

# TANCRED

*Science-Fiction Adventure in the Far Future*

**Judges Guild**



By  
Dave  
Sering

Official Adventure Approved For

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## Table of Contents

Introduction .....	2
Campaign Suggestions .....	4
Hauteville .....	5
Hauteville Bars .....	6
Group Encounters .....	8
Hauteville Rumors .....	9
Tancred Cities .....	10
Encounter Charts .....	11
Events .....	14
Starport Hauteville .....	19
Security Troops Squad .....	21
Special Maps .....	23
Police, Space Port Operations .....	27
Cargo, Emergency Vehicles, Miscellaneous .....	28
Mercenaries, Officers, Squads .....	29
Regimental Equipment .....	35
Citizens Auxillary Guard, Rebels .....	36
Donnelly Mansion .....	38
Hauteville Scenario I .....	41
Hauteville Scenario II .....	42
Hauteville Scenario III .....	43
Tancred IV .....	45
Outreaumer Subsector .....	47

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# TANCRED

## INTRODUCTION

First discovered and charted in 947, the Tancred system has only one human habitable planet, II. (B8668367) Located at the intersection of some fairly important jump routes, the Tancred system is of some importance to the Imperium. An imperial communications station is maintained on the larger satellite of Tancred IV. An Imperial Observation Station is located on the lesser moon of Tancred II.

Tancred is a standard oxygen-carbon ecosystem with no major deviant life-forms. Humans can eat most life-forms without danger, though dietary deficiencies may result if vitamin supplements or natural Terran foods are not occasionally eaten as well. All standard human food crops do well on Tancred. In fact certain varieties of fruit do so well that export of special spices and preserves as luxury goods has a modest sector-wide market. Ranching and herding of Terran animals for meat and natural products is also a large industry. Too large an industry, for it produces too much to be used on planet, it's too expensive to try to sell off-planet, and takes up too much land which should be devoted to food crops. Fish and other marine life abound but planetary authorities have allowed little investment in this industry. The Office of Imperial Ecology maintains an extensive computer file on all prohibited and acceptable livestock. Customs authorities are constantly in contact with this office in the performance of their duties. The planetary branch of this office is located at Starport Hauteville and cooperates with Hauteville University Laboratories in unusual cases.

The planetary population is Human, no native sapience being adjudged likely to develop on this planet in the near future. Several non-Human cultures located deeper in the sector maintain representatives here but no more than 10 non-Human sapients are usually present on Tancred at one time.

Capital and equipment to colonize this system was provided by a consortium of nobles from Melagar III. Though originally fairly progressive, the ruling elite has in past generations become reactionary and decadent. They have maintained their control at the cost of suppressing industrial growth and technological advancement. The ruling elite has restricted all positions of economic and political power to itself. Unfortunately few members of the elite are competent enough to handle their positions. Imperial interest in maintaining the stability of the system has led to Imperial pressure to maintain the status quo. This Imperial interest has been purchased by the elite's support of an important political faction at the court.

Younger members of the nobility have become resentful of the situation. They are the ones who must do the actual work of administering the planet but they are not permitted to gain any reward from their labors. Industrialization has been suppressed and the planet's considerable mineral resources are not being utilized. Almost all of the better farmland is locked up in noble's estates and is maintained in a picturesque 'natural' state. Food prices are high and good jobs are scarce, opportunities for advancement are practically non-existent. The middle and lower classes are sullen and resentful. Subversion and rebellion are ready to break out at any moment. Indeed a revolt has broken out and the Imperium has arranged for the ruling elite to hire a mercenary regiment from off planet to aid the megar planetary armed forces in suppressing the rebellion. Imperial interest in the situation remains high but pressure from the faction at court has prevented any measures at alleviating the cause of the unrest.



## Notes to the Judge:

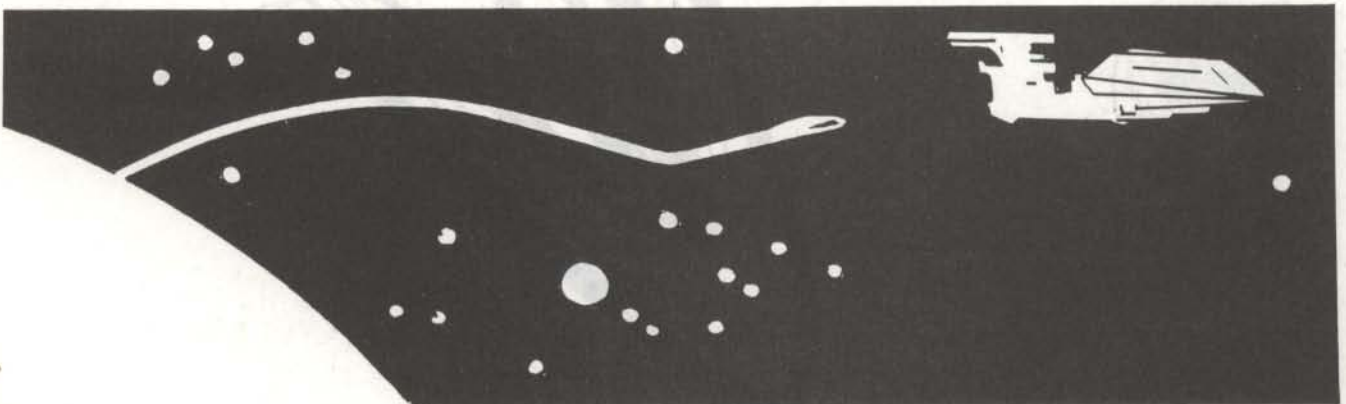
Unknown to the ruling elite the rebellion and the efforts to suppress it are a sham. A cabal of the subordinate nobles, those who actually have to do the jobs for which their superiors undeservedly reap the rewards, has instigated a long-range plot. The cabal has contacted a rival faction at Imperial court, opposed to those who currently direct policy. This rival faction does have sufficient influence to secure Imperial recognition of a firmly established take-over.

The cabal has instigated a rebellion against itself. They have organized elements of the middle and lower classes into a revolutionary party. The support of the middle classes was bought by enlisting their aid in planning a program of industrial expansion and increased mining. The support of the lower classes was bought with a program of land reform to break up the noble's estates into farmland and the industrialization and technological advancement programs to provide increased economic opportunity.

The Cabal has planned to have the revolutionary party stage a violent coup and wipe out the ruling elite. However, the Cabal plans to stage a countercoup with the aid of the mercenary regiment and the loyal elements of the population. The Cabal will 'restore' control of the nobility and destroy the rebellion. Pleging allegiance to the Emperor, the Cabal will be supported by the opposing Imperial faction at court, the mercenary regiment, and the middle and lower classes as they implement their program of industrial and agricultural reform. The first Imperial faction can not interfere since the 'nobles' party of Tancred is still in control and nothing has been changed except Tancred now supports their rival faction in Imperial politics.

The mercenary regiment is rather unusual. It has a high proportion of long service men who are ready for retirement. They have fought all over the sector for the last 20 years and are now ready to retire. The regiment is actually training and organizing the rebellion it is "fighting". Recruits from the lower and middle classes are run through a basic training, and are then blooded by several months of "hunting down rebels" before they are released to the reserves or Citizens Auxillary Guard. In fact it is the members of the Civilian Auxillary Guard, led by certain of the mercenary officers who are the 'armed rebels'. The men of the mercenary regiment will be rewarded for their part in the coup by becoming the nucleus of a regular planetary army. Obviously it will be necessary to maintain armed forces against a 'recurrence of the rebellion'.

Many key members of the security forces are in on the Cabal's plot. As a matter of fact, the more enlightened members of the Security Forces were the first to see the inevitable approach of a violent revolution. They warned their superiors of the necessity for a social change but the writers of such reports were punished by the ruling elite who have an almost religious conviction that the present social system is perfect and must not change. The ruling elite has little contact with the lower classes, keeping mostly to an almost ritualized series of parties and social events held on their isolated estates and the nobles quarter of the captial city, Hauteville. Without the Imperial external pressure the system would have collapsed violently more than a generation ago.





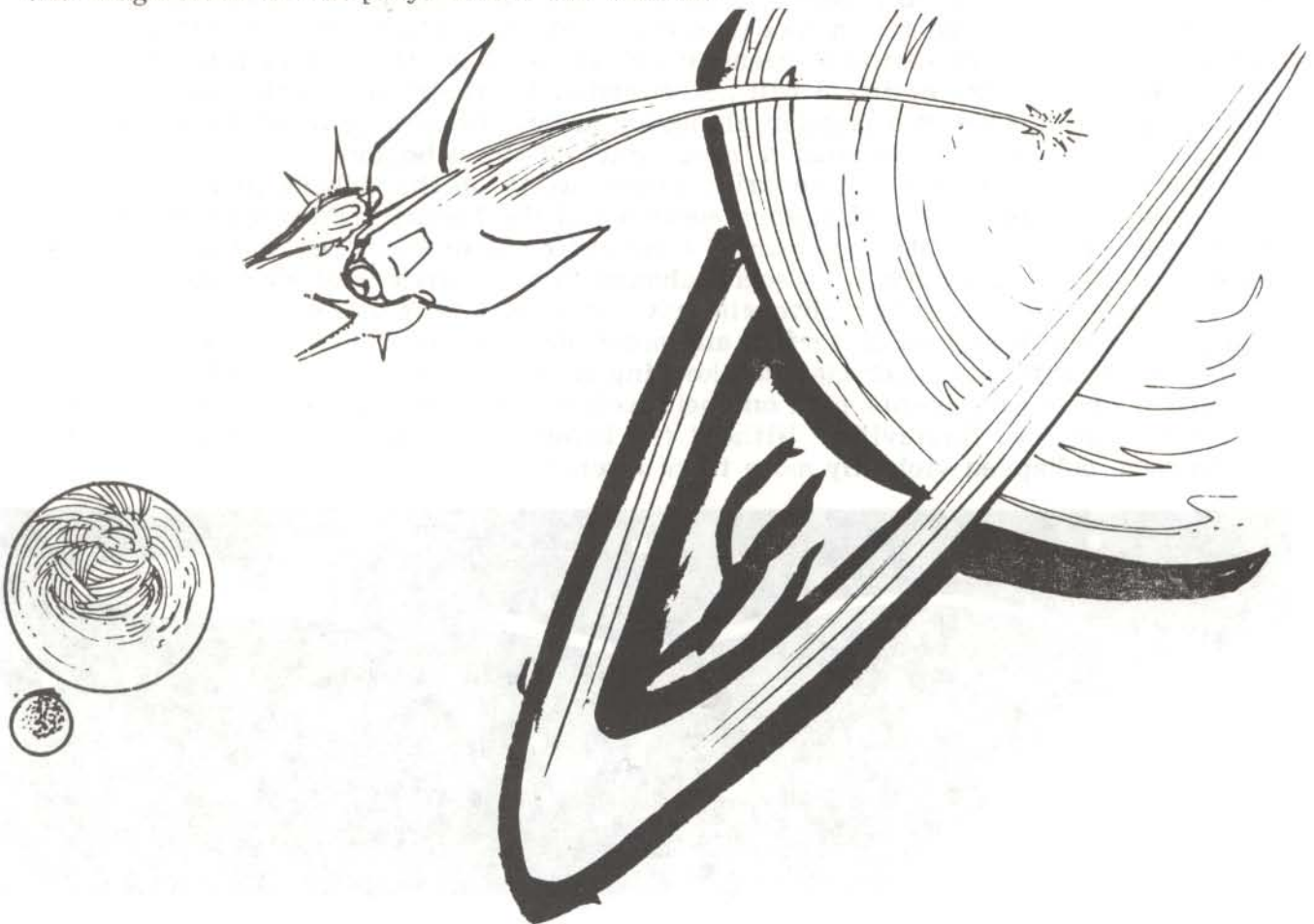
## CAMPAIGN SUGGESTIONS

This rather complex political situation was elaborated from some interesting aspects of 18th & 19th century Terran history. It is intended to present the Referee with a situation in which relatively low-level player characters with spaceships can find the maximum number of opportunities for profitable perfidy (or loyalty).

Consider, for example, what opportunities present themselves if the players find out about the proposed revolt. They can betray it to the Ruling Elite who still have some support from one Imperial Faction. Trying to reveal the plot or information about the Rebels to the Tancred Security Forces may backfire since the more efficient members of the force are directing the whole show. At least they think they are. After all they started this revolution didn't they? Of course, the Mercenaries (who do control the most effective military force on the planet) will always remain totally loyal to those who hire them, won't they? They would never ever even think of taking over themselves. And all those lower class scum of peasants and merchants would never ever dream of once they are armed, organized and killing nobles, just keeping right on until they have wiped out all the nobility.

Then too Imperial Intelligence is interested in this whole affair. A relatively minor officer could greatly advance his career by suppressing the revolt. But perhaps Intelligence might be willing to put up with some unrest now in order to build an industrial strong point and base for further expansion in the future. Intelligence might feel that external forces stand to profit from unrest in Imperial territory. Player characters might be "drafted" into Imperial service to assist Intelligence in keeping control of the situation.

Player characters might also be involved in smuggling various items onto the planet for one or more of the factions. Or they might be hired to suppress smuggling and help limit access to the planet. Possibilities are limited only by the imagination of the players and the referee.





## HAUTEVILLE

Hauteville is the planet's capitol, and was the first city established on the planet. It is a large city with a population exceeding 2 million. The city is the center of what industries are present on the planet. Enough mining is done on the planet to support the city's electronics industry, and the mines in the Roger area support a substantial steelworks. There are very few factories outside those in Hauteville as the elite prefers to keep a close eye on the distribution and use of technology.

The residential centers of the city are composed mainly of small simple homes, mostly prefab. One house tends to look much like another. Older sections of the city feature many large brick buildings, once apartment houses which are now crumbling with age.

Entering the Nobles quarters is like walking onto a different planet. Large highly individualized houses set in several acre lots with carefully groomed lawns. Loitering around these mansions (which are often walled) is a serious criminal offense.

The business district is the most modern in the city, set up to impress the off-world merchants who come here looking for markets. Most buildings are either gleaming metal or reflective glass, and the impression one gets is of a high degree of business efficiency. Few of the buildings are over 10 stories, and most are only 3 - 4 stories tall.

The Hauteville police force is highly similar to a standard Terran city's police force, but the Hauteville police are much better armed and equipped. Since the rebellion broke out, many officers have taken to wearing flak vests full time. Each normally carries a heavy revolver and either a shotgun or carbine at all times. Each officer normally carries a two-way radio with which he is in constant contact with his headquarters.

The officers regard lower class types as criminals until proven innocent. They are also highly suspicious of off-worlders, but tend to be civil towards them due to standing orders. Officers always defer to members of the elite agreeing to any request or demand one makes.

The regular police are supplemented by the Security Forces. The Security police are part of the Criminal Justice Ministry, and are above any law or order not issued by either the Minister of Criminal Justice or the Chief Director. Their main function has become rounding up and questioning suspected rebels in the city. They make random sweeps, arresting anyone who does not have a good excuse to be where they are. The Security Police are also responsible for infiltrating rebel cells located in the city, a job at which they have been highly unsuccessful due to the fact that the Rebels know most of their agents and keep an extensive file on each one.

Due to political squabbles, the Mercenaries are not normally allowed to operate within the city. The Minister of Criminal Justice has convinced the Chief Director that the Security Police can handle the Rebels within the city much more efficiently than the Mercenaries and calling the Mercenaries would be a show of no confidence, destroying moral.

The people of the city are angry about the present political system. The lack of opportunity has left most of them in boring, assigned jobs. Discontent is heightened by the manner in which the Security Police operate, often breaking into houses just to see if there are any rebels hidden within. The people are a major source of support for the rebel movement, although the ruling elite regards the city as one of their strongholds since so many people volunteer for the Citizen's Auxillary Guard, which the Mercenaries are training. Individual Security Police members have begun disappearing recently and their battered bodies have occasionally been found, mostly in dark alleys in the poorest sections of town.



## HAUTEVILLE BARS

Many Bars, Taverns, Clubs & Grog Shops exist. The three listed here are typical. These places serve as contact points where player characters may gather information and hear rumors. Streetwise Expertise will be necessary to obtain any truth. The patrons are so used to Security Police that strangers always get fed a tall tale.

China House: Bar specializing in Terran Oriental drinks. Won So Lang: Barowner/Bartender, Carousing-1. Frequented by Businessmen and Artisans. High Class, high prices.

Elendim's Place: Jason Elendim: Owner/Bartender. Meeting place for many of the laborers at the nearby factory. Fights common. 7+ for a fight to occur per night.

Millenquey's Bar: Dissemalow Millenquey: Female, Owner/Hostess. Maritun Ossurnn: Bartender. Frequented by White Collar workers. Live entertainment.

Many other local Beer Shops, a counter with a keg and two or three stools, exist but are not important contact places. Many do serve as message drop points but the proprietors are very careful not to know anything incriminating.

### Tavern Encounters

#### Near Spaceport ☆

#### In City

2. Military
3. Adventurer
4. Military
5. Rebel
6. Pilot
7. Groundworker
8. Passenger
9. Smuggler
10. Local
11. Ruling Class
12. Hooker

2. Lone Adventurer
3. Pilot
4. Military
5. Rebel
6. Group
7. Groundworker
8. Passenger
9. Smuggler
10. Local
11. Ruling Class
12. Hooker

Roll 2D on the Near Spaceport or In City table as appropriate, then move to the correct sub table. (Number 12 may be replaced by Local.)

#### Adventurer ☆

1. Streetwise 3, Bribery 3, Forgery 3, J.O.T. 2
2. Brawling 4, Blade 3, Auto Pistol 2, Nav 3
3. Pilot 3, Com 2, Elec 2, Auto Rifle 2, Scout
4. Auto Pistol 5, Vacc-Suit 2, J. OT. 2
5. Gamb 5, Body Pistol 3
6. Gunnery 4, Elec 2, Mech 2, Shotgun 2

#### Adventurer

1. Ships Boat 3, Elec 2, Mech 1, Vacc-Suit 2
2. Leader 4, Tactics 2
3. Submachine Gun 3, Forg 3
4. Air Raft 4, Gamb. 2, Mech 2
5. Med 3, Comp. 2
6. Laser Pistol 4

#### Passenger

1. Tourist
2. Merchant
3. Merchant
4. Military
5. Counter Intelligence
6. Scientist/Researcher

#### Smuggler

1. Weapons - Rebel
  2. Weapons - Rebel
  3. Electronics
  4. Gems
  5. Gold
  6. Drugs
- Throw to be CI 10+



## Rebel ☆

1. Searching for Smuggler
  2. Recruiting
  3. Assassin
  4. Meeting Smuggler
  5. Info Gathering
  6. Info Gathering
- Throw 11+ to be CI

## Rebel

1. Recruiting
  2. Recruiting
  3. Meeting other Rebel
  4. Assassin
  5. Info Gathering
  6. Meeting bribed Gov't Official
- Throw 11+ to be CI.

## Ruling Class ☆

1. Merchant
  2. Playboy
  3. High Official Grand Degense
  4. High Official Space Authority
  5. High Official Intelligence
  6. High Official Interior Ministry
- Throw 11+ to be Rebel Sympathizer.

## Ruling Class

1. Bureaucrat
  2. Bureaucrat
  3. Merchant
  4. High Gov't., Port Authority
  6. High Gov't., Propaganda
- Throw 11+ to be Rebel

## Local ☆

1. Shopkeeper
2. Laborer
3. Laborer
4. Government Admin.
5. Policeman
6. Clerk

Throw 9+ to be Rebel. If not Rebel throw  
8+ to be symapthizer

## Local

1. Shopowner
  2. Craftsman
  3. Laborer
  4. Laborer
  5. Technician
  6. Farmer
- Throw 8+ to be Rebel. If not, throw  
6+ to be sympathizer

## Military

1. Army
2. Navy
3. Marine
4. Mercenary
5. Mercenary
6. Officer

Throw 10+ to be bribed by Rebels.

## Groundworker

1. Ship Maintenance
2. Fueling
3. Ship Construction
4. Ground Facilities Maintenance
5. Ground Facilities Constructions
6. Paper Pusher

Throw 8+ to be Rebel. If not Rebel throw  
10+ to be CI.

## Low Gov't. Official

1. Agriculture Dpt.
2. Transportation Dpt.
3. Space Agency
4. Defense Dpt.
5. Intelligence Agency
6. Indentity Bureau

Throw 9+ to be bribed by Rebel.

## Pilot

1. Pilot 2 - Gov't. employed
2. Pilot 2 - Unemployed
3. Pilot 3 - Military Warship
4. Pilot 3 - Cargo Freighter
5. Pilot 4 - Passenger Ship
6. Pilot 4 - Rebel

## Hooker

1. Cheap
2. Cheap
3. Average
4. Average
5. Average
6. Expensive

## GROUP ENCOUNTERS

Four People: 3 Male, 1 Female - Smuggler Party

Name	UPP	
1. Cardost Sfon	(454368)	Brawling-3, Dagger-2, J.OT 1 Leader
2. Delosphin Basfish	(5A8485)	Pilot-4, Auto Pistol-1, Gambling 1 Ship Pilot
3. Sindra Draunim (F)	(6A62A2)	Forgery-3, Medical 2, Nav 2
4. Deb Draggio	(7489A7)	Bribery-3, Ships Boat 2, Street- wise 2, J.OT. 1

Smuggling Gems in their Trader, this group has had several close brushes with the law recently, and now have failed to meet their contact. They are ex-  
tremely nervous. They have  $\frac{1}{2}$  ton of gems hidden in the hold of their ship, and might be talked into breaking even on this trip (Judge's decision as to what is "even".).

Three Ground Worker, Fueling Truck Operators for OS+D

1. Dale Pithian	(C9A98A)	Mech 2, Auto Pistol 2, Demolitons 1 Rebel
2. Wal Drickston	(76A769)	Mech 2, Dagger 1, Forgery 1, Rebel
3. "Killer" Kontanton	(678878)	Mech 3, J.OT. 2, Streetwise 1

"Killer" (StC) suspects that his two companions are Rebels, but does not really care as long as they don't try to involve him. Dale and Wal are studying the possibility of damaging a ship bringing munitions to the planet as a warning to others, who might wish to do the same. Their company loyalty has made them very hesitant.

Five Rebels Gathering Information

1. Danel Watkel (5645C8)	Leader-2, Auto Pistol 2, Demolitons 2	Leader of Cell, Foreman of a Construction Gang
2. Kane Farensin (8679A5)	Admin-2, Submachine 1, Birbery-1	Paper Pusher in Port Authority
3. Ezekel Darsk (776427)	Mech 3, Streetwise 2, Dagger 2, Com 2, Body Pistol 2	Ship Maintenance Worker Counter Intelligence Man
4. Charlic Reld (99836A)	Admin 1, Bribery 1	Clerk in Port Authority
5. Petro Nak (A85A55)	Mech 1, Elec. 1, Carous- ing 2, Gamb. 1	Works at local Pipe Fitting factory

Donel's Fanaticism poses a constant threat to the group's security.

Two Marines

1. Pvt. Bralston Esgar	(874366)	AR-3, Brawling 3, Gam.-1
2. Pvt. Nordal Konstrimshick	(3AA965)	AR-3, Brawling 2, Laser Rifle-2

Bralston has been bribed on several occasions by the Rebels, and is not hesitant to accept more. Nordal can't summon up the courage to do the same thing, at least not yet. Bralston is assigned to sentry duty around the Imperial Offices at the spaceport. Nordel is part of a specialist strike team, currently assigned extra security duties with the visiting Imperial Bureaucrat.



#### Four Scientists

1. Syldor Savon	(647874)	Comp 2, Elec. 1	Head of Project
2. Hal Kratty	(984865)	Mech 3, Elec. 2	Equipment Chief
3. Neil Andragser	(436776)	R-2, Brawling 2	Assistant
4. Forst Menth	(768589)	Comp 2, Brawling 3	Assistant

Unable to wangle a Lab ship from the Foundation for Hydroponic Research, Syldor is forced to book Mid-Class passage on his way to the planet Fleya to study to plant life. He believes himself to be much more important in the scientific community than he really is. His two Assistants are a pair of rowdies, who enjoy picking fights with just about anyone.

#### Five Members of a Ships Crew

1. Krand Elsworth	(7B5AA3)	Pilot-3
2. Dell Mointrillest	(864A93)	Engineering 3, Auto Pistol 2, Brawling 1
3. Erny Trailn	(7A8849)	Navigator 2, Comp 2
4. "Eyes" Fagorma	(A78685)	Gunner 3, Rifle 2, Brawling 1
5. Woes Sfo	(7AA5CB)	Brawling-2, Mech 2, Elec.-1

#### HAUTEVILLE RUMORS

- 1) Rebels have wiped out a company of Mech Infantry 230 miles outside Bohemund.
- 2) The Economics Minsiter has been embezzeling funds meant to pay the Mercenaries so that he can leave the planet and retire.
- 3) A Counter-Intelligence (CI) man has penetrated the upper echelon of the Rebel movement and has exposed large numbers of Rebel Leaders.
- 4) The Official News Service announced today that a major Rebel camp 300 miles west of Roger was destroyed today in a strike by the 12th Battalion.
- 5) Security Police will be coming through this neighborhood tonight.
- 6) The beer here is terrible.
- 7) Elements of the Mercenary brigades have been massacring innocent civilians.
- 8) The government intends to halt the import of all alcoholic beverages so as to bolster the planet's vineyards (which are all owned by the Nobles).
- 9) The Chief Director will announce increased taxes within the next few days to help pay for the war effort.
- 10) The China House is swarming with Rebels every night.
- 11) The Rebels are planning to destroy the statue of the Chief Director tonight.
- 12) Rebels are often at the Starport, gathering information and looking for aid in their cause.
- 13) George Elistoon, sitting in the corner, is the man to talk to if you want information about the Rebels (George is a very cautious Rebel recruiter).
- 14) A meeting of Rebels is going on right this minute in Errigar Doormon's house.
- 15) Rebel leaders are working on Tala trying to seize control of the entire continent before the Government becomes aware of their strength.
- 16) Rebels are going to gather new recruits at the old Eildenburg College (2 miles away tonight).
- 17) There are elements within the government which support the Rebel cause.
- 18) Not one Mercenary has been killed in the past three months.
- 19) The people at the Spaceport do not support the Rebel cause, but do not side with the Nobles either.
- 20) A Rebel leader was seen talking to Fieron, the commander of the Mercenary Regiment.



## TANCRED CITIES

Roger: Most of the mining done on the planet is done in the mountains southwest of Roger. The town is a refining and shipping center for the iron and silver which comes out of the mountains. Nickel is also mined, but in much smaller quantities. The town itself is a model of the elite's way of thinking. The upper classes live in an area into which the lower classes have limited access. The lower and middle classes normally live near the refineries in which they work. The system used for refining produces large quantities of pollution. The prevalent winds rarely blow this pollution onto the Nobles area (which is over 18 miles from the nearest refinery) so nothing is done.

Bohemund: Bohemund is a center of Noble power due to the lesser numbers of lower class types who live in the area. The elite has kept the entire continent as a Noble playground, retaining as much as possible the wild look of the area. The only lower class people permitted here are those necessary to keep the city and large manor houses in the country running. It is, basically, a retreat for the Nobles, a place to escape from reality back to comfort and safety.

Tala: The continent of Tala is considered by many to be the Rebel's strongest area. The worst violence has occurred here as mobs have sacked several Noble's homes in and around the town of Tala. No reprisals have occurred yet, but are expected as more and more Mercenary units are fed into the area.

The town is best known for its hand crafted goods. This work has led to the formation of a strong middle class of Artisans who have formed the guiding element in the rebellion in the area.

Acre: Acre is the center of the agricultural industry which is the basis of the planets' economy. The land within several hundred miles of Acre is extremely fertile and the Nobles have begrudgingly allowed much of it to be used for farming. The Nobles of course retain ownership of the land, and many prefer to use the area exclusively for cattle ranching which does not interfere with the "natural" look of things.





## ENCOUNTER CHARTS

Special encounter charts have been provided on page 6 for use in cities. Otherwise utilize the charts below. Roll 1D plus a DM of the distance in hexes from the nearest city (maximum DM is 4). I.E. at 2 hexes distance the number rolled would range from 3 to 8. Consult Table A below.

Table A General Encounters

1 Domestic Animal	6 Wild Animal
2 Human Encounter	7 Human Encounter
3 Domestic Animal	8 Wild Animal
4 Domestic Animal	9 Human Encounter
5 Human Encounter	10 Wild Animal

Domestic Animals may be ignored although if characters choose to provoke a feisty bull they can suffer consequences. Otherwise consult the Wild Animal or Human Encounter Charts as appropriate. The throw for the Wild Animal Charts is a standard 2D. If an Event is called for, move on to the appropriate Terrain Event Table, roll 1D and apply the results. On the Human Encounters Table roll 1D and add a DM of the number of hexes distant from the nearest city.

Table B Human Encounters

- 1 1D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
- 2 2D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
- 3 1D Citizens (throw 6+ on 2D to be Rebel Sympathizers)
- 4 2D Citizens Auxillary Guard (throw 8+ on 2D to be Rebel Sympathizers)
- 5 Mercenary Patrol (1, 2, 3-Squad C; 4, 5-Squad B; 6-Squad A) See pages 29-32
- 6 1D Citizens (throw 6+ on 2D to be Rebel Sympathizers)
- 7 2D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
- 8 Rebel Patrol see page 36
- 9 Rebel Patrol see page 36
- 10 Mercenary Patrol (1, 2, 3-Squad C; 4, 5-Squad B; 6-Squad A) see pages 29-32

**Citizens** - Statistics for citizens may be taken from page 42 of Supplement 1 1001 Characters. These individuals or groups will commonly be engaged in work during the daylight hours. At night there is a greater likelihood of any groups encountered being Rebel Sympathizers so add 2 to the sympathizer die roll.

**Citizens Auxillary Guard** - Statistics for CAG will be taken from Squad C of the Mercenaries although only 1D+2 members will be present due to smaller squad size. During the day CAG will be patrolling against any rebel terrorists (throw 10+ on 2D for this to be so).

**Mercenaries** - Throw 1D to determine which squad is encountered. Squad C will have a truck nearby. Squad B will 1/3 of the time be in their wheeled Armored Personnel Carrier. Squad A will 2/3 of the time be in their contra gravity Armored Personnel Carrier.

**Rebel Patrol** - Statistics are from page 36 for a Special Strike Team (encountered only on a result of 1 from a 1D. Otherwise utilize random members of Mercenary Squad C (1D+2 number present)).

# WILD ANIMALS

## CLEAR

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Pouncer	100 kg.	16/3	None	4	Teeth	A•	F†	S2
3	Chaser	200 kg.	17/8	None	4	Teeth	A+	F 1	S3
4	Intermittent	50 kg.	12/6	None	2	Claws	A10	F 9	S2
5	8 Grazers	3 kg.	3/1	Cloth	2	Stinger	A 8	F 5	S2
6	5 Grazers	200 kg.	19/13	None	10	Claws	A 8	F 5	S2
7	Event	—	—	—	—	—	—	—	—
8	Gatherer	12 kg.	12/4	Jack	1	Horns	A 9	F 8	S1
9	10 Grazers	800 kg.	27/13	Cloth	13	Thrasher	A 8	F 5	S2
10	Event	—	—	—	—	—	—	—	—
11	Trapper	200 kg.	16/13	None	7	Hooves	A•	F10	S1
12	Hunter	400 kg.	19/8	None	12	Teeth	A*	F 8	S2

## ROUGH

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	4 Reducers, Flyer	1 kg.	2/0	None	1	Stinger	A10	F 8	S2
3	Trapper	25 kg.	10/5	Mesh	4	Blade	A•	F 9	S1
4	6 Intermittent	50 kg.	10/7	Mesh	2	Horns	A10	F 9	S2
5	Gatherer	25 kg.	14/7	Cloth	8	Claws	A 9	F 8	S1
6	Intermittent	6 kg.	3/8	Cloth	2	Hooves	A10	F 9	S2
7	Event	—	—	—	—	—	—	—	—
8	Grazer	25 kg.	11/8	None	1	Teeth	A 8	F 5	S2
9	Gatherer	100 kg.	20/4	None	3	Stinger	A 9	F 8	S1
10	Event	—	—	—	—	—	—	—	—
11	3 Carrion Eaters	6 kg.	5/9	None	7	Thrasher	A11	F 8	S1
12	Trapper	50 kg.	19/4	None	3	Blade	A•	F 9	S1

## OCEAN

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
1	7 Eaters, Amphibian	200 kg.	14/7	None	7	Horns	A 5	F10	S1
2	Gatherer, Triphibian	1 kg.	2/0	None	1	Teeth	A 9	F 8	S2
3	6 Intermittent, Flyer	1 kg.	4/0	None	1	Teeth	A10	F 9	S2
4	12 Grazers, Swimmer	200 kg.	16/10	Cloth	6	Teeth	A 8	F 5	S1
5	Hijacker, Swimmer	50 kg.	17/12	None	2	Stinger	A 7	F 8	S2
6	8 Chasers, Triphibian	12 kg.	6/8	None	4	Teeth	A+	F 9	S2

## DESERT

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	4 Intimidators	25 kg.	10/11	None	2	Stinger	A 8	F 7	S2
3	Gatherer	25 kg.	11/6	None	2	Teeth	A 9	F 8	S1
4	2 Carrion Eaters	12 kg.	5/6	None	1	Horns	A11	F 8	S1
5	Gatherer	100 kg.	21/9	Cloth	7	Teeth	A 9	F 8	S1
6	4 Grazers	200 kg.	16/10	Mesh	9	Hooves	A 8	F 5	S2
7	Event	—	—	—	—	—	—	—	—
8	7 Grazers	50 kg.	14/10	Jack	2	Horns	A 8	F 5	S2
9	5 Grazers	50 kg.	18/7	None	1	Hooves	A 8	F 5	S2
10	Event	—	—	—	—	—	—	—	—
11	Trapper	6 kg.	2/2	None	2	Claws	A•	—	S0
12	Killer	200 kg.	18/12	None	12	Teeth	A 6	F11	S2

A• if Surprise

A+ if More

A\* if Bigger

F† if Surprised



## MOUNTAIN

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Hijacker	800 kg.	30/10	None	15	Teeth	A 7	F 8	S2
3	Hunter	200 kg.	11/10	None	8	Teeth	A*	F 8	S2
4	Reducer	50 kg.	13/7	None	3	Teeth	A10	F 8	S2
5	9 Eaters	50 kg.	12/8	None	1	Hooves	A 5	F10	S2
6	14 Grazers	400 kg.	17/10	Jack	9	Stinger	A 8	F 5	S2
7	Event	—	—	—	—	—	—	—	—
8	Grazer	200 kg.	18/12	Jack	7	Teeth	A 8	F 5	S2
9	Grazer	800 kg.	26/11	Jack	18	Horns	A 8	F 5	S2
10	Event	—	—	—	—	—	—	—	—
11	Pouncer	200 kg.	18/9	None	9	Claws	A•	F†	S2
12	Chasers	25 kg.	9/5	None	5	Claws	A+	F 9	S3

## FOREST

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Reducer	200 kg.	25/13	None	14	Thrasher	A10	F 8	S2
3	Gatherer	50 kg.	9/7	None	3	Teeth	A 9	F 8	S1
4	10 Carrion Eaters	25 kg.	12/5	None	1	Teeth	A11	F 8	S1
5	Gatherer	50 kg.	13/10	Cloth	8	Pike	A 9	F 8	S1
6	Filter	1 kg.	5/0	Jack	1	B. Pistol	A 1	—	S0
7	Event	—	—	—	—	—	—	—	—
8	Intermittent	1 kg.	4/0	None	1	Teeth	A10	F 9	S2
9	Grazer	100 kg.	16/6	None	3	Hooves	A 8	F 5	S2
10	Event	—	—	—	—	—	—	—	—
11	Siren	25 kg.	9/3	Cloth	4	Claws	A•	F10	S1
12	8 Chasers	6 kg.	6/7	None	1	Teeth	A+	F 9	S3

## RIVER

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	8 Intimidators, Flyer	1 kg.	4/0	None	1	Teeth	A 8	F 7	S3
3	6 Eaters	800 kg.	29/12	None	13	Halberd	A 5	F10	S1
4	15 Reducers, Flyer	25 kg.	11/10	None	4	Blade	A10	F 8	S3
5	Gatherer	200 kg.	13/13	None	5	Hooves	A 9	F 8	S1
6	22 Grazers, Amphibian	1600 kg.	25/11	Jack	16	Hooves	A 9	F 5	S1
7	Event	—	—	—	—	—	—	—	—
8	18 Grazers	6 kg.	4/6	Jack	1	Horns	A 8	F 5	S2
9	12 Grazers	800 kg.	38/14	Cloth	12	Teeth	A 8	F 5	S2
10	Event	—	—	—	—	—	—	—	—
11	Pouncer	800 kg.	28/12	None	20	Broadsword	A•	F†	S2
12	Killer, Flyer	6 kg.	6/4	None	2	Stinger	A 6	F11	S3

## ICE CAP

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Gatherer	50 kg.	15/4	None	2	Teeth	A 9	F 8	S1
3	Hijacker	200 kg.	22/12	None	7	Stinger	A 7	F 8	S2
4	Event	—	—	—	—	—	—	—	—
5	Eater	200 kg.	9/11	None	9	Teeth	A 5	F10	S2
6	Intermittent	25 kg.	12/4	Mesh	2	Hooves	A10	F 9	S2
7	Event	—	—	—	—	—	—	—	—
8	Intermittent	800 kg.	22/5	Jack	16	Teeth	A10	F 9	S2
9	4 Hunters	400 kg.	16/13	Jack	20	Pike	A 6	F 8	S2
10	Event	—	—	—	—	—	—	—	—
11	Chaser	1600 kg.	25/9	None	17	Claws	A+	F 9	S3
12	16 Chasers	200 kg.	18/8	None	11	Teeth	A+	F 9	S3

## BEACH/ShORE

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	3 Carrion Eaters	100 kg.	16/5	None	5	Stinger	A11	F 8	S1
3	Hunter	400 kg.	22/12	None	14	Thrasher	A*	F 8	S2
4	Reducer	50 kg.	18/9	None	7	Claws	A10	F 8	S2
5	Gatherer, Flyer	1 kg.	2/0	None	1	Teeth	A 9	F 8	S2
6	Grazer	400 kg.	26/7	Jack	13	Hooves	A 8	F 5	S2
7	Event	-	-	-	-	-	-	-	-
8	Intermittent	100 kg.	20/7	None	5	Teeth	A10	F 9	S2
9	Grazer	800 kg.	17/11	Cloth	17	Hooves	A 8	F 5	S2
10	Event	-	-	-	-	-	-	-	-
11	Chaser, Flyer	6 kg.	5/8	None	1	Teeth	A+	F 9	S3
12	15 Chasers	400 kg.	25/15	None	15	Halberd	A+	F 9	S2

## EVENTS

### Clear Terrain

- 1- Ravine/Stream Bed
- 2- Rocky Ground
- 3- Sinkhole
- 4- High Vegetation
- 5- Crevasse
- 6- Soft Ground

### Mountain

- 1- Cave
- 2- Crevasse
- 3- Loose Rubble
- 4- Narrow Valley
- 5- Blocked Passage
- 6- Avalanche

### River

- 1- Flash Flood
- 2- Strong Current
- 3- Soft Ground
- 4- Blocked Passage
- 5- Rapids/Rough Water
- 6- Waterfall

### Ice Cap

- 1- Deep Snow
- 2- Crevasse
- 3- Crevasse
- 4- Concealed Gully
- 5- Pressure Ridges
- 6- Deep Snow

### Ocean

- 1- Debris Drifting
- 2- Strong Current
- 3- Rough Water/Rapids
- 4- Turbid Waters
- 5- Strong Waves
- 6- Shallow Reefs

### Rough

- 1- Soft Ground
- 2- Rocky Ground
- 3- Mineral Deposits
- 4- Cave
- 5- Crevasse
- 6- Blocked Passage

### Forest

- 1- Tangled Trees
- 2- Dense Underbrush
- 3- Ravine/Stream Bed
- 4- Open Glade
- 5- Soft Ground
- 6- Fallen Trees

### Desert

- 1- Soft Ground
- 2- Dusty Area
- 3- High Dunes
- 4- Mirage
- 5- Oasis
- 6- Rocky Ground

### Beach/Shore

- 1- Soft Ground
- 2- Rocky Ground
- 3- Strong Waves
- 4- Soft Ground
- 5- Debris
- 6- Rocky Ground



**Avalanche-(Mt.)** 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) for each character to take cover. If the throw is unsuccessful, throw Endurance to avoid 2D hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM, apply). Ground Vehicles may avoid avalanches with a throw of 9+ on 2D (Vehicular Skill DM's apply. 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 referee may apply an appropriate vehicle malfunction (referee adjust probability for ruggedness of vehicle construction).

Players maintaining alertness for avalanches decrease speed alertness for avalanches decrease speed to 2/3 and gain an additional DM of 3 on avalanche avoidance rolls.

**Blocked Passage-(Mt., Rg., Rv.)** The route being followed is blocked and is impossible to ground vehicles. Throw 3D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modify work time at referee's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

**Cave-(Mt., Rg.)** A dark shadow is noticed which proves to be the opening of a cave. It extends at least 5D meters and has 1D passages. On a roll of 6+ there will also be an animal encounter of a Scavenger or Predator type. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Sheets.

**Concealed Gully-(IC)** Snow has drifted smooth and conceals a deep gully in front of the group. Ground Vehicles throw 2D for effects of the impact (-DMs of Vehicular Skill and -2 for slow vehicular speed may apply). Result of less than 6 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+3 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 higher) to avoid falling in. If unsuccessful, suffer 1D in injury.

**Cravasse-(Cl, IC, Mt., Rg.)** 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. On a roll of 9 or greater 1D+1 hours must be spent travelling along the crevasse to find a passable place for vehicles or riding animals.

**Debris-(B/S, Oc)** 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 times 20 minutes added to the travel time. Ground vehicles/Water craft may detour around with 1D of hours added to the travel time. On a roll of 6+ on 2D the debris also has an animal encounter.

**Deep Snow-(IC)** Deep snow covers the area ahead. Ground travel time is doubled.

**Dense Underbrush-(Fs)** The area ahead 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.



**Dusty Area-(Ds)** Pools of fine dust cover the area ahead. Characters on foot, riding animals, or unsealed ground vehicles have travel time doubled. Sealed ground vehicles have travel time increased by one-half due to poor visibility.

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

**Flash Flood-(Rv.)** Rainfall further upstream has suddenly raised the water level. Throw Dexterity or Intelligence (whichever is higher) for each character on foot or riding animals to get out of danger. If unsuccessful throw Endurance to avoid 2D of injury. For Ground or Water vehicles throw 2D minus DM of Vehicular skill. Result of less than 6 means only a tossing around 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+3 hours. A result of 12 indicates the damage is not repairable with normal emergency tools.

**High Dunes-(Ds)** The sandy area ahead is covered with high dunes. Ground travel time is increased by one-half. Ground vehicles throw 2D minus vehicular skill. Result of 8 or greater indicates vehicle has become stuck. 1D+2 times 10 minutes of labor will be necessary to free it.

**High Vegetation-(CI)** Tall grasses and bushes become much thicker in the area ahead. Ground travel time is increased by one-half. An animal encounter will also occur on a roll of 5+ on 2D.

**Loose Rubble-(Mt.)** Portions of the path ahead are strewn with loose rubble. Ground travel time except for tracked vehicles is increased by one-half. On a roll of 11+ on 2D an avalanche will also occur.

**Mineral Deposits-(Rg.)** Off to the right/left a ledge/sandy area shows glints/signs of mineral deposits. Examination of the deposit will take 1D hours minus referee's adjustment for possible character area of expertise. Commercially valuable deposits will occur on a 8+ on 2D. A roll of 12 exactly indicates valuable gems worth 3D x 100 credits that may be picked up.

**Mirage-(Ds)** A mountain range/oasis appears ahead of the party. Throw Intelligence to recognize what it is. Otherwise spend 1D minutes in confusion trying to find feature on maps.

**Narrow Valley-(Mt.)** 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.

**Oasis-(Ds)** A spring of water bubbles out of the rocks and forms a small pool. Lush vegetation surrounds the pool. An animal encounter will also take place with a roll of 4+ on 2D.

**Open Glade-(Fs)** 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.

**Pressure Ridges-(IC)** The ice ahead bulges up in a pressure ridge. Ground vehicles spend an additional 1D minus Vehicular Skill DM in hours in finding a crossing point.



**Rapids/Rough Water-(Rv., Oc)** The water forms white caps ahead as rapids/crosscurrents appear. Water craft must roll 2D minus DM of Vehicular Skill. On a result of 6 or less vehicle is tossed about with no damage. On a result of 7, 8, or 9 vehicle suffers minor damage which can be repaired in an hour. On a result of 10 or 11 the vehicle suffers heavy damage which requires 1D hours to repair. On a 12 the vehicle suffers extensive damage and a further throw of 2D minus DM of Vehicular Skill is required. On a result of 10+ the vehicle sinks.

**Ravine/Stream Bed-(Cl, Fs)** The ground ahead drops suddenly into a ravine/stream bed. 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.

**Rocky Ground-(B/S, Cl, Ds, Rg)** Rocky areas ahead add one-half to the travel time of characters on foot, riding animals or tracked ground vehicles. Other ground vehicles double travel time. An animal encounter will also occur on a roll of 8+ on 2D.

**Shallow Reefs-(Oc)** The water shoals ahead and reefs poke through the surface of the sea. Travel time is doubled. In poor visibility (referee'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 major damage repairable in 1D hours. A result of 12 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.

**Sinkhole-(Cl)** A sinkhole 2+3D meters across is seen ahead. It opens into a cavern 5D meters across and has 1D passages leading off to the sides. On a roll of 5+ there will be some small scavengers present. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Sheets.

**Soft Ground-(B/S, Cl, Ds, Fs, Rg, Rv)** Areas of terrain ahead are soft due to water/dust and difficult to traverse. Amphibious tracked/wheeled ground vehicles add one-half to travel time. Other ground travel time is doubled. On a result of 9+ on 2D the hex is impassible to other than amphibious ground vehicles.

**Strong Currents-(Oc, Rv)** Strong ocean currents push the vehicle one hex in a random direction (roll on directional rosette). Strong river currents push the vehicle down stream. Roll 2D minus Vehicular Skill to avoid damage. A result of 9+ indicates minor damage requiring one hour to repair.

**Strong Waves-(B/S, Oc)** Strong Waves toss the craft/smash on the Beach/Shore. In the open ocean the only result will be a rough ride with possible sea-sickness. Throw Endurance to avoid temporary (1 day) loss of 1 point. Attempts to drive a vehicle through strong surf will need to roll 2D minus DM of Vehicle Skill. A result of 6 or less indicates that the passage was successful. A result of 7, or 8 indicates minor damage was done, requiring an hour to repair. A result of 9 or 10 indicates that moderate damage was done, 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+ in spite of the damage.

**Tangled Trees-(Fs)** Trees ahead are set so closely together that a vehicle may not pass between them. A way may be cleared through them at 1D+3 times the normal travel time. Characters on foot or riding animals are not affected. A way around may be found with an addition of 1D hours to travel time. Characters trying to clear a way through will have one animal encounter every hour.

**Turbid Waters-(Oc)** A 'Bloom' of microorganisms stains the waters ahead a brilliant orange. Native marine life gorges on these creatures/plants but it causes them to be extremely distasteful to human palates. The organisms glow a strong blue at night.

**Waterfall-(Rv)** Up ahead the river plunges over an embankment of 1D times 10 meters in height. The roar of the falling water is audible for several kilometers. A portage around the falls will be found after 1D hours of searching. Light craft will be able to be man-handled across the portage and a winch-equipped All Terrain Vehicle can also use this passage (taking 1D+2 hours to traverse it).

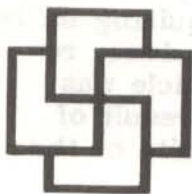
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	Clear	Rough	Ocean	Desert	Mountain	Forest	Ice Cap
Walk	110 hrs	150 hrs	--	125 hrs	175 hrs	110 hrs	125 hrs
Riding Animal	60 hrs	90 hrs	--	75 hrs	100 hrs	60 hrs	75 hrs
ATV	12 hrs	18 hrs	25 hrs	12 hrs	20 hrs	20 hrs	12 hrs
Air Raft	9 hrs	9 hrs	9 hrs	12 hrs	12 hrs	9 hrs	9 hrs

Travel time in hours to cross each 885 Kilometer (550 Mile) Hexagon on the Planetary Map.

The average speed in Clear Terrain in various travel modes is:

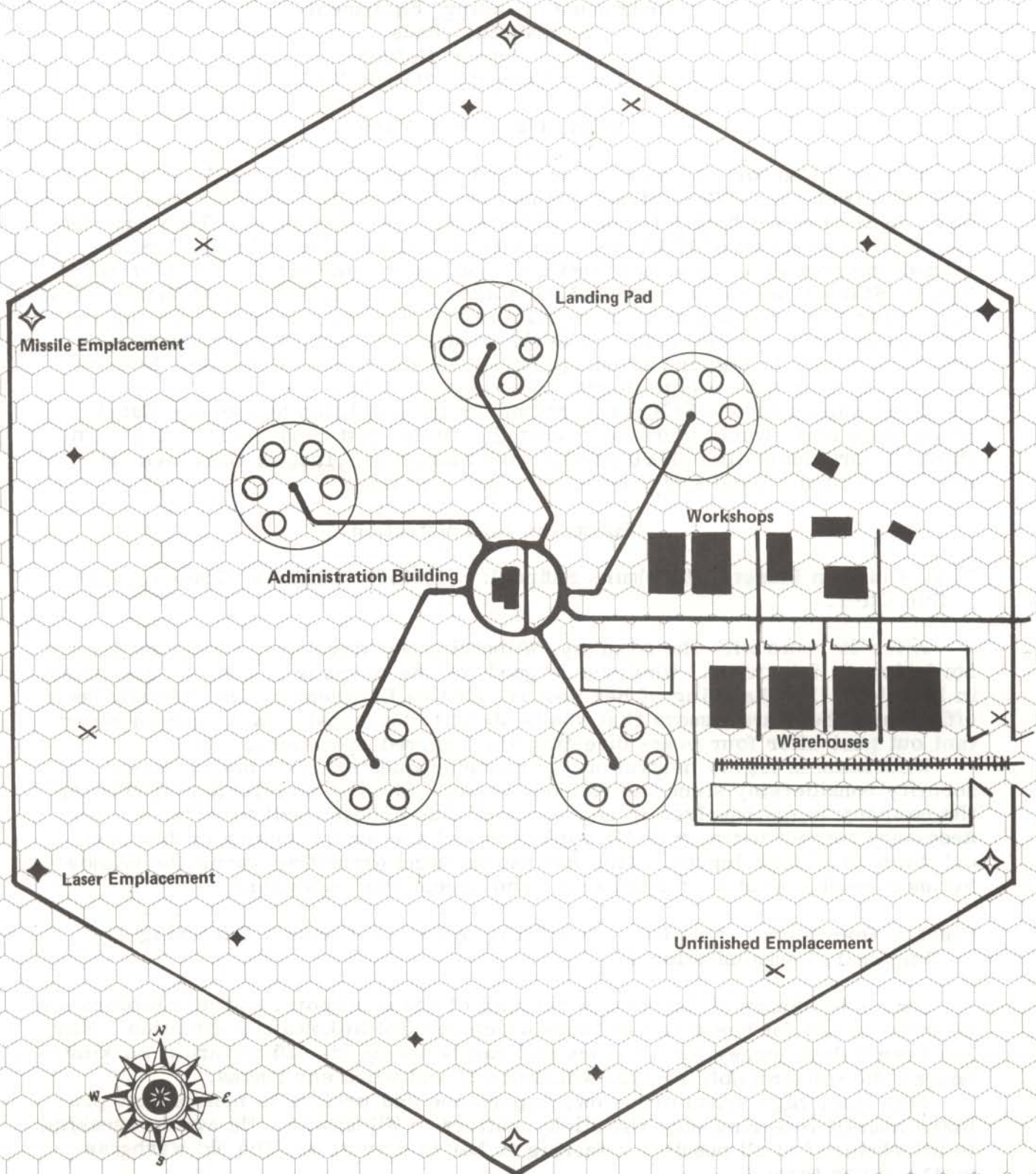
Walk	8 kph
Ride	15 kph
ATV	75 kph
Air Raft	100 kph





# STARPORT

# HAUTEVILLE





## Starport Hauteville

Standard Imperial Class B  
Instrument Landing Equipment  
25 Landing Pads  
Two M-421 Leech Refuelers,  
Port Tank Capacity 20,000 Tons

### Odin Ship & Dock Yard

The local starport (Class B) is operated and administered by the OS&D on an exclusive contract. The contract has another 53 years to run before expiration. OS&D personnel are highly trained, professional, and competent. They are also completely non-involved in the local political situation. The rebellion has not caused any damage to Spaceport facilities nor has it interfered with interstellar trade. Starport security personnel have a very high degree of competence, officers and senior NCOs being retired Imperial Army or Marines. Junior NCOs and the men in the ranks are well paid and fairly treated. As company employees they also have access to higher technology items, services, and education. Said employees therefor have a high degree of company loyalty.

Some employees of OS&D are aware of the general intentions of the Cabal. Since those plans would increase interstellar trade, and consequently the traffic through Port Hauteville, OS&D profits would increase. It is in their own self-interest to turn a blind eye toward any rebel activity.

### Spaceport Administration

OS&D Chief on Planet: Wilhelmina Falindel: (668359) Admin-4, Comp-2, Veh-1, Gun Clt-1.

After 25 years with the company, Wilhelmina has developed a company loyalty bordering on fanaticism. Whatever is good for the company is good for the planet in her view. Her handling of her post is rated as Excellent by the company main office, and there are rumors that she is about to be transferred to a more important out post after four years directing the Tancred operations.

Wilhelmina is highly neutral on the rebellion question, but has increased security considerably since the violence began. She has no intention of allowing the company to get involved in any way and thus expose itself to violence. Unnecessary contact between OS&D employees and the native population has been cut down to a large degree. This has caused some grumbling among the employees, but most realize what the objective is, and accept the regulations.

Chief of Operations: Nam Lallo: (B67865) Admin-2, Comp-1, Carousing-1, Dagger-1, Communication-1

Nam is in charge of day to day running of the spaceport, and all problems are referred to him for screening of those which require Wilhelmina's attention. Nam has been a desk jockey for 17 years and rarely leaves his office during working hours. He will probably replace Wilhelmina if and when she leaves.

Nam has a high sense of his own importance and prefers to handle most problems himself referring only the sticky matters to Wilhelmina. He avoids speaking to Wilhelmina if at all possible referring to her in private as "the old warhorse on the silver throne".



Security Chief: Emis Jallindeem: (A4B454) Admin-2, Rifle-2, Auto Pistol-1, Computer-1

A former member of the Imperial Army, Emis has a great tendency to hire individuals with the same background. About 40% of the people in the Security Section are former members of the Imperial forces. Most of these people will follow Emis's orders before those of his nominal superiors, Lallo and Fallindel. Emis does not care to push the matter however, and normally obeys his orders to the letter.

Emis is one of those with knowledge concerning the Cabals intentions. He has not made any report of such to his superiors and will probably continue to order his people to stay non-involved in the rebellion.

#### Spaceport Security (Administration)

Air Defense follows standard spaceport defense practices. (Ground Defenses have begun being installed following outbreak of the rebellion). Ground Defense 12 remote control turrets mounting Auto Cannon and two LMGs as well as a Vidio Lens for directing fire. Controlled from the Security building serviced via tunnels connected to Security building. One-half are still under construction. Remainder are in service. A force of 135 Security Troops patrol the grounds. About  $\frac{1}{4}$  are out at any one time guarding the outerperimeter and guarding the main building. Those exposed to public view carry only Auto Pistols, the rest ACRs and Auto Pistols.

#### Starport Security

8 Armored Cars armed with Auto Cannon and a pair of tactical missiles. These wheeled vehicles have a crew of three and are equipped with advanced sensors and communications gear.

12 Armored Personnel Carriers are also available, each holding eight men and a driver. They are armed with one VRF Gauss Gun and have provisions for mounting one tactical missile (not normally carried). These vehicles are also wheeled and have communication gear.

If combat breaks out or an alert is called, those troops on stand-by status ( $\frac{1}{4}$ ) of the force will respond in Combat Armor. All the security forces have Combat Armor and if given time will don it.

Jallindeem has a secret weapon of sorts that he has arranged since the outbreak of the rebellion. Two of his 8 men squads have been made up of ex-Imperial Marines who have had combat experience in Battle Dress. Sixteen suits with PGMP-13 have secretly been shipped in and clandestine refresher training in an empty warehouse was completed last week. Jallindeem had very tight security on the Battle Dress until his men had completed training but while he isn't saying anything about them, he is no longer concerned if word leaks.

These troops are in a high state of readiness. Frequent training exercises are conducted, often making use of the complex of underground service tunnels for movement. Combat in and from these tunnels is frequently practiced. Morale is high. All troops are constantly reminded that the strategic objective of defense of the Starport is often best achieved by offensive tactics.

#### SECURITY TROOPS SQUAD

Corporal Berk Quen (78966) Recon-2, Leader-1, Rifle-2, Survival-1, ATV-1. Berk has achieved a very respectable record in 4 years in the unit. His bravery in action disguises the fact that he does not enjoy fighting, and joined the Security Force only to get away from his home planet.



Trooper #1: Ellisson Pankell - (686954) Rifle-1, ATV-2. Seven years as a Imperial Marine with Security. Brother killed 3 years ago while serving in same unit.

Trooper #2: Wjik Nillass - (A48566) Rifle-1, Gambling-1, Brawling-1, Dagger-1. Six years as a Imperial Trooper, two with Security. Left home planet during Civil War.

Trooper #3: Hodar - (A7B866) Rifle-1, Shotgun-1, Dagger-1, Mechanical-1, Battle Dress-1. Fourteen years as a Mercenary. 1 with Security. Served under "Mad Dog" Waters during Patriade Wars.

Trooper #4: David Grand - (677877) Rifle-3, Auto Pistol-1, Comp-1, Demolition-1. Seventeen years as an Army NCO, 5 with Security. Hates anyone using and energy weapon, missing one finger from laser.

Trooper #5: Jasquet Allul - (885765) Rifle-1, Communication-2, three years as Subsector CPO 3 months with Security. Becomes somewhat insane in heat of battle.

Trooper #6: Leadool Mast - (6AB8776) Leader-1, Rifle-1, Communication-1, ATV-1. Ten years as Mercenary, three with Security. Serves as leader of 2nd half squad when squad splits.

Trooper #7: Indigoos Traillist - (86C765) Medical-1, Rifle-1. One year as Mercenary, 12 with Security. Always picking fights in local bars.

Trooper #8: Ull Normain - (658786) Rifle-1, Electronic-1, Mechanical-2, Blade-1. Fifteen years as Marine NCO, 9 with Security. Achieved fame during defense of Fort Dammal 12 years ago, killed enemy commander.

#### Ship Inspection Team Cappa

Inspector Quantoon: (8B5687) Admin-2, Mechanical-1, Comp-1. Twelve years with the company, 8 on Tancred. Appears rather surely. Is very efficient, allows nothing to go by unquestioned but due to advancing age, allows Brall to check out more inaccessible parts of the ship.

Assistant Inspector Brall: (98AAB6) Electronic-1, Mechanical-1. Three years at job, all on Tancred. Will normally overlook anything which appears to be for the Rebels if such action does not endanger his own position.

Assistant Inspector Arrandelloon: (344457) Young, inexperienced, easily fooled. Has been at job only five weeks.

Customs Officer Hrandson: (969878) Comp-1, Revolver-1. Evaluates the cargo found by the rest of the team. Head of team, very businesslike, highly unlikely to accept a bribe. Close personal friend of Quantoon. They will normally remain together during the inspection of any ship, allowing the junior member of the team to check out most of the ship.

Customs Officials - Normally inspect each ship immediately after it lands. Passengers are taken to Custom Inspection Center as the ship is checked out. Attitude is generally relaxed and casual. Imperial and local customs regulations are not very restrictive.

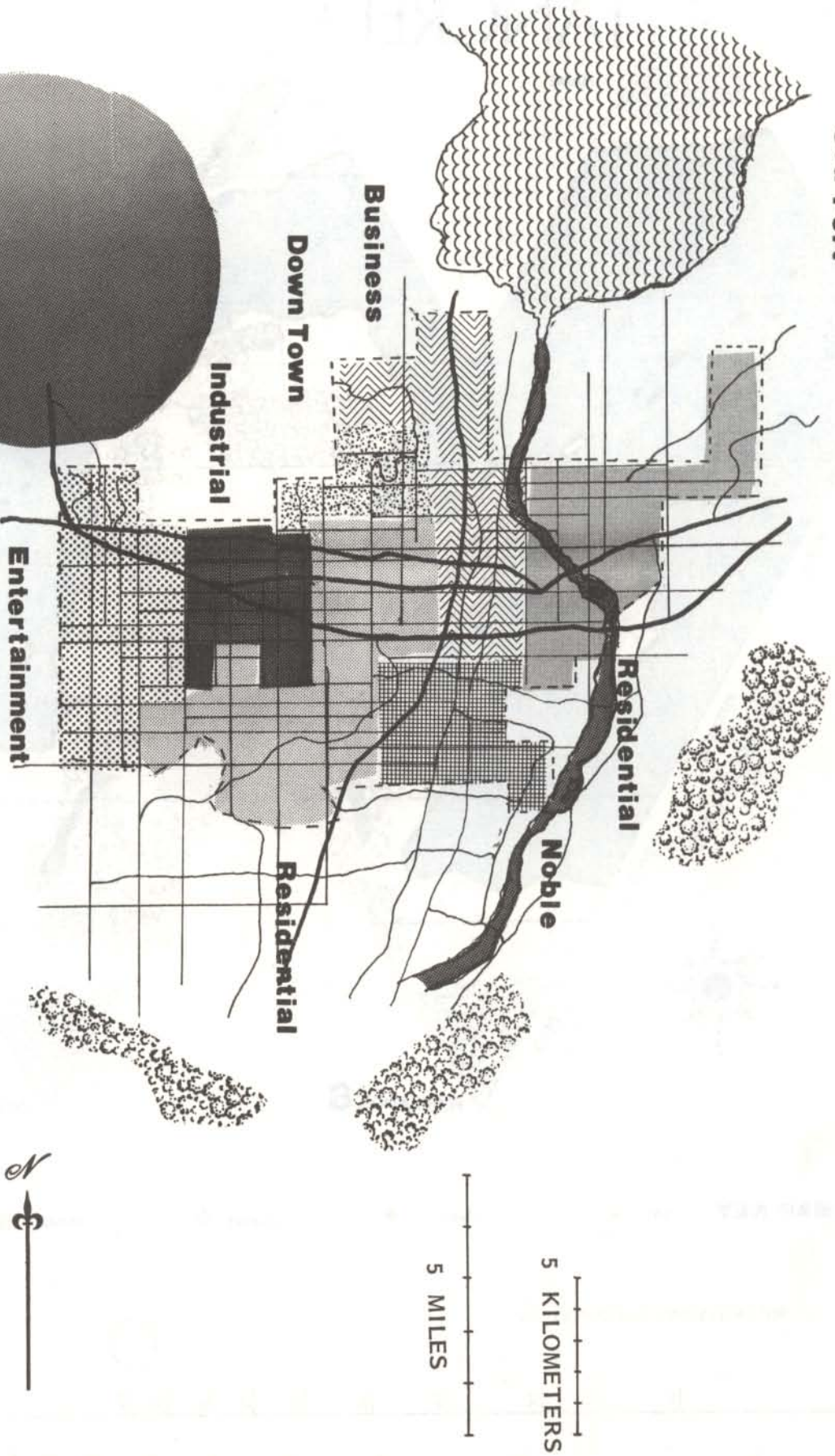


**Sea Port**

See page 19 for detailed map of Starport.

**Space port**

# H UTEVILLE



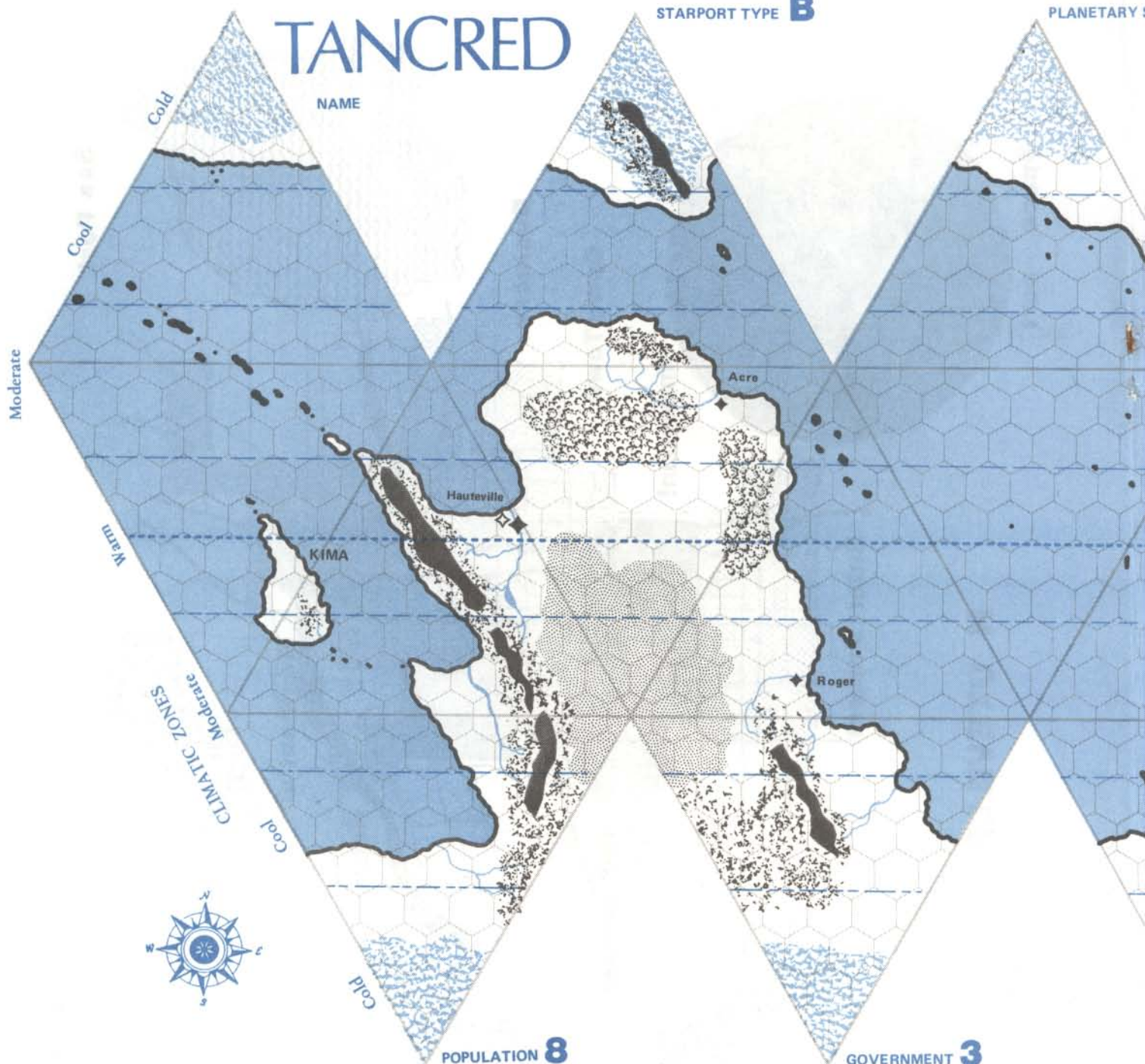


# TANCRED

STARPORT TYPE **B**

PLANETARY

NAME



POPULATION **8**

GOVERNMENT **3**

## MAP KEY

City ◆

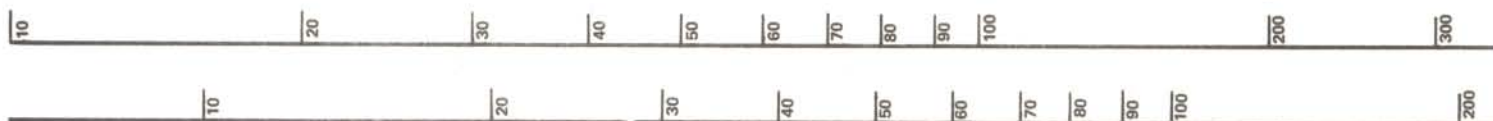
Capital ◆

Starport ◆

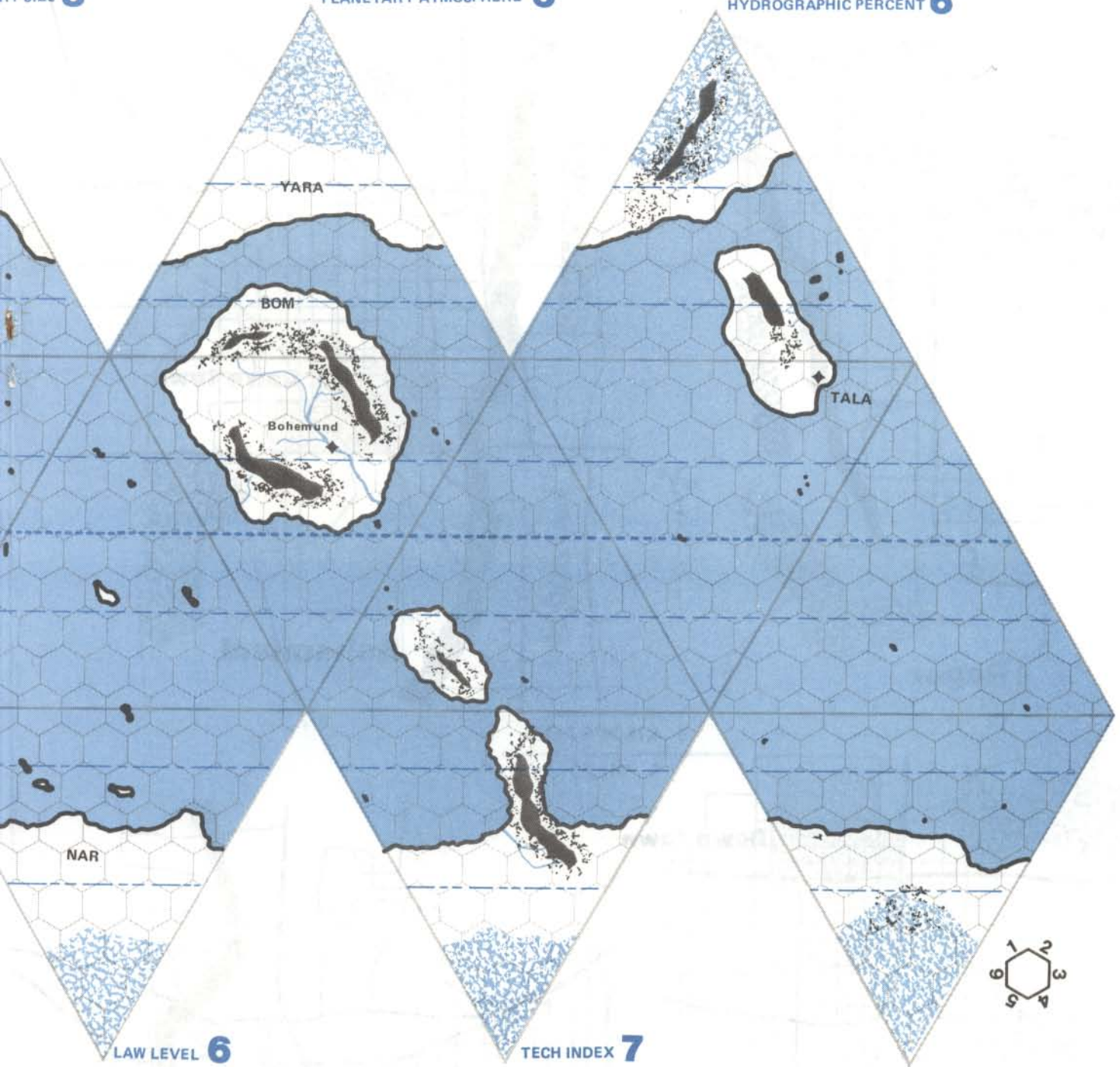
Rough

Forest

## SOLAR SYSTEM CONFIGURATION







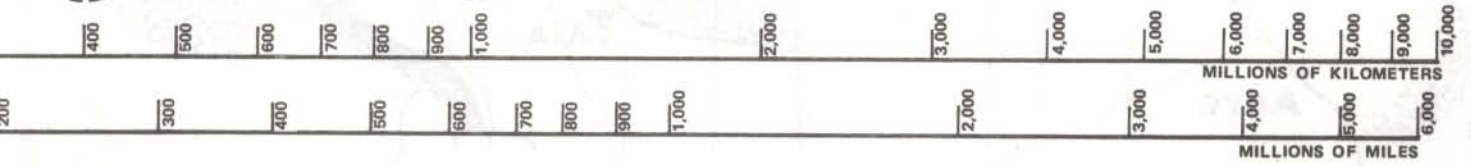
Ice Cap

Desert

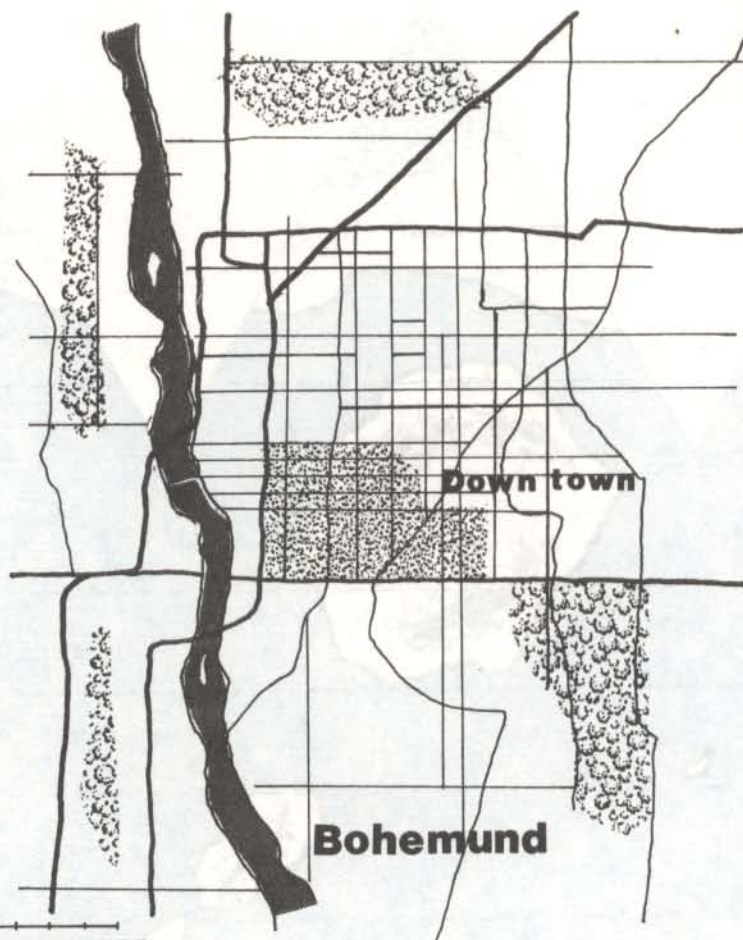
Mountains

Ocean

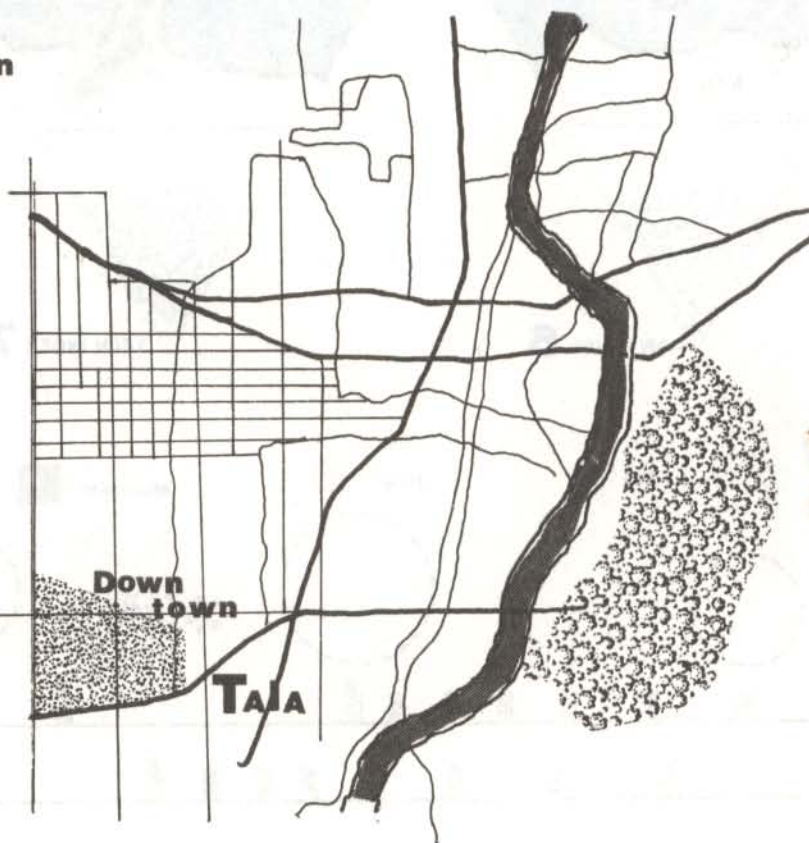
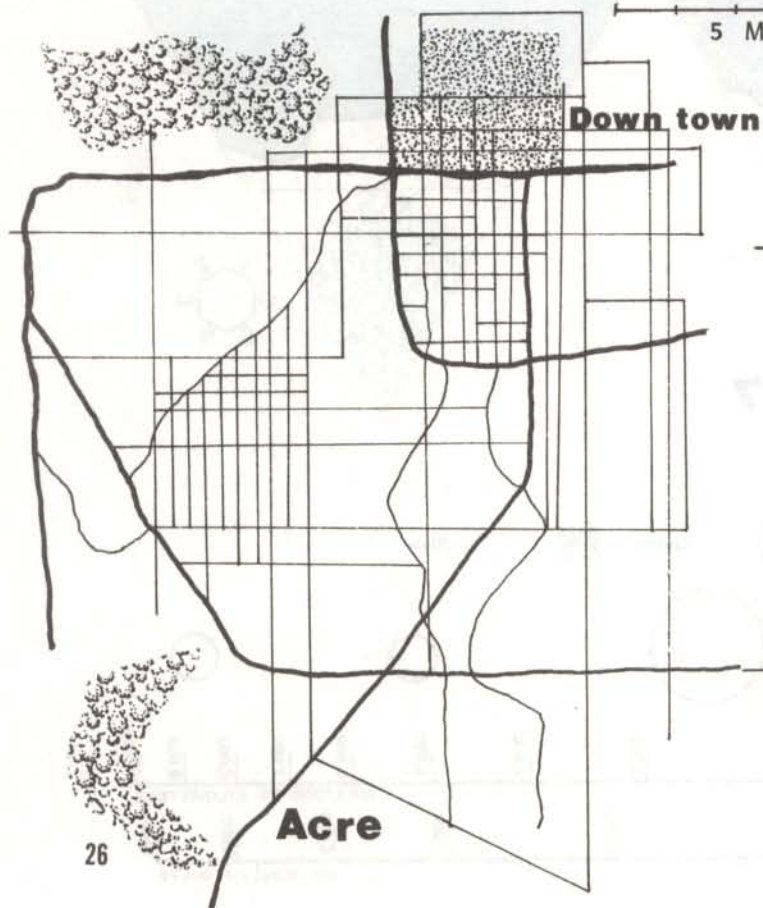
River







5 KILOMETERS  
5 MILES





## Police

Part of Security force, these men are specially selected for their ability to deal with strangers. OS&D is highly image conscious and its representatives are trained to project an image of friendly service. They are all well trained with their weapons also, most having a Revolver-2 proficiency as well as being capable of subduing a troublemaker in hand to hand combat with a minimum of excitement. Their main function is to circulate through the crowds at the Spaceport, helping those who need it, and stopping problems before they get started. All carry communicators and are in constant contact with Security Control.

Generally six are on duty at any time. Two are on the main gate. One at the Administration Building and the other three rove on random patrols.

Kim C'Dona (754946) Revolver-2, Blade-2, SMG-1, Streetwise-1, Brawling-2.

From off-planet and stranded here by accident, Kim took employment with the OS&D police to earn passage. She found she liked the work and is going to transfer to other company - run starports, job-hopping her way to her final destination. She is in no hurry and is quite loyal to the company.

Max Radnor (944B95) Revolver-1, Blade-1, SMG-1, Brawling-1, Admin-1.

A recent hiree, Max has just left the Sector Navy. He plans to use his experience there and at OS&D to obtain a position with Imperial Security. He is a very reliable police officer.

## Spaceport Operations

Warehousing: Warehousing Chief Andros McQuillan: (748765) Admin-3, Comp-2, Vehicle-1, Gambling-2. OS&D owns all of the Starport warehouse facilities and rents them out to the shipping lines at reasonable rates. They have resisted attempts by other companies to build warehouse facilities, thus ensuring their continued control over the flow of goods onto and off planet.

OS&D warehouses are very secure and well patrolled. A high electrified wire fence surrounds the warehouse complex, and security troops constantly patrol the wire. Capacitance detectors are set both outside and inside the fence and a group of 8 video cameras is run from the Security Building W (warehouse).

Warehouse Team: Foreman + 2d6 Laborers, day or night. 1d6 Heavy Cargo Movers and drivers. 1d6 Security Personnel within shouting distance. The warehousemen are highly trained technicians capable of moving the maximum amount of cargo in the minimum amount of time.

Refueling: Refueling Chief Mar-Chen Idi: (748656) Admin-2, Vehicle-2, Mechanical-1. Refueling is accomplished by connecting a Leech to the fuel outlet at each landing pad. Fuel is stored in large underground tanks and pumped out to the landing pads through underground conduits. The Leech is a large wheeled vehicle which connects a hose between the ship and the fueling terminal and uses an internal booster pump to assist the flow. One Leech with its two-man crew can transfer 10 tons of fuel per minute. Ships normally carry a hose and a small internal fuel transfer pump which can accomplish refueling. Rigging this equipment takes one hour verses the two minutes of the Leech and fuel transfer in only at the rate of two tons per minute.

The port refines its own fuel and has a storage capacity of 20,000 tons. An underground pipeline has been run to the nearby ocean to obtain the raw materials for fuel refinement.

Twelve workmen are employed by the Refueling section. The six men on the Leech crews get to visit all the starships. They like to gossip and are Rebel sympathizers but will do nothing to jeopardize their very good jobs. The other men are employed at the fuel refinery and seldom get to visit the starships.



Repair: Repair Chief Delloss Mannenstein: (99476B) Admin-2, Mechanical-2, Engineer-3, Elect-2. Though with no facilities for building starships, because of the strategic location, the OS&D stock of repair and replacement parts is quite extensive. Parts for standard ship types will be available on a roll of 10+. Parts for custom built starships will be available on a roll of 10+. If replacement parts are not available a character may attempt to modify existing parts to fit. Such an attempt will succeed on a roll of 8+. The roll modifiers of the engineering expertise may be added to the roll.

Four Berths have facilities for major repair and 8 others are equipped for routine maintenance. The Repair Chief is fairly competent and runs a good outfit.

His repair teams are efficient and almost always manage to get a job done in slightly under the usual estimated time (4 + 1d % less). OS&D ships assigned to this subsector usually undergo annual maintenance at this port. Company ships have priority in any call on the facilities.

### Cargo

OS&D prefers to follow the standard Imperial Cargo Container Standards (ICCS). They will handle non-standard cargo, but an additional 20% fee is charged on cargo handling. A variety of vehicles are used to transfer cargo, although Heavy Cargo Movers (HCM) are a favored tool. Trucks and trailers obtained on planet are also used to a large extent. Thirty-two HCMs, 45 trucks, 18 heavy trailers.

### Cargo Hauling Team

Team Chief Alladein Merlin: (884577) Admin-1, Vehicle-2, Mechanical-2, Comp-1.  
Cargo Handler Nandell Karrentak: (64B656) Comp-1, J.O.T.-1.  
Cargo Handler Emiloo Whalsbacc: (39B795) Electronic-2.  
Lift Operator Vandois Martinaz: (7585B95) Mechanical-1, Vehicle-2.  
HCM Drive/Cargo Handler Allertain Oney: (69786A) Vehicle-2.  
HCM: Tracked vehicle capable of hauling 30 tons of cargo. Back is normally open, but during bad weather a light plastic covering is easily installed. It is equipped with a rear ramp capable of being set any angle. The ramp is equipped with a conveyor belt system. The Cargo Handlers are a good source of rumors since they visit all the ships at the port.

### Emergency Vehicles

Emergency Center: Firefighting Equipment, Medical facilities for treatment of accident victims. 2d Firefighting Personnel and 1 - 3 medical personnel. Firefighting Equipment: Two tank trucks loaded with a firefighting foam, 2 pump trucks for pumping large quantities of water on fuel, tanks, etc. to keep them cool. Medical Equipment: One ambulance converted from an ATV capable of entering a fire or rubble strewn area for rescue, 2 normal (wheeled) ambulances capable of high speed, 2 of the Cargo Handling's HCMs are modified to be heat resistant and have special grapples and winches for emergency use.

### Miscellaneous

company personnel use a variety of company vehicles to move between buildings. The most common are motor scooter, jeeps, and cars, depending on the person's position within the company. There are normally several of each left in strategic parking areas handy to several buildings. Taking one out of the Spaceport facilities without a proper pass is nearly impossible due to careful security at the gate.



## Tancred Mercenaries

Commander Colonel Mandall Fieran (867957) Tactics-3, Leader-3, Admin-1, Brawling-1, Rifle-2, Auto Pistol-1, Comp-1. Following a distinguished career in his home planet's army, Mandall formed a mercenary company to cope with the restlessness he encountered after retiring. In the intervening twelve years, he has grown tired of the space hopping life he has been forced to lead even though leading a very successful group. He is now ready to retire for good, and quickly accepted the offer made by the Cabel. Until the time the unit is actually disbanded, Fieran is in absolute control, and his orders are obeyed without question.

Staff Major Allann Preintas (766A96) Admin-3, Tactics-1, Comp-2, Rifle-1, Electronics-1. Major Preintas was a staff officer under Fieran on their home planet. When Fieran formed the unit, Preintas resigned his post in the army and joined the group. He normally handles the paperwork and logistics, but he also plans any operations in which the Regiment acts as a single unit.

Major Bridnass Alligane (957867) Tactics-2, Leader-2, Rifle-2, SMG-1, Air Raft-1, Mechanical-1. Major Allingane plans most smaller operations and personally leads many of them. He is not ready to settle down, and has an understanding with Fieran that once the job is completed, Allingane will take those mercenaries still wishing to continue in the profession and form his own unit.

### Officers

Captain Drago Wells (977883) Leader-2, Tactics-1, Battle Dress-1, Rifle-1, Brawling-2. Captain Wells has served with several other Mercenary units, but has been forced to leave them due to violent disagreements with his commanding officers. He is, however, an officer well-equipped to handle an ugly situation. Wells has a small following among the troops who regard him as a possible successor to Fieron. Wells normally leads Battalion 1.

Captain Doss Randallisk (676997) Leader-2, Tactics-1, Rifle-1, Demolition-1, Recon-1. Captain Randallisk has served in the Mercenary forces for 19 years although he joined Fieran's unit less than a year ago. Randallisk loves the Mercenary way of life, but has decided that age has finally caught up with him. He normally commands Battalion 3.

Captain Marsius Wellistask (A8B755) ATV-2, F-1, SMG-2, Mechanical-1, Tactics-1. To Captain Wellistask, home is the front line in a fight. He enjoys combat tremendously, and while quite capable of handling an ATV, he prefers to fight on foot. Several recent wounds have convinced him that it is time to hang up his uniform after 8 years in Fieron's unit and 12 years in Mercenary forces. Captain Wellistask commands Battalion 2.

### Squads

#### Squad A (Elite Squad from Battalion 12)

Sergeant Roscan Oldoom (77A676) Leader-2, Rifle-2, Survival-1, Dagger-1, Medical-1, Tactics-2. Sergeant Oldoom joined a Mercenary company at the age of 16 because he wanted to enjoy some adventure. He has served in one company or another since then, joining Fieron's when it was formed. He is close personal friend of Fieron's, and enjoys the confidence of both his superiors and the men serving under him.

Trooper #1: Sindar Pall (867566) Rifle-1, Dagger-2, Mechanical-1. Three years as a Mercenary, all in Fieron's unit. Orphan taken in by Oldoom.



Trooper #2: Walter Kneggs (579465) Rifle-1, Auto Pistol-1, Survival-1. One and one-half years as a Mercenary, all in Fieron's unit. Highly ambitious, wants corporal stripes.

Trooper #3: Chou-lin Cho (957664) SMG02, Gambling-2, Dagger-1, Rifle-1, Electronic-1. Sixteen years as a Mercenary, six years with Fieron. Tired of fighting, is quite willing to quit.

Trooper #4: Mersard Klingins (AA6844) Auto Rifle-1, Communications-2, Electronics-1. Eleven years as a Mercenary, one with Fieron. Limps due to an old wound in left leg.

Trooper #5: Valltain Arundous (678857) Rifle-2, Survival-1, Electronic-1. Eight years as a Mercenary, four with Fieron. Has accumulated enough money to buy comfortable retirement.

Trooper #6: Menshwan Allermaine (8A8747) Leader-1, Rifle-2, Brawling-1. Twelve years as a Mercenary, two with Fieron. Serves as leader of 2ns half squad when squad splits.

Troopers #7: Michael Dankiston (558967) Medical-2, Auto Pistol-1, Rifle-1, Ships Boat-2. Fifteen years as a Mercenary, ten with Fieron. Served on board Transport for three years before joining Mercenaries.

Trooper #8: Filimor Tang (B66946) Rifle-1, Shotgun-2, Brawling-1. Eleven years as a Mercenary, four with Fieron. Served on Starship for three weeks before going AWOL.

Trooper #9: Chom-Dal (787995) Rifle-1, Demolition-2. Seven years as Mercenary, all with Fieron. Blew up school at age 17, left home planet soon after.

Trooper #10: Paltro Aquez (88C956) Recon-1, Survival-2, Auto Rifle-1. Thirteen years as Mercenary, seven with Fieron. Fiercely independent, perfect point man.

Trooper 11: Brent Valcouth - (A9A635) Rifle-1, LMG-2. Eight years as Mercenary, 3 with Fieron. Likes to use LMG without tripod.

Trooper #12: Carlton Fank (799566) Recon-2, Rifle-1, Dagger-2, Air Raft-1. Fourteen years as Mercebart, four with Fieron. Once rammed an Air Raft through a Captain's home.

#### Squad B (Typical of Battalions, 1 through 9)

1. Sergeant Kas Denem (C9A987) Leader-1, J.O.T.-1, Rifle-1, Pistol-1. A former field hand who lost his job when the farm was converted to a Noble's pleasure ranch, Kas is not fond of the nobility.

2. Trooper Mik Jakson (576767) Rifle-1. Army was the only job open to him at the time. Mik doesn't enjoy killing but will do his job.



3. Trooper Ted Malar (858A34) Rifle-1. No schooling could be afforded by his family so Ted joined up. He has found he likes Army life and gets a kick out of fighting.
4. Trooper Sid Teller (73367A) Rifle-1. On the lam from an irate wife, he ducked into the Army. When the heat is off he will desert at the first opportunity.
5. Corporal Jean Radlin (847B47) Rifle-1. A stolid ex-rancher of no particular ambition, he is just letting life go by from a rather non-demanding position.
6. Trooper Louis Nexin (73367A) Rifle-1. Louis ran away from home and joined the Army for adventure. The only adventure he has encountered has been some bar room brawls but he still hopes that one day. . .
7. Trooper Hektor Sanchez (CB8496) Rifle-1, Water Craft-1. On the whole, soldiering has been more comfortable than working on a fishing boat. Hektor is bucking for corporal.
8. Trooper Nad Fort (569696) Rifle-1. Nabbed by a recruiter while he was on a drunken binge, Nad sobered up in boot-camp and found Army life to provide a good life between drunken weekends.
9. Corporal Rad Tinnen (457553) Rifle-1. The Army provided opportunity for advancement that his civilian life lacked. Rad is a good soldier and will probably make sergeant.
10. Trooper Mid Silnor (8A4654) Rifle-1. Drafted from the family farm, Mid is just putting in his time until he can get out.
11. Trooper Gil Sith (A69A64) Rifle-1. Gil is an under-cover Rebel taking every opportunity to learn all he can about military matters. He has little respect for the nobility.
12. Trooper Tasan Meddon (A6CBC5) Light Machine Gun-1,. Also a Rebel, Tasan has smuggled off base almost enough parts for a complete Light Machine Gun.

#### Squad C (Battalions 10 & 11)

1. Sergeant Theo Kentar (789A98) ATV-1, Cutlass-2, Auto Pistol-1. An ex-marine Lieutenant, Theo found he enjoyed fighting too much to quit when his reenlistment was refused.
2. Trooper Weldyn Nolath (6C8787) Air/Raft-1, Rifle-1. Weldyn comes from a long line of fighting men, so he has signed up to continue family tradition.
3. Trooper Rip Mulgrove (776437) SMG-1, Gambling-1, Brawling-1. Rip joined the Army in a patriotic fever after a soldier saved his life in the Civil War. Since has devoted his time to carousing in town.

4. Trooper Ned Fargank (A7CC43) Rifle-1, Revolver-1, J.O.T.-1. Ex-criminal, he joined the service to avoid capture by police. Will desert when the heat is off.
5. Corporal Bart Fangley (977666) Rifle-2. One-time great hunter. Bart, bored with the lack of challenge in hunting animals, joined the service "to hunt men". Great point man.
6. Trooper Fredrick Lophe (87A873) Brawling-1, Rifle-1, Cutlass-1. Deciding that soldiering held greater rewards than farming, Fredrick signed up several years ago.
7. Trooper Danel Fopp (8A5937) Broadwsord-1, Shotgun-1. Fled home world during a rebellion, and found this to be only job available.
8. Trooper Merv Nasher (798846) Mechanical-1, Rifle-1. Truckdriver until Rebels destroyed his home town. Since joined the military for revenge.
9. Corporal Jonathan Naph (A85848) Rifle-2. Businessman went bankrupt because of last war, and joined Army with philosophy of "if you can't beat 'em, join 'em!"
10. Trooper Martin Scott (46599A) Computer-1, Rifle-1. Ex-college student, joined army on a dare from several friends. Always tries to get famous or decorated in every action.
11. Trooper Jahlyn Joffman (3853AA) Streetwise-1, Rifle-2. Joined army for 'advanced education training' programs, and ended up on constant KP from stupidity.
12. Trooper Gem Grinzi (6A6943) J.O.T.-1, Rifle-1. Rebel in last war, volunteered for army service after being on losing side in last war.

Though termed a "Mercenary Regiment" in fact only about 50 men out of the 855 in each infantry battalion are off-planet professional soldiers. The others are members of the local population who are undergoing their year's service and training. Some of the best of the local trainees at the completion of their first year are retained and transferred to the Mech. Infantry Battalions.

Numbers 10 and 11 are the back up forces for the anti-rebel operations. They are equipped with wheeled APCs of local manufacture. Number 12 is the elite unit and is made up primarily of mercenary long-service soldiers mounted in imported anti-gravity armored personnel carriers. They serve as the "emergency fire brigade."

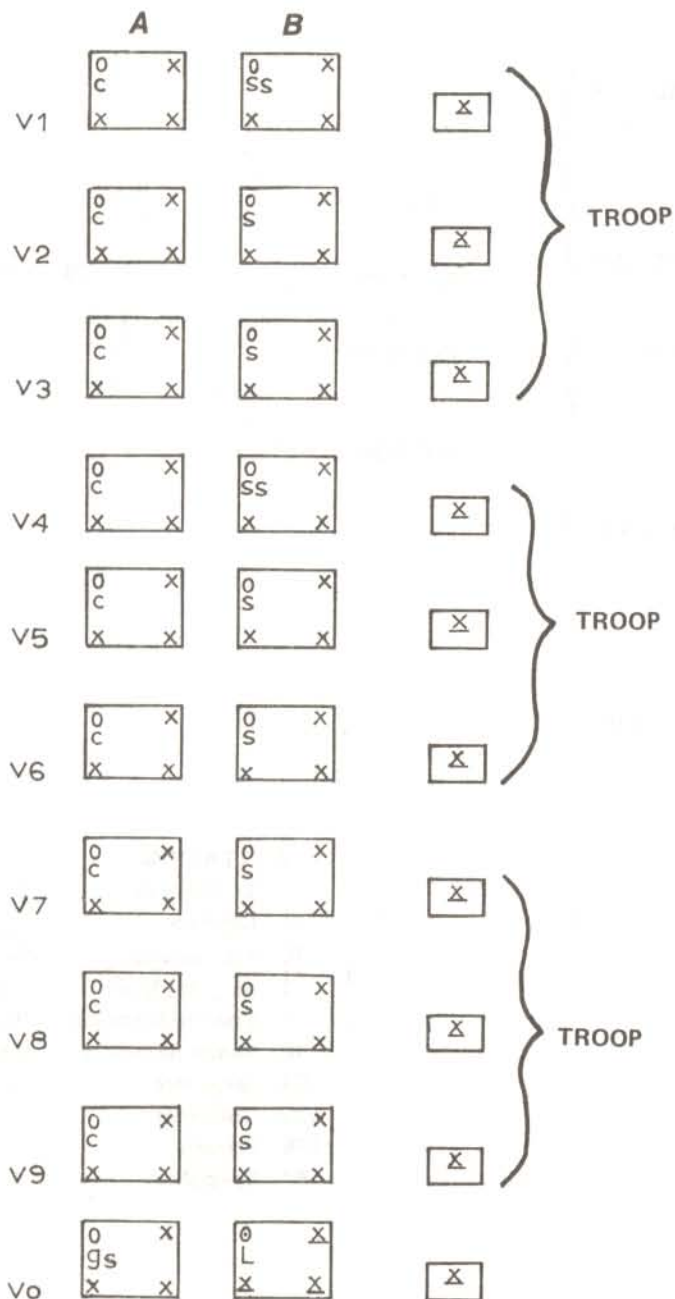
The majority of the troops are armed with the locally manufactured assault rifle. Battalions 1 through 9 also have one light machine gun of local manufacture per section. Grenade launchers are available but are seldom used.

Flack jackets and helmets are worn with corporals and above receiving an imported Combat Communicator which is attached inside the helmet. First aid kits are carried and each trooper carries his own choice of 3 to 5 grenades of smoke, concussion, or fragmentation type.

The senior NCOs and officers of Battalions 1 through 9 as well as all troops in the Mech Battalions 10 through 12 are armed with imported Advanced Combat Rifles. One man in each squad carries a RAM Grenade Launcher.

Combat Enviroment Suits and helmets with built-in combat communicators are





EACH VEHICLE  
1 BELEMENT, 1 AELEMENT, 1 DRIVER

#### COMPANY

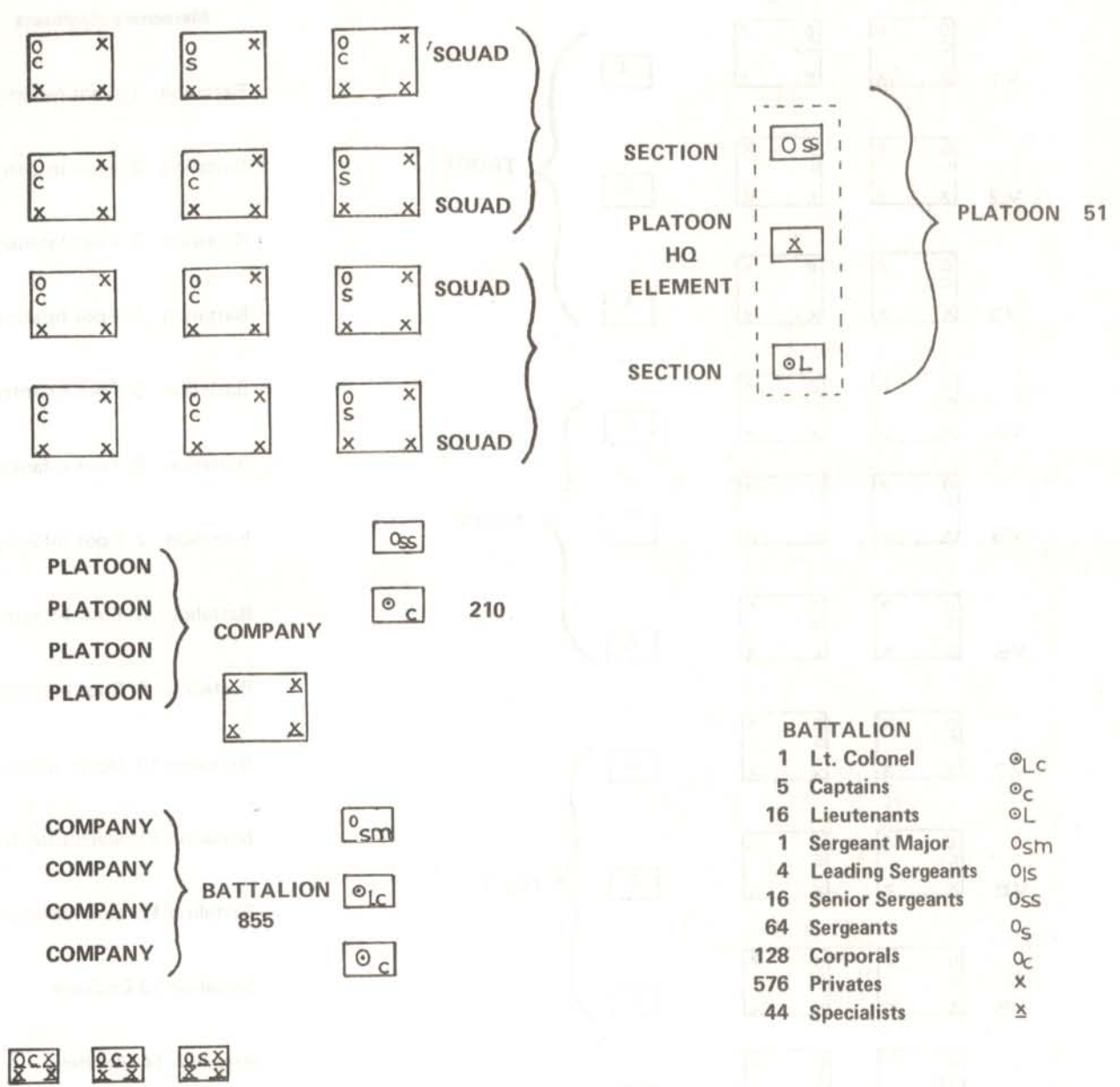
1 Lieutenant  
1 Senior Sergeant  
9 Sergeants  
9 Corporals  
13 Specialist (10 Drivers)  
57 Privates  
90 Men Total

#### Mercenary Regiment

Battalion 1 Foot Infantry  
Battalion 2 Foot Infantry  
Battalion 3 Foot Infantry  
Battalion 4 Foot Infantry  
Battalion 5 Foot Infantry  
Battalion 6 Foot Infantry  
Battalion 7 Foot Infantry  
Battalion 8 Foot Infantry  
Battalion 9 Foot Infantry  
Battalion 10 Mech Infantry  
Battalion 11 Mech Infantry  
Battalion 12 Mech Infantry  
Battalion 13 Engineer  
Battalion 14 Artillery  
Battalion 15 Artillery  
Battalion 16 Artillery

#### Citizens Auxillary Guard

Battalions 20 through 29  
Battalions 30 through 39  
Battalions 40 through 49



# ORGANIZATION OF INFANTRY BATTALLION

(Actual Strengths are frequently below the authorized level.)



worn by all elite troops. Medikits are carried as are each soldier's own choice of personal side arm. Troopers carry two HE RAM rifle grenades, plus any number of other grenades or demo-charges they care to lug around.

Specialists above company level are treated as elite troops but carry a lesser load of ammunition and no grenades.

Field uniforms are multi-colored camouflage with rank insignia embroidered on in black thread or dull black enameled metal.

Dress uniforms are field grey with insignia of polished bronze for enlisted and gold for officers. Members of the Citizen Auxillary Guard have only fatigue uniforms, no dress items are provided although some members retain their dress uniforms from their training days and change their insignia as appropriate.

### Regimental Equipment

The combat vehicles and equipment of the regiment are a judicious mixture of local built and imported components. The engineering battalion took over two small companies which manufactured from equipment and general merchandise. Their factory facilities were converted to build and maintain the equipment the regiment needed. Wheeled Armored Personnel Carriers were built completely from local resources, converting medium truck chassis to equip Battalions 10 and 11 as well as security detachments. The power plants and drive units for the anti-gravity APC's of Battalion 12 were imported, but were built into local made chassis and armor.

Artillery Battalion 14 consists of medium mortars (100mm) mounted in wheeled APC's. Battalion 15 mixture of multiple rocket launchers and special purpose missiles either towed behind wheeled APC's or mounted on them. Battalion 16 is equipped with imported anti-gravity weapons Carriers, 1/3 gun-armed (100mm), 1/3 artillery-armed (120mm), and 1/3 special purpose vehicles. The special purpose vehicles include aircraft defense, energy weapons, and special sensor vehicles. Battalion 16 is kept mostly around the regimental headquarters and is only sent out on special missions.

Battalion 13 Engineers is mostly administrative but has six transport companies of 25 vehicles each attached to it. These transport companies are normally assigned to assist other regimental units in performing their tasks.

Depicted on the back cover of this book are 15mm scale vehicles for Traveller. They are designed to be used in resolving encounters involving light armored fighting vehicles and other equipment. Some may be used as military equipment and civilian equipment. The chassis markers on the fighting vehicles are double-sided so as to depict both exterior and interior arrangements. A square grid pattern is superimposed to regularize loading, movement, and play.

Each fighting vehicle chassis has four different weapons mounts or turrets which can be carried on the basic chassis. The basic chassis of all vehicles is depicted in the drawings as for anti-gravity propulsion. The drawings may be modified to indicate tracked or wheeled propulsion. The weapons carrier normally has a three man crew. Turrets fitted to it are 'gun', missile, artillery, and special weapons. The special weapons turret is to be used for 'vulcon' or laser type weapons. The armored personnel carrier has a one man crew and normally carries an eight man squad of infantry. One of the infantry operates the vehicle weapons mount which may be an observation dome, missile, gun, or special weapons.

The jeep and scooter are equivalent to airrafts and skycycles. Depicted as unarmed, they may have light weapons attached. The drawings may also be modified to show tracked or wheeled propulsion.

Cutting on the dotted lines will produce a handy equivalent of miniature fighting vehicles to be used in gaming.



## Citizens Auxillary Guard

Armed with nothing heavier than Assault Rifles and hand grenades and equipped with one Communicator per platoon, the Citizen's Auxillary Guard are very much second class troops. Since their intended function is to provide police and security forces, no one minds, CAG units are organized by areas of residence and are chronically understrength. Nevertheless, perhaps because the forces are so new, better than 90% of the soldiers whose term of mandatory service has expired are choosing to reinlist for additional service in the CAG. Guard units muster once a week (1 hr meeting), exercise and train once a month and have a one week refresher course each summer. One reason Guards service is so popular is that among the official privileges and benefits is a lucrative "semi-official one." Employers are encouraged to enhance their security arrangements by paying Guard members to "sleep-in" on factory premises to supplement normal security guards.

## Rebels

A Cadre of 25 high quality Mercenary Officers provides the core of the Rebel Army's Administration and Leadership. Small units of Rebel troops are maintained in the field. Most actual military strikes are carried out by specially selected members of the Citizens Auxillary Guard and are led by the Mercenary Officers. Terrorist and political agitation activities are carried out by the civilian populace organized under cover of trade unions, led by the middle class merchants, and coordinated and supervised by several members of the security forces who have 'died' in the line of duty. Recently several splinter groups have formed, split off from the rank and file who can not understand why the revolution is proceeding so slowly. They are conducting operations on their own and do not know the full extent of the plot. While the leaders of the middle class Rebels want to cooperate with the Security forces to shut down these independents, there is considerable sympathy for them among the 'official' revolution. Once practiced in revolutionary activity, it is hard to turn a fellow Rebel in even if your leaders tell you to.

Typical middle echelon Rebel leaders would be.

Kallima Hadron - (89r8A5) Streetwise-3, Bribery-2, Admin-1, Brawling-1  
Jon Festin - (388985) Forgery-2, Streetwise-1, Admin-2

"Muscle" would tend to have the same characteristics as goons anywhere.

Utilize the bodyguards listed for Donnelly on page .

A Rebel Combat Squad would have statistics as below:

Masim Castor (469253) Lieutenant, Leadership-1, Tactics-2, Admin-1, Demolitions-2, Pitstol-1, Rifle-1, Instruction-1.

Currently employed out here on the 'active' end, Maxim is not too fond of the job he is doing nor what he has to work with. He has signed on for the job and will complete it to exact specifications. He has learned some interesting tricks from his troops and has a high degree of respect for his squad leader. As soon as the revolution is over he is going on to a more regular Mercenary outfit.

Tala Marima (5A8B85) Sargeant Leadership-2, Tactics-1, SMG-2, Demolitions-2

She had served with a company of forest rangers as a youth and was disgusted to have to enforce the nobilities rather harsh laws on local farmers and ranchers. She is inclined to use subtle and indirect means to accomplish her goals.

Tando Nadma (576695) Tactics-1, Rifle-3, Pistol-1, Demolitions-1, Brawling-2

Not too original on his own, he is very dependable at carrying out his orders. Hates nobility, all nobility.



Lars Maxma (A76974) Rifle-2, Pistol-1, Blade-3, Streetwise-2

Quite but very good with a knife. A younger sister was injured by a sky-larking Noble and he personally would like 'to get even' with that one.

K'goma Kmino (343C94) SMG-2, Blade-1, Driver-3, Electronics-2

The technician of this squad, usually helps set the booby traps and arranges the get-aways. Boisterous with a likeable, friendly personality.

Hamaka Sassan (B69B74) Rifle-3, Pistol-2, Brawling-4, J.O.T.-2

Hamaka is rather deceptive. Though the strong-arm man of the squad, he is very intelligent and is often consulted by Maxim and Tala when planning operations. Very much a rover, he spent his orphaned youth drifting around the planet in search of adventure.

## DONNELLY MANSION SCENARIO

From:

To: Strike Team "Evening Star"

Mission: Assassinate Edmond C. "Butcher" Donnelly

Donnelly has stumbled upon the truth of our arrangement with the Mercenaries, whether through his well-known paranoia or through some security breach is unknown. One of our people, high ranking member of Donnelly's bureau (Internal Security) has warned us that Donnelly intends to reveal the plot to the Chief Director within the next few days. It is urgent repeat urgent that he is killed before this conversation takes place. It is also necessary that the execution be done in a manner suitable for propaganda purposes, i.e., no blood-baths. A swift, precision strike is called for. Your team has been selected, possessing the twin advantages of skill and close location.

Target: Edmond C. "Butcher" Donnelly, Chief Magistrate of Internal Security

Mission: Eliminate

Target Location and Status: At present living on the Weisheimer Estate recovering from a leg wound suffered in a hunting accident, which he believes was an assassination attempt.

Information Source: One member of the estate staff, the governess, is supplying us with documents and information about the grounds and interior of the estate.

Status: Untried consider non-reliable and make no attempt to contact unless emergency develops. At present we are trying to get one of our people on the staff as a helicopter mechanic, but have been unsuccessful as of this time.

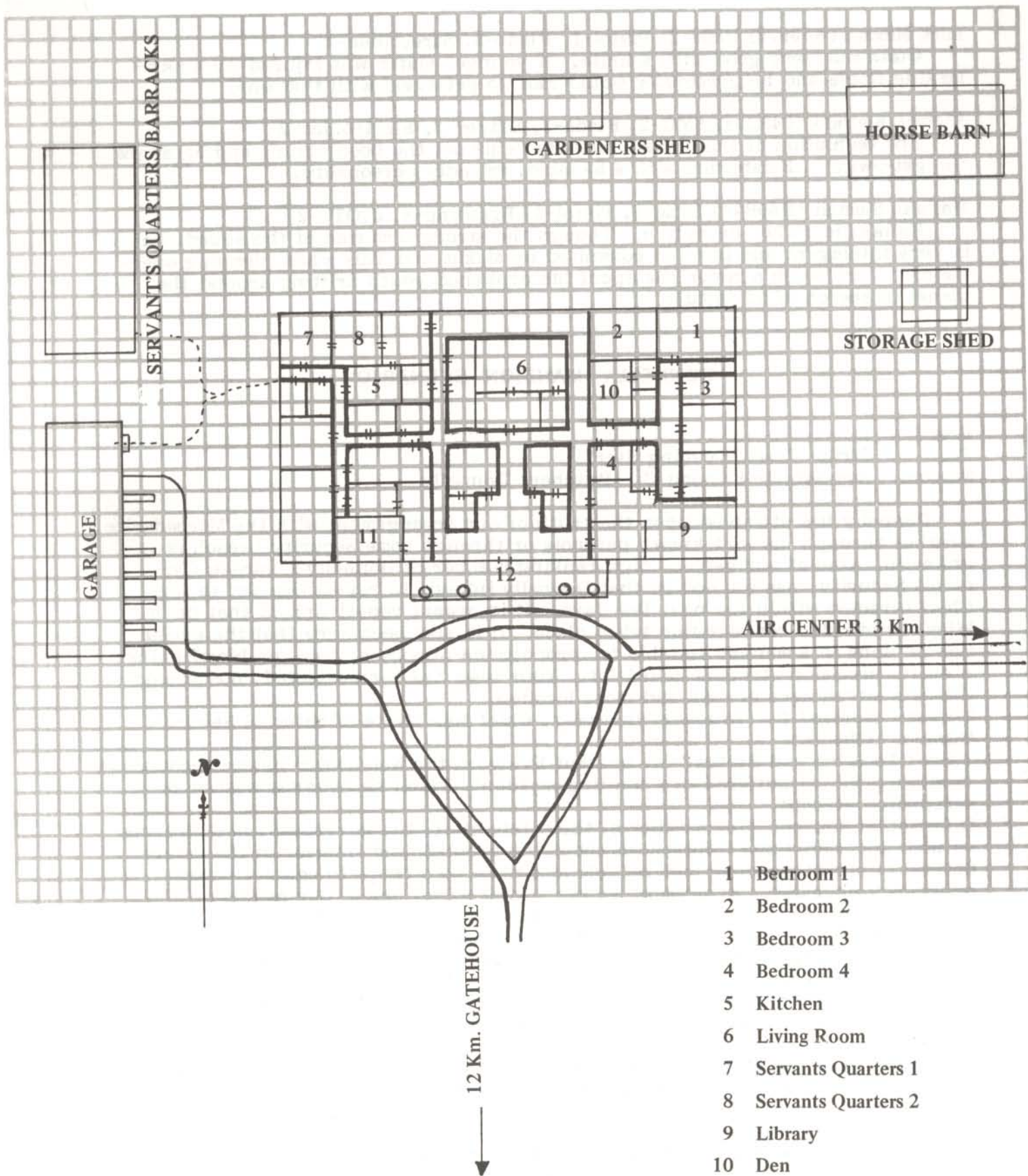
Estate: Terrain is mostly rolling downs, with some major groups of trees on the fringes of the Estate, some 15km from the House Complex. There are three main building complexes. The Air Center is 3km E of the main House Complex. A gatehouse guards single road 12km S of the house. A small stream runs through the Estate, flowing along the E side of the House Complex. See maps for additional details.

Security: Provided by the Estate's Helicopters supplemented by Army Air Rafts and troops. Air space is totally restricted. All non-authorized air craft are shot down. The Air Center is equipped with Radar. Five helicopters, one of which patrols the estate during the day, while another patrols in a 5km radius of the House Complex. At night, they are replaced by air rafts, 3 Air Rafts, 2 Auto Cannon. Helicopters carry two soldiers with AR's, Air Rafts carry 3 soldiers ARs, and infrared Detection Equipment.

Excess air craft are held in reserve as a reaction force.

Ground Security is provided by regular Army troops. The gatehouse is occupied by 4 soldiers, ARs. Seven troops are guarding the House Complex along with Donnelly's personal body guard of 6. Ten troops occupy the Air Center. The woods are patrolled by five man units.





EACH SQUARE EQUALS 3 METERS

- 1 Bedroom 1
- 2 Bedroom 2
- 3 Bedroom 3
- 4 Bedroom 4
- 5 Kitchen
- 6 Living Room
- 7 Servants Quarters 1
- 8 Servants Quarters 2
- 9 Library
- 10 Den
- 11 Playroom
- 12 Front Door



## Defenses

Rebel information contains the basics of the defenses. There are some points missed by Rebel Intelligence which the Judge may wish to give the Players the opportunity to discover.

- 1) Each area (House Complex, Air Center, Gate Guard House) is surrounded by Capacitance Detectors. These are monitored from a control center at each area. They detect anyone with 5' of the wire. As there are many rabbits in the area, those on guard are careful to make an inspection of any area set off before raising a full scale alarm. Anyone with an Electronics Skill need only throw 7+ (DM Elect. Skill) to neutralize once detected.
- 2) Each guard at the house has with him a trained attack dog.
- 3) All the windows in the house have been replaced with bullet proof glass, and all doors and windows are now locked at all times.

If moving through the estate on foot, a throw of 5+ is required each hour to avoid detection. If attacking one of the areas, a throw of 10+ is required to prevent a message from getting off. Each area has radio contact with each other area and with the Airborne forces.

One piece of false information the Judge may wish to give the Players to keep their life from getting too dull is that Donnelly will be in the House Communication Center at 2000 hours to explain his views about the Mercenaries to the Chief Director. (Actually, this call is scheduled for 2100 hrs.).

The fact that a double exists should not be told to the players under any circumstances.

### Air Center

Six soldiers are lying about the barracks, sleeping or playing cards. Their weapons are kept loaded in a rack near the door leading to the helicopter pads. This is the reaction force should any trouble erupt. Three helicopters and 1 Air Raft Pilot, armed with Auto Pistols, are on the second floor. The communication center which is located in the Air Raft hanger has one soldier in it, AR. The Capacitance Detectors and Radar equipment are also monitored from here. One landing pad is unoccupied, and a mechanic is working on one of the helicopters at almost any time of day or night. One other mechanic sleeps in the back room of the machine shop.

### Gate House

Four soldiers, ARs, and one Officer, Auto Pistol. One constantly occupies the communication center, which also serves as the Detector control center. Another constantly mans the road block.

### House

Four soldiers and 2 servants (cooks, maid) in Servants Quarters/Barracks, Weapons (ARs) loaded and kept in a rack near the door. Two sentries randomly patrol the grounds, each with a guard-dog. One soldier mans the communication center/Detector Control center at all times. 15% chance to encounter guards/minute, except in gardens, where it drops to 05%.

In the house, two of Donnelly's body guards are wandering about the house, with 08% chance/minute spent moving around of meeting one, the chance dropping to 03% if remaining in a room.

Bedroom #2 - Donnelly, is relaxing in bed. A body pistol is under the pillow, a revolver is in the drawer nightstand. Bodyguard No. 1 is in the Adjacent Room, Bodyguard No. 2 is standing outside the door.

Living Room - Bodyguard #3, watching video.

Kitchen - Bodyguard #4, making sandwich. Shotgun on table.

#### Assuming Evening/Night Invasion

Bedroom, Master owner of house & wife.

Bedroom #1 - 2 male children, ages 5,6

Bedroom #3 - 1 female child, age 12

Kitchen - Female servant cleaning floor

Servants Quarters - #1 Butler & wife

Servants Quarters - #2 Governess

All other servants in Barracks/Servant Quarters

Bedroom #4 - Donnelly look alike, wearing Flak-jacket under clothes.

Viewer must roll 10+ to not mistake for Donnelly.

#### Assuming Daytime Assault.

Library - Owners wife

Den - Owner

Playroom - Children (3), Governess

Near Door - Butler

Servant's Quarter's #1 - Butlers wife

Kitchen - Cook

Bedroom #1 - Maid

Bedroom # - Female servant

Living Room - Donnelly look alike

Donnelly's bodyguards - All are armed with the weapons they are proficient with.

Submachine Gun	- 3	Auto Pistol	- 3	Brawling	- 4	Shotgun(DB)	- 2	Brawling	- 3	Dagger	- 3
Brawling-1		Brawling-2		Auto Pistol-1		Revolver-2		Auto Pistol-2		Body Pistol-2	
Auto Pistol-2		Dagger-1		Blade-2		Dagger-1		Brawling-1		Brawling-1	

#### Donnelly

Body Pistol-2

Auto Pistol-1

This scenario can be played with the Judges own player characters or the Rebel Strike Team on page 36-37 may be utilized. At the Judge's option, five members of another Rebel group may be assigned to create a diversion. Utilize the statistics of the first five members of Squad C Mercenaries on page 31. If any statistics for the army guards assigned to security duties at the mansion are required, utilize statistics from Squads A & B Mercenaries on page 29-30. The Donnelly bodyguards may utilize statistics from the Starport Security Troops on page 21-22.

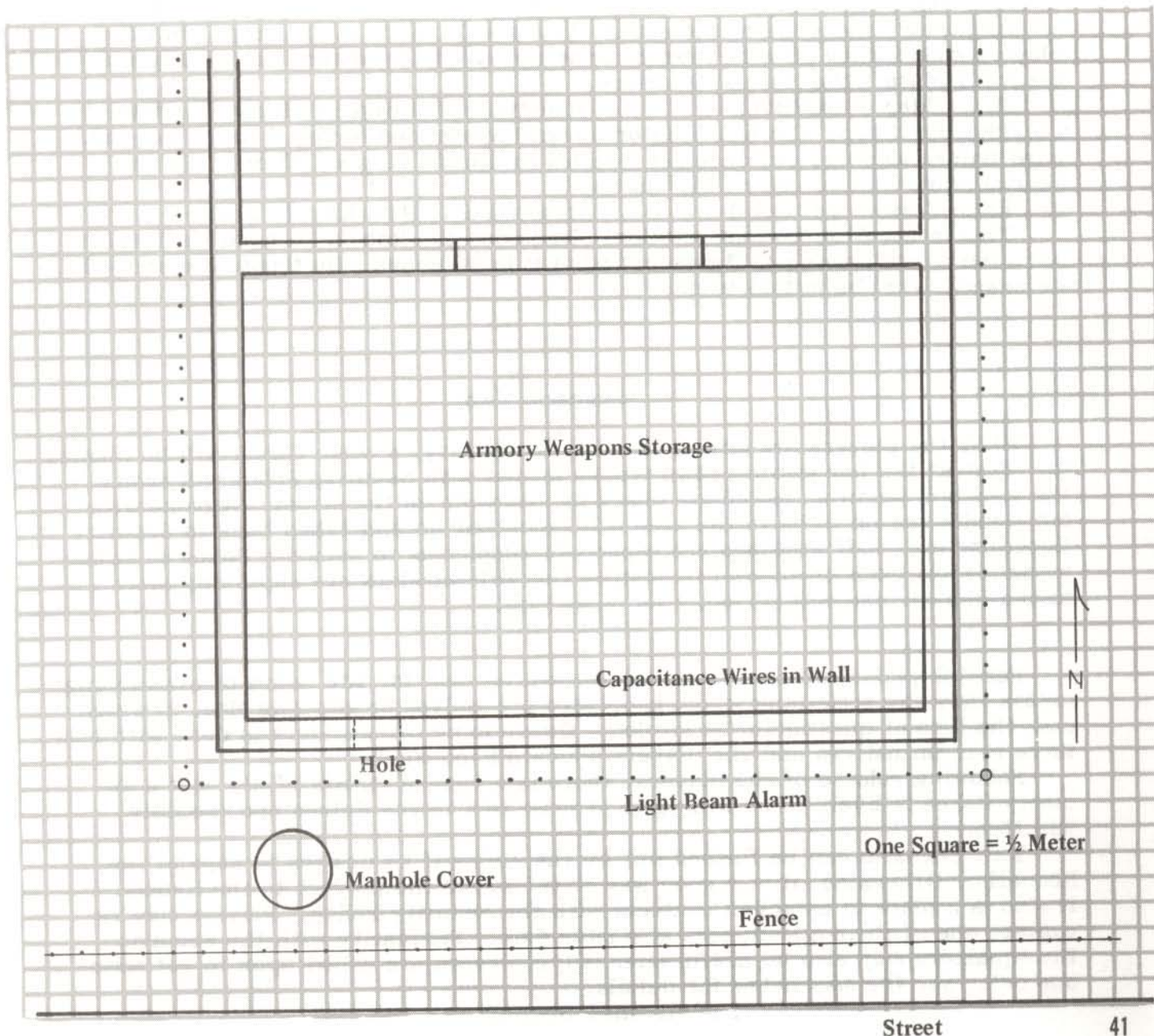


## HAUTEVILLE SCENARIOS

### Scenario One

This scenario can be employed either after the players have joined the Rebels or to give the players a chance to join the Rebels. If the players have joined the Rebels, they will be instructed to proceed to an abandoned apartment house where they will meet their two contacts. If the players have not yet joined the Rebels, they will have a chance encounter with two heavily armed men (the Rebels Stats Below).

The two Rebels had three other team members, but they were picked up by the Security Police. Replacements need only have strong backs and quiet feet. The players will be asked if they are willing to do dangerous work for the Rebels and if they agree, the party will enter the sewer system through a manhole in a nearby alley.





The objective of the mission is to steal weapons from a Citizen's Auxillary Guard Armory. The sewer system has an exit within the Armory grounds 12 feet from the walls of the Armory. The wall has had a 3' diameter hole cut into it, and the piece replaced. The Rebels will use this as an entrance. Throw of 11+, it was replaced too strongly and opening cannot be reopened. There are 2 guards on the grounds, patrolling the fence. Throw of 5+ per trip between the sewer opening and the wall to avoid detection.

The interior of building has 2 alarm systems which can be easily defeated. Throw 7+, DM Electronics skill for each to neutralize. Failure sets off alarm. Doors leading to actual gun storage rooms cannot be opened without setting off these alarms unless the system is neutralized.

Reaction to an alarm, spotting someone in the open or shouting will be that the 2 guards on duty will close on the building attempting to enter and in 2d6 minutes, 2d6 Security Troops armed with Rifles, Auto Pistols, and Tear Gas will arrive in a truck (utilize Stats of troops on page ).

If an alarm is set off, the two Rebels will try to grab as many weapons and as much ammunition as possible before running for the sewers. Once in the sewers, their knowledge of the sewer system will insure their escape, but the players must either go with them or come up out of the sewers in a totally unexpected place - the Nobles' Quarters.

Jim Maldar (637B56) Streetwise-2, Comp.-1, Blade-2, Pistol-1

The silent type who has been on several operations before. Looks long and hard before leaping, but once Jim decides to commit he goes all-out. He has special equipment to use on the alarms.

Kall Addison (4BB984) Streetwise-1, Brawling-1, Blade-1

This is his first 'combat' mission. He joined the Rebels because his brother did, and is still trying to figure out what it is all about. He trusts Jim and will do exactly what he is told to do.

## Scenario Two

While the players are sitting in a bar in the city, a bomb threat will be phoned in. Just as the bar empties, two trucks loaded with Security Police will empty the area and begin an immediate check of everyone on the street. Anyone without a valid reason to be in the area will be picked up and taken back to Security Headquarters. Off worlders are especially suspicious to Security Police as some evidence has been uncovered indicating that off-worlders are supplying arms to the Rebels, and will certainly be picked up.

Persons picked up during the sweep will be held for 2d6 hours of questioning unless they say something which implicates themselves or someone else, in which case the time of questioning is tripled. Questioning off-worlders is done with less force than on natives and the players shouldn't too much.

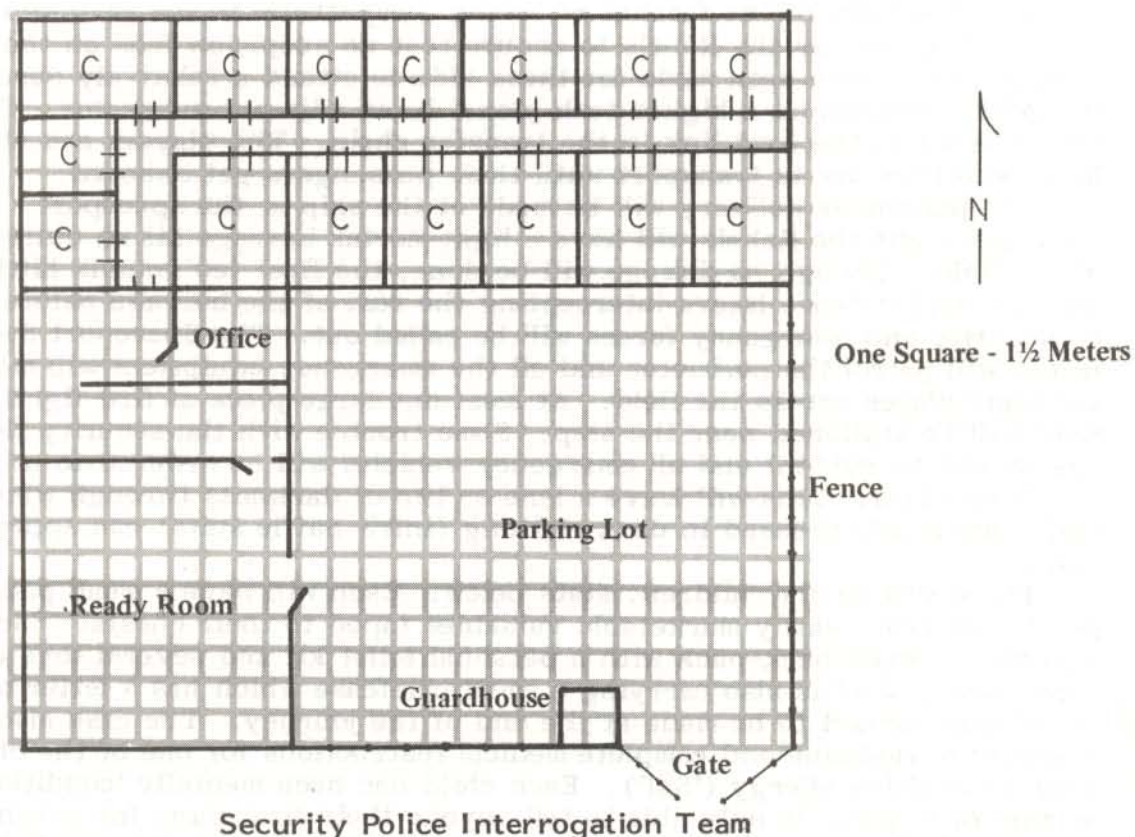
Following release of the players, there is a chance (throw of 8+) that a Security Police is likely to be willing to at least talk to the Rebels and possibly join them.

This Scenario can be fleshed out by the Judge if he desires to expand the Scenario. Otherwise, it is a good way to introduce the players to the Rebels. It also is a place to establish contacts with the Security Police. Players may recognize one of their questioners at a later date. Familiarity with the Security Headquarters may also be useful later if the players are called upon to get someone out. See the map below for details.

See attached Diagram



C = Cell



Gill Mastan (2C4679) Senior Agent Admin-2, Pistol-3, Interrogation-3, Blade-2, Streetwise-2

Though very dilligent in his duties and obviously very efficient Gill has not caught very many Rebels in this area. He has in fact been organizing the Rebel cells and has arranged his own "assasination" to take place next week. As an underground agent, he will be in charge of a major section of the city's terrorist activity.

Kali Sastran (864C88) Field Agent Admin-2, SMG-2, Interrogation-3, Streetwise-2

She is a sloppy-looking middle-aged woman who appears very dumb. This is a sham which has been useful in her work in the past. She is very intelligent and has done most of the theoretical work in setting up the organizational structure and time-tables of the Revolution. She will succeed to command of Mastan's section and his place in the direction of Rebel activity. She is capable of much more and knows it. She is bitter because of class prejudice against women in security work.

### Scenario Three

The Rebels tend to test people before accepting them into the inner ranks of the Rebellion. The test usually is designed to show how honest a person is rather than how devoted to the Revolution since a mildly dedicated honest person can often be more useful to the Rebellion than a fanatical thief. It also tests whether a person or group is able to do a job assigned.

The mission assigned to the players is the smuggling of people off the planet either in their own ship (if they own one) or a rented craft.

The Rebels will agree to launch a diversionary attack next to the Spaceport to enable delivery of the passengers to the ship without being seen. The Rebels can also arrange a cargo to be taken to this destination as a cover. It will not be very profitable but it will pay expenses of the trip. Cargos for the return trip will be easier to arrange, since the destination is a higher tech level planet.



## Referee

The people to be smuggled off planet are a group of children. These youngsters are members of the families of Nobles sympathetic to the revolution. They were 'kidnapped' by the Rebels to ensure that no suspicion falls on those families. Arrangements have been made for these kids to attend a relatively obscure school for gifted children on a higher tech planet in an adjacent subsector. The players are to serve as the first link in the transfer chain. The players are also not to know who they are to transport until their passengers get onboard.

The passenger delivery will be made at the ship at the spaceport. On the arranged night the Rebels will have a light mortar barrage hit an outlying area of the field. Though no damage will be done, the first few rounds hitting nothing and the field defense lasers intercepting the rest of the barrage before impact, all security and emergency forces will be called out. The Spaceport Security forces will patrol the perimeter and all the emergency equipment will move to strategic places across the field. At least one large piece of fire-fighting equipment will be stationed near the ship. Some trouble with the security flood-lighting system will be evident and all emergency vehicles will be ordered to utilize their mobile spotlights. This will leave a lane or two of darkness through which some agile individuals dressed in dark clothing (infra-baffle suits) can approach the ship.

There will be six children, stats below. Each will have a small package of jewels and other easily marketable valuables taped to their chests. Each will also have a small back-pack with a personal toilet kit and several toys or personal items. Jon' is also carrying a small briefcase which has a letter of instruction for pickup contact to be made at the end of the journey. The case also contains a supply of medicine and complete medical instructions for one of the children has a hypersensitive allergy ('Sal'). Each child has been mentally 'conditioned' and as part of a 'game' is only able to tell anyone their first name for a month. Anyone with Medic 1 or better will know that attempts to break this condition before the time is up would drive the child insane. The Referee is to hint strongly that any injury to the passengers will be viewed unfavorably. The valuables packet each child has is enough to pay for low passage with a little to spare. The children are quiet and well-mannered, for the most part. The younger ones treat this entire affair as a fascinating game. 'Jon', though, is well aware of the seriousness of the situation and does his best to cooperate.

The instruction letter will give details and passwords to a message drop in a bar at the destination. Several hours after the message indicating safe arrival has been delivered, a communication will be delivered to the ship. This message will request an educational tour of the ship for the "Special Education Class of Roger Green's School for Gifted Children." Note that this is not the final destination of the children. When accepted the class will arrive the next day, a large, brightly-colored, school bus, filled with a large number of various aged boisterous youngsters all in a distinctive school uniform. They will proceed to noisily swarm all over the ship and surroundings. They will be very careful not to touch anything or any control unless a crew member or other adult says they may. Enough of the class are wearing double sets of school uniforms that each passenger child can be outfitted completely. Once so outfitted, each child will merge into the class and disappear. After the class has left, a further communication will be received thanking for the tour and giving an agreed-upon all-clear sign.

Successful completion of this mission will indicate to the Rebels that the player group can be trusted.

Jon	(65596 - )	14	Male
Kim	(45495 - )	12	Female
Sal	(45474 - )	11	Female
Max	(24354 - )	10	Male
Freddi	(24363 - )	8	Male
Tim	(14352 - )	6	Male



## Tancred IV

The 4th position in the Tancred system is occupied by a gas giant of diameter and its family of seven satellites and four rings. All human activity is centered on the 5th moon, an 800km (480 mi) diameter chunk of rock with Atmosphere and Water O (some ice deposits exist). Installations include a class C spaceport, a refueling installation and a Scept Base.

The refinery is run by Jaload Mersl, assisted by two shuttle pilots and 8 ground workers. Using a fleet of 6 military surplus scoop-mounted shuttles, 1-3 which are operational at any one time, they skim the surface of the Gas Giant, and return, rapidly unloading the raw fuel into a series of caverns which have been sealed with plastic liners. The quantity of fuel refined ranges from 5-800 tons per day, with 2-5000 tons in storage.

Immediately adjacent to the refinery is a small ship repair service run by Faavor Pertinor and two assistants. They are quite good at their jobs, but the lack of proper facilities limits their repair capability. They can improvise a temporary repair to any malfunctioning piece of equipment on a roll of 8+. Crewmembers assisting add a DM of one-half of their Electronic, Mechanical, and Engineering skills.

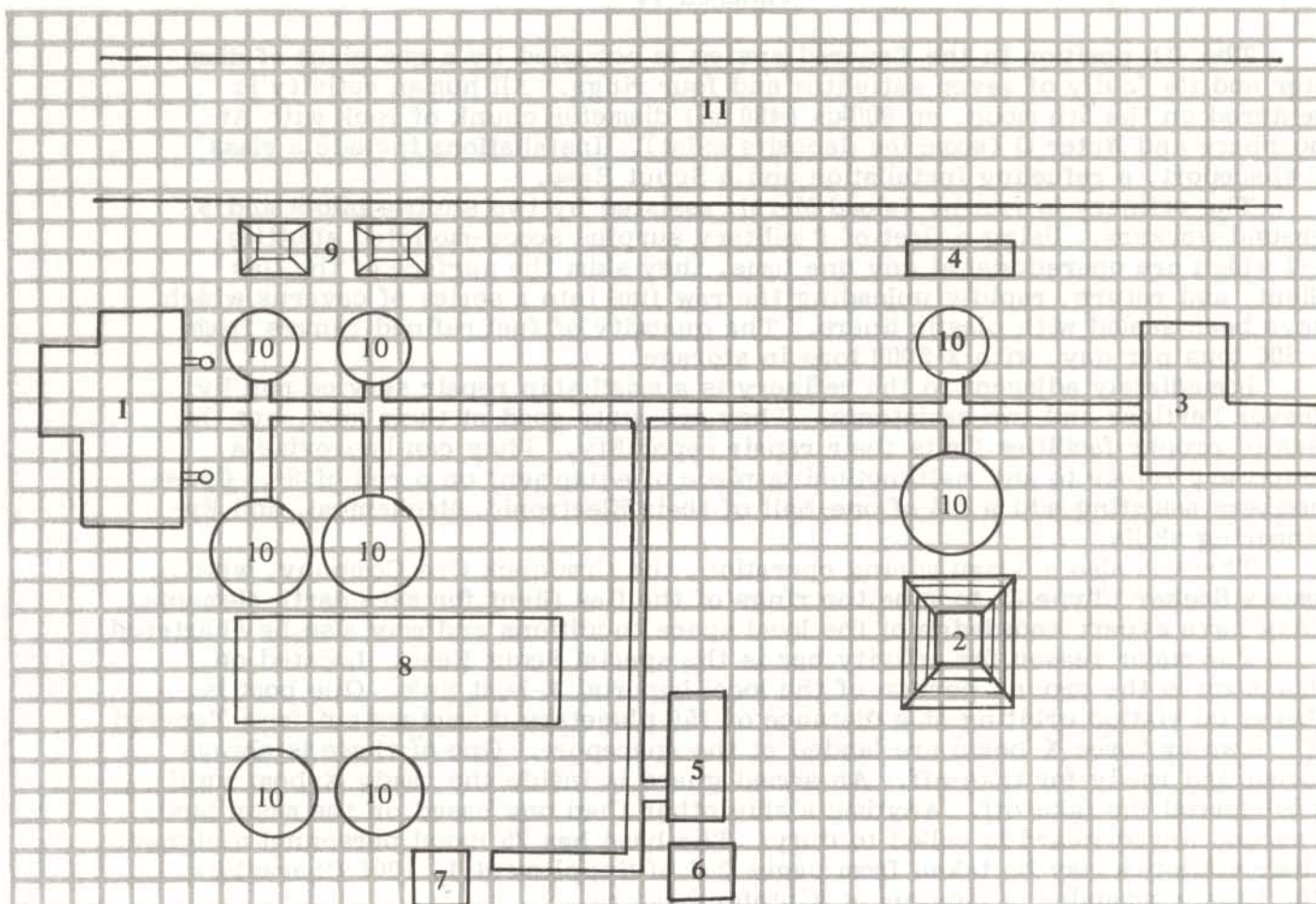
There is also a 3 man mining operation, the Craddock Ore Company, which uses a Seeker (Type J) to mine the rings of the Gas Giant for rare earth elements. They have expert knowledge of the local space conditions and may also be chartered.

The major reason for activity here is the special Scout Base. Located on this moon is the ground portion of the local Imperial X-boat link. One boat is always on station orbiting at a distance of 150 planetary diameters out from Tancred IV. Two or three X-boats are landed at the spaceport. One of these is always fueled and ready for take-off. An armed guard is inside the ready X-boat until it is cleared for take-off. Anytime a ship other than one based on the moon lands, a second armed guard is called to duty. The base has 25 naval personnel assigned. Their statistics may be taken from pages 2-7 of Supplement 1, 1001 Characters. The base commander is Lieutenant Kintofer Nemaka.

Kintofer Nemaka	458B96	Pilot-1, Admin-1, Navigation-1, Shotgun-1
Jaload Mersl	868966	Shuttle-3, Mech1, Vacc Suit 1
Faavor Pertinos	CA8467	Mech 3, Electronic-1, Shipboat-1, Vacc Suit-1
Erkos Morendian	785A76	Bureaucrat-3, Admin-2, Comp-1
Davis Mourenduea	697668	Pilot-2, Vacc Suit-1
Brandig Santalais	895768	Prospecting-2, Vacc Suit-1, Mech-1
FranFice Longelarsh	86B788	Prospecting-1, Comp-1, Eng-1, Vacc Suit-1

Twenty double staterooms are available as temporary accommodation. They are located next to the Jaload Mersl crew facilities and are very spartan indeed.





EACH SQUARE EQUALS 25 METERS

- 1 Naval Base
- 2 Fuel Refinery
- 3 Ship Repair Facility
- 4 Landing Control
- 5 Jaloal Mersl Crew Facilities
- 6 Transient Quarters
- 7 Craddock Ore Company
- 8 Storage
- 9 X-Boat Servicing Stations
- 10 Temporary Storage Bubbles
- 11 Landing Area






## OUTREAUMER SUBSECTOR

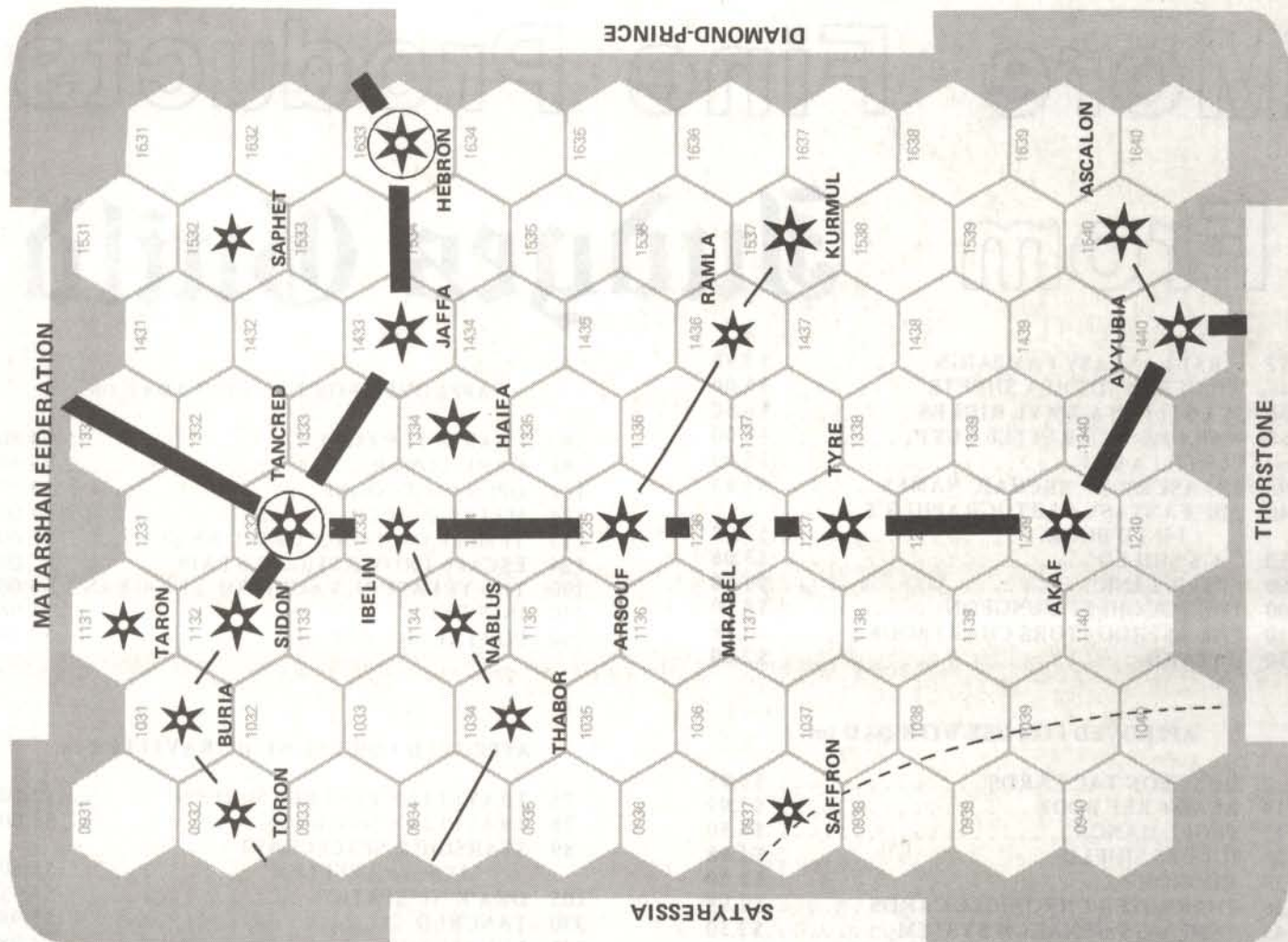
This subsector serves as a Communications Link to the often troubled border regions of Thorstone and Tri-Empire. Worlds in this area were settled primarily by colonists from the Ikhnaton Subsector. Each planet was taken by a different political or religious group. During the time of troubles, communications were lost and all worlds regressed to Tech Levels of four and under. Incorporation into the Imperium has been directed primarily by a Cadet branch of the Ley Family, currently headed by Anselm deLey, Count of Tancred at the subsector capital of Arsouf.

Because of the threat of the Syndymic Empire, Naval Bases are maintained at a fairly high level of readiness and the Subsector Navies maintain an active patrol schedule.

Name	Statistics	Remarks
Toron	0932 XABA000 0	Undeveloped
Saffron	0937 D202484 C S	Non-Industrial
Buria	1031 C000613 B	Asteroid Belt
Thabor	1034 EABA689 8	Industrial
Taron	1131 XACA000 --	Undeveloped
Sidon	1132 D588899 7 S	Rich
Nablus	1134 X000000 0	Undeveloped
Tancred	1232 B866836 7 S	Rich
Ibelin	1233 X220000 0	Undeveloped
Arsouf	1235 B9857A9 B N	Subsector Capital
Mirabel	1236 X130212 9	Non-Industrial
Tyre	1237 DA78521 A S	Agricultural
Akaf	1239 B696786 A S	Agricultural
Haifa	1334 DA46655 4 S	Agricultural
Jaffa	1433 D658844 5 S	Rich
Ramla	1436 X300000 0	Undeveloped
Ayyubid	1440 D884523 5 S	Agricultural
Saphet	1532 X130156 4	Non-Industrial
Hebron	1537 D756543 5	Agricultural
Kurmul	1540 D388437 4	Non-Industrial
Ascalon	1633 B675544 C N	Non-Industrial

The Outreaumer Subsector contains 21 Worlds with a population of 323 million. The highest populations are 8, at Sidon, Tancred, and Jaffa; the highest Tech Level is C, at Ascalon.

X-boat Route  Regular Route  Imperial Border 





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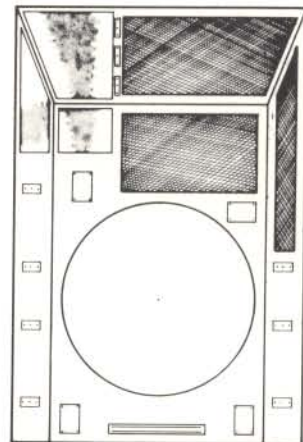
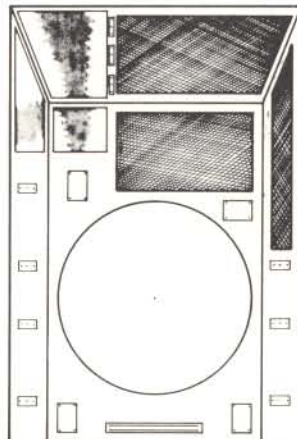
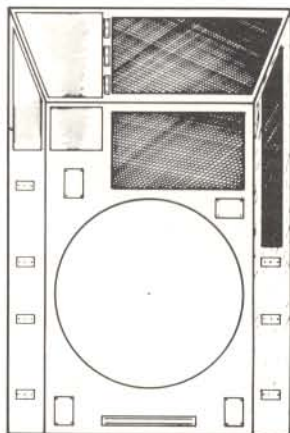
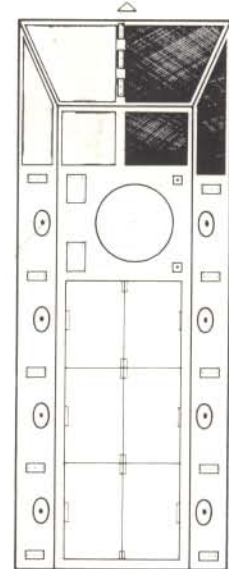
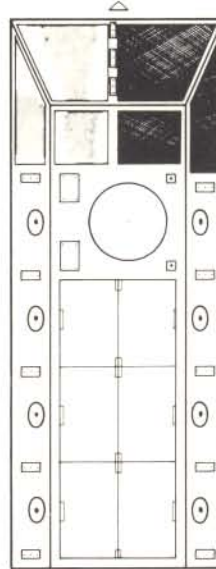
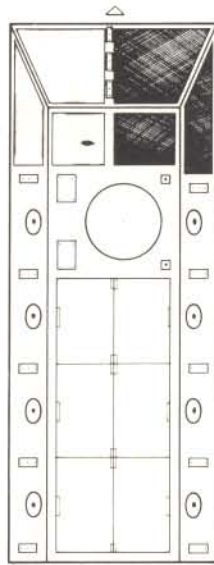
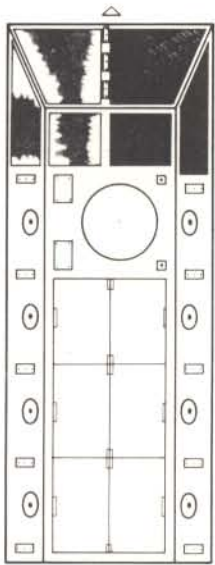
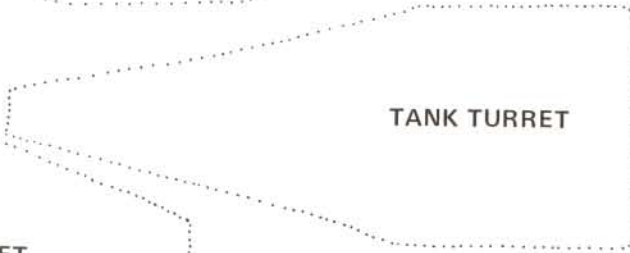
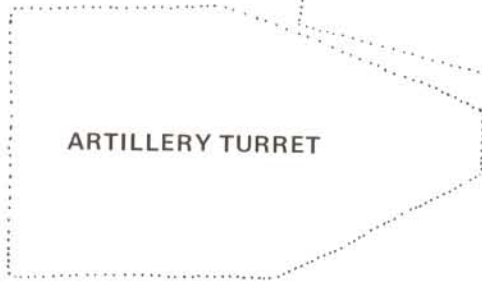
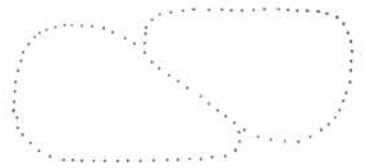
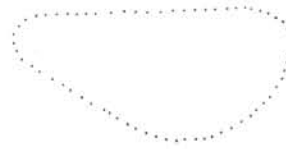
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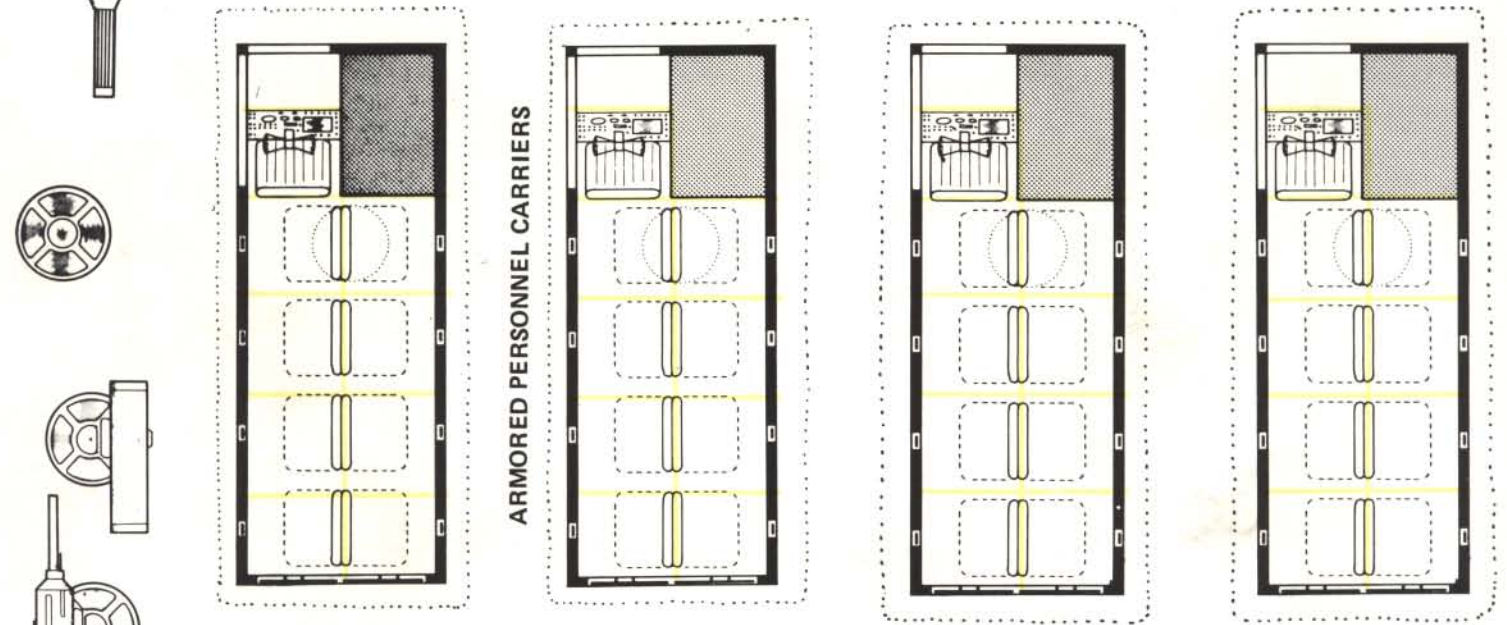
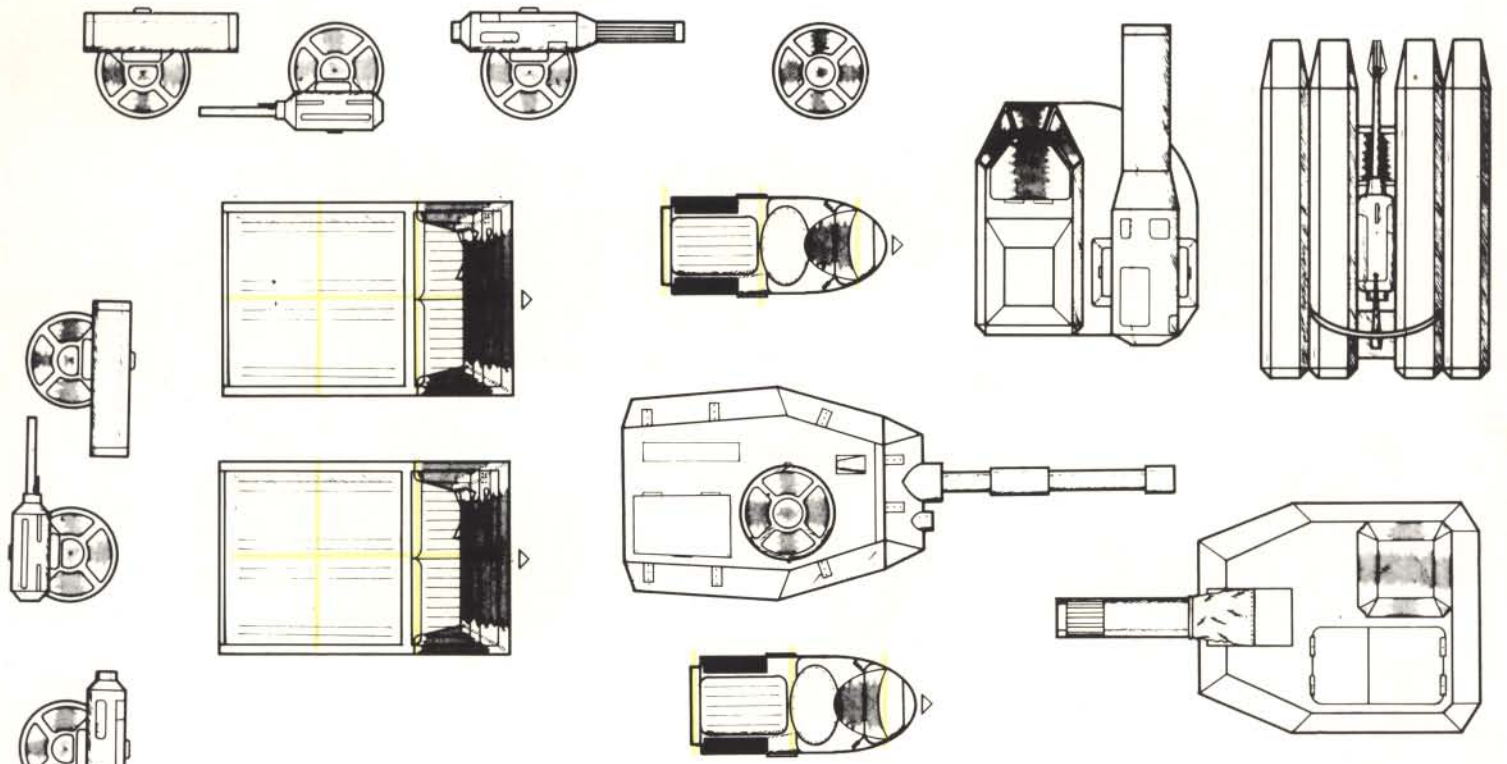
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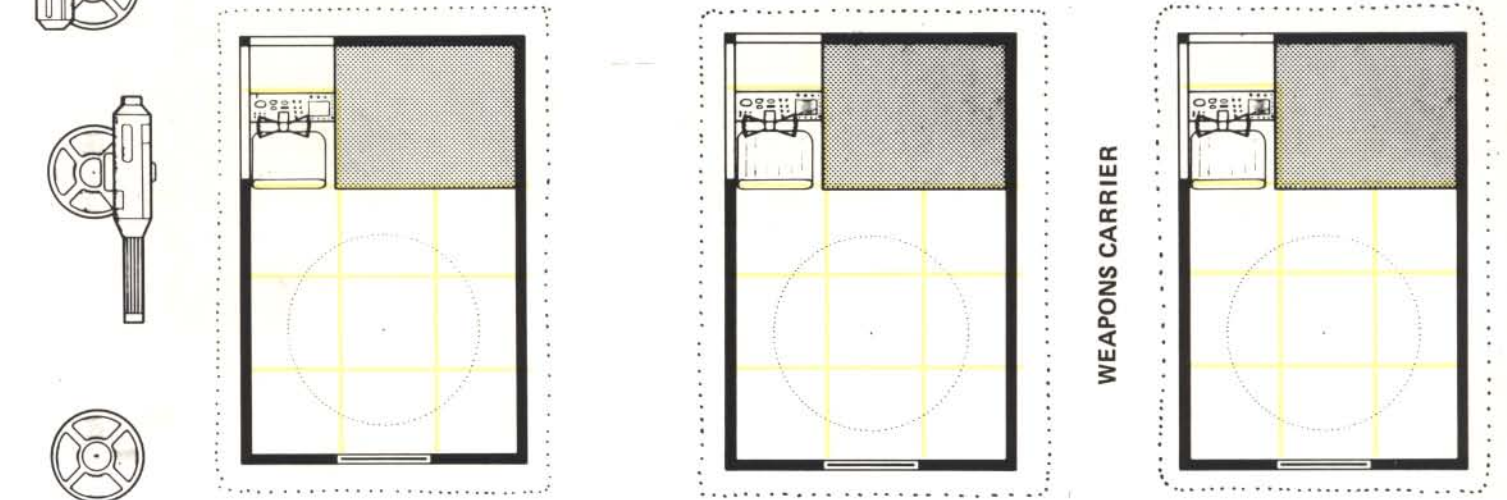


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