

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

\$6.95



NYSTALUX



Nystalux

NYSTALUX is the fourth 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 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!

Nystalux uses Basic Traveller with references to Mercenary and High Guard.

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Planet Name: Nystalux
UPC: X686735-6
Location: Ventura Quadrant at 0302
System: 3 Gas Giants, Yellow Sun

History of Nystalux

The story of Nystalux is one of slow, orderly progress; for life on Nystalux has always been a passive affair. This is why it required twice as long for intelligent life to develop as on Earth. The intelligent life-forms are a race called Sedas who live in great, hive-like cities. The only off-world contact was with a pirate ship that attempted a raid on one of the cities. The pirate ship and crew were destroyed when they landed and the Sedas became aware that these humans were going to kill them. After the pirate incident the Sedas started building weapons and now each hive city has enough armaments to put every able-bodied Sedas into the field. Although actual warfare is still a theory on Nystalux, the Brains of the Sedas have given it much thought and are ready. The Sedas will react unfriendly to strangers and will attempt to kill them if provoked.

Ocean - The oceans of Nystalux teem with life-forms of all types; with only a few predators and short life spans limiting numbers. Large colonies of yellow plants float just beneath the surface providing food and shelter for many life-forms. The colonies range in size from 1 meter to 20 kilometers in diameter. Storms rage across the oceans at irregular intervals breaking up these colonies and spreading them.

Plains - All tillable ground on Nystalux has been cleared, drained and planted with Berelta by the Sedas. Berelta, the main staple of the Sedas diet is a plant of yellow-green color. It is 6 meters tall with large, semi-transparent, circular leaves spaced closely around the main stalk. The plains are flatlands with a gentle slope every so often, mostly around rivers and streams.

Mountains - Nystalux's mountain ranges were formed eons ago by the upheaval of underlying lava masses. While there are no lava flows, the ground is broken and twisted with only scattered vegetation. This vegetation is a dark, almost brown-yellow ; some with circular leaves and others with spine-shaped leaves.

Hills - The hills on Nystalux were formed at places where the crust was strong enough to resist the upheaval that formed the mountains, but weak enough to distort. The sometimes steep slopes are covered with many kinds of vegetation.

Meteorological Description

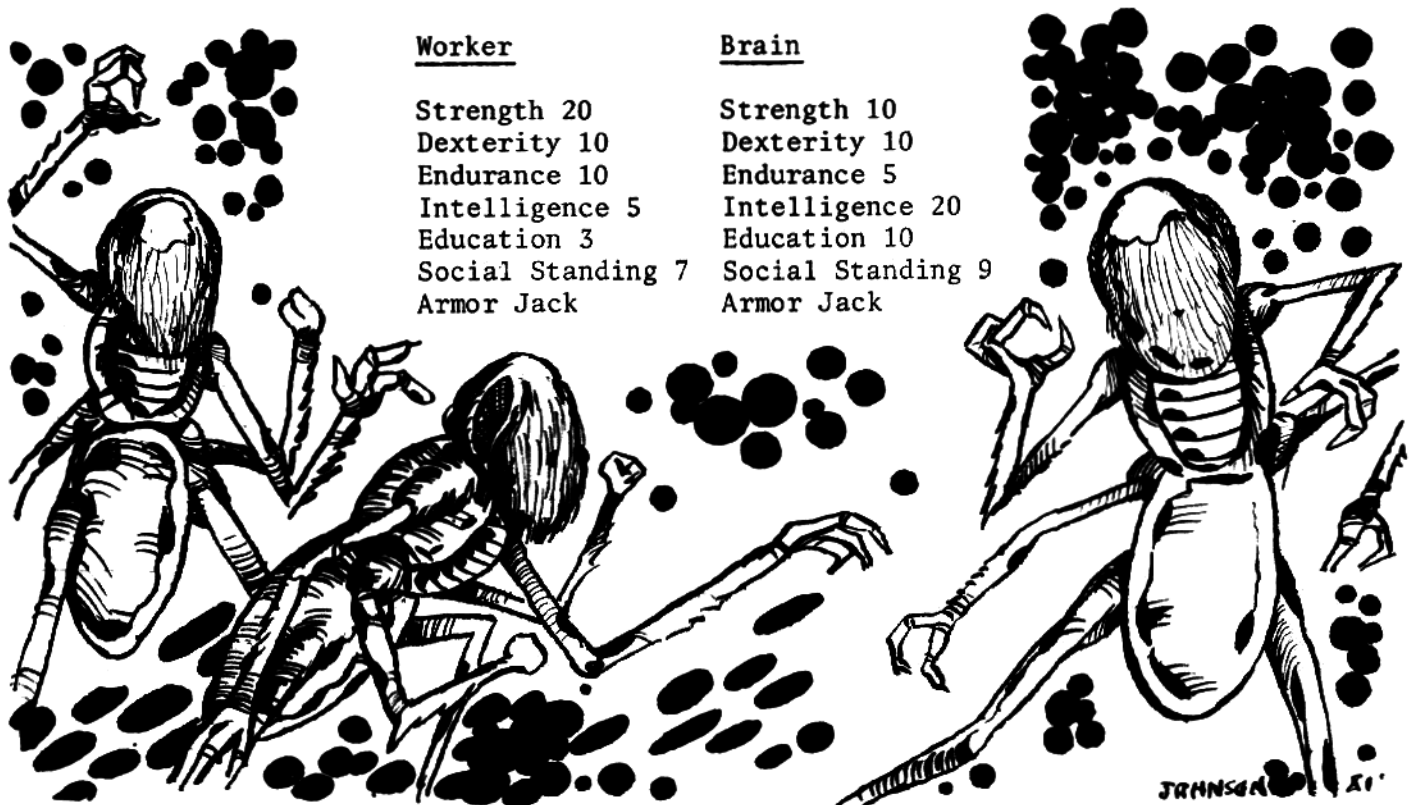
The dense atmosphere of Nystalux is typified by slowly changing weather patterns. This is caused by the fact the heavier atmosphere requires more solar energy to excite it. Therefore, as a general rule most of the planet receives weather patterns that sometimes lasts for months. Although in unusual cases the weather will change as rapidly as everyday. The average temperature at the equator is 43 degrees C and for every 3 hexes travelled to the north or south, the temperature will drop 1 degree C. The referee should keep a record of the weather patterns' length. When one weather pattern runs out, roll for another and its length on the Weather Pattern Charts.

The Sedas

This insectile race of creatures stands 1 meter tall when upright on their hind legs. The head of the creature is bulbous and covered with fine, white down. Two sets of vertically slanted eyes are located on the head to give the creature 300 degree vision. The feeding orifice is located on the back side of the head. The omnivorous creatures are equipped with crushers and grinders to enable them to eat anything. The thorax is elongated, covered with thin, transparent tissue. Below this is the abdomen which is round and solid white. The Sedas have three pairs of limbs. The first set are the primary manipulators located between the head and thorax. Each limb of this set is equipped with three multi-jointed, flexible digits. The middle pair are located on the lower thorax. They are equipped with two jointed digits each. The lower set of limbs are located on the abdomen. These limbs are equipped with four digits each, three of which are located in front of the creature and the last from behind.

The Sedas are a generally peaceful race. Their primary interest lies with the good of their hive city. Workers carry out their jobs uncomplaining, satisfied with a small chamber in the city and a plentiful supply of food. The Brains are endlessly plotting the direction of the race.

The Sedas live in colonies of up to 4 million. The colonies consists of three gigantic hive cities. The female Sedas reproduce anywhere between 5-15 young per year. The pregnant Sedas has a ravenous appetite and will consume anything including others of her race. During pregnancy the females are confined to a large birthing complex where they are continuously supplied food by the Workers. The life span of the Sedas is 10 standard years. The race is divided into two classes, Workers and Brains. The Brains are the more intellectual of the race, developed from a special chamber in the birthing complex. The eggs are treated with secretions from other Brains and left in an incubation chamber and within three months develop into Brains. The Brains carry out all of the more complex tasks beneficial to the hive city whereas the Workers supply all the labor.



OOPAS

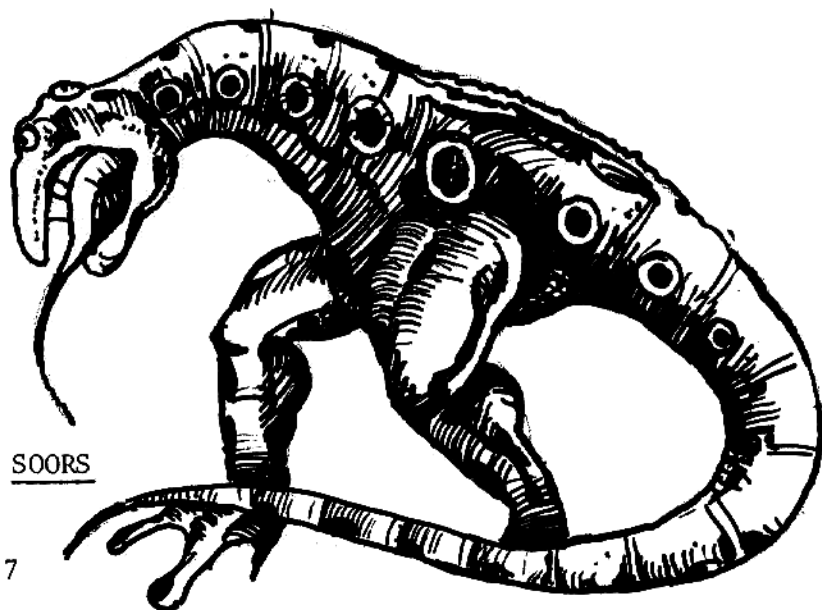


Oopas

Animals of this class can be identified by their rodent-like appearance. They devour gases which they use for locomotion by spurting small amounts of energy from a canal in the abdomen. Their spray of energy is also used as a defense mechanism. Their skin has an abestos quality and resembles smooth silk. The body is large and the head nearly as large. Two limbs are attached to the head and are used as manipulators. The animals have one large, glassy eye which can see the normal light spectrum as well as infrared. The mouth is huge and toothless. A narrow, hollow tongue can be found in the mouth which sucks gases into the power plant of the internal organs. They reproduce by laying eggs.

Soors

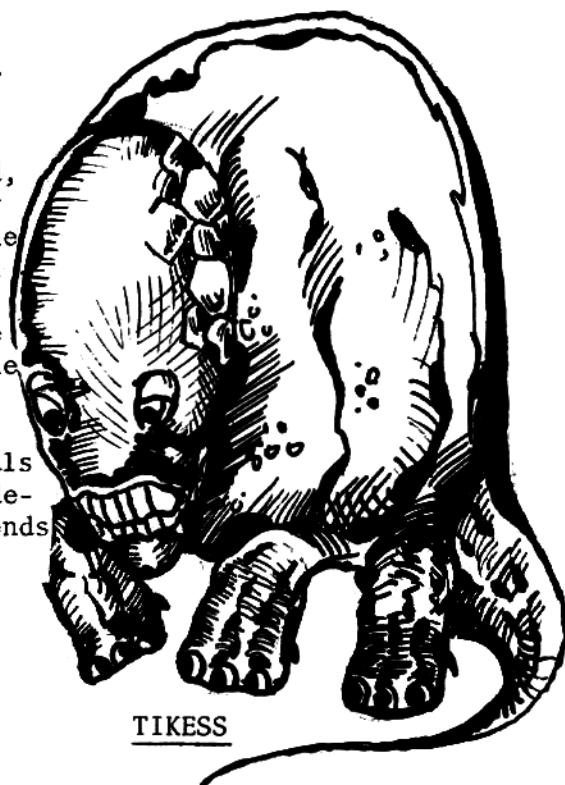
Animals in this class can be identified by their lizard-like appearance. They receive part of their life energy from the sun, much like that of a plant. However, this must be supplimented by feeding. Feeding is accomplished in most animals of this class with the use of a long, sticky tongue. They have no nose but have four large, protruding eyes which can only see the normal light spectrum. Two eyes are located on the front of the head and the other two can be found on the backside of the head. Their spinal column is located next to the surface of the skin, this allows them to detect radiation. They have only two limbs which support the entire weight of their bodies with the aid of their tail. Animals of this class reproduce live young in the pouches of the neck.



SOORS

Tikess

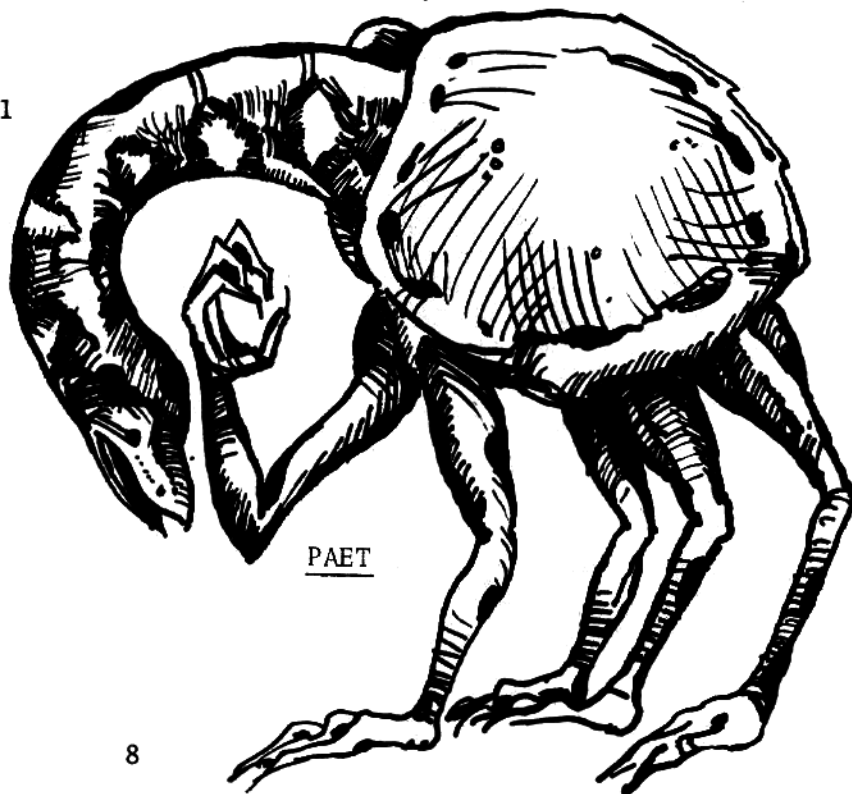
Animals in this class can be identified by their large, oval bodies. They are vertebrates with thick, scaly, leathery skin. They have no necks as their head protrudes directly from their bodies. On the head, two large, brightly colored eyes are deeply set. Below the eyes is the olfactory organ resembling a snout. The exceedingly large feeding mechanism is below the snout and equipped with many sharp teeth. Animals of this class have two sets of limbs and a long swordtail. The upper pair of limbs are the primary manipulators as the lower pair helps support and stabilize their awkward, round bodies. Locomotion is by inflating their pouch-like bodies and bouncing along the surface. Many animals in this class use their tails as cutting weapons for defense. They reproduce by laying eggs which the male tends until hatching (usually 7 weeks).



TIKESS

Paet

Animals in this class can be identified by their osterich-like appearance and their protective shells protruding from either side of their abdomen. The animals close this protective shell about their entire bodies when frightened or during reproduction. The abdomen is rotund, resembling an overinflated balloon. Five long, thin limbs support the animal and each limb is equipped with four jointed digits. The extra long neck supports the small head with a long snout and small eyes which can see the normal light spectrum as well as infrared. They bear live young. Some possess tails that fling quills that act as Body Pistol ammo.



PAET

HILLS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die	Roll
5-30	Herb.	Tikess	Grazer	100	5D/2D	-	Broadsword	Jack	Db1.	-	1	1-6
3-18	Herb.	Soors	Grazer	50	4D/2D	-1D	Claws	None	Tri.	Chameleon	2	1-2
10-60	Herb.	Paet	Grazer	25	3D/2D	-1D	Claws	Mesh	Db1.	-	2	3-6
2-12	Herb.	Tikess	Intermit.	100	5D/2D'	-	Thrasher	Jack	Db1.	-	3	1-4
1-6	Omni.	Soors	Eater	200	5D/3D	+1D	Pike	None	Ord.	-	3	5-6
1-3	Omni.	Paet	Eater	400	6D/3D	+2D	Claws + Teeth	Mesh	Db1.	-	4	1
1-2	Carn.	Paet	Trapper	800	7D/3D	+3D	Teeth	Mesh	Ord./None	Chameleon	4	2-4
2-12	Carn.	Tikess	Killer	200	5D/3D	+1D	Broadsword	Jack	Db1.	-	4	5-6
1-6	Scav.	Tikess	Reducer	100	5D/2D	-	Blade	Jack	Db1.	-	5	1-3
									Ravines		5	4-6
									* Mineral		6	1-4
									+ Race		6	5-6

* Storm Chart

Die Type	Effect
1-2 Rain Storm	Low areas flood, vehicles bogged 4-6 1D -
3-6 Tornado	No shelter, Roll 2D per hour, if 12, player receives 5D damage.

6

OCEAN

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die	Roll
20-120	Herb.	Paet	Intermit.	3	1D/1D	-2D	Claws	Mesh	Tri.	-	1	1-4
7-42	Herb.	Tikess	Intermit.	25	3D/2D	-1D	Thrasher	Jack	Db1.	-	1	5-6
6-36	Herb.	Soors	Grazer	50	4D/2D	-1D	Stinger	None	Db1.	Chameleon	2	1
15-90	Herb.	Tikess	Grazer	6	1D/2D	-1D	Horns	Jack	Tri.	-	2	2-3
10-60	Herb.	Paet	Grazer	25	3D/2D	-1D	Teeth	Mesh	Db1.	-	2	4-5
3-18	Herb.	Tikess	Grazer	800	7D/3D	+3D	Broadsword	Jack	Db1.	-	2	6
1-3	Herb.	Tikess	Filter	1600	8D/3D	+4D	Thrasher	Jack	None	-	3	1
4-24	Omni.	Soors	Eater	400	6D/3D	+2D	Pike	None	Ord.	Chameleon	3	2
3-18	Omni.	Tikess	Eater	100	5D/2D	-	Broadsword	Jack	Db1.	-	3	3-5
1-6	Carn.	Tikess	Chaser	400	6D/3D	+2D	Broadsword	Jack	Tri.	-	3	6
3-18	Carn.	Paet	Chaser	50	4D/2D	-1D	Stinger	Mesh	Tri./Db1.	-	4	1-3
1-6	Carn.	Soors	Pouncer	800	7D/3D	+3D	Pike	None	Db1.	Chameleon	4	4-6
1-6	Carn.	Tikess	Killer	6000	9D/4D	X2D	Halberd	Jack	Db1.	-	5	1-2
1-3	Scav.	Tikess	Hijacker	1600	8D/3D	+4D	Thrasher	Jack	Ord.	-	5	3
6-36	Scav.	Paet	Reducer	6	1D/2D	-1D	Teeth	Mesh	Tri.	-	5	4-6
									* Mineral		6	1-5
									+ Race		6	6

MOUNTAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die	Roll
4-24	Herb.	Soors	Grazer	6	1D/2D	-1D	Horns	None	Dbl.	Chameleon	White 1	Red 1-6
2-12	Herb.	Tikess	Intermit.	25	3D/2D	-1D	Thrasher	Jack	Dbl.	-	2	1-2
5-30	Herb.	Oopas	Grazer	3	1D/1D	-2D	Laser Carbine	Cloth	Dbl.	Short Range Only	2	3-6
3-18	Herb.	Tikess	Intermit.	12	2D/2D	-1D	Thrasher	Jack	Ord.	Chameleon	3	1-4
1-3	Omni.	Tikess	Hunter	200	5D/3D	+1D	Blade	Jack	Dbl.	-	3	5-6
1-6	Omni.	Paet	Hunter	25	3D/2D	-1D	Claws + Teeth	Mesh	Dbl.	-	4	1-2
1-3	Carn.	Paet	Pouncer	100	5D/2D	-	Claws	Mesh	Dbl.	-	4	3
4-24	Scav.	Tikess	Reducer	25	3D/2D	-1D	Blade	Jack	Dbl.	-	4	4-6
									Ravines		5	1-6
									* Mineral		6	1-5
									+ Race		6	6

PLAINS

Number	Category	Name	Type	Weight	Hits	Wounds	Weapons	Armor	Speed	Spec. Attr.	Enc. Die	Roll
10-60	Herb.	Tikess	Intermit.	100	5D/2D	-	Blade	Jack	Dbl.	-	White 1	Red 1-4
3-18	Herb.	Soors	Grazer	1600	8D/3D	+4D	Claws	None	Tri./Dbl.	Chameleon	1	5-6
1-6	Herb.	Oopas	Intermit.	400	6D/3D	+2D	Laser Carbine	Cloth	Dbl.	Short Range Only	2	1-4
2-12	Herb.	Paet	Grazer	1600	8D/3D	+4D	Claws	Mesh	Ord.	-	2	5-6
1-2	Herb.	Tikess	Grazer	400	6D/3D	+2D	Thrasher	Jack	Dbl.	-	3	1-4
4-24	Herb.	Tikess	Intermit.	400	6D/3D	+2D	Thrasher	Jack	Ord.	-	3	5-6
10-60	Herb.	Oopas	Grazer	6	1D/2D	-1D	Laser Carbine	Cloth	Tri.	Short Range Only	4	1-3
1-3	Omni.	Paet	Gatherer	800	7D/3D	+3D	Claws + Teeth	Mesh	Ord.	-	4	4
2-12	Carn.	Soors	Chaser	50	4D/2D	-1D	Teeth	None	Tri.	-	4	5-6
1-2	Carn.	Paet	Pouncer	1600	8D/3D	+4D	Claws	Mesh	Dbl.	-	5	1
1-6	Carn.	Paet	Pouncer	400	6D/3D	+2D	Claws + Teeth	Mesh	Dbl.	Chameleon	5	2-3
2-12	Carn.	Tikess	Killer	400	6D/3D	+2D	Broadsword	Jack	Dbl./Ord.	-	5	4-6
1-2	Scav.	Tikess	Reducer	800	7D/3D	+3D	Blade	Jack	Ord.	-	6	1
									Ravines		6	2
									* Mineral		6	3
									+ Race		6	4-6

* Mineral Chart

Weather Pattern Chart (Roll as Needed)

Die	Effect	Die	Length	Die	Mineral
1	Calm, Clear	1	1 Day	2	Platinum
2	Calm, Cloudy	2	3 Days	3	Copper
3	Windy, Cloudy	3	1 Week	4	Gold
4	Rain	4	2 Weeks	5-7	Iron
5	Rain	5	1 Month	8	Zinc
6	* Storm	6	3 Months	9	Aluminum
				10-11	Nickel
				12	Uranium

+ Race Encounter Guideline

Die Type

1-3 Work Group (12-72 Workers and 1-6 Brains of nearest city)
 4-6 Research Group (4-24 Workers and 4-24 Brains of nearest city)
 Special Note: When in the above groups, the Workers carry Automatic Rifles and the Brains Submachine Guns.

Japith City

The structures in Japith City are like large rows of hexagonal cells rising to a height of about ten meters. Escalators are placed in front of the structures every ten meters to carry the occupants to their respective apartments. The doors are of heavy plastic and lock firmly. These apartments are twelve meters front to back. Rows of these apartment and other structures line the streets in Japith City.

#1 Ruling Council and Justice Hall

This hexagonal structure houses the ruling council of Japith City (consisting of 500 Brains) as well as the Justice Hall, where law breakers are severely dealt with. Most laws protect the city as a whole and anyone displaying detrimental behavior must appear before the ruling council.

#2 Civil Defense Center

Alarms and drills are activated randomly to keep the citizens of Japith City alert in any situation. Citizens devote one day per month reviewing defense techniques and how best to protect the city.

#3 Transportation Center

A large landing strip for shuttle craft stretches in front of this structure. A monorail terminal loads and unloads commuters from one city to another every two hours.

#4 Reproduction Shelter

It is in this complex that all pregnant females are confined until birth due to their unrelenting appetites. They are given a continuous flow of nutrients by 150 Workers (no armor, no weapons).

#5 House of Eternal Sleep

This building has a gayly decorated parlor to celebrate the lives of the deceased. The chamber to the rear is the crematorium and from here ashes are transported to farms as fertilizers. A very short service is given daily in the parlor and the loved ones are given a small plaque of remembrance from the city.

#6 Japith City Treasure Complex

This structure has only one entrance, guarded by 25 Sedas wearing Cloth and carrying Automatic Rifles. Inside can be found the wealth of Japith City, consisting of inventions, ideas, artwork, elements and literature priceless on Nystalux. However, off-planet the treasures are worth 2,500,000 credits.

#7 Food Distribution Center

This structure has a huge warehouse full of Berelta (the main staple of the Sedas' diet) and a few hundred crates of spices and native fauna meat. Two entrances can be found at opposite ends of the building. Citizens flow into the entrance and are allotted free, daily rations by 50 Workers behind a long counter and exit from the other door.

#8 Communications and Information Center

Citizens are kept well informed in Japith City by broadcasts from this structure. News and weather conditions as well as other stats are continuously given. Communications from other cities are received here.

#9 Pairing Center

Coupling is allowed monthly and only at this center. All possible entertainment and comforts await the adults.

#10 Diversion Complex

This is the place to blow off steam after a hard weeks work. Citizens can enjoy movies, games of all kinds, sports, floor shows and music.

#11 Hygiene Center

This moderate sized structure contains several smaller shops for grooming. Males can get their down trimmed to look dignified and smart. Females can get all the latest in beauty culture to attract males as well as the admiration

of other females. Public baths and massage parlors can also be found here.

#12 Materials Annex

This building has a large volume of materials, tools, appliances and disposable apparel.

#13 Library of History

This is a popular place for the Brains to study not only history but science and industry as well. The history of Japith City as well as Nystalux, Ardif City and Emra City can be found here.

#14 Well Being Center

The medical center for Japith City is a moderate sized structure and rarely used. It is staffed with 500 Brains physicians and well equipped. The physicians alternate between the reproduction shelter and the medical center.

#15 Spiritual Annex

Citizens attend services of thanksgiving weekly in this temple. The design of the interior gives a feeling of peace and contentment. Needless to say, the citizens are better equipped to carry on their lives after a visit.

#16 Power Source Complex

The power source for Japith City is supplied here by fission, free of charge.

#17 Knowledge Center

The Brains use Model/1 bis Computers to teach their voluntary students. All military and civic leaders must graduate from here. The advancement of the culture is the utmost in importance.

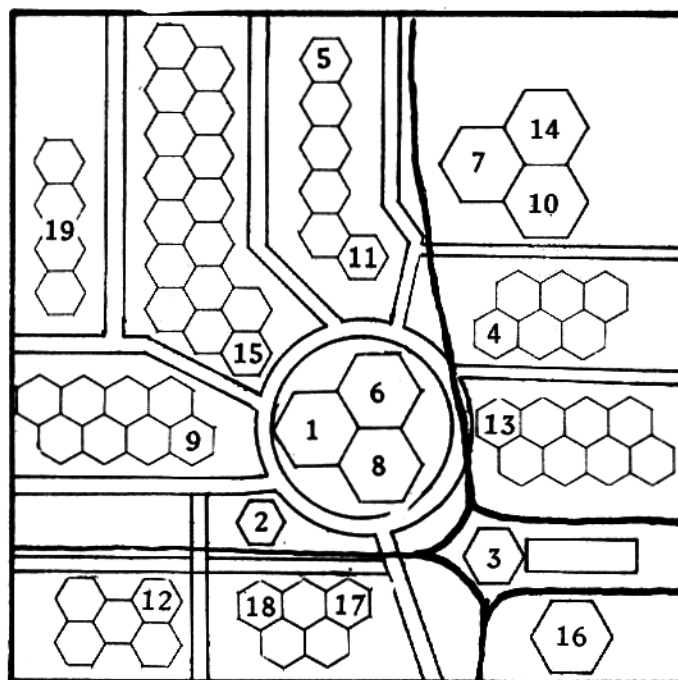
#18 Japith City Defenses

Japith City is defended by 1 Rocket Launcher, 3 Missile Racks and 4 Heavy Howitzers.

#19 Mass Housing

JAPITH CITY

Japith City
Located In Hex #193



Emra City

Emra City is the most overwhelming, majestic city on Nystalux and the capital of the planet. Located flush to a sheer mountain of red granite one hundred meters high, Emra City is a crystal structure sparkling in the sun like a gigantic jewel. Transparent elevators rise on each side of the city on the outside. The Workers labor and inhabit the first two levels located inside the mountain. The Brains of Emra City live and work in the remaining nineteen levels.

Level I Manufacturing and Industries of Emra City

The manufacturing processes which produce the city's needs are located within the red granite mountain. Labor is supplied by over 600 Workers and supervised by 95 Brains. The industries are a smooth running operation because all involved are motivated by the good of the city. They are capable of producing Tech Level 6 goods at a rate of 5,000 tons a year; of which the city uses 4,000 tons.

Level II Workers' Housing

These structures are the housing for the 600 Workers which labor in the mountain.

Level III Energy Accumulation Center

Energy for Emra City is supplied from several sources, from thermodynamics, wind generators atop the mountain, to solar panels in the crystal city.

Level IV Communications Center

This level is used for gathering information from around the planet and flashing it to all citizens, forming close ties and good relations on Nystalux. Model/1 bis Computers and modern equipment is everywhere to accomplish this massive undertaking.

Level V Relaxation Complex

This entire level is devoted to entertainment. As you exit the elevator an exciting atmosphere stimulates you. There are several sound-proof rooms where musical groups perform and different types of dancing are instructed. Flashing lights twinkle onto plush booths for dining and drinking.

Level VI Nursery

This is a large, sterile complex for Sedas' eggs. Here they are nurtured and treated with secretions during the first stages of growth. The status of Brains is developed here.

Level VII Goods Distribution

This is a large complex which resembles a department store. Everything from clothing to toys can be found here. At any one time there will be 500 tons of goods in the complex.

Level VIII Emra Park

This level of the crystal city has been constructed into a beautiful greenhouse with flowering native flora everywhere. Elegant fountains and delicate statues are artistically placed throughout the park. Benches are placed randomly on the many paths that zig-zag through the park. Many of the statues are decorated with gold and precious stones, total value of each of the 13 jewelled statues is about 5,000,000 credits.

Level IX & X Residential Areas

Levels 9 & 10 are the residential areas for the Brains. Each apartment complex is designed for comfort and beautifully decorated with extravagant furnishings (total value in each is about 200,000 credits). Both levels have a large circular play area for the children of the Brains.

Level XI Worship Sanctuary

Both Brains and Workers acknowledge the presence of the Supreme Being and come here to praise and meditate.

Level XII Education Complex

Brains are educated on Model/1 bis Computers in the more technical and advanced curriculum. Workers are trained for trades and other jobs equally as important to th

Level XIII Medical Center

The medical center for Emra City is efficiently operated with Tech Level 6 equipment.

Level XIV Arena of Sports

This entire level is for use in all physical sports and activities such as wrestling, boxing and games and both Brains and Workers participate.

Level XV Grooming Salon

This level undertakes the operation of grooming the Sedas. It is divided into two sections; a large area for females and a smaller compartment for the males. Both are decorated with mirrors. Many different styles are created to boost the ego.

Level XVI Literary Department and Records

Emra City is the capital city of Nystalux and in so has a vast collection of information. Knowledge runs from citizens' records to legal reference. Most works are taped and any citizen may have use of the department.

Level XVII Emra City Treasury Complex

This level is guarded by 300 Sedas wearing Cloth and carrying Automatic Rifles. The guards patrol the floor periodically and have orders to open fire on anyone not wearing the red security uniform. Twenty vaults are housed in a compartment in the center of the level. The vaults contain 10,000,000 credits in artwork and metals.

Level XVIII Research Laboratory

Research is constantly conducted here to improve farming and the economy. A staff of 150 Brains carry out their experiments here.

Level XIX Death Center

It is on this level that all bodies are cremated.

Level XX Dining Level

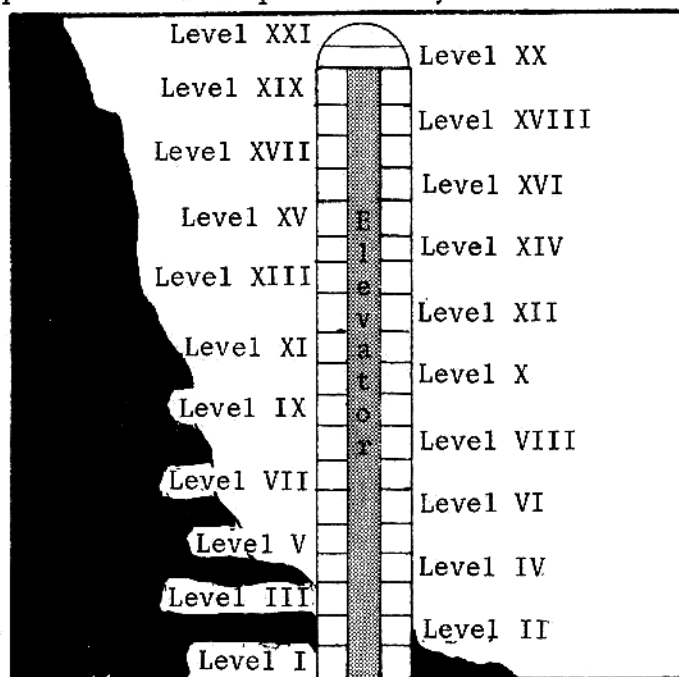
This level of the crystal city is for dining. There are a total of 25 large dining rooms circling the spotlessly clean kitchen where the food is prepared. Most of the lighting is from the sparkling windows all around this level.

Level XXI Nystalux Control

The most intelligent of the Brains congregate here to make decisions concerning the welfare and good of all the hive cities on the planet. Emra City is the capital control city. An observation tower is on top of the mountain and it is equipped with 3 Rocket Launchers, 10 Missile Racks and 6 Heavy Howisters. A security group of 300 guards dressed in Cloth and armed with Automatic Rifles patrol the area periodically.

EMRA CITY

Emra City
Located In Hex #259



Ardiff City

Most structures in this city are shaped in a hex fashion and joined together in clusters, forming a solid strength in numbers situation for the well being of the city. Catwalks span above the enclosures for access from the top via escalator for greater protection. A huge, transparent dome covers the entire city. Most hex clusters are forty meters long and thirty meters wide. There are enough of these to house four million subjects. The public buildings are hex shaped but much larger.

#1 Governing and Council Complex

This large hex complex contains a huge circular table with a seating capacity of 1,000. Here the Brains gather to make decisions and government policy. Although most citizens are generally law abiding, violators are swiftly judged and in extreme cases outlaws are used as food supplements in the Birthing Complex.

#2 Treasury Stronghold

The Treasury Stronghold contains the wealth of Ardiff City and here all financial transactions with other cities are completed. One hundred Sedas armed with Automatic Rifles guard and patrol the area. 2,000,000 credits are held in its vast vaults.

#3 Food Supplies Market

In this extra large annex, food is stored and preserved for distribution to all citizens of Ardiff City. All are allotted free food.

#4 Communications Station

It is here that all news and information helpful to the citizens is telecasted. Atmospheric conditions are monitored carefully for the sudden weather changes that can occur in minutes.

#5 Transportation Control

Citizens commute inter and intra city via monorail system and shuttle air travel, all monitored from this complex.

#6 Birthing Complex

Because of the short life span (10 standard years) of the Sedas; and due to the fact the females reproduce 5-15 young per year this makes for a continuous operation of the Birthing Complex. All comforts possible and an ample supply of nourishment flow to these mothers. Three hundred Workers (no arms or armor) provide their every wish.

#7 Crematorium

Due to the short life span of the race, the dead are placed on a large conveyor leading to a furnace for cremation. Huge vats of ashes are emptied daily and scattered on the nearby fields outside the city. A large monument stands in the center of the crematorium in honor of the Workers. Honorary citations are given to the families of the Brains for a job well done.

#8 Humility Center

This complex is simply decorated and has several small chambers for meditation. Exotic music is piped throughout to soothe the soul. Large volumes are available from the caretaker for enlightenment in spiritual matters.

#9 Energy Distribution

All power for Ardiff City is generated by hydroelectricity from the beautiful waterfalls on the river Bila. A gigantic power plant transmits the energy to needed areas. Much of the heating for buildings is from natural gas which is abundant on Nystalux. All power and gas is supplied without charge.

#10 Knowledge and Enlightenment Complex

The purpose of this large establishment is to bring the productivity level of the citizens to the highest degree possible. Operated by the Brains, education is mandatory in Ardiff City.

#11 War Preparation Center

All citizens are required to train here on all aspects of the mili-

tary one day per month. This training includes hand-to-hand combat, chemical warfare, bayonette training. The Brains conduct emergency drills once a week to keep all citizens alert. There is 10,000 tons of Tech Level 6 military supplies stored here.

#12 Museum of Records and Science

This gigantic museum is comprised of two hex structures. One contains science and natural history information. Here new discoveries by the Brains are displayed as well as wax figures of Nystalux's fauna, past and present. The other structure houses all records, political, historical, citizen registers and a collection of citation medals awarded to outstanding Brains.

#13 Medical Complex

The medical complex is well equipped with Tech Level 6 equipment.

#14 Mating Center

Sedas are only allowed to mate once a month due to the population problem. Because of this restriction, the mating center was developed for the use of the citizens. It is a beautiful place, the main compartment being a dining area with a revolving stage where exotic dancers entertain with the music of orchestras and wild bands. While lovers are dining and drinking, they are given stimulating aphrodisiacs. After a pleasant evening the couples drift to luxurious rooms for the mating process. A steady crowd of citizens flow in and out of this complex.

#15 Entertainment Area

For diversion from tension, one day a week each citizen may participate in an enjoyable activity. Since most are movie addicts, this gives a perfect opportunity for constructive propaganda. All sorts of games and sports activities are available.

#16 Living Necessities Department

This is a vast warehouse containing all kinds of materials ranging from appliances to textiles. All citizens are allotted living necessities free of charge.

#17 Grooming and Clip Shop

Because the down atop their heads grows so fast, Sedas usually come to this structure once a week. Males have the down trimmed, while females generally cut and curl their crowning glory. Cosmetics are also available and used by the females to exaggerate their features. Most paint bright colors above their eyes and some paint the digits of their three pairs of limbs.

#18 Literary Complex

All books and other reading materials are kept here for the use of the citizens. It is maintained by the Brains with a sense of pride. It is always quiet and serene for studying. The library contains more than a million volumes.

#19 Ardoff City Defense Center

Mounted atop this defense control center are 2 Rocket Launchers, 5 Missile Racks and 4 Extra Heavy Mortars.

#21 Mass Housing

#20 The Phillidia

The Phillidia was recovered by the Sedas after they killed the entire pirate crew, justifying their actions as self-defense. The starship was towed from about 20 kilometers northeast of Ardoff City. It is hidden here in this new structure built around it. Up to 30 Brains are tediously studying the strange craft from another world. The following is a description of the compartments and cargo of the Phillidia.

A The Bridge is equipped with two command consoles and a large screen to the bow.

- B The Computer Room holds a Model 3 Computer with the following programs: Target, Jump 2, Library, Navigation, Anti-Hijack, Predict 2, Maneuver/Evade 2, Generate, Launch.
- C This is the Fire Control Room for the 4 Double Turrets.
- D The Armory is secured by a computer lock. The following weapons are inside: 7 Laser Carbines, 14 Power Packs, 2 Submachine Guns with 60 rounds each.
- E This is a sleeping cabin. Jewels valued at 307,000 credits are piled on a scarf on the bed. A small case under the bed contains several viles of illicit drugs.
- F The Medical Center contains an examination cot and files of medical data.
- G This room is filled with 5 huge crates. A small bed is near the entrance. All of the crates are labelled 'Property of Hugo Brawst'. The first three contain the furs and pelts of a number of alien fauna valued at 5,000 credits total. The other two contain cheap jewelry and trinkets worth about 1,500 credits total.
- H This unoccupied cabin has been turned into an extra storage area for contraband. A total of 792,200 credits in merchandise can be found inside. The following are contained in every imaginable packaging: 2 Crystals worth 40,000 credits, Steel plating (1,200 credits), Grains (1,000 credits), Machine Tools (750,000 credits).
- I This crews' quarters is decorated with artwork valued at 500 credits. The furnishings are extravagant and rare. The total value of the hand-tooled items is 10,000 credits. A foot locker under the bed is secured with a touch sensitive lock and contains forged papers and 75,000 credits.
- J This crews' quarters is almost bare. It is equipped with standard furnishings. Hidden in the desk drawer is 250 credits.
- K This is a crews' quarters. The cabinet next to the bed contains 2 Body Pistols, various liquors and pharmaceuticals worth 125,000 credits. The footlocker under the bed contains 600,000 credits.
- L There is nothing unusual about this crews' quarters except the computer lock safe which is hidden behind a fake wall panel to the bow. The safe contains an Automatic Pistol and 11,000 credits.
- M The lounge area is equipped with a table with seating for ten. Food selection processors are on the wall and various entertainment equipment can be found throughout the room.
- N This is a standard crews' quarters. A small container is hidden behind a print on the wall, inside is 20 credits.
- O This is a crews' quarters. A Laser Rifle, copperware (5,000 credits), tools (10,000 credits) and a silken pouch containing a few gems (2,000, 000 credits) can be found in the computer lock safe near the bed.
- P This room stores the Phillidia's ATV and rations.
- Q This room contains a Life Boat.
- R This room contains L-HYD Tanks (75 tons capacity).
- S This room contains 8 Low Passage Berths.
- T Same as R.
- U This is the Engineering Section with Type D Power Plant, Type D Maneuver Drive and Type D Jump Drive.
- V The Cargo Hold's capacity is 78 tons. Stored inside is 15 tons of food-stuffs, 5 tons medical supplies, 5 tons electrical spare parts, 10 tons building supplies, 2 Ground Cars and an Air/Raft.
- W This storage area is filled with goods to be sold at an outrageous price to underdeveloped worlds and underground factions. The following can be found: 2 crates of textiles (6,000 credits), 5 containers of meat (3,000 credits) and several piles of wood (6,000 credits).
- X,Y,Z,AA Controls rooms for 4 Double Turrets; each with 2 Beam Lasers.
- BB This heavily barred room is rigged with a multitude of traps. Roll 2 die to save 9+ (the referee may permit modifiers; otherwise take 10D damage).

The Phillidia's main weapon is kept here. It is a code 6 Black Globe. The device is covered with unknown writing however, someone familiar with Imperial designs will realize what it is after some tests.

ARDIFF CITY

Ardiff City
Located In Hex #341

The Phillidia

Model 3 Computer Programs:

Target, Jump 2, Library,
Navigation, Anti-Hijack,
Predict 2, Maneuver/Evade
2, Generate, Launch

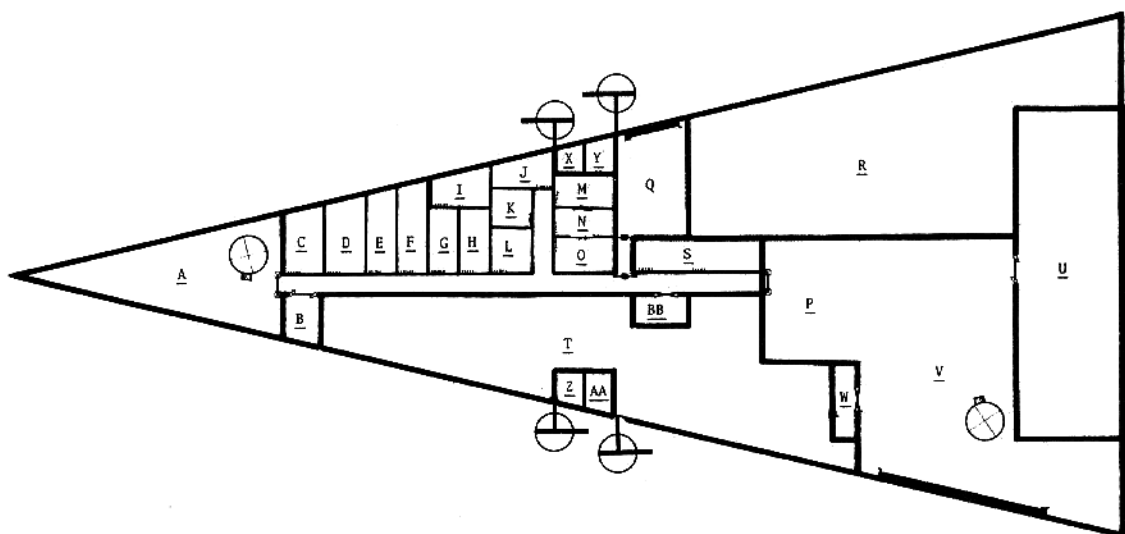
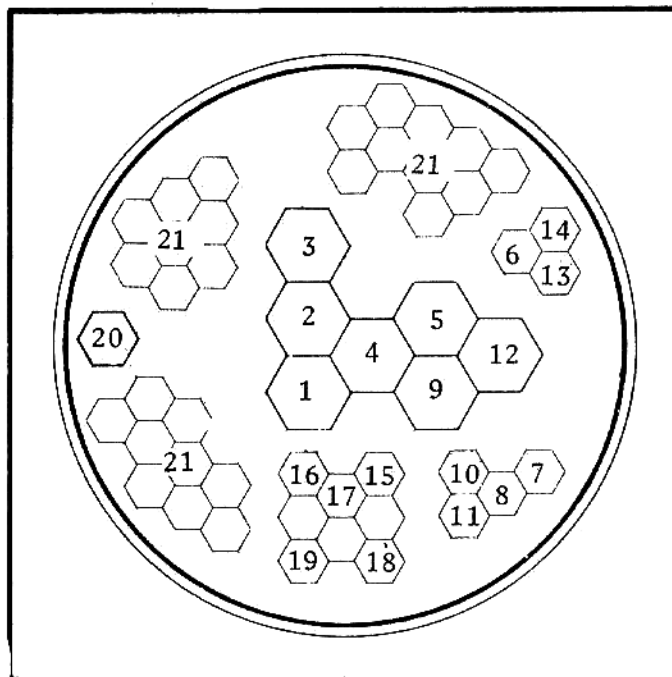
Class: Pirate Ship

Hull: 400 tons

Maneuver Speed: 2

Jump: 2

Armament: 4 Double Turrets;
each 2 Beam Lasers, Code 6
Black Globe



1 inch = 20 meters

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