



# Soungadano

System Survey

Soungadano/Gvurrdon (2414)  
Surveydate: 052-1120  
UWP: B671363-A



Soungadano system Survey  
©Roger Malmstein, 1991 - 2003

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This document was first made sometime in 1991 when I was a member of HIWG. back then it had the document number 142.07 The information here has been converted from **MegaTraveller** rules to **TNE**, but it should be useable with any version of **Traveller**.

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# World Builder Handbook Profile

## Size Related

Diameter: 9815Km  
Density: 0.92 (Molten Core)  
Mass: 0.422  
Gravity: 0.75  
Primary Mass (star): 0.285  
Orbit Number (Planet): 0  
Orbit Period (Planet): 61Days, 4Hrs, 33min  
Rotation Period: 20 days  
Axial Tilt: 46°C  
Orb. Eccentricity: 0.00  
Seismic Stress: 19  
Asteroid Belt Zones: 2  
Primary Mass (Planet): n/a  
Orbit Number (Satellite): n/a  
Orbit Period (Satellite): n/a

## Atmosphere Related

Atmosphere Composition: Oxygen-Nitrogen mix sulfur taint  
Surface Pressure: 1.20  
Stellar Luminosity: 0.498  
Orbital Factor: 836.345  
Energy Absorption: 0.900  
Greenhouse Effect: 1.10  
Base Temperature: 139°C  
Orbital Ecc. Mod.: 0°C  
Latitude Temp Effect: +18°C to -42°C  
Axial Tilt Effect:  
0.50 = Hexrows: 1 Summer +14°C Winter -23°C  
0.75 = Hexrows: 2 Summer +21°C Winter -35°C  
1.00 = Hexrows: 3-11 Summer +28°C Winter -46°C  
Daytime Plus: +133°C  
Nighttime Minus: -62°C  
Native Life: Yes  
Atmosphere Terraform: No  
Greenhouse effect Terraform: No  
Albedo Terraform: No  
Atm/Temp/Terraform: No

## Hydrosphere Related

Hydrographic Percentage: 11%  
Hydrographic Composition: Liquid water with sulfur taint  
Tectonic Plates: 3  
Hydrosphere Terraform: No  
Terrain Terraform: Yes  
Major Oceans: 0  
Minor Oceans: 0  
Small Lakes: 9  
Scattered Lakes: 3  
Notable Volcanoes: 22  
Weather Control: No  
Natural Resources: Agricultural, Crystals  
Compounds  
Processed Resources: Agroproducts, Non-metals  
Manufactured Goods: Consumables  
Information: None

## Population Related

Total Polulation: 5300  
Population Division: Vargr 100%  
Local Customs:  
Primary Cities:  
City Population Port  
Arrsu 90 B  
Kolgzuedh 90 C  
Ghoenrrots 90 B  
Secondary Cities:  
City Population Port  
55 Cities 50 F  
Tertiary Cities:  
City Population Port  
333 Cities 5 H  
Progressiveness: Conservatory/Indifferent  
Aggressiveness: Unaggressive/Neutral  
Extensiveness: Discordant/Xenophobic

## Government Related

Representative Authority: Judicial/Elite Council  
Government Description: Captive Government  
Other Authority: Legislative/Ruler  
Other Authority: Executive/Elite Council

## Law Related

Religious Profile: n/a  
Uniformity of Law: Personal  
Legal Profile: 3 Overall  
8 Weapons  
9 Trade  
7 Criminal Law  
4 Civil Law  
7 Pers. Freedom

## Technology Related

Technology Profile: AA H/L Common  
8 Energy  
B Comp/Robotics  
B Communication  
B Medical  
A Environment  
8 Land Trans.  
8 Water Trans.  
8 Air Trans.  
8 Space Trans.  
88 Pers/Hvy Wpns  
B Novelty

System name: Soungadano  
Sector: Gvurrdon  
Star name: Ororsvoghar  
Star spectrum: K7 V  
Magnitude: 0.64  
Jump Exit point: 0.522AU

Orbits	Name	UWP	Notes
-	Ororsvoghar	K7 V	Primary Star
0	Soungadano	B671363-A	Navy Base
6	Gzongraeduks	Y454163-9	
35	Oenurzksan	H200365-A	Navy Base
2	Aerzulghokstsae	Y000000-0	300m/10Km, n-0 m-80 c-20, 0.05AU
3	Khanzungin	Y000000-0	50Km/100Km, n-20 m-30 c-50, 0.01AU
4	Ngunduedh	F85A365-A	Navy Base/Research Base
10	Ingaez	H300163-A	Research Base
25	Dzakhordze	G600262-A	Research Base
8	Udzaguedhe	M6 D	Companion Star

Hex	Summer day	Summer night	Winter day	Winter night
1	304°C	109°C	265°C	68°C
2	305°C	110°C	247°C	50°C
3	306°C	111°C	230°C	6°C
4	300°C	105°C	224°C	0°C
5	294°C	99°C	218°C	-6°C
6	288°C	93°C	212°C	-12°C
7	282°C	87°C	206°C	-18°C
8	276°C	81°C	200°C	-24°C
9	270°C	75°C	194°C	-30°C
10	264°C	69°C	188°C	-36°C
11	258°C	63°C	182°C	-42°C

# Soungadano Survey Description

Soungadano was first colonized in 1060. Prior to this only occasional travellers visited this planet with (maybe) the strangest weather pattern in Gvurrdon. Each local day is 480 hours long. This cause extreme temperature swings and the short local year makes it even worse.

In the day the temperature is hot enough to fry eggs on the bare rock. At night the temperature may be so low that liquid water freeze in the winter. The atmosphere is hot and very humid due to water evaporation. The only reason to that there is any liquid water present is that the air cannot take up more humidity in the day. When the temperature drops at night the water in the air either condense off on cool surfaces or gather into larger droplets that during the first hours of the night become heavy rain and later hail and snow in the winter.

The planet is most part of the local year hidden under a thick cloud cover

No work is done outside when the temperature is above 100°C. So most work outside is done at night. In the short winter this can be hazardous when the temperature swings are severe which cause severe storms. Any traveller outside in the winter must be careful so that the storm does not surprise you totally.

A year is little longer than 3 local days, which makes it a bit difficult to plan long time ahead on what to do. Most work has to be done at the spur of the moment when the opportunity arises.

## History

When colonization started in 1060, the population initially was prisoners. Thoengling had a few prison camps that the prisoners had to do slave labor until their sentence was up.

In 1104 there was discovered that many of the volcanoes spewed out lava with high mineral content. At this time the prison status of the world was lifted. Convicts was released from their labor camps, but they was still stuck on Soungadano when they only got a few credits to their name. Most had to work to get more credits for a ticket off world.

Today unwanted persons are sent to Soungadano instead of a prison. They are free to leave when they want to, but they have to earn the money for a ticket first.

## Installing new citizens.

New "citizens" arrive each month at one of the primary cities. The number varies from 10 to 100. They are given a crash course in survival training in hostile environment. This course last about one month. Usually one tenth of the graduates die in the course.

When the course is finished they get an airtag (more on that later). And a few credits to last them about two weeks and to the last a general environment suit. They are then sent into the local city. Now they must get some sort of a job. What job that they can get depends on their skills. A few may be able to find jobs in either of the cities or on nearby farms.

At the time the citizens have been squeezed through the course many vargr from other settlements look for workers that are going to replace loss of personnel, which has been lost through accidents or that their old employees have gone independent. Due to the high mortality rate among new arrivals, the number of inhabitants on Soungadano stays rather stable.

Often the work is close to slavery, but most vargr find the situation so difficult that they find it easier to start as alow paid employer rather than, unemployed, broke and eventually dead. Most available jobs are farmhands, miners or hunters. After a few years on contract most workers has earned enough to go independent. As an independent worker it is easier to earn enough money to get a ticket out system. Most however, does not make it.

## Airtags.

In all of the primary cities and in most of the secondary cities you have to pay airtax. When you enter a city you must buy a tag that is worn on the outside of the clothes. This tag is green when purchased. After about two weeks it turn red. This shows that you soon have to buy a new tag. A few days after it will be black. Now you have to buy a new tag.

Citizens that is discovered with an airtag which are black must pay immediately. If they do not have the money they have to give away equipment until the tax is paid. If the citizen is totally broke he is just thrown out of the city. This usually spells the end of life for the unlucky part. An airtag cost 500 credits per tag. This tag last from 12 to 21 days.

Visitors from outside must also buy airtags

when they enters the city.

**REFEREE:** When a character buys an airtag roll 12+1D-3 secretly. This is the time in 24 hour days it takes before the tag turns red. When the tag has turned red roll 1D-2 secretly this is then the amount of 24 hours days it takes before it is black. The last roll may not be less than one.

### **Government.**

The government is controlled from the Thoengling Empire council. The citizens of this planet do not have anything to say in the local governments policies. They may however freely come with suggestions. The ruling body if the planet is mostly previous wardens or old long time prisoners.

All the primary and most of the secondary cities have representatives from the government that enforce the law.

### **Population.**

The population has over the years developed a xenophobic fear of outworlders. This is more apparent in the secondary and the tertiary cities where visitors from the outside are uncommon. Most inhabitants think that they have been cheated and mislead when they first was offered a new life on this planet.

The number of inhabitants has risen slowly in the past years. The increase is about 2% a year. Many new citizens die in their

first 3 local years in accidents or commit suicide. Some have also been killed by rogues or the wildlife.

### **Wildlife.**

The animals on this planet are active and highly mobile. They usually migrates to the polar regions in the summer and towards the equator in the winter. There is also a few species that have adopted life in their own region.

There is little or no life to be found in those regions

that have temperatures above 100°C at night. Due to the high day temperature the animals and insects are only active at nights.

Due to the high geological activity of this planet there is ample with caves and cracks that animals can escape into at day.

When most animals with few exceptions are only active at night, they have evolved excellent night vision. Some have the ability to see in the infrared range, which makes them excelent hunters. A few animals has been domesticated as either food source or pets.

### **Environment.**

Water cannot be drunken before it has been purified. This is due to the high sulfur taint of the water, but also the high concentration of algae cultures that colors the water green/red. This algae is very poisonous.

The air has to be breathed through filtermasks that can control the temperature of the breathed air. The high temperature would fry away the lounges if breathed without temperature control.

### **Economics**

Because of the necessity of importing most food stuffs and spare parts for different types of equipment the prices are quite high. Add 12% to prices on imported goods after the usual +1-25% modifier has been applied.

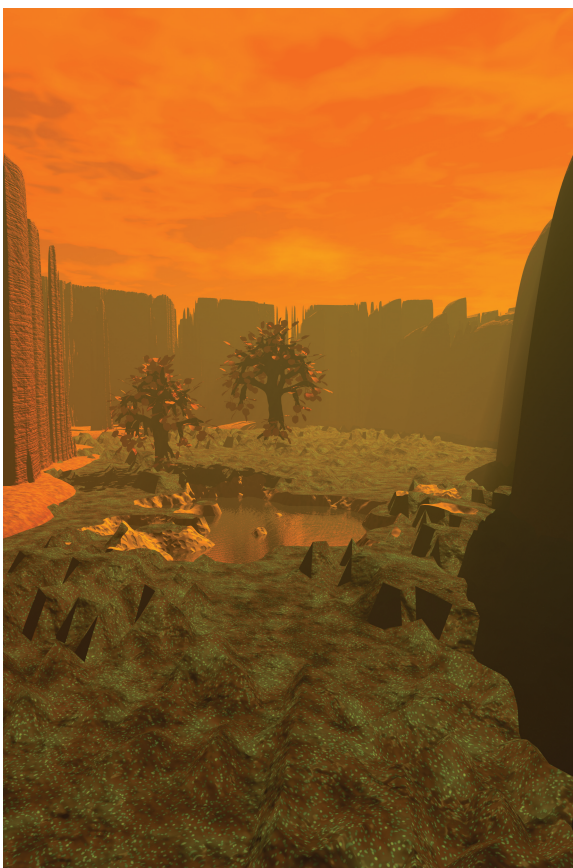
Exports are animals both live and processed. Non metal ores like crystals and compounds are also exported off world.

For those who are going to establish an independent business here much money can be found in mining or hunting. These are the main professions on this world. Anyone can mine or hunt has they wish, but the merchandise must be sold to the government in one of the primary cities if it is to be transported off world.

The government pays 100Cr per Kg of crystals of normal quality. Best price is 250Cr for crystals at excellent quality. Non metal ores vary in price from type to type. Silicon which can be found nearly everywhere pays 1Cr per 110kilos

### **Travelling and outdoors**

Being ouotdoors or even travel for short trips requires both careful preperation and knowledge about the planetary environment. The most dangers comes from the environment and the weather. Animals are



of little concern as offworlders smell wrong to them and are too low on certain nutrients compared to the local wildlife.

The great heat and the extreme low temperatures in the winter prevents ordinary equipment to work for long time. Very few own their own vehicles. And most of the vehicles are of either battery powered or fuel cell powered as internal combustion engines require 4 times as much maintenance to work properly. And the danger of the engine to overheat is always present. Electric vehicles or Fuel cell powered vehicles fare much better.

Due to the dry ground and sparingly vegetation, most of the ground look like a desert, dry and barren. When the wind blows, large duststorms may occur.

Special equipment for walking outdoors are also necessary. Going outdoors without special protective clothing is dangerous and will lead to an early death. Specialized suits are needed. For shorter trips outdoors a vacc suit may be used or even a environment suit. But a specialized desert suit are needed for prolonged walks outside.

A typical Soungadano desert suit are silvery grey which reflects the heat away. Internally it got cooling systems that can run for 4 - 8 hours without being recharged depending on temperature and physical activity. Such a suit cost about 2000 credits. In addition specialized breath mask is necessary. One that filters away the atmospheric taint, reduces the temperature of the inhaled air and collects the moisture from the exhaled air. Such a mask cost about 700 credits. The filter must be replaced after about 6 hours and the aircooling must be recharged after about 4 - 8 hours.

New filters cost about 10 credits.

Chill cans for suits cost about 30 credits and for a mask it cost 10 credits. and weight 3 and 2 kilos respectively and has a volume of 2 litres for suits and 0.5 litres for masks

Chill cans may also be refilled either at a refill station which cost about 5 credits a can. There is possible to buy a portable refill station.

A manual refill station cost about 500 credits and weights about 10 kilos. A can is attached to the station and then filled by a pump operated by a lever.

An electric pump cost about 1200 credits and weights about 12 kilos. The battery

#### Event table (1D)

- 1) Earthquake. Roll 2D\*2, if below 19 then there is a major quake. Read page 96 of WBH for guidelines for handling quakes.
- 2) Volcano eruption. The danger of this event will vary with the strength of the eruption and the distance to the volcano.
- 3) Encounter hunter party. The PC's encounter a party of hunters that are out to find prey to hunt.
- 4) Encounter miner party. The PC's encounter a small group of prospectors that are out looking for a new site for a mine.
- 5) Find empty camp. The PC's find an empty camp, there is sign of combat. A few hundred meters from the camp, a group of Carrion eaters are hovering above a dead body.
- 6) Ambushed by rouges. At a suitable point the PC's are ambushed by a small group of rouges.

last for about 30 refills. The battery may be recharged by a generator or from any other electric outlet.

Chill cans filled by hand will not be so full as if it was filled at a station. The effectiveness is neither so good as the can gets filled with compressed air.

Manually filled cans only last for half the normal time. If an electric pump was used it gets filled to its capacity, but still with compressed air. Effective time is reduced with 25%. Cans filled at a supply station gets filled with special cooling gas so the duration will be as normal.

Alternatively there is possible to buy a refill tank for about 3000 credits, or 400 empty. The tank holds enough gas for refilling 100 suit cans.

Cans that has just been filled also needs to cool down a bit as the temperature of the gas rises as it is compressed. This may take up to 3 hours.

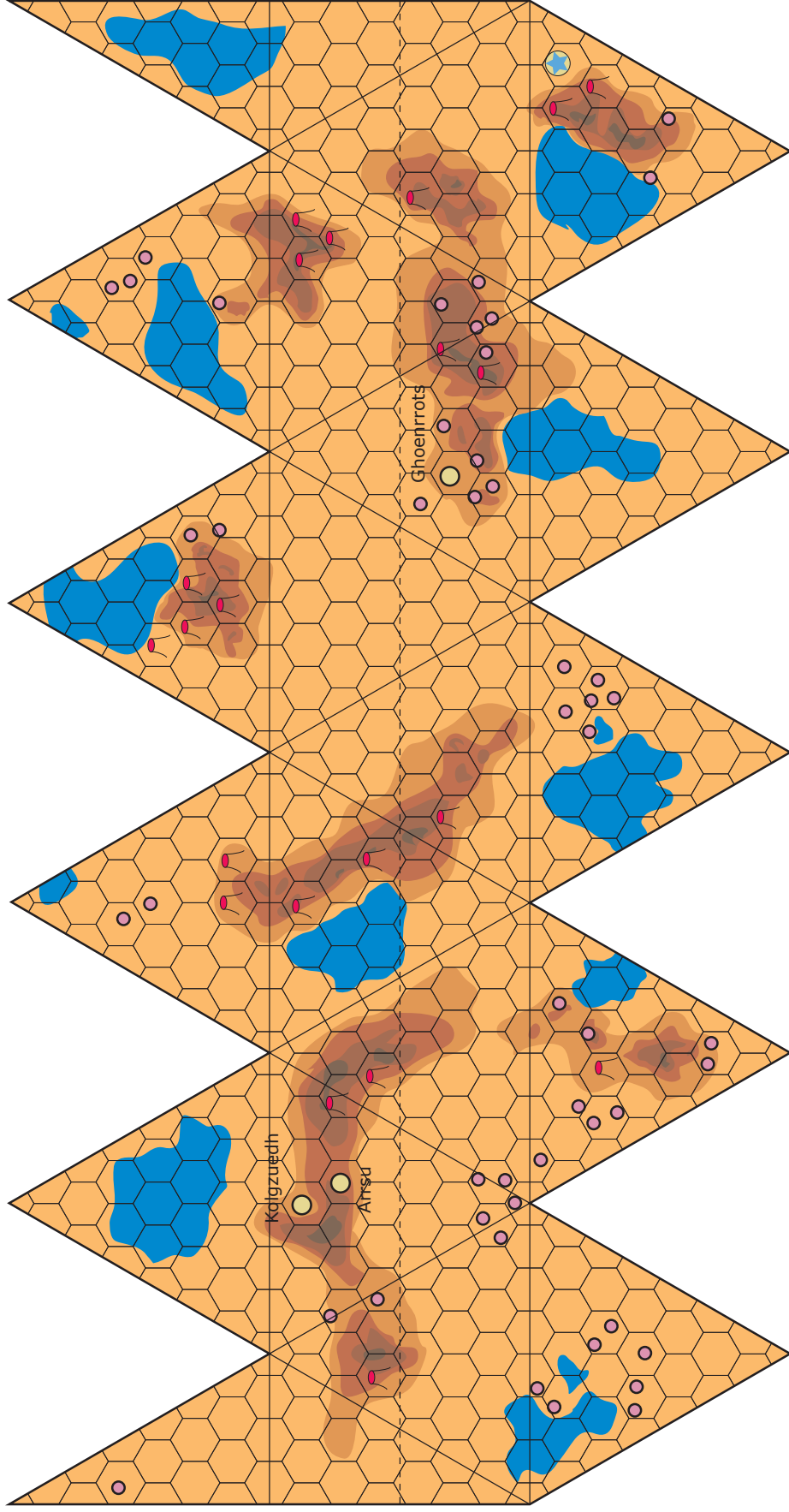
Note that chill cans does make a low, but audible hiss during operation.











Terrain: Desert															
Enc	#	Type	Attr	Size	HP	Armor	Init	Hit	Weapon	Dmg	Pen	Range	Flee	Atck	Spd
1	1	Pouncer	Flyer	3	1	½ (Head 1)	7	9	Claws	½	0	Short	Fs	As	28
2	1	Intermittent	Flyer	200	50	-	4	1	Quills	2D6	Nil	Short	12	4	36
3	10	Grazer	Flyer	6	3	-	1	1	Claws	1D6	0	Short	7	6	20
4	9	Grazer		3	1	½	1	8	Trample	½	Nil	Short	5	10	4
5	1	Intermittent	Flyer	0,001	1	-	3	12	Swarm\Mandibles	1	Nil	Contact	7	12	30
6	Event: Roll on the special event table														
7	1	Intermittent		400	71	-	1	6	Projectile	5D6	Nil	9	17	2	18
8	1	Hijacker	Flyer	0,1	1	-	5	14	Claws	½	0	Short	5	12	3
9	2	Grazer	Flyer	100	32	-	1	3	Claws	1D6	1	Short	4	3	24
10	9	Grazer	Flyer	0,001	1	-	1	11	Poison	3	Nil	Contact	15	5	7
11	1	Intermittent	Flyer	200	35	-	4	2	Beak	2D6	Nil	Short	7	7	30
12	3	Chaser		3	1	1 (Head 2)	7	17	Tail	½	0	Short	6	Am	57
13	1	Intermittent	Flyer	12	3	-	3	10	Claws	1D6	1	Short	17	6	21
14	2	Chaser		800	81	-	4	8	Claws & Teeth	5D6	1	Long	10	Am	7
15	5	Grazer	Flyer	0,001	1	-	4	6	Poison	2	Nil	Contact	13	11	20
16	1	Intermittent		25	4	½	1	7	Trample	1D6	Nil	Short	14	6	29
17	17	Grazer		200	15	½	1	1	Tail	2D6	1	Short	16	10	53
18	3	Grazer		25	3	-	2	4	Quills	1D6	Nil	Short	8	3	54
19	10	Grazer		400	4	-	1	10	Hooves	3D6	Nil	Short	18	12	37
20	11	Grazer		1	1	½	1	3	Projectile	1D6	Nil	2	6	7	38

Terrain: Rough/Hills															
Enc	#	Type	Attr	Size	HP	Armor	Init	To hit	Weapon	Dmg	Pen	Rng	Flee	Atck	Spd
1	2	Chaser	Flyer	25	8	½	5	3	Claws	1D6	1	Short	3	Am	39
2	1	Hunter		12	5	-	7	10	Tail	1D6	1	Short	5	7	14
3	1	Intermittent	Flyer	50	11	-	3	8	Claws	1D6	1	Short	9	2	16
4	1	Pouncer		100	9	-	4	9	Tail	1D6	1	Short	Fs	As	26
5	1	Hijacker		25	3	-	2	9	Acid	1D6	3	Short	5	11	54
6	1	Filterer		3	1	-	1	4	Trample	1D6	Nil	Short	3	Ap	4
7	1	Intermittent	Flyer	1	1	-	3	2	Claws	½	Nil	Short	5	9	28
8	1	Pouncer	Flyer	0,001	1	-	5	11	Poison	2	Nil	Contact	Fs	As	32
9	1	Grazer	Flyer	50	5	-	4	6	Claws & Beak	2D6	Nil	Short	16	3	38
10	2	Reducer		800	72	½	4	13	Coils	7D6	Nil	Short	2	5	8
11	12	Eater		200	31	-	4	9	Poison\Teeth	2D6p/4D6	Nil	Short	3	2	23
12	1	Intermittent		6	2	-	1	5	Trample	1D6	Nil	Short	4	7	14
13	13	Chaser	Flyer	400	21	-	6	9	Beak	3D6	Nil	Short	5	Am	34
14	1	Hijacker		50	14	-	2	Def	Poison\Barbs	2D6p/1D6	Nil	Short	9	7	14
15	1	Grazer	Flyer	1	1	-	5	3	Claws & Beak	½	Nil	Short	4	10	56
16	12	Grazer		12	2	½	2	1	Tail	1D6	Nil	Short	8	6	11
17	1	Hijacker		100	30	½	1	12	Claws	4D6	1	Short	6	8	23
18	5	Intimidator		1600	85	-	2	5	Tail	7D6	Nil	Long	11	14	6
19	1	Pouncer		12	6	-	4	11	Claws	1D6	0	Short	Fs	As	33
20	1	Killer		100	14	-	8	16	Acid	1D6	1	Short	3	5	7

Terrain: Mountains															
Enc	#	Type	Attr	Size	HP	Armor	Init	Hit	Weapon	Damage	Pen	Range	Flee	Atck	Spd
1	1	Gatherer	Flyer	6	2	-	4	9	Claws	1D6	Nil	Short	4	6	12
2	7	Carrion-Eater	Flyer	0,1	1	-	1	13	Claws	0,5D6	0	Short	4	6	45
3	12	Chaser	Flyer	0,001	1	-	9	2	Poison	2	Nil	Contact	8	Am	15
4	2	Grazer		0,1	1	-	4	6	Hooves	0,5D6	Nil	Short	9	4	17
5	6	Grazer		50	18	-	1	7	Trample	1D6	Nil	Short	18	9	56
6	1	Intermittent		25	7	½	1	3	Hooves	1D6	Nil	Short	18	12	35
7	6	Grazer	Flyer	100	4	-	4	6	Claws	1D6	1	Short	14	4	49
8	5	Grazer		1	1	-	1	1	Quills	0,5D6	Nil	Short	10	6	45
9	1	Intermittent		1	1	-	1	10	Quills	0,5D6	Nil	Short	17	7	17
10	1	Filterer		25	2	½	1	8	Horns & Hooves	2D6	1	Short	5	Ap	1
11	1	Killer		800	39	-	7	7	Tentacle\Teeth	4D6/9D6	Nil	Long	6	18	22
12	31	Grazer		6	1	½ (Head 1)	2	9	Hooves & Teeth	1D6	0	Short	7	9	29
13	6	Grazer		800	35	-	1	6	Hooves	6D6	Nil	Short	7	9	21
14	5	Reducer	Flyer	6	1	-	6	13	Teeth	2D6	0	Short	1	5	16
15	17	Grazer	Flyer	0,001	1	-	5	7	Poison	2	Nil	Contact	15	10	44
16	8	Chaser		0,1	1	-	6	18	Tail	0,5D6	Nil	Short	8	Am	52
17	Event: Roll on the special event table														
18	6	Eater	Flyer	0,001	1	-	3	3	Poison	3	Nil	Contact	3	6	39
19	1	Grazer		100	23	½	1	1	Trample	1D6	Nil	Short	10	5	36
20	1	Intermittent	Flyer	12	6	-	4	8	Horns	2D6	1	Short	6	10	32

Planet Name: Soungadano  
 Location: Gvurrdon 2414  
 Hex Size: 880.99Km



- |   |                             |   |                 |   |                  |
|---|-----------------------------|---|-----------------|---|------------------|
|  | Plains ~400 - 200meters     |  | Mountains 5001+ |  | Secondary Cities |
|  | Hills 201 - 750meters       |  | Water           |  | Naval Base       |
|  | Rough 751 - 2000meters      |  | Volcano         |   |                  |
|  | Mountains 2001 - 5000meters |  | Primary City    |   |                  |