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GROUP ONE

Approved For Use With
TRAVELLER™
Science-Fiction Adventure in
the Far Future



GEPTOREM



LEPTORREIN

NOSNIDA

INTRODUCTION

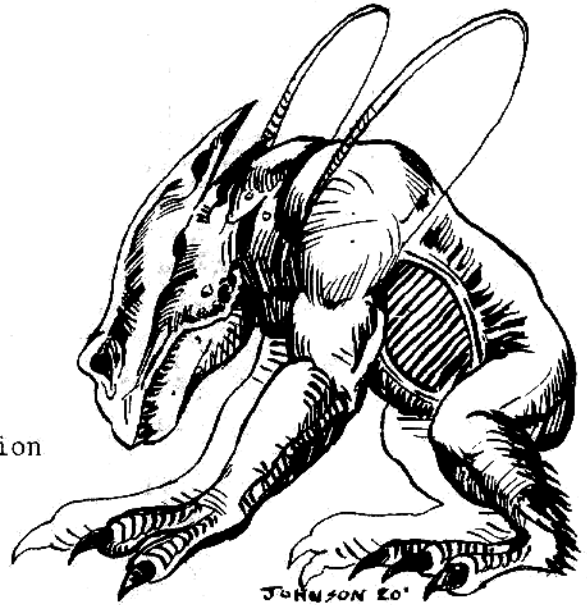
GEPTOREM is the third in a series of adventures to alien worlds Approved for use with Traveller tm. It was designed as an adventure for characters as a part of a larger campaign or as an evening's entertainment. The charts given are guidelines, so the referee should feel free to add or delete as he sees fit. Above all, remember role-playing is free form, so change what you want, add what you wish or play as is...just have fun!

Geptorem uses Basic Traveller with references to Mercenary & High Guard.

We sincerely thank the people at GDW for their advise and cooperation.

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Planet Name: Geptorem

UPC : A3718A0-A

Location : Corelian Quadrant at 0707

System : 1 Barren World, 2 Gas Giants, Yellow Sun

History of Geptorem

The history of Geptorem is filled with warfare and acts of violence. An unusual code of honor holds home areas as inviolable, therefore when the young are protected conflicts are never totally resolved. A highly stylized form of warfare is conducted by the various factions in the belts of wasteland covering Geptorem. These wars stretch from the earliest recorded history to the present day; with the same factions involved now as then. Off-world contact did little to effect the course of history on Geptorem except to pour more money into the endless wars. Geptorem is incredibly rich in natural resources which are exported off-planet along with military expertise. All political decisions are based on the outcome of battles conducted by various groups backing different factions. Outside help is often hired however, only weapons built on the planet are usable in the wars. Geptorem is truly a planet where political power comes from the end of a gun.

Ocean - The oceans of Geptorem have remained untouched by the wars and a large amount of vegetation grows here. The vegetation tends to be broad leafed with thick stems and purple in color.

Plains- Most of the foodstuffs consumed by the Attorn are grown on the plains of Geptorem. Therefore the majority of the land is flat and divided into fields by fence rows. The fields contain different types of two basic plants; one a low blue bush which bears oddly-shaped fruit and the other a slim yellow plant bearing round red balls of fruit.

Wastelands - The wars of Geptorem are conducted only in the wastelands ringing the planet. It is here on the blasted landscape the various factions meet to do battle. Very little plant-life grows here and the area has an overwhelming eerie look with its piles of slag and purple glow.

Jungle - Dense growth describes the jungles of Geptorem with lush red, purple and yellow plant-forms ranging up to 50 meters in height. Most of the vegetation is broad leafed with slim, strong stems; growing in a tangled mass. Other unusual types include spiny blue plants and purple vines.

Ice Lands - Thick ice caps cover the poles of Geptorem and the ice lands will support no plant life. The ground is rough and many hazards are hidden by the white snow.

Metorogical

The weather patterns that sweep across the surface of Geptorem bring the hot, wet, cold and dry seasons with them. The referee should determine the season of the area that the players are in and then determine the weather according to the weather pattern charts.

Karrotics

Animals in this class can be identified by their tripod, clawed limbs. They are vertebrates covered with dense, short fur. Some are equipped with stingers and teeth to defend themselves as well as their sharp claws. They have visual sensors which detect the normal light spectrum in addition to the infrared spectrum. Karrotics also have one to four audio receptors that resemble small coins mounted atop their bodies. Some animals in this class are excellent climbers and a few have chameleon characteristics. Many Karrotics live in colonies numbering in the thousands. They bare live young which are capable of defending themselves. Their main weakness lies in their low intelligence. The brain is located deep in the body cavity.

Gureleans

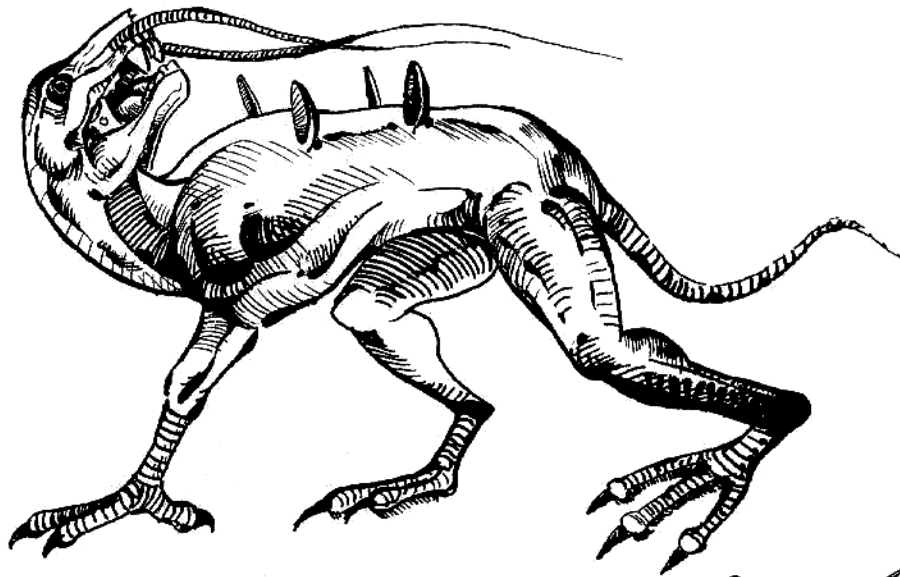
Animals in this class can be identified by two pairs of limbs. The first pair are small in comparison to the lower set and are used to gather food, etc. as they are equipped with jointed digits. The lower pair are used for locomotion and are heavily muscled near the top and taper to clawed digits. Their tails are used for defense and some animals of this class are also equipped with a stinger atop their small head. Gureleans can detect vibration with sensitive, oval-shaped organs located on the soles of their feet. They have three visual sensors located on the head which can detect the normal light spectrum only. Some Gureleans are excellent jumpers. They have a huge mouth which is located from the head down the neck. Some are equipped with teeth while others possess strong, acidic enzymes. The young are hatched from purple eggs and are vulnerable for the first 42 hours of life. Gureleans usually roam the planet's surface in large herds of several hundred in search of food and safety.

Fausta

Animals in this class have a variable number of limbs. They have a spiny exoskeleton of flexible protein compounds. Some are equipped with several whip-like stingers located laterally on the body. Sensory systems are composed of four crescent-shaped eyes which can only see the normal light spectrum however, their vision is stereoscopic. They sense sound by a thin membrane which is elongated and located on either side of the body. The females of this class lay their eggs and do not care for the young when hatched. The young are partially protected by the many spines but are immobile for about 6 hours after hatching. Most animals of this class mate for life and live in communities of about 50.

Bromitoid

Animals in this class can be identified by their globular appearance. They are invertebrates covered with thick, porous, dark skin. Locomotion is by muscular contraction of the blob as they possess no limbs. Animals in the Bromitoid class emit a strong electrical charge when threatened. Others defend themselves with poison, foul odors and various thrashing motions of their bodies. Some possess stingers as well as thrashers. Animals in this class can sense vibration with organs that also detect changes in the planet's magnetic field caused by objects. They also possess a primitive form of sonar much like that of the bat. Chemical changes in their environment can be detected with small organs located just beneath the skin. Many species seek the protection of numbers in herds while others roam the planet's surface as loners. They reproduce by means of division.



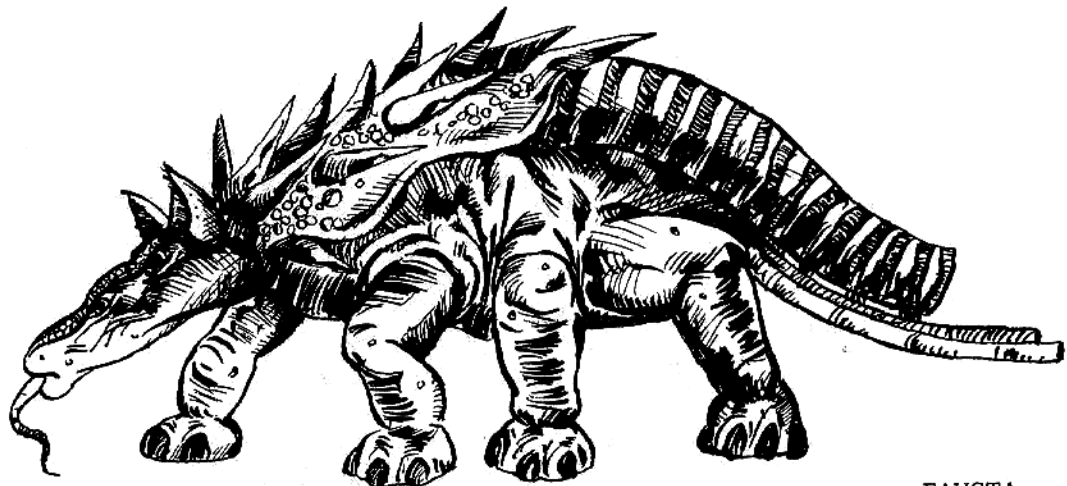
KARROTICS



GURELEANS



BROMITOID



FAUSTA

The Attorn

The planet Geptorem is divided into five different areas of control, each ruled by an elected King or Queen who serves for life. While the wars on the surface of Geptorem are conducted with unparalleled ferocity; all efforts towards planetary defence receive full and total support from all of the factions listed below. The Attorn, as they call themselves, are from the same basic stock as terrans with the major difference being more body hair and the skin has a blue tint.

The factions with present leaders are as follows:

The Nations of Geptorem

Pimena- This state is ruled by Queen Alvorian, 98A89H , Age 37; she is 1.56 meters tall and has raven black hair. She rules Pimena with a gentle hand. Her rule has brought victory and all the people support her.

Beymar- King Haetyr, 6AABBH , Age 45; rules this nation. A strict traditionalist, Haetyr is known for his competence and honor. King Haetyr is usually at odds with King Cepodron of Gadrae and they often meet on the field of honor. He stands 2 meters tall and is covered with the scars of battle.

Qufasam- Queen Pur-Pabert, 86777H , Age 24; is the ruler of this state. She is the youngest ruler to ever reign on Geptorem. She stands 1.9 meters and has both great beauty and sly cunning. Pur-Pabert has been involved in one major war after assuming the throne.

Gadrae- This nation is ruled by King Cepodron, 88A9BH, Age 47; who has managed to conduct 27 wars in the 17 years of his reign. Standing 1.9 meters tall and brown hair growing all over, Cepodron is in conflict with all the rulers most of all King Haetyr and Queen Alvorian.

Tejupur- King Virala, 9CBA9H, Age 41; rules this state. Virala stands 1.6 meters tall and is afflicted with a hunchback. He is shrewd and cunning with his own profit as it is always the number one item in his life. Far from being peaceful, the armies of Tejupur are often on the field of honor.

These nations of Geptorem share as many similarities as they do differences. The economies are identical and trade is conducted even between warring factions. The code of honor that regulates life and death on Geptorem is strictly followed. This is because the young are protected and even the lowest worker can be elected king. All are bound by the code of honor and any thought of violating it would bring instant death; even to a king. The well-being of the race as a whole is the foremost idea of this code of honor and this has caused joint research in all fields and the formation of a joint planetary defense force that has identical bases at each pole. Off-planet trade is conducted at each of the capital cities; with all traffic being screened by the joint defense fleet.



Weather Pattern Chart (Roll Once Daily)

Die Roll Modifiers + Race Encounter Guideline

* Mineral Chart

Die	Effect	Length	Reduces Visibility By: Effects
1	Calm, Clear	-2 Dry Season	Wasteland is always War Party from nearest nation.
2	Windy, Clear	+2 Wet Season	Ice Land is always War Party from fortress.
3	Calm, Cloudy	-1 Cold Season	Jungle, Ocean and Plain use following Die Roll:
4	Windy, Cloudy	+1 Hot Season	1-2 Work Group, 4-48 Attorns of nearest nation.
5	Rain or Snow (Depending on Terrain)		3-4 Pleasure Group, 2-12 Attorns of nearest nation.
6	* Storm		5-6 Research Group, 2-12 Attorns of nearest nation.

* Storm Chart

Die	Type	Length	Reduces Visibility By: Effects
1	Wind Storm	4-24 Hours	25% Small objects blown away.
2	Rain Storm	12-72 Hours	50% Low areas flood, Vehicles bogged 4-6 1D
3	Fog	2-12 Days	90% Special Surprise Roll 3-6
4	Tornado	2-12 Hours	50% Roll 2D per Hour, if 12 player takes 10D Damage
5	Snow Storm	12-72 Hours	90% Special Clothing or Protection or freeze in 2 hr.
6	Dust Storm	6-36 Days	90% Filters needed for breathing.

Ocean Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attr.	White	Red
10-60	Herb.	Fausta	Grazer	50	4D/2D	-1D	Claws	Cloth	Triple	----	1	1-3
4-24	Herb.	Bromitoid	Grazer	100	5D/2D	---	Thrasher	None	Ordin.	Chameleon	1	4-5
3-18	Herb.	Bromitoid	Grazer	200	5D/3D	+1D	Thrasher	None	Ordin.	Chameleon	1	6
2-12	Herb.	Bromitoid	Filter	300	5D/4D	+1D	Stinger	None	Ordin.	----	2	1
1-6	Herb.	Fausta	Filter	400	6D/3D	+2D	Claws+Horns	Jack	Double	----	2	2
3-18	Herb.	Karrotics	Intermit.	200	5D/3D	+1D	Teeth	Mesh	Triple	----	2	3-6
10-60	Herb.	Bromitoid	Intermit.	6	1D/2D	-1D	Thrasher	None	Double	----	3	1-3
20-120	Herb.	Fausta	Intermit.	12	2D/2D	-1D	Claws+Teeth	Jack	Triple	----	3	4-5
4-24	Herb.	Bromitoid	Intermit.	50	4D/2D	-1D	Stinger	None	Ordin.	Chameleon	3	6
2-12	Omni.	Fausta	Eater	100	5D/2D	---	Teeth	Jack	Double	----	4	1-3
1-2	Omni.	Karrotics	Eater	800	7D/3D	+3D	Claws+Teeth	Mesh	Double	----	4	4
1-6	Carn.	Karrotics	Pouncer	600	7D/2D	+3D	Claws+Teeth	Mesh	Triple	----	4	5-6
1-6	Carn.	Gureleans	Trapper	400	6D/3D	+2D	Teeth	Cloth	Triple	----	5	1
1-2	Carn.	Bromitoid	Killer	200	5D/3D	+1D	Claws+Teeth	None	Ordin.	Chameleon	5	2
3-18	Scav.	Fausta	Reducer	50	4D/2D	-1D	Horns	Jack	Ordin.	----	5	3-6
											6	1-2
											6	3-6

Jungle

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attr.	Enc. Die	Roll
20-120	Herb.	Fausta	Grazer	3	1D/1D	-2D	Horns	Jack	Ordin.	-----	White	Red
10-60	Herb.	Gureleans	Grazer	6	1D/2D	-1D	Claws	None	Triple	Flyer	1	1-2
5-30	Herb.	Karrotics	Grazer	25	3D/2D	-1D	Claws	None	Double	-----	1	3-5
1-6	Herb.	Bromitoid	Filter	400	6D/3D	+2D	Stinger	None	None	Chameleon	1	6
3-18	Herb.	Bromitoid	Grazer	100	5D/2D	-	Thrasher	None	Ordin.	-----	2	1-2
10-60	Herb.	Fausta	Intermit.	100	5D/2D	-	Claws+Horns	Jack	Double	-----	2	3-4
4-24	Herb.	Bromitoid	Intermit.	200	5D/3D	+1D	Thrasher	None	Ordin.	Chameleon	2	5-6
5-30	Herb.	Gureleans	Intermit.	400	6D/3D	+2D	Claws	Cloth	Double	-----	3	1-3
3-18	Herb.	Bromitoid	Intermit.	600	6D/4D	+2D	Thrasher	None	Ordin.	-----	3	4-5
4-24	Herb.	Karrotics	Intermit.	800	7D/3D	+3D	Claws	Mesh	Double	-----	4	6
3-18	Omni.	Karrotics	Hunter	200	5D/3D	+1D	Claws+Teeth	Mesh	Double	-----	4	1
2-14	Omni.	Bromitoid	Eater	100	5D/2D	-	Stinger	None	Ordin.	Chameleon	4	2-4
1-6	Carn.	Fausta	Pouncer	400	6D/3D	+2D	Claws+Horns	Jack	Double	-----	5	5-6
4-24	Carn.	Gureleans	Pouncer	200	5D/3D	+1D	Claws+Teeth	None	Triple	Climber	5	1
1-6	Carn.	Gureleans	Killer	400	6D/3D	+2D	Claws+Teeth	Cloth	Double	-----	5	2-3
1-6	Carn.	Karrotics	Chaser	200	5D/3D	+1D	Claws+Teeth	Mesh	Triple	-----	5	4-5
2-12	Scav.	Gureleans	Carriion-eater	50	4D/2D	-1D	Claws+Teeth	None	Double	-----	6	6
3-18	Scav.	Bromitoid	Reducer	25	3D/2D	-1D	Thrasher	None	Ordin.	Chameleon	6	1
										Ravines	6	2
										Seismic Quake	6	3
										* Mineral	6	4
										+ Race	6	5
											6	6

Wastelands

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attr.	Enc. Die	Roll
10-60	Herb.	Fausta	Intermit.	3	1D/1D	-2D	Horns	Jack	Double	-----	White	Red
4-24	Herb.	Gureleans	Intermit.	12	2D/2D	-1D	Claws	Mesh	Double	Flyer	1	1-6
4-24	Herb.	Karrotics	Intermit.	50	4D/2D	-1D	Claws	None	Triple	-----	2	1-4
2-12	Omni.	Bromitoid	Gatherer	100	5D/2D	-	Thrasher	None	Ordin.	Foul Smell	2	5-6
1-6	Omni.	Fausta	Eater	200	5D/3D	+1D	Claws+Horns	Jack	Double	-----	3	1-3
1-6	Omni.	Gureleans	Hunter	400	6D/3D	+2D	Claws+Teeth	Cloth	Triple	-----	3	4-5
1-3	Scav.	Gureleans	Intim.	800	7D/3D	+3D	Teeth	Mesh	Ordin.	-----	4	6
3-18	Scav.	Bromitoid	Reducer	12	2D/2D	-1D	Thrasher	None	Ordin.	Chameleon	4	1-2
2-12	Scav.	Karrotics	Hijacker	50	4D/2D	-1D	Claws+Teeth	None	Triple	-----	4	3-4
										Ravines	5	5-6
										Seismic Quake	5	1-2
										* Mineral	5	3-4
										+ Race	6	5-6
											6	1-6

Plains

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attr.	White	Red
15-90	Herb.	Bromitoid	Grazer	12	2D/2D	-1D	Thrasher	None	Ordin.	Chameleon	1	1
10-60	Herb.	Bromitoid	Grazer	25	3D/2D	-1D	Thrasher	None	Ordin.	-----	1	2-3
20-120	Herb.	Gureleans	Grazer	3	1D/1D	-2D	Claws	None	Triple	Flyer	1	4-6
20-120	Herb.	Karrotics	Intermit.	50	4D/2D	-1D	Claws	Mesh	Double	-----	2	1-2
5-30	Herb.	Gureleans	Intermit.	100	5D/2D	-	Claws	Cloth	Double	-----	2	3
4-24	Herb.	Gureleans	Intermit.	200	5D/3D	+1D	Hooves	None	Triple	-----	2	4-6
1-6	Herb.	Bromitoid	Filter	400	6D/3D	+2D	Stinger	None	None	Chameleon	3	1-3
4-24	Herb.	Gureleans	Intermit.	800	7D/3D	+3D	Claws	Cloth	Double	-----	3	4
2-12	Carn.	Fausta	Killer	400	6D/3D	+2D	Claws+Teeth	Jack	Triple	-----	3	5-6
1-2	Carn.	Karrotics	Pouncer	800	7D/3D	+3D	Claws+Teeth	Mesh	Double	-----	4	1
1-6	Carn.	Fausta	Chaser	200	5D/3D	+1D	Horns+Teeth	Jack	Triple	-----	4	2-4
1-2	Carn.	Fausta	Trapper	400	6D/3D	+2D	Claws+Horns	Jack	Ordin.	Chameleon	4	5-6
1-6	Omni.	Karrotics	Hunter	100	5D/2D	-	Claws+Teeth	Mesh	Double	-----	5	1-2
2-12	Scav.	Gureleans	Carrion-eater	100	5D/2D	-	Claws+Teeth	Cloth	Double	-----	5	3-5
4-24	Scav.	Bromitoid	Reducer	12	2D/2D	-1D	Stinger	None	Ordin.	Chameleon	5	6

Geptoremian War Party

The standard ground military unit for all Geptorem is the War Party and it is given in the Table of Organization and Equipment listed below. They ask no quarter nor give none and have a high tactical expertise. The Code of War dictates that the table below can not be changed in any way. The Code of War provides training and action for mercenaries galaxy-wide. Mercenaries wishing to work for or hire personnel may do so from the table listed below and at any capital city. The pay rate either way is four times that listed in Mercenary. There is no other pay besides monthly salaries.

War Party Table of Organization and Equipment

Cavalry

- 1 Captain with Cloth and Laser Carbine.
- 2 First Lieutenants each same as above.
- 2 First Sergeants each same as above.
- 4 Sergeants each with Cloth and Assault Rifles.
- 6 Corporals each same as above.
- 28 Privates each with Cloth and Submachine Gun.
- 7 800kg Karrotics of the Plains.
- 7 Heavy Grav Tanks with Beam Lasers.

Infantry

- 1 Captain with Cloth and Laser Rifle.
- 2 First Lieutenants each same as above.
- 2 First Sergeants each same as above.
- 4 Sergeants each Cloth and RAM Auto GL.
- 8 Corporals each Cloth and ACR.
- 40 Privates each Cloth and Assault Rifles.

Ice Lands

- Storm
- Ravines
- Seismic Quake
- + Race

Enc.	Die	Roll
White	1-2	Red
3	3	1-6
4	4	1-6
5-6	5-6	1-6

Planetary Defense Center

The Planetary Defense Centers located at the poles of the planet are operated by personel who are loyal to Geptorem above all else. Outfitted with the very best that the planet has to offer in the way of arms and armour, the Centers also house the Planetary Defense Fleets. Situated in the desolate Ice Lands and provided with extensive surface weapons, these Centers are the bulk work of Geptorem's defenses. The buildings and chambers below are keyed to the map on page 13.

- #1 Command Central - Here all activities in space surrounding Geptorem are monitored. Although there are back-up systems, Command Central is the brain of the Planetary Defense Center. The twenty-eight Model 5 Computers have all the programs listed in Book 2 of Traveller. There are 300 personel here all armoured in Jack and carrying Laser Carbines.
- #2 Power Station - Energy for the Center is created here by a fusion power plant that draws its fuel from the nearby ice. It has 100 personel all outfitted as in #1.
- #3 Barracks - The living quarters for the garrison and fleet are located in this gigantic steel building. All of the Geptoremians serving the planet live here although at any one time there will be 500 personel armed as in #1 present.
- #4 Fleet Hanger - In this massive underground chamber one of the two Planetary Defense Fleets is housed. It has equipment to build and repair all of the ships used by Geptorem and has 400 servicemen armed as in #1 stationed here.
- #5 Primary Armament - These weapons are mounted in massive Double Turrets; each has a Factor J Particle Accelerator and a Factor D Meson Gun. Fifty Geptoremians armed as in #1 man these turrets.
- #6 Secondary Armament - These batteries are Triple Turrets equipped with 2 Beam Lasers and 1 Missile Launching Rack. Each turret is operated by 15 personel outfitted as those in #1. Beneath the turrets are bunkers with firing ports for additional defense.

Planetary Defense Fleets

The two Planetary Defense Fleets are identical in respect to numbers of and types of ships. The fleets normally train and operate separately however they are able to combine and function effectively if necessary. Within the fleets, morale is high and there is a very strong attitude of "us against the galaxy". The Planetary Defense Fleet Order of Battle given below is the same for both fleets. They will deploy anytime the outposts stationed just beyond the furthest planet broadcasts the emergency signal.

Planetary Fleet Order of Battle

Note: The numbers in parenthesis located beside each USP are the number of ships of that type.

Light Wing

(6) DC-4116642-440000-30401-0
(24) DD-2116642-430000-31000-0
(24) LM-1116642-400000-00006-0

Flag Wing

(1) BL-N214563-461101-708G3-0
(3) BB-M214553-441101-607E2-0
(3) BB-L214553-441001-505E2-0
(3) BB-K214543-430001-504E1-0
(20) EC-A215542-450003-60460-0
(24) LM-1116642-400000-00006-0

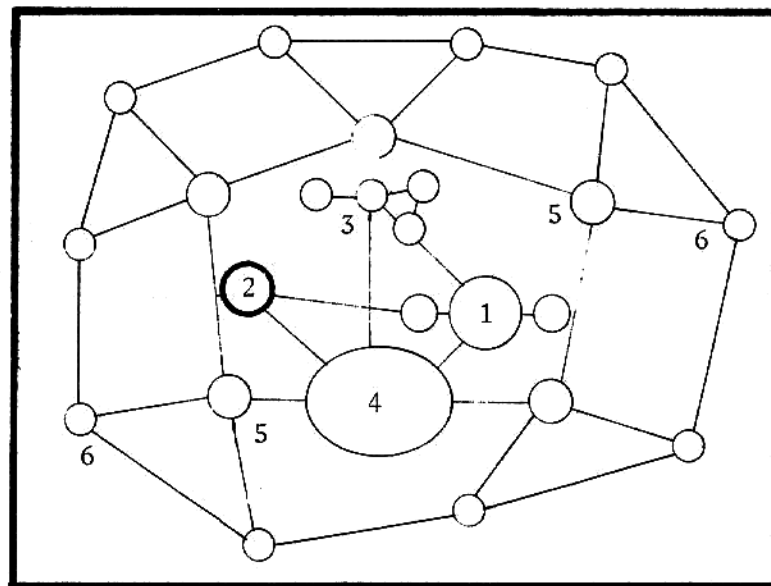
Medium Wing

(3) BC-K215653-430000-604E2-0
(9) EC-A215542-450003-60460-0
(9) DD-2116642-430000-31000-0
(6) LM-1116642-400000-00006-0

Carrier Wing

(4) FC-E214443-430003-33003-B
(20) F-0104411-000000-01000-0
(2) EC-A215542-450003-60460-0
(8) DD-2116642-430000-31000-0
(6) TA-K213342-410000-22001-0

Planetary.....
 Defense.....
 Center.....
 Located.....
 In Hex.....
 No. 00 &.....
 No. 491.....



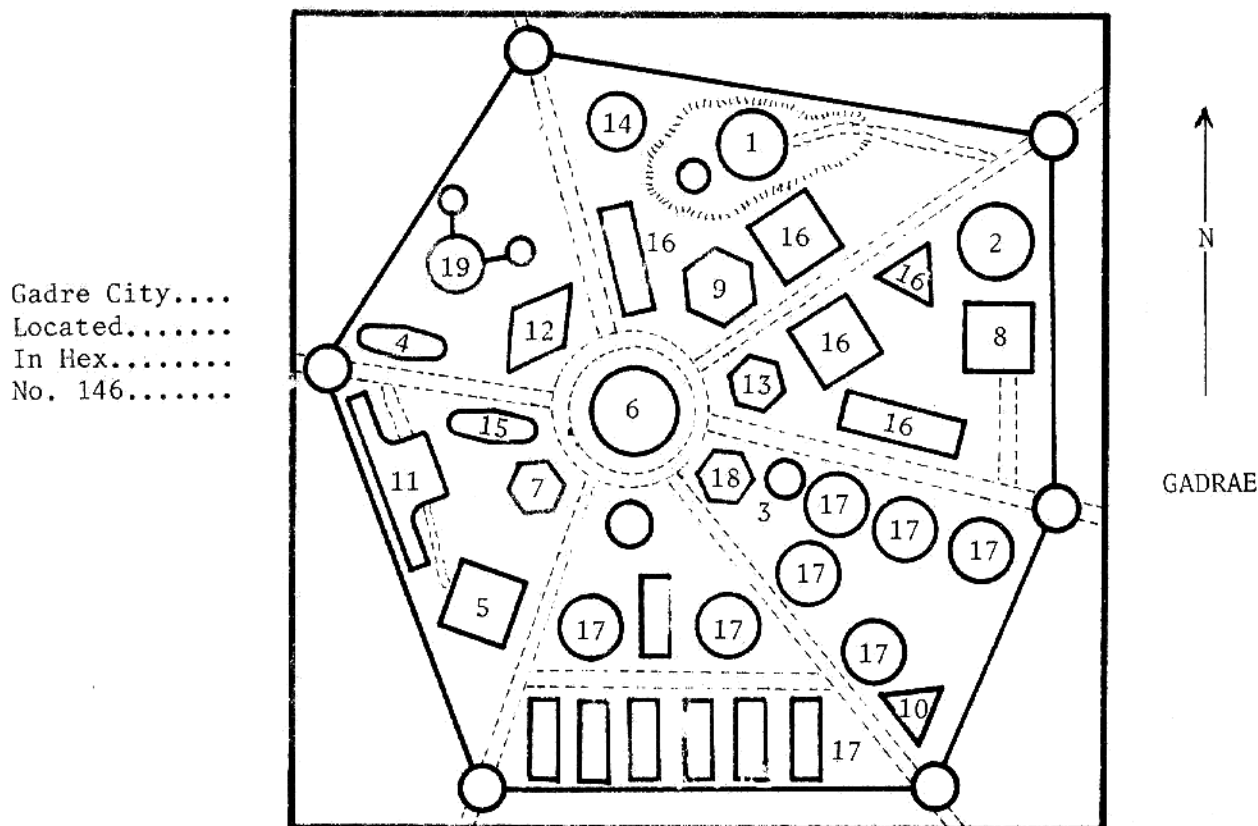
PLANETARY DEFENSE CENTER

GADRAE CITY, Capital City of Gadrae

Gadrae City is a walled city of brass with a population of 10 million. The walls are 7 meters tall, 6 meters thick at the base and tapered to 3 meters thick at the top. Double Turrets equipped with 1 Beam Laser and 1 Missile Launching Rack are spaced atop the wall at 10 meter intervals. Entrance to Gadrae City is via six roads. The six gates are guarded by 150 soldiers each equipped with Reflec and armed with Laser Rifles.

- #1 King Cepodron's Complex is vast and richly decorated with items valued over 5 million Credits. It sits atop a large hill overlooking his domain. Also located in the complex is the Security Treasury where all receiving and lending of Credits are transacted. There is about 150 million Credits here secured by alarms and 100 soldiers armed with Laser Rifles and wearing Cloth.
- #2 The Entertainment Colosseum is where law breakers are brought each week to face attack animals of the Gurelean class. Needless to say, very few laws are broken in Gadrae City.
- #3 These are the Brothels of Gadrae. When entering the houses of pleasure, a revolving platform with up to 100 beautiful girls of all races and sizes greet your eyes. Soft light and music set the festive mood for drinking and gambling.
- #4 The Slave Market sells unfortunate captured persons to be sold to the highest bidder.
- #5 The Military Warehouse holds 1000 tons of every imaginable weapon of Tech Level 9.
- #6 The Solar Power Plant is large enough to supply all the energy required.
- #7 The Health Center gives the citizens freedom from all diseases of the body or mind.
- #8 The Complete Silence Building is for cremating or disposing of bodies.
- #9 The House of the Great One is a temple where the citizens can worship the Divine Presence.
- #10 The Self Control Center is where the loyal citizens must labor 3 weeks a year at any task available. Those who become obese and unproductive must labor 8 months a year.
- #11 The Defense Training Center and Barracks is where soldiers are taught strict discipline and trained in all aspects of the military.
- #12 The Gadrae City Government Building has several departments from Offical Appraiser to Transport Licensing to serve the city's needs.

- #13 The Institution of Knowledge and Trades teaches thousands of courses from engineering to aerodynamics with the use of Model 3 Computers.
- #14 The Communications Station is where all communications are transmitted or received.
- #15 The Tower of the Arts is where exhibitions of renowned works of art, scientific specimens, precious stones, etc. are displayed.
- #16 It is here in the Factories that the citizens labor producing all large and varied products and services.
- #17 Massive Citizen Complexes house the people of Gadrae City.
- #18 The Rationing Complex is where food and essentials are equally distributed to each citizen according to his productivity.
- #19 This is Gadrae City's Spaceport.



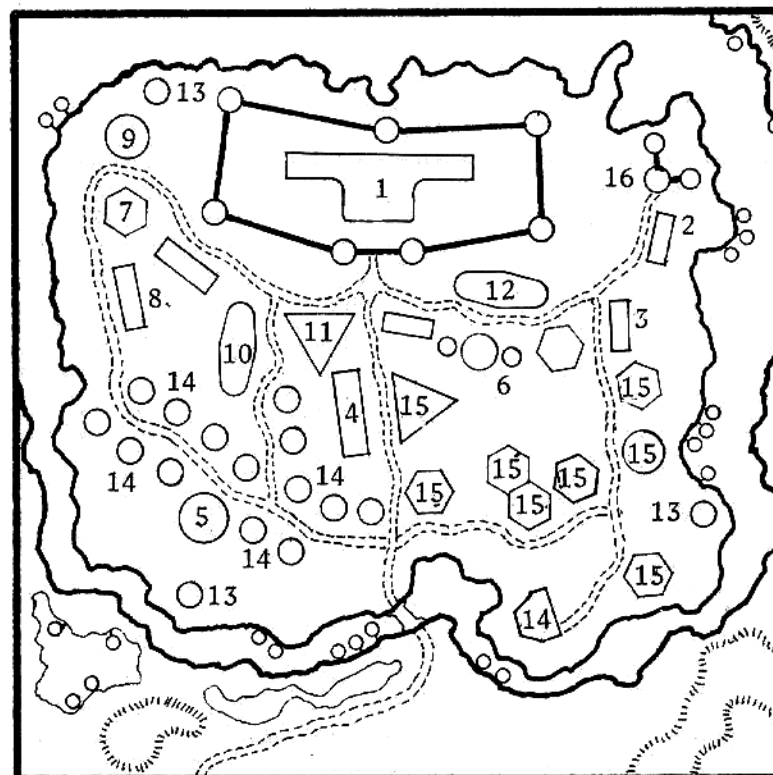
AELISE, Capital City of Beymar

Aelise is a city of 10 million, noted for its historic and artistic monuments. It has winding streets and a general atmosphere of having emerged almost intact from the middle ages of terra. This section of the city is enclosed by a great stone wall, 9 meters tall. Dominating the old quarters of Aelise is King Haetyr's Estate. Aelise is surrounded by water and its natural beauty is spectacular. Over 5000 houseboats can be found in the waters.

- #1 King Haetyr's Estate is very large but not extravagant. Its furnishings are valued at only 1 million Credits. The Halls of Justice are also located here.
- #2 Peace Eternal is the building where all bodies are sent to be prepared for the journey to an isolated planet for burial by starship after a honorable ceremony.

- #3 The Holy Building of the Most High is where all citizens are required to participate in worship by order of the king.
- #4 In the Medical Center over 200 physicians are on duty at all times with the very best equipment for health care and preventive medicine.
- #5 This building houses the giant fusion Power Plant that supplies the city's energy.
- #6 The Royal Treasures Building contains a vast collection of jewels, precious metals and treasures from planets near and far. All taxing and banking procedures are carried out here. The total assets is about .5 billion Credits. It is secured by alarms and 200 soldiers outfitted with Laser Carbines and Mesh.
- #7 The Hall of Constructive Development is where the great minds and philosophers of the kingdom gather daily to instruct the youth.
- #8 The War Training and Barracks Facility is where all guards and security personnel are instructed.
- #9 The Armory contains about 1000 tons of weapons of Tech Level 9. It is guarded by 100 soldiers armed with Laser Rifles and Cloth.
- #10 The Citizens Needs Center is where all nourishment items and other goods can be obtained.
- #11 The Citizens Center is an entertainment facility where dancing, drinking, gaming and music from distant planets ring through the air. The most beautiful maidens of Aelise are the hostesses.
- #12 The Dome of Competition will seat 50000 persons. Here weight lifting, gymnastics, boxing and anti-grav sports abound. An occasional beauty contest or style show can also be seen.
- #13 Aelise is protected by 3 Double Turrets; each 1 Beam Laser, 1 Missile Launching Rack.
- #14 The citizens of Aelise live in large Housing Complexes or houseboats.
- #15 The Factories are numerous and production of various products is high.
- #16 This is the Spaceport.

Aelise.....
 Located.....
 In Hex.....
 No. 443.....

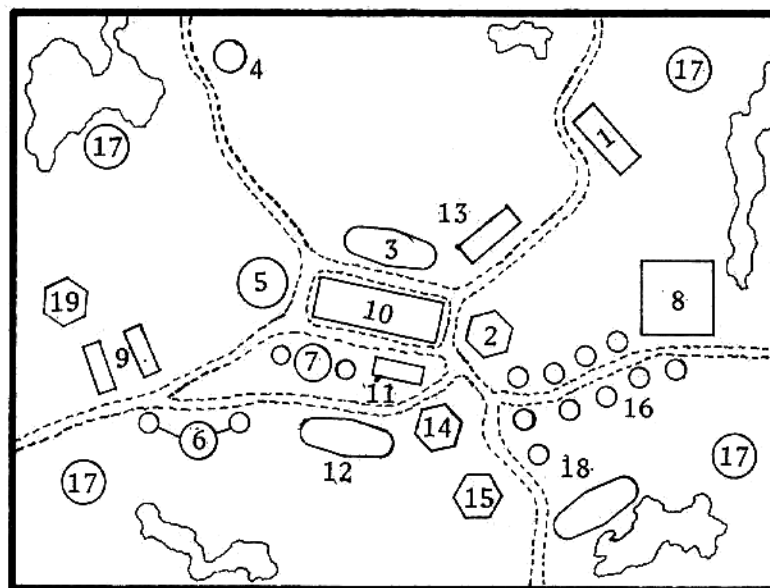


KAROOS, Capital City of Qufasam

Karoos is quite picturesque with its hanging gardens and surrounded by numerous small lakes. Although Karoos has a population of 9 million, the wide streets shady parks and public buildings are immaculately clean.

- #1 Her Majesty Queen Pur-Pabert's residence is secured by a mere wall of stone. By reason of her fairness, she has won the respect and loyalty of her citizens. She finds it unnecessary to have guards around her simple Estate. Total furnishings would be worth less than 5000 Credits.
- #2 These are the Temples in which the people worship the Divine Presence.
- #3 The Government Building is where all laws are made and order enforced.
- #4 The Complete Silence is where all bodies are disposed of.
- #5 The Health Center gives freedom from most diseases of mind or body, its purpose to cleanse, purify and restore.
- #6 The Spaceport is a good harbor for both foreign and domestic trade.
- #7 The Institution for Higher Education is a voluntary public service institution.
- #8 This Factory is where the citizens labor producing a variety of goods.
- #9 The Military Barracks house and train those citizens who volunteer for duty. Queen Pur-Pabert has had no trouble keeping a defense of gigantic proportions.
- #10 The City Park is huge and beautiful. It is for the express purpose of enjoyment.
- #11 The Great Library contains the archives, history and other records.
- #12 The Building of Social and Cultural Events is an important part of life in Karoos.
- #13 The Food Distribution Center supplies bountiful amounts of food to the citizens.
- #14 The Citizens Building is like a monstrous retail outlet that supplies the people of Karoos with anything imaginable.
- #15 The Communications Center is well equipped for its purpose.
- #16 Citizen Housing Projects are generally communes where persons are matched to live together according to their compatability and wishes.
- #17 Karoos is secured by 4 Double Turrets; each 1 Beam Laser, 1 Missile Launching Rack.
- #18 The Power Plant is fusion driven.
- #19 The Armory holds 3000 tons of every imaginable weapon of Tech Level 9.

Karoos.....
Located.....
In Hex.....
No. 407.....



KAROOS

PULLA, Capital City of Tejupur

The city of Pulla is laid out like a giant wheel. Directly in the center is King Virala's castle. There are sixteen streets extending from the inner street which surrounds the castle. The sixteen streets meet an outer street which circles the entire city.

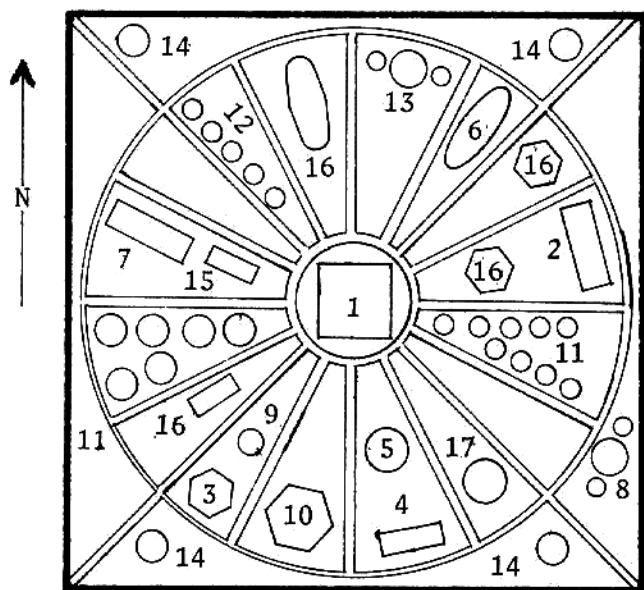
- #1 King Virala's Castle is gigantic and elaborate. The furnishings are worth about 7 million Credits and the entire structure is guarded by 1000 soldiers armed with Laser Rifles and armoured with Reflec.
- #2 The House of Judgement is a large stone structure where offenders are tried. The king's judgement is final, usually death.
- #3 The Communications Building is an extra large structure which houses the most sophisticated equipment for communications on Geptorem.
- #4 The Staff of Life is a medical establishment equipped for physical therapy and most disabilities can be healed without surgery or other drastic techniques due to the excellent facilities.
- #5 The Spiritual Enlightenment Center is a beautiful, serene, circular structure capable of seating thousands although seldom full due to the persecution of King Virala. It resembles a planetarium inside with replicas of the star systems on the walls and ceiling.
- #6 The Bond Servant Market is an oblong building which seats thousands. Beings from other planets are bought and sold after the installation of mind control devices in their skulls. A large stage is used to display the unfortunates.
- #7 The Portal of Eternal Sleep is beautiful beyond description. Flowers, vines and shrubs accent elegant sculptures. Here the deceased are cremated after a ceremony.
- #8 The Spaceport is designed for the landing and take off of spacecrafts. Runway shoots turn skyward for the fighter crafts and there are pads for the heavier transports. Security is intense as passengers load and unload, preventing sabotage. Screens around the walls advertise magnificent journeys to far off planets.
- #9 The Financial Center controls all transactions by electronic identification. The mark tatooed on each citizen's hand is exposed to a special light and the match-up made. Large vaults contain Credits and other items worth about 150 million. There are 150 guards on duty armed with Laser Rifles and wearing Cloth.
- #10 The Art and Scientific Specimens Building is one of the largest in Pulla. It houses art treasures worth 1 million Credits and a collection of televisual tapes of past historical events.
- #11 The Mass Housing Projects are inhabited by about 8 million people.
- #12 The Military Barracks and Armory Building holds nearly 2000 tons of weapons of Tech Level 9.
- #13 Pulla's Power Plant is fusion driven.
- #14 Pulla is secured by 4 Double Turrets; each 1 Beam Laser, 1 Missile Launching Rack.
- #15 The Sustinance Center is where food and essentials are grudgingly distributed to the masses.
- #16 The Factories are huge with tremendous output considering the poor and unsafe working conditions.
- #17 This is the Public Affairs Building. Here citizens are required to meet bimonthly for propaganda films and speeches explaining the necessity for profit.

RAMISTA, Capital City of Pimena

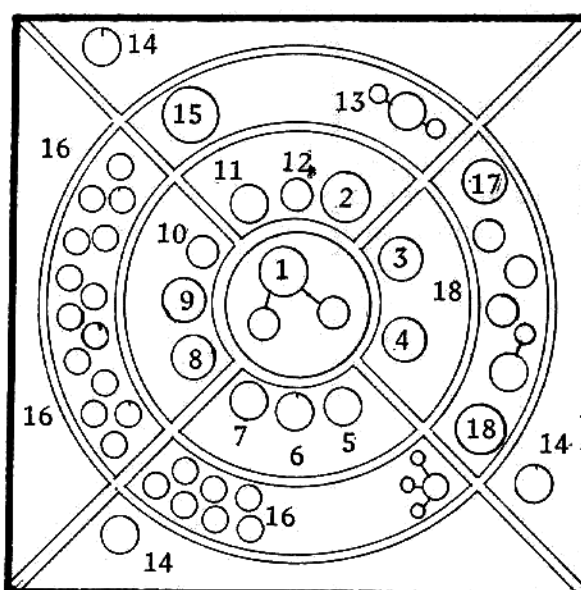
Ramista is the huge capital city of Pimena with a population of 10 million. Queen Alvorian controls all business affairs in her domain. Her palace sits in the middle of the city and is secured by 5000 guards armed with Laser Carbines and armoured with Reflec. All streets were built in a circular fashion around the palace, working outward to the far reaches of the city. Buildings are laid out clock-

wise around the first circular street according to their importance. All buildings are cylindrical in design with a domed roof. The walls are like two-way mirrors so the queen can intervene by use of closed circuit viewing screens.

- #1 Queen Alvorian's Palace (see above).
- #2 The Library of Ramista holds a vast amount of data about each citizen in Pimena on microfilm as well as all knowledge and history.
- #3 This is the Security Center and Defense Barracks where all defense, police and intelligence personel are on call at all times.
- #4 The Communications Building is where all messages are transmitted and received from spacecrafts, other worlds or nations of Geptorem.
- #5 The Academy of Education is where all knowledge desired is instilled into the citizens at the queens request.
- #6 This is the Temple of Devotion where all citizens are required to attend weekly for absolute meditation.
- #7 The Health Center is centered around preventive medicine. It is complete with regeneration tanks as well as all modern facilities.
- #8 The Nutrition and Essentials Center is where food is processed and stored. Here food and other items are distributed to the 10 million citizens of Ramista.
- #9 The Physical Fitness Dome is where the citizens can enjoy all the popular sports and physical training.
- #10 The Dome of Pleasure is one of the most popular buildings in Ramista with its theaters, bars, restraaurants and other activities.
- #11 The Dome of Fashion contains clothing of all types.
- #12 The Dome of Vanity is a beauty salon where cosmetic surgery or hairstyles, etc. change the physical traits of discontent persons.
- #13 The Spaceport in Ramista is huge and has a large starship capacity.
- #14 Ramista is protected by 3 Double Turrets; each with 1 Beam Laser and 1 Missile Launching Rack.
- #15 The Power Plant is fusion driven.
- #16 The domed Residential Complexes house the 10 million people of Ramista.
- #17 The Armory holds 1500 tons of weapons of Tech Level 9.
- #18 Ramista has several Factories.



Pulla.....
 Located.....
 In Hex..... PULLA
 No. 163.....



Ramista.....
 Located.....
 In Hex..... RAMISTA
 No. 155.....

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