



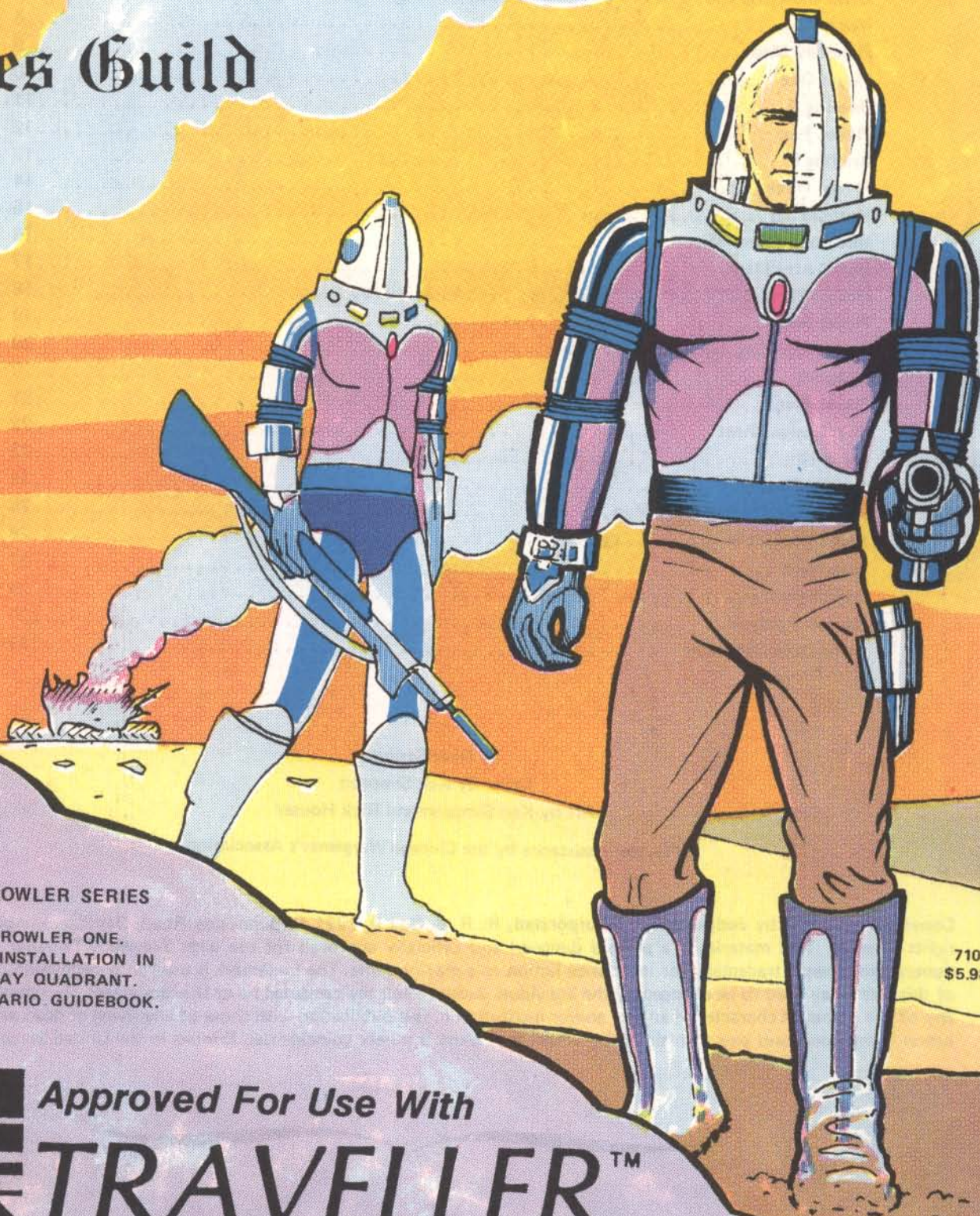
AMYCUS PROBE

Science Fiction Adventure in the Far Future

by

DAVE SERING

Judges Guild



BORDER PROWLER SERIES

BORDER PROWLER ONE.
MYSTERIOUS INSTALLATION IN
THE GATEWAY QUADRANT.
32 PAGE SCENARIO GUIDEBOOK.

710
\$5.98



Approved For Use With

TRAVELLER™

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by Dave Sering

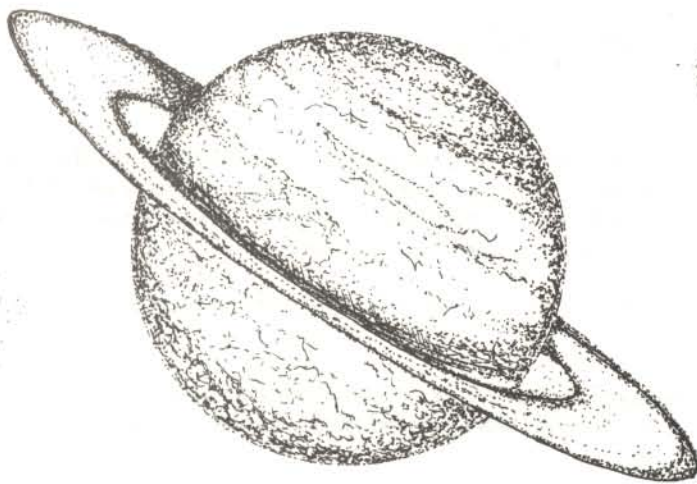
Cover by Ken Simpson

Art by Ken Simpson and Rick Houser

Playtest Assistance by the **Chicago Wargamer's Association.**

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Introduction

This scenario is the first portion in a series of connected adventures. The Border Prowler Series is designed to provide a Judge with a ready-made mini-campaign. This first adventure scenario is set up in tournament format, with handout sheets of equipment, and pre-generated characters. This particular mission can be accomplished with only a portion of the resources available in the crew and equipment of the Hrunta. Other crewmembers and other equipment will be called upon in subsequent scenarios. While this scenario is designed to be self-sufficient, and run with characters who are on active service, it can be set into an ongoing campaign. The Hrunta can become a free-lance security-type vessel run by a group of mercenaries, who hire your group of player characters, or vice-versa.

To prepare for play, gently bend the staples in the center of the book up. Remove pages 9 through 24, and bend the staples back down again. Cut the loose pages in half along the centerfold, except for 15/16/17/18.

The Judge should caution the players to examine the character sheets closely. Each group of characters has different specialist skills, but each group was set up to be as useful and playable as any other. The necessary reference information is given on the back of the sheets to eliminate time spent in choosing equipment and assigning gear to team members. The information sheets available to the players include pages 9 through 24, but not initially pages 16 (Picture A), and 17 (Picture B). Simply lay this sheet on the table with the ship plans facing up. As the game commences, it will shortly be turned over, exposing first Picture A and then Picture B.

In tournament play, this scenario required six players, and time of about four hours. In campaign play, the Judge will be required to split the teams up among the available players. In campaign play, take your time and enjoy yourself.

Encounters/Events

Throw 5+ on 1D for each hex entered to have an Encounter or Event happen. If one does occur, then move to the appropriate table for the Terrain and roll again.

Rough (D)

- 1 Dust Pool
- 2 Rocky Ground
- 3 Drifting Sand
- 4 Cave
- 5 Crevasse
- 6 Blocked Passage

Mountains (D)

- 1 Cave
- 2 Crevasse/Ravine
- 3 Loose Rubble
- 4 Crevasse/Ravine
- 5 Blocked Passage
- 6 Avalanche

Ocean (2D)

Shallows encountered on 10+; otherwise encounter is swarm of insects or floating plant debris.

Ice Cap (D)

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

Clear (D)

- 1 Crevasse/Ravine
- 2 Dust Pool
- 3 Rocky Ground
- 4 Drifting Sand
- 5 Heavy Lichen
- 6 Dust Pool

EVENTS DESCRIPTION

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling, and sliding down towards the party. Throw Dexterity or Intelligence (whichever is greater) or under for each character, to avoid 1D+1 hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM applies). Players maintaining alertness for avalanches, decrease speed to 2/3 and gain an additional DM of 3 avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked, and is impassable to ground travel. Foot passage may be discovered on a roll of 6+ on 2D per man-hours spent searching.

Cave: 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 be an encounter with an Insect Swarm. More detailed tables on cave formation are available on page 41 of the Judges Guild **Ready Ref Book**.

Concealed Gully: Snow has drifted smooth, and conceals a deep gully in front of the group. Characters on foot throw Dexterity or Intelligence (whichever is greater) or under to avoid falling in. If unsuccessful, suffer 1D-1 hit points in injury.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines. Throw 2D; on a roll of 8 or less, ground travel is slowed to half the normal speed. On a roll of 9 or greater, 2D+4 minutes must be spent travelling along the crevasse to find a suitable place for foot passage.

Debris: Washed up/floating ahead is a pile/tangle of debris. On a 6+ on 2D there is also an encounter of an Insect Swarm. Detouring to avoid will take 2D+3 minutes.

Deep Snow: Deep Snow covers the area ahead, reducing the ground travel rate to one-half normal for 1D hours.

Drifting Sand: Drifting Sand Dunes/Pockets cover the ground ahead, reducing travel rate to one-half normal for 1D hours.

Dust Pool: A low spot in the ground ahead is filled with fine dust, concealing whatever is in the hollow. The Pool is 2Dx100m in diameter, and takes 2D+4 minutes to find ground passage around. On 9+ on 2D there is also an encounter of an Insect Swarm.

Heavy Lichen: The area ahead is covered with a heavy growth of lichen, providing uncertain footing for ground travel. Ground travel speed is reduced to one-half for the next 2D+8 minutes. On a roll of 5+ on 2D there is also an encounter with an Insect Swarm.

Insect Swarm: The air is filled with a thick swarm of flying insects. These creatures are also scurrying about on all solid surfaces. Each weighs only a couple of grams, and is a centimeter or two long. Any hit is sufficient to kill them. Their internal fluids are somewhat corrosive, and a "splatted" bug will etch or frost plastic in 1D hours. These fluids will also contaminate lubricants, and cause an increased probability of mechanical malfunction (DM 1). The swarm extends for 3Dx10 meters.

Loose Rubble: Portions of the path ahead are strewn with loose rubble, reducing ground travel rate to one half for the next 4D+5 minutes. On a roll of 11+ on 2D, an avalanche will also occur.

Pressure Ridges: The ice ahead bulges up in a pressure ridge. Ground passage is found after 1D+3 minutes search.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot. On a roll of 10+ on 2D an encounter with an Insect Swarm will also occur. The rocky area extends for 2D+1x100 meters.

Shallows: The water shoals ahead and rock poke above the surface. Small amounts of debris are usually present, and an encounter with an Insect Swarm will also occur on a roll of 6+ on 2D. The shallows extend for 1D kilometers.



The planet is third in a system of seven, and has a diameter of 5,013 km. The atmosphere is very thin, and tainted with ammonia, the 40% water being mostly in the form of snows and ices in the extensive icecaps, though several small and salty seas exist. Native lifeforms are restricted to lichens, mosses, and small insect-like creatures. The axial inclination is almost zero, and, combined with the very slight orbital eccentricity, produces a very even climate, with little weather and no seasons. The planet rotates in 21.5 standard hours, and has a surface gravity of .4 earth normal.

The installation is about a 1 kilometer diameter circle in the center of a 5 kilometer open area. The open area is a rough surfaced, rocky plain, covered with scattered patches of lichen, and occasional pools of sand or dust. The gently undulating surface of the plain would permit travel on foot at one-half normal rate, while keeping under cover, out of direct sight of the installation. The air raft or shuttles would be in continuous sight of the installation, once they pass the ridges and rough areas, and could be fired upon by the installation. See page

Judges note: Upon the players closing, on foot, to within 2 km, or a successful overflight by a drone, shuttle, or air raft, turn picture B face up, and permit them to study it. In a tournament, time the period they study the picture, and utilize this as elapsed turns in the game itself. The detailed description of the installation parts can only be given if a player gets within 500 meters of the item.

Installation Description:

The first item encountered will be a circle of small ceramic cones set into the ground. The installation is at the center of the circle, which is 1 kilometer in diameter. The cones are 43.5 cm high, 23.4 cm in diameter at the base, and come to a bluntly rounded tip. The cone is constructed of a pinkish ceramic material, and has the top 4.7 cm made of byrillium-copper alloy. From the center of the base, a round, pointed rod of 2.4 cm in diameter made of byrillium-copper alloy is sunk 1.43 m into the earth, holding the cone upright. Several of the cones visible to the players are broken open, and expose byrillium-copper filaments to the air. In the center of the cone is a crystal sphere 4.3 cm in diameter, which appears to be a monolithic integrated circuit chip. While resistant to weathering, the cones are fragile, and are fairly easily shattered, (2 Hit Points of impact Damage). Lasers will not affect them.

The area of the installation is guarded by several security robots (Type A). Only two of the five are still operational. Upon any material object crossing the circle of cones, roll two dice. That number of seconds later, one of the two surviving robots revs up its hover fans, and heads toward the disturbance at a relatively sedate rate of 8 - 10 kilometers per hour. It is armed with the equivalent of a laser rifle, protected by the equivalent of Battle Dress, fires with an equivalent Dexterity 9, and takes 10 hits to render unfunctional. If the first robot is fired upon, the second will also activate in the same fashion 2D seconds later. If the perimeter is crossed at two separate points, the second robot will also activate and move toward the other crossing point. If cones are destroyed, the robots will activate, and investigate for 2D minutes. Their sensor range to detect a human body is 700 m.

The main rectangular area of the installation is a single slab of concrete 20 cm high. It is coated with a thin layer of transparent ceramic or plastic, and continues down into the ground at least 2 meters. The surface of the coating is frosted and discolored. It is cracked in several places, and the underlying concrete is somewhat eroded, exposing a fine grid of byrillium-copper wires. It looks as if it has been here a long time.

Security Robot Type A



Feature A: At each corner of the slab is a 4 meter diameter, 3 meter high cone, with a tip chopped off flat. The cones are composed of a bluish ceramic material with a set of vertical 1 cm high ribs spaced at 2 cm intervals around the circumference. The cones appear to be "insulated" from the concrete base plate by a 3 cm wide ring of some black, rubbery substance. Many small scratches appear at random on the surface of the cones, but the rubbery base ring is a bright, glossy black, with a smooth, untouched surface.

These items are heavy energy weapons, and have only one more shot before they cease to function. The installation will fire at any item as large as, or larger than, a recon drone. The beam will attack with factor 6, as if fired by Computer 5. Assault Boats will be detected, and fired at if visible to the base at a 5 kilometer range. Recon drones will be detected and fired at if visible to the base at a 2 kilometer range. These beams will not fire on human-sized targets.

Feature B: A rectangular, pyramidal block of pinkish ceramic material, 3 meters wide by 7 meters long, 4.7 meters high, tapering to 1 meter by 3 meters at the top. The edges are rounded, and the blocks are also insulated from the base plate, by a 3 cm rubbery base ring. The surface of the blocks are worn and cracked. Two of the blocks are burnt and fragmented at the tip (as if struck by lightning). The interior of the block on these two damaged blocks shows a regular grid of fine byrillium-copper wires.

Feature C: These two features are hemispheres of dark grey metallic material 5.4 meters in diameter. The surface of the hemispheres is smooth and glossy, and is separated from the hemispheres by a 6 cm rubbery insulation ring.

Feature D: These two items are rectangular frames 2.69 cm by 5.3 meters, with a blackly shimmering force shield filling the frame. The frame itself is 2.41 cm thick, and is made of a dull golden metal. The northern frame has its northwest corner colored black, and its southwest corner colored white. The southern frame has its northeast corner colored white, and its southeast corner colored black. The effect of the field is to repel material objects, and absorb energy blasts.

Feature E: These areas are not noticeable from ground level. Nothing appears to be there. Digging or probing will find an underground antenna buried there, composed of 1.41 cm diameter byrillium-copper wires.

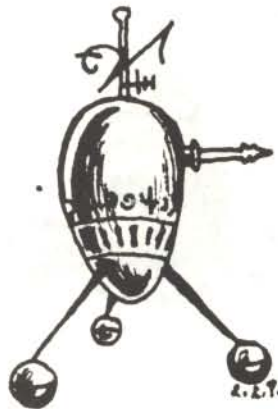
Feature F: At first glance, only a gently swelling earth mound covered with grass marks the spot. Closer inspection finds a large metal dome which has been overgrown with a thin layer of dirt and lichen. Walking over it produces a "hollow" sound.

Underground Area

Feature D: Feature D is the access to the underground area. Pressing the white corner turns the door field off, pressing the black turns it on. The door field absorbs, without damage, energy weapons up to Laser Cannon. Projectile weapons up to Auto Cannon will also be absorbed. Grenades or explosive charges will turn the field off. Heavy explosive charges will destroy the field and frame. With the field off, a gently sloping tunnel, 3 meters square is revealed.

The interior of the installation is guarded by several security robots (Type B). Only two of the original six are still functional. The type B robots move on a set of three ball-shaped wheels spun by compressed air jets, with a maximum speed of 15 kilometers per hour on smooth surfaces. It is armed with the equivalent of a laser rifle, protected by the equivalent of Battle Dress, fires with an equivalent of Dexterity 10, and takes 12 hits to render unfunctional.

Upon turning off of the entry field, two Internal Security Robots will leave the charging chambers at Rooms 9 and 11, and move toward the doors. One will leave from Room 9, and move east and then north. One will leave from Room 11, and move west and then north. The robots will halt at the intersection of the T - shaped corridors leading up to the doorways. They will aim their lasers up the ramp corridors. If player characters move past Rooms 1 and 2, or 3 and 4, the robots will flash a brilliant purple strobe light five times. If presented a proper Security Clearance Talisman, the robot would verbally acknowledge, and move out of the way. Since no such talisman exist anymore, the robot will commence fire with its laser.



Security Robot Type B

General Description

All corridors are 3 meters square, and have an inner lining of a whitish ceramic. Dimly glowing red spheres set into the ceiling, every 9 meters or so, provide some light. All doors are 1.43 meters wide, by 1.98 meters high. A small, black patch is set into the door next to the jamb on one side. The door hinges on the side opposite the patch, and swings either way.

All rooms, except for 14, are 6 meters high.

IMPORTANT!: The underground areas have been stripped. Only the following rooms have any contents different from the below description: 1, 2, 3, 4, 8, 9, 10, 11, 14, 39.

The following general description applies:

The room is x meters. The interior floor, walls, and ceiling are smooth, regular, and lined with whitish, ceramic coating. Silver spheres set into the ceiling glow red when a yellow, glowing rectangular patch by the door jamb is touched. The lights are turned off by touching the yellow patch again. Various rectangular patches of discolored floor areas show where equipment used to be. In one of the four corners is a scorched puddle of melted scraps of various colors of plastic. The room is otherwise completely bare.

Rooms 1, 2, 3, 4: At the far end of each corridor, a ladder of metal rungs is set into the wall. This ladder leads up the side of a 3-meter square shaft. The shaft ends after 5 meters in a heavy, grey metal ceiling hatch, welded shut. The metal is heavy armor plate, and is impervious to hand weapons. The plate is penetrable by oxyhydrogen torches, or very heavy explosive charges.

Room 8: Set into the back of the room is a 3 meter high by 3 meter deep by 6 meter long rectangular block of dark green metal. At the north end is a rectangular plate of dark blue glass. The lower half of the plate has a field of 63 brightly-colored buttons marked with strange symbols. This is the security computer. It runs the security robots, and has some limited ability to fire the heavy energy weapons. It can only be altered by a correct entry of a 7 symbol sequence. The odds of finding the correct sequence are 1 in 3,939,000,000,000. If an incorrect sequence is punched in, a self-destruct program activates, and will destroy the computer in 37.47 minutes, if not correctly countermanded. The destruction is accomplished by an internal thermite charge, which thoroughly slugs the computer. Being shot at, or otherwise damaged, for over 10 hit points will trigger the self-destruct immediately (protection is equivalent to Battle Dress).

Rooms 9 and 11: Each of these rooms has been divided into 6 booths by 4.51 x 1.51 m panels of plastic, which project from the walls. Set at the back wall of each booth is a .57 m square of blue plastic with two shiny, copper metal squares 1.31 cm square set 1.31 cm apart in the middle of the large square. These booths are recharging outlets for robots. Two non-functioning security robots are in each of the rooms. The terminals still have a low level of power flowing through them, but not sufficient to hurt anyone.

Room 10: This room houses a large heavy metal cylinder, which is 3 meters in diameter, and 6 meters high. It is slightly warm to the touch, and two heavy metal "pipes" run north into the wall. This is a thermionic electrical generator, which is the power source for the installation.

Room 14: This chamber is a hanger bay, or silo, for a shuttle-type spaceship, which it currently contains. The chamber extends to the surface, and has a large, circular metal hatch, made up of 6 segments. The controls for opening and closing the hatch are located in the southwest 3-meters-by-6-meters niche. Two 7.41 cm-square black plaques are set into the wall at shoulder height. Pressing the one with the open white circle on it opens the hatch. Pressing the one with the solid white dot closes the hatch. If the generator in Room 10 is undamaged, the buttons will operate the hatch mechanism. Owing to the dirt load on top, the first opening will take around 5 minutes to complete, the dirt breaking up into small clods and being shed off to the sides. Subsequent closings or openings will take slightly under 2 minutes. See the special section for a complete description of the ship.

Room 39: Little is of interest in this room, except for the east wall. Close examination reveals that the entire wall has a dull finish somewhat different from the rest of the walls. The ceiling lights are out, and the room is dark, with only the yellow switch plate glowing. The first touch on the switch plate will display a hologram mural on the east wall. The switch is unreliable. Every time it is touched, roll a die. On odd numbers, it will change from dark to light, or vice versa, only. On even numbers, it will change from light or dark to mural. It will always change from mural to light or mural to dark.

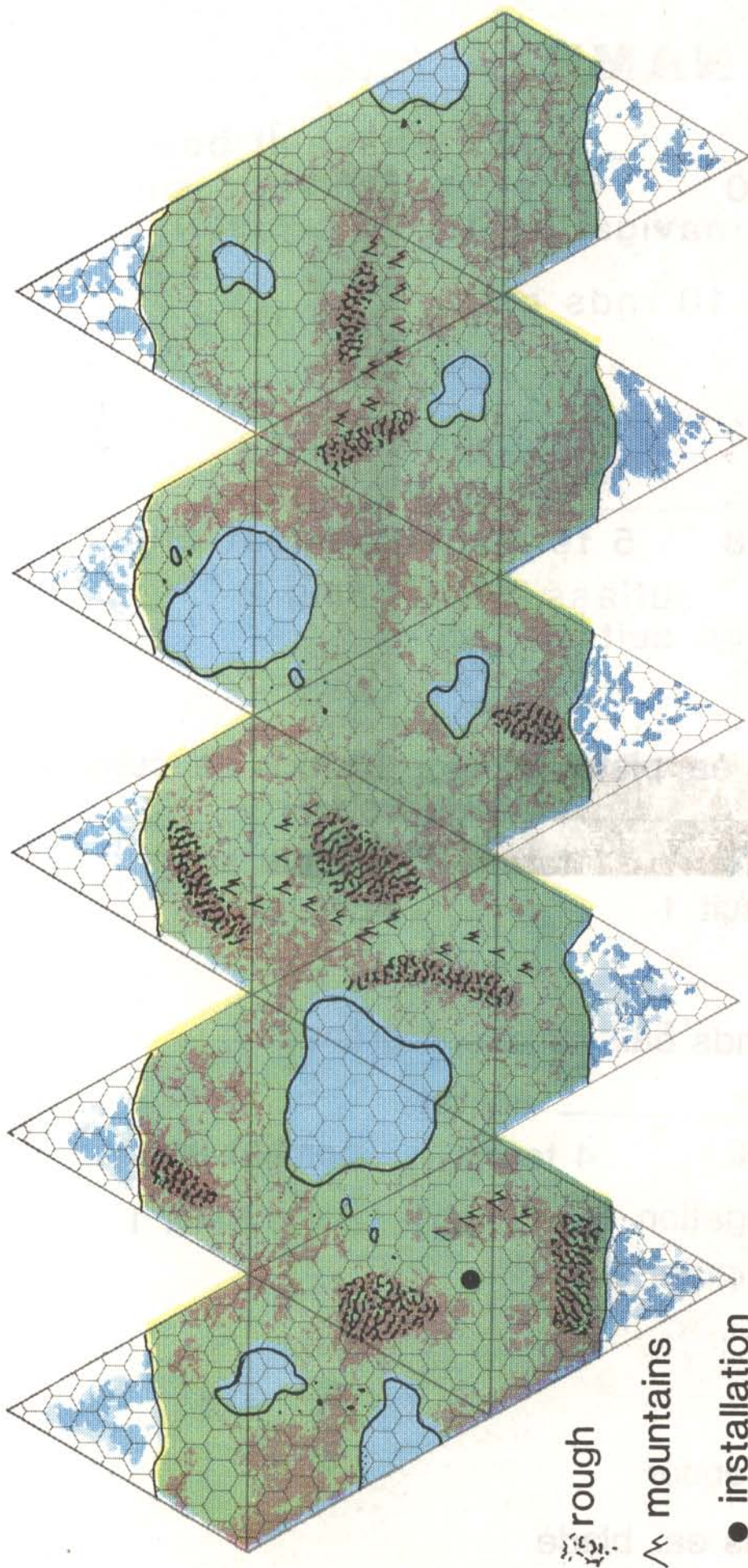
The mural depicts a spectacular double sun (Red Sub Giant and Black Hole) as seen from the crystalline crags of a satellite of a large, ringed gas giant. Traceries of nebulae glow faintly in the background. Any crewmember of the Hrunta, upon seeing it, will remark, "Hey! I think I've seen that before." After a while, a crewmember will say, "There's a mural of that scene, from a slightly different viewpoint, on the back wall of a tavern outside our starbase!" (Note to JUDGE: a lead to the next scenario in the series.)

Judge's Note: Show following page to Players.



The mural depicts a spectacular double sun (Red Sub Giant and Black Hole).

Hoyer



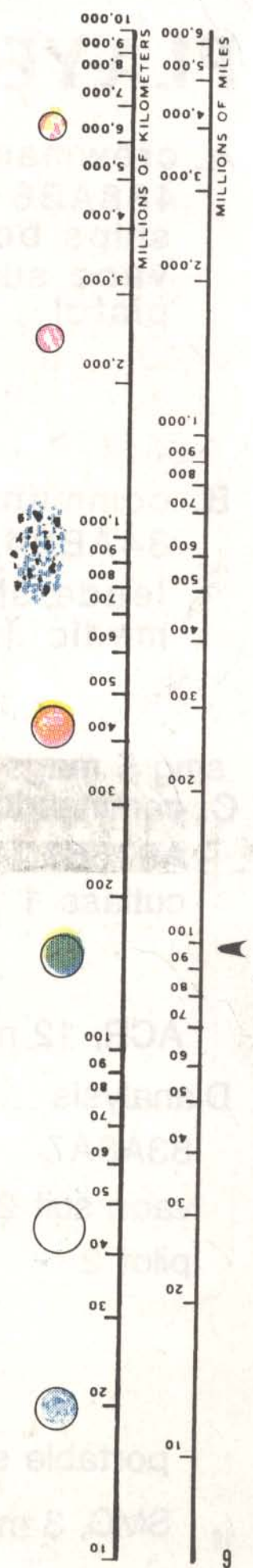
rough

mountains

● installation

AMYCUS X32400 -- Undeveloped

3115



PLAYER 1 NAME _____

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

B. commando _____ marine captain
84AB94 age 38 5 terms combat armor
leadership 2 cutlass 1 smg 2
medic 1 vacc suit 1

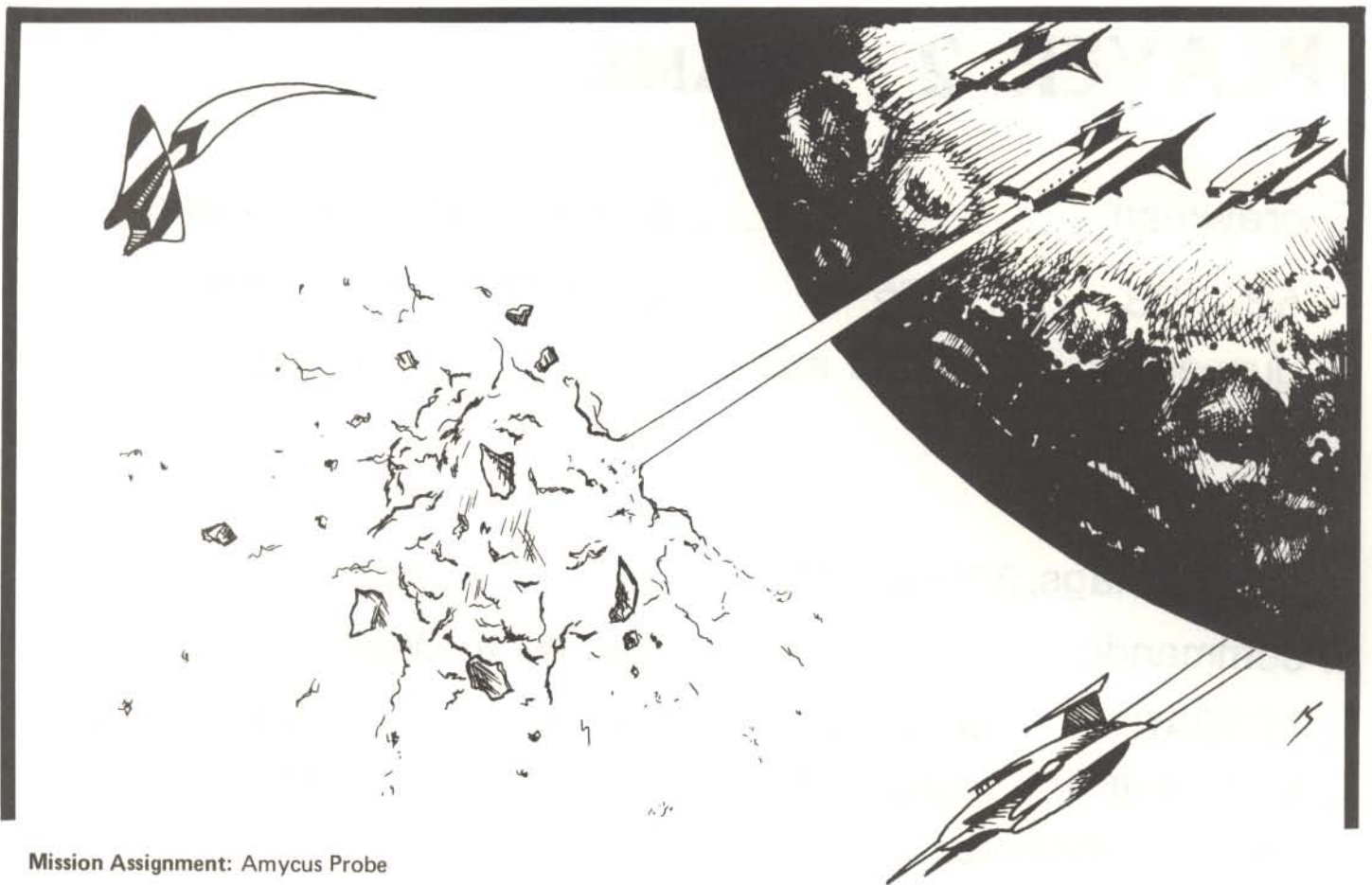
smg 5 mags 30 rounds ea. pistol, 2 mags, 10 rnds ea. cutlass
C. commando _____ marine trooper
A975B7 age 22 1 term combat armor
cutlass 1 vacc suit 1 ACR-1

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

D. analysis _____ analyst
83A8A7 age 34 4 terms combat armor
vacc suit 2 navigation 1 JOT 1 SMG 1
pilot 2 computer 2

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade



Mission Assignment: Amycus Probe

Subject: Anomaly discovered in routine Planetary scan.

Anomaly Type: Ground Installation of unknown origin and function on an undeveloped planet, located in disputed region, on the border of the Imperium.

Briefing: Tiger Force Three

Activity by significant Imperial Military Forces is certain to draw undesirable political repercussions. Your special Commando Unit of the Provincial Armed Forces is herewith directed to immediately terminate its training mission. Tiger Force Three is directed to investigate the System, examine the installation, and determine its origin and purpose. If discovered to be hostile, Tiger Force Three is ordered to disable the installation and make a thorough report to Sector Headquarters.

Briefing: Analysis Team Beta 421

Swift, covert analysis of the installation is required. Maintain low profile. Incidents of political significance are to be avoided. Team leader to assume all necessary authority during analysis or any external negotiations.

Briefing: Auxillary Patrol Cruiser Hrunta

Transport Tiger Force Three and Analysis Team Beta 421 to Amycus system. Assist the Analysis Team as required. Information on this installation could be of critical import in on-going negotiations concerning this frontier region. It is likely that free access to this undeveloped system will become politically expedient. The military significance of this installation is of vital import to Imperial Sector Defense Command. EXPEDITE REPORT.

Overall Background: Routine analysis of the scan data brought back by the Survey Frigate Krimalda from the standard random update patrol revealed an anomaly. There was present on the surface of the third planet in the system a large surface installation of unknown type not noted in the preceeding scan ten years ago. Exhaustive record search shows no Imperial activity in this system. Detailed computer analysis of the previous update records, and the original survey data indicate subtle and sophisticated jamming of the scanning equipment. This jamming is of a type not previously encountered. Activity by unknown elements in this system must date back at least 150 years.

Urgent investigation to identify these unknown elements is required, as are the technical details of the jamming device. The Amycus system is located in a disputed frontier area concerning which important negotiations are currently underway. The political consequences of a significant Imperial Military presence in this system at this time would be serious.

PLAYER 2

NAME _____

E. crewman _____ gunner assault boat one

5BA7D8 age 26 2 terms vacc suit
gunnery 2 vacc suit 1 SMG 1

SMG 3mags,30 rnds ea.

F. commando _____ marine trooper

795BA6 age 26 2 terms combat armor
vacc suit 1 cutlass 1 ACR 1
forward observer 1

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

G. commando _____ marine trooper

A67334 age 26 2 terms combat armor
vacc suit cutlass 1 ACR 1
mech 1

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

H. analysis _____ team leader

777B67 age 46 7 terms combat armor
vacc suit 1 computer 3 SMG 1
medic 2 pilot 2 navigation 2

portable scanner/sensor

SMG, 3 mags, 30 rnds ea., blade

The planet is third in a system of seven, and has a diameter of 5,013 km. The atmosphere is very thin, and tainted with ammonia, the 40% water being mostly in the form of snows and ices in the extensive icecaps, though several small and salty seas exist. Native lifeforms are restricted to lichens, mosses, and small insect-like creatures. The axial inclination is almost zero, and, combined with the very slight orbital eccentricity, produces a very even climate, with little weather and no seasons. The planet rotates in 21.5 standard hours, and has a surface gravity of .4 earth normal.

Amycus Probe

The Hrunta was selected for this mission because she had just completed her annual maintenance check, and was certified to be in top condition. The Hrunta had recently been modified to serve as mother ship for a commando unit. Half of the cargo hold had been converted to living quarters and life-support, while the other half had been converted to carry two ships' vehicles in semi-external mounts.

As the Teams flew in from Camp Rantina and the Scout Base at Kanbinsport, the crew of the Hrunta topped off the tanks, while the captain and a couple of petty officers made a fast raid on the local supply depot. Aware that something was up, the Supply Officer "found" as many "surplus spare parts" and "excess equipment" as she possibly could. Rushing the teams and their equipment on board, the Hrunta lifted out in a perceptible hurry.

The three week voyage to the Amycus system was occupied at first in equipment inventory and familiarization, as the teams and crew settled in. The ship's officers and team leaders spent the time in reviewing data, procedures, and planning operations. Coming out of Jump on the fringes of the Amycus system, the Hrunta made a cautious run in to the planet in the sixth orbital position (X200000 -). Though a rock with no perceptible atmosphere, some water and ammonia ice deposits exist in the north polar region. Special sensors detected no deviations from previous records, and no evidence of the unusual type of jamming around either planets VI or VII. Since her tanks were still half full, her last segment being only Jump 2, it took but a short time for the crew to scoop together enough ice and snow to process for fuel. Completely refueled, the ship moved swiftly at maximum acceleration for planet III. Carefully timing her approach orbit, the crew of the Hrunta launched three recon drones ahead of the vessel. Each drone was set to approach a little closer to the mystery base. The first drone passed by safely, and returned to the Hrunta. The second drone returned with all external sensors burnt out and the outside of the drone heavily scorched by some type of energy weapon. The third drone didn't return at all. Readout of the first drone's sensor records provided Picture A. (JUDGE SHOW PICTURE A) All other scanning equipment returned garbled readings. Unable to risk exposing the ship to the ground fire, the Captain and the team leaders decided a sneak recon from the surface was the next step.

The 18 team members and 6 ship's crew boarded the two equipment-loaded Assault Boats, and launched free into space. A cautious entry to the atmosphere was successful, and the two Boats commenced a low-level flight in, toward the mystery installation. It is now dawn of a 21-hour day, and the 500 kph Assault Boats are two hexes to the southwest of the installation.



PLAYER 3

NAME _____

I. crewman _____ drone operator assault boat one

56A857

age 26

2 terms

vacc suit

elec 2

vacc suit 1

SMG 1

SMG, 3 mags, 30 rnds ea.,

J. commando _____ marine corporal

D75585

age 30

3 terms

battle dress

battle dress 2

cutlass 1

energy weps 2

(PGMP- 13)

PGMP-13, cutlass, 4 grenades

K. commando _____ marine trooper

C8C78A

age 22

1 term

combat armor

vacc suit 1

cutlass 1

ACR 1

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

L. analysis _____ analyst

68B955

age 34

4 terms

combat armor

vacc suit 1

computer 1

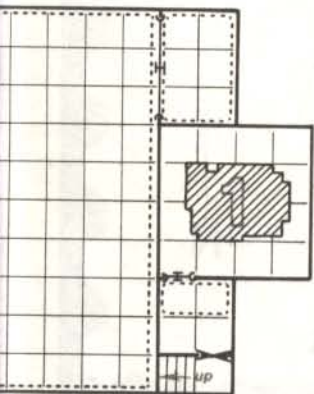
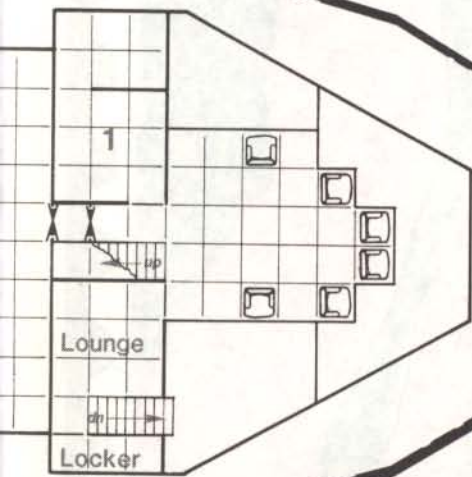
SMG 1

elec 3

pilot 1

portable scanner / sensor

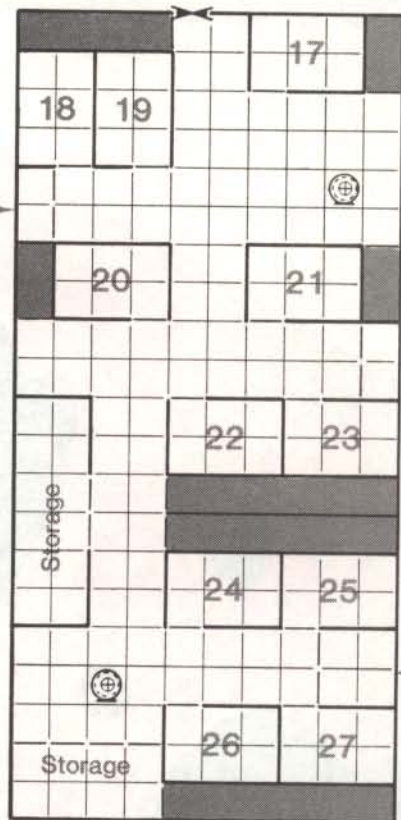
SMG, 3 mags, 30 rnds ea., blade



AVIONICS

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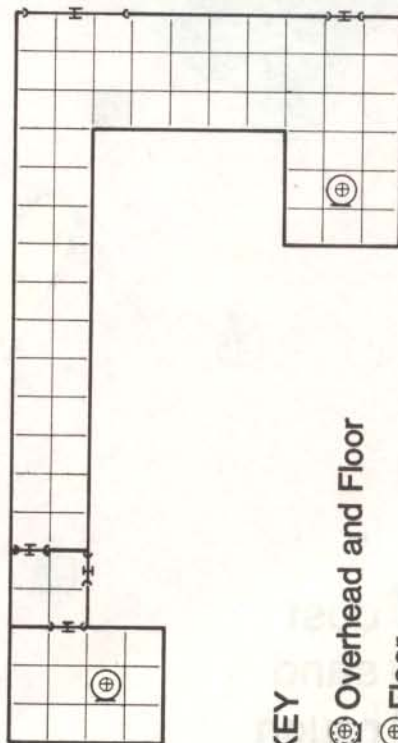
Fresher



Fresher

Fresher

1, 2, 3 Turret positions and Weaponry



KEY

Overhead and Floor

Floor

Overhead

Weapons

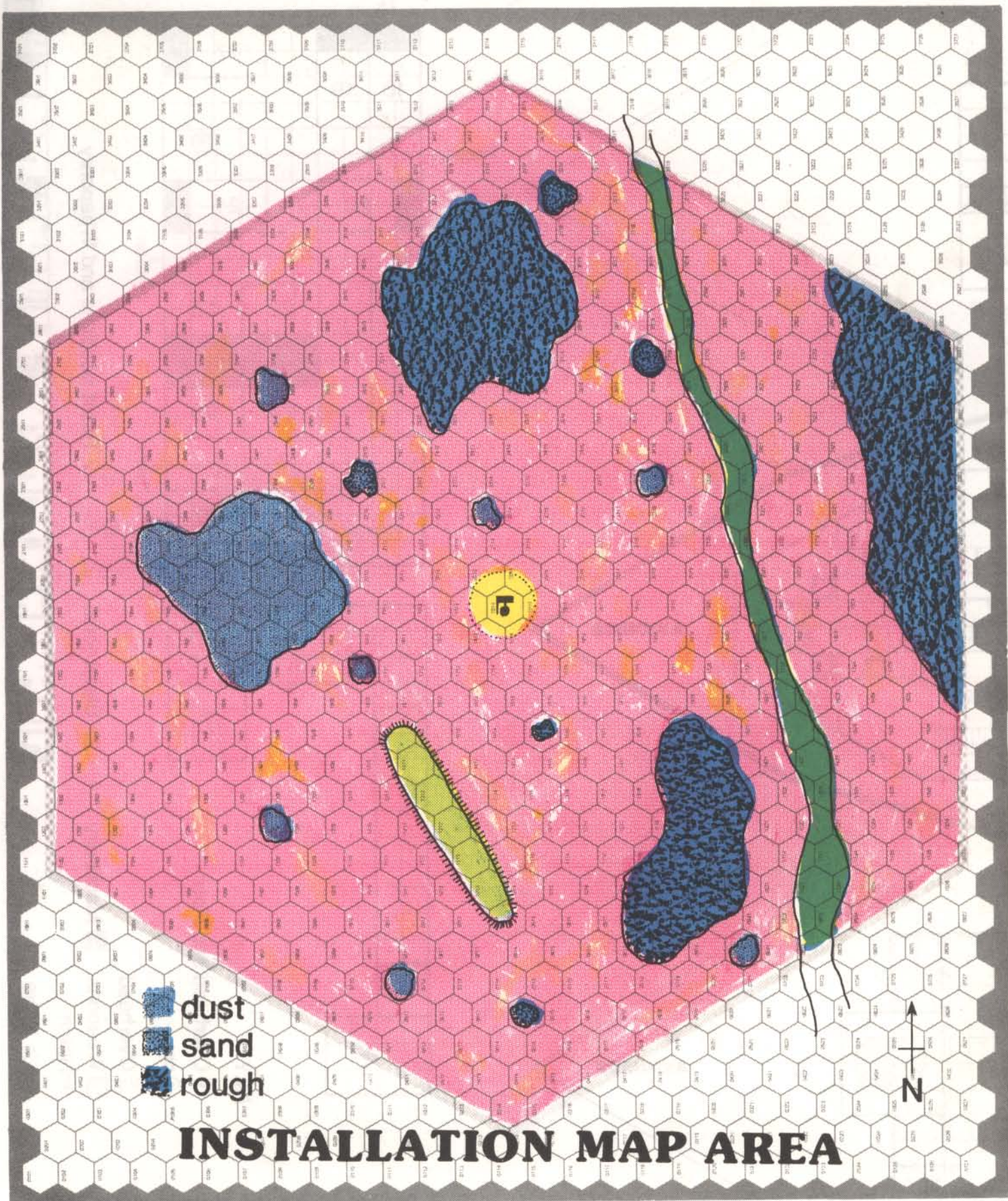
Hatch

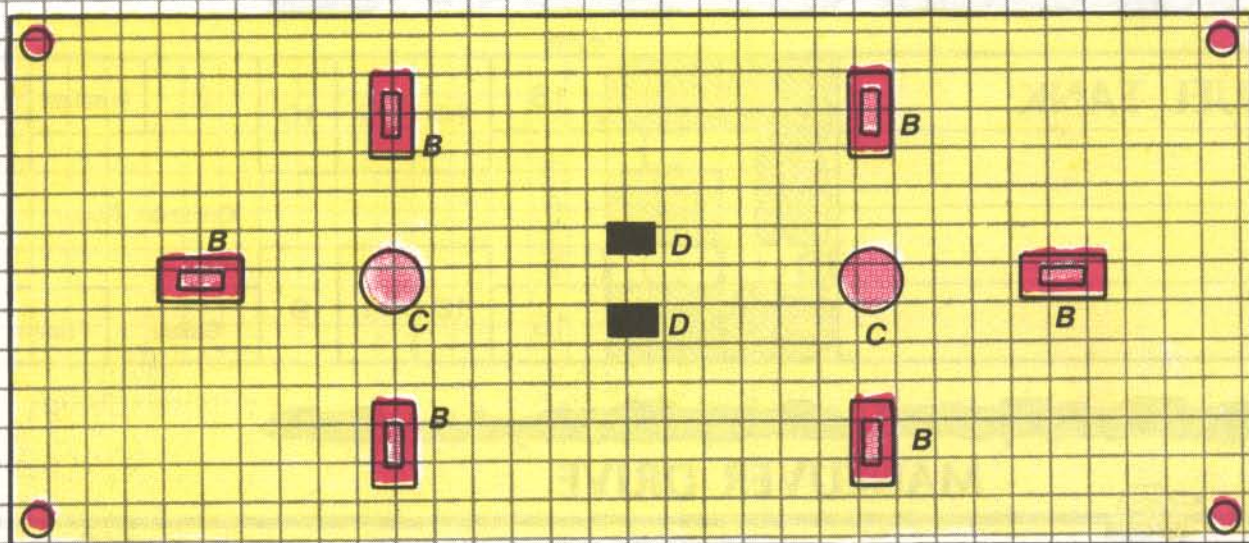
Iris Valve

1 Square equals 1.5 meters

HRUNTA



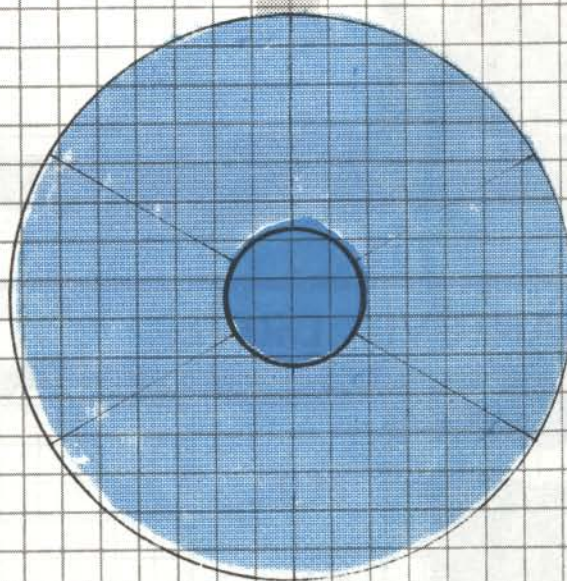




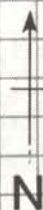
10 meters

E

E

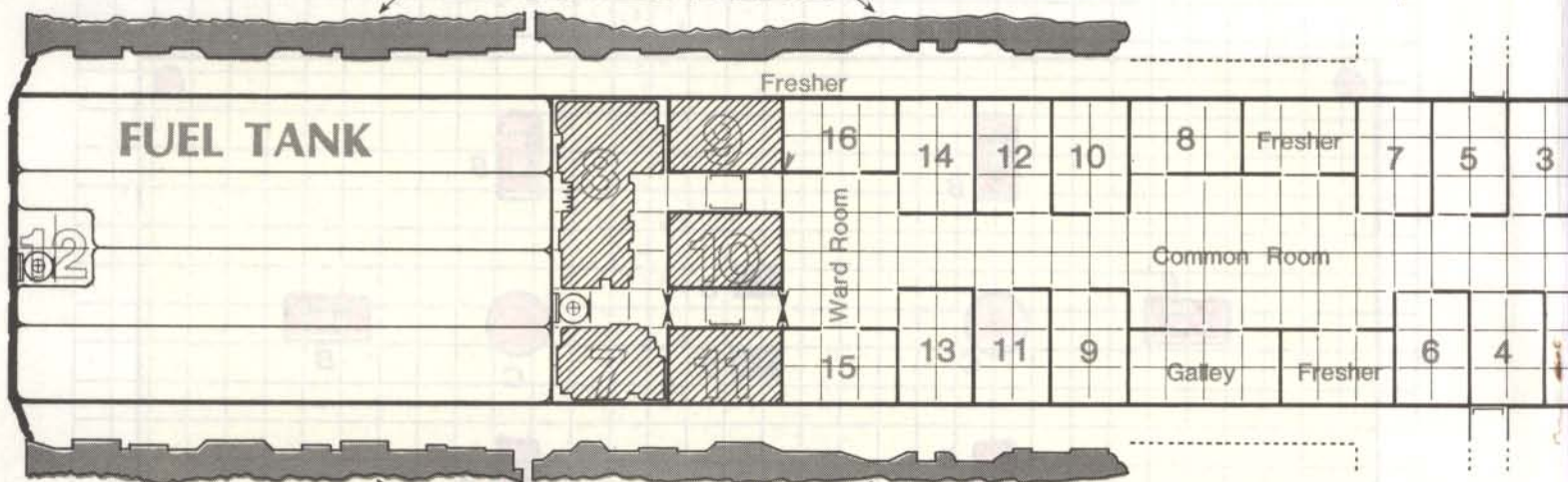


F

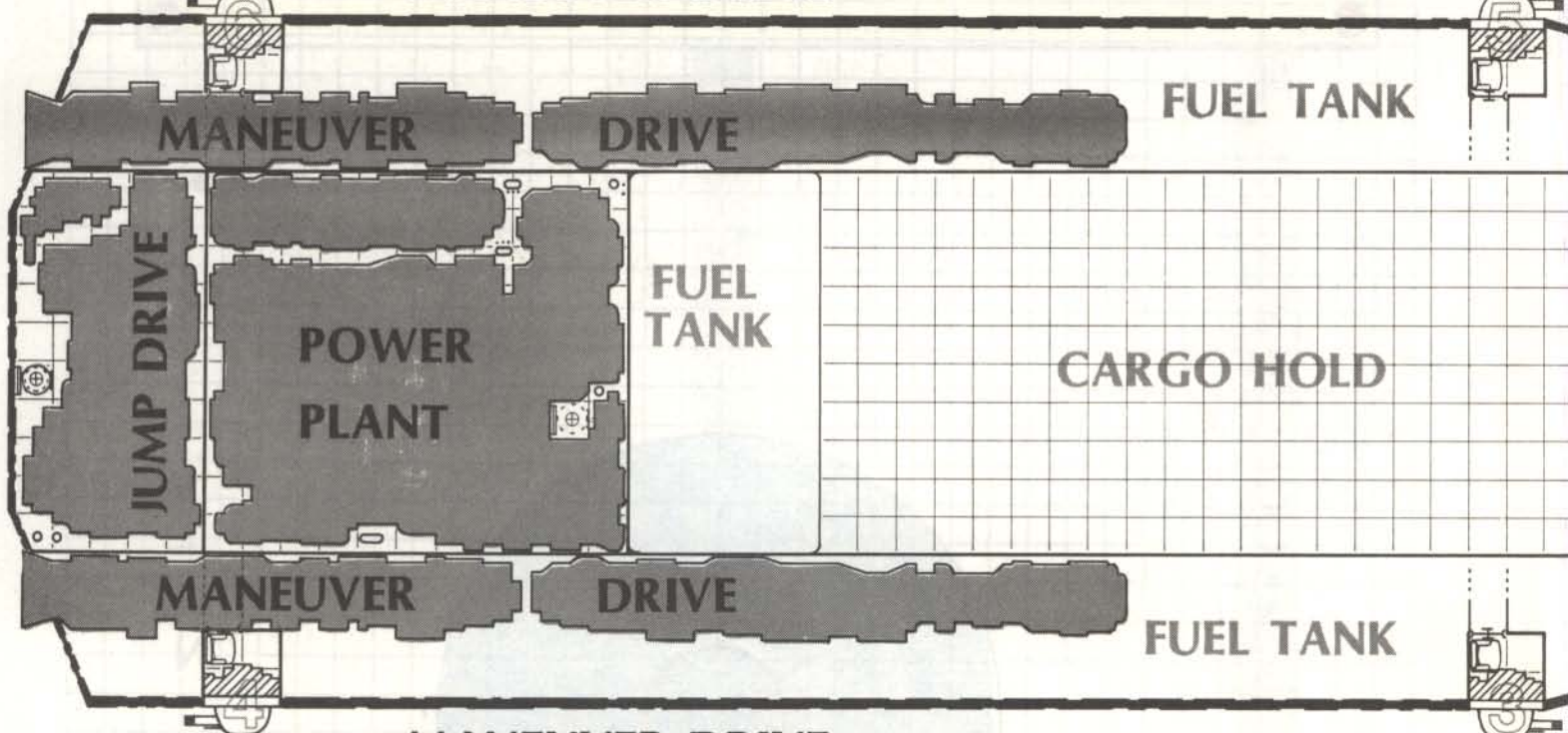


INSTALLATION MAP DETAIL

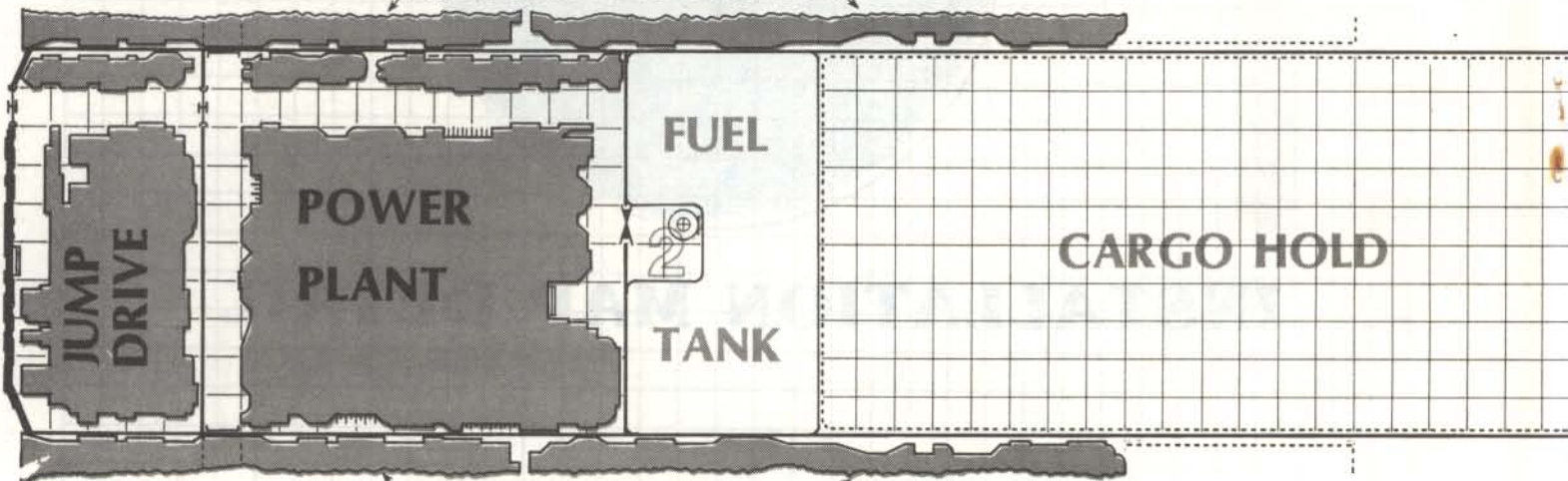
MANEUVER DRIVE



MANEUVER DRIVE



MANEUVER DRIVE



MANEUVER DRIVE

PLAYER 4

NAME _____

M. crewman _____ pilot assault boat two

9958A6 age 30 3 terms vacc suit
ships boat 2 navigation 1 pistol 1 vacc suit 1

Pistol, 2 mags, 10 rnds ea.

N. commando _____ marine lieutenant

956959 age 22 1 term combat armor
vacc suit 1 cutlass 1

SMG, 5 mags, 30 rnds ea., cutlass, 4 grenades

O. commando _____ marine trooper

949888 age 22 2 terms combat armor
vacc suit 1 cutlass 1 ACR 2 medic 1

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

P. analysis _____ analyst

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

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

Equipment List

Assault Boat One

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

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

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

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

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

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

Assault Boat Two

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

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

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

1 Ton Recon Drones, Two

1 Ton Recon Drone Control Link

100 mm Mortar

½ Ton Guided Missiles: Four

Weapons

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

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

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

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

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

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

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

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

Combat Armor: TL = 11, Pressurized

Battle Dress: TL = 13

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

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

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

PLAYER 5

NAME _____

Q. crewman _____ gunner assault boat two

754385 age 26 2 terms vacc suit
gunnery 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

R. commando _____ marine trooper

B66986 age 26 2 terms combat armor
vacc suit 1 cutlass 1 RAM 2

RAM grenade launcher, 8 clips, 3 rnds ea., pistol,
2 mags 10 rnds ea., cutlass

S. commando _____ marine trooper

959773 age 22 1 term combat armor
vacc suit 1 cutlass 1 ACR 1

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

T. analysis _____ team sub leader

558AF5 age 42 6 terms combat armor
vacc suit 2 computer 1 SMG 1 medic 1

JOT 4

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

The Hrunta is one of the new Border Prowler Class being constructed for use by the Provincial Navies. These heavily-armed vessels are designed for multiple missions. The normal configuration is Jump - 4 capable with 200 tons of cargo. Removing the demountable fuel tanks reduces the range to Jump 3, but increases cargo capacity to 300 tons. A special module was built which fits into the cargo bay and provides staterooms and life support for 100 troops in middle passage. A low passage module was also built which provided for 250 men in low passage, 50 tons of equipment, and staterooms for 10 command personnel. The Hrunta was selected for this mission because she was field-testing another special module which was to provide passage for 20 troops, 20 tons of equipment, and semi-external carriage of a pair of 40-ton attack shuttles. This new design has proved successful in field tests and on this mission. Construction of a certain number of these new modules will be ordered at provincial naval bases.

The designed mission of the Border Prowler Class is to maintain the Imperial presence upon the most far-flung borders. It has also provided an excellent ship for long-range scouting missions. In case of war, it should prove suitable as a commerce raider. The Hrunta and her sisters have already proved invaluable in conveying critical cargos with lower risks. They hold a fair amount of cargo and are heavily armed to discourage pirates.

CP-A143542-0402000-56104-0 MCr 791.21 1000 tons

Batteries Bearing 1 211 1 Crew = 20

Batteries 1 211 1 TL = 14

Passengers = 6 Low = 0 Cargo = 184 Fuel = 458

EP = 50 Agility = 0 Troops = 0

INTEGRAL FUEL TANKS CONTAIN 363 TONS
DEMOUNTABLE TANK ONE CONTAINS 46 TONS
DEMOUNTABLE TANK TWO CONTAINS 49 TONS
TOTAL FUEL CARRIED 458 TONS

SHIP DESIGN WORKSHEET		Ship Name		Hrunta	
		Tons	MCr	Configuration	
Tonnage	1000	120		Tech Level	1
Jump Drive	4	50		Energy Points	14
Maneuver Drive	3	80			0
Power Plant	5	100			
Jump Fuel	400				
Power Plant Fuel	50		.095		
Fuel Scoops	✓				
Purification Plant	5		.035		
Bridge	20		1.0		
Computer	4	8	45		2
Armor					
Spinal Mount					
Repulsors					
Energy Wpns					
Particle	3				
Meson Gun					
Missile					
Sand	1	.75			0
Laser	4	12			12
Energy	4	8			8
Particle	5	4			5
Missile	2	4.5			0
Meson Screen					
Dampers	15	40		2	20
Force Field					
Small Craft					
Crew - Officers	6	24	3		
Ratings	14	40	5		
Low Berths					
Troops					
Cargo	184				
Total		783.38		Agility	0
Architect		7.83			
Discounts					
Total		791.21			

PLAYER 6

NAME _____

U. crewman _____ drone operator assault boat two

35499A age 26 2 terms vacc suit

mech 2 vacc suit 1 SMG 1

SMG, 3 mags, 30 rnds ea.

V. commando _____ marine sargent

866A77 age 30 3 terms combat armor

vacc suit 1 cutlass 1 ACR 2 demo 2

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

W. commando _____ marine trooper

AAC434 age 26 2 terms combat armor

vacc suit 1 cutlass 1 ACR 1

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

X. analysis _____ analist

9A8687 age 34 4 terms combat armor

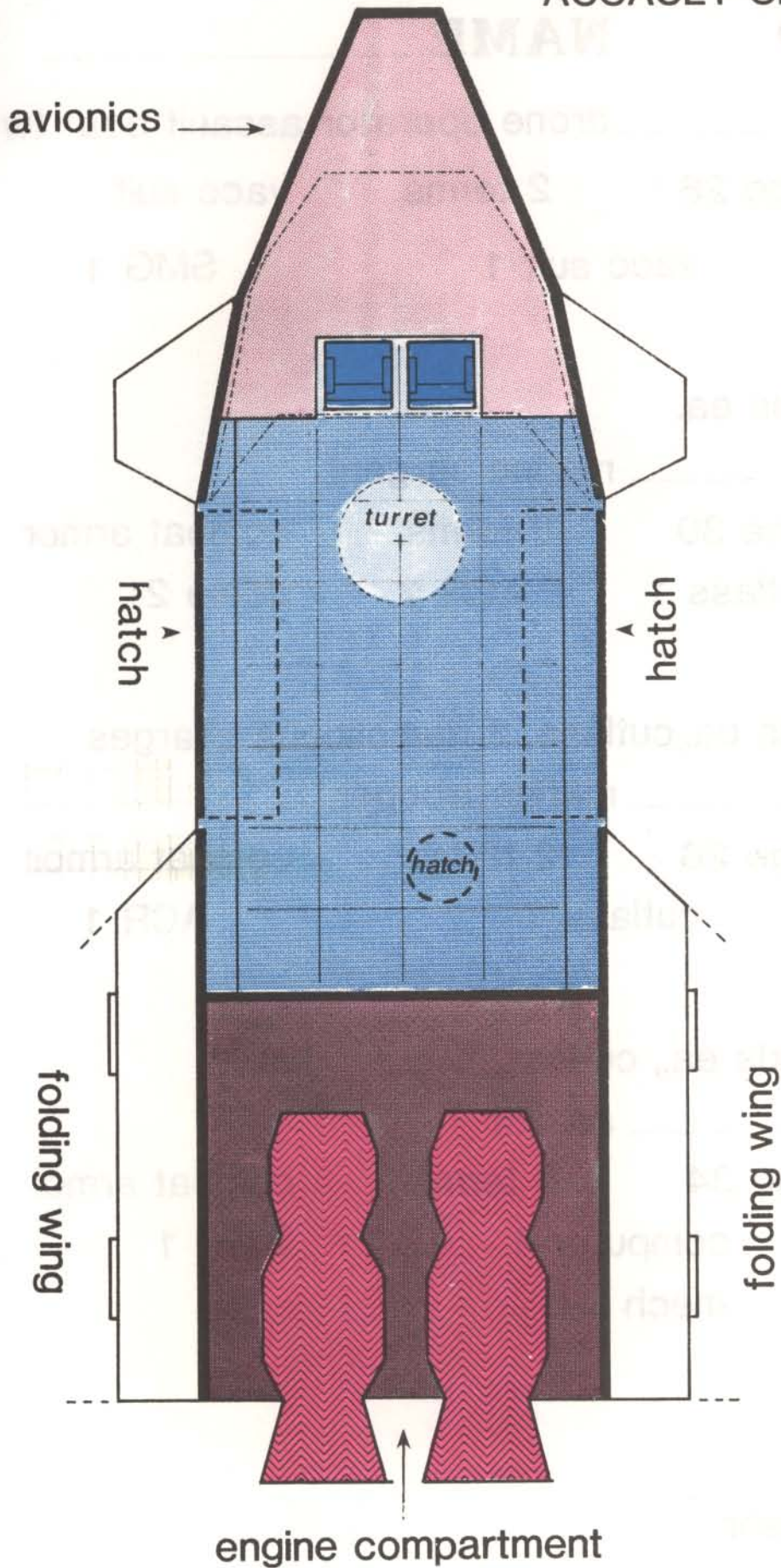
vacc suit 1 computer 1 SMG 1

pilot 1 mech 3

portable scanner / sensor

SMG, 3 mags, 30 rnds ea., blade

ASSAULT SHUTTLE

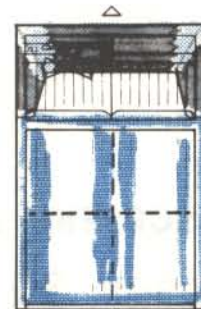


BY-0206821-930000-20002-0 MCr 43.733 40 tons

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

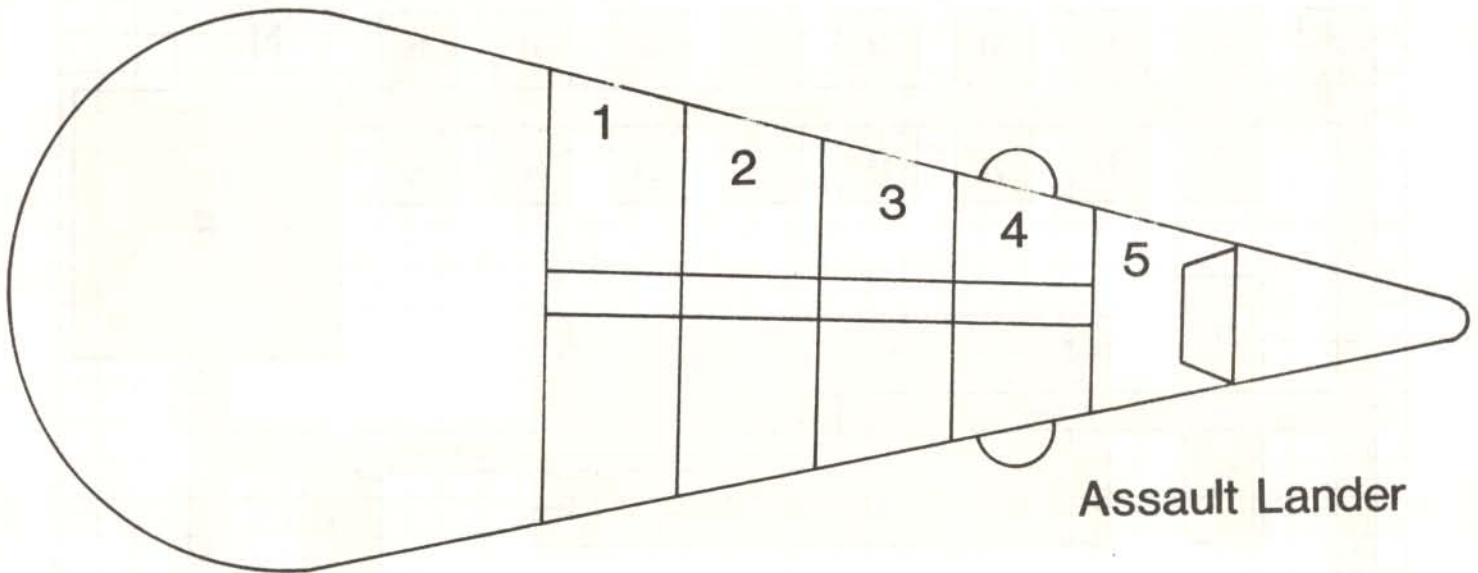
Passengers - (30) Cargo - (15) Fuel - 3.8 EP - 3.2

AIR RAFT



The map is a top-down view of a game level, overlaid on a grid. A central circular area is labeled "ship". Surrounding this central area is a yellow path or boundary. The path is marked with "level" and "slope" indicators. The "level" markers are located at the top, bottom, and right sides of the path. The "slope" markers are located at the corners and along the sides of the path, indicating the direction of the slope. Various numbered rooms and corridors are shown, including rooms 1 through 39. A scale bar at the top indicates 3 meters, and a north arrow points upwards.

SPECIAL SHUTTLE DESCRIPTION



Assault Lander

Ship Description:

The ship in the Hangar, Room 14, is of cone shape. It is an elongated teardrop sitting on the rounded end, with the point straight up. The ship is 21 meters in diameter, and 60 meters long. It has a silver tip to the nose, and is otherwise marked in bright bands of black and yellow. Large hatch openings are visible in the hull surface, some half open. One of the lowest levels of hatches has a spidery metal ladder reaching down from the tip of the hatch. Somewhat back along the hull from the silver nose tip, are what appear to be four weapon emplacements. The ship has taken what is obviously combat damage. In fact, anyone with even a Pilot - 1 skill, will wonder how she got down in one piece!

The ship has been stripped. Even casual examination will show that quite some time was taken in removing intact any useful components. The ship was cannibalized for spare parts. She could never be made to fly again. Examination will show a Tech level of about 13 or 14.

Deck I: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 19 meters in diameter. Four double hatches of about 10 meters width are spaced equally around the circumference. The center column has a hatch which opens into a ladder shaft running up the axis of the ship.

Deck II: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 15 meters in diameter. Four double hatches of about 7 meters width are spaced equally around the circumference. The center column has a hatch which opens into the axial ladder shaft.

Deck III: An open deck, with a 1.5 meter square column running up the center. The deck is 6 meters high, and 12 meters in diameter. Four double hatches of about 6 meters width are spaced equally around the circumference. The center column has a hatch, which opens into the axial ladder shaft.

Deck IV: Four control stations are systematically arranged around a central 1.5 meter square axial column. The remains of elevating and traversing gear for some sort of weaponry are evident, although the weapons themselves are gone. Mountings for fire control panels are evident. The single remaining seat could have accommodated a human quite comfortably. A hatch opens into the ladder shaft. The deck is 6 meters high, and 10 meters in diameter.

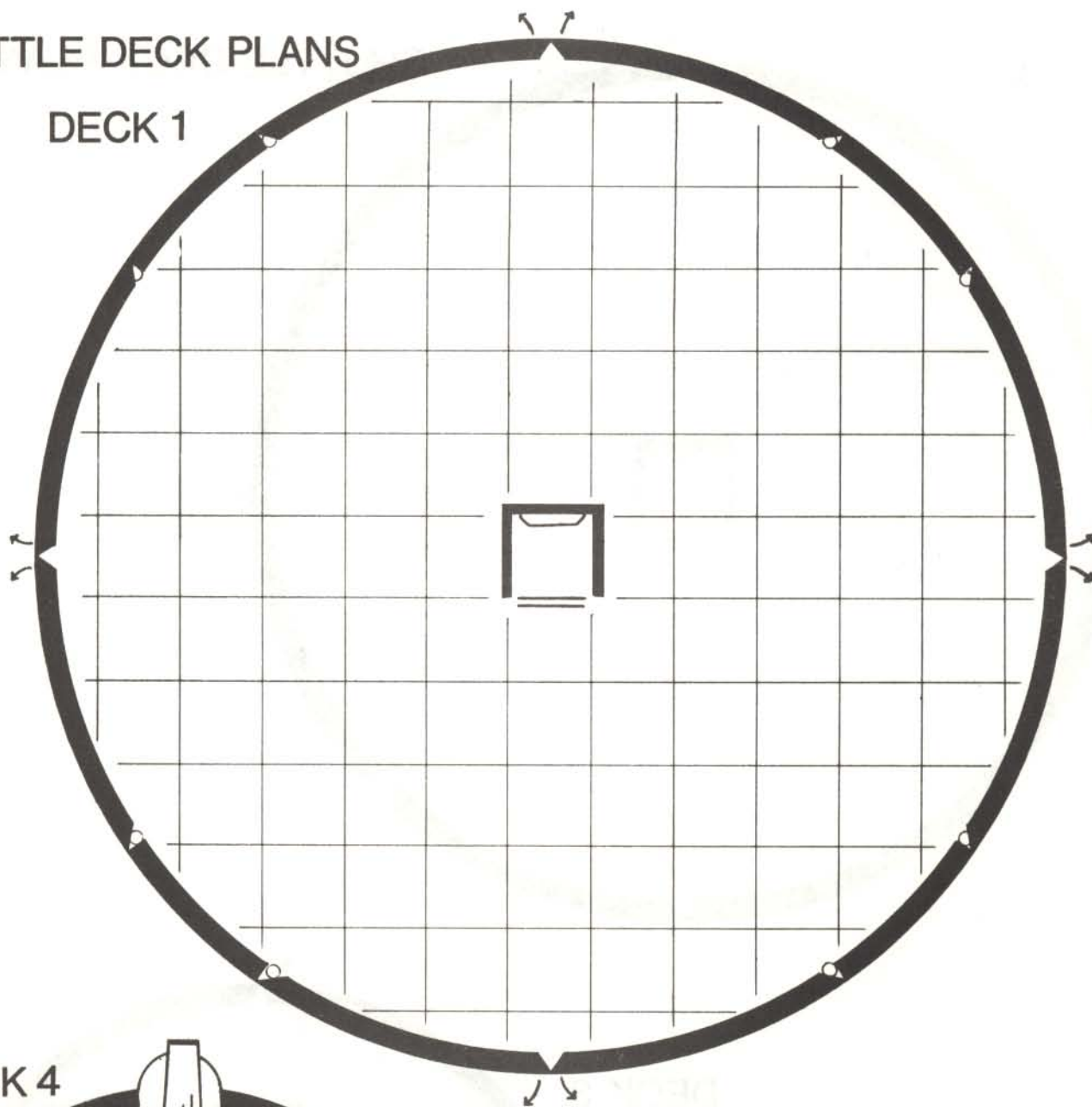
Deck V: The axial shaft from below comes up through a central floor hatch. The deck is 3 meters high, and 9 meters in diameter. Two pilot couches were once located here. The remains of one couch show it could have comfortably accommodated a human. The rest of the deck once contained bridge and computer controls. A visiscreen once occupied the ceiling of the deck, but it is now missing. A glance forward shows that the tapering nose section higher up once held computer avionics, and various sensor gear.

Study of the ship shows she was once an interplanetary craft. Probably her mission was that of armed cargo craft. Her probable displacement was in excess of 70 tons, and she was capable of at least Maneuver 3.

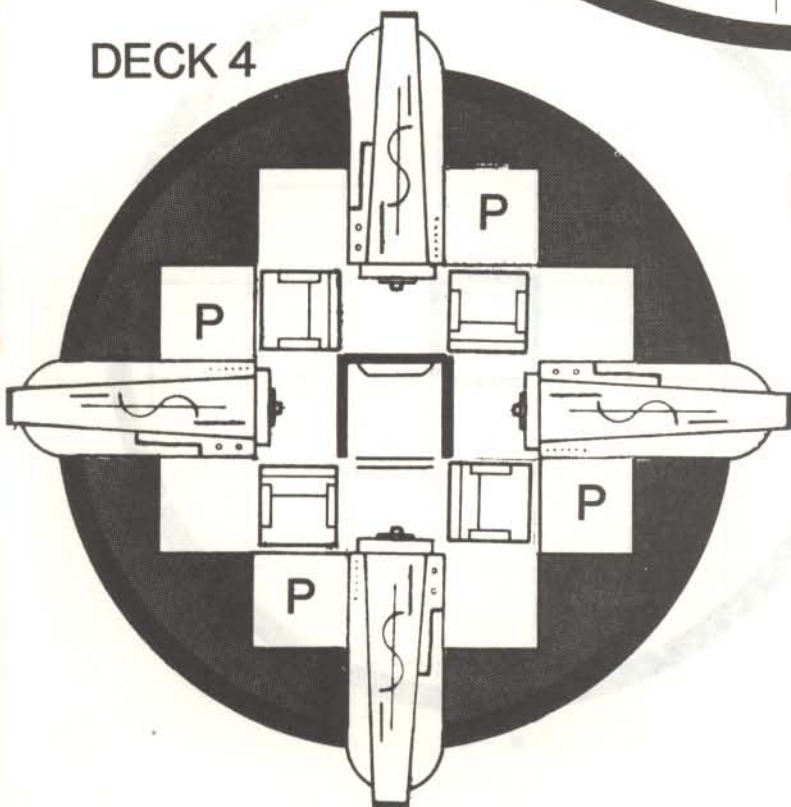
Most importantly, she is a human ship, built and designed by humans for humans. The controls are built to fit human hands. The markings, alphabet, and such, are not identifiable as belonging to any known race or culture.

SHUTTLE DECK PLANS

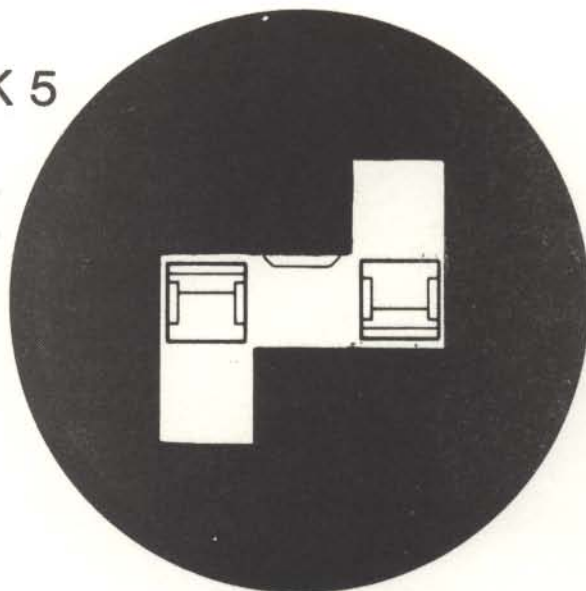
DECK 1



DECK 4

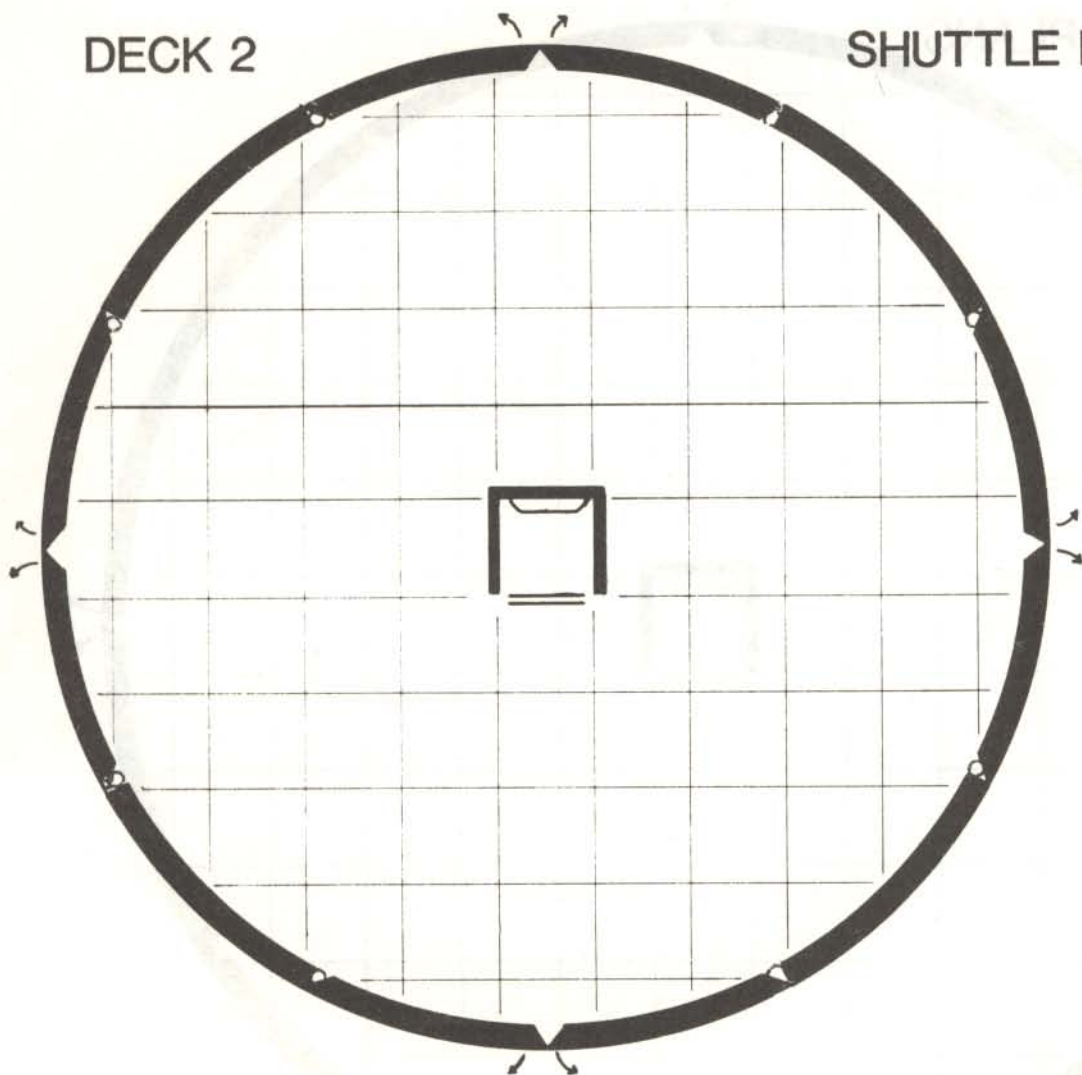


DECK 5

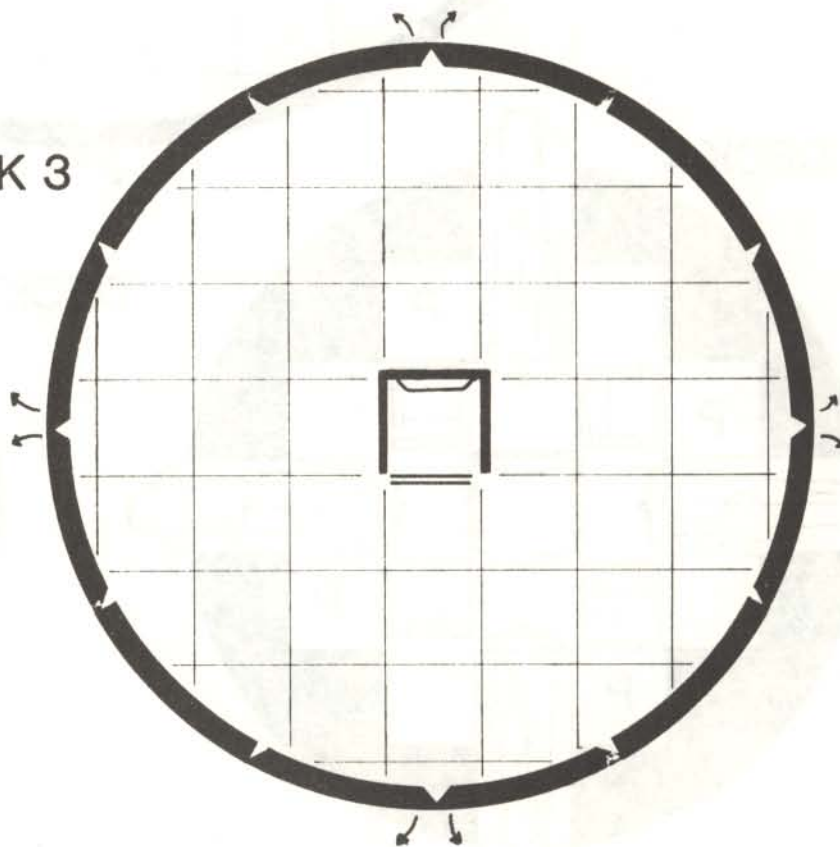


DECK 2

SHUTTLE DECK PLANS

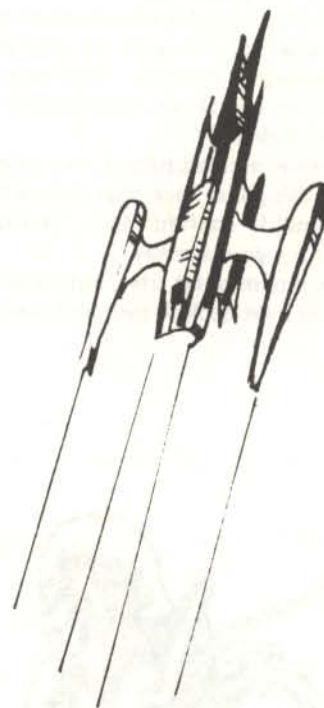


DECK 3



Tournament Point Scoring

- 5 Cautious Approach Used
- 7 Recon Drones Used as First Wave
- 4 Indirect Fire Artillery Support Set Up
- 5 Covered Approach Used
- 4 Closely Examine Perimeter Cones
- 6 Take Physical Samples of Base Construction
- 5 Figure Out Door Field Operation
- 5 Discover Security Computer
- 4 Destroy Security Computer Deliberately
- 5 Destroy Security Computer Accidentally
- 10 Deduce Function of Security Computer and Refrain From Destroying
- 5 Discover Recharging Area
- 4 Deduce Function of Recharging Stalls
- 5 Take Sample of Non-functioning Security Robot
- 5 Discover Thermionic Generator
- 5 Deduce Function of Thermionic Generator
- 5 Discover Ship
- 10 Take Physical Samples of Ship Equipment
- 5 Discover Mural
- 10 Crewmember Recognizes Mural
- 10 Each Active Security Robot Destroyed
- 25 Each Assault Boat Lost
- 5 Each Recon Drone Lost
- 15 Each Crewmember Lost
- 10 Each Soldier Lost
- 25 Each Analysis Team Member Lost
- 1 Every Room in Underground Base Entered
- 5 Closely Examine Surface Base Construction



Up to 25 bonus points awarded at discretion of JUDGE for:

- 1 Novel use of standard gear
- 2 Heroic actions, where justified
- 3 Abandoning as much of their own gear as possible, filling up all available space on the Hunta with material from the base, including as large a section of the damaged ship as they can carry off.
- 4 Obliterating all traces of the installation with a nuclear weapon after having gained all information possible (all regular positive victory points awarded).

Mission Analysis

- 1 The builders and operators of the base were Humaniti.
- 2 The base was built 300 +/- 20 standard years ago and was in active operation until 200 +/- 15 standard years ago.
- 3 Imperial archives are, at present, unable to identify the precise culture, planet, or race involved. Sufficient evidence is available to ensure that it was not one of the more prominent races in the sector or adjacent sectors.
- 4 The technology of the base is about 13 - 14 with some minor anomalies.
- 5 The equipment anomalies consist of a large percentage of alien components incorporated directly into common machinery, specifically, sensor and jamming devices. This material is at least Tech Level 15 and is of a type of manufacture not previously encountered. Imperial scientists have designated these components as "Alien Type 732." One of the major distinguishing characteristics is a tendency towards breakdown. The components appear to have been deliberately manufactured with key pieces which will disintegrate with time.

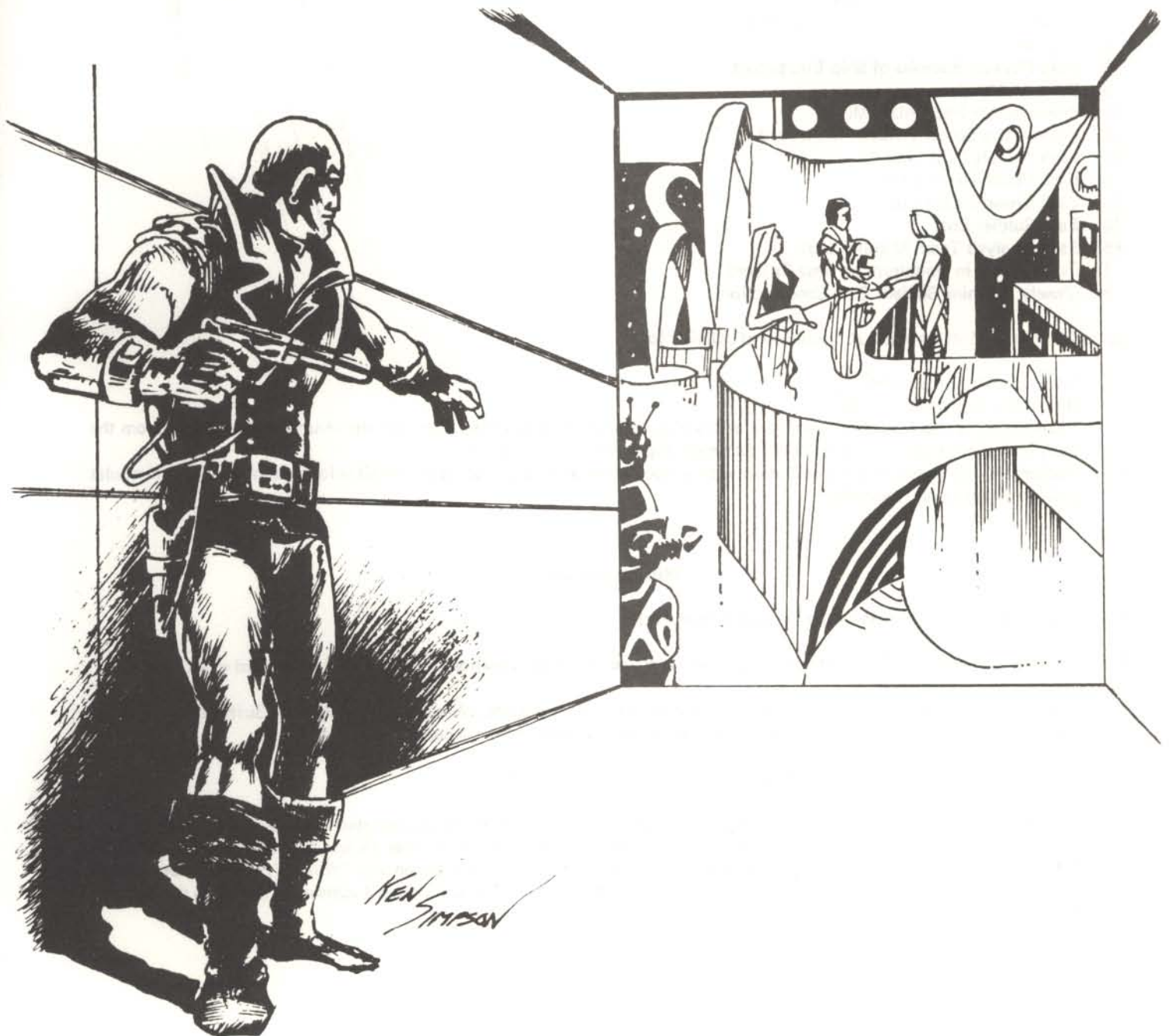
Chief Engineering Petty Officer Kendon Rasmalian of the Hrunta took a last sip of his beer and glanced across the table at Senior Analyst Marc Williams. A slight lift of the eyebrows and a nod of the head indicated complete agreement. The rather faded holographic mural behind the bar of the Busted Flagon Tavern was, indeed, the same system as that of the mural in the installation. The angle of view was a little different, but it was the same ice moon, ringed gas giant, and double sun. Lifting his mug to indicate a refill required, Kendon called the barboy over. "Another round here, son! And an extra Credit for you if you can settle a bet between me and my buddy here. I say that mural behind the bar is the Stantin System and he says it's the Ralmon."

Several minutes passed, and a slightly apprehensive lad returned with fresh mugs. "Sorry, sirs! Me mum says her uncle, what built this place, took that picture himself in the Spinstorme System over in the Blackedge Subsector."

"Hmph!" snorted Marc. "Burnt us both down in flames!" and he settled back with his fresh mug of ale. "Here's a half-Credit for you, anyway."

Twenty minutes later, both men drained their mugs and sauntered out the door.

"Let's get back to base and check this out. We've got a lot of work ahead of us!"



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OSIRIS DEEP SUBSECTOR

Located in the Lesser Rift, the Osiris Deep Subsector is administered from Starbridge. None of the Worlds in this region are members of the Imperium although Shanidar has made application. Scoutships based on Shanidar maintain a watch throughout the Subsector, though little activity other than mining goes on. Alien artifacts have recently been found in this region, prompting the local Imperial bureaucracy to order a thorough re-survey of the Subsector.

Menlanis	2513	E310547	7	Non-industrial	G
Shanidar	2611	C687789	7	Rich, Agricultural	G
Anaharan	2616	CAB8213	A	Non-industrial	G
Fenrir	2813	E222665	8	Non-industrial	G
Zapotec	2818	C000654	A	Asteroid Mining	G
Shantunia	2916	C000545	A	Asteroid Mining	G
Rifward	3019	DA9A213	9	Non-industrial	G
Amycus	3115	X324000	--	Undeveloped	G
Kei	3119	X210000	--	Undeveloped	G
Tichum	3215	D435234	9	Non-industrial	G

The Osiris Deep Subsector contains 10 Worlds with a total population of 10.48 million. The highest Population is 7, at Shanidar; the highest Tech Level is A, at Anaharan, Zapotec, and Shantunia.

