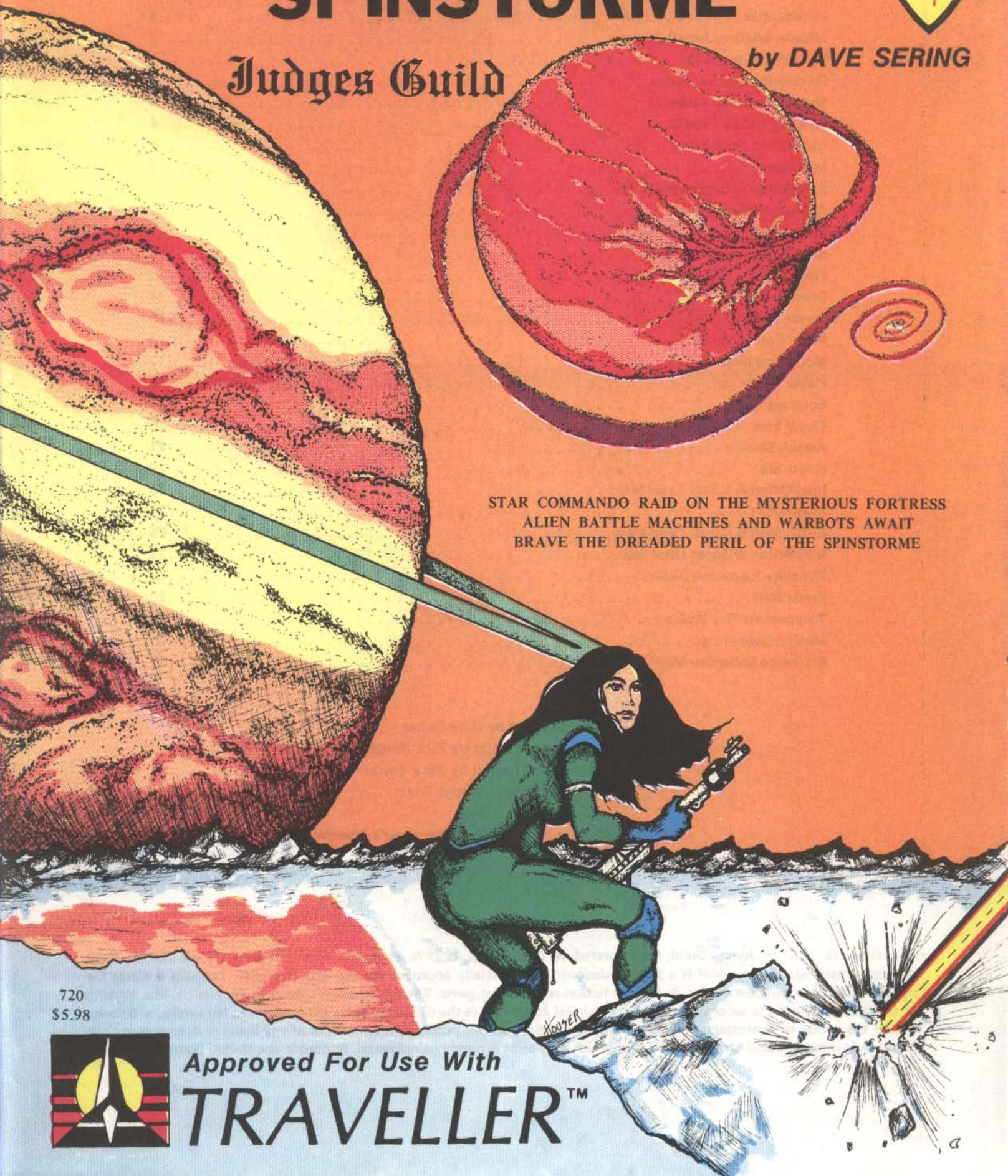


ROGUE MOON OF SPINSTORME



Judges Guild

by DAVE SERING



STAR COMMANDO RAID ON THE MYSTERIOUS FORTRESS
ALIEN BATTLE MACHINES AND WARBOTS AWAIT
BRAVE THE DREADED PERIL OF THE SPINSTORME

720
\$5.98



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INTRODUCTION

This scenario is the second in a special series of connected adventures set in the Ley Sector of the Gateway Quadrant. The Border Prowler series is designed to provide a Judge with a ready-made mini-campaign. This scenario is set up in tournament format with handout sheets of information, equipment, and pre-generated characters. This particular mission can be accomplished with only a portion of the resources available in the crew and equipment of the Hrunta. Other crewmembers and other equipment will be called upon in subsequent scenarios. While this scenario is designed to be self-sufficient and run with the characters who are on active service, it can be set into an ongoing campaign. The events of the entire series of scenarios took place in slightly less than a standard year; consequently, no change in the skills or statistics of the given characters is permitted. Any of the characters given for tournament play can be replaced by an equivalent player character as long as the overall assortment of skills is maintained. The Hrunta can become a free-lance security vessel run by a group of mercenaries who hire the player's group of characters, or vice versa.

To prepare for play, gently bend up the staples in the center of the book. Remove pages 11 through 22 and bend the staples back down again. Cut the loose pages in half along the centerfold. The sheets are handed out to the players with cautions not to examine the moon maps on the back side of Player Three and Player Four handout sheets until they get within scanning range of the moons. The Judge should caution the players to examine the character sheets closely. Each group of characters has different specialist skills, but each group was set up to be as useful and playable as any other. The necessary reference information is given on the back of the character sheets to eliminate time spent on choosing equipment and assigning gear to team members.

In tournament play, this scenario required six players and a time of about four hours. In campaign play, the Judge will be required to split the teams among the available players. In a campaign, there are no time limits, so relax and enjoy.

Mission Briefing

Analysis of materials obtained in a commando raid on a previously unknown installation on Amycus, Ley - 3115:

The installation most probably was an advanced recon base.

It was built by an unknown Human race 300 +/- 20 standard years ago.

It was operated for a period of about 100 years and then was deliberately abandoned.

The Tech Level of the Race is 14, with extensive use of components of Tech Level 15 supplied from another source. These components appear to be manufactured with deliberate defects. Of alien construction, component dating shows that these pieces were manufactured 350 to 400 standard years ago.

Examination of a holographic photomural indicates that there is a possibility of another unknown installation in the Spinstorme System, Blackedge Subsector, Maranatha - Alkahest Sector number 0506.

Mission Orders

Hrunta will transport Tiger Force Three and Analysis Team Beta 421 to the Spinstorme System. Utilizing the new, modified scanners, Hrunta will survey system for presence of the special jamming. If additional installations are discovered, Hrunta is directed to investigate. Identification of the entities responsible for the Amycus installation is a mission classified "Most Urgent."

The Hrunta was selected for the mission because she and her crew were successful in a previous investigatory commando raid, code-named **Amycus Probe** (Judges Guild Product No. 710, \$5.98). The ship had recently been modified to serve as a mother ship for a commando unit. Half the cargo hold had been converted to living quarters and lifesupport, and the other half had been converted to carry two small craft in semi-external mounts. Since the previous mission, the crewmembers have been debriefed and the ship given a thorough overhaul and restocked.

There are six orbital positions in this system. The first two are airless rocks of 3,140 kilometer and 3,347 kilometer diameters. Statistics are 1200000-- and 11 200000--, respectively. There are some small surface deposits of water and ammonia ice on these planets. The third position is occupied by a small gas giant 66,000 kilometers in diameter with its 6 small, rocky moons. The small gas giant does not have a set of rings. The fourth position is occupied by a large, ringed, gas giant 142,000 kilometers in diameter. This planet has 14 moons in addition to its rings. Ten of these satellites are chunks of rock or ice 1,200 kilometers or less in diameter. The other four satellites are considerably larger and have a rocky core with large water and ammonia ice and snow surface deposits, along with trace atmospheres. These larger satellites occupy the third, fourth, fifth, and sixth positions around the gas giant with the fourth moving in the opposite direction to all the other moons. This type of orbit discrepancy is called retrograde or "rogue moon." The third satellite is 1,800 kilometers in diameter with statistics of 100000--. The fourth is 2,200 kilometers and also has statistics of 100000--. The fifth is 4,300 kilometers in diameter and has statistics of 310000--. The sixth is 3,600 kilometers in diameter and has statistics of 210000--. The fifth planetary orbit is occupied by another large, frozen, rocky planet 6,500 kilometers in diameter with statistics of 410000--.

The Hrunta jumped into the system at a point fairly high above the ecliptic plane. After an hour or two of careful adjustment for the increased background disturbance, the special long-range scanners indicated no trace of the special jamming

on the outer planet and in the asteroid belt. The ship's captain ordered a cautious approach to the smaller gas giant because of more favorable orbital positions. The special scanners must be within 100 million kilometers of very large planetary masses to get an accurate reading. At present, the Hrunta has 120 tons of fuel, enough to make one Jump 1. The captain is anxious to refuel, and that task has his first priority. It is a 6.25 day (150 hour) journey to Planet III. (There will be seven encounter/event rolls during the journey.)

Spinstorme System

This system has become known Sector-wide as a navigational hazard. The star of this system is a multiple configuration consisting of a paired white dwarf and a black hole orbiting a common center of gravity as they both orbit a red giant. Though there are a number of planets, all have eccentric orbits which are a great distance out from the suns. A considerable amount of "junk" is present in the form of meteor swarms and comets. The planets are minor rocks and gas giants. The system is termed a navigational hazard because of the high density of space junk and one other factor. This other factor is the disturbance of the electro-magnetic and gravity spectrum caused by streams of matter being drawn into the black hole. Communications and sensor scans are affected and become unreliable. Maneuver drives are not affected, but the probability of a miss-jump is greatly increased. Navigational events, incidents, and occurrences are rolled for once each 20 hours on the following table.

Die	Event		
2	Asteroid	7	Electro-magnetic Disturbance
3	Debris	8	Electro-gravitic Disturbance
4	Meteor Shower	9	Electro-magnetic Disturbance
5	Electro-magnetic Disturbance	10	Meteor Shower
6	Electro-gravitic Disturbance	11	Debris
		12	Comet

Space Encounters

Asteroid: An asteroid of at least $1D + 2$ times the size of the players' ship is on a rear/side/front collision course. Roll Maneuver capacity or less on 1D to avoid (Die Modifier: Pilot Skill). Failure to avoid means taking 1D Hits, as if from a Missile. (**High Guard:** Surface Explosion Damage Table with Die Modifier of +3.)

Comet: The ship passes near by a comet. Roll Ship's Maneuver capability or less on 1D (Die Modifier of Pilot Skill) to avoid hitting a chunk of debris. If unsuccessful, take one Hit as if from Laser Fire. (**High Guard:** Surface Explosion Damage Table with a Die Modifier of +4. Critical Hits become No Effect.) Ships scanner range is reduced by half for 2D + 4 minutes due to dust and gases in the vicinity.

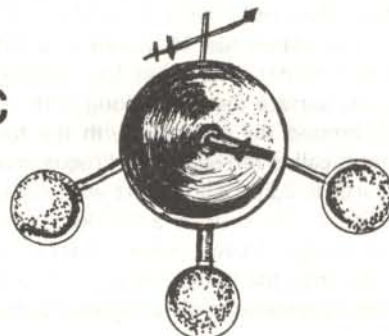
Debris: A chunk of debris is detected on the ship's scanner at a distance of $1D \times 10,000$ miles (double distance for Military Equipment). After 5 minutes study, roll 1D: 1 - 5: Natural debris; 6: Man-made debris.

Meteor Shower: A meteor shower occurs. $1D6$ meteors strike the ship. Roll to hit with Die Modifier of Pilot Skill. (**High Guard:** Attacking Beam Factor of 1 with Die Modifier of Pilot Skill. Penetration is against Sand Factor 2. Roll on Surface Explosion Table with Die Modifier of +1.)

Electro Gravitic Disturbance: An extremely large amount of matter has just been sucked into the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off and a gravity wave is created. In addition to the effects of the Electro Magnetic Disturbance, momentary surges in the ship's internal gravity field will cause the gravity to go up or down by .1 g. The Jump Drive is effected and characters with Engineering -1 or better will know that the chances of misjump are increased unless 1D hours are spent in recalibration. The misjump throw will have an additional Die Modifier of +4.

Electro Magnetic Disturbance: A fairly large amount of matter has just been sucked in the Black Hole. As it crosses the event horizon, a tremendous burst of static is given off. This static lasts $1D + 5$ minutes. During this period, the ship's scanning range is cut to one third normal and 1D spurious blips are picked up. Induction causes temporary current surges in the control circuits and breakers trip in at least one ship system. Roll 1D: 1: Power Plant; 2: Computer; 3: Maneuver Drive; 4: Jump Drive; 5: Weaponry; 6: Life Support. There is no damage and $1D \times 10$ seconds later the breaker can be reset to restore the system function.

Security Robot Type C



Judge's Notes: No trace of the special jamming will be detected in the vicinity of Planets I, II, or III. An additional 60 hours will be taken up getting within scanning distance of Planets I and II, with 3 encounter/event rolls.

It will take 200 hours to get to Planet IV. Within 150 hours, traces of the special jamming will be detected. At 180 hours, the jamming will be found to be located on satellites IV and V. At 190 hours, the scanners will locate two sites of jamming on moon five and six sites of jamming on moon four. When a ship gets close to either of the satellites, the Judge is to show the players the appropriate map on page 16 or 17.

Nothing is detectable at the sites of the jamming from orbit, and the players should be reminded of the heavy beam weapons which were knocking down recon drones in the previous adventure scenario. There do not appear to be any sites where the Hrunta could safely land on the site itself. Landing sites for the shuttles are relatively plentiful at distances of one or two hexes from the site.

Moon Four

Site No. 1	Type B	Installation, Intact, Active Defenses
Site No. 2	Type A	Installation, Intact, Active Defenses, Robot
Site No. 3	Type B	Installation, Damaged, No Defenses
Site No. 4	Type B	Installation, Intact, No Defenses, Robot
Site No. 5	Type B	Installation, Damaged, Active Defenses, Robot
Site No. 6	Type B	Installation, Intact, Active Defenses, Robot

Moon Five

Site No. 1	Type B	Installation, Damaged, No Defenses
Site No. 2	Type B	Installation, Damaged, Active Defenses, Robot

Installations with active defense will detect the Hrunta at 500 km on a roll of 8+ on 2D. Add 1 to the die roll for every 50 km closer. The installation will fire one energy beam weapon with an attack factor of 7 as if by a computer 4. Each installation has energy enough to fire 1D times.

Nothing can be visually detected until within 15 kilometers of each installation. From 15 to 10 kilometers distance, a blur is visible at the site. It is a vaguely circular blur, 2 kilometers in diameter. Under 10 kilometers, details gradually become visible until, at 5 kilometers, the players are able to see the details that are visible on Map A or Map B.

Installation Type A is a cluster of domes on a dusty plain. Feature 1 is a 25-meter diameter hemisphere of pinkish ceramic material. Features 2, 3, 4, and 5 are 10-meter diameter truncated cones of bluish ceramic. Feature 6 is a 6-meter grey square of metallic appearance set onto a white concrete slab. Feature 7 is a 3-meter cube of grey metal with an orange circle painted on the east face.

Installation Type B is a knoll of rock isolated in a rocky plain. The top of the knoll is cut off flat and has a 10-meter diameter truncated cone of bluish ceramic material centered on it. Around the base of the knoll can be detected several rectangular shadows.

Each installation has a series of combined security sensors and camouflage field projectors set in a circle around it. The radius of the circle is one kilometer, and the projector/sensors are set a little less than 100 meters apart (64 total in each circle). The cones are 50.75 cm high, 27.3 cm in diameter at the base, and come to a bluntly rounded tip. The cone is constructed of a pinkish, ceramic material and has the top 5.48 cm made of berillium-copper alloy. From the center of the base, a round, pointed rod 2.8 cm in diameter and made of berillium-copper alloy is sunk 1.56 meters into the substratum, holding the cone upright. The cones are all intact. These cones are fairly tough, resisting as Mesh Armor, and taking 8 hit points to render unfunctional. Laser fire will not affect them at all. In the center of the cone is a crystal sphere 5.02 cm in diameter which appears to be a monolithic, integrated circuit chip. Destroying 10 cones will render the camouflage projection nonfunctional but will not affect the perimeter security sensing system.

Those installations which are also listed as having robots will have 1D - 1 Type C Exterior Security Robots and 1D Type B Interior Security Robots.

Unless otherwise specified, all corridors are 1.5 meters wide and 3.0 meters high. All interior surfaces of wall and ceiling are made of whiteish ceramic and have an inner coating of tough, transparent, rubbery-surfaced plastic. Glowing yellow hemispheres set into the ceiling provide an equivalent of bright daylight. All doors and hatches are 1.43 meters wide by 1.98 meters high. Walls, floors, and ceilings blend into each other with a smooth radius of about 1 centimeter. Open/on/activation is indicated by a yellow color and/or an outline geometric figure. Closed/off/deactivation is indicated by a blue color and/or a solid geometric figure.

If Robots and Active Defenses are both indicated, 2D seconds after any material object larger than several grams comes within 100 meters of the circle of sensor cones one Type C Exterior Security Robot will activate and move towards the contact point. It will move on its grav-pods at 10 to 15 kilometers per hour and begin scanning with its sensors. Its functions have deteriorated over time, so that it can now only detect human-sized targets in the open at 700 meters. It will flash a brilliant purple strobe light twice and then fire its weapon at any target or group of targets in its detection range. The ammunition in its magazine has also deteriorated with time so that what was originally an auto-cannon is now only equivalent to a light assault gun. The robot fires with a Dexterity equivalent of 7 and is protected with the equivalent of Battle Dress +1. It takes 15 hit points of damage to render unfunctional. The robot has 25 rounds of HE (4D damage) in its magazine and no way of reloading itself. If it is unable to detect a human-sized or greater target in its sensor range at the disturbance point, it will settle to the ground just inside the sensor circle and continue to scan. After 1D minutes with no detectable targets, the robot will come back to hover mode and make a slow circuit inside the perimeter of sensor cones in a clockwise direction until it reaches the contact point again. After another 1D minutes without hostile contact, the robot will return to its parking spot to

one side of the large cargo hatch. A second robot will activate if another contact comes while the first robot is out on patrol. If the first robot is attacked or destroyed, up to 1D additional robots will activate in 1D seconds. (Note: The Judge should not activate more than one robot per 3 - 4 man fire team of characters opposing the installation.) A high-speed collision with a vehicle or recon drone will destroy the robot. As a result of collision, a recon drone would be destroyed; an aircraft would have increased chance of mechanical failure, and an assault shuttle would be completely unaffected. If a robot is activated for a patrol a second time, it will move noticeably slower, and its sensor range will be reduced 200 meters. If activated a third time, it will be slower still with its sensor range reduced to 300 meters. It will not activate a fourth time since it has run out of energy.

If no robots are indicated, 1D + 1 non-functional robots will be sitting to either side of the large cargo hatch. If robots, but no Active Defenses are indicated, the robot will investigate disturbances, but it is unable to fire its weapons.

Installation A

- 1 Centered on a 30-meter square slab of concrete-like material is a 25-meter diameter hemisphere of white ceramic. The surface is rough, and a large number of impact-type scratches have exposed an inner, reddish layer, thus giving a pinkish appearance from a distance. (This feature is the solid-state, phased-array scanning antenna.)
- 2, 3, 4, 5 All four features are identical, 10 meters in diameter and 6 meters high, truncated cones of bluish ceramic. The flat-topped cones have many fine, parallel grooves cut into the surface about 1 cm apart. A 2.4 cm-wide ring of a bright black, rubber-like material separates the cone from the base slab which appears to be a light grey concrete covered with a transparent plastic coating. (These features are surface-mount, heavy energy weapons. They are very heavily armored and can be destroyed only by explosive charges of over 200 kilograms. Handweapons and the shuttle weapons will not affect them. They do not fire at human-sized targets.)
- 6 An 8-meter square, light grey, concrete slab has a 6-meter square of dark grey metal set into it. Each of the corners of the central slab is rounded and has a pair of white symbols set into it. The symbols are a 3 cm square outline of white and a 3 cm solid square of white.

Judges Note: This feature is the bulk cargo entrance to the underground installation and comprises an elevator with operating buttons. Pressing the outline square causes the 6-meter square metal elevator platform to descend at .5 meter per second. Pressing the solid square causes the elevator platform to rise at .5 meter per second. Releasing the button causes the platform to halt in place. Pressing both buttons simultaneously has no effect. When the elevator platform has descended 5 meters, a shimmery black field fills the top of the shaft, and the shaft itself begins pressurizing. When the elevator platform reaches bottom and the chamber is pressurized, releasing and pressing the open square button again will extinguish the bottom side field. See chamber No. 72 for description of the shaft bottom.
- 7 This item is a 3-meter cube of dark charcoal grey surface of a somewhat powdery appearance covering an aluminum metal substructure. On the east face is centered a 2.79-meter diameter circle of burnt-orange color. Set in the center of the circle are a pair of circular buttons 2 cm in diameter. The buttons are translucent; the upper one glows bright blue, and the lower one glows bright yellow. **Judges Notes:** This feature is the personnel access airlock and opens by pressing the yellow button. It closes upon pressing the blue button. The orange circle and buttons are duplicated on the interior of the 2.43-cm thick door. The interior floor is also an elevator and descends 10 meters to a 6-meter square chamber of which the elevator forms the southeast quarter of the floor. The airlock takes 63 seconds to pressurize and 47 seconds to depressurize. Once activated, it will complete a cycle of pressurization or depressurization unless one of the opposite buttons is touched twice.
- 8 A chamber 6 meters square with the southeast quarter of the floor made of aluminum metal covered with a dark charcoal grey, powdery coating. Set into the wall 1.43 meters north of the southeast corner and 1.43 meters from the floor is a pair of buttons. The buttons are circular and are translucent plastic 2 cm in diameter. The upper button glows bright blue and has a small, solid black square set into it. The lower button glows bright yellow and has an open square outline of black set into it. The rest of the room surface is whiteish ceramic covered with a thin coat of transparent plastic. In the northwest corner of the room is a manual pressure hatch operated by a hand-wheel. Turning the wheel clockwise 2 turns unlocks the hatch; turning counterclockwise 2 turns locks the hatch. The hatch swings into the room but will not open if one side is vacuum. There are no other items in the room. The hatch opens into a spiral stairway going down (9).
- 9 The stairwell is a shaft 3 meters square. At 3/4 of a turn counterclockwise and 3 meters greater depth is another manual pressure hatch, closed (hatch leads to No. 10).
- 10 An octagonal chamber 4.37 meters high is filled with the wreckage of a control room. The shape is that of a 13.5-meter square with about 1.5 meters of each corner clipped off. The pressure hatch from No. 9 is set in the middle of the east wall. Just clockwise from each corner facet are short, 1.5-meter deep corridors leading to closed manual pressure hatches. There were originally six control consoles arranged in a rough circle. Each console was a rectangular block with a slanted top about 1.5 x 2 meters long and 1.73 meters high. The consoles were made of metal and plastic and are now in puddles on the floor. There is one console still intact as the party enters the room. In fact, their attention is drawn to it by the flash of a thermite charge igniting, set off by a detonator as they opened the hatch. **Judge's Note:**

Have the first two people into the room roll 4D. Whatever the result, announce the following: "You see a dull grey cylinder 4.3 cm in diameter and 12.3 cm high which is spouting a trickle of fire from the top. It falls over on its side and rolls down the face of the console to the floor. As it hits the floor, it bursts into flames which burn fiercely for a moment and then subside. The base of the console is slightly scorched, but it is otherwise undamaged." If the party has previously played **Amycus Probe**, they will recognize the console as a security control computer. If they have not played the previous adventure, they will recognize it from the briefing tapes of the previous mission. Examination of the demolition charge shows it failed through age deterioration.

The analysis team has given strict orders that they alone are to be permitted to examine/handle computer equipment. They have special computer "tapping" equipment which can "break" computer codes.

Only the security computer is intact. The other consoles can provide no information.

Installation A Upper Level

Manual Pressure Hatch



Spiral Stairs



Elevator



Iris Valves



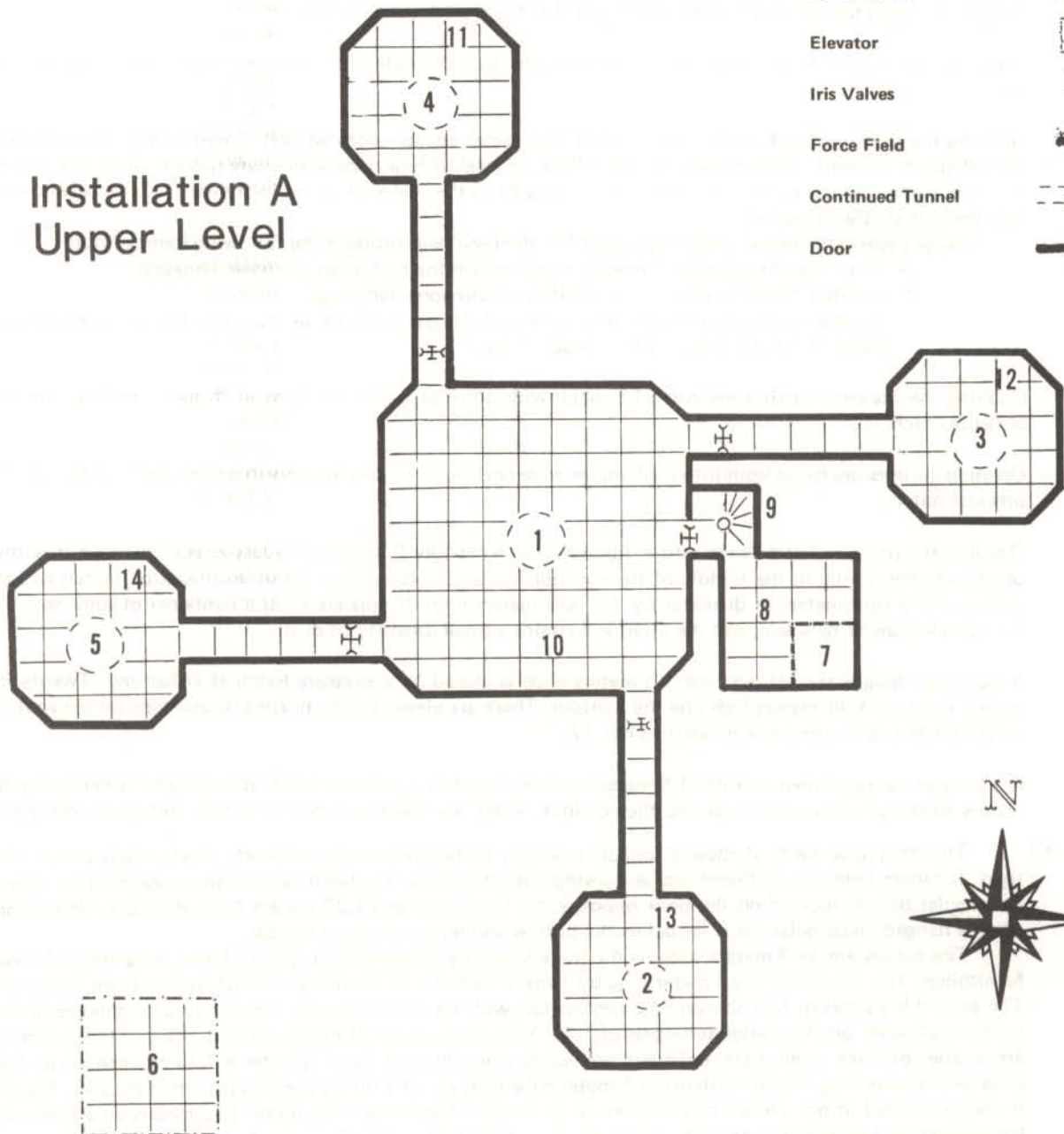
Force Field



Continued Tunnel



Door



EACH SQUARE = 1.5 METERS

- 11, 12, 13, 14 Each of the pressure hatches in the corners open onto a 7.5 meter long corridor which opens into an octagonal room 2.5 meters high. The room is a 7.5 meter square with 1.5 meters clipped off each corner. The corridor opens in the center of one wall. The ceiling of the room has a cylindrical bulge in it 4.5 meters in diameter which projects down into the room a length of 1.43 meters. There is, thus, a 1-meter gap between the floor and the base of the cylinder. The cylinder is made of a dark, heavily-tarnished metal. A 1-meter diameter circular hatch is set in the center of the cylinder base. It has a 3.41-centimeter diameter white disk set into its center and no other obvious means of opening.

Judge's Notes: The cylinder is the base of one of the heavy energy weapons' ground mounts, and the hatch permits maintenance access to the mechanisms within. It has a special magnetic lock which only responds to a special Weapons Crew Identity Disk.

That is all of the items accessible on this level.

Lower Level

- 9 Continuing down the spiral staircase for another 3 complete turns, the descent ends at a level of 20 meters below the surface. A closed manual pressure hatch is located at the west-southwest corner.
- 15 Opening the pressure hatch leads into a short east-west corridor extending 3 meters to another closed manual pressure hatch.
- 16 Opening the pressure hatch leads into an open 13.5-meter square room which is 3 meters high. Several broken tables and chairs are present. Some papers litter the floor. A total of four manual pressure hatches open into this room. One is in the middle of the north wall; one is in the middle of the east wall; one is in the south-southwest corner, and one is in the east-southeast corner.

Judge's Note: Examination of the material in the room will produce the following items of note:

- A. Two "travel magazines," mostly pictures with the text in an unknown language.
- B. Another "travel magazine" in a different, unknown language.
- C. Several items of furniture that were not designed for use by humans. The prime example is a wine-glass-like cup on a stem, a real "bucket seat."

- 17 Opening the pressure hatch leads into a 1.5-meter wide corridor 7.5 meters long north-south, ending in another closed pressure hatch.
- 18 Opening the pressure hatch leads into a 1.5-meter wide corridor 3 meters long north-south which ends in another closed pressure hatch.
- 19 Opening the pressure hatch leads into a 1.5-meter wide corridor 9 meters long east-west which ends in another closed pressure hatch. Lying in the middle of the corridor is a bright blue object. Closer examination reveals a round, plastic cylinder 11.3 centimeters in diameter by 7.2 centimeters high. It appears to be a container of some sort. One end of the cylinder can be removed, and the interior contains a small quantity of dust.
- 20 A 50-meter long east-west corridor 1.5 meters wide is closed by a pressure hatch at either end. Twenty doors 1.43 meters wide by 1.98 meters high line the corridor. There are eleven on the north side and nine on the south side. Also on the south side is a pressure hatch into No. 17.
- 21 A 51-meter long east-west corridor 1.5 meters wide is closed by a pressure hatch at either end. Twenty-two doors 1.43 meters wide by 1.98 meters high line the corridor. There are eleven on the north side and eleven on the south side.
- 22 - 63 The door into each of these chambers is a light metal-plasticfoam sandwich construction and is not pressure-tight. It hinges from the lefthand side and swings into the room. The latch mechanism is operated by a small, yellow, rectangular button located on the door opposite the hinge side and 1.23 meters from the floor. On the inside of the door, a flanged rectangular bar is set below the button and serves as a door handle.

The rooms are all 3 meters wide by 4.5 meters long by 3 meters high. They all have the same basic four items as furnishings. The first item is a 3-meter long by 1-meter wide by .6-meter high slab of spongy foam, lying on the floor. The second is a series of four shelves 24.3 centimeters wide by 60 centimeters long by 1.45 centimeters thick attached to the wall along one long edge at heights of 1.73, 1.94, 2.11, and 2.31 meters from the floor. Underneath the shelves are a series of three small metal cylinders projecting from the wall. Each cylinder is 2.43 centimeters in diameter and 8.95 centimeters long. The third item is a 1-meter cube of foam of a firmer composition than the slab. The fourth item is always located in one corner of the room. It is a cube of aluminum-like metal 1.43 meters on a side with a hollow hemisphere of white plastic material set into the top. The cavity is 15.23 centimeters deep and has a hole in the center of the bottom. This hole is plugged by an orange rubber, truncated cone shape. A shiny metal tube projects over one edge of the cavity and is flanked by two ridged cylinders of black plastic. A rectangular black section along one of the edges of the cube is a fastening latch. Touching this latch permits one face of the cube to pivot parallel to the floor. The pivot points are located one-third of the way up the cube. The top surface of the pivoted face has a covering of firm sponge foam 7.43 centimeters thick. In the center of the foam pad is an oval hole about 25 centimeters across. The bottom of the hole is a peculiar screen or grid of very fine wires. The grid is glittering with a strange, silvery surface.

Judge's Note: The large foam slab is a bed; the smaller cube is a chair. The shelves and cylinders are for personal equipment storage. The aluminum cube has a washbasin set in its top with water being controlled by the black plastic, ridged cylinders. The fold-out device is a body-waste eliminator; the silver field removes all water from an item and turns it to a dust which falls through the grid and is vacuumed away.

Other items may be selected at random from the following table:

Special Table of Useless Alien Junk
(2D)

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

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

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

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

- 64 A 1.5-meter wide corridor headed north and gently sloping up to the surface. The corridor is 500 meters long and is interrupted every 100 meters by a manual pressure hatch. The final pressure hatch opens to the surface in a deep ravine. The hatch itself is covered with a coat of greyish foam which looks like the surrounding rock.
- 65 A 13.5-meter long north-south corridor 1.5 meters wide with manual pressure hatches at the north and south ends. 1.5 meter alcoves at the west-northwest and west-southwest corners also have pressure hatches at their backs.
- 66 Another 1.5 meter-wide corridor in an "L" shape with the north-south upright 13.5 meters long and the east-west base 4.5 meters long. The east-northeast tip of the L has a manual pressure hatch as does the eastern end of the base. The east-southeast corner of the base has a 3-meter wide iris valve. The valve is closed and has a pair of blue and yellow buttons set into the frame on either side about 1.5 meters high.
- 67 A 3-meter wide corridor 30 meters long north-south with an iris valve at each end. The closed iris valve is 3 meters in diameter and has a pair of blue and yellow buttons set into the frame on either side about 1.5 meters high. Three large rooms (Nos. 68, 69, 70) open off the corridor to the east.
- 68 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. The room is empty except for 12 plastic "crates." Each crate is 35.9 x 35.9 x 23.6 centimeters and contains 27 blue plastic cylinders 11.3 cm in diameter and 7.2 cm tall. Each cylinder is sealed shut with a film of transparent plastic. Inside each container is a moist, spongy paste of organic nature. **Judge's Note:** The containers are filled with "Emergency Ration Food Paste," suitable for Human consumption but definitely not tasty.
- 69 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. The room contains fragments of broken plastic crates and three large, translucent spheres. The spheres are made of thick, flexible plastic 1.23 meters in diameter. The spheres are filled with a clear fluid and set in place on bottoms flattened by their own weight. **Judge's Note:** The spheres contain drinking water. It is slightly salty and has a "mineral" taste.
- 70 A rectangular room 7.5 meters east-west and 6 meters north-south opens to corridor No. 67 on the west. In the center of the room are some sheets of aluminum alloy 2.31 by .74 meters and 1.13 centimeters thick. There are 23 of these sheets.
- 71 This chamber is a rectangle 15 meters north-south and 13.5 meters east-west with a ceiling 4.5 meters high. The north-northwest corner has a closed iris valve 3 meters in diameter and a pair of blue and yellow buttons set into the frame on either side of the iris valve about 1.5 meters high.

The western 6 meters of the southern wall is a dull black, flickering energy field. Set into the wall at 1.43 meters height is a black panel 6.43 centimeters square with a blue and a yellow button set into it. The black field is impenetrable by material objects and ignores laser fire but can be extinguished by a fusion or plasma weapon or by a heavy

demolition charge. The field is linked to the elevator in chamber No. 72. The field will not go off automatically when the elevator platform is at the bottom position. Pressing the blue button when the platform is up will lower the platform and pressurize the chamber. Pressing the blue button when the platform is down and the chamber pressurized will only turn off the field. Pressing the yellow button when the field is off and the platform down will turn on the field and raise the platform to the surface as it depressurizes it. Pressing the yellow button when the field is on and the platform is at the surface will do nothing. The lower field in chamber No. 71 can only be turned off when lock chamber No. 72 is pressurized.

The only contents of room 71 are a number of scraps of metal and plastic tubing littering the floor, no piece being more than a centimeter or two in maximum dimension.

- 72 This chamber is 6 meters square and extends to the surface 20 meters above. The 6-meter square elevator platform moves at a maximum speed of .5 meters per second either up or down. It is controlled from room 71, but the buttons on the elevator corners themselves override those controls. The elevator platform on the surface is listed as No. 6. As the elevator platform rises toward the surface, the chamber begins depressurizing, and the black upper protective field is extinguished as the platform reaches 5 meters below the surface.

- 73 The chamber is 9 meters square and 6 meters high. A pressure hatch in the north wall leads into corridor No. 18, and a pressure hatch in the south-southeast corner leads into corridor No. 74. The center of the chamber is taken up with a large, metal cylinder 6 meters in diameter by 4.5 meters high. The cylinder is warm to the touch and vibrates faintly. The cylinder is a dull grey metal and has a 1.43-meter square panel raised 1.23 centimeters from the surface of the cylinder on the east side. The square is glossy black and somewhat translucent. In the upper right hand corner is a 3.41-centimeter diameter white circle. In the lower right corner is an array of 64 colored symbols arranged in eight rows of eight symbols. The area between is filled with colored waveforms and bargraph lines, some of which slowly change length or form.

Judge's Note: The square is the control panel for the cylinder which is the installation power plant: a thermionic generator. The panel is security locked and will only accept input commands in the presence of an active Engineering Crew Identity Disk. It is adjusted to maintain the installation at standby level and is capable of doing so for the next 1,200 standard years. The energy weapon capacitors will trickle charge enough for another shot in about 3 months.

- 74 Opening the pressure hatch leads into a 1.5-meter wide corridor 3 meters long north-south ending in another pressure hatch.

- 75 Opening the pressure hatch leads into the north-northeast corner of a chamber 16.5 meters north-south by 13.5 meters east-west and 6 meters high. Many large pieces of machinery are anchored to the floor. In spite of the semi-shrouded and molded form of construction, any of the party will recognize several pieces as atmosphere and water recyclers and other such life-support equipment. All the equipment is undamaged and is in working order.

- 76 Opening the pressure hatch leads into a 1.5-meter wide corridor 6 meters long north-south which ends in another pressure hatch.

- 77 Opening the pressure hatch leads into a large room 13.5 meters north-south by 19.5 meters east-west and 4.5 meters high. Pressure hatches are located in the north-northeast and east-southeast corners. Two archways 3 meters high are located in the south-southwest and south-southeast corners of the chamber. Twelve 2-meter square tables are scattered at random about the room. The tables are 1.43 meters high and have a single central 10.5 cm diameter cylindrical leg leading down to a 1.2 meter diameter circular foot. Several 1 meter cubes of sponge foam are scattered around each table. Small bits and pieces of random debris are scattered about, and two tables are overturned. Examination of the debris will find, under one of the tables, a medallion on a broken chain. The chain was about 60 centimeters long and was made of small, oval, stainless-steel links about 3 millimeters in diameter. The medallion is a plain disk with no markings of any sort. It appears to be made of an almost opaque heavy plastic. Some metallic threads and beads are just barely visible within its interior, and two small, copper lugs protrude from the edge of the disk opposite the chain fastenings. It is 3.5 centimeters in diameter and 1.32 centimeters thick. **Judge's Note:** This item is a crew Identity Disk. It is non-functional and will require 1 week of study by an Electronics 2 to repair. It is a general crew key and will not unlock/operate any restricted equipment.

- 78 The archway opens in the center of the north wall of a rectangular room 18 meters north-south and 9 meters east-west. The ceiling is 4.5 meters high. Two 4.5 x 7.5 meter alcoves open to the west side of the room. The ceiling is 3 meters high in the alcoves. The main portion of the room has several 2-meter square tables and 1 meter foam cubes scattered about in it. The alcoves are less brightly lighted than the rest of the room, and the floors, walls, and ceilings are all covered by a 2-centimeter thick layer of light beige sponge foam. This room and the alcoves are fairly clean. There is no debris present and only a little film of dust in the corners.

- 79 The archway opens in the north-northeast corner of a room 18 meters north-south by 13.5 meters east-west and 6 meters high. The room is completely empty, and the walls and floor look very battered and scarred.

PLAYER 1 NAME _____

A. crewman _____ pilot assault boat one
488AB6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1
vacc suit 1
pistol 2 mags 10 rnds ea.

B. commando _____ marine captain
84AB94 age 38 5 terms combat armor
leadership 2 cutlass 1 smg 2
medic 1 vacc suit 1
smg 5 mags 30 rounds ea. pistol, 2 mags, 10 rnds ea. cutlass

C. commando _____ marine trooper
A975B7 age 22 1 term combat armor
cutlass 1 vacc suit 1 ACR-1
ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

D. analysis _____ analyst
83A8A7 age 34 4 terms combat armor
vacc suit 2 navigation 1 JOT 1 SMG 1
pilot 2 computer 2
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade

MISSION BRIEFING

Analysis of materials obtained in a commando raid on a previously unknown installation on Amycus, Ley - 3115:

The installation most probably was an advanced recon base.

It was built by an unknown Human race 300 +/- 20 standard years ago.

It was operated for a period of about 100 years and then was deliberately abandoned.

The Tech Level of the Race is 14, with extensive use of components of Tech Level 15 supplied from another source. These components appear to be manufactured with deliberate defects. Of alien construction, component dating shows that these pieces were manufactured 350 to 400 standard years ago.

Examination of a holographic photomural indicates that there is a possibility of another unknown installation in the Spinstorm System, Blackedge Subsector, Maranatha - Alkahest Sector number 0506.

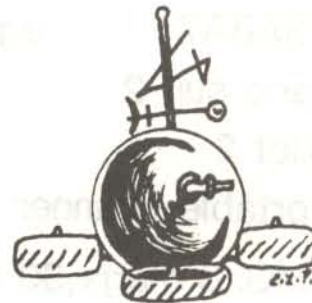
MISSION ORDERS

Hrunta will transport Tiger Force Three and Analysis Team Beta 421 to the Spinstorm System. Utilizing the new, modified scanners, Hrunta will survey system for presence of the special jamming. If additional installations are discovered, Hrunta is directed to investigate. Identification of the entities responsible for the Amycus installation is a mission classified "Most Urgent."

The Hrunta was selected for the mission because she and her crew were successful in a previous investigatory commando raid, code-named Amycus Probe (Judges Guild Product No. 710, \$5.98). The ship had recently been modified to serve as a mother ship for a commando unit. Half the cargo hold had been converted to living quarters and lifesupport, and the other half had been converted to carry two small craft in semi-external mounts. Since the previous mission, the crewmembers have been debriefed and the ship given a thorough overhaul and restocked.

Security Robot Type A

The Type A Security Robot was encountered in the previous mission. Examination of damaged units gives the following general characteristics. The Type A robots move on a set of three hover fans at a maximum speed of 20 kilometers per hour on smooth surfaces. The units encountered were only capable of half that speed due to age deterioration of components. It is armed with the equivalent of a Laser Rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 9, and takes 10 hits to render unfunctional. The sensor equipment appears capable of tracking a human-sized target at a range of 1,000 meters.



PLAYER 2 NAME _____

E. crewman _____ gunner assault boat one

5BA7D8 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG 3mags,30 rnds ea.

F. commando _____ marine trooper

795BA6 age 26 2 terms combat armor

vacc suit 1 cutlass 1 ACR 1

forward observer 1

ACR, 12 mags, 20 rnds, ea. cutlass, 4 grenades

G. commando _____ marine trooper

A67334 age 26 2 terms combat armor

vacc suit cutlass 1 ACR 1

mech 1

ACR, 12 mags,20 rnds, cutlass, 4 grenades

H. analysis _____ team leader

777B67 age 46 7 terms combat armor

vacc suit 1 computer 3 SMG 1

medic 2 pilot 2 navigation 2

portable scanner/sensor

SMG, 3 mags, 30 rnds ea., blade

SPINSTORME SYSTEM

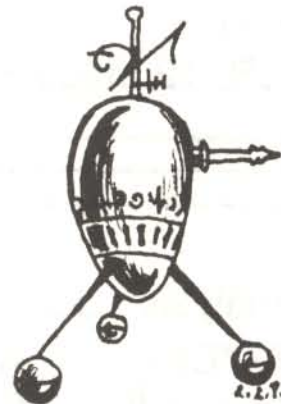
There are six orbital positions in this system. The first two are airless rocks of 3,140 kilometer and 3,347 kilometer diameters. Statistics are 1200000- and 11 200000-, respectively. There are some small surface deposits of water and ammonia ice on these planets. The third position is occupied by a small gas giant 66,000 kilometers in diameter with its 6 small, rocky moons. The small gas giant does not have a set of rings. The fourth position is occupied by a large, ringed, gas giant 142,000 kilometers in diameter. This planet has 14 moons in addition to its rings. Ten of these satellites are chunks of rock or ice 1,200 kilometers or less in diameter. The other four satellites are considerably larger and have a rocky core with large water and ammonia ice and snow surface deposits, along with trace atmospheres. These larger satellites occupy the third, fourth, fifth, and sixth positions around the gas giant with the fourth moving in the opposite direction to all the other moons. This type of orbit discrepancy is called retrograde or "rogue moon." The third satellite is 1,800 kilometers in diameter with statistics of 100000-. The fourth is 2,200 kilometers and also has statistics of 100000-. The fifth is 4,300 kilometers in diameter and has statistics of 310000-. The sixth is 3,600 kilometers in diameter and has statistics of 210000-. The fifth planetary orbit is occupied by another large, frozen, rocky planet 6,500 kilometers in diameter with statistics of 410000-.

The Hrunta jumped into the system at a point fairly high above the ecliptic plane. After an hour or two of careful adjustment for the increased background disturbance, the special long-range scanners indicated no trace of the special jamming on the outer planet and in the asteroid belt. The ship's captain ordered a cautious approach to the smaller gas giant because of more favorable orbital positions. The special scanners must be within 100 million kilometers of very large planetary masses to get an accurate reading. At present, the Hrunta has 120 tons of fuel, enough to make one Jump 1. The captain is anxious to refuel, and that task has his first priority. It is a 6.25 day (150 hour) journey to Planet III.

This system has become known Sector-wide as a navigational hazard. The star of this system is a multiple configuration consisting of a paired white dwarf and a black hole orbiting a common center of gravity as they both orbit a red giant. Though there are a number of planets, all have eccentric orbits which are a great distance out from the suns. A considerable amount of "junk" is present in the form of meteor swarms and comets. The planets are minor rocks and gas giants. The system is termed a navigational hazard because of the high density of space junk and one other factor. This other factor is the disturbance of the electro-magnetic and gravity spectrum caused by streams of matter being drawn into the black hole. Communications and sensor scans are affected and become unreliable. Maneuver drives are not affected, but the probability of a miss-jump is greatly increased.

Security Robot Type B

The **Type B Security Robot** was encountered in the previous mission. Examination of destroyed units gives the following general characteristics. The Type B robots move on a set of three ball-shaped wheels spun by compressed air jets at a maximum speed of 15 kilometers per hour on smooth surfaces. It is armed with the equivalent of a Laser Rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 10, and takes 12 hits to render unfunctional. The programmed activity of flashing a purple strobe light before firing the Laser appears to be some sort of identity interrogation.



PLAYER 3

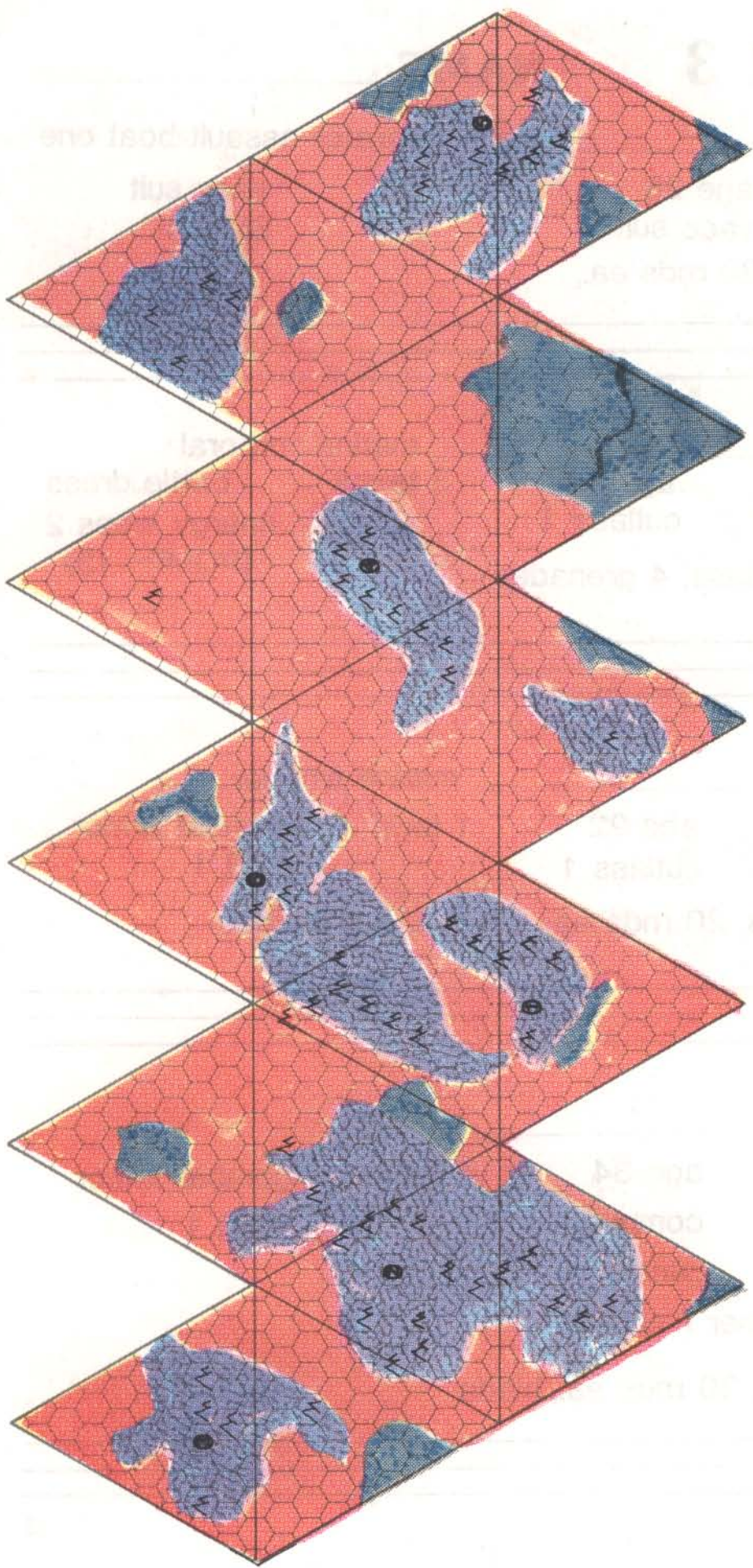
NAME _____

I. crewman _____ drone operator assault boat one
56A857 age 26 2 terms vacc suit
elec 2 vacc suit 1 SMG 1
SMG, 3 mags, 30 rnds ea.,

J. commando _____ marine corporal
D75585 age 30 3 terms battle dress
battle dress 2 cutlass 1 energy weps 2
PGMP-13, cutlass, 4 grenades (PGMP- 13)


K. commando _____ marine trooper
C8C78A age 22 1 term combat armor
vacc suit 1 cutlass 1 ACR 1
ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

L. analysis _____ analyst
68B955 age 34 4 terms combat armor
vacc suit 1 computer 1 SMG 1
elec 3 pilot 1
portable scanner / sensor
SMG, 3 mags, 30 rnds ea., blade




 Plain

 IceField

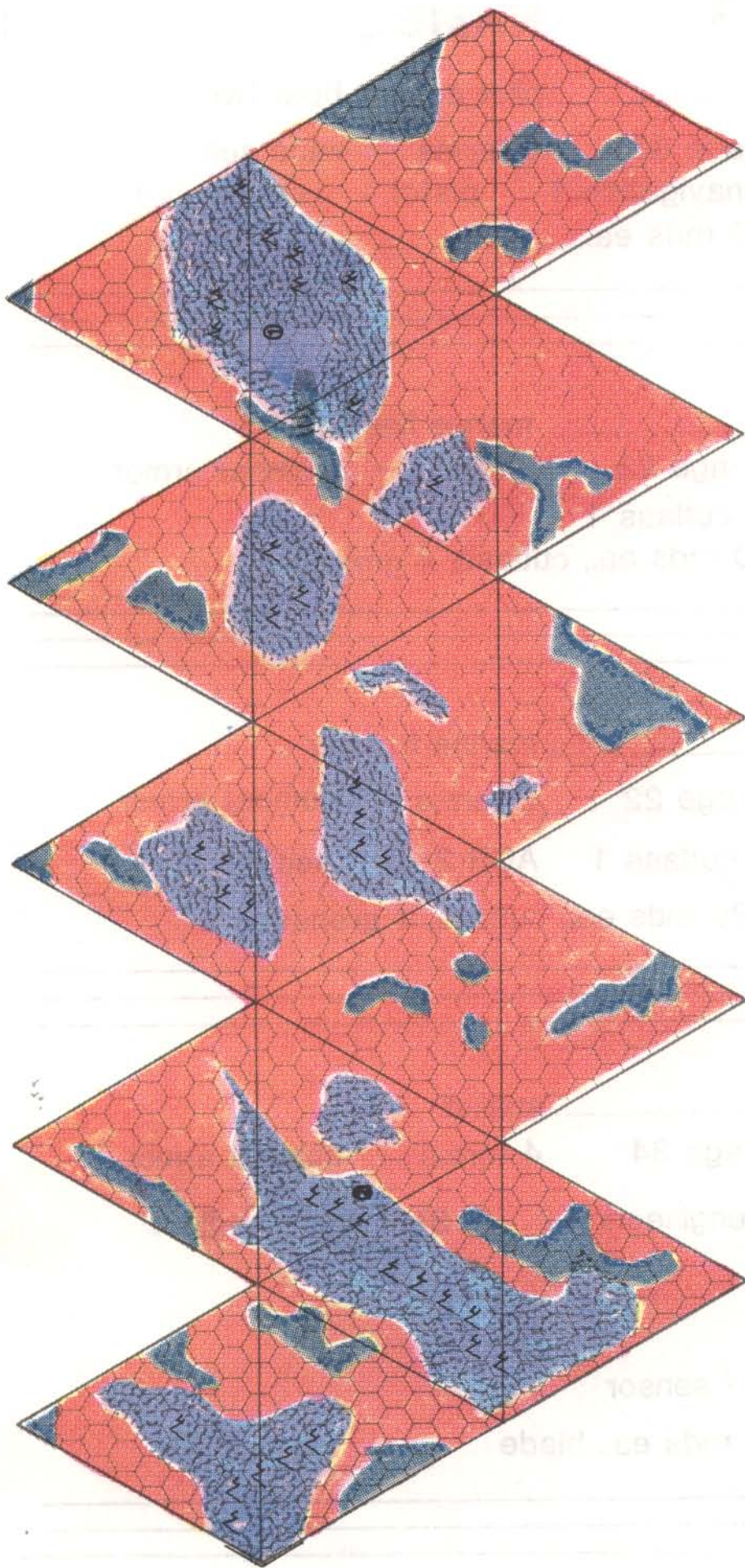
 Rough

 Mountains

 Area of Jamming

Moon Four

SCALE Each Hex Represents 150 KM



Plain



IceField



Rough



Mountains



Area of Jamming

Moon Five

SCALE Each Hex Represents 300 KM

PLAYER 4

NAME _____

M. crewman _____ pilot assault boat two

9958A6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1 vacc suit 1
Pistol, 2 mags, 10 rnds ea.

N. commando _____ marine lieutenant

956959 age 22 1 term combat armor
vacc suit 1 cutlass 1
SMG, 5 mags, 30 rnds ea., cutlass, 4 grenades

O. commando _____ marine trooper

949888 age 22 2 terms combat armor
vacc suit 1 cutlass 1 ACR 2 medic 1
ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

P. analysis _____ analyst

9D5A97 age 34 4 terms combat armor
vacc suit 1 engineering 2 SMG 1 medic 1
interrogation 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

Equipment List

Assault Boat One

Characters: A, B, C, D; E, F, G, H; I, J, K, L

Antigravity Belts: for each of 12 occupants; TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

4 Ton Air Raft: 100 kph, 4 ton Cargo, Unlimited Endurance, RAM Grenade Auto Launcher, Pintel Mount, Extreme Range 1000 m., 20 round Drums, -4 HE, 2 Flechette, 2 HEAP, TL-9

1 Ton Recon Drones, Two: TL-11, ½ ton, Remote Control Linked Anti-Grav Vehicle, unarmed, Sensors, 500 kph, Protected as Battle Dress, takes 15 Hit Points to destroy; for Anti Ship weapons is treated as Armor 0, Agility 7

1 Ton Recon Drone Control Link: TL-11, Remote Control with built-in Recorders and Display Screens, also simple Auto Pilot (direction and speed)

Demolitions Gear: 100 kg Plastic Explosive, Detonators, 500 m Primacord, TL-7, one 5 kilo-ton Nuclear Device, 25 kg, TL-8

Assault Boat Two

Characters: M, N, O, P; Q, R, S, T; U, V, W, X

Antigravity Belts: for each of 12 occupants, TL-12, 100 kph, Unlimited Endurance, Mechanical Failure 12+

2 Ton Library Computer: Model 2, TL-8, Programs: General Library, Analysis, Record

1 Ton Recon Drones, Two

1 Ton Recon Drone Control Link

100 mm Mortar

½ Ton Guided Missiles: Four

Weapons

100 mm Mortar, Light: Crew = 3, TL = 11, Range = 2.25 kilometers, Rate of Fire = 5 per round/minute, Burst Radius = 8, 7+ to Hit with Target Characteristic DMs of 4 cm RAM Grenade HE Round, Damage = 6D, 30 kilograms

Guided Missiles: Tac Missile, Crew = 2, TL = 11, (AHL) Short = 4000 m (65), Effective = 6000 m (65), Extreme = None (Maximum 9000 m); (TVLR) Close = Cannot Hit, Short = 2 to Hit, Medium = +1 to Hit, Long and Extreme = +2 to Hit; To Hit: No, 10+, 7+, 5+, 5+; Armor Class does not effect Hit Probability, Size does; To Hit rolls are for 1.5 m square target; Damage = 8D, 25 kilograms

RAM Grenade Launcher: TL = 10, Extreme Range = 1200 m, Burst Radius = 5, Damage = 8/3D, HE/Flechette

PGMP-13: TL = 13, Extreme Range = 1000 m (Battle Dress Only), Damage of 12D is halved at very long and quartered at extreme ranges.

Advanced Combat Rifle: ACR, TL = 10, Extreme Range = 1000 m, Damage = HE - 4D, Disc. Sabot, 3D, Slug 3D; Standard Electronic Battlefield Sight and Laser Rangefinder/Designator

SMG: TL = 7, Maximum Range = 400 m, Damage = 3D - 3

Pistol: TL = 7, Maximum Range = 200 m, Damage = 3D - 3

All Personnel have a 4 channel Communicator: 1) Boat Crew/Ship; 2) Commando; 3) Analysis Team; 4) General Band; Range = 400 km

Combat Armor: TL = 11, Pressurized

Battle Dress: TL = 13

Grenades: Three of the four carried are HE or HEAP RAM Grenades of TL = 10, which may also be thrown by hand. The fourth is an Anti-Laser Prismatic Smoke which can only be thrown and will fill an area 6 x 6 x 6 m in one round with smoke which will dissipate in 2 rounds.

All Personnel have Medical Kits, TL = 11, 1 kg.

The portable Sensor/Scanners are linked to the Library Computer. They have Video Camera capabilities and otherwise operate much like *Star Trek* "Tricorders". They have small internal energy cells and can run up to 50 hours on internal power. They can be recharged from any vehicle power plant (Shuttle or Air Raft).

CP-A143542-0402000-56104-0		MCr 791.21	1000 tons
Batteries Bearing	1	211 1	Crew = 20
Batteries	1	211 1	TL = 14
Passengers = 6	Low = 0	Cargo = 184	Fuel = 458
EP = 50	Agility = 0	Troops = 0	

**Hrunta
High Guard
Statistics**

PLAYER 5

NAME _____

Q. crewman _____ gunner assault boat two

754385 age 26 2 terms vacc suit

gunnery 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

R. commando _____ marine trooper

B66986 age 26 2 terms combat armor

vacc suit 1 cutlass 1 RAM 2

RAM grenade launcher, 8 clips, 3 rnds ea., pistol,

2 mags 10 rnds ea., cutlass

S. commando _____ marine trooper

959773 age 22 1 term combat armor

vacc suit 1 cutlass 1 ACR 1

ACR, 12 mags, 20 rnds ea., cutlass, 4 grenades

T. analysis _____ team sub leader

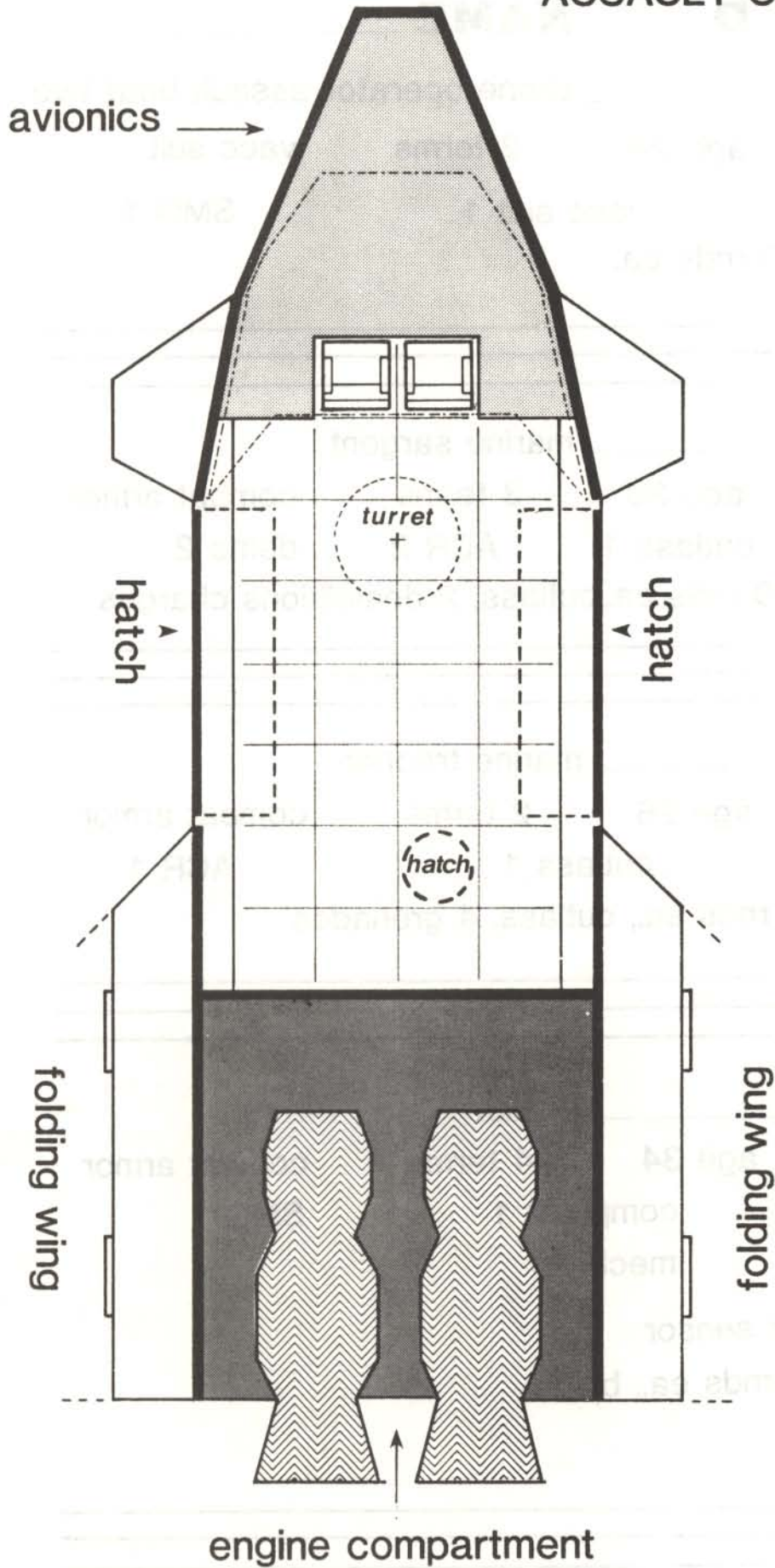
558AF5 age 42 6 terms combat armor

vacc suit 2 computer 1 SMG 1 medic 1 JOT 4

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

ASSAULT SHUTTLE

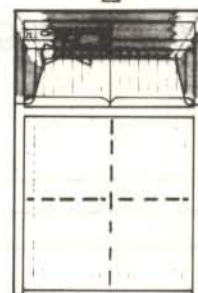


BY-0206821-930000-20002-0 MCr 43.733 40 tons

Agility - 5 One Battery Each Crew - 2 TL - 14

Passengers - (30) Cargo - (15) Fuel - 3.8 EP - 3.2

AIR RAFT



PLAYER 6

NAME

U. crewman _____ drone operator assault boat two

35499A

age 26

2 terms

vacc suit

mech 2

vacc suit 1

SMG 1

SMG, 3 mags, 30 rnds ea.

V. commando _____ marine sargent

866A77

age 30

3 terms

combat armor

vacc suit 1

cutlass 1

ACR 2

demo 2

ACR, 6 mags, 20 rnds ea., cutlass, 2 demolitions charges

W. commando _____ marine trooper

AAC434

age 26

2 terms

combat armor

vacc suit 1

cutlass 1

ACR 1

ARC, 12 mags, 20 rnds ea., cutlass, 4 grenades

X. analysis _____ analyst

9A8687

age 34

4 terms

combat armor

vacc suit 1

computer 1

SMG 1

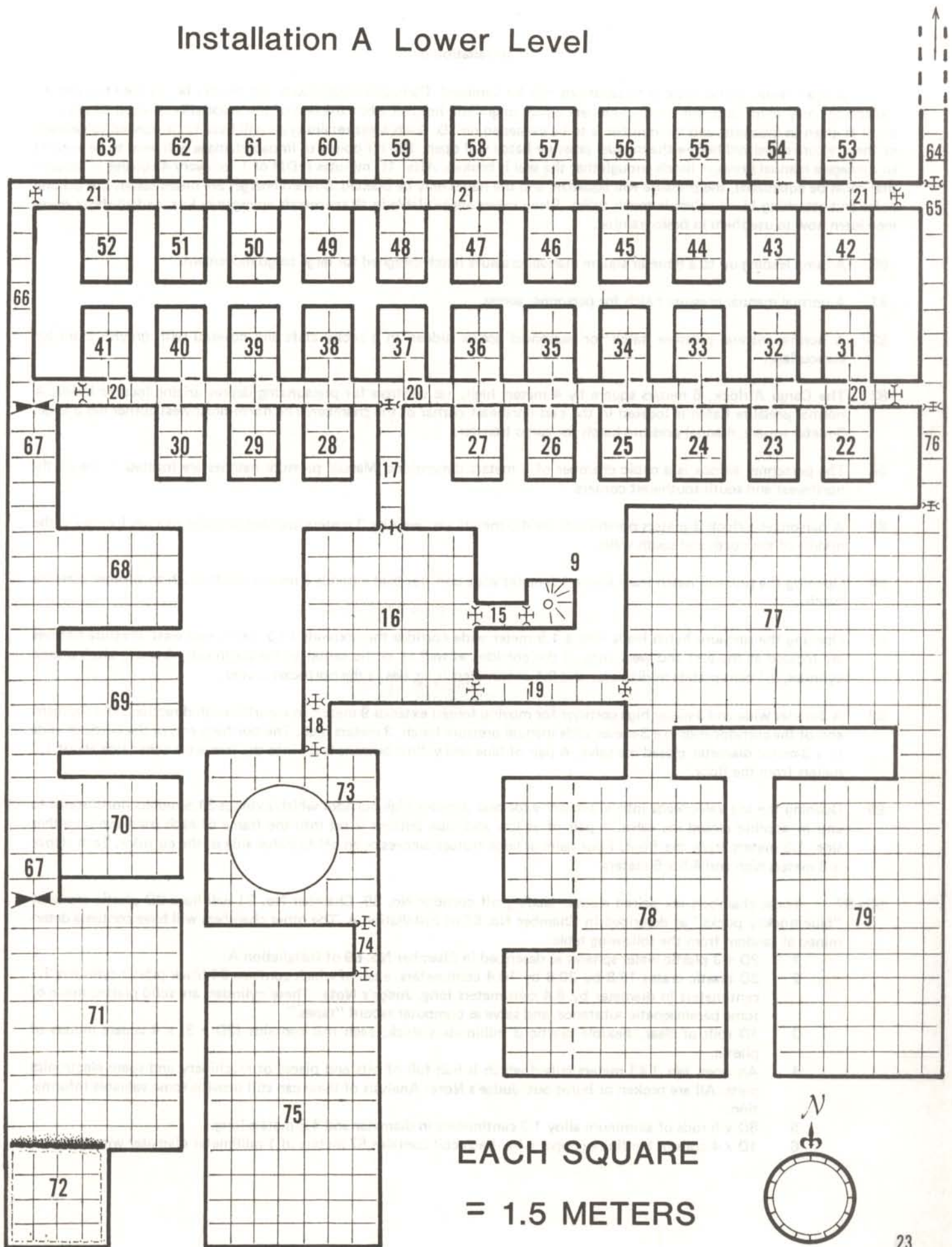
pilot 1

mech 3

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

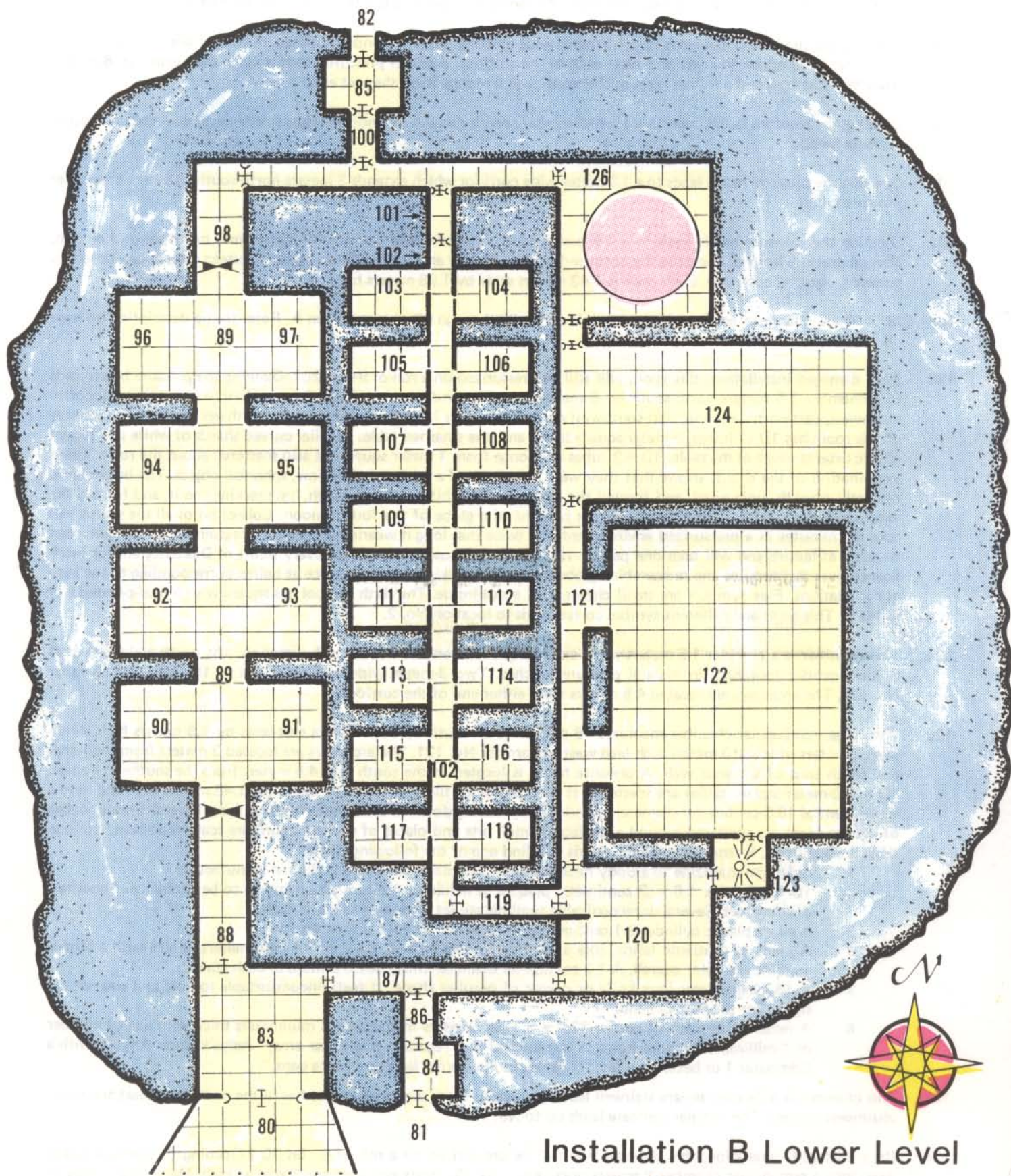
Installation A Lower Level



Installation B

Judge's Note: Some Type B Installations will be damaged. Damaged installations will mostly be exposed to vacuum. Exceptions may exist, and, for those chambers which might still hold air when the rest of the installation is open to vacuum, a roll is given in brackets, and the number is to be exceeded on 2D. Such areas retaining air will have to be opened to vacuum or the pressure equalized before the manual pressure hatch will open. 100 hit points of impact damage will need to be applied to damage a manual pressure hatch enough that the seal is broken. After 1D minutes (+DM of 1 for every 4 squares of volume that must be equalized), the pressure will equalize, and the hatch may be opened. Shaped charges are much faster, but drilling holes and attaching bleed valves is much tidier. Bleed valves are available in all spacecraft emergency kits, and all ship's crewmen learn how to use them in basic training.

- 80 A ramp leading up to a 6-meter square manual pressure hatch designed for large cargo movement.
- 81 A normal manual pressure hatch for personnel access.
- 82 A normal manual pressure hatch for personnel access hidden in a rocky cleft and covered with greyish foam for camouflage.
- 83 The Cargo Airlock, 6 meters square by 4 meters high, has controls for pressurizing/depressurizing located inside. A normal pressure hatch is located in the east-northeast corner of the chamber. The north-northwest corner has a large, 3-meter square, manual pressure hatch for cargo transfer.
- 84 The personnel airlock is a cubic chamber of 3 meters dimensions. Manual pressure hatches are located in the north-northwest and south-southwest corners.
- 85 A personnel airlock 3 meters north-south by 4.5 meters east-west by 3 meters high has pressure hatches located in the middle of the north and south walls.
- 86 Opening the pressure hatch leads into a 1.5 meter wide corridor that extends 3 meters north-south to another pressure hatch.
- 87 Opening the pressure hatch leads into a 1.5 meter wide corridor that extends 13.5 meters east-west. Pressure hatches are located at the east and west ends of the corridor as well as in the center of the south side. A small, black plastic cylinder, 2.1 centimeters in diameter and 9.4 centimeters long, lies in the northeast corner.
- 88 A 3-meter wide and 3-meter high corridor for moving freight extends 9 meters in a north-south direction. The southern end of the corridor ends in a 3-meter wide manual pressure hatch, 3 meters high. The northern end of the corridor ends in a 3-meter diameter closed iris valve. A pair of blue and yellow buttons is set into the frame on either side about 1.5 meters from the floor.
- 89 Opening the iris valve leads into a 3-meter wide and 3-meter high corridor which extends 31.5 meters north-south to end in another closed iris valve. A pair of yellow and blue buttons is set into the frame of each iris valve on either side, 1.5 meters from the floor. Four pairs of large storage alcoves open off to either side of the corridor. Each alcove is 3 meters high and 4.5 x 6 meters.
- 90 - 97 These chambers are paired alcoves leading off corridor No. 89. Chamber No. 91 will have 2D plastic crates of "blue hockey pucks" as described in Chamber No. 68 of Installation A. The other chambers will have contents determined at random from the following table:
 - 1 2D + 3 plastic water spheres as described in Chamber No. 69 of Installation A.
 - 2 3D plastic crates 18.8 by 20.8 by 10.4 centimeters, each of which contains 64 black plastic cylinders 2.1 centimeters in diameter by 9.4 centimeters long. **Judge's Note:** These cylinders are solid plastic, made of some paramagnetic substance, and serve as computer record "tapes."
 - 3 1D rolls of clear, flexible plastic 3 millimeters thick; each roll contains (2D + 3) x 4 square meters of plastic.
 - 4 An open bin 1.43 meters cubed which is half-full of bits and pieces of machinery and spare electronics parts. All are broken or burnt-out. **Judge's Note:** Analysis of these can still provide some valuable information.
 - 5 8D x 5 rods of aluminum alloy 1.3 centimeters in diameter and 4.3 meters long.
 - 6 1D x 4 coils of berillium-copper wire. Each coil contains 57 meters of 1 millimeter diameter wire.



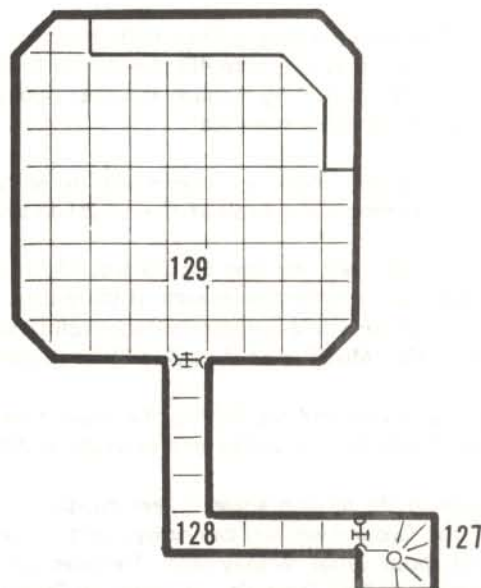
Installation B Lower Level

EACH SQUARE = 1.5 METERS

- 98 This chamber is a 3-meter wide and 3-meter high corridor extending 6 meters in a north-south direction. The southern end of the corridor is terminated by a 3-meter diameter closed iris valve. A pair of blue and yellow buttons is set in the frame on either side, 1.5 meters from the floor. A manual pressure hatch is set in the east-northeast corner.
- 99 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 18 meters in an east-west direction. Pressure hatches comprise the east and west ends of the corridor. Another pressure hatch is set in the north wall 6 meters from the west end, and a fourth is set in the south wall 6 meters from the east end.
- 100 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 3 meters north-south and ends in another pressure hatch.
- 101 Opening the pressure hatch leads to a 1.5-meter wide corridor which extends 3 meters north-south and ends in another pressure hatch.
- 102 Opening the pressure hatch leads to a 1.5 meter wide corridor which extends 39 meters in a north-south direction. Manual pressure hatches comprise the north end of the corridor and the southeast corner. Sixteen doors open onto this corridor, eight on each side. Each door is 1.43 meters wide by 1.98 meters high.
- 103 - 118 These chambers are identical to chambers No. 22 through 63 of Installation A. Refer to the description on page 8.
- 120 (In a damaged installation, this room will still be pressurized on a roll of 9+ on 2D). Opening the pressure hatch leads to a chamber 7.5 meters north-south by 6 meters east-west and 3 meters high. Pressure hatches are set at the north-northwest, east-northeast, and west-southwest corners as well as 1.5 meters south of the northwest corner. The interior of this room has 1D - 1 intact, 2-meter square tables and one smashed table. Peculiar curved shards of white and brown plastic litter the area of the table. 1D + 2 cubes of sponge foam 1 meter square are also scattered about the room. Close examination of the shards shows that they were once part of a fairly large, hollow, spherical object. The beige side is perfectly smooth, unmarked, and formed the interior. The whiteish side is rough, has markings on it, and formed the exterior. **Judge's Note:** These shards are the remains of a globe of the fourth moon. Collection of all the shards will take 4D minutes in a pressurized environment and twice that long if wearing a Vaccsuit. Reassembly of the globe can be done at leisure and will take one person 120 minutes minus 2 minutes for every point of Dexterity and/or Intelligence over 9. Study of the reassembled globe reveals six markings on the surface at points corresponding to the jamming locations. Five symbols are small circles with a dot inside. The sixth symbol is a square with a four-pointed star inside it. This sixth and different symbol corresponds to location No. 2.
- 121 This chamber is a corridor 1.5 meters wide, extending 21 meters in a north-south direction. The north and south ends of the corridor terminate in manual pressure hatches. Two 3-meter wide archways lead to the east and chamber No. 122. The archways are located 4.5 meters from either end of the corridor.
- 122 This large, rectangular chamber measures 18 meters north-south by 13.5 meters east-west by 4.5 meters high. Archways 3 meters wide and 3 meters high lead west to corridor No. 121. The archways are located 3 meters from the north and south ends of the west wall. A pressure hatch is located in the south wall 4.5 meters from the southeast corner. 1D + 4 2-meter square tables are scattered at random about the chamber. The tables are 1.43 meters high and have a single, central 10.5-centimeter diameter cylindrical leg leading down to a 1.2-meter circular foot. Several 1-meter cubes of sponge foam are scattered around each table. Small bits and pieces of random debris are scattered about, and one table is overturned. Examination of the debris will find one of the following items:
- 1 A broken magazine to a Body Pistol of unknown make but obvious Human manufacture.
 - 2 1D small 1.4 x 1.6 x .3 centimeter plaques of irridium-platinum which appear to be "coins" or "jewelry" of some sort. Several unrecognizable symbols are set into the surface of each.
 - 3 A white plastic cylinder 2.1 centimeters in diameter by 9.4 centimeters long.
 - 4 A piece of synthetic fabric, like a scarf or a handkerchief, 34.2 x 18.1 centimeters in size with a bright, metallic red color overall. A 1.2-centimeter diameter white dot is printed in each corner.
 - 5 A 18.4-centimeter long knife or dagger of peculiar shape. It feels uncomfortable to hold and was not designed for the human hand.
 - 6 A rectangular piece of plastic 32.4 x 8.1 centimeters in size and .8 millimeters thick with a large number of 1-millimeter circular holes in it, punched in a regular, rectangular array. **Judge's Note:** Anyone with a Computer 1 or better will say, "That looks like an old keypunch data card."
- 123 This chamber is a 3-meter square stairwell leading upward. There are pressure hatches in the north-northeast and west-southwest corners. The circular staircase leads up to No. 127.
- 124 (In a damaged installation, this chamber will still be pressurized on a roll of 8+ on 2D.) Opening the pressure hatch leads into a rectangular chamber 9 meters north-south by 18 meters east-west and 6 meters high. Many large pieces of machinery are anchored to the floor. In spite of the semi-shrouded and molded form of construction, any of the party will recognize several pieces as atmosphere and water recyclers and other such equipment. In an Intact Installation, all this equipment is undamaged and functioning. In a Damaged Installation, certain critical items are burned and scorched with electrical overloads or otherwise shattered.

- 125 Opening the pressure hatch leads into a 1.5 meter square cubicle 3 meters high which has another pressure hatch opposite.
- 126 (In a damaged installation, this room will still be pressurized on a roll of 7+ on 2D.) Opening the pressure hatch leads to a chamber 9 meters square and 6 meters high. Pressure hatches are located in the west-northwest and south-south-west corners. The center of the chamber is taken up with a large, metal cylinder 6 meters in diameter and 4.5 meters high. In an Intact Installation, the cylinder is warm to the touch and vibrates faintly. The cylinder is made of a dull grey metal and has a 1.43-meter square panel raised 1.23 centimeters from the surface of the cylinder on the east side. In an Intact Installation, the square is glossy black and somewhat translucent. In the upper right-hand corner is a 3.41 centimeter diameter white circle. In the lower right-hand corner is an array of 64 colored symbols arranged in eight rows of eight symbols. The area in between is filled with colored waveforms and bargraph lines, some of which slowly change length or form. In a Damaged Installation, the square will be an opaque, dead black with no color or motion; only the white circles will be present.
- Judge's Note:** The square is the control panel for the cylinder which is the installation power plant, a thermionic generator. The panel is security locked and will only accept input commands in the presence of an active Engineering Crew Identity Disk. It is adjusted to maintain the installation at standby level and is capable of doing so for the next 1,200 standard years. The energy weapon capacitors will trickle charge enough for another shot in about 3 months.
- 127 The top of the 3-meter square stairwell at a level of 5 meters below the surface of the knoll has a pressure hatch located in the west-northwest corner.
- 128 Opening the pressure hatch leads into a 1.5-meter wide "L" shaped corridor which extends 7.5 meters east and then goes 7.5 meters north to end in another pressure hatch.
- 129 (In a damaged installation, this room will still be pressurized on a roll of 6+ on 2D.) Opening the pressure hatch leads into a large, octagonal room. The chamber is 4.5 meters high and is a basic 13.5 meters square with 1.5 meters clipped off each corner. The ceiling of the room has a cylindrical bulge in it 4.5 meters in diameter which projects down into the room 1.43 meters. The cylinder is made of a dark, heavily tarnished metal. A 1-meter diameter circular hatch is set in the center of the cylinder base. It has a 3.41-centimeter diameter white disk set into the center. **Judge's Note:** The cylinder is the base of the heavy energy weapon ground mount, and the hatch permits maintenance access to the mechanisms within. It has a special magnetic lock which only responds to a Special Weapons Crew Identity Disk.
- In an Intact Installation, the hatch in the cylinder is sealed, and three of the four consoles in the room were melted long ago. In a Damaged Installation, the hatch cover from the base of the cylinder is lying on the floor, and all four consoles are melted into slag, as are the components of the energy weapon mechanisms.
- In an Intact Installation, the undamaged console is booby-trapped and will initiate a self-destruct program if any attempt is made to operate the console without giving the proper 7-symbol sequence code. If not correctly countermanded, 37.47 minutes later, an internal thermite charge will thoroughly slag the console. Being shot at, pried open, or otherwise tampered with for over 10 hit points will trigger the self-destruct immediately. **Judge's Note:** All team members have been briefed to let only the Analysis experts handle the computers.

Installation B Upper Level



EACH SQUARE = 1.5 METERS

Planetary Encounters Table

Plain	Rough	Mountains	Ice Field
1 Dust Pool	1 Dust Pool	1 Dust Pool	1 Deep Snow
2 Craters	2 Rocky Ground	2 Avalanche	2 Ice Cave
3 Crevasse/Ravine	3 Crevasse Ravine	3 Crevasse/Ravine	3 Crevasse
4 Vapor Vent	4 Vapor Vent	4 Loose Rubble	4 Deep Snow
5 Meteor Shower	5 Meteor Shower	5 Meteor Shower	5 Meteor Shower
6 Rocky Ground	6 Cave	6 Blocked Passage	6 Crevasse

Vacuum Planet Encounters

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling and sliding down towards the party. Throw Dexterity or Intelligence (whichever is higher) on 2D for each character on foot to take cover. If the throw is unsuccessful, throw Endurance or less on 2D to avoid 1D + 1 Hit Points in injury. Roll 1D, on 1 - 3 the Vacc Suit is also breached. Flying vehicles may avoid avalanches with a throw of 3+ on 2D (Die Modifier: Pilot Skill applicable). Ground Vehicles may avoid avalanches with a throw of 8+ on 2D (Die Modifier: Vehicular Skill applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 10 minutes work by one person to free the vehicle. If the result is greater than 9, the Judge may apply an appropriate vehicle malfunction (adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional Die Modifier of 3 on avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked and is impassable to ground vehicles. Throw 2D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modify the work time at Judge's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 4D meters and has 1D passages. On a roll of 6+ on 2D, there will be a minor Human artifact found; on a roll of 10+, a minor Alien artifact. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild **Ready Ref Book**.

Craters: An extensive area ahead is covered with meteorite impact craters. The ground travel time is doubled for the next 1D + 3 kilometers.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines which obstruct passage. Throw 2D; on a roll of 8 or less, ground travel time is doubled for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent travelling along the crevasse to find a passable place for vehicles. Individuals may attempt to leap/scramble across by rolling Dexterity or less on 2D (Die Modifier of +1 if Strength greater than 8). If unsuccessful, take 1D - 1 Hit Points of damage and check for Vacc Suit breach on 1 - 3 of 1D.

Deep Snow: Deep snow covers the area ahead and cutting ground travel speed in half for the next 3D + 4 kilometers. Tracked vehicles are unaffected.

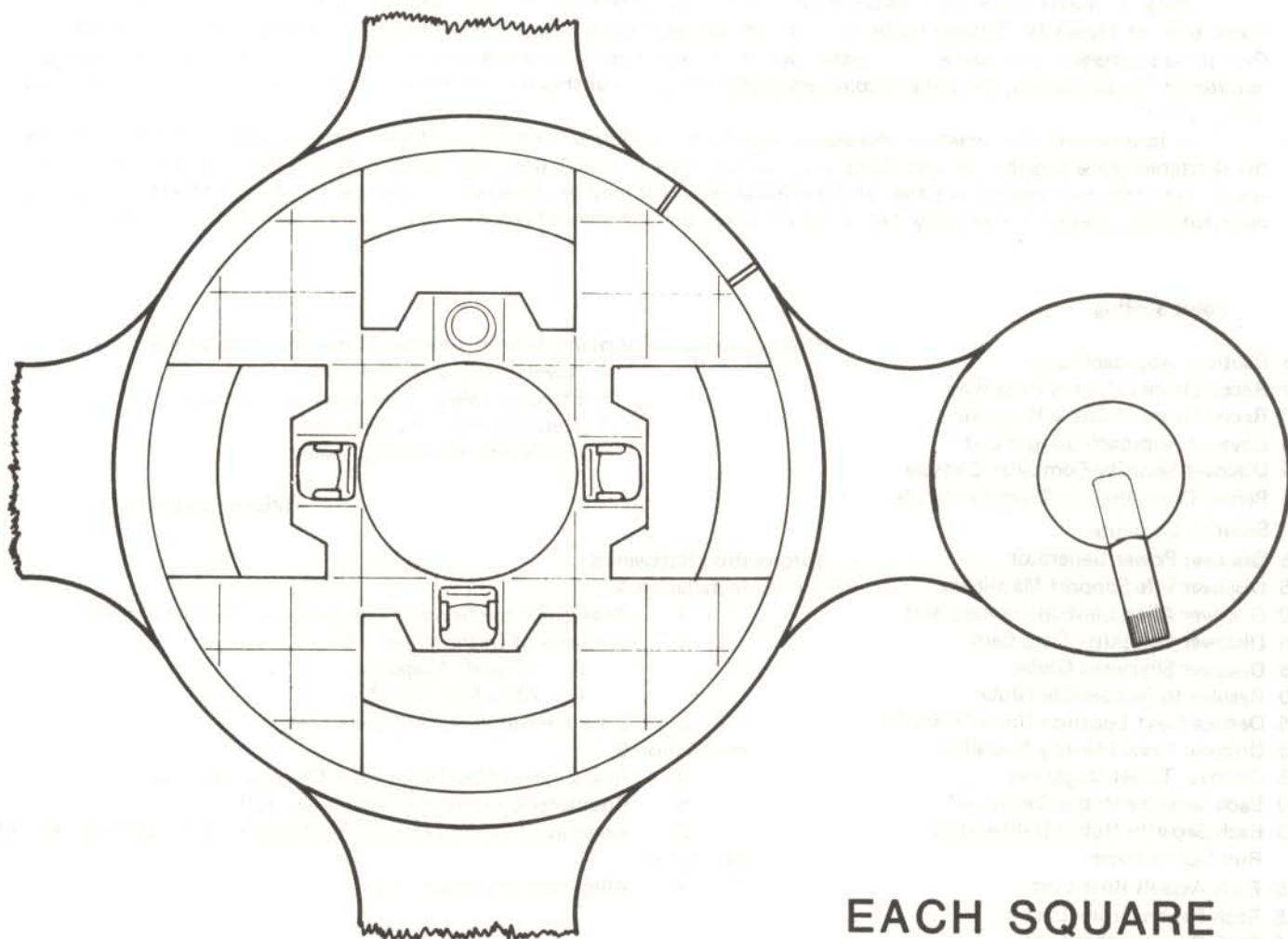
Dust Pool: A low area in the terrain ahead is filled with microfine dust. The maximum depth is 2D - 1 meters and the pool has a diameter of 5D x 10 meters. It will take 4D minutes to find a safe ground passage around (double time in Rough and triple time in Mountain terrain). Travelling through the dust pool causes a 1/6 chance of a minor vehicle or Vacc Suit malfunction for every 50 meters of distance travelled.

Loose Rubble: Portions of the path ahead are strewn with loose rubble. Ground travel speed except for tracked vehicles is cut in half for the next 1D kilometers. On a roll of 11+ on 2D an avalanche will also occur.

Meteor Shower: Micrometeorites pelt the area for 2D seconds. If the shower lasts 7+ seconds there is a 1 in 6 chance that each character exposed will have a Vacc Suit breach. If the shower lasts 9+ seconds, there is a 1 in 6 chance that each vehicle exposed will be breached to vacuum. In a breached vehicle, roll Dexterity or under on 2D to repair the breach. If unsuccessful roll Dexterity or less on 2D (Die Modifier of Vacc Suit Skill) to don Vacc Suit in time to avoid 1D of decompression damage.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot or in tracked vehicles. Double the travel time for other ground vehicles. The rocky area extends for 2D x 2 kilometers.

Vapor Vent: A small crack in the ground ahead is seen to spout vapor at irregular intervals. The crack can easily be leaped over by a character on foot. Ground vehicles can easily avoid the crack. Roll 2D if the characters elect to pass over the crack. On an 8+, the crack will spout vapor as they cross. Vehicles will receive a sharp jolt but no damage. A character on foot will be thrown into the ground. Roll Dexterity or under on 2D to avoid 1D Hit Points in damage. Check for a 2 in 6 chance of Vacc Suit breach also.



**EACH SQUARE
= 1.5 METERS**

The Battle Raft

Lying on its belly in the bottom of a crater is a wrecked combat vehicle of some sort. It looks as if its original mission was that of armed aircraft. It is composed of an oval central body 15 meters in diameter and 4 meters in height with four smaller, oval bodies 5 meters in diameter and 2 meters in height attached around the circumference at 90 degree intervals by smoothly flared, large, oval struts. The vehicle is made of a metal foam, covered with a tough ceramic skin. Mounted on top of each of the peripheral pods is a single laser turret, and on top of the central body is a single fusion gun turret. It was crewed by four. Examination of the shattered interior reveals three chairs for Human types and one cup-shaped chair for a ???

Preliminary estimates give a combat speed of about 100 kilometers per hour on antigravs and an endurance of at least 50 hours. The computer had a capacity at least equal to a Model 1. The lasers were pulse-type, and the fusion gun was equivalent to an FGMP-15, though with an extreme range of 2,000 meters. The overall Tech Level appears to be 12 - 13.

Combat damage was extensive; portions of the central body are blown away, and the edges of the damaged areas appear melted. Attempts to recover any significant piece of the wreckage will reveal a severed limb in a piece of pressure suit. The limb appears to be a muscular tentacle with a rudimentary stiffening of cartilage. The section found is about .94 meters long, 8.7 centimeters in diameter at the base, and tapers smoothly down to the tip. 16.3 centimeters back from the tip, two subsidiary tentacles branch off, each 14.2 centimeters long. The arm of the suit itself is made of a flexible, synthetic cloth, lined with sealing plastic, insulation, and inner mesh armor. The surface of the tentacle is a smooth, rubbery skin, a faint greenish tan in color with no surface hair or feather-type covering. The specimen is not identifiable as any known species, either intelligent or non-intelligent.

TOURNAMENT PLAY

Judge or player reads the mission briefing, summary of previous mission, and directs the Hrunta to within 10 hours' travel time of Planet IV. Impose encounters of one Meteor Shower, three Electro-magnetic Disturbances, and one Electro-Gravitic Disturbance. The Judge then passes out the moon maps and character/equipment summaries. After permitting 5 minutes of free discussion, the Judge recommences play with, "Your ship is now nine hours out from Planet IV. What are you going to do?"

In tournament play, whatever installation they land at will be an intact Type B with active defenses and robots. Piecing the shattered globe together should direct them to the Type A Installation. The location of the Wrecked Battle Raft is optional; the Judge may place it at either of the installations, or it may be placed on the approaches to one of them. The players need not stick together in one party, but it will cut down their chances of completing the tournament if they don't.

Point Scoring

- 5 Cautious Approach Used
- 7 Recon Drones Used as First Wave
- 7 Recon Drones Used as Weapons
- 5 Covered Approach Sought Out
- 5 Discover Security Computer Console
- 5 Permit Only Analysis Team to Handle Security Computer
- 5 Discover Power Generator
- 5 Discover Life Support Machinery
- 10 Discover Alien Limb in Pressure Suit
- 5 Discover Computer Data Card
- 5 Discover Shattered Globe
- 10 Resolve to Reassemble Globe
- 5 Deduce Next Location (Installation A)
- 5 Discover Crew Identity Medallion
- 5 Discover Travel Magazines
- 10 Each Security Robot Destroyed
- 5 Each Security Robot Deliberately Run Out of Power
- 25 Each Assault Boat Lost
- 5 Each Recon Drone Lost
- 15 Each Crewmember Lost
- 10 Each Soldier Lost
- 25 Each Analysis Team Member Lost

Plus, up to 15 bonus points may be awarded at the discretion of the Judge for:

- 1 Novel uses of standard gear
- 2 Effective role-playing; staying in character
- 3 Thinking problems through
- 4 Heroic actions where justified

Mission Debriefing

Information Recovered:

Installation A

- 1 Analysis of the Security Computer in Chamber No. 10
- 2 Contents of Chamber No. 16
 - A. "Travel" Magazines
 - B. Alien Furniture
- 3 Crew Medallion from Chamber No. 77

Installation B

- 4 Reassembled Map Globe from Chamber No. 120
- 5 Computer Card from Chamber No. 122
- 6 Analysis of any intact Security Computer from Chamber No. 129

Battle Raft

- 7 Alien limb in pressure suit

MISSION DEBRIEFING

Upon completion of the mission, analysis of the data collected gives further information.

Items 1 and 6 give additional data on security filing methods as well as making it easier to "crack" such simple computers again in the future. Traces of two significantly different approaches were found by analysing programming methods. One approach was similar to Human thought processes. The other was not recorded as ever having been encountered before.

Item 2, the "Travel" magazines brought a breakthrough! At least four separate articles, one of them a very long one, were discovered to be translations from a 321-year old issue of an Imperial magazine. The linguists are now very busy and report that two of the three magazines will soon be translated. The third is in a different language, not yet translatable, but it has an extremely interesting article. This article shows a tour through a Generation Ship and a couple of photos of the bridge of the ship. Computer analysis of the star patterns shown indicate that the ship was somewhere in the Darkling Subsector.

Item 3, in and of itself, was usable only in that it gave an idea of an Identity Disk. During analysis, one of the technicians was extremely startled when he first saw the medallion. His Uncle Keorge had given him one of those as a souvenir when he was a kid! He still had it! Keorge had found it on a drifting body in a Vaccsuit while prospecting in the Satyressia Subsector. Uncle Keorge was lost in space more than 15 years ago, but the technician, Kim Marhavey, had collected all of Keorge's logbooks. He had hoped to edit them for publication. The record isn't quite clear, but the body was found in the Trojan Point of a gas giant planet in either the Pearlbase or Placid Systems.

Commendations have come down for the fine performance turned in by the Hrunta. ADCOMLEYSEC is assigning her, or a sister ship, to continue the investigation.

Judges Guild will shortly release the third adventure in the Border Prowler Series set in the Gateway Quadrant of the Traveller tm universe.

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BLACKEDGE SUBSECTOR

The Blackedge Subsector is located in the Lesser Rift, and what administrative services are available are provided by the Suprared T'tnaare through Kasigar in the Kma Subsector. The Imperium maintains only a loose surveillance of the area and occasionally subsidizes an observer on the T'tnaare scout patrols. A notable navigational hazard exists in the Spinstorme System which discourages navigation in this area.

Luangue	0106	X628657	2	Non-Industrial	G
Cloud	0201	X7A9617	4	Non-Industrial	G
Shade	0307	X685303	3	Non-Industrial	G
Lorn	0403	X575675	4	Agricultural, Non-Industrial	G
Pitch	0409	E466779	6	Agricultural, Rich	G
Spinstorme	0506	X200000	--	Binary w/Black Hole	G
Mirk	0602	X5A8333	2	Non-Industrial	G
Lurid	0708	C000789	8	Asteroid Mining	G
Trom	0803	X545754	5	Agricultural	G

The Blackedge Subsector contains 9 systems with a total population of 24.7 million. The highest Population Level is 7 at Pitch, Lurid, and Trom; the highest Tech Level is 8 at Lurid.

