

On the waterworld Bellerophon live the giant sea-creatures called daghadasi.

The adventurers are hired to investigate claims that Seaharvester Corporation is hunting the daghadasi to extinction, threatening world-wide eco-catastrophe.

They must contend with the hostile corporation as well as with the many factions among the Aramakilar nomads who follow the daghadasi.

Adventure 9 *Nomads of the World-Ocean*

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Adventure 9
Nomads of the World-Ocean

TRAVELLER[®]
Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

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Nomads of the World-Ocean
TRAVELLER, Adventure 9

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This booklet is an adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

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materials.

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Introduction

Nomads of the World-Ocean deals with attempts by a party of adventurers to gather evidence of corporate wrongdoing on an ocean-covered world.

It is assumed that this adventure will be administered by a referee who has read through this booklet and who is familiar with both it and the rules for **Traveller**. This situation calls for only the basic **Traveller** rules (Books 1, 2, and 3, *The Traveller Book*, or the starter edition) and no additional supplements, books, or other information. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove helpful during the course of the adventure.

STANDARDS AND ASSUMPTIONS

This adventure takes place in a fictional universe which has been extensively described in other **Traveller** products. However, the only background information required to play the adventure is given below. Those interested in further details may consult Supplement 10, *The Solomani Rim*, Supplement 8, *Library Data (A-M)*, and Supplement 11, *Library Data (N-Z)*.

The Imperium (also known as the Third Imperium — there have been two previous Imperiums) is a gigantic, human-controlled interstellar government, encompassing hundreds of subsectors and thousands of worlds. Its control is loose, however; most worlds handle their own internal affairs.

The Solomani Rim is a sector of the Imperium: an administrative grouping of 16 subsectors. It has been civilized for thousands of years. One of its worlds is Earth. Dingir, the world on which the adventure begins, is capital of the sector.

The Vegan Autonomous District is a part of the Solomani Rim governed, under Imperial sovereignty, by an alien race called the Vegans. It has a centralized government managed by a large civil service.

Bellerophon, on which most of the adventure occurs, is a water world in the Vegan District. However, it is inhabited by humans; Vegans find its gravity too high for comfort.

CHARACTERS

This adventure is intended for use with any group of adventurers available; they may be any sort of individuals as long as they are looking for some type of paid employment. The text of the adventure can be altered to use nearly any type of adventuring group.

Desirable Skills: The usefulness of any skill ultimately depends on how the players use their characters. Nevertheless, small watercraft skill will be of relatively great importance to characters in this adventure. Those characters without any skill may be given small watercraft-0. Small watercraft-0 indicates some familiarity with the principles of small watercraft, sufficient to allow use, but conferring no real ability to cope with emergency situations.

Pregenerated Characters: At the referee's option, the players may use the pregenerated characters supplied below. If there are fewer than eight adventurers in the party, the first listed characters should be selected first.

1. Ex-marine Force Commander B98786 Age 38 5 terms Cr5000
SMG-3, Revolver-2, Tactics-2, Cutlass-1, Cutlass, Travellers'
Leader-1 ,Electronic-1, Small Watercraft-1
2. Ex-navy Lieutenant Commander 7B88A9 Age 34 4 terms Cr7000
Gunnery-3,Jack-of-All-Trades-2,Sword-1, Sword, Travellers'
Mechanical-1, Computer-1, Navigation-1
3. Ex-army Lieutenant 859688 Age 30 3 terms Cr8000
Rifle-2, Small Watercraft-2, Leader-1, Tactics-1, Rifle
SMG-1, Forward Observer-1
4. Ex-merchant First Officer 866A74 Age 34 4 terms Cr5000
Gunnery-2, Bribery-2, Streetwise-2, Electronics-2, Shotgun, Blade
Vacc Suit-1, Pilot-1, Shotgun-1
5. Ex-scout 6A9B63 Age 30 3 terms Cr0
Laser Carbine-2, Jack-of-All-Trades-2, Laser Carbine
Small Watercraft-1, Pilot-1, Air/Raft-1, Gunnery-1
6. Ex-other 969552 Age 30 3 terms Cr6000
Streetwise-2, Forgery-1, Bribery-1 Shotgun
7. Ex-marine AAB768 Age 26 2 terms Cr2000
Auto Rifle-1, SMG-1, Brawling-1, Small Watercraft-1 Cutlass
8. Ex-scout 8558A3 Age 34 4 terms Cr2000
Gunnery-2, Medical-2, Computer-2, Carbine-1, Carbine, Dagger
Jack-of-All-Trades-1, Pilot-1

STARTING THE ADVENTURE

The referee should first assign characters and inform the players of the basic background facts given in Standards and Assumptions above.

Next, the referee should run the players through the events in the next chapter, An Independent Investigation. Although it is possible merely to read the text to the players, a better way is to allow the players to interact with the the characters encountered.

Before the party embarks for Bellerophon, they should have an opportunity to buy anything they feel they need and to do research. Research should also be possible during the voyage. The third chapter, Bellerophon, contains information which the adventurers can discover easily from library terminals and many other available sources; indeed, the referee may decide they already know much of it. Library Data is also available to the adventurers from computer terminals.

When all preliminaries are completed, the main adventure begins with Guided Tour.

An Independent Investigation

Out of work . . . and nearly out of money. It was a familiar situation to them all. Dingir was a historic and sophisticated world; it was horrendously expensive **as** well. The party needed money to survive, and hopefully, to leave the world. The job offer they'd heard about in a starport bar seemed like their last hope of doing either.

JOB OFFER

The tip they'd picked up led the group to a small, plain office in an undistinguished part of town. A sign on the door described it as the headquarters of the "Pan-Galactic Friends of Life", a familiar name. The Pan-Galactic Friends of Life were a dedicated positive-action group strongly concerned with protecting endangered species and threatened ecologies. Once considered a lunatic fringe group, their defense of the declining herds of dawnsingers on Phireene earned them considerable exposure and a great deal of respect.

Upon entering the office, the group is granted an immediate meeting with Dr. Mark Romaine, executive director of the organization. Romaine is friendly, earnest, and businesslike as he spells out the details of his job offer.

Bellerophon (Esperance 0709 A88A986-E) is a human-populated waterworld within the sphere of the Vegan Autonomous District. It is the home of the daghadasi, an incredibly large aquatic creature with an unusual life cycle. This animal is vital to Bellerophon's whole ecology, and the Pan-Galactic Friends of Life believe that both are in danger.

The daghadasi have provided a livelihood for a small element of Bellerophon's population for centuries. A very few were killed and used by the nomadic seafarers who ranged the world's vast oceans, but there was never any threat to the survival of the herds. In a few years, this has changed — thanks to an amazing new chemical and the company which has begun to exploit it.

The chemical is designated PDPT-beta, and experiments have proven it to be the basis for an entirely new family of drugs — broad spectrum antibiotics that can be selectively "tuned" to wipe out entire populations of dangerous bacteria, virus particles, viroids, and even cancer cells, while leaving adjacent harmless bacteria or cells untouched. If PDPT-beta could be obtained in quantity, the resulting inexpensive pharmaceuticals promised to revolutionize medicine and offer a chance to defeat everything from brain tumors to the common cold.

The only source of PDPT-beta known is in some selected daghadasi in their pre-reproductive stage. When scientists from a company involved in oceanic resource exploitation, Seaharvester, accidentally discovered the chemical and its potential while conducting a routine examination of a specimen on Bellerophon, the company rushed into the new opening with great speed. The company's corporate headquarters was moved to Bellerophon, and hundreds of millions of credits were invested to mobilize a fleet of huge factory ships and thousands of employees.

Seaharvester's initial efforts produced results, but at an incredible cost. A daghadasi carcass weighing a million tons or more yields only a few grams of PDPT-

beta; worse, only about 10 percent of the slaughtered pre-reproductive phase animals have even the trace amount of the vital chemical; Seaharvester was able to process adequate amounts of the chemical only by a massive, indiscriminate slaughter of the creatures. Public opinion ran high against the company; the nomads of Bellerophon's oceans complained of dwindling herds, while the inhabitants of the great pylon cities discovered occasional bloated island-size corpses drifting into their shallows — bringing a horrible smell with them. Environmentalists raised a cry at the slaughter, and there was considerable protest from various unrelated groups that considered the daghadasi to be intelligent, divine, or both.

Sensitive to public protests, Seaharvester's parent corporation, SuSAG, imposed limitations on the company's operations. A quota on daghadasi kills was set, intended to provide enough PDPT-beta to allow continued research aimed at eventual synthesis of the chemical compound. The quota was low enough to allay public concern, and the massive PR campaign combined with the disappearance of the decomposing corpses lodging beneath the pylon cities soon removed the matter from public awareness.

The Pan-Galactic Friends of Life, however, remain concerned. They have heard rumors that the sea nomads are still complaining of dwindling herds and continued large-scale harvesting — but further from the cities, to avoid public attention. They claim that the offworld butchers are driving the species to extinction. Several independent theoretical analyses, acting on the assumption that the daghadasi could be continuing to decline in numbers, have suggested that the extinction of the daghadasi could trigger an ecological catastrophe.

Daghadasi herds control the population of small, shrimp-like creatures known as skreekers. These, in turn, live off the vast surface plant formation called greenmats — the only photosynthetic life on Bellerophon. Removal of the daghadasi could cause an explosion of the prolific skreeker population, an end to the greenmats — and the destruction of the O_2 - CO_2 balance on Bellerophon. Although the immediate effects cannot be easily predicted, some scientists fear that a CO_2 -triggered greenhouse effect would render the planet completely uninhabitable in a matter of decades.

The Friends of Life want to learn more about the daghadasi herds. They sent in a survey team to discover whatever could be learned about the creatures and about the operations of Seaharvester, but the team's air/raft was lost in a coriolis storm, and their findings with them. Romaine is offering the party Cr500 per person per week, plus transportation to Bellerophon by commercial vessel, if they will take up the survey work. It is, he assures them, a good cause — not only is a magnificent race of sea creatures in danger, but an entire world's fate could be on the line as well. If reports are true, and Seaharvester has not cut back their operations to acceptable levels, they must be stopped.

ENTER SUSAG

Shortly after the group accepts the job from the Pan-Galactic Friends of Life, while they are discussing ways and means of carrying out their investigation in a dark starport bar on Dingir, they are approached by a conservatively dressed business executive, who gives her name as Carla Ramachundra. She asks if she can join the party and discuss matters of mutual interest.

Ramachundra identifies herself as an executive of the regional office for SuSAG.

She has learned through contacts at the Friends of Life of the group's involvement in the Bellerophon situation. SuSAG, as the parent corporation of Seaharvester, has an interest in the matter and would like to make the group an offer.

Like the Pan-Galactic Friends of Life, Ramachundra says, SuSAG has heard rumors of continuing Seaharvester excesses on Bellerophon. Already suffering from severe public relations problems as a result of their involvement in the manufacture of chemical and biological warfare materials, SuSAG cannot afford to have Seaharvester do anything that would further damage their reputation. An investigation is called for, but if the parent company is openly involved, it is almost certain that any wrongdoing will be quickly covered up. Therefore, she says, SuSAG needs to promote an independent investigation of Seaharvester's activities . . . and the group, already going to Bellerophon on behalf of the Friends of Life, is in the perfect position to work for SuSAG as well.

SuSAG will match the pay already set by the PGFL and will offer a sizable bonus for successful completion of the investigation (the amount is not specified at this time). Finally, SuSAG can arrange to give the group cover identities as a purchasing team for Kellstar, LIC, a firm which could legitimately have an interest in PDPT-beta. With this cover, the team will be able to talk freely with Seaharvester executives, tour the company's facilities and ships, and, hopefully, gain access to important information about the way Seaharvester conducts their business. The Kellstar credentials will be foolproof and should greatly facilitate both of the group's investigative missions.

Whatever information they uncover — whether it implicates or clears Seaharvester — is to be passed on to SuSAG officials at Pegasus Starport on Bellerophon. Even if the party can gather nothing more than impressions that something is not quite right, SuSAG will feel the work is worthwhile. Ideally, though, they want facts: tapes, computer memories or printouts, or other solid evidence of wrongdoing on the part of Seaharvester, to enable SuSAG to take action. Of greatest importance is the discovery of who is behind any illicit Seaharvester activities. Is it the company president, or just one of the individuals high in the company, who is flouting the established quota restrictions (if, indeed, anyone is)?

TO BELLEROPHON

A ship from Dingir to the Vegan Autonomous District leaves within the week, and the party — under their assumed Kellstar identities — is aboard. The Friends of Life and SuSAG have both supplied background information regarding Bellerophon and Seaharvester. During the voyage, the group has the opportunity to study the information and plan their activities.

Players may study the information provided on Bellerophon and may find the library data available to passengers in the ship's computer. Each person in the group may receive a Cr1000 advance against salaries from SuSAG (actually, the advance was larger, but some of it must go to purchase clothing and other accoutrements to go with the group's cover as business executives). High passage tickets covering the entire voyage are also taken out in their (assumed) names.

The voyage to Bellerophon is uneventful; it is used strictly to handle matters such as background briefings.

Bellerophon

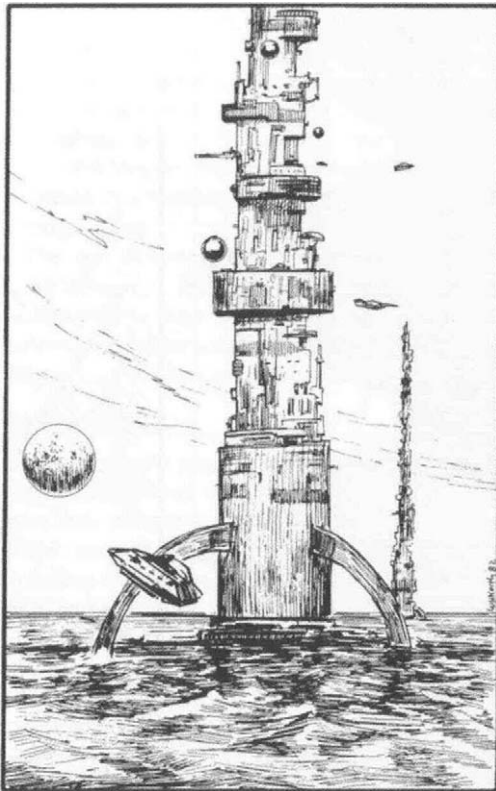
Located in the Esperance subsector of the Solomani Rim, Bellerophon (0709 A88A986-E) is one of four worlds of the Vegan Autonomous District with an almost completely human population. Vegans find Bellerophon's gravity excessive and are rarely encountered on the world.

Bellerophon is a water world; except for a few islands and for reef-flats exposed only at low tide, the entire surface is covered by water. Nonetheless, the world supports a thriving population of over two billion people; most are concentrated in magnificent pylon cities which rise from ocean shallows, thrusting two and sometimes three or more kilometers into the sky. Sea-bottom complexes and free-

floating raft-cities are also present, and there is a considerable population — numbering in the tens of millions — of so-called "sea nomads" living aboard large ship-cities which follow herds of marine creatures that provide them with a livelihood.

The planet has a pleasant climate, ranging from tropical at the equator to cool at the poles, but the vast ocean serves to moderate climatic extremes. There are periodic seasonal coriolis storms — called yaz yugiyor locally — which can grow to awesome dimensions as they cross thousands of kilometers of unbroken sea, but these are dangerous only to small boats and aircraft which venture too far from inhabited regions, into places where weather satellite predictions are not available.

Pegasus Starport is a class A facility built into and across one of the few permanent islands on the planet. This island, landing site for the world's original settlers



thousands of years ago, has long since vanished under the office skyscrapers, administrative centers, dockyards, landing bays, warehouses, and maintenance complexes that make up the starport. Regular gravitic shuttles run from the port to all of Bellerophon's major pylon cities; the nearest city is also one of the largest — Phocaea, a 3 km-tall city-complex located 375 kilometers south of Pegasus.

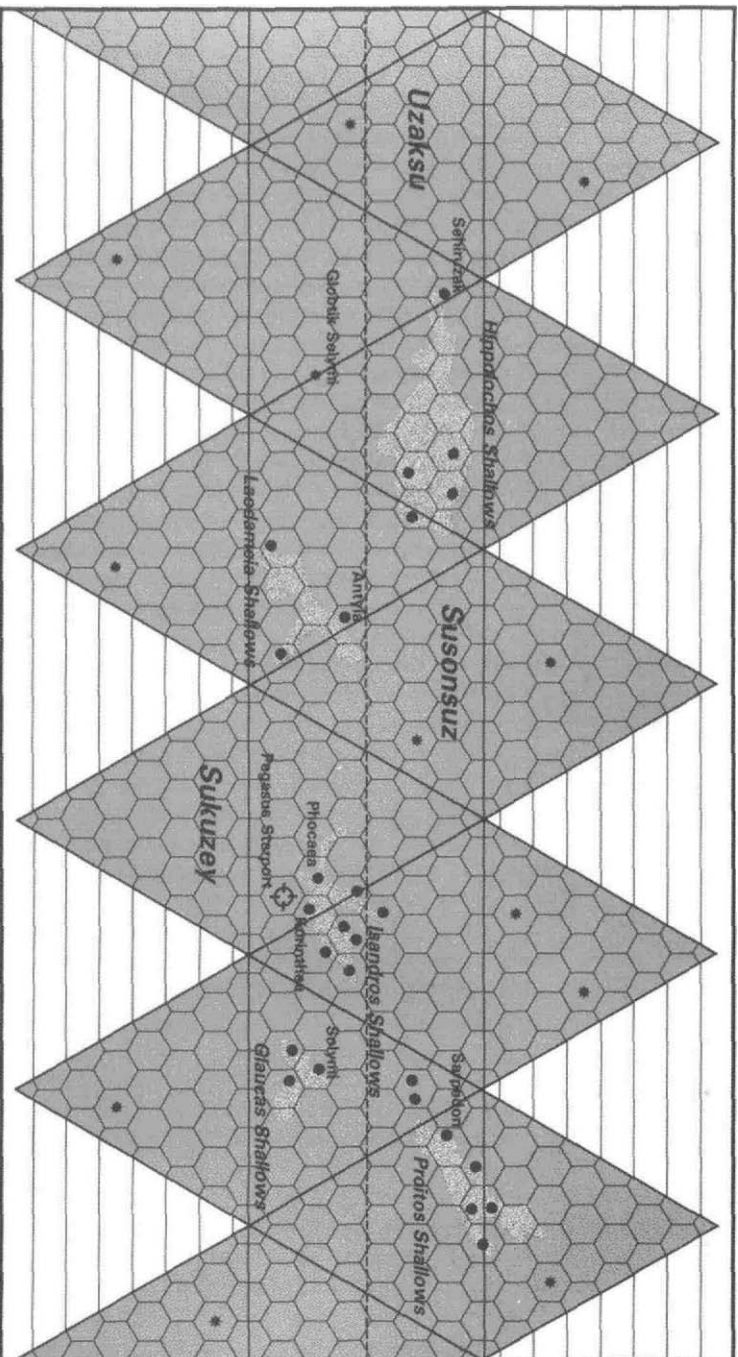
Anteia, Bellerophon's single large, close moon, causes daily high tides of between

Bellerophon

0709-A88A986E



1 hex equals 1200 Kilometers



20 and 30 meters. While fusion power is cheap and in common use everywhere, many of the pylon cities still make use of tidal power generators, anachronistic holdovers from Bellerophon's earliest days.

HISTORY

Bellerophon was originally established as a naval base of the Terran Confederation during the Interstellar Wars. Civilian settlers were brought in to help support the base, saving the navy the expense of shipping in food and raw materials. The majority of the settlers were "voluntary colonists" from the politically troubled Eastern Aegean region of Terra. A government-subsidized colonization program brought several waves of immigrants of Greek and Turkish backgrounds to the world, where they spread to the scattered islands and began to establish themselves as fishermen; the first of the nomadic sea communities began around this date, ranging the oceans in the wake of Bellerophon's enormous marine grazers, the daghadasi.

The fleets eventually moved on, and the base on Anteia was abandoned, but seawater metal-reclamation processors provided the economic basis for the first pylon cities and for prosperity.

Like most worlds, Bellerophon suffered somewhat during the Long Night, but its economic attachment to the Vegan Polity allowed the world to maintain advanced technology. During this period, many Vegan customs were adopted by the pylon cities; the Vegan idea of extreme cultural pluralism helped to insulate Bellerophon's societies from change, and its many cultures have remained remarkably stable through most of the world's long history.

The rise of the Third Imperium and the period of Solomani rule made little difference except at the high levels of government. After the Solomani Rim War, Bellerophon's ties with the Vegan worlds made its inclusion in the Vegan Autonomous District natural. Again, only the planetary government changed: the Vegan civil service was substituted for the previous Solomani Party bureaucracy.

GOVERNMENT

Bellerophon's capital is Korinthea, one of a cluster of pylon cities built along the Isandros Shallows south of Pegasus Starport. Most of the Vegans on Bellerophon have their offices and homes here, in the upper, gravitic-compensated floors of the tower; most members of the Vegan civil service on the world, however, are human, including all members of the constabulary. Detachments of constabulary at Korinthea and Pegasus Starport are the only major military forces on the planet.

In most respects, Bellerophon is self-governing; the civil service defines each city as a separate *tuhuir* (the unit of Vegan society), and the internal affairs of *tuhuir* are their own concern. Customs, trade, and commerce restrictions are loose, but laws are well enforced. In the pylon cities, weaponry is discouraged. Special permits allow the use of weaponry up to the level of military lasers and various heavy support weaponry by groups with a specific need for such arsenals; permit holders include the various sea nomads and Seaharvester, as both groups require sophisticated weaponry to practice their trades. Permits are extremely hard to obtain.

THE ECOLOGY OF BELLEROPHON

The marine lifeforms native to Bellerophon have fascinated biologists ever since the first Terrestrial explorers arrived over three thousand years ago. At the base

of the ecological pyramid are a wide variety of free-floating marine plantlife which which are frequently found in tangled masses known as greenmats. Typical green mats are hundreds of kilometers across and thick enough to prevent all but the most powerful ships from moving through them. While many different species of plant life have been identified, all are similar in that they draw nutrients directly from seawater and use modified root systems as the means of linking with other plants in the greenmat. Many have flotation bladders; those which do not have bladders remain afloat by clinging to those which do or to the backs of surface dwelling animal life. Bellerophonian plant life is photosynthetic; its characteristic green/bluegreen pigmentation comes from the chlorophyll and chlorophyll-analogs which are involved in the photosynthetic process.

The next step up on the food chain is occupied almost exclusively by a variety of extraordinarily successful and numerous pseudocrustaceans known popularly as "skreekers". Skreekers feed on the surface-floating vegetation and can be found in enormous numbers in and around greenmats.

Skreekers provide a large part of the diet for the human inhabitants of Bellerophon. Automatic nets and subsurface pressure funnels trap the creatures, hundreds of millions at a time, and convey them to processing areas in the bowels of each pylon city. The end product is a thick paste high in nutritional value, which can easily be colored and flavored in a variety of ways. Tourists are often impressed with the many exotic dishes they sample during their stay, much to the satisfaction of the Bellerophonians; the natives are puzzled by the sudden change in the reaction of tourists who chance to discover that everything is derived from the same source: processed skreeker.

Far and away the most important — and the most awesome - of Bellerophon's diverse native life forms, however, is the strange animal known as the daghadasi.

The Daghadasi: Named from an ancient Turkish word-combination meaning "mountain-island", the daghadasi is a gigantic beast that really does resemble a free-floating island, complete with its own local flora and fauna. The largest specimens, the so-called Great Daghadasi or daghadadedes, frequently exceed two kilometers in length; some unverified reports have claimed sightings of behemoths 10 kilometers long. Most daghadasi are members of loosely knit herds, generally including at least one daghadadede and several dozen smaller individuals.

The life cycle of the daghadasi has attracted a great deal of scientific interest. Daghadasi young grow as "buds": parasitic growths on the walls of sheltered caverns in the parent's side below the waterline. When the buds reach a length of 2-3 meters, they break free and join a community of free-swimming young which inhabit the waters close to the sheltering bulks of herd members.

A bewildering variety of lifeforms live and hunt along the flanks and ventral surfaces of the oldest daghadasi, and nearly all of these fall prey to the rapid strikes and shredding jaws of the juveniles known as yavru ("young") or daghsharks. These daghsharks eat and grow constantly. Very few survive to become adults, since daghsharks eat each other as well as more defenseless prey, but a daghshark which survives its early life can reach a length of 15 to 20 meters and weigh up to 60 tons.

At this phase of its life, the daghshark begins a gradual metamorphosis. It becomes less aggressive, seeking out swarms of skreekers by drifting or swimming along and inhaling through a circular anterior maw. Within a few years, the skin becomes

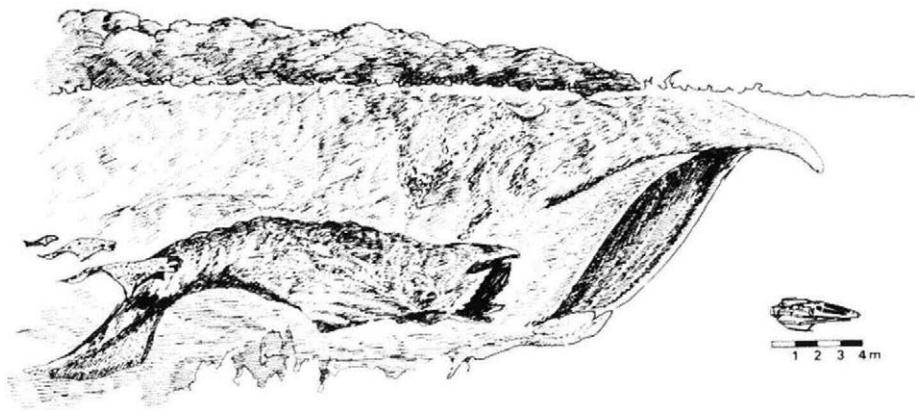
thicker, tougher, and more convoluted; the creature grows in breadth and, somewhat more slowly, in length, becoming less streamlined. It is now known as an adabglu ("island-son") or ogul ("son").

Oguls continue to grow slowly for many years, eventually growing to a length of over 200 meters. For some reason yet unknown, they eventually enter a new phase of their life cycle. Growth is suspended and budding begins. This reproductive phase may last up to a century, and during this time the creatures are known as adababasi ("island-fathers").

Finally, again for reasons unknown, the reproductive phase ends and the animal begins to grow once again. The post-reproductive phase is even less mobile than its predecessors and tends to drift with currents from one mass of greenmat to another. It is at this point, when the daghadasi have reached sizes of more than a kilometer in length, that they become known as daghadadedes ("grandfathers"). The lower surfaces of daghadadedes provide the same ecological niches provided by coral reefs and similar formations in the oceans of other worlds; the creatures' flanks and ventral surfaces are wrinkled and convolute, forming canyons, chasms, caves, folds, and hiding places for a dazzling array of marine lifeforms. It is these lifeforms that form the main food supply of the daghsharks. This is the basis of the herd structure: the many adababasi produce the young and the single daghadadede provides them with food.

Another environment for life is the daghadasi's back. A number of plants descended from free-floating species have taken root in outer dermal areas, and several species of flying creatures, evolved from aquatic ancestors, nest there. Most notable is the fierce chimearoc, which has a 4-meter wingspan, snakelike neck, crocodilian snout, and needle-sharp teeth; it is well adapted for skimming along the surface to strike at small sea creatures just under the surface.

The chimearocs are not offered a free ride: they are pressed into service as genetic messengers. Adababasi periodically secrete a protein-rich liquid in small "caves" on their backs. Chimearocs gather this liquid to feed their young; while they feed, daghadasi reproductive cells attach themselves to the chimearocs' legs, seeking transport to other daghadasi. Because the caves secrete small amounts of liquid at different times, the chimearocs must keep moving around the herd, thus insuring the transfer of reproductive cells.



Guided Tour

Reaching Bellerophon, the party takes a shuttle down to Pegasus Starport. Here, according to instructions from Ramachundra, they are to pass on a short message to the local SuSAG office by vidphone, informing the SuSAG representative of their presence and job. This is to be confirmed, later, by interstellar mail from Ramachundra, but the group has been urged to follow through. Thus alerted, the SuSAG people will be able to prepare to receive the group's report and will be in a position to help them if the need arises.

Once this is taken care of, the group should wait at the terminal lounge. They will soon be met by Jorge Chan, a public relations representative for Seaharvester. Chan is genial and friendly but keeps matters away from serious business discussions, concentrating more on polite small talk and generalities of Seaharvester background and history. Questions about daghadasi and PDPT-beta are gently avoided. He does, however, supply the group with an information kit on Seaharvester's local operations; along with material on the importance of PDPT-beta and similar background, the kit goes into great detail to emphasize the safety measures being undertaken by Seaharvester and SuSAG. The corporate profile on pages 44 and 45 summarizes some of this material.

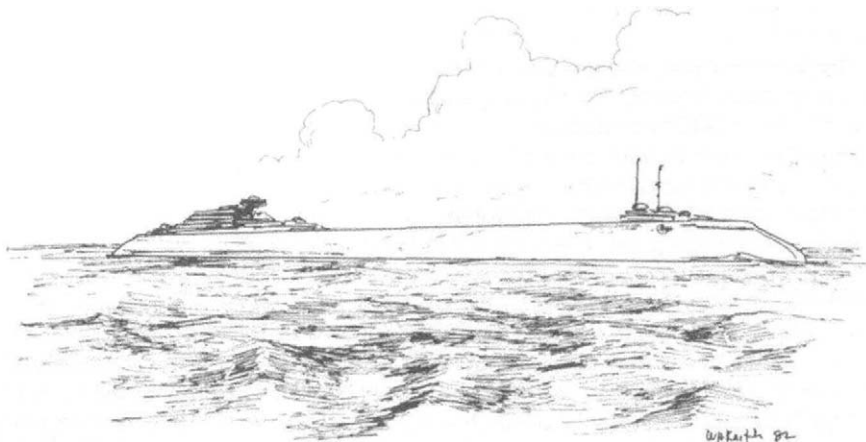
A quota, says the brochure, has been set on daghadasi operations; each of the 12 Seaharvester factory ships is allowed to kill only one pre-reproductive adult daghadasi per week. The small quantities of PDPT-beta thus harvested are normally reserved for SuSAG research efforts (particularly research directed at synthesizing the chemical), but some exceptions are made. A record of the company's performance shows that, since the quota was imposed, a sharp drop in finds of the chemical was (naturally) experienced, but a gradual rise has followed. The brochure attributes this to continual refinements in techniques for identifying PDPT-beta-bearing specimens and for extraction of the chemical. The brochure ends by demonstrating that the quota is in no way a threat to any of the existing herds and thus poses no threat to the species or to the environment.

As the group looks over the information, Chan excuses himself to call the main office, saying he has to make arrangements for the party to meet someone who can take care of them and handle negotiations for the purchase they wish to make. When he returns a few minutes later, he is at once cordial and apologetic.

Normally, he says, visitors are taken to Seaharvester's main offices at Phocaea. However, the planetary operations manager, Ana Graigor, is presently making an inspection tour of one of the factory ships at sea, and Graigor is the person they should talk to. Thus, instead of going to Phocaea, Chan will be taking them out to the factory ship *Globtik Solymi*, where they can see not only Ana Graigor but also the workings of a typical factory ship in action.

An enclosed air/raft with Seaharvester markings transports the group, in Chan's company, across 10,000 kilometers of ocean in a matter of some fifteen hours. Along the way, the group has time to eat, sleep, and watch the sights Chan points out as they pass: mostly an occasional gigantic carpet of greenmat, the distant shapes of a herd of daghadasi, and once an ancient, wandering nomad city-ship.

Chan orders the pilot to give the nomads a wide berth, explaining that they are sometimes hostile to offworlders, apparently resenting the competition from more efficient, ultra-modern Seaharvester operations. He adds, however, that only a few nomads are hostile — many are actually employed by Seaharvester and are perfectly willing to cooperate despite the narrow attitudes of their unreasonable cousins.



ABOARD THE FACTORY SHIP

Once aboard the factory ship, the party is introduced to Ana Graigor, her assistant Iamis Hernandez, and a secretary, Shaagimar Emmisushan, as well as various personnel assigned to the *Globtik Solymi*. Early on, the party notices several men and women in uniforms quite unlike the plain grey of the usual Seaharvester coverall; these uniforms are light blue in color, and the people wearing them carry SMGs. When asked, Graigor explains that these are Seaharvester Security Operatives (SOs), enforcement personnel brought in after nomad terrorists began to harass factory operations two years ago.

After a guided tour of the ship, Graigor takes the group below for dinner and conversation in the officers' wardroom.

She is very encouraging on the possibility of selling Kellstar some small quantities of the PDPT-beta, though she is quick to say that she hopes the sale will remain quiet, since SuSAG does not fully approve of sales to outside customers. She is vague regarding quantities available, but if characters approach her confidentially in an apparent attempt to bribe or otherwise induce her to grant special favors she will respond positively. She will intimate (but not openly admit) that quota restrictions can be evaded if necessary.

Eventually, the party is escorted to plush visitors' quarters and wished a good night.

Referee's Note: It is possible that players will wish to undertake surreptitious activities aimed at gaining access to Graigor's cabin, to see whether any evidence of wrongdoing is present. The referee should allow them to proceed as they wish and should make the entire operation fairly easy to carry out. Unfortunately, there is nothing worth their attention in the cabin. The most likely source of information is unreachable; Graigor carries a hand computer which probably allows access to

company computer files, but without appropriate codes the party cannot hope to access these files. Graigor herself will be well guarded, and attempts at kidnapping and/or interrogation on the first night will not appear possible to the group. Persistence along this line of endeavor is likely to result in a confrontation with SO troopers and an early end to the adventure.

DISASTER!

The next morning, Graigor's attitude has undergone a change. She says that a check of computer records has revealed her memory to be faulty: Seaharvester has no excess PDPT-beta for sale. The quotas are to blame, of course, but she can't do anything about that, can she? She will definitely keep Kellstar in mind in the event that a surplus does arise. Although the party's business with her is concluded, she will be glad to assign Iamis Hernandez to guide the group if they wish to see more of Bellerophon. She also offers them full use of a company air/raft for the duration of their visit. After allowing them a few minutes to pack, Graigor sees the party off, leaving them in the hands of Hernandez and a native pilot, Achmet.

As they leave the factory ship, Hernandez mentions that a herd of daghadasi have been reported only a short distance off their planned flight path and suggests that they may well wish to see the herd close up — though not too close.

The flight out to the herd goes by quickly, and the air/raft is soon passing over the huge, island-like bulks of the great sea creatures. They do not venture too close because, Achmet explains, there is always a danger from the aggressive flying chimearocs that live among the herds.

As the flyby is made, someone notices a movement in the water ahead of the herd, which proves to be a small watercraft, listing badly. The boat is directly in the path of the herd and will be overwhelmed in a matter of less than half an hour unless something is done. A single figure can be seen clinging to the vessel's shattered cockpit.

If the adventurers do not take any action, Hernandez will order Achmet to approach the damaged craft and attempt a rescue. Achmet protests the danger but obeys. It is during the ensuing rescue operation that disaster strikes, for a flight of chimearocs is attracted to the hovering air/raft. Hurling themselves at the intruding vehicle, the creatures cause considerable damage by striking the vehicle cockpit. Achmet manages to dodge as the windscreen shatters, but several controls short out and the vehicle loses power. The rescuers thus become caught in the same situation from which they were attempting to save the original victim. During the accident, Hernandez is badly injured, another complicating factor.

Though enclosed, the vehicle is not airtight; it begins sinking soon after hitting the water. An emergency kit containing a raft and other survival gear is present, but the nearest factory ship, the *Globtik Solymi*, is over 350 km away. The chances of being rescued are, to say the least, slim.

Among the Nomads

Stranded in the sinking air/raft, the adventurers are rescued before their time runs out by a nomad scouting ship patrolling ahead of one of the large native ship-cities. The nomads are not very pleased with what they pull out of the sea; the Seaharvester markings on the air/raft are quite visible, and the pilot, Achmet, is singled out by the rescuers for derision and harsh treatment. He is called *kul* ("slave") and handled very roughly. Treatment of the offworlders will be better, but only marginally.

One factor working in favor of the adventurers is their rescue of the individual from the sinking craft. This is a young nomad woman, Selale Keffid, whose hunterfoil craft was damaged by daghsharks while she was reconnoitering the daghadasi herd. As Selale is the daughter of the leader of the nomad ship-city which rescues the party, her good will wins the group the chance to be heard by the government. Selale has no actual authority and a comparatively low rank in the semi-military hierarchy of the nomads, but she is able to buy the group time in which to take stock of the situation and come up with a plan of action.

LANGUAGE

The adventurers' situation is made more difficult by the fact that the nomads speak their own strange language (descended from Turkish, an ancient Terran language). Isolated by choice from the rest of society, few of them speak Anglic (the common language of the Imperium).

The party must find a translator. Achmet can serve, although his low social status will affect the reaction rolls of anyone being spoken to through him; use a DM of + 2 in such situations.

Selale Keffid also speaks Anglic, which she was required to learn for her previous duty on board: buying needed equipment from the pylon cities. Unfortunately, she has other duties and may not always be available when the adventurers need her.

After a week on board the ship-city, the adventurers will know a few useful phrases. After several weeks, they may acquire enough of the language to be useful in routine situations or to express simple concepts. However, they will never (in the period of the adventure) achieve fluency.

THE GROUP'S STATUS

The first moments of contact will be important in setting the relationship between the adventurers and the nomads. For the first few minutes, their lives quite literally depend on the adventurers' ability to talk their way (with the help of Selale Keffid) into the good graces of the nomad community.

The nomads aboard the scout ship will take their cue from their leader in their treatment of the party. It is up to the referee to choose which of the nomad officers described in the chapter on non-player characters is in command of the vessel, possibly through the use of a random roll. Throws against the officer's given reaction to the adventurers should determine the treatment he accords them. If a throw less than the reaction is made, he will take the party in. Throws of equal to or up to 3 higher than reaction indicate an ambivalent reaction which can only be changed

by further attempts to sway the officer in question. A throw of 4 or more higher than the number will cause the officer to order the party killed out of hand.

At this point, the adventurers and their companions are *yabancılar* ("strangers") not entitled to the rights of people in the nomad community. If at any time the adventurers make an appeal based on the concept of claiming the protection of the community, things will be changed. Persons who claim to be *dindaslar* ("of the ideals") will be more fairly treated. An appeal such as this commits the adventurers to become a part of the nomad community. They become *gemicilar* ("sailors"), sharing in the work and the life of the ship-city. If they so desire, they may attempt to improve their lot even further by participating, when the time comes, in the most hazardous of all nomad work: a daghadasi hunt.

If the adventurers declare their desire to join the community, a roll against the leader's reaction will be made immediately with a DM of -3. Even the most hostile character will probably choose to have judgement deferred to the *Hukurmet Baslica*; in the meantime, treatment of the party will improve a great deal. If the adventurers are taken in without appealing in this fashion, they will not be mistreated, but they will be ignored. As *yabancılar*, they are beneath notice. This should be pointed up clearly in interactions with the nomads. At any time, the adventurers may stress their desire to be treated as equals.

Final approval requires a vote by the *Hukurmet Baslica* in favor of the adventurers (see Nomad Politics, pages 23-27). Once this is achieved, the group will be expected to work with the nomads and will be assigned jobs based on their available skills or on current needs (there is always a need for painters, cooks, and laborers).

If the group does not attempt to acquire higher status or if their application is denied, they remain *yabancılar*. They will be kept out of the way for several days and then eventually shipped off to one of the pylon cities. Before this can come to pass, the referee should see to it that the adventurers realize, from items of overheard conversation and the like, that these nomads are the only available lead to solving the question of Seaharvester activities on Bellerophon. This should induce them to attempt to gain some higher status in order to remain and gather more information.

The air/raft pilot, Achmet, should be a useful source of information on nomad customs and language. If possible, the players should be forced to think for themselves, but Achmet can supply them with details of the workings of the nomad culture, either in response to direct questioning or voluntarily, to keep the party from being slaughtered out of hand. Achmet himself can never aspire to status as part of the community; if the adventurers earn a place for themselves, they may appeal (by rolling against the reaction of the nomad officer who rescues them) to have Achmet placed under their care. If successful, they will be held accountable for everything he does and will have a DM +1 (+2 if Achmet is translating) on all reaction rolls until such time as they become *subaylar* (see Nomad Politics). Failure of this appeal means that Achmet is killed as a traitor to the ideal of *muvaazene*.

The referee should not hesitate to ignore or alter die rolls in order to build events in a particular fashion, rather than at random.

NOMAD SOCIETY

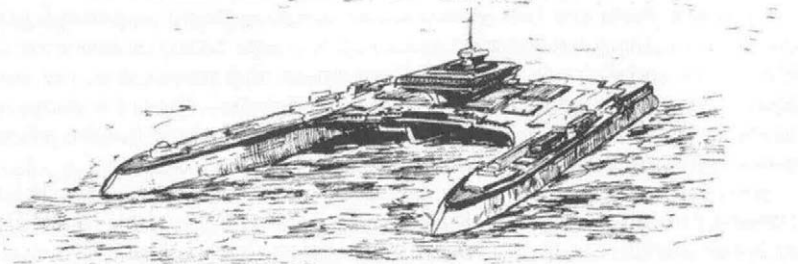
The seagoing nomadic communities of Bellerophon are a fascinating example of a technological nomad culture. Enjoying a tech level of 10, these people are con-

siderably less advanced than those of the pylon cities, but they still have fusion power and other modern amenities. Known as *Dunyacan Aramakilar* ("Seekers of the World Soul") or *Aramakilar* ("Seekers"), the nomads exist in harmony with Bellerophon's ecology, making their living by hunting the daghadasi, taking only what they need to survive. The concept of *muvaazene* ("balance") is important to them and holds an almost religious significance to the *Aramakilar* culture.

Aramakilar society is somewhat militaristic in organization, since the daghadasi hunting expeditions which are central to nomad life are, by their very nature, military. The government is oligarchic, consisting of the *Oramiral* (titular leader of a given ship-city), his elected heir (the *Koramiral*), and a council, the *Hukurmet Baslica* ("Principal Government") made up of a number of councilors called *Tumamiralar* and *Tugamiralar*. This council makes all major decisions and receives input from some (but not all) of the lower levels of the *Aramakilar* community.

Below the level of the council are the *subaysehir* ("Officers of the City"). Each ship city (or *gemisehir*) is directed by an *Albay* (senior captain) and various other officers, all answerable to the *Hukurmet Baslica* on matters of policy. Those who become officers must first participate in a hunt for a daghadasi; those who make kills are *Ustsubaylar* and have considerable power and authority.

The ship-cities of the *Aramakilar* are by no means standardized, but most share certain points in common. Ship-cities hold 1,000-5,000 people, a complete community with a wide variety of responsibilities and tasks. Most feature a catamaran-style construction, conferring great stability to the vast craft and providing a sheltered harbor area between the pontoons for use by smaller ships or for the stripping of an ogul.



There are several hundred nomad communities on Bellerophon. Some have given up their wanderings in favor of permanent stays in the skreeker-grounds of various shallows; it is from such communities that Seaharvester hires their local labor. Each community is independent, giving token recognition to the planetary government but otherwise wanting to be left strictly alone. Aside from occasional calls at a pylon city to trade for luxuries or items not normally available, each ship-city is a self-contained whole.

Besides the ship-city proper, a nomad community maintains several other ships of varying size for scouting and transportation, plus several squadrons of hunter-foils (small craft used to hunt and kill daghadasi) and a few air/rafts and other air vehicles. All of these can be carried by the ship-city if necessary, but usually several smaller ships surround the *gemisehir* as it travels.

An *Aramakilar* community makes, on the average, one kill every six weeks. The kill, usually an ogul or baba, will supply the community with nearly everything it

needs. The meat is good to eat (and is supplemented by skreekers and vegetable products harvested from the greenmats). Tough daghadasi hides can be used as building material or worked into many forms of implements and tools. Fatty tissues can be rendered to supply oils for lubricants and plastics, while fibrous body tissues provide the basis for textiles, clothing, and paper products. Finally, the daghadasi even yields fairly large quantities of metals from the creature's massive skeleton. The sea water of Bellerophon is rich in dissolved metals and minerals, and these are absorbed by the floating greenmats, concentrated by the plant-eating skreekers, and further concentrated by the grazing daghadasi. Thus the nomads make use of as much of the huge creatures as possible and quite rightfully consider themselves an integral part of Bellerophon's ecology, unlike offworlders who ignore the pyramid of Bellerophonian life.

Some nomad groups have been successfully hired by Seaharvester and work for and with the offworld factory ships. These people have grown rich and accustomed to luxuries not available to the average *Aramakilar* group, and have tended to abandon the old ways and beliefs. Needless to say, there is an intense jealousy and hatred between *Aramakilar* and *Karkular* ("Profit-slaves"), as the pro-offworlders are known. The *Aramakilar* are gradually being driven into a corner, forced to choose between joining the *Karkular* and watching their own way of life suffer as the more efficient Seaharvester operations and the dwindling herds combine to make their chances grow constantly more bleak.

GATHERING INFORMATION

During their stay with the nomads, the adventurers should be able to put together a number of facts and bits of information to get a good grasp of the situation on Bellerophon. There are two main sources of this information on board the city: Iamis Hernandez and Achmet, the pilot. Through careful questioning, the adventurers should be able to gradually determine what they know. The process should depend as much as possible on the party asking the right questions, but the referee should eventually provide all the information.

Iamis Hernandez: Injured in the accident, Hernandez is confined in the ship-city's hospital for quite some time. During this period he is cared for (on the insistence of Selale Keffid), but his Seaharvester background earns him the disdain of those attending him. His convalescence keeps him out of the decision-making process during the early stages of the stay with the nomads so that he has no say in the issue of whether or not the group should remain among them.

Once he begins to recover, he becomes aware of nomad attitudes toward him and is genuinely puzzled by their dislike. He asks questions, hears answers, and begins to learn of the nomad side of the Seaharvester story. Some of what he hears fits with points he has always wondered about, and Hernandez eventually realizes that there may be truth to allegations concerning the company's misdeeds. He will end up discussing his knowledge of Seaharvester with the adventurers and will be able to fill them in on a great deal of important information.

Graigor's assistant knows very little about operations on Bellerophon. His duties are largely oriented toward public relations, with heavy responsibilities in dealing with the pylon city governments, the Vegan civil service, and offworld groups such as the PGFL and the media. As such, he has access to Seaharvester's public files but does not actually handle any part of operations, and he has never seen reports

on kills or other operational data. Such information, he says, is handled almost exclusively by Graigor, although her secretary also has access to Graigor's files. Both carry hand computers which are specially keyed to Graigor's file system. Though any Seaharvester terminal on Bellerophon can access the central computer at the main office, only the hand terminals belonging to Graigor and her secretary can send the proper coded signal to access private files. Thus security is tight; the only way to learn if there is any large-scale corporate skullduggery going on is to get one of those terminals and use it in conjunction with one of the Seaharvester computers.

Hernandez is willing to believe that something is indeed going on, probably not on every Seaharvester ship but definitely on one or two. Graigor spends a lot of her time on the *Globtik Solymi*, but visitors hardly ever go there; those few that have were representatives of corporations seeking to buy PDPT-beta. Even when *Globtik Solymi* is the closest ship to the starport or to Phocaea, it is not used as a site for inspection tours. This could indicate that it is engaged in suspicious operations.

The officers and crew must surely know if they are violating quota, but all factory ships stay out at sea for many months at a time, and crews in port usually remain in a separate section of Phocaea set aside for Seaharvester use; this gives them little opportunity for spreading gossip about their activities. Native employees are not rotated from one ship to another; specialists from offplanet tend to be rotated to offworld posts after a tour of duty aboard a factory ship. Finally, there are good incentives for keeping quiet, not the least of which is the presence of armed SOs who can provide more than just protection from sabotage.

A last piece of news that Hernandez can add is the fact that Graigor has a contact in SuSAG's Bellerophon office — a secretary or receptionist named Ramona. Hernandez knows for a fact that Ramona called Graigor by radiotelephone late on the night before the adventurers left the factory ship. This information clinches any feeling the adventurers may have that Graigor's attitude toward them changed during the night, since SuSAG/Bellerophon was informed of the adventurers' presence and cover identities.

Achmet: The *karkul* pilot, Achmet, has served aboard the *Globtik Solymi* for several months. Assuming the adventurers have become his protectors, he is very grateful and eager to describe what he has witnessed.

Under normal conditions, he says, *Globtik Solymi* launched a major hunt on the average of once per week. The factory ship would sail into the midst of a herd (using lasers to keep off chimearoc attacks) and fire a spread of burrowing missiles at as many oguls as were within reach. Usually this resulted in the taking of anywhere from 50 to 75 oguls in a single attack.

Once the animals were dead, the factory ship would move from one carcass to another, quickly drill to the organ in which PDPT-beta might be found (using lasers), and extract it, moving on to the next as quickly as possible. The process of rendering the bodies took up to two days, depending on the number killed and their sizes. Then the ship would set off in search of a new herd.

FEEDING THE FLAMES

Feelings against Seaharvester are already running high aboard the ship-city. Some time after the adventurers arrive — the referee must determine the proper time —

the parties in favor of violence gather strengths after news comes of an encounter between the *Globtik Solymi* and a nomad community; the factory ship drove off an *Aramakilar* recon ship with laser fire, an attack made without provocation and without warning.

Among the various nomad communities the traditions of independence and self-sufficiency are so strong that this open attack is not used as grounds to call in the planetary government, although there would be every reason to expect justice. Nomad experience with governments have never been good; during the original troubles with Seaharvester, nomad ships which interfered with the company were subject to government actions after Seaharvester filed complaints, which only served to reinforce the tradition of nomad refusal to deal with any planetary authority.

Instead of leading to legal action, therefore, news of the attack merely increases tension. At this time, three neutral council members (see Nomad Politics) begin to strongly support an attack on Seaharvester; set their attack attitudes at +2. In addition, the first order of business at every council meeting from this point on is a debate concerning retaliation for the Seaharvester action.

The vote on this issue should still be stalled by fears of the *IsIar* faction that the government would take action against the nomads once they make a move against Seaharvester, which could be the ruin of the community.

It should be left to the adventurers to realize (perhaps with a hint from Iamis Hernandez, who knows something about Bellerophon's government) that, if Seaharvester were to start a fight, the government could not object if the nomads defended themselves. Given past incidents, there is a good chance that the *Globtik Solymi* can be counted on to open fire on the nomads if they come too close, whereupon the nomads will be in a good position to strike back.

Such an action can also provide the perfect cover for an attempt to get access to Graigor's files in the confusion and will also bring government attention to Seaharvester's illicit activities even if the files are not recovered.

Nomad Politics

The internal political structure of the nomad ship-city will have a great impact upon the course of the adventure. The adventurers will have to gain the ear of the *Hukurmet Baslica* in order to influence the nomads into helping to overturn Seaharvester and resolve the situation on Bellerophon. This is not a simple thing to do; factions pull the nomad government in several different directions, and it will take luck or ability to first gain and then keep the support of the *Aramakilar* government.

When the adventurers first arrive, they are regarded as *yabancilar* ("strangers"); depending upon the initial reactions of the nomads, they will either be taken in (but ignored) or treated harshly because of their offworld origins. If the group expresses a desire to become part of the *sehirsumellet* ("nation of the water-city"), they must take up duties in the community as *gemicilar* ("sailors"). As *gemicilar*, the adventurers have no particular say in the community but will at least be treated (provisionally) as colleagues rather than outsiders.

Status in the *Aramakilar* culture is dependent upon participation in the hunt for daghadasi, a dangerous activity which proves an individual's bravery and worth. Anyone can volunteer to prove himself in the *muharebe sayesinde* ("war in his shadow" — a daghadasi hunt); those who survive become *subaylar* ("officers") and have some voice in the affairs of the community.

If the adventurers participate in the hunt but do not particularly distinguish themselves, they become *Assubaylar* with the right to speak for or against a motion before the *Hukurmet Baslica*; they may not introduce motions or vote, but their voices at least may be heard. Those who actually make a kill or otherwise prove their bravery in the *muharebe sayesinde* become *Ustsubaylar* with the right to introduce motions (though not to vote on them) before the *Hukurmet Baslica*.

Finally, if the adventurers can convince the council to give them an active role in the government, they can have themselves elected to the *Hukurmet Baslica* itself as *Tugamiralar*, full council members with the ability to vote on all proposals.

The process of earning the respect and support of the *Aramakilar* will be a major part of the adventure and should be handled as such by the referee.

THE HUKURMET BASLICA

The council consists (at present) of 37 respected members of the community; they are selected on the basis of merit by being sponsored by some member of the council or the *Ustsubaylar* of the community, requiring a unanimous vote of the council for election. The hard times which have befallen the *Aramakilar* have caused the council to splinter into four factions plus a handful of neutrals who follow no clear party line.

The council meets once each week to consider and vote on matters of policy; actual day-to-day government is in the hands of the *Albay* (ship captain), though the leader of the community, the *Oramiral*, may summon the *Hukurmet Baslica* to meet if he feels the *Albay* is not carrying out policy properly. The *Albay* takes little or no part in politics and obeys the dictates of the council whenever possible.

Each week, the council considers one proposal. Before the players achieve a voice in government, there is a chance that each week's council meeting will produce a vote to proceed along a particular path. Once the adventurers are in a position to speak, they may attempt to influence the council's voting; finally, when they can introduce proposals, they may freely submit plans to the council which will be voted on.

Any proposal, whether submitted by the players or originated from the proposals table (see page 26), must be voted on. Voting is handled according to the rules below.

FACTIONS AND VOTING

Each of the four factions in the *Hukurmet Baslica* has a set number of supporters, thus a particular number of votes. Factions vote as a bloc, and it generally takes only a majority vote to carry any particular motion (except when considering prospective new members to the *Hukurmet Baslica* or motions to consider additional proposals in a session, each of which requires a unanimous vote).

Each faction's name and basic philosophy are given below.

Islar Faction: These are conservatives who prefer to take no action, keeping the nomads to themselves and adhering to the principals of *vazife* (duty) and *kader* (destiny).

Mudafaalar Faction: This party wants to fight Seaharvester to preserve the *Dunyacan Aramakilar* but is not so radical as to regard all strangers as bad just because of Seaharvester. Their activism is tempered by knowledge that precipitous action may be more dangerous to the ship-city than inaction.

Zenginlar Faction: The *Zenginlar* are the disgruntled minority who feel the *Aramakilar* life is no longer viable and want to appease Seaharvester and join other nomads in working for them.

Muharebelar Faction: The radical militants of the nomad community reject all ways of life other than that of the *gemisehir*. They seek to overthrow all who do not share their views, including Seaharvester, the pylon city dwellers, and all offworlders.

Neutrals: Several members of the *Hukurmet Baslica* belong to no established party and cast their votes according to their own personal perceptions. There are initially 5 neutral votes; each neutral is treated as a separate faction with all attitudes (see below) set at 0.

Attitudes: Each faction is further characterized by attitude numbers representing its position on various general topics. These attitudes vary from +4 (very favorable) to -4 (very unfavorable), and are shown on the attitude table. (The attitude table also shows how many votes each faction possesses.) The various categories of attitude are described below.

Danger: This represents the faction's willingness to risk danger to the ship-city. Note that no faction is actually in favor of danger to the ship-city, although the *Muharebelar* don't care.

Surrender: This represents the attitude that the ship-city must compromise its basic principles in order to survive; only the *Zenginlar* believe this.

Attack: This represents a willingness to take violent action against the ship-city's enemies (most notably Seaharvester).

Adventurers: This is the faction's basic attitude toward the adventurers. The basic attitudes of the *Mudafaalar* and *Zenginlar* depend on the adventurers' announced

views; if they have not taken a position, both attitudes are 0; if they support an attack on Seaharvester, the *Mudafaalar* attitude will be + 1 and the *Zenginlar* - 1; if they counsel against an attack on Seaharvester these attitudes will be reversed.

Each faction's attitude changes according to the adventurers' status; add the following modifiers to each faction's attitude: - 2 if the adventurers are *yabancilar*, - 1 if they are *gemicilar*, + 1 if they are *Ustsubaylar*, + 2 if they are *Tugamiralar*, there is no modifier if they are *Assubaylar*.

Islar, *Mudafaalar*, *Zenginlar*, *Muharebelar*: These represent each faction's attitude toward each other faction (and the fanaticism of its own position).

	ATTITUDES				
Faction	Isl	Mud	Zen	Muh	
Votes	12	6	5	7	
Danger	-3	-2	-4	0	
Surrender	-2	-3	+4	-4	
Attack	-2	+2	-4	+3	
Adventurers	+1	0	0	-2	
Islar	+3	-1	0	-2	
Mudafaalar	0	+3	-2	+1	
Zenginlar	-4	-3	+4	-4	
Muharebelar	-2	+1	-4	+4	

Voting: When a proposal is to be voted upon, the referee must decide which attitudes are relevant to it. (This has already been done for the proposals given on the proposal table.) He must also decide a multiplier for each attitude. Usually the multiplier will be + or - 1, + if a faction with a positive attitude would support the proposal and - if it would not support the proposal; multipliers of + or - 0.5, 1.5, or 2 are also possible, in cases where a particular attitude is of less than average or more

than average importance. (A modifier of + or - 1 is expressed on the table below as simply + or -.)

To determine a faction's attitude toward a proposal, multiply each relevant attitude by its multiplier (rounding toward the closest whole number; round .5 toward 0) and add them together. For example, to determine the *Islar* attitude toward proposal 7 on the proposal table, add its surrender attitude (-2) to -0.5 times its danger attitude ($-3 \times -0.5 = +1.5$, rounded to + 1), for a total of - 1. Note that the negative of a negative number is a positive number.

A faction's attitude toward a proposal determines its vote. If its attitude is + 2 or greater, it votes for the proposal; if its attitude is - 2 or less, it votes against. If its attitude is +1, 0, or - 1, roll 1D and add the attitude to it. If the result is 3 or less, the faction votes against the proposal; if the result is 4 or greater, it votes for the proposal.

Influencing the Vote: The adventurers may seek to win support for an issue, either privately or publicly, from any of the factions.

Private Influence: This involves meeting with faction members (generally the faction leader) prior to the council session. In order to influence the leader, the party must roll his or her personal reaction toward them or less on 2D; DMs are + 2 if the adventurers are *yabancilar*, + 1 if they are *gemicilar*, - 1 if they are *Ustsubaylar*, - 2 if they are *Tugamiralar*, + 1 if Achmet is under their protection, and + 2 if he is also translating for them. A successful roll changes the faction's attitude toward any one issue (danger, surrender, etc.) by 1 in the desired direction; if the roll is 3 or more less than the leader's reaction, the attitude is changed by 2. This change lasts for only one week (affecting one council meeting).

Public Influence: This type is possible only if the party has *subaylar* status. They may argue for or against a proposal before the *Hukurmet Baslica*, which will affect

every faction's attitude toward any one issue (danger, surrender, etc.). Roll 1D for the effectiveness of the speech; DM - 1 if Achmet is translating; the referee may incorporate other DMS, + or -, depending on what the adventurers actually say. To determine each faction's response, add the modified die roll to the faction's attitude toward the adventurers. If the result is 6 or more, the specified attitude is influenced by 2 in the desired direction; if the result is 4 or 5, the attitude is influenced by 1; on 2 or 3, there is no effect; on 0 or 1, the speech has backfired: the faction's attitude is influenced by 1 in the opposite direction; if the result is negative, the attitude is influenced by 2 in the opposite direction.

Changes of Issue: The adventurers may influence voting in another way: by proper argument, they may change the attitudes which are relevant to a proposal, either eliminating an attitude as a factor or linking a new attitude. For example, one of the factors affecting proposal 9 on the table is danger; if the adventurers can demonstrate a plan of attack which does not result in danger to the ship-city, that attitude is no longer relevant and the vote will be decided entirely on the factions' attitudes toward attack.

A change of issue does not have to be logical; it just has to be convincing. The

PROPOSAL TABLE

2-6 No Proposal

7 Resolved: The ship-city should abandon its present daghadasi herd and seek a new one somewhere far from current Seaharvester operations. (+ *surrender*, -0.5 x *danger*)

8 Resolved: The adventurers and their anti-Seaharvester campaign are a threat to the community. The adventurers and their companions will be ordered to leave the ship-city and go to the nearest pylon city within 5 days. If this motion passes, the adventurers will have to find a way of overturning the decision or will be forced to leave. (+ *surrender*, -*danger*)

9 Resolved: Seaharvester should be met with force if they encroach on the herd. Seaharvester ships and vehicles should be attacked on sight. (+ *attack*, + *danger*)

10 Resolved: A new *Oramiral*, one who will take positive action, should be appointed. A proposed candidate is named as follows: roll 1D; 1-2 is a *pro-Mudafaalar* candidate; 3-4, *pro-Muharebelar*; 5, *pro-Islar*; 6, *pro-Zenginlar*, if the faction rolled is the same as that of the current *Oramiral*, roll again. If a new *Oramiral* is chosen, two of the outgoing *Oramiral*'s faction's votes become neutral and one neutral vote joins the winning faction. (+ *faction of candidate*, -*faction of current Oramiral*)

11 Resolved: Radical tactics should be adopted against all *non-Aramakilar* on Bellerophon. The ship-city should attack anyone and anything not a part of the community until the nomads and their herds are left in peace. (+ *attack*, + 2 x *danger*)

12 Resolved: The party of adventurers, who have a wider experience at dealing with outsiders and offworlders, should have a place on the *Hukurmet Baslica* and should be elected to the council. If the motion passes (requiring a unanimous vote), each adventurer carries one vote on the council in all meetings henceforth. (+ *adventurers*)

Note: The referee is encouraged to come up with additional proposals to be used for additional variety and flavor.

referee must make decisions based on his opinion of the effectiveness of the players' arguments.

Common Sense: No system relying on a few numbers and die rolls can fully represent the interactions of individuals and governmental bodies. The referee should be prepared to introduce new complications or change results based on the adventurers' attempts to deal with the situation.

It is also important to remember that the adventurers should not be told the workings of the rules system. They should be involved in role-playing the situation, and the referee is responsible for converting their actions to equivalents defined by the rules. The information on factions, attitudes, and procedures should be communicated to the players, but not in terms of numbers and die rolls.

Additional Motions: Normally, major proposals are limited to one per council meeting. If, however, the adventurers or one of the factions want to, there is a possibility of extending the session to consider further motions.

After a proposal is voted on, the session adjourns unless a motion is made to continue. Adventurers make such a motion as desired (if they are *Ustsubaylar*); an additional proposal is suggested by another faction without adventurer intervention on 10+.

A motion to continue a council meeting must be voted on. All parties must agree; the vote is considered to be a vote in favor of the proposing faction (or the adventurers).

If further proposals are to be made, the adoption of contradictory proposals (simultaneous decisions, say, to attack Seaharvester and leave them to their own devices) causes both to cancel out. The referee should use common sense to regulate the flow of the council meetings.

Daghadasi Hunt

Sooner or later, if the adventurers want to get ahead in the nomad community, they will become involved in the *muharebe sayesinde* — a hunt for a daghadasi. Such a hunt will be declared 1D weeks after the arrival of the adventurers.

The ship-city itself stays well away from the herd it trails; a smaller reconnaissance vessel is responsible for close observation of the herd. When one member of the herd falls behind, the recon vessel alerts the ship-city and the hunt begins.

The nomads conduct the hunt using small, two-man watercraft called hunterfoils.

There are three hunterfoil squadrons, each consisting often boats. Each squadron operates as a group, moving in and conducting attacks in coordination; the actual operations of each boat are, however, handled independently. The hunt is dangerous and is generally left to members of the squadrons; however, since status in society is dependent on the hunt, any nomad may demand as his right the chance to participate in one hunt and thereby gain *subaylar* status. The adventurers, if they have become *gemicilar*, may claim this right. Participation in a second hunt is not a right and is generally granted only to those who wish to become squadron members. All candidates for the hunt are assigned to a single squadron (replacing some of its permanent members) which is granted the honor of the first attack.

The referee should determine the object of the attack, almost always an ogul or baba; dedes rarely stray from the center of the herd. On rare occasions, supplies run short before an animal has fallen behind, forcing the decision to take an animal (generally an ogul) from the interior of the herd, which increases the danger.

The characteristics of animals encountered during a hunt (mostly daghadasi in various stages of their life-cycles) are given on the table below.

Squadrons assemble around the recon ship at a point beyond the range of chimearoc activities. The safe zone serves as an area for regrouping after each attack run; the recon ship can resupply craft which have expended missiles as needed.

HUNTERFOILS

These small watercraft are designed and built by the nomads especially for hunting for daghadasi. The two-seater craft carries a pilot, who also fires the small missiles used in the hunt, and a gunner, who mans the laser turret used to ward off chimearocs and daghsharks, the two major hazards encountered.

The hunterfoil is three meters long, 2 meters wide, and 2 meters tall. It can function as a hydrofoil or submersible and has an endurance of about eight hours of

ANIMAL CHARACTERISTICS

<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
Small Daghshark	3,200kg	40/ 18	jack	20teeth A3 F8 S2
Large Daghshark	60,000kg	58/ 22	jack	31 teeth + 1 A3 F8 S2
Large Ogul	6,000,000kg	640/330	btle + 4	250thrasher F8 A9 S1
Adababasi	7,500,000kg	760/295	battle	335thrasher F8 A9 S1
Daghdadede	150,000,000kg	2030/900	battle	800thrasher F12 A12 S0
Chimearoc	25kg	14/ 18	none	9teeth A1 F9 S3

continuous use, powered by a small fusion generator.

Operating Hunterfoils: On the surface, a hunterfoil may move at up to 150 kph; underwater, maximum speed is 30 kph. Players should keep the referee informed of their speeds at all times.

The attack is played in 15-second combat rounds, on a hex grid with each hex representing 100 meters.

One hex is entered per round for every 25 kph of speed; if a boat's speed is not a multiple of 25, the remainder is saved from round to round until it adds up to a full hex. For example, if a boat is travelling at 90 kph, it moves through 3 hexes in the first round, which uses 75 kph; the remaining 15 kph is saved. Next round, assuming no change in speed, the boat will move another 3 hexes, saving another 15 kph.

Now the accumulated remainder adds up to 30, enough for another hex (for a total of 4 in that round), with 5 kph left over for the next round.

Speed can be changed (accelerating or decelerating) by at most 25 kph per round. However, the hunterfoils are capable of extremely tight turns; even at high speed, a boat may turn completely around within a hex. Thus, collisions are a danger only if the boat's rudder jams. High speed can be dangerous at times; see Events below.

A hunterfoil may not submerge unless its speed is 30 kph or less. Underwater movement is much less concerned with speeds, since there are fewer hazards to be avoided. Note that a submerged hunterfoil may pass under the daghadasi.

Weapons: The hunterfoil mounts two fixed, forward-firing missile tubes, capable of independent or simultaneous fire. It carries four missiles; when these have all been fired, the boat must return to the recon ship for more. The hunterfoil also mounts a laser turret for defense against chimearocs and daghsharks. For details on weapon firing, see Attacks below.

Damage: The fragile hunterfoils are vulnerable to damage from several sources during an attack. Damage is taken in points and is cumulative; every time a hunterfoil takes damage, add the points to its current total.

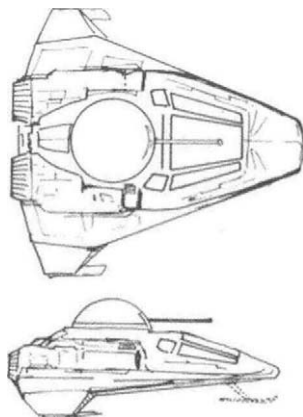
Whenever the total reaches a multiple of 50 points, the hunterfoil suffers a critical hit; roll 2D and consult the critical hit table. When the damage total reaches 250 points, the boat sinks. Damage has no other effects.

Note that a critical hit does not necessarily become apparent when it occurs. For example, a jammed missile launcher (a result of 10 on the table) will be discovered only when the pilot attempts to fire a missile.

Some critical hits can be repaired, as indicated on the table. While repairs are being carried out, the crewmember doing the work may not do anything else. Repair affects only the critical hit; the damage point total is not reduced.

THE APPROACH

When a squadron leader gives the order to attack, the craft in the squadron begin a run toward the daghadasi. This run is generally made on the surface, though underwater runs are not unknown. The range to be crossed is generally about 6 kilometers; the referee should calculate the time it takes to cross this distance based on the announced speed of the craft (time in minutes = 360 divided by speed in kph). Non-



player characters will travel at 70-120 kph ($1D + 6 \times 10$ kph) on the surface or at top speed (30 kph) underwater. Roll for an event for each boat once every 5 minutes or fraction thereof during the approach; an event occurs on 8+ if on the surface or 9+ if underwater. If an event occurs, see Events below.

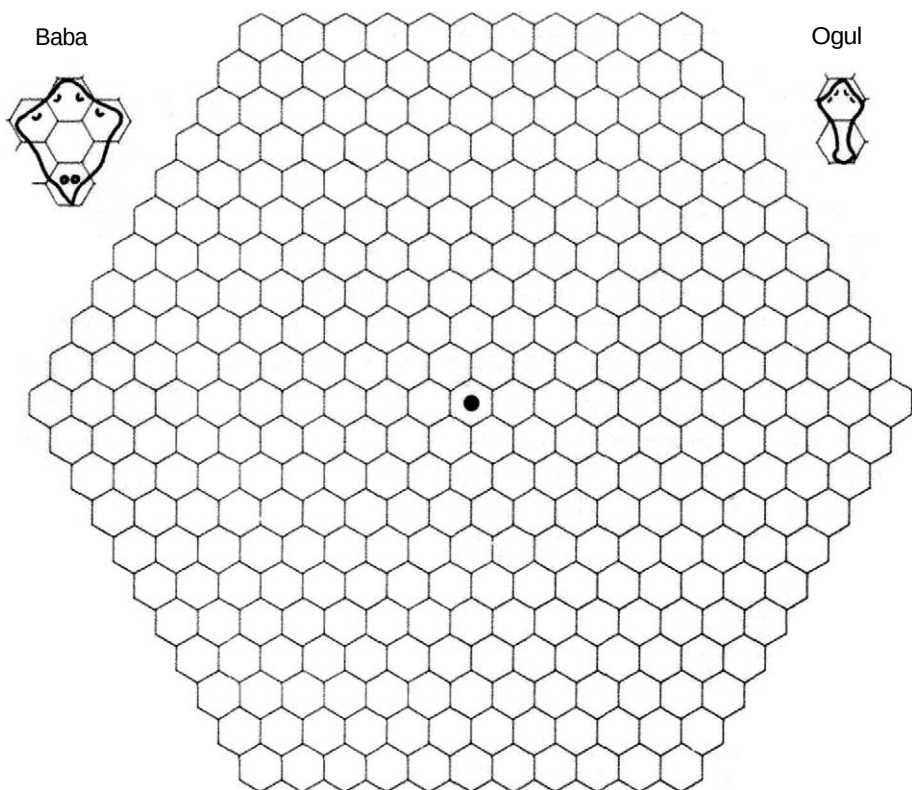
ATTACKS

The daghadasi can be attacked from a moderately safe distance after the approach, but the chance of a missile hitting a vital spot from long range is low.

Alternatively, an attack can be made by making a dangerously close approach to deliver an aimed missile at very short range. Such attacks may be surface attacks (in which the missiles are directed at the four breathing orifices or — on babas only — the two small openings which secrete genetic material) or underwater attacks (which aim for the creature's maw).

Close attacks are conducted on a hex map (below) which is 21 hexes wide; each hex represents 100 meters. The daghadasi is placed at the center and hunterfoils enter from the edges.

Long Range Attacks: A long range attack can only be delivered on the surface (underwater attacks have fewer possible targets and they are harder to make at longer ranges). For each missile fired, the pilot scores a vital hit by rolling 12 exactly on 2D; the creature takes $1D \times 200$ points of damage from this type of attack. If the roll is not made, the creature suffers $1D \times 5$ points of damage.

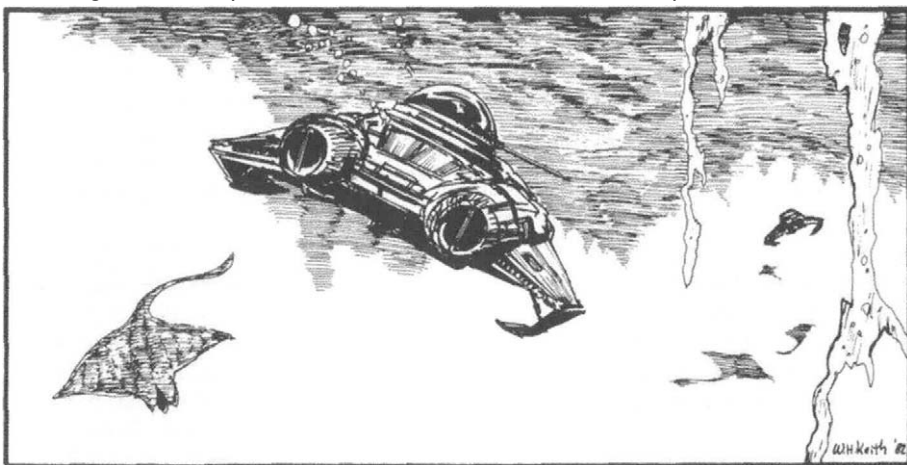


Roll for an event once every 10 combat rounds or fraction thereof spent at long range; an event occurs on 8+.



Surface Attacks: Close surface attacks involve runs at high speed, dodging to avoid the dives of chimearocs, to a favorable point for launching missiles. For an accurate shot, this point must generally be within one or two hexes of the daghadasi.

For each hex entered, check for events and chimearoc attacks with a single roll of 2D. If a 2 is rolled, an event takes place. If a 9+ is rolled, the ship is attacked by one or more chimearocs as it moves through the hex (roll 1D and divide by 2, rounding fractions up, for the number of chimearoc attacks).



Underwater Attacks: An underwater attack aims specifically at the mouth of the creature, a maw located at the front of the daghadasi.

Attacks underwater are, in general, less hazardous during the approach but are harder to resolve without exposing the hunterfoil to total destruction in the mouth itself. Events and daghs shark attacks are possible in every third hex entered in the course of the attack. As for surface attacks, roll 2D; on a 2, an event occurs; on 9 + , 2D daghs sharks attack the hunterfoil.

The missiles used by the nomads have a very short range underwater; in order for a hit to be scored, the launch point must be in the mouth hex itself, and the pilot must buck severe currents and eddies that exist in this hex to avoid being smashed into the maw.

The Mouth: An attack underwater requires a launch at point-blank range into the creature's mouth to ensure success. When this occurs, roll 7 + to escape, DM + small watercraft skill. Two such throws should be made. If either throw is not achieved, the craft is sucked off-course. One last throw may then be attempted. If this last throw is 7 + , the craft escapes after brushing the rim of the maw, suffering 1D x 20 damage points. Failure of the throw inflicts the damage indicated for the creature's normal attack. The use of several throws is intended as an aid to visualizing the action inside the maw.

Resolving Missile Attacks: The pilot may fire missiles singly or simultaneously. For each missile, the throw to hit a target is 10 + . A DM of - 1 is applied for every hex between the launch point and the target; a DM of + small watercraft skill of the pilot is also allowed. Underwater attacks receive a DM of - 5 unless launched from the mouth hex itself. If a hit is scored, it inflicts 1D x 200 points of damage against the creature; if it misses, it still scores 1D x 10 points of damage (it missed the critical point but not the whole creature).



Chimearocs: Chimearocs are large winged beasts, massing around 25 kgs, with 4-meter wingspans. They live in communities of up to 50 individuals which rest together on the backs of daghadasi. Extremely territorial in nature, Chimearocs circle in packs over their homes and periodically make aggressive dives to warn off intruders. In diving, they fold their wings into an extremely tight configuration and plummet at their target, presenting a small surface and moving very fast. At the last moment possible, they flare out of this dive and climb again. Sometimes, however, they will dive directly onto a target, attacking with great force.

Before beginning a hunt, the referee should record the number of Chimearocs present on the target daghadasi by rolling 1D x 10; if these are all killed, there will

be no more chimearoc attacks.

Chimearocs are easiest to hit when they flare out of a dive, but waiting for this involves a risk of allowing an animal to hit the hunterfoil.

The referee should secretly roll 2D for every diving chimearoc; on 10 + the animal will fail to flare out.

The laser gunner is capable of five shots per combat round, but every shot after the first is subject to a DM of -2. The same animal may be attacked more than once. During a single event, the gunner must first declare which chimearocs will be attacked while they are diving and resolve those attacks; then the gunner states which chimearocs will be attacked while they are flaring out. If any target fails to flare out, roll dexterity or less (DM - gunnery skill) to try a shot before it hits the hunterfoil.

The normal throw to hit of 8+ applies with the following DMs: for diving chimearocs, -3; for flaring chimearocs, +1. Gunnery skill of the laser gunner is a positive DM. A hit automatically kills the chimearoc.

If chimearocs are not shot down, they may cause damage in one of two ways. First, a chimearoc which does not flare out may hit the hunterfoil. To determine if a hit is made, divide the current speed by 10. A number greater than or equal to this number on 2D will cause a hit. Damage amounting to 1D x 10 points is inflicted on the hunterfoil; if a chimearoc hits, it is automatically killed.

Second, a chimearoc which does flare out or which dives and misses may shake up the pilot and cause an accident. The pilot should roll intelligence or less to avoid such an accident. In both cases, small watercraft skill is used as a favorable DM to avoid disaster. If an accident occurs, the pilot loses control and the hunterfoil flips over (see critical hit 1 below).

Daghsharks: A dangerous aspect of underwater attacks is the presence of daghsharks. These voracious creatures will attack anything and everything, and though they cannot actually penetrate a hunterfoil's hull with their teeth, they can buffet the craft and cause considerable damage.

As above, the gunner may fire up to 5 shots per round, with a DM of -2 for all shots after the first.

Because hunterfoil guns cannot cover all possible approaches to the craft, a common tactic involves sending a pair of craft in together, each covering the other as they make their own runs. In this case, the two are considered to be in the same hex and make only one throw for daghsharks and events, which may affect both of them or only one of them, depending on the event. Half the attacking daghsharks go after each craft. If the two vessels split up, resolve their activities separately once more. If a hunterfoil does not have a covering companion, a DM of -2 is applied to all rolls to hit attacking daghsharks.

The normal roll to hit daghsharks is 8+. In addition to those given above, there is a DM of + gunnery skill of the gunner. If a hit is made, 2D x 10 damage points are inflicted on the target.



Each animal will attempt to make an attack each round until discouraged. Laser fire may be used to attempt to wound or kill the animals. A wounded animal will break off before attacking in the round. A dead or unconscious daghshark draws off several others (roll 1D), who will abandon the hunterfoil in favor of the newly available food supply.

Daghsharks who are not driven off ram the hunterfoils they were attacking, hitting on a roll of 10+ and inflicting 1Dx 10 points of damage.

ACTIONS OF NON-PLAYER CHARACTERS

A daghadasi hunt is a general melee in which up to 30 vessels are engaged. It is important, however, to avoid becoming bogged down in excessive detail, while still preserving the flavor of multi-ship operations.

Each squadron will make separate attacks; thus only one squadron will be in action at a given time. Out of each squadron, 1D hunterfoils will choose to make close runs during a particular attack; the remainder will fire from a safe range before withdrawing to regroup. For each of these cautious vessels, roll once to see if a hit was scored (one roll establishes if any of the hunterfoil's four missiles scored a worthwhile hit), a 12 being necessary. A second roll of 4+ ensures the craft's survival.

Hunterfoils that make close attacks score hits on a roll of 10+ and are safe on a roll of 7 + . The referee may conduct these attacks in greater detail if desired but should never allow players to become bored as the actions of non-player characters are resolved.

The die rolls for non-player characters do not reflect the actual skill levels of the nomads; they have been given bad luck to allow the players a greater chance to become heroes.

Wherever possible, a feel for simultaneity should be worked into descriptions of the situation. The players should be made to feel part of a larger operation, while still being primarily responsible for their own tasks.

BATTLES IN A HERD

When the nomads are forced to venture within a daghadasi herd for their prey, the situation becomes more dangerous.

Chimearocs and daghsharks are more common outside the bounds of the hex map. Check for encounters every 3 minutes during the approach or every 8 rounds when firing at long range.

The spacing of daghadasi within the herd is large; only one target is ever displayed on the hexgrid at a time. The presence of the herd does, however, increase the distance from the target to the regrouping area. Add 1D x 3 kilometers to the distance.

EVENTS

Whenever an event occurs, roll 1D and consult the appropriate event table below to determine its exact nature. Events 1 and 4 on the underwater event table have no effect except during close attacks.

Accidents: When an event indicates the possibility of an accident, a saving throw should be allowed to avoid it. Throw 2D for a result greater than or equal to the current speed of the watercraft in tens of kph, DM + small watercraft skill of the

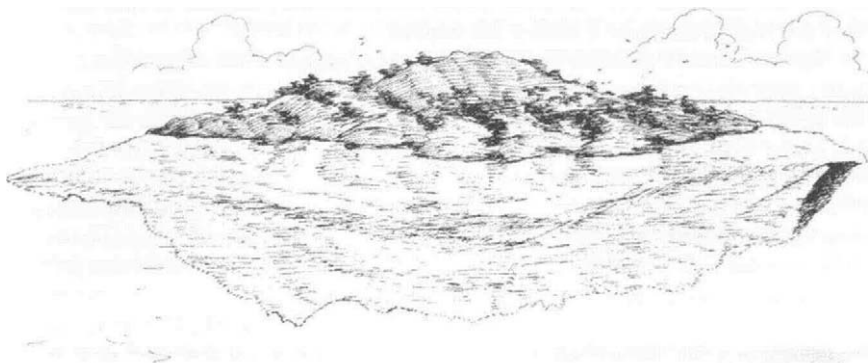
pilot. If the throw is successful, skillfull handling avoided the accident. Note that this procedure is different than that for avoiding accidents caused by chimearoc attacks.

SURFACE EVENT TABLE

- 1. Obstacle:** An accident resulting in a flip may occur unless a saving throw is made.
- 2. Chimearoc Attack:** 1D chimearocs attack.
- 3. Nearby Explosion:** An accident resulting in a flip may occur unless a saving throw is made.
- 4. Greenmat in Engine Intakes:** Speed drops by 25 kph each round until vessel stops. Engine may overheat (see critical hit 9) on a roll of 8 + . Repairs are possible; one attempt per round. Roll dexterity or less, DM + small watercraft skill. Overheating must be repaired separately.
- 5. Hunterfoil in Trouble:** Another hunterfoil (manned by non-player characters) has overturned nearby. If crew is not rescued in 1D x 2 rounds, they will be taken by daghsharks and other marine life. Rescue is accomplished by coming to a complete stop, opening hatches, and spending 1D x 2 rounds taking survivors on board. Chimearoc attacks, but not events, are checked every 2 rounds during this time. If chimearocs get through laser fire, they will attack the individuals involved in outside rescue work (including the victims). Rescued crewmen must be returned to the recon ship immediately. A rescue confirms the same status as scoring a kill.
- 6. Obstacle:** An accident resulting in a flip may occur unless a saving throw is made.

UNDERWATER EVENT TABLE

- 1. Underwater Current:** The vessel is pulled offcourse. The referee should displace the vessel one hex from its planned route in a random fashion.
- 2. Greenmat in Engine Intakes:** See event 4 on the surface event table.
- 3. Daghsharks:** 30 daghsharks attack.
- 4. Nearby Explosion:** Shock waves cause 1Dx5 points of damage.
- 5. Bad Visibility:** Murky water causes a DM of - 1 on any laser or missile gunnery attempted in this hex.
- 6. Underwater Current:** The vessel is pulled offcourse. The referee should displace the vessel one hex from its planned route in a random fashion.



CRITICAL HITS

2. Accident: Hunterfoil will flip over unless a saving throw is made. If the throw fails, the hunterfoil is destroyed. Characters may escape on a roll of dexterity or less. They then have 2D x 2 rounds to be rescued before daghsarks begin attacking. A roll of 8+ made once per round indicates that non-player characters have noticed the accident and are attempting rescue, or another player craft may notice the accident by announcing intent and rolling 6+ . After notice, rescue takes 1D x 2 rounds. See surface event 5.

3. Hydrofoil Weakened: This damage should not be revealed until it causes trouble (i.e., when the foil is subjected to strain: for game purposes, when the craft moves at over 50 kph for a round). If strain is placed on the foil, it fails on a roll of 8+ , and an accident may take place. If the accident is averted, top speed is reduced to 50 kph.

4. Floodlights Damaged: Underwater visibility is reduced. Small watercraft and gunnery skills are reduced by 1 while underwater for the remainder of the battle.

5. Diving Planes Jammed: Vessel cannot surface or submerge except by coming to a complete stop and using ballast tanks.

6. Echo Sounder Damaged: Pilot's small watercraft skill is reduced by 2 (and may become negative) if the hunterfoil is in a hex underneath a daghadasi. Repairs are possible by throwing dexterity or less, DM -electronic skill. One attempt is allowed every 4 rounds.

7. Minor leak: One point of damage is taken every round (representing the steady stream of water flowing into the craft) until repairs are made. One roll of dexterity or less is allowed every 4 rounds, DM - mechanical skill.

8. Turret Jams: Turret operation becomes jerky. A DM of -3 is applied to all future laser fire.

9. Engine Overheats: The engine may be run, but if it is, there is a risk that it may be permanently ruined. Roll 10+ each round for permanent shutdown, DM + 1 for every 10 kph of speed, + 1 for every 2 rounds of continuous operation, -small watercraft skill. If the engine is shut down before it is burned out by use, repairs can be attempted. It will take (2D+ 10-dexterity) x4 rounds to repair if the character has mechanical or engineering skill.

10. Missile Launcher Jams: The next missile fired will not clear the tube. It will detonate if not jettisoned in 1D rounds; one jettison attempt may be made every round, succeeding on a roll of dexterity or less, DM - mechanical skill. Detonation destroys the ship and kills the crew. Crew members may choose to abandon ship before the explosion; see 2 above for details.

11. Rudder Jams: Vessel cannot change current course. If the engine is cut, speed reduces normally until the vehicle is at rest. It must be towed out of the battle zone.

12. Crew Casualty: One of the crewmen, chosen at random, takes 2D damage.

13. Major Leak: An inrush of water threatens to sink the vessel. The pilot must roll endurance or less, DM - small watercraft skill, to keep control. Otherwise take 1D x 10 points damage. A patch is put over the leak if the gunner can roll dexterity or less, DM - mechanical skill. Each roll is allowed once every 2 rounds. In 1D x 2 rounds, the cabin is filled and the ship lost. Each crewman can throw dexterity or less to abandon ship. See hit number 2 for details.

Note: Apply a DM of + 1 on this table if under water.

The Final Confrontation

When the nomads reach the decision to take action, an attack on the *Globtik Solymi* is decreed. The *Aramakilar* are determined to get revenge and resort to the sort of attack with which they are most familiar: a sortie in hunterfoils.

The nomads should make careful preparations for an attack, but it is important to keep in mind the need to force Seaharvester to take the first shot. Encroachment on the *Globtik Solymi* as she moves in to harvest a herd will be the best way of provoking this sort of action. Naturally, the adventurers will want this to be at a time when Graigor is on board. Achmet knows that Graigor uses a specially marked air/raft, which, if she is on the ship, should be visible on its deck.

Once Seaharvester opens fire on a nomad ship, the way will be open for an attack. The referee may want to play up the danger of hotheaded nomads attacking before the right moment to add additional difficulties to the players.

The best time to undertake this attack is also the most dangerous to the combatants: during the Seaharvester attack on a daghadasi herd. An attack in open water gives Seaharvester a clear sea for radar scans and allows concentrated fire of missiles and lasers on incoming hunterfoils. If the attack comes while the herd is present around the factory ship, radar will be more cluttered. Thus, though there are many more obstacles and dangers to be avoided, an attack among the daghadasi herd members is in many ways superior to a direct charge in the open ocean.

Seaharvester factory ships are heavily armored below the waterline as a defense against daghsharks and other dangers. Compartmented hulls make torpedo strikes underwater a poor proposition at best, while the detonation of missiles underwater makes destruction of fragile attacking submersibles almost certain. Thus, an attack on the surface is much the better of the two available routes for the hunterfoils.

THE ATTACK

In order to run an attack against the factory ship, set up a normal attack situation as for a hunt within a daghadasi herd, with the ship in the center of the hex grid. Check for an event (roll 8+) once every 12 rounds for each hunterfoil operated by player characters.

The object for the nomads is to cripple the factory ship, suppressing fire to allow the approach of the nomad recon vessel carrying fighters to board and attack. This is accomplished by scoring laser and missile hits against the ship, which will reply in kind until silenced.

Fire by the Ship: The Seaharvester factory ship mounts 14 laser turrets, located as shown on page 40.

Each turret may fire once every combat round at any target. The referee designates targets as desired. The roll to hit is 6+, DMs -4 if range is 11 or more hexes, -1 per 30 kph of hunterfoil speed. Note that each turret is unable to fire in one or more directions; the referee must determine these blind spots based on the ship illustration.

Each hit inflicts 50 points of damage on a hunterfoil.

The ship's missile turret may fire once per round and hits on a roll of 4+, DM

- 1 per 10 kph of hunterfoil speed. Each hit inflicts 100 points of damage.

Fire by Hunterfoils: Both of a hunterfoil's weapons are capable of damaging the factory ship. In both cases, a hit is scored on 8 + ; each weapon may fire once per round. Laser fire has a maximum range of 10 hexes; DMs are - 2 if the range is 5 or more and + gunner's gunnery skill. Missile fire has a maximum range of 20 hexes; DMs are - 4 if the range is 11 or more and + pilot's small watercraft skill. The attack will probably involve 30 hunterfoils; the average non-player character has a skill level of 3.

Damage to the Ship: When a hit is scored, roll 1D on the damage table below to determine its effect. Apply a DM of +the number rolled to hit. Thus, if the roll to hit was 10, apply a DM of + 10. A further DM of - 4 is applied if the range was 4 or more hexes. Results greater than 17 are treated as 17; results less than 9 are treated as 9.

DAMAGE TABLE

9. Minor Damage: No significant effect on target ship.

10. Personnel: Attack suppresses fire from one turret for 1D combat rounds.

11. Waterline: Fifty waterline hits will cause the ship to begin to sink. Without repairs, it sinks in 2D + 6 hours.

12. Superstructure: Damage resulting from this hit could kill Graigor or her secretary or damage either individual's computer. The referee should roll 4 + for each person and device to survive the damage.

13. Laser Turret: One of the ship's laser turrets is permanently out of action.

14. Missile Turret: The ship's missile turret is permanently out of action.

15. Bridge: All factory ship attacks suffer a permanent DM of - 1 due to reduced central coordination.

16. Fire: A fire breaks out on board the factory ship. Each round, each fire started acts as a separate, additional attack against the ship. Roll 2D for a hit; if a hit occurs, roll 1D + 8 for damage.

17. Choice: The firing character scores a hit against any of the structures given in 10-15 above, as desired.

BOARDING ACTION

Once the factory ship is no longer able to defend itself (when all turrets are knocked out), the nomads may board it. The referee should use the description of the factory ship below to set up the overall situation and resolve the actions that follow accordingly. Resistance to the boarders will be in pockets, and the nomads should be able to capture the ship in no more than an hour of fighting. The adventurers will presumably head for the bridge; they should encounter pockets of defenders approximately twice on their way. Each pocket should consist of 2D defenders, armed with SMGs and wearing mesh or cloth armor.

Details of these encounters are up to the referee. If Graigor or her secretary are alive, they may gather 5-20 bodyguards (depending on the size of the attacking party) and take refuge on the bridge or attempt to escape in an air/raft. A last confrontation will provide a satisfying climax to the overall adventure.

Nomad boarders will be armed with a motley assortment of rifles, carbines, pistols, and other such weapons, and have no armor. The adventurers will, of course, have whatever they choose to carry.

Mood and atmosphere are generally of much greater importance to this assault than exact, detailed resolution of the combat.



THE FACTORY SHIPS

Each of the twelve factory ships in Seaharvester's Bellerophon operation is 300 meters long and 56 meters wide (75 meters including the jet housings). They are fusion powered and use jets of superheated water propelled through numerous engine exhausts to achieve speeds of up to 20 kph.

Although 20 people could operate one of the sophisticated computer-controlled ships, each vessel carries crews in excess of 250 individuals; these include scientists, technicians, gunners, administrators, and locally hired laborers. In addition, each ship carries between 30 and 60 Security Organization (SO) personnel to guard against sabotage, nomad attacks, and other hazards.

The most important piece of weaponry carried on board the factory ship is a single missile turret. This turret fires specially-designed, 2-stage missiles which kill oguls quickly, cleanly, and with a minimum of danger to the animal's precious PDPT-beta deposits. When the missile strikes the side of the animal, the first stage explodes, driving the sliver-shaped second stage deep into the ogul's side. A microcomputer guidance system, a gravitic drive unit, and a small nose laser enable the missile to burrow to the brain, where an HE charge explodes to kill the creature instantly.

Once this is done, the factory ship maneuvers up to the carcass. Turret-mounted lasers (also used to fend off chimearocs) slice the carcass into manageable chunks, which can be taken through the ship's bow doors and processed. PDPT-beta deposits are normally located in a relatively small area, so this is the only section processed; the remainder of the carcass is left to rot.

Factory ships are designed to remain at sea almost indefinitely, with air/rafts shuttling personnel, supplies, and canisters of PDPT-beta back and forth to the Seaharvester facilities at Phocaea. The ships themselves are broad-beamed and

remarkably stable, even in major storms.

Top and side views of a factory ship are shown below. The top view is positioned on a hex grid for use in determining the locations of the various installations in the attack.

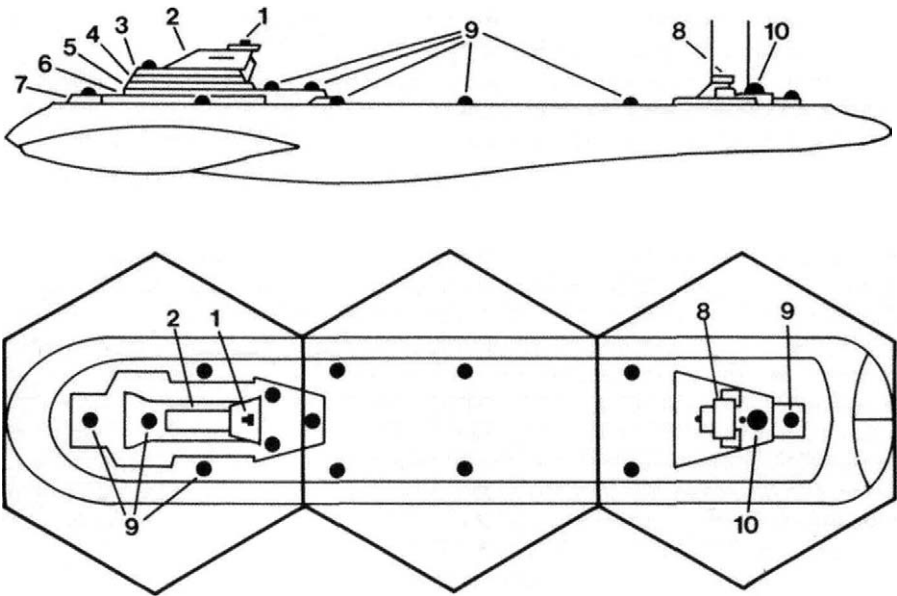
Most of the crew facilities are in the main superstructure. At the very top is the bridge (1); the supporting bridge pylon (2) contains the ship's main computers, communications, and tracking equipment.

Below the bridge pylon are five decks, numbered from 05 (the highest) to 01. Administrative offices and the officers' lounge are on 05 deck (3). Officers' quarters, galley, and mess are on 04 Deck (4). Crew's lounge, galley, and mess are on 03 Deck (5) and crew's quarters are on 02 Deck (6) and 01 Deck (7); 01 Deck also contains the SO barracks, a hangar, and air/raft launch and control facilities in its aft sections, and repair and fabrication shops in its midships sections.

Power plants, engineering sections, vehicle storage, supply and equipment storage, and cargo holds are located on the two decks immediately below the main superstructure. The remainder of the main hull is largely taken up by automated processing plants and equipment related to the extraction of PDPT-beta.

The forward superstructure includes the firecontrol bridge (8), which generally coordinates fire during the hunt; fire control can also be routed through the main bridge. Directly forward and below the firecontrol bridge is the missile turret (10).

The other fourteen black dots on the diagram are the laser turrets (9). The turret forward of the missile turret is used for butchering daghadasi; the others are mainly for defense against chimearocs.



Non-Player Characters

The following non-player characters may become important to the course of the adventure.

Ana Graigor 786BB9 Age 46 7 terms Cr120,000
Admin-4, Forgery-1, Bribery-1, Streetwise-1, Revolver-1 Revolver

Graigor is in charge of Seaharvester's operations on Bellerophon and is personally behind the violation of the hunting quotas.

Shaagimar Emmisushan 9685A6 Age 38 5 terms Cr15,000
Admin-3, Bribery-2, Forgery-1

Emmisushan is Graigor's secretary and is fully conversant with Seaharvester's shady operations.

Iamis Hernandez 5769A7 Age 30 3 terms Cr1000
Admin-3, Jack-of-All-Trades-1, Small Watercraft-0

Hernandez is Graigor's assistant; he is useful primarily as a source of information on Seaharvester and its operations. He mistrusts Seaharvester and cooperates in plans to stop Graigor.

Achmet Bashibek 99A684 Age 38 5 terms Cr500
Grav Vehicle-2, Small Watercraft-2, Rifle-1, Mechanical-1 Rifle

Achmet is a nomad employed by Seaharvester as a driver and general worker; he is useful to the party as a source of information on nomad customs and background, and can also interpret for them. Achmet is a proud man who bitterly resents his treatment by nomads outside Seaharvester and depends on the players to keep him alive in the ship-city.

Ibrahim Baylar 897886 Age 34 4 terms Cr0
Small Watercraft-3, Rifle-2, Leader-1 Rifle

Ibrahim is *Binbasi* (squadron commander) of the *Yilan* squadron. He is a follower of the *Zenginlar* faction of the *Hukurmet Baslica* and as such is strongly in favor of keeping the peace with Seaharvester and the offworlders. His reaction to the adventurers is 9 unless they publicly oppose Seaharvester, in which case it is 4.

Selina Parim A88658 Age 34 4 terms Cr0
Small Watercraft-2, Auto Pistol-1, Auto Pistol
Tactics-1, Gunnery-1

Selina is *Binbasi* of the *Istikal* squadron of hunterfoils. A supporter of the *Mudafaalar* faction, she dislikes Seaharvester's activities and wants to fight back but is not certain how to go about it. She is caught between a desire to resist Seaharvester and the knowledge that such resistance could be dangerous to her people. If she believes the adventurers to be pro-Seaharvester, her reaction is 4; if she believes them to be anti-Seaharvester, it is 8.

Ismet Bashar	896A7A	Age 30	3 terms	Cr0
Small Watercraft-3, Rifle-1, Leader-1, Brawling-1				Rifle

Ismet is *Binbasi* of the *Kader* hunterfoil squadron. Son of *Tumamiral* Hamid Bashar Effendi, Ismet is a volatile supporter of his father's *Muharebelar* faction. Ismet hates all offworlders and outsiders and distrusts those who are not of his party. His hotheadedness makes him prone to making rash decisions. His reaction to the adventurers is always a 3.

Selale Keffid	4A8AAB	Age 30	3 terms	Cr0
Small Watercraft-1, Revolver-1, Leader-1, Admin-1				Revolver

Selale is the daughter of the current *Oramiral* of the nomad ship-city, Celal Keffid Effendi. She holds the rank of *On Yusbasi* and is the second in command of the *Kader* squadron. She follows her father's conservative philosophy but is very much attracted to her dashing squadron commander, the hotheaded Ismet Bashar.

Selale recognizes the possible value in saving the adventurers and will support them thereafter. Her reaction is always 9.

Osman Bashar	669979	Age 38	3 terms	Cr0
Small Watercraft-1, Leader-1, Forward Observer-1, Revolver-1				Revolver

A cousin of young Ismet Bashar, Osman is *Yarbay* (ship captain) of the nomad community's recon ship and is liable to become the next *A/bay* of the ship-city. He has learned to remain aloof from politics, much to the open disgust of Ismet. His reaction to the adventurers is 7, but he will never undertake any action without reference to the *A/bay* (for routine matters) or the *Hukurmet Baslica* (for policy decisions).

Faruk Yazim	884B79	Age 46	7 terms	Cr0
Leader-3, Small Watercraft-2, Forward Observer-2, Rifle-1, Computer-1				

A/bay of the ship-city, Faruk is required by his position to remain aloof from politics, but he is secretly in favor of the *Mudafaalar* faction. His reaction to the adventurers is 7.

Hamid Bashar Effendi	98679A	Age 54	9 terms	Cr0
Admin-4, Leader-2, Small Watercraft-2, Gunnery-2, Forward Observer-2, Brawling-1, Auto Pistol-1				

Leader of the *Muharebelar* faction, Hamid is violently opposed to offworlders and seeks a fight to establish supremacy between the nomads and Seaharvester. His reaction to the adventurers is 4.

Hasan Dushir Effendi	86A5AA	Age 58	10 terms	Cr0
Admin-6, Gambling-1				

A giant of a man who appears far younger than his age, Hasan is leader of the *Zenginlar* faction. He is more knowledgeable about (and interested in) the outside world than most nomads and speaks some Anglic. His reaction to the adventurers is 10 unless they begin preaching resistance to Seaharvester, in which case it becomes 5.

Cypros Aturmek Effendi 35477A Age 54 9 terms Cr0
Admin-5, Leader-2, Small Watercraft-2, Gunnery-1

Cypros leads the *Mudafaalar* faction. Her reaction to the adventurers is 6 if they have not spoken out against Seaharvester, 8 if they have.

Celal Keffid Effendi 5769BC Age 50 8 terms Cr0
Leader-3, Admin-2, Small Watercraft-2,
Jack-of-All-Trades-2, Forward Observer-1, Carbine-1

Celal, leader of the more conservative elements of the *Hukurmet Baslica*, has an unusually distinguished record that helped get him elected to the position of *Oramiral* over the heads of several older members of the council. Now he seeks to steer a course between preservation of the community and preservation of their way of life. His reaction to the adventures is 8.

Seaharvester Corporate Profile

The following information is available from the corporate information kit given to the player characters after their arrival on Bellerophon and is supported by information available from SuSAG.

Seaharvester has been operating on Bellerophon for 8 years. Capital outlay required breaks down as follows:

Surveys, initial research, etc	Cr500,000,000
Seaharvester setup on Bellerophon	Cr800,000,000
<u>Factory ship construction (12 @ 65,000,000)</u>	<u>Cr780,000,000</u>
Total initial costs.....	Cr2,080,000,000

A portion of this (Cr500,000,000) was borne by Seaharvester directly; the remainder (Cr1,580,000,000) was received in the form of a loan from SuSAG, the parent corporation. It was agreed that this loan would be paid off by the sale of PDPT-beta to SuSAG at the established market rate.

PDPT-beta is found in approximately 10% of animals killed; an average of 5 grams of the chemical is found in each of these. The market price has been established at Cr50,000 per gram. Each animal found with PDPT-beta, then, yields approximately Cr250,000.

Yearly operating costs break down as follows:

Operating costs for fleet	Cr60,000,000
Supplies and consumables	Cr50,000,000
<u>Salaries and overhead (8000 employees)</u>	<u>Cr172,000,000</u>
Total yearly operating costs	Cr282,000,000
Total operating costs to date	Cr2,256,000,000

Income breaks down as shown below. In the righthand column, negative numbers show Seaharvester's debt to SuSAG; in year 7 the debt is paid off and the project begins to show a profit.

Year	Animals Taken	Income (Cr)	Debt/Profit (Cr)
1	1,000	25,000,000	-1,837,000,000
2	9,000	225,000,000	-1,894,000,000
3	15,000	375,000,000	-1,801,000,000
4	23,000	575,000,000	-1,508,000,000
5	30,000	750,000,000	-1,040,000,000
6	40,000	1,000,000,000	- 332,000,000
7	28,000	700,000,000	+ 96,000,000
8	600	150,000,000	+ 101,000,000

In year 8 a quota was imposed of 600 animals per year. Seaharvester announced discovery of a process to detect PDPT-beta-positive daghadasi. Although only 600

animals were taken that year, they contained Cr1 50,000,000 worth of PDPT-beta. Drastic reduction in operating costs (by laying off some employees, reducing consumables, and streamlining maintenance and other basic fleet operating expenses) made it possible to continue to show a profit. The entire fleet of 12 ships was retained, since a vital part of their job is to support research on the occurrence of PDPT-beta in different sea areas, but operating costs were reduced to Cr145,000,000, allowing a profit for the year of Cr5,000,000.

THE TRUTH

In actuality, no new process was developed. Locked in a special file accessible only to Graigor and her secretary are the real figures for the 8th year.

Ten of the twelve Seaharvester ships adhered to their quota of 1 kill per ship per week. They were kept in operation, however, merely as camouflage for the other two, which continued at the same rate as in the peak years, killing over 3,000 animals per year (or 60 per week).

The actual year 8 figures, then, are as follows:

Year	Animals Taken	Income (Cr)	Debt/Profit (Cr)
8	6,500	162,500,000	+ 113,500,000

Some 1 2,500,000 credits, gained by secretly selling PDPT-beta to other buyers outside SuSAG, was diverted, thanks to this creative bookkeeping, to make one or more executives at Seaharvester very wealthy indeed.

Library Data

The following items of information may be found in any ship's library program.

PDPT-beta: Chemical compound discovered by Seaharvester scientists in the corpse of a pre-reproductive phase daghadasi specimen some eight years ago. The full name of the compound, Cis-1, 2 paradichlorotriethylaminoprocyclohepatrenyl-4-tricyclohexene-beta, is rarely used.

The chemical serves as the basis for a family of experimental broad-spectrum antibiotics which can be selectively "tuned" to wipe out specific types of bacterial, viral, and cancerous growths, while leaving adjacent benign growths untouched. Thus far, no synthesis of the chemical has been produced, and no source other than the daghadasi oguls has been discovered.

Seaharvester, LIC: Founded some 175 years ago, Seaharvester has always specialized in gathering the resources of the oceans of several worlds in the Solomani Rim region. Noted as pioneers in techniques of seabed mining, sea farming, seawater metals reclamation, and the breeding and herding of various species of useful marine creatures, Seaharvester was purchased outright by Schunamann und Sohn, AG, twelve years ago. The SuSAG purchase was made to ensure a constant source of the organic sources for several of the megacorporation's pharmaceuticals, which Seaharvester provided.

SuSAG, LIC (Schunamann und Sohn, AG): An Imperial megacorporation. SuSAG engages in a wide range of chemical, pharmaceutical, and geneering activity. SuSAG is the primary manufacturer of anagathics for the Imperium and maintains psi drug manufacturing plants in certain client states outside Imperial borders. Because of the bad reputation for safety of its chemical/biological warfare division, the firm is not well liked in many regions, even though all of SuSAG's dangerous manufacturing plants and experimental stations are located on remote, uninhabited planetoids. Since sabotage of its plants is widespread and its products extremely valuable, the firm maintains a large paramilitary security force, equipped to tech level 12-14 standards.

SuSAG was founded in 252 by Gustav Schunamann, financed from royalties received for his purification process for various psionic drugs, and using the shell of a bankrupt Sylean firm (hence the archaic AG in its name). In 800, psi drugs were declared illegal, all plants engaged in their manufacture within the Imperium closed, and all stocks confiscated and destroyed. Fortunately for SuSAG, the firm had by then expanded into other operations; although badly damaged, it managed to survive and prosper. SuSAG often engages in clandestine military ventures (using mercenary units) to protect their extra-Imperial interests.

Stock ownership: Schunamann family, 52%; Imperial family, 2.5%; Hortalez et Cie, 9%; other corporations, 23%; private ownership, 7%; other, 6%.

A Glossary of Terms

Some commonly occurring words and phrases used by the ship-city nomads of Bellerophon are used below. Most appear in the text of the adventure, but a few additional words have been included for background flavor.

Adababasi: "Island-father". Daghadasi in the reproductive phase.

Albay: Captain of the ship-city.

Aramakilar: "The seekers". Name applied to the nomad culture. Also *Dunyacan Aramakilar*.

Assubay: An individual who has participated in a hunt for a daghadasi; an *Assubay* may speak before the *Hukurmet Baslica*, but only on matters already before the council. Plural: *Assubaylar*.

Astegmen: One who has been selected to go out on a hunt but has not yet completed it.

Av: Quarry; term applied to the target of a hunt.

Avarmak: The call to assemble for a hunt.

Baba: Short form of adababasi.

Bakan: Administrative official appointed by the *Hukurmet Baslica* to oversee some aspect of community government; there are several such officials in a ship-city.

Binbasi: Officer commanding a hunterfoil squadron; normally an *Ustsubay of particular note*.

Chimearoc: Dangerous flying creature of Bellerophon.

Daghadadede: "Great Daghagasi". The post-reproductive phase of the daghadasi. Plural: daghadadedes.

Daghadasi: General name of the giant sea creatures of Bellerophon.

Dede: Short form of daghadadede.

Deniz: Sea.

Denizalti: Order to submerge hunterfoils for an undersea attack.

Dindas: "Fellow of the Way"; a nomad who follows traditional nomad ways.

Dunyacan Aramakilar: "Seekers of the World-Soul"; full name of the nomads of Bellerophon, stemming from their philosophical role as part of the interrelated web of life on Bellerophon.

Effendi: A term of honor, applied to leaders and others deserving deference or respect.

Elci: An envoy.

Er: A member of the lowest echelon of nomad society.

Gemici: "Sailor". A member of the nomad community. Plural: *gemicilar*.

Halk: "The common people"; a collective reference to members of the community.

Hakim: A doctor.

Hizavli: Nomad name for a hunterfoil.

Hukurmet Baslica: The governmental council of a ship-city.

Iskele: Dock area of a ship-city.

Istiklal: Independence, a concept central to nomad philosophy and life.

Kader: Destiny.

Karkul: "Wage-slave"; epithet applied by nomads to those nomads who work for Seaharvester. Plural: *karkular*.

Komutan: The senior *Binbasi* of a hunt; commander.

Konak Salon: Meeting-chamber of the *Hukurmet Baslica*.

Koramiral: Elected heir to the *Oramiral*; the *Koramiral* takes power if the *Oramiral* is killed or incapacitated, but not if the *Oramiral* is voted out. Traditionally a member of the *Oramiral's* faction.

Mallet: The community.

Muharebe Sayasinde: "War in his shadow"; a daghadasi hunt.

Muserref Oldum: "I have become honored"; formal phrase used upon introduction. Reply is *seref bara ait*: "the honor belonging to me".

Muvazene: Balance; nomad concept of living in harmony with nature.

Nazir: An advisor to the *Hukurmet Baslica*; such individuals include the *Albay* and the various *Bakanlar*, plus other respected individuals.

Ogul: A pre-reproductive phase daghadasi.

On Yusbasi: Deputy commander of a hunterfoil squadron.

Oramiral: Elective head of the *Hukurmet Baslica*; the office is held until the leader loses the confidence of his subordinates.

Saha: The herd followed by a particular ship-city.

Sandal: A boat or small craft.

Sehir: A city.

Sehit: "Martyr of the way"; one who dies in a daghadasi hunt.

Subay: An officer; one who has participated in a daghadasi hunt. Plural: *subaylar*.

Taaruz: Attack; order to begin an attack run.

Tegmen: A junior officer rank.

Tercuman: An interpreter assigned to visitors to the ship-city; he acts as a combination of guide, bodyguard, and watchdog.

Tugamiral: A member of the *Hukurmet Baslica*. Plural: *Tugamiralar*.

Tumamiral: A senior member of the *Hukurmet Baslica*; the leader of a faction. Plural: *Tumamiralar*.

Ustegmen: An officer rank.

Ustsubay: An individual credited with a kill or other heroic act on a hunt. Plural: *Ustsubaylar*.

Yabanci: Foreigner, stranger, or outsider; a term of scorn. Plural: *yabancilar*.

Yarbay: A ship-captain; rank just below that of *A/bay*.

Yavru: A daghshark.

Yaz Yugizor: The seasonal coriolis storms of Bellerophon.

Yilan: A poisonous eel that lives among the "reefs" lining the underside of a daghadasi.