

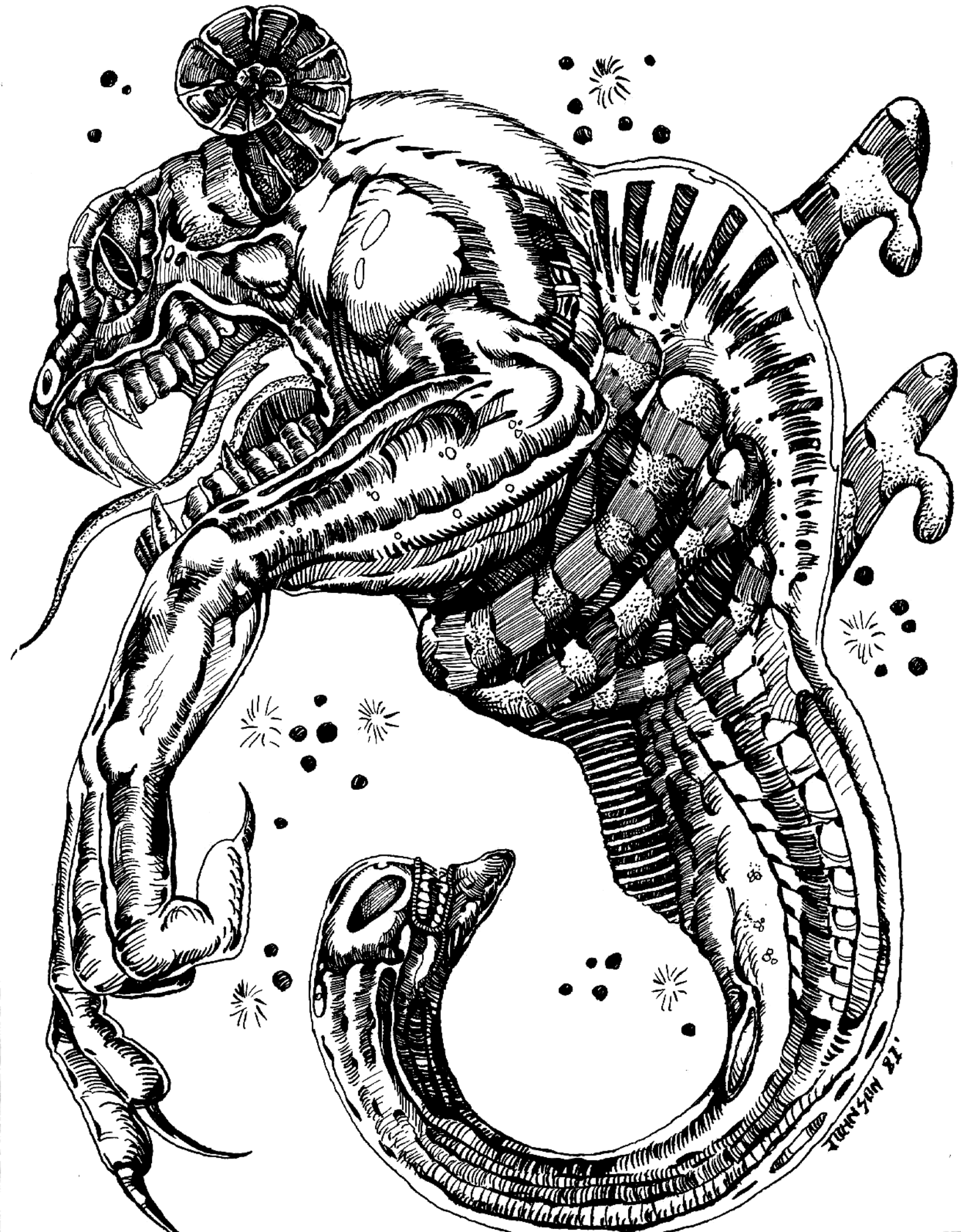
Approved For Use With
TRAVELLER™

Group One

Murder and
mayhem on
Marinagua!

1981 Group One

\$6.95



This playaid describes the planet Marinagua. It is Approved for Use With Traveller tm. Traveller is Game Designers' Workshop's trademark for its science-fiction role-playing game. The trademark is used with permission. We wish to thank Marc Miller at G.D.W. for his help and cooperation.

Covered in the following pages are Marinagua's terrain types, flora, fauna, race, the Invincible Bastion, the Palace of Wealth and the capital city, Balac Pont. Three pages of encounter charts and sketches of the race and fauna are added for your playing enjoyment.

GROUP ONE

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Table of Contents

Page	
5	History, Terrain Types & Flora
6	Fauna, Peba & Phaletril
7	Fauna, cont.; Fija & Chu
8	The Race, Alejia & Ability Chart
9	Encounter Charts; Hills, Swamp&Coastal, Desert
10	Encounter Charts; Plains, Race Encounter, Mineral Chart
11	Encounter Charts; Forest & Ocean
12	Maps of Feres'ne Dur (The Invincible Bastion)
13	Descriptions of Feres'ne Dur
14	Descriptions cont. & Map of Balac Pont
15	Descriptions of Balac Pont
16	Descriptions cont. & Map of Derlack Monwa (Palace of Wealth)
17	Maps of Derlack Monwa & Descriptions
18	Descriptions cont. & Chambers Beneath Derlack Monwa

Marinagua

Marinagua (mair-in-ah'-gwah) is an unfriendly place. Bands of brigands roam the countryside in ever-increasing hoards which vastly outnumber the law enforcement squads. The weapons industry is the most prosperous of all business concerns, spewing forth the latest advances in death and destruction in a torrential stream. Even the most law abiding citizens own quantities of offensive and defensive weaponry. Murder and mayhem are commonplace and the inhabitants look askance at acquaintances and strangers alike. Egg-smashing parties are a popular form of entertainment, and of late, public torture-fests have become the rage. Cannibalism is not uncommon. Inter-city travel in Marinagua is almost non-existent and the postal service is irregular. Within the cities, the wealthier inhabitants live in fortified structures with complex security systems, while the poor spend many of their waking hours concocting ingenious protective devices. Rulership of Marinagua is hereditary, but carries little power. The Rulers spend their lives in a self-sufficient, fortified palace surrounded by security precautions and servants who are a special mutant species which for centuries has been bred for docility. Most Royal Decrees are ignored by the populace and booty is only extracted from them by force.

Terrain Types and Flora

Ocean - The oceans of Marinagua are studies in contrast for some places are barren of life while others teem with life. These dead spots move around because they are formed when the currents deposit enough deadly minerals to kill off most life. The oceans are blue-green in color with scattered brown areas.

Swamp + Coastal - The ground in swamp and coastal areas is often sunken and water-logged. The red and yellow vegetation is usually rootless and broad-leaved with colorless fuzz. Red vines snake through the mires and brush searching for sunlight for their red narrow leaves.

Plains - The plains of Marinagua are flat expanses of land covered with a variety of grasses and low bushes. These grasses are basically light green and the bushes dark green with variable colored flowers. The grasses grow to .3 meters in height and the bushes can reach 2 meters.

Hills - The rolling hills are covered with a light brown grass that stand .4 meters tall. Gravel banks are scattered about the bottoms of the hills. 5 meter tall trees dot the landscape; these are golden colored with red fruit.

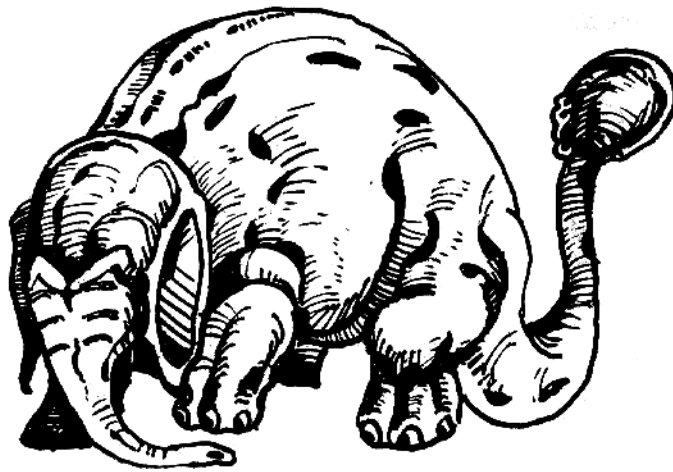
Deserts - The deserts of Marinagua glitter with all of the minerals embedded in them. The terrain is rough and dangerous to travel upon. Very little vegetation grows here and what does is dwarfed versions from the hills areas. The deserts comprise a majority of the land mass.

Forest - Dense brush standing 2 meters tall and 10 meter tall trees with heavy vines fill the forests. The leaves of most of the vegetation are dark green in color with thick areas becoming almost black.

Fauna

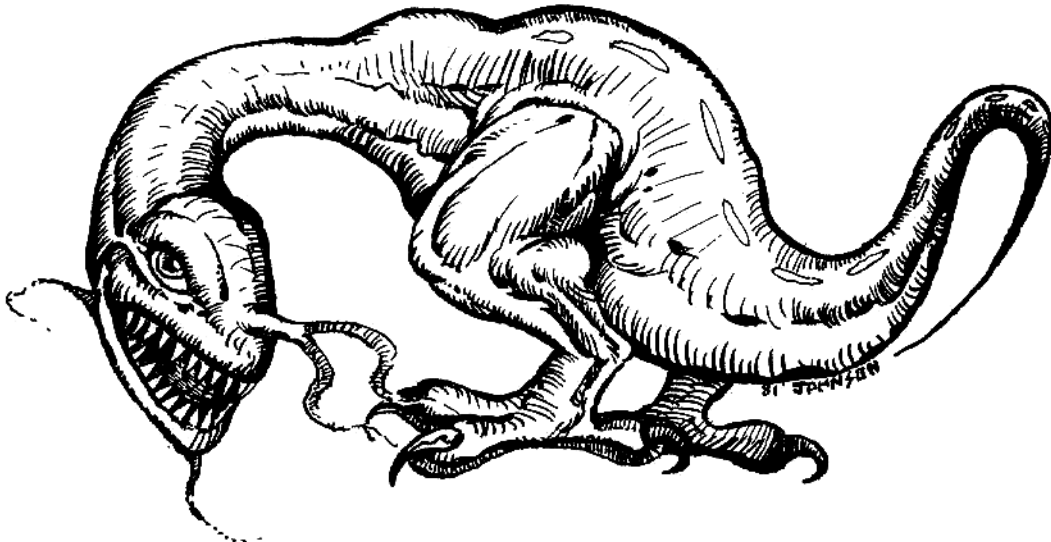
Peba

Animals in the class can be identified by their thick, leathery skin and oversized bodies. They have a rather small head with long, drooping ears on either side. A long, slender nose protrudes below their six, slitted eyes. These eyes can see the normal light spectrum only. Some animals in this class have speckled, club tails which they use for defense. Pebas have four limbs; each with two joints and nine jointed, sharply clawed digits. Locomotion is on all fours and they are known for their speed as the hind legs are extremely powerful and muscled. They are very protective of their young which they bare live in the warm pouches of the ear lobe. Pebas generally reside in huge herds but there are a few loners.



Phaletril

Most animals in the Phaletril class have only two powerful limbs. This is no disadvantage for all of the animals have well-developed tails and necks. The hides are smooth and emit a grey, powder-like waste substance. Coloring is varied but tends to be dull browns and greens. Phaletril range the entire planet as they are very adaptable. Many animals in the Phaletril class have rows of teeth mounted in round heads. They possess two eyes which are just above a hearing organ that is mounted on the front of the head. The mouth is on the lower front portion of the head; which is often used as a weapon.



Fija

Animals in the Fija class have an oblong body, four limbs; two of which are short to support the weight of the body, the longer two end in the primary manipulators. All four limbs are equipped with two joints each. Fija have small heads, atop which is an antenna with one very large eye. This eye can swivel 360 degrees and can see the normal light spectrum. Glands located on the antenna are filled with a very toxic acid which the Fija use as a defense mechanism. The head is also equipped with a circular snout and slitted, audio receptors are found on the rear of the head. They have a huge mouth and two sets of grinding teeth. Fija reproduce a litter of four, all the same sex; being derived from one egg (polyembryony). The antenna glands are activated shortly after birth for the protection of the young.



Chu

The bodies of these animals have a scale-like appearance. They possess four limbs; two small, jointed arms with sickle-like claws that can be magnetized at will to hold their victims with metallic elements or for protection. They have three joints on each of their long legs. Chu are swift runners, slender and agile. They have a small head with two eyes. The mouth is equipped with extremely long teeth and the bottom jaw has two long, venom-conducting fangs. They are egg laying animals and are especially dangerous during mating season when they will attack with slight provocation.

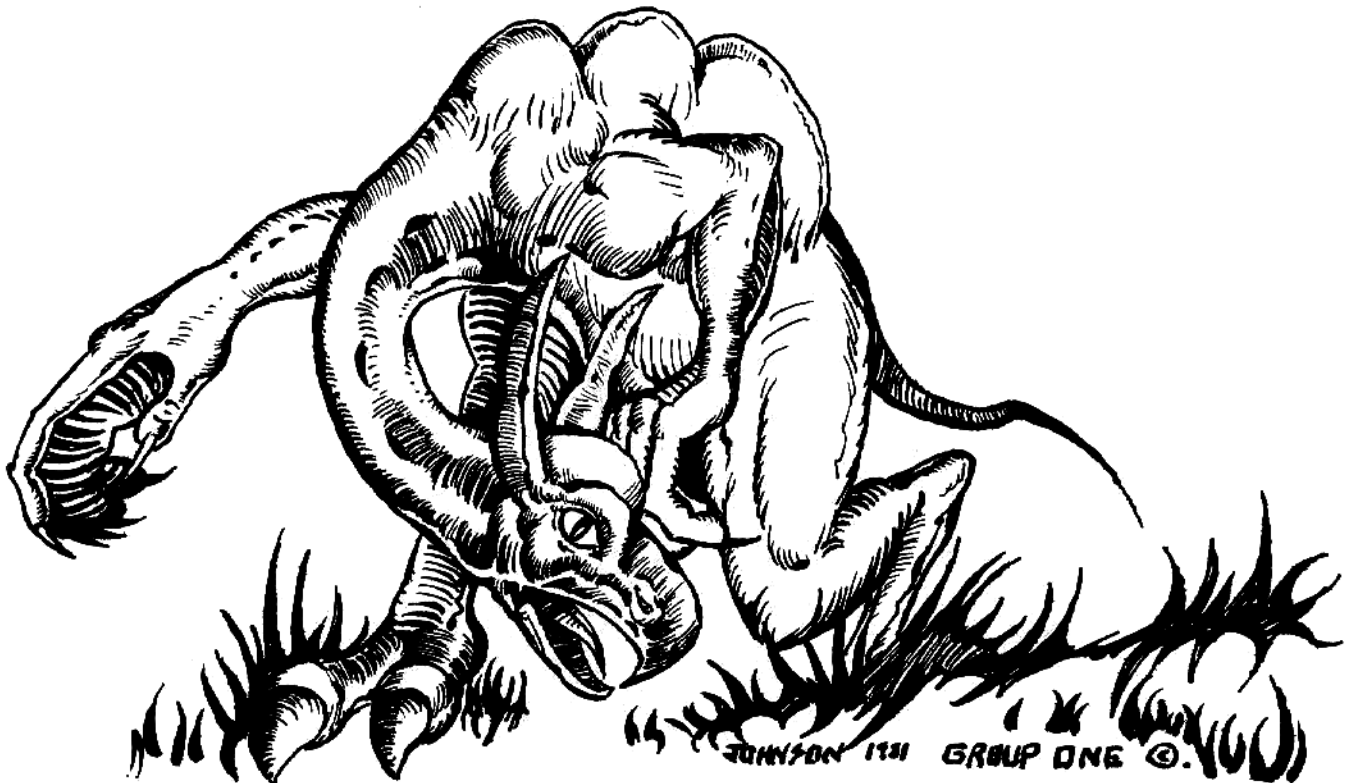


The ALEJIA

The Alejia (ah'-lay-hi'-ah) are a race of semi-erect bipeds who have risen to supremacy on Marinagua. The typical Alejia is between two and three meters tall, weighs between 100 and 150 kilograms, and is completely covered with short, bristly, black fuzz. The head is small and flat, topped with an oval depression between the ears. The nose and mouth are incorporated into a sharp beak armed with a single row of needle-like teeth at the front and a double row of grinders at the back. The eyes, which are elongated and protruding, are normally dark grey and lashless with horizontal pupils. The Alejia have a long stringy neck, enormous six digit hands with dual opposable thumbs, and a small, kinked tail ornamented with a long tuft of black hair at the tip. The hands have no nails or claws of any kind, but the long two-toed foot has huge talons on both the toes and heel. Along the Alejia's back is a series of three humps. The hump nearest the head houses the brain beneath a thick layer of bone. The other two humps are water-storage organs encased in cartilage which enables the Alejia to go without water for up to two weeks. The Alejia is hermaphroditic, laying leathery-shelled eggs in concealed caves and holes in the wild and in specially built caches in the civilized territories. The eggs are dark grey, about 5 decimeters across, with a slightly lumpy exterior. Eggs take 463 (Terran) days to hatch, and the young Alejia takes 30 (Terran) years to mature. Alejias have a life expectancy of 250 (Terran) years. They are suspicious of each other and actively hostile to outsiders but will usually hide rather than fight if they do not have a 2 to 1 advantage. They are inherent hoarders with excellent memories for the hundreds of places they choose to hide their booty. Cache-invasion, no matter how inadvertent will result in a dual to the death, regardless of the opponent's numerical strength.

Alejia Ability Chart

Strength -	2-12	Intelligence -	2-12
Dexterity -	3-18	Education -	2-12
Endurance -	3-18	Social Standing -	2-12
Armor - Mesh	Weapons - Any weapon of Tech Level 9 or below, although they prefer Cutlasses and Laser Carbines.		



HILLS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. Die Roll	
												White	Red
5-30	Herb.	Phaletril	Grazer	12	2D/2D	-1D	Thrasher	NONE	Db1.	Chameleon		1	1
10-60	Herb.	Fija	Grazer	3	1D/1D	-2D	Teeth	Jack	Tri.	Flyer		1	2-4
8-48	Herb.	Peba	Intermit.	25	3D/2D	-1D	Claws+Teeth	Jack	Tri.	-----		1	5
1-6	Herb.	Peba	Intermit.	100	5D/2D	---	Hooves	NONE	Ord.	Chameleon		1	6
4-24	Herb.	Chu	Grazer	25	3D/2D	-1D	Claws	Cloth	Db1.	-----		2	1-2
1-6	Herb.	Phaletril	Grazer	200	5D/3D	+1D	Thrasher	NONE	Ord.	-----		2	3-4
2-12	Herb.	Phaletril	Intermit.	50	4D/2D	-1D	Blade	Jack	Db1.	-----		2	5
1-3	Herb.	Chu	Intermit.	400	6D/3D	+2D	Claws+Teeth	Mesh	Db1.	-----		2	6
1-3	Herb.	Fija	Grazer	800	7D/3D	+3D	Hooves+Teeth	NONE	Ord.	Chameleon		3	1
4-24	Herb.	Fija	Intermit.	100	5D/2D	---	Hooves	Jack	Db1.	-----		3	2-3
1-6	Omni.	Phaletril	Gatherer	50	4D/2D	-1D	Thrasher	NONE	Ord.	-----		3	4
1-2	Omni.	Chu	Hunter	100	5D/2D	---	Claws+Teeth	Cloth	Ord.	-----		3	5
1-2	Omni.	Peba	Eater	200	5D/3D	+1D	Teeth	Jack	Db1.	-----		3	6
1-6	Carn.	Chu	Killer	400	6D/3D	+2D	Pike	Cloth	Ord.	-----		4	1
1-2	Carn.	Peba	Pouncer	800	7D/3D	+3D	Thrasher	Jack	Ord.	-----		4	2
1-3	Carn.	Phaletril	Chaser	200	5D/3D	+1D	Halberd	Jack	Db1.	-----		4	3-4
3-18	Scav.	Fija	Carrion Eater	50	4D/2D	-1D	Teeth	NONE	Db1.	-----		4	5
4-24	Scav.	Chu	Reducer	12	2D/2D	-1D	Teeth	Cloth	Db1.	-----		4	6
										* Mineral		5	1-6
										+ Race		6	1-6

SWAMP + COASTAL

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. Die Roll	
												White	Red
3-18	Herb.	Chu	Grazer	25	3D/2D	-1D	Teeth	Mesh	Ord.	-----		1	1-6
4-24	Herb.	Phaletril	Intermit.	12	2D/2D	-1D	Claws	Jack	Db1.	-----		2	1-6
4-24	Omni.	Peba	Eater	3	1D/1D	-2D	Teeth	NONE	Tri.	Flyer		3	1-2
1-6	Omni.	Chu	Eater	25	3D/2D	-1D	Claws+Teeth	Mesh	Db1.	-----		3	3-6
5-30	Scav.	Chu	Reducer	6	1D/2D	-1D	Teeth	Cloth	Db1.	-----		4	1-4
2-12	Scav.	Fija	Carrion Eater	12	2D/2D	-1D	Teeth	NONE	Db1.	Chameleon		4	5-6
										* Mineral		5	1-6
										Bog		6	1-6

DESERT

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec.	Attr.	Enc. Die Roll	
												White	Red
2-12	Herb.	Phaletril	Intermit.	12	2D/2D	-1D	Claws	NONE	Tri.	Chameleon		1	1-3
1-6	Herb.	Phaletril	Intermit.	50	4D/2D	-1D	Thrasher	Jack	Db1.	Chameleon		1	4-6
3-18	Herb.	Peba	Intermit.	25	3D/2D	-1D	Hooves	Jack	Db1.	Chameleon		2	1-4
1-2	Carn.	Chu	Pouncer	25	3D/2D	-1D	Teeth	Cloth	Tri.	Chameleon		2	5-6
1-3	Carn.	Phaletril	Killer	50	4D/2D	-1D	Broadsword	NONE	Db1.	-----		3	1-2
1-6	Scav.	Fija	Carrion Eater	12	2D/2D	-1D	Teeth	Jack	Db1.	-----		3	3-6
										* Mineral		4-5	1-6
										+ Race		6	1-6

PLAINS

											Enc.	Die Roll	
Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	White	Red	
20-120	Herb.	Phaletril	Grazer	12	2D/2D	-1D	Hooves	Jack	Dbl.	-----	1	1	
5-30	Herb.	Chu	Grazer	50	4D/2D	-1D	Claws+Teeth	Mesh	Tri.	-----	1	2	
6-36	Herb.	Peba	Grazer	25	3D/2D	-1D	Claws	NONE	Ord.	-----	1	3-4	
1-6	Herb.	Phaletril	Intermit.	100	5D/2D	---	Thrasher	NONE	Dbl.	Chameleon	1	5-6	
1-6	Herb.	Phaletril	Grazer	400	6D/3D	+2D	Hooves+Teeth	Jack	Tri.	-----	2	1	
4-24	Herb.	Fija	Intermit.	100	5D/2D	---	Hooves	NONE	Tri.	-----	2	2-3	
2-12	Herb.	Peba	Intermit.	200	5D/3D	+1D	Teeth	Mesh	Dbl.	-----	2	4	
5-30	Herb.	Chu	Intermit.	200	5D/3D	+1D	Claws	Cloth	Tri.	-----	2	5-6	
1-6	Herb.	Phaletril	Grazer	800	7D/3D	+3D	Thrasher	Jack	Ord.	-----	3	1	
7-42	Herb.	Phaletril	Grazer	200	5D/3D	+1D	Thrasher	NONE	Dbl.	-----	3	2-3	
2-12	Herb.	Peba	Intermit.	400	6D/3D	+2D	Teeth	Jack	Dbl.	-----	3	4-5	
3-18	Omni.	Chu	Eater	50	4D/2D	-1D	Claws+Teeth	Mesh	Ord.	-----	3	6	
2-12	Omni.	Phaletril	Hunter	100	5D/2D	---	Broadsword	Jack	Dbl.	-----	4	1-2	
1-6	Carn.	Fija	Pouncer	50	4D/2D	-1D	Halberd	Jack	Dbl.	Chameleon	4	3-4	
1-6	Carn.	Phaletril	Chaser	200	5D/3D	+1D	Thrasher	NONE	Tri.	-----	4	5	
2-12	Carn.	Peba	Chaser	100	5D/2D	---	Blade	NONE	Tri.	-----	4	6	
1-6	Carn.	Phaletril	Killer	400	6D/3D	+2D	Broadsword	Jack	Dbl.	-----	5	1	
1-3	Carn.	Phaletril	Pouncer	800	7D/3D	+3D	Claws+Teeth	Jack	Dbl.	Chameleon	5	2-3	
1-3	Carn.	Fija	Chaser	50	4D/2D	-1D	Teeth	NONE	Tri.	-----	5	4	
4-24	Scav.	Chu	Reducer	12	2D/2D	-1D	Teeth	Mesh	Dbl.	-----	5	5-6	
											* Mineral	6	1-4
											+ Race	6	5-6

+ RACE ENCOUNTER GUIDELINE

The groups of Alejia encountered by the players will generally have anywhere from 3-18 individuals in them. These Alejia are equipped with Laser Carbines and Cutlasses in addition to their natural Mesh armor. They will attack if provoked however they will listen to peaceful, profitable gestures.

* Mineral Chart

Die Roll	Mineral
3	Iodine
4	Gold
5	Magnesium
6	Sodium
7	Iron
8	Aluminum
9	Molybdenum
10	Chromium
11	Titanium
12	Cobalt
13	Zinc
14	Sulfur
15	Tin
16	Cadmium
17	Germanium
18	Mercury

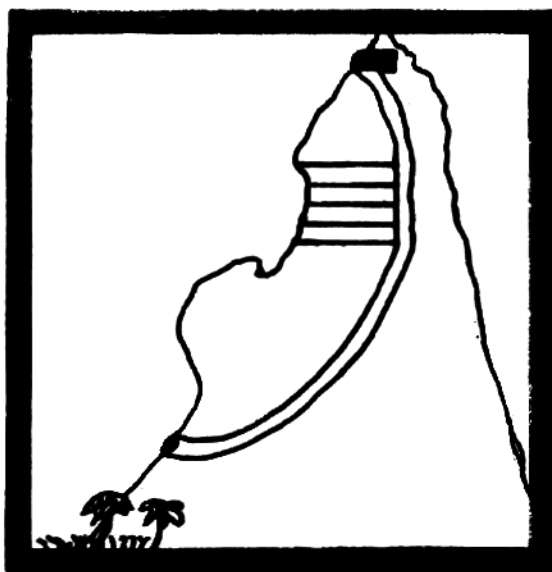
FOREST

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
4-24	Herb.	Fija	Grazer	25	3D/2D	-1D	Teeth	Jack	Ord.	Chameleon	1	1
5-30	Herb.	Phaletril	Intermit.	6	1D/2D	-1D	Thrasher	NONE	Dbl.	Chameleon	1	2-3
1-6	Herb.	Chu	Intermit.	100	5D/2D	---	Claws+Teeth	Mesh	Tri.	-----	1	5-6
3-18	Herb.	Peba	Grazer	50	4D/2D	-1D	Hooves	Jack	Tri.	-----	2	1-2
5-30	Herb.	Chu	Intermit.	25	3D/2D	-1D	Teeth	Cloth	Dbl.	-----	2	3-5
2-12	Herb.	Fija	Grazer	200	5D/3D	+1D	Hooves+Teeth	NONE	Ord.	Chameleon	2	6
4-24	Herb.	Phaletril	Intermit.	50	4D/2D	-1D	Thrasher	Jack	Tri.	-----	3	1
1-6	Herb.	Peba	Intermit.	100	5D/2D	---	Teeth	NONE	Dbl.	-----	3	2-3
2-12	Herb.	Fija	Intermit.	100	5D/2D	---	Claws	Jack	Tri.	Flyer	3	4-5
1-6	Herb.	Phaletril	Grazer	400	6D/3D	+2D	Thrasher	NONE	Ord.	-----	3	6
1-2	Omni.	Chu	Eater	50	4D/2D	-1D	Claws+Teeth	Cloth	Dbl.	-----	4	1
1	Omni.	Phaletril	Gatherer	800	7D/3D	+3D	Blade	NONE	Ord.	-----	4	2
1-3	Carn.	Fija	Pouncer	50	4D/2D	-1D	Claws+Teeth	Jack	Dbl.	-----	4	3
1-2	Carn.	Chu	Killer	800	7D/3D	+3D	Broadsword	Cloth	Dbl.	-----	4	4-5
1-3	Carn.	Phaletril	Pouncer	400	6D/3D	+2D	Halberd	NONE	Tri.	-----	4	6
1-6	Carn.	Chu	Pouncer	200	5D/3D	+1D	Claws+Teeth	Mesh	Dbl.	-----	5	1
1-2	Carn.	Peba	Trapper	800	7D/3D	+3D	Pike	Jack	Ord.	Chameleon	5	2-3
4-24	Scav.	Chu	Reducer	25	3D/2D	-1D	Teeth	Cloth	Tri.	-----	5	4
5-30	Scav.	Fija	Carrion Eater	12	2D/2D	-1D	Teeth	NONE	Tri.	-----	5	5
1-3	Scav.	Phaletril	Hijacker	200	5D/3D	+1D	Thrasher	Cloth	Dbl.	-----	5	6
									* Mineral		6	1-5
									+ Race		6	6

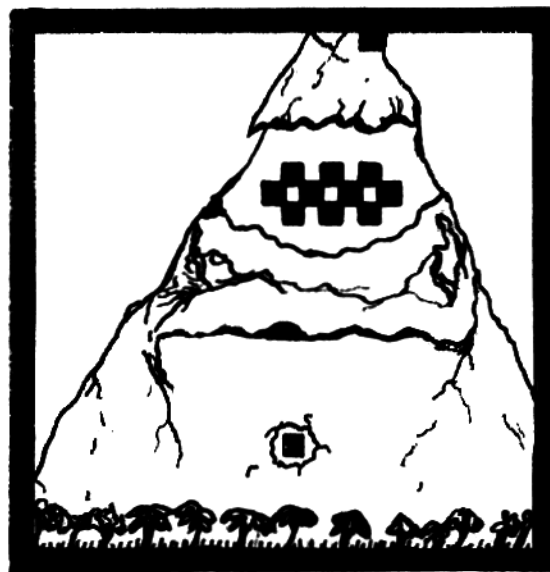
OCEAN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die Roll	
											White	Red
10-60	Herb.	Peba	Grazer	3	1D/1D	-2D	Teeth	NONE	Tri.	Swimmer	1	1-2
4-24	Herb.	Chu	Grazer	25	3D/2D	-1D	Stinger	NONE	Tri.	Swimmer	1	3-6
3-18	Herb.	Fija	Intermit.	100	5D/2D	---	Teeth	NONE	Dbl.	Swimmer	2	1-2
7-42	Herb.	Phaletril	Grazer	25	3D/2D	-1D	Blade	NONE	Tri.	Triphibian	2	3-5
8-48	Herb.	Chu	Filter	200	5D/3D	+1D	Claws	NONE	Dbl.	Swimmer	2	6
2-12	Herb.	Chu	Intermit.	12	2D/2D	-1D	Teeth	NONE	Ord.	Swimmer	3	1-3
4-24	Herb.	Peba	Grazer	50	4D/2D	-1D	Teeth	NONE	Tri.	Triphibian	3	4-5
2-12	Herb.	Chu	Intermit.	400	6D/3D	+2D	Horns	NONE	Tri.	Swimmer	3	6
5-30	Omni.	Phaletril	Hunter	100	5D/2D	---	Teeth	NONE	Dbl.	Swimmer	4	1
3-18	Omni.	Chu	Eater	50	4D/2D	-1D	Claws+Teeth	NONE	Dbl.	Swimmer	4	2
6-36	Omni.	Peba	Gatherer	25	3D/2D	-1D	Claws	NONE	Tri.	Swimmer	4	3-4
2-12	Omni.	Chu	Hunter	50	4D/2D	-1D	Teeth	NONE	Tri.	Swimmer	4	5
1-6	Omni.	Chu	Hunter	400	6D/3D	+2D	Teeth	NONE	Dbl.	Swimmer	4	6
1-6	Carn.	Fija	Pouncer	100	5D/2D	---	Broadsword	NONE	Dbl.	Swimmer	5	1
3-18	Carn.	Chu	Chaser	50	4D/2D	-1D	Claws+Teeth	NONE	Tri.	Swimmer	5	2-3
1-6	Carn.	Chu	Killer	400	6D/3D	+2D	Broadsword	Cloth	Tri.	Swimmer	5	4
4-24	Scav.	Phaletril	Hijacker	50	4D/2D	-1D	Claws+Teeth	NONE	Dbl.	Swimmer	5	5
10-60	Scav.	Chu	Reducer	12	2D/2D	-1D	Teeth	NONE	Ord.	Swimmer	5	6
									* Mineral		6	1-5
									+ Race		6	6

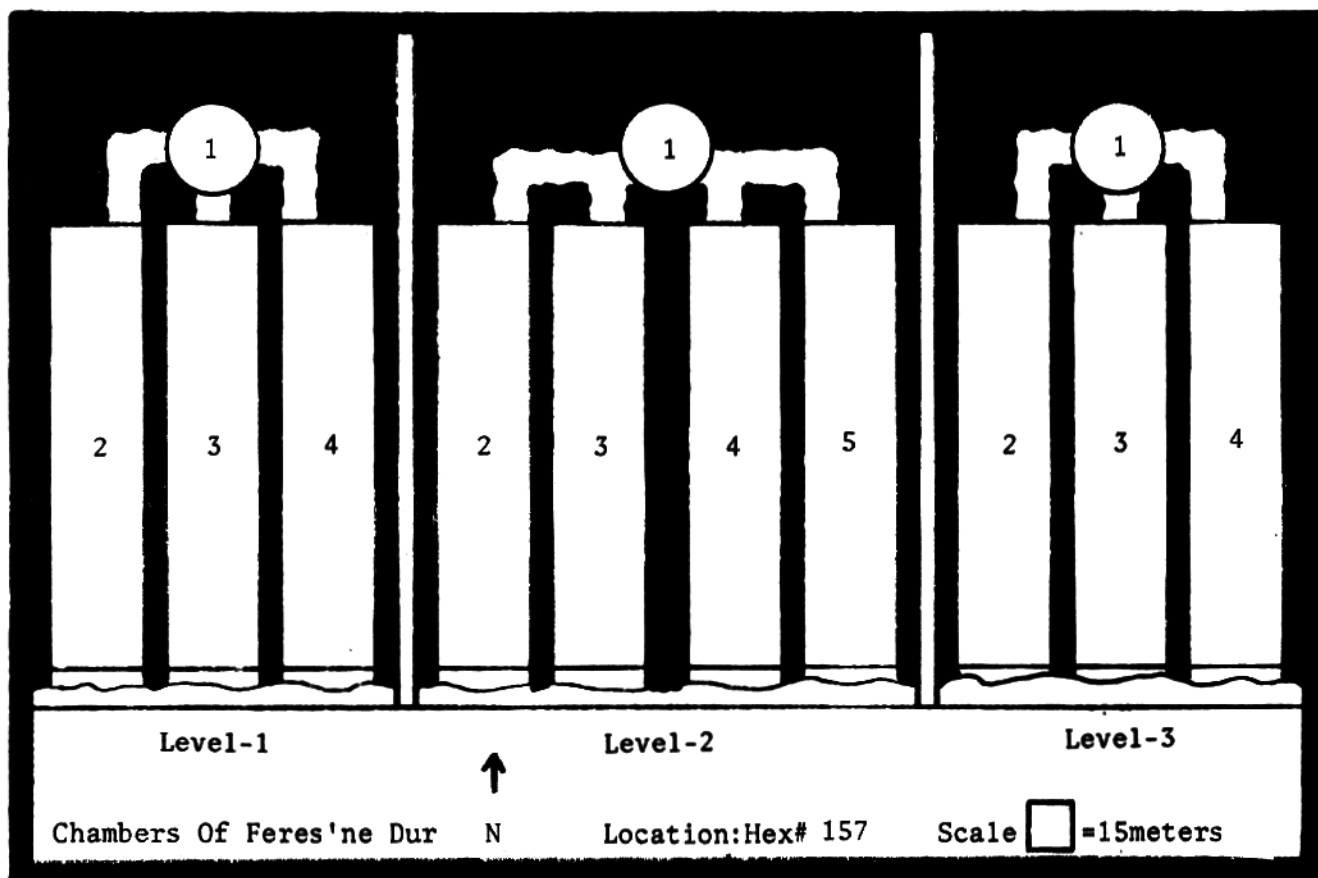
Feres'ne Dur-(The Invincible Bastion)



Cut-away Side View Of Feres'ne Dur



Scenic View Of Feres'ne Dur



Feres'ne Dur

Feres'ne Dur (The Invincible Bastion) is located on the Mountain of Life Mowelljyl which towers above the steaming jungle of the Kha-myn-hirdh. It was originally built by long-forgotten priests as a retreat from the iniquities of

their humble adherants. The names and life styles of these original founders are obscured by the passage of time. It is currently inhabited by a tribe of renegades who have made some design improvements which render Feres'ne Dur unsailable to the rest of the planet's population.

Feres'ne Dur is a series of artificial caves hewn in the center of a 1 square kilometer patch of black volcanic glass. Small footholds connect the cave entrances to each other, but the smooth vertical expanse of volcanic glass which surrounds the cave entrances prevents access to the uninvited. A narrow slide-tube, which is the only method of entry to the Feres'ne Dur complex, extends from the mountain top through the center of the complex and emerges as an ejection orifice 50 meters above the top of the jungle foliage at the mountain's base. A number of clever devices have been installed in the tube above the complex to slow the descent and allow for disembarking at the complex (in a somewhat disordered fashion), but once this joint is passed the pace rapidly accelerates. Ejection speeds can be as high as 150 kph. The inhabitants have countered this difficulty by adopting a "gliding cloak" which is part of their customary apparel. Each of the caves have doors to keep out the elements.

Level 1

Chamber 1 - A way station for the slide-tube is located in this circular room. The loading and unloading of goods and personel is handled by padded platforms and heavy shock absorbers. There are 4 Alejia, armored in Mesh and armed with Laser Carbines in this chamber.

Chamber 2 - This chamber is the barracks for the warriors of the tribe that are on duty. Cooking utensils and personal belongings are scattered around the room; along with two steel chests. Each chest contains 6,000 credits worth of gem studded ornaments. There are 30 on-duty Alejia equipped as in Chamber 1, Level 1 in here.

Chamber 3 - Many of the goods obtained from the lowlands through trade or thievery are stored here. There are 115 tons of foodstuffs, 15 tons of machine parts, 8 tons of electronic parts and 8 guards equipped as in Chamber 1, Level 1.

Chamber 4 - In this chamber there are air-taxis used by the residences. These air-taxis can carry 2 tons, up to 7 crew, move at 350 kph and can fly vertically. There are 5 air-taxis and 15 guards in here. The guards are equipped as in Chamber 1, Level 1.

Level 2

Chamber 1 - Same as Chamber 1, Level 1.

Chamber 2 - This chamber is a vast open air market where most goods that are bought and sold in the fortress pass through. There are usually 6-36 Alejia conducting business with 20,000 to 120,000 credits worth of goods here at any one time.

Chamber 3 - This smoky chamber is the living quarters for up to 100 Alejia. Curtains provide the only privacy in this den of sleeping adults and screaming children. There are 130,000 credits worth of goods scattered amongst the junk that crowds the chamber.

Chamber 4 - Same as Chamber 3, Level 2.

Chamber 5 - A variety of work can be carried out in this chamber for much machinery is in here. Most, if not all of the manufacturing and repair of Tech Level 9 items is possible in this well-equipped workshop. There are 20 Alejia equipped as in Chamber 1, Level 1. There are 75 tons of tools in this chamber and the power plant.

Level 3

Chamber 1 - Same as Chamber 1, Level 1.

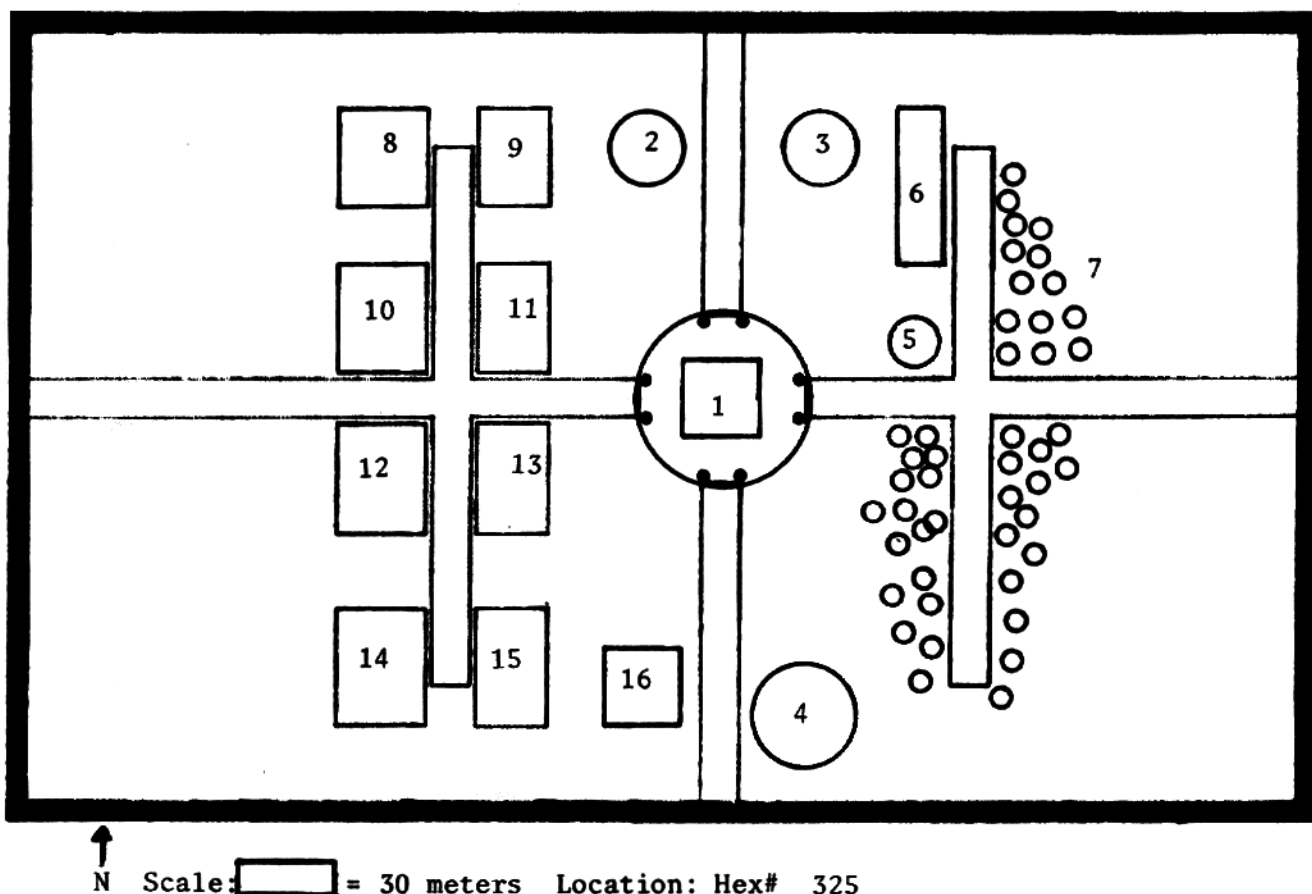
Chamber 2 - This is the living quarters of the tribe's chief and it is gaudily decorated with plunder and stuffed animals. There are 6 tons of general goods worth 89,000 credits and five pieces of artwork worth 43,000 credits each. The chief's name is Venmalen (CGFA9B, Laser Carbine 4, Cutlass 3) and he wears Cloth

and carries a Laser Carbine and Cutlass. There are 12 guards in here, equipped as in Chamber 1, Level 1.

Chamber 3 - This is the throne room and it reflects the tastes of Venmalen in decor. The throne is made of the stuffed remains of a 800 kg., Phaletril, Grazer of the Plains. This is set in the middle of the west wall with seats scattered around it. These seats are made from stuffed 100 kg., Phaletril, Hunters of the Plains. There are 8 guards here, equipped as in Chamber 1, Level 1.

Chamber 4 - The armory for Feres'ne Dur is located in this room. It is heavily protected with locks, alarms and 6 guards equipped as in Chamber 1, Level 1. There are 40 Laser Carbines, 50 Cutlasses, 4 Lt. Mortars, 300 Laser Power Packs and a recharger. Also stored here is the chief's aircar that does 600 kph, carries 6 tons or 10 passengers and is armed with a Pulse Laser.

Balac Pont



Balac Pont

Balac Pont is the capital city of Marinagua. It lies in the fertile plains of the planet. Beautiful bushes and flowering grasses are throughout the city. The palace stronghold, residence of King Garlin (888CCD), is found in the center of Balac Pont. It is surrounded by three other fortified structures owned by the rich classes. The poor live in delapidated shacks and at times the crime-plagued streets.

Building 1 - The palace stronghold is protected by 3 Double Turrets; each 1 Beam Laser and 1 Pulse Laser and are mounted on the 10 meter tall concrete wall which surrounds the palace. The palace has three floors. The ground floor consists of the armory (150 Laser Carbines, 800 Laser Power Packs, 95 Cutlasses, 25 Lt. Mortars and 2 rechargers); guard barracks; mess hall; storage room (1 air-taxi 900 kph or 25 passengers with 1 Beam Laser). There will be 25-36 Alejia guards on this floor at any one time. They will be armored in Mesh and armed with Laser Carbines and Cutlasses. The second floor consists of the residences of King Garlin and his aids. There will be 6-18 guards on this floor at any one time, armed and armored as those on the ground floor. The strongroom contains 4.5 million credits in goods, bank drafts and precious metals. The strongroom is in the center of the second floor. The third floor of the palace is used for communications, business and observation. A staff of 75 conduct affairs from this floor. The rooms on the third floor are overcrowded with Model /3 computers and communications equipment. There are only 4 guards (armed and armored as on the ground floor) stationed on this floor.

Building 2 - This fortified structure is the manor of Sir Titas (955AAA) and his following. He owns 54% of the weapons industries on Marinagua. The living quarters for him, his family and close comrades are actually quite modest (total value of furnishings .5 million credits) in comparison to the huge amounts of credits invested in business equipment and communications for keeping him in touch with his interests. Every imaginable piece of Tech Level 9 equipment for business can be found here. Hidden in the concrete cellar is the lockroom for Sir Titas' wealth. The alarm-rigged doors to the lockroom are guarded by 2 Alejia wearing Mesh and carrying Laser Carbines. The lockroom holds 2 million credits.

Building 3 - This fortified structure is the residence for twenty-five wealthy families. Locks and alarms are rigged throughout the length of the stone wall which surrounds the structure. A patrol of 10 Alejia armed with Laser Carbines and armored in Mesh keep watch on the structure. The lower floor of the structure consists of a large storage area (3 tons foodstuffs, 1 ton electronic spare parts) and a makeshift armory (19 Laser Carbines, 5 Laser Power Packs, 3 Cutlasses and 12 Body Pistols). The ground floor provides private schooling for the children, dining and food preparation areas and a central living area. The remaining 3 upper floors are the living quarters for the families. A total of 2.5 million credits in gems and bank drafts can be located in these living areas.

Building 4 - This fortified structure is protected by 5 Laser Carbine armed guards with Mesh armor. Model /3 computer scanners alert the guards of anyone lurking about the premises. A safe is hidden under the floor panels on the main floor. The safe contains 1 Laser Rifle, 2 Laser Power Packs and 750,000 credits. There is nothing else of interest in this structure.

Building 5 - Balac Pont's fusion power plant is surrounded by a 4 meter tall fence. There will be 5-15 guards patrolling the perimeter of the power plant at any one time. They are armed with Laser Carbines and armored in Mesh.

Area 6 - Balac Pont has a type A Starport. Refined fuel is available as well as maintenance overhaul services.

Area 7 - Mass housing for the poor consists of rotting wooden structures and shelter of any kind. Crime is overpowering in these slum areas where the unfortunate reside.

Building 8 - This rectangular building is one of Sir Titas' weapons factories. Most operations are carried out by automation, however, there are 300 Alejia employed here. Hidden cameras linked with a Model /3 computer check their every move when inside. This weapons factory is equipped to produce 20 tons of Tech Level 9 armaments per day. The building is patrolled by 2 guards armed with Laser Carbines and armored in Mesh.

Building 9 - Same as Building 8.

Building 10 - This rectangular structure is a factory which employs about 2,000 of the city's population. Here general goods of Tech Level 9 are produced at a rate of 35 tons per day. The only security centers around the loading areas where goods are transported to nearby warehouses. 4 guards armed with Cutlasses

and armored in Mesh roam this area at any one time.

Building 11 - This is a warehouse and stored within are 60 tons Tech Level 9 armaments and 490 tons Tech Level 9 general goods. A troop of 19 guards (Laser Carbines, Mesh) patrol the outside of the building while 5 others (same weapons and armor) roam the inside.

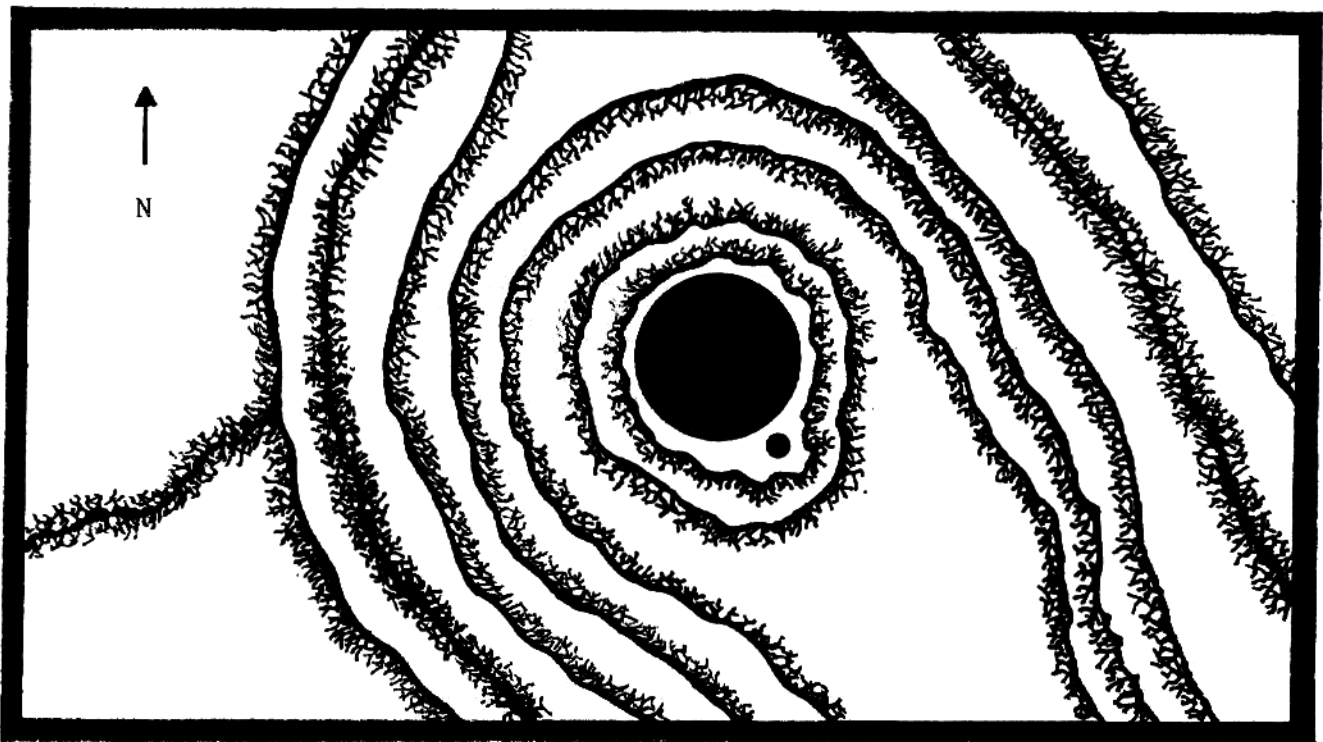
Building 12 - This is the food distribution and storage center for the city. Approximately 1,500 tons of foodstuffs are stored here and distributed to the population at highly inflated costs. Due to riots here, King Garlin has instated a patrol of 50 guards (Mesh, Laser Carbines) to keep the population under control.

Building 13 - Repairs for all Tech Level 9 and under equipment is carried out in this structure. The place is crowded with spare parts and unclaimed merchandise which is sold at a public auction.

Building 14 - This warehouse stores 5 ATVs, 2 Hovercrafts and an army of antiquated Ground cars for the King's patrol guards.


Building 15 - The government building is a fortified structure. 10 patrol guards (Mesh, Laser Carbines) are stationed around the building at all times. Here the laws handed down by King Garlin are enforced by a legion of 950 patrol guards (Mesh, Laser Carbines). Notices and speeches are telecast to the public via televisions that are stationed every 3 kilometers throughout the city.

Building 16 - This large building is where the population can obtain what goods and services they can afford. Local merchants display their wares throughout the structure. A total of 3,000 credits in goods can be found here.

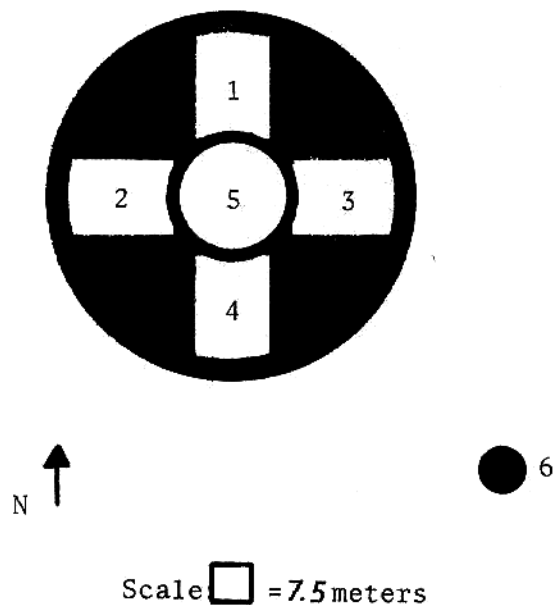


Derlack Monwa

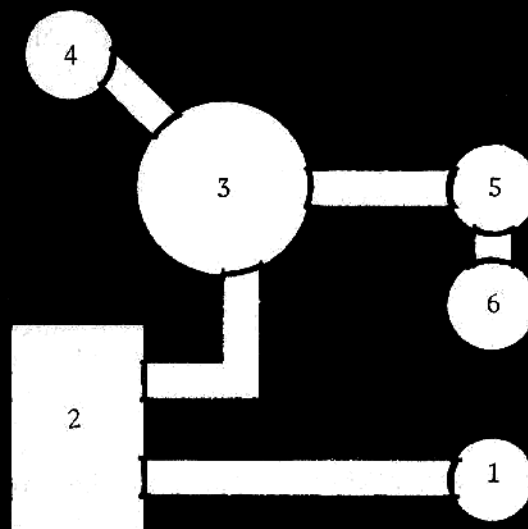
Location: Hex# 236

Scale  = 30 meters

Area Map Derlack Monwa



Chambers Beneath Derlack Monwa



Derlack Monwa

(Palace of Wealth)

This massive edifice is both the palace and tomb for the wealthiest Alejia in history. The Alejia's name was Baberbren and his great size is still spoken of by the Alejia. Born poor 300 years ago, Baberbren died just 20 years ago. Baberbren aquired his vast wealth by every illegal means including open warfare. This manner of doing business required that Baberbren build a massive stronghold for a home. Much of Baberbren's wealth went into this structure and only the very best materials and machines this world had to offer were used. Located in a hollow upon a hill, the structure can only be seen from directly above or if the observer is in the hollow. The structure itself is made from an alloy of iron, tungsten and ceramic. It stands 8 meters tall and is colored dark brown. The sides slope gently inward to a domed top. There are no entrances save from below; although the structure is studded with many weapon's positions. All of the defenses of Derlack Monwa will respond when any intruder enters.

Chamber 1 - The heavy weapons mounted in this chamber are protected by up to 4 meters of armor including the slope of the walls. All weapons are ball mounted and have a full 190 degree arc of fire. These weapons are fully functional and the chamber has its own power plant. Fire control can be carried out by a single weapon, this is in addition to being linked with the central computer. The exposed portions of the weapons are heavily protected with armor plate. The following weapons are mounted in this chamber: 1 Heavy Mass Driver with 200 rounds of HE in an auto-load system; 1 15cm Hyper-Velocity Smooth Bore with 200 rounds of AP in an auto-load system; 2 RAM Grenade Auto-Launchers each with 500 rounds of HE in auto-load systems; 4 Auto-Cannons each with 10,000 rounds of APDS in auto-load systems. Each of these weapons fire with a +1 modifier for accuracy and damage due to the advanced fire control that each weapon possesses.

Chamber 2 - Same as Chamber 1.

Chamber 3 - Same as Chamber 1.

Chamber 4 - Same as Chamber 1.

Chamber 5 - From this circular chamber the functions of air defense, artillery and supply are carried out. The following equipment is in here to carry out the tasks listed above: 2 Double Turrets each with 2 Beam Lasers. These turrets have both the palace's power plant and storage cells for energy. The storage cells contain 15 discharges for each of the lasers. 1 Multiple Rocket Launcher (MRL) with 30 tubes, a Rate Of Fire of 30, auto-load equipment and 1,200 rounds. All of the weapons in this chamber have the same kind of fire control including the +1 modifiers as Chamber 1. There are 2 ammunition servos that service the outer chambers with 2,000 rounds each of Heavy Mass Driver and 15 cm Hyper-Velocity Smooth Bore ammunition. Also there is 4,000 RAM Grenades and 100,000 rounds for the Auto-Cannons.

Chamber 6 - This is the only entrance to the palace and it is a .1 meter high flat disk of the same alloy as the rest of the palace. It is heavily guarded by the palace's weapons and will not move. The only way that it can be safely approached is at midday and it may then be opened by inserting one of the pieces of artwork from Venmalen's hoard. This is done by placing the artwork in an opening that appears on the side of the disk, at midday. When activated, the disk slides to the side and a stairway appears leading down.

Chambers Beneath Derlack Monwa

Chamber 1 - This chamber contains the stairway and disk operating equipment. There is one locked door leading west. It can only be opened by inserting another of the artworks into the center lock.

Chamber 2 - Formal entertaining was conducted in this lavishly furnished chamber. Large, multicolored chairs covered with long hair are scattered about the room. Several odd pieces of furniture lay amongst the chairs. This furniture, it will be noticed, cannot possibly hold a native. Counting the elaborate artwork setting around the chamber, there is a total of 117,900 credits worth of goods.

Chamber 3 - This is the main control center for the palace. In here is a Model 2 computer, several chairs, control panels and view screens. All the doors are sealed and will require blasting to open them. If any door is forced, a deadly gas will be released that will kill at once, unless a saving throw of 9+ is made or protective gear is worn. The program running in the computer will only work in that computer and it fills that computer completely. The program maintains the following: life support, active defenses and the power plant.

Chamber 4 - The palace's power plant is in this room.

Chamber 5 - This is the private room of Baberbren and he rests in here now. Baberbren is encased in a giant crystal that sets in the middle of the floor. The floor is covered with a red, padded covering, smooth as glass. The chamber is filled to overflowing with the junk of a lifetime. The net worth of the contents of the chamber is 372,000 credits.

Chamber 6 - This is the heavily protected treasure vault of Baberbren. To gain entry, both artworks used earlier must be inserted into the lock and then the lock must be pushed in. This will allow the door to be opened; if the door is forced, everyone by the door and in Chamber 5 will receive 2D damage from an electrical shock. Within this chamber are the following: 98 million credits worth of precious metals, 2.4 million credits worth of gems and 1.7 million credits worth of artwork.

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