

Jewell  
System Survey  
Second Edition



Jewell/Spinward Marches (1106)  
Survey Date: 24-986  
UWP: A777999-C



System name: Jewell  
Sector: Spinward Marches  
Star name: Brilliant  
Star spectrum: G7 V  
Magnitude: 3.064  
Jump Exit point: 0.909AU

Orbits	Name	UWP	Notes
-	Primary	G7 V	
0	Pebble	YS00000-0	
1	Rock	YS00000-0	
2	Jewell	A777999-C	
60	Bright	Y302000-0	
3	Tastabl-Belt	Y000000-0	100m/1Km, n-20, m-70, c-10, 0.05AU
4	Juno	LGG	Size 190, Density 0.16
7	Efan	Y300000-0	
35	Labrador	Y400000-0	
40	Nihmen	Y704000-0	
45	Allair	Y444000-0	
6	Rosso	Y200000-0	
7	Hahn	LGG	Size 220, Density 0.22
7	Uwren	Y844000-0	
10	Listig	YR00000-0	
15	Trimon	Y650000-0	
20	Jehena	YS00000-0	
25	Pablo Central	Y534218-C	Mi, Re, Sc
30	Ilushin Rock	Y65311C-B	
35	Yanish	Y524000-0	
40	Boulder	Y300000-0	
45	Rorke	Y100000-0	
50	Stedt	Y400000-0	
55	Oberon	YR00000-0	
60	Faler	Y763000-0	
8	Cliff	Y300318-C	Mi, Re, Nv, Sc
9	Aeri Locust	G100117-B	
12	Dust Cloud	YR00000-0	
20	Daemon	YS00000-0	
10	Ividi	Y000000-0	50m, n-20, m-70, c-10, 0.5AU
11	Random	SGG	Size 70, Density 0.18
4	Seed	Y100000-0	

# World Builder Handbook Profile

## Size Related

Diameter: 10,780Km  
Density: 0.92 (Molten Core)  
Mass: 0.62  
Gravity: 0.81  
Primary Mass (star): 0.894  
Orbit Number (Planet): 2  
Orbit Period (Planet): 226ds 5hrs 45min  
Rotation Period: 38hrs 16min  
Axial Tilt: 25  
Orb. Eccentricity: 0.02  
Seismic Stress: 1  
Asteroid Belt Zones: 2  
Distance to Horizon: 4643m (when standing at sea level)  
Altitude of Geosynch Orbit: 9046Km

## Atmosphere Related

Atmosphere Composition: Std ox/Nit mix with Pollutants  
Surface Pressure: 0.9  
Stellar Luminosity: 0.864  
Orbital Factor: 447.045  
Energy Absorption: 0.700  
Greenhouse Effect: 1.1  
Base Temperature: 24.41°C  
Orbital Ecc. Mod.: ±0.6°C  
Latitude Temp Effect: +18 to -42  
Axial Tilt Effect:  
0.00 Hexrow 1-2 Summer +0°C Winter -0°C  
0.25 Hexrow 3 Summer +4°C Winter -6°C  
0.50 Hexrow 4 Summer +8°C Winter -13°C  
0.75 Hexrow 5 Summer +11°C Winter -19°C  
1.00 Hexrow 6-11 Summer +15°C Winter -20°C  
Daytime Plus: +11.78°C  
Nighttime Minus: -19°C  
Native Life: Yes  
Atmosphere Terraform: No  
Greenhouse effect Terraform: No  
Albedo Terraform: No

## Hydrosphere Related

Hydrographic Percentage: 72%  
Hydrographic Composition: Localized poluted water  
See text  
Tectonic Plates: 5  
Hydrosphere Terraform: No  
Terrain Terraform: Yes  
Major Continents: 4  
Minor Continents: 8  
Major Islands: 5  
Archipelagoes: 6  
Notable Volcanoes: 8  
Weather Control: Yes  
Natural Resources: Agricultural, Ores, Compounds  
Processed Resources: Agroproducts, Metals, Non-metals  
Manufactured Goods: Parts, Durables, Consumables  
Information: Recordings, Software, Documents

## Population Related

Total Poluation: 6 370 000 000  
Population Division: Humans 95% Vargr 5%  
Local Customs: See text  
Primary Cities:  
City Population Port  
Heron (Orbital starport) 800 000 000 A  
Kächer 700 000 000 B  
Qu'huru 500 000 000 A  
Ilprit 500 000 000 B  
Bafliash 400 000 000 B  
Highmoon 300 000 000 C  
Tanager City 90 000 000 B  
Omster 90 000 000 C  
Hurdle Rock 90 000 000 B  
Mendezez 90 000 000 B  
Holcroft Down 90 000 000 B  
Easter City 90 000 000 B  
Secondary Cities:  
City Population Port  
41 Cities 50 000 000 B  
8 Cities 9 000 000 C  
152 Cities 5 000 000 B  
Tertiary Cities:  
City Population Port  
13 Cities 900 000 C  
244 Cities 500 000 B  
61 Cities 90 000 B  
1164 Cities 50 000 C  
Progressiveness: Conservative/Advancing  
Aggressiveness: Unaggressive/Neutral  
Extensiveness: Discordant/Friendly

## Government Related

Representative Authority: No Division  
Several Councils  
Government Description: Impersonal Bureaucracy

## Law Related

Religious Profile:  
Uniformity of Law: Territorial  
Legal Profile:  
9 Overall  
9 Weapons  
A Trade  
B Criminal Law  
C Civil Law  
B Pers. Freedom

## Technology Related

Technology Profile: CA H/L Common  
C Energy  
B Comp/Robotics  
B Communication  
B Medical  
D Environment  
7 Land Trans.  
7 Water Trans.  
7 Air Trans.  
C Space Trans.  
C5 Pers/Hvy Wpns  
D Novelty

Hex	Latitude mod	Axial Tilt	Summer day	Summer night	Winter day	Winter night
1	18	0	54,79°C	24,01°C	53,59°C	22,81°C
2	12	0	48,79°C	18,01°C	47,59°C	16,81°C
3	6	0,25	46,54°C	15,76°C	36,59°C	5,81°C
4	0	0,5	44,29°C	13,51°C	25,59°C	-5,19°C
5	-6	0,75	42,04°C	11,26°C	14,59°C	-16,19°C
6	-12	1	39,79°C	9,01°C	3,59°C	-27,19°C
7	-18	1	33,79°C	3,01°C	-2,41°C	-33,19°C
8	-24	1	27,79°C	-2,99°C	-8,41°C	-39,19°C
9	-30	1	21,79°C	-8,99°C	-14,41°C	-45,19°C
10	-36	1	15,79°C	-14,99°C	-20,41°C	-51,19°C
11	-42	1	9,79°C	-20,99°C	-26,41°C	-57,19°C

Travelttime to jump point									
Jump Point from Central star	0,909								
Planet orbit distance in AU	0,7								
Distance in AU to jump point	0,209								
Distance in Kilometers	31 266 400								
Distance in Light Seconds	104,22								
Acceleration (ICT/MT rules)	1	2	3	4	5	6			
Travel time (hrs)	31,06	21,97	17,94	15,53	13,89	12,68			
Fuel Burn (TNE Rules)	1	2	3	4	5	6	7	8	9
Travel time (hrs)	312,66	156,33	104,22	78,17	62,53	52,11	44,67	39,08	34,74

Jewell system Survey  
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starwolf@chello.no

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## Introduction

Jewell is a quite complex world to visit. First time travellers should be aware of the massive red tape that rules this world. Travel permits are needed for just about any trip outside a local district. This has limited the transportation TL severely in many areas. Although the Jewellians are quite friendly, they can be hard to get to know properly. Strategically Jewell is very important source for recruitment of personnel to the Imperial forces. Jewell's close proximity to Zhodani makes it also an important staging ground for Imperial forces to counter Zhodani threats.

## Arriving in Jewell

The first thing travellers will notice is the distance between the jump point and the planet itself. Jewell is well inside the 100 diameter of the central star. Due to this, both Imperial scouts and Imperial Navy has set up 3 way stations just outside the 100 diameter limit to service incoming crafts. Primarily they do not give service to civilian vessels unless there is an emergency. These way stations provide supplies to Imperial vessels and run courier routes between the way station and Jewell in case cargo is arriving with a scout ship. Ordinary mail or news are broadcasted through both open lines and secured lines towards Jewell and other destinations within the system.

All first time visitors to Jewell are required to dock at the Heron Orbital starport. This is a crowded starport so it is recommended to get license to dock at one of the dirtside ports instead for later visits.

Frequent cargo inspections are not unusual both from the Imperial navy and from the Local Jewellian SDB fleet. Due to the close proximity to the Zhodani borders the armed forces do what they can to prevent infiltration.

### Crowded space

About 8 million people are living in different orbital installations. Many of the installations are connected to secret or hazardous research or manufacture. Heron Orbital Starport stays in geosync orbit above Heron City. Due to the high traffic around Jewell first time visitors may have to wait days in some cases to be processed and cleared for landing/docking. Those with landing permits other places on Jewell will meet few hindrances, but should expect vigorous inspection at landing.

## Life on Jewell

The life on Jewell for the average person is quite normal. But local conditions and the strict law makes certain things difficult. Initially Jewell was a low tech world, but after several wars with Zhodani tech was accelerated artificially to bolster the local military strength. This resulted in a vast increase in pollution. And the strong local laws that prohibit travel left the transportation sector far behind as the demand for efficient and long distance transportation was severely limited.

### Atmospheric and hydrospheric

#### conditions

Because of the heavy industry on Jewell the air and water is severely polluted. Due to the close proximity of the Zhodani border the Imperial armed forces decided to place several major bases in the system and on the planet to be able to put up a rapid response to any Zhodani threat. This in turn led to a heavy industrial build up to support these bases.

Over the centuries the Jewellian nature has been suffering under the heavy pollution since then. There is vital to wear breathing systems or advanced filter masks in most major cities when venturing outdoors. Water may not be drunk unless filtered or treated in some way. Water found at altitudes of 3000 meters or more are clean enough for drinking. Far out in the sea or far out in the wilderness the air pollution is less prominent and there is possible to breathe without a mask without suffering permanent damage for a limited time. Rain will clean the air most places for a few hours even in the worst places. However water is not clean even far from cities. Over the year's pollutants has been building up most places. However the water most places will not kill someone outright most places, but if enough is drunk you will get sick.

Due to the peculiar tech division on Jewell hydrocarbons are a major factor in the pollution. Most vehicles burn oil based fuels as there are ample oilfields several places on Jewell. To fight the increasing pollution Jewell has started to upgrade their factories and vehicle pool from using oil based fuels to solar cells, fuel cells and fusion power. But any significant changes are not expected to be apparent in at least 200 years. Several other actions to improve the pollution effect are planned. One is the laboratory in Weed city that experiments weed sea weeds and bacteria to clean water of heavy metals and other dangerous compounds that do not break down in nature easily.

Due to the pollution most Jewellians are suffering from lounge problems when they reach 50 years of age. Treatments exist to

clean the body of the gathering pollutants, but it is expensive and it just works for a limited time and has to be repeated constantly. See the referee section for rules on how to handle characters being exposed to bad air and water.

### **Wilderness travel**

The wilderness on Jewell was lush and wild, but now it is suffering under the heavy pollution. Around most major cities there is very little vegetation. First several kilometres from the cities forests starts to make an appearance. Most animals have suffered in numbers and are slowly dying out. Predators are the worst hit by this as they collect up all the heavy metals grazers has been eating during their life. However there are a few species that manage quite well, but it is only a matter of time.

Finding food in the wilderness can be very hard, and if found it needs special treatment to be safe to eat in larger quantities. Fishing far out in the sea is safer as most water pollutants sinks to the bottom before they reach too far into the sea.

### **Specialized equipment**

There are several types of systems that ease or ensure that you breathe clean air. The most common among visitors to Jewell is the filter mask. However it is quite uncomfortable to wear over a length of time Jewellians prefer other systems. One is the poncho-bubble. This is a combined poncho and bubble helmet made of transparent plastic. It is easy to store and folds easily into a small bag. When worn it is covering the upper body. A small electrical airpump with filter pumps air into the bubble helmet through a hose. The pump ensures that the helmet is inflated and the wearer gets overpressure in the helmet keeping foul air out. This system cost 500 credits and the battery is good for 12 hours. The weight is 2 kilos.

For those areas that do not suffer that much from the pollution a surgeon's mask is good enough for an hour or so before the throat gets soar from the sting in the air. The same mask may be used in an emergency for a few minutes in a heavily polluted area.

### **Cities in general**

Many of the secondary cities cluster close to the primary cities to become a megacity. Travel permits are usually limited to the Local County or city. Certain occupations have extended permissions to travel over a wider area. Only high level administrators of the government have permission to travel wherever they want.

To reduce the pollution in the air public transportation are well build out. Monorails

criss cross the cities well above the city streets and subways cover the underground. Express trains connect the cities over short and medium distances. Intercontinental travel is not common, but most cities boast an airport or two.

Most buildings are made up of complexes housing several apartments and shops. Even in smaller cities. As the pollution built up most streets got glassed over to a few levels above street level. Buildings got sealed or installed overpressure systems to keep the increasingly polluted air outside. However many cities still got open air streets where the citizens are forced to wear protective gear to venture outside.

### **Local customs**

High level administrators tend to live in quite luxurious housings in one of the numerous gravitic cities that orbit the primary cities. These cities may hold up to 50 000 inhabitants at a time. Although the living quarters may not be large, compared to ordinary housing among the population, the gravitic cities do offer privacy from prying eyes and security from criminals. Access to these cities is limited to those who live there and those who work there.

Young unmarried people tend to wear a lot of jewellery. The value of the jewellery depends on the social status of the individual. Sometime in the mid twenties most unmarried people drop using jewellery to attract a partner.

Academics however go from using jewellery in the mid twenties to use more stylized clothes with a lot of accessories. Style and number of accessories will tend to tell something about the level the academic holds in his occupation.

Most high social status people do alter their face somewhat (nobles tend not to do it though). Common theme is pointy jaw and high cheek bones.

### **Day cycles**

As the local day is more than 38 hours, day has two work cycles. First work cycle is usually 8 hours and the second 6 hours. For some occupations the work cycles are longer. Especially for those in occupations regarding emergency services. Stores are more or less open round the clock, but most are closed 4 to 6 hours a day. Public services held by the government are open from 12 to 16 hours a day depending on demand of service from that department.

Many citizens have two jobs. Many people have two jobs. One job for each work cycle. As most company's tries to keep their offices/ stores open in a continuous manner. The

second job is mostly in the night cycle. See sidebar for explanation. Day care centres for children usually work around the clock as adults work more or less at any time during the day cycle.

## Law and order

Jewell got very severe laws that restrict many parts of the daily life on Jewell. For travellers the most notable are the limitations on travel and weaponry. In most rural areas weapons of any type is very limited. On the other hands certain parts in the wilderness it is illegal to venture outdoors without a gun due to hazards from the local wild life.

## Weapon control

Buying weapons are a lengthy process. First an application has to be filled out. Off world visitors may not buy weapons, or bring their own out from the starport. After a couple of weeks the answer on the application will arrive. Usually you have to leave in designated areas to be eligible to own a gun. The laws also dictate in detail calibre and action which may be owned. Guns may range in calibres from 5mm to 12mm. Concealable weapons may not be sold. Shotguns are also legal. However they are limited to 15mm. Action types that are legal are bolt or lever action. Gauss rifles are also legal if they can only fire in single action mode.

You may be fined if you travel without a weapon in certain wilderness areas. If someone gets hurt by local wildlife and a gun was not available, the travellers will be face hefty fines or jail sentence depending on situation.

## Travel

As mentioned before, travels between local counties are limited. Travel within megacities less limited. But the arcologies are of limit to those who do not live or work in them. Inhabitants of arcologies tend to work in their local arcology or in another which there is monorail connection to.

All first visitors to Jewell may only arrive at Heron Orbital starport. Licence is needed to land at any other port on Jewell. A licence is granted for a two year term. There is required one licence per starport. The licence includes travel permission to the corresponding city. Travel outside that the starport and its city requires additional permissions. Travel permissions can be issued from the local police during one work day (38 hours). A small fee of 100credits must be paid. Landing permits for two years at other starports on Jewell cost about 20000 credits. This does

not include docking and berthing fee at the starport.

## Police

Even for the high law level, police are almost non existent in the streets. On the other hand observatory robots tend to fly around to record any crime that they might happen upon. The robots may be encountered at any public area in the cities. However the police do respond quickly to any call for help. The only place police may be encountered regularly is at checkpoints between counties and at the entrance to the arcologies.

The distinction between police and military is almost invisible as troops from both departments may be ordered to swap roles. Thus it is not uncommon to se military forces set up a roadblock someplace and check identities. Both police and military may issue fines and perform arrests, but only the police may bring someone to the court. The police take over where the military leaves in case of severe crimes,

## Trade and commerce

Off world trade is not much limited, but cargo containing weapons may only be sold at Ilprit and Holcroft Down due to their proximity to areas where there is advisable to carry a gun into the wilderness. Types of weapons sold are limited to those local regulations. Else all other weapon sales must be done to the government.

Starting a company on Jewell are not easy. There is a load of documents and licenses that need to be acquired. Most kinds of trade are regulated by law. Due to the strict censoring regulations newspapers and magazines need to get their publications checked by a sensor prior to publishing. Very few off world publications are available. Although most interstellar publications are available at the starports as they are run by Imperial Port Authority. Bringing a regulated publication outside the starport may at best be a risky business. Heavy fines will be given to those who break the law.

## The Jewell attitude

Jewell is riding on a surge of good tidings due to the heavy presence of Imperial forces. Jewell is strategically placed to meet a Zhodani thrust if that should happen. Although the laws are strict and in cases very severe, most Jewellians see the purpose of the laws. Social benefits are ample and many public services are free or very cheap. The Imperial presence is very popular as it provides work for a large portion of the population.

There are however those who are in opposition, and they are closely watched to see if Zhodani is trying to infiltrate key elements in the society. The opposition are prosecuted severely, although capital punishment is rare.

Most Jewellians are friendly towards strangers, but they are hard to get to know. In Heron this is easier as they are used to strangers all the time. Wearing an Imperial Service uniform in those areas where Imperial forces are present will help out a great deal as most Jewellians are one way or the other benefiting directly from the Imperial presence. Zhodani traders are usually met with great deal of scepticism and Zhodani traders are required to dock at Heron Orbital port. Very few Zhodani get the chance of landing dirt side.

### **Social division**

As most other human societies Jewell got the three main layers of social division, upper, middle and lower class. Upper class again is divided between those who are just rich one way or the other and those in the upper levels of the governmental bureaucracy. Both of these two groups tend to live in gravitic cities or other secluded areas.

Poverty are not widespread and just a few fall between the cracks. The employment rate is very high due to the industry the Imperial forces employ to keep their bases running and supplied. However shanty towns do exist and Heron got the largest one. Pitfall as the shanty town is known as houses more than 3 million people. Police rarely goes into the shanty town, but the fringes do see a lot of raids and spontaneous checkpoints with well armed military forces.

Most Jewellians would not venture into a shanty town without having a good reason for it. And the police would care less for an unwary traveller gets himself into trouble in a shanty town. Even for the rigidity of the rules, the shanty towns see a lot of leeway in enforcing the laws. Then again, protection in the shanty towns usually comes at a high price.

## **Places of interest**

Although free travel on Jewell is severely restricted, there is a few places that can be of interest. Getting a permit to go any place is not difficult unless you have had prior problems with the Jewell Authorities.

### **Silver City**

Silver city is a restricted place. Being rich and famous are not enough to get in here.

You have to be invited by someone who lives there. And even then it will be difficult to get in. Silver City actually is the capital city of Jewell. Most regards Heron as the capital as their first encounter with Jewell authorities usually happens here.

Silver city is actually a gravitic city which has about 45000 inhabitants. The Marchioness of Jewell does also have her residence here in the Imperial compound. About one fifth of the city population are one way or the other employed in the government. The rest of the population are service employees in various parts of the city making sure that it functions properly.

Silver City also houses the parliament building were all the decisions are made.

Unlike other gravitic cities, Silver City travels around the planet all year around. The route taken changes all the time to make it difficult to plan eventual strikes against the government. Silver City's starport are represented by the same starport as Heron. However departure from orbit down to Silver City has to be made with certified shuttles or launches.

A note of warning, any craft closer than 2 kilometres will be hailed and may be shot down unless they alter course. Among the defensive systems are meson turrets and fusion guns.

The Zhodani also have a small consulate here to service Zhodani crafts that arrive and need legal help in case of legal problems. The Zhodani got their consulate to prevent harassment from the general population. Heron Starport does also hold an office for the Zhodani consulate.

### **Weed City**

Weed City is actually a congestion of a group of cities placed above and below the sea surface south north of Heron. Total there is about a million inhabitants in the area. Main trade for this region is fishing, weed harvesting and off shore oil drilling. The name Weed city comes from the extensive Sargasso in the area. The sea weeds feeds on the partial cleansed sewer wastes. The weeds do the rest of the job. In return the weeds provide a rich sea life the citizens' harvest from. Some parts of the Sargasso dangerous animals lurk, so weaponry are a must.

Surface installations come in two variants, floating (anchored to the bottom) and fixed installations that stands on very long legs. The configuration of the fixed site cities may be a single large platform or a collection of smaller platforms connected by shuttles, bridges or helicopters. Most subsurface cities are accessible from a surface platform. Only a few are only accessible buy submersibles or

submarines.

Visitors to weed city will find that the laws are less restrictive and it is possible to roam over a large area. The tech of these cities varies from TL 6 to 12, with the main bulk at about 10-11. In the smaller settlements common transport system are either sailing ships/boats or canoes.

## Luna Plains

Luna plains got its name from its cratered landscape. Some thousand years ago a small group of meteorites struck the landscape over a wide area burning off much of the vegetation. The area is sparsely populated. A part of the area is closed off and is used as training ground for Imperial Marines. Some of the larger craters has been filled in with water over the millennia and has proven to be a popular place for elderly to bath in the mineral rich waters. These waters has been domed off to protect it from acid rain and other pollutants. The population around these parts are sparse as heat here can be severe. Even when Luna Plains are located in the tropical zone, the vegetation hasn't recovered from the impact. The soil has proved to contain a lot of foreign minerals that has hampered the re-growth of the jungle environment. Although the tall grass growing here seems to thrive a lot.

## Mushroom Valley

Mushroom Valley is maybe the strangest place on Jewell. Mushroom valley does not hold any population as the area is highly dangerous to visit. Even for its far north placement it holds a rare ecology that seems to base on fungi. In the spring and summer the air humidity comes quite high and fungi in many forms appear. Even for its placement among the mountains northwest of Omster, the valley bottom actually is below the sea surface. For safety reasons the valley has been closed off, but guided tours may be given when the presence of fungi spores in the air is low. Filtermasks are required as some of the fungi spores may attack the central nerve system. Due to the depth of the valley and the height of the surrounding mountains it is rare that spores escapes and settles outside the valley. Surrounding the valley is a ring of sensors to monitor the presence of fungi spores. Due to the unique milieu in the valley the fungi grows poorly outside the valley and quickly dies. However there has been cases of wide spread fungi growth outside the valley that has caused severe problems.

Anyone who has ventured into the valley has to exit through designated checkpoints to get themselves, their equipment and vehicles

decontaminated just in case to prevent the spread of the spores and fungi. Entering the valley without permission is expressively forbidden, and the government are reluctant to help anyone who has entered without paying the necessary fees.

## Jewell system

Jewell system is sparsely populated. Just a few bases exist in the system. On the other hand the Imperial presence is more noticeable. Firstly the combined Navy/Scout way stations at the jump limit of the star, then the various bases in the system. The Jewellian government keeps only one military base in the system, which serves the SDB fleet.

The SDB fleet consists mainly of TL 12 crafts, but there is a few TL 13 and 14 crafts bought from the Imperial Navy.

Visitors will find very little trade between the planets as most of the bases are too small to support any real trade. A few shuttles do run around the system.

Most traders find the gas giant to be of little use as the distance out to them are too great to make it economically sound to refuel there if they are going down or up from Jewell.

Imperial navy patrols the space close to gas giants and eligible jump points to and from Jewell. Even for the sparsely population on the planets Imperial navy makes patrols far out in the system to detect possible intruders that try to use asteroids and planets as cover for jump exits to real space.



## Referee's section

Most players will not encounter much trouble on Jewell unless they decide to see the planet more up close. Getting the necessary travel permits will be quite trivial, unless they already had some trouble with the law on Jewell before.

### More on travelling and permits

The player section do not mention it, but if any players got themselves into trouble in any shanty town and the police had to rescue them out (something they rarely do), all travel permits will be revoked and the players will be escorted to Heron Starport. Trade permits at other starports will also be revoked without return of left over money.

New permits are possible to attain, but that can take years. To reacquire new permits are a Impossible Admin/Legal task. Reduce the difficulty with one for every two years since the permits were revoked. In severe cases the player might even be banned from visiting Jewell again.

### Trade

Trade is not difficult unless the cargo contains weapons or information goods. As the competition are quite stiff about selling weapons to the few areas on Jewell the task gives a -2DM on the final price roll. Selling to the government requires a contract of supply first and specification for types of weaponry, quantity and delivery times prior to selling weapons to the Jewell government. In this case the players should negotiate prices with the Jewell government and get prices from a producer/distributor of weapons. No roll is then made on the final price.

Information goods may have a -1 or -1DM on the final price table at GMs discretion. This is due to the time the information ages as the censors are censoring the information. In some cases the information goods may not even be allowed to be traded.

### Black Market

As the Jewellian government is ruling Jewell with an iron fist, some goods are only available on the black marked, primarily weapons and information. Most of the black markets can be found in the shanty towns. Most items can be bought, but the price is quite stiff. In this environment the Zhodani has covert operatives in many areas on Jewell, using extortion as many government employees are also corrupt in the way that they earn money on the black markets.

## Pollution

### Atmospheric effects

Jewell got a polluted atmosphere. Filter masks are required on a daily basis. Far outside the primary and secondary cities masks should be carried, but are not always required.

Depending on the local weather conditions. Wind tend to move pollutants from one area to another. Rain and fog more or less washes the pollutants out of the air making it cleaner. Cold days can trap the pollution in an area so it actually seems worse.

Breathing without a filter mask in a major city is hard and will over time damage the lungs. In normal situations a healthy man can go all day without a mask and not feel too bad at the end of the day. Roll an Average CON test every hour. If the roll succeeds nothing happens. If the test fails, the person get a coughing fit and will cough uncontrollably for 1D6 rounds. Then reduce his CON temporary until he gets one hour rest for each CON point lost. It is also required to breathe fresh air. If CON reaches 0 the character collapses and are not able to do anything without a formidable willpower test. Only light actions may be done if the test succeeds.

Light actions are whispering, crawling 2 meters and so on. Until rest and fresh air are given, the character will be coughing constantly and fight for his breath. For every 5 rounds roll a difficult willpower test for not loosing consciousness. If the character loose consciousness he is slowly dying due to lack of oxygen. The character will last for 2D20 rounds. Most homes have airlocks in their entrances and overpressure systems that keep polluted air outside.

In a combat situation or during stress were a character would breathe heavily, roll every second combat turn. Difficulty is then set to Easy. Rolls of 18+ are automatic failure.

Use the DMs on the polluted air table. Note that the DMs are Die Roll Modifiers and not Difficulty Modifiers.

There is always the chance that a filter mask falls off during combat for various reasons. If the character for some reason looses his filter mask roll a difficult CON test that round. If it fails the character looses one point of CON and coughs without control for 1D6 rounds. CON losses affects CON based skills. For each point the character is encumbered add 2 to the CON test roll.

### Water

The water is also contaminated on Jewell. Nowhere there is possible to find pure water without pollutants, unless high in the mountains, at least 3000 meters or higher. Water in the wilderness will be much cleaner than close to cities. For each day (24 hours) a character is drinking water without purifying

it first roll a task Easy CON task. If it fails the character is poisoned by the water. Use the Difficulty Modifiers on the Polluted Water table. The poison gives 1D damage each round for 3D6 rounds. If the CON test was a catastrophic failure the damage is 2D and the CON is halved, round fractions down. The poison damage won't heal until the character has been drinking clean water for at least 24 hours and rested. After the 24 hours the character will regain 2 hits per hour until healed. CON will be restored after the initial 24 hours. If CON is halved down to zero or the poison damage reach critical level the character loses consciousness and will die within 1D20 rounds unless treatment can be given.

Treatment requires a Difficult diagnosis test. The medic must also have the relevant drugs available. Most medical kits on Jewell have the relevant drugs. The kit will have drugs enough to save 6 people.

### Long term health effects

Each time a character is poisoned by either the air or the water there is a chance that it will negatively affect the health in the long term. Much of the pollutants on Jewell are heavy metals and other dangerous polluting compounds that add up in the organism. Add up each time the character has been poisoned. Do also add up one for each Imperial year the character has spent on Jewell. The value you get are called Character Pollutant Factor (CPF). Use CPF as a negative Die Modifier on the aging roll for the CON stat. After the aging roll, the character pollution factor is halved, simulating that some of the pollutants are removed through clean food and water. Special treatment is possible to remove pollutants in the organism. Treatment takes one month for every two CPF, and cost 1500cr per month. The treatments consist of special medications that break down or transport the pollutants out of the body. There is possible to take a high cleansing treatment. It takes two weeks and requires hospitalization. The treatment cost 15000cr.

Special Events Table	
0	As the players sail through the sargasso they encounter a floating mound of sea weed. Inside the mound they find a quite fresh corpse. It is still bleeding. A difficult forensic task will reveal that the corpse has been cut by a tool and been bitten by teeth. An proper autopsy will reveal that the toothmarks is from an unknown animal. (Encounter 12)
1	The players comes upon an team of pouchers. They are clearly on an illigal hunt. It is 2D pouchers. They will attack if they have the drop on the players.
2	Sometime during their trek, the players happens on an emergency beacon.
3	A sudden change of weather. Temperature drops with several degrees and it starts to hail. Short after a storm hits them at full force.
4	The players come over a few ruins hidden under some bushes as they gather fire wood for the night. The origin and type of ruins are up to the referee.
5	At night a low frequency humm may be heard. When listening to the ground it comes even more apparent. Carefull investigation will reveal burrowing animals in the mating period. The low hum was the mating call from the males.
6	During the night a series of flashes are seen on the night sky. An investigation will reveal a team of scientists doing atmospheric testing with a laser.
7	One of the players steps on a hidden mushroom that sends out a cloud of spores. Unless proper cleaning is performed when returning to camp/base there is a large risk of infection.
DMs: -1 if In or around Weed City. +1 if in Mushroom Valley.	

### Atmospheric Condition Table

Location	DM
World Hex with a Primary City	+1
Within A Primary City	+1
For every 24 hour without a filter mask	+1
World Hex Adjacent to a world hex with a primary city	+1
Local Inhabitant (born on Jewell)	-1
In an all water hex	-1
At least 3 hexes to nearest closest primray or secondary city	-1

All DMs are cumulative

### Water Effects Table

Location	DM
At altitude of 3000meters or more	-4
Altitude above 1500 meters	-1
Down riverof a Primary or Secondary City	+1
In a hex with Primary or Secondary City	+1
Been drinking polluted water the last 24 hours	+1
Character dehydrated	+1

All DMs are cumulative

Terrain		Jungle														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	1	Pouncer	Flyer	400	67	-	2	14	Claws & Teeth	8D6	1	Long	Fs	As	13	
2	1	Pouncer		1600	109	½	1	16	Teeth	9D6	1	Short	Fs	As	26	
3	1	Gatherer	Flyer	25	1	-	4	7	Poison/Stinger	3D6/1D6	Nil	Short	3	3	7	
4	5	Carrion-Eater	Floater	25	3	-	2	3	Tentacles/Spines	1D6/1D6	Nil	Long/Short	5	9	57	
5	1	Filterer		25	5	-	3	10	Hooves	1D6	Nil	Short	6	Ap	13	
6	1	Grazer	Flyer	0,1	1	-	4	3	Beak	0,5D6	Nil	Short	14	12	42	
7	1	Intermittent		1600	78	-	1	7	Hooves & Teeth	12D6	Nil	Short	5	4	7	
8		Event: Roll on the special event table														
9	3	Carrion-Eater	Flyer	0,001	1	-	3	9	Poison	3	Nil	Contact	3	6	49	
10	1	Intermittent		100	19	½	1	6	Tail	1D6	1	Short	11	11	31	
11	4	Chaser		100	29	-	5	12	Claws & Teeth	2D6	1	Short	12	Am	31	
12	1	Pouncer		50	15	½	3	4	Claws	1D6	1	Short	Fs	As	3	
13	1	Hunter	Flyer	50	6	1 (Head 2)	7	12	Claws & Teeth	2D6	1	Short	8	11	57	
14	1	Intermittent		50	12	-	1	9	Hooves	1D6	Nil	Short	4	2	5	
15	1	Intermittent	Flyer	12	1	-	3	10	Projectile	1D6	Nil	10	6	6	23	
16	1	Pouncer		100	25	-	3	12	Coils	1D6	Nil	Short	Fs	As	25	
17	1	Intermittent	Flyer	0,001	1	½	3	3	Poison	3	Nil	Contact	12	4	26	
18	4	Filterer		50	20	½	2	7	Projectile	1D6	Nil	15	1	Ap	17	
19	1	Intermittent		25	7	½	4	1	Quills	1D6	Nil	Short	13	4	21	
20	15	Grazer		6	3	-	1	5	Horns & Hooves	2D6	0	Short	17	10	40	

Terrain		Swamp														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	1	Gatherer		3	1	-	3	10	Quills	½	Nil	Short	6	9	16	
2	1	Killer		3	1	-	9	20	Tentacle	½	Nil	Short	5	6	27	
3		Event: Roll on the special event table														
4	10	Chaser	Amphibian	800	37	-	4	12	Tentacle\Teeth	6D6/12D6	Nil	Long	5	Am	41	
5	1	Gatherer		3200	45	-	1	1	Tail	7D6	2	Long	2	7	20	
6	1	Intermittent		1600	20	-	1	7	Quills	3D6	Nil	Short	5	6	24	
7	1	Pouncer	Amphibian	6	3	-	5	12	Teeth	4D6	0	Short	Fs	As	49	
8	1	Siren		25	8	½	6	9	Tentacle	5D6	Nil	Short	6	As	10	
9	24	Grazer		400	26	-	1	8	Horns & Hooves	4D6	1	Short	17	8	41	
10	1	Pouncer	Flyer	1	1	-	5	16	Beak	½	Nil	Short	Fs	As	55	
11	4	Grazer		1600	19	-	1	7	Hooves & Teeth	10D6	1	Short	7	12	52	
12	1	Siren	Flyer	0,1	1	-	8	9	Claws	½	Nil	Short	2	As	20	
13	1	Killer		50	15	½	7	9	Tentacle\Teeth	1D6/3D6	Nil	Long	1	20	44	
14	1	Siren	Amphibian	800	11	-	6	9	Claws	7D6	1	Long	11	As	3	
15	6	Hunter	Flyer	12	2	-	6	5	Claws	1D6	1	Short	9	14	36	
16	2	Grazer		3200	67	½	1	8	Projectile	17D6	Nil	40	8	12	17	
17	4	Grazer		6	3	-	1	8	Hooves & Teeth	3D6	0	Short	9	9	40	
18	3	Grazer	Flyer	50	3	-	2	6	Claws	1D6	1	Short	11	4	19	
19	23	Grazer		1600	35	-	1	10	Projectile	6D6	Nil	6	10	10	15	
20	1	Gatherer	Amphibian	50	2	-	6	6	Claws & Teeth	1D6	1	Short	5	3	33	

Terrain		Forest														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	8	Grazer	Flyer	50	12	½	1	3	Horns	2D6	1	Short	3	3	21	
2	1	Filterer		50	18	½ (Head 1)	3	7	Horns	2D6	1	Short	2	Ap	19	
3	2	Filterer	Flyer	1	1	½ (Head 1)	2	7	Claws	½	Nil	Short	4	Ap	15	
4	7	Grazer		50	14	½	1	3	Projectile	2D6	Nil	9	9	7	12	
5	1	Pouncer		1	1	½	5	20	Tentacle\Teeth	3D6/3D6	Nil	Short	Fs	As	29	
6	6	Filterer		100	29	-	1	9	Tail	1D6	Nil	Short	3	Ap	15	
7	1	Carrion-Eater		100	1	-	1	10	Coils	1D6	Nil	Short	17	4	46	
8	4	Filterer		100	29	-	3	8	Tail	1D6	Nil	Short	6	Ap	8	
9	1	Intermittent	Flyer	0,01	1	-	4	1	Trample	½	Nil	Short	18	5	40	
10	1	Pouncer		12	2	-	8	20	Claws & Teeth	2D6	0	Short	Fs	As	25	
11	1	Intermittent		6	1	-	4	3	Hooves & Teeth	1D6	Nil	Short	5	10	31	
12	3	Filterer	Flyer	0,01	1	-	1	5	Trample	½	Nil	Short	6	Ap	15	
13	6	Carrion-Eater	Flyer	0,01	1	½	1	6	Claws	½	0	Short	7	5	60	
14	2	Filterer		800	52	-	1	6	Tail	6D6	1	Long	1	Ap	14	
15	1	Siren		6	3	½	4	5	Tail	1D6	0	Short	11	As	8	
16	1	Intermittent		6	3	-	2	1	Trample	1D6	Nil	Short	14	12	8	
17	1	Intermittent		400	56	-	1	9	Projectile	3D6	Nil	12	13	6	17	
18	3	Carrion-Eater	Flyer	0,01	1	½ (Head 1)	3	5	Acid	½	3	Short	3	10	57	
19	1	Gatherer	Flyer	12	3	-	6	10	Beak	1D6	Nil	Short	2	10	31	
20		Event: Roll on the special event table														

Terrain		Plains														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	7	Grazer	Flyer	800	87	-	1	9	Beak	6D6	Nil	Short	17	6	51	
2	6	Grazer	Flyer	1	1	½	2	8	Hooves & Teeth	½	Nil	Short	16	4	41	
3	15	Grazer		200	55	1 (Head 2)	4	6	Trample	4D6	Nil	Short	6	2	49	
4	16	Chaser		12	4	½	6	13	Poison/Teeth	1D6p/2D6	Nil	Short	5	Am	31	
5	5	Grazer	Flyer	200	1	-	1	10	Beak	2D6	Nil	Short	18	7	20	
6	5	Grazer		50	13	-	3	3	Trample	1D6	Nil	Short	6	3	50	
7	1	Intermittent		3200	108	-	2	8	Hooves & Teeth	4D6	Nil	Short	4	5	31	
8	14	Grazer	Flyer	1	1	-	5	4	Claws & Beak	½	Nil	Short	3	9	21	
9	8	Grazer		800	29	-	1	2	Hooves & Teeth	8D6	1	Short	17	9	29	
10	1	Chaser		400	20	-	6	10	Claws	3D6	1	Long	3	Am	10	
11	1	Hijacker		800	58	-	1	Defensive	Poison/Barbs	2D6p/5D6	Nil	Short	8	16	10	
12	1	Chaser	Flyer	800	37	-	5	11	Tentacle/Acid	9D6/13D6	Nil	Long	10	Am	25	
13	1	Hunter	Flyer	0,1	1	-	7	8	Claws & Teeth	½	0	Short	5	4	59	
14	1	Siren	Flyer	6	3	½	7	6	Teeth	2D6	0	Short	11	As	4	
15	5	Grazer		6	1	½	2	8	Projectile	4D6	Nil	6	9	8	30	
16	7	Grazer	Glider	50	12	½	1	1	Trample	1D6	Nil	Short	18	2	17	
17	24	Grazer		50	17	-	1	1	Hooves	1D6	Nil	Short	15	8	52	
18	1	Gatherer		50	2	-	5	8	Quills	1D6	Nil	Short	10	11	15	
19	1	Chaser		50	13	-	7	4	Tail	1D6	Nil	Short	9	Am	56	
20	Event: Roll on the special event table															

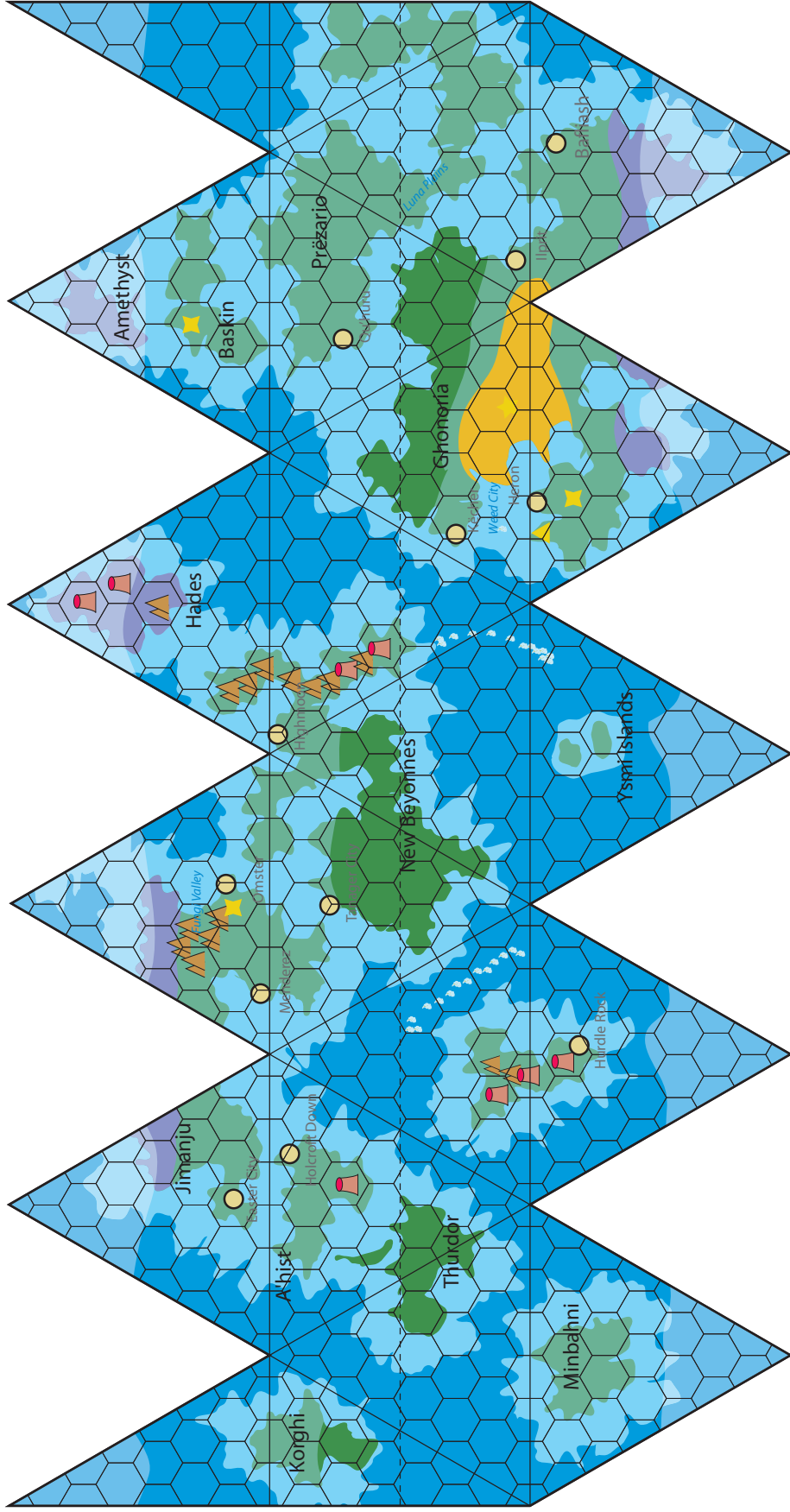
Terrain		Desert														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	6	Chaser		25	6	-	8	16	Tentacle/Poison	2D6/1D6p	Nil	Short	12	Am	4	
2	1	Chaser		200	1	-	4	17	Acid	2D6	4	Short	5	Am	15	
3	1	Gatherer		400	59	½ (Head 1)	4	5	Claws	3D6	1	Long	8	6	9	
4	6	Chaser	Flyer	25	2	-	3	7	Teeth	2D6	0	Short	11	Am	54	
5	1	Intermittent	Flyer	0,01	1	-	4	7	Horns	½	0	Short	16	11	28	
6	11	Grazer	Flyer	0,01	1	-	3	7	Claws	½	Nil	Short	7	7	56	
7	5	Intimidator	Flyer	0,01	1	-	2	8	Claws & Teeth	½	0	Short	6	15	22	
8	3	Intimidator		50	17	-	3	11	Acid	1D6	4	Short	3	15	30	
9	1	Grazer		800	23	-	1	6	Horns	8D6	1	Long	5	5	24	
10	1	Chaser		50	18	-	8	19	Poison/Stinger	1D6p/1D6	Nil	Short	11	Am	52	
11	1	Gatherer		0,1	1	-	6	8	Tail	1D6	Nil	Short	3	3	23	
12	5	Hunter	Flyer	6	3	½	7	5	Acid	1D6	1	Short	2	10	36	
13	4	Grazer		3	1	-	4	9	Trample	½	Nil	Short	9	2	21	
14	1	Intimidator		50	2	-	4	10	Teeth	5D6	1	Short	5	14	18	
15	1	Gatherer	Flyer	0,01	1	-	5	3	Beak	½	Nil	Short	3	9	36	
16	1	Pouncer		6	3	½ (Head 1)	8	10	Projectile	2D6	Nil	5	Fs	As	19	
17	6	Hunter		1	1	-	3	3	Coils	½	Nil	Short	8	16	46	
18	26	Grazer		800	7	-	2	7	Tail	3D6	1	Long	13	6	39	
19	1	Intermittent		50	17	-	1	6	Hooves & Teeth	2D6	1	Short	3	5	35	
20	1	Trapper	Flyer	6	2	-	5	10	Tentacle/Poison	1D6/1D6p	Nil	Short	4	As	11	

Terrain		Hills														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	1	Gatherer	Flyer	50	15	½	4	11	Claws	1D6	1	Short	9	12	10	
2	1	Intermittent		6	2	-	4	3	Tail	1D6	0	Short	18	3	39	
3	21	Grazer	Flyer	0,1	1	½	4	12	Horns	½	0	Short	8	2	34	
4	1	Filterer		100	18	-	3	6	Hooves & Teeth	3D6	1	Short	4	Ap	14	
5	6	Grazer		6	2	-	1	9	Hooves	1D6	Nil	Short	10	5	23	
6	1	Gatherer		1	1	-	6	6	Claws	½	0	Short	3	5	23	
7	1	Gatherer	Flyer	100	21	-	4	3	Teeth	6D6	1	Short	5	6	16	
8	1	Killer	Flyer	0,01	1	-	8	15	Claws	½	Nil	Short	6	20	58	
9	2	Filterer		200	25	½	1	1	Hooves	2D6	Nil	Short	6	Ap	14	
10	4	Filterer		800	86	-	1	8	Horns & Hooves	7D6	1	Long	2	Ap	1	
11	2	Filterer	Flyer	0,01	1	½ (Head 1)	4	11	Claws & Beak	½	0	Short	4	Ap	6	
12	1	Pouncer		400	18	-	2	6	Projectile	3D6	Nil	7	Fs	As	37	
13	1	Intermittent		25	8	-	4	12	Hooves & Teeth	1D6	Nil	Short	7	5	6	
14	5	Grazer	Flyer	0,01	1	-	1	7	Claws	½	0	Short	4	8	14	
15	1	Filterer		400	16	½	1	1	Trample	3D6	Nil	Short	2	Ap	9	
16	5	Eater		12	2	-	6	1	Acid	1D6	1	Short	1	12	30	
17	1	Chaser	Flyer	3	1	-	5	11	Claws	½	0	Short	6	Am	73	
18	1	Siren		12	6	-	5	20	Tentacle/Poison	4D6/3D6p	Nil	Short	3	As	17	
19	1	Siren	Flyer	0,01	1	-	6	Defensive	Poison/Barbs	3D6p/½	Nil	Short	10	As	10	
20	2	Filterer		25	2	-	2	5	Horns & Hooves	2D6	1	Short	3	Ap	13	

Terrain Mountain																
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	4	Intimidator		50	20	-	1	13	Claws	6D6	1	Short	4	14	31	
2	1	Intermittent		800	88	½	2	4	Trample	5D6	Nil	Short	5	6	19	
3	2	Eater		3	1	-	4	4	Quills	0,5D6	Nil	Short	1	7	39	
4	1	Gatherer	Flyer	12	6	-	8	6	Acid	1D6	2	Short	9	6	34	
5	4	Carrion-Eater		50	6	-	1	11	Claws	1D6	1	Short	7	10	50	
6	1	Pouncer		0,1	1	-	9	5	Projectile	1D6	Nil	0	Fs	As	41	
7	10	Grazer	Flyer	1	1	-	1	10	Claws & Beak	1D6	0	Short	5	3	29	
8	1	Hijacker		200	18	½ (Head 1)	1	3	Coils	2D6	Nil	Short	3	18	10	
9	9	Grazer		3	1	-	1	1	Quills	0,5D6	Nil	Short	18	4	22	
10	1	Gatherer		800	75	½	6	7	Horns	7D6	1	Long	10	11	10	
11	1	Hijacker		100	39	-	1	6	Claws & Teeth	1D6	1	Short	4	16	21	
12	1	Reducer	Flyer	6	3	-	1	3	Claws	4D6	0	Short	5	2	1	
13	1	Hunter	Flyer	1	1	-	5	8	Teeth	2,5D6	0	Short	5	8	10	
14	8	Eater		12	5	½	4	13	Claws	1D6	0	Short	5	9	34	
15	35	Grazer	Flyer	0,1	1	-	1	6	Beak	½	Nil	Short	7	7	10	
16	3	Reducer		400	3	-	2	3	Tail	3D6	Nil	Short	4	4	1	
17	Event: Roll on the special event table															
18	6	Hijacker		6	1	½	6	8	Claws	1D6	0	Short	2	14	17	
19	1	Siren		50	12	-	5	5	Claws	1D6	1	Short	2	As	16	
20	11	Grazer		12	1	-	3	4	Projectile	1D6	Nil	5	12	7	18	
Terrain Shallows																
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	1	Chaser	Amphibian	6000	30	-	5	9	Poison/Teeth	3D6p/4D6	Nil	Short	11	Am	30	
2	2	Grazer	Swimmer	12	1	½	3	7	Ramming	2D6	Nil	Short	9	5	16	
3	1	Intermittent	Triphibian	6	2	½	5	10	Hooves	1D6	Nil	Short	12	12	15	
4	1	Gatherer	Swimmer	200	13	-	2	6	Quills	2D6	Nil	Short	2	4	15	
5	1	Intermittent	Amphibian	400	12	-	1	3	Hooves & Teeth	3D6	1	Short	3	6	26	
6	1	Reducer	Triphibian	50	2	-	3	8	Claws	1D6	1	Short	4	1	4	
7	1	Pouncer	Amphibian	100	2	½	4	8	Teeth	3D6	1	Short	Fs	As	4	
8	1	Reducer	Flyer	25	3	-	1	5	Claws	4D6	1	Short	5	1	17	
9	1	Intimidator	Swimmer	12000	60	-	1	10	Teeth	6D6	Nil	Short	7	4	4	
10	1	Chaser	Flyer	25	1	-	3	7	Beak	1D6	Nil	Short	9	Am	80	
11	2	Reducer	Flyer	800	90	-	3	7	Beak	5D6	Nil	Long	6	6	16	
12	1	Grazer	Triphibian	1	1	-	3	8	Trample	0,5D6	Nil	Short	4	11	28	
13	1	Intermittent	Flyer	1	1	-	1	1	Beak	0,5D6	Nil	Short	9	11	5	
14	6	Hunter	Amphibian	3200	123	-	2	9	Quills	11D6	Nil	Short	12	8	42	
15	16	Grazer	Amphibian	12000	172	-	1	3	Trample	5D6	Nil	Short	10	11	13	
16	2	Grazer	Amphibian	100	9	½	2	1	Quills	1D6	Nil	Short	8	4	43	
17	2	Killer	Flyer	50	2	-	4	Defensive	Poison/Barbs	3D6p/1D6	Nil	Short	3	9	38	
18	1	Killer	Amphibian	800	93	-	6	9	Projectile	3D6	Nil	12	5	20	17	
19	1	Chaser	Swimmer	6000	20	½	1	15	Tail	2D6	Nil	Long	3	Am	16	
20	1	Gatherer	Swimmer	400	51	-	1	4	Tail	6D6	Nil	30	4	7	19	
Terrain Oceans																
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	6	Carrion-Eater	Amphibian	50	2	-	2	14	Claws	1D6	1	Short	17	5	16	
2	1	Chaser	Flyer	12	5	-	8	11	Claws	1D6	Nil	Short	2	Am	7	
3	1	Intermittent	Swimmer	400	74	-	1	8	Fins & Teeth	3D6	Nil	Short	4	10	40	
4	1	Killer	Flyer	0,1	1	½	8	13	Beak	½	Nil	Short	2	7	27	
5	3	Carrion-Eater	Swimmer	3200	12	-	1	12	Claws	20D6	2	Long	18	12	32	
6	Event: Roll on the special event table															
7	1	Filterer	Flyer	200	3	½	1	11	Claws & Beak	2D6	1	Short	4	Ap	9	
8	1	Intermittent	Swimmer	400	24	-	2	4	Tail	3D6	Nil	Short	8	6	11	
9	1	Pouncer	Amphibian	100	20	-	7	20	Claws & Teeth	3D6	1	Short	Fs	As	47	
10	12	Grazer	Flyer	3	1	-	2	1	Beak	0,5D6	Nil	Short	6	7	15	
11	6	Filterer	Swimmer	3200	62	-	1	5	Tail	6D6	2	Long	1	Ap	16	
12	1	Pouncer	Amphibian	6000	8	-	3	4	Coils	2D6	Nil	Short	Fs	As	22	
13	1	Intermittent	Triphibian	100	12	-	1	7	Quills	1D6	Nil	Short	17	5	23	
14	1	Filterer	Amphibian	6000	128	½	1	1	Tail	6D6	Nil	Long	4	Ap	17	
15	1	Pouncer	Flyer	3	1	-	4	20	Claws	0,5D6	0	Short	Fs	As	17	
16	1	Siren	Flyer	800	13	-	2	13	Claws	4D6	Nil	Short	6	As	14	
17	4	Hijacker	Amphibian	800	76	-	3	4	Coils	4D6	Nil	Short	5	3	38	
18	1	Filterer	Swimmer	50	7	-	3	3	Teeth	1D6	Nil	Short	5	Ap	13	
19	3	Grazer	Amphibian	800	10	-	3	3	Trample	7D6	Nil	Short	11	3	46	
20	1	Intimidator	Amphibian	200	38	-	4	9	Claws	3D6	1	Short	3	6	26	

Terrain		Sargasso														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	1	Pouncer	Flyer	0,01	1	-	5	13	Teeth	2D6	0	Short	Fs	As	40	
2		Event: Roll on the special event table														
3	1	Siren	Flyer	0,01	1	-	8	22	Poison\Teeth	1D6p/½	Nil	Short	5	As	9	
4	5	Killer	Amphibian	1	1	½	5	12	Tentacle\Teeth	2D6/3D6	Nil	Short	5	16	28	
5	1	Gatherer	Swimmer	25	10	-	4	13	Claws	4D6	1	Short	11	3	16	
6	1	Pouncer	Swimmer	12	6	½	8	15	Teeth	1D6	Nil	Short	Fs	As	37	
7	14	Chaser	Amphibian	6	3	-	6	3	Projectile	4D6	Nil	5	6	Am	17	
8	1	Gatherer	Swimmer	3	1	-	6	12	Beak	½	0	Short	12	8	31	
9	1	Reducer	Amphibian	25	8	-	4	8	Coils	1D6	Nil	Short	3	6	4	
10	3	Filterer	Triphibian	0,01	1	-	5	5	Tail	½	0	Short	1	Ap	6	
11	1	Filterer	Triphibian	6	3	½	4	5	Trample	1D6	Nil	Short	2	Ap	6	
12	1	Gatherer	Amphibian	200	56	-	4	9	Claws & Teeth	7D6	1	Short	2	2	31	
13	1	Killer	Amphibian	25	3	-	3	9	Claws	1D6	1	Short	2	14	43	
14		Event: Roll on the special event table														
15	1	Intermittent	Amphibian	50	12	-	1	9	Projectile	2D6	Nil	17	5	8	35	
16	1	Intermittent	Swimmer	100	22	-	2	3	Teeth	1D6	Nil	Short	12	8	34	
17	5	Hijacker	Flyer	12	1	½	6	4	Claws	6D6	0	Short	5	9	6	
18	1	Hunter	Flyer	0,1	1	½	5	13	Claws	½	0	Short	9	11	51	
19	1	Gatherer	Swimmer	3200	118	-	5	11	Teeth	5D6	Nil	Short	7	4	12	
20	1	Reducer	Triphibian	1	1	-	5	13	Claws	1D6	0	Short	4	3	11	
Terrain		Luna Plains														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	13	Grazer		200	26	-	3	9	Tail	2D6	Nil	Short	4	11	39	
2	4	Grazer		100	20	-	1	6	Trample	3D6	Nil	Short	16	10	44	
3	1	Hijacker		6	1	-	6	13	Claws	1D6	0	Short	6	11	42	
4	1	Siren		100	39	-	8	20	Poison\Teeth	1D6p/3D6	Nil	Short	10	As	4	
5	1	Gatherer		50	17	-	4	3	Horns	2D6	1	Short	5	9	34	
6	17	Grazer	Flyer	0,01	1	-	1	10	Claws & Horn	½	0	Short	11	5	33	
7	1	Grazer		3	1	-	1	1	Trample	½	Nil	Short	7	9	49	
8	1	Hunter	Flyer	0,01	1	-	6	8	Claws	½	0	Short	5	16	45	
9	32	Grazer		1	1	-	1	10	Hooves & Teeth	½	0	Short	11	4	29	
10	1	Hunter		3	1	-	7	1	Tail	½	Nil	Short	3	15	35	
11	8	Carrion-Eater		50	14	1 (Head 2)	2	4	Claws	1D6	1	Short	9	11	20	
12	4	Grazer		6	1	-	3	4	Tail	1D6	Nil	Short	7	5	8	
13	1	Gatherer	Flyer	12	5	1 (Head 2)	7	5	Claws	1D6	1	Short	12	9	30	
14	1	Gatherer	Flyer	0,01	1	½	4	4	Teeth	1D6	0	Short	12	5	6	
15	1	Gatherer		1	1	-	6	8	Quills	½	Nil	Short	3	3	29	
16	1	Reducer		1	1	-	4	5	Claws	3D6	0	Short	2	6	11	
17	10	Grazer		1600	62	½ (Head 1)	1	1	Trample	3D6	Nil	Short	7	8	23	
18	24	Grazer		100	7	-	1	10	Hooves & Teeth	1D6	Nil	Short	4	9	41	
19	1	Chaser	Flyer	25	10	-	5	4	Teeth	4D6	0	Short	2	Am	11	
20	6	Grazer	Flyer	3	1	-	4	6	Claws	½	0	Short	3	7	23	
Terrain		Mushroom Valley														
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Damage	Pen	Range	To Flee	To Attack	Speed	
1	12	Grazer		6	3	-	4	8	Hooves & Teeth	1D6	0	Short	18	4	14	
2	1	Reducer	Flyer	6	2	½ (Head 1)	4	14	Tentacle\Teeth	4D6/3D6	Nil	Short	1	6	17	
3	1	Killer		200	35	-	5	10	Poison\Teeth	3D6p/3D6	Nil	Short	3	10	54	
4		Event: Roll on the special event table														
5	1	Intermittent	Flyer	0,1	1	-	4	4	Hooves & Teeth	½	0	Short	15	6	29	
6	1	Intermittent		1	1	-	1	12	Horns	1D6	0	Short	14	5	14	
7	1	Hunter		0,01	1	-	3	10	Coils	½	Nil	Short	11	9	14	
8	1	Killer	Glider	1	1	-	6	8	Teeth	1D6	0	Short	6	17	9	
9	1	Intimidator		6	1	-	1	11	Claws & Teeth	2D6	0	Short	8	18	34	
10	1	Killer		100	33	-	3	5	Acid	1D6	4	Short	4	10	28	
11	1	Gatherer		1	1	½	6	8	Quills	½	Nil	Short	4	5	11	
12	5	Carrion-Eater	Flyer	6	1	-	4	6	Claws	5D6	0	Short	11	3	31	
13	11	Grazer	Flyer	3	1	-	3	9	Claws	½	0	Short	7	6	56	
14	1	Hijacker		400	5	-	1	6	Claws & Teeth	5D6	1	Long	9	16	16	
15	1	Filterer	Flyer	25	3	-	4	1	Trample	1D6	Nil	Short	5	Ap	7	
16	1	Gatherer		25	1	-	2	9	Teeth	6D6	0	Short	6	5	12	
17	1	Intimidator		6	3	-	4	7	Claws	2D6	0	Short	6	10	24	
18	1	Siren		0,01	1	½	4	9	Projectile	½	Nil	10cm	3	As	16	
19	4	Carrion-Eater	Flyer	0,01	1	-	1	7	Claws & Teeth	½	0	Short	3	9	60	
20	30	Grazer	Flyer	6	2	-	1	4	Beak	1D6	Nil	Short	4	5	55	

Planet Name: Jewell  
 Location: Spinward Marches  
 Hex Size: 967,609Km



	Continental Shelf		Desert		Volcano		Imperial Scout Base
	Jungle		Water/Sea		Archipelagoes		Imperial Army Base
	Forest/Prairie		Permanent Ice		Primary City		
	Tundra		Mountains		Imperial Navy Base		