

MISSION TO ZEPHOR

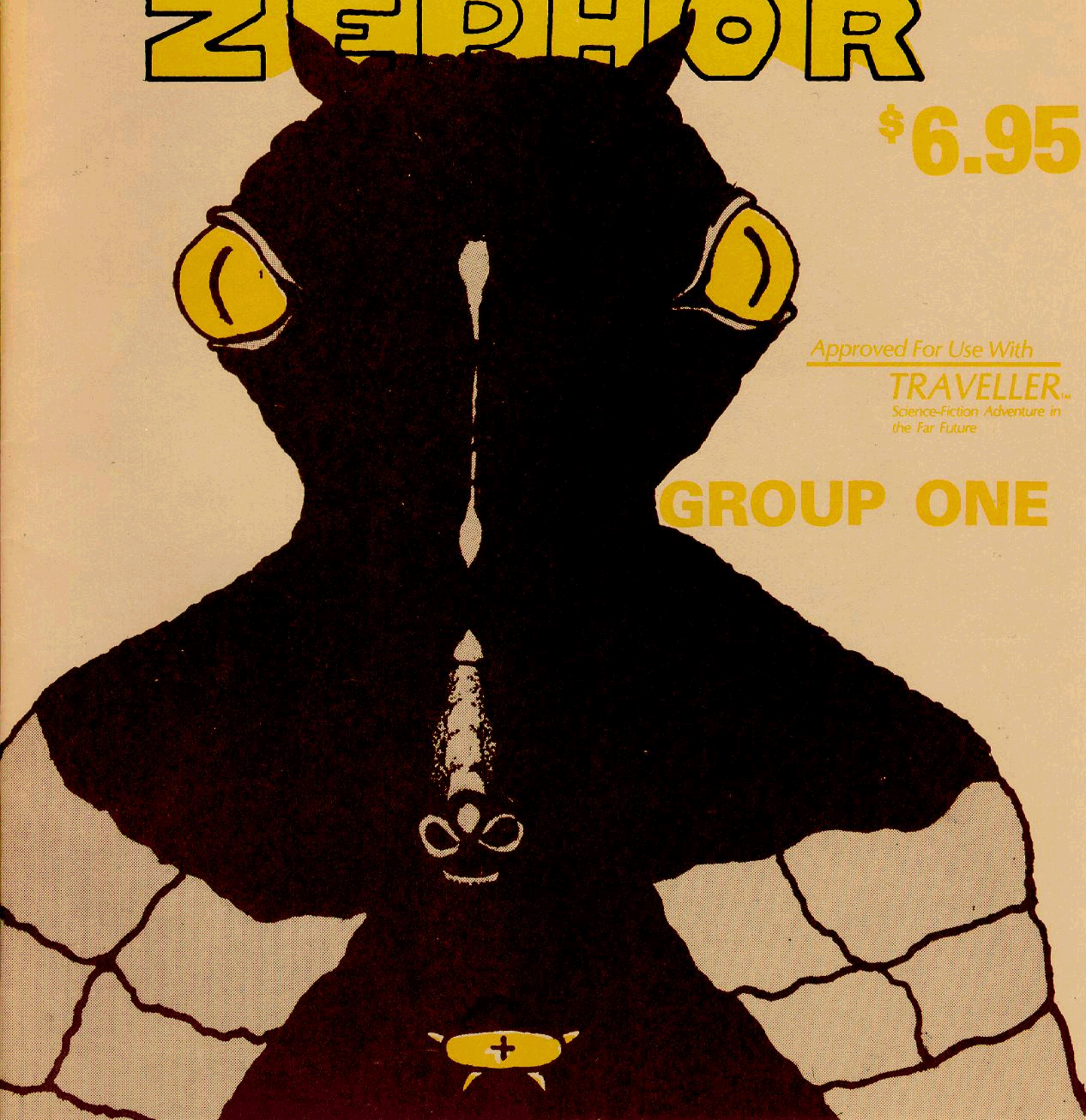
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Approved For Use With

TRAVELLER™

Science-Fiction Adventure in
the Far Future

GROUP ONE



ZEPHOR

Approved For Use With TRAVELLER™



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INTRODUCTION

MISSION to ZEPHOR is second in a series of adventures to alien worlds approved for use with Traveller tm. It was designed as an adventure for characters as part of a larger campaign or as an evening's entertainment. The charts given are guidelines, so the referee should feel free to add to 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!

MISSION to ZEPHOR uses Basic Traveller with references to Mercenary and High Guard.

We sincerely thank the people at G.D.W. for their advice and cooperation.

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MISSION TO ZEPHOR

An Adventure in the Xova II Sector

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History of Wilcox Mining and Developing Corporation

Wilcox Mining and Developing Corporation is one of the largest mining corporations in the Imperium. It maintains an extensive and varied fleet of mining and exploring ships. In the last few years the corporation has so severely depleted all unclaimed asteroid belts that it is forced to forage farther afield for untapped resources. Some of the more advanced exploratory craft have ranged to the uncharted regions of the Imperium and beyond. Sensors aboard one of these long-range vessels detected huge, rich deposits of Plutonium on a planet in the Xova II region. Unfortunately the extreme distance of the planet from the ship's home base eliminated the possibility of immediate investigation. Their fuel supply running low, the discoverers were only able to chart the planet's co-ordinates and return to their base. However other ships, provided with extra fuel and investigative equipment, were swiftly dispatched. The planet was found to support an alien race and culture with whom the explorers established minimal contact, basically a petition to be granted exclusive mineral rights. The aliens were adamant in their refusal of this petition and in no uncertain terms expressed their severe disapproval of all intruders. The Ruling Council further expressed a fond desire to be left alone by all outsiders for time immemorial. Realizing that a planet maintaining such a rigid isolationist policy as this would be unlikely to know of (much less complain to) a higher authority, Wilcox M&D Corp. continued with its plans to exploit the planet's minerals. Equipment and men were moved in, augmented by mercenary troops armed to the teeth for the express purpose of staging a militaristic coup to take control of the Ruling Council. Astonishingly, no resistance was offered and mining operations commenced immediately. The miners discovered that the aliens, which bear a vague resemblance to armadillos, follow a strict religious code of non-violence. The Ruling Council consists of priests adherent to this religious discipline. For the first year the operation proceeded on schedule, but the situation was not salubrious. The miners became increasingly hostile toward the apparently meek aliens. Incidents of a minor but unsavory nature began to occur to both parties. Apparent acts of sabotage increased, repercussions transpired, followed by more sabotage. Finally a power station at one of the mining camps malfunctioned, causing the deaths of several miners. E.J. Wilcox, founder of Wilcox M&D Corp., believing he was being engaged in guerrilla warfare by the rebellious aliens, called for punitive action.

Wilcox is the president and chairman of the board for Wilcox M&D Corp. He holds the majority of shares in a grip of iron against all adversaries and competitors. He rules his vast mining empire in all its aspects as a merciless tyrant. He is a cold-blooded man with a ramrod for a backbone and a ledger for a heart. It was by his order that the operation began on Tshi; by his order the mercenaries took control; and by his order the operation continues- but like everyone, he has his Achilles' heel. His only child is his son, E.J. Jr. (the only hint that E.J. Sr. had once indulged in a frivolity - and a warning never to do so again). E.J. Jr. is his father's antithesis. A spoiled hedonist who revels in the pursuit of pleasure. E.J. Jr. deplures work and responsibility. He is known for the low caliber of company he keeps and the speed with which his money passes through his fingers. He is a gambler, trifler and wastrel with a touch of the satyr in his character. He is an embarrassment to his father.

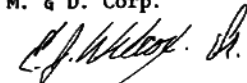
Shortly after the power station incident, E.J. Jr. was kidnapped from a bar on the planet Yutu by alien armadillos. One of these was wounded and captured during the abduction by the only bodyguard of E.J. Jr.'s sober enough to fire his weapon. Sufficient torture was applied to the alien to induce him to reveal the destination of his confederates and the edifying news that unless the mining operations were immediately abandoned and all evidence of it destroyed, E.J. Jr. would be killed. In a cold fury, E.J. Sr. ordered the execution of the unfortunate captive and bent his powerful intellect to the problem of retrieving his son without abating the lucrative flow of Plutonium.

WILCOX MINING & DEVELOPING CORPORATION
E.J. Wilcox Sr., President

X704-2D

REWARD: 2,000,000 CREDITS

For the safe return of my son, E.J. Wilcox Jr. who was abducted recently from Yutu by malicious Tshini Rebels. Further information will be supplied after careful screening. Only serious inquires need apply. Contact Wilcox M. & D. Corp.



E. J. Wilcox Sr.

ZEPHOR

The planet Zephor is a gargantuan monument to the effects of war. Those few vegetative life forms which have adapted to the interperate conditions on the planet's surface are warped and twisted to a grotesque mockery of their origins. They survive sparsely, situated between the great, rocky crags and ponderous boulders which litter the landscape. Most are epiphytes, for in a land racked by earthquakes and devastated by volcanoes, any dependence on a solid soil strata is to be avoided. There are no volcanoes on Zephor which could be considered dead and very few which might be called inactive. Most are active to the point of being frenzied, spewing forth voluminous streams of fiery lava, noxious gases, mud and ash into the great fissures rent by earthquakes. The volcanoes are riddled with labyrinthine tunnels and caves. Water is a scarce commodity, never in great supply. The continuous upheavals have made it virtually nonexistent on the surface. Subterranean sources do exist, if one knows where to look. There are small areas where the subsurface liquids and gases have cooled and blended, forming mires. These are covered by a crust of surface debris and are not noticeable until you have disappeared into one. Above this uninviting land, the sky is a murky, blood-red; illuminated by the dual solar discs, Cainnagh and Comhdhain. These present a continuous source of light to the planet interrupted only by the Duibh, a total eclipse which occurs every 24 universal days for a period of 6 hours. The Duibh is caused by the Pell (or moon), and not only obscures the light from the solar discs but causes radical climate changes similar to 6 hours of severe winter. The air, while breathable, is thin and laden with minute particles of dust and ash. Upon the forbidding slopes of the least active volcanoes; a few vestiges of the original cities remain. These are scarcely discernable to the uninitiated eye, as they are little more than oddly-shaped, bulbous areas cropping out in unlikely places, punctuated by gaping, black holes.

ZEPHOR PLANETARY CHARACTERISTICS X7723000

Starport Type - X

Planetary Size - 7

Planetary Atmosphere - 7

Hydrographics 2 (underground rivers and lakes)

Populataion - 3 Rebel Forces (980 troops, 20 priests)

Government - D

Law Level - 0

Tech. Level -0 (Rebel Forces' Tech. Level - 9)

Terrain Type and Basic Flora

Plains - Generally flat with many boulders, geyers and some lava flows running through it. Vegetation is moss-like with 10 centimeter leaves and shoots. As there is little ground moisture, most plants draw their water from the surrounding air. They have no visable root system.

Rough - An area of never-ending, steep hills and ravines with faults formed by earthquakes and volcanic eruptions. The area contains many lava flows and endless fumaroles of escaping volcanic gases and steam. Some very small, newly-developed volcanoes are springing up, here and there throughout the area. Zargos are numerous here, areas where a thin (but what appears to be solid) crust covers underground lava flows, making travel somewhat slow and tedious.

Lakes - Some lakes and small ponds of lava.

Mountains - There are very few real mountains, most are volcanoes; either active or sometimes dormant. The active volcanoes are continually spewing forth molten rock, lava, gases and ash. Both active and dormant volcanoes range from 2 kilometers to 300 meters tall. As no rains fall, none of the peaks are snow covered. Travel on them is at your own risk.

Meteorological

Air - The air on Zephor is breathable unless you happen to be in a depression with fumaroles. Unconsciousness and death due to suffocation usually occurs in 2 minutes. Basic travel requires you carry portable air filters. The sky above is tinted a sunset red and the prevailing winds carry ash and gases with them. Two suns blaze down from this red heaven. Surface temperatures range from 30 degrees centigrade to 200 degrees centigrade near active, volcanic craters. Darkness occurs only every 24 universal days. The night lasts 6 hours and with it drastic climatic changes occur.

Basic Fauna

There are three major classes of Basic Fauna on Zephor. They are:

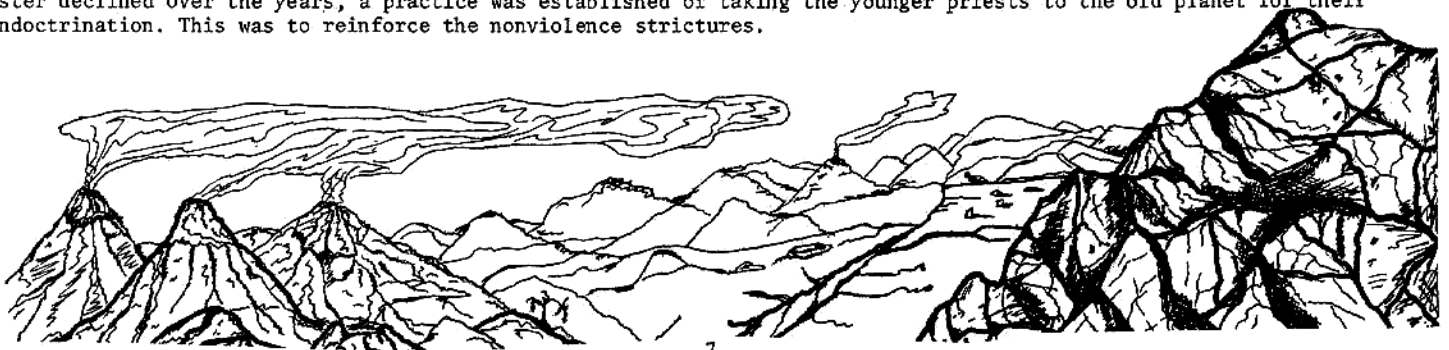
Cathcar Animals in this class can be identified by having two heads. The heads set on the body with an exoskeleton of semi-rigid skin that increases in thickness the larger or older the animal is. Attached to the body are four double-jointed limbs for mobility, each with hooved feet. The heads are set on opposite ends of the body. Each head is equipped with one large eye in it's middle, enabling the animal to see in both directions. The mouth is located on one of the heads and has a long, sticky tongue within it. The animal's four audio receptors are located on the other head. The necks are long and serpentine, enabling the heads to turn a full 360 degrees. It should be noted that one species of Cathcar have two 1 meter long horns. Unlike most animals the brain of the Cathcar is located within the trunk of the body. Cathcars breed every 6 universal days. They are generally shy when encountered but will attack if the male is in rut. The smaller species travel in groups through the few plained regions of Zephor to ward off predators. The largest animal in this class is the Thrasher.

Hexisea Animals in this class are Flyers or underdeveloped Flyers. They have a thick, protective hide that is soft to the touch. Hexisea have two legs with claws and talons attached. The head is located on the front of the body. It has four visual receptors (in an aligned position) behind these are four audio receptors. The audio receptors consist of a deep canal leading to the hearing mechanism inside the head. The mouth is wide with strong jaws. Inside the mouth are two rows of molar-like teeth. Wings are usually non-existent on the underdeveloped Flyers. The wings on the Flyers are light and of medium size. A horn is located atop the head. It ranges from 6 to 8 centimeters long. The Hexisea Flyers generally fly at a very high altitude and soar on the super-hot air currents of the red sky. The underdeveloped Flyers use their claws to obtain food from the crevices and cracks in the rocks that abound. Hexisea are more common in rough terrain. Movement is slow for non-flyers on plains areas but double in rough and mountainous terrain. Hexisea mate every 6 hour period of darkness. The young are born live, the Flyers building the nest in a mountainous area. The non-flyers dig a hole for bearing their young.

Xanthina This class of animals can be recognized by their lizard-like appearance with an exoskeleton of thick, porous skin, a large head, a tail and four legs. Although a few animals of this class have hooves, most have claws. Quite a few Xanthina have chameleon characteristics to blend with their background, making them almost impossible to see. However, the chameleon-type species do tend to emit a very strong, putrid odor, due to their color glands excreta. Some Xanthina have poisonous stingers attached to their tails. Generally speaking, the larger the animal the more poisonous the sting. The largest stinger-equipped Xanthina can kill a man with it's sting. The stinger is 1 meter long and pointed (attached to the flexible tail). It is strong enough to penetrate Mesh armour. Most Xanthina are capable of fast movement and have the ability to climb sheer walls of rock. They prefer to hide in a shaded area and wait for dinner but usually end up foraging. Some species have the ability to mimic sounds of other animals to confuse prey or distract predators. Xanthina mate while in the dark crevices that abound on Zephor. Their young are hatched from red, leathery eggs buried near lava flows for incubation purposes. At birth, the Xanthina are fully capable of fending for themselves. The typical life span of Xanthina is nine years.

The Tshini

Before the holocaust the planet Zephor had two leading species of intelligent life. These were the Tshini and the Zephora. The Zephora lived in structures of misma (a material similar to Earth's wood) arranged in cities upon the planet's surface. The Tshini preferred the darker regions of the myriad caves and tunnels which lace the interior. The technical level of each was reasonably high; interplanetary travel had been accomplished and a race had begun to determine which species would make the first venture into the nearest star system. Rivalry and bickering progressed to open hostility and a declaration of war. The land was laid waste and millions died, until a Zephora zealot with good intentions and bad technical information suddenly pushed the doomsday button and put a stop to it all in a matter of minutes. A few creatures survived but the Zephora were not among them. The Tshini fared a little better, as their living quarters provided them some shelter. A great radioactive cloud veiled the planet. In the next month many died from radioactive seepage. There were not many left to board the four interstellar ships which were finally completed. One crashed at take-off. Of the other three, only the ship carrying the priests and their families actually completed the interstellar flight to the uninhabited planet they call Tshi. They established a colony governed by a Ruling Council from the priesthood. It was required that each household have one member who was in religious orders in deference to the significant fact that only the priest's ship survived the flight. A policy of complete nonviolence was established and quickly became a religious pillar. An isolationist policy was also adopted as most felt it was the effort to reach outsiders which lead to the holocaust. However, as the number of Tshini who had actually lived through the disaster declined over the years, a practice was established of taking the younger priests to the old planet for their indoctrination. This was to reinforce the nonviolence strictures.



Tshini Intelligent, Herbivore Lifeforms

The Tshini are about 1.5 meters tall when standing upright. Their rearward regions are covered by a thick, bony plated exoskeleton of a singularly unappealing, pale, pinkish-tan interspersed with small, liver-colored freckles. This terminates in a long, narrow tail. The frontal trunk is covered by a thin fur resembling peachfuzz which imperfectly conceals the pallid flesh. It is only in this furred region that they are vulnerable to traditional firearms. They have bulbous heads dwindling to a disproportionately long, narrow snout. Their jaws are extremely powerful and are set with double rows of molar-like teeth cradling a thick, slimy tongue of a preposterous length. Their lashless, yellow eyes have black elliptical pupils and protrude extensively, allowing them to enjoy a visual range of 360 degrees. Their eyes not only have a retractable outer lid, but an additional inner lid (actually a filmy membrane which can operate independantly and protects their light-sensitive eyes from illumination). They see best in the dark. Set somewhat back from the eyes, the Tshini display two small, circular, drooping ears which spring to rigidity when the Tshini becomes nervous or anxious. Their hearing is superlative. They have vocal capabilities in the bass range, but they seldom speak unnecessarily. Their voices, besides being almost too deep to be understood by humanoids, have a rasping quality which is exceptionally irritating. The Tshini have short, thick necks, armoured at the back and sides and falling into great folds of thick hide at the front. They are broad shouldered with short, powerful arms terminating in a 5 taloned digital-type paw. Each digit is equipped with a talon which is 5 centimeters in length and as sharp as surgical steel. Their legs are also short and muscular; the feet are prehensile and clawed.

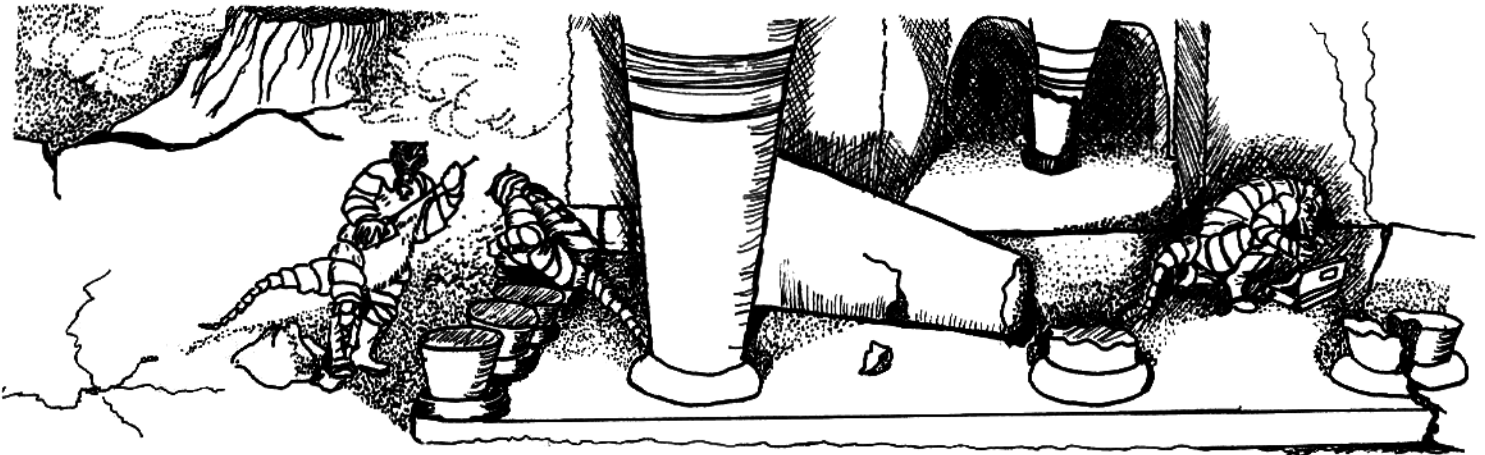
Miscellany: The Tshini are herbivores by choice. They are semi-telepathic particularly in detecting danger to themselves from other living organisms within a range of 100 meters. They do not swim, as their body structure makes them about as buoyant as a sack of bricks. They can, however do without air for a half hour; allowing them to cross small bodies of water by walking on the bottom. In water they move only 1/2 as fast as humans. On flat surfaces, they move 3/4 as fast as humans. In rocky terrain and over obstacles, they move 1 1/2 times as fast as a human.

Tshini Ability Chart

STRENGTH	3 - 18	(3D) Natural Weapons: Claws
DEXTERITY	2 - 12	(2D)
ENDURANCE	2 - 12	(2D)
INTELLIGENCE	3 - 18	(3D)
EDUCATION	1 - 6	(1D)
SOCIAL STANDING	2 - 12	(1D)

The low Education comes from the fact that the Tech. Level of the schools has been kept low due to isolationism. The Tshini are armoured as if wearing Cloth and Ablat. The priests carry no weapons, save their claws. The Rebel Base Garrison is organized as follows:

Command Section - 3 Officers with Submachine Guns, 4 frag. grenades, Cutlasses
50 Soldiers with Advanced Combat Rifles, 4 frag. grenades, Cutlasses
4 Infantry Companies Each: 1 Officer (same as above), 100 Soldiers (same as above)
1 ATV Company with: 1 Officer (same as above), 100 Soldiers (same as above)
1 Air/Raft Company with: 1 Officer (same as above), 50 Soldiers (same as above)
1 Turret Section with: 50 Soldiers (same as above)
1 Maintenance Company with: 1 Officer (same as above), 300 Soldiers (same as above)



PLAINS ENCOUNTER CHART

Number	Class	Species	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attrib.	Die Roll	
												W	R
10-60	Herb.	Hexisea	Cymbidium	Grazer	.5	1/3D	-3D	Claws	None	Double	Flyer	1	1-4
6-36	Herb.	Hexisea	Velutina	Grazer	6	1D/2D	-2D	Claws	Cloth	Double	----	1	5
6-36	Herb.	Xanthina	Laeliopsis	Grazer	15	2D/1D	-1D	Hooves	Jack	Triple	Chameleon	1	6
4-24	Herb.	Cathcar	Pumila	Grazer	50	4D/2D	---	Hooves	Cloth	Ord.	----	2	1-3
2-12	Herb.	Cathcar	Tenebros	Grazer	200	6D/3D	+2D	Horns/Hooves	Mesh	Double	----	2	4
8-48	Herb.	Hexisea	Catasetum	Intermit.	6	2D/1D	-2D	Claws	Jack	Double	Flyer	2	5-6
4-24	Herb.	Hexisea	Renathera	Intermit.	15	2D/2D	-1D	Claws	Mesh	Triple	----	3	1-3
3-18	Herb.	Cathcar	Vandopsis	Intermit.	100	5D/2D	+1D	Hooves	Cloth	Double	----	3	4-5
2-12	Herb.	Cathcar	Neofinetia	Intermit.	200	6D/2D	+2D	Hooves	Jack	Double	----	3	6
1-6	Carn.	Xanthina	Trichoglottis	Pouncer	200	6D/2D	+2D	Claws/Teeth	Cloth	Double	Chameleon	4	1
2-12	Carn.	Hexisea	Colax	Chaser	50	4D/2D	-1D	Claws/Teeth	Jack	Triple	----	4	2-4
1-6	Omni.	Cathcar	Ophrys	Hunter	200	6D/2D	+2D	Thrasher	Mesh	Ord.	----	4	5-6
8-48	Scav.	Xanthina	Siphos	Reducer	.5	1/3D	-3D	Stinger	Mesh	Double	Poison Stinger	5	1-3
1	Carn.	Xanthina	Ponthieva	Trapper	200	5D/3D	+1D	Thrasher	Cloth	Ord.	Chameleon	5	4
<u>Ravines & Precipices</u>												5	5-6
<u>Seismic Activity</u>												6	1-3
+ Mineral												6	4
* Rebel Patrol												6	5-6

HILLS

GULLY

MOUNTAIN ENCOUNTER CHART

Number	Class	Species	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attrib.	Die Roll	
												W	R
10-60	Herb.	Hexisea	Galeandra	Grazer	.5	1/3 D	-3D	Claws	None	Ord.	Flyer	1	1-3
8-48	Herb.	Cathcar	Pleione	Grazer	15	2D/2D	-1D	Hooves	Cloth	Triple	----	1	4-5
8-48	Herb.	Xanthina	Moshata	Intermit.	1	1/2D	-2D	Claws	Jack	Double	Chameleon	1	1-6
6-36	Herb.	Hexisea	Aplectrum	Intermit.	3	1D/1D	-2D	Claws	Mesh	Triple	----	2	1-4
2-12	Herb.	Xanthina	Dowiana'	Intermit.	10	2D/2D	-1D	Hooves	Cloth	Ord.	Chameleon	2	5-6
2-12	Herb.	Hexisea	Trichoglottis	Intermit.	15	2D/2D	-1D	Claws	Cloth	Triple	----	3	1-3
1-6	Herb.	Hexisea	Rubesens	Intermit.	50	4D/2D	---	Claws/Teeth	Cloth	Double	----	3	4-6
1-6	Carn.	Hexisea	Roxbis	Pouncer	25	4D/1D	+1D	Claws/Teeth	Mesh	Triple	Flyer	4	1-2
1-2	Carn.	Hexisea	Leptotes	Pouncer	200	6D/2D	+2D	Claws/Teeth	Cloth	Triple	----	4	3
6-36	Scav.	Xanthina	Siphos	Reducer	.5	1/3D	-3D	Stinger	Mesh	Double	Poison Stinger	4	4-6
1	Carn.	Xanthina	Ponthieva	Trapper	200	5D/3D	+1D	Thrasher	Cloth	Ord.	Chameleon	5	1-2
<u>Ravines & Precipices</u>												5	3-6
<u>Seismic Activity</u>												6	1-3
+ Mineral												6	4-5
* Rebel Patrol												6	6

MOUNTAINS

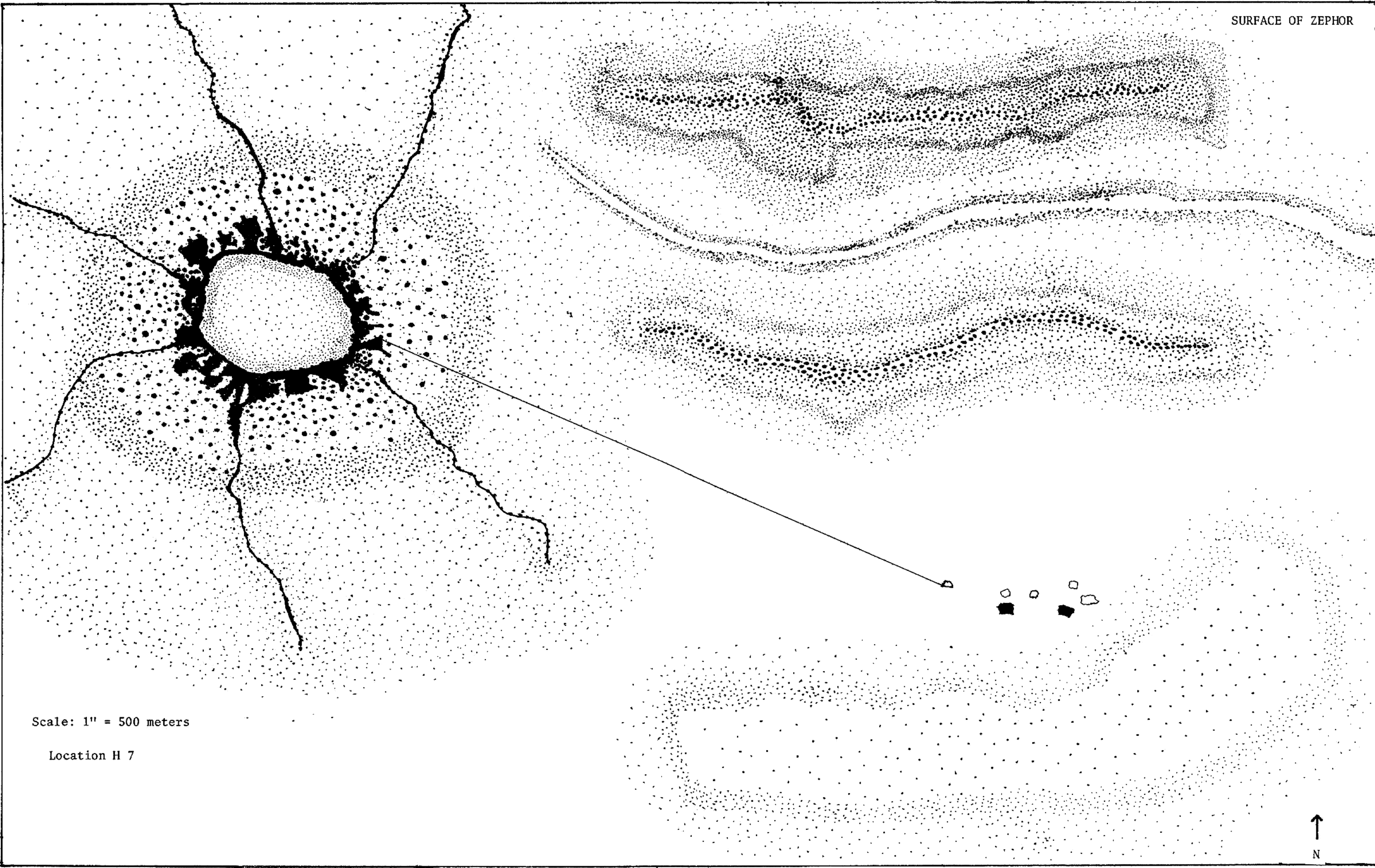
+ Mineral

- 2 Platinum
- 3 Gold
- 4 Uranium
- 5 Sulfur
- 6 Aluminum
- 7 Iron
- 8 Nickel
- 9 Copper
- 10 Molybdenum
- 11 Tungsten
- 12 Iridium

Rebel Patrol

- 1 - 10 Rebels on foot with Laser Rifles
- 2 - 5 Rebels in ATV with Laser Rifles
- 3 - 20 Rebels in 2 ATVs with Assault Rifles
- 4 - 10 Rebels on Grav-Sled with Laser Rifles
- 5 - 2 TL8 Rebel Fighters
- 6 - 2 TL9 Rebel Fighters





Scale: 1" = 500 meters

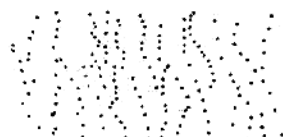
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ROUGH ENCOUNTER CHART

Number	Class	Species	Name	Type	Weight	Hits	Wounds	Weapons	Armour	Speed	Spec. Attrib.	Die Roll	
												W	R
10-60	Herb.	Hexisea	Galeandra	Grazer	.5	1/3D	-3D	Claws	None	Ord.	Flyer	1	1-3
6-36	Herb.	Hexisea	Velutinaret	Grazer	6	1D/2D	-2D	Claws	Mesh	Triple	----	1	4-5
8-48	Herb.	Xanthina	Lepanthopsis	Grazer	15	2D/1D	-1D	Claws	Jack	Double	Chameleon	1	6
4-24	Herb.	Cathcar	Dreareim	Grazer	50	3D/2D	---	Hooves	Cloth	Double	----	2	1-2
2-12	Herb.	Cathcar	Lobbii	Grazer	100	5D/2D	+1D	Horns/Hooves	Cloth	Ord.	----	2	3
6-36	Herb.	Hexisea	Catasetum	Intermit.	6	2D/1D	-2D	Claws	Jack	Double	Flyer	2	4-6
1-6	Herb.	Hexisea	Renathera	Intermit.	15	2D/2D	-2D	Claws	Mesh	Triple	----	3	1-2
4-24	Herb.	Cathcar	Rubesens	Intermit.	15	2D/2D	-1D	Hooves	Cloth	Double	----	3	3-4
2-12	Herb.	Hexisea	Volvox	Intermit.	100	5D/2D	+1D	Claws	Jack	Double	----	3	5-6
1-6	Carn.	Hexisea	Roxbis	Pouncer	25	4D/1D	+1D	Claws/Teeth	Mesh	Triple	Flyer	4	1-2
1-6	Carn.	Xanthina	Grobyi	Pouncer	50	4D/2D	+1D	Claws/Stinger	Cloth	Double	Poison Stinger	4	3-4
1-3	Carn.	Xanthina	Trichoglottis	Pouncer	200	6D/2D	+2D	Claws/Teeth	Mesh	Ord./Dbl.	Chameleon	4	5
1-2	Omni.	Cathcar	Ophrys	Hunter	200	6D/2D	+2D	Thrasher	Mesh	Ord.	----	4	6
6-36	Scav.	Xanthina	Siphos	Reducer	.5	1/3D	-3D	Stinger	Mesh	Double	Poison Stinger	5	1-3
1	Carn.	Xanthina	Ponthieva	Trapper	200	5D/3D	+1D	Thrasher	Cloth	Ord.	Chameleon	5	4
											<u>Ravines & Precipices</u>	5	5-6
											<u>Seismic Activity</u>	6	1-3
											<u>+ Mineral</u>	6	4
											<u>* Rebel Patrol</u>	6	5-6

ROUGH



GEOLOGIC ENCOUNTERS

Event	Terrain					Underground	
	Plain	Rough	Mountain	Ruins	Chamber	Ravine	Die Roll
Gas Geyser	2D *	3D *	2D *	8D *	8D *	8D *	2
Developing Fissures	1D	2D	3D	2D	3D	6D	3
Landslide	--	--	2D	1D	1D	3D	4
Volcanic Eruption	1D	1D	2D	2D	3D	3D	5
Volcanic Rock and Ash Fall	<u>a</u>	<u>a</u>	<u>a</u>	<u>a</u>	<u>a</u>	1D	6
Lava Flow	2D	3D	4D	6D	8D	8D	7
Seismic Quake	3D	3D	6D	8D	8D	3D	8-9
Zargos (Subterranean Lava Pit)	8D	8D	8D	8D	8D	8D	10
Dust Storm	3D	2D	2D	--	--	1D	11
Darkness (Climatic Change Storm)	6D	3D	2D	2D	--	3D	12

* Filter mask on, no effect
a Visability zero

- INSTRUCTIONS: (1) Player refers to his terrain type on chart.
 (2) Roll 2 6-sided dice to determine encounter.
 (3) Make saving throw Dexterity or less. Take 1/2 damage.
 (4) Saving Throw greater than Dexterity. Take full damage.

The Ruined City of Balthos

In it's heyday, the city of Balthos was a tribute to the Tshini culture. It was the only surface city built by the Tshini as they preferred to live beneath the surface. There were few small buildings with most of the city's structures being tall spires of a green metal. Balthos was the seat of government until the holocaust melted the large buildings and vaporized the smaller ones. Animals of the mountains have just started to live in the city and they will be encountered as if in mountains.

The large buildings resemble short, well-burnt candles and the only places not destroyed by the heat and radiation were the basements. After extensive searching (up to 6 man days per building) entry will have been gained it a cellar is present.

Building 1 This basement contains the remains of about 300 Tshini who died as a result of radiation. The floor is covered with dusty, old bones and shells. There is little else to find except a pile of gems that used to be a bracelet (worth 2000 credits).

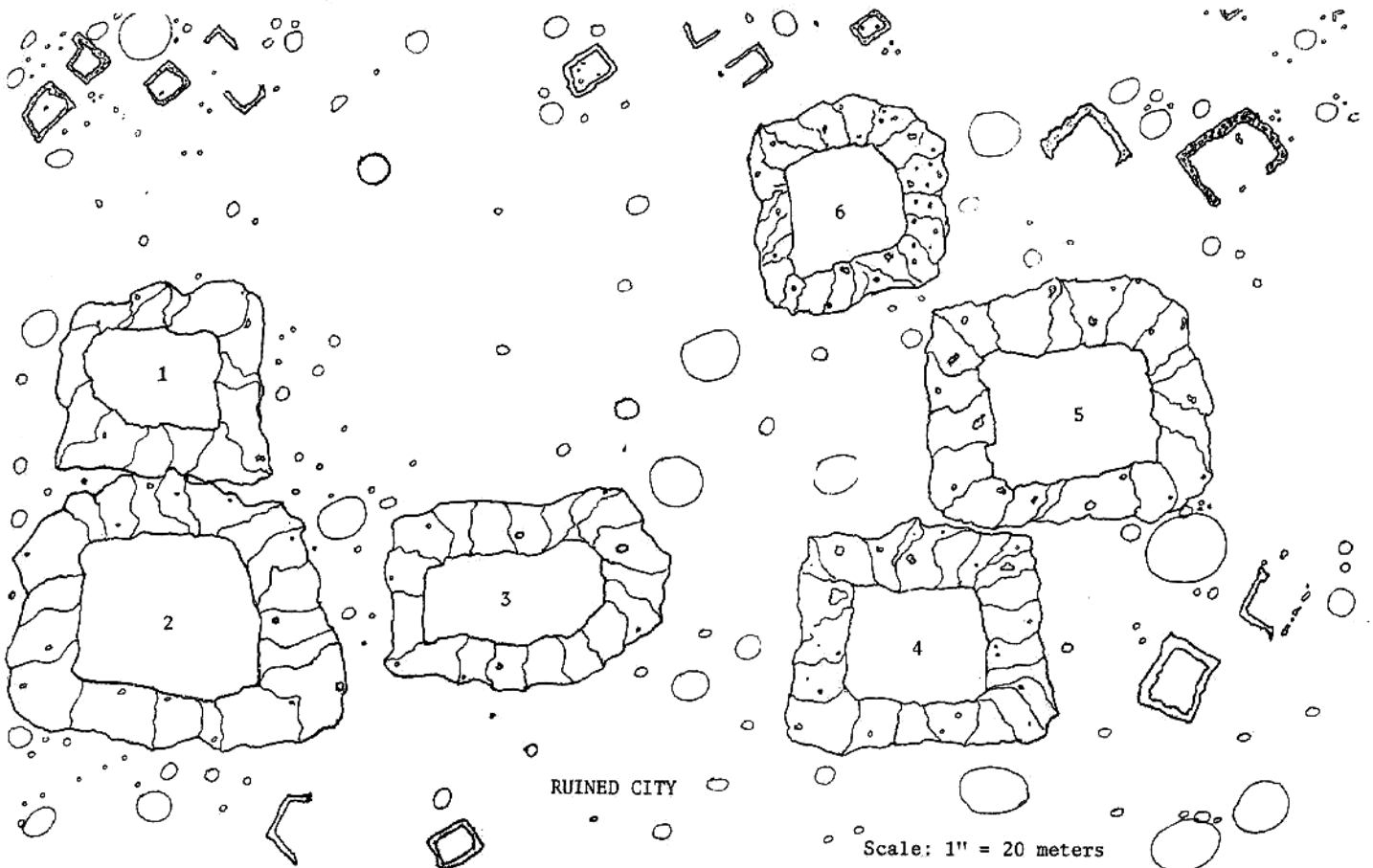
Building 2 In this building's cellar are 3 Pouncers (200 kilograms) of the mountains. They have made their lair here. Small animal bones and pieces of hide litter the floor. The creatures will attack if the building is entered.

Building 3 In this building's basement, 37 Flying Grazers (.5 kilograms) of the mountains have made their nests. The floors and walls are covered with droppings. It is dimly lit from a hole in the ceiling. If the refuse is searched, a flat disc will be found. This disc will enable the carrier to handle radioactive material. It is a small nuclear damper that conforms to the individual's shape. It will only function for a volume not more than 2 cubic meters. It will function for the next 2000 years.

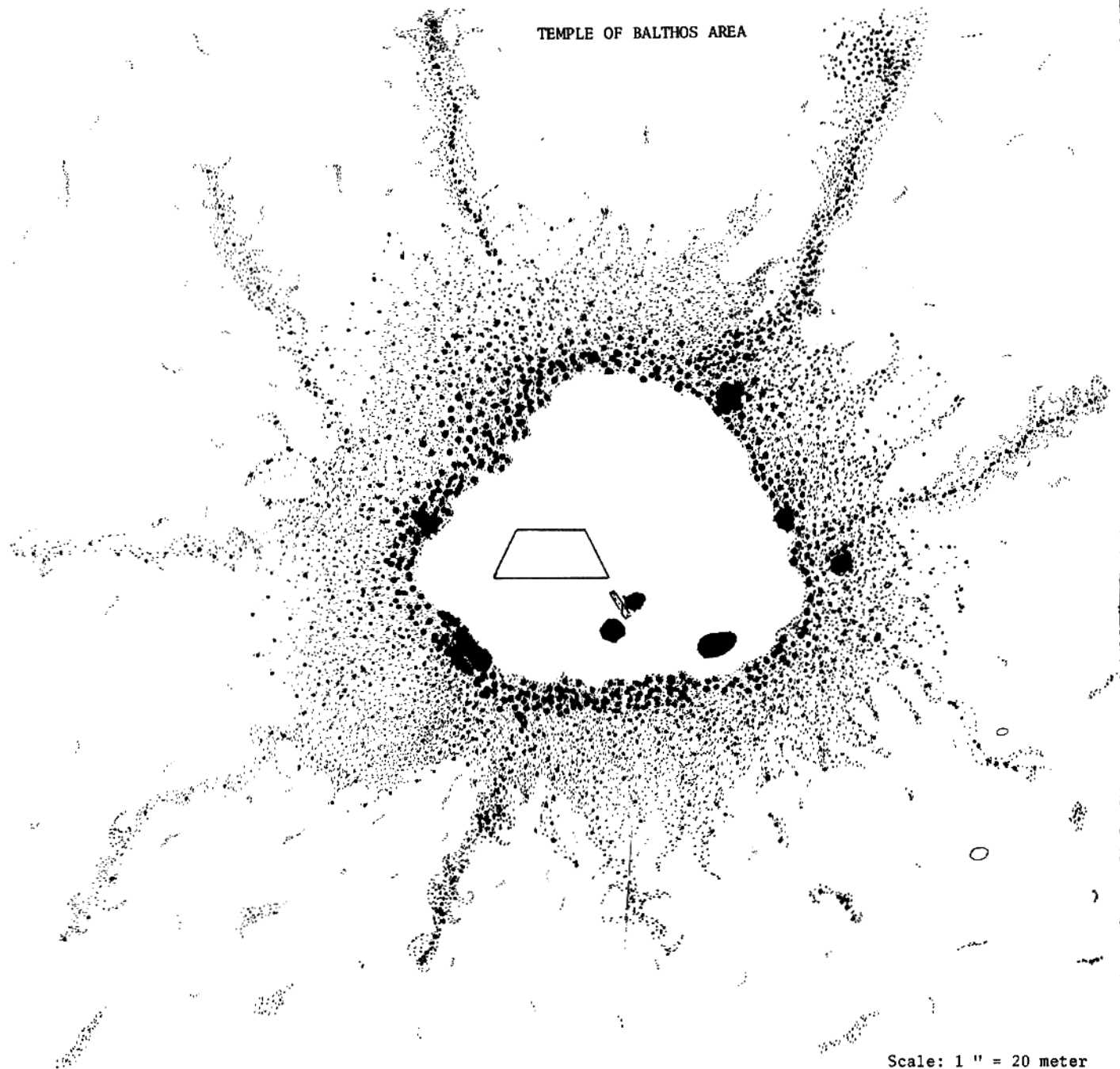
Building 4 The basement of this building has become the home for a 200 kilogram Trapper of the mountains. It will attempt to kill all who enter. It will flee through a stairway that leads to the remains of a small building next to the large building. Bits of vegetation, bones and other animal parts are flung all over the floor. If the junk is searched, a statue made of a strange, yellow compound (worth 3000 credits), a bejeweled dining set (worth 5000 credits) and three small pieces of artwork (worth 2000 credits) will be found.

Building 5 The cellar of this building is empty save for a high radiation level. If the room is closely searched, the source of this radiation will be found to be a large stock of plutonium. The room is guarded by sensors that alert the rebels if the room is entered. There is 200 kilograms of plutonium and it is covered with it's own nuclear damper.

Building 6 This building's basement is the lair of 8 Intermittent Grazers (10 kilograms). They store vegetation in piles next to their sleeping area. The creatures will flee if the room is entered.



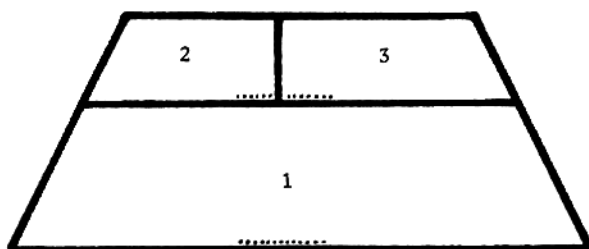
TEMPLE OF BALTHOS AREA



Scale: 1" = 20 meter

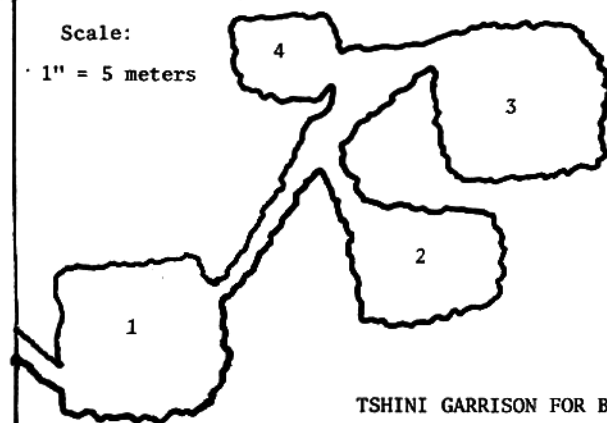
TEMPLE BALTHOS

Scale: 1" = 5 meters



Scale:

1" = 5 meters



TSHINI GARRISON FOR BALTHOS

Temple of Balthos

Located on the edge of the ruins and rubble of Balthos is an antiquated Zephoriun city. The Temple of Balthos lays in a dilapidated state. It has a trapezoidal layout with many rooms and chambers above and below ground level. A recently constructed tunnel connects it to the hidden rebel base in the Zolcor Mountains, one kilometer to the east. The entrance to the tunnel is hidden from view by a sliding door. The ground floor of the temple consists of three rooms; a large (approximately 30 meters X 20 meters) worshiping and assembly room, one small room (5 meters X 5 meters) for meditation and the priest's quarters (5 meters X 7 meters). The chambers below ground are of recent construction and are in use by rebel forces for barracks and munitions. The exterior of the temple consists of columns and a facade of an unknown titanium alloy. The roof is made of an opaque material, that lets the red sunlight through. Although the temple is dilapidated and some columns have fallen down, the building is properly cleaned by the Tshini priests who live there.

LEVEL 1

Room 1 This room is approximately 30 meters X 20 meters, it's function being an assembly hall for religious activity, lead by the priests of Tshi. The interior space is largely taken up by numerous marble pews. At one end of the room is a rostrum and stage. On this stage is a hidden trap door to rebel chambers and tunnels beneath. On the left and right of the stage are two doors. One opens to Room 2 and the other to Room 3.

Room 2 This room is primarily used by the priests of Tshi for meditation and private prayers. In one corner is a shelf that contains the majority of records for the city of Balthos. Along one wall is a shrine of platinum worth 100000 credits. The shrine is molded into the image of the ancient leader of the Tshini race, Sidbar Te'. The room measures 5 meters X 5 meters.

Room 3 This room is used by the priests as living quarters. The middle of the room is taken up by twenty cots. Located at the foot of four of the cots are titanium footlockers (50000 credits each). These contain the personal effects of the priests present. The walls of the room are blank except for a large mural depicting Sidbar Te's life. The room measures 5 meters X 7 meters.

LEVEL 2 The recent rebel excavations under the temple are lined with seismic-proof foam to withstand earthquakes. There are four chambers; a barracks, a mess hall, a dispensary and an armory.

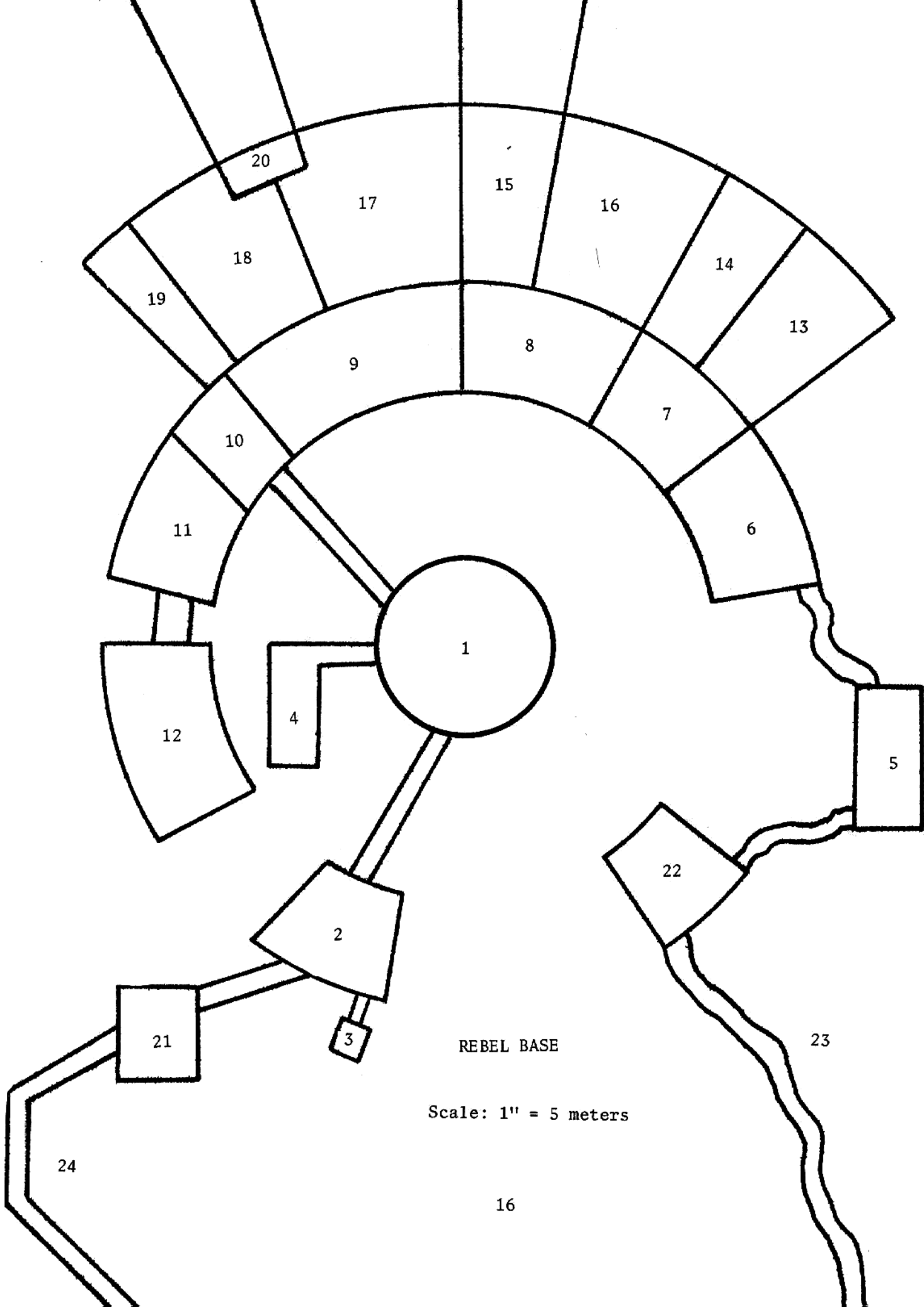
Room 1 The Mess Hall is well-guarded as it doubles as the junction for the tunnels beneath the temple. Benches and tables cover about half the room with the remainder filled with about 10 tons of foodstuffs, cooking and food service equipment. There are 6 Tshini guards here. They are armoured as if with Cloth and Ablat. The guards are armed with Advanced Combat Rifles (each 3 clips (HE) and 2 clips (DS)). They also carry 4 frag. grenades and each Tshini has a Cutlass.

Room 2 This chamber is the Garrison's Dispensary and as there has been little combat on Zephor, there are no patients. There is however a Priest-Doctor armed as the Tshini guards in Room 1. Medical equipment lines the east wall and regeneration tanks line the other walls. These tanks are 2 meters long, 1 meter wide and 1 meter tall with transparent walls and a light blue fluid in them.

Room 3 The Barracks for the garrison is in this room as can be readily gathered from the mass of bunks and footlockers. The metal and foam sleeping pallets are stacked two high and there are 64 bunks total. The Tshini rebel garrison consists of: 2 platoons with each platoon having 4 infantry sections of 5 Advanced Combat Rifle Tshini. Each Tshini carries 3 clips (HE) and 2 clips (DS) as well as 4 frag. grenades and a Cutlass. Both platoons have a heavy weapon section which contains: 2 Advanced Combat Rifle Tshini (equipped as above), 2 crew (with Automatic Pistols) for the Auto-Cannon and an officer (equipped with Submachine Gun instead of Advanced Combat Rifles otherwise same as above infantry). The garrison has 4 more officers who run the platoons (they are equipped as the heavy weapon officer). The number present at any one time will vary as patrols are mounted regularly. When entering this chamber, roll 1 die and consult the chart below for number in the building.

<u>Die Roll</u>	<u>Result</u>
1	Both platoons are present.
2	One platoon and another's heavy weapons present.
3	One platoon present.
4	One platoon minus heavy weapon present.
5	One platoon minus 2 infantry sections present.
6	3 infantry sections present.

Room 4 This room holds the garrison's Armory which is stored in explosion-proof chests. They contain: 40 Advanced Combat Rifles, 10 Automatic Pistols, 10 Submachine Guns, 150 clips (HE) and 100 clips (DS) for the Advanced Combat Rifles, 100 clips Automatic Pistol ammo, 100 clips Submachine Gun ammo, 200 frag. grenades, 40 drums (HE) and 30 drums (DS) for the Auto-Cannons and 40 kilograms of explosives.



Rebel Base on Zephor

The rebel base on Zephor is located in a mountainous region of active volcanoes. The complex is hidden under what appears to be a large, semi-active volcano. Actually, the open lava crater is a controlled power source tapped by the base below for their needs. The chambers of the rebel base are excavated in a circular fashion with geothermal and nuclear power generators in the center. All the chambers and tunnels are lined with anti-seismic foam that negates the effect of seismic activity.

Note: Whenever a Tshini appears, roll their hit points from the Tshini Ability Chart.

Room 1 The Rebel Base's Power Station is in this room. It provides power to the base and to the temple. It has a geothermal power plant whose output is the same as a ship's Type D power plant. The geothermal power plant weighs 16 tons and requires a seismic heat source.

The nuclear-type power plant is their own version of a fusion generator. It's output is the same as a Type C power plant but it weighs only 5 tons.

Room 2 This chamber is the Operations Center for the rebel forces on the planet. Three plotting maps show the entire surface of the planet. Computer terminals line the walls and there is a Model 3 computer set into one of the walls. The computer weighs 3 tons and has the following programs: Target, Predict 5, Multi-Target 3, Launch, ECM, Anti-Missile and Library. At any one time there will be 4-24 Tshini in the Operations Center (roll 4D).

Room 3 The Engineering Control Center is in this room. Here the Power Station is monitored and controlled, along with the power-grid for all of the planet. At any one time there will be 2-12 Tshini in the room.

Room 4 In this Maximum Security Cell, the son of E.J. Wilcox is being held in complete isolation. The chamber is bare save for a bunk, toilet and two very nasty guards. The room has a close-circuit T.V. link-up with the Operations Center.

Room 5 This chamber is used for the rebel soldiers' Temple. A platinum shrine is set into the back wall (The shrine is worth 75,000 credits). There is a figure on the shrine and it is molded into the image of the leader, Sidbar Te'.

Room 6 This room is the Officers Barracks. 10 officers share this semi-spacious chamber; they all have single bunks, desks and lockers. The rebel Commander, Tolse Dun, has a map to the rebel complex in his desk. In Tolse Dun's locker there are uniforms, an Advanced Combat Rifle and a Gas-Mask. The second-in-command has an ornament setting up on his desk. This ornament is made from solid natural sapphire and it is worth 20,000 credits. The rest of the officers have little of value in their furnishings. At any one time there will be 2-12 Tshini in the room. The officers are all armed with Submachine Guns and Cutlasses and armoured as in Cloth and Ablat. In addition each officer has 4 frag. grenades.

Room 7 This Store house contains 80 tons of food, 10 tons medical supplies, tunnel supports, 2 tons electronic parts, 4 portable shelters and 8 tons power plant parts. All of these items are stacked in racks with a robot lift-truck to move all the stuff around.

Room 8 The Armory of the Rebel Base is in this explosion-proof room. The doors to this room are controlled by the computers at the Operation Center. The Armory contains the following: 400 loaded (HE) magazines, 250 loaded (DS) magazines and 650 loaded (Slug) magazines all for Advanced Combat Rifles; 100 loaded clips for Automatic Pistols; 150 loaded clips for Submachine Guns; 250 frag. grenades; 100 loaded (HE) Drums and 50 loaded (DS) Drums for Auto-Cannons; 50 (CBM) rounds and 400 (HE) rounds for the heavy mortar, 200 (CBM) rounds and 600 (HE) rounds for the light mortars. Stacked in racks lining the walls are 50 Advanced Combat Rifles, 10 Automatic Pistols, 5 Submachine Guns, 1 Auto-Cannon and 7 tons of repair parts for all the weapons listed.

Room 9 There are close to 800 bunks in the rebel Barracks. The large room is drab, the dull gray walls seem to blend with the cheap linen and nylon blankets covering each bunk. Few personal items are visible. A zero-grav. darts game is in progress. At any one time there will be 10-60 Tshini in the Barracks.

Room 10 The rebel Dispensary is immaculate and the lighting bright. The walls are white and the light-blue fluid in the regeneration tanks to the east wall seems to be the only color here. There are close to 30 cots in the room, each isolated by transparent folding doors. Medical equipment is attached to the north wall and shelving units stocked with drugs and supplies are on the south wall. At any one time there will be 1-6 Tshini in the Dispensary.

Room 11 The Mess Hall in the Rebel Base contains long tables, cushioned chairs and benches to service close to 200 at a time. Large rubbish bins are in each corner. The walls are decorated with Tshini propaganda posters. Some food trays and scraps litter a few of the tables. At any one time there will be 8-48 Tshini in the Mess Hall.

Room 12 Laboring in the Food Synthesis Plant on the Rebel Base is a smelly duty at which nearly all the Tshini complain of. Huge, filthy vats, boilers, bins and piping are everywhere. Several bins of fresh sooky stacked near the door await delivery to the Mess Hall. Every batch which comes from the plant usually goes bad before it is totally consumed. The Tshini have never really acquired a taste for the bland foodstuff. At any one time there will be 2-12 Tshini in the Food Synthesis Plant.

Room 13 This is the rebel Conference Room. Complex maps, charts and grids are hanging from the walls. A platform is at the front of the room. Two podiums are on the platform and crushed papers litter the floor. Three tables face the platform with 6 cushions each. A viewing screen covers the wall behind the platform. Correspondence, reports and files are heaped on the tables. At any one time there will be 3-18 Tshini in the room.

Room 14 This is the Barracks for the Fighter Pilots. There are close to 24 bunks and footlockers here. A big hammock swings near the center of the room. Pictures of sweethearts, wives and mothers are tacked up on the wall. Toga cloaks are hanging on the far wall on racks. The east wall is blank except for a map of the surface area around the Rebel Base. At any one time there will be 4-24 Tshini in this room.

Room 15 This large tunnel is the Fighter Launch Port. It is impossible to find from the air with it's camouflaged outer door. It is equipped with airtight inner doors and landing lights run the length of the flightway.

Room 16 The Fighter Hanger and Maintenance Area is very spacious with 20 meter high ceilings. There are 10 TL8 Fighters (F-0101111-000000-20000-0 as in High Guard) and 10 TL9 Fighters (F-0103311-000000-20000-0 as in High Guard) set on landing pads. The Fighter Hanger has the necessary equipment to overhaul both types of Fighters present. This equipment includes hoistes, metal formers, spare components and hand tools. At any one time there will be 8-48 Tshini in the Fighter Hanger and Maintenance Area.

Room 17 The Air/Raft Bay contains a total of 12 Air/Rafts. It is protected by armoured doors that are pressurized. The Air/Rafts are of standard build and divided into 6 sections of 2 Air/Rafts each. The Air/Rafts are used in two roles; first as scouts that patrol the planet and as fast armoured vehicles for ground combat. The Air/Rafts are armoured enough to protect the crew from light Slug-throwers and shrapnel but heavy and energy weapons will cut them up. They also carry Auto-Cannons in Turrets with 2 (HE) Drums and 1 (DS) Drum. There will be 8-48 Tshini in here. At any one time 1-6 Air/Rafts will be out on patrol.

Room 18 The ATV Bay houses 9 ATVs; this chamber is also protected by pressure doors. The ATVs are of standard build and divided into 6 sections. There are 3 attack sections of 2 ATVs each, 2 light support sections with 1 ATV and 1 heavy support section with 1 ATV.

The attack ATVs are armed with 2 Auto-Cannons and a RAM Grenade AutoLauncher in turret mounts. The weapons are mounted in 3 turrets set in-line with the RAM Grenade Auto-Launcher raised and in the center. They carry 6 (HE) Drums and 3 (DS) Drums for the Auto-Cannons in addition to 300 (HE) rounds and 100 (HEAP) rounds for the RAM Grenade Auto-Launcher.

The light support ATVs are armed with 1 Auto-Cannon in a turret and a light mortar in an open top compartment. They carry 4 (HE) Drums and 2 (DS) Drums for the Auto-Cannon and in the mortar compartment 50 (CBM) rounds and 200 (HE) rounds for the mortar.

The heavy support ATV is armed with 1 Auto-Cannon in a turret mount and a heavy mortar in an open top compartment. They carry 2 (HE) Drums and 1 (DS) Drum for the Auto-Cannon and for the heavy mortar, 20 (CBM) rounds and 150 (HE) rounds. All of the ATVs are armoured as the Air/Rafts. At any one time there will be 8-48 Tshini in here and 1-3 ATVs on patrol.

Room 19 This is the Air/Raft and ATV Maintenance Bay. It contains the machinery to completely rebuild Air/Rafts and ATVs. There will be 4-24 Tshini on duty in the Air/Raft and ATV Maintenance Bay.

Room 20 The Air/Raft-ATV Port is the same as Room 15 except that the floor of the tunnel is paved.

Room 21 These chambers are Security Check Points. They are always manned by 6 Tshini with Advanced Combat Rifles, 4 frag. grenades and Cutlasses. The Security Check Point is linked with the Operations Center.

Room 22 This is the Tunnel to the Balthos Garrison. The corridor is guarded by video cameras every 100 meters. An electric cart speeds movement up and down the tunnel; it can carry 4 tons or 16 passengers.

Room 23 This is an Emergency Exit Tunnel to the surface. It is monitored by the Operations Center.

Room 24 These Defense Turrets are spaceship turrets mounted on concrete and metal foundations. Each turret has 2 Pulse Lasers and has gunnery's station directly below the turret.

