

Contains 111 distinct animal encounter tables ideal for casual use in Traveller adventures, or for on-going campaigns. Keyed to world types, these tables make on-planet adventures simple and fast.

Be sure to look for Supplement 3, The Spinward Marches, for a set of 16 complete subsectors already generated and mapped out.

Supplement 2 Animal Encounters

TRAVELLER[®]
Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

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Animal Encounters
TRAVELLER, Supplement 2

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This booklet is a supplement to Traveller, GDW's science-fiction
role-playing game set in the far future.

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Introduction

Specific animal encounters in *Traveller* are dependent upon a series of tables produced for a specific world in accordance with pages 24 through 32 of *Traveller* Book 3. Unfortunately for this requirement, the natural tendency of travellers is to travel, and several months journey by players can encompass ten or more worlds and hundreds of encounter tables.

This supplement provides a general set of animal encounter tables for use in most common situations. The broad span of 100 world and atmosphere combinations (11 through A9) have been reduced to nine (small, medium and large worlds; with thin, standard and dense atmospheres). Notwithstanding this reduction, a wide variety of encounters are presented. In addition, separate sections on maritime, and arctic areas (which are general world size and atmosphere independent) have been included, and a section on vacuum situations is presented to further create player interest and participation.

The primary intention of this supplement is convenience. Any referee can produce any number of animal encounter tables for use in the *Traveller* universe. The referee indeed should produce such tables for specific areas as part of specific adventures. The tables in this supplement, however, will serve to encourage impromptu adventures on planetary surfaces by requiring only a minimum of preparation.



FORMAT

This supplement is divided into 13 sections, as shown in the table of contents. Following this introduction, each section presents several encounter tables, each encompassing a distinct terrain type.

Header Lines: Tables each occupy one-third of a page. The first line of each table indicates the type of terrain covered, and reiterates the world size and atmosphere involved. Finally, the throw for an encounter to occur in this terrain is given (replacing the standard one-third chance called for in *Traveller* Book 3, page 27).

The second header line labels most of the columns in the table. The heading Die indicates the two dice throw on the table; Animal Type describes the general category of type, preceded by the quantity of this particular animal encountered. Weight indicates mass in kilograms.

In the Hits column, the number before the slash shows how many hits must be inflicted per animal to render it unconscious, while the number following the slash is the additional number of hits required to kill the animal. Armor indicates the armor class for the determination of the animal's defensive DMs. When an armor type is followed by a -1 or a +1, that DM also applies, enhancing or reducing the armor.

The number in the Wounds & Weapons column indicates the number of hits the animal inflicts on its target each time that it does actually succeed in hitting. The weapon shows the weapon type that the animal uses in determination of offensive DMs on the animal's throw to hit. An appended +1 or -1 also applies as a DM in such situations. Note that the animal weapon is not necessarily the type names, simply one which functions in the same manner. Thus, in some cases, an animal may be listed as armed as pistol, which is an expression of how its defensive armament works, rather than a statement of what its actual armament is.

The three final columns are unlabeled, but each always bears a prefix; they indicate the probable reactions by the animals. The first column indicates the most probable reaction upon encounter; the second column indicates the next most probable reaction if the first does not occur. The referee, in resolving the encounter, must consult the first column, throwing two dice: if the result equals or exceeds the number shown, the animal attacks (if the prefix letter is A), or flees (if the prefix letter is F). If the first throw is not achieved, the second column is consulted. A listed throw of 0 indicates that some special consideration is called for, such as attack only if bigger than the prey, or flight only if surprised, or no flight if the animal is immobile. In such cases, see *Traveller* Book 3, page 29.

The last column, prefixed S, indicates the speed of which the animal is capable.

Terrain Equivalencies: A nominal number of terrain type names are used in the encounter tables. The terrain equivalencies table indicates other terrain names which may be substituted by the referee or the players when consulting the tables.

SURPRISE

When encounters occur, it is possible that either one, or neither one of the parties may have surprise. Roll one die for each party; if one party has a die roll of three or more greater than the other party, the higher rolling party has achieved surprise. Only one party may achieve surprise, and it is possible that neither party will achieve surprise. If no surprise is achieved, both parties are considered to be aware of each other at the range of encounter. A party with the element of surprise may elect to avoid contact with the other party, or may elect to attack with surprise.

DMs are allowed to each party on the surprise die roll depending on expertise and situation.

Adventurers: An adventuring band is allowed a DM for each of the following characteristics. If there is any leader expertise in the party, +1. If there is any tactical expertise in the party, +1. If there is any military experience in the party, +1. If the party numbers more than 7, -1. If the party is moving in any type of land vehicle, -1.

Animals: Any animal listing is allowed an DM for each of the following charac-

TERRAIN EQUIVALENCIES

Clear-	Road, Open
Prairie—	Plain, Steppe
Rough-	Hills, Foothills
Broken-	Badlands, Highlands
Mountain-	Alpine
Forest—	Woods
Jungle-	Rainforest
River—	Stream, Creek, Canal
Swamp-	Bog
Marsh—	Heath, Moor
Desert-	Dunes, Sand Sea

TERRAIN DMS

Clear.	+3
Prairie.	+3
R o u g h	+2
Broken	+2
Mountain.	+3
F o r e s t	+1
Jungle	
River.	+1
Swamp	-4
Marsh	-4
Desert	+4
Maritime Surface.	+2
Maritime Subsurface	-1
Arctic	+2
Vacuum Situations	+1

ENCOUNTER RANGE

1	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13	Very Long
14	Extreme
15	Extreme

characteristics. If the quantity of animals is more than 9, -1. If the animal type is pouncer, +1.

RANGE

Encounters generally occur at any one of five ranges: close, short, medium, long, and very long. The specific initial range of an encounter is dependent on a referee's specific determination, or on a two-die roll using the encounter range table. Throws on the encounter range table are subject to DMs from the terrain DM table. In essence, the DMs take into account the altered probabilities of specific encounter ranges in differing terrain types. Determine the DM from the terrain DM table, and apply it to a two-dice roll on the encounter range table. The result indicates the range at which the two parties encounter.

EXAMPLE

The following example indicates the format for a sample animal listing.

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
5	1 Gatherer	3kg	3/ 6	none	2 thrasher A8 F6 S2

The animal is a gatherer, weighing 3 kilograms. It will take 3 hits prior to unconsciousness, and then 6 more hits prior to death. It will inflict 2 damage points on its prey every time it hits, attacking with thrasher. It will attack on 8+, or flee on 6+. It has a speed of 2.

REFERENCES

The following *Traveller* references may affect the various procedures.

Animal Encounters, *Traveller* Book 3, pages 24 - 32.

Combat, *Traveller* Book 1, pages 26 - 44.

Small World, Thin Atmosphere

Worlds classified as small with thin atmospheres correspond to world sizes 1, 2, 3, and 4 (diameters ranging from 1000 to 4000 miles), and to atmospheres 4 and 5 (thin and thin, tainted). In extreme cases, a thin atmosphere may also be construed to cover atmosphere types 2 and 3 (very thin and very thin, tainted).

CLEAR Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Hijacker	12kg	8/ 9	none	1	as blade	A6 F8 S2
3	5 Hunters	25kg	7/ 6	cloth	4	teeth-1	A6 F8 S1
4	1 Hijacker	3kg	6/ 2	none	3	teeth-1	A8 F5 S2
5	5 Eaters	6kg	1/11	none	4	as blade	A4 F8 S1
6	12 Grazers	50kg	13/10	none	1	horns	F3 A9 S3
7	3 Grazers	6kg	5/ 6	none	2	asfoil	F8 A9 S1
8	1 Intermittent	100kg	23/ 6	none	5	hooves	F8 A8 S1
9	5 Chasers	100kg	17/ 4	cloth	5	teeth	A0 F8 S2
10	Event—Chameleon Filter. The lead character in the party is surprised at close range by a well concealed filter. It has surprise and attacks.						
		100kg	22/ 2	cloth+1	6	teeth+1	S0
11	1 Trapper	12kg	10/ 7	jack	2	claws	A0 F7 S0
12	9 Chasers	100kg	17/10	none	2	teeth	A0 F7 S3

Small World, Thin Atmosphere (6+)

PRAIRIE Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Reducer	800kg	22/ 7	cloth	1	teeth-1	A8 F4 S2
3	5 Eaters	50kg	9/ 8	cloth	2	teeth+1	A5 F8 S2
4	1 Reducer	50kg	19/ 5	cloth	1	teeth-1	A9 F4 S2
5	2 Hunters	50kg	11/ 9	jack-1	5	teeth+1	A6 F7 S2
6	9 Grazers	400kg	21/13	none	10	teeth-1	F2 A8 S1
7	7 Flying Grazers	12kg	8/ 4	none	4	asblade	F7 A8 S1
8	3 Grazers	50kg	18/ 8	mesh	3	horns	F3 A8 S3
9	3 Chasers	50kg	8/ 9	none-1	2	teeth	A0 F8 S3
10	Event—Prairie Fire. A grass fire may be seen on the horizon. It must be detoured around, at a cost in travel time of one day for those on foot, and of a half day for those in vehicles.						
11	2 Chasers	400kg	28/ 8	mesh	10	claws	A0 F8 S2
12	4 Chasers	400kg	18/ 8	none	12	claws	A6 F8 S2

Small World, Thin Atmosphere (7+)

ROUGH Terrain**Small World, Thin Atmosphere (9+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Reducer	12kg	5/ 7	cloth	1	teeth-1	A8 F4 S2
3	1	Flying Gatherer	1kg	6/ 0	none	2	claws	A8 F8 S2
4	6	Carrion Eaters	6kg	6/ 2	none	1	teeth	A7 F6 S1
5	1	Gatherer	6kg	2/ 7	jack	4	as blade	A9 F7 S1
6	1	Intermittent	1kg	6/ 0	none	6	teeth+1	F8 A9 S2
7	1	Intermittent	3kg	4/ 6	none	2	claws	F8 A7 S2
8	1	Flying Intermittent	1kg	4/ 0	none	5	as blade	F8 A7 S2
9	1	Pouncer	25kg	8/12	none	3	teeth+1	A0 F0 S3
10	Event—Magnetic Riders. Very small animals (10 grams) living on and riding on line of magnetic force. Travelling at 1000 m/sec, each hits (purely accidentally) on 9+, doing 1D+2 damage. Quantity: 2D.							
11	1	Chaser	1kg	3/ 0	none	3	claws	A0 F8 S1
12	6	Killers	12kg	9/ 7	jack	4	claws	A6 F9 S3

BROKEN Terrain**Small World, Thin Atmosphere (9+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	7	Carrion-eaters	200kg	21/ 6	cloth-1	7	teeth	A7 F8 S1
3	1	Gatherer	50kg	11/ 2	jack-1	7	teeth+1	A9 F8 S2
4	5	Carrion-eaters	50kg	14/ 7	cloth	6	teeth-1	A7 F8 S1
5	1	Hunter	6kg	2/ 5	none-1	1	as blade	A5 F9 S1
6	1	Intermittent	12kg	6/ 5	none	1	teeth-1	F9 A9 S2
7	1	Intermittent	200kg	15/ 8	none	5	horns	F8 A8 S2
8	66	Grazers	12kg	5/ 6	Reflec	5	teeth-1	F3 A9 S2
9	1	Pouncer	12kg	8/ 3	Cloth	8	claws	A0 F0 S1
10	Event— Broken Axle. If the characters are using a vehicle, it has suffered a broken axle or similar part. Repairs will take at least one day, provided someone has mechanical-1 or better. Otherwise, outside help will be required.							
11	6	Chasers	3kg	6/ 0	jack	2	claws	A0 F7 S1
12	1	Siren	200kg	21/ 9	cloth-1	13	claws	A0 F8 S1

MOUNTAIN Terrain**Small World, Thin Atmosphere (10+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	400kg	24/14	none	22	as pike	A6 F7 S2
3	1	Hunter	3kg	5/ 4	jack-1	4	thrasher	A7 F7 S1
4	2	Hijackers	3kg	4/ 4	cloth-1	1	teeth	A3 F4 S2
5	1	Gatherer	100kg	23/ 7	none-1	5	teeth	A8 F8 S2
6	36	Grazers	200kg	19/12	cloth-1	2	horns	F3 A8 S1
7	5	Intermittents	800kg	21/ 8	cloth-1	4	teeth-1	F9 A8 S1
8	32	Grazers	50kg	10/12	cloth	2	horns	F8 A8 S1
9	1	Killer	12kg	4/ 5	jack+1	4	claws	A2 F9 S3
10	Event— Narrow Trail. The road or path ahead has narrowed to about one meter in width, and appears to remain so for the next 2 kilometers. The trail is impassable to vehicles.							
11	5	Killers	100kg	14/10	mesh	10	teeth	A6 F9 S2
12	1	Killer	200kg	19/10	none-1	26	claws	A6 F9 S3

FOREST Terrain**Small World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	3 Reducers	3kg	2/ 3	none	3	teeth-1	A9 F3 S2
3	1 Hunter	25kg	9/ 8	jack-1	8	teeth-1	A5 F7 S2
4	3 Reducers	25kg	11/ 6	none	5	asblade	A8 F3 S2
5	1 Gatherer	3kg	1/ 5	none+1	6	thrasher	A9 F7 S2
6	34 Grazers	6kg	6/ 9	cloth-1	2	as foil	F7 A8 S2
7	1 Filter	50kg	6/ 0	battle	2	teeth	F7 A0 S1
8	1 Filter	100kg	9/ 1	jack	4	teeth	F7 A0 S0
9	1 Flying Pouncer	3kg	6/ 0	none	1	asblade	A0 F0 S2
10	Event— Gossamer Nets. The trees release a poison net of adhesive strands, which float down on the travellers below. Each net which contacts someone does 2D+2 damage. Reroll for potential other animal encounters.						
11	1 Siren	3kg	2/ 6	none	2	teeth+1	A0 F9 S1
12	1 Pouncer	12kg	3/ 2	jack	4	claws	A0 F0 S1

JUNGLE Terrain**Small World, Thin Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6 Carrion-eaters	1kg	2/ 0	cloth-1	4	claws	A6 F6 S1
3	1 Gatherer	50kg	13/ 8	jack	5	teeth+1	A9 F6 S1
4	1 Intimidator	1kg	3/ 0	none	1	claws	A5 F6 S2
5	1 Gatherer	3kg	4/ 5	cloth	4	thrasher	A7 F7 S1
6	10 Grazers	12kg	6/ 0	mesh-1	2	horns	F4 A8 S3
7	1 Filter	1kg	6/ 0	jack	2	teeth	F7 A0 S0
8	1 Filter	6kg	3/ 4	none	4	as foil	F7 A0 S1
9	1 Trapper	50kg	3/ 6	mesh	6	teeth	A0 F7 S1
10	Event- Poison Pouncer. This carnivore lies in wait for worthy prey, and attacks with surprise at close or short range. Its first bite does double damage.						
		50kg	10/10	jack	11	teeth+1	A0 F9 S3
11	1 Pouncer	6kg	5/ 6	cloth-1	1	teeth	A0 F0 S1
12	1 Pouncer	25kg	15/ 6	cloth+1	4	teeth+1	A0 F0 S4

RIVER Terrain**Small World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	2 Carrion-eaters	50kg	15/ 5	cloth	1	teeth	A6 F6 S1
3	1 Hunter	3200kg	45/18	mesh	36	as sword	A5 F7 S2
4	1 Intimidator	50kg	19/ 5	none	2	teeth-1	A8 F5 S2
5	4 Eaters	100kg	21/ 7	jack	14	teeth	A5 F9 S2
6	77 Grazers	50kg	19/ 2	cloth-1	5	horns	F4 A8 S3
7	33 Grazers	6kg	1/ 5	mesh-1	8	as foil	F4 A8 S3
8	55 Grazers	100kg	17/ 5	none	4	hooves	F6 A9 S2
9	3 Killers	100kg	13/ 6	none	6	teeth	A6 F9 S2
10	Event— Bad Water. Local water is contaminated with heavy metal concentrations. Bathing in, or drinking, the water will cause illness for 1 to 6 days. Saving throw is endurance.						
11	1 Chaser	3kg	1/ 1	none	2	teeth	A0 F8 S1
12	1 Chaser	50kg	15/12	none	8	teeth	A0 F9 S2

SWAMP Terrain**Small World, Thin Atmosphere (9+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Carrion-eater	3200kg	33/15	none	78	teeth+1	A9 F7 S1
3	1	Gatherer	50kg	15/ 7	none+1	5	teeth+1	A9 F6 S2
4	4	Reducers	800kg	19/ 0	mesh	16	teeth	A7 F5 S1
5	1	Hunter	3200kg	29/17	none-1	51	assword	A5 F8 S1
6	2	Intermittents	100kg	18/ 2	none	2	hooves	F9 A9 S2
7	5	Intermittents	200kg	23/ 9	jack-1	5	horns	F8 A9 S1
8	1	Intermittent	400kg	24/ 7	none-1	12	teeth+1	F8 A8 S2
9	1	Trapper	800kg	29/17	cloth	4	as pistol	A0 F7 S1
10	Event— Quicksand. Throw dexterity or less to avoid becoming trapped. If trapped, throw strength or less to escape. Reduce endurance by 1 per throw until it reaches zero. Companions may substitute their strength as assistance.							
11	1	Killer	100kg	15/10	cloth	8	teeth	A3 F9 S3
12	10	Chasers	1600kg	26/10	none-1	30	as pistol	A9 F8 S1

MARSH Terrain**Small World, Thin Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	12	Reducers	100kg	17/ 6	cloth	6	teeth-1	A8 F7 S2
3	1	Gatherer	400kg	18/ 8	mesh	14	teeth	A7 F6 S2
4	1	Reducer	1600kg	18/ 6	mesh-1	26	teeth	A8 F5 S2
5	1	Gatherer	400kg	20/ 9	jack-1	10	teeth	A8 F8 S1
6	1	Grazer	800kg	24/ 9	cloth	8	teeth-1	F3 A9 S1
7	4	Intermittents	24000kg	33/10	none	74	teeth+1	F9 A6 S1
8	1	Filter	400kg	23/ 8	none	18	teeth-1	F8 A0 S1
9	1	Chaser	400kg	20/12	none-1	13	claws	A0 F8 S2
10	Event— Marsh Gas. Noxious fumes are noticeable in the area. If breathed for any length of time, they cause unconsciousness (throw endurance or less to avoid). Respirators will avoid the effects.							
11	13	Chasers	25kg	13/ 4	none-1	2	teeth+1	A0 F8 S1
12	1	Trapper	3200kg	29/13	none	64	assword	A0 F9 S2

DESERT TERRAIN**Small World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	12kg	5/12	mesh-1	6	teeth-1	A5 F8 S2
3	4	Flying Hunters	1kg	4/ 0	none	1	claws	A7 F8 S1
4	8	Reducers	3kg	3/ 6	none	3	teeth-1	A8 F4 S2
5	2	Eaters	6kg	4/ 5	none-1	14	as blade	A6 F8 S1
6	5	Grazers	1kg	6/ 0	mesh-1	3	horns	F3 A9 S3
7	2	Grazers	25kg	3/ 4	jack	2	hooves	F4 A9 S2
8	6	Grazers	25kg	11/ 7	jack	1	teeth-1	F5 A8 S2
9	2	Chasers	1kg	5/ 0	none	4	claws	A0 F9 S2
10	Event- Oasis. A small water-hole is encountered. Throw 10+ for it to be a mirage when approached. If it is real, throw 9+ for it to be poison, with appropriate clues.							
11	1	Killer	200kg	15/10	none	14	claws	A3 F9 S2
12	1	Chaser	25kg	6/ 8	cloth	4	teeth+1	A0 F8 S1

Small World, Standard Atmosphere

Worlds classified as small with standard atmospheres correspond to world sizes 1, 2, 3 and 4 (diameters ranging from 1000 to 4000 miles), and to atmospheres 6 and 7 (standard and standard, tainted).

CLEAR Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	Small World, Standard Atmosphere (6+)			
			<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1 Hijacker	50kg	10/10	none	2	teeth+1 A5 F5 S2
3	1 Hunter	25kg	7/ 6	mesh	4	teeth-1 A6 F9 S2
4	1 Intimidator	25kg	5/ 6	none	3	asblade A5 F5 S2
5	4 Hunters	3kg	5/ 5	jack	5	thrasher A5 F8 S1
6	4 Grazers	100kg	16/10	jack	2	hooves F4 A9 S1
7	1 Intermittent	100kg	23/ 4	battle-1	2	hooves F8 A8 S1
8	3 Grazers	3kg	2/ 5	none	3	asblade F5 A8 S1
9	1 Flying Chaser	1kg	5/ 0	none	1	claws A0 F7 S1
10	Event-Predator Pack. A pack (4D) of wild animals attack the party without warning. They have surprise.					
		50kg	8/ 2	cloth	5	teeth+1 A1 F9 S2
11	1 Pouncer	100kg	16/ 5	mesh	3	teeth A0 F0 S1
12	1 Killer	25kg	12/ 3	none	2	teeth+1 A5 F9 S1

PRAIRIE Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	Small World, Standard Atmosphere (7+)			
			<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1 Hijacker	100kg	14/ 5	cloth	4	teeth-1 A9 F6 S2
3	2 Hunters	800kg	26/15	mesh	8	claws A7 F9 S1
4	1 Reducer	3kg	6/ 6	none	4	teeth-1 A9 F6 S2
5	1 Gatherer	100kg	16/ 6	none	5	teeth A9 F6 S2
6	10 Grazers	12kg	7/ 7	none	2	teeth-1 F4 A9 S1
7	1 Grazer	25kg	14/ 3	reflec	2	teeth+1 F8 A8 S2
8	6 Grazers	50kg	20/11	battle-1	2	horns F3 A8 S1
9	1 Killer	25kg	14/ 5	none	4	teeth+1 A3 F9 S1
10	Event— Magnetic Fluctuation. The planetary magnetic field undergoes slight fluctuation, which alters magnetic compass readings by approximately 10 degrees. This fact is unknown to the party.					
11	1 Pouncer	50kg	11/ 9	none-1	3	teeth A0 F0 S4
12	15 Chasers	100kg	14/ 4	mesh	5	teeth A0 F9 S3

ROUGH Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5 Hijackers	100kg	22/ 8	none	8	teeth-1	A8 F5 S2
3	11 Eaters	100kg	15/ 9	none-1	4	teeth	A4 F9 S2
4	3 Carrion-eaters	3kg	1/ 4	cloth-1	5	teeth-1	A6 F8 S1
5	1 Flying Eater	1kg	2/ 0	none	2	claws	A5 F8 S1
6	3 Intermittents	12kg	6/ 5	jack	4	teeth-1	F8 A9 S1
7	1 Flying Grazer	1kg	5/ 0	none	5	as blade	F8 A9 S3
8	1 Intermittent	6kg	5/ 9	jack	4	as foil	F9 A8 S2
9	1 Killer	12kg	8/ 5	cloth-1	8	claws	A5 F9 S1
10	Event—Tarpit. A natural asphalt deposit is encountered. Roll once on this table to determine the animal trapped within, and then twice to determine the animals near the pit.						
11	4 Killers	6kg	6/ 1	none	5	teeth	A8 F9 S1
12	1 Siren	12kg	5/ 2	none	6	claws	A5 F9 S0

Small World, Standard Atmosphere (9+)**BROKEN TERRAIN**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Intimidator	1kg	1/0	none	3	claws	A6 F5 S2
3	1 Gatherer	1kg	3/ 0	none-1	1	claws	A9 F7 S1
4	5 Flying Carrion-eaters	1kg	5/ 0	none	6	claws	A5 S7 S1
5	7 Flying Eaters	3kg	6/ 0	none	2	claws	A5 F9 S2
6	1 Filter	50kg	15/ 9	none	5	horns	F9 A0 S0
7	2 Intermittents	6kg	6/ 6	reflec	5	as foil	F8 A9 S1
8	1 Intermittent	1kg	1/ 0	cloth-1	4	horns	F9 A9 S2
9	3 Killers	6kg	4/ 3	jack	12	teeth	A3 F9 S2
10	Event— Mud Slide. Heavy rains several days previous have started mud slides. The area is impassable ro vehicles for two days. Persons on foot move at half normal speed, with a chance (throw 8+) of accident.						
11	1 Pouncer	6kg	2/ 2	none-1	1	teeth+1	A0 F0 S2
12	1 Pouncer	50kg	20/ 7	cloth	4	teeth	A0 F0 S3

Small World, Standard Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	200kg	21/13	cloth-1	6	teeth	A8 F5 S2
3	1 Hunter	200kg	23/ 9	none	8	claws	A7 F9 S2
4	4 Flying Hijackers	1kg	1/ 0	none	1	claws	A3 F3 S2
5	6 Hunters	200kg	22/10	jack-1	6	claws	A5 F7 S1
6	1 Grazer	12kg	8/ 9	jack-1	3	teeth-1	F6 A9 S2
7	1 Grazer	800kg	31/ 7	none	5	teeth-1	F6 A8 S2
8	18 Grazers	50kg	13/ 4	jack-1	4	horns	F8 A8 S2
9	1 Killer	200kg	16/15	none	26	claws	A3 F9 S1
10	Event— Electrical Storm. Heavy winds and lightning force the party to halt for 12 hours. Unless a refuge (throw 7+ for a cave, cabin, etc) is found, then a lightning hit on electrical equipment (throw 9+) will incapacitate it.						
11	1 Pouncer	200kg	24/10	jack	8	claws	A0 F0 S3
12	17 Flying Chasers	6kg	3/ 2	none	4	as blade	A0 F9 S1

Small World, Standard Atmosphere (10+)

FOREST Terrain**Small World, Standard Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6 Carrion-eaters	25kg	14/ 4	cloth	8	blade	A4 F8 S1
3	1 Gatherer	1kg	3/ 0	none-1	3	claws	A7 F6 S2
4	4 Flying Hijackers	1kg	3/ 0	none	6	claws	A6 F6 S2
5	6 Eaters	25kg	8/ 5	jack	6	teeth-1	A4 F8 S1
6	1 Filter	1kg	4/ 0	mesh-1	2	horns	F0 A0 S0
7	1 Grazer	1kg	2/ 0	cloth-1	6	horns	F3 A9 S1
8	1 Intermittent	12kg	10/ 6	cloth-1	6	teeth-1	F8 A9 S1
9	1 Flying Pouncer	1kg	3/ 0	none	4	claws	A0 F0 S1
10	Event—Large Trappers. If this event achieves surprise, the lead character or vehicle is trapped in a large web strung between two trees.						
		400kg	20/10	cloth	8	balde+1	A3 F9 S2
11	1 Pouncer	1kg	3/ 0	jack	5	claws	A0 F0 S4
12	1 Pouncer	6kg	4/ 1	Jack	3	teeth	A0 F0 S2

JUNGLE Terrain**Small World, Standard Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5 Carrion-eaters	25kg	14/ 4	cloth	8	asblade	A4 F8 S1
3	1 Hunter	25kg	13/ 8	jack-1	4	teeth-1	A7 F7 S2
4	1 Flying Intimidator	1kg	5/ 0	none	1	claws	A6 F7 S1
5	1 Gatherer	1kg	4/ 0	none	4	claws	A9 F7 S1
6	4 Intermittents	6kg	4/ 2	cloth-1	4	asfoil	F8 A8 S2
7	1 Flying Filter	1kg	4/ 0	none	4	teeth	F8 A0 S1
8	1 Filter	200kg	19/ 6	battle	6	teeth	F7 A0 S1
9	4 Killers	12kg	7/ 3	none	5	claws	A6 F9 S3
10	Event— Animal Trap. A large animal trap is encountered. If a character is trapped by it, he will receive 4D in wounds. If a vehicle is hit by it, the vehicle will be disabled on a throw of 6+.						
11	1 Pouncer	6kg	2/ 6	none	5	teeth	A0 F0 S1
12	1 Pouncer	100kg	25/ 4	none+1	4	teeth	A0 F0 S2

RIVER Terrain**Small World, Standard Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Amphibious Hijacker	50kg	19/ 9	cloth	5	teeth-1	A6 F6 S2
3	1 Gatherer	3kg	5/ 2	cloth	1	thrasher	A7 F6 S2
4	7 Carrion-eaters	25kg	6/ 6	cloth	3	asblade	A9 F7 S1
5	2 Amphibious Hunters	800kg	25/ 8	none-1	7	claws	A6 F8 S1
6	48 Swimming Grazers	800kg	29/15	cloth-1	6	teeth-1	F4 A9 S1
7	1 Intermittent	3kg	4/ 6	cloth-1	2	hooves	F8 A9 S2
8	28 Grazers	12kg	10/ 5	none	2	teeth	F2 A9 S3
9	12 Chasers	100kg	17/11	jack	5	teeth	A0 F7 S1
10	Event—Poison Pouncer. This animal causes unconsciousness within 30 seconds of his bite, and death within 24 hours unless treated. Treatment requires an antidote, available in medikits bought on this world.						
11	1 Pouncer	50kg	10/ 9	none-1	3	teeth	A0 F0 S2
12	14 Chasers	12kg	4/ 9	jack	3	claws	A0 F9 S2

SWAMP Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Swimming Reducer	12000kg	34/18	cloth	43	teeth+1	A9 F5 S1
3	6 Eaters	12000kg	30/20	jack	27	teeth+1	A6 F9 S3
4	2 Carrion-eaters	3200kg	22/20	none	12	teeth+1	A5 F7 S1
5	1 Amphibious Hunter	1600kg	22/ 9	cloth	47	as foil	A7 F7 S2
6	1 Intermittent	1600kg	23/11	jack	32	teeth	F9 A8 S1
7	54 Swimming Grazers	200kg	17/12	jack-1	6	teeth	F8 A8 S2
8	1 Intermittent	18000kg	36/21	mesh	57	teeth+1	F9 A8 S1
9	1 Siren	12000kg	24/27	cloth	61	teeth+1	A0 F8 S1
10	Event— Path Ends. The swamp has turned to bayou, and no further progress is possible on land. Further movement must be by water, either swimming or on some boat or raft. Water depth averages 3 meters.						
11	1 Amphibious Chaser	100kg	17/ 3	none-1	3	teeth	A0 F8 S2
12	1 Flying Chaser	25kg	11/ 9	none	4	as blade	A7 F9 S1

Small World, Standard Atmosphere (9+)**MARSH Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	13 Reducers	800kg	14/14	none	8	teeth-1	A8 F4 S2
3	6 Eaters	18000kg	36/20	cloth	65	teeth+1	A3 F9 S2
4	2 Carrion-eaters	3200kg	28/14	cloth-1	75	teeth+1	A8 F8 S1
5	1 Gatherer	1600kg	24/12	mesh	32	asfoil	A8 F8 S1
6	1 Intermittent	36000kg	58/27	mesh	26	teeth+1	F9 A9 S1
7	1 Intermittent	400kg	20/11	none	10	teeth+1	F8 A9 S1
8	1 Amphibious Grazer	3200kg	35/14	cloth	52	horns	F9 A7 S1
9	1 Swimming Killer	400kg	20/13	none	24	claws	A4 F9 S1
10	Event— Marsh Gas. This phenomenon glows in the dark, and may give the appearance of a starship landing nearby, or of camp-fires in the distance. It is nearly impossible to locate the source of marsh gas. Marsh gas is flammable.						
11	1 Flying Trapper	50kg	12/ 6	none	5	as blade	A0 F8 S1
12	1 Amphibious Pouncer	100kg	18/10	none-1	3	teeth	A0 F0 S3

Small World, Standard Atmosphere (7+)**DESERT Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Reducer	1kg	6/ 0	none	2	claws	A9 F7 S2
3	1 Gatherer	12kg	11/ 9	cloth	5	teeth	A7 F9 S2
4	2 Intimidators	6kg	4/ 8	cloth-1	6	teeth	A8 F8 S1
5	1 Hunter	200kg	14/16	none	10	claws	A7 F7 S1
6	5 Grazers	1kg	2/ 0	mesh-1	4	horns	F8 A8 S2
7	17 Grazers	12kg	8/ 7	none	4	as blade	F5 A9 S3
8	5 Flying Grazers	12kg	8/ 7	none	4	horns	F5 A9 S1
9	1 Flying Chaser	12kg	6/ 0	none	3	claws	A0 F7 S3
10	Event— Drum Sand. This sandy terrain feature echos footsteps and vehicle noises to attract local predators, especially						
		64000kg	85/30	battle	20	thrasher	A3 F9 S2
11	1 Chaser	12kg	10/ 7	cloth	6	claws	A0 F7 S1
12	6 Flying Chasers	6kg	2/ 1	none	2	claws	A0 F9 S3

Small World, Standard Atmosphere (8+)

Small World, Dense Atmosphere

Worlds classified as small with dense atmospheres correspond to world sizes 1, 2, 3, and 4 (diameters ranging from 1000 to 4000 miles), and to atmospheres 8 and 9 (dense and dense, tainted). In extreme cases, a dense atmosphere may also be construed to cover atmosphere type A (exotic).

CLEAR Terrain

<i>Die Animal Type</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	50kg	13/ 5	none	4	teeth-1	A8 F5 S2
3	1 Gatherer	100kg	14/ 3	none	5	teeth	A8 F8 S2
4	11 Reducers	400kg	25/15	none	26	aspike	A9 F7 S1
5	1 Gatherer	800kg	31/10	none	9	claws	A8 F8 S2
6	7 Grazers	25kg	16/ 4	none	3	teeth-1	F4 A9 S1
7	7 Grazers	400kg	22/14	jack	11	teeth-1	F3, A8 S2
8	26 Grazers	200kg	13/14	jack	7	horns	F7 A8 S1
9	1 Chaser	12kg	5/ 7	none	5	claws	A0 F7 S1
10	Event — Tornado. A tornado occurs, and if it achieves surprise or the party does not react quickly, it will destroy the vehicle. Each character must make a saving throw of strength or less to avoid 3D injury.						
11	5 Chasers	50kg	13/10	jack	3	teeth	A0 F8 S3
12	19 Chasers	50kg	13/10	none-1	7	teeth	A0 F8 S2

Small World, Dense Atmosphere (6+)

PRAIRIE Terrain

<i>Die Animal Type</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	12 Reducers	50kg	15/ 6	cloth-1	6	teeth-1	A8 F6 S2
3	1 Flying Gatherer	1kg	5/ 0	none	2	claws	A8 F7 S2
4	1 Intimidator	12kg	8/ 8	none	4	teeth-1	A6 F7 S2
5	1 Gatherer	3kg	4/ 3	none-1	5	thrasher	A8 F6 S1
6	8 Grazers	200kg	27/13	none	5	horns	F6 A9 S1
7	10 Flying Grazers	6kg	2/ 3	none	8	as foil	F5 A9 S1
8	5 Grazers	400kg	15/15	mesh-1	6	teeth-1	F7 A8 S3
9	1 Killer	50kg	13/10	none	6	teeth	A3 F9 S2
10	Event — Animal Burrows. Terrain is covered for several kilometers with small animal burrows (each is 1kg, and harmless). Vehicles proceed at half speed; persons and animal mounts have a chance (8+) of injury (2D damage).						
11	3 Chasers	3kg	2/ 3	jack	6	teeth+1	A0 F7 S2
12	23 Flying Chasers	6kg	8/ 2	none	5	as blade	A0 F8 S1

Small World, Dense Atmosphere (7+)

ROUGH Terrain

<i>Die Animal</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	50kg	18/ 8	mesh-1	6	teeth	A5 F7 S2
3	1 Gatherer	25kg	8/11	none+1	1	teeth-1	A9 F8 S2
4	6 Flying hijackers	1kg	6/ 0	none	2	claws	A7 F5 S2
5	1 Flying Gatherer	1kg	6/ 0	none	5	claws	A9 F6 S1
6	1 Flying Intermittent	1kg	2/ 0	none	1	asblade	F9 A8 S2
7	1 Intermittent	3kg	1/ 2	none-1	6	hooves	F9 A8 S2
8	1 Intermittent	50kg	17/ 5	mesh-1	6	horns	F8 A9 S2
9	1 Flying Killer	6kg	5/ 3	none	8	claws	A5 F9 S3
10	Event—Hot Springs. A source of steaming hot water is encountered. At irregular intervals the spring turns into a geyser of scalding steam, and then returns to normal. A person caught in the geyser receives 4D wounds.						
11	1 Pouncer	6kg	1/ 9	cloth	3	teeth	A0 F0 S3
12	5 Flying Killers	1kg	6/ 0	none	2	claws	A8 F9 S1

Small World, Dense Atmosphere (9+)**BROKEN Terrain**

<i>Die Animal</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Hijacker	1kg	5/ 0	none	2	claws	A8 F5 S2
3	1 Gatherer	6kg	5/ 4	none-1	6	asblade	A7 F8 S1
4	6 Carrion-eaters	25kg	7/ 4	cloth-1	2	asblade	A7 F6 S1
5	7 Eaters	100kg	17/10	none-1	6	teeth	A4 F9 S2
6	28 Grazers	25kg	11/ 6	reflec	6	teeth	F2 A8 S2
7	1 Filter	50kg	3/ 4	none	2	teeth	F0 A0 S0
8	71 Flying Grazers	3kg	1/ 0	none	1	asblade	F6 A9 S1
9	3 Flying Killers	1kg	4/ 0	none	9	claws	A5 F9 S3
10	Event—Faker. As in die roll 5, 7 eaters are encountered. Each, however, upon receiving its 6th hit falls as if unconscious or dead. Its true unconscious level is zero, and the animal attacks again against any individual at close range.						
11	19 Chasers	6kg	5/ 9	none-1	8	teeth	A0 F9 S2
12	1 Trapper	3kg	1/ 5	none	6	teeth+1	A0 F7 S0

Small World, Dense Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die Animal</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	15 Reducers	25kg	12/ 8	reflec	2	asblade	A8 F4 S2
3	1 Flying Hunter	3kg	3/ 3	reflec	6	thrasher	A7 F7 S1
4	4 Hijackers	50kg	8/10	cloth	3	teeth-1	A8 F3 S2
5	1 Hunter	50kg	18/10	cloth	2	teeth+1	A7 F7 S2
6	1 Intermittent	3kg	1/ 3	mesh-1	3	hooves	F9 A9 S2
7	1 Grazer	800kg	26/11	reflec	9	teeth+1	F5 A9 S1
8	1 Intermittent	6kg	4/ 8	cloth	7	asfoil	F8 A5 S1
9	1 Chaser	200kg	17/14	reflec	15	claws	A0 F7 S1
10	Event. Sun-influenced Crystal Structures. At about midday, light from the sun strikes crystalline outcroppings and randomly flashes energy about. Each character throw 8+ to avoid. Wounding is as laser carbine, and reflec protects.						
11	1 Siren	100kg	10/ 9	mesh	3	teeth	A0 F8 S0
12	1 Chaser	25kg	11/ 7	none	2	teeth+1	A0 F7 S2

Small World, Dense Atmosphere (10+)

FOREST Terrain**Small World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	5 Hijackers	25kg	7/ 6	none	2 blade A3 F8 S2
3	1 Gatherer	3kg	3/ 1	jack	3 thrasher A7 F7 S2
4	7 Flying Carrion-eaters	1kg	5/ 0	none	5 claws A6 F9 S1
5	3 Flying Hunters	1kg	5/ 0	none	4 claws A5 F9 S1
6	3 Intermittents	50kg	12/10	jack	4 horns F9 A8 S2
7	1 Filter	100kg	10/14	mesh	4 asfoil F0 A0 S0
8	1 Flying Filter	1kg	5/ 0	none-1	2 teeth F7 A0 S1
9	13 Chasers	25kg	11/ 5	none	4 teeth A0 F7 S1
10	Event— Venomous Arthropods. While stopped, several poisonous creatures insert themselves in likely places (boots, packs, etc), and attack when a character then encounter them. Each does 3D damage. Saving throw: dexterity.				
11	1 Trapper	12kg	2/10	none-1	6 claws A0 F7 S2
12	1 Flying Pouncer	3kg	6/ 0	none	2 Claws A0 F0 S3

JUNGLE Terrain**Small World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	7 Carrion-eaters	1kg	2/ 0	none	1 claws A6 F8 S1
3	1 Eater	100kg	20/11	cloth	9 teeth A7 F8 S1
4	4 Carrion-eaters	100kg	11/ 8	none	1 teeth-1 A6 F8 S1
5	1 Flying Gatherer	3kg	4/ 0	none	1 claws A8 F8 S1
6	1 Intermittent	25kg	12/ 7	mesh	3 teeth-1 F8 A8 S1
7	1 Filter	50kg	12/ 4	cloth-1	2 teeth F0 A0 S0
8	1 Flying Filter	3kg	5/ 0	none	6 horns F8 A0 S0
9	1 Chaser	6kg	5/11	cloth	4 teeth A0 F8 S1
10	Event— Soft Ground. This area will not support ground vehicles, forcing a detour and delay of at least one day. Individuals on foot are capable of proceeding at half speed.				
11	1 Flying Pouncer	1kg	5/ 0	none	3 claws A0 F0 S1
12	1 Pouncer	3kg	6/ 1	none+1	4 claws A0 F0 S1

RIVER Terrain**Small World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Intimidator	800kg	29/ 9	cloth-1	3 teeth+1 A5 F5 S2
3	2 Hunters	100kg	17/ 4	none+1	2 teeth A5 F8 S2
4	1 Intimidator	200kg	17/11	cloth	7 teeth A5 F7 S2
5	1 Gatherer	400kg	19/ 5	cloth	14 teeth A9 F8 S1
6	7 Grazers	100kg	16/ 7	none	3 hooves F2 A9 S3
7	14 Grazers	800kg	19/14	cloth-1	8 teeth-1 F8 A8 S2
8	45 Grazers	200kg	16/12	cloth	9 horns F4 A8 S2
9	1 Flying Killer	25kg	13/ 6	none	6 as blade A2 F9 S2
10	Event— Stampede. Reroll until grazers are obtained. They flee automatically, but in the direction of the characters. When they reach the characters, each will attack once, and then move on.				
11	4 Killers	1600kg	26/ 3	none	40 aspistol A8 F9 S2
12	1 Siren	50kg	9/ 9	cloth	7 teeth A0 F9 S1

SWAMP Terrain**Small World, Dense Atmosphere (9+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	7 Amphib Carrion-eaters	400kg	12/14	cloth	16	teeth+1 A4 F7 S1
3	1 Flying Hunter	100kg	16/ 8	none	10	asblade A7 F8 S1
4	8 Carrion-eaters	50kg	8/ 7	cloth-1	5	teeth-1 A9 F6 S1
5	1 Hunter	3200kg	28/ 8	cloth	29	assword A5 F7 S1
6	1 Intermittent	400kg	21/ 5	none	9	teeth-1 F8 A8 S1
7	8 Grazers	100kg	10/ 8	jack	2	hooves F2 A8 S1
8	1 Grazer	400kg	20/10	none-1	16	teeth-1 F4 A9 S3
9	1 Flying Pouncer	100kg	15/11	none	13	claws A0 F0 S1
10	Event— Enraged Animal. Attacks the band on sight. If contact is made, it is capable of overturning any vehicle under 12 tons.					
	Grazer	32000kg	40/12	cloth	52	hooves A0 F0 S2
11	1 Pouncer	800kg	18/ 8	none-1	10	aspistol A0 F0 S3
12	1 Pouncer	800kg	19/15	jack	6	as pistol A0 F0 S2

MARSH Terrain**Small World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1 Flying Carrion-eater	200kg	21/ 8	none	12	asblade A4 F8 S1
3	2 Flying Eaters	12kg	6/10	none	4	asblade A5 F8 S2
4	4 Reducers	200kg	12/13	cloth-1	6	teeth A8 F5 S2
5	1 Flying Hunter	25kg	8/11	none	1	asblade A5 F9 S2
6	26 Grazers	1600kg	28/12	jack	32	teeth F3 A8 S1
7	1 Grazer	200kg	22/10	none	8	hooves F3 A9 S3
8	1 Grazer	100kg	20/ 5	jack	2	hooves F3 A9 S3
9	1 Flying Pouncer	100kg	13/ 9	none	6	asblade A0 F0 S4
10	Event— Radiation Zone. This area glows like marsh gas, which it is thought to be unless instruments are used to detect the radiation. Characters lose one point of endurance/day, regaining it only upon expert (medic-3+) treatment.					
11	5 Killers	200kg	24/14	none	20	claws A6 F9 S2
12	1 Siren	100kg	20/ 6	none	5	teeth A0 F9 S1

DESERT Terrain**Small World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	5 Intimidators	3kg	1/ 2	cloth	5	teeth-1 A7 F6 S2
3	1 Gatherer	1kg	3/ 0	jack-1	2	claws A8 F7 S1
4	1 Reducer	6kg	5/ 7	none	2	teeth A8 F4 S2
5	1 Gatherer	25kg	10/10	jack	4	teeth A9 F8 S1
6	1 Flying Grazer	3kg	6/ 4	none	3	hooves F7 A8 S2
7	6 Flying Grazers	1kg	5/ 0	none	4	asblade F5 A9 S3
8	11 Grazers	25kg	13/ 3	none-1	4	teeth-1 F8 A9 S3
9	21 Chasers	6kg	5/11	none	7	teeth A0 F8 S3
10	Event— Very broken and rough ground. Impassable to vehicles of any type, and passable to those on foot only at a very slow (one-quarter) speed.					
11	1 Flying Killer	1kg	3/ 0	none	4	claws A6 F9 S3
12	1 Chaser	12kg	8/10	mesh	2	claws A0 F9 S1

Medium World, Thin Atmosphere

Worlds classified as medium with thin atmospheres correspond to world sizes 5, 6, and 7 (diameters ranging from 5000 to 7000 miles), and to atmospheres 4 and 5 (thin and thin, tainted). In extreme cases, a thin atmosphere may also be construed to cover atmosphere types 2 and 3 (very thin and very thin, tainted).

CLEAR Terrain

<i>Die Animal</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5 Intimidators	1600kg	30/11	none	3	teeth	A7 F6 S2
3	1 Hunter	100kg	18/ 5	jack	6	teeth	A7 F9 S1
4	1 Intimidator	50kg	17/ 5	cloth	2	teeth-1	A5 F6 S2
5	1 Gatherer	6kg	3/ 9	none-1	3	asblade	A9 F8 S2
6	5 Grazers	100kg	12/10	cloth-1	5	hooves	F5 A9 S1
7	7 Grazers	3200kg	33/12	none	54	horns	F7 A9 S2
8	4 Grazers	12kg	7/ 6	cloth+1	2	teeth+1	F5 A8 S3
9	1 Trapper	50kg	15/10	cloth	6	teeth	A0 F7 S2
10	Event— Lengthy Storm. A rainstorm with almost zero visibility and winds to 100 kph begins. Travel is impossible, either aloft, in vehicles, or on foot. Duration equals 1D days.						
11	1 Chaser	50kg	8/ 5	none	6	teeth	A0 F9 S2
12	1 Killer	800kg	15/11	none	10	as pistol	A6 F9 S3

Medium World, Thin Atmosphere (6+)

PRAIRIE Terrain

<i>Die Animal Type</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	50kg	16/12	none	2	teeth-1	A8 F7 S2
3	1 Gatherer	12kg	6/ 8	jack-1	4	teeth	A9 F8 S1
4	5 Intimidator	50kg	8/ 7	none	7	teeth-1	A7 F7 S2
5	6 Hunters	200kg	19/10	cloth	10	claws	A5 F7 S2
6	34 Flying Grazers	1kg	3/ 0	none	5	horns	F3 A9 S3
7	9 Grazers	50kg	19/10	jack	4	horns	F3 A8 S3
8	6 Grazers	400kg	17/ 8	cloth-1	13	teeth+1	F6 A9 S2
9	1 Flying Killer	25kg	13/ 6	none	6	asblade	A2 F9 S2
10	Event— Hallucinogenic Spores. Floral pollen breathed without filters will create hallucinations (of animal attacks, or of unreal situations). Duration of the hallucinations will be 20 - endurance minutes.						
11	4 Killers	1600kg	26/3	none	40	as pistol	A8 F9 S2
12	4 Chasers	50kg	13/4	none	6	teeth	A0 F7 S1

Medium World, Thin Atmosphere (7+)

ROUGH Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6 Carrion-eaters	1kg	2/ 0	cloth	1	claws	A9 F6 S1
3	1 Hunter	6kg	1/ 3	none+1	4	asblade	A5 F8 S2
4	4 Reducers	1kg	3/ 0	none	5	claws	A8 F7 S2
5	8 Eaters	12kg	9/ 2	cloth	3	claws	A5 F9 S1
6	3 Intermittents	25kg	9/ 8	jack	5	hooves	F8 A8 S1
7	1 Intermittents	6kg	6/ 2	jack	6	hooves	F8 A7 S2
8	1 Intermittent	3kg	4/ 2	jack	3	teeth	F7 A7 S2
9	1 Pouncer	6kg	5/ 1	cloth	5	teeth	A7 F6 S2
10	Event— Heavy Metal Deposits. Each character with an intelligence of 9+ and an education of 9+ may notice heavy metal deposits on a throw of 9+. Such deposits, if exploited, have a potential worth of Cr 1 million annually.						
11	1 Killer	12kg	9/3	mesh	8	claws	A5 F9 S1
12	1 Pouncer	25kg	9/ 4	none-1	4	teeth+1	A0 F0 S2

Medium World, Thin Atmosphere (9+)**BROKEN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	4 Reducers	200kg	25/ 9	cloth	11	teeth	A8 F8 S2
3	1 Gatherer	50kg	17/ 7	cloth	5	teeth+1	A7 F7 S2
4	1 Intimidator	12kg	10/ 4	none	5	teeth-1	A5 F5 S2
5	1 Hunter	100kg	18/ 4	jack-1	8	teeth	A7 F8 S2
6	50 Grazers	400kg	21/13	none	9	teeth-1	F5 A8 S1
7	3 Intermittents	50kg	19/ 7	none	6	horns	F9 A9 S1
8	1 Intermittents	6kg	1/ 5	cloth	5	as foil	F7 A8 S1
9	1 Chaser	100kg	17/ 7	cloth	6	teeth	A0 F9 S1
10	Event- Swarm. A large cluster (about 10,000) of small (10 grams each) poison herbivores will attack if disturbed (throw 4+ at range of medium or less) inflicting 1 point damage per combat round until shelter is reached.						
11	15 Chasers	100kg	16/5	jack	8	teeth	A0 F8 S1
12	1 Chaser	12kg	4/ 7	none+1	4	teeth	A0 F8 S1

Medium World, Thin Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Reducer	100kg	14/10	mesh-1	5	teeth+1	A9 F5 S2
3	1 Hunter	50kg	9/ 6	cloth	7	teeth	A5 F7 S2
4	15 Reducers	200kg	18/ 8	none	7	teeth	A8 F3 S2
5	1 Hunter	1600kg	31/11	cloth	27	as foil	A5 F7 S2
6	4 Intermittents	400kg	11/13	jack	15	teeth	F9 A8 S1
7	1 Filter	200kg	10/11	none	4	horns	F6 A0 S1
8	1 Grazer	12kg	6/ 5	reflec	5	teeth-1	F6 A8 S3
9	1 Chaser	50kg	20/ 5	none	3	teeth	A0 F7 S3
10	Event— Avalanche. Throw 8+ for a loud noise (vehicle, conversation, etc) to precipitate an avalanche. Throw dexterity or less to avoid 3D injury. Throw tonnage of vehicle or less to avoid destruction of vehicle.						
11	1 Chaser	50kg	12/10	none	4	teeth	A0 F0 S1
12	1 Pouncer	12kg	9/9	none-1	8	claws	A0 F9 S1

Medium World, Thin Atmosphere (10+)

FOREST Terrain**Medium World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	3 Hijackers	6kg	6/ 3	mesh-1	4	teeth	A3 F7 S2
3	1 Gatherer	50kg	13/ 4	cloth	5	teeth+1	A7 F7 S2
4	10 Carrion-eaters	25kg	9/ 4	cloth	3	as blade	A7 F7 S1
5	1 Gatherer	1kg	1/ 0	cloth	3	claws	A8 F6 S1
6	1 Filter	1kg	2/ 0	battle	4	horns	F9 A6 S2
7	1 Intermittent	12kg	4/ 7	jack+1	2	teeth-1	F9 A8 S1
8	1 Intermittent	6kg	3/ 2	jack	5	as foil	F9 A9 S1
9	1 Pouncer	12kg	6/ 4	none-1	3	claws	A0 F0 S1
10	Event— Forest Fire. The forest is burning rapidly toward the adventurers. All animals in this table run blindly toward the group. Each animal will attack if blocked by an individual.						
11	1 Pouncer	1kg	2/ 0	none	1	claws	A0 F0 S2
12	1 Chaser	6kg	5/ 4	jack	5	teeth	A0 F8 S3

JUNGLE Terrain**Medium World, Thin Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5 Carrion-eaters	50kg	11/ 4	mesh-1	2	teeth-1	A5 F6 S1
3	1 Gatherer	100kg	13/ 8	cloth	3	teeth	A7 F8 S2
4	4 Hijackers	100kg	19/ 3	none	3	teeth	A3 F3 S2
5	6 Eaters	50kg	10/ 6	none-1	6	teeth	A6 F9 S3
6	1 Intermittent	100kg	22/ 5	jack-1	3	hooves	F9 A9 S1
7	1 Filter	1kg	1/ 0	mesh	3	horns	F6 A0 S1
8	1 Intermittent	25kg	12/ 6	jack	5	teeth	F8 A9 S2
9	1 Pouncer	200kg	15/ 8	none-1	11	claws	A0 F0 S4
10	Event— Poison Plants. Contact with plant leaves creates irritation and discomfort resulting in mild sickness and loss of sleep. Reduce each affected individual's endurance by 1 for 2 days. Saving throw: education or less.						
11	1 Chaser	25kg	10/ 6	none	4	teeth+1	A0 F9 S2
12	1 Trapper	12kg	4/ 9	none-1	3	claws	A0 F7 S2

RIVER Terrain**Medium World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	100kg	23/ 9	none	4	teeth-1	A7 F6 S2
3	1 Hunter	1600kg	31/12	cloth	30	as foil	A7 F8 S2
4	1 Reducer	50kg	15/ 9	cloth	4	teeth	A9 F3 S2
5	1 Hunter	200kg	20/10	cloth	9	claws	A6 F8 S1
6	18 Grazers	12kg	6/ 4	none-1	3	teeth	F3 A9 S2
7	1 Intermittent	50kg	12/ 6	cloth+1	5	horns	F8 A8 S2
8	61 Grazers	25kg	8/ 7	none	4	teeth	F6 A8 S2
9	1 Chaser	100kg	18/ 9	cloth	5	teeth	A0 F8 S1
10	Event— Swimming Eaters. Lurking beneath the surface of the river is an unlimited number of eaters who will attack anything entering the water.						
		1kg	2/ 0	none	2	teeth	A0 F0 S1
11	1 Pouncer	400kg	21/10	none-1	11	claws	A0 F0 S4
12	1 Siren	50kg	22/ 2	mesh	4	teeth	A0 F8 S0

SWAMP Terrain

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1	Intimidator	800kg	22/14	mesh-1	7	teeth-1 A6 F7 S2
3	1	Gatherer	400kg	27/ 7	cloth	14	teeth A9 F8 S1
4	9	FlyingCarrion-eaters	12kg	4/ 9	none	4	as blade A4 F8 S1
5	5	Eaters	1600kg	23/11	none	46	as foil A3 F9 S3
6	1	Intermittent	3200kg	36/14	jack	50	horns F8 A9 S2
7	20	Grazers	100kg	18/ 9	cloth	4	hooves F8 A8 S3
8	1	Intermittent	24000kg	47/23	jack-1	47	teeth+1 F8 A8 S1
9	1	Trapper	3200kg	22/15	jack	42	assword A0 F9 S1
10	Event— Reducer Pack. Any carcass will attract a pack of 1D time 10 reducers who will begin eating/reducing it to bare bones.						
		Reducers	1kg	1/ 0	cloth	1	teeth A9 F4 S1
11	10	Chasers	12000kg	37/12	cloth	49	teeth+1 A0 F9 S2
12	3	Killers	400kg	24/12	none	16	claws A7 F9 S2

Medium World, Thin Atmosphere (9+)**MARSH Terrain**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1	Intimidator	200kg	22/ 8	cloth-1	9	teeth A6 F8 S2
3	1	Gatherer	800kg	25/15	jack	9	teeth A9 F6 S1
4	1	Intimidator	200kg	22/13	none	9	teeth A5 F7 S2
5	1	Gatherer	200kg	20/10	cloth	11	claws A7 F8 S1
6	1	Intermittent	3200kg	33/ 8	jack-1	24	horns F8 A8 S2
7	1	Intermittent	800kg	20/ 9	jack	9	teeth+1 F9 A8 S2
8	1	Intermittent	3200kg	41/ 7	none	41	teeth+1 F8 A9 S2
9	5	Killers	1600kg	24/16	mesh	23	teeth+1 A4 F9 S3
10	Event— Dense Fog. Mist and fog obscure vision, reducing visibility to medium range or less. Progress is reduced to half normal speed.						
11	1	Chaser	18000kg	38/20	cloth	78	teeth+1 A0 F7 S1
12	2	Pouncers	24000kg	49/12	jack	71	teeth+1 A0 F0 S1

Medium World, Thin Atmosphere (7+)**DESERT Terrain**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1	Reducer	100kg	21/10	cloth+1	6	teeth A9 F8 S2
3	3	Hunters	3kg	4/ 0	cloth	3	claws A6 F9 S1
4	1	Flying Reducer	3kg	4/ 0	none	1	as blade A5 F9 S2
5	6	Hunters	6kg	3/ 5	cloth	3	as blade A5 F9 S1
6	12	Grazers	25kg	9/ 7	cloth	5	teeth F8 A8 S2
7	1	Intermittent	1kg	1/ 0	reflec	2	horns F9 A8 S2
8	1	Grazer	25kg	6/ 6	cloth	5	teeth+1 F8 A9 S1
9	1	Siren	25kg	9/ 7	none	5	teeth A0 F8 S1
10	Event— Mirage. An oasis appears on the horizon, but dissolves into nothing as it is approached. This continues until nightfall.						
11	1	Siren	3kg	1/ 4	none	1	teeth A0 F8 S1
12	1	Pouncer	3kg	4/ 1	none	3	teeth+1 A0 F0 S4

Medium World, Thin Atmosphere (8+)

Medium World, Standard Atmosphere

Worlds classified as medium with standard atmospheres correspond to world sizes 5, 6, and 7 (diameters ranging from 5000 to 7000 miles), and to atmospheres 6 and 7 (standard and standard, tainted).

CLEAR Terrain

<i>Die Animal</i>		<i>Weight</i>	Medium World, Standard Atmosphere (6+)			
			<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1 Intimidator	100kg	17/ 7	none	4	teeth-1 A8 F6 S2
3	4 Hunters	3kg	2/ 4	cloth	2	thrasher A5 F7 S1
4	1 Intimidator	50kg	9/ 8	none	7	teeth-1 A6 F5 S2
5	1 Gatherer	50kg	16/12	jack-1	4	teeth+1 A9 F7 S2
6	5 Grazers	400kg	21/ 8	none	10	teeth F8 A9 S2
7	8 Flying Grazers	6kg	6/ 0	none	5	as blade F7 A9 S2
8	5 Grazers	200kg	20/14	jack	4	horns F5 A8 S2
9	10 Chasers	3200kg	24/17	none	30	assword A0 F8 S2
10	Event— Howling Carnivores. Out of sight, animals (die roll 9 above) are heard howling continuously. They may be silenced by shooting in their direction, but they will then attack at nightfall. They are otherwise harmless.					
11	1 Pouncer	12kg	10/10	none	3	claws A0 F0 S3
12	1 Killer	800kg	15/11	none	10	as pistol A6 F9 S3

PRAIRIE Terrain

<i>Die Animal Type</i>		<i>Weight</i>	Medium World, Standard Atmosphere (7+)			
			<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	3 Intimidators	50kg	16/12	none	2	teeth-1 A8 F7 S2
3	3 Hunters	200kg	20/10	jack	13	claws A5 F9 S2
4	5 Flying Carrion-eaters	3kg	1/ 6	none	5	as blade A8 F8 S1
5	1 Gatherer	25kg	6/ 7	cloth	4	teeth A9 F8 S1
6	6 Grazers	25kg	6/ 9	cloth	5	teeth-1 F3 A8 S1
7	7 Grazers	12kg	8/ 9	jack-1	4	teeth-1 F3 A9 S1
8	59 Grazers	12kg	9/ 9	jack	3	teeth F8 A7 S2
9	8 Chasers	12kg	8/11	mesh	2	claws A0 F7 S3
10	Event— High Grass. Vegetation here is over 2 meters high, making it difficult to see farther than short range. Re-roll for animal encounters, with the encounter taking place at short range.					
11	1 Siren	1600kg	32/ 8	cloth	34	as pistol A0 F9 S3
12	9 Chasers	100kg	23/ 6	jack	8	teeth A0 F8 S1

ROUGH Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	4 Carrion-eaters	6kg	3/ 5	none	5	teeth	A9 F6 S2
3	1 Gatherer	1kg	2/ 0	none-1	1	claws	A8 F8 S1
4	8 Carrion-eaters	6kg	3/ 9	mesh-1	5	teeth	A4 F8 S1
5	1 Eater	12kg	10/10	cloth	10	thrasher	A4 F8 S2
6	1 Filter	25kg	15/ 7	none	6	teeth	F8 A0 S0
7	1 Intermittent	12kg	11/11	mesh	3	teeth-1	F9 A9 S1
8	1 Intermittent	3kg	4/ 2	jack	3	teeth	F7 A7 S2
9	1 Chaser	12kg	6/ 7	none	3	claws	F9 A9 S1
10	Event— No Roads. No roads or paths are apparent. Progress will require a detour if vehicles are used. Individuals on foot must continue at one-quarter speed.						
11	1 Chaser	12kg	4/ 1	none-1	5	claws	A0 F9 S2
12	1 Pouncer	6kg	8/ 3	none	4	claws	A0 F0 S1

Medium World, Standard Atmosphere (9+)**BROKEN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	3 Reducers	50kg	9/ 9	cloth	7	teeth	A7 F8 S2
3	7 Eaters	400kg	17/14	cloth	18	teeth	A4 F8 S2
4	7 Carrion-eaters	3kg	3/ 3	cloth	6	teeth	A7 F7 S1
5	1 Gatherer	25kg	11/ 3	none-1	3	teeth	A7 F7 S1
6	25 Grazers	12kg	5/ 2	jack-1	6	hooves	F7 A8 S1
7	3 Intermittents	50kg	19/ 7	mesh	6	horns	F9 A4 S1
8	4 Intermittents	1kg	5/ 0	cloth-1	6	horns	F9 A9 S1
9	1 Chaser	12kg	6/ 7	none	4	claws	A0 F9 S2
10	Event— Recent Lava Plain. Ground is hot, formed from recently solidified lava from a nearby volcano. Tires will fail after one hour on this terrain. Walking is not possible for more than 10 minutes at a time.						
11	1 Chaser	12kg	9/ 2	cloth	1	claws	A0 F9 S2
12	6 Killers	200kg	17/ 5	cloth	26	claws	A5 F9 S1

Medium World, Standard Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	10 Reducers	12kg	3/ 3	cloth	4	teeth-1	A9 F5 S2
3	1 Gatherer	200kg	20/10	cloth	5	claws	A5 F8 S1
4	7 Flying Intimidators	3kg	2/ 1	none	2	claws	A7 F8 S2
5	1 Gatherer	100kg	16/ 8	jack	6	teeth	F4 A9 S1
6	44 Grazers	100kg	18/10	none	5	hooves	F4 A9 S1
7	63 Grazers	400kg	28/13	cloth-1	5	horns	F9 A9 S1
8	1 Flying Intermittent	6kg	4/ 2	none	3	asblade	F9 A6 S1
9	8 Chasers	25kg	8/ 9	none	3	teeth+1	A0 F7 S3
10	Event— Freezing Weather. Temperatures go to below zero. Individuals not expressly dressed for such cold throw endurance or less each hour to avoid suffering 2 points damage. Continue until shelter is obtained.						
11	1 Chaser	50kg	9/ 9	none	4	teeth	A0 F0 S1
12	1 Trapper	25kg	11/ 6	cloth	12	teeth+1	A0 F9 S2

FOREST Terrain**Medium World, Standard Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Hijacker	25kg	8/ 8	none	9 as blade A3 F6 S2
3	1 Gatherer	12kg	4/ 4	none	4 teeth A7 F7 S2
4	5 Reducers	12kg	9/ 5	none	2 teeth-1 A9 F5 S2
5	6 Flying Eaters	1kg	4/ 0	none	4 claws A7 F8 S3
6	1 Filter	100kg	8/ 9	jack	6 teeth-1 F5 A0 S1
7	1 Intermittent	3kg	3/ 6	jack	5 hooves F9 A9 S1
8	1 Flying Filter	3kg	3/ 6	none	3 horns F5 A0 S1
9	1 Siren	50kg	14/ 4	mesh	1 teeth A0 F9 S0
10	Event— Dense Underbrush. Continued passage through this portion of the forest is obstructed by very thick undergrowth. It can be cut through with cutlasses at about one-quarter speed. Vehicles cannot force their way through.				
11	1 Pouncer	50kg	15/ 6	none	6 teeth A0 F0 S2
12	1 Siren	1kg	1/0	none	2 claws A0 F8 S0

JUNGLE Terrain**Medium World, Standard Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	Reducers	400kg	16/14	cloth	24 aspkie A8 F4 S2
3	Gatherer	12kg	4/ 6	jack	2 teeth A7 F8 S1
4	Carrion-eaters	12kg	8/ 9	cloth	5 teeth-1 A4 F7 S1
5	Eater	1kg	4/ 0	jack	2 claws A5 F8 S3
6	Filter	12kg	9/ 6	jack	6 teeth-1 F5 A0 S1
7	Intermittent	1kg	1/ 0	none	3 horns F9 A9 S1
8	Filter	25kg	5/ 6	none	3 teeth-1 F9 A0 S1
9	Pouncer	12kg	9/ 9	none	5 claws A0 F0 S4
10	Event— Animated Vines. Ordinary looking vines grab and hold individuals in a constricting grip, inflicting 2 hits per combat round. Release requires the severance of the vine, which occurs on a throw of 8+, with DMs for skill.				
11	1 Pouncer	6kg	2/ 3	mesh	8 teeth A0 F0 S1
12	1 Pouncer	50kg	5/ 6	none-1	7 teeth A0 F0 S4

RIVER Terrain**Medium World, Standard Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Intimidator	400kg	22/15	none	18 aspike A5 F7 S2
3	3 Hunters	400kg	19/ 5	mesh	9 teeth A6 F8 S1
4	4 Carrion-eaters	3200kg	29/11	none	29 teeth+1 A5 F6 S1
5	1 Swimming Gatherer	1600kg	13/ 7	mesh	18 asfoil A9 F8 S1
6	1 Intermittent	6kg	5/12	cloth-1	4 as foil F9 A9 S2
7	1 Intermittent	50kg	12/ 3	cloth-1	4 horns F8 A8 S2
8	19 Flying Grazers	3kg	6/ 0	none	2 asblade F8 A9 S2
9	1 Amphibious Killer	400kg	26/13	none	30 claws A5 F9 S1
10	Event— Accidental Bridge. The river is spanned at a narrow spot by a fallen tree. It looks safe, but each individual must throw 6+ saving throw against falling (DM +1 for dexterity 9+). Injury equals 2D.				
11	1 Killer	25kg	14/ 8	none	8 teeth+1 A6 F9 S1
12	12 Chasers	50kg	13/ 9	mesh	3 teeth A0 F8 S3

SWAMP Terrain**Medium World, Standard Atmosphere (9+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	4 Flying Carrion-eaters	25kg	9/ 8	none	3	as blade	A9 F7 S1
3	1 Eater	36000kg	45/28	none-1	26	teeth+1	A5 F9 S2
4	1 Intimidator	36000kg	51/28	mesh-1	75	teeth-1	A5 F5 S2
5	1 Eater	400kg	23/ 7	jack-1	21	teeth	A7 F9 S3
6	1 Intermittent	24000kg	41/12	none	49	teeth-1	F9 A9 S1
7	1 Grazer	800kg	28/ 6	mesh-1	8	teeth-1	F5 A9 S1
8	1 Grazer	400kg	12/ 8	cloth-1	5	teeth+1	F6 A9 S1
9	1 Pouncer	1600kg	20/12	none-1	18	aspistol	A0 F0 S3
10	Event— Quicksand. Shallow water conceals a patch of quicksand. Anyone trapped in it throw 15+ to be pulled under, per combat round, DM -1 per round trapped. Companions DM +1 per. Escape after 2D combat rounds.						
11	3 Killers	30000kg	46/13	none	24	teeth+1	A6 F8 S2
12	5 Flying Killers	200kg	18/ 8	hack	12	claws	A0 F7 S0

MARSH Terrain**Medium World, Standard Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6 Carrion-eaters	1600kg	30/16	none	18	teeth	A9 F8 S1
3	1 Eater	200kg	24/10	cloth	24	teeth	A6 F9 S3
4	1 Intimidator	50kg	11/ 4	none	2	teeth-1	A8 F7 S2
5	1 Gatherer	1600kg	35/ 7	jack	23	as foil	A8 F6 S1
6	1 Grazer	800kg	27/ 9	cloth	3	teeth-1	F8 A8 S1
7	1 Intermittent	1600kg	34/12	jack	17	teeth	F8 A7 S1
8	1 Filter	400kg	28/10	none	18	as sword	F0 A6 S0
9	4 Killers	200kg	18/11	cloth	18	claws	A8 F4 S3
10	Event— Noxious Gases. The area is filled with foul smelling fumes, as if from rotting carrion. Investigation will reveal a patch of poison water and ground. Tests will indicate a high level of mercury contamination.						
11	1 Pouncer	800kg	22/ 9	none-1	3	aspistol	A0 F0 S4
12	1 Trapper	400kg	28/ 7	jack	14	claws	A0 F7 S0

DESERT Terrain**Medium World, Standard Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Hijacker	25kg	1/ 3	cloth	3	blade	A4 F6 S2
3	1 Hunter	6kg	6/ 9	jack-1	3	as blade	A5 F7 S1
4	1 Flying Hijacker	3kg	2/ 0	none	3	claws	A9 F9 S2
5	1 Gatherer	25kg	8/ 6	cloth	4	teeth-1	A9 F6 S2
6	11 Grazers	6kg	5/ 2	reflec	3	as foil	F3 A8 S1
7	9 Grazers	50kg	17/ 7	mesh-1	3	horns	F5 A8 S3
8	7 Grazers	3kg	4/ 0	cloth-1	3	horns	F7 A8 S3
9	1 Chaser	50kg	17/ 6	cloth	5	teeth	A0 F9 S2
10	Event— Trapper. A conical pit dug in sand is rimmed with a brittle rim. Anyone standing on the rim will tumble in. The walls are loose sand, and prevent escape without help or lots of time. There is no trapper present.						
11	1 Flying Killer	3kg	4/ 0	none	4	claws	A5 F9 S3
12	1 Siren	3kg	2/ 0	jack	5	claws	A0 F9 S1

Medium World, Dense Atmosphere

Worlds classified as medium with dense atmospheres correspond to world sizes 5, 6, and 7 (diameters ranging from 5000 to 7000 miles), and to atmospheres 8 and 9 (dense and dense, tainted). In extreme cases, a dense atmosphere may also be construed to cover atmosphere type A (exotic).

CLEAR Terrain

<i>Die Animal</i>			<i>Weight</i>	Medium World, Dense Atmosphere (6+)		
				<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1	Intimidator	25kg	8/ 6	cloth	5 asblade A7 F7 S2
3	1	Flying Gatherer	1kg	6/ 0	none	3 claws A7 F7 S2
4	5	Intimidators	12kg	11/ 5	none	3 teeth-1 A7 F6 S2
5	1	Gatherer	1600kg	33/ 9	mesh	35 asfoil A8 F8 S2
6	35	Grazers	25kg	10/ 5	mesh-1	5 asfoil F5 A9 S2
7	1	Flying Grazer	6kg	2/ 7	none	4 asfoil F5 A8 S2
8	4	Grazers	6kg	1/ 8	jack-1	3 asfoil F2 A9 S2
9	5	Chasers	12kg	1/ 2	jack	4 claws A0 F8 S1
10	Event— Boulder Plain. This terrain is flat, but studded by large rocks left by glacial action. Straight line travel becomes impossible, increasing travel time by about 20%.					
11	1	Killer	3kg	2/ 5	cloth-1	6 teeth+1 A4 F9 S1
12	1	Pouncer	200kg	23/ 7	mesh	9 claws A0 F0 S4

PRAIRIE Terrain

<i>Die Animal Type</i>			<i>Weight</i>	Medium World, Dense Atmosphere (7+)		
				<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	10	Flying Reducers	3kg	5/ 6	none	2 as blade A8 F3 S2
3	1	Gatherer	3200kg	28/12	jack-1	40 assword A8 F6 S2
4	5	Intimidators	25kg	5/ 8	cloth	7 asblade A8 F8 S2
5	1	Gatherer	25kg	13/ 9	cloth	4 teeth-1 A8 F6 S2
6	11	Grazers	800kg	28/16	mesh-1	5 teeth F4 A9 S1
7	21	Grazers	3200kg	26/13	cloth	22 horns F3 A9 S2
8	4	Grazers	6kg	3/ 7	jack	4 as foil A0 F8 S1
9	5	Chasers	12kg	2/ 4	jack	3 claws A0 F8 S1
10	Event— Sink Hole. A large vertical shaft is encountered, filled with water at the bottom, and with sheer sides. If encountered by surprise, throw dexter- or less to avoid. Drivers throw 7+vehicle skill or less to avoid.					
11	1	Siren	400kg	32/ 8	cloth	34 aspistol A0 F9 S3
12	4	Chasers	100kg	10/ 3	jack	8 teeth A0 F8 S1

ROUGH Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	11 Carrion-eaters	100kg	18/ 6	none	2	teeth	A4 F6 S1
3	1 Gatherer	3kg	6/ 5	cloth	1	thrasher	A8 F6 S1
4	1 Flying Reducer	1kg	5/ 0	none	1	claws	A8 F8 S2
5	2 Hunters	12kg	4/ 7	cloth	5	teeth	A7 F8 S2
6	3 Intermittents	12kg	10/ 7	mesh-1	3	teeth-1	F8 A7 S2
7	1 Intermittent	6kg	3/ 4	mesh	4	as foil	F8 A7 S2
8	64 Grazers	50kg	16/10	cloth	3	horns	F3 A9 S2
9	1 Chaser	3kg	6/ 0	none	5	claws	A0 F8 S2
10	Event— Violent Rainstorm. A sudden storm reduces visibility to medium range or less. Driving in the storm calls for a saving throw of 8 plus driving skill (ATV or Air/Raft) or less to avoid an accident.						
11	1 Pouncer	25kg	14/ 9	none	4	teeth	A0 F0 S2
12	3 Killers	25kg	15/ 8	none	5	teeth+1	A8 F9 S3

Medium World, Dense Atmosphere (9+)**BROKEN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	2 Hijackers	1kg	2/ 0	cloth	3	claws	A3 F7 S2
3	1 Gatherer	12kg	11/ 7	cloth	4	teeth	A7 F6 S1
4	8 Carrion-eaters	12kg	6/ 3	cloth	2	teeth-1	A9 F7 S1
5	1 Gatherer	50kg	11/ 2	none+1	3	teeth+1	A9 F8 S2
6	14 Flying Gatherers	3kg	3/ 1	none	6	horns	F4 A8 S1
7	1 Filter	12kg	8/ 8	jack-1	5	teeth-1	F8 A0 S1
8	1 Flying Intermittent	6kg	6/11	none	8	asfoil	F8 A9 S1
9	1 Chaser	50kg	137 8	jack	3	teeth	A0 F7 S3
10	Event— Washed Out Road. The road or path has been destroyed by rain and flooding. Further progress along this route will require at least a 12 hour delay.						
11	1 Siren	1kg	2/ 0	cloth	1	teeth	A0 F8 S1
12	1 Chaser	6kg	4/ 7	mesh	5	teeth	A0 F9 S1

Medium World, Dense Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Reducer	200kg	17/8	mesh-1	12	teeth	A9 F7 S2
3	1 Hunter	200kg	15/14	cloth	13	claws	A7 F8 S2
4	6 Flying Carrion-eaters	3kg	5/ 6	none	2	as blade	A5 F6 S1
5	1 Hunter	50kg	19/ 7	cloth	3	teeth+1	A7 F9 S2
6	68 Flying Grazers	1kg	4/ 0	none	5	horns	F3 A8 S2
7	86 Grazers	400kg	28/ 7	battle	42	teeth	F7 A8 S1
8	1 Filter	50kg	19/11	none	3	horns	F0 A0 S0
9	6 Killers	6kg	8/ 2	none	3	teeth	A4 F9 S3
10	Event— Natural Bridge. A large crevasse blocks progress, and is spanned only by a large natural arch. Throw vehicle tonnage or greater to successfully cross.						
11	1 Killer	50kg	10/ 3	none	12	teeth	A7 F9 S2
12	1 Chaser	200kg	23/ 9	jack	9	claws	A0 F8 S3

Medium World, Dense Atmosphere (10+)

FOREST Terrain**Medium World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	7	Carrion-eaters	25kg	8/ 2	none	4	asblade A8 F7 S1
3	1	Gatherer	1kg	2/ 0	jack	1	claws A7 F7 S1
4	6	Carrion-eaters	12kg	7/ 7	cloth	3	teeth-1 A8 F4 S1
5	9	Eaters	25kg	13/ 6	cloth	3	teeth+1 A5 F8 S1
6	1	Intermittent	6kg	1/ 3	cloth	7	as foil F8 A9 S1
7	1	Intermittent	1kg	2/ 3	mesh-1	6	horns F9 A9 S2
8	64	Grazers	3kg	5/ 0	cloth-1	3	hooves F7 A9 S2
9	1	Flying Pouncer	1kg	4/ 0	none	3	claws A0 F0 S2
10	Event— Tanglewood. The entire floor of the forest is covered with a low network of sticky flexible roots. Running is impossible, walking is difficult. Reduce speed to one-quarter.						
11	1	Pouncer	50kg	15/ 0	none	5	teeth A6 F9 S2
12	1	Flying Killer	6kg	5/ 1	cloth	4	teeth A4 F9 S3

JUNGLE Terrain**Medium World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	3	Hijackers	1kg	3/ 0	mesh-1	5	claws A8 F6 S2
3	1	Gatherer	12kg	10/ 7	jack-1	3	teeth A7 F6 S2
4	1	Intimidator	3kg	1/ 3	cloth	1	teeth A6 F7 S1
5	1	Gatherer	12kg	8/ 6	cloth	6	teeth A9 F7 S2
6	1	Intermittent	6kg	9/ 2	cloth-1	5	as foil F8 A9 S2
7	1	Intermittent	1kg	1/ 0	none	3	horns F9 A9 S1
8	1	Intermittent	6kg	4/ 8	none	8	as foil F8 A4 S2
9	5	Killers	6kg	5/ 7	jack	6	teeth A7 F9 S3
10	Event— Jungle Drums. Distant drums are heard in a varying rhythm. If they are sought out, they are determined to be a natural phenomenon, produced by a large grove of hollow trees.						
11	1	Pouncer	12kg	11/ 6	jack	3	claws A0 F0 S3
12	1	Pouncer	6kg	7/3	mesh	8	teeth A0 F0 S1

RIVER Terrain**Medium World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	2	Hijackers	200kg	15/13	none	5	teeth A9 F7 S2
3	3	Hunters	50kg	16/ 6	cloth	6	teeth A7 F9 S1
4	5	Hijackers	25kg	7/ 7	none	7	asblade A4 F6 S2
5	6	Hunters	400kg	26/11	none+1	18	teeth A7 F7 S2
6	1	Intermittent	6kg	4/ 2	cloth-1	2	as foil F9 A3 S2
7	54	Grazers	800kg	19/ 6	none	4	teeth F8 A8 S1
8	1	Intermittent	400kg	17/ 8	cloth-1	11	teeth-1 F8 A7 S2
9	1	Killer	200kg	14/14	none	12	claws A6 F7 S1
10	Event— Rapids. The river narrows to a swift, close whitewater passage. There is no path along the river, except on it.						
11	1	Chaser	50kg	127 9	none	4	teeth A0 F7 S3
12	1	Killer	25kg	14/ 7	none	8	claws A6 F5 S1

SWAMP Terrain**Medium World, Dense Atmosphere (9+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Intimidator	400kg	21/11	none	23	aspikes	A5 F8 S2
3	8 Eaters	200kg	22/15	none-1	20	claws	A7 F9 S2
4	8 Carrion-eaters	200kg	26/14	none	10	teeth	A6 F6 S2
5	1 Eater	3200kg	31/11	none-1	29	assword	A7 F9 S3
6	1 Flying Intermittent	100kg	22/ 3	none	3	claws	F9 A8 S1
7	8 Grazers	400kg	12/ 8	cloth-1	5	teeth+1	F6 A9 S1
8	1 Intermittent	400kg	21/ 9	jack	12	teeth-1	F9 A9 S2
9	1 Chaser	1600kg	20/12	none-1	18	teeth	A0 F9 S1
10	Event— Magnetic Fluctuation. The local magnetic field of the world is extremely affected by local conditions. Magnetic compasses will give a reading at least 45 degrees off true magnetic north.						
11	3 Killers	30000kg	26/10	none	32	teeth+1	A8 F6 S2
12	5 Flying Pouncers	200kg	18/ 8	jack	12	claws	A0 F7 S0

MARSH Terrain**Medium World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	1600kg	26/11	cloth	27	teeth	A8 F8 S2
3	1 Hunter	24000kg	37/24	mesh	49	teeth+1	A6 F7 S1
4	11 Carrion-eaters	100kg	15/ 6	cloth	4	teeth	A5 F7 S2
5	1 Hunter	30000kg	46/21	cloth	53	teeth+1	A5 F6 S2
6	31 Grazers	3200kg	22/13	mesh-1	64	horns	F4 A8 S2
7	29 Grazers	1600kg	23/ 5	jack	13	teeth+1	F3 A8 S2
8	1 Flying Intermittent	200kg	16/ 9	none	6	claws	F8 A9 S2
9	1 Flying Pouncer	12kg	3/ 6	none	6	claws	A0 F0 S3
10	Event— Sulfur Springs. A hot spring (near boiling) is encountered. Several nearby springs bubble violently with brimstone (sulfur) smelling gas.						
11	1 Siren	400kg	19/ 7	cloth	12	claws	A0 F9 S1
12	1 Chaser	800kg	30/26	none	34	teeth	A0 F9 S2

DESERT Terrain**Medium World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6 Intimidators	12kg	4/ 6	cloth	2	teeth	A8 F6 S2
3	1 Hunter	6kg	5/ 7	jack	3	asbalde	A7 F7 S2
4	4 Carrion-eaters	50kg	11/ 5	cloth	4	teeth-1	A7 F4 S1
5	3 Eaters	4kg	4/ 2	none	8	thrasher	A7 F9 S1
6	31 Grazers	200kg	16/11	none	6	horns	F8 A9 S3
7	6 Intermittents	12kg	9/ 6	jack	3	hooves	F8 A9 S2
8	1 Grazer	200kg	17/ 9	none	7	horns	F8 A9 S3
9	12 Chasers	25kg	11/ 9	none	5	teeth+1	A0 F7 S2
10	Event— Violent Sandstorm. Extreme winds whip abrasive sand particles at grinding force. Progress is impossible for at least a day. Individuals will be buried, and vehicle windscreens will be abraded to translucency.						
11	1 Flying Chaser	3kg	2/ 2	none	2	claws	A0 F9 S3
12	6 Chasers	200kg	14/11	none	14	claws	A0 F9 S3

Large World, Thin Atmosphere

Worlds classified as large with thin atmospheres correspond to world sizes 8, 9, and A (diameters ranging from 8000 to 10000 miles), and to atmospheres 4 and 5 (thin and thin, tainted). In extreme cases a thin atmosphere may be construed to cover atmosphere types 2 and 3 (very thin and very thin, tainted).

CLEAR Terrain

<i>Die Animal Type</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	2	Carrion-eaters	200kg	16/14	cloth	9	teeth A4 F6 S1
3	1	Gatherer	400kg	24/ 8	cloth	9	teeth A7 F7 S1
4	1	Hijacker	3200kg	20/15	cloth	28	teeth+1 A9 F6 S2
5	1	Eater	100kg	16/ 2	none-1	8	teeth A6 F9 S2
6	3	Grazers	200kg	16/10	cloth	6	hooves F5 A8 S1
7	15	Grazers	200kg	15/ 7	none	8	horns F4 A8 S1
8	10	Grazers	1600kg	20/ 9	cloth	31	teeth+1 F8 A4 S3
9	4	Chasers	50kg	13/ 6	none-1	5	teeth A0 F9 S2
10	Event— Monsoon. Severe winds precede violent rain, which continues for 1D days. Forward progress is impossible.						
11	1	Chaser	1600kg	32/14	cloth	48	aspistol A0 F9 S2
12	1	Pouncer	1600kg	39/24	jack	32	teeth+1 A0 F0 S2

Large World, Thin Atmosphere (6+)

PRAIRIE Terrain

<i>Die Animal Type</i>		<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	25kg	11/11	none	2	as blade A5 F5 S2
3	1	Hunter	3200kg	22/17	jack	28	as sword A5 F9 S2
4	3	Intimidators	100kg	24/ 8	mesh-1	4	teeth-1 A6 F5 S2
5	1	Gatherer	25kg	8/ 3	none-1	2	teeth-1 A7 F6 S1
6	33	Grazers	400kg	23/14	jack-1	7	teeth F6 A5 S3
7	1	Grazer	25kg	10/ 8	jack	3	teeth F8 A8 S1
8	18	Chasers	100kg	18/ 8	jack	3	hooves F8 A9 S3
9	12	Chasers	800kg	26/ 9	cloth	4	aspistol A0 F7 S3
10	Event— Stampede. The Grazers of die roll 6 above become spooked, and stampede toward the adventurers.						
11	2	Chasers	6kg	6/ 2	none-1	3	teeth A0 F9 S2
12	1	Siren	6kg	9/ 2	none	4	teeth A0 F9 S2

Large World, Thin Atmosphere (7+)

ROUGH Terrain

<i>Die Animal Type</i>			<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5	Carrion-eaters	50kg	9/ 7	cloth	6	teeth	A5 F7 S1
3	6	Hunters	400kg	18/ 8	jack	9	teeth-1	A7 F8 S1
4	4	Carrion-eaters	6kg	11/ 2	cloth-1	3	teeth	A7 F6 S1
5	1	Gatherer	50kg	13/ 8	jack	4	teeth+1	A9 F6 S2
6	1	Intermittent	12kg	7/ 5	none	6	teeth	F8 A5 S2
7	1	Intermittent	100kg	15/ 9	cloth-1	3	hooves	F9 A9 S1
8	1	Intermittent	6kg	4/ 1	cloth	6	hooves	F9 A6 S1
9	12	Chasers	50kg	19/ 7	none-1	7	teeth	A0 F7 S3
10	Event- Giant Chaser. A very large chaser is encountered, which attempts to attack any vehicle or group.							
			32000kg	87/13	cloth	93	thrasher	A0 F0 S3
11	1	Pouncer	25kg	8/ 6	jack	6	teeth+1	A0 F0 S4
12	1	Siren	50kg	10/10	none	2	teeth	A0 F8 S1

Large World, Thin Atmosphere (9+)**BROKEN Terrain**

<i>Die Animal Type</i>			<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	4	Reducers	25kg	7/ 4	cloth-1	3	as blade	A4 F8 S1
3	6	Hunters	6kg	7/ 3	cloth	4	as blade	A7 F9 S1
4	2	Hijackers	400kg	22/ 7	none	18	as pike	A3 F5 S2
5	1	Gatherer	25kg	12/ 9	none	7	teeth-1	A7 F8 S2
6	1	Intermittent	50kg	15/12	jack-1	2	horns	F9 A8 S2
7	1	Filter	1600kg	35/12	cloth-1	16	teeth	F0 A0 S0
8	1	Intermittent	100kg	14/ 6	none	4	hooves	F8 A9 S2
9	21	Chasers	12kg	6/ 2	none	3	claws	A0 F8 S1
10	Event- Ravines and Precipices. Unexpected geographic features as described in Traveller Book 3, page 31.							
11	11	Chasers	100kg	20/11	cloth	6	teeth	A0 F0 S1
12	14	Chasers	50kg	11/11	none-1	9	teeth	A0 F9 S2

Large World, Thin Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die Animal Type</i>			<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	2	Carrion-eaters	3200kg	37/15	none	26	teeth+1	A9 F8 S2
3	7	Eaters	200kg	19/ 7	jack	9	claws	A6 F7 S2
4	1	Reducer	25kg	9/ 9	none	3	as blade	A8 F7 S2
5	1	Gatherer	12kg	7/7	none-1	2	teeth	A8 F7 S2
6	41	Grazers	100kg	15/ 9	none	4	hooves	F4 A8 S1
7	38	Grazers	400kg	24/13	mesh-1	9	teeth	F4 A8 S2
8	1	Intermittent	25kg	12/ 7	cloth-1	6	teeth	F9 A8 S1
9	1	Pouncer	6kg	11/ 5	cloth	3	teeth	A0 F0 S4
10	Event— Falling Rocks. Overhead, rocks have been dislodged, and begin falling. 2D rocks fall, each throwing 10+ to hit a vehicle or individual., then inflicting 2D hits.							
11	1	Siren	100kg	16/ 6	cloth	4	teeth	A0 F8 S1
12	3	Killers	400kg	21/11	none	30	claws	A5 F9 S3

Large World, Thin Atmosphere (10+)

FOREST Terrain**Large World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Hijacker	6kg	5/ 8	none	1	teeth	A4 F8 S2
3	1	Eater	12kg	10/ 7	none-1	8	teeth	A4 F9 S1
4	4	Carrion-eaters	25kg	16/ 7	cloth	4	asblade	A4 F8 S1
5	1	Eater	3kg	2/ 3	cloth	2	thrasher	A4 F9 S1
6	1	Filter	50kg	16/ 7	jack	5	horns	F5 A0 S2
7	46	Grazers	100kg	19/ 4	reflec	3	hooves	F3 A9 S2
8	1	Filter	3kg	37 3	mesh	4	teeth	F9 A0 S1
9	1	Pouncer	12kg	8/ 8	none	4	claws	A0 F0 S3
10	Event— Monsoon. A storm begins with steady rain and gentle winds, increasing to violent winds and heavy rain on the second day. It reduces visibility completely, and forces a halt. It ends after three days.							
11	5	Killers	400kg	22/10	mesh	28	claws	A5 F9 S3
12	1	Pouncer	6kg	4/ 7	none-1	4	teeth	A0 F0 S4

JUNGLE Terrain**Large World, Thin Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6	Carrion-eaters	200kg	16/14	none	6	teeth	A4 F6 S1
3	1	Eater	25kg	12/ 8	jack	6	teeth-1	A4 F9 S2
4	1	Intimidator	6kg	5/ 7	mesh-1	2	teeth	A5 F6 S2
5	1	Gatherer	50kg	12/ 7	none-1	5	teeth+1	A9 F5 S2
6	1	Intermittent	50kg	14/ 5	none	6	horns	F9 A9 S2
7	1	Intermittent	50kg	15/ 6	cloth	3	horns	F8 A8 S2
8	32	Grazers	50kg	10/ 4	none	3	hooves	F7 A6 S2
9	1	Pouncer	200kg	11/ 6	none	8	claws	A0 F0 S1
10	Event— Giant Camouflaged Filter. The travellers are surprised by a giant filter at close range.							
			16000kg	90/20	mesh	19	teeth	A0 F0 S0
11	1	Pouncer	25kg	8/ 6	jack	6	teeth-1	A0 F0 S4
12	1	Siren	50kg	10/10	none	2	teeth	A0 F8 S1

RIVER Terrain**Large World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	400kg	16/ 7	cloth-1	17	aspike	A7 F6 S2
3	2	Eaters	800kg	26/13	jack	12	claws	A3 F8 S1
4	8	Carrion-eaters	200kg	18/12	none	9	teeth	A4 F6 S1
5	1	Amphibious Gatherer	12kg	5/11	mesh	3	teeth	A7 F7 S1
6	1	Amphibious Grazer	200kg	15/16	jack	10	horns	F3 A9 S1
7	1	Grazer	25kg	9/ 4	jack-1	5	teeth-1	F3 A6 S1
8	1	Intermittent	6kg	6/10	cloth	5	asfoil	F8 A8 S1
9	1	Chaser	200kg	17/11	cloth	12	claws	A0 F8 S3
10	Event— River Ends. The river flows into a sheer face of rock, marking the beginning of an underground section.							
11	1	Pouncer	6kg	6/11	none	5	teeth	A0 F0 S3
12	15	Amphibious Chasers	400kg	24/ 7	mesh	9	claws	A0 F8 S3

SWAMP Terrain**Large World, Thin Atmosphere (9+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	11 Carrion-eaters	1600kg	28/ 8	cloth	35 teeth A4 F6 S1
3	1 Gatherer	3200kg	25/14	cloth	45 assword A9 F8 S2
4	7 FlyingCarrion-eaters	200kg	18/ 8	none	5 asblade A5 F8 S1
5	1 Hunter	800kg	24/ 8	none	8 claws A7 F9 S2
6	1 Intermittent	800kg	367 9	none	3 teeth-1 F8 A8 S1
7	21 Grazers	25kg	7/ 3	none	2 teeth F4 A8 S1
8	83 Grazers	6kg	7/ 4	cloth-1	3 asfoil F4 A9 S3
9	1 Pouncer	3kg	5/ 5	none	6 teeth+1 A0 F0 S3
10	Event- Circling Flyers. Flyers spot the travellers and circle for about 10 minutes. As the travellers notice this, they are attacked by chasers (die roll 11 below.				
11	12 Chasers	100kg	15/ 5	jack	9 teeth A0 F0 S2
12	1 Pouncer	50kg	15/ 4	jack	8 teeth+1 A0 F9 S2

MARSH Terrain**Large World, Thin Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Intimidator	1600kg	26/11	cloth	27 teeth A8 F8 S2
3	1 Gatherer	36000kg	50/28	none	19 teeth+1 A7 F7 S1
4	1 Intimidator	16000kg	31/23	none	86 teeth A6 F6 S2
5	1 Flying Hunter	6kg	6/ 7	none	4 asblade A5 F9 S2
6	1 Intermittent	400kg	22/ 8	none	11 teeth-1 F9 A7 S1
7	59 Grazers	50kg	18/ 7	none	8 horns F8 A9 S2
8	5 Intermittents	50kg	10/ 6	jack	6 horns F8 A6 S2
9	13 Amphibious Chasers	400kg	14/ 7	none	10 claws A0 F8 S3
10	Event— Dense Fog. This area is shrouded in dense fog, reducing visibility to close range.				
11	1 Flying Chaser	25kg	10/ 9	none	5 asblade A0 F8 S1
12	1 Chaser	1kg	2/ 0	jack	5 claws A0 F9 S1

DESERT Terrain**Large World, Thin Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Intimidator	12kg	2/ 9	cloth	1 teeth-1 A7 F7 S2
3	1 Hunter	6kg	57 7	jack	3 asblade A7 F7 S2
4	1 Reducer	1kg	1/ 0	mesh-1	5 claws A8 F7 S2
5	3 Eaters	4kg	4/ 2	none	8 teeth A7 F9 S1
6	7 Grazers	1kg	4/ 0	none	3 horns F6 A8 S1
7	1 Grazer	6kg	3/ 5	mesh-1	2 asfoil F3 A9 S2
8	27 Grazers	12kg	117 6	jack	4 teeth-1 F4 A8 S2
9	11 Chasers	12kg	8/ 4	jack	4 claws A0 F8 S3
10	Event— Sand Sea. This area is composed of soft sand and dunes. Walking is at quarter speed. Vehicle speed is reduced to not more than 20 kph.				
11	1 Killer	1kg	6/ 0	none-1	8 claws A7 F9 S2
12	4 Chasers	25kg	11/ 9	none-1	3 teeth+1 A0 F8 S2

Large World, Standard Atmosphere

Worlds classified as large with standard atmospheres correspond to world sizes 8, 9, and A (diameters ranging from 8000 to 10000 miles), and to atmospheres 6 and 7 (standard and standard, tainted).

CLEAR Terrain

				Large World, Standard Atmosphere (6+)				
<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	1600kg	25/12	cloth	23	teeth	A8 F7 S2
3	1	Hunter	100kg	11/ 9	jack	8	teeth	A6 F8 S2
4	1	Intimidator	800kg	22/ 7	cloth	4	teeth-1	A8 F6 S2
5	1	Gatherer	800kg	26/11	mesh	5	claws	A9 F8 S2
6	19	Grazers	400kg	16/11	none	12	teeth-1	F4 A9 S2
7	14	Grazers	1600kg	28/12	none-1	28	teeth	F3 A9 S3
8	16	Grazers	200kg	12/10	reflec	9	horns	F8 A8 S2
9	1	Siren	100kg	25/ 6	none	7	teeth	A0 F8 S1
10	Event— Camouflaged Predators. A pack of pouncers are camouflaged and achieve surprise at close range, jumping from the trees.							
			400kg	23/ 6	cloth	8	teeth	A0 F0 S2
11	5	Chasers	400kg	15/ 8	mesh	17	claws	A0 F7 S2
12	1	Killer	1600kg	35/11	jack	60	aspistol	A8 F9 S1

PRAIRIE Terrain

				Large World, Standard Atmosphere (7+)				
<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Hijacker	1600kg	26/18	cloth-1	27	teeth	A5 F4 S2
3	1	Gatherer	400kg	17/16	jack	9	teeth	A7 F7 S2
4	3	Intimidators	100kg	21/ 7	mesh-1	7	teeth-1	A5 F7 S2
5	1	Gatherer	800kg	30/ 7	cloth	6	claws	A9 F8 S2
6	6	Grazers	200kg	16/10	mesh	7	horns	F3 A6 S2
7	6	Grazers	3200kg	26/ 6	none	21	horns	F6 A8 S2
8	18	Grazers	100kg	18/ 8	jack	3	hooves	F8 A5 S3
9	3	Chasers	800kg	16/ 3	none-1	3	aspistol	A0 F7 S2
10	Event— Soft Ground. Terrain becomes very soft, and vehicles dig in and slow down. Vehicle speed reduces to one-quarter. Foot travel reduces to one half.							
11	2	Chasers	50kg	11/ 9	none-1	7	teeth	A0 F9 S2
12	8	Chasers	200kg	19/14	jack	13	claws	A0 F9 S3

ROUGH Terrain

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	12 Reducers	50kg	14/ 7	cloth	2 teeth-1 A8 F3 S2
3	1 Gatherer	1kg	6/ 0	none-1	2 claws A9 F7 S1
4	7 Carrion-eaters	25kg	8/ 6	cloth	6 asblade A7 F7 S1
5	1 Hunter	1kg	2/ 0	jack-1	2 claws A6 F8 S2
6	6 Intermittents	100kg	19/12	jack	5 hooves F8 A9 S1
7	1 Intermittent	3kg	4/ 2	cloth-1	4 hooves F8 A9 s1
8	1 Intermittent	1kg	6/ 0	cloth-1	6 horns F9 A9 S2
9	1 Pouncer	12kg	4/ 6	mesh	3 claws A0 F0 S3
10	Event— Irate Stingers. A swarm of small (1 gram) stinger equipped animals attack en masse. The swarm will inflict 1D-2 hits per round unless protected. Escape is possible, but destroying the swarm is not without special weapons.				
11	1 Chaser	1kg	1/0	none	5 claws A0 F7 S3
12	6 Killers	1kg	5/ 0	mesh	8 claws A6 F9 S2

Large World, Standard Atmosphere (9+)**BROKEN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	15 Reducers	3kg	4/ 5	none	2 teeth-1 A9 F5 S2
3	5 Hunters	200kg	14/12	none-1	9 claws A7 F9 S1
4	4 Carrion-eaters	12kg	7/ 8	none	3 teeth-1 A9 F8 S1
5	1 Hunter	1kg	3/ 0	jack-1	2 claws A5 F8 S1
6	48 Grazers	12kg	8/ 5	Mesh	3 teeth F3 A8 S1
7	41 Grazers	25kg	9/ 6	none	3 teeth F8 A8 S1
8	1 Intermittent	12kg	5/ 6	jack	5 teeth-1 F9 A8 S1
9	1 Chaser	6kg	5/ 7	cloth	5 teeth A0 F9 S1
10	Event— Trappers Web. The lead character encounters a large adhesive web without the trapper present. The trapper will return in 4 rounds.				
	Trapper	100kg	10/ 5	mesh	6 hoorns A9 F9 S2
11	1 Siren	1kg	4/ 0	jack	1 claws A0 F8 S1
12	1 Pouncer	100kg	19/ 6	none	6 teeth A0 F0 S1

Large World, Standard Atmosphere (9+)**MOUNTAIN Terrain**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>
2	1 Hijacker	1600kg	24/10	cloth	16 teeth A6 F3 S2
3	5 Hunters	25kg	10/ 3	cloth	3 teeth-1 A7 F7 S2
4	13 Reducers	12kg	8/ 4	none	5 teeth-1 A8 F7 S2
5	2 Hunters	200kg	21/ 9	cloth	10 claws A5 F8 S1
6	2 Intermittents	12kg	11/ 5	none	4 teeth-1 F8 A9 S2
7	12 Grazers	1kg	5/ 0	none	2 horns F5 A9 S2
8	5 Grazers	50kg	11/ 5	cloth-1	3 horns F3 A8 S1
9	1 Siren	100kg	21/ 8	cloth	4 teeth A0 F9 S2
10	Event— Cave. A deep mountain cave is encountered, with a shallow stream and two wide banks exiting. Concealed behind a large rock is an interior extension leading deeper into the interior.				
11	1 Chaser	1600kg	31/13	none	23 aspistol A0 F8 S1
12	1 Chaser	400kg	33/ 7	mesh	12 claws A0 F8 S3

Large World, Standard Atmosphere (10+)

FOREST Terrain

			Large World, Standard Atmosphere (8+)			
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	6 Carrion-eaters	6kg	4/ 4	none	4	teeth A6 F6 S1
3	1 Eater	100kg	19/ 9	none	6	teeth A5 F8 S1
4	2 Hijackers	1kg	1/ 0	none	5	claws A6 F6 S2
5	5 Eaters	50kg	14/ 9	cloth	12	teeth+1 A4 F9 S2
6	1 Filter	25kg	13/ 4	cloth-1	4	teeth-1 F0 A0 S0
7	1 Filter	100kg	18/11	cloth-1	5	claws F0 A0 S0
8	1 Intermittent	50kg	13/10	cloth	3	horns F9 A9 S1
9	1 Pouncer	200kg	15/10	none	7	claws A0 F0 S2
10	Event— Natural Snare. The lead individual or vehicle is surprised by a natural trap formed by a large tree and its branches. The snapping effect will incapacitate a vehicle pending repair, or inflict 2D hits on an individual.					
11	1 Killer	50kg	17/17	cloth	12	claws A3 F9 S2
12	1 Pouncer	25kg	10/10	none-1	2	teeth+1 A0 F0 S2

JUNGLE Terrain

			Large World, Standard Atmosphere (7+)			
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	6 Reducers	25kg	16/ 5	cloth	6	as blade A9 F7 S2
3	1 Eater	6kg	4/ 9	mesh	16	as blade A5 F9 S3
4	1 Hijacker	3kg	2/ 0	none	6	claws A7 F4 S2
5	1 Gatherer	100kg	21/10	cloth	4	teeth A9 F8 S2
6	1 Filter	12kg	8/ 6	none	3	teeth-1 F0 A0 S0
7	1 Intermittent	50kg	15/ 0	cloth	3	horns F8 A8 S1
8	26 Grazers	50kg	10/ 3	none	3	hooves F7 A6 S2
9	1 Pouncer	50kg	11/ 4	none	5	claws A0 F0 S2
10	Event— Poison Dripping Sap. The trees are dripping sap in occasional drop drops. If a drop contacts skin, it will inflict 2 hits damage.					
11	1 Pouncer	6kg	8/ 1	jack	2	teeth A0 F0 S1
12	5 Killers	100kg	18/ 7	none-1	6	teeth A7 F9 S3

RIVER Terrain

			Large World, Standard Atmosphere (8+)			
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1 Hijacker	1600kg	32/ 7	cloth	36	teeth A3 F7 S2
3	4 Hunters	800kg	22/ 8	mesh	4	claws A7 F8 S1
4	10 Swimming Eaters	800kg	26/ 8	none	12	teeth A4 F8 S1
5	1 Hunter	3200kg	35/11	cloth	35	as sword A5 F8 S2
6	1 Amphibious Grazer	200kg	15/16	mesh	12	horns F3 A9 S1
7	1 Intermittent	100kg	19/11	none-1	3	hooves F9 A8 S2
8	16 Grazers	400kg	19/13	none	14	teeth-1 F3 A9 S1
9	1 Chasers	800kg	25/ 7	jack	8	aspistol A0 F8 S3
10	Event— High levels. The river is swollen from recent rains, and has flooded most near-river paths, making travel along the river or across it quite treacherous.					
11	8 Chasers	400kg	18/ 7	none-1	10	claws A0 F7 S3
12	1 Chaser	400kg	27/ 6	none+1	11	claws A0 F7 S2

SWAMP Terrain

<i>Die Animal Type</i>		<i>Weight</i>	Large World, Standard Atmosphere (9+)				
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	9 Carrion-eaters	3200kg	27/19	cloth-1	32	teeth+1	A5 F7 S1
3	1 Eater	3200kg	30/10	jack-1	29	teeth+1	A6 F8 S3
4	7 Flying Carrion-eaters	50kg	9/ 3	none	3	as blade	A7 F7 S1
5	1 Hunter	12kg	6/12	none	3	teeth	A7 F9 S1
6	5 Intermittents	3kg	3/ 6	none	4	hooves	F9 A8 S2
7	1 Intermittent	50kg	12/ 3	none	4	horns	F9 A4 S2
8	4 Amphib Intermittents	50kg	20/11	cloth-1	5	horns	F8 A8 S2
9	1 Amphibious Pouncer	400kg	23/ 9	none	10	claws	A0 F0 S1
10	Event— Bayou. The swamp turns from moist ground to deep water. Further progress on foot or by wheeled vehicle is impossible.						

11	1 Trapper	50kg	14/11	none	6	teeth	A0 F8 S1
12	1 Pouncer	50kg	15/ 9	jack	8	teeth+1	A0 F5 S2

MARSH Terrain

<i>Die Animal Type</i>		<i>Weight</i>	Large World, Standard Atmosphere (7+)				
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Flying Reducer	25kg	9/ 9	none	5	as blade	A9 F7 S2
3	5 Hunters	1kg	3/ 0	mesh	5	claws	A6 F7 S2
4	1 Intimidator	1kg	1/ 0	none	1	claws	A7 F5 S2
5	2 Amphibious Eaters	12kg	11/ 7	none-1	2	teeth	A7 F8 S2
6	51 Grazers	3kg	3/ 1	jack-1	4	horns	F5 A9 S2
7	6 Intermittents	1kg	1/ 0	none	2	claws	F4 A8 S2
8	1 Intermittent	12kg	6/ 3	jack	5	teeth-1	F8 A8 S2
9	5 Killers	12kg	5/ 4	mesh	6	claws	A4 F4 S3
10	Event— Acid Pool. A bubbling pool is encountered, blocking progress forward progress. It is shallow, but if entered, will destroy textiles or leather within 12 hours, and create a mild skin rash.						

11	1 Pouncer	1kg	5/ 0	none	6	claws	A0 F0 S1
12	1 Chaser	1kg	2/ 0	jack	5	claws	A0 F9 S4

DESERT Terrain

<i>Die Animal Type</i>		<i>Weight</i>	Large World, Standard Atmosphere (8+)				
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	12kg	5/ 9	cloth	1	teeth-1	A7 F7 S1
3	1 Hunter	6kg	5/ 7	jack-1	2	teeth	A7 F4 S2
4	1 Flying Reducer	1kg	1/ 0	mesh-1	5	as blade	A8 F7 S2
5	3 Hunters	4kg	4/ 2	none	3	teeth	A7 F9 S1
6	7 Grazers	1kg	4/ 0	none	1	teeth	F4 A9 S1
7	19 Grazers	6kg	2/ 2	none	2	as foil	F6 A4 S2
8	27 Grazers	12kg	11/ 6	jack	4	teeth-1	F5 A6 S2
9	8 Chasers	12kg	8/ 4	jack	4	claws	A0 F8 S2
10	Event— Oasis. An oasis studded with palms and clustered around a pool of fresh water is encountered. Roll again for animal encounter.						

11	4 Chasers	25kg	11/ 9	none-1	3	teeth+1	A0 F8 S2
12	1 Killer	12kg	6/ 8	none	6	claws	A5 F9 S2

Large World, Dense Atmosphere

Worlds classified as large with dense atmospheres correspond to world sizes 8, 9, and A (diameters ranging from 8000 to 10000 miles), and atmospheres 8 and 9 (dense and dense, tainted). In extreme cases, a dense atmosphere may also be construed to cover atmosphere type A (exotic).

CLEAR Terrain

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	17	Reducers	100kg	10/ 9	cloth	6	teeth-1 A8 F8 S2
3	6	Eaters	3200kg	38/ 8	none-1	22	as sword A5 F8 S1
4	1	Hijacker	100kg	22/ 6	none	9	teeth-1 A6 F4 S2
5	1	Gatherer	50kg	19/ 6	none+1	2	teeth+1 A7 F7 S2
6	3	Grazers	200kg	16/ 5	jack-1	8	horns F4 A8 S2
7	43	Grazers	400kg	12/11	none	17	teeth-1 F5 A9 S1
8	1	Grazer	50kg	18/ 9	cloth-1	5	horns F4 A9 S2
9	1	Chaser	18000kg	40/22	mesh	22	teeth A0 F8 S1
10	Event— Creekbed. A minor dip reveals a dry creekbed. Throw 9+ to avoid getting a vehicle stuck in a concealed mudhole.						
11	2	Chasers	50kg	107 8	mesh	3	teeth A0 F7 S1
12	1	Chaser	6kg	6/ 5	cloth	2	teeth A0 F9 S1

Large World, Dense Atmosphere (6+)

PRAIRIE Terrain

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	3	Intimidators	25kg	6/ 9	mesh-1	4	as blade A6 F6 S2
3	4	Eaters	50kg	12/ 8	jack	8	teeth+1 A5 F9 S3
4	1	Reducer	25kg	6/ 4	mesh-1	2	as blade A8 F6 S2
5	1	Gatherer	12kg	9/ 7	jack-1	3	teeth A9 F7 S2
6	32	Grazers	50kg	13/ 1	mesh	2	horns F4 A8 S1
7	36	Grazers	50kg	16/ 4	none	6	horns F3 A9 S1
8	5	Grazers	1kg	1/ 0	jack	5	horns F7 A8 S1
9	3	Chasers	25kg	10/ 9	none	5	teeth+1 A0 F7 S2
10	Event— Light Seekers. Large (50kg) poisonous (2D hits per touch) slugs are attracted to the band's lights, and crawl (SD slowly toward them. About 40 crawl out of holes. Each takes 10/ 2 hits.						
11	6	Chasers	6kg	6/ 8	none	3	teeth A0 F7 S1
12	10	Chasers	50kg	18/ 9	mesh	5	teeth A0 F9 S3

Large World, Dense Atmosphere (7+)

ROUGH Terrain

		Large World, Dense Atmosphere (9+)					
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	13 Reducers	25kg	11/ 5	cloth	9	asblade A9 F4 S2	
3	1 Gatherer	1kg	2/ 0	jack	1	claws A7 F8 S2	
4	7 Carrion-eaters	1kg	6/ 0	cloth	3	claws A6 F6 S1	
5	1 Gatherer	3kg	3/ 6	none	2	thrasher A8 F6 S2	
6	1 Intermittent	50kg	16/ 4	mesh-1	1	horns F8 A9 S2	
7	69 Grazers	12kg	10/ 7	none	2	teeth-1 F4 A8 S2	
8	1 Intermittent	50kg	13/ 5	cloth-1	3	horns F9 A7 S2	
9	1 Pouncer	50kg	8/ 6	cloth	4	teeth A0 F0 S4	
10	Event— Rocky Ground. The terrain turns extremely rocky, and vehicle traction is considerably reduced. Throw 9+ to avoid becoming stuck, and reduce speed to one-half.						
11	1 Chaser	1kg	1/ 0	none	5	claws A0 F7 S3	
12	1 Killer	200kg	12/10	none-1	22	claws A4 F9 S2	

BROKEN Terrain

		Large World, Dense Atmosphere (9+)					
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Reducer	12kg	11/ 9	none	2	teeth-1 A8 F7 S2	
3	1 Hunter	400kg	26/12	jack	14	teeth A5 F7 S1	
4	9 Carrion-eaters	1kg	5/ 0	cloth-1	3	claws A9 F8 S1	
5	1 Gatherer	3kg	3/ 5	jack-1	4	thrasher A9 F8 S1	
6	1 Filter	3kg	6/ 1	mesh-1	6	hooves F7 A0 S1	
7	41 Grazers	25kg	9/ 6	cloth	3	teeth F8 A5 S2	
8	1 Intermittent	25kg	9/ 5	none	4	teeth-1 F8 A9 S1	
9	2 Killers	12kg	3/ 4	none-1	12	claws A5 F9 S2	
10	Event- Box Canyon. Gradually, the players notice that high rock walls are sited to their flanks, and now up ahead also. Progress on the ground is stopped, and the path must be retraced.						
11	1 Pouncer	100kg	19/ 6	none	6	teeth A0 F0 S1	
12	1 Killer	12kg	6/ 0	cloth	8	claws A9 F9 S1	

MOUNTAIN Terrain

		Large World, Dense Atmosphere (10+)					
<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	5 Carrion-eaters	200kg	21/13	none	11	teeth A8 F8 S1	
3	6 Eaters	3200kg	31/10	mesh	19	asssword A7 F8 S3	
4	4 Carrion-eaters	200kg	17/ 7	cloth	9	teeth A9 F8 S1	
5	1 Gatherer	1600kg	28/ 8	none-1	31	asfoil A9 F9 S1	
6	7 Grazers	400kg	33/ 6	none	11	teeth-1 F7 A8 S2	
7	75 Grazers	200kg	20/13	mesh	3	horns F4 A9 S1	
8	1 Grazer	25kg	12/ 9	cloth	9	teeth F9 A9 S2	
9	1 Chaser	1600kg	31/ 5	none	19	teeth A0 F8 S1	
10	Event— Crevasse. A deep crevasse, approximately 100 meters across is encountered, blocking foot and ground vehicle progress.						
11	1 Chaser	200kg	21/ 7	mesh	12	claws A0 F8 S3	
12	1 Chaser	800kg	13/ 9	none	4	aspistol A0 F9 S3	

FOREST Terrain**Large World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	400kg	23/15	none	20	as pike	A8 F5 S2
3	5 Eaters	25kg	13/ 6	none	4	thrasher	A5 F9 S2
4	6 Carrion-eaters	12kg	5/ 3	cloth-1	6	teeth-1	A8 F6 S1
5	1 Eater	6kg	9/ 3	reflec+1	5	as blade	A3 F9 S2
6	1 Filter	100kg	22/ 6	reflec	4	teeth	F8 A0 S1
7	1 Intermittent	3kg	6/ 1	none	2	hooves	F9 A9 S1
8	1 Filter	6kg	87 4	none	4	teeth	F9 A0 S1
9	1 Pouncer	12kg	5/ 0	mesh	3	claws	A0 F0 S3
10	Event— Eaters. A mass of thousands of 10 gram eaters is crossing the adventurers' path. A totally sealed vehicle will be impervious, but any other will subject its contents to attack.		1/ 0	none	1	teeth	A0 F0 S1
11	1 Killer	50kg	14/ 9	cloth	12	claws	A3 F9 S2
12	1 Pouncer	50kg	18/ 8	jack	9	teeth	A0 F0 S4

JUNGLE Terrain**Large World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	3kg	4/ 5	cloth	1	teeth-1	A7 F6 S2
3	1 Gatherer	1kg	6/ 0	jack	6	claws	A8 F6 S1
4	1 Intimidator	200kg	18/10	none	8	teeth	A5 F8 S1
5	6 Hunters	6kg	5/10	none	8	as blade	A5 F8 S2
6	2 Intermittents	25kg	12/ 8	reflec	5	teeth	F9 A5 S2
7	1 Intermittent	25kg	8/ 9	jack	4	teeth-1	F8 A6 S1
8	1 Intermittent	50kg	20/ 7	none	5	horns	F8 A8 S2
9	1 Pouncer	12kg	4/ 7	none	3	claws	A0 F0 S1
10	Event— Chasers. The party is surprised by a pack of hungry chasers which proceed to attack.						
15	Chasers	100kg	10/ 8	none	8	teeth	A0 F0 S3
11	1 Pouncer	12kg	12/ 5	jack	5	claws	A0 F0 S3
12	1 Pouncer	12kg	5/ 7	none	4	claws	A0 F0 S4

RIVER Terrain**Large World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Reducer	200kg	21/17	cloth	6	teeth	A8 F7 S2
3	1 Eater	50kg	12/ 8	mesh	18	teeth+1	A7 F8 S1
4	1 Reducer	25kg	10/ 2	cloth	3	blade	A8 F3 S2
5	1 Gatherer	3kg	1/ 4	cloth	2	thrasher	A7 F6 S2
6	1 Grazer	200kg	13/ 6	mesh+1	9	horns	F4 A9 S3
7	17 Grazers	200kg	20/11	none	9	horns	F6 A8 S3
8	31 Grazers	100kg	21/ 9	cloth-1	4	hooves	F4 A8 S1
9	1 Pouncer	50kg	18/ 8	cloth	3	teeth	A0 F0 S1
10	Event— Flash Flood. A wall of water rushes along the river bed, sweeping all before it. Vehicles throw 10+ to avoid being overturned. Individuals throw 9+ to avoid 3D injury.						
11	1 Killer	12kg	7/ 7	cloth	2	claws	A7 F9 S3
12	1 Swimming Pouncer	25kg	11/ 2	cloth	6	teeth+1	A0 F0 S1

SWAMP Terrain**Large World, Dense Atmosphere (9+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	1600kg	35/12	cloth-1	46	teeth	A5 F7 S2
3	10	Eaters	200kg	16/ 7	cloth	18	claws	A7 F8 S2
4	6	Reducers	800kg	21/ 7	cloth	7	teeth-1	A9 F6 S2
5	1	Gatherer	800kg	27/10	mesh	6	claws	A9 F8 S2
6	1	Intermittent	6kg	9/ 3	none	6	as foil	F9 A8 S1
7	40	Amphibious Grazers	1kg	6/ 0	reflec	3	horns	F5 A9 S3
8	3	Intermittents	6kg	6/ 2	cloth-1	5	asfoil	F9 A9 S3
9	3	Killers	100kg	16/11	none	4	teeth	A7 F9 S3
10	Event— Bog. The soil in the swamp is moist and soft. Ordinary vehicles are completely stopped; ATVs are reduced to very slow speed. Persons are reduced to one-quarter speed.							
11	4	Killers	50kg	16/ 8	none-1	14	teeth	A3 F9 S2
12	1	Chaser	25kg	14/ 9	none	4	teeth+1	A0 F8 S2

MARSH Terrain**Large World, Dense Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	4	Reducers	800kg	28/10	none	3	teeth	A8 F4 S2
3	1	Gatherer	1600kg	31/14	mesh	37	as foil	A9 F7 S2
4	1	Hijacker	25kg	9/ 3	none	6	as blade	A9 F6 S2
5	1	Flying Gatherer	1kg	3/ 0	none	2	claws	A8 F7 S1
6	1	Amphib Intermittent	1kg	3/ 0	jack-1	5	horns	F8 A8 S2
7	84	Grazers	6kg	6/ 4	none-1	4	as foil	F8 A9 S2
8	1	Intermittent	6kg	10/ 4	none	6	as foil	F7 A5 S2
9	1	Pouncer	800kg	23/12	none	9	aspistol	A0 F0 S3
10	Event- Radiation Zone. Vegetation is dead or dying, and a faint glow surrounds the area. Individuals present unprotected receive 1 hit per hour, although they are not conscious of this until 3 points are lost.							
11	1	Pouncer	50kg	14/ 9	none-1	3	teeth	A0 F0 S2
12	1	Pouncer	25kg	8/ 7	none	5	teeth	A0 F0 S1

DESERT Terrain**Large World, Dense Atmosphere (8+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Intimidator	100kg	15/ 5	cloth	4	teeth-1	A5 F8 S2
3	2	Eaters	50kg	13/ 4	cloth	12	teeth+1	A4 F8 S2
4	1	Hijacker	12kg	8/ 8	cloth-1	4	teeth-1	A8 F3 S2
5	1	Hunter	200kg	12/10	jack-1	12	claws	A7 F9 S1
6	1	Grazer	6kg	4/ 6	none	4	as foil	F6 A9 S1
7	17	Grazers	25kg	12/ 5	jack	5	horns	F7 A5 S2
8	2	Grazers	50kg	11/ 8	jack	4	horns	F3 A9 S2
9	7	Chasers	50kg	15/ 4	jack	3	teeth	A0 F7 S2
10	Event— Mirage. A mountain range appears in the distance. As the travellers approach, the range keeps receding, and no apparent progress is made.							
11	1	Killer	12kg	11/ 6	none	3	claws	A3 F8 S1
12	12	Chasers	50kg	14/ 4	none	6	teeth	A0 F9 S3

Maritime Locations

Maritime locations cover all instances which concern oceans or seas, regardless of world size. Any atmosphere may be present, provided it is a minimum of type 2 (very thin, tainted).

BEACH Terrain

			Any World, Any Atmosphere (7+)					
<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds</i>	<i>& Weapons</i>	
2	1	Amphibious Reducer	100kg	11/ 5	cloth	2	teeth-1 A9 F8 S2	
3	1	Hunter	200kg	9/ 9	none	4	teeth A6 F9 S1	
4	1	Intimidator	50kg	9/ 7	none	3	teeth A5 F8 S2	
5	1	Amphibious Gatherer	400kg	23/ 9	jack-1	10	teeth A9 F7 S2	
6	65	Flying Grazers	6kg	5/ 2	none	2	asblade F9 A5 S3	
7	1	Swimming Grazer	1600kg	27/ 4	battle	33	teeth F6 A7 S1	
8	1	Flying Intermittent	3kg	2/ 0	none	4	asblade F8 A9 S2	
9	3	Chasers	3kg	3/ 0	none	3	claws A0 F8 S3	
10	Event— Poison Intermittent. A small animal with a shiny metallic shell is noticed on the beach. Any wound it inflicts will not heal for at least 90 days.							
			1kg	1/ 0	battle	1	thrasher A4 F9 S1	
11	1	Siren	1kg	2/ 0	none	1	claws A0 F9 S1	
12	1	Amphibious Pouncer	3	6/ 5	none	3	teeth+1 A0 F0 S4	

RIVER MOUTH Terrain

			Any World, Any Atmosphere (7+)					
<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds</i>	<i>& Weapons</i>	
2	1	Swimming Reducer	3kg	6/ 4	cloth	4	teeth-1 A9 F6 S1	
3	1	Amphibious Hunter	6kg	3/ 4	jack	2	asblade A7 F8 S1	
4	1	Intimidator	100kg	12/ 5	jack	4	teeth A5 F9 S2	
5	6	Hunters	200kg	13/13	cloth	10	claws A9 F8 S2	
6	1	Swimming Grazer	100kg	10/ 3	none	5	teeth F3 A9 S2	
7	1	Swimming Grazer	3kg	4/ 2	jack	2	thrasher F5 A7 S2	
8	44	Swimming Grazers	25kg	16/ 7	jack	4	hooves F8 A9 S1	
9	4	Swimming Killers	1kg	4/ 0	none	4	claws A7 F9 S3	
10	Event— Undertow. Any individual in the water will find himself or herself being dragged out to sea at about S1.							
11	1	Trapper	3kg	2/ 2	none	4	claws A0 F8 S1	
12	1	Amphibious Chaser	50kg	13/ 5	none	6	teeth A0 F8 S2	

SHALLOWS Terrain**Any World, Any Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	17 Swimming Reducers	1kg	2/ 0	none	1	teeth-1	A9 F3 S2
3	2 Swimming Hunters	25kg	9/ 0	none	3	teeth	A7 F8 S1
4	1 Amphibious Hijacker	100kg	14/ 2	jack	4	claws	A8 F4 S2
5	1 Swimming Gatherer	50kg	9/ 3	mesh	4	teeth	A4 F9 S1
6	14 Swimming Grazers	6kg	5/ 3	jack	3	teeth	F9 A6 S1
7	9 Swimming Grazers	25kg	10/ 0	none	2	teeth	F5 A8 S1
8	5 Amphib Intermittent	25kg	8/ 2	jack	5	teeth	F8 A5 S1
9	4 Swimming Chasers	100kg	127 5	jack	6	claws	A5 F8 S3
10	Event— Rough Water. The interface near the surface is turbulent, making any persons swimming subject to 1D injury (throw 7+ to avoid), and rocking any submerged vessel, with potential for malfunction (throw 8+ to avoid).						
11	4 Swimming Killers	100kg	17/ 2	jack	7	teeth+1	A5 F8 S3
12	1 Swimming Pouncer	50kg	9/ 4	jack	5	teeth	A0 F0 S4

CENTRAL DEPTHS Terrain**Any World, Any Atmosphere (7+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	9 Swimming Carrion-eaters	6kg	4/ 0	jack	4	aspike	A7 F6 S2
3	5 Swimming Hunters	25kg	7/ 2	none	6	as sword	A8 F6 S2
4	4 Swimming Reducers	100kg	8/ 3	jack	4	teeth-1	A9 F3 S2
5	1 Swimming Gatherer	50kg	5/ 2	mesh	3	as blade	A5 F7 S2
6	4 Swimming Grazers	50kg	5/ 3	mesh	4	teeth	F5 A8 S1
7	8 Swimming Grazers	24000kg	36/ 4	jack	15	thrasher	F9 A9 S2
8	2 Swimming Grazers	800kg	12/ 9	mesh	9	teeth	F8 A8 S2
9	1 Swimming Killer	400kg	17/ 4	none	8	teeth	A5 F8 S2
10	Event— Giant Hunter. A very large sea creature attacks any undersea vessel it encounters.						
		24000kg	58/16	battle	18	thrasher	A0 F0 S2
11	3 Swimming Chasers	200kg	10/ 4	jack	8	teeth	A0 F8 S2
12	1 Swimming Pouncer	200kg	11/ 5	mesh	12	as balde	A0 F0 S2

OCEAN BOTTOM Terrain**Any World, Any Atmosphere (6+)**

<i>Die</i>	<i>Animal Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1 Intimidator	100kg	19/ 4	cloth	5	as pistol	A7 F5 S1
3	1 Swimming Hunter	12kg	7/ 2	mesh	6	teeth	A5 F8 S2
4	1 Reducer	50kg	10/ 5	cloth	3	teeth-1	A8 F6 S2
5	5 Swimming Hunters	25kg	9/ 3	none	5	teeth	A7 F5 S2
6	8 Grazers	100kg	10/ 3	battle	6	teeth-1	F8 A5 S1
7	34 Swimming Grazers	3kg	3/ 0	none	1	teeth	F4 A8 S2
8	3 Filters	200kg	20/ 2	none	6	teeth	A0 F0 S0
9	1 Swimming Chaser	100kg	107 5	none+1	4	as blade	A0 F7 S3
10	Event— Turbulent Currents. The sea bottom is rendered opaque as sea currents. Nothing is visible, and bottom obstructions are a definite hazard.						
11	1 Trapper	200kg	8/ 2	none	7	teeth	A0 F0 S0
12	1 Swimming Killer	1600kg	25/ 4	mesh	12	thrasher	A4 F8 S2

SEA CAVE Terrain**Any World, Any Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	15	Swimming Reducers	12kg	9/ 2	none	5	teeth-1	A9 F8 S2
3	2	Swimming Hunters	400kg	22/13	jack-1	12	teeth	A7 F9 S1
4	1	Reducer	1kg	1/ 1	none	1	teeth-1	A9 F7 S1
5	1	Swimming Gatherer	12kg	11/ 3	none	3	teeth	A9 F4 S2
6	6	Swimming Grazers	12kg	7/ 2	none	3	horns	F4 A9 S1
7	2	Swimming Grazers	50kg	15/ 7	cloth	3	horns	F5 A8 S1
8	8	Grazers	25kg	6/ 0	none-1	4	thrasher	F6 A6 S1
9	1	Swimming Killer	800kg	19/ 4	jack	3	teeth	A4 F8 S2
10	Event— Electric Pouncer. This animal administers an electric shock of high intensity whenever it actually contacts a victim.							
			25kg	7/ 3	none	20	aspike	A0 F0 S2
11	1	Killer	100kg	20/ 2	jack	9	teeth	A5 F9 S2
12	1	Trapper	800kg	25/ 0	reflec	4	teeth	A0 F8 S1

SARGASSO Terrain**Any World, Any Atmosphere (7+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	6	Swimming Carrion-eaters	6kg	57 2	none	3	teeth	A4 F6 S1
3	1	Swimming Hunter	400kg	13/ 2	jack	4	aspike	A6 F9 S1
4	1	Swimming Reducer	6kg	4/ 1	cloth	1	teeth	A8 F5 S2
5	1	Swimming Gatherer	12kg	4/ 3	reflec	4	horns	A7 F4 S2
6	6	Swimming Grazers	25kg	9/ 5	mesh	3	teeth	F4 A9 S2
7	23	Swimming Grazers	100kg	36/ 0	none	12	teeth	F4 A8 S1
8	2	Swimming Grazers	400kg	12/ 3	mesh	9	teeth	F8 A8 S2
9	1	Killer	25kg	9/ 0	none	6	teeth	A8 F7 S1
10	Event— Entangling Sargasso. Throw 6+ for any vessel to become entangled in seaweed, and stop until it is freed.							
11	3	Swimming Chasers	100kg	9/ 1	jack	4	teeth	A0 F5 S2
12	1	Swimming Pouncer	400kg	21/ 5	jack	12	aspike	A0 F0 S3

OPEN SEA SURFACE Terrain**Any World, Any Atmosphere (6+)**

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>		
2	1	Swimming Intimidator	100kg	19/ 9	mesh	5	teeth	A7 F5 S1
3	1	Swimming Eater	25kg	8/ 3	mesh	6	teeth	A3 F8 S2
4	1	Swimming Reducer	25kg	5/ 4	jack	3	teeth-1	A8 F6 S2
5	8	Swimming Hunters	25kg	9/ 5	none	5	teeth+1	A7 F6 S2
6	18	Swimming Grazers	100kg	12/ 3	none	6	teeth	F8 A6 S1
7	34	Flying Grazers	3kg	3/ 0	none	2	teeth-1	F4 A8 S2
8	3	Swimming Grazers	200kg	20/ 2	none	6	teeth+1	F8 A5 S1
9	1	Swimming Chaser	100kg	10/ 5	none+1	4	teeth	A0 F7 S3
10	Event— Storm. Heavy seas and violent winds toss any vehicle present, overturning it on a throw of 8+.							
11	1	Swimming Killer	200kg	8/ 2	none	7	teeth+1	A4 F6 S2
12	1	Swimming Killer	1600kg	25/ 4	mesh	12	thrasher	A4 F9 S1

Arctic Locations

Arctic locations cover all instances where an ice cover is present, regardless of world size. Any atmosphere may be present, provided it is a minimum of type 2 (very thin, tainted).

ICE PLAIN Terrain

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1	Intimidator	25kg	8/ 2	cloth	4	teeth A8 F6 S1
3	1	Gatherer	50kg	9/ 3	jack	5	teeth A6 F7 S2
4	2	Flying Carrion-eaters	6kg	3/ 2	none	2	as blade A9 F4 S1
5	1	Hunter	100kg	10/ 2	jack	5	claws A8 F9 S2
6	1	Intermittent	25kg	8/ 4	cloth	2	teeth-1 F6 A8 S2
7	1	Intermittent	12kg	4/ 3	none	4	teeth F8 A6 S1
8	1	Intermittent	100kg	12/ 4	cloth	7	claws F9 A4 S1
9	1	Chaser	50kg	8/ 2	none+1	4	teeth A7 F5 S2
10	Event— Blizzard. A severe snowstorm occurs suddenly, forcing a halt to all forward progress. Each individual throw 10+ for exposure (2D hits) unless protected by a warm vehicle or other suitable protection.						
11	1	Chaser	100kg	18/ 3	cloth	9	teeth A5 F6 S1
12	6	Chasers	50kg	9/ 3	jack	7	claws A7 F5 S2

ROUGH ICE Terrain

<i>Die</i>	<i>Animal</i>	<i>Type</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds & Weapons</i>	
2	1	Carrion-eater	12kg	5/ 6	cloth	4	teeth A6 F5 S2
3	3	Hunters	50kg	9/ 2	jack	5	claws A8 F5 S1
4	1	Intimidator	25kg	8/ 3	cloth	7	teeth A7 F7 S2
5	3	Hunters	50kg	9/ 0	mesh	5	as pike A8 F5 S2
6	1	Intermittent	12kg	3/ 1	none	4	teeth F8 A5 S2
7	1	Intermittent	100kg	15/ 3	jack	5	teeth-1 F8 A3 S2
8	1	Intermittent	200kg	26/ 3	battle	10	teeth+1 F9 A8 S1
9	1	Chaser	50kg	12/ 4	none	5	claws A7 F5 S2
10	Event— Ravines and Precipices. See Traveller Book 3, page 31.						

11	1	Pouncer	100kg	21/ 0	jack	8	claws A0 F7 S1
12	1	Chaser	100kg	19/ 4	cloth	7	claws A6 F7 S3

Vacuum Situations

Vacuum situations cover any instance where no atmosphere is present. Any world size may apply, and the atmosphere type may be type 0 or type 1 (none, or trace).

VACUUM PLAIN Terrain

Any World, No Atmosphere (7+)

<i>Die</i>	<i>Type</i>
2	Dust Pool — Micro-fine dust conceals 4m deep pit (Avoid— 6+; 2D hits).
3	Stellar Flare— No communications allowed without touching helmets.
4	Spongy Soil— Walking speed reduced to one-half.
5	Ice Field— Frozen water concealed by dust: throw 8+ to slip; 1D hits.
6	Rill— Large gully impassible to vehicles.
7	Seismic Quake— See Traveller Book 3, page 31.
8	Tracks— ATV vehicle tracks cross adventurers path.
9	Vented Gases— A crevice is venting a grey gas. It will etch to opacity the faceplate of a vacc suit, and will, after 5 rounds, breach the suit.
10	Vacuum Plant— Will shoot one seed, as pistol, if a shadow crosses the plant's body. Inflicts 2D hits in addition to breaching the vacc suit.
11	Stellar Flare— High radiation danger, inflicting 1D hits after 5 days.
12	Meteor Shower— See Traveller Book 3, page 31.

VACUUM ROUGH Terrain

Any World, No Atmosphere (7+)

<i>Die</i>	<i>Type</i>
2	Ice Field— Frozen water concealed by dust: throw 6+ to slip; 2D hits.
3	Heat/Cold Fatigue on Metal Parts— Throw 8+ for next used metal equipment item to function properly in spite of temperature fatigue.
4	Tracks— ATV tracks reveal a negotiable path through rough terrain.
5	Stellar Flare— No communications possible without touching helmets.
6	Rill- Large crevasse blocks forward progress.
7	Corrosive Gas— Low-lying areas are covered with a dense misty gas which will breach a vacc suit after 10 rounds of continuous exposure.
8	Spongy Soil— Walking speed reduced to one-half.
9	Seismic Quake— See Traveller Book 3, page 31.
10	Stellar Flare— Communications impossible without touching helmets.
11	Meteor Shower— See Traveller Book 3, page 31.
12	Vacuum Plant-Shoots 1D seeds, as rifle, if shadow crosses it (2D hits).