

MAROONED ON

GHOSTRING

Judges Guild



By **Walter & Dorothy
Bledsaw**



640
\$5.98

Science-Fiction Adventure in the Far Future

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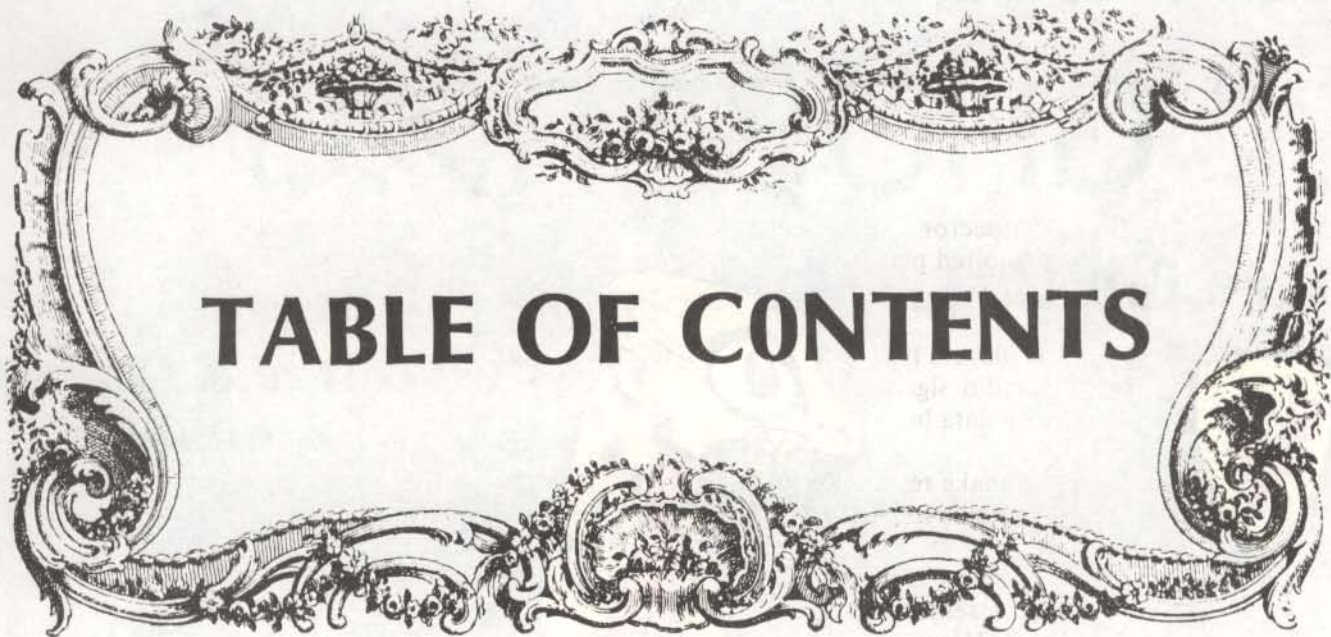


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Introductory

Marooned on Ghostring

This adventure is based on the planet Ghostring, the fourth planet of a twelve planet system named Ariadne in the Midormega Subsector of the Marantha - Alkahest Sector. The purpose is to provide a previously unexplored and unexploited planet for the player-characters. Basically, the plot goes something like this:

- 1 Due to a miss-Jump, the players find themselves in this system and are greatly surprised to discover the fourth planet emitting radio signals indicating an uncharted intelligent form of life is extant (this is not included in the survey data banks).
- 2 They decide to land and make repairs while attempting first contact with the Aliens (something illegal but highly profitable - usually). Repairs should only take two days for a complete shakedown and safety check.
- 3 The primary and backup essential tool necessary for repairs is discovered to be damaged by improper storage (broken webbing). However, all is not lost says the Science Officer (Engineer, or other equivalent), if they can journey to one of the planet's cities where an oscillator transmitter should be available. Otherwise, they must build one from scratch by scrapping other pieces of equipment which could take up to seven weeks.

Should the players decide to avoid first contact, their data will still be much improved if they land (not being a fully equipped Survey Ship) and therefore worth twice as much. This data collection procedure will take one week to complete.

The form included must be filled out and approved by the Imperial Government before new survey data can be sold on the open market. Of course, the government obtains a copy free and must collaborate the data by dispatching a Survey Ship to the system. Within four to twenty-four weeks, the data should be verified and marketable. Registration fees must be paid unless the data is sold on the black market. The value of the data should go up by 10% for each week of collection beginning at a base rate of 20,000 Credits. An Imperial grant of monopoly is possible although a bond must be posted equal in value to the equipment necessary for minimal exploitation of the whole planet . . . far beyond the resources of most corporations. Nobles are not required to post a bond, but must show receipts for the equipment.

HISTORY OF GHOSTRING

Planet - Ghostring

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Ghostring has a history of strife and struggles. From the beginning of known history, war has always caused much misery. The main cause of these situations being the different philosophies of the nation's cultures, and the unwillingness to compromise on different issues of importance to all. Among these issues are fishing rights, and possessions of outlying islands. For these reasons, Ghostring has only progressed to a Technology Level of 5 or 6; having air machines, dirigibles, ground cars, and radio, etc. Space travel is far beyond the reach of the Hawkings, thus far.

The Hawkings

The planet of Ghostring is inhabited by Hawkings. They are 1.4 meters tall, with creamy fur covering the head and thorax. Their large, protruding eyes have nictitating membranes, and they have thick, yellow tendrils at the lower corners of their mouths. These are used to hold their food, and to manipulate close objects. The Hawkings are carnivores, with sharp teeth, and their long arms end with a three digit and opposing digit on each hand; otherwise they are very humanoid. Hawkings are generally peace-loving individuals, but the different nations have conflicting philosophies, and each will fight to the death to defend their ideals. The females are slightly smaller in structure than the males, and reproduce by giving birth to their young. The life span is about fifty years. Living in family situations, like humans do, they care for their young until they are adults.

The Katharian States and the United Fiskran Republic are in league with each other for the cause of defeating the Jakfaris Confederation in a war to end all wars on Ghosting. The Jakfaris Confederation is an atheistic culture of very cruel and self-loving individuals, who would like to enslave the entire planet. The Katharian States and the United Republic are God-fearing, moral nations. However, crime has run rampant since the war, because most of the able-bodied men are fighting overseas, leaving females, the young, and the older citizens to an onslaught of gangsterism.

Fauna

The Hawkings are eager hunters, and have maintained their gaming species through conservation techniques. Among the most dangerous animals that roam the land are the Mooths and Genthros. Mountain streams shimmer with silver life, like Trap, Catret, Kit, and others for angling pleasure. There are many types of amphibians and crawling reptiles, like the Flongohead and the Ridadin, which are very poisonous. Wild birds, like the Okey, Gohco, Wuz, and Falir, fill the mountains and forests with their songs. Two animals are domesticated, and are grown for food, they are the Spiraline and the Raga.

Terrain

The Terrain on Ghosting is very earthlike, as the distance from its sun is about the same. There are no moons to effect the tides, but occasional storms do disturb the usually calm oceans. The Katharian States are great rolling plains, dotted by large hills. There is a mountain range running north and south in the center of the continent. Many rivers and lakes dot the land and many types of trees, shrubs, and flowers cover the plains. Purple grass sprouts everywhere in the summer months. The other continents are similar except for a few more mountains in the Jakfaris Confederation and less plains. The United Fiskran Republic has more high hills and low lands.

Mountains

Several Mountain ranges on Ghosting rise to a height of 1200 meters or better. There is one such range in the center of the Katharian States, and also one in the Jakfaris Confederation where an unpredictable volcanic mountain erupts periodically. These eruptions leave the ground charred with only scattered vegetation. Various trees, shrubs, and flowers adorn the mountains which offer many wild animals and songbirds shelter.

Plains

The Hawkings plant many crops on the flat plains of Ghosting. The staple food is Peel, which grows on a bladed stalk about one meter tall. Peel is the seed that is harvested from the top of a plant growing in pods. It can be ground into meal when dried or eaten fresh from the stalk. Many rivers flowing throughout the plains provide ample water supply for irrigation.

Flora

Plant life on Ghosting is abundant, with varied vegetation found at all altitudes. There are many varieties of native hardwood and softwood trees. In the mountains are Hemtlars, Vals, Cort, and the giant Blere standing majestically skyward. Makee and Rogi are found at lower altitudes. Purple foliage covers the plains and adds to the beauty of Ghosting.

Oceans

The oceans cover three fourths of the planet, with the 60' waters containing a wide variety of vegetation. Varieties of yellow and red seaweed ranging from short grasses to tall gigantic floating structures are found here. Thousands of well developed marine life forms a variety of shapes, color, and sizes; from a small centimeter to a two ton whaler shellfish provide the Hawkings with an array of seafood.

Meteorological

The weather patterns vary from winter to summer. The average temperature in summer is 80 degrees, and in winter is 20 degrees to 40 degrees below zero. The northern part of the planet is colder than the southern, and annual precipitation ranges from 3.5 inches to more than 109 inches in the northwest part of Ghosting. Distance to the sun is about 92,000,000 miles. The oceans are generally calm because Ghosting has no moon to agitate the tides.

KATHARIAN STATES

Capital - New Carthos

Continent - Zortigion

- | | | | |
|----|--|----|----------------------------------|
| 1 | Central Control | 15 | Barge's Florist Shop |
| 2 | Investigation and Prosecution | 16 | New Carthos Club |
| 3 | Ghostring Bank | 17 | Shipping Yard and Dock |
| 4 | Security Patrol Building | 18 | Carthos Woodmill |
| 5 | Healing Edifice | 19 | Kred's Butcher Shop |
| 6 | Crematory | 20 | Jipnees Soft Ware |
| 7 | Intelligence Promotion | 21 | New Carthos Broadcasting Station |
| 8 | New Carthos Enlightenment | 22 | General Supply Buildings |
| 9 | Depot | 23 | Kinkey's Shoe Shine Stand |
| 10 | Energy Cars | 24 | Slats Pawn Shop |
| 11 | Senzor's Personal Wheels, New and Used | 25 | Zeelow's Game Parlor |
| 12 | Temporary Living Center | 26 | Marz Home Necessities |
| 13 | Lenorve's Movement Studio | 27 | Shoe Store |
| 14 | Improved Appearance | 28 | Defense Training |

Katharian States

The Katharian States occupy the Zortigion Continent and is the only democracy on Ghostring. It has a land mass of approximately 700,000 sq. kilometers, with great rolling plains dotted with hills and many rivers, and fresh water lakes. A large mountain range rises with peaks as high as four kilometers. A gigantic railway system carries cargoes of food, building materials, chemicals, and other products. The train engines operate by "Mistic Rock", which creates steam for power. "Mistic Rock" is mined in the mountainous region and extensively used for powering vehicles of all types. When mixed with water and other chemicals it creates heat energy. Climate here is seasonable. Northern winters are a bitter 20 degrees below zero and southern winters are a moderate 40 degrees. In the spring, this land comes to life with an abundance of trees and shrubs and fields of purple grass. Many crops are grown for food and used for export.

New Carthos

New Carthos is the capital of the Katharian States, it is a port, and the largest city. A great amount of importing and exporting goes on here. The war that has been going on has made shipping a risky, but necessary and profitable business. The Jakfaris Confederation destroys shipping by using missiles launched from underwater vessels.

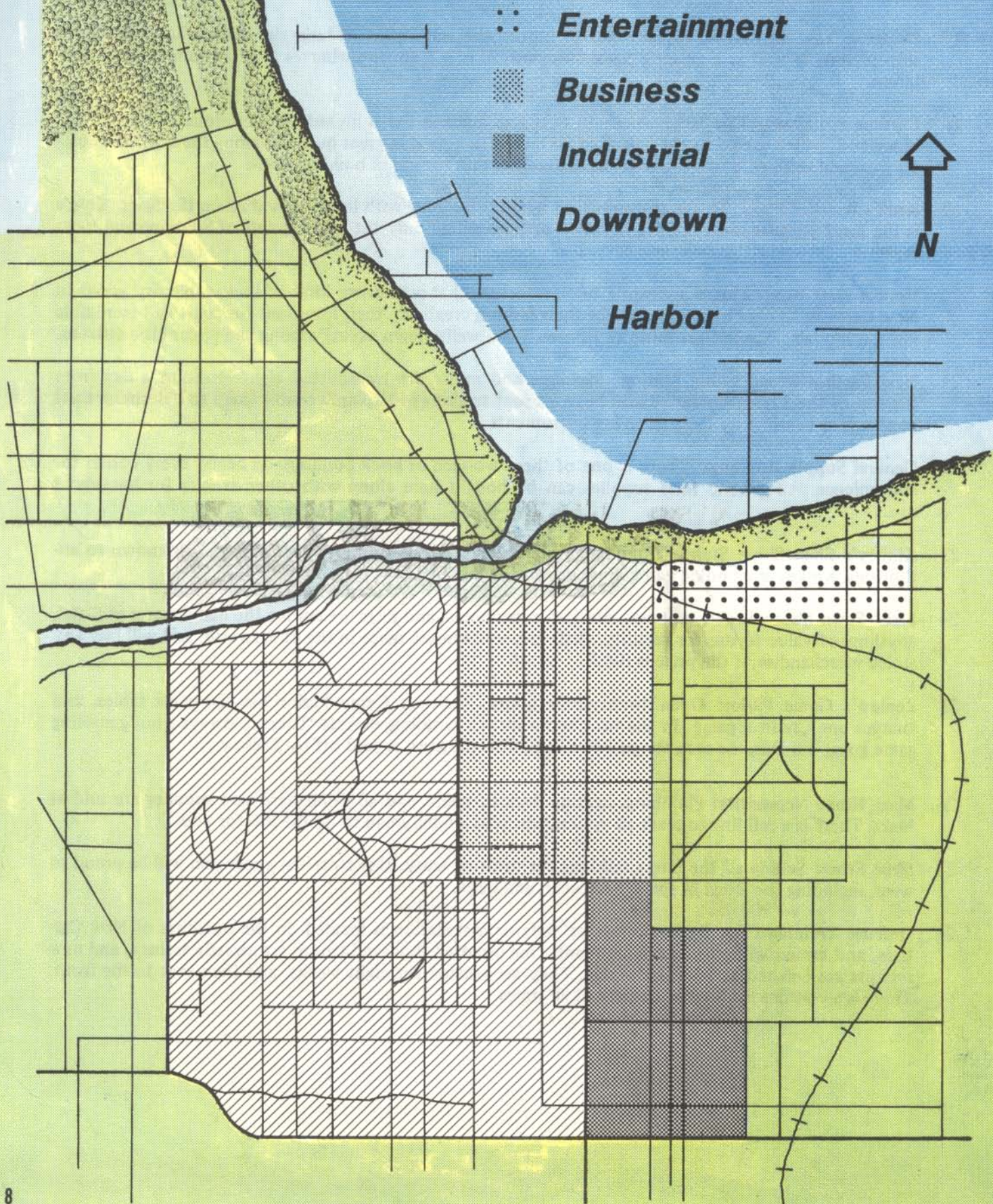
Executive authority in the city is vested in officials elected from the city's wards. The thriving metropolis of New Carthos has about fifteen radio broadcasting stations, an extensive pack system, and a wide variety of recreational facilities. Little attention is paid to the growing corruption in the government due to the war, and New Carthos has become wide open to much strife and gang-rule.

- 1 **Central Control:** This is a large stone structure covering about one square kilometer and is used as a center for administering the government. Located in the center of New Carthos, it houses the two groups of legislators. The Senate having 250 members, and the Representative having 210. New laws must pass both bodies and then be approved by the President.
- 2 **Investigation and Prosecution:** A large impressive structure made of stone and glass, it is the head office of a gigantic organization, which conducts criminal investigations and brings offenders before the courts of law. Illegal liquor, white slave traffic, gambling, and racketeering are investigated here along with foreign spies and espionage cases.
- 3 **Ghostring Bank:** This gigantic elaborate structure on Front Street is the World Bank of New Carthos. Here, all of the financial transactions with other cities and nations take place. There are 50 teller windows, and 30 vaults; 2 meters high with time locked doors. Another vault room containing lock-boxes is enclosed with bullet-proof glass, with 250 guards, and I and P men who are on duty at all times.

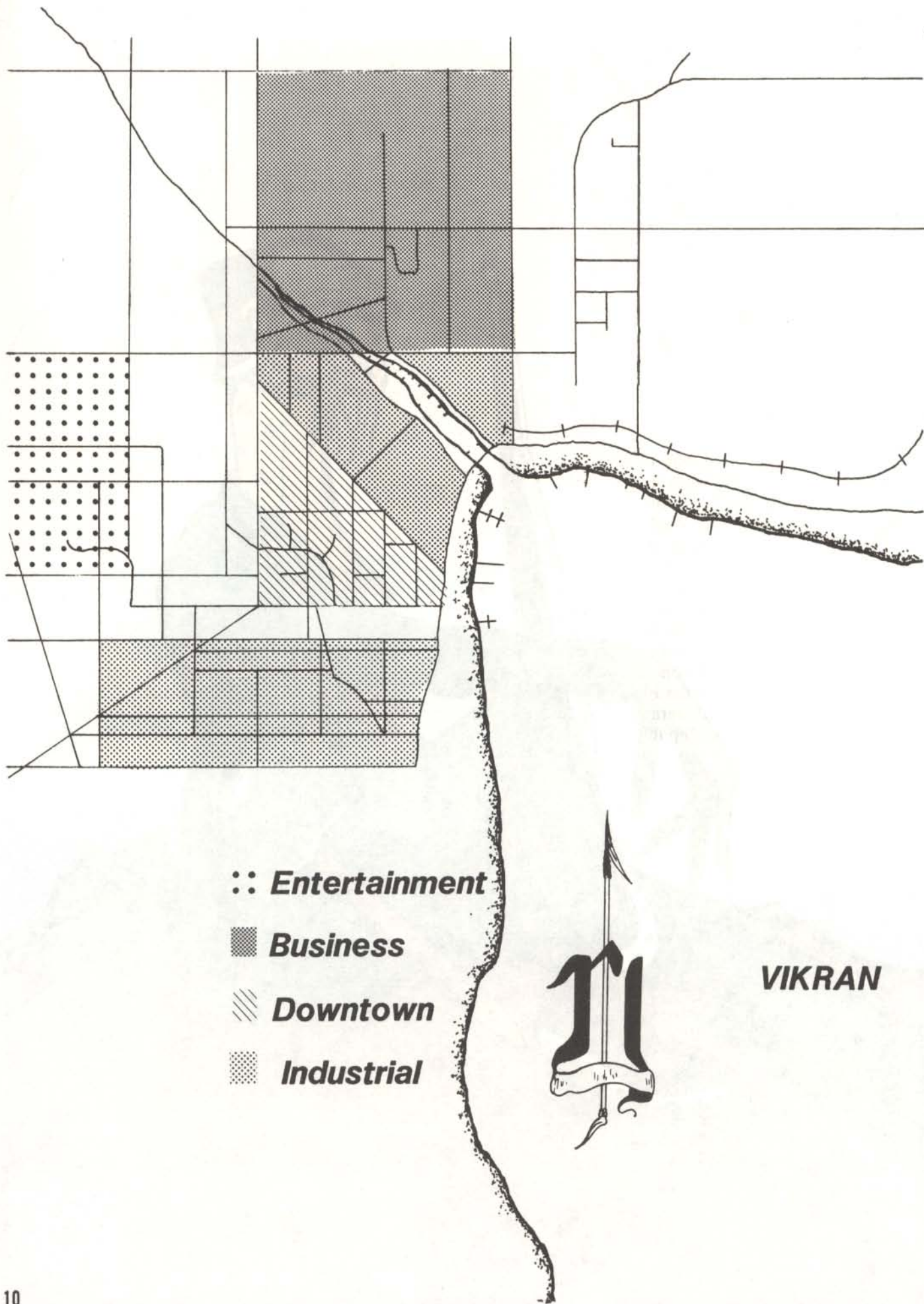
- 4 **Security Patrol Building:** A security patrol force of 5000 security police guard the city against crime, but most crimes evade them. Justice rooms for trials and convictions are found here, along with facilities to house 10,000 prisoners.
- 5 **Healing Edifice:** This beautiful building is made of red granite and white marble. It is located on Third Street, and contains the best and most advanced medical equipment research has to offer. There are three-thousand beds available to patients, many of whom are war casualties.
- 6 **Crematory:** The standard way of disposing of bodies is by cremation. Farewell services are held at one of the beautiful chapels where all bodies are prepared. The ashes are then sealed in jars, and stored or given to relatives.
- 7 **Intelligence Promotion:** Intelligence Promotion is the institution of higher learning on Katharian. Law, medicine, and other professions of high skill are taught to wealthy citizens here. Only the gifted or the rich are allowed to study here.
- 8 **New Carthos Enlightenment:** In the Katharian States, citizens are more spiritual-minded and moral than in the other countries. Large, beautiful places of worship can be found in every city, with New Carthos Enlightenment being the largest and most beautiful of them all. The structure is made of white marble and red granite, and expertly designed from hand-carved hardwoods. The structure can seat five thousand. There is a large round stage in the center for lecturing and performing religious rituals for the most holy.
- 9 **Depot:** Citizens are transported from city to city by engine-powered trains, using "Mistic Rock" as an energy source to heat water and create steam. Trains arrive at, and depart from, New Carthos every hour, carrying passengers and cargo.
- 10 **Energy Cars:** In the middle of the city, on First Street, is the energy car center. Energy cars are used for travel throughout the city on tracks which run down the center of the streets, leaving the sides of the streets clear for other vehicles. The energy car is a very efficient means of transportation, and a most enjoyable ride.
- 11 **Senzor's Personal Wheels, New and Used:** Personal wheels are used by citizens for convenient travel. Powered by "Mistic Rock", this is a most popular vehicle, because it is virtually noise-free, smooth riding, and can be purchased for as little as 1,000 Credits. They can be customized with bullet-proof glass and other life-saving features. All used wheels are guaranteed for one hundred thousand Kilometers.
- 12 **Temporary Living Center:** This large, luxurious center is fifty levels high, and is the tallest building on Ghosting. All foreign dignitaries and wealthy citizens stay here when visiting New Carthos. A large restaurant, lounges, and theaters, grace the center's floors. Entertainers brought in from far and near add to the pleasurable atmosphere. The Radio Broadcasting Station is located on the top floor of the Living Center.
- 13 **Lenorve's Movement Studio:** Many citizens love to move, and Lenorve's dance studio is the best place to learn how. Individuals come here to practice their talents, and to enjoy an evening of lounging and listening to the music. Refreshments and food are available. Stage shows are among the enjoyable adventures to experience here at Lenorve's.
- 14 **Improved Appearance:** All Hawkings get the fur on top of their heads trimmed. Fur conditioners are used on both the head and the neck. Females get their fur curled, and their digits manicured and painted bright colors. Other grooming accessories can be bought here as well. Good grooming is important to the Katharian Hawkings.
- 15 **Barg's Florist Shop:** The citizens of New Carthos enjoy giving flowers, and many florist shops do a thriving business in the city. Barge is the proprietor of this, the largest flower shop in the city, located on Fifth Street. Unbeknownst to the authorities, this is the head of the syndicate in New Carthos. Liquor, numbers games, prostitution, gambling, and white slavery are but a few of Barge's favorite pastimes.

- 16 **New Carthos Club:** Although alcoholic drinks are illegal in the Katharian States, many hush clubs exist in New Carthos. Set up as innocent-looking social clubs, their purpose is the selling of illegal liquor, made in the homes of gangsters. The income keeps the large crime syndicate together. This club is the largest in New Carthos.
- 17 **Shipping Yard and Dock:** Great wharves border the waterfront. A large dry-dock is found here for ship repairs, as well as a gigantic naval shipyard. Across from the wharves is an enormous vast warehouse.
- 18 **Carthos Woodmill:** This large woodmill cuts logs used in the shipyard. A coniferous tree called the bluewood, which grows to the height of 90 meters, is found in great quantity along the northern coastal area, and shipped down the coast to the lumber mill for use in building ships.
- 19 **Kred's Butcher Shop:** This is an extra-clean wooden building with lots of saw dust on the floor. Kred's is the most popular meat market in New Carthos, selling only the freshest cuts of Spiruline and Rago meat.
- 20 **Jipnees Soft Ware:** This is a gigantic brick structure that sells every kind of imaginable dry goods in New Carthos. Jipnees is well known for their fashion creations, their luxurious fur coats and incredible fashion models. "I must get mine at Jipnees," is a well-known saying among the upper class citizens.
- 21 **New Carthos Broadcasting Station:** Messages and music are transmitted eighteen hours a day from the top of the Living Center. Radio beacons sent to ships or airplanes enable them to determine their positions or bearings by their receiving instruments.
- 22 **General Supply Buildings:** There is one of these wooden or brick buildings on nearly every corner for convenience. All general food supplies can be bought here along with other articles for household use.
- 23 **Kinkey's Shoe Shine Stand:** The outside of Kinkey's has seating for three citizens. Unknown to authorities, Kinkey is a bookie and a numbers runner.
- 24 **Slats' Pawn Shop:** Jewels, watches, musical instruments, and rings are among the many wares at Slats', anything of value to use for security. Slats is a well-known fence in the underworld, and will buy any stolen merchandise, if the price is right.
- 25 **Zeelow's Game Parlor:** Open twenty-four hours, Zeelow's Game Parlor has six game tables, and charges one Credit a game. In the back room are ten gambling devices. There is always a hot gambling game going on. Dar, the security guard, who patrols the area, is paid off by Zeelow.
- 26 **Marz Home Necessities:** Plumbing, heating devices, paint, and all other hardware supplies are sold at Marz. There is a full line to meet all your needs, plus a handyman to do the job for you.
- 27 **Shoe Store:** Selling all the latest fashions for dress or work, this store has shoes you will be proud to wear, including the latest in spats, neckwear, and belts.
- 28 **Defense Training:** The Katharian States' defense installation is located on the outskirts of New Carthos, and armed with the best equipment. One hundred thousand troops are already trained, and new recruits are enlisted at 16 years of age. They are trained for eight weeks, and then sent to the front. There is a continuous flow of trainees at all times.

NEW CARTHOS







:: **Entertainment**

 **Business**

 **Downtown**

 **Industrial**



VIKRAN

UNITED FISKRAN REPUBLIC

Capital - Vikran
Planet - Ghostring

- | | | | |
|----|--------------------------|----|---------------------------------|
| 1 | Institution of Knowledge | 11 | Vikran Healing and Revitalizing |
| 2 | Vikran Memorial | 12 | Vikran Train Station |
| 3 | Vikran Security Bank | 13 | Genots Gems and Treasures |
| 4 | High Court | 14 | Home Necessities |
| 5 | Vikran Night Diversion | 15 | Body Building |
| 6 | Port of Vikran | 16 | Zelies Dance and Lounge |
| 7 | Peel Grain Mill | 17 | Museum of Vikran |
| 8 | Industries | 18 | Klao Furnishings |
| 9 | Law Enforcing Edifice | 19 | Aggus Shoe and Cobbler |
| 10 | Gazor's Cock Fight | 20 | Military Corp. -(Large) |

United Fiskran Republic Vikran

The United Fiskran Republic is comparatively small, about 159,000 sq. Km. Fiskran has highlands in the west and north, and lowlands in the south and east. The country is highly industrial, and exports many products. There is a network of connecting waterways and canals throughout the country for moving materials from place to place, although most of this has been done by rail in the last century. The climate is moderate due to the surrounding seas, with winds blowing from the southwest in the winter, and from the west in the summer. Bright sunshine, and then rain may occur in rapid succession. It never gets colder than 20 degrees centigrade. The southern part of the country is a mining center. "Mistic Rock" is mined here, under heavy security, due to its unusual properties.

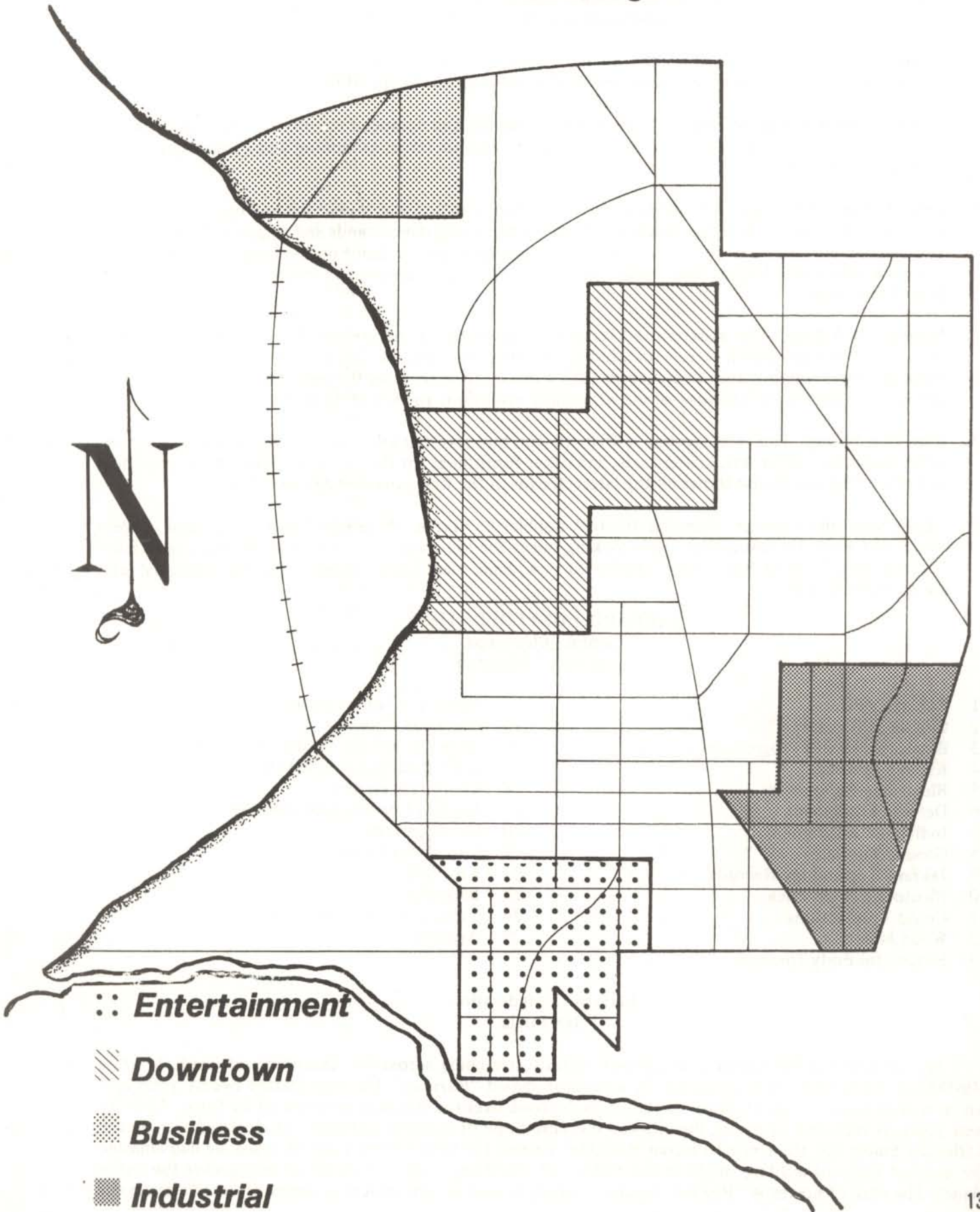
Vikran is the capital and the largest city in the United Fiskran Republic. It is also the leading seaport, and an industrial and cultural center. Seven million inhabitants live in the city. The court and government headquarters are located in Cicron Square, next to the war monument. Mala Palace is the official residence of the Prime Minister. The United Fiskran Republic is in an alliance with the Katharian States, and they are at war with the Jakfaris Confederation. Many troops from the Katharian States are stationed here in the southern part of the Fiskran Republic. Many say there will be a gigantic invasion of the Jakfaris Confederation soon.

Military service in the Fiskran Republic is still voluntary, because the citizens are strongly patriotic. The army totals 150,000 in all, but their devotion to their country makes for excellent Fighters. The bulk of the troops are stationed close to Vikran where most of the new recruits are trained. Eight hundred barracks for 150 troops are spread over a large area next to the ocean. Housing for at least 50 officers, and their families, is in the Vikran suburbs.

- 1 A large stone edifice 60 meters by 80 meters contains the offices of the armed service. This includes the naval structure as well as air defense, and is a very active place.
- 2 "Mistic Rock" powers the steam engines to generate power for the installations (three in all). Operated by five personnel, it is also guarded by 50 troops.
- 3 One large wood frame structure sits next to the air field for all flyers as well as dirigible reconnaissance men. The air field is 200 meters by 100 meters.
- 4 Two-hundred armored trucks, 150 tanks and many ground cars for quick access to personnel. An armory containing 10,000 automatic rifles, 3,000 hand guns, 800 mortars, 400 artillery pieces as well. Also, 10,000 underwater missiles to arm amphibious craft to sink enemy ships.

- 1 **Institute of Knowledge:** This co-educational, government-supported institution meets the educational needs of the middle class who desire education in the arts, sciences, or medicine. Until this college was erected, only the rich or gifted were qualified for admission to the institutions of higher learning.
- 2 **Vikran Memorial:** Vikran Memorial is a national shrine, and the final resting place for Statesmen, Scientists, and other great leaders of the past and present. Large marble statues of great leaders adorn the memorial, and their ashes are sealed here in marble vaults.
- 3 **Vikran Security Bank:** Many companies do their business transactions here. This ten-story building made of stone and steel is guarded by two hundred and fifty security guards with automatic weapons. There is a gigantic vault with a time lock and walls three meters thick, that hides valuable deposits of precious stones, gold, and millions of Credits. One hundred smaller vaults are used for personal belongings. There are fifty teller windows to take care of business transactions inside of the bank.
- 4 **High Court:** The High Court building stands next to the government building in Cicron Square. Rising eight stories, this edifice is 60 meters by 80 meters. All criminal cases are tried here, usually by a jury trial. The judges are known for their stand on "Justice to All." Civil disputes are also settled here.
- 5 **Vikran's Night Diversions:** Vikran's night life congregates in the west end of town. The streets are brightly lit all night long. Many of the theaters are located here, as well as liquor lounges, gambling halls, clip joints, dance halls, and the red light district. Exotic restaurants, health clubs, and other entertainment abound.
- 6 **Port of Vikran:** The tidal estuary of the Dawz River extends about fifty kilometers inland to the center of Vikran, where the largest vessels dock. There are wharves from the pool of Vikran up to the Vikran bridge. Small boats and barges move products inland, helping to handle foreign trade more efficiently.
- 7 **Peel Grain Mill:** There are many food processing plants along the Dawz River. One such plant is the gigantic peel grain mill that makes table flour. Grain for livestock feed is also produced here.
- 8 **Industries:** Vikran industries include clothing, furniture, printing, light machinery, and a great number of consumer goods, making a great number of jobs for citizens not fighting in the war. Many females work in these factories, while most of the males are away fighting in the war.
- 9 **Law Enforcing Edifice:** This stone edifice is seventy meters by fifty meters, and twelve stories high. The basement level contains three hundred jail cells used for minor law violators, two prisoners per cell. The tenth level has the same layout, but with stronger security measures for more serious violators. Seven hundred police patrol the streets on foot and in motor cars. Four hundred and fifty detectives and undercover men investigate crimes. The rest of the building is rented out for office space to the citizens of Vikran.
- 10 **Gazor's Cock Fights:** On the waterfront is a large building that houses the cock fights. Liquor flows like water, and many Credits change hands here, as the handlers bring their champions to fight. Gazor has many cocks of his own, and gets a cut on every bet.
- 11 **Vikran Healing and Revitalizing:** A beautiful, large brick edifice in the center of the city, where medical research goes on and new discoveries are made, its main function is to aid and support the medical profession, and to give care to the sick and injured. This healing center has ten levels, with seventy-five hundred beds, large operation rooms, and physicians' and nurses' quarters. It is also equipped with the latest in drugs and hospital equipment.
- 12 **Vikran Train Station:** Steam engines are used to pull up to one hundred box cars or passenger coaches. The railroad system ties the country together. Vikran station is located close to Port Vikran, and distributes goods from the port throughout the United Fiskan Republic. Beautiful coaches carry passengers in the fast-moving trains. Rates are low, because "Mistic Rock" is a cheap source of power.

Bleutorgia



- 13 **Genots Gems and Treasure:** In the United Fiskran Republic, jewelry is a big business; time pieces, rings, necklaces, silver, and gold trinkets are arrayed here, along with precious stones, for the wealthy. Many couples come to Vikran to get married, and purchase ornate wedding rings here. Genots has ten security guards with automatic weapons for guarding the establishment.
- 14 **Home Necessities:** Appliances for the home, cleaning machines, refrigerators, and small appliances, as well as lawn groomers, locks, and lawn and gardening tools can be found here.
- 15 **Vikran Body Building:** Vikran body building is designed and equipped for physical training activities. Many citizens of Vikran work out daily at weights, indoor track, swimming and gymnastics. Youth clubs also meet here.
- 16 **Zelies Dance and Lounge:** A beautiful hostess will greet you and check your hat and coat, or any other personal items you are carrying. In the main ballroom, several dance bands and singers will perform for your enjoyment. You can eat, drink, watch a good floor show, or dance on the large dance floor. You can even take dance lessons here, while the large, mirrored globe spins on the ceiling, reflecting lights around the room.
- 17 **Museum of Vikran:** The museum of Vikran is an adventure in enjoyment. There are mummified remains of monarchs, which were excavated from below the city, on display here, along with the treasures that were found within their tombs. Skeletons of monsters from the past can be seen, and memorabilia from the nation's history, along with many inventions and scientific discoveries.
- 18 **Klao Furnishings:** This is an unusual, efficiently-run business that sells radios, cabinets, mirrors, chairs, bedroom suites, parlor sets, kitchen sets, and other furnishings for the home. The large display window in front of the warehouse shows all the latest designs in the fine workmanship sold here.
- 19 **Aggus Shoe and Cobbler:** Aggus is the best cobbler in Vikran. He repairs boots, shoes, and slippers while you wait. He learned his trade making boots for the army. Five young apprentices assist him. His booming business has a large display of new, hand-made shoes designed for the individual who wants the very best.

JAKFARIS CONFEDERATION

Capital - Bleutorgia
Continent - Aksenbin

- | | |
|--|--|
| <ol style="list-style-type: none"> 1 Razmen's Palace 2 Citadel of Bleutorgia 3 Bleutorgia Health Progression 4 Klayo's Ecstasies 5 Bleutorgia References 6 Defense Equipment 7 Individual Adornment 8 Ground Car Sales 9 Jakfaris Technology Records 10 Bleutorgia Necessities 11 Credit Transactions 12 Wood Materials 13 Respectful Body Disposal | <ol style="list-style-type: none"> 14 Razmen's Communications 15 Diversion Complex 16 High Knowledge Attainment Center 17 Individual Vehicle Factory 18 Bleutorgia Energy 19 Jakfaris Confederation Defense 20 Headquarters 21 Energy for Camp 22 Air Field 23 Barracks 24 Vehicle Service & Repairs 25 Armory |
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Jakfaris Confederation Bleutorgia

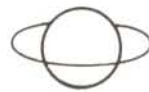
The Jakfaris Confederation is an atheistic culture stretching across the Aksenbin continent, covering 606,000 sq. kilometers. It is controlled by a dictator named "Razman". His reign started twenty years ago, when, with a relatively small group of followers, he took over the troubled government by force. After fifteen years of rule and of giving the citizens the false hope of a better economy, he declared war on the Katharian States and the United Fiskran Republic. During the prior fifteen years of peace, he had amassed the greatest force of military might in the history of Ghostring, with the intent of taking over the entire planet. The seat of power is "Razmen Square", which houses all government agencies. Razmen's castle sits

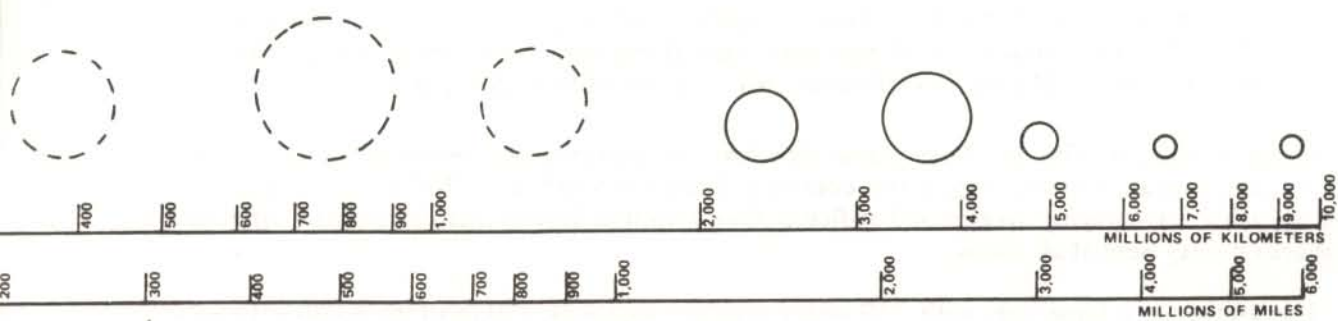
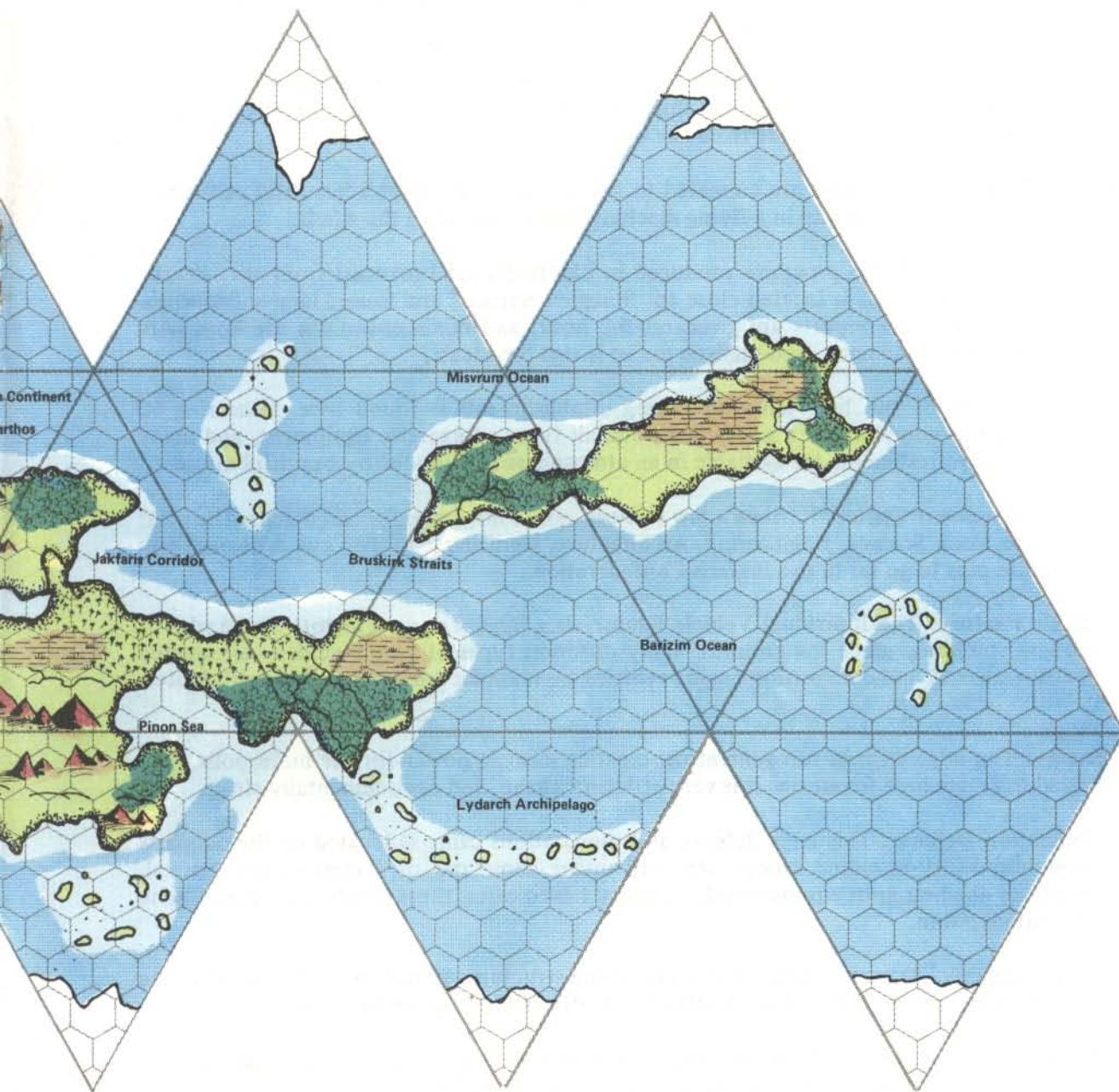
on a hill overlooking the square. He has many secret police that keep the citizens in line by fear. Ruling with an iron hand, Razmen has ordered his troops not to take prisoners, but to execute them. The only opposition to his power is a group of deserters, who have taken his two beautiful daughters hostage. They then fled to the mountains, taking with them much of the treasures of the country, including many Credits taken from the government treasury building. They are demanding a large ransom from Razmen.

- 1 **Razmen's Palace:** Razmen's palace sits majestically on a hill overlooking "Razmen Square". The castle is one hundred meters by eighty meters. Built of white marble, it is actually eight separate buildings joined by short hallways. Each building has a gold dome, with a large jeweled emblem, representing Razmen's power, rising from the highest points. Security is provided by two-hundred of his most trusted guards, armed with automatic rifles. They patrol the castle and its grounds, which are enclosed by a large stone wall, five meters high and two meters thick. A large safe, twenty meters by eighteen meters sits in an underground level of the castle. It contains about 200 million Credits. The only access to it is by a passageway in the center of Razmen's living quarters. The passage is guarded by five troops with automatic rifles.
- 2 **Citadel of Bleutorgia:** This large stone edifice, 200 meters by 180 meters, rises six levels, and contains all the chief offices of the Jakfaris Confederation. The secret police of Razmen's dictatorship occupy the first level. Second level is the control center for the top executives of the military services; army, navy, and air defense. The third level is the foreign relations center, where many foreign policies are made. Court rooms are on the fourth level, and the top two levels contain the interrogation chambers, and cells for all awaiting interrogation. Two hundred and fifty troops, armed with hand guns and automatic weapons, are here at all times.
- 3 **Bleutorgia Health Progression:** Health, nutrition, and physical fitness are stressed here, as well as preventive medicine. Two hundred highly skilled medical specialists work here. The building has a two-thousand bed capacity, a model "1" computer for use in blood analysis, x-ray machines, and the latest in Tech '6' equipment.
- 4 **Klayo's Ecstasies:** A beautiful frame structure, 40 meters by 50 meters, this building contains a dance floor, lounge, and gambling quarters. The second level has luxurious sleeping facilities, occupied by fifty female prostitutes. Rooms have secret cameras, along with listening devices, used for blackmail purposes. Many military secrets have changed hands here, for a price.
- 5 **Bleutorgia References:** Reading material for citizens can be acquired here. All material placed here must be approved by Razmen's secret police. Many "Writings of Razmen" publications are found here, along with paintings of the dictator, created to glorify him. Literature of heroic acts and history of the overthrow of the old government are also here. Most books were burned by Razmen, so that little remains of the history before the take over.
- 6 **Defense Equipment:** Any weapon, from a hand-gun to an armored truck, can be bought here. This is the headquarters of weapons sales in Bleutorgia. Many weapons are smuggled to rebels in the mountains and other outlaws. Hand-to-hand combat is also taught here.
- 7 **Individual Adornment:** A large glass show room graces the front of this stone structure, measuring 50 meters by 40 meters. Handsome, stylish apparel from all over the continent draw purchasers from near and far. Beautiful fur coats and other apparel for men and women can be bought here.
- 8 **Ground Car Sales:** Personal transportation is usually a four wheel motor car, powered by "Mistic Rock". The motor car can carry from two to six passengers, and is very quiet, and most efficient. Other cars having combustion engines as in air machines are sold here also to the more daring individuals. Motorcycles may be purchased here also.
- 9 **Jakfaris Technology Records:** Everything pertaining to the technological sciences and the industrial arts, such as warfare equipment, electronics, farming advancements, and medical sciences, are all recorded here for the citizens.
- 10 **Bleutorgia Necessities:** Many articles are sold here for home use, such as lounging sofas and chairs made of bluewood, food storing equipment, window coverings, and paintings, to name a few. Because of the war, shortages exist, and some articles have a waiting list.

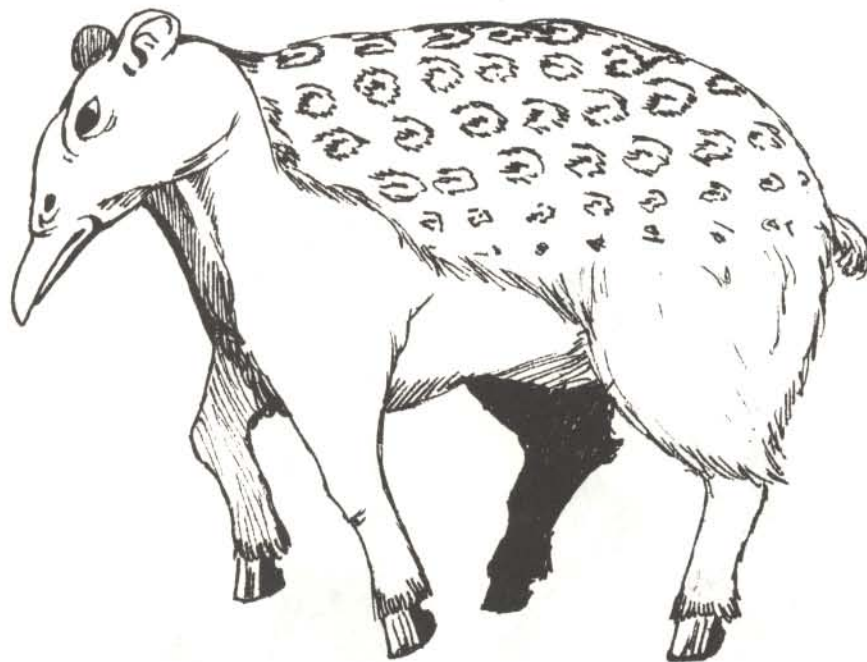


SOLAR SYSTEM CONFIGURATION



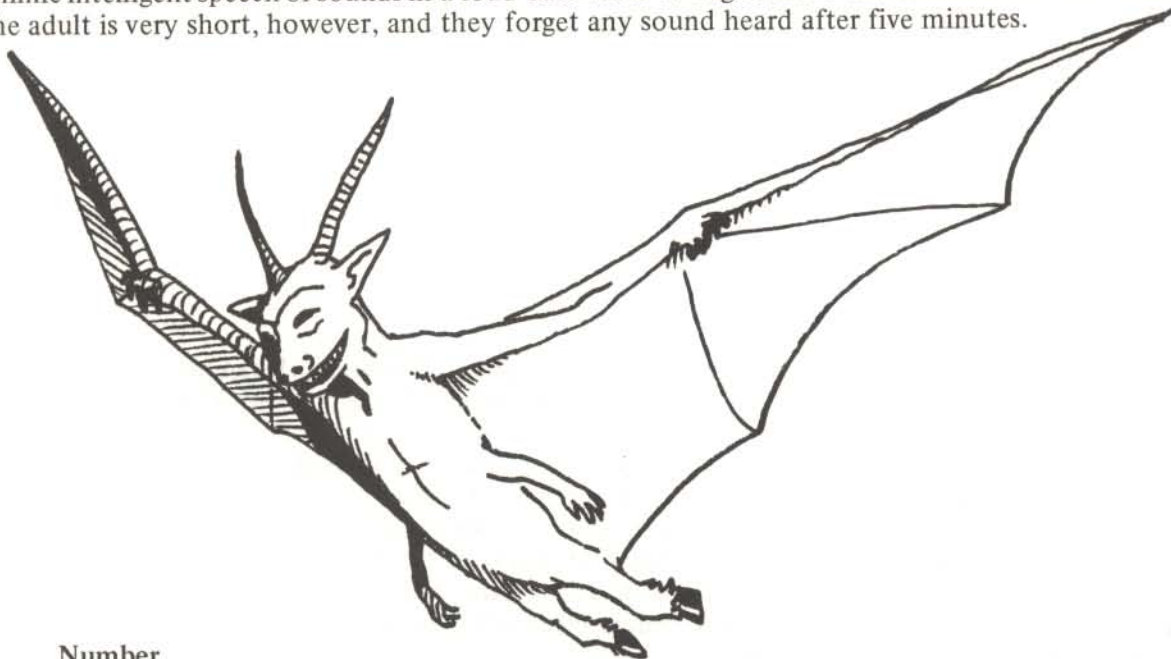


- 11 **Credit Transactions:** Credit Transactions is a large stone building, 100 meters by 80 meters. This treasure storage and transaction business is guarded by 80 security guards with hand-guns and automatic rifles. There are fifty caged windows for business transactions, and eight large vaults equipped with time-locks, and guarded by 20 security police. The vaults contain valuables worth 100 Credits. The alarm system is connected to "Razmen Square".
- 12 **Wood Materials:** Large logs are brought in from the great northern forests. After ripping them into planks, they are taken to the finishing mill. The shipyards have first choice in lumber, and the rest is used for homes and furniture. Paper is made from the waste.
- 13 **Respectful Body Disposal:** All bodies are cremated in the furnaces here after a beautiful ceremony. Ashes of the deceased are then taken up in a flying machine, and scattered to the winds.
- 14 **Razmen's Communications:** Radio programs produced in Bleutorgia are broadcast from atop nearby Azen Mountain. The station itself is located close to "Razmen Square" and is used largely for propaganda by the dictator. Weather reports are given on the hour, and communications are kept with ships at sea, and with flying machines. Nationalistic music is also broadcast.
- 15 **Diversion Complex:** One of the best tension-relieving establishments is found here. Measuring 60 meters by 50 meters, this complex has a swimming pool, all types of exercise equipment, and many games. Steam baths and refreshments are available in an atmosphere surrounded by beautiful music.
- 16 **High Knowledge Attainment Center:** Razmen's law stresses more knowledge for all citizens. The great minds gather here to teach Science, Engineering, Architecture, Medicine, and the Law. A degree from H.K.A.U. is a definite plus to go far in the Jakfaris Confederation.
- 17 **Individual Vehicle Factory:** The Individual Vehicle Factory is a large fenced-in factory at the edge of the city. Seven large buildings grace the grounds. Many different types of family vehicles are created here. Both electric-powered and combustion engine vehicles are manufactured here, along with motorcycles.
- 18 **Bleutorgia Energy:** Ten large engines run generators, creating electric power for the metropolis. "Mistic Rock" is used to create heat for steam. It is very efficient, cheap, and environmentally clean.
- 19 **Jakfaris Confederation Defense:** This large defense and preparations camp is located on the outskirts of town. One-hundred-fifty-thousand troops are here under command of Razmen's top general. Trained in the use of the best arms equipment the country has to offer, these camps are the backbone of the Jakfaris Confederation.
- 20 **Headquarters:** The headquarters of General Bulz is in a frame structure, 60 meters by 50 meters in the center of the camp. It has living quarters for 25 officers, an officers' lounge, and a kitchen.
- 21 **Energy for Camp:** Energy is generated for the camp in a stone building 25 meters by 20 meters, using "Mistic Rock" to power four large steam engines. Twenty troops guard this complex.
- 22 **Air Field:** A large air field accommodates all air machines and dirigibles. It is 500 meters by 200 meters. One hundred air machines powered with combustion engines are kept here for use in war, along with fifty dirigibles for reconnaissance. The field is guarded by 100 troops.
- 23 **Barracks:** One thousand frame barracks contain sleeping quarters for 150 troops. Two first-class leaders are confined to each barrack. All troops have combat readiness, and can be sent to the front lines at a moment's notice. Hand guns and automatic rifles are issued to each Fighter.
- 24 **Vehicle Service & Repairs:** This is a large frame structure for repairing and servicing vehicles. Everything for armored warfare is stored within this complex. There are 500 trucks, 400 armored tanks, and 350 small vehicles for carrying troops and officers. One hundred troops with automatic rifles and hand guns are on duty here at all times.
- 25 **Armory:** The armory is a large one, with 250 heavy artillery weapons, 300 mortars, 8,000 automatic rifles, 6,000 hand guns, and 50,000 grenades. There are 200 guards on duty here at all times.



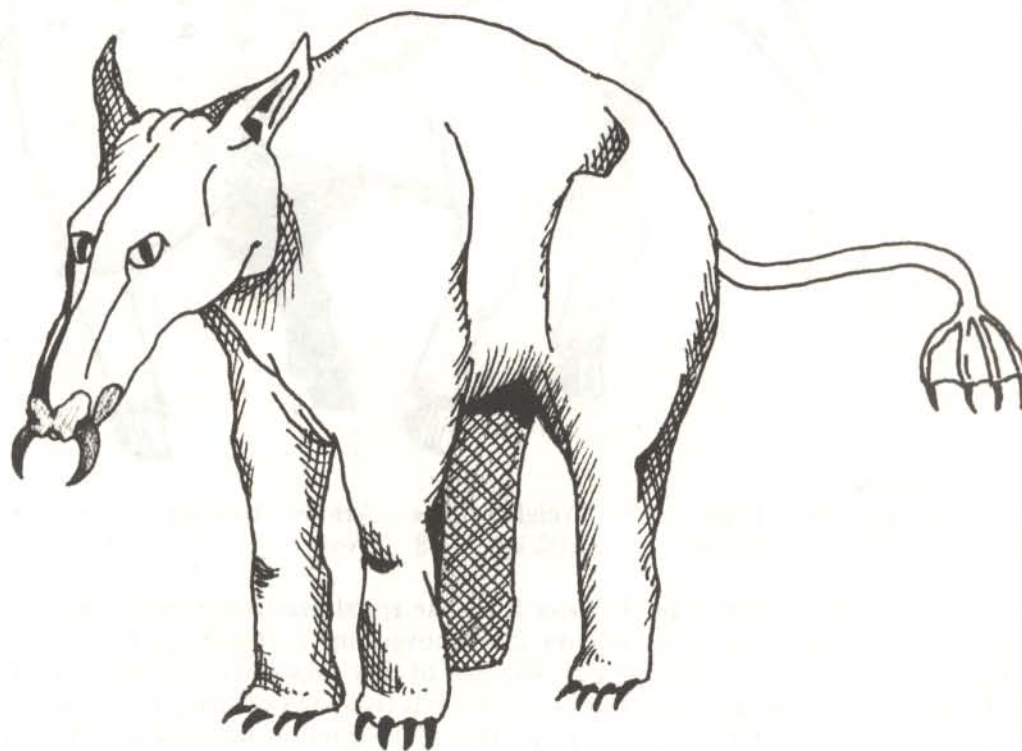
Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Spiraline	2D	Grazer	100 kg.	19/8	None	6	As Blade - 1	A8 F5 S2

The name of this domesticated animal comes from the spiral markings covering most of the tough smooth skin. The creature stands one meter tall on four hooved limbs. It gives birth once every four months in litters of two to five young called Spirlings. The pair of tiny eyes and round ears set on the top of the large head are very sensitive. The beak-like feeding orifice has two rows of sharp teeth for grinding up the insects and greenery which the Spiralines thrive upon. The adult Spiraline has very powerful vocal chords and frequently mimic intelligent speech or sounds in a loud bass voice to frighten it's natural enemies. The retention span of the adult is very short, however, and they forget any sound heard after five minutes.



Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Genthrr	3D	Flying Chaser	25 kg.	12/6	None	3	Teeth	A0 F9 S3

The Genthrr, or "Flying Terror", derives its name from its attack cry, and the rapid whirling of its fluttering wings. Two horns protrude from the top of its head, and funnel-shaped ears extend on each side of the head above the eyeline. Its slanted red eyes and snout-like smelling orifice above the devouring mouth full of long, sharp teeth, give the Genthrr a malicious aspect. The body is covered with fine hair. The strong gliding wings and two limbs with four-clawed digits to lock-grip onto its prey, make it a fierce opponent. The Genthrr's eighty-pound body is well-balanced upon two stubby, hooved legs.



Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Mooth	1 or 2	Killer	1600 kg.	27/8	As Mesh	22/18	Teeth/Claws	A6 F11 S2

Mooth are ferocious predators, which tend to hunt their territory in pairs during the warm months (the female hiding from the male in some rocky lair during her gestation period). Standing three meters tall, and four to five meters long from nose to tail, these brutes weigh up to two tons. Fang-like teeth, five-clawed digits on each of its four limbs, and four-clawed digits on the end of the Mooth's tail, make it the terror of Ghosting. Its cat-like eyes have an evil, piercing stare, which often petrifies lesser animals with fear. The body is covered with fine armored scales, three centimeters thick. It is carnivorous, and will devour anything in sight, including Hawkings.

Animal	Number Encountered	Type	Weight	Hits	Armor	Wounds	Weapons	Reaction
Raga	4D	Gatherer	25 kg.	10/7	None	5	As Blade -1	A9+ F8+ S1

The Raga stands one and one-half meters tall on three web-footed limbs. It feeds upon seeds and vegetation through two beaked eating orifices, one on each side of its head. A limb with four digits on each hand is positioned beneath each mouth on the ovoid body. The neck can twist completely around, with no discomfort, to position the single, large eye. Lacking depth perception, and with poor natural defenses, the Raga originated within a continent with few predators, and was quickly domesticated by the Hawklings. The Raga is highly prolific, laying two to four eggs per day. The hearing orifice is a slit on the back of the head, opposite the eye. The body is covered with feathers, and two breathing orifices are just below the eye on the front of the head. The Raga has two drastically atrophied wings on its back, and cannot fly. In domesticated Ragas, the wings have completely disappeared.



Military Organization

Hawklings Military Organization is very similar to corresponding Human Military Organization, although somewhat more traditional and rigid in Hierarchy.

An Infantry Division consists of around 3600 to 4000 Hawklings divided into four Rifle Regiments of 800 Hawklings each plus an attached Artillery Battalion of 400 Hawklings. Each Regiment is commanded by a Major and consists of three Rifle Companies of 200 Hawklings each and one Heavy Weapons Company of 200 Hawklings. Each Company is commanded by a Colonel and is divided into five Platoons of 40 Hawklings each. Each Platoon is commanded by a Captain and is further divided into three 10 Hawklings Squads commanded by Sergeants. The balance are Cooks, Messengers, Medics, Supply Handlers, Ministers, and Aides to the Captain.

Infantry Corps generally consist of six Infantry Divisions, one Armored Division, and one Artillery Division. Armored Corps generally consist of four Armored Divisions divided into nine Tank Battalions of 400 Hawklings and forty Tanks each. Artillery Corps generally consist of four Infantry Divisions and four Artillery Divisions divided into four Heavy Mortar, two Field Howitzer, one Heavy Howitzer, and one Congreave Rocket Battalion of 400 Hawklings and forty Tubes each. Air and Naval Corps use the terms of Wings and Fleets in lieu of "divisions" to describe similiar organizational breakdowns. There is no corresponding branch of the Navy designated as Marines, the Army having always assumed that role. Trench warfare is prevalent.

	Katharian States	Fiskran Republics	Jakfaris Confederation
Derigible Corps	1	1	2
Bi-Plane Corps	2	1	4
Infantry Corps	14	17	38
Armored Corps	1	2	6
Artillery Corps	8	8	9
Ordinance Corps	2	3	5
Militia Corps	5	7	3
Youth Corps	0	0	12
Ambulance Corps	7	6	3
Naval Attack Corps	2	2	2
Naval Defense Corps	2	2	4
Anti-Aircraft Divisions	7	5	6
Sapper Divisions	4	7	7
Military Police Divisions	2	3	9
Engineer Divisions	10	5	14
Heavy Weapons Divisions	0	1	3
Labor Divisions	0	0	12
Mountain Divisions	2	3	4

General Encounters

Roll 1D6 plus a Die Modifier equal to the distance in hexes from the nearest city.

- 1 Domestic Animal
- 2 Hawkling Encounter
- 3 Military Encounter
- 4 Domestic Animal
- 5 Hawkling Encounter
- 6 Wild Animal
- 7 Hawkling Encounter
- 8 Wild Animal
- 9 Hawkling Encounter
- 10 Wild Animal

Domestic Animals can be ignored unless provoked. The smell of Humans will often panic Alien Animals.

Worker

- 3 Aircraft
- 4 Railroad
- 5 Office
- 6 Mercantile
- 7 Restaurant
- 8 Tavern
- 9 Entertainment
- 10 Religious
- 11 Mining
- 12 Construction
- 13 Janitorial
- 14 Banking
- 15 Naval
- 16 Car
- 17 Radio
- 18 Government

Jakfaris City

- 3 Palace Guard
- 4 Prostitute
- 5 Worker
- 6 Military Officer
- 7 Military Youth
- 8 Disable military
- 9 Military Patrol
- 10 Secret Police
- 11 Security Police
- 12 Military
- 13 Gangster
- 14 Government Official
- 15 Underground Rebel
- 16 Fiskran Spy
- 17 Retired Worker
- 18 Military Patrol

Hawkling Encounters

- 1 1D6 Citizen Workers
- 2 2D6 Gangsters
- 3 1D6 Security Patrol
- 4 2D6 Military Patrol
- 5 3D6 Military Camp
- 6 4D6 Worker Camp
- 7 5D6 Military Mobilization Center
- 8 6D6 Military P.O.W. Camp (2D6 x 100 Prisoners)
- 9 1D6 Hunting Party
- 10 8D6 Barbarian Hawklings (poorly equipped)

Military

- 3 Dirigible - Air Corps
- 4 Bi-plane - Air Corps
- 5 Naval - Attack
- 6 Artillery
- 7 Anti-Aircraft
- 8 Sapper
- 9 Naval - Minelayer
- 10 Police
- 11 Grenadier
- 12 Rifle
- 13 Flamethrower
- 14 Ambulance Corps
- 15 Engineer
- 16 Heavy Weapons
- 17 Armor Corps
- 18 Ordinance

Gangster

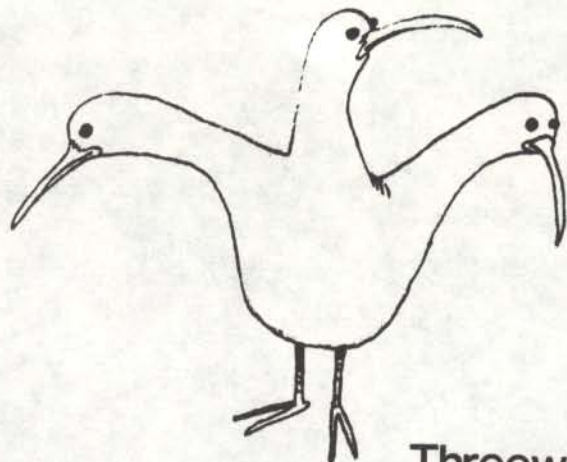
- 3 Gang Leader
- 4 Juvenile Delinquent
- 5 Forger
- 6 Hit Man
- 7 Muscle Man
- 8 Highjacker
- 9 Smuggler
- 10 Extortionist
- 11 Thief
- 12 Bank Robber
- 13 Counterfeiter
- 14 Slaver
- 15 Kidnapper
- 16 Safe Cracker
- 17 Cat Burglar
- 18 Racketeer Boss

Fiskran or Katharian City

- 3 Ward Official
- 4 Fisher
- 5 Jakfaris Sabateur
- 6 Disabled Military
- 7 Orphan
- 8 Widow Worker
- 9 Security Police
- 10 Worker
- 11 Gangster
- 12 Military
- 13 Retired Worker
- 14 Jakfaris Spy
- 15 Counterspy
- 16 Farmer
- 17 Doctor
- 18 Legislator

Neutral City

- 3 Jakfaris Rebel
- 4 Barbarian
- 5 Serf
- 6 Teacher
- 7 Hunter
- 8 Jakfaris Spy
- 9 Fiskran Spy
- 10 Katharian Spy
- 11 Worker
- 12 Farmer
- 13 Fisher
- 14 Rancher
- 15 Trader
- 16 Missionary
- 17 Doctor
- 18 Legislator



Threewi



MUSEUM MAP



Wild Animals & Events

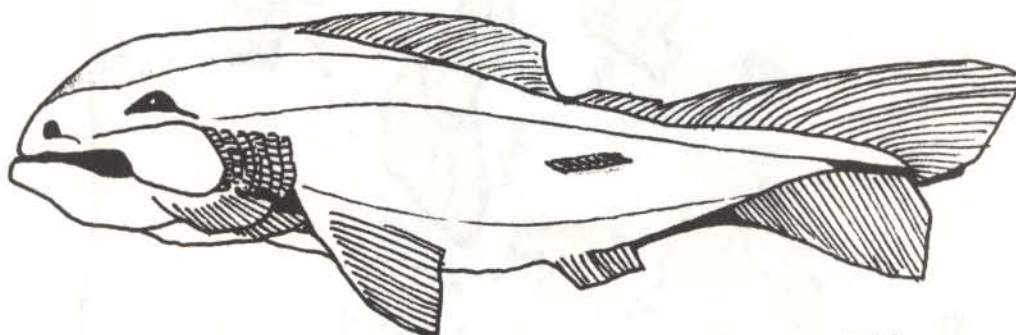
Clear

Die	Animal	Weight	Hits	Armor		Wounds & Weapons				
2	3D Intimidator - Coilers	1400 kg	28/11	None	12	Teeth	A7	F 6	S2	
3	6D Grazers - Spiralines	100 kg	19/8	None	6	As Blade -1	A8	F 5	S2	
4	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2	
5	2D Flying Chaser - Genthros	25 kg	12/6	None	3	Teeth +1	A0	F 9	S3	
6	3D Gatherer - Raga	25 kg	10/7	None	5	Blade -1	A9	F 9	S1	
7	2 Gatherers - Septim	2 kg	1	None	1	Horn	A9	F 8	S1	
8	1 Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1	
9	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2	

10 Event: Patrol Aircraft strafes suspected enemy unit. Must take cover for 20 - 120 minutes.

11 Event: Fleeing Refugees block passage for 30 - 180 minutes.

12 Events: Unmarked mismarked minefield. Evidence of previously exploded mines apparent unless traveling over 30 km per hour. One chance in six per meter for twenty meters of triggering a mine (Wound 3D if in Vehicle; 6D if on foot).



Fring

Ocean

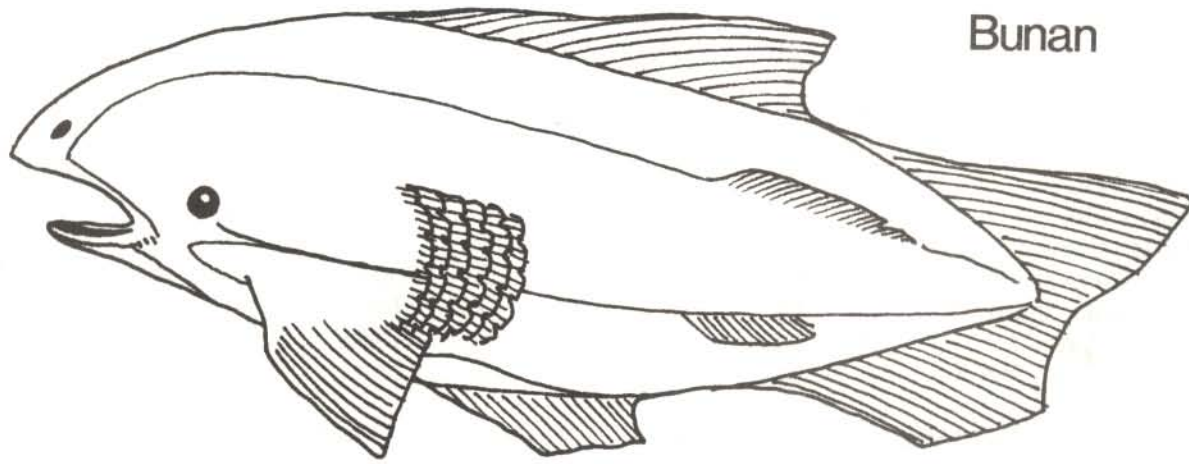
Die	Animal	Weight	Hits	Armor		Wounds & Weapons				
2	7Swim. Carrion-Eaters - Hemtle	7 kg	4/0	Jack	3	As Pike	A7	F7	S2	
3	1 Swim. Killer - Fring	820 kg	18/5	Mesh	8	Teeth	A6	F8	S2	
4	3D Swim. Grazers - Bunan	23000 kg	37/3	Jack	10	Thrasher	F8	A9	S2	
5	4 Swim. Grazers - Binfin	50 kg	4/4	Mesh	4	Teeth	F5	A7	S1	
6	6 Swim. Grazers - Krizan	700 kg	10/6	Mesh	8	Teeth	F5	A7	S1	
7	4 Swim. Hunter - Aztor	24 kg	6/2	None	6	As Sword	A9	F6	S2	
8	2 Swim Chasers - Enling	200 kg	11/5	Jack	7	Teeth	A0	F9	S2	

9 Event: Supply ship fires warning shot and attempts to flee.

10 Event: Sharp naval engagement between 2D armored frigates.

11 Event: Patrol ship asks to search and question.

12 Event: Sudden gale. Throw 6+ to avoid overturning. Individuals throw 7+ to avoid 3D injury.



Bunan

River

Die	Animal	Weight	Hits	Armor	Wounds & Weapons				
2	1 Amphibious Grazer - Klor	200 kg	14/14	Mesh	10	Horns	F3	A 8	S1
3	3 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
4	4 Swim. Reducers - Pig	1 kg	3/0	None	1	Teeth	A8	F 4	S2
5	3 Amphibious Eaters - Krizan	13 kg	11/6	None	2	Teeth	A8	F 8	S2
6	1 Intimidator - Coiler	1400 kg	28/11	None	12	Teeth	A7	F 6	S2
7	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2
8	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
9	3 Gatherers - Septim	2 kg	1	None	1	Horn	A9	F11	S1

- 10 Event: River overflowing and filled with debris from recent storm. Hazardous traveling if crossing without bridge (throw of 8+ and bridge is out).
- 11 Event: Patrol trapped behind enemy lines holds the opposite river bank (3D Hawkling Rifles).
- 12 Event: Tank with thrown tread and sunk two meters in mud blocks the only crossing for six kilometers. Crew is fuming and cursing as they rig block and tackle.

Mountain

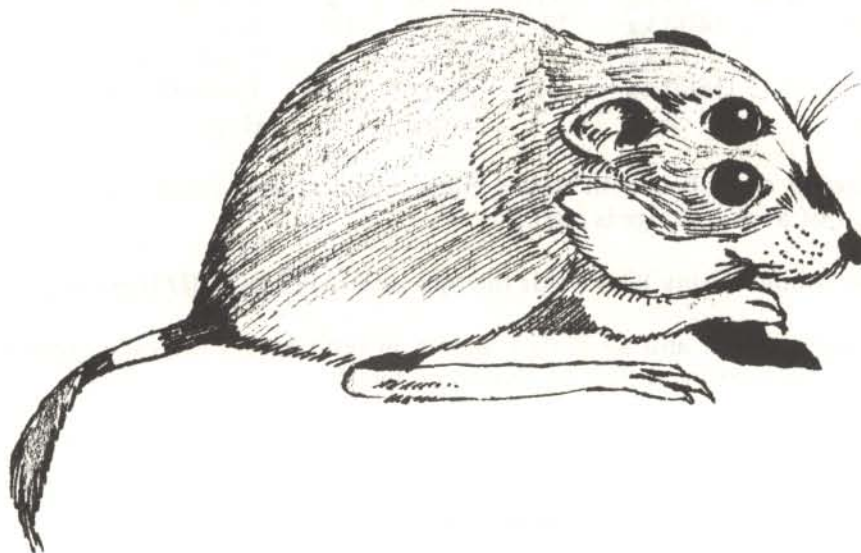
Die	Animal	Weight	Hits	Armor	Wounds & Weapons				
2	1D Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1
3	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth - Poison	A7	F 8	S2
4	2 Killers - Mooths	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
5	2D Flying Gatherers - Falir	1 kg	4/0	None	2	Claws	A8	F 7	S2
6	4 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
7	6D Grazers - Falis	20 kg	6/1	None	1	Teeth	F3	A 9	S2
8	1 Chaser - Fuzling	210 kg	22/8	Jack	8	Claws	A0	F 9	S3
9	2D Carrion-Eaters - Borts	90 kg	10/4	None	2	Teeth	A4	F 7	S2

- 10 Event: Munitions Supply Wagons and a Rifle Battalion block passage while officers of equal rank argue over the distribution of supplies (particularly over one case of bootleg liquor).
- 11 Event: Enemy observation Dirigible floating above rifle range drops a finned "scream" bomb. Base chance to be hit 9+, and for each person 7+ if within blast radius (6D damage).
- 12 Event: Female Hawkling spy, posing as a dancer separated from her troupe, attempts to infiltrate the party.

Jungle

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	1 Killer - Mooth	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
3	2 Hunter - Ternats	90 kg	10/4	None	2	Teeth	A4	F 7	S1
4	2 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth -1 Poison	A7	F 8	S2
5	3 Gatherer - Septim	12 kg	1	None	1	Horn	A9	F 8	S1
6	3D Flying Chasers - Genthros	25 kg	12/6	None	3	Teeth +1	A0	F 9	S3
7	1 Intermittent - Sparn	1 kg	1/0	None	3	Horns +1	F9	A 9	S1
8	6D Grazers - Lakpur	3000 kg	20/12	Mesh	25	Horns	F5	A 9	S2
9	1 Flying Pouncer - Wel-Zar	10 kg	2/6	None	4	Claws	A0	F 0	S3

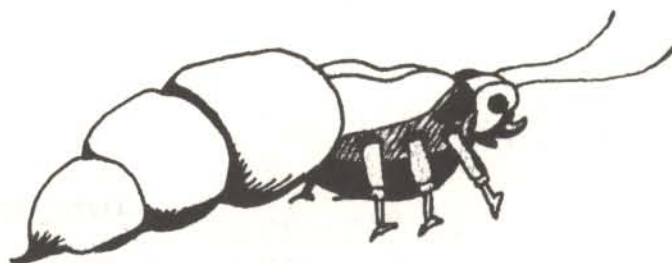
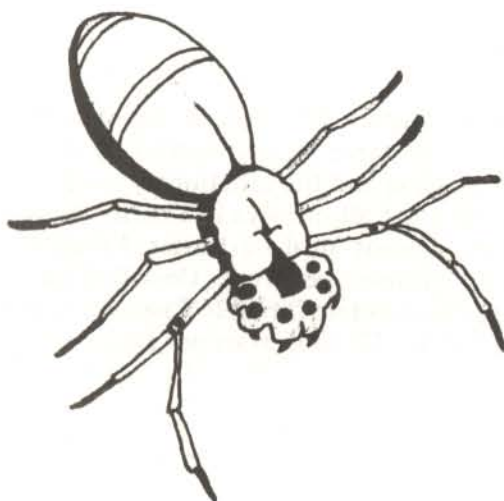
- 10 Event: Torrential Rainstorm, Visibility reduced to short range for 1D hours. Hearing reduced to half normal. Driving near impossible.
- 11 Event: Sniper, armed with Long Rifle is under orders to fire unless password is given. Long range patrol is encamped in clearing 30 meters ahead consisting of 3D Hawkling riflemen.
- 12 Event: Barbarian Hawkings (8D) armed with Spears and Broadwords demand supplied in exchange for hides. Will attack if insulted or alarmed.



Rough

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	1 Flying Gatherer - Falir	1 kg	4/0	None	2	Claws	A8	F 7	S2
3	2D Carrion-Eaters - Borts	90 kg	10/4	None	2	Teeth	A4	F 7	S1
4	2 Hunters - Ternats	11 kg	3/6	Cloth	4	Teeth	A7	F 8	S2
5	2 Killers - Mooths	1600 kg	27/8	Mesh	22/18	Teeth/Claws	A6	F11	S2
6	1 Trapper - Flongohead	2 kg	2	Jack	1	Teeth - Poison	A3	F10	S1
7	1 Pouncer - Ridadin	2 kg	1	Cloth	2	Teeth -1 Poison	A7	F 8	S2
8	3 Intermittents - Farths	10 kg	8/7	Mesh -1	3	Teeth	F7	A 6	S2
9	6D Grazers - Spiralines	100 kg	19/9	None	6	Blade -1	A8	F 5	S2

- 10 Event: Escaped Prisoners of War (1D), armed with clubs and knives hiding in ambush. Will attack if reasonable chance of succeeding, dependent upon number in party and displayed arms.
- 11 Event: Ambulance with driver, medic, and 1D wounded military asks for assistance. Minimum delay of 10 - 60 if no assistance offered.
- 12 Event: Saboteurs launch three mortar rounds at party, and attempt to fade back into cover at medium range (Wounds 3D if hit). Two Hawkings operate mortar and 1D armed with Shotguns act as guards.



Desert

Die	Animal	Weight	Hits	Armor		Wounds & Weapons			
2	4 Chasers - Sand Devil	40 kg	12/10	None	4	Teeth +1	A0	F9	S2
3	2 Hunters - Fragrr	5 kg	5/7	Jack	2	Teeth	A7	F5	S2
4	1 Intimidator - Sand Demon	12 kg	4/9	Cloth	1	Teeth -1	A7	F4	S1
5	1 Hijacker - Thrill	12 kg	8/9	Cloth -1	4	Teeth	A8	F3	S2
6	4D Grazer - Rogir	5 kg	3/5	None	3	As Foil	F5	A9	S1
7	1 Killer	10 kg	10/5	None	3	Claws	A4	F8	S1

- 8 Event: Soft sand for next thirty kilometers cuts speed in half.
- 9 Event: Mirage of marching columns of an armored division approaching.
- 10 Event: Forty tanks involved in a meeting engagement with a motorized infantry division.
- 11 Event: Downed pilot armed with Body Pistol waits for death in the shade of his wrecked bi-plane.
- 12 Event: Lone tank crew with two enemy officers held prisoner occupies small oasis and a crumbling mud building against a thirsty enemy infantry division. The tank is out of fuel, but dug in to cover the only viable approach.

Currency

Off-world currency will only be useful in trade as curiosities. The basic monetary unit is the bursar, a round coin made of silver-platinum alloy and the burzin, the paper money backed by stocks of silver and platinum held by the government. Due to a pre-war depression and the inflationary world conflict, twenty bursars equal one Credit. The manuscript will henceforth state all moneys in Credits, although the Judge may wish to use the following during the course of play: Decent Meal - 1 Bursar; Frugal Lodging - 3 Bursars; Simple Clothing - 6 Bursars; Sailing Ship Passage - 10 Bursars per Week; Unskilled Labor - 5-7 Bursars per Day; Mixed Drinks - 2 Bursars; Taxis - 2 Bursars per Kilometer; Dirigible Passage - 6 Bursars per Day; Rifle - 20 Bursars; Box Ammunition - 3 Bursars; Skilled Labor - 10-20 Bursars per Day.

Travel Times

The distance across each hex is 700 kilometers on the Planetary Maps. Travel times across each hex is by mode of travel in hours are as follows:

Walk	90	130	—	110	150	100	110
Car	50	60	—	60	70	60	50
Dirigible	40	40	40	40	44	40	46
ATV	10	16	22	10	17	17	10
Air Raft	8	14	20	8	14	14	8
Bi-Plane	7	7	7	7	8	7	8
Sailing Ship	--	—	70	--	—	--	—
Steam Ship	--	—	25	--	—	--	—

Hawking Dirigibles carry enough fuel for 300 hours of continuous operation, Bi-Planes, 7 hours. Steam Ships can operate for 1500 hours before refueling.

IMPERIUM GALACTIC BUSINESS REGISTRATION & EXCHANGE

Credit Control Code _____	Local Government Authority _____
Controlling Conglomerate, Co-operative, or Corporation _____	
Name of Business _____	Nature of Business _____
Bank or Credit Bureau _____	Stellar System _____
Planet _____	Country _____ City _____
Purpose of Business _____	District Authority _____
Government Clearance Code _____	Extra-Legal Code _____
ImpGal Register _____	Restrictions _____

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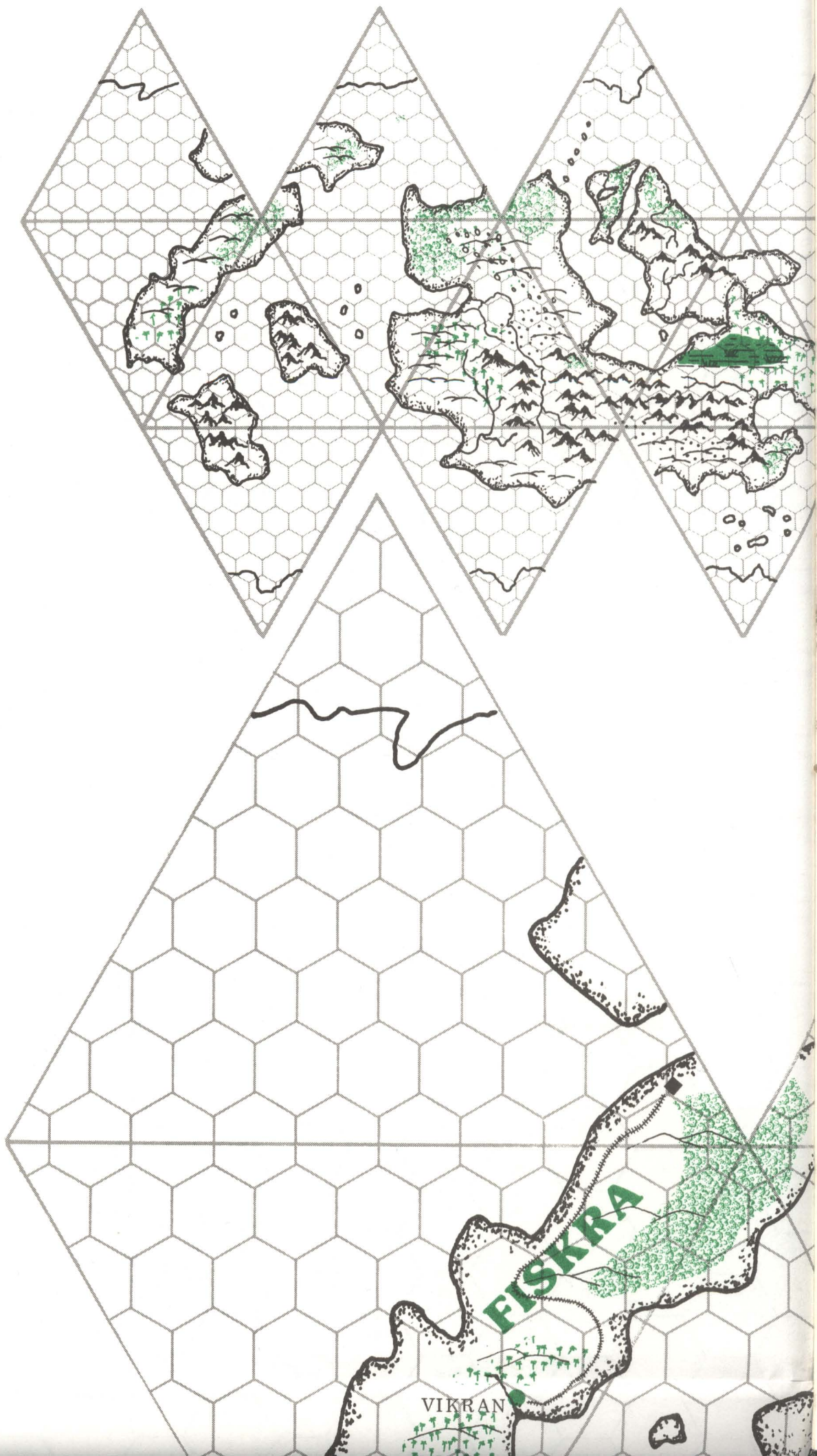
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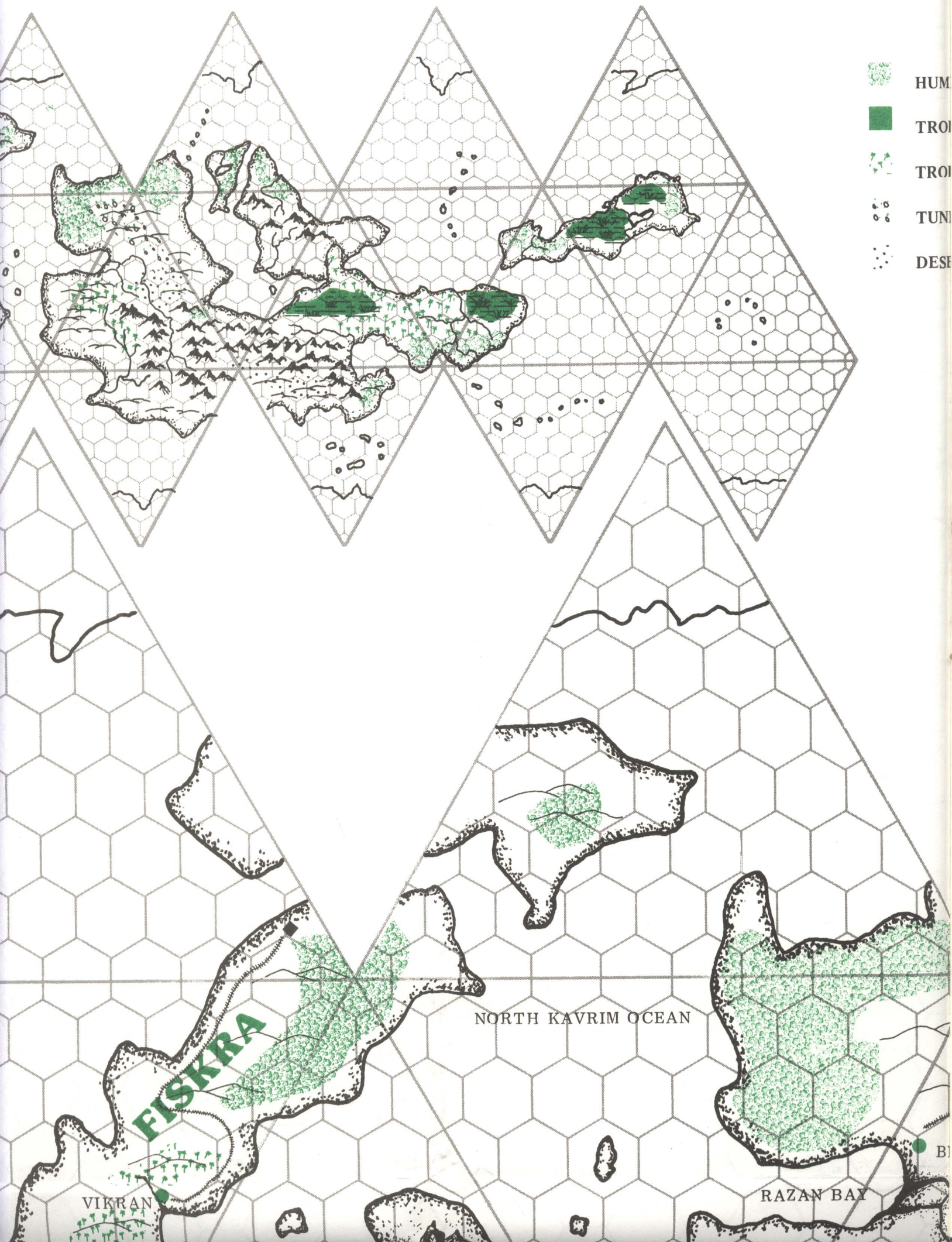
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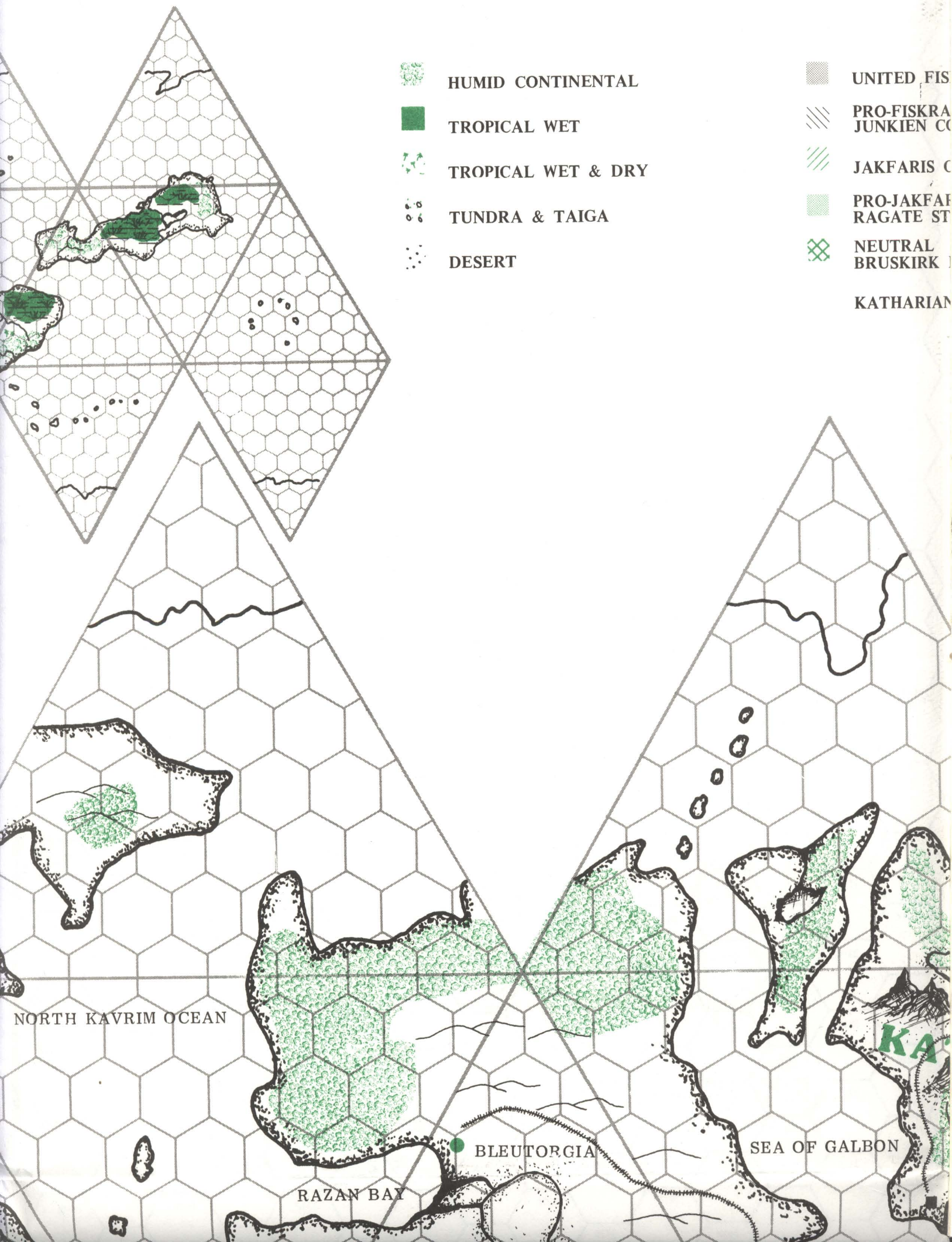
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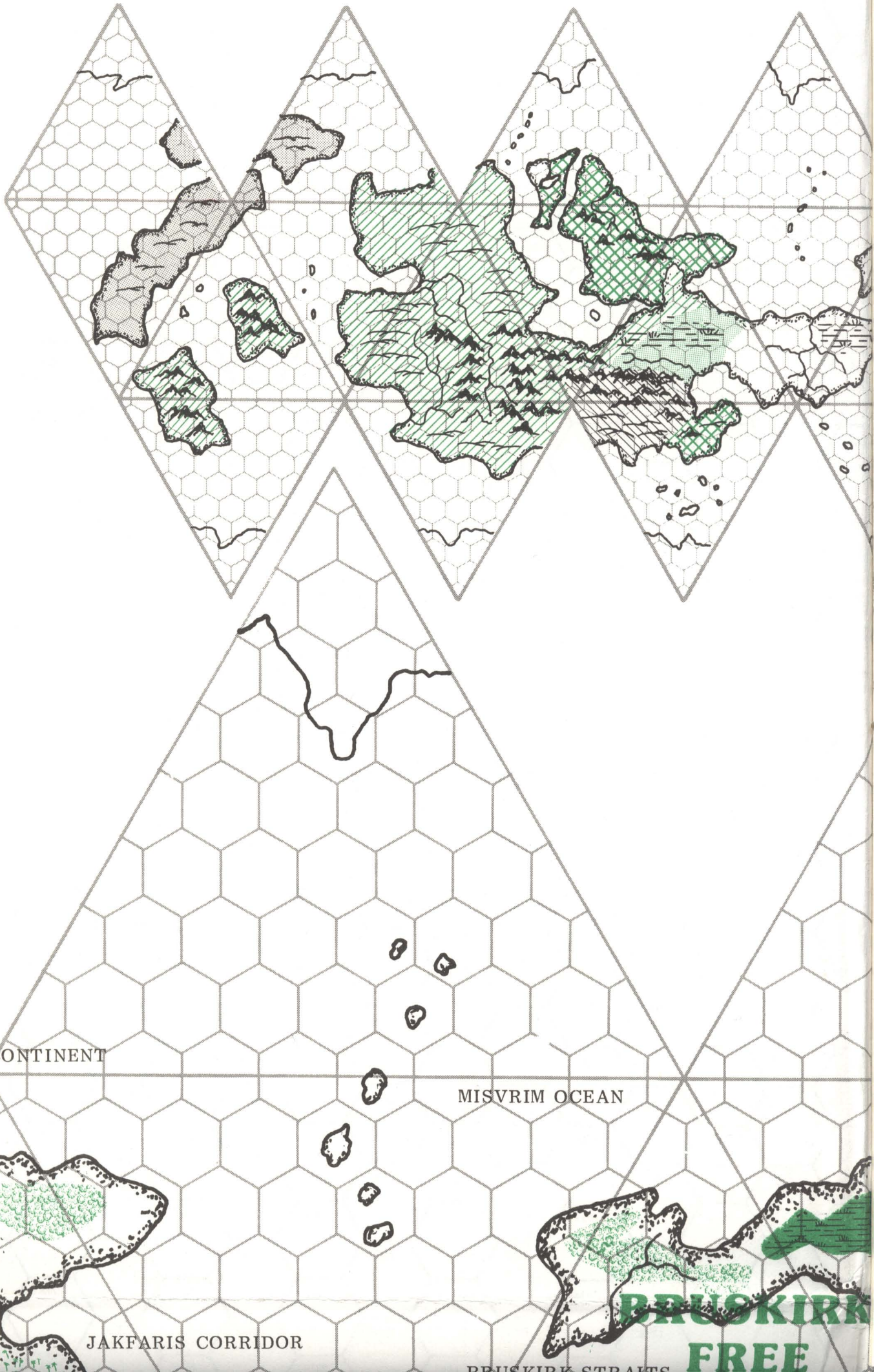
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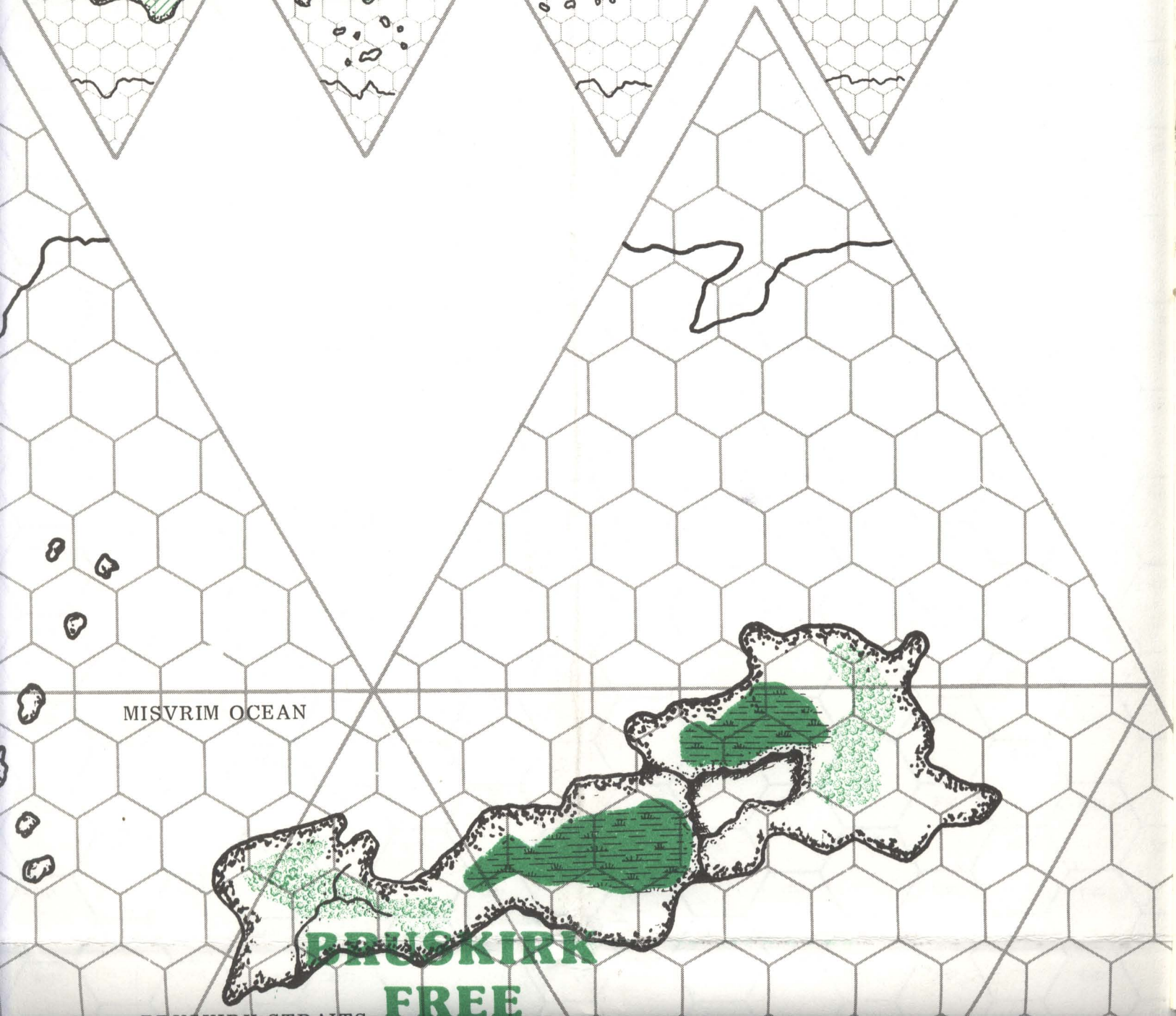
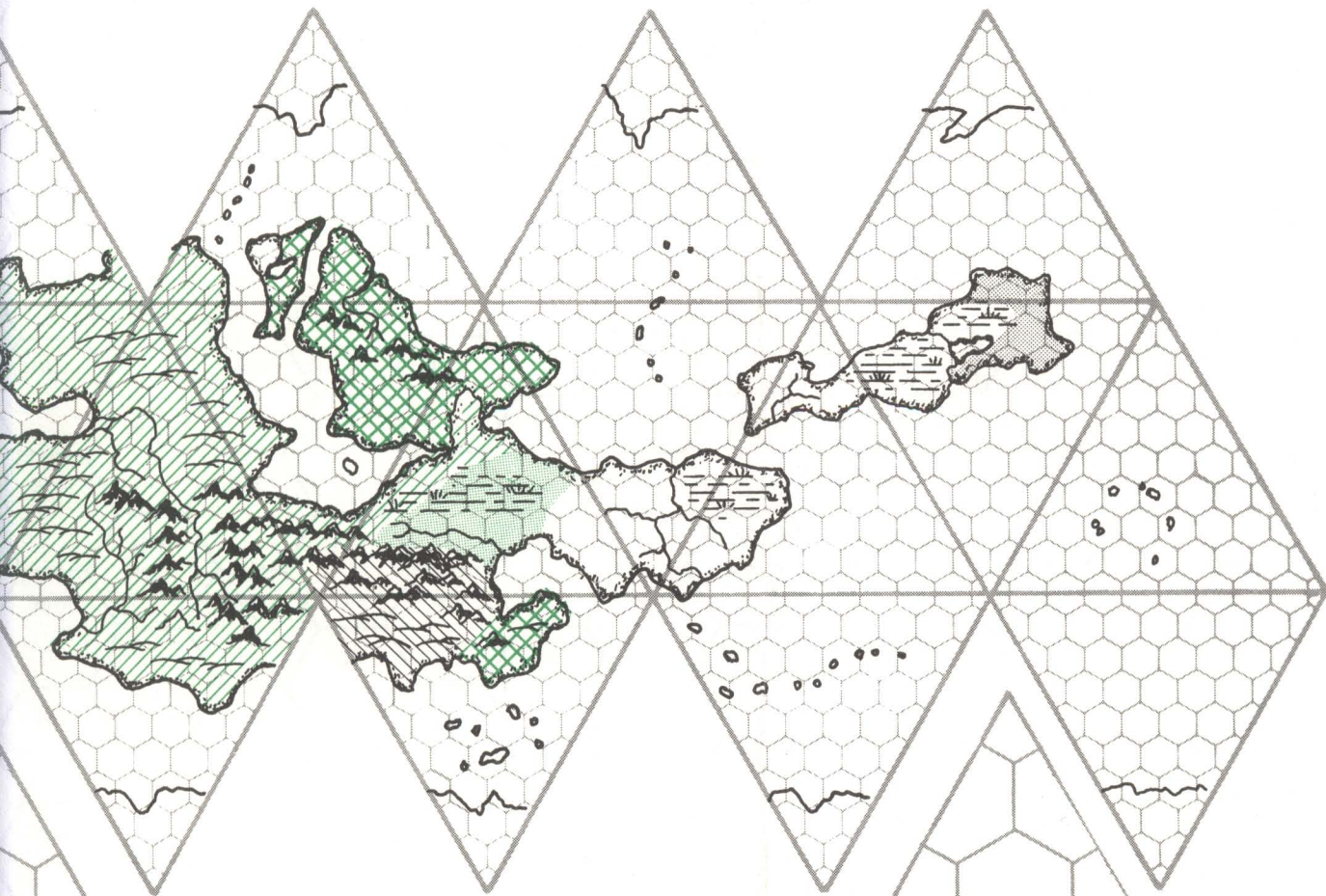
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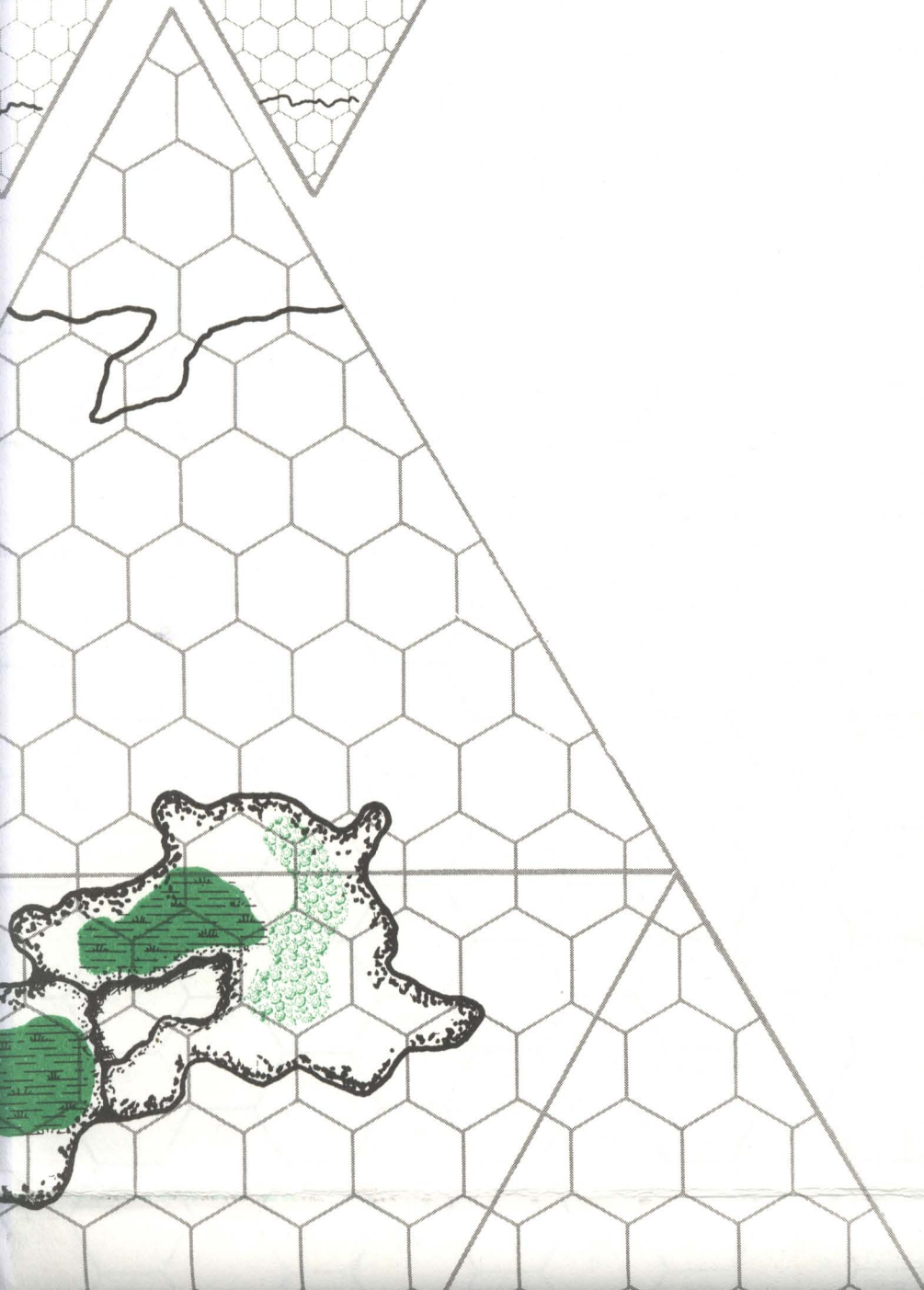
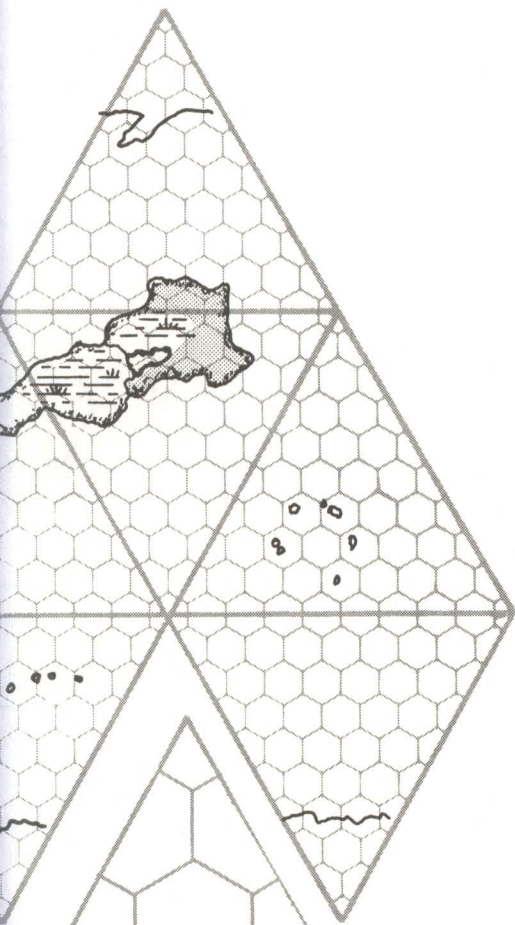
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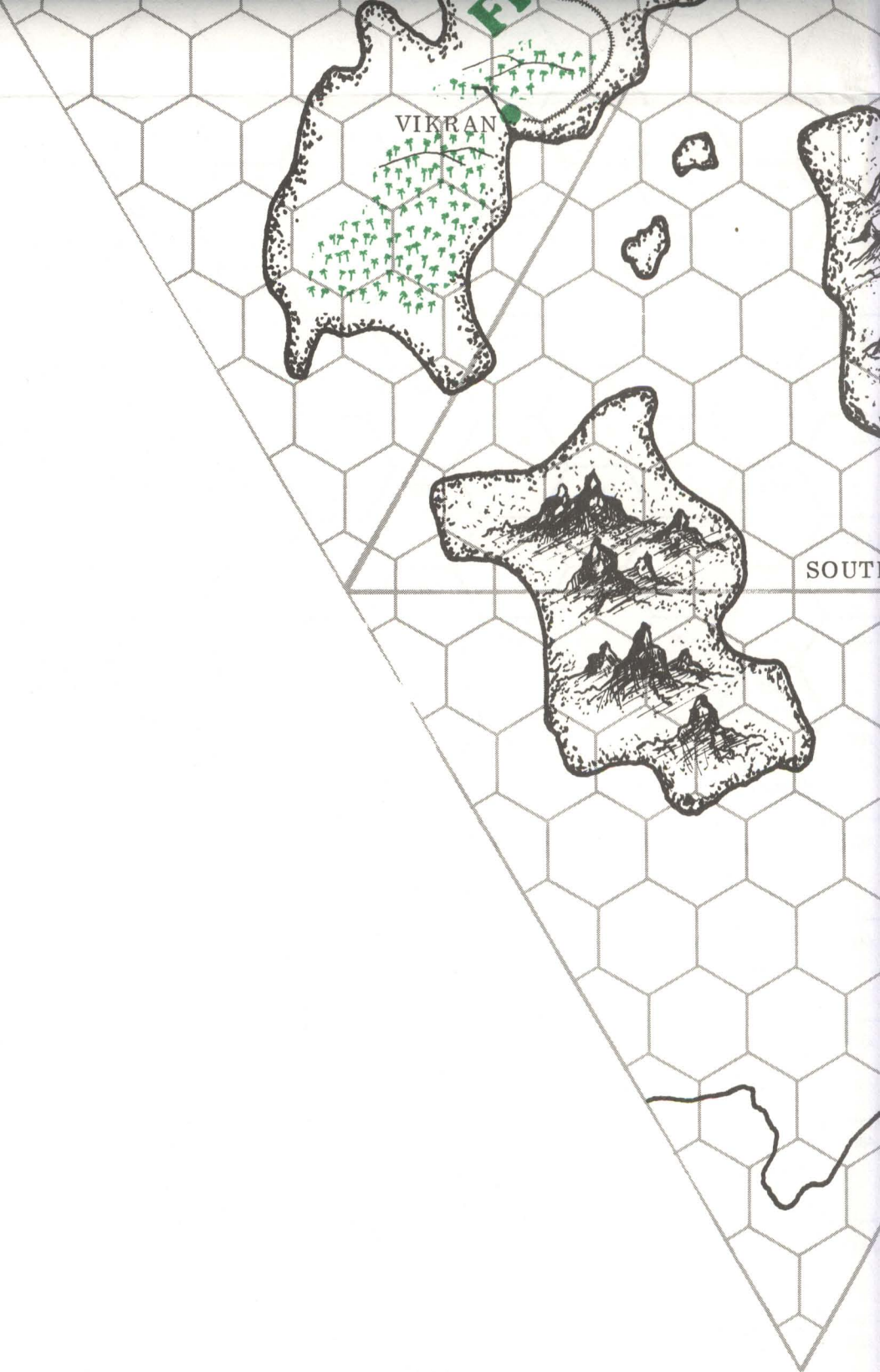
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