

SIMBA SAFARI



Science-Fiction Adventure in the Far Future

by DAVE SERING

Judges Guild



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HIGH ADVENTURE AND DANGER
TROPHY HUNTS IN THE OUTWORLD SUBSECTOR
SAFARI SHIP PLANS, GIANT MAPS AND CHARTS
NEW CREATURE TYPES

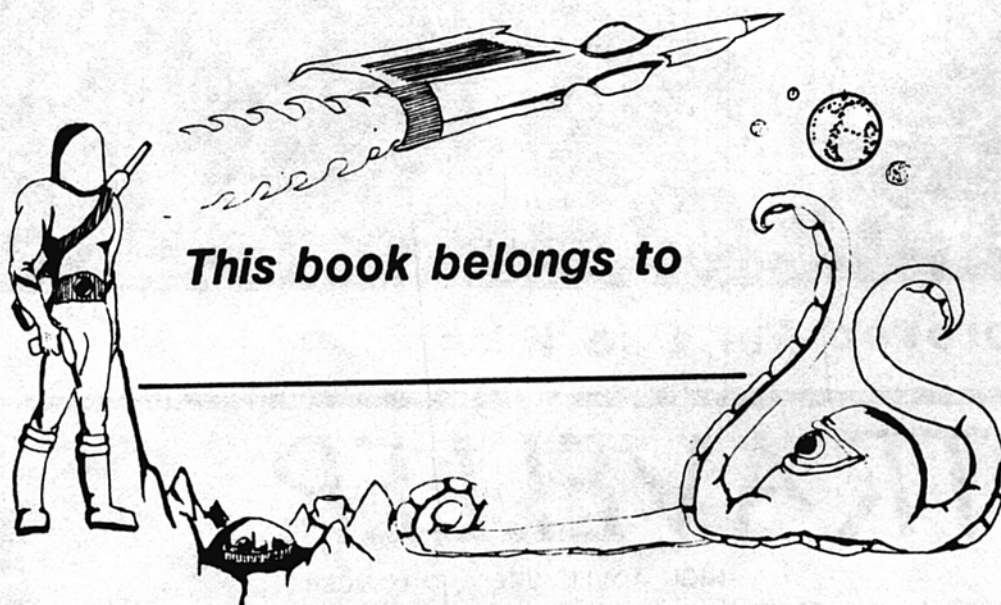


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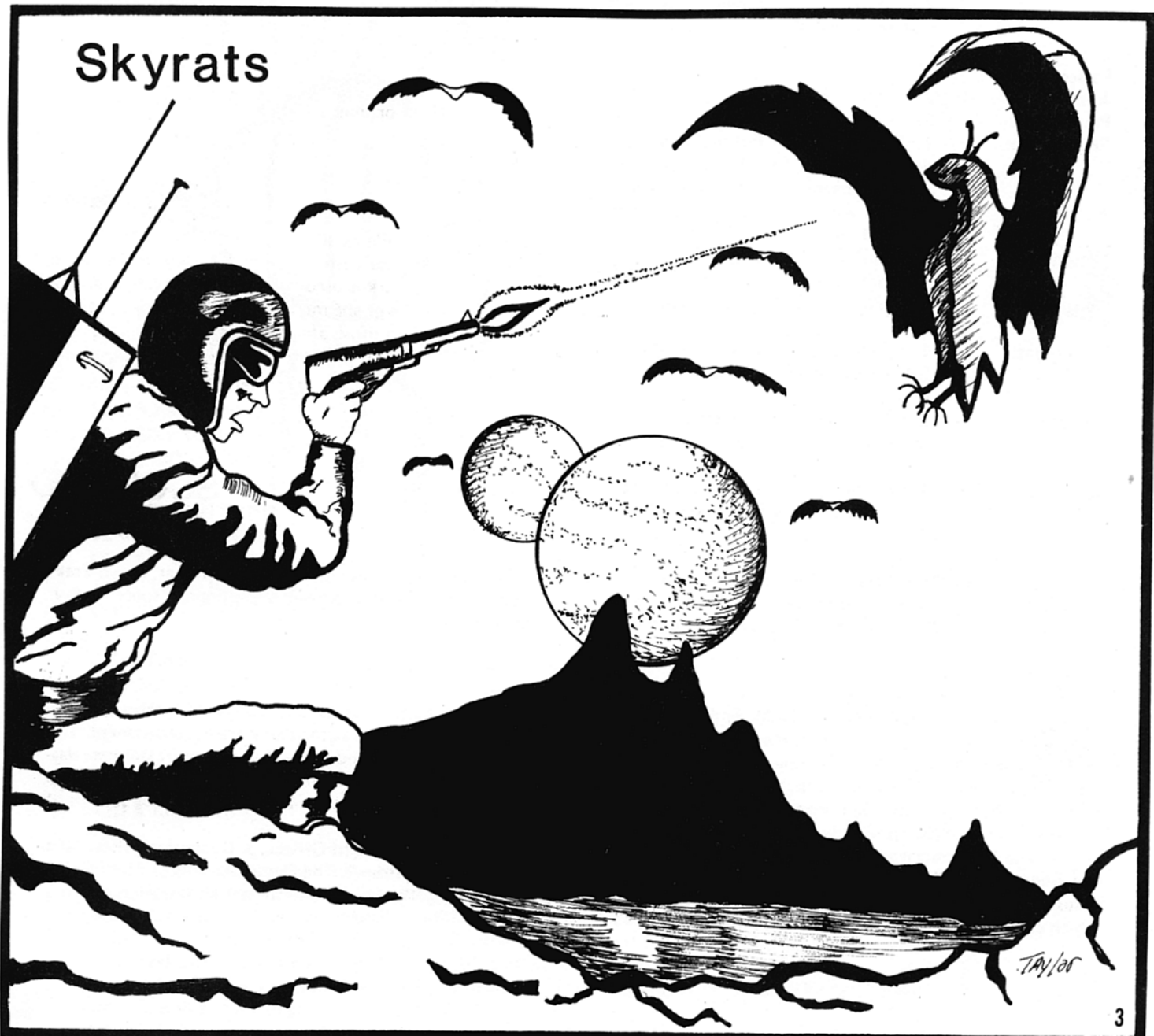


INTRODUCTION

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

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

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

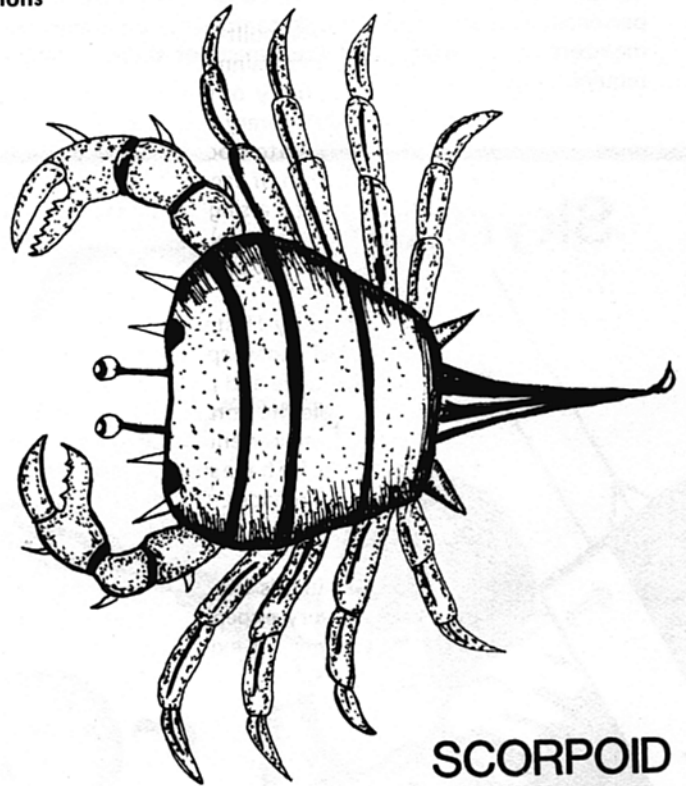


SHIP DESCRIPTION

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

Specifications

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



SCORPOID

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

Bridge

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

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

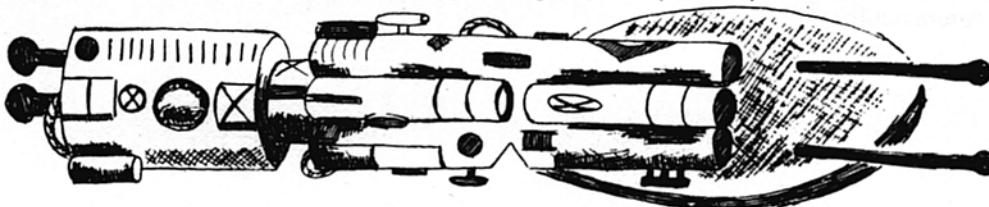
Lounge

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

Cabins 1 Through 8

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

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



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

Cabins 9 Through 11

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

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

Lower Lounge

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

Cargo

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

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

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

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

Engineering Section

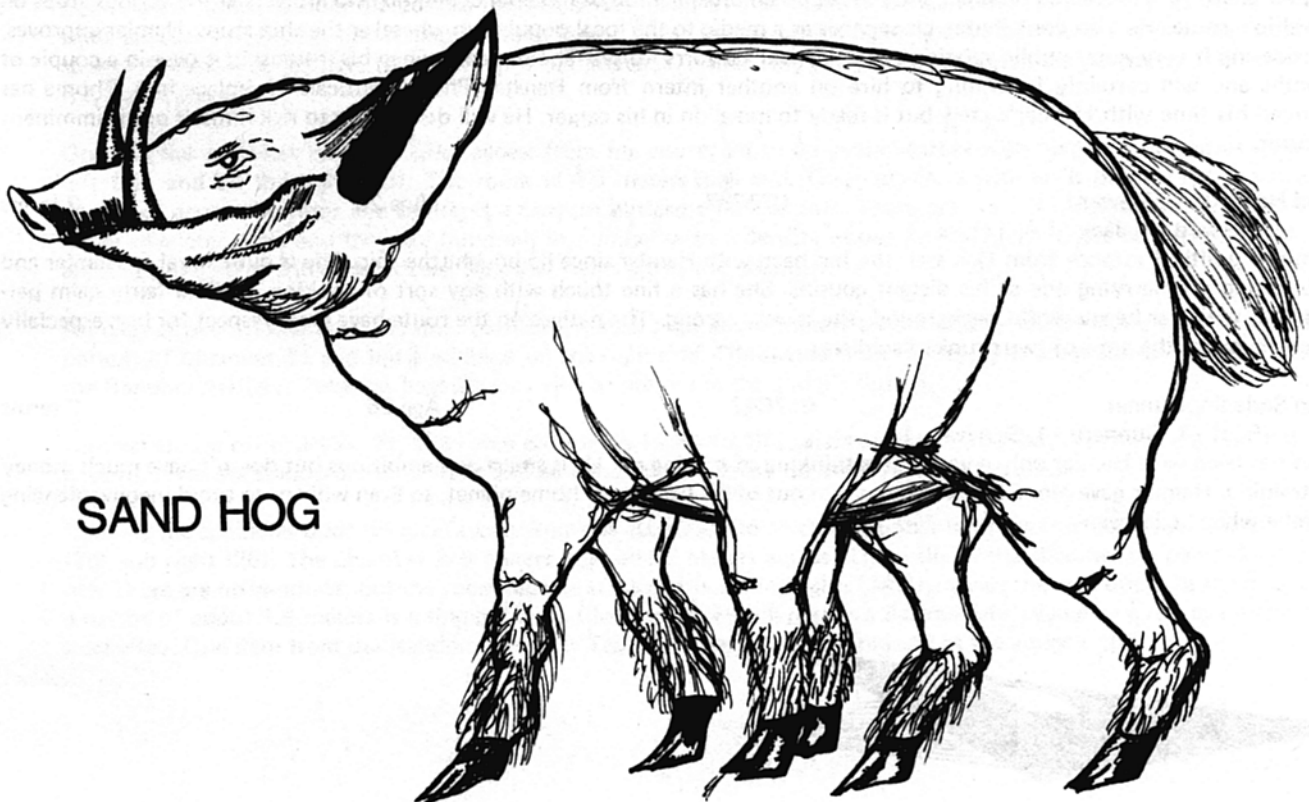
Access to the Engineering Section is gained from the ship by the corridor running aft from the Lower Lounge to the iris valve in the forward bulkhead of the section. The Engineering Section is two decks in height, the upper level being formed by metal mesh catwalks which permit access to the upper portions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

Launch/Lifeboat

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

Aircraft

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



SAND HOG

CREW

Hamilar Randan, Tour Guide 679597 Age 38 5 terms
Hunting - 3, Admin - 1, Vehicle - 1, Gun Cbt - 1, Computer - 1

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

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

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

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

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

Thoma Sandmar, Medic	877457	Age 26	2 terms
Medic - 2, Streetwise - 1			

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

Lani Handstrom, Steward Steward - 1, Jack of all Trades - 1	C78787	Age 26	2 terms
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A minor political refugee from Colossal, she has been with Hamlar since he bought the ship. She is quite loyal to Hamlar and is planning on marrying one of his distant cousins. She has a fine touch with any sort of cooking. While a fairly calm personality, with her heavy world background, she is very strong. The natives on the route have great respect for her, especially after she broke the arms of two drunken soldiers.

Stan Saslanin, Gunner Pilot - 1, Gunnery - 1, Survival - 1	657C47	Age 26	2 terms
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Stan has been with Hamlar only a year but is thinking of moving on. He is smart and ambitious but doesn't have much money or training. Hamlar gave him a break and got him out of his backwater home planet, so Stan will try to avoid inconveniencing Hamlar when he leaves.



PASSENGERS

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

Hestamlia T'Gono, Minister

678987

Age 42

6 terms

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

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

Rax Varnan, Belter

BC6585

Age 38

5 terms

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

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

Stin Rellun, Pirate Lieutenant

954884

Age 30

3 terms

Brawling - 1, Pilot - 1, Computer - 1, Gun Cbt - 1

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

Kima Ran Hamdanya, Bureaucrat

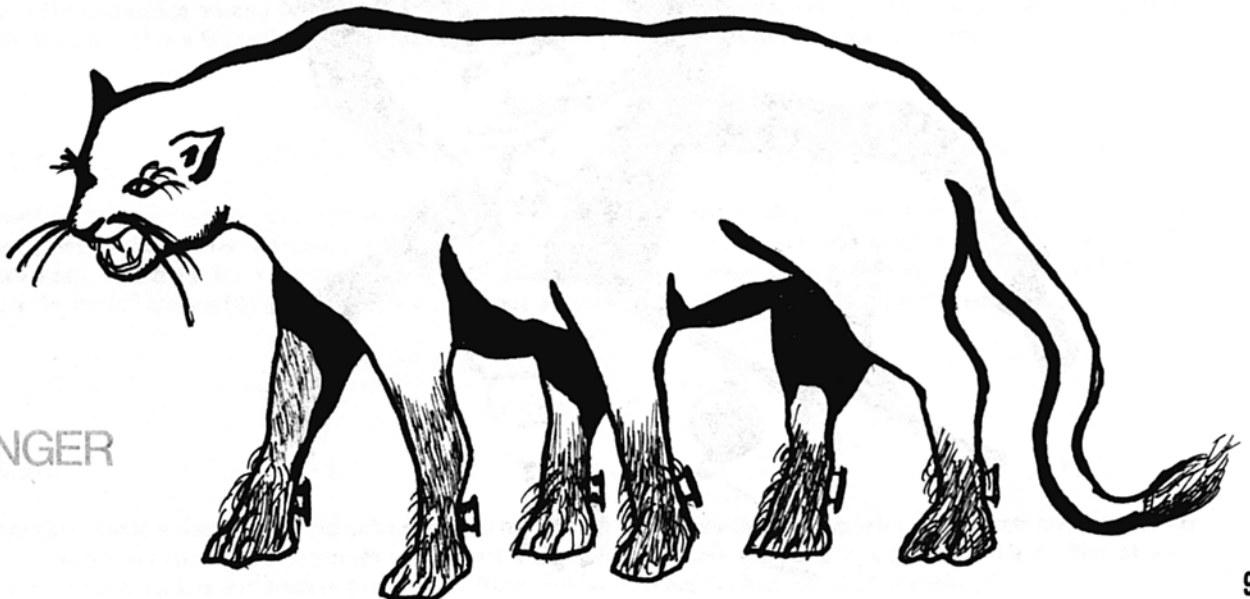
35BBB7

Age 46

7 terms

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

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



CLINGER

Veldema thn Yenalda, Marchioness

84737D

Age 30

3 terms

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

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

Stashemka Voronara, Count

55955E

Age 30

3 terms

Navigation - 1, Leader - 1, Vehicle - 1, Gun Cbt - 1

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

Rasmara Hald Insteld, Marquis

93369D

Age 26

2 terms

Hunting - 2, Bribery - 1

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

Renela Hallstadt, Baroness

BB689C

Age 30

3 terms

Pilot - 2, Carousing - 1, Engineering - 1

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

RENELA



PLANETARY STOPS

Bastis	2036	E510553	7	Non-Industrial	G
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The third planet out in a system of eight, Bastis is the only one with any significant population. Settled by religious dissidents some 5 centuries ago, this 8,590 kilometer diameter planet is mostly dead sand. The population lives in domed, oasis cities near the poles. The major form of animal life is the Sandworm, a large, legless, semi-reptilian herbivore. While some forms of Sandworm do secrete valuable drugs, the target of most hunters is the Slink, a very large carnivore.

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

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

Sekmetar	2235	E430100		Undeveloped	G
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Second planet in a system of six, Sekmetar has proven notable only for its wildlife. Some of the largest crypto-arthropod predators known are found roaming its equatorial deserts. Large ruins of an indigenous race have been discovered. From what little work has been done in this area, it appears that the race reached Tech Level 6 or 7 before disappearing.

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

Deadfall	2436	E223423	8	Non-Industrial	
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Fourth planet out in a system of five, all the other planets are airless rocks. This planet is in an ice age, and all of what water there is is locked up in ice caps. Some unusual species of native life exist in the form of burrowers and tunnelers. Some of these creatures are quite large and make most unusual trophies. The inhabitants make a living by mining and by hunting.

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

Tarnkeep	2438	E537215	7	Non-Industrial	G
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Third planet out in a system of nine, Tarnkeep is noted for its marine life. The continents are all fairly small, and native land life is not well developed. A small research installation is maintained by the Tm' Ramis Corporation, and small groups of colonists are beginning to settle. The major drawback to colonization has been the thin atmosphere.

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

Vilaruby	2338	X343100		Undeveloped	G
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The fourth planet out in a system of seven, Vilaruby is noted for its forests. Most of the available land area is covered with a cool forest. Not a jungle or rainforest, this special ecosystem has a very large number of furred, aboreal predators. While most of the creatures are of moderate to small size, the fur is of exquisite quality. Much of the planet is unmapped, and no other valuable resources are known.

Atoley	2336	DA98413	7	Non-Industrial	
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The third planet out in a system of ten, Atoley is in the process of being colonized. The tainted atmosphere classification is caused by a series of organic trace compounds that cause a long-term allergenic reaction in about 50% of the Humaniti that are exposed to them. The land surface is only 20% of the planet and is scattered in a large number of moderate-sized islands. Marine life is extensive, and land life is composed primarily of insect-like and bird-like animals. Most of the land animals are also flyers, reaching quite large sizes, permitted here by the atmospheric conditions. Some research has been done on the atmospheric contaminants, and a solution to the allergenic reaction seems probable. The population has been building up slowly since the Atoley Colony Corporation was established 200 years ago.

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

PLANETARY EVENTS AND ENCOUNTER TABLES

Encounters and Events Charts (2D)

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

Clear

Sekmetar, Deadfall, Vilaruby

- 1 Boulder Field
- 2 Rocky Ground
- 3 Gullies
- 4 Magnetic Fluctuation
- 5 Mineral Deposits
- 6 Mirage

Tarnkeep, Bastis

- 1 Stream Bed/Ravine
- 2 Rocky Ground
- 3 Gullies
- 4 Metal Deposits
- 5 Sinkhole
- 6 Sulfur Springs

Atoley

- 1 High Vegetation
- 2 Rocky Ground
- 3 Gullies
- 4 Tarpit
- 5 Sinkhole
- 6 Radiation Zones

Ocean

Open

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

Shallow

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

Beach/Shore

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

EVENT TABLE

Plain

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

Rough

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

Mountains

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

PLANETARY EVENT TABLE

Ice Cap

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

Ice Shelf

- 1 Deep Snow
- 2 Blizzard
- 3 Pressure Ridge
- 4 Polynya
- 5 Crevasse/Ravine
- 6 Concealed Gully

Forest

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

Rough

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

Desert

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

Mountains

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

Encounters

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

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

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

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 5D meters and has 1D passages. On a roll of 6+, there will also be an animal encounter of a Scavenger or Predator type. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild **Ready Ref Book**.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ANIMAL ENCOUNTER TABLES

ICE CAP

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	1D - 1 Intermittents	50 kg.	13/5	Cloth	1	Hooves	A10+	F 9+	S2
3	2D Grazers	200 kg.	21/4	Jack	10	Teeth	A 8+	F 5+	S2
4	Hijacker	12 kg.	10/6	None	1	Horns & Teeth	A 7+	F 8+	S2
5	3D Chasers	800 kg.	35/2	None	16	Teeth	A+	F 9+	S2
6	4D Grazers	25 kg.	9/12	Jack	1	Hooves	A 8+	F 5+	S2
7	Planetary Special	----	----	----	----	----	----	----	----
8	Intermittent	50 kg.	6/7	None	6	Stinger	A10+	F 9+	S2
9	3D Reducers	1,600 kg.	27/10	Cloth	21	Claws & Teeth	A10+	F 8+	S2
10	Gatherer	100 kg.	16/12	None	4	Teeth	A 9+	F 8+	S2
11	2D Chasers	50 kg.	10/4	None	1	Claws	A+	F 9+	S3
12	Killer	200 kg.	19/16	None	6/9	Claws & Teeth	A 6+	F11+	S2

ICE SHELF

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	2D Grazers	400 kg.	26/9	Mesh	15	As Pike	A 8+	F 5+	S2
3	1D Hijackers	25 kg.	13/6	None	1	Teeth	A 7+	F 8+	S2
4	Chaser	200 kg.	24/6	None	5	As Body Pistol	A+	F 9+	S3
5	Killer	200 kg.	25/10	None	8	As Blade	A 6+	F11+	S2
6	Chaser	50 kg.	11/11	None	1	Claws	A+	F 9+	S3
7	Planetary Special	----	----	----	----	----	----	----	----
8	Intermittent	400 kg.	21/13	Jack	7	Hooves	A10+	F 9+	S2
9	Reducer	50 kg.	14/4	None	1/1	Hooves & Teeth	A10+	F 8+	S2
10	Flying Gatherer	12 kg.	5/7	None	1	Teeth	A 9+	F 8+	S1
11	Grazer	800 kg.	21/6	None	16	Teeth	A 8+	F 5+	S2
12	Killer	100 kg.	11/6	None	9/5	Claws & Teeth	A 6+	F11+	S1

FOREST

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	10 Intermittents	100 kg.	14/4	Jack	5	Horns	A10+	F 9+	S2
3	Pouncer	1 kg.	4/0	None	1	Stinger	A*	F†	S2
4	Siren	3 kg.	5/1	None	1	Stinger	A*	F10+	S--
5	Filter	12 kg.	7/5	Cloth	1	Teeth	A*	F 8+	S1
6	Intermittent	1 kg.	3/0	Jack	1	Body Pistol	A10+	F 9+	S2
7	Planetary Special	----	----	----	----	----	----	----	----
8	Intermittent	6 kg.	5/11	None	1	Teeth	A10+	F 9+	S2
9	Intermittent	25 kg.	11/7	None	1	Hooves	A10+	F 9+	S2
10	2D Eaters	3 kg.	1/3	None	1	Stinger	A 5+	F10+	S2
11	1D Killers	12 kg.	8/5	None	8	Thrasher	A 6+	F11+	S2
12	2D Carrion Eaters	12 kg.	8/8	None	1/3	Horns & Teeth	A11+	F 8+	S1

DESERT

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Gatherer	6 kg.	6/10	None	1	Horns	A 9+	F 8+	S1
3	1D Grazers	12 kg.	7/12	None	3	Body Pistol	A 8+	F 5+	S2
4	5D Grazers	50 kg.	11/4	Jack	1/1	Horns and Teeth	A 8+	F 5+	S2
5	2D Chasers	1 kg.	5/0	None	3	Thrasher	A†	F 9+	S2
6	2D Intimidators	25 kg.	10/7	None	1	Teeth	A 8+	F 7+	S2
7	Planetary Special	----	----	----	----	----	----	----	----
8	1D Grazers	50 kg.	15/7	None	2	Teeth	A 8+	F 5+	S2
9	4D Grazers	6 kg.	1/4	Jack	1	Teeth	A 8+	F 5+	S2
10	1D Hunters	50 kg.	20/11	None	4	Stinger	A*	F 8+	S2
11	Intermittent	3 kg.	6/1	None	1/1	Hooves & Teeth	A10+	F 9+	S2
12	Gatherer	3 kg.	3/1	None	1	Horns	A 9+	F 8+	S1

A* if Surprise

A+ if More

A* if Bigger

A* if Possible

F† if Surprised

ROUGH

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	1D Hijacker	1 kg.	1/0	None	1/1	Stinger & Teeth	A 7+	F 8+	S2
3	Eater	12 kg.	5/6	None	6	Stinger	A 5+	F10+	S2
4	Reducer	3 kg.	1/5	Mesh	1/1	Hooves & Teeth	A10+	F 8+	S2
5	Gatherer	25 kg.	9/6	None	1	Teeth	A 9+	F 8+	S1
6	Intermittent	1 kg.	1/0	Jack	1	Hooves	A10+	F 9+	S2
7	Planetary Special	----	----	----	----	----	----	----	----
8	Intermittent	12 kg.	7/7	Mesh	1	Horns	A10+	F 9+	S2
9	1D Intermittent	3 kg.	3/5	Jack	1	Teeth	A10+	F 9+	S2
10	1D Killer	1 kg.	2/0	None	3	Pike	A 6+	F11+	S1
11	3D Chaser	50 kg.	10/4	None	6	Halbard	A+	F 9+	S3
12	Pouncer	100 kg.	14/5	None	4	Body Pistol	A•	F†	S2

MOUNTAINS

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

OPEN OCEAN

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

SHALLOW OCEAN

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

BEACH/ShORE

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Reducer	1 kg.	2/0	None	6	Teeth	A10+	F 8+	S2
3	Gatherer	50 kg.	18/6	None	9	As Halberd	A 9+	F 8+	S1
4	3D Reducers	1 kg.	1/0	None	1	Teeth	A10+	F 8+	S2
5	Hunter	25 kg.	11/2	Cloth	6	As Halberd	A 6+	F 8+	S2
6	Amphibian Intermittent	400 kg.	22/12	None	15/4	Teeth & Hooves	A10+	F 9+	S2
7	Planetary Special	---	---	---	---	---	---	---	---
8	Intermittent	3,200 kg.	30/14	Jack	23	Hooves	A10+	F 9+	S2
9	Intermittent	400 kg.	25/10	None	12	Teeth	A10+	F 9+	S2
10	Killer	6 kg.	2/7	None	9	As Blade	A 6+	F11+	S1
11	3D Chasers	1 kg.	6/0	None	1	Teeth	A•	F 9+	S2
12	2D Amphibian Chasers	1 kg.	1/0	None	1	Thrasher	A•	F 9+	S3

CLEAR: SEKMETAR, DEADFALL, VILARUBY

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

CLEAR: TARNKEEP, BASTIS

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

CLEAR: ATOLEY

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

PLANETARY SPECIAL ANIMAL ENCOUNTERS

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

OCEAN/SEA

Tarquin's Sea Dragon

1D Swimming Killer	18,000 kg.	53/30	None	27	Teeth	A 6+	F11+	S2
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Similar to an Ichthyosaurus in shape, with the spindle-shaped body, four large flippers, and a long neck, the Sea Dragon has a huge turtle-like beak. This creature is not often found in the shallows, preferring to hunt the open ocean. A powerful swimmer, the Sea Dragon packs were deadly to small boats until a special "sonic screamer" device was developed. The beasts are sensitive to certain high frequency vibrations and will avoid them. During the mating season, the males develop iridescent patterns on the beaks. These brightly-colored trophies are frequently sought by off-world hunters.

Jetshark

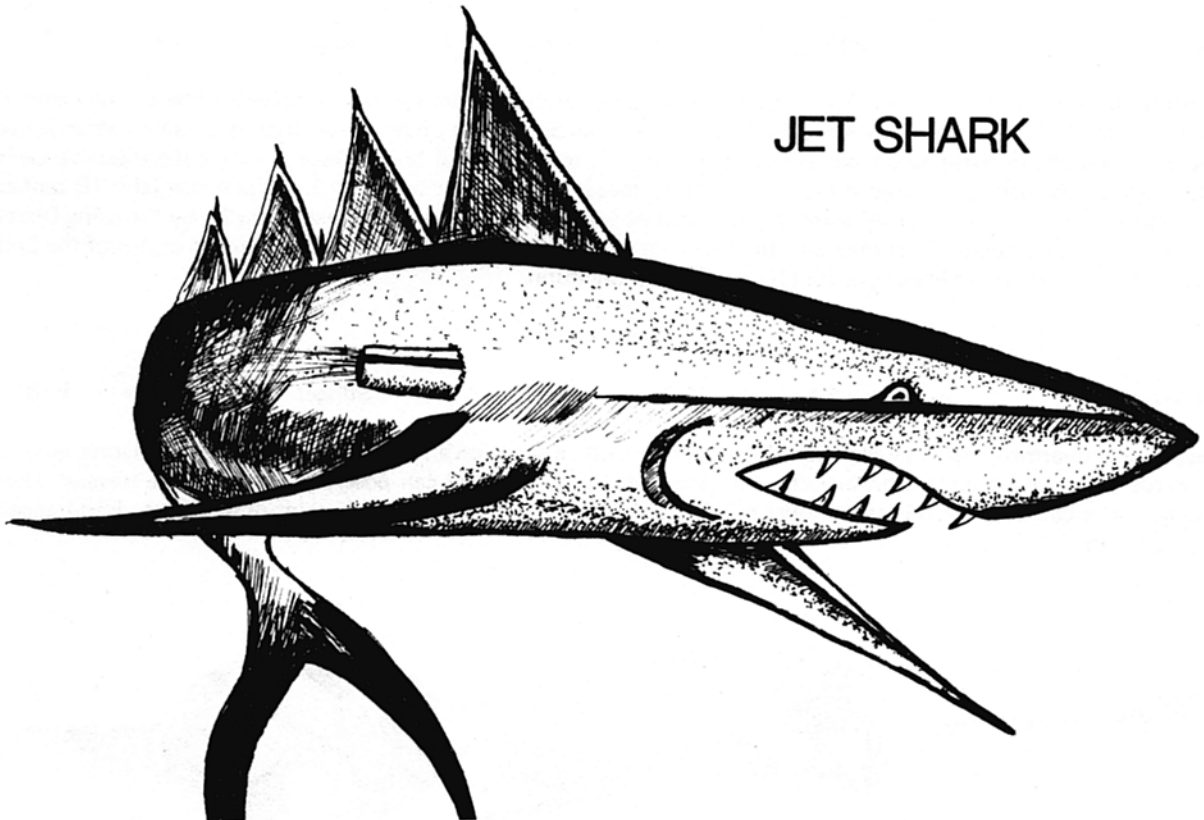
3D Swimming Chaser	100 kg.	21/10	None	8	Teeth	A+	F 9+	S3
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These extremely swift carnivores utilize a form of jet propulsion. They are capable of leaping several meters out of the water in pursuit of prey. The teeth have serrated edges and are very sharp. The odor of blood excites them into a feeding frenzy. The spines which stiffen the dorsal and ventral fins are sought for jewelry because of the opal-like glow.

Tilmar's Kraken

Swimming Killer	24,000 kg.	70/33	None	24/21	Claws & Teeth	A 6+	F11+	S2
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A very large squid-like creature, this solitary predator has 4 long tentacles (20 meters) and 4 short tentacles (10 meters), each lined with sucker disks and tipped with tearing claws. The other major weapon is a large shearing beak. The Kraken swims by water jet propulsion and maneuvers very well for a creature of its size. It roams a large territory and defends it fiercely. Harpooning the Kraken from a small hover skimmer is tried only by the most skillful of hunters.



JET SHARK

Floater

Filter	12,000+ kg.	3 each	None	4	Stinger	A*	F*	S--
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The Floater is a community of non-mobile animals which possess limited photosynthetic ability. Each of the components is a lumpy nodule which is supported in the water by a gas-filled float bladder. Thin filaments attach the nodules to all adjacent nodules, and a 3 meter to 5 meter long tentacle trails downward. The tentacle has stingers along its length which react upon touch and inject a nerve poison into whatever living animal they touch. The tentacle wraps around the prey and draws it up to the center nodule to be digested. The first tentacle may be avoided by a character rolling Dexterity or less on 2D (swimming ability may be used as a DM by the Judge). If the first tentacle is not avoided, a second tentacle will attach the next turn, and 1D tentacles will attach each turn. A character may break free by rolling his Strength or under on a total of 1D for every tentacle which has attached. Each attached tentacle will cause 1 hit point of damage per turn from poison.

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

DESERT

Sand Hogs

2D Eaters	50 kg.	20/11	Mesh	4/6	Hooves & Teeth	A 5+	F10+	S1
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These hexapedal desert scavengers are termed Sand Hogs because of their pig-like appearance. The blunt snout, stocky build, and rough, pebbled hide are set off by an incongruous rabbit-like powder-puff of a tail. The sharp hooves and formidable tusks discourage predators and are used to dig shallow burrows. Their dispositions are ugly, and they fiercely defend their territory against all comers. They have even been known to destroy untenanted hunting camps. Their senses are very keen, and these intelligent beasts quickly become wary of humans.

Slinker

Intermittent	25 kg.	9/6	None	5	Teeth	A10+	F 9+	S2
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Also known as a Sand Snake, this relative of the Treeworm is an inhabitant of desert areas. Its long, slender shape permits it to move easily in the sand. The long, tan fur hides the six, stumpy, clawed legs which allow the Slinker to dig burrows in the hardest earth. The fur is unusual in that it does not cause an allergic reaction in humans which are normally allergic to furs. Thus, it is a valuable commodity worth 1D x 100 Credits on the open market.

Spitter

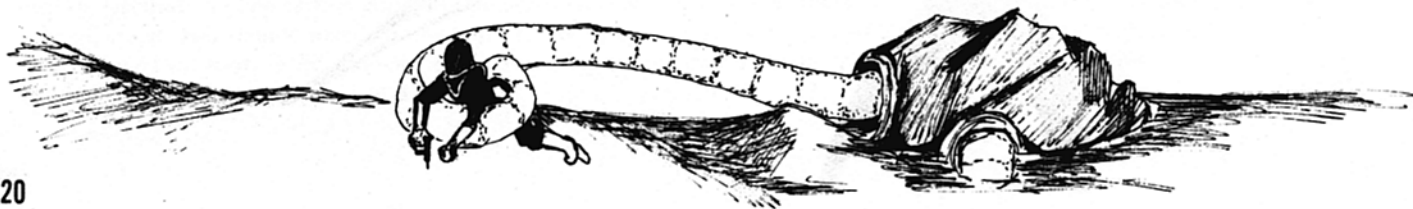
Trapper	200 kg.	25/15	None	7	Teeth	A*	F*	S--
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A greyish lump, looking much like a half-buried boulder, this carnivore spits a stream of adhesive fibers at any animal which comes within the 5-meter circle of its tentacles. The tentacles are buried just under the surface of the sand. When a creature is trapped by the web, in three turns the tentacles will drag it to the central body where it enters the digestive cavity. The character will be trapped in the web if he or she fails to throw Dexterity or less on 2D. If the throw fails, 1D tentacles will attach. Characters may break free by throwing Strength or less on 1D for every attached tentacle. By throwing Dexterity or less on 2D, up to two companions may add their Strength to that of the trapped character. Certain organs of the Spitter are of value in the preparation of healing drugs (1D x 5 Credits/Creature).

Sand Spiders

1D Hunters	3 kg.	4/3	None	3	Stinger	A 6+	F 8+	S2
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Ten-legged crypto-arthropods, vaguely resembling spiders with a scorpion's sting, these pack-type omnivores grow up to 1 meter across. Most of the dimension includes the long, furry legs, but they can pose a threat to a lone traveler. The sting is poisonous, and a character who is stung must roll Endurance or under to avoid 1 hit point of damage to Endurance each of the next 1D turns.



Scorpoid

Pouncer	1,600 kg.	40/15	Jack	22/20	Claws & Stinger	A•	F†	S2
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This formidable carnivore, though rare, makes areas of the desert extremely hazardous. It is warm-blooded but has a hard-shelled carapace and five pairs of limbs. The first pair of legs has a monstrous pair of pinching claws, and the creature also sports a stinger at the tail. It prefers to lie in ambush, lightly covered in sand, with just the eyestalks protruding. The stinger will do 1D of poison damage to the Endurance of the stricken character for 1D + 2 turns. It is suspected that these creatures are constructed biological weapons, but no firm evidence has yet been offered to prove this theory.

Sand Dragon

Chaser	800 kg.	38/17	Mesh	19/21	Claws & Teeth	A+	F 9+	S2
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This large, active pseudo-reptile runs quite well on its 6 legs, pursuing prey. The claws permit it to climb well and to dig nesting burrows. The Sand Dragon spends most of the year as a solitary animal but gathers into packs in the breeding season (3D in a breeding pack). The males engage in mock combat for the females during this time. In addition, the frills, ruffs, and spines of the male become brilliantly colored during the breeding season. The Sand Dragon frequents desert and rough terrain. Its fearsome appearance and tough, scaly hide make it a beautiful and difficult prize for a hunter.

ROUGH

Clinger

Pouncer	200 kg.	24/16	None	10/9	Claws & Teeth	A•	F†	S2
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This large, dun-colored, feline-like carnivore is found in rough and mountain terrain. Its six legs are equipped with sucker pads in addition to retractable claws. A solitary roamer with a fairly large territory, this cat can go anywhere. The sucker pads permit the Clinger to climb a glass-smooth, sheer cliff. It has been known to hang upside down under a natural bridge to make an attack. Wounded Clingers have also been known to track a hunter over 100 kilometers to make a revenge attack. A Clinger trophy is a status symbol among big game hunters.

Fiftypedes

2D Eaters	1 kg.	1/0	Cloth	2	Stinger	A 5+	F10+	S1
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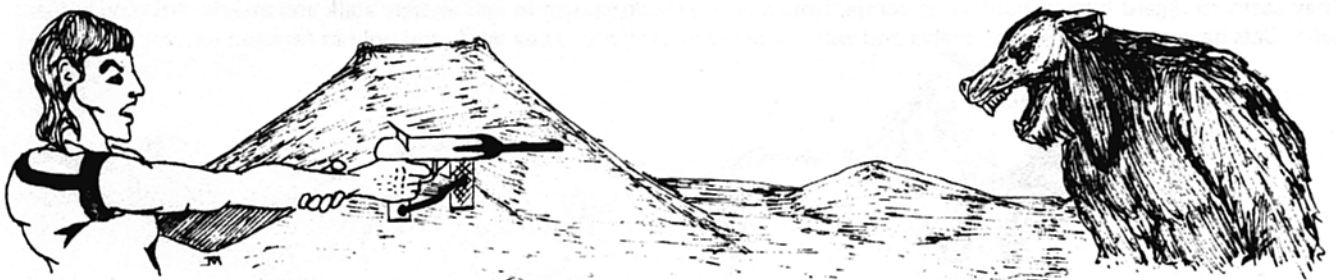
Fiftypedes are multi-legged demi-arthropods with hard shells which inhabit communal burrows in rocky areas. Their shiny carapaces are hard and resist blows well. They are very sensitive to electricity. Usually no more than minor nuisances, at odd times of the year, several nests get together and invade an area *en masse*. Some people are allergic to the venom and take extra damage from the bite. If a 2 is rolled on 2D, the bitten individual takes triple damage to Endurance.

Hexabear

Hunter	800 kg.	40/12	None	20/22	Claws & Teeth	A 6+	F 8+	S2
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Of hexapedal body form, this warm-blooded, furred, semi-mammal is a favorite hunter's trophy. It is large, of ferocious appearance, has a thick, colorful fur coat, and thermo-luminescent claws and teeth. Jewelry made from Hexabear teeth and claws glows a deep, lustrous blue when kept in contact with human skin. Hexabears den or lair alone but form feeding packs at sites of plentiful food. The lifespan of an Hexabear is about 30 standard years, with maturity at two years of age. Female breeding cycles occur every 3 years. Of fairly amiable disposition, the Hexabear cubs are trainable if captured young. They have fairly keen senses of smell and hearing, but the eyesight is not too good. Hexabears make excellent guardbeasts, and young specimens command a fair price due to their inability to breed very often in captivity.

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



Blue Loper

1D Chaser	100 kg.	16/9	None	6	Teeth	A+	F 9+	S2
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This hexapedal semi-mammal is found in small, family packs which range widely over a large territory. It derives its name from the bluish tint of its fur, which is of extremely fine quality, and from its curious, loping gait. Found primarily in clear or rough terrain, the small, family packs pick a target prey and run it down in relays. The individual Lopers have a great endurance and run at a steady pace for hours on end. The lifespan of the Blue Loper is about 20 standard years, and maturity occurs at 2 years. The female breeding cycle is 2 years. Pairs mate for life and tend to roam the same general area. Packs are loosely organized and tend to break up and reform often. Lopers make intelligent, affectionate pets but soon go insane if confined.

Sand Dragon (See DESERT)

FOREST

Beetletree

10D Eaters	½ kg.	1/0	None	1	Stinger	A 5+	F10+	S1
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This is a symbiotic assembly of a plant and a colony of pseudo-arthropods. The tree has hollow nodules at the base of the trunk in which the animals nest. They attack all small pests in the vicinity of the tree, drag carrion to the base of the tree, and secrete a noxious substance which repels larger animals. Individual Beetles frequently change trees, taking fertilizing pollen along when they go.

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

Treeworm

Intermittent	25 kg.	8/5	None	4	Teeth	A10+	F 9+	S2
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This long, slender animal looks, at first, like a furry snake until one sees the six, stumpy, clawed legs. It climbs with amazing speed for its size. The eggs laid by the female every year are valuable for concentrations of a natural antibiotic drug. Each fresh egg is worth 2D x 100 Credits. The Treeworm is only found high in forest canopies.

Scream Squirrel

3D Grazer	3 kg.	2/3	None	1	Teeth	A 8+	F 5+	S2
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This tree-dwelling hexapod has a special means of defense. When given a second or so to prepare, these animals emit an extremely loud screech which ranges up into the hypersonic. One creature alone produces a very painful screech, and several working in cooperation have been known to render predators unconscious. The areas where these creatures graze can be detected at a distance because of the herd behavior of constantly emitting loud, contented "bleeps" and chirps at a high frequency. Unprotected humans encountering a herd must throw Strength or less on 3D to avoid falling unconscious for 2D minutes and suffering a one-hour temporary reduction of 1D Endurance points. The fur of a Scream Squirrel is very plush, and the plume-like tail is often worn as a hat decoration.

Ruffed Saber Cat

Chaser	400 kg.	30/15	None	12/14	Claws & Teeth	A+	F 9+	S2
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Warm blooded, the hexapedal, cat-like creature has a coat of greenish-brown, camouflage-patterned fur. It derives its name from the thick ruff of fur around its neck and the pair of 12 cm fangs in its jaws. It tends to roam a fairly large territory in small, family groups composed of a pair of adults and several juveniles. Its normal hunting technique is to have one or more of the juveniles spook the prey past an area where the adults are waiting in ambush. Saber Cats are quarrelsome and very territorial. They seem to regard human hunters as competitors and have been known to deliberately stalk and attack intruding humans. Saber Cats have proven to be untrainable and will not breed in captivity. They are found only in forested terrain.



CLEAR

Auburn Trident

5D Grazer	400 kg.	24/12	None	14	Horns	A 8+	F 5+	S2
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These large, herd beasts are hexapedal semi-mammals which frequent the dryer plains areas on the fringes of deserts. Their name derives from the rich auburn fur coat, streaked with cream and russet and the crown of 3, long, backward-pointing horns which the male bears. Living some 20 standard years, the male starts growing its non-shedding horns at 3 years of age, which is also the age at which the female begins to bear her yearly calf. Births are invariably of one calf which is able to travel with the herd within hours. Herds tend to remain under 100 beasts, at most, due to the harsh environment. The territory covered by the herd is large, and these skittish beasts travel often. Attempts at domestication have proven unsuccessful.

Blue Loper (See ROUGH)

FLYING

Hinden

1D Flying Filter	50 kg.	8/4	None	3	Stinger	A*	F 8+	S--
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A very large, 8 meter diameter, but very flimsy flying floater, the Hinden feeds on aerial plankton which it captures with large, feathery net fronds. By agitating its fronds and increasing or decreasing its gas volume, this creature can, somewhat, control its drift though it is incapable of powered flight. The Hinden supports itself by secreting hydrogen into its flight bladder or balloon. Of only one sex, the Hinden reproduces by budding. Many smaller creatures sometimes hitch rides on Hindens. The Hinden is valued for its feeding fronds which are a light, iridescent blue in color. Once washed free of their adhesive, they are used as decoration.

Cloudspider

Trapper	1 kg.	2/0	None	3	Stinger	A•	F 9+	S1
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This venomous crypto-arthropod suspends itself in the air with a silken thread and then creates a "bola" with another length of silk tipped with an adhesive blob. Favorite suspension points are tree limbs or Hindens. The Cloudspider flings the bola at the target and reels the prey in. It seldom attacks a prey heavier than 3 kg. The venom of the Skyspider is an extremely potent paralytic and is quite valuable. Each spider can produce 5 grams per day, worth 1D x 100 Credits.

Skysnake

1D Chaser	6 kg.	3/4	None	3	Teeth	A+	F 9+	S2
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The Skysnake is a long, slender animal, similar to a lizard. All three pairs of legs have adapted to support wing surfaces. The front pair still have gripping claws at the tips for landing and perching, the center pair serve as lifting surfaces, and the rear pair serve primarily as propulsion. These brilliantly-colored creatures are highly active predators on smaller flying creatures. Some have been partially domesticated and serve as very effective vermin eradicators. Skysnake eggs are also brilliantly colored and are items of minor value (1D x 5 Credits each). Fresh eggs are worth (1D x 20 Credits each) to pet shops.

Coatyl

Killer	100 kg.	16/9	None	9/6	Teeth & Claws	A 6+	F11+	S2
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A very large version of the Skysnake, this predator has a most fearsome appearance which matches its disposition. Armed with fangs and claws, both male and female have brightly-colored frills around the head and scales which glimmer like jewels. Their senses are very keen, and they like to attack from ambush. They have been known to double back on pursuers and attack. It has become an "in thing" among big game hunters to take out a Coatyl with a Crossbow or a Bow and Arrow.

GENERAL

Flyrat

2D Carrion Eaters	1 kg.	1/0	None	1	Teeth	A11+	F 8+	S1
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These scavengers are minor nuisances around campsites and machinery. Of little threat to humans, the Flyrats chew on almost anything, getting into food supplies, electronics equipment, and clothing. Their appearance is quite similar to that of a six-legged bat. They are more gliders and soarers than steady fliers and tend to nest in high trees or in rocky cliffs.

ALIEN INSTALLATION

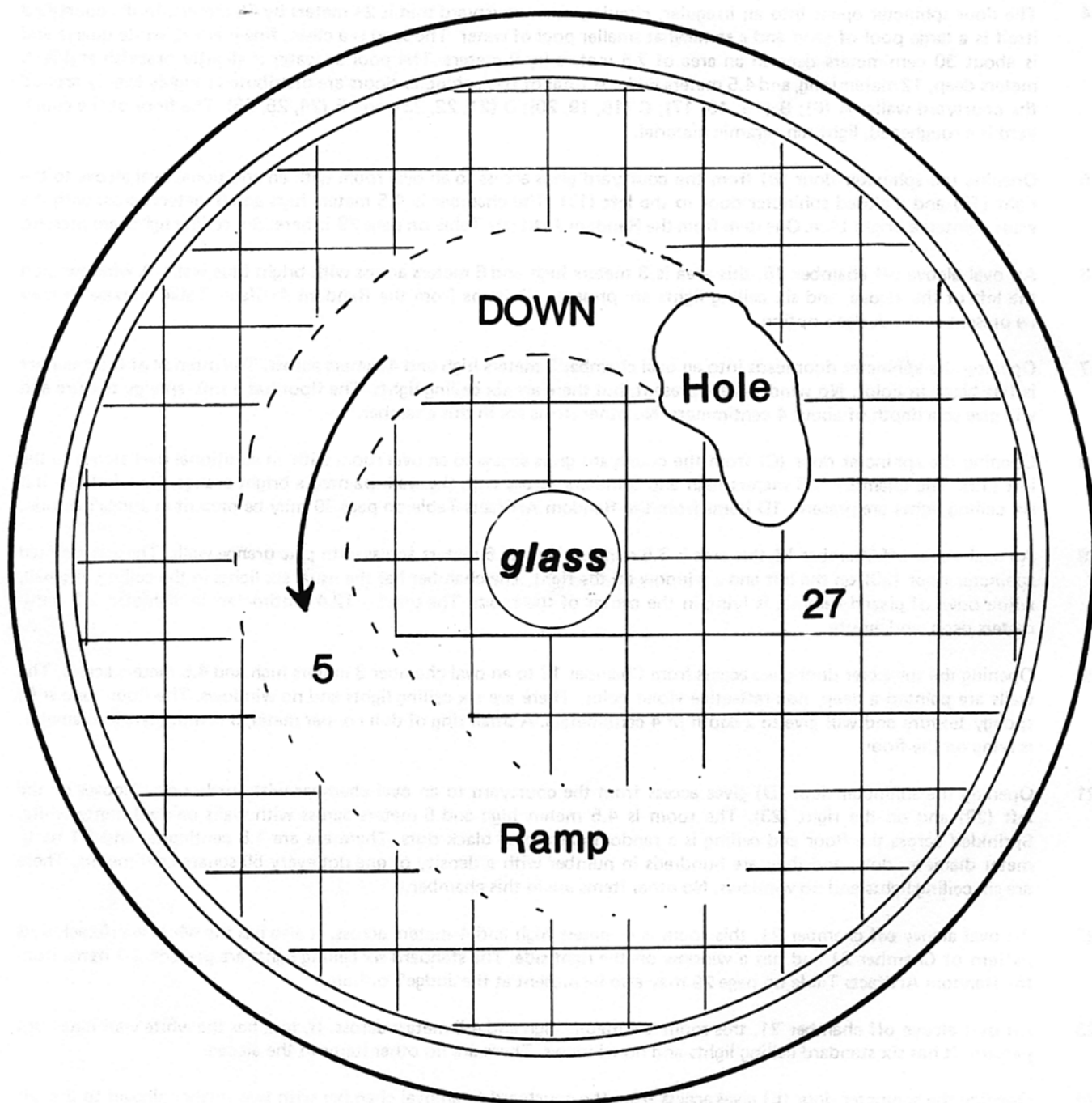
The Alien Installation is an adventure which may be placed at the option of the Judge. It is recommended that it be located in a rough area of difficult access from the ground. Planets recommended are Vilaruby, Atoley, and Tarnkeep.

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

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

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

UPPER LEVEL ALIEN INSTALATION



each square equals 1.5 meters

15 mm Scale

- 25 An oval alcove off Chamber 24, this room is 4 meters high and 5 meters across. It has a window on the side opposite the entrance, and the walls are painted a pale pink color. The ceiling has the standard six light spots. No other items are present in the alcove.
- 26 An oval alcove off Chamber 24, this room is 6 meters high and 7.5 meters across. The walls are painted a deep purplish color with no windows. The ceiling has the standard six light spots. No other items are present.
- 27 Entered by means of a hole in the floor which leads to tunnel 5, this chamber is circular with a diameter of 18 meters. In the center of the slightly dished floor is a 2.2 meter diameter circle of thick, transparent glass, giving a somewhat distorted view into the chamber below (8). The room's floor and side walls, up to a height of .5 meters, are covered by a pale beige, rough-surfaced ceramic. From .5 meters up, the material is transparent glass, forming a clear, hemispherical dome 6 meters high. At one point on the floor is a 1 meter rough circle of black ash about 1 centimeter thick. Directly above the ash, the dome is discolored as if by heat. 1D items from the Random Artifacts Table on page 29 may be present at the Judge's option.

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

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

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

Suggested locations for the body are chambers 9, 17, or 20.

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

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

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

The serious threat is posed by a trio of:

Sand Devils	Flying Killer	50 kg	20/10	None	8/7	Claws & Teeth	A6+ F11+ S2
-------------	---------------	-------	-------	------	-----	---------------	-------------

These three miniature flying dragons are hiding, lightly dusted over with sand, in the sand pool in the courtyard. They will attack with surprise and, since they are females guarding a nesting spot, they will not flee. Their fangs are poisonous, and a successful bite will cause 1D of hit point damage to a character for the next 2D turns. The crewmembers of the **Simba Safari** and the hunting party have been warned about this type of creature and will instantly recognize them as extremely dangerous.

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

Sting Wings	Flying Hunter	½ kg	1/0	None	1	Stinger	A6+ F8+ S2
-------------	---------------	------	-----	------	---	---------	------------

They will ignore the party as long as the party remains at least 3 meters from the nest. They are also inclined to make harrassing runs before actually attacking. Sting Wings will flee from a strong flame.

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

S - 12222R1 - 030000 - 3000 - 0

Book 2 Design	Crew = 1	TL = 14
Passengers = 7	Fuel = 40	Cargo = 3
EP = 2	Agility = 2	Hardpoint = 1
Air/Raft = 1		

Pickup crew statistics are:

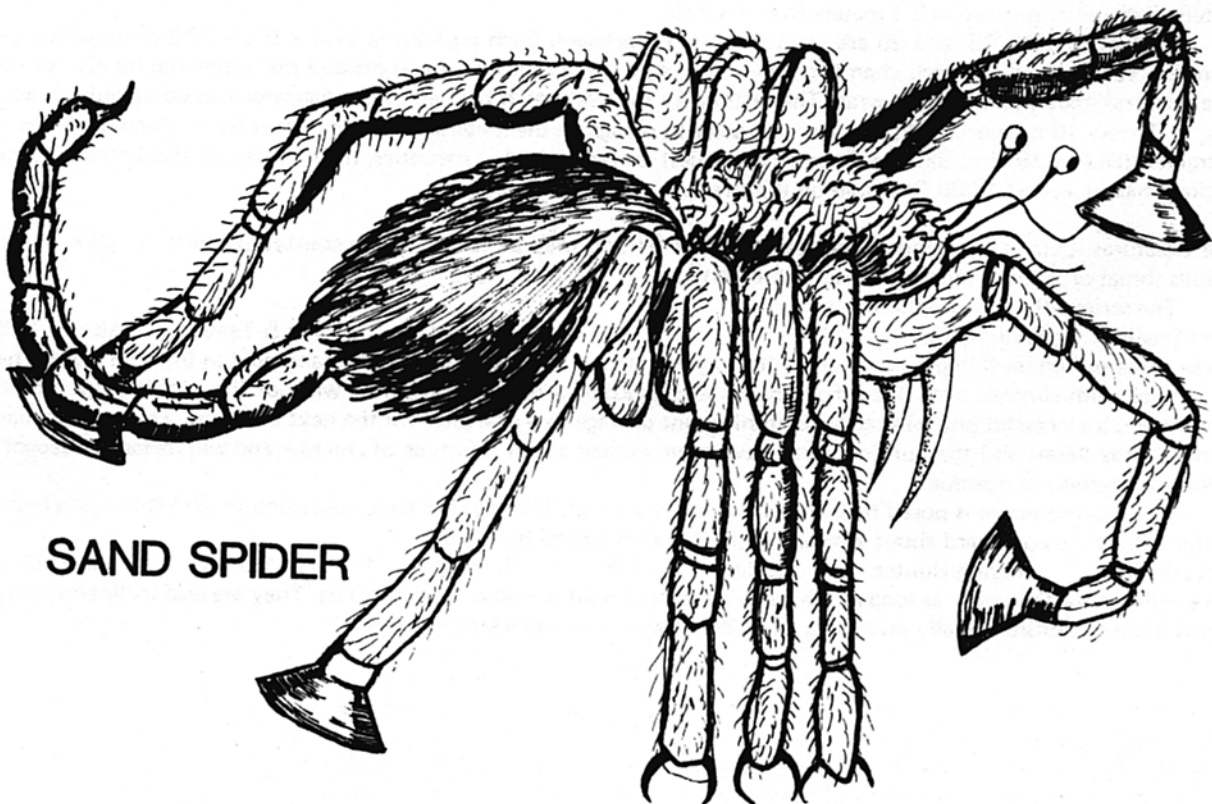
Crew Leader:	678675	Age 38	5 terms
Pilot - 2, Rifle - 2, Navigation - 2, Medic - 1, Air/Raft - 1, Gunnery - 1			
Crewman:	4357DC	Age 26	2 terms
Mechanical - 1, Vacc - 1, Pistol - 1, Pilot - 1, Medic - 1			
Crewman:	5A8485	Age 30	3 terms
Jo T - 1, Medic - 1, Rifle - 1			
Crewman:	7667B9	Age 34	4 terms
Navigation - 1, Gunnery - 1, Streetwise - 1, Admin - 1			

Additional Play Hints

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

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

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



SAND SPIDER

ARTIFACT

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

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

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

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

RUINS TABLES

	Dimensions (3D) (Length x Width)
3	2D x 2D Meters
4	4D x 4D Meters
5	6D x 6D Meters
6	8D x 8D Meters
7	10D x 10D Meters
8	2D x 2D x 10 Meters
9	4D x 4D x 10 Meters
10	6D x 6D x 10 Meters
11	8D x 8D x 10 Meters
12	10D x 10D x 10 Meters
13	2D x 2D x 100 Meters
14	4D x 4D x 100 Meters
15	6D x 6D x 100 Meters
16	8D x 8D x 100 Meters
17	10D x 10D x 100 Meters
18	Consult Sub Table 1

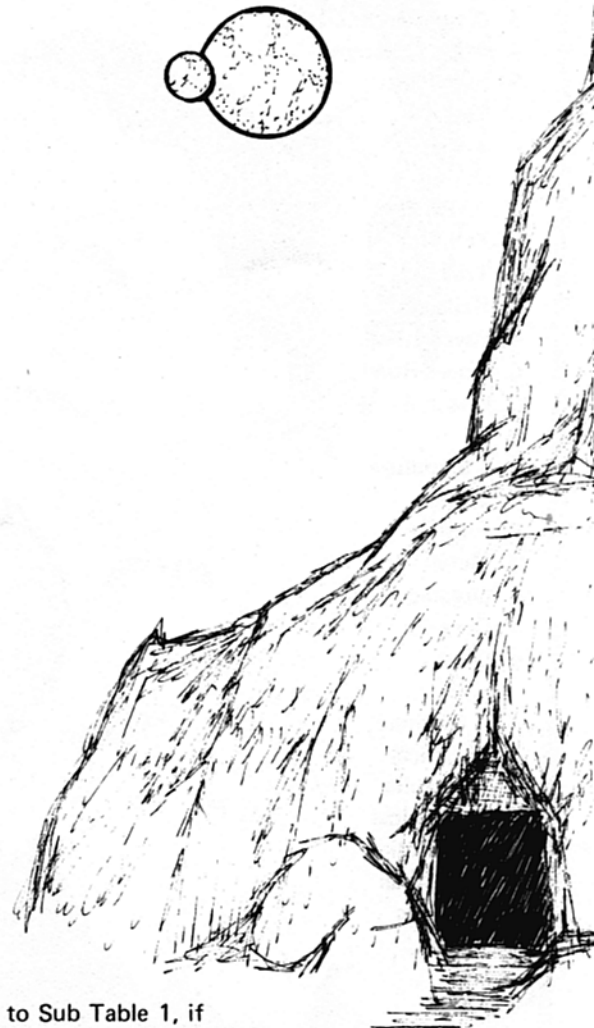
Sub Table 1

1	2D x 2D Kilometers
2	4D x 4D Kilometers
3	6D x 6D Kilometers
4	8D x 8D Kilometers
5	10D x 10D Kilometers
6	12D x 12D Kilometers

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

	Condition (1D)
1	Intact and Buried
2	Crystallized and Petrified
3	Crumbled and Decayed
4	Corroded and Eroded
5	Charred and Burned
6	Collapsed and Sand Covered

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



MISCELLANEOUS ITEMS

Initial Roll

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

Vehicle

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

Remains

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

Road

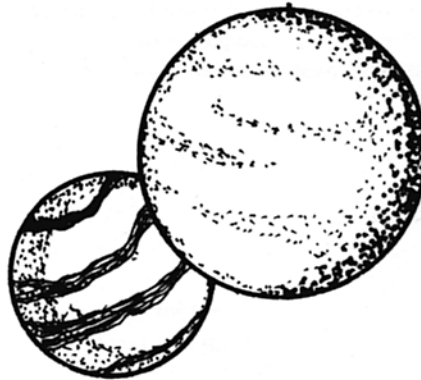
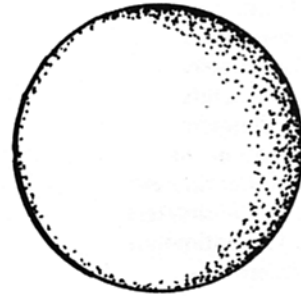
- 1 Track
- 2 Trail
- 3 Railroad
- 4 Paved Road
- 5 Hover Road
- 6 Channel

Structure

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

Machine

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



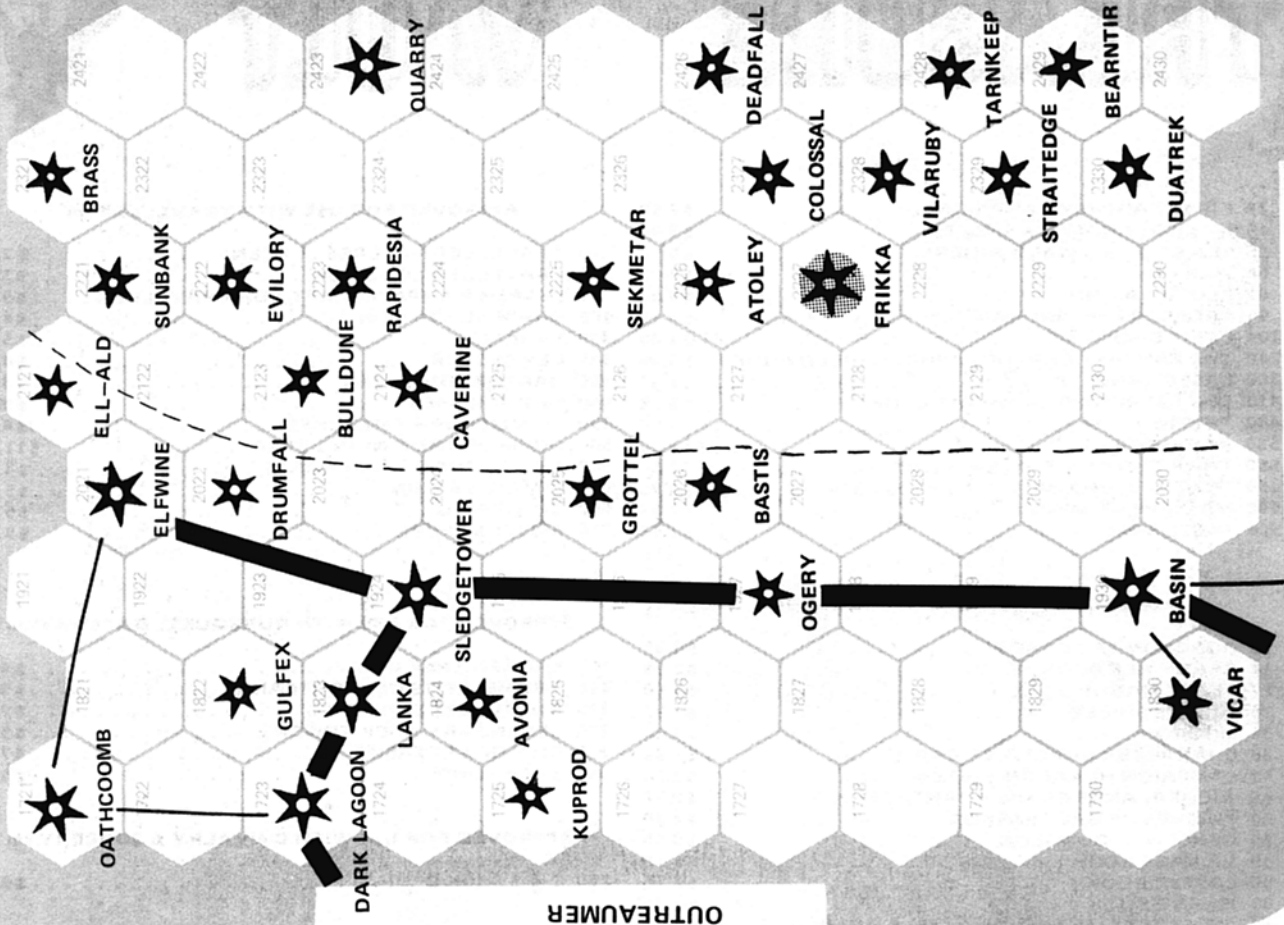
DIAMOND-PRINCE SUBSECTOR

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

Oathcoomb	1731	D676420	6	Non-industrial	G
Dark Lagoon	1733	B96A677	A	Rich, Waterworld	
Kuprod	1735	X9C9000	-	Undeveloped	G
Gulfex	1832	X120000	-	Undeveloped	
Lanka	1833	C766778	7	Agricultural	G
Avonia	1834	DABA314	9	Non-industrial	
Vicar	1840	E244599	9	Non-industrial	
Sledgetower	1934	A7849A8	B	Subsector Capital	G
Ogery	1937	C5A6484	A	Non-industrial	G
Basin	1940	B787873	7	Rich, Agricultural	S
Elfwine	2031	B755663	9	Agricultural	N
Drumfall	2032	E312210	8	Non-industrial	
Grottel	2035	X8CA000	-	Undeveloped	G
Bastis	2036	E510553	7	Non-industrial	
Ell-Ald	2131	DA9A743	8	Non-industrial	G
Bulldune	2133	E414351	7	Non-industrial	G
Caverine	2134	D000310	9	Non-industrial	
Sunbank	2231	E234523	6	Non-industrial	G
Evilory	2232	EABA110	-	Undeveloped	
Rapadesia	2233	D532416	8	Non-industrial	
Sekmetar	2235	E430100	-	Undeveloped	G
Atoley	2236	DA98413	7	Non-industrial	
Frikka	2237	D8575D9	2	Agricultural	R, G
Brass	2331	E436543	5	Agricultural	
Colossal	2337	DB9A411	7	Non-industrial	G
Vilaruby	2338	X343100	-	Undeveloped	
Straitedge	2339	E236410	8	Non-industrial	G
Duatrek	2340	X6B9000	-	Undeveloped	G
Quarry	2433	D130415	7	Non-industrial	G
Deadfall	2436	E223423	8	Non-industrial	
Tarnkeep	2438	E537215	7	Non-industrial	G
Beartir	2439	E7A5331	6	Non-industrial	G

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

FRONTIER WORLDS



TRI-EMPIRE