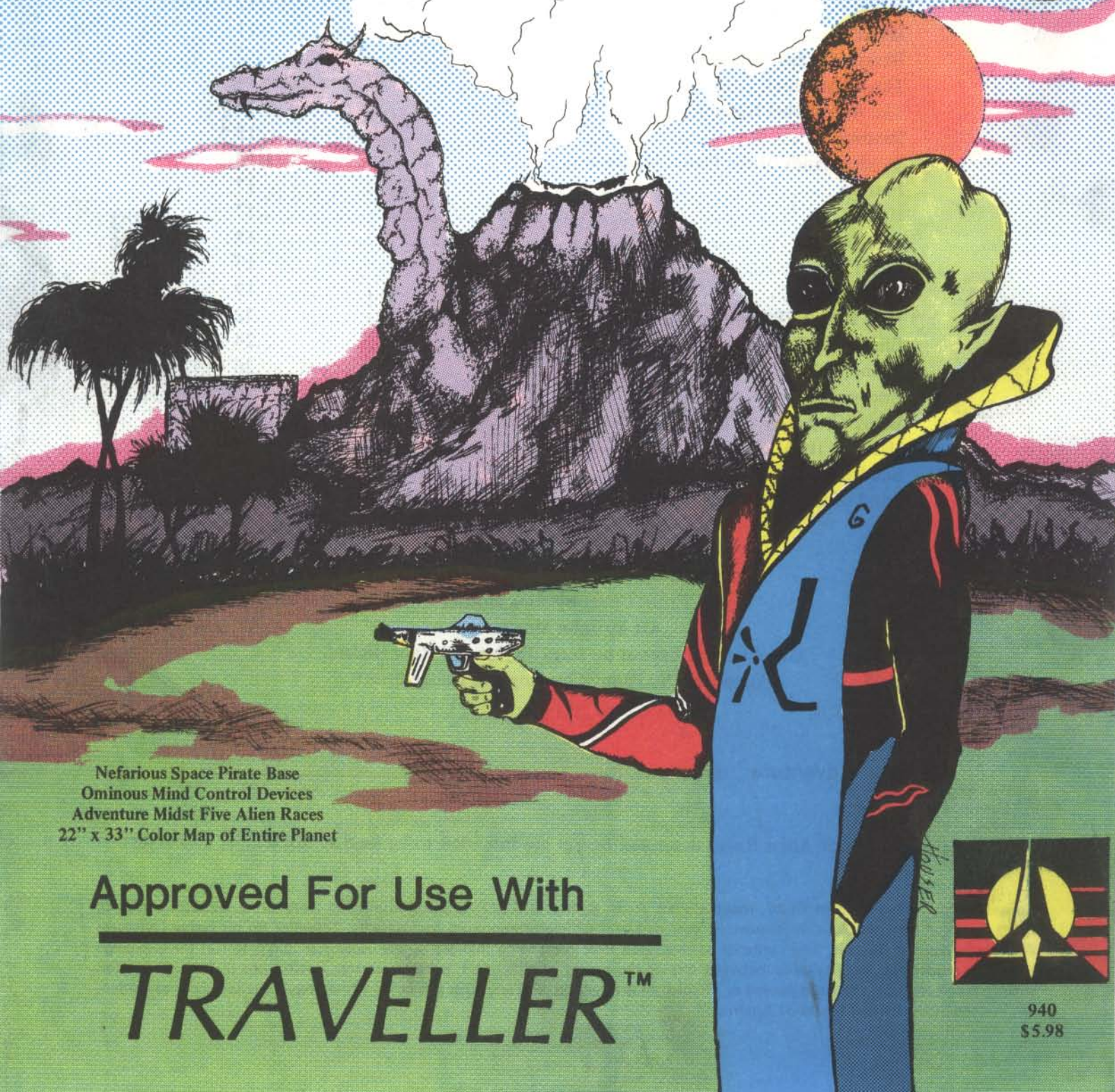


WASPWINTER

Science-Fiction Adventure in the Far Future

by *Walter & Dorothy
Bledsaw*

Judges Guild



Nefarious Space Pirate Base
Ominous Mind Control Devices
Adventure Midst Five Alien Races
22" x 33" Color Map of Entire Planet

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This Adventure Belongs To: _____

All six of the Minor Alien Races described herein are intended to be used as Non-Player Characters.

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INTRODUCTION

On their way to pick up a load of pharmaceuticals, the Perseus misjumped due to the interference of a drunken Quintin Quinby.

It happened like this.

As the Perseus cruised to 100 planetary diameters, in order to make the jump with the least amount of difficulty, Quintin and Xavier became embroiled in a heated "discussion." The discussion centered upon the worth of a certain Navigator - namely, Quintin. Tempers ran nova-hot, and Trebor interrupted the two just before they came to blows and separated them.

Quintin went to his cabin to discuss the worthlessness of Xavier with his bottle, and Xavier visited Whisper, looking for a soft shoulder to cry on. Trebor stayed at the controls even though he was scheduled for some sleep-time.

A few hours later, Quintin formulated a plan to discredit Xavier and proceeded to the Bridge to carry out his misbegotten scheme. When he arrived, he found Trebor sound asleep, completely worn out from the previous week's "vacation." Quintin staggered up to the console and began feeding misinformation into the Navigation Computer. He completed his subtle alterations without being discovered and quietly slinked back to his cabin.

When it came time for the jump, Quintin's alterations had not yet been discovered, so the jump proceeded as scheduled. After the jump, the crew of the Perseus found themselves totally lost in an unknown sector of space. Quintin immediately blamed Xavier's "ineptness" for the misjump. Xavier immediately suspected Quintin of tampering. Trebor almost as immediately had to separate the two before physical violence erupted.

This, then, is the situation as the Navigational Scanner beeps gently to draw attention to the planetary beacon it has picked up.



TREBOR RAYSTAR

Trebor Raystar, Ex-Merchant Service/Captain

578C96

Age 52

7 terms

Engineering - 3, Administration - 2, Computer - 1, Streetwise - 1, Electronics - 1, Bribery - 1, Pilot - 1, Navigation - 1

Trebor is 196 cm tall and weighs 66 kg. He is tall and lanky with a permanent stoop to his shoulders because of long years spent in low-ceilinged starships. He is a paradox. He is an absent-minded individual who is hopelessly disorganized and does not appear to be the type of person who could successfully Captain a Free Trader, but he does. Somewhere in the madness of this method, he has managed to repeatedly make a large profit. His inept appearance is further enhanced by an ancient pair of spectacles that he wears.

His home planet is Trenchard. His ancestors came to Trenchard centuries ago from the dying planet, Yiv. After years of co-existence, the Trenchans began oppressing the Yiv minority. Great injustices were perpetrated upon the Yivs, and their policy of nonresistance was merely taken as a sign of weakness. Prejudice increased, and genocide followed.

Trebor's father managed to educate himself at a Trenchard University and receive a Government charter to practice law in the Yiv sectors of the planet. He dedicated himself to fighting for the rights of his people. He never became rich, but he did manage to save enough money to buy his oldest son, Trebor, a commission in the Imperium Merchant Service.

Trebor found it extremely difficult to leave the only home he had known, and, at the time, he didn't understand his father's statement, "One of us must live."

Three years after he left, the Trenchans declared war on the Yivs and annihilated them. The Imperium's reaction was a strongly worded protest which came too late to save the Yivs, who died to the person, refusing to fight. Trebor has now assumed the responsibility of fighting injustice wherever he finds it.

His merchant career began slowly at first, but his consistency convinced his superiors that he was capable, and, after twelve years, he was promoted to Third Officer. The faith which they had placed in him was rewarded by increased performance, and soon more promotions followed. He retired from the Merchant Service after twenty-eight years as a Captain. In an elaborate retirement ceremony, he was presented with the traditional Sword and Shotgun from his company and the title to the Free Trader Perseus, one of the company's fleet which had just been decommissioned. Trebor's dream of owning his own ship had been fulfilled.



XAVIER ULTRAN

Xavier Ultran, Ex-Navy Commander

67ACAA

Age 39

5 terms
Travellers

Pilot - 4, Navigation - 3, Computer - 1, Medical - 1, Ship's Boat - 1

Xavier is 180 cm tall and weighs 90 kg. He has poor eyesight, but vanity keeps him from wearing glasses. He is honest, and most people find him outgoing and like him. His family owns an ocean mining firm on his home planet. The business has been in the family for generations and is very profitable. He receives a small percentage of the profits every year but holds no interest in it since it will be his oldest brother who inherits the business. Xavier's home planet is Valisa, a world known for its ideal of planetary supremacy. According to the Valisans, self-reliance and independence are the greatest virtues. Xavier is a proud man and has killed in the past to silence a slur against his homeworld.

He enlisted in the Navy and picked Ship's Boat as his MOS hoping for a political career. His father's influence got him a commission and quick promotion to Lieutenant. After being commissioned, he discovered that his greatest aptitude was as a Pilot; he underwent Advanced Training and changed his MOS. During his Navy career, his attitude became increasingly more cynical as his youthful idealism turned into bitterness. After twenty years, he retired with 30,000 CR and a Cutlass that was presented to him by his last command. This Cutlass is his most prized possession. A close friend then nominated him for membership in the Traveller's Aid Society and he was accepted. His main interest now is making money. He met Trebor Raystar and went into partnership with him on board the Perseus. Trebor is the Captain and Xavier receives 33% of the profits in addition to his salary as Pilot.



QUINTIN QUINBY

Quintin Quinby, Ex-Scout

949666

Age 39

4 terms

Navigation - 3, Pilot - 1, Jack-of-all-Trades - 1, Vacc Suit - 1

Quintin is 170 cm tall and weighs 67 kilograms. He has an extremely poor memory due to the fact that he drinks excessively. He is a fatalist who has a perpetual gloomy and depressed attitude toward life. He enjoys being around people but his attitude is such that few find his company enjoyable, and those who are unfortunate to find themselves in his presence for a long period of time find that they are in danger of serious depression themselves.

Quintin grew up on the obscure industrial planet of Taizz, where his father worked in a chemical manufacturing plant. Conditions on Taizz were good in relation to other industrial planets in the sector and so he grew up in a rather comfortable and secure middle class environment.

Taizzins are by nature an aggressive and industrial people who believe in success. They determine success by economic condition. This attitude has been so indoctrinated into his identity that it has become a burden to him. He views himself as a failure in life and because of this he has lost all self-respect. The situation is worsened because he lacks the ability to forget the past and the personal disgrace that he faced in the Scouts. This is the underlying reason for his drunkenness and his determination toward self-destruction.

When he was a young man, Quintin dreamed of adventure and excitement. He was bored with the mundane life on Taizz. As soon as he was old enough, he enlisted in the Scouts. Along with the fundamental Pilot skill which he learned in Basic Training, he chose Navigation as his SOS (Scout Occupational Specialty). His first four years were spent on Stand-By where he performed a variety of duties. His second term was spent on a surveying mission. After the completion of his survey work, he earned notoriety among his colleagues while on Alien Contact Duty. He discovered the Pretorian System, and the Attermids, a previously unknown Alien life-form.

When the Pretorian expedition ended, he was reassigned to Stand-By duty. This was a severe blow to his ego. He reacted by spending his free time in local taverns and venting his frustration on uninterested bartenders. He attended further training and improved his Navigation abilities, but the quality of his work began to suffer and his successful career took a bad turn. It ended one night in a drunken brawl where he severely beat a Senior Scout. He was court-martialed and dismissed from duty with a dishonorable discharge.

Now, he survives off of the pity of others. Captain Raystar admires him as the hero of the Pretorian expedition and refuses to dismiss him from his crew despite the insistence of his Pilot that the Perseus doesn't need a Navigator. Quintin remains on board and puts up with the remarks and ostracism by the other crew members because he needs the income to keep himself supplied with liquor. This is the only job he has been able to keep since leaving the Scout Service.



WHISPER MCGEE

Baroness Whisper McGee, Ex-Marine Lieutenant

A58ABC

Age 27

2 terms

Gunnery - 2, Brawling - 1, Revolver - 1, Gambling - 1, Blade Combat - 1

Whisper is the only female crew member on board the Perseus. At 155 cm tall and weighing 55 kilograms, she is literally a little package of dynamite. She has proven herself as a capable Gunner during several encounters with Pirates. Most of the crew view her as an extraordinarily good Gunner and Spacehand. The only one who seems to object to the fact that she's a woman is the Medical Officer, Schyuler Adderson. The rest of the crew is only subconsciously aware that she's a woman except for Commander Ultrán, the Pilot, who had definitely noticed her femininity, much to her approval.

Whisper is from Helena, a world which has recently undergone a bloody cultural revolution. Her grandfather was one of the military heroes of the new social order, and the family has been given a hereditary royal title as a reward. Her father was commissioned as an officer in the Air Defense Force of the new government, and Whisper grew up in luxury. Like most drastic social reform movements, this one fell short of its stated goals. The new leaders found that they were unable to make the reforms they desired as quickly as they thought they could. After a few months of struggling with ideological concepts, the new government adopted a policy of maintaining the status quo, and one corrupt and ineffective government replaced another.

The people continued to demand social justice and better economic conditions and more revolutionary groups arose. Fighting destroyed all the farms and industry. Whisper's family found itself without income, heavily indebted, and desperate for food. Her family was no longer able to support a non-productive and worthless daughter, so her father used his royal title to get her into the Imperial Marine Corps. She reacted to this change in her life with bitter resentment. Her first year in the Marines was a living nightmare. Her fiery temper earned her a reputation as a hellcat and a fighter. Wishing to get rid of her, her

superiors had her placed in a unit being sent into active combat. She spent the next couple of years in combat as a member of fire teams in the guerilla war on Geberath. She rapidly collected an assortment of medals, decorations, and other such trivia. What pleased her most was a commission to Lieutenant, re-enlistment, and an assignment to Advanced Tactics School. She did not complete the school because she was expelled for assaulting one of her instructors. Her last years in the Marines were spent on board a Heavy Cruiser where she improved her Gunnery skills. She was not given the option to re-enlist.

Whisper hopes to save up enough money to finance another revolution on her planet and straighten out the mess once and for all. Right now her primary source of income is playing poker with the Medical Officer.



SCHYULER ADDERSON

Schyuler Adderson, Rogue

49A984

Age 38

4 terms

Medical - 2, Carousing - 1, Jack-of-all-Trades - 1, Streetwise - 1, Dagger - 1

At 165 cm tall and weighing 77 kilograms, Schyuler is the newest member of the Perseus' crew. He signed on as the Medical Officer after the death of the previous one. His earliest memories are not happy ones as they are of his parents selling him as an indentured servant to the cruel and obese white slaver, Mordeem. Schyuler served Mordeem until he was fifteen years old. Mordeem, a psychopathic sadist, beat the boy in order to derive pleasure and entertainment. It was after one of these beatings that Schyuler slit his throat while he was in a drunken sleep.

Schyuler found himself alone and uneducated on the streets of Rhazes for the first time in his life. All he had was the knife with which he had killed Mordeem before he ran away. He became good at using it, and, after committing several violent crimes, he was recruited into a criminal organization.

Although he was born with a photographic memory, his experiences with the sadistic white slaver retarded his intelligence. The boy had the potential of becoming a genius, but he inherited his master's violent and sadistic nature instead. He was the perfect Rogue because his upbringing was completely devoid of such ethics as mercy and gentleness, but mostly because he was devoid of any conscience and felt no remorse about the victims he murdered.

He was a Rogue for sixteen years, by then the Imperial Police had gathered enough evidence against him to render him of no further use to the organization that he was working for at the time. His reputation earned him a position in the underworld hierarchy which helped him escape from the Imperial Authorities. His one weakness is gambling, a past time which he lacks ability at. This had lead to several killings and the Organization's refusal to shelter him anymore. Faced with an impending arrest for a recent killing, Schyuler became desperate for a place to hide. He heard about the death of the Perseus' Medical Officer and paid a forger the last of his credits for a set of medical credentials. Captain Raystar was in need of a qualified doctor to look after his passengers and immediately hired Schyuler who was appalled to find that the ship had a female crew member. He established himself as antagonist for the ship's Gunner, Whisper McGee. His dislike for the young woman increased when he discovered that he couldn't beat her at poker. He consoles himself by fantasizing about her murder.

Note that the Rogue character is from Supplement 4 Citizens of the Imperium.



NATHAN ASTROLIA

Nathan Astrolia, Merchant Service/4th Officer
Steward - 3, Vacc Suit - 1, Gunnery - 1

4B7BB6

Age 34

3 terms

Nathan is 185 cm tall and weighs 80 kilograms. He has been gifted with a fantastic memory, but he has turned this ability into an irritating quality. He is an immaculately neat perfectionist who has dedicated his life to caring for the Captain. There is a strange bond of loyalty and friendship between the two men which began when they served together in the Merchant Service. Nathan is the Captain's personal Valet and right-hand man. The loyalty which he shows to the Captain is incomprehensible to the others on board the *Perseus*.

His home planet is Eldma-Fire, an agrarian world run by a Representative Democracy. Nathan is from the Cimoziian district which is named for the local diety and indicates the level of religious worship which exists among the natives. The Cimoziians are a tribal people who gain their livelihood by herding small indegeonous grazing animals.

Coming from the caste of leaders and priests, Nathan grew up with a special devotion to his religion. His father was the Local Administrator of Planetary Government though the real authority lay in the hands of the priests.

Because of his father's position, Nathan was granted a special task. He was given a commission in the Merchant Service, and was told to go out and spread the religion of Cimozi throughout the Imperium. It was during his years in the Merchant Service that he met Trebor, his first and only convert. When Trebor retired, Nathan resigned his commission. The two men share a bond of brotherhood which comes from practicing the highly complicated religious disciplines of Cymozianism. Cimozi is a god dedicated to the preservation and perfection of the innate good within all human species.

Trebor's zeal for finding the cure to injustice and the Cimoziian doctrine of self-perfectism bonded the two men together in a crusade to rid the galaxy of all evil and to make way for a Utopian social order. Trebor seems to be the perfect devotee of Cimozi, but Nathan, in spite of his sincere exterior, is plagued with the knowledge of his all too true imperfections. Over the years he has come to doubt his religion. His devotion to Trebor comes from the fact that in him he finds evidence that his religion does work, and that his life hasn't been in vain. Without realizing it, Nathan has substituted Trebor for his god, Cimozi.

Pirate Reaction

The Pirates have gimmicked the navigational beacons which orbit their system. The standard message that it repeats every 100 seconds has had portions carefully scrambled. The name and location are partially obscured by static, but the hailing frequency and code symbols to contact ground control and request further information come through very clearly.

Ships which contact the ground control will be given various information depending upon the identity of the ship. Those ships which arrived here as part of a planned route or scheduled flight are directed to a small refueling station on the fourth moon of the sixth planet, a gas giant. Those ships which arrived here as a result of a missjump or not as part of a planned route or scheduled flight are directed to another small refueling station which is located on the outer moon of Waspwinter itself.

In either instance, the Pirates will inform the intruding spaceship that a delicate, long-term scientific experiment is underway on the third planet and should not be interfered with. In the first instance, the ships will be encouraged to depart as speedily as possible. In the second instance, the ships will be cased for a possible hijacking attempt.

The refueling stations are unmanned, consisting of a set of underground storage tanks, a purification plant, auxiliary power plant, and transfer pumps. The Pirates will send up a team in a shuttle to assist the refueling. If a take-over attempt is going to be made, the Pirate team will start the refueling process. The Pirates have several ground missile and laser mounts set around the refueling area. These weapons emplacements are carefully camouflaged. While the Judge will have to assess the success probability of the take-over attempt, it should be high. The ship will be a sitting target, tied down with refueling hoses. Many of its weapons installations will be unable to bear on some of the Pirate weapons emplacements. The Pirates will already have indirect fire artillery zeroed in on the ship.

Should the Pirates be successful, they will complete refueling and then fly the ship down to a remote location on the planet. The Pirates will make a complete survey of the ship and its cargo. While they are doing this survey, member of the crew and passengers will be taken 2 or 3 at a time to the "temple" complex to have the "mind control" mechanisms implanted. These mechanisms can be rendered ineffective by certain techniques which at least some of the crew and passengers will know. See the section on Mind Control for specific details. After the treatment is complete, the crew and passengers will then be taken to a special rest camp for "re-education". At this point, the guard will relax and the player characters should be encouraged to start planning a revolt or other action if they have not already done so.

Mind Control

While considered a great breakthrough by the Difringians, the Stenniksona process has since proven to have some serious problems and drawbacks. It is most effective on the Difringians, the Space Pirates' own race. On other races, it can cause pleasure or pain or stimulate particular emotions such as love or loyalty. When first implanted, the device causes particularly strong emotions. As time goes by, the body adjusts somewhat, and the strength of the emotions induced falls off. Some races are able to resist the effect fairly well; the Axly is an example of this.

Also, the higher technological societies had developed routine training methods of anti-brainwash and anti-interrogation techniques that proved to be quite effective against the Stenniksona process. All Imperial Officers have this training as a matter of course. Many NCOs also have it. Some large companies and corporations also provide this training to their important executives. In addition, psionics talents have a chance to resist the technique by rolling their raw Psionics Strength or less on 3D.

The device must be activated by beamed microwave signals in order to trigger its emotion-producing effects. These signals can be jammed by technical devices. The Axly are capable of producing natural microwave signals of relatively short range. They were able to adjust the mind control devices they had to respond only to their own natural signals. This is how they now control their Trinx riding mounts.

History of the Pirates

The space pirates of Waspwinter originated upon a homeworld many parsecs away which they called Difringa. Difringa was beset by many nationalistic wars prior to becoming a nuclear power-based, one-world government. One of the defeated nations which espoused the supremacy of their racial type above all others began a top-secret project to genetically manipulate their race to develop the "perfect" warrior. The project continued in the guise of a secret society called the "Hellfire Immortals" ostensibly created for the purpose of furthering scientific endeavors for the betterment of all races and particularly devoted to developing an anti-aging method.

When interstellar travel was adopted, the Hellfire Immortals formed a mercenary brigade to justify the stockpiling of weapons and the gathering of the "genetically perfect" in one group, while a second group concentrated upon stepped-up research on one of their system's outermost planets and the balance infiltrated all powerful organizations to seize power at the first opportunity. Upon seizing power, the mercenaries were to return home to solidify the situation while the research team was to impose mind control methods upon the most troublesome elements of the population.

The plan went extremely well. Difringan authorities were having serious problems with economic regionalism. A most advanced mind control method had been developed, and the mercenaries gained invaluable experience and training on distant planets. Indeed, the mercenaries' bloody exploits were lauded by the communications media, and praise was heaped upon them. The call went out to begin the Genetic War.

While the Difringa World Authorities were quickly overwhelmed, and most domestic military organizations were quietly neutralized or destroyed, the Interplanetary Defense Force managed to capture the seventeen Hellfire Immortals which had infiltrated into the upper ranks. The returning mercenaries (Biskran Perimeter Reinforcement Corps) picked up the research team (Genetic & Biomechanic Control Research Institute) and proceeded toward the homeworld assuming that the IDF had been neutralized. Had the sinister IDF Immortals been less autocratic and arrogant, the force would have been easily destroyed with all sensor scanning stations deactivated. Forwarned and with amazing efficiency, the IDF Admiral, Chuznus Pom, ruthlessly obtained the master plan from the indiscriminate revolutionaries and ambushed the approaching BPRC interstellar ships. The brief encounter resulted in only two interstellar craft escaping - the flagship, "Vengeance," and the armed troop transport carrying the research group, "Ionatiuch." The planet-wide takeover was reversed within two months as the last genetic contingents were obliterated by superior air power.

Fortunately for the escaping Hellfire Immortals, they were not pursued and eventually jumped into a relatively backward and uncharted system. Anxious to retain control of their stolen interstellar craft, the rebels decided to establish a base on the benevolent planet of Waspwinter and prepare for an eventual return to the homeplanet with renewed strength and advanced technology to be garnered from the space lanes through piracy. The ships were registered under the Biskran Interworld Conglomerates, a particularly powerful corporation protected and controlled by three noble families of the Imperium. Although greatly reduced in numbers over the last three hundred sixty four years of marauding, the pirates have managed to establish a fair-sized base of operations by taking captives and breeding them.

Through a combination of chemical injections and cryogenic freezing, the pirates anticipate a natural life span of approximately eight hundred years. A sharply felt side-effect of life prolongation is that nearly all the pirates have become sterile.

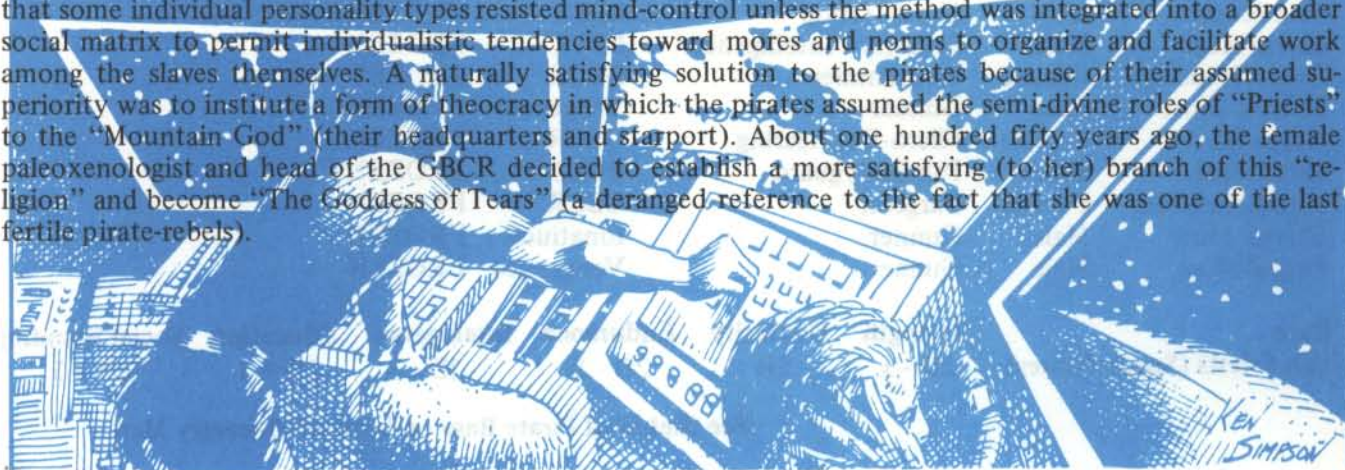
History of Waspwinter

At the time of the rebel-pirates' arrival, Waspwinter was uninhabited by intelligent life forms. Many animal types roamed the planet. The pirates began to prey upon the star lanes, capturing aliens to serve as slaves in the construction of the Waspwinter base. Thus, the pirates created a cross-section of intelligent life-forms from distant planets in other star systems for their exploitation. The pirates, being from a highly intelligent race, control these slaves by a mind-control device implanted in the base of each slave's brain. Among other things, the slaves mine the natural resources of the mineral-rich land. Under the governing of their masters, the slaves have developed a civilization of their own with different types of aliens always living and working among their own kind.

Space Pirates

The first intelligent inhabitants of Waspwinter were the Space Pirates who pass themselves off to the aliens as "High Priests" to the "Mountain God." This is done to create a fear among the aliens towards the pirates. The pirates are 1.5 meters tall and have very humanoid bodies. The two upper limbs have five digits each, and the two lower limbs each have four digits. They have two large, round, hypnotic eyes, a long nose, and a large mouth. The pirates are omnivorous and give birth to live young.

Within the first decade, the pirates had managed to capture a fair number of slaves, and it was noted that some individual personality types resisted mind-control unless the method was integrated into a broader social matrix to permit individualistic tendencies toward mores and norms to organize and facilitate work among the slaves themselves. A naturally satisfying solution to the pirates because of their assumed superiority was to institute a form of theocracy in which the pirates assumed the semi-divine roles of "Priests" to the "Mountain God" (their headquarters and starport). About one hundred fifty years ago, the female paleoxenologist and head of the GBCR decided to establish a more satisfying (to her) branch of this "religion" and become "The Goddess of Tears" (a deranged reference to the fact that she was one of the last fertile pirate-rebels).



Actual pirate forays have dropped significantly to one every five to ten years to prevent further depletion of the pirate ranks and yet stay abreast of new technological progress. There are presently only forty-three of the original pirate-rebels left and nine youngsters guarded by the "Goddess of Tears" within the Temple of the Red Queen. Twenty-two of the pirates are "frozen" while undergoing life-prolongation treatments within a sealed chamber deep inside the "Mountain God" starport facility. In an emergency, these can be revived within forty-six minutes safely or within twelve minutes with a 50% probability of memory loss. Each cannister lists the contents, rank, equipment stored within, assignment, and genetic information on a plate attached to the fuel cells. The following is a list of all extant pirate personnel:

NAME	SEX	TITLE	BRANCH	ASSIGNMENT
Rawar Pak	Male	Commander Mercenaries	BPRC	FROZEN
Dilwa Pak	Female	Paleoxenologist	GBCR	Goddess of Tears
Dofid Pol	Male	Field Commander	BPRC	High Priest of Bizive
Sast Pol	Male	Space Tactician	BPRC	FROZEN
Beaja Pol	Female	Cultural - Xenologist	GBCR	High Priestess of Red Queen
Khwegan Pol	Male	Captain	Vengeance	FROZEN
Sabal Pol	Male	Captain	Ionatiuch	High Priest of The Mountain God
Tamng Pom	Male	Pilot	Vengeance	FROZEN
Yun Pom	Male	Engineer	Ionatiuch	Temple Priest of
Uznus Pom	Female	Science Officer	GBCR	Temple Priestess of
Shairid Pom	Male	Astrogator	Vengeance	Transportation Priest
Timaikh Pom	Female	Genetic Manipulator	GBCR	FROZEN
Almbalik Pom	Male	Pilot	Ionatiuch	Priest of The Mountain God
Bismalyk Pom	Male	Navigator	Vengeance	FROZEN
Chadus Pom	Female	Medical Officer	GBCR	Priestess of Crown of Knowledge
Orgatai Pom	Female	Memory - Editing	GBCR	Temple Priestess of
Urtyn Pom	Male	First Gunner	Vengeance	FROZEN
Alruk Pom	Male	First Mate	Vengeance	Laser Cannon Defenses
Naruk Must	Male	Laser Specialist	BPRC	Planetary Defense
Tudus Must	Female	Biologist	GBCR	Bio-Control Maintenance
Rinus Must	Female	Doctor	GBCR	Sealed Chamber Monitor
Acfed Must	Male	Heavy Weapons	GBCR	HQ Security Chief
Grilik Must	Male	Mechanic	BPRC	Power Plant Security
Anatai Must	Female	Nutritionist	GBCR	Long Range Sensors
Phislyk Must	Male	Hydroponics	Ionatiuch	Headquarters Guard
Kartyn Must	Male	Communications	BPRC	Power Plant Guard
Rorid Must	Male	Medic	BPRC	Sealed Chamber Security
Urtyn Must	Male	Gunner	BPRC	Laboratory Security
Syodus Must	Female	Mathematician	GBCR	FROZEN
Malykus Must	Female	Electronics	GBCR	FROZEN
Rangan Must	Male	Heavy Weapons	BPRC	FROZEN
Frid Must	Male	Gunner	BPRC	FROZEN
Vitai Must	Female	Computer Specialist	Ionatiuch	FROZEN
Wenus Must	Female	Psychiatrist	GBCR	FROZEN
Tem Must	Male	Shock Troop	BPCR	FROZEN
Lawar Must	Male	Security - Intelligence	BPCR	FROZEN
Qudus Must	Female	Programmer	GBCR	FROZEN
Kobalik Must	Male	Gunner	Vengeance	FROZEN
Marna Must	Female	Micro-Engineering	GBCR	FROZEN
Sabal Must	Male	Pak Bodyguard	BPRC	FROZEN
Musbarika Must	Female	Surgeon	GBCR	FROZEN
Sharuk Must	Male	Gunner	Ionatiuch	FROZEN
Orgbal Must	Male	Gunner	Vengeance	FROZEN

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
High Priests (Space Pirates)	2D - 1	2D	2D - 1	2D	2D + 1	2D + 3

See sketch of Pirate Base on back of Planetary Map.

Land of the Mountain God

The pirates have a starport hidden inside an ancient volcano that has been dormant for ages. They constructed a large tunnel to the outside edge of the mountain and built a huge temple over the exit to the tunnel. A large stone image of an animal's head rises from above the temple on the volcano's edge, adding to the mystic aura of this area. The lower level of the temple houses a medical complex where control sensors are implanted in the skulls of all aliens. To help conceal the pirate base, the alien slaves are told that this is the "holy ground" of the Mountain God and that death will surely come to all who trespass here. Only the chosen ones, or "High Priests" are allowed within the temple. A geothermal power plant supplies energy to run the base equipment. The heat from deep below the volcano is converted into steam, turning a giant turbine and generator. **Land of the Mountain God Map on Page 32**

Transporting aliens from the mountain to their permanent residing areas on the planet is done with much caution. Slaves are drugged and moved in the darkness of night using enclosed trucks made solely for this purpose.

Ixtuves

The Ixtuves are carnivorous beings growing 1.5 meters tall. Their heads are very large at the top and feature two large eyes set far apart. The nostrils are in the center of the face; the mouth below is small, and the chin is pointed. A round lump rises from the forehead where two tentacles extend upward. These are used as receptors of sound. The thorax is wide at the top and narrows at the waist. Two long limbs extend from the top of the thorax with six digits extending from each. Below the waist are two large, thick limbs also having six digits each and a hard heel. Rapid learning ability and great strength make the Ixtuve the finest servants on Waspwinter. Ixtuves give birth to young every four years.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Ixtuves	2D + 1	2D	2D - 1	2D - 1	2D	2D - 2

Bizive

Bizive is on the slopes of Mt. Repl, just below the great mines. A wall surrounds the entire rectangular city. Approximately 100,000 Ixtuves live in this mining community.

1. Control Complex
2. Treasure Edifice
3. Health Control
4. Bizive Energy
5. Training & Enlightenment
6. Diversion Center
7. Body Storage
8. Mineral Research
9. Mt. Repl Mine
10. Bizive City Temple

Bizive City Map on Page 28

1. **Control Complex:** This is a round, stone building about 15 meters in diameter and having two levels. The masters from the pirate ship, known to the slaves as the High Priests, live here and control the slaves from this complex. From here, communications with comrades in outer space are kept. This structure is off limits to all citizens. The large doors are secured at all times, and the windows are barred.
2. **Treasure Edifice:** Precious gems and metals taken from the rich mines are stored here. From here, all credit transactions are completed. Citizens are given a modest amount of credits for living once a week. There are large vaults full of pirates' booty and 3 billion credits within the Treasure Edifice.
3. **Health Control:** This large, six level medical complex keeps the citizens in top shape for their strenuous work in the mines. The complex contains 2,000 beds and uses the best equipment available. The masters see that all individuals have a correct vitamin balance and physical therapy whenever necessary.

4. **Bizive Energy:** Energy for the city is generated from the waterfall located at the edge of the metropolis. Five large generators are constantly in use here. Ten Ixtuves keep the energy station operating efficiently.
5. **Training & Enlightenment:** This structure is 50 meters by 30 meters. All skills are taught here for the efficient operation of the mines. The Ixtuves were contracted in the construction of this building. All outstanding citizens are offered technical training here so they might explore other fields of service labor.
6. **Diversion Center:** In this large social center is a giant heated swimming pool, an exercise gym, a track for jogging, and a dance floor for citizens to enjoy. A large lounge within the Diversion Center gives access to any type drink or food and music to suite the taste. All actions within the center are monitored by the masters to see that citizens don't overindulge.
7. **Body Storage:** When Ixtuves expire, their bodies are brought to this quiet enclosure by the relatives or close friends. Bodies are placed in a large refrigerated compartment and kept frozen until burial. Once a month, all bodies in storage are cremated, thus preventing loss of work when relatives wish to be present.
8. **Mineral Research:** On the slopes of Mt. Repl is the great Repl Mineralogy Research Center and mine. The mineshafts reach as far as 3 kilometers into the granite-like structure of the mountain. Mineralogy is extensively researched here at the center. New techniques in smelting to obtain metal from the compounds taken from the mine are learned here. Fifty of the most intelligent Ixtuves in Bizive work and do research here. Geometrical and microscopical studies of crystals are made which help to determine the relationships of ore minerals, resulting in many useful metals and precious stones of great value for the masters.
9. **Mt. Repl Mine:** A large enclosure in the side of the great mountain, 20 meters by 25 meters, is the headquarters of the mine executives and a social gathering place for miners. Sixty supervisory personnel send the miners to their respective mineshaft jobs. Electric powered mine cars carry minerals from the mine around the clock to be shipped by large trucks to the smelting mills. These minerals are used in making strong metals for use in building construction and for appliances and ground cars. Many precious stones and metals are processed and placed in huge vaults in the treasures room of the mine to be picked up by the masters. Sixty thousand citizens of Bizive work in the mines, with thirty Ixtuves guarding the vaults with hand guns.
10. **Bizive City Temple:** A large stone image of an animal's head rises above this temple. Inside, the pirate priests conduct their ceremonies to the Mountain God. Each glittering ritual is very impressive to the citizens of Bizive. Golden Gashees flank the entrance and are set around the thrones. Several golden birds with jeweled eyes can be seen perched on the walls and ceiling. The thrones are raised aloft as the citizens prostrate themselves symbolizing the unapproachability of the "High Priests." During all services, the priests remain motionless, silent, and aloof. A temple official speaks in place of the priests at all temple and public functions. All citizens share a genuine interest in theology, and a very strong veing of religious mysticism flows among them. The city temple is the only place where the citizens can see all their master priests at the same time. The sister temple to the temple of Bizive stands on "holy land" and is forbidden to all but the High Priests; slaves are told that death will come to all trespassers.



Bizive Citizens' Bazaar

With the fusion of different cultures in Bizive, the masters let the citizens have a bazaar in a special square of the city. At this citizens' marketplace, a large variety of goods may be bought or sold. Each merchant booth is 3 meters by 4 meters and made of wood. Some structures throughout the bazaar are somewhat larger to house their activities.

1. The young Ixtuve who runs this booth is also appointed as bazaar guide. Organizing the merchandise, craft, and food booths, he regulates prices and solves problems of weights and measures. It is the guide who imposes punishment upon all citizens found selling bad meat or wine. Punishment consists of the offending merchant first being forced to consume large portions of his bad product, and then the remainder is dumped or poured upon his person and must be left there for three days while the offender remains in his booth. Booth 1 sells meat, poultry, and fish.
2. Yarlow the Soothsayer will solve all your problems for a price.
3. Blossom Booth: Flowers sell very nicely here to male citizens who frequently give them to their female companions. Collected from the mountains and valleys around Bizive, a wide variety of beautiful flowers and pleasant-smelling ferns are sold here.
4. Hats and Clothing: Luzon is the owner of this fascinating booth offering an array of hats and clothing for both males and females. Tailors are happy to service customers with alterations.
5. Companion Booth: Exty sells small animals for pets as well as flying creatures. The Gaully, a small animal resembling half cat and half rabbit, is Exty's best selling pet because it is so easily trained and is very friendly.
6. Roast Meat and Wine: Lazar serves the best roasted meat at the bazaar, but his wine is weak and tasteless.
7. Warm Furs: Maizet the tailor runs this booth offering coats, scarfs, pants, rugs, and other fur or fur-lined items.
8. Eye of the Beholder: Painting of the cheeks, digits, mouth, and eyes are specialties here, as well as eyebrow plucking and lovely bows for the tentacles.
9. Soothing Sounds: Pipe horns, string harps, and many other musical instruments are sold here.
10. Body Emblems: Paintings for the body include birds, flowers, and many animals done in beautiful color by Pikel.
11. Mizola's: Singing and dancing is taught here by Mizola. Group singing is held every four hours.
12. Pepins' Wrestling: This exceedingly popular sport in Bizive is subject to special rules and is taught by Pepins, a master of grappling. There are six wrestling bouts held each day, and everyone is welcome.
13. Limby and Wine: Limby tastes like cheese and is a very popular snack among the citizens. A sparkling glass of red wine and a large cut of Limby makes for a most delightful appetizer. Wine is also sold in lethskins for carry-outs.
14. Baker Kiev: Breads, cakes, and pastries are baked daily for freshness.
15. Bead Work: Ornamental work made of beads for clothing or to wear as adornment around the neck, wrist, or ankles is sold here.
16. Fresh Fruit & Vegetables: Health fruits and vegetables are sold here along with the necessary tissues of seed plants.
17. Basket Weavers: Various types of coil and plait woven items such as cooking, storage, and burden baskets are made and sold here, as well as rugs, belts, hats, footwear, carts, rattles, and drums.

18. **Sandal Maker:** Many types of low shoes or slippers can be purchased here as well as other leather accessories.
19. **Stick Fighting Arena:** Stick fighting is a most brutal sport held once a day for the entertainment of the citizens. Inevitably, someone is bound to have his head bashed in.
20. **Drinking Bouts:** An exceedingly popular pastime among the male citizens, this booth caters to the sport. The bazaar offers special wagon pick-ups for all fallen drunks.
21. **Bath House:** A large pool containing perfumed water is found in the center of the bath house where citizens can bathe and be refreshed. Dressing stalls scattered about the house measure 3 meters by 2 meters.
22. **Pollen Stall:** Pollen is a very sweet-tasting substance found in various plants and flowers on Waspwinter. It is sold by the comb or in pots made entirely of wax.

Axly Rebel

Sensors were implanted into the skulls of all aliens brought to Waspwinter for slavery. Unknown to the pirates, the sensors placed within the skulls of the Axly rebels had no impact on them due to the difference in the brain structure. The Axlys escaped while being transported to their permanent living and fled to the mountains in the northern region. They have survived here by robbing and plundering from the other cultures on Waspwinter. The one desire of these rebels is to locate the hidden starport of the pirates and capture a space ship to return to their home many light years away.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Axly	2D + 2	2D + 4	2D + 2	2D	2D - 1	2D - 5

The Axly Rebel

The Axly is a gentle individual 1.6 meters tall and having a muscular body covered with soft, orange hair. Four digits extend from each of his four powerful arms. The four tentacles extending from the head are sound receptors. The eye sockets are rectangular in shape with large, red eyes. The Axly has a pugged snout. Each of the two lower limbs used for walking have five claws and a hard heel. The Axly is carnivorous, and the female bears live young.

Axly Rebel Hideout

When the Axlys escaped from the pirates posing as High Priests, they fled to the northern mountain range. Exploring the mountains, they discovered a large, natural cave hidden beyond a waterfall. It is here that the Axly Rebel has survived for 200 years and has grown in population to nearly 2,000. The cave has four levels, and the rebels have created living quarters for all their tribe and with room to spare. Formed by erosion over the years, the cave's walls contain phosphorous rock which lights its entirety in a spectrum of beauty.

Levels

Level 1	Social Center	See sketch of Axly Cave on back of Planetary Map.
Level 2	Sleeping and Eating Quarters	
Level 3	Armory and Treasury	
Level 4	Octocycle	

Level 1 Social Center: The cave entrances to Level One measures 50 meters by 70 meters and rises 10 meters high. This area is used for work projects, combat drills, and also a social center for relaxation and diversion. Rough-looking natural stone tables and chairs have been formed by the centuries of erosion and the build-up of mineral deposits. The cave remains cool at 55 degrees and damp at all times, but the Axlys consider it very comfortable. Electricity for cooking, lighting, and for power tools comes from the power section.

- Level 2 **Sleeping and Eating Quarters:** Level Two is 40 meters by 35 meters. A passageway located at the back of Level One 4 meters wide and 3 meters tall leads down 8 meters to this level. This is where the Axly sleep in structures made of hard wood which resemble tables with a hole in the center of each one. The body is lowered through the hole and the four upper limbs rest upon the table-like surface. This position is also assumed for consuming food and for gaming.
- Level 3 **Armory and Treasury:** This level is 30 meters by 25 meters and is 2 meters high. The passageway leading to this level is 2 meters by 2½ meters. Walls found on this level are extremely beautiful, resembling multi-colored curtains. A large, stone, table-shaped formation adds to the beauty here and is laden with precious stones and metals taken during raids. Gold, which was found in the passageways of the cave, has been piled in the corners, and treasures worth 1,000,000 credits are stored here. Level Three is also used as an armory. It contains 2,000 automatic rifles, 1,000 hand guns, and explosives.
- Level 4 **Octocycle:** The walls on every level of the cave are engraved with ancient drawings of strange animals and vegetation in addition to some space ships. The Axlys could deduce from these ancient hieroglyphics only that there was some mystery about Level Four. Upon exploration of this level, they found skeletons, jewelry, pottery, and other artifacts, but they had to retreat to Level Three because the lower level was infested with giant, ferocious creatures which bred there. These five-limbed creatures were termed Octocycles, and the fifth level was left to them.

Sandrones

The alien race of Sandrones on the planet Waspwinter stand half a meter tall and have jet black, coarse, wooly fur. With a cylindrical body that tapers in front to a sharp, pointed snout, the Sandrone has a fringe of pink, fleshy protruberances which are 22 sensitized feelers at the tip of his naked nose. These feelers are used by the Sandrones in finding their way about in the sand or water as well as for receptors of water-born sounds. The star-nosed Sandrones have a fat, scaly tail about 20 inches long, which is equal to its body length. The body has two pairs of limbs. The upper limbs are heavily muscular and taper to clawed digits. The lower limbs are also heavily muscular and taper to clawed digits, but are much smaller and shorter in comparison to the upper set and are used for locomotion. Sandrones are excellent swimmers, both in water and in quicksand, and are constantly found participating in competitive sports. Their two eyes are small and beady and are located behind the snout and feelers. They have huge mouths which are located beneath the snout and contain very sharp teeth. Sandrones are carnivorous and live in colonies numbering in the thousands. They bear live young which are guarded and protected until they are grown and capable of defending themselves. The main weakness of Sandrones lies in their low intelligence. Sandrones are easily controlled by the sensors placed in their heads by the pirates.

1. **Worship Temple:** It is here that the Sandrones worship the Mountain God by offering him gifts of the most beautiful and precious jewels from the Sinking Sands. This structure is circular in shape and can seat 10,000 Sandrones per ceremony.
2. **Game Arena:** The average Sandrone is truly athletic, and it is here at the arena that they have a chance to prove it. The arena is located to one side of the Sinking Sands and seats 10,000 on its bleachers at full capacity. Here, competitive and physical sports and activities are held. Twelve contestants line up along the edges of the sand and, at the sound of a horn, burrow into the sand and race to a goal twenty meters away. The first coming out of the sand at the goal wins. Another favorite is combat under the sands in which two individuals fight to the death under the sand; the one surfacing still alive is greatly honored. Among other sports practiced here are weight lifting, disc throwing, and races; all sports are held before the bleachers to one side of the sands. Many games are also carried on in the lake near the Sinking Sands. Physical fitness is almost a sacred ritual to the Sandrones.
3. **Temporary Treasure Edifice:** This building is constructed of stones and serves as a temporary storage place for all treasures until taken to the Pirate Base. This building and the grounds immediately surrounding it are always under heavy surveillance by approximately 25 guards.
4. **Food Storage Building:** Leth and medsa meats are kept here for the Sandrones by the priests, and it is well guarded. Also found here are the food supplies for the guards to this area. Distribution of meat to the Sandrones occurs each day.

5. **Homes of Sandrones:** The homes of the Sandrones are low, dome-like structures built of stone and fire-hardened clay bricks. Each is placed almost at random, there being only a few recognizable streets in the town. All the single, semi-circular doorways on the homes face precisely south southeast. The domes are semi-elliptical in cross-section and have no internal subdivisions. The interior furnishings consist primarily of several small stone storage platforms set in the midst of soft, clean sand to the depth of 1.5 meters. The domes range in diameter from 6 meters to 10 meters and in height from 1.5 meters to 3 meters.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Sandrone	2D - 1	2D	2D + 1	2D - 3	2D - 3	2D - 3

Sinking Sands of the Planet Waspwinter

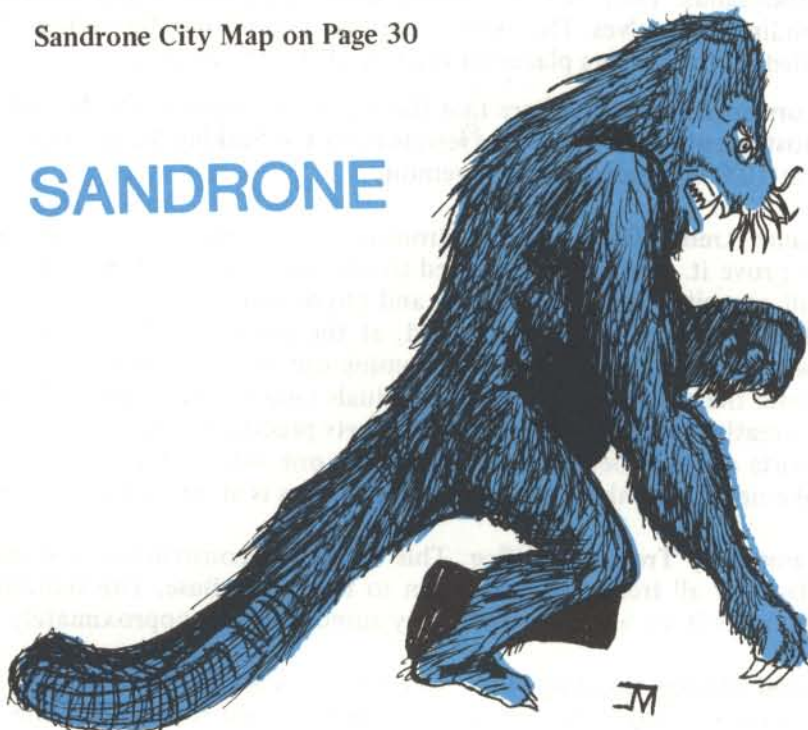
As aliens were brought to Waspwinter, it was customary to settle each classification in areas most resembling the terrain of their home planets. The Sandrones were taken to the Sinking Sands in the east to live. Here, abode-type structures were built of calcareous clay which resembled the homes of the planet they once inhabited. These homes are found around the edges of the Sinking Sands. The sands serve as a great playground to the Sandrones who find a sort of homey feeling within the cool, wet realms of the sand and play games underground here. It was quite by accident that the Sandrones came across an abundance of jewels and treasures which were thrown into the sands over fifty years ago. This was done by the Axly rebels who, at that time, raided the treasure edifice. Not having the time to return to their hideout with their new-found wealth, they chose to throw it all into the sands rather than leave the treasures once more in the hands of the greedy pirates. Soon, the Sandrones began to bring large diamonds, rubies, and other precious stones and metals from the depths of the Sinking Sands. Now the treasures are exchanged daily to the pirates for leth and medsa meat which is quite a delicacy to the Sandrones' palates. A temporary treasure edifice has been constructed here to house the wealth until removed by the High Priests. It is here that the Sandrones rally to exchange their findings for meat. A food storage building is also found here. Both are heavily guarded at all times.

The larger, more beautiful stones and jewels found here are taken to the worship temple by the Sandrones themselves and traded for the good will and blessings of the Mountain God and High Priests. A large, stone image of the Mountain God sits in the center of the circular temple. Rituals are held here among the Sandrones as they bring forth their gifts to be placed before the god. The great ruby eyes of the god light up with satisfaction and pleasure as the treasures are dropped at his feet. This encourages them to work harder to bring more treasure in order to receive even greater blessings. After the ceremonies, these treasures, too, are collected by the Space Pirates and taken to the Pirate Base.

- 1 Worship Temple
- 2 Game Arena
- 3 Temporary Treasure Edifice
- 4 Food Storage Building
- 5 Homes of the Sandrones

Sandrone City Map on Page 30

SANDRONE



Fidions

The Fidion race of aliens is the largest found on Waspwinter. Measuring two meters tall, these aliens are very humanoid. They have no hair on their heads, and their skin is very scaly and aged-looking. The chin is long and pointed, and two large bones protrude from either side of the forehead and along the cheekbones. The ears are large and square in shape, and the mouth is thin and wide. The two large eyes of the Fidion are oval and dark colored, and its nostrils are wide. The body is thin with two upper limbs which are long and bony and have five digits on each of the hands. The lower two limbs are wiry but strong and also have five digits each. Fidions are omnivorous and bear live young. The average life span is around forty to fifty years. This seems relatively short; however, the Fidions only require a mere three to four hours of sleep per day. They are truly life-loving and peaceful in nature. Their skills are many, and Fidions are most flexible workers. The pirates tend to favor these childish peoples over the other aliens. Perhaps this is due to the close similarities in body structure to that of the pirates. The Fidions' home planet is closer to that of the pirates than is that of any other alien race on Waspwinter.



FIDION

Usceen City Map on Page 29

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Fidion	2D - 1	2D + 3	2D - 2	2D	2D	2D - 1

Usceen

The Fidions live in the south because of the beautiful, rolling hills and gentle rivers which create serene and peaceful surroundings for their artistic natures. The city of Usceen was established to create artifacts, paintings, statues, and jewelry for the High Priests. All structures are circular as they were on the Fidions' home planet. In the very center of the city is a gigantic domed structure resembling a large assembly building. It is here that all the art treasures are displayed for the pleasure and selection of the space pirates. These art treasures are, without a doubt, the best in the galaxy, and they are highly desired, bringing many credits.

The homes of the Fidions encircle the large assembly building, and the streets are laid out in a correspondingly circular pattern. The artistic works are done in the homes by the individual family groups, and the entire family participates in the creation of them. There are roughly 1,000 homes in Usceen with an average of four individuals in each home.

Eloe, the sculptor, is a master at his trade and visits nearly two hundred homes regularly, giving instructions and ideas to his workers for creating statuary, fine dishes, and other artifacts using Oezo stone melted down and cast into the desired creations. Each home has a small solar furnace for this purpose as well as hundreds of different molds. Each piece is painted beautifully to the finest detail. Many busts of the High Priests are cast in order to gain their favor.

Mezi is the great painter who, when on his home planet, created beautiful murals in the houses of worship. He also had painted portraits of all the great leaders and royalty of his home planet. In fact, it was while he was enroute to a distant planet to accept an award for excellence in furthering the arts that he was captured by the space pirates and brought here along with his companions, interrupting his plans to paint the royalty of distant planets. Mezi oversees all the painting done in 250 homes in Usceen. The High Priests are very flattered by his portraits of them, and he is highly favored here.

Fine jewelry is created in many of the homes, and **Zingi** is the master of the trade overseeing all the creative efforts in this field. Bracelets, rings, necklaces, arm bands, head pieces, ankle bands, and any other imaginable piece of jewelry are made in many of the homes. The High Priests have been known to take jeweled crowns and thrones from here to gain favor with royalty on other planets.

About two hundred of the Fidions mine gold and precious metals just at the edge of the city where it is plentiful not more than ten meters under the surface. This makes it very easy to acquire the materials necessary for jewelry. A Treasures Security building with ten guards protects the precious materials.

Tree Dweller

The Tree Dweller is a short, green, fur-covered alien measuring approximately one meter tall. Facial features of the Tree Dweller are located between the shoulder blades in the chest area. The Tree Dweller has two cold, dark eyes, one large nostril, and a toothless, crooked mouth. Its two upper limbs are incredibly strong with four clawed digits on each. The lower two limbs, used for rapid running and climbing, have three clawed digits each. Their claws are very useful in climbing and in piercing holes in trees to release sap and syrup which they lap up with their long tongues. By building a huge nest in any favorable tree, they claim it as home; this is why they are called Tree Dwellers. Tree Dwellers are very powerful and fast moving but unintelligent beings. They are easily controlled by the sensors. Birth is through egg laying, and it takes four months for an egg to hatch. Young are raised within the nest until six years of age when they must find their own trees to inhabit. The Tree Dwellers feed on pollen from flowering plants as well as sap and syrup from the trees growing on Waspwinter. The average life span of the Dweller is particularly lengthy for his species, ranging from thirty to forty years.

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Tree Dweller	2D	2D	2D + 2	2D - 2	2D - 3	2D - 3



TREE DWELLER

Tanzi

The island of Tanzi is located to the southeast of Usceen. It is very thick with vegetation and with the Tanzi Tree from which it derives its name. The Tanzi Tree is a very beautiful, large, hardwood tree. It grows as high as thirty meters and has many limbs spreading out sometimes ten meters from the trunk. The foliage is a bluish purple, and it has large fruit growing mostly in the top of the trees. This fruit is similar to pineapples with a very hard shell that must be cracked to get the delicious, edible center. It has a scent like peppermint and is a much-desired food.

In these trees, the Tree Dwellers live. They were brought here to care for the trees and harvest the fruit for the High Priests after they were captured from another alien race who was transporting them to another planet to serve much the same purpose. The home planet of the Tree Dwellers is covered with trees similar to the Tanzi Tree, among other vegetation, and the Tree Dwellers are very much at home here.

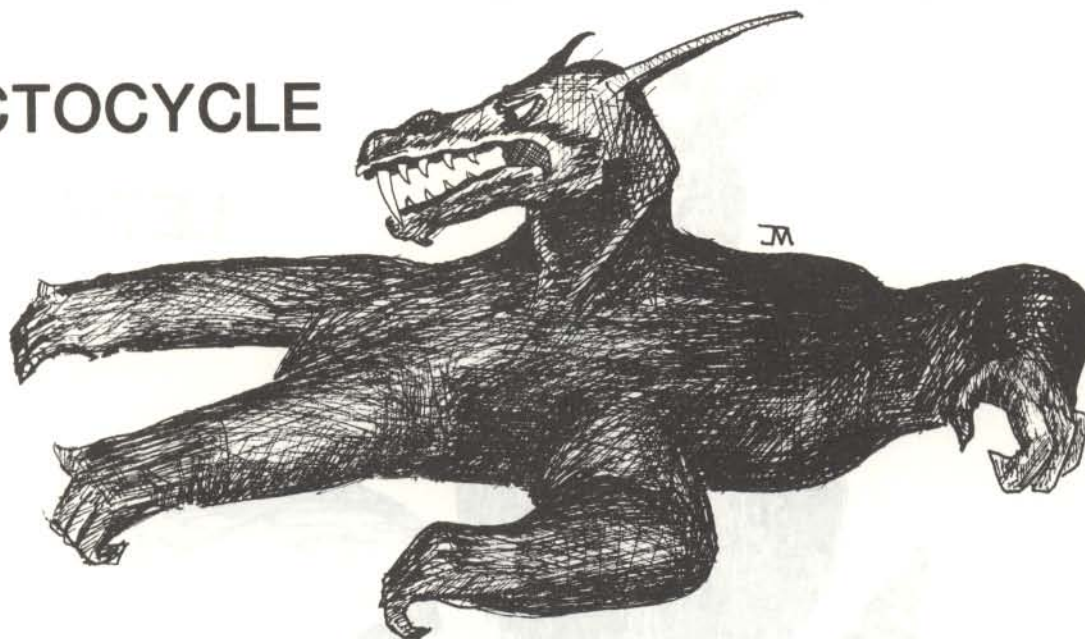
ANIMAL DATA

The Octocycle

The Octocycle measures 1 meter tall when maneuvering and ½ meter when at rest. It has five flexible but strong limbs with four clawed digits on each limb. The clawed digits are used for digging as well as for defense. On top of the round body, a serpent-like head has two long fangs protruding from the corners of the mouth which has two rows of sharp teeth. It has two slitted eyes, and two tentacles on the top of the head act as receptors of sound. Octocycles are omnivorous and will eat anything in sight. They give birth by laying eggs once every four years. The Octocycles of Level Four of the Axly rebels' cave have access to an underground river and to the outside of the cave through small tunnels. Level Four has always been the den of the Octocycle, and it is here that they lay their eggs and raise their young. They have never been known to enter other levels of the cave.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor	Wounds & Weapons
Octocycle	1D	Eater	200 kg	20/13	None 11/10	Teeth/Claws A 5+ F10+ S2

OCTOCYCLE

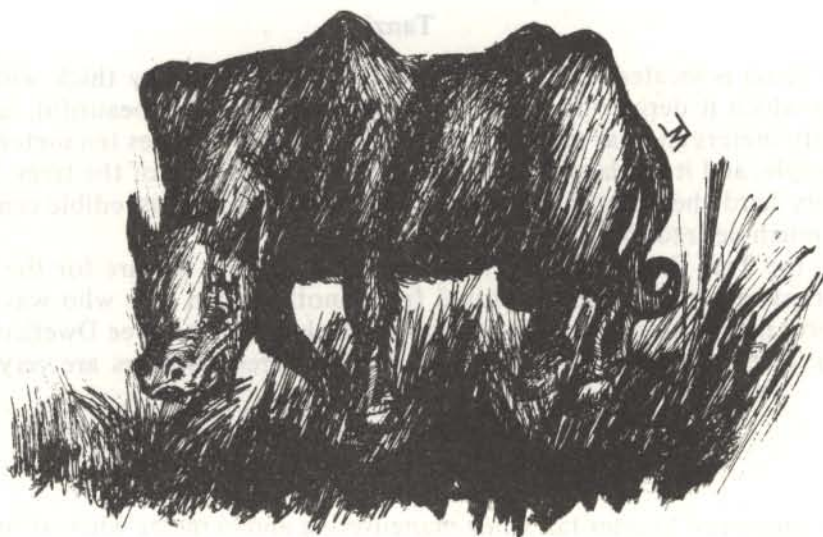


Gashee

The Gashee is 1.1 meters tall and 1.6 meters long. This mammal is an herbivore and is very gentle. They are used for food on Waspwinter and kept in enclosures at the edge of the city. The large body of the Gashee is supported by four jointed limbs which have hooves. They have large, erect ears, large eyes, and sharp, protruding teeth. They are covered with green fur. The Gashee give birth to four young every year.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor	Wounds & Weapons
Gashee	2D - 2	Intermittent	200 kg	17/8	None 9/4	Hooves/Teeth A10+ F 9+ S2

GASHEE



Leth

The Leth is 1.2 meters tall and weighs as much as 50 kg when fully grown. The head has two long ears, small eyes, a short beak, and two horns protruding from the crown. It has two short, thick limbs for maneuvering about. The Leth make good eating, as do the eggs that they lay each day. They are covered with a soft, purple down.

Animal	Number	Animal Type	Weight	Hits	Armor	Wounds & Weapons
Leth	Encountered 3D	Intermittent	50 kg	11/6	None 6	As Blade - 1 A10+ F 9+ S2

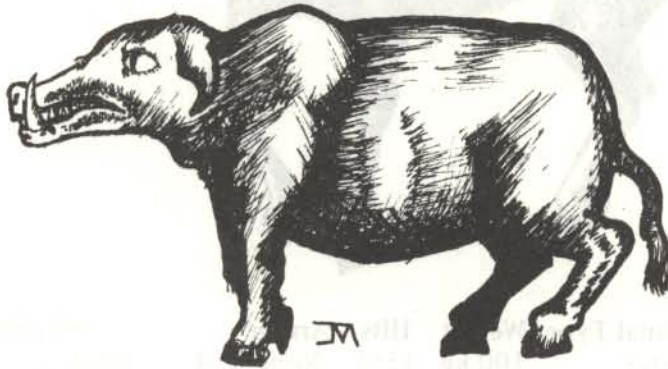


LETH

Medsa

The Medsa has a solid, stout body with little hair on its hide. It is red in color with large, round eyes, small ears, a long snout, and an extra-large mouth filled with razor-sharp teeth. It gives birth to young twice a year. The Medsa will attack any time they are aroused or frightened. They are carnivorous and are found in mountainous areas.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Medsa	2D + 2	Chaser	200 kg	20/9	None	8	Teeth	A+	F 9+ S2



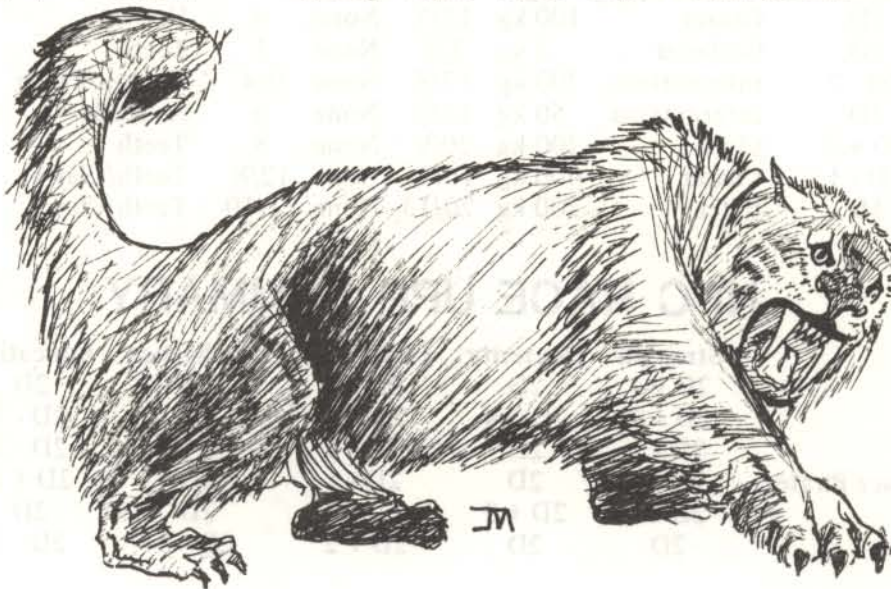
MEDSA

Trinx

The Trinx is the largest known cat-like animal on the planet Waspwinter. There are many breeds, each attaining a length of about 4 meters. The Trinx is very powerful and quite ferocious. They usually dwell near a water course and are adept swimmers. These large, carnivorous feline-like creatures fight ferociously and with great courage when aroused or bothered during mating season. The Trinx bear live young, usually one every year. They have light blue fur and enormously long upper fangs which they use to penetrate the thick, or tough hides of other animals.

The Axly Rebels took the sensors that the masters had put in their heads and placed them in the heads of Trinxes so that they could be controlled. They use the Trinx to ride upon while making raids or going on journeys. When they are not being used, they can be found around the waterfalls, preying on the other animals in the area.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons		
Trinx	1D - 1	Chaser	400 kg	16/11	None	12/8	Teeth/Claws	A+	F 9+ S3



TRINX



ISHDAR

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons
Ishdar	2D	Grazer	100 kg	15/7	None	4	Hooves A 8+ F 5+ S2

Ishdar

The Ishdar is a beautiful animal standing 2 meters tall when fully grown. It has two heads which resemble those of camels. It has three hooved limbs for maneuvering. It is covered with soft, black fur and has a long, bushy tail. Ishdar give birth to one or two young a year.

Gauly

The Gauly is encountered very often in both its wild and domesticated forms all over the temperate and tropical areas of Waspwinter. It is a small herbivore, appearing somewhat like a half-cat, half-rabbit. It is fairly intelligent, easily trained, and quite friendly. While raised as a meat animal in the past, the Gauly now serves primarily as a pet.

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons
Gauly	2D	Gatherer	3 kg	3/2	None	1	Teeth A 9+ F 8+ S1

Animal	Number Encountered	Animal Type	Weight	Hits	Armor		Wounds & Weapons
Ishdar	2D	Grazer	100 kg	15/7	None	4	Hooves A 8+ F 5+ S2
Gauly	2D	Gatherer	3 kg	3/2	None	1	Teeth A 9+ F 8+ S1
Gashee	2D - 2	Intermittent	200 kg	17/8	None	9/4	Hooves/Teeth A10+ F 9+ S2
Leth	3D	Intermittent	50 kg	11/6	None	6	As Blade - 1 A10+ F 9+ S2
Medsa	2D + 2	Chaser	200 kg	20/9	None	8	Teeth A+ F 9+ S2
Trinx	1D - 1	Chaser	400 kg	16/11	None	12/8	Teeth/Claws A+ F 9+ S3
Octocycle	1D	Eater	200 kg	20/13	None	11/10	Teeth/Claws A 5+ F10+ S2

NPC RACE UPP SUMMARY

Race	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Ixtuves	2D + 1	2D	2D - 1	2D - 1	2D	2D - 2
Axly	2D + 2	2D + 4	2D + 2	2D	2D - 1	2D - 5
Sandrone	2D - 1	2D	2D + 1	2D - 3	2D - 3	2D - 3
High Priests (Space Pirates)	2D - 1	2D	2D - 1	2D	2D + 1	2D + 3
Fidion	2D - 1	2D + 3	2D - 2	2D	2D	2D - 1
Tree Dweller	2D	2D	2D + 2	2D - 2	2D - 3	2D - 3

Fauna

The planet, Waspwinter, teems with an abundance of wild and domesticated animal life, ranging from the gentle pet, Gauly, which resembles half cat and half rabbit, to the most feared Trinx with their enormously long upper fangs. Some breeds of animals are raised for food, such as the Leth and the Gashee. The marine life of Waspwinter is quite plentiful, and fishing the waters here is relaxing, enjoyable, and, often, rewarding. Wild fowl make the mountainous regions their homes, and many species are killed for food by the citizen hunters.

Plains

Many types of vegetables and fruit orchards are grown on the clear plains of Waspwinter. Vineyards are abundant, growing the different varieties of grapes used in preparing wines. Irrigation methods are used in supplying water to the fields where the slaves work.

Flora

Approximately 7,000 species of plants grow without cultivation on Waspwinter. Many varieties of shrubs, trees, ferns, and flowers are found in the forests and mountainous regions. Great forests rise in the south, containing many different types of trees. The Glivz tree grows to 50 meters tall and bears a large, cigar-shaped fruit. To get to the edible part of this fruit, a hard, outer shell must first be ruptured with a stone or other heavy object. The Opzi grows to a height of 10 meters and has a beautiful purple foliage with red and white blossoms that are $\frac{1}{2}$ meter in diameter. The Limby is shaped like a giant mushroom and is also edible. Containing rainbow colors, it has a most pleasant scent of vanilla and butterscotch. The top of the Limby is very sweet, and the trunk tastes like Cheddar cheese. Its mushroom shape makes for good shelter from the rains. The roots of the Lelo shrub taste like potatoes and are eaten in many different ways by the citizens of Waspwinter. The largest flower, the Nixi, is 2 meters tall with a blossom that measures 1 meter across. The stem is a bright red with blossoms of every imaginable color. The Nixi is a truly beautiful sight. Approximately 4,000 of the plants, trees, shrubs, and flowers are edible on Waspwinter.

Terrain

Terrain on Waspwinter is very mountainous, especially in the north, east, and central parts. Many streams create great waterfalls in the mountains. There is an area of flat, smooth plateaus used for growing crops in the warm seasons. The forests are mostly in the south, but trees and shrubs can be found all over the planet. A large section of the east coast is covered with quicksand and is very hazardous. A large river runs north and south and empties into the ocean.

Mountains

Mountains on the planet are numerous, rising up to the height of 5,000 meters and stretching many kilometers in any direction. Mountain streams are fed by the great quantity of snow that falls and is always present on the mountain tops. Many fish inhabit these streams, and some types are edible. Large trees grow abundantly in the mountains of Waspwinter, as do many types of plants and ferns. Wild fowl and animals roam freely here.

Oceans

About 60% of the surface of Waspwinter is covered by oceans. The main vegetation in these oceans is a large, yellow, fern-like weed growing from its floors. An abundance of marine life thrives here. Waspwinter has two moons, creating strong and irregular tides.

Meteorological

The temperature ranges from very cold in the winter to not more than 80 degrees in the warm season. Much snow in the winter and rain in the summer continually replenish the fresh water supply. The two moons keep the ocean tides churning violently, and strong winds occasionally bring storms from the water inland.

ENCOUNTER TABLES

PLAINS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	3D Reducer	12 kg	3/9	None	2/1 Teeth/Stinger	A 10+ F 8+ S2
3	1D Hunter	100 kg	7	None	7 Stinger	A Bigger F 8+ S2
4	Hijacker	12 kg	11/10	None	4/1 Teeth/Stinger	A 7+ F 8+ S2
5	1D Hunter	200 kg	13/9	None	8 Teeth	A 6+ F 8+ S2
6	2D Grazer*	25 kg	9/4	Cloth	2 Teeth	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Filter*	400 kg	26/11	Jack	8 Horns	A Poss. F 8+ S-
9	4D Grazer*	800 kg	26/8	Cloth	13 Horns	A 8+ F 5+ S2
10	Pouncer	200 kg	22/14	None	9 Teeth	A Sup. F Spd. S2
11	Chaser	100 kg	17/4	None	3/6 Hooves/Teeth	A Sup. F 9+ S2
12	Trinx	400 kg	16/11	None	12/8 Teeth/Claws	A More F 9+ S3

* In civilized territory, becomes encounter with Ishdar (1 - 2), Gashee (3 - 4), or Leth (5 - 6).

MOUNTAINS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	1D Intimidator	1 kg	6/0	None	1/1 Teeth/Claws	A 8+ F 7+ S2
3	Gatherer	100 kg	4/11	Cloth	15 Broadsword	A 5+ F 10+ S1
4	Hijacker	1 kg	4/0	None	4/1 Teeth/Stinger	A 7+ F 8+ S2
5	1D Hunter	800 kg	22/9	None	22/12 Claws/Teeth	A Bigger F 8+ S2
6	4D Grazer	25 kg	12/10	None	7 Broadsword	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Filter	100 kg	17/9	None	15 Pike	A Poss. F 8+ S-
9	Intermittent	3 kg	5/1	None	1 Horns	A 10+ F 9+ S2
10	2D + 2 Medsa	200 kg	20/9	None	8 Teeth	A More F 9 S2
11	Siren	200 kg	21/9	None	3 Teeth	A Sup. F 10+ S-
12	Killer	1 kg	1/0	None	1 Teeth	A 6+ F 11+ S1

OCEAN

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reactions
2	Swimming Hijacker	3 kg	4/6	None	1/1 Teeth/Stinger	A 7+ F 8+ S2
3	Swimming Gatherer	3 kg	3/2	None	7 Claws	A 9 F 8 S1
4	Swimming Reducer	1 kg	5/0	None	3/1 Teeth/Stinger	A 10+ F 8+ S2
5	1D Triphibious Eater	3 kg	4/5	None	5 Body Pistol	A 5+ F 10+ S2
6	Swimming Grazer	3 kg	1/2	None	1 Body Pistol	A 8+ F 5+ S2
7	EVENT	---	---	---	---	---
8	Amphibious Intermittent	1 kg	1/0	Jack	1 Teeth	A 10 F 9 S2
9	2D Amphibious Grazer	1 kg	4/0	None	6 Blade	A 8+ F 5+ S2
10	Amphibious Siren	1 kg	1/0	None	1 Stinger	A Sup. F 10+ S1
11	Flying Chaser	1 kg	4/0	None	4/1 Hooves/Teeth	A Sup. F 9+ S3
12	3D Amphibious Chaser	1 kg	5/0	None	4/1 Hooves/Teeth	A Sup. F 9+ S3

FOREST

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	4D Intimidator	1 kg	6/0	None	1/1 Hooves/Teeth	A 8+	F 7+	S2
3	1D Hunter	3 kg	1/3	None	10 Halberd	A Big	F 8+	S2
4	1D Reducer	3 kg	2/5	None	2 Teeth	A10+	F 8+	S2
5	Gatherer	1 kg	5/0	None	1 Body Pistol	A 9+	F 8+	S1
6	2D Flying Intermittent	6 kg	5/9	None	4 Body Pistol	A10+	F 9+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	12 kg	4/8	Jack	7 Stinger	A 8+	F 5+	S2
9	2D Grazer	1 kg	2/0	None	1 Horns	A 8+	F 5+	S2
10	Chaser	12 kg	10/4	None	2 Stinger	A Sup.	F 9+	S3
11	Flying Chaser	12 kg	7/3	None	9 Pike	A Sup.	F 9+	S2
12	3D Chaser	6 kg	6/6	None	12 Thrasher	A Sup.	F 9+	S3

WETLANDS

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	3D Amphibious Reducers	3 kg	1/2	None	2/1 Teeth/Thrasher	A10+	F 8+	S2
3	1D Hunter	800 kg	25/12	None	14 Broadsword	A Bigger	F 8+	S2
4	2D Amphibious Intimidator	1 kg	6/0	None	8 Teeth	A 8+	F 7+	S2
5	1D Amphibious Eater	50 kg	19/9	None	1 Teeth	A 5+	F10+	S2
6	4D Grazer	6 kg	3/6	None	1 Teeth	A 8+	F 5+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	1 kg	2/0	None	5 Body Pistol	A 8+	F 5+	S2
9	Intermittent	18,000 kg	32/17	None	27 Teeth	A10+	F 9+	S2
10	Chaser	400 kg	13/12	None	12/4 Hooves/Teeth	A Sup.	F 9+	S3
11	Chaser	6 kg	6/10	None	1 Stinger	A Sup.	F 9+	S2
12	Killer	12 kg	3/6	None	11 Halberd	A 6+	F11+	S1

ICE CAP

Die	Animal Type	Weight	Hits	Armor	Wounds & Weapons	Reaction		
2	1D Carrion Eater	6 kg	1/9	None	1 Teeth	A11+	F 8+	S1
3	Eater	100 kg	18/8	None	5 Body Pistol	A 5+	F10+	S1
4	1D Reducer	1 kg	4/0	None	1 Teeth	A10+	F 8+	S2
5	1D Eater	100 kg	16/8	None	6 Claws	A 5+	F10+	S1
6	Grazer	400 kg	18/7	None	10 Horns	A 8+	F 5+	S2
7	EVENT	---	---	---	---	---	---	---
8	5D Grazer	6 kg	5/4	None	1 Horns	A 8+	F 5+	S2
9	Intermittent	400 kg	21/9	Cloth	9 Hooves	A10+	F 9+	S2
10	Trapper	800 kg	30/12	None	10 Horns	A Sup.	F 9+	S-
11	Killer	800 kg	22/15	None	18 Stinger	A 6+	F11+	S2
12	Killer	50 kg	19/3	None	3 Teeth	A 6+	F11+	S2

Events Table

Plains

- 1 Streambed/Ravine
- 2 Rocky Ground
- 3 Sinkhole
- 4 High Vegetation
- 5 Gullies
- 6 Soft Ground

Ocean

- 1 Rough Waters
- 2 Turbid Waters
- 3 Reefs
- 4 Strong Current
- 5 Strong Waves
- 6 Debris

Wetlands

- 1 Fallen Trees
- 2 Soft Ground
- 3 Sulfur Springs
- 4 High Vegetation
- 5 Magnetic Variation
- 6 Soft Ground

Mountains

- 1 Deep Snow
- 2 Falling Rocks
- 3 Crevasse/Ravine
- 4 Avalanche
- 5 Narrow Valley
- 6 Temperature Drop

Forest

- 1 Fallen Trees
- 2 Dense Underbrush
- 3 Natural Snare
- 4 Open Glade
- 5 Magnetic Variation
- 6 Tangled Trees

Ice Cap

- 1 Open Ground
- 2 Blizzard
- 3 Deep Snow
- 4 Concealed Gully
- 5 Crevasse/Ravine
- 6 Crevasse/Ravine

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 2D hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM applicable). Ground vehicles may avoid avalanches with a throw of 9+ on 2D (Vehicular Skill DM applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 20 minutes work by one person to free the vehicle. If the result is greater than 8, the Judge may apply an appropriate vehicle malfunction (Judge adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional DM of 3 on avalanche avoidance rolls.

Blizzard: A severe snowstorm occurs suddenly, forcing a halt to all forward progress. Each individual throw 10+ for exposure (2D hits) unless protected by a warm vehicle or other suitable protection.

Concealed Gully: Snow has drifted smooth and conceals a deep gully in front of the group. Ground vehicles throw 2D for effects of the impact (- DMs for Vehicular Skill and -2 DM for slow speed may apply). Result of 6 or less means only a severe jolt is suffered. Results of 7, 8, or 9 indicate minor damage, repairable within an hour. Results of 10 or 11 indicate heavy damage, repairable within 1D + 2 hours. A result of 12 indicates the damage is not repairable with normal emergency tools. Characters on foot or riding animals throw Dexterity or Intelligence (whichever is greater) to avoid falling in. If unsuccessful, suffer 1D in injury. On foot, passage around the gully may be found with 3D minutes of searching.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines. Throw 2D; on a roll of 8 or less, ground travel is slowed to double the normal time for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent traveling along the crevasse to find a passable place for vehicles or riding animals. Foot passage can be found in 1D minutes' search. Successful crossing is accomplished by throwing Dexterity or less on 2D. Failure incurs 1D hit points in injury.

Debris: Washed up/floating ahead is a pile/tangle of debris. Characters on foot or riding animals may find a way through with an extra 1D x 20 minutes added to the travel time. Ground vehicles/water craft may detour around with 1D hours added to the travel time. On a roll of 6+ on 2D, the debris also has an animal encounter.

Deep Snow: Deep snow covers the area ahead for the next 3D kilometers. Ground travel time, except for ground effect vehicles, is doubled.

Dense Underbrush: The area ahead for the next 1D kilometers is overgrown with thickly tangled vegetation. Characters on foot or riding animals have travel time increased by one-half. Ground vehicles have travel time doubled. An animal encounter will also occur on a 5+ on 2D.

Fallen Trees: The area ahead for the next 1D kilometers is blocked by an interwoven tangle of trees. Characters on foot may pass through with travel time doubled. Throw Dexterity or less on 2D to avoid 1D of injury through a bruising miss-step. Ground vehicles and riding animals may detour around with 1D + 3 hours additional travel time. An animal encounter will also occur on 6+ on 2D.

Falling Rocks: Above the party, 2D large rocks have been dislodged and begin falling. Judge throws 10+ on 2D for each rock to hit a vehicle or individual. Each rock does 2D hit points of damage (-1 for every Planetary Size below 5, +1 for every Planetary Size above 8).

Gullies: The terrain ahead for the next 4D kilometers is highly eroded. Double all ground travel times.

High Vegetation: Tall grasses and bushes become much thicker for the next 4D kilometers. Ground travel time is increased by one-half. An animal encounter will also occur on a roll of 5+ on 2D.

Magnetic Variation: The planetary magnetic field undergoes a slight fluctuation which alters magnetic compass readings by 2D degrees. Throw 1D; if odd, alter in clockwise direction; if even, alter in counter-clockwise direction. This event is not announced to the party.

Narrow Valley: A narrow valley with steep sides permits travel in only one direction. Throw on the Directional Rosette to determine directions up and down the valley. Ground vehicle travel time is increased by 1D minus Vehicular Skill hours.

Natural Snare: 1. The lead individual or vehicle is surprised by a natural trap formed by a large tree and its branches. The snapping effect will incapacitate a vehicle pending repair or inflict 2D hits on an individual. 2. The lead individual or vehicle is surprised by a natural trap formed by a large, dead tree and its branches. The snapping effect will inflict 1D hits on an individual or animal. Roll 2D minus DM of Vehicular Skill. On a result of 6 or less, the vehicle is pinned in place for 1D x 20 minutes of work. On a result of 7, 8, or 9, the vehicle is pinned and suffers damage requiring 1 hour of repair work. On a result of 10 or 11, the damage will require 1D + 1 hours of repair work. On a result of 12, the damage is not repairable with the emergency equipment carried on board.

Open Glade: The trees ahead open out into a glade. Deduct 1D - 2 hours from ground vehicle travel time through this hex. An animal encounter will also occur on a roll of 8+ on 2D.

Open Ground: The snow/ice cover thins out and reveals frozen ground/rock for the next 2D kilometers. Travel time is unaffected.

Reefs: The water shoals ahead and reefs poke through the surface of the sea. Travel time is doubled. In poor visibility (Judge's option), roll 2D minus DM of Vehicular Skill. Result of 6 or less indicates a minor bump with no damage. A result of 7, 8, or 9 indicates minor damage repairable in one hour. A result of 10 or 11 indicates severe damage, and a further roll of 2D minus DM of Vehicular Skill is made. A second result of 9+ indicates the Vehicle sinks; 8 or less is treated as major damage.

Rocky Ground: 1. The terrain turns extremely rocky, and vehicle traction is considerably reduced. Throw 9+ to avoid becoming stuck, and reduce speed to one-half. 2. Rocky areas ahead for the next 2D kilometers add one-half to the travel time of characters on foot, riding animals, or in tracked ground vehicles. Other ground vehicles double travel time. An animal encounter will also occur on a roll of 8+ on 2D.

Rough Water: The water forms whitecaps ahead as rapids/crosscurrents appear. Watercraft pilot must roll 2D minus DM of Vehicular Skill. On a result of 6 or less, the vehicle makes successful passage and is only tossed about. On a result of 7, 8, or 9, the craft makes passage but suffers minor damage which can be repaired in an hour. On a result of 10 or 11, the passage is made, but the heavy damage suffered takes 1D + 1 hours to repair. On a 12, the vehicle suffers extensive damage during passage, and a further throw of 2D minus Vehicular Skill is required. On a result of 10+, the vehicle sinks; 9 or less is treated as heavy damage.

Sinkhole: An opening in the ground 3D + 2 meters across is encountered. If encountered by surprise, characters on foot throw Dexterity or less on 2D to avoid. Ground vehicle drivers 7 + Vehicle Skill DM or less to avoid. The sides are sheer, 2D + 2 meters deep, and, on a throw of 6+ on 2D, there will be 2D meters of water at the bottom. It opens into a cavern 5D meters across and has 1D passages leading off to the sides. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Book.

Soft Ground: Areas of terrain ahead are soft due to water/dust for the next 4D kilometers. Amphibious tracked/wheeled ground vehicles add one-half to travel time. Ground effect vehicles are unaffected. Other ground travel time is doubled. On a throw of 9+ on 2D, the area is impassable to ground vehicles other than hovercraft.

Stream Bed/Ravine: The ground ahead drops suddenly into a stream bed/ravine. Characters on foot or riding animals take 1D x 5 minutes to find a crossing place. Ground vehicles take 1D x 10 minutes to find a crossing place. An animal encounter will also occur on a roll of 7+ on 2D.

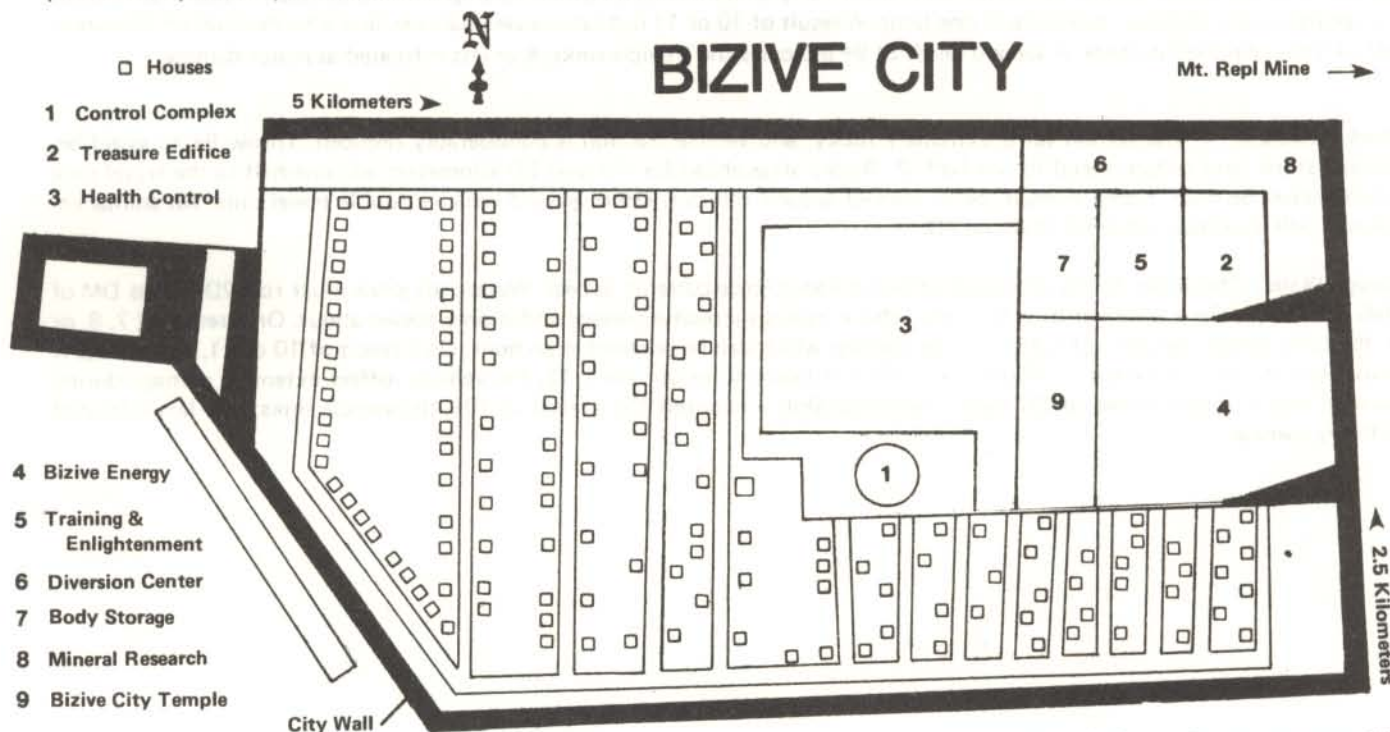
Strong Currents: Strong ocean currents push the vehicle one hex in a random direction (roll on Directional Rosette). Strong river currents add 10 kilometers per hour down stream for the next 5D kilometers. Roll 2D minus Vehicular Skill to avoid damage. A result of 9+ indicates minor damage requiring one hour to repair.

Strong Waves: Strong waves toss the craft/smash it on the beach/shore. In the open ocean, the only result will be a rough ride with possible sea-sickness. Throw Endurance or less to avoid temporary (1Day) loss of 1 point. Attempts to drive a vehicle through strong surf will need to roll 2D minus DM of Vehicular Skill. A result of 6 or less indicates the passage was successful. A result of 7 or 8 indicates minor damage was incurred, requiring an hour to repair. A result of 9 or 10 indicates that moderate damage was incurred, requiring 1D hours to repair. A result of 11 or 12 indicates the vehicle was swamped and will require major repairs, 2D + 2 hours to fix. On a result of 7, 8, 9, or 10, successful passage is still made on a roll of 8+ on 2D in spite of the damage.

Sulfur Springs: An area of hydrothermal activity is encountered which extends over 3D x 100 meters. Scattered pools seethe and bubble with activity. Some pools emit vapors which smell strongly of brimstone (sulfur). Animals avoid this area, and encounters are unlikely here.

Tangled Trees: The trees ahead are set so closely together that a vehicle cannot pass between them for the next 1D kilometers. Vehicle passage may be cleared at one manhour of work per kilometer per 3 tons of vehicle. Characters on foot or riding animals are not affected. A way around may be found with an additional 1D hours of travel time. Characters trying to clear a way through will have one animal encounter every hour.

Turbid Waters: A "Bloom" of microorganisms stains the waters ahead a brilliant orange/red/blue/green/yellow for the next 5D kilometers. Native marine life gorges on these creatures/plants, but it causes them to be extremely distasteful to human palates. They will be poisonous on a throw of 10+ on 2D. On an 8+ on 2D, the organisms will also glow in the dark.



description of map on page 11



USCEEN CITY

100 Meters



Doors

Houses

description of map on page 17

Gold Mine

Treasure
Security

Display
Assembly

SANDRONE CITY

description of map on page 15

100 Meters



Doors
Houses

SANDRONES' HOMES

5

4

FOOD STORAGE

1

WORSHIP TEMPLE

3

TREASURE EDIFICE

2 GAME ARENA

LAKE

SINKING SANDS

TREASURE

VAULT



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580	BREAK IN AT THREE KILOMETER ISLAND	\$3.00
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250	C & S SHIELD	\$3.00
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APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD	\$2.00
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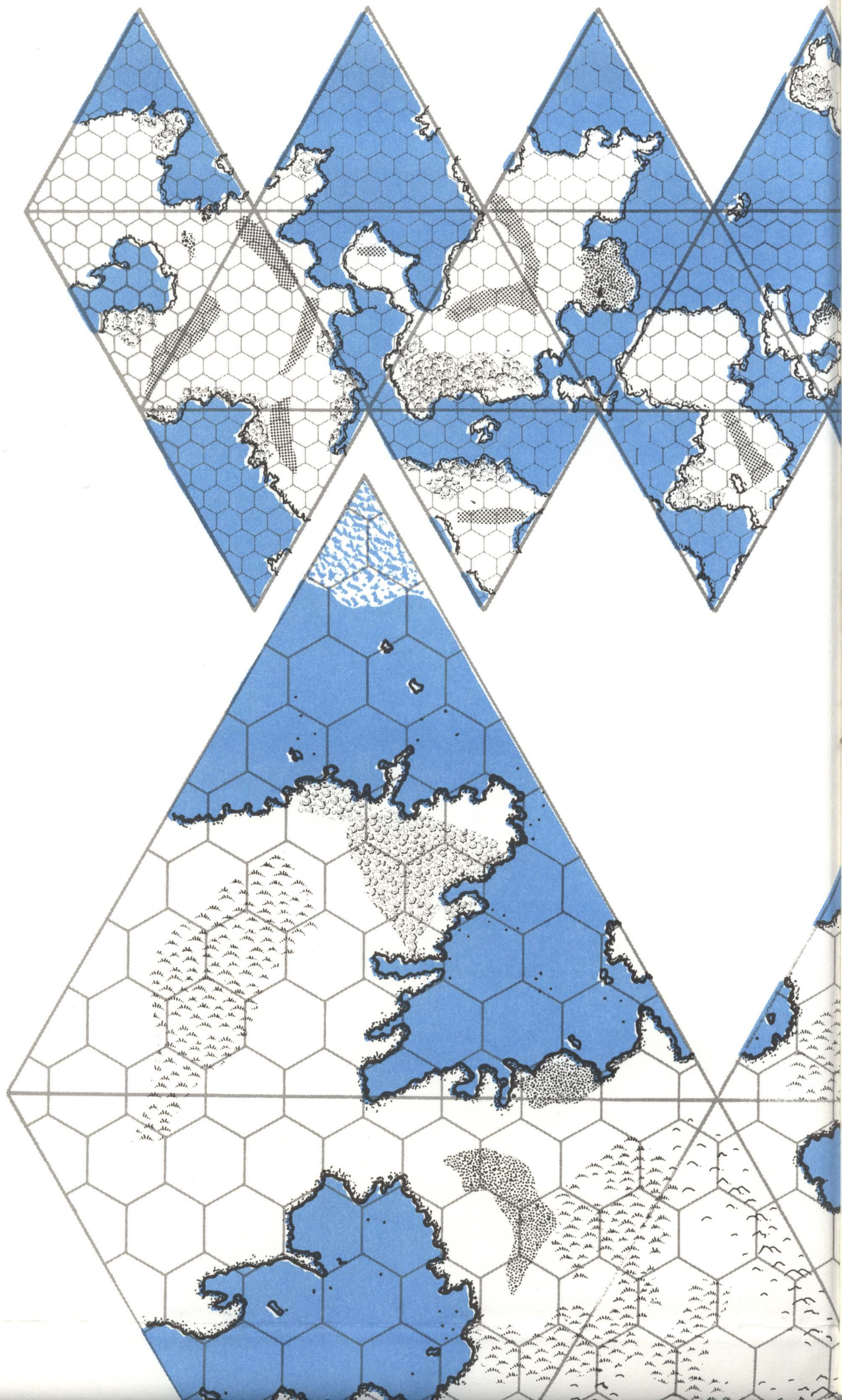


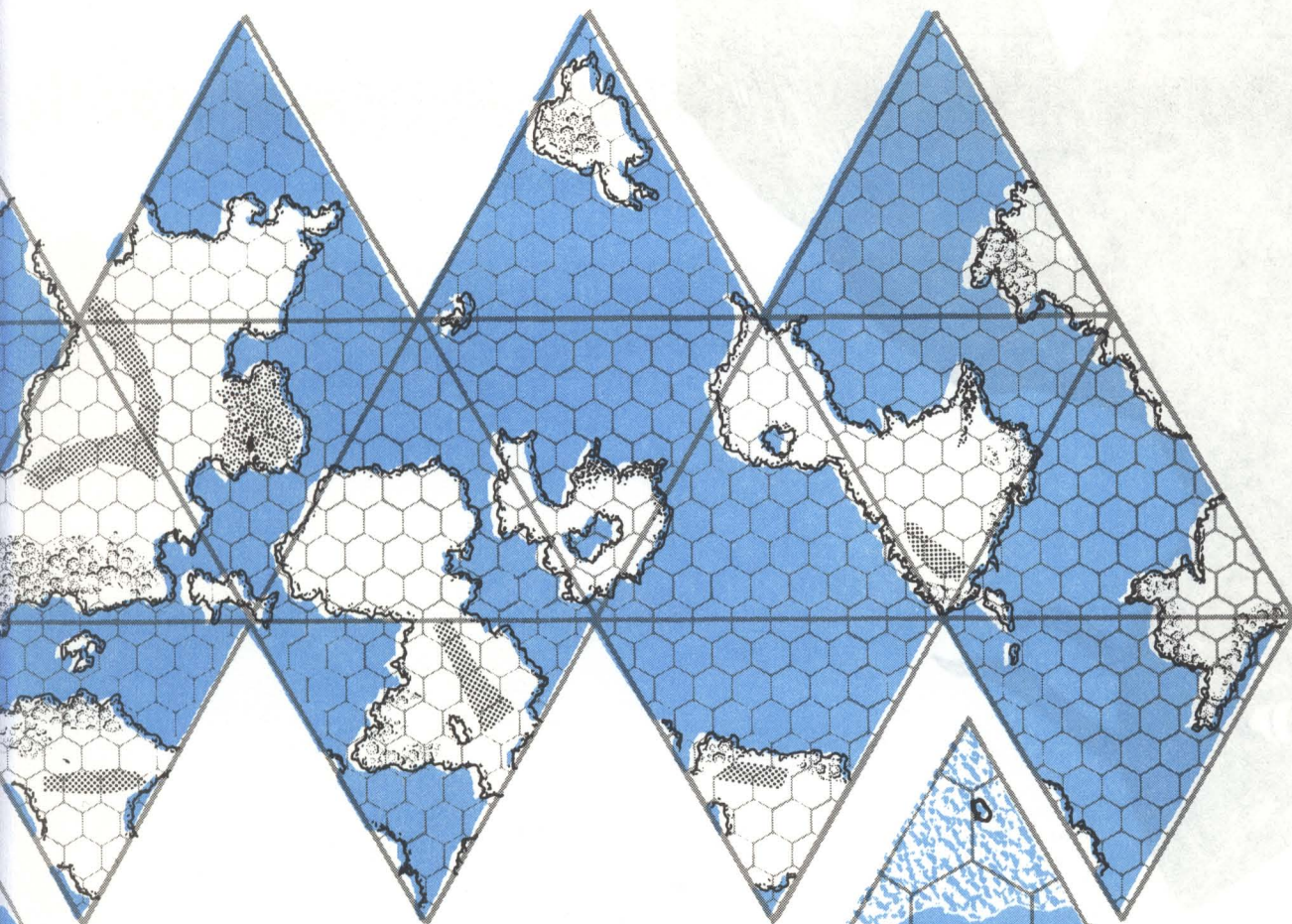
description of map on page 11

1000 km

Land of the Mountain God

Players Map





MOUN

FORE

SINKI






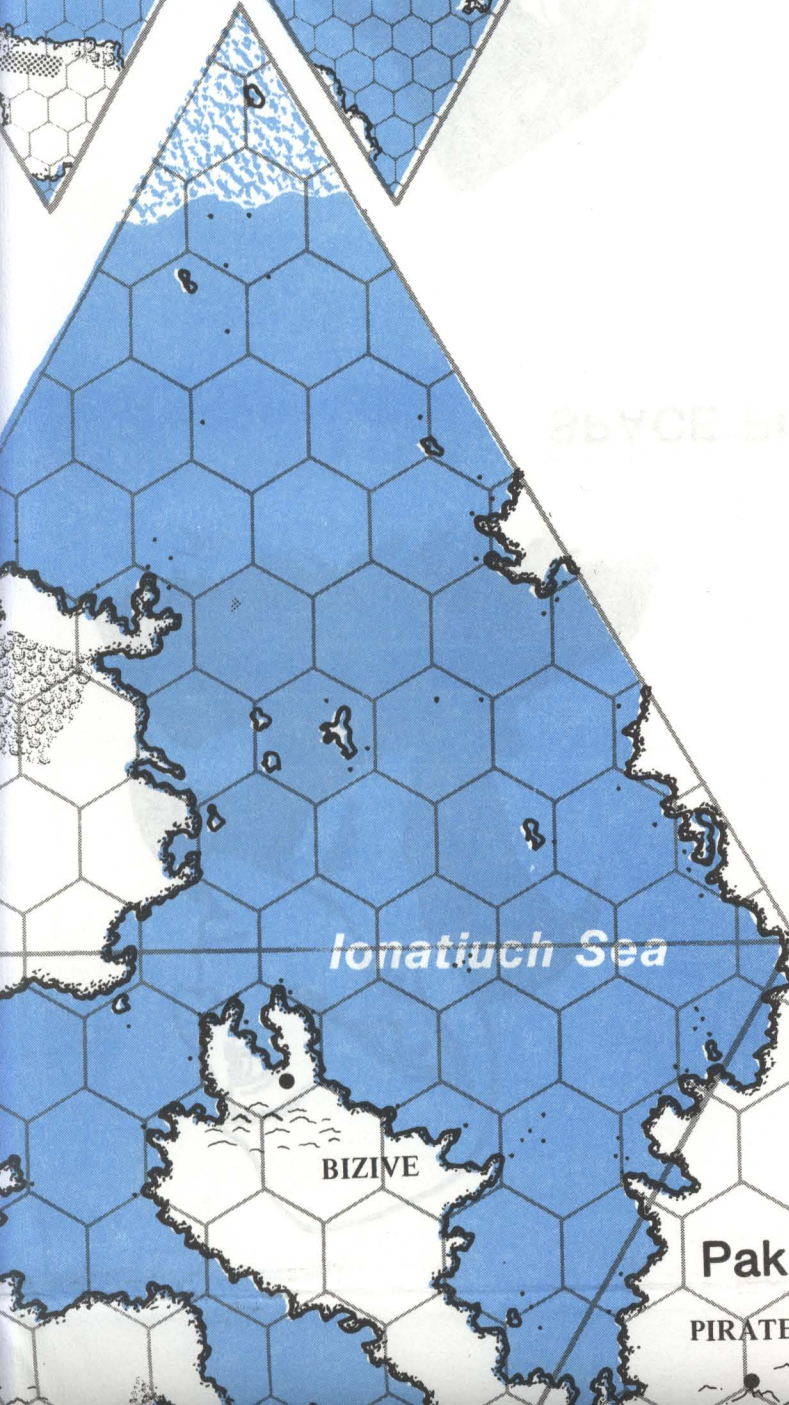
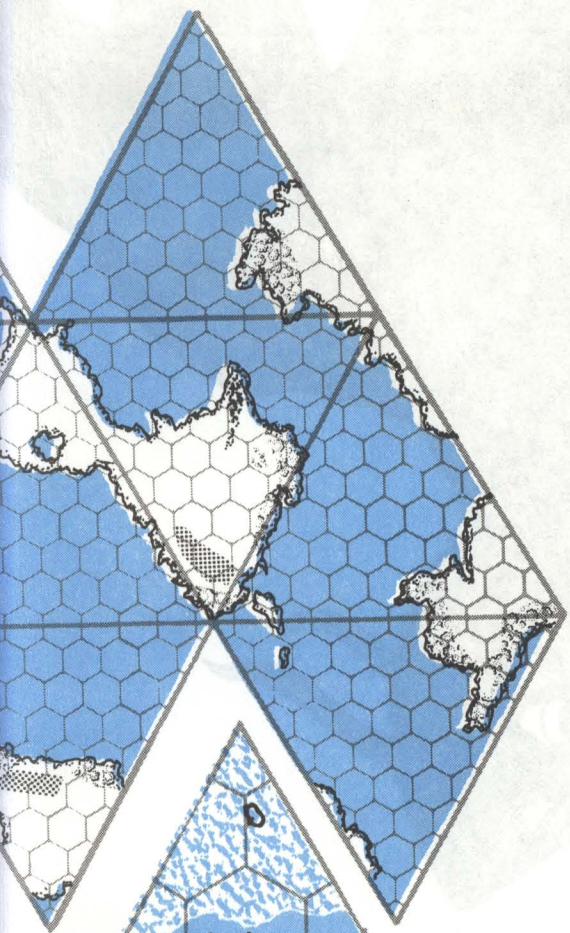
Ionatiuch Sea

BIZIVE

Pak

PIRATE BASE

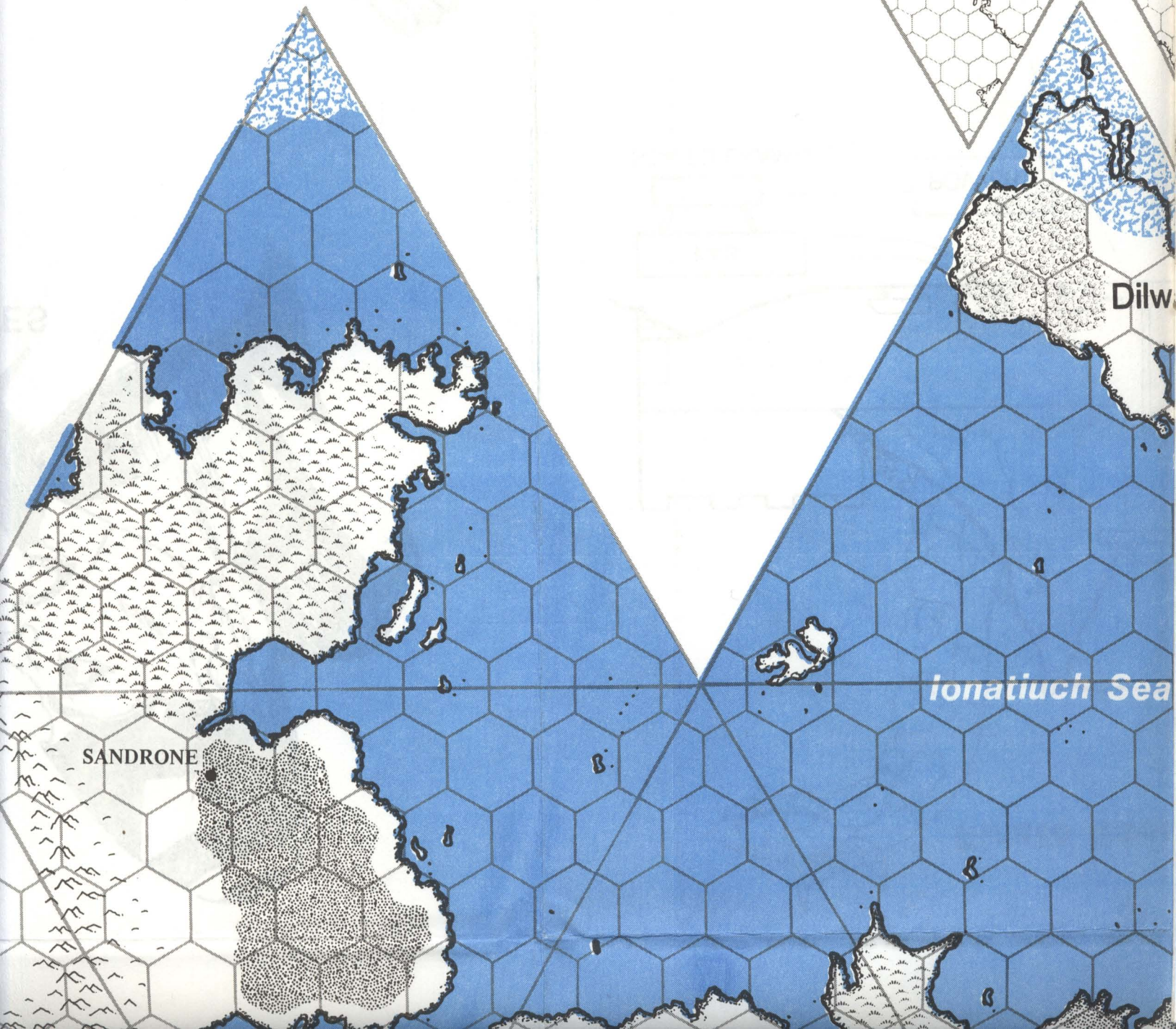
-  MOUNTAINS
-  FOREST
-  SINKING SAND

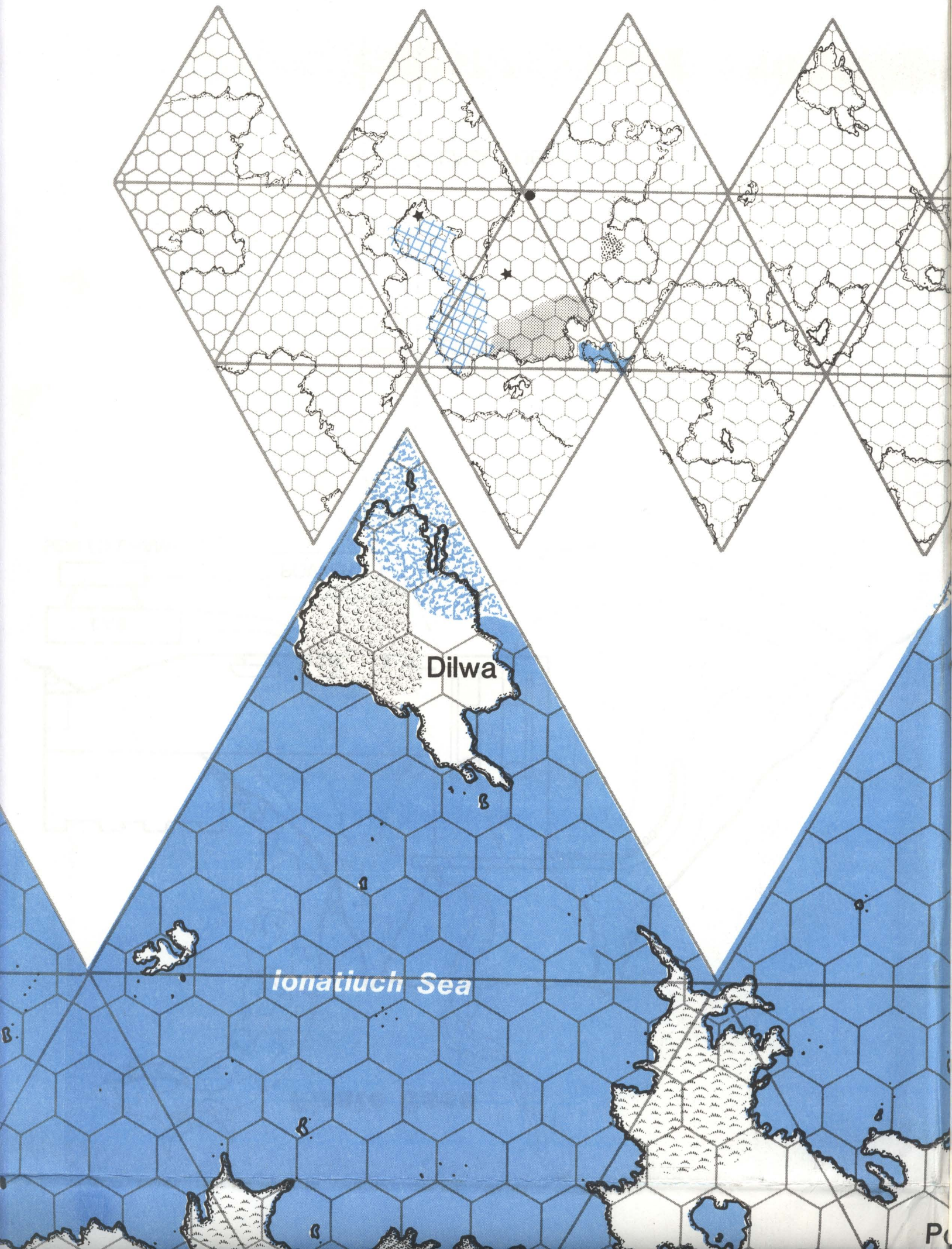


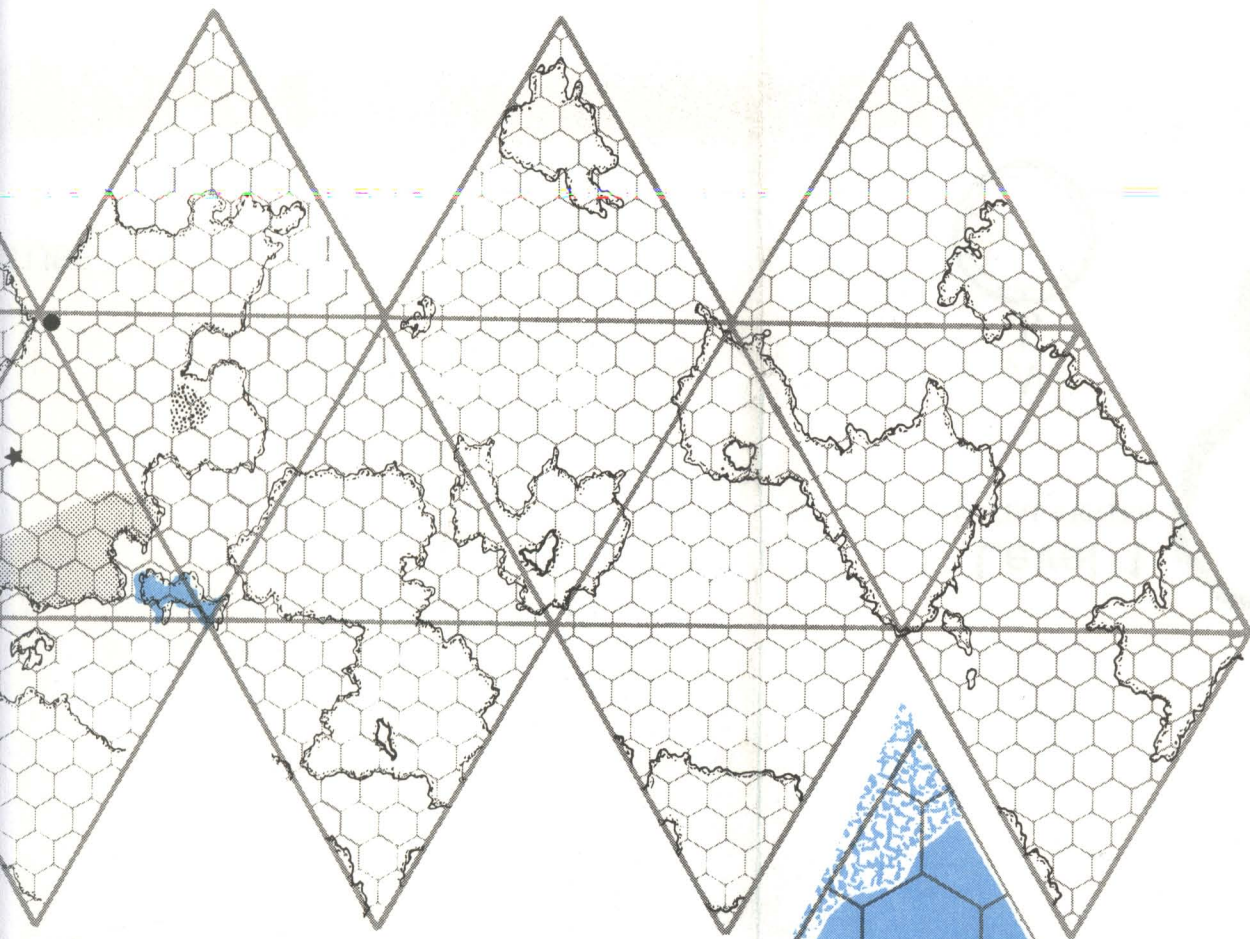
NTAINS

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NG SAND







IXTUVES



TREE DWELL



SANDRONES



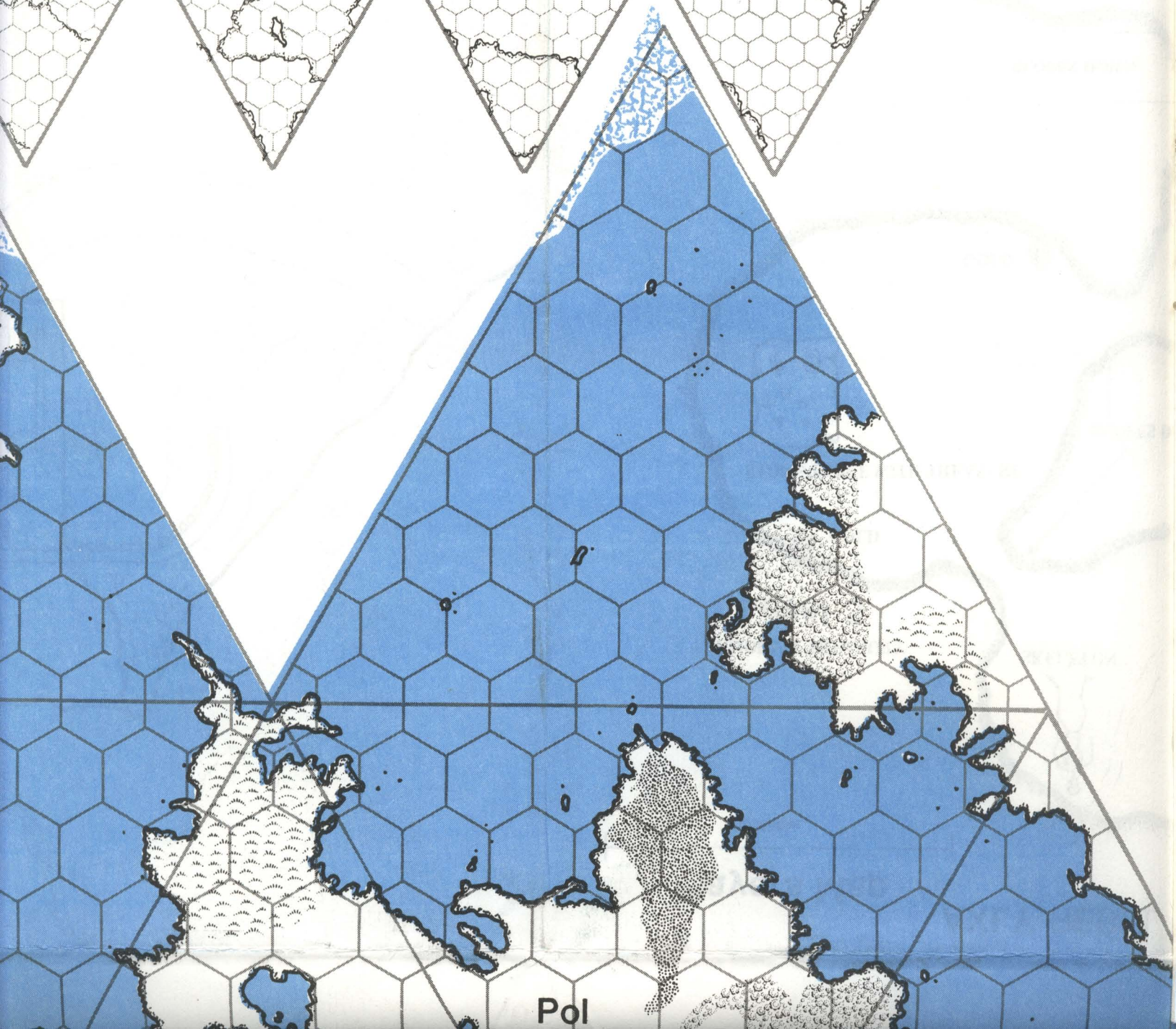
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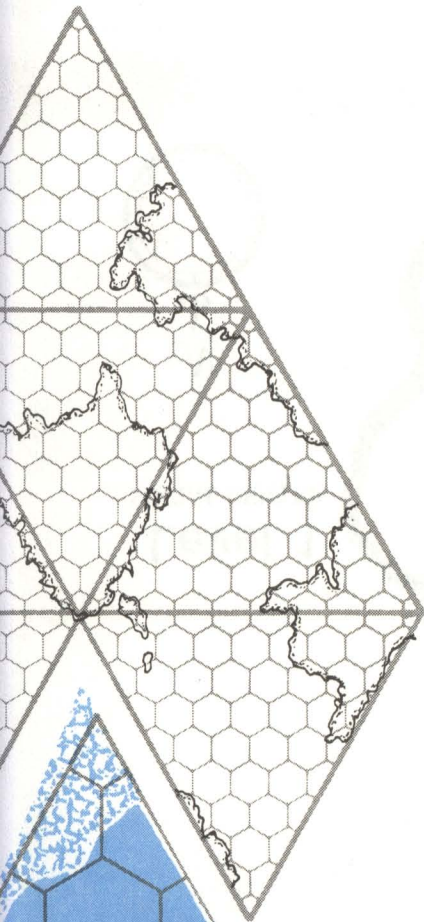
PIRATE BASE



FIDIONS



Pol



IXTUVES



TREE DWELLER



SANDRONES



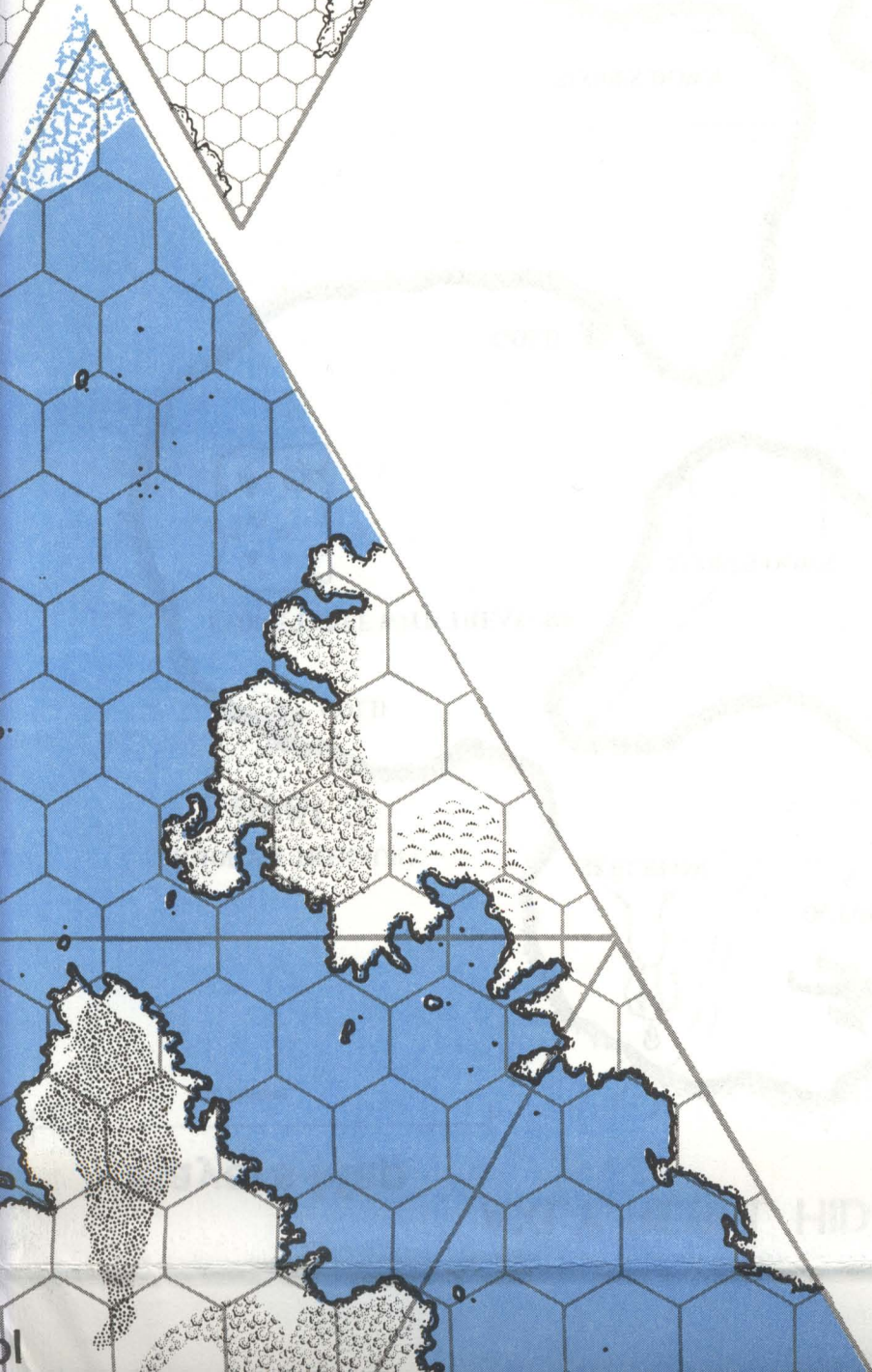
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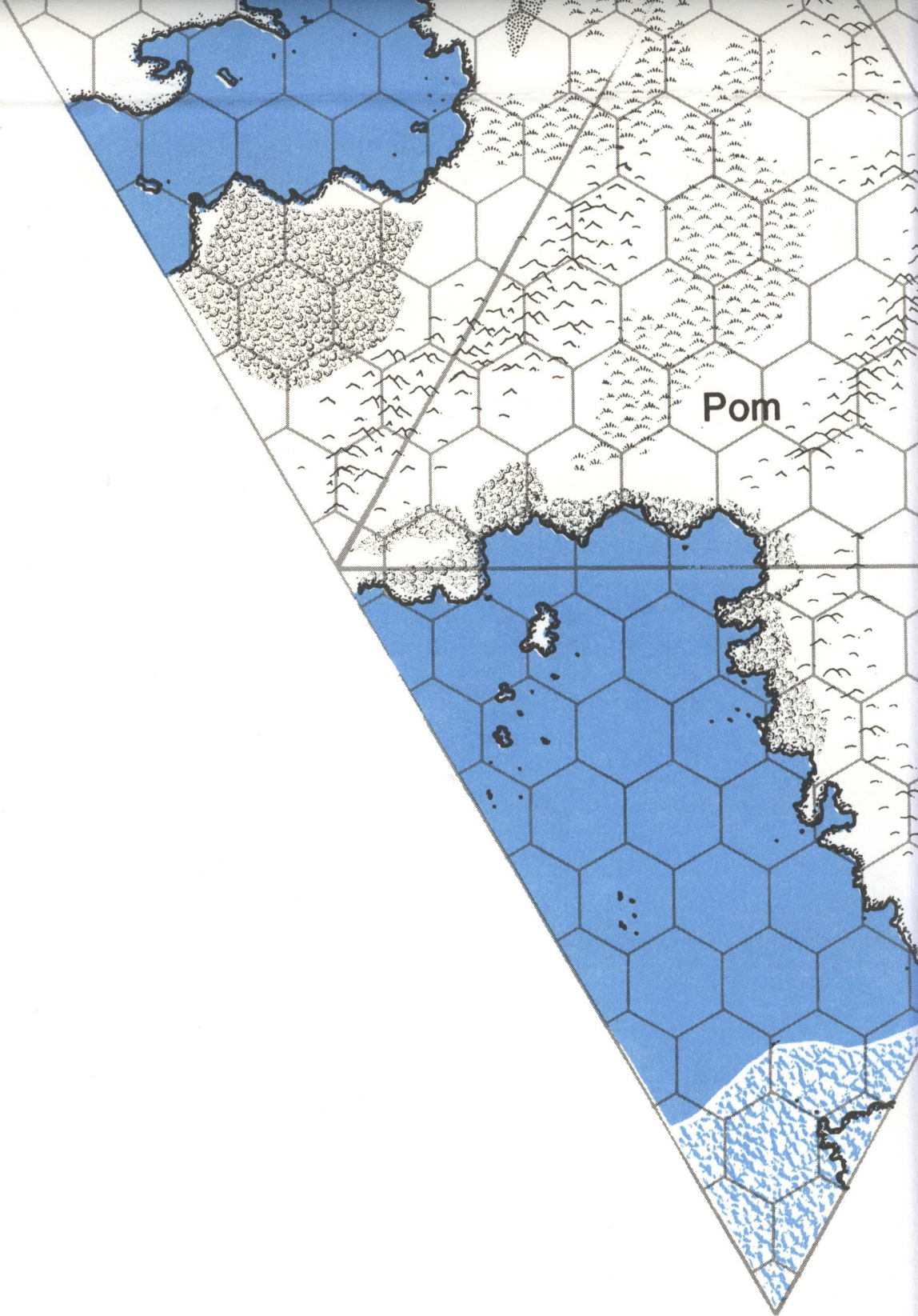


PIRATE BASE



FIDIONS

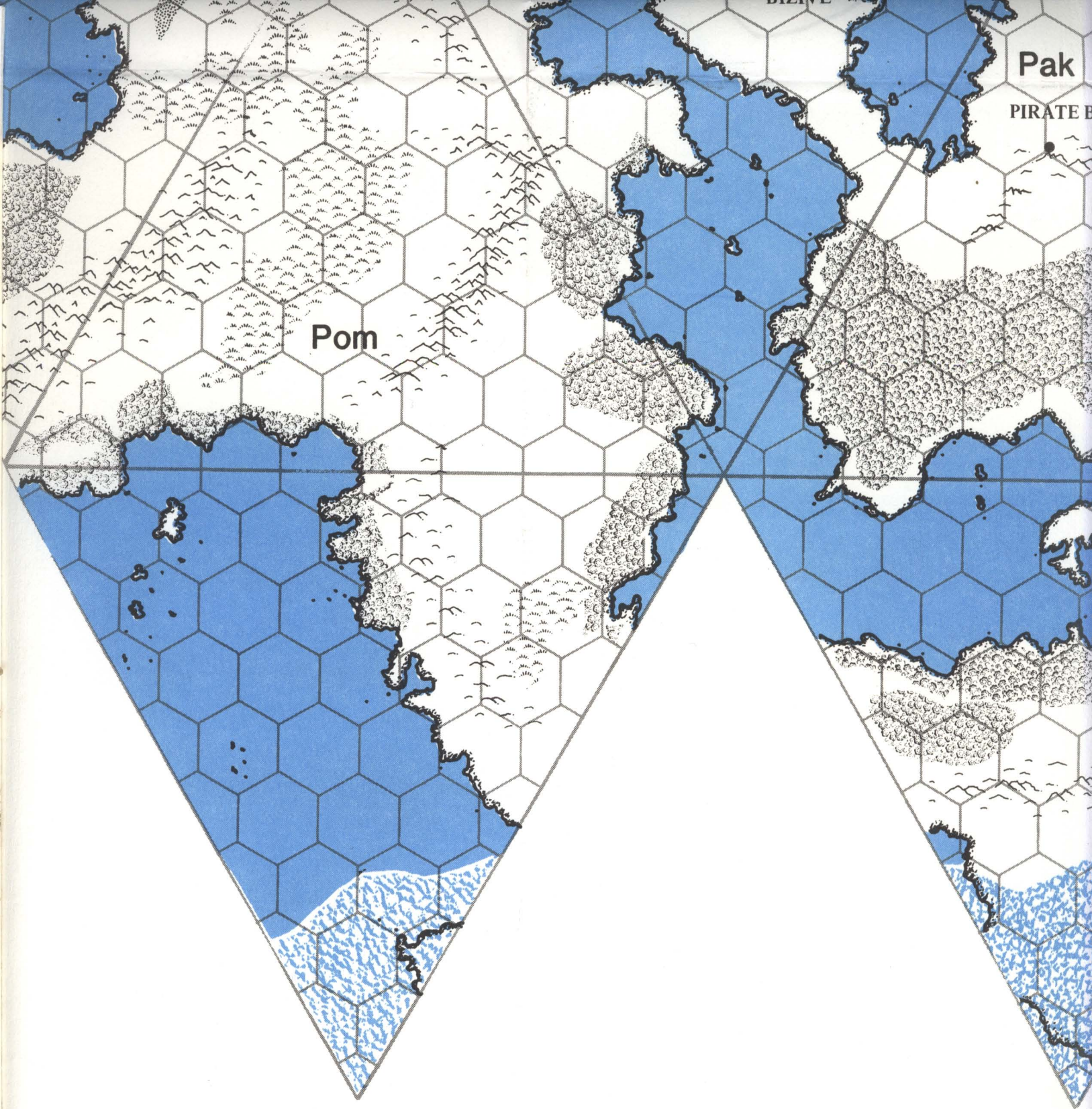




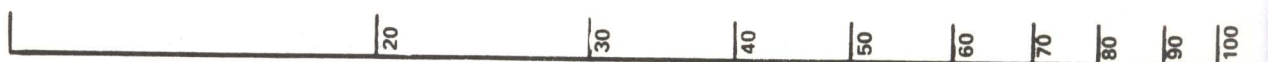
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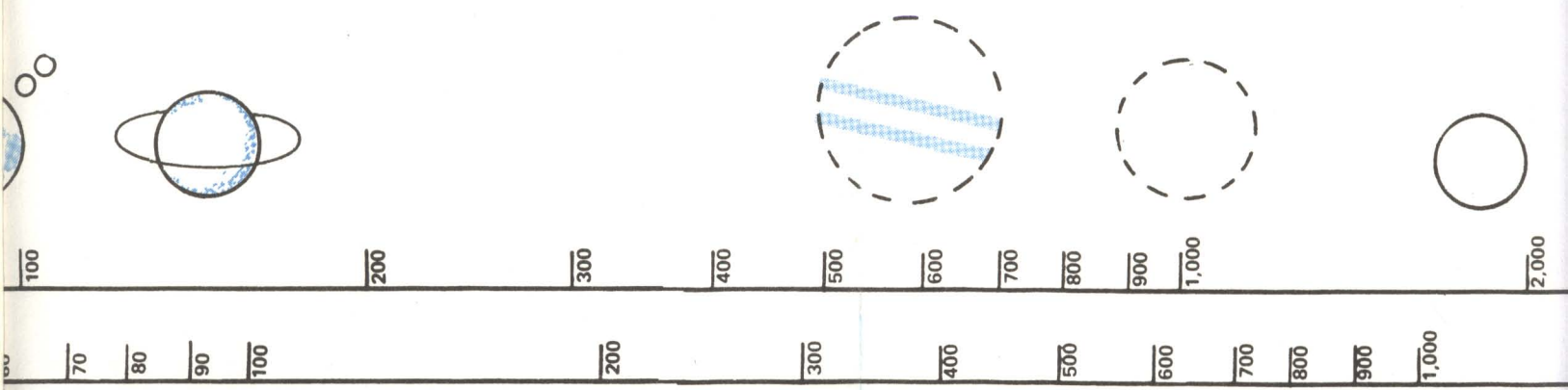
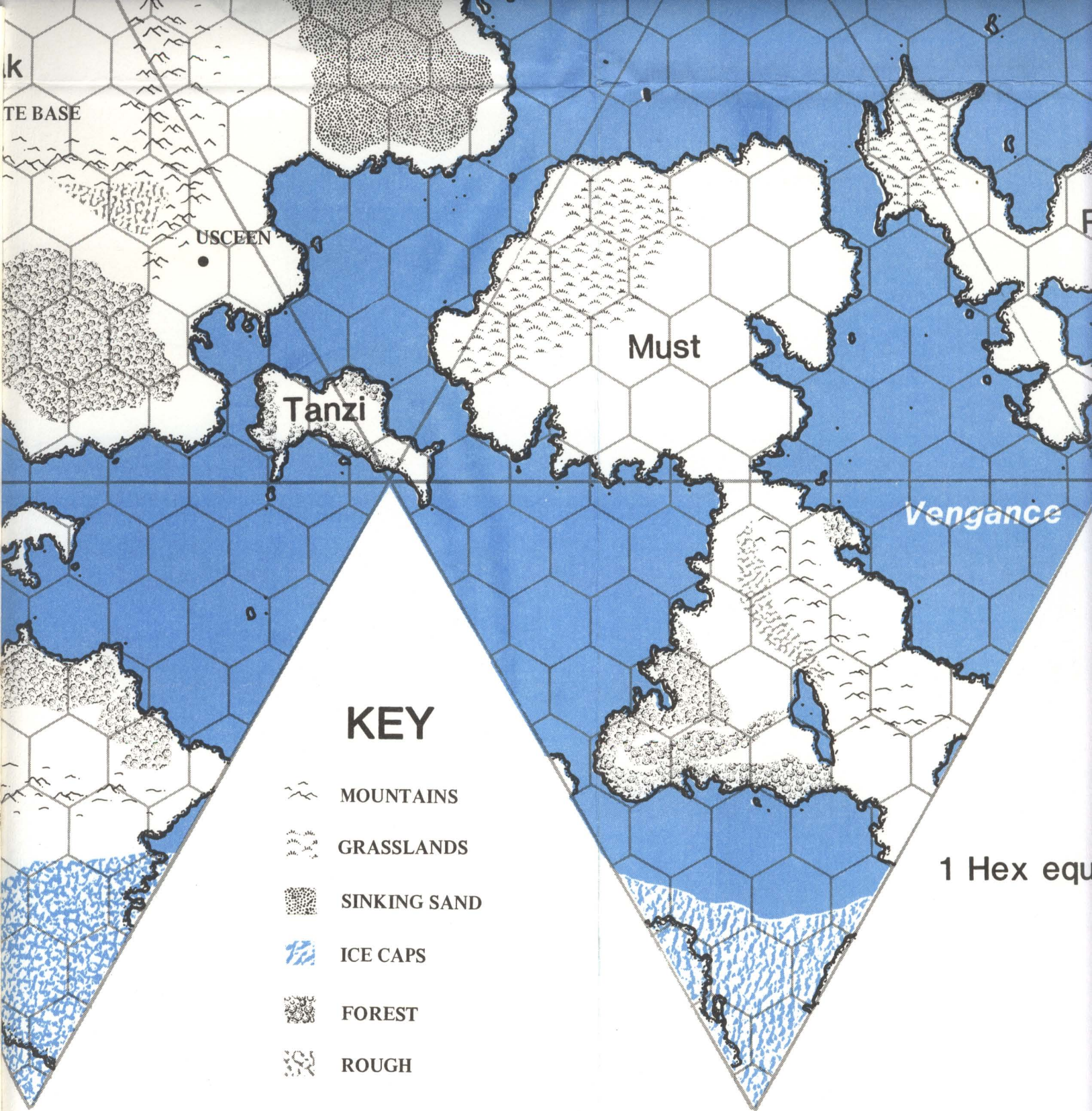


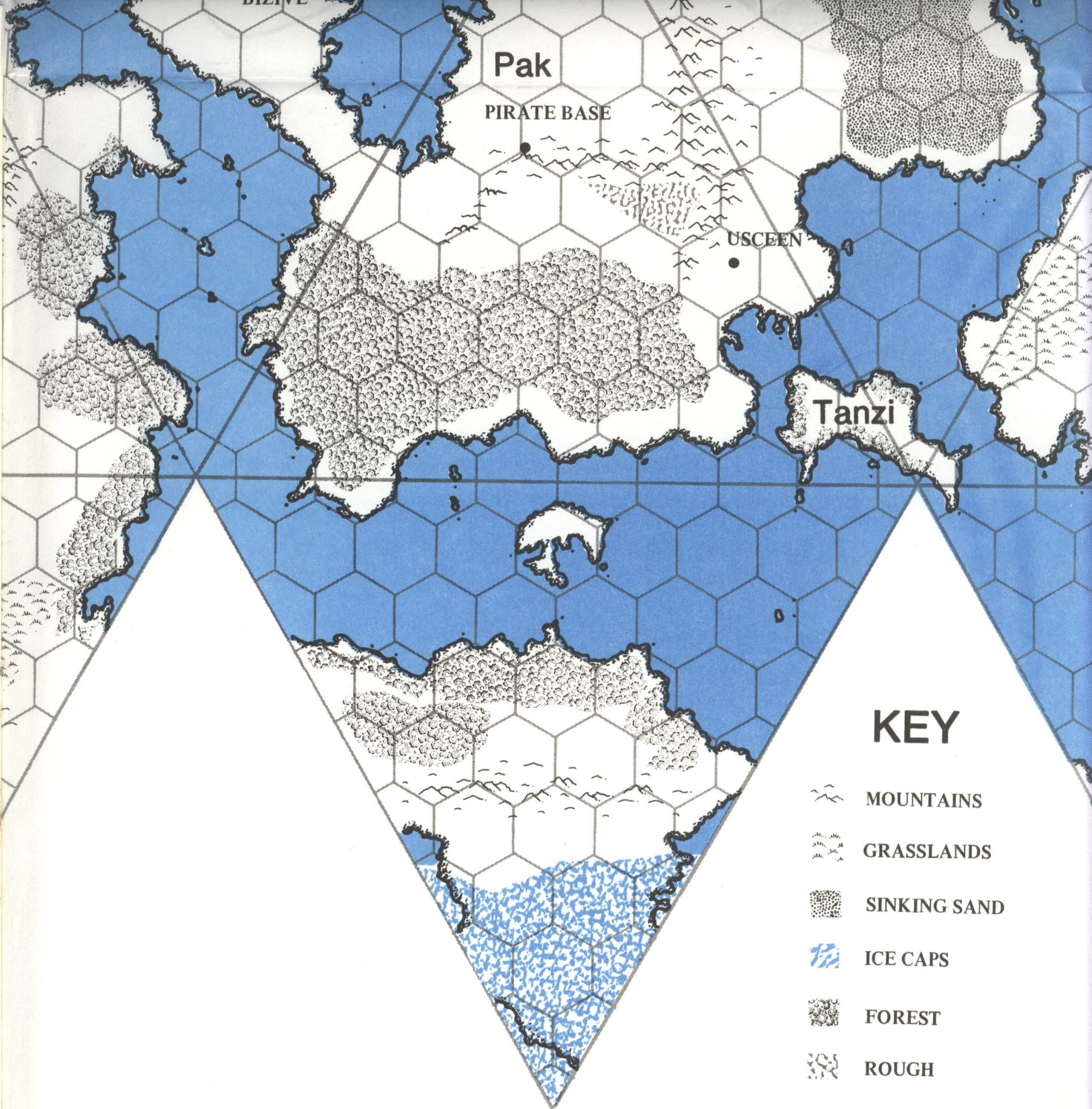
SOLAR SYS



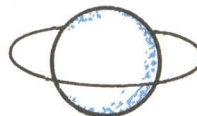
SOLAR SYSTEM CONFIGURATION







ONFIGURATION



30

40

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200

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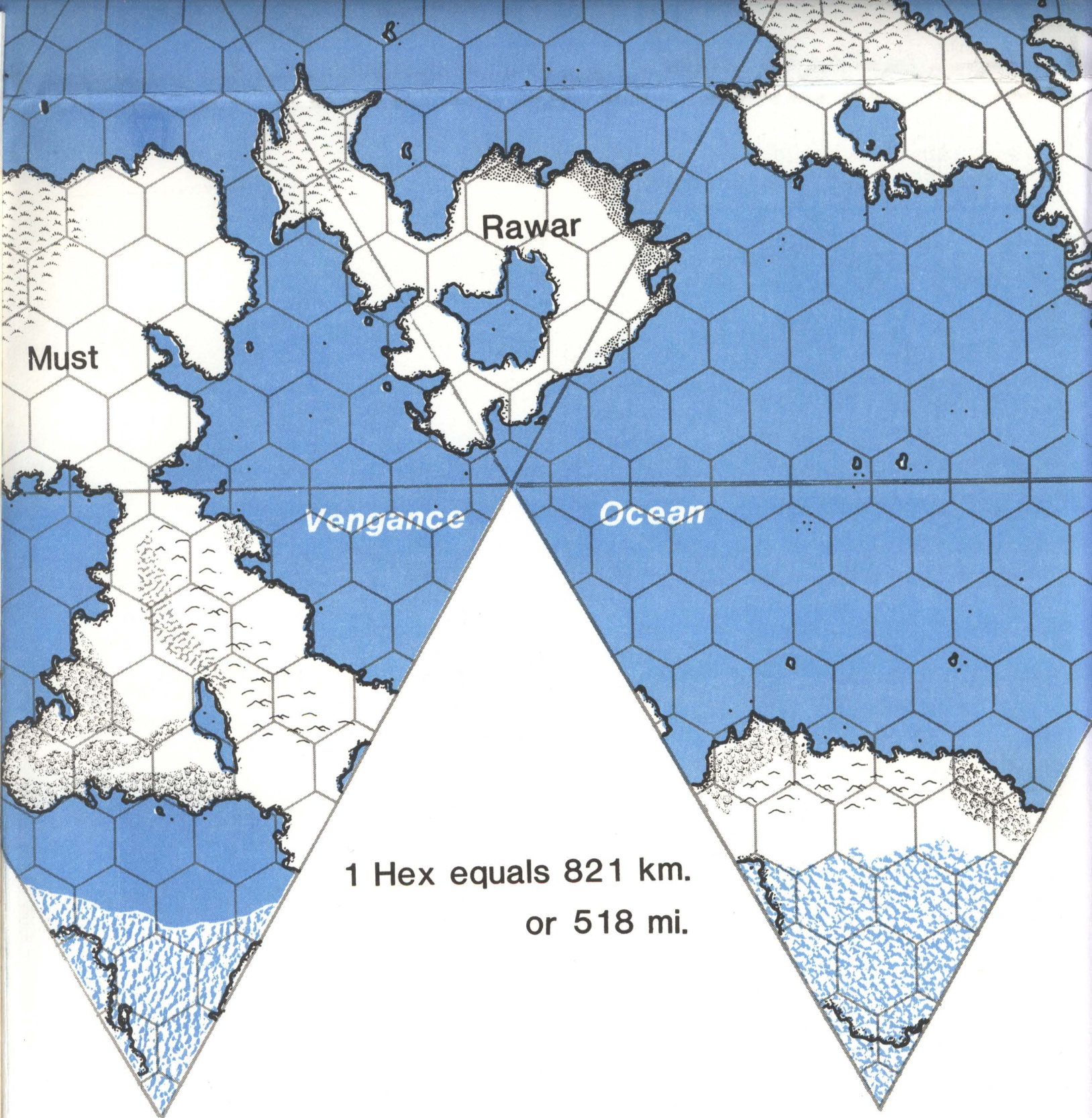
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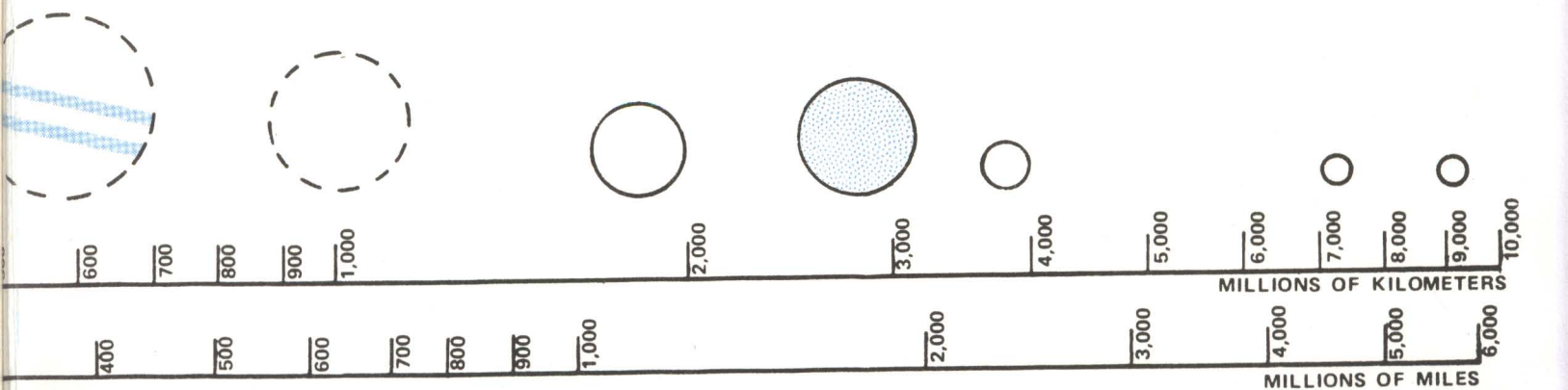
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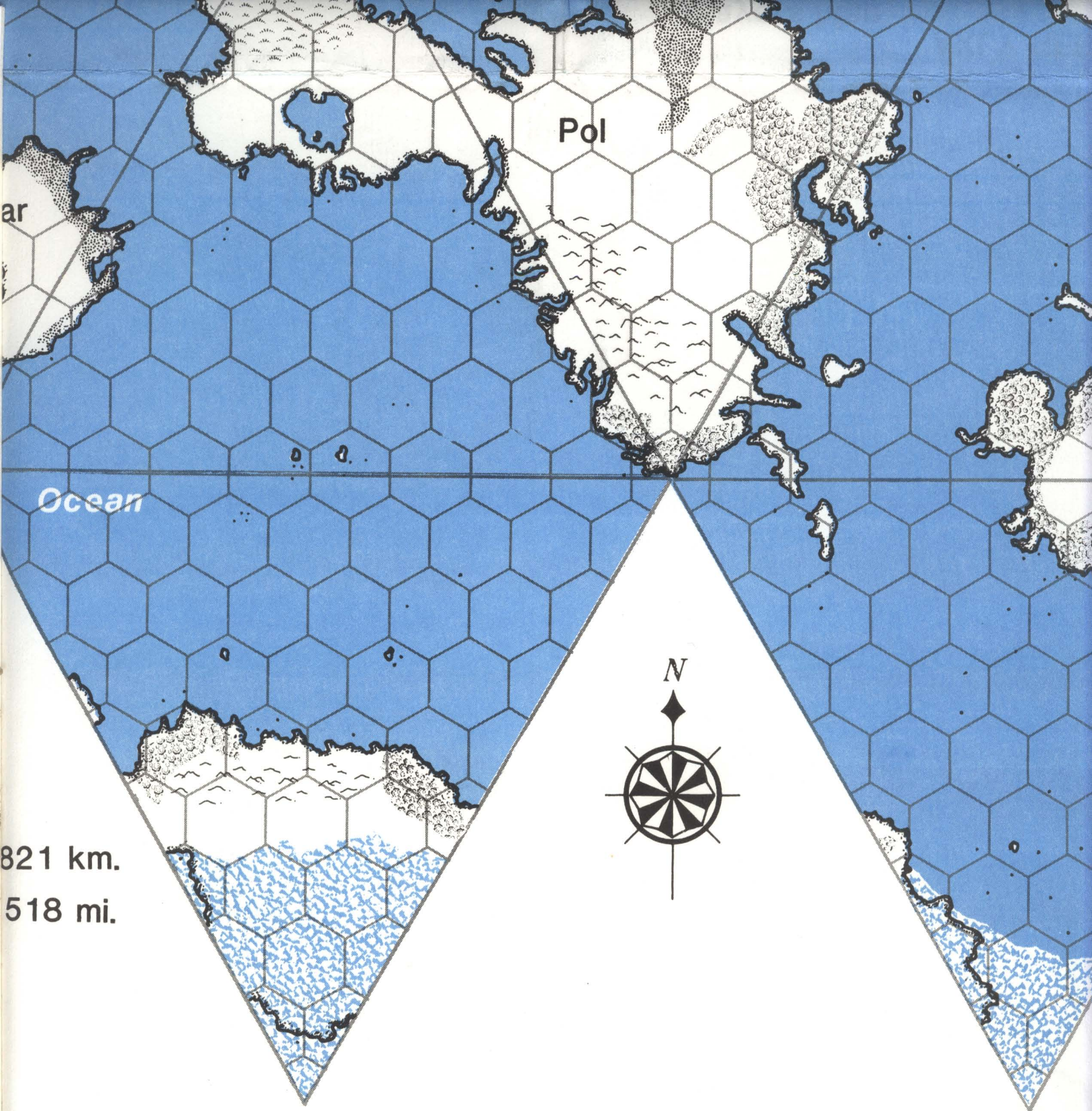
400

500



1 Hex equals 821 km.
or 518 mi.

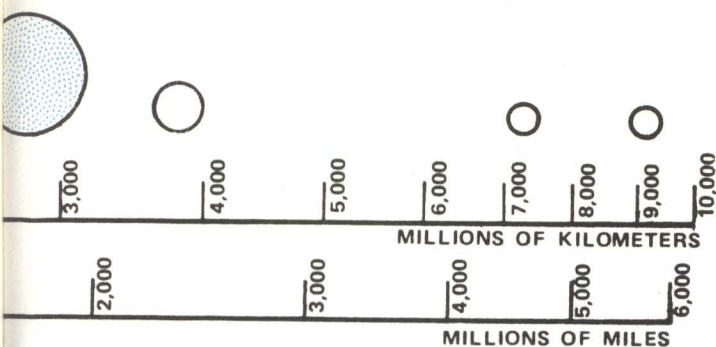


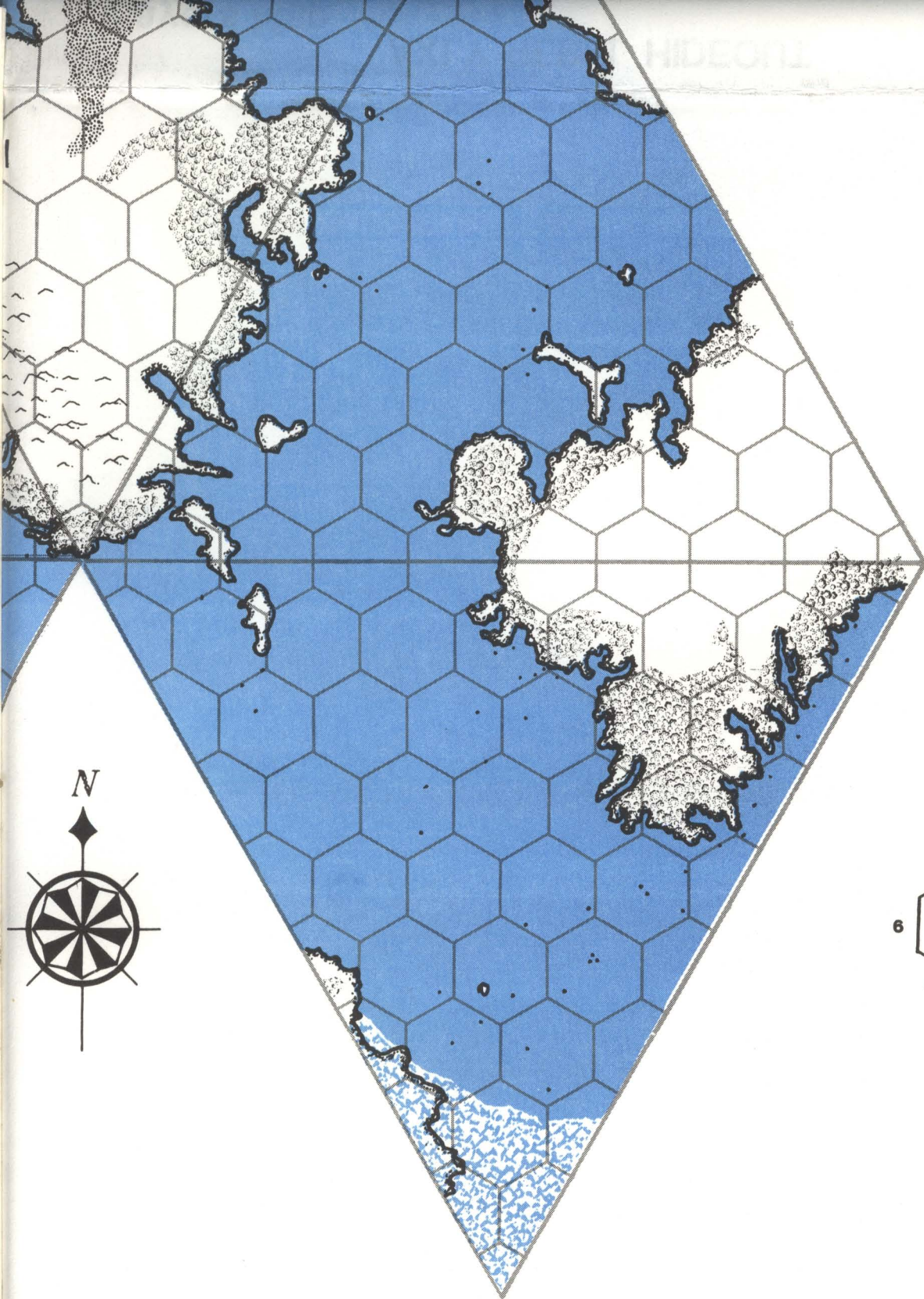


821 km.
518 mi.

WASPWI

C 7665D6 5 AGRIC





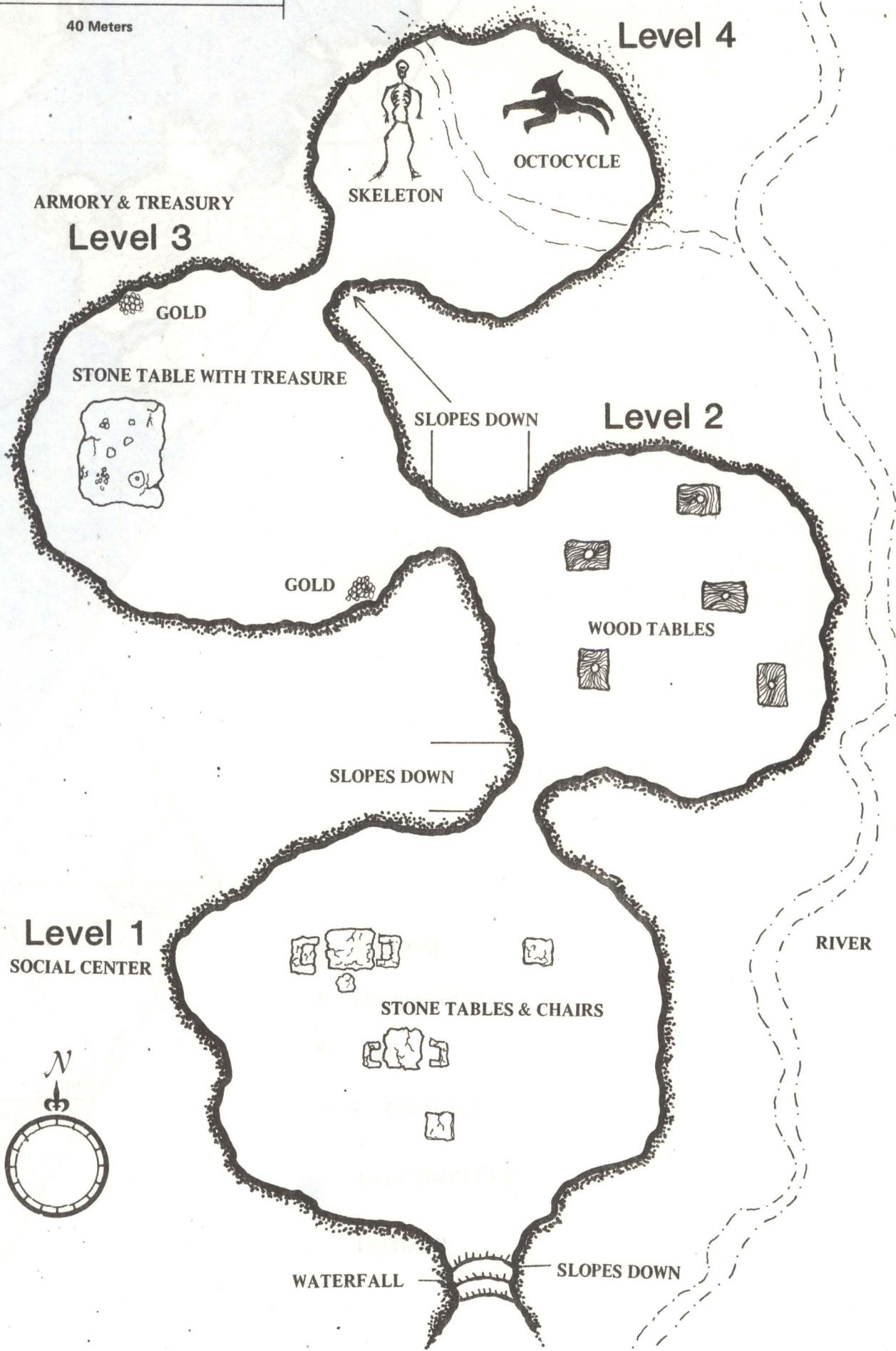
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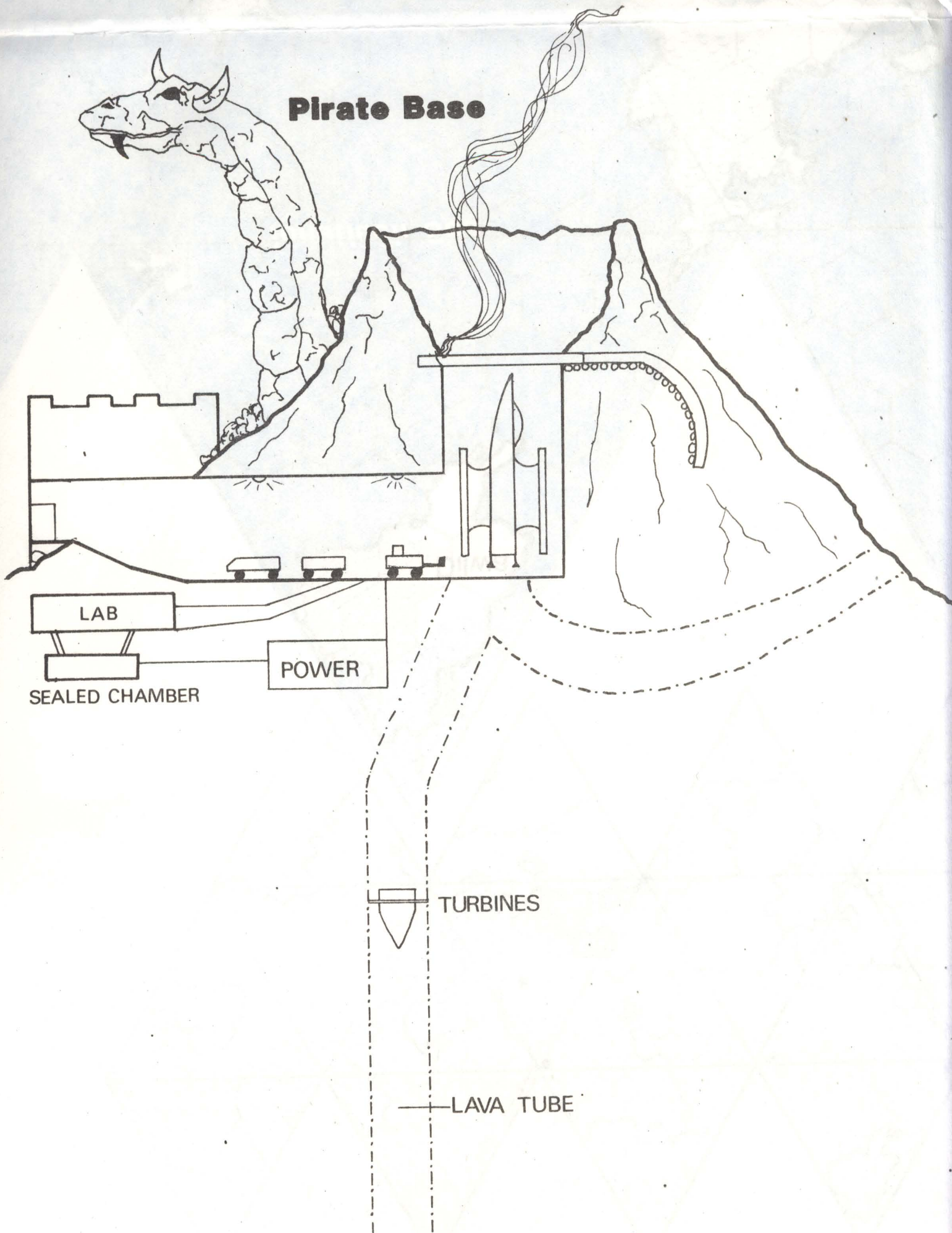
AXLY REBEL HIDEOUT

Players Map

40 Meters

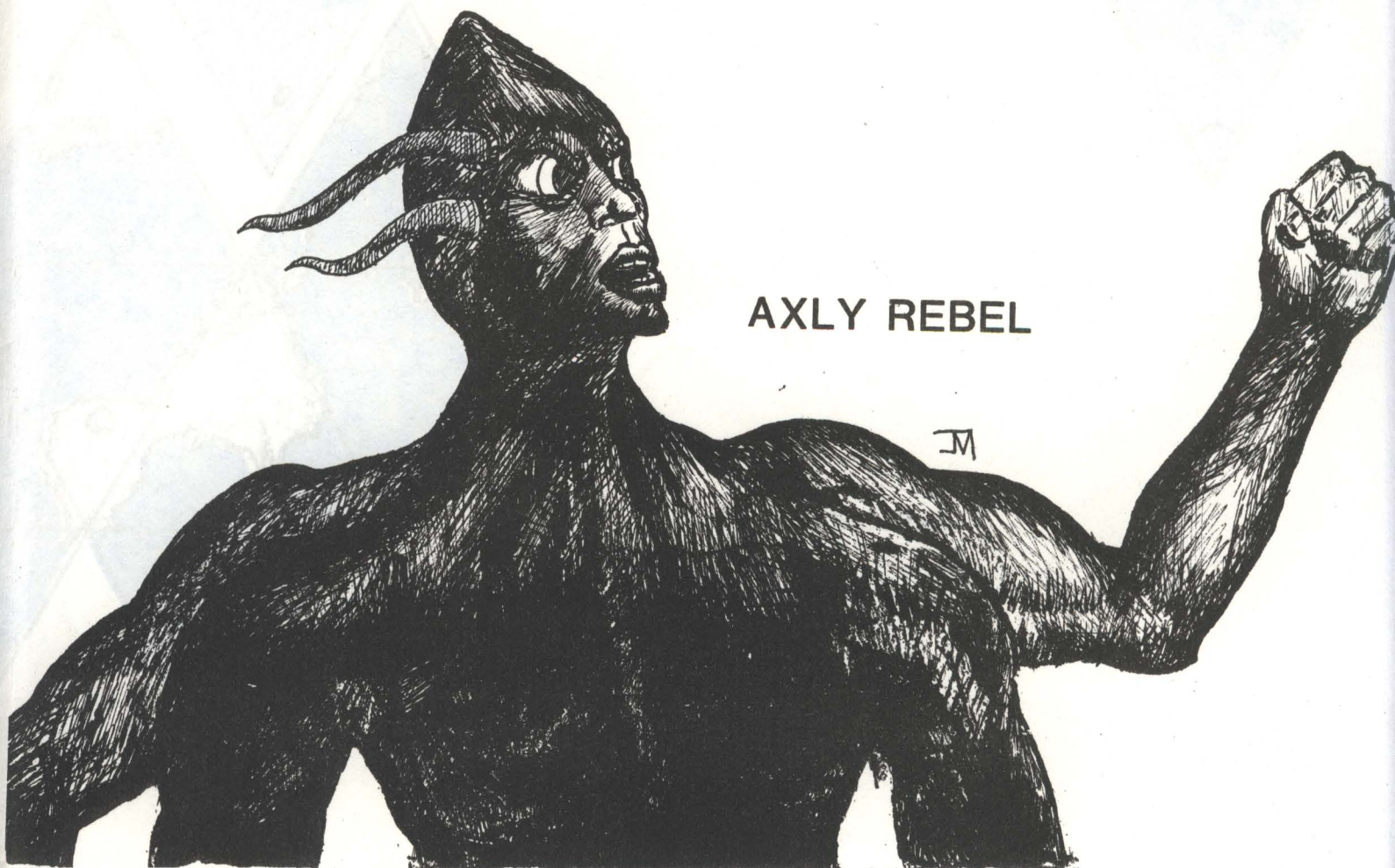


Pirate Base





SPACE PIRATES



AXLY REBEL