are small crab-like animals, with large flattened shells and twelve jointed legs. They are harmless, but very fast. The second creature is fairly similiar to a horseshoe crab, with a long jointed tail and a great number of tiny segmented feet, which allow it to cling to anything. It is fairly tough and has strong teeth. It has an appetite for electrical insulation, and will sit inside wire conduits chewing up wires, and cutting off electricity to sections of the ship. The fourth and fifth animals are like large beetles with a scorpion tail. The last form is a large creature vaguely like a manta ray with a flexible, chitinous skin.

| | Mass | Armor | Weapon | Wounds | Hits To Unconsciousness/Death |
|---|-------|-------|----------|--------|----------------------------------|
| 1 | 2 kg | Jack | None | 0 | 1/0 |
| 2 | 2 kg | Jack | None | 0 | 1/0 |
| 3 | 20 kg | Cloth | Teeth +1 | 8 | 15/10 |
| 4 | 10 kg | Mesh | Stinger | 3 | 6/2 |
| 5 | 10 kg | Mesh | Stinger | 3 | 6/2 |
| 6 | 10 kg | Jack | Teeth | 1 | 4/2 |



THE CARRENDA

This scenario involves the taking of one of the Moduleships by a combination of treachery and external assault. The players objective is to retake the ship with as little damage as possible (the Passengers have already been evacuated).

The ship was taken by the Computer Officer and a gang of Mercenaries assembled by him while it was orbiting the planet Hrothgar. During the forced evacuation of the Passengers (minus their wealth), the entire Planetary Defense Squadron appeared in response to the ship's distress signal. The leading Scout managed to get off three shots before the Carrenda Jumped, two of which missed, and one of which crippled the Carrenda's Powerplant.

The ship Jumped to the Zara System, where they hoped to get aboard their Type R and allow the Moduleship to crash on the icy wastes of Zara V, planning to recover the loot some time later. Unfortunately, their cohorts aboard the Type R tried a little piracy in their spare time and were chased off by the Herot Patrol Ship. The hijackers were left high and dry, having sent all of the ship's Vehicles off with the Passengers.

Unknown to any employee, a secret emergency transmitter was broadcasting the course and position on the Company's private Radio Band. The Company knew where the ship was going immediately after it Jumped. They immediately contacted the players and assigned them the mission of retaking the Carrenda.

The players will be assigned a standard Type M (the only ship available), and given one hour to prepare. The ship carries the following equipment: Nine Vacc Suits, each with an eight hour oxygen tank and one replacement tank (but can be recharged on board the Type M); four Autopistols with 20 rounds each; six Cutlasses; two Cold-Light Lanterns; two Short Range Communicators; and a Mechanical Tool Set with a vacuum usable cutting torch. The ship is armed with two Double Turrets, one armed with Sandcasters, the other with Pulse Lasers. The hold is loaded with the following cargo: 20 tons of Grain; 8 tons of Ammunition, mostly for Pistols, but some for Rifles and Machine Guns; 15 tons of Mechanical Parts, mostly spares for AFVs (including weaponry - requires assembly and two AA batteries); 3 AFVs armed with Lasers; and 5 tons of Liquid Chemicals in large drums. The chemicals are very flammable, and most give off nauseating fumes when burned (this could be used as an effective weapon if someone thinks to check out the chemicals, but there's no need to volunteer the information).

The players will arrive in the Zara System 21 hours after the Carrenda, and it will take them an additional four hours to locate and catch her. On board the Carrenda, the hijackers were able to jury-rig a small Powerplant capable of operating Life Support and little else. All interior doors are shut, but can be operated by using compressed air to operate the emergency controls. All exterior doors are sealed shut and cannot be opened with a vacuum outside them without override from the Bridge. These will have to be blasted open with explosives, or cut open with the vacuum operable cutting torch found on the Type M (this will, of course, create a vacuum on that deck, and also to any adjacent decks to which the doors are opened). All lights are off. The hijackers are scattered through the ship as noted below.

Deck 1 - Bridge:

Computer Officer 4769A6 Computer 4, Electronic 2

He has jammed the Lift Shaft door tightly shut, and on the floor in front of it has rigged a wire mesh on the floor, set to short-out when stepped on. The short will cause the breakdown of the jury-rigged Life Support System, and force everyone aboard into Vacc Suits in six hours. The short will deliver four points of damage to whomever steps on the mesh. He has a Vacc Suit on, but not operating. He is unarmed.

Deck 3 - Crew:

- No. 1 Mercenary 886547 Carbine, Autopistol Rifle 2, Pistol 1
- No. 2 Mercenary 5A7856 Autopistol Rifle 1, Pistol 1, Demolition 1
- No. 3 Mercenary 658893 Carbine Engineering 2, Rifle 1, Mechanical 1

The first two are located in Area 20 (door open), loudly arguing. No. 2 has primed a small explosive charge capable of doing 2D of damage to everyone within a 1.5 meter radius. At a range of 0 - 10 squares, a throw of 7+ indicate he threw it exactly where he wanted. At a range of 11 - 25 squares, a throw of 10+, and at any greater range, a throw of 11+. For misses, the bomb has an equal chance of undershooting or overshooting 1D squares, and equal chances of it missing 1D6 squares to the left or right. No. 3 is asleep in Area 8 (door closed).

Deck 7 - Cargo:

No. 1 Mercenary 9B6756 Shotgun, Autopistol Rifle 2, Communications 1

The Mercenary is leaning against a group of boxes near the center of the room, well concealed in the darkened area. He will let anyone by who does not notice him, preferring to maintain his position and let everyone kill each other off.

Deck 24 - Passenger Deck:

No. 1 Mercenary B67657 Carbine Rifle 2, Brawling 2

No. 2 Mercenary 68A974 Submachine Gun, Revolver Submachine Gun 2, Pistol 1, Engineering 1

No. 1 is busy rifling Cabin 14 (door open). The beam from his flashlight is readily visible as it flashes down the corridor. No. 2 is in Area 1 (door closed). If given the opportunity, he will move into the Lift Shaft, fire two quick bursts, and climb down one level and go into hiding again.

Deck 41 - Fuel/Powerplant:

- No. 1 Mercenary A89877 Shotgun, Autopistol Leader 2, Rifle 2, Submachine Gun 2, Pistol 2, Admin 1, Tactics 1
- No. 2 Mercenary 664986 Carbine Engineering 3, Rifle 1, Mechanical 1
- No. 3 Mercenary 779565 Carbine, Autopistol Rifle 2, Pistol 2, Electronic 1
- No. 4 Mercenary 857A53 Carbine Mechanical 2, Rifle 1, Pistol 1

No. 2 and 4 are working on the Emergency Powerplant, attempting to keep it functioning. No. 1 and 3 are keeping a close watch on the door to the Lift Shaft.





Resort World

Located at 0924, Randabar is the major inhabitable planet in the system. It has statistics of A886411 and one moderate sized moon of D437211. The other inhabited world is Zantardan, statistics of B994644 and a minor Confederation Member.

First charted in 636 by Krin Tanatar, Randabar was considered to be of little commercial value. Due to the small land percentage, few folk settled here. Having nothing to export, this world served only as an alternative fueling stop for those voyagers who wished to avoid scrutiny at the Spaceport on Fantardan. Several generations ago, three outcast "Black Sheep" members of prominent Confederation families decided to put together their "own" planet. They had a fair amount of funds and a great number of contacts among the sector criminal element. The "Black Sheep" proposed to establish a Resort Planet or Pleasure Palace devoted to entertaining the rich and relieving them of excess Credits. The idea proved to be a great success and has been popular ever since.

Devoted only to the credit ratings of its patrons and not their politics, Randabar has become a neutral meeting ground. Political opponents can come here in equisite comfort, security, and anonymity to negotiate with each other when it would be political suicide to be seen together elsewhere. Now it has become almost traditional for proponents of opposing viewpoints to meet here to work out deals and accomodations. The current corporate head of Randabar Pleasures, Inc. is most happy to maintain this profitable tradition and goes to great lengths to ensure that both parties feel secure. To maintain his air of neutrality, company president Klanda Llyimo frequently hires Mercenary guards or adventurers to provide security.

A scheduled meeting between the high officials of five opposing member planets of the Confederation is to take place in the near future. Not publicized is the fact that obscure members of the Delegates Staff are much more important than the public Head of the Delegation. Both Imperium Security and Mandonin Co-Dominion Agents have learned of the meeting. The Imperium would like the conference to come to some sort of accomodation. The Co-Dominion would like to see the conference break up in discord and is prepared to finance efforts in such directions. Several sets of Agents for both sides are operating to neutralize each other and achieve their end. Player Characters can thus be approached by up to as many as eight different parties, each offering a security job in connection with the conference. First is the Imperial Security which wants to have the conference reach an equitable agreement. Second are Co-Dominion Agents which want the conference to break up in disagreement. Third is the Randabar Security Police which want the conference to simply be held without casualties on any side. Fourth through eight are the conference Delegations themselves, each of which wants the other conference Delegations to agree to their terms. Also some of the Delegations are rent with internal dissention on precise policy to be followed and are apt to hire outside parties to assist their cause.

- South Polar Resort: Prepared for all Winter Activities (Skiing, Sledding, 24 hour a day Sunbathing, Winter Animal Hunting on Game Reserve, also normal activites (Sports, Sex, and Sunshine) for people adapted to Cold Planets/Climates).
- 2 Primary Starport: Liners landing point, planet's Administrative Center, hold Land/Sea/Air Transport to all points on planet. Has minor Recreational Facilities for Ship Crewmembers.
- 3 Undersea Facility: Contains six large domed facilities underwater, and one above the surface on an oil-drilling installation type mounting. Contains standard Recreational Modules with Undersea Racing, Fishing, Swimming, and all manner of Water Sports.

Standard Recreational Module contains:

Luxury Dining Holographic/Dream-induced/Video/Theatrical Programs Gambling Casinos and Robots Android Servants Zoo Cosmetic Surgery/Makeup Areas Racing with various Vehicles and Animals Prostitutes Air Taxis and moving Walkways Alien Entertainers (e.g. Motie Mediators, Ovion Jugglers/Acrobats, 16-armed Jugglers, etc.) Electronic Arcades/Computer Entertainment Sports - Skeet Shoot, Bludgeon Bowling, Low-Gravity Skating (magnetic skates), Poolroom Variable-Gravity Funhouse Amusement Park type Rides Holographic/Computerized Gladiator Combat (two players each take control of a Computer-Holograph Gladiator, and bets are made on the winner. Computer simulates Experience, Equipment, and Personal Charactertistics). Note Verbal Commands Input General Mode (defend, dodge, retreat, attack); Buttons make specific Directional Commands (30 degrees left, 45 degrees upward, toward chest, thrust, swing, step back, parry); Action Switch activates last Input Command sequence.

- 4 Environmental Simulation Resort: Each uses Androids, Props, and Holographs to simulate a specified environment ala Westworld.
 - A "Dangerous" Alien Jungle
 - B "Spaworld" people here imagine selves as younger, healthier, more ideal and beautiful, etc.
 - C The Artifact a strange, indescribable Alien Space Station is entered and explored (ala Dra'k'ne Station/Annic Nova/ Rendezvous with Rama)
 - D Ancient World A Medieval, Tech Level World, with tourists cast as Medieval Nobility
 - E Rabnosh Large Alien (very much Alien atmosphere is breathable, of course, but many Aliens are real) Community - six-armed scaby Lizardmen hold Festivals, "Parades", various Social Activities for Tourists to observe and participate in.
- 5 Sensuality Facility: Use of sophisticated Aphrodisiacs, neural-effect Technology, Drugs, null-Gravity Rooms, etc., make for the ultimate in Pleasure Palaces.
- 6 Sky Palace: A gravity-beam supported City-in-the-Clouds. Has large number of rental Aircraft, Air Raft Tours, zero-gee Sports, spectacular Views, standard Recreational Module, Aerial Races, Shows, Flight-Belt Acrobats, etc.
- 7 Orbital Path of Orbiting Station: Perm-Orbited Station, holds standard Recreational Module, with added bonus of short Space Flights, simulated non-powered Re-Entry Booths, Spacewalks, simulated Space Fights, and a variety of zero-gee and orbital Pleasure Units, including the null-Gravity Brothels.
- 8 Island Resort: Watersports, Jungle Hunting, standard Module, Boating Trips, Private Islands (rent your own kingdom for a day).
- 9 Jungle Hunting Resorts: They give you a Guide, a Carbine, and a Jungle stocked with the best hunting animals around areas divided into "Safe", "Moderate", "Dangerous", and "Very Dangerous".
- 10 Wildlife Preserve: A huge selection of the strangest Animals in the Imperium complete with Environment Domes to simulate Alien Worlds. Tours include Environment Suits.
- 11 A Huge, Floating Resort: Provides roughly the same pleasures as an Undersea Facility, but it also moves, moving 10 Hexes along indicated route during midnight to noon period, stationary during other 12 hours. Provides Telescopic Viewes for watching Sea Life, and other Resorts. Includes Air Transport for fun and leaving/arriving.
- 12 Retreats: A Complex of 400 1.6 kilometer (1 mile square) Estates, for people who want luxury with privacy each has 4 Stories, 120 Rooms, and a private Recreational Center (Pool, Computer built to play any Gambling or Casino Games, etc.) and three private 'companions' of the opposite sex (optional).
- 13 Mount Kazmoore: Highest Mountain on the planet (3 times larger than Everest). Large Resort at bottom holds standard Recreation, with provisions for Mountain Climbing Expeditions. Forest surrounds Resort, so provisions for Hunting, Camping, and Hiking are made.

- 14 Cross-Country Resorts: A Main Resort, where Hiking, Biking, or Canoeing Equipment may be obtained. From the Main Resort to a second standard Recreational Resort is a 725 kilometer (450 miles) long trail of three Highways, two Rivers, and a Monorail, dotted with 45 smaller areas at 16 kilometers (10 miles) intervals. Trail is kept under constant Air Raft surveillance.
- 15 Small Moon D437211: Atmosphere breathable with Respirators, very low Gravity, and Snow-covered. Used for the following:
 - A Low-Gee Ski Resort, also holds Mountain Climbing
 - B Winter Sport Area Holds areas for Bobsleds, Snow Hikes, Low-Gravity Gymnastics
 - C Orbital Sledding Base of operations on North Pole for low Orbital Sledding a pressurized Air Raft device (with Auxilliary Rockets and an Auto-Pilot/Base Control option) which is shot into a low orbit for a thrilling trip to be brought across the planet and back to North Pole for controlled landing.



THE ASSASSIN

Retired Rear Admiral Belshlig Hoffensteldt, the Conquorer of Fad'n'ta, whose Battlecruisers captured the whole planet of Fad'n, is visiting Resort Planet. Recently, he has been the target of an assassination attempt by person or persons unknown. For this reason he has hired the players to guard him at all times. They will be paid CR 1000 per day for a 90 day stay. Belshlig plans to visit the Floating Resort.

For the Judge: Among the many entertainments of Resort Planet are the Aliens. Strange-shaped Alien Sentients from many different worlds provide amazement indeed! The eight armed Juggler handling 24 balls at once is a sight to see!

Among the Alien Entertainers is a very special one - Nak'h'ta. Nak'h'ta is a Fad'n'ta, a race of upright insect-like creatures, with two strong hind legs supporting a four segmented body and four 'arms'. It's face is a craggy artlike mass of chiton. His hands are like a single huge claw with longer, 4-jointed side fingers. The Fad'n'ta's great ability is vocal mimicry. A Fad'n'ta can duplicate the sound of anything, and this makes them great impersonators and imitators when properly taught the mannerisms of individuals. After the brief conflict following man's first contact with the Fad'n'ta subdued the race 12 years ago, the Fad'n'ta have been exported for use as entertainers.

Nak'h'ta, however, is a Fad'n'ta with a mission. . . .

Nak'h'ta went out into the Galaxy to hunt down the strange beast which ruined his world - a Human named Hoffensteldt. Having learned of the Admiral's imminent visit, Nak'h'ta is preparing to kill him.

Onbaord the Floating Resort, Nak'h'ta plans to approach Hoffensteldt's room, make a sound like a Steward, and leap in and kill him.

Nak'h'ta is very fast and stealthy. He can hid in shadows, forcing anyone who looks for him to roll Intelligence or less on two dice to succeed. He plans to head down the corridor from the Entertainment Room to the Main Suite area. There he will murder the Guard from hiding and carry out his plan.

Nak'h'ta DFFB40 Skills: Brawling 5, Survival 2, Cutlass 4 Chiton Armor as Cloth Weapons: 4 Claws - as Cutlasses (Strength bonus +2) 2 Feet - as Threshers Teeth

Note that Nak'h'ta's mimicry ability will be shown in the show before the assassination attempt, and on a roll of 8+ the Alien's absence from his usual quarters will be noted by Security Officers.



Because of the nature of the Resort Planet, large scale Military Units are impractical in many areas. So, the local Subsector Rebel faction has organized a base of sorts on Resort Planet, consisting of outposts and stockpiles scattered across the planet. They also plan to stage various anti-Imperial activities, over the course of one year.

1 On day 042 of 1109, the Emperor Strephon's 14th cousin, Menlome, and his wife and six children will visit Resort Planet's Floating Resort as part of a Goodwill Tour. The players are hired to increase security, and are put in a small Sea Escort ship (200 tons, Engine D, 80 knots top speed, Armor Value 6, 2 x 10" Torpedo/Missile Launcher, 2 Triple Beam Laser Turrets, carries much Sonar/Radar/Sensor equipment. It also has 8 Auto-Cannon Barbettes, 3 on each broadside, for AA and anti-personnel work. Flotation Factor is 29 (Hull tons/10). Berthing for one Rotary winged Aircraft (with three ASMs, and three ASWMs).

They are to maintain their Sector of the Floating Liner's 16-part defense zone (the Port Bow Sector) free of Rebel activity, for a 20 day trip and pay of CR 20,000 each.

For the Judge: The Rebels do plan to attack the Floater and sink it! They have 8 Submersibles (100 tons, 10 Flotation factors, 4 x 10" Torpedo/Missile Launchers, Drive C (120 knots above water, 30 knots below), Armor Value 2). Her maximum depth is 40 fathoms, reduced by 10 for every Flotation factor damage done. She carries 12 Torpedoes total. The Liner has 50 Flotation factors, Armor Value 8, and no Weapons/Screens.

Search and Combat Procedure

Rebel Submarine starts at 180 Bands from the Liner, the Destroyer at 20 Bands. Each vessel may move the number of Bands equal to speed divided by 10 (Submarine may charge depth of 1 level if desired). If Destroyer is within 5 Bands of Submarine search can proceed.

C = Detection Chance D = Speed of Destroyer in Bands S = Speed of Submarine in Bands R = Range from Destroyer to Submarine in Bands Dp = Depth Level of Submarine

 $C = (S \times 2) - (D + (R + 1\frac{1}{2} \times Dp)))$

If a two die roll is equal to or less than C, then the Submarine is found. Surfaced Units are automatically spotted.

Combat: Units can fire on spotted Units. Destroyer and Floating Liner are always spotted. Note that a firing ship is automatically spotted. The chance To Hit Target is determined by range. To Hit roll is 9+. Torpedoes/Missiles may only be fired from Submarine at Depth Level 1 or 0.

Range Die Modifiers for Missile/Other

| Number of Bands | Range | Missile/Other DM |
|---------------------|-----------|------------------|
| 1 | Close | - 2/+2 |
| 2 - 5 | Short | - 1/+2 |
| 6 - 33 | Medium | 0/0 |
| 21 - 105 | Long | +1/- 1 |
| 106 - 180 (Horizon) | Very Long | +1/-2 |
| 181 | Extreme | - 1/P |

If Hit is made, penetrates on a roll of 2D which exceeds the Armor Value number.







- 10 1 Secondary Gun Destroyed
- 11 1 Secondary Gun Destroyed
- 12 1 Primary Gun Destroyed

Any Hits on Floating Resort either have no effect or do Flotation Damage. If Floating Resort is sunk, players forfeit 90% of their pay.



THE DEFENSE

Players are assigned to guard three of the 45 smaller buildings on the Cross-Country Resort Trail. Each is a woodcovered stone building, wide but squat, on a grass-covered mound. Each has a few clusters of trees around them. The Monorail Line and Rivers are south of the building, with the Highways to the north. Each has 12 Rooms, a Common Room, and four Office Rooms, including a Vehicle Port with four Air Rafts and two ATVs. Each building has a hidden LMG mount. Players are paid CR 65,000, success only, to keep all buildings in Company hands - equipment up to CR 100,000 provided.

For the Judge: The Rebels plan to overrun one building and disrupt lines of transit for a short period, and then leave for hiding. Small diversionary (6 man) attacks will be made at 10 other facilities. The main thrust consists of:

One Company of 72 men, wearing Jack Armor and carrying Carbines and Rifles

Four ATVs - Bullet-proofed, each has a LMG mounted in the bow, and one carries bow Flame Thrower device

On any turn in which the ATVs are being fired upon, total the dice damage done against the ATVs. Roll 2 dice - if it is equal to or less than the total dice damage, then the ATV is immobilized

Notes: After 1/2 hour, the Rebels will be forced to flee if the building is not yet taken.





THE BERSERKERS

Background: An ex-Scout, Jumping into a deserted system to refuel off of a gas giant detected a large cylindrical craft in orbit around a barren planet. He proceeded on to the next system on his route, where he hired several persons (the players) to help salvage the downed craft. Reaching it, the players discover that it is the Core Module of the Brilliant Emerald!

For the Judge: One week ago, the liner, Brilliant Emerald, took off enroute to Resort Planet. After leaving the last stop, one crewmember accidentally erased the anti-hijacking tape. A crewmember then put together a makeshift program, which would suffice for one trip. In this, the crewmember set the computer to attack all hijackers with the multitudes of Robots onboard the ship. On that trip, there were indeed several hijackers onboard the ship. They attempted to reach the Bridge, when suddenly the anti-hijacking program went into effect, just as the crew prepared to Jump. All hell broke loose!

The program contained a fatal error. The Robots proved unable to distinguish passenger from hijacker, and went on a rampage of killing and maiming. Most of the Core Crew was disabled or killed, including the Engineering Crews.

Onboard the luxury pods, the emergency programs went into effect, and the three luxury pods jettisoned away from the main ship, to safety. Suddenly, the Coreship's pre-programmed Jump went off, and the ship disappeared.

The lack of preparation in the Engine Room left the Engines set improperly. A mis-Jump occurred, putting the Brilliant Emerald in a deserted system. There the few remaining crew managed to barely make a failing orbit around a deserted world. Four lifeboats full of passengers were ejected into a higher orbit, while the 14 surviving crewmen barracaded the Bridge, and tried to pull the ship out of its dying orbit. Unfortunately, the ship's maneuver fuel was almost entirely used up coming up to Jump point, and careening out of control.

Now the crew is armed with Automatic Rifles and Cloth Armor in the Bridge Deck, with a Patrol of six men on Decks 2 and 3. They will shoot any Robot on sight, but will rescue any Humans they can find.

The rest of the ship houses 75 Robots, wandering around the ship, and shooting up anything Human or Human-like. On Deck 4, where the Security Programming Module is kept, four Heavy Security Robots are on constant guard.

Each deck should have a number of corpses scattered about it. Each will also have a random grouping of Robots. Every 10 minutes, roll two dice for a random Robot encounter. On a roll of 9+, a Robot has been met. It will attack immediately.

| | | | | Robot Cha | art | | | |
|----------|--------------------------------|--------|-------------------------|-----------|---------|---------|-----------|---------------------------|
| No. | | | | Wound | Hit To | Hits To | Number | |
| Rolled | Туре | Armor | Weapon Type | Points | Disable | Destroy | Appearing | Total On Ship |
| 2 | Heavy Security | Battle | 2 x Automatic Rifles | 12 | 25 | 20 | 1 | 6 (4 on Security Deck) |
| 3 | Security | Jack | Cas Gun/Club | 7/7 | 10 | 5 | 1 | 6 |
| 4 | Lifter | Cloth | Claw/Claw | 2/4 | 8 | 6 | 1-2 | 45 |
| 5 | Lifter | Mesh | Claw | 4 | 8 | 6 | 1-2 | 45 |
| 6 | Pleasure | None | Claw | 3 | 5 | 3 | 1-4 | 30 |
| 7 | Pleasure | None | Hands | 2 | 2 | 1 | 1D6 | 30 |
| 8 | Pleasure | None | Claw | 4 | 5 | 3 | 1-2 | 30 |
| 9 | Pleasure | None | Hands | 4 | 5 | 3 | 1-2 | 30 |
| 10 | Cargo Handler | Mesh | Club | 6 | 15 | 10 | 1 | 29 |
| 11 12 | Cargo Handler Fleeing Human | Mesh | Thresher | 8 | 15 | 10 | 1 | 24 |
| | Passenger | None | None | - | 27 | | - | - |



If the encounter chart indicates a Robot type of which there are none left on the ship, then nothing is encountered. A Human Passenger will be fleeing in a panic. On a roll of 5+, there is a second encounter - a Robot (or another Human) chasing him/her.

Most internal systems are functioning in a reduced state of activity. None of the guns, however, are functioning correctly, for the Robots guarding the computer have shot up most of the equipment on Deck 4.

There are only two ways to end the menace of the Robots - destroy each individual Robot, or remove the anit-hijack program from the computer.

The four orbiting lifeboats each hold a full compliment of persons. Each is transmitting a distress call, but an ionized cloud caught in the planet's magnetic field blocks all radio transmissions over a one kilometer distance.

The planet below is a fairly large sized planet : 81100, but it is totally devoid of life, with very little atmosphere. It is also highly radioactive. A Vacuum Suit or similar protection will be sufficient for a period of four hours' planetary activity, after which the individual will take 1 die of hits per turn, from radioactivity. What little water there is, is highly radioactive. The liner will crash here four days after the arrival of the players.

Further Developments : Each day after the players arrive, roll two dice. On a 9+ two Naval Salvage tugs arrive in the system searching for the lost liner. They will immediately set about towing the Liner to safety, and making repairs on the ship. They will also rescue the orbiting lifeboats.

The salvage Captain, Myrtram Falchion 466BA7 Age: 42, will question the players as to the nature and the extent of damage to the liner, and will search the Scout for material taken from the lines.

When Falchion meets the players, he will make a reaction roll. A hostile attitude indicates that he wishes to press criminal charges (destruction of Private Property, Breaking and Entry, Vandalism, Arson, etc.) against the players. Otherwise, they will ask the players for help, promising 20% of the reward money.

The Confederation Navy will reward the players for rescuing passengers, at a rate of 1 D x CR 1000 per passenger rescued. The total recovery reward to the salvages come to CR 10,000,000. Note that the two salvage tugs are armed, while the scoutship is not.



THE KIDNAPPERS

Background: A certain Miss Marta Pellaton 686BFB Age: 22, of the Pellaton family, is travelling to the Resort Planet on vacation. She has recently been the target of several threats from ex-employees of Pellaton lines. Thus, she has hired the players as bodyguards to protect her during the trip. She will pay CR 100,000 to each guard on a success-only contract.

For the Judge: Six fired employees of Pellaton are on board the liner. They have an informer among the Meson Gun Crewmembers. The group plans to sieze Miss Pellaton near an Airlock and jettison themselves in an Emergency Life Pod to escape. All this must be done in open space, where an allied Free Trader can pick them up unnoticed. Through their connection, the Kidnappers have access to ship's small Arms (Auto Rifles and Carbines).

The Informant

Raleigh Smothers A59687 Age: 26 Gunnery 2, Cutlass 1

Kidnappers

- 1 Tauntith Raferle 666DA6 Age: 42 Medic 4, Steward 1, Admin 2, Bribe 1, Pilot 1, Sword 1
- 2 Tershal Logoung B28688 Age: 26 Mechanical 1, Jack of All Trades 1, Medic 1
- 3 Hauner Primoliani 3B8935 Age: 22 Steward 1, Mechanical 1, Rifle 1
- 4 Ripley Templeton C5C775 Age: 26 Electronic 1, Gunnery 1
- 5 "Clipper" Stenton 876789 Age: 34 Navigation 1, SMG 1, Electronic 3, Blade 1, Admin 1
- 6 Kinari Lithane 6766CB Age: 22 Pilot 1



THE PIRATES

Background: Heretofor the Confederation has managed to avoid costly fights with Pirates through deals with a number of Pirate Organizations. This way they have learned that the Pirate Captain, Hekart Moganty 555982 Age: 46, plans to capture the Sapphire Moon. He has planned to do so between day 289 and 370 of 1106. His plans, as revealed by a Confederation Agent, include planting three Pirates aboard the liner to sieze the controls to her valuable Meson Gun.

In order to avoid having to explain its Pirate connections to the local Member Government, Confederation Security has decided not to request escort, but rather to watch for the Pirate Spies and capture them. The ship is capable of defending itself if its Meson Gun is operative, but inoperative, it would be hard-pressed to fight off attackers. The players are hired to watch for and capture the Pirate Spies. Confederation Security will pay CR 1000 per day for 51 days.

For the Judge: There are three Pirate Spies who will enter the ship with a ticket to one of the Coreship's large suites. On the pre-planned day of the attack (day 320 of 1106), they will rig the Access Shaft to admit them to the Crew Sections, where they will take Automatic Rifles from the Cargo Holds and sieze the Meson Control Deck. Then the Pirate Fleet will attack.

Pirate Spies

- 1 Rafnid Hassern 748896 Age: 34 Wears two Body Pistols Brawling 1, Gunnery 1, Body Pistol 1, Vacc Suit 1, Tactics 1
- 2 Luigi Molinetto 486BC8 Age: 46 Has an Autopistol concealed in his room Brawling 3, Auto Rifle 1, Cutlass 1, Pilot 3, Automatic Pistol 1
- 3 Murphy Dustin B4B877 Age: 34 Carries Body Pistol Brawling 2, Cutlass 1, Vacc Suit 1, Electronics 1

The Pirate Fleet

Corsairs Beauregard and Turnitam: Each is based on a type 400 hull of streamlined cone configuration. The hull is capable of Jump 2 and 3 G acceleration. A Model/2 Computer is installed with standard softwave packages. Three Turrets are installed, each of which mounts a Sandcaster and two Beam Lasers. Seven Staterooms hold the five-man crew plus five Boarders. The cargo capacity is 174 tons and 20 low berths. Fuel capacity is 100 tons.

Freebooter Slaymaker: This vessel is built on a 5,000 ton hull of partially streamlined cylinder configuration. The vessel is capable of Jump 2 and 3 G acceleration. It has a Computer Model/5 installed. Though otherwise of Tech 14, it mounts a Tech 15 Meson Gun Bay Weapon of 50 tons. Other weapons include 100 ton Missile Bay, 8 five ton Particle Accelerator Barbettes, and 12 Triple Beam Laser Turrets. Defenses include a 12 ton Nuclear Damper and 6 Triple Sandcaster Turrets. Auxillary Vehicles are 16 Fighters (10 tons each) and 8 Launches (20 tons each) along with a 20 ton capacity Launch Tube. Also carried are 2 Shuttles (95 tons each). The Crew comprises 80 men and 150 Boarding Troopers. Fuel Tankage comprises 1600 tons.

| CORSAIR | MR- | 4223421-340 | 000-5000 | 3-0 | MCr256.06 | 400 Tons |
|--------------|----------|-------------|----------|--------|-------------|----------|
| Batteries b | pearing | 1 | 1 | 1 | | Crew=5 |
| Ba | atteries | 1 | 1 | 1 | | TL=14 |
| Passengers=0 | Low=20 | Cargo=142 | Fuel=96 | 6 EP=1 | 6 Agility=2 | Troops=5 |

| FREEBOOTE | R MI | R-E323542-0 | 080600 | - 70 |)54 | 9-A M | Cr3307.175 | 5,000 Tons |
|--------------|----------|-------------|--------|------|-----|--------|------------|------------|
| Batteries I | bearing | | 1 | 3 | 11 | 1 | | Crew=80 |
| | atteries | | 1 | ~ | 11 | | | TL=14* |
| Passengers=0 | Low=0 | Cargo=789 | Fuel= | 125 | 50 | EP=250 | Agility=0 | Troops=150 |

Boarding Units

Two 5 man Assault Squads, one each on Beauregard and Turnitum. Each Assault Squad consists of one NCO - Combat Armor, SMG; and four Troopers - Combat Armor, SMGs.

One Boarding Company, 150 men, consisting of a Headquarter Unit of 10 men, one Officer - Battle Dress, Automatic Pistol; 2 NCOs - Battle Dress, Carbine; and seven Troopers - Battle Dress, Automatic Rifles; and five Platoons (28 men each).

Platoons consist of 28 men each. Headquarter Unit of one Officer - Combat Armor, SMG; with Support Section of 6 men consisting of three Light Machine Guns with 2 man Crews each (Crewmembers - Combat Armor and Carbines) and three Combat Sections (7 men each).

The Combat Section of seven men each consists of one NCO - Combat Armor, SMG; and six Troopers - Combat Environment Suits, Automatic Rifles.

SCENARIO 10 RECOVERY OF THE OPAL NOVA

Background: Twelve years ago, after the Opal Nova's maiden voyage, one of the liner's three liner Modules was hijacked enroute to a rendezvous with the Central Core. After killing much of the Crew, the hijackers attempted to make a Jump themselves, which resulted in a mis-Jump, leaving them several Light Years from the nearest Star System, and with insufficient fuel for a Jump. The hijackers ordered immediate full acceleration towards the nearest system. Neither fuel nor lifesupport lasted that long. The Crew and Passengers, as well as hijackers, all died along the way.

On the outskirsts of the system which the dead ship reached after 11 years, it was found by smugglers. They took possession of the ship, adding a flimsy metal covering to alter the shape of the liner. They then put it to work as both a decoy commerce raider (the metal covering also concealed the liner's guns) and as a smuggled goods carrier.

Merelyn Lines, Inc., a commercial passenger line angry at Government competition, has learned the identity of the lost liner/smuggler ship, and plans to capture it to learn some of the Confederation's engineering secrets. Merelyn Spies have found the main port-of-call of the ex-liner, the planet Utigur. There, every few months, the Crew goes on R & R, leaving a 5 man skeleton Crew. The Merelyn Company has hired the players; their mission is to capture the Liner and fly it into orbit, where Merelyn people will take it and deliver pay - CR 500,000.

For the Judge: At the moment, the smugglers have stepped up security, leaving a 10 man Crew.

Smugglers

- 1 Blartiff Hankster 786595 Age: 30 Carries a Cutlass and an Automatic Pistol Streetwise 1, Cutlass 1, Brawling 3
- 2 Fallstar Duodem 975377 Age: 22 Wears a Shoulder-Holster Revolver Streetwise 2
- 3 Tarthle Gatstamm C56789 Age: 30 Wears a Body Pistol Streetwise 1, Carousing 1, Liaison 1, Ship Tactics 1
- 4 Range Hellerman 7B2886 Age: 22 Wears a Revolver Brawling 1, Automatic Rifle 1
- 5 Liguilder Rafferty 278989 Age: 42 Wears a Revolver Navigation 1, Medic 1, Rifle 3, Gunnery 1, Pilot 1, Mechanical 3
- 6 Farthert Pillbirt 2D349A Age: 38 Wears an Automatic Pistol Pilot 2, Gunnery 1, Navigation 1, Steward 1, SMG 2
- 7 Hilton Spreebim 28E976 Age: 50 Wears a Revolver Pilot 2, Medic 1, Steward 2, Bribery 1, Admin 1, Gunnery 4, Rifle 1
- 8 Hempon Fundarn 3B959A Age: 34 Wears an Automatic Pistol Electronic 3, SMG 1
- 9 Engle Rampart 72484A Age: 50 Carries the Cutlass given him by the Marine Corp ATV 4, Mechanical 1, Tactics 1, Cutlass 3
- 10 Temprer Guilden 428A86 Age: 42 Has a special lvory-handled Chrome Revolver Leader 2, ATV 1, Medic 2, Vacc Suit 1, Brawling 1, Cutlass 1, Revolver 1

TREASURE VAULT







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|-----|--|
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| | MIGHTY, MEEK, & MAGICAL MONSTERS, \$12.00 |

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DECK D Weapons.



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Arcade DECK

























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CRUCIS MARGIN

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Written by Dave Sering Artwork by Ed Perry and Ken Simpson

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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.



CRUCIS MARGIN SECTOR

Background

The Crucis Margin is located slightly rimward from the center of the Trailing Edge of the Imperium. No system in this sector owes direct allegiance to the Emperor though mutual non-aggression pacts exist. The Crucis Margin is one of the group of sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The sector name is derived from the largest independent state in the sector, the Union Crucis.

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Imperium Involvement

No worlds in this sector owe allegiance to the Imperium although most systems have a majority population of Humaniti. Imperial interests are furthered through commercial and political activity. Client States, especially Sphere Fenix, have been encouraged to act as Imperial Surrogates.

Hiver Involvement

No worlds in this sector are settled by the Hive Federation although their trading vessels are active in the Trailing Rim quarter. Significant military forces are de-emphasized but commercial and political activity is great.

K'kree Involvement

No worlds in this sector are settled by the Centaurs although trading vessels are active in the Trailing Core quarter. Significant military forces are de-emphasized but commercial and political activity is very high.

Mandanin Co-Dominion

of all and the second sec

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. It is a cooperative state with complete intergration between the two member species. Imperium historical information appears to have been accidentally destroyed during the last Civil War. Only fragmentary texts of previous records remain. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligences were also present in the region, at least one in the early stages of starflight. Theoretical research on hyperspace was being conducted but there were no plans to construct jumpdrive prototypes yet. Alien-Human contact was peaceful and constructive. Three centuries ago a joint Human-Alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Only a century or so ago a militant revolution completely restructured Mandonin Society and initiated an agressive expansionist policy. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incursions into the Krax Confederation indicate new expansion will be aimed in their direction.

Hv'ika Kamlin

The Hv'ika Kamlin is an independent state composed primarily of the members of an Alien Minor Race and a Minor Race of Humaniti. They are a Client State of the Hive Federation, greatly influenced by it and militarily allied. While active in commerce and political affairs, the predominant philosophy is not militarily aggressive.

Ramayan

Ramayan claims precisely one system in this sector and has not modified its borders in this direction in over five centuries. Trade is not restricted but most Ramayan citizens are extremely conservative and philosophically inward directed. Political attitudes are Neutralist, though friendly towards the Imperium. A mutual defense treaty with Sphere Fenix has been in force for the last three centuries.

Declaptiond

on entre for out and second sets to sub-light of Sphere Fenix if most broaten Biddle testes of all manual stats and and and an arrange to the second secon

Sphere Fenix was originally settled by a very diverse group of refugees from the collapsing First Imperium. During the Long Night, these fugitives flourished into a series of mini-states. About 500 Imperial dating, a series of small but bitter wars broke out. In 724, the three surviving states declared peace on each other and met to discuss unification. Though the precise details of governmental structure took over 28 years to develop, Sphere Fenix dates its birth from that meeting. Though internal unrest has occurred since, the overall prosperity has continued to increase. A mutual defense treaty was signed with Ramayan in the 8th century Imperial. Technical assistance is received from the Imperium Military Services and Imperial Security is rumored to have great influence. In spite of having fought no major wars in centures, military prowess is high and it has become traditional to serve a term or two as a Mercenary in one of the surrounding sectors, especially the Marlan Primate.

Chhung Kuo

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TOTAL STATE AND A STATE AND A STATE

Chhung Kuo is a term from an ancient Solomani language meaning "Middle Kingdom". It too was established close to the end of the First Imperium by refugees from the turmoil. In order to unite the disparate elements, a deliberate attempt was made to establish a revival of the "Golden Age of Chinese Culture". Though primarily settled by Humaniti of Solomani ancestry, a significant minority of the population is composed of resident Alien members of the Minor Races. Philosophy is directed towards constructive cooperation with a conservative respect for tradition. Both the Humaniti and the Minor Races maintain universal military training for self defense but seldom serve as or hire Mercenaries. Trade is encouraged and a high degree of interest is maintained in technical progress. Diplomatic policy is defensive and mutual non-aggression pacts have been concluded with all neighboring states.

Union Crucis

Union Crucis also began during the end of the First Imperium as a combination of refugees for self defense purposes. In this area, though, two other factors came into play, the presence of several Minor Races of Aliens on the planets and the proximity of two separate Major Races of Aliens. Interspecies cooperation and competition has always been present in this area. Humaniti, as the most numerous portion of the population, formed the care around which groups gradually coalesced into larger and larger political units. Open warfare was uncommon although small skirmishes were frequent among the different Humaniti factions. These four factions are the Suo, Sliv, Cast, and Nar with 27, 19, 28, and 15 systems respectively. Many of the Suo planets have trade relations with the Hv'ika and the Hivers. Most Cast and some Sliv planets trade with the Chhung Kuo and with the Two Thousand Worlds. Around a century or so ago an expansionist political party gained prominance in the Nar systems. Unable to expand into the Union, armed incursions were directed into the Mandanin Co-Dominion. At first successful, Co-Dominion couter efforts became more and more forceful, completely halting Nar expansion. Economic pressure upon the Nar by the Suo and Cast to cease expansion was resented by Nar. Sliv extremist groups also viewed this pressure with extreme disfavor. At the present time internal dissent is at the highest level it has been since the formation of the Union Crucis. No faction is yet willing to utilize armed force on each other but political and espionage conflicts are increasing. All political moderates are strongly urging peace and accomodation but the situation is fluid. The Humaniti and all major resident Alien political factions are exerting as much calming influence as they can but some unknown factor seems to be agitating for breakup of the Union. Comparison of the second state of the second state of the second state of the second s second se

Rm Naini 1287 bigashib wanden meter starning rated want starning rated in the

Rm Nai involvement in this sector comprises five systems at the Spinward Rimedge. Of Solomani extraction, the Rm Nai are zenophobic and advocates of Human Supremacy. Internal power struggles have, over the last four centuries since formation of the Rm Nai state prevented expansion. A strong ruler has just recently consolidated her position and now the Rm Nai are ready to move outward.

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Independent i

Sphere Fenix •

The Ark Subsector contains 27 systems with a total population of 19,14 billion. The highest Population Level is 9, at Etzina, Arket, Malindi, and Genk; the highest Tech Level is E, at Etzina, Buada, Arket, and Abricot.

| Djebeha • | Genk • | Aldrin • | Malini • | Babia • | Abricot • | Ewa • | Martre • | Uaboe • | Vryheid • | Arket • | Tasmilma • | Buada • | Nashchaug • | Etzina • | Koniek • | Gali • | Masyaf • | Nibok • | Masinloc i | Nauru • | Anetan • | Baiti • | Yaren i | Acier i | Boe i | Aiwo i |
|-----------|------------|---------------|------------|----------------------|------------|--------------|----------------------|-------------|-----------|---------|--------------------|----------------------|---------------|----------|--------------------|--------------|----------------|---------|-------------|----------------|----------|----------------|-------------|----------------|--|--------------|
| 0810 | 0807 | 0804 | 0709 | 0707 | 0704 | 0702 | 0606 | 0601 | 0510 | 0508 | 0507 | 0505 | 0503 | 0401 | 0308 | 0306 | 0304 | 0302 | 0209 | 0206 | 0204 | 0208 | 0109 | 0106 | 0103 | 0101 |
| B400682 | C66A969 | E000453 | B86A989 | E554173 | A97A899 | A200789 | C343689 | C965669 | C400310 | A886989 | C768646 | B232411 | D000353 | A454979 | C567782 | D797543 | E756425 | C354888 | D520313 | C499454 | C663759 | B475436 | B4746B7 | EAC4352 | B897896 | D685745 |
| c | æ | Þ | 8 | 8 | m | 0 | 8 | > | 0 | т | Þ | т | C | m | D | 9 | 7 | 8 | Þ | Þ | 8 | 0 | Þ | 9 | Þ | σ |
| | | | | | | | | | • | * | | * | | * | | | | | | | | | | | | |
| Rock | Waterworld | Asteroid Belt | Waterworld | Non-Industrial, Poor | Waterworld | Rock, Mining | Non-Industrial, Poor | Agriculture | Rock | | Agricultural, Rich | Non-Industrial, Poor | Asteroid Belt | | Agricultural, Rich | Agricultural | Non-Industrial | | Desertworld | Non-Industrial | Rich | Non-Industrial | Agriculture | Non-Industrial | Annual and an and a second and a second and a second and a second and a second and a second and a second and a | Agricultural |
| G | Ľ | G | | | | G | | は、大田田山 | G | | | | G | | | G | G | | G | • | G | | | | G | G |

ARK SUBSECTOR

5

The Ark Subsector is primarily occupied by Sphere Fenix with a few independents on the Spinward edges. Though well fortified and patrolled, this settled area is not threatened by its most immediate neighbor, the Marlan Primate. In fact a goodly percentage of the Marlan Forces are Fenix Mercenaries. The major threat in the past has been from the Mandanin Co-Dominion to Rimward.



Sphere Fenix

Independent i

The Negoiul Subsector contains 27 systems with a total population of 18.65 billion. The highest Population Level is A, at Diekirch; the highest Tech Level is E, at Rutli.

| G | Non-Industrial Poor | | 9 | C533310 | 1606 | Sembilen • |
|---|------------------------------|---|---|---------|-------|------------|
| | | | Þ | E5728A9 | 1604 | Furnas • |
| G | Non-Industrial | | 8 | C436688 | 1602 | Slae • |
| | Agricultural | | C | C547535 | 1509 | Vianden • |
| | Sphere Fenix Capital | * | m | A5587C9 | 1507 | Rutli • |
| | | | 6 | D4549D9 | 1504 | Nafud • |
| | Non-Industrial | | C | C4695A0 | 1502 | Prosser • |
| G | Asteroid Belt | | Þ | C000685 | 1410 | Holt • |
| G | Desertworld | | 8 | C320524 | 1406 | Quindio • |
| G | Non-Industrial | | 9 | DAB7544 | 1308 | Lydda • |
| G | Agricultural | | 8 | C647749 | 1306 | Saza • |
| | Agricultural, Non-Industrial | | 0 | B378676 | 1304 | Parida • |
| | MOLINARY | | 9 | CAA8784 | 1302 | Deuel • |
| | Poor | | Þ | E563698 | •1209 | Lycabettus |
| G | Asteroid Belt | | 0 | B000663 | 1208 | Mardan • |
| | Undeveloped, Rock | | : | X200000 | 1206 | Prudnik • |
| | Waterworld | | 8 | C76A665 | 1203 | Chitek • |
| G | Waterworld | | 9 | EA8A594 | 1107 | Eich • |
| G | Agricultural | • | 0 | B685556 | 1102 | Slatni • |
| G | Rich | | D | B786899 | 1010 | Jipujapa • |
| č | Waterworld | | C | C76A545 | 1007 | Quezon • |
| G | Industrial | | 8 | C998A89 | 0910 | Diekirch • |
| | Non-Industrial | | 9 | DA87210 | 8060 | Parma • |
| | Non-Industrial, Poor | | Þ | C452597 | 0907 | Largo • |
| G | Agricultural | | 9 | E575779 | 0904 | Dolak • |
| | Non-Industrial | | 8 | C767443 | 0903 | Frauten • |
| G | Non-Industrial | | 7 | C534329 | 0901 | Elsmere i |

efforts have repaired almost all damages. The capital of Sphere Fenix is located in this subsector at Rutli. Moderate military forces are stationed in this subsystems first settled. Thoroughly devastated in the Wars of Unification, massive The Negouil Subsector is the core of Sphere Fenix and contains those

NEGOIUL SUBSECTOR

sector since external threats are somewhat less.

٠



ARK

Ramayan

Independent i

Sphere Fenix •

Crucis t Chhung Kuo + Level is D, at Rickamil, Doven, and Souris. 7.62 billion. The highest Population Level is 9, at Beowawe; the highest Tech The Souris Subsector contains 26 systems with a total population of

| | Non-Industrial | • | B | B568456 | 2407 | Tsung + |
|---|------------------------|---|---|---------|------|------------|
| | | | C | C876897 | 2405 | Pi + |
| | Non-Industrial | | 4 | E675206 | 2310 | Pamlico i |
| | Asteroid Belt, Mining | | C | C000547 | 2308 | Oita i |
| | Rock | | 7 | E400210 | 2304 | Adair i |
| | Agricultural | | 9 | D566569 | 2302 | Wager i |
| | | | Þ | C9998B5 | 2206 | Inuvik i |
| | Non-Industrial | | C | A6695A6 | 2205 | Denio i |
| ř | Non-Agricultural, Poor | | 7 | E333472 | 2106 | Moapa i |
| ¥ | Non-Agricultural, Poor | | 8 | C231442 | 2103 | Deeth • |
| | Non-Industrial | | 9 | C477326 | 2101 | Vamitra * |
| | Agricultural | • | B | B767559 | 2010 | Sluiskin t |
| | Undeveloped | | : | E666000 | 2008 | Taginae • |
| | Non-Industrial, Poor | * | 0 | B753636 | 2004 | Souris • |
| | Industrial, Poor | | 9 | E6439A7 | 2003 | Beowawe • |
| | Non-Industrial | | σ | D565310 | 1910 | Tadzhik t |
| | Non-Industrial, Poor | | 9 | E5415A1 | 1906 | Osowiec • |
| | Non-Agricultural | | œ | D528753 | 1902 | Nye • |
| | | | œ | C5797B9 | 1810 | Ionae t |
| | Non-Industrial | | B | D437576 | 1808 | Eliot i |
| | | | Þ | C737822 | 1805 | Spry • |
| | Non-Industrial | | 6 | E472464 | 1802 | Orwelle • |
| | Waterworld | • | 0 | B67A656 | 1706 | Doven • |
| | Non-Industrial | | 9 | C696364 | 1704 | Lorne • |
| | Non-Industrial | * | 0 | B7A7568 | 1702 | Rickamil • |
| | Undeveloped, Rock | | 1 | X100000 | 1701 | Palompi i |
| | | | | | | |

and had settled there 5 centuries ago. Toward Trailing are two systems of the the worsening political situation in Union Crucis, defensive forces at Souris, the Rimward edge. Considerable trade is carried on between Sphere Fenix and Chhung Kuo or Middle Kingdom. The largest grouping is the groupings as well as 10 independent systems. The Ramayon claim only Vamitra, Doven, and Tsung have increased their patrol activity. Chhung Kuo across the independent systems by means of Free Traders. With Sphere Fenix to Spinward. Three systems of the Union Crucis occupy The Souris Subsector contains systems from four separate SOURIS SUBSECTOR 10 systems of political

the

NEGOIUL × d



Chhung Kuo +

tion of 12.43 billion. The highest Population Level is 9, at Pu Chou and Ti-mu; the highest Tech Level is E, at Kung-sang. The Chhung Kuo Subsector contains 33 systems with a total popula-

| G | Agricultural | | 9 | D658545 | 3207 | Krina i |
|---|-----------------------------|---|---|----------|--------|--------------|
| G | | | Þ | E8C9349 | 3205 | Tsing Tao i |
| | Undeveloped, Desertworld | | : | E410000 | 3202 | Shen i |
| G | Desertworld, Non-Industrial | | Þ | C310528 | 3110 | Madi i |
| | Non-Industrial | | B | B3346B9 | 3108 | Tao i |
| G | Agricultural | | Þ | D585567 | 3104 | Pakua + |
| | Waterworld | | 9 | E66A678 | 3101 | Fenho i |
| | Undeveloped, Desertworld | | : | E410000 | 3006 | Hun-kuo + |
| G | | | B | C366998 | 3003 | Ti-mu + |
| | | | ი | E9A8737 | 2908 | Hunan + |
| G | Poor | | C | D652766 | 2907 | Ho Liu + |
| G | | • | D | B85947B4 | 2902 | Chu-jung + |
| | Agricultural | | D | C578525 | 2810 | Khun Yao + |
| G | Agricultural | | C | C656769 | + 2809 | Chuan Hsiun+ |
| | Desertworld | | B | C310552 | 2808 | Huang Ti + |
| G | Asteroid Belt, Mining | * | ш | A0008C7 | 2806 | Kung-sang + |
| | Non-Industrial | | B | B454459 | 2805 | Nu-kua + |
| | Agricultural | | D | A657676 | 2804 | Fu Hsi + |
| G | Non-Industrial | | A | E684414 | 2710 | Feng Po + |
| | | | C | B693889 | 2708 | Thien-shen + |
| | Waterworld | | Β | C94A746 | -2704 | Shen-nung + |
| G | Non-Industrial | | в | D262210 | 2703 | Yen Ti + |
| | Waterworld - | | C | C67A839 | 2702 | Shang Ti + |
| G | Non-Industrial | | Þ | D849679 | 2701 | Huan i |
| G | Non-Agricultural | | ω | C636899 | 2610 | Kuan Yin + |
| | Non-Industrial | | 9 | D868420 | -2609 | Yu-chhiang + |
| | Kingdom Capital, Industrial | | D | A896999 | 2608 | Pu Chou + |
| G | | | C | C5258B8 | 2607 | Ju-i + |
| | Non-Industrial | | 7 | D779273 | 2606 | Wu Ti + |
| G | Desertworld | | 6 | E130320 | 2605 | Shan + |
| | Agricultural, Rich | * | D | A667657 | 2602 | Chin Shan + |
| G | Waterworld | | C | B66A624 | 2505 | Huangho + |
| G | Agricultural | | ₿ | C6487B5 | 2504 | Hun-tun + |
| | | | | | | |

CHHUNG KUO SUBSECTOR

dom, its capital being located at Pu Chou. Seven independent systems are to the Core and Trailing Sector borders. Chin Shan, Wu Ti, and Chu-jung have resident Alien populations greater than 25% while eight other systems have K'kree Two Thousand Worlds to Trailing. Alien populations above 10%. Significant commerce is carried on with the The Chhung Kuo Subsector is occupied by the bulk of the Middle King-

Independent i



SIAUOS

MANDIN SUBSECTOR

The Mandin Subsector is primarily composed of worlds of the Mandanin Co-Dominion with five systems of Sphere Fenix and five intervening independents. The Co-Dominion capital is located at Kalradin. In past this subsector has been the scene of many small skirmishes. Over the last two centuries a small amount of trade has built up.

| Jammu v | 0113 | C75A448 | | | Waterworld Non-Industrial | |
|-------------|------|----------|---|---|---------------------------|---|
| < | 0120 | C652593 | Þ | | Non-Industrial | G |
| Fauve v | 0214 | A665656 | m | * | Agricultural, Rich | G |
| - | 0215 | D245422 | 8 | | Non-Industrial | G |
| Macroform v | 0217 | E142120 | 9 | | Non-Industrial, Poor | |
| Ochon v | 0219 | D422533 | 8 | | Non-Industrial, Poor | G |
| Arrah i | - | E4437A8 | 8 | | Poor | |
| Kataga v | 0214 | C330426 | Þ | | Desertworld | G |
| Ttrino v | 0316 | C583314 | 8 | | Non-Industrial | |
| Zhidah v | 0320 | E 360310 | Þ | | Desertworld | G |
| Abony i | 0412 | D544473 | 9 | | Non-Industrial | |
| Kronshlot v | 0414 | C454580 | 0 | | Agricultural | G |
| Kalradin v | 0416 | A7878D9 | 0 | * | Co-Dominion Capital | |
| Flakestar v | 0418 | C325653 | 8 | | Non-Agricultural | G |
| Oldflight v | 0515 | B463656 | C | • | Non-Industrual | |
| Shiga v | 0520 | E456343 | 7 | | Non-Industrial | G |
| Toboloski • | 0611 | D8B8243 | 9 | | | |
| Kochi i | 0614 | BA898B9 | Þ | | | |
| Gifu v | 0616 | CAA9665 | œ | | Non-Industrial | |
| Mayagi v | 0617 | C736878 | Þ | | Non-Agricultural | G |
| Orsu v | 0619 | B766575 | 0 | • | Agricultural | G |
| Jaruco • | 0711 | D594614 | œ | | Agricultural | |
| Tumuc • | 0713 | C2346A5 | 0 | | Non-Agricultural | G |
| Berken • | 0811 | C544686 | 0 | | Agricultural | |
| Marada • | 0813 | A484776 | m | * | Agricultural, Rich | |
| Serir i | 0817 | D649A99 | 7 | | Industrial | |
| Tottori i | 0818 | E573224 | 8 | | Non-Industrial | G |

TASMAN

The Mandin Subsector contains 27 systems with a total population of 10.41 billion. The highest Population Level is 9, at Serir; the highest Tech Level is E, at Jauve and Marada.

Mandanin Co-Dominion v

Sphere Fenix •

Independent i



Independent i Crucis, Sliv Faction 10 Sphere Fenix

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Crucis, Nar Faction 1#

Wroclaw; the highest Tech Level is E, at Ggynia. 171.03 billion. The highest Population Level is A, at Achmetha, Gdynia, and The Olsztyn Subsector contains 29 systems with a total population of

| | | C MARINO MARINE | | | | |
|------------|------|-----------------|---|---|-----------------------------|---|
| Mangots • | 0911 | D769503 | ω | | Non-Industrial | Ð |
| Kumhwa • | 0913 | E493223 | 9 | | | |
| Ahaggar • | 0915 | E240432 | Þ | | Desertworld | G |
| Koslin i | 0918 | B557898 | Þ | | | |
| Cheju i | 0920 | E000360 | œ | | Asteroid Belt | G |
| Syrte • | 1012 | C387739 | Þ | | Agricultural | G |
| Kufra • | 1014 | A581786 | 0 | * | A PERSON AND A PERSON AND A | |
| Ulid • | 1015 | C383757 | Þ | | の日本のです。 | G |
| Sangju i | 1019 | C657758 | B | | Agricultural | |
| Ghnema • | 1111 | D5736B9 | 9 | | Non-Industrial | |
| Idehan • | 1113 | D476538 | 8 | | Agricultural | G |
| Derj • | 1117 | C363648 | B | | Non-Industrial, Rich | G |
| Iri • | 1213 | C563586 | Þ | | | G |
| Achmetha • | 1215 | B326A78 | C | | Industrial | G |
| Indang • | 1217 | B868576 | D | • | Agricultural | |
| Masan i | 1220 | E6559A5 | ₿ | | | G |
| Tarat • | 1311 | C441455 | Þ | | Non-Industrial, Poor | G |
| Soluk • | 1312 | A5538D9 | 0 | * | Poor | G |
| Derna • | 1313 | C684896 | 0 | | Rich | |
| Kigye i | 1319 | E6B5377 | 9 | | extr. Shutteringh bell, a | G |
| Yesong • | 1411 | C582656 | ₿ | | Non-Industrial | |
| Polgyo i | 1417 | E999236 | 0 | | Non-Industrial | G |
| Kosice to | 1514 | B344779 | Þ | | Agricultural | |
| Nowa Sol 1 | 1516 | C200464 | 9 | | Rock | |
| Gdansk to | 1518 | C241597 | ₿ | | Non-Industrial, Poor | |
| Suwon t | 1520 | E210211 | 8 | | Desertworld | G |
| Ptock to | 1612 | C365856 | œ | | Rich | G |
| Gdynia to | 1616 | A523AB8 | ш | * | Industrial, Poor | |
| Wroclaw t‡ | 1620 | B6A5AC8 | C | | a set a day a | G |

OLSZTYN SUBSECTOR

the Trailing border, five of the seven Union Crucis systems belong to the Sliv Dominion. most recently been the object of dispute between Union Crucis and the Cofaction with one belonging to the Nar. Independent systems in the region have response to the Mandanin threat and the Union Crucis political situation. On located between the Mandanin Co-Dominion and the Union Crucis. A large portion of the Sphere Fenix Navy is currently based on Soluk and Kufra in The Olsztyn Subsector contains that portion of Sphere Fenix which is

MANDIN AHAGGA KUMHW. KOSENN ANGOT 0916 6160 CHEJU 0917 0914 * 0920 0912 ×



95.

LODZ SUBSECTOR

activities are extensive. Internal trade among members of the Union is still quite extensive with memfaction, with 12 systems of the Sliv faction opposed to 2 of the Nar faction. up of Union Curcis members. Of the 26 systems, 11 are uncommitted to any bers of all factions wooing uncommitted members. Minor political espionage The Lodz Subsector is, with the exception of independent Ya'bud, made

| G | Desertworld | | 9 | C240370 | 2420 | Qana t |
|---|------------------------|---|---|---------|---------|----------------------|
| | | | C | B5548A8 | 2417 | Iksal † |
| G | Asteroid Belt | | 0 | D000566 | 2412 | Ya'bud i |
| | Non-Industrial | | 9 | E546894 | 2319 | Majdal t |
| G | | | Þ | D7C7663 | 2318 | Ajlun t |
| G | Waterworld | | C | C8CA778 | 2316 | Warta t |
| | Agricultural | | 8 | C658662 | 10 2313 | Nowy targ 1 |
| | | | 9 | D8C6130 | 2220 | Damiya t |
| G | Desertworld | | Þ | C440676 | 2217 | Nysa t |
| | Waterworld | | 9 | E69A444 | 2215 | Bzura t |
| | Agricultural | | Þ | B557568 | 2214 | Opole 10 |
| | Agricultural | | 0 | B8476A6 | 02211 | Gradzisk t |
| G | Industrial | | 8 | D6979C7 | 2116 | Zywiec to |
| G | Rock | | 9 | C300246 | 2111 | Lubon to |
| G | Asteriod Belt | | C | D000341 | 2020 | Ariha t |
| | | | Þ | EAC8444 | 2018 | Rybnik t |
| | Agricultural, Rich | | c | A464786 | 2016 | Zabrze to |
| G | Non-Industrial | * | D | A8A7868 | 02014 | Katowice t |
| | Non-Industrial | | 6 | E535103 | 2012 | Konski † |
| G | Non-Industrial, Poor | | 9 | C233422 | 1914 | Sieradz TC |
| G | Industrial | | 8 | C626AC7 | 1819 | Kharas t‡ |
| G | Non-Agricultural, Poor | | Þ | C531767 | 1816 | Kepno to |
| | Agricultural | | 8 | C667626 | 1813 | Wielun to |
| | Agricultural | | 8 | B897638 | # 1719 | Qabalan t |
| G | Agricultural, Rich | | Þ | E665789 | 10 1717 | Rawa Maz |
| G | Agricultural | • | 0 | BA98667 | 1712 | Kutno 10 |
| | | | | | | ALL DOG TO THE OWNER |

43.95 billion. The highest Population Level is A, at Kharas; the highest Tech Level is D, at Katowice. The Lody Subsector contains zo systems with a total population of

Crucis † Independent i

Crucis, Nar Faction 1#



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sector. Shun, Dax, and Cruz have resident Alien populations greater than 25% area has been infrequent. Considerable trade is carried on between the Union while Alien populations are above 10% on Luarca, Ferrol, Sestao, Heng-o, and Chhung Kuo. Several K'kree companies are involved in commerce in this subin this subsector whose members are all either Cast or uncommitted and the the Union Crucis and the Coreward 5 systems of the Chhung Kuo. Strife in this Estella. The Asturias Subsector is divided between the Rimward 13 systems of

| ດ | Desertworld G | 8 | . 9 | C480204 9 | 3220 | Gijon t= |
|-----|------------------------|---|-----|-----------|------|-----------|
| | | | Þ | E657846 | N | Tafalla t |
| | Non-Industrial | | 8 | 8 | 3217 | Tarbes i |
| | Rock, Non-Industrial | | C | B300416 | 3215 | Estella i |
| G | | | Þ | D663868 | - | Sete i |
| G | Desertworld | | C | D110432 | 3119 | Bermeo t= |
| G | Agricultural, Rich | | 9 | E768787 | 3117 | Irun i |
| | Agricultural | | C | B677778 | 3113 | Pau i |
| | | | Þ | C6838A8 | 3019 | Sestao 1= |
| G | Non-Industrial | | 9 | C581565 | 3015 | Auch i |
| | Non-Industrial | | 8 | E355212 | 3013 | Adour i |
| G | Rock, Non-Industrial | | Þ | C200210 | 3011 | Foix i |
| G | Waterworld, Industrial | | œ | D77A999 | 2920 | Micres t- |
| 2.0 | Agricultural | | 8 | E5765A5 | 2918 | Potes † |
| G | Waterworld | | 9 | E94A476 | 2916 | Aviles i |
| | Non-Industrial | | Þ | E9B8345 | 2820 | Sahagun t |
| | Waterworld | | 8 | D57A766 | 2818 | Llanes t= |
| G | Non-Industrial | | Þ | B6A6408 | 2815 | Dax i |
| | Non-Industrial | | 8 | E756446 | 2813 | Tsi + |
| G | Non-Industrial, Poor | | Þ | D452205 | 2812 | Ming + |
| G | Agricultural | | B | B586548 | 8 | Shun + |
| | Non-Industrial | | 9 | E6A4220 | 2719 | Oviedo t. |
| | Desertworld | | 8 | C210627 | 17 | Luarca t= |
| G | Agricultural | * | m | A748683 | 11 | Heng-o + |
| G | Non-Industrial, Poor | | Þ | D432555 | 61 | Vivero t |
| G | Desertworld | | 8 | D410352 | 2615 | Sedano i |
| | Non-Industrial | | 8 | C795464 | 2612 | Hu + |
| - | Waterworld | | C | B55A859 | 2520 | Cruz t= |
| G | | * | m | A438739 | 2518 | Ferrol t= |
| | | | | | | Esterid. |

10.91 billion. The highest Population Level is 9, at Micres; the highest Tech Level is E, at Ferrol and Heng-o. The Asturias Subsector contains 29 systems with a total population of

Independent i

Crucis, Cast Faction 1=

Crucis

Chhung Kuo +



LODZ

Mandanin Co-Dominion v

Independent i

the highest Tech Level is E, at Kobe. 17.19 billion. The highest Population Level is 9, at Okaya, Biwa, and Dogo; The Pingsang Subsector contains 30 systems with a total population of

| G | | | | C | C8A7719 | 0830 | Tana v |
|---|---|------------------------|---|---|--------------|--|---|
| | | | | ₿ | C6A97B4 | 0829 | Garissa v |
| G | | Desertworld | | Þ | B310231 | 0827 | Bura v |
| | | Asteroid Belt | | Φ | D000360 | 172 | Kamchina v |
| | | Non-Industrial, Poor | | Þ | C641438 | 0729 | lse v |
| G | | Rich | * | D | A867889 | 0727 | Osaka v |
| | | Desertworld | | Þ | C310523 | 0725 | Wajir v |
| G | | Non-Industrial | | C | C424302 | ni v 0724 | Muddo Gashi |
| | | Agricultural | | 8 | B696576 | v 0722 | Garba Tula v |
| G | | Non-Industrial | | 0 | 8536557 | 0627 | Tsu v |
| | | Non-Industrial | * | D | A5444658 | 0623 | Kure v |
| G | | Agricultural, Rich | | B | C564684 | 0621 | Maralal v |
| | | Agricultural | | 8 | C664522 | 0530 | Dozen i |
| | | Desertworld | | A | E260626 | 0526 | Mori v |
| G | | Desertworld | | Þ | D210467 | 0521 | Kitale v |
| G | | | | 9 | E2349C6 | 0428 | Dogo i |
| | | Non-Industrial | | Þ | C566424 | 0423 | Kuji v |
| G | | Industrial | | B | E527999 | 0421 | Biwa v |
| | 7 | Non-Agricultural, Poor | | C | A424799 | 0330 | Oki i |
| G | | Agricultural, Rich | | ₿ | C568779 | 0326 | Akita v |
| | | Non-Industrial | | 8 | C527503 | 0324 | Honjo v |
| G | | Non-Industrial | | Þ | D8B9341 | 0322 | Mito v |
| | | Agricultural, Rich | | 9 | E764786 | 0321 | Nikko v |
| | | Non-Industrial | | 8 | D8C4592 | 0227 | lida i |
| G | | Non-Industrial, Poor | * | m | A453619 | 0225 | Kobe v |
| | | Non-Industrial, Poor | | Þ | C441543 | 0222 | Odate v |
| | | Non-Industrial, Poor | | 9 | D431111 | 0129 | Kilchu i |
| G | | Non-Industrial, Poor | | 8 | C641312 | 0124 | Uda v |
| | | Non-Industrial | | 9 | D7C5205 | 0123 | Suwa v |
| G | | Industrial | | Þ | B6299D9 | 0121 | Okaya v |
| | | | | | いたちをあるとないという | Contraction of the second seco | TALAN AND AND AND AND AND AND AND AND AND A |

so a deliberate attempt has been made to extend Co-Dominion influence into

RYAZAN

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have all been settled and established for a long time. Over the last century or

the independent area.

systems with a few independents to Rimward. The Co-Dominion systems

The Pingsang Subsector is composed primarily of Mandanin Co-Dominion

PINGSANG SUBSECTOR

0122



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ACCRA SUBSECTOR

still patrol this sector on both sides. danin Co-Dominion and the Nar faction of Union during the first half of the peace settlement, Nar forces withdrew from Tamale. Significant military forces danin forces counter-invaded and liberated Daboya and Narok. By terms of the battles took place in the Yendi, Ngong, Wenchi, and Guerzim systems. Manlast century. Nar forces originally took over Daboya, Narok, and Tamale. Space The Accra Subsector was the scene of armed clashes between the Man-

0922

0921

| of | systems with a total population of | 31 sys | | Subsector contains | Accra Su | The A |
|----|------------------------------------|--------|---|--------------------|---|---------------------------------------|
| G | Non-Industrial | | B | C353539 | 1630 | Bechar v |
| G | Agricultural | • | B | B756759 | 1626 | Guerzim t‡ |
| G | Desertworld | | 0 | C310527 | 1624 | Adrar t‡ |
| G | Asteroid Belt | | 0 | C0005A6 | 1621 | Kerzaz t‡ |
| | | * | D | A6679C9 | 1530 | Accra v |
| G | Non-Industrial | | Þ | C562333 | 1528 | Keta v |
| | | | Þ | C8788A5 | 1523 | Sba t‡ |
| G | Desertworld | | 8 | C220456 | 1430 | Akim Oda v |
| G | Rock, Mining | | 8 | D200789 | 1429 | Zuarungu v |
| | | • | 9 | D493854 | 1428 | Navrongo v |
| G | Agricultural | | 8 | B355532 | 1427 | Tumu v |
| G | Rock | | 8 | C100475 | 1426 | Wenchi v |
| G | Non-Industrial | | Þ | C659376 | 1330 | Bole v |
| | Non-Agricultural, Poor | | 8 | D332591 | 1327 | Yapei v |
| | NEW WARKAN WARKS | | 0 | C273755 | 1325 | Yendi v |
| G | Agricultural | | 8 | E687617 | 1323 | Tamale i |
| | Nice Ultradiations | | 9 | D555858 | 1321 | Daboya i |
| G | Agricultural, Rich | | 9 | D387674 | 1226 | Nyeri v |
| | Agricultural | | 0 | B844674 | 1130 | Embu v |
| G | Agricultural | | Þ | C756541 | 1128 | Thikan v |
| G | Asteroid Belt | | C | C000759 | 1126 | Konza v |
| | Industrial | * | т | A474A98 | 1125 | Tsavo v |
| | Non-Industrial | | 8 | D5778308 | 1124 | Ngong v |
| G | Agricultural | | C | D5757A3 | 1122 | Narok i |
| | Non-Industrial | | 8 | E366345 | 1030 | Kisil v |
| | Agricultural, Rich | | 0 | B566653 | 1027 | Kagamega v |
| G | Agricultural, Rich | | B | C566664 | 1023 | Tororo v |
| | Non-Industrial | | Þ | D786200 | 0929 | Mbale v |
| G | - Filler to Periodial | | 0 | D585869 | 0926 | Lodwar v |
| G | Non-Industrial | | 9 | D875155 | 0924 | Soroti v |
| | Agricultural | | 8 | C896569 | 0923 | Baragoi v |
| | | | | | 192 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 | 「「「「「「「」」」」」」」」」」」」」」」」」」」」」」」」」」」」」」 |

90.03 billion. The highest Population Level is A, at Tsavo; the highest Tech Level is E, at Tsavo.

0930

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Independent i Crucis, Nar Faction 1#

Mandanin Co-Dominion v



PINGSANG

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0927

SOROTI

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TURKU SUBSECTOR

The Turku Subsector is comprised entirely of Union Crucis systems. Nine systems owe allegiance to the Nar faction and six to the Suo faction. The other thirteen systems are uncommitted. Significant minorities of resident Aliens exist on Turku and Kuhmo. Because of previous conflict with the Mandanin Co-Dominion to Spinward, significant Naval Forces are maintained at Biskra, Tidikelt, and Turku.

| | Waterworld | | 9 | C8CA885 | 2428 | Kuhmo t• |
|---|--|---|-----|----------|-------------|--------------|
| G | Rock | | 8 | E200485 | 2425 | Mellansel t |
| G | Non-Industrial | | Þ | E8A4595 | 2421 | Jarpen t |
| | Poor | * | т | A442899 | 2329 | Turku t+ |
| G | Non-Industrial | | Þ | D772201 | 2326 | Bergsjo t |
| G | Non-Industrial | | 7 | E458337 | 2324 | Bracke t |
| G | Non-Industrial | | Þ | C887455 | 2321 | Dorotea t |
| | | | 8 | D544889 | 2230 | Suolahti 1+ |
| G | | | B | C945898 | 2227 | Mikkeli t+ |
| | Non-Agricultural, Poor | | 9 | C723536 | 2130 | Kouvola t+ |
| G | Rock | | 9 | E300509 | 2126 | Sfax t |
| G | | | | E8938887 | 2125 | Gabesh t |
| G | Non-Industrial | | Þ | C755383 | 2122 | Ramsele t |
| | Non-Industrial, Poor | | C | C543413 | 2030 | Puula t+ |
| | | | C | B745853 | 2027 | Tlemcen t |
| G | Non-Industrial | | 8 | D592321 | 2024 | Msaken t |
| | Agricultural | | B | C877562 | 2021 | Langsele t |
| G | Agricultural | | œ | C547778 | 1928 | Batna † |
| G | | | C | B376845 | 1924 | Timgad t# |
| | | * | m | A493876 | 1921 | Biskra t‡ |
| G | Asteroid Belt | | Þ | C000200 | 1829 | Tni Haia t |
| G | | | Þ | C6A69D9 | 1825 | Tindouf t# |
| | Non-Agricultural | | Þ | C4345A4 | t‡ 1822 | Chenachane |
| G | Agricultural, Rich | | C | C687787 | 1728 | Aoulef 1# |
| | Industrial | * | 0 | A5479C6 | 1727 | Tidikelt 1# |
| | Industrial | | B | C324A59 | # 1726 | Temassinin t |
| G | Rock | | 8 | E100365 | 1724 | Edjeleh t# |
| 6 | Contraction of the second seco | | Þ | D552759 | 1722 | Quargla t‡ |
| | | | 100 | | A STATEMENT | |

ACCRA

The Turku Subsector contains 28 systems with a total population of 100.31 billion. The highest Population Level is A, at Temassinin; the highest Tech Level is E, at Biskra dn Turku.

Crucis, Nar Faction 1‡ Crucis t Crucis, Suo Faction 1+

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| Crucis |
|---------|
| , Suo |
| Faction |
| • |
| Crucis |
| - |

Crucis, Cast Faction 1=

59.14 billion, 21.34 billion of it non-Humaniti. The highest Population Level is A, at Ecija and Lahti; the highest Tech Level is E, at Lahti and Rota. The Andalusia Subsector contains 27 systems with a total population of

| G | Agricultural | | 0 | C776667 | 3226 | Chiclana t= |
|---|---------------------------|---|---|---------|------|-------------|
| | Non-Industrial | | 8 | E679408 | 3223 | Vejir † |
| G | | * | ш | A676886 | 3221 | Rota t= |
| | Agricultural | | 9 | C987553 | 3130 | Keski t+ |
| G | | | Þ | D584839 | 3121 | Baena t= |
| G | Industrial | * | ш | A597AC9 | 3030 | Lahti t• |
| | Waterworld | | C | C9CA341 | 3028 | Toijala t+ |
| G | Desertworld | | Þ | E310433 | 3027 | Varkaus t |
| | Non-Industrial, Poor | | Β | C131636 | 3026 | Rinlo t= |
| G | Non-Industrial | | 9 | E6A7585 | 3024 | Almonte † |
| | Non-Agricultural | | B | C535444 | 3022 | Alcala t= |
| G | Rock | | B | D100437 | 2927 | Rute † |
| | Agricultural | | C | C646789 | 2923 | Jodar t= |
| G | Agricultural | | 9 | E557759 | 2921 | Jaen t= |
| | | | 9 | C879799 | 2830 | Athari 1+ |
| G | Desertworld | | Β | B330552 | 2826 | Lorea t= |
| G | Desertworld | | Β | C220645 | 2823 | Albox t= |
| G | | | D | AA69779 | 2728 | Ranua t+ |
| | Waterworld | | 8 | E84A439 | 2722 | Osuna t= |
| G | Agricultural, Rich | | C | D687775 | 2630 | Vaala t+ |
| | Agricultural | | Þ | D684786 | 2627 | Pokka t |
| G | Agricultural | | Þ | C855638 | 2625 | Ronda t= |
| | Union Capital, Industrial | | D | A674A99 | 2623 | Ecija †• |
| G | Non-Industrial | | 9 | E8B8210 | 2530 | Tervola t+ |
| | Non-Agricultural, Poor | | C | C333334 | 2528 | Ivalo t+ |
| G | Poor | | Þ | D543889 | 2525 | Coin t |
| | Non-Industrial | | Þ | C659695 | 2522 | Uterea 1- |
| | | | | | | |

ANDALUSIA SUBSECTOR

All and

greater tendency to mutual accomodation in external relationships. While tween Cast and Suo factions, there is little tension. there is a great vocal expression of difference of viewpoint and opinion be-Alien races. Toleration practiced in their own internal politics has lead to a Thirteen systems owe allegiance to the Cast faction and eight to the Suo faction. Seven systems remain uncommitted. The Union capital is located at Ecija. Suo and Cast planets frequently have significant populations of several The Andalusia Subsector is comprised entirely of Union Crucis systems.

TURKU



PIUTE SUBSECTOR

The Piute Subsector is mostly thinly scattered independent systems. Over the last two centuries both the Mandanin Co-Dominion and the Rm Nai have been expanding into this subsector. The Co-Dominion has two systems to Trailing and the Rm Nai has six systems to Rimward. The independent systems in between have been in contention but armed clashes have been relatively minor. Both major political units have restricted themselves to economic and propaganda weapons.

| Non-Industrial | | Þ | E496346 | 0838 | Madra i |
|----------------------|---|---|---------|------|------------|
| Rock | | Þ | C200444 | 0833 | Zankai v |
| Agricultural | * | D | A645794 | 0831 | Syzlin v |
| Agricultural | | 7 | E656664 | 0736 | Aldrikin i |
| Agricultural | | Þ | C455569 | 0640 | Tstata r |
| Non-Industrial, Poor | | 9 | E223314 | 0638 | Rasnoe i |
| Non-Industrial | | C | B8A3534 | 0536 | Imlan i |
| | | 8 | C5A6877 | 0440 | Kald r |
| Poor | * | D | A552769 | 0439 | sFyri r |
| Desertworld | | Þ | D220473 | 0433 | Scorch i |
| | | 7 | E696889 | 0431 | Midlo i |
| Non-Industrial, Poor | | 9 | E552635 | 0337 | Fmsani i |
| Agricultural | | C | D6665A5 | 0240 | Himrai r |
| Rock, Poor | | C | B200210 | 0238 | sOra r |
| | | C | A879778 | 0234 | Rill i |
| Non-Industrial | | Þ | C362419 | 0233 | Hmrilma i |
| Non-Agricultural | | 9 | C534889 | 0140 | K'Mara r |
| Waterworld | | B | E78A471 | 0136 | Zynki i |

The Piute Subsector contains 18 systems with a total population of 1.53 billion. The highest Population Level is 8, at K'Mara, Midlo, and Kald; the highest Tech Level is D, at sFyri and Syzlin.

Rm Nai r Mandanin Co-Dominion v



DARO

NIGDE SUBSECTOR

0931

expansion will be sought. most of the developed systems already are Co-Dominion it is likely further and the Union Crucis. The systems in this subsector are fairly rich and though sparser in this area, further expansion Rimward is opposed by both Rm Nai danin Co-Dominion. The rest of the systems are independent. Though stars are The Nigde Subsector contains the most Rimward extension of the Man-

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| | 200 | Waterworld | | 9 | C96A201 | 0932 | |

The Nigde Subsector contains 21 systems with a total population of 103.61 billion. The highest Population Level is A, at Stefen; the highest Tech Level is E, at Nigde.

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Mandanin Co-Dominion v



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MEMSIL SUBSECTOR

pendent systems on the Trailing edge also have significant minorities of resident and Lonoke have significant minorities of resident Aliens. Several of the indethe Core Trailing corner are all part of the Suo faction of the Union. Flekke Rm Nai influence into this area. Union Crucis. The rest is occupied by independent systems. Seven systems in Aliens. Both the Union and the Hivers are resisting extension of Mandin and The Memsil Subsector contains part of the Rimmost extension of the

| E2004419RockD569320ANon-IndustrialE0004559Asteroid BeltE654364BNon-IndustrialC7664739Non-IndustrialD773434ANon-IndustrialB374677CAgriculturalD344418BNon-IndustrialE999597BNon-IndustrialD869443CAgriculturalD869443CNon-IndustrialE6A45877Non-IndustrialC986436ANon-IndustrialE69A876BAgriculturalE69A876BAgriculturalB9989B7DIndustrialE7873738Non-IndustrialE5334029Non-Industrial | Erex i 2439 | T'Kaim i 2437 | ≓. | Emis t• 2431 | Zisteffle i 2335 | Flekke t+ 2333 | Peñas i 2239 | Khalke i 2237 | Oconee t+ 2232 | Wald t+ 2231 | Riad i 2136 | Lonoke t+ 2133 | Kasmi i 2040 | Nieuw t+ 2031 | Erywin i 1938 | Loche i 1936 | Margilan i 1834 | Krandin i 1737 | Rzhev i 1735 | Ocumare i 1732 |
|---|----------------------|----------------|------------|--------------|------------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|---------------|----------------|----------------|-----------------|----------------|----------------|----------------|
| Non Non Non Non Non Non Non Non Non Non Non | E533402 | E787373 | B9989B7 | E69A876 | C656749 | C986436 | E6A4587 | E888472 | D869443 | E999597 | D446473 | C8787A4 | D344418 | B374677 | D773434 | C766473 | E654364 | E000455 | D569320 | E200441 |
| Rock Non-Industrial Asteroid Belt Non-Industrial Non-Industrial Agricultural Non-Industrial Non-Industrial Non-Industrial Non-Industrial Agricultural Agricultural Waterworld Industrial Non-Industrial | 9 | 8 | | в | B | A | 7 | 9 | C | в | 8 | C | B | • | A | 9 | 8 | 9 | A | 9 |
| | Non-Industrial, Poor | Non-Industrial | Industrial | Waterworld | Agricultural | Non-Industrial | Non-Industrial | Non-Industrial | Non-Industrial | Non-Industrial | Non-Industrial | Agricultural | Non-Industrial | Agricultural | Non-Industrial | Non-Industrial | Non-Industrial | Asteroid Belt | Non-Industrial | Rock |

NIGDE

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2.05 billion. highest Tech Level is D, at Memsilmi. The Memsil Subsector contains The highest Population Level is 8, at Emis and Memsilmi; the 20 systems with a total population of

Crucis, Suo Faction 1.



Crucis, Suo Faction t+ Crucis t Hv'ika h

The Falaya Subsector contains 26 systems with a total population of 69.29 billion of the various sapient species. The highest Population Level is A, at Rion; the highest Tech Level is E, at Kheri.

2540

| Kheri t• | 2532 | A797551 | m | * | Agricultural | G |
|-------------|------|---------|---|--------|--|----|
| Atcha i | | 64A3 | 0 | | at | |
| ismore t | 2633 | D434586 | 8 | N. C. | Non-Industrial | |
| Minles i | 2636 | C300699 | Þ | | Rock | G |
| Olduvai i | 2638 | C451677 | 0 | | Non-Industrial, Poor | |
| Paphos t+ | 2731 | C461624 | Þ | | Non-Industrial | |
| Scabin t+ | 2732 | D443405 | Þ | | Non-Industrial, Poor | |
| Raslapsi t+ | 2733 | C9B6779 | 0 | | | G |
| Delago i | 2735 | E799234 | œ | | Non-Industrial | |
| alaya i | 2738 | A9978C6 | 0 | | | |
| Kivu t. | 2832 | B784775 | 0 | • | Agricultural, Rich | į. |
| Mani i | 2835 | E6A78B7 | 7 | | | 13 |
| Rion i | 2840 | E478AD9 | Þ | | Industrial | |
| Jku t+ | 2931 | D7948A9 | 8 | | Contraction of the second second second second second second second second second second second second second s | |
| Siut i | 2939 | E510405 | 7 | | Desertworld | |
| Ulsan t+ | 3031 | C567472 | 9 | | Non-Industrial | |
| Degh i | 3033 | EAC9220 | Þ | | Contraction of the second seco | G |
| Thomi t | 3131 | D96A754 | Þ | | Waterworld | |
| Khuaf i | 3134 | D7A6535 | 8 | | Non-Industrial | G |
| Cmno-im h | 3137 | B458739 | 8 | | Agricultural | G |
| Rm-y-mi h | 3138 | C534769 | 0 | | Non-Agricultural | |
| Kixym h | 3140 | B554585 | 0 | • | Agricultural | G |
| alslad i | 3233 | E7AA343 | Þ | | Waterworld | G |
| 473-276 h | 3236 | C438673 | Þ | | Non-Agricultural | |
| Gau-kee h | | B787879 | 0 | | Non-Industrial | G |
| no-rin h | 3240 | D63A655 | 9 | and an | Waterworld | |

The Falaya Subsector is split between Union Crucis and the Hv'ika Kamlin. All systems in this subsector have at least significant minorities of resident Alien populations. Humaniti are in the majority in most systems except in Hv'ika Kamlin and even there they are significant minorities. Very little armed Strife has ever been recorded in this area although the competition between the various races is at times severe.

FALAYA SUBSECTOR

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MEMSIL 2539 2537 2536 2534 2534 2534



-21

MANDANIN CO-DOMINION

JUDGES INFORMATION ONLY

The Mandanin Co-Dominion arose as a result of a combination of a mutant strain of Danin and a religious revival. The initial impetus is now wearing off and internal factions are beginning to crystalize.

The Danin are a warm-blooded, four limbed race of vaguely reptilian aspect. Each Danin is tri-sexual, the various sexual phases occuring during the different portions of ne's life. The order is Egg (thet), Subadult (ken), Male (nit), Female (ten), and Senior (een). Humans have taken to using the Danin words for the separate phases and the pronoun for any Danin in general (ne).

Developed from a social type of Gatherer, the ability of the post reproductive phase of Seniors (een) to settle conflicts between different packs without violence speeded up the course of civilization among Danin. Though technical progress was not as rapid as comparable races, planetary-wide social units were achieved at a relatively early stage. Progress in biological and social sciences was also somewhat more advanced than standard technical levels would indicate. Initial contact by the Sa'Dintinin Company was quite peaceful. The basic philosophy of the major Danin beliefs were very tolerant in relationships with other sentient species. Mutually beneficial projects were quickly arranged and within decades, small colonies composed of Danin and Human were flourishing on nearby planets. With their greater skill in life sciences, the Danin found it relatively easy to establish self-supporting ecosystems with a minimum of time and material. This ability freed a greater proportion of the Human component to concentrate on industrial development. Cooperative colonies quickly spread over the surrounding systems into adjacent subsectors.

For most of the history of this association, the attitude of the component members towards outside entities was nonaggressive. Some two centuries ago, a minor religious-political cult on Kalradin (Mandin - 0416) underwent an almost explosive expansion for as yet incompletely understood reasons. The cult had a most efficient and aggressive attitude towards conversion and expansion.

At about the same time a mutant strain of Danin arose with a lesser fertility rate and a greater physical size, speed, and strength. With a lesser reproductive drive, the energy of this variant Danin turned outward with a more agressive attitude towards outside dominance. While this strain normally would not be significant in numbers due to the lower fertility, it was deliberately bred for. It seems that the neighboring state to Trailing was exerting extreme diplomatic pressure on adjacent portions of the Human-Danin colonized areas. The Human Danin chose to resist that pressure with military force.

The Danin proved not to be very adept at space maneuver or combat. The new strain proved an adept warrior on land and so was bred in great numbers. This freed large numbers of Humans for space duty since the Danin now formed the home defence forces and the assault landing teams. Soon several sharp clashes proved the efficiency of this arrangement and the pressure from Trailing areas ceased.

Now there were large numbers of unemployed warriors; the Humans among whom the expansionist sentiment was prominent, and the Danin who also had an expansionist element of warriors. These factions forced a political reorganization with a more rigid central authority based upon the military command structure recently set up. Clashes with the Krax Confederation and Marlan Primate soon occurred. A few local successes were scored but further expansion would take more resources that the bulk of the essentially non-aggressive Danin and Humans were willing to provide.

During subsequent operations much greater opposition was encountered from both the opponents and the basically conservative internal structure. The Danin developed a new strain of their species which was closer in biology and attitudes to the basic stock, but was much more adapted to space conditions. Emphasis on breeding of the warrior strain was switched to the spacer strain. Over the last half-century or so the relative proportions of warriors have shrunk rapidly in favor of the spacers. Over the same time period, the Kalradnist cult lost much of its internal cohesion and developed several divergent factions.

At the present time, the higher levels of the government and military services are filled with adherents of the former aggressive and expansionist philosophy. The lower and mid levels have a much more cooperative and conciliatory attitude towards their neighbors.

Imperial policy toward the Mandanin Co-Dominion is to placate the high levels of authority, stall for time, and encourage advancement of personnel in the mid levels to positions of greater authority.



Rumors

Roll 3D

- 3 There have been two assassination attempts this last week on minor Spaceport Officials. Both attempts were very poorly organized and mounted by obvious amateurs.
- 4 Consult a random Non-Local Rumor Sub-Table.
- 5 1D + 1 Security Agents were inquiring this morning concerning the whereabouts of one of the party. He/she is sought for questioning in regards to the background of a notorious local smuggler.
- 6 Just down the line, two systems over, they lost three Merchant Vessels to Pirates in the last month.
- 7 Traffic in Artifacts of the Ancients has increased tremendously of late. Local Military Security is confiscating any such Artifacts found.
- 8 A prominent local Politician needs to get off-planet fast. The local Underworld says he double-crossed them and have his name on their "hit list".
- 9 A Local Port Official was caught embezzeling funds. He/she escaped from custody and is being sought by both the Planetary and Starport Officials. A reward of 10,000 CR is being offered for the apprehension of the fugitive.
- 10 The word is out that the local Black Market has got a lot of hot weapons for sale. It is said that even Fusion Guns can now be obtained real cheap if you know just who to ask (roll 1D: 1 - 4, True; 5 - 6, False).
- 11 New customs procedures are about to be implemented to make smuggling a lot more difficult. The local Customs Officer just got chewed out for not catching a series of big drug shipments this last month.
- 12 See Local Rumor Sub-Table.
- 13 Some of the last bunch of Ancient Artifacts don't look like anything ever seen before. A local Archeologist is claiming that there were at least two different Ancients cultures. He calls them the Forerunners but his colleagues don't think much of his theories.
- 14 New Custom Regulations will come into effect next week. Some Politicians think Merchants aren't paying their fair share of the local Spaceport maintainance expenses.
- 15 See Local Rumor Sub-Table.
- 16 A crewman off a just landed Merchant Ship says they saw two Light Cruisers rescuing men off a damaged Battle Cruiser. They were told to remain clear and they never did find out if it was an accident or battle damage.
- 17 The ______ Shipping Line has gone bankrupt. Some of the local company employees are trying to get back wages owed them by selling off company property.
- 18 Mercenaries in transit through this system are disappearing. Two officers and eight noncoms have vanished from local hostels in the last month.

Rumors on Independent Planets

- 1 Agents of a nearby major power, ______, are plotting the overthrow of the local government.
- 2 Local Military Forces are recruiting. They are especially anxious to obtain Naval Gunnery Officers and experienced Weapons Systems Technicians. 10,000 CR per Skill Level are being offered as an enlistment bonus.
- 3 Computer Technicians are being sought by the Ambassador and Business Agent of a neighboring system government. A complete renovation of the nationalized industrial system is being planned and outside experts are being sought.
- 4 Things are getting pretty bad on ______, two systems over. Armed revolution is about to break out and it promises to be a real bloody mess.
- 6 An unknown Military Vessel was damaged in engagement with local forces. It managed to evade the defending vessels 22 but was damaged too greatly to be able to Jump. Merchant Ships have been picking up some funny radio signals lately.

Rumors on Mandanin Co-Dominion Planets

- 1 The Commander of the local Base is cracking down on fraternization with non-citizens (True).
- 2 Younger Co-Dominion Officers will pay a great deal for high quality text books on Zeno-History and Zeno-Politics (True).
- 3 Imperium Spies are active on this planet. A player character will be suspected of espionage on a 1 on 1D.
- 4 Danin of the Warrior strain are being secretly assassinated by unknown agents (False).
- 5 Some special Anagathic Drugs were stolen from a secret government research laboratory. A dose can be obtained on the Black Market for 50,000 CR (False).
- 6 Someone stole a lot of computer records from the local Military Base and is trying to sell them (Roll 1D: 1 4, False; 5 - 6, True). Rumors on Chhung Kuo Planets
- 1 Reproductions and records of Ancient Solomani Chinese are very valuable to high level officials (True).
- 2 For the past three years a local shipping company has been hiring only men with Imperium Navy experience (True).
- 3 The maneuvers the local Naval Squadron is now holding are just a cover for a Security Bureau Search Operation (Roll 1D: 1 - 4, True; 5 - 6, False).
- 4 A new computer based upon revolutionary design principles is being demonstrated by its inventor. He wants financial backing and foreign business representatives (Roll 1D: 1 - 4, True; 5 - 6, False).
- 5 A local officer is hiring Mercenaries to raid Union Crucis (False).

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6 Hro Trien Fu, a local high official has been accused of corruption and executed (Roll 1D: 1 - 2, False; 3 - 6, True).

Rumors on Union Crucis Planets

- 1 Sphere Fenix has offered to annex any of the Sliv faction worlds if the Union breaks up (False).
- 2 Mandanin Co-Dominion forces are poised to attack Union Crucis at the very first sign of weakness (True).
- 3 Rm Nai Ambassador has asked for an offensive military alliance against the Co-Dominion (False).
- 4 The Hv'ika Kamlin would be prepared to offer military defensive services to the Suo faction worlds if the Union Crucis breaks up (False).
- 5 The Cast and Suo factions have made a secret alliance against the Nar (False, the Cast and Suo have concluded a mutual non-aggression agreement).
- 6 An independent world to Rimward wants to join Union Crucis (Roll 1D: 1 3, False; 4 6, True).

Rumors on Sphere Fenix Planets

- Secret Agents of the Marlan Primate have been hiring Mercenary forces to serve as Independent World Strike Teams. The avowed reason is to divert Co-Dominion defensive forces away from their own borders (Roll 1D: 1 - 5, False; 6, True).
- 2 A new type of long distance Commerce Raider was lost on its shakedown cruise (Roll 1D: 1 4, True; 5 6, False).
- 3 Ramayan is secretly massing its Naval forces for a quick territory grab to Spinward (False).
- 4 Secret Imperial equipment was discovered in the wreckage of a crashed ship in a wilderness area of a planet two systems over (Roll 1D: 1 - 4, True; 5 - 6, False).
- 5 Krinyan Industries has perfected a new process for producing synthetic Gems of very high quality (Roll 1D: 1 4, False; 5 - 6, True).
- 6 Mercenary Officers with experience commanding Submarines are being sought by the Commanding Officer of the local Space Navy Base (Roll 1D: 1 - 5, False; 6, True).

Encounters on an Inhabited Planet Roll 3D

- 3 An armed Security Guard stops you. After checking your ID you are warned that while travel in this area is not prohibited, it is so hazardous that the local government will take no responsibility.
- 4 1D + 1 Police rush past in pursuit of 2D grubby youths.
- 5 An outdoor demonstration of political solidarity is turning ugly. Thrown rocks and bricks menace anyone on the periphery of the crowd. Roll Dexterity or under on 2D to avoid taking 1 point Damage.
- 6 While passing a darkened alley a side-glance discloses a bleeding body. (Roll 1D: 1 = Body is a trap with two more ruffians than the party waiting in the shadows. Ruffians are armed with Blades and Body Pistols; stats of 777777. 2 - 3 = Body is dead and has been stripped. 4 - 5 = Body is unconscious and is a normal citizen victim - 777777. 6 = Body is unconscious and is a local law officer - 999999.)
- 7 An alarm is sounding in a nearby building. As the party approaches, 1D emergency vehicles screech to a halt. 1D seconds after the first team members enter the building a scream is heard and a hoarse shout of "Medic! Medic!" rings out.
- 8 The party is approached by 1D local peddlers hawking "Quaint Native Handicrafts". They are insistent but will leave if given a firm refusal. Judges Note: These peddlers would be a good source of local rumors and information.
- 9 See Local Encounter Sub-Table.
- 10 A single uniformed law enforcement officer approaches the party and boredly requests they accompany him for "an informative matter". If the group refuses, he shrugs, and make a notation in a record book as he walks away. If the group agrees, they are taken to a nearby van and shown a quick taped lecture on the scams, swindles, and crimes that are currently popular locally. The officer will hand out brochures which contain a map and a city directory. He will wish them a pleasant visit and will answer any general questions about the city and planet.
- 11 The party is approached by a "Services Specialist" who operates as the law officer in Number 10 above. A character with a Streetwise Skill will note that this person may be bribed to give general information on illegal services and contacts as well.
- 12 See Local Encounter Sub-Table.
- 13 The group encounters 1D + 1 Sidewalk Salesmen hawking minor trinkets and souvenirs. They are selling from small portable booths and will not follow the party. Judges Note: These Salesmen are a good source of local rumor and information.
- 14 In the intersection ahead a Light Ground Car hits a piece of debris and skids out of control into a signpost. A bystander glances into the vehicle and yells "Medic!"
- 15 See Local Encounter Sub-Table.
- 16 A scruffy-looking individual dashes out of a nearby store with a Blade in one hand and a package in the other. The shop owner staggers into the street clutching a light wound and yelling "Stop that thief!" The Thief is 657434 and the Shop Owner is 743877. If the party catches the thief, the owner will be grateful for the return of the moderately valuable package. He will treat the party to a good meal at a local restaurant and will serve as an accurate source of local information.
- 17 1D Police vehicles roar past sirens wailing and lights flashing. Each party member must roll Dexterity or less on 2D to avoid being spattered with mud and debris.
- 18 Two slugs ricochet off a building just missing one of the player characters. A dilligent search will not reveal a trace of the sniper. Local informants are puzzled and at a loss for the attacker and reasons why.

Encounters on an Independent Planet

- 1 50 small drums of lubricating fluid fall off a passing vehicle and several shatter open. Each party member must roll Dexterity or less on 2D to avoid being spattered with fluid.
- 2 The party is approached by a Mercenary Officer who wants to buy/sell certain items of Military Equipment. He will buy at the going price and has a 50% chance of being able to obtain any item or weapon of Tech 12 or lower Infantry Equipment.
- 3 The party is approached by a Mercenary Officer who wants to arrange transport for a Unit of 6D men and 6D + 20 tons of supplies and construction equipment to ______.
- 4 The party observes a furtive individual spraypainting a political/religious symbol of protest on the street/a wall and run off into the shadows. Judges note that this could be a contact with any local underground movement. (Roll 1D: 1 2 = Disgruntled individual with no further contacts. 3 4 = Further contacts possible. 5 6 = Individual is an agent provocateur for the local security forces.)
- 5 A burst of machinegun fire cuts down a nearby pedestrian. Each party character must roll Dexterity or under to avoid taking 1 Hit Point of Damage from ricochets.
- 6 An overwhelming group of Security Guards siezes your party by surprise. Upon examining your ID's, the leader indicates that you are not on his search list. He warns you about associating with or helping certain dissidents and releases your party.

Encounters on a Mandanin Co-Dominion Planet

- 1 Your party encounters 1D + 1 Een arguing noisily but non-violently in the middle of the street. Traffic is calmly detouring around them.
- 2 Two Humans are arguing about something. At the approach of the party they glance in your direction, break off the conversation and stride rapidly away. (These two ordinary citizens were recently bilked in a business deal with some Imperium Free Traders.)
- 3 A security team of one Human and two Danin Warriors armed with Tranquilizer Guns and Riot Batons politely requests to see your ID's. They find nothing wrong with your papers and bid you "Pleasant Visit", as they wander off. The Human is 988759, and Danin are AB9658 and BC8788.
- 4 Your party is approached by a Danin Officer, B98989, who offers to buy or exchange current textbooks on Military and Political History. Judges note that a week of study of this material would permit a character to read the material on page 22 except for the last paragraph.
- 5 The street is occupied by a religious ceremonial procession of 2D Een and more than 50 Nit, Ten, and Humans. They are marching quietly and gently chanting. Several bystanders, both Human and Danin, jeer a bit and wander off.
- 6 A formation of more than 100 Human and Danin Soldiers trot by in formation at full quick-march. They are in complete Tech 12 Light Infantry Combat gear and are reservists on a training exercise.

Encounters on a Chhung Kuo Planet

- 1 A large flock of ornamental birds thunders up in startled flight from a nearby ornamental garden. Each character in the party must roll their Dexterity or under on 2D to avoid being spattered with excrement.
- 2 Two gentlemen block a narrow passageway as they argue whose ceremonial litter has the right of way.
- 3 A small child in avoiding a careening vehicle strikes their head on a building wall. The injuries are not serious but the child is knocked out for 1D minutes. If helped by a player character, the parents, local shopkeepers, will be grateful and would serve as accurate source of local information.
- 4 A security officer approaches you and requests you to please clear the street. Shortly thereafter, a religious procession comes by taking 2D + 4 minutes to pass.

- 5 A large furry sapient six limbed Alien nearby is hit by debris falling from a building being demolished. Both front legs are injured to such an extent that he cannot walk. The sedative administered by a nearby para-medic renders the being incoherent. You recognize the symbol on the harness the being is wearing as belonging to a shipping company which has offices at the local starport. A local bystander hearing your comments says that with a Credit for fuel he will help you load the being on his truck and drive him to the port. Doing so will earn you his company's gratitude and increase your chances of finding profitable cargoes on this planet.
- 6 You encounter an outdoor play being performed in the park. Several minutes of watching and a roll of your Intelligence minus 4 or less on 2D will give the insight that Chhung Kuo citizens will pay quite high prices for Solomani Ancient Chinese Artifacts and Literature.

Encounters on a Union Crucis Planet

- Your party is passing by a political rally that is getting out of hand. You are rounded up by Security Riot Police along with everyone else in sight. After an ID check you are released with no charges and an admonition to stay out of crowds. Total delay time is 1D + 2 hours.
- 2 You are accosted by a very nervous individual, he is seeking fast passage off-planet for a team of 1D + 3 political agitators. They will pay up to three times the normal price to leave within the next two days.
- 3 A local police official approaches you wanting to purchase anti-riot gear if you have any. If you have a ship with a cargo capacity of at least 50 tons he will want to hire you to pick up a shipment in the next system over ______. There is 100 tons at the factory and he will pay triple normal transportation costs for immediate shipment.
- 4 An Alien in the uniform of local security officials politely stops your party and upon certifying that you are from offplanet gives you a concise explanation of the local political situation. This very intelligent being will answer all polite questions for general information until his communications unit beeper sounds and he is called away to respond to an emergency.
- 5 A small lizard-like being loading packages onto a transport vehicle is pinned down as several heavy packages shift and fall. If you help it free it will indicate by signs that its injuries are slight and present you with a strange coin-like token. A passing police officer overhears your puzzlement as to what the token is. She informs you that it is an access card permitting limited access to the general informational library computer banks at the local commerce library.
- 6 A pile of debris slides off a passing vehicle as a load securing strap breaks. Each character must roll their Dexterity or under on 2D to avoid taking 2 Hit Points of Damage from hurtling objects.

Encounters on a Sphere Fenix Planet

As you pass a small open park two drunken Military Officers call you over and insist that you referee their duel. If you refuse a ribald suggestion follows you as you walk away. If you accept you immediately notice that they are using practice Swords and aren't really mad at each other. After a several minute exchange of attacks and parries as you call out hits and keep score, the two conclude their argument on Sword technique. They resume their interrupted carrousing and invite you to join them. They are buying. The next several hours serve as a pleasant introduction to the higher class bars in town. The two officers are from a Naval Unit in Port and consider you a friendly acquaintance.

- 2 A stack of boxes being unloaded from a vehicle topples into your path. Each character must roll their Dexterity or less on 2D to avoid bruised shins and a slight movement penalty for the next two days.
- 3 A parade of sports enthusiasts celebrating the victory of their local team over an old rival blocks traffic for 1D + 3 minutes.
- You are approached by a distinguished-looking gentleman. He is a political dissident seeking a discreet means of communicating with fellow dissidents on nearby planets. He will pay 100 CR now and 100 CR for a return receipt. While the material is sealed, he won't object to your reading it. It is a very scholarly paper upon an event in the past which has caused violent political differences of opinion. If a character understands the paper (understanding is achieved by 20 hours study and rolling under the combined Intelligence and Education minus 5 on 4D), the gentleman will serve as a reliable source of information and contact with other dissidents.
- 5 A security officer politely prevents you from travelling into a certain area of town. She explains that military exercises are in progress in that area and will not be completed until midday tomorrow.
- A disbanding Mercenary Unit is auctioning off some of its equipment. Some bargains on medical and communications equipment are available. Character Medic, Electronic, and Admin Skill modifiers apply in spotting useable equipment
 and judging value.

Animal Encounters

Clear Terrain - Wagerwok: Intimidator, Size: 50 kg, Hits: 9/8, Armor: None, Attacks: 95 Teeth -1, Wounds: 7. The Wagerwok is a large furless mammel with fat deposits under its skin for warmth. Its head is flat and shaped like a shovel. It has large fangs that can do nasty damage. The Wagerwok hunts at night and feeds on whatever it can find. It prefers a fresh kill but is unlikely to attack a party of men unless they are sleeping. If surprised it will defend itself by vicious snarling and snapping but generally runs away at the first opportunity. Its skin makes poor leather, and it reeks when cooked, therefore it is considered a pest of little value.

Prairie Terrain - Geex: Flying Carrion Eater, Size: 3 kg, Hits: 1/6, No Armor, Wounds: 5 as Blade. This, unlike most Carrion Eaters is considered a vicious bird. When hungry the Geex will mercilessly attack living creatures. It has large talons and attacks in a lightening dive, with great agility claws its vicitms eyes. A Geex will continue its dive attacks until its victim falls. Once a victim has fallen the Geex will then wait for it to die. It will fly away when attacked or surprised, and will only attack when it is hungry. Geex feathers are worn by Scouts as a sign of courage. They are rare and some Scouts prefer to buy the feathers rather than face a Geex's talons.

Rough Terrain - Whist: Intermitent, Size: 3 kg, Hits: 4/2, Armor: Jack, 3 Teeth. The Whist is a shy, fur-bearing animal. It's omnivorous, resembles a small monkey, and has a valuable waterproof pelt. It is agile, tailless, and considered harmless. It won't attack unless cornered, and it's meat is also a common game food.

Broken Terrain - Rhetrex: Chaser, Size: 12 kg, Hits: 9/2, Armor: Cloth, 1 Claw. The Rhetrex is a small biped chaser which resembles a Lynx on two legs. Its upper paws have long razor sharp claws. It kills its prey by running them down and slashing a vital spot. Rhetrex travel in packs of 5 to 10 with one male per pack. The females do the hunting, and although they are only 3 feet tall, Rhetrex can kill large animals.

Mountain Terrain - Fez: Grazers, Size: 400 kg, Hits: 28/13, Armor: Cloth -1, 5 Horns. Fez are large beasts which travel in herds of from 50 to 100. In remote areas, herds have been reported as large as 10,000. The Fez has shaggy blue fur with a shiny red undercoat. Under certain atmospheric conditions, sunlight striking the Fez's coat creates an unusual spectral illusion. The Fez's fur makes warm clothing, its meat is delicious, and the hide can also be used to make shelters. Fez easily stampede and bulls are adept at goring with their horns when angered.

Forest Terrain - Pseudolog: Filter, Size: 100 kg, Hits: 8/9, Armor: Jack, 6 Teeth -1. The Pseudolog resembles a horizontal log fallen in the forest. It senses life forms near and then opens its mouth and sucks its prey into a well protected digestive pit. Half of the animal is underground so it is hard as well as dangerous to rescue a trapped companion since a Pseudolog's digestive pit can easily hold two average sized men.

Jungle Terrain - Tigermite: Eater, Size 1 kg, Hits: 4/0, Armor: Jack, 2 Claws. The Tigermite is a 6-legged insect that goes through a life cycle. It is harmless in the larvae and adult stages, but in the intermitant state it goes on a feeding frenzy, eating everything it comes in contact with. This frenzy will last for about 6 hours. From 1 to 1000 Tigermites can be encountered during a frenzy.

River Terrain - Master Eel: Hunter, Size: 400 kg, 12 meters long, Hits: 19/5, Armor: Mesh, 9 Teeth. The Master Eel lives on the bottom of rivers and when a large animal enters the water it strikes like a snake coiling around its victim, and then it drags it under the water killing it by a combination of squeezing and drowning.

Swamp Terrain - Dart Monster: Trapper, Size: 1600 kg, Hits: 20/12, Armor: None -1, 18 as Pistol. A cellulose mass which shoots tentacles into its victims. The tentacles have a sharp barbed end which penetrates the victim at high speed. The Dart Monster then pulls the tentacles back towards its muscular mouth opening and digestive cavity.

Marsh Terrain - Silver Paw: Killer, Size: 200 kg, Hits: 18/11, Armor: Cloth, 18 Claws. A large silver furred mammalian biped. It is sleek, muscular and will kill for the pleasure of smelling blood. The smell of blood drives it into a killing frenzy. It rarely retreats and eats its kill only if there is nothing else. Silver Paws are solitary creatures.

Desert Terrain - Mimicker: Siren, Size: 3 kg, Hits: 2/0, Armor: Jack, 5 Claws. The Mimicker is a psionic siren. It uses its psionics to determine which live forms are present and then mimicks that life form sound. Sometimes it uses a distress call, sometimes a mating call. It also use: a psionic screen to hide from its prey.

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 $5D \times 10$ 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 mal-function 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.

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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 x 10,000 miles (double distance for Military Equipment). After 5 minutes study, roll 1D: 1 - 5: Natural debris; 6: Man-made debris.

Dust Cloud: The high density of dust in this region causes Laser Fire to be less powerful than usual. All Beam Weapons Factors are reduced by one for the next 1D x 10 minutes.

Ion Cloud: The presence of an ion cloud in this area causes Missile Fire to be less effective than usual. Each turn roll 2D: on a result of 5 or less, there is no change; on a result of 6, 7, 8, or 9, the Attacking Missile Factor is reduced by one; on a result of 10 or 11, the Attacking Missile Factor is reduced by two; on a 12, the entire Missile salvo detonates prematurely and does no damage.

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.)

Nebula: The high density of nebular material in this area causes misreadings on the sensors. Any communications are also interferred with for the next 1D x 20 minutes as detection range is cut in half.

Space Encounters Near a Black Hole

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 x 10 seconds later the breaker can be reset to restore the system function.



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Uaboe C965669 A

A relatively large sized World, with a planetary diameter of 19,000 kilometers and a planetary circumference of 59,660 kilometers. The atmosphere comes close to the standard rating, with a mariginally higher oxygen content as the major difference. Approximately 50% of the planet surface is comprised of low salt 'ocean'. The land masses are thickly covered with jungle-like growth. Surprisingly, no sentient life forms were discovered by the Survey Vessels, so little time was wasted in establishing re-fineries to extract the vast Petroleum deposits. Large area in each of the five Climate Zones have been set aside as preserves for the indigenous life. Small portions of these reserves are in use as resorts for travellers with a small amount of hunting permitted to the more influential guests.



Guerzim B756759 B

Settled and built-up as a Base two centuries ago, Guerzim participated in the Narman Strife. The planet served as the staging area for the forces which invaded and occupied Narok, Tamale, and Daboya. Only disorganized remnants survived to be evacuated back to Adrar and Guerzim. Reorganized as the planetary defense forces, these remnants were further decimated by the Mandanin counterattack. The refueling base on the third moon of the outer gas giant was destroyed as well as the moon itself split into four smaller fragments. The Naval Base on Guerzim, though well defended, was destroyed also. After the peace settlement, the devastated base was somewhat rebuilt to support the patrol forces maintained in the sector. The troops were mostly demobilized and settle on Guerzim. Socially they retained some of the aspects of the former military command structure resulting in a classification of feudal technocratic government. A small Scout Base is maintained here which also provides refueling for the extensive patrol forces still maintained in this region.

Six planets comprise this system. The innermost orbit is occupied by a 4900 km diameter rock which has a belt of six 100 km rocks in orbit about it arranged in a rosette. Scientists speculate that this is an Ancient Artifact but little work has been done in this area. Guerzim orbits second out, having a 1400 km diameter airless rock as a satellite. The third orbit out is a E310000 --- with two minor rocks as satellites. This planet served as a defense base during the Narman Strife but when destroyed was not rebuilt. Fourth orbit out is a small gas giant with 8 minor rocks as satellites. Fifth orbit out is a large gas giant which formerly had 10 satellites, minor rocks and ice balls. The third moon was an ice ball of 600 km diameter which housed a dug-in refueling station. The bombardment which destroyed the base also split the moon into four large fragments and numerous smaller ones. Its former position is occupied by a radioactive cloud of debris marked as a navigational hazard. The outer sixth orbital position is held by a 6700 km diameter rock which has a 4 km thick coat of frozen gases thus giving statistics of E401000 ---.



Rill A879778 C

An independent planet, Rill is the fourth in a system of eight. Three minor rocks orbit closer to the sun. An asteroid belt, a gas giant, and two more minor rocks complete the system. Settled several centuries by refugees from a system taken over by the Rm Nai, the populace is not wanting to be absorbed by that state again. Unfortunately the Mandanin are not popular either and no concensus has been achieved. Each of the major islands is a political entity unto itself and tends to bicker continuously with its neighbors. No one ever actually fights each other but a lot of continuous argument goes on. Sea products provide most of the food. Some mining goes on and a modest industrial base exists. A small Starship Yard subsists mainly on overhaul and repair contracts for the ships of surrounding independent systems. A small tourist industry is supported by "Big Game Fishermen". Some of the predator species in the Rill oceans are truly formidable. Some are even rumored to

A small tourist industry is supported by "Big Game Fishermen". Some of the predator spec have glands whose secretion can be processed into an anagathic drug.



Mining is the primary reason for Lubon's existance though it serves secondary functions as a refueling stop on the border circuit. Large deposits of most major raw materials have been discovered. A consortorium of companies on Katowich is financing development of this planet. Settlements have been started at three major deposit concentrations and the site for an extensive Spaceport surveyed. Roads have been established between the settlements, though it is later planned to build monorail connections. Manufacturing and population increases are planned to take place over the next century and a half.

The system comprises seven planets. The two inner planets are minor rocks of 2000 km diameter. The third orbital position is occupied by Lubon and its 500 km diameter satellite. Fourth is an Asteroid Belt. Fifth is a small gas giant with four minor rock satellites. Sixth and seventh are large gas giants with a total among them of 17 minor rock moons.



Shang Ti C67A839 C

The third planet out in a system of ten, Shang Ti is a rapidly industrializing world. It has an unusually large population for a Waterworld of its type and has specialized in biologically produced industrial raw materials. In cooperation with several K'kree Herd/Corporations, extensive programs of development have been successful in finding ways of biologically developing complex metalo-organic sythesis intermediates on a cost-competitive basis. A traditionalist family/clan structure has provided a stable basis for an Oligarchic government. Inter-family feuds have caused considerable turmoil in the past, but strong repressive measures taken after an especially violent outbreak a century and a quarter ago have proved effective. The ruling council plans to continue its program of introducing more complex industry and technology to make Shang Ti a major industrial center of the Chhung Kuo.

The inner two planets of the system are minor rocks less than 2000 km in diameter and have no satellites. Shang Ti has one moon, 3400 km in diameter. The fourth and fifth are airless rocks 4500 and 5100 km in diameter with no satellites. The sixth orbital position is held by an Asteroid Belt. The seventh planet is a gas giant with six minor rocks as satellites. The eighth planet is a large gas giant with nine satellites, all but two of which are minor rocks. The two are significant worlds of 3900 and 5100 km diameter. The ninth and tenth planets are rocks of 5800 and 6200 km diameter with a crust of frozen gases.



Gijon C480204 9

This planet is inhospitable to Human life and has little native life of its own. That life which it does have is all desert specialized. In the dense atmosphere, storms are frequent and fierce. A Mining Station exploits a large deposit of rare earth minerals and a few hardy prospectors seek out and work smaller deposits. Water is processed from hydrous minerals for life support purposes and for fuel manufacture. Deposits are playing out and some of the population has emigrated.

Twelve planets comprise this system, the innermost five being bare rocks of 2000 km diameter or less. Gijon is fifth and has one 1000 km diameter rock as a satellite. Sixth, seventh and eighth are larger rocks of about 3000 km diameter with several minor rocks for satellites. Ninth and tenth are gas giants with 21 minor rocks for satellites between them. Large numbers of ice asteroids orbit in the trailing trojan position of the ninth planet and tentative plans have been advanced to bombard Gijon with them to raise the Hydrographic Percentage. The last two positions are occupied by minor rocks with thin crusts of frozen gases.



Lonoke C8787A4 C

One of the extreme Rimward frontier worlds of the Union Crucis, Lonoke is a steadily developing solid member of the Union. The 47 million population, primarily Humaniti, also includes 5 million Aliens. The planet derives a major portion of its food supply from its oceans. Not a great deal of land is available and much of that is deliberately left in forest. A major portion of the population is occupied in manufacturing. The primary industries are computer manufacture and construction equipment. Much of the construction equipment is used on planet for domestic buildings. Quick and frequent violent storms have caused most people to construct underground housing. Most of the fishing and transport fleets are comprised of Submarines to avoid weather danger at sea. A single family has provided most of the leadership during the history of the planet and the Autarch is still selected from among this family. The current Autarch, Krna Hmlanna, is well respected and she tends to intervene only when absolutely necessary. The elected members of the Autarch's Council do almost all of the routine governmental business. The military presence on Lonoke is slight, voluntary enlistment in the Reserve Planetary Guard is popular. Lonoke contributes an unusual percentage of volunteers for enlistment in the Union Space Navy. It is a member of Suo faction.

The planet is second in the system, the first planet being a minor rock. An Asteroid Belt, a minor rock, two gas giants and two more minor rocks complete the system. The Union Navy maintains a communications and refueling station on the second moon of the outer gas giant.



Negril C652593 A

Somewhat of a backwater planet, the 9840 kilometer diameter world is the third in the system. Two smaller airless rocks occupy the inner orbits and have only automated communications beacons on them. An outer pair of gas giants complete the system. A small Mining Station is located on one of the moons of the larger gas giant. The primary products of Negril are the refined heavy metals mined here. Large quantities of special biological products are also shipped. Several popular spices are gathered from the Krasmaya species of forest shrub. It has not proved practical to cultivate this shrub so the product is obtained by gathering teams which rove on ATV's towing a processing trailer. Periodic Air Raft visits are made to collect the refined spices. The salt seas serve as a preserve or reservation for certain religious colonies of Danin which wander the shores living on large rafts. Other religious colonies live as herding Nomads on the extensive plains raising vast herds of Grazers. The seasonal ritualized confrontation between the Water Folk and the Herd People provides an occasion for trade and feasting as well as welcome entertainment to the Miners and Gatherers. Major civil administrators are appointed by the Co-Dominion Senate. Negril elects its Senator every five years and otherwise pays little attention to interstellar politics. The demand for its major products is stable. Society is quite conservative and tradition conscious. Military forces on the planet are few consisting of a courier or two and a refueling station. All citizens undergo a six month basic military training and then are transferred to the active reserve of the Planetary Defense Forces.

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