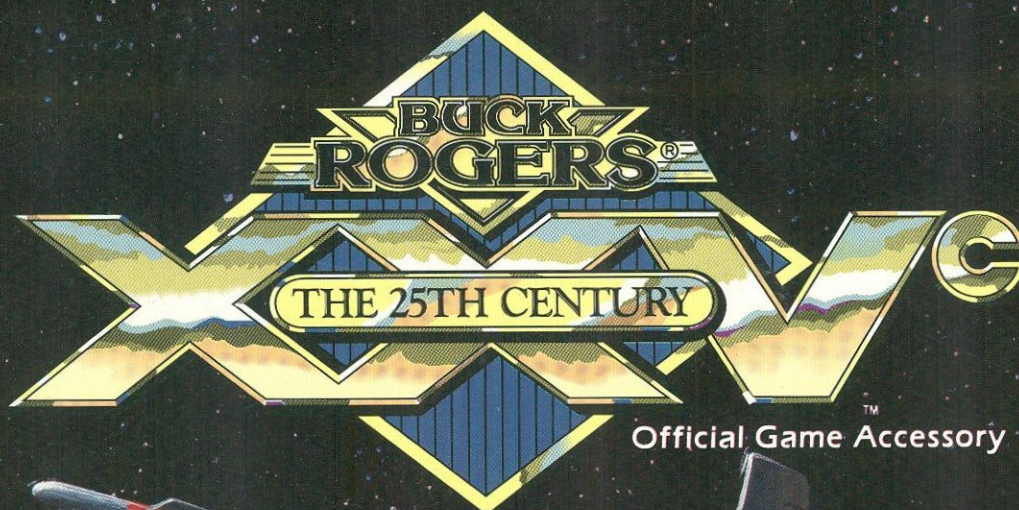


XXVCR4
ACCESSORY

3575



Official Game Accessory

Luna

by David "Zeb" Cook



Killer Kane's Estate

1 Square = 10 feet



Blast Door



Skylight

G

Guard Post

S

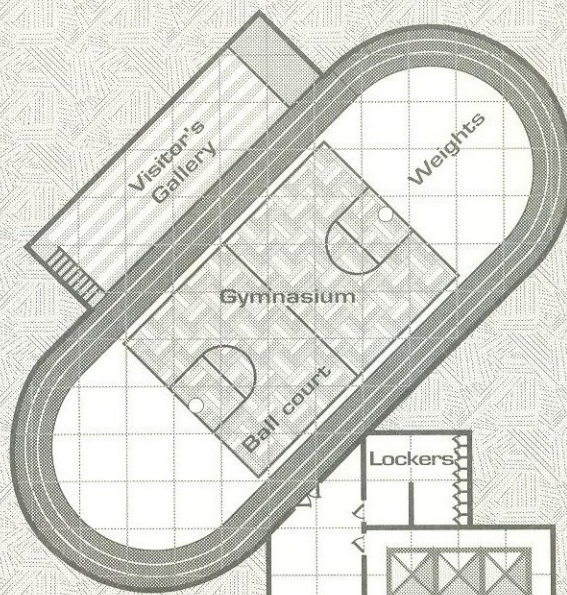
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Bd

Bedroom

B

Bath



Lockers

Lockers

Greenhouse

Air Filtration

Wat
Plan

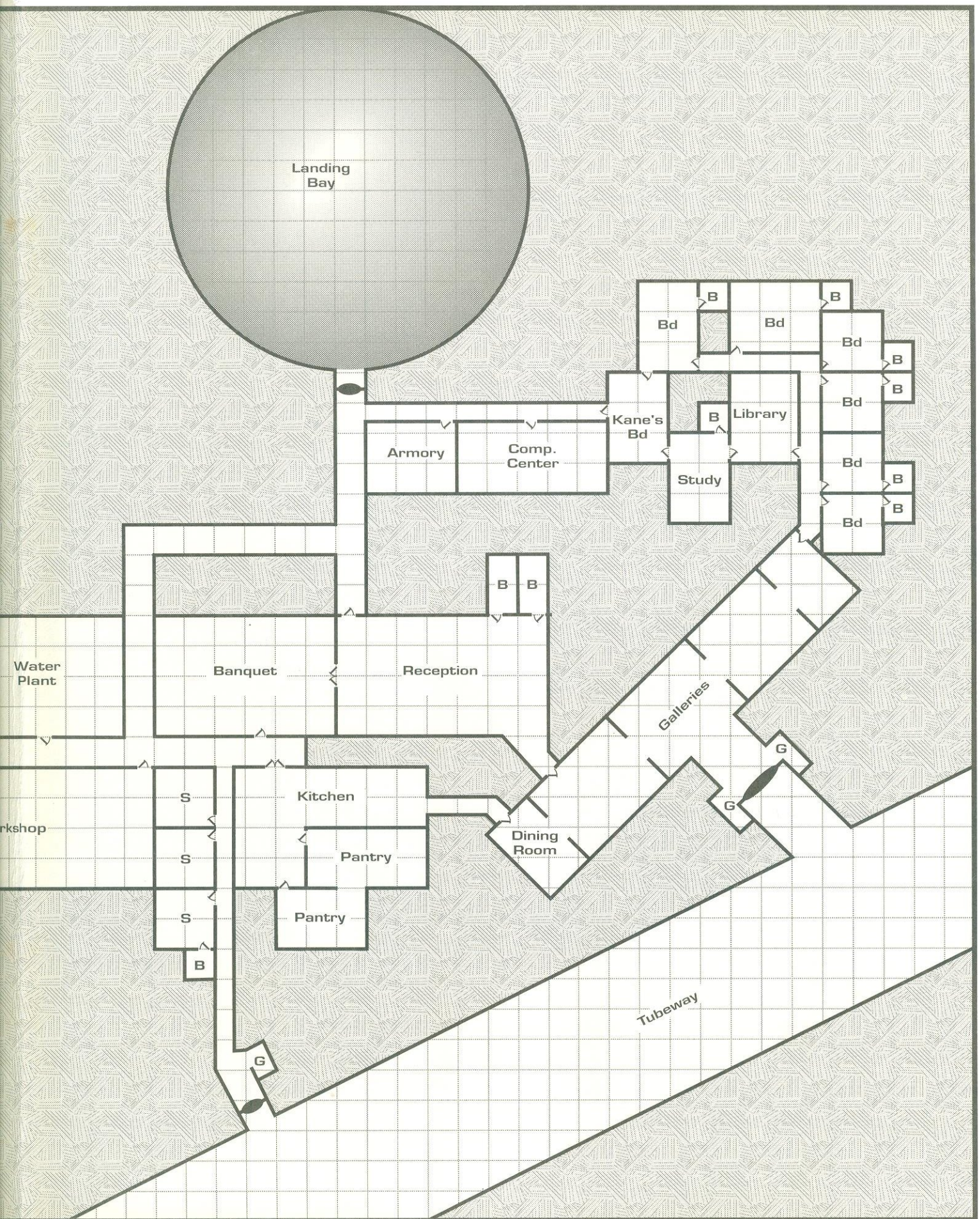
Tubeway

G

Workshop

Workshop

Garage/
Receiving
Dock



Preface

The Cooperative Federation of Lunarian States is mankind's first home among the stars. Here, beneath the sterling stars of space, is mankind's oldest self-sufficient stellar colony. From the first dome-homes of Lansberg to the tunnel-streets of Tycho, Luna is a world filled with discovery and sights.

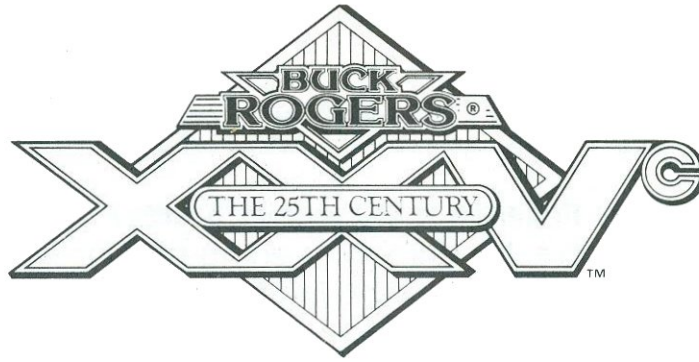
The *Off-Worlder's Guide* series has been carefully prepared with the adventurous and business traveller in mind. Other guides merely describe the sight-seeing stops, guide companies, hotels, and restaurants. The *Off-Worlder's Guide* series is designed for those who want to mix business with pleasure—where to find the best entertainment, how to get around the bureaucracy, and how to make the needed contacts. As part of the *Off-Worlder's Guide* series, *Luna in the 25th Century* gives you all the information about where to go and where to avoid—unless that's where the business is done. The practical traveller will find this information indispensable in his dealings with the Lunarians.

The writers of this guide are constantly seeking feedback and opinions from the readers. Things change as fast as this guide can be updated. Travelers are cautioned that the addresses, vid numbers, and even businesses may no longer be valid by the time they read this guide. Readers of this guide who find a business shut down or know of new establishments are encouraged to send their comments and suggestions to *Off-World Publications, Inc.*, VNET Link #11A-7Y98W/U. It is only through such comments that the *Off-Worlder's Guide* can remain up-to-date and useful.

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The staff of *Off-World Publications, Inc.* wish to thank all those who have contributed material to previous editions of *Luna in the 25th Century*. This volume would not exist without the support of fellow travellers everywhere.



Luna

An Off-Worlder Travel Guide

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Welcome to Luna!

Cooperative Federation of Lunarian States Immigration Ministry

WC-X4 Entry and Customs Declaration Form

Please answer all questions completely and legibly.

Name: _____
Surname First Middle

Racial Sub-type:

Human _____

Other _____

List all genetic enhancements: _____

Are you registered according to the Intersolar Trade Agreement as lethally-skilled?

If yes, list your LS Registration #: _____

Have you suffered from any of the following in the past six standard months?

Cooper's stigmata _____

Jovian fever _____

Sub-dermal fungal infection _____

TPS (Transmitted pyritic seizure) _____

Are you a citizen of the Cooperative Federation of Lunar States?

- ☐ 1) Yes
- ☐ 2) No
- ☐ 3) Dual citizenship

If you answered 2 or 3, indicate citizenship here:

Place of Birth or Incubation:

City Org/State/Province Planet/Asteroid

Current Residence:

Designator _____

City/Community _____

Org/State/Province _____

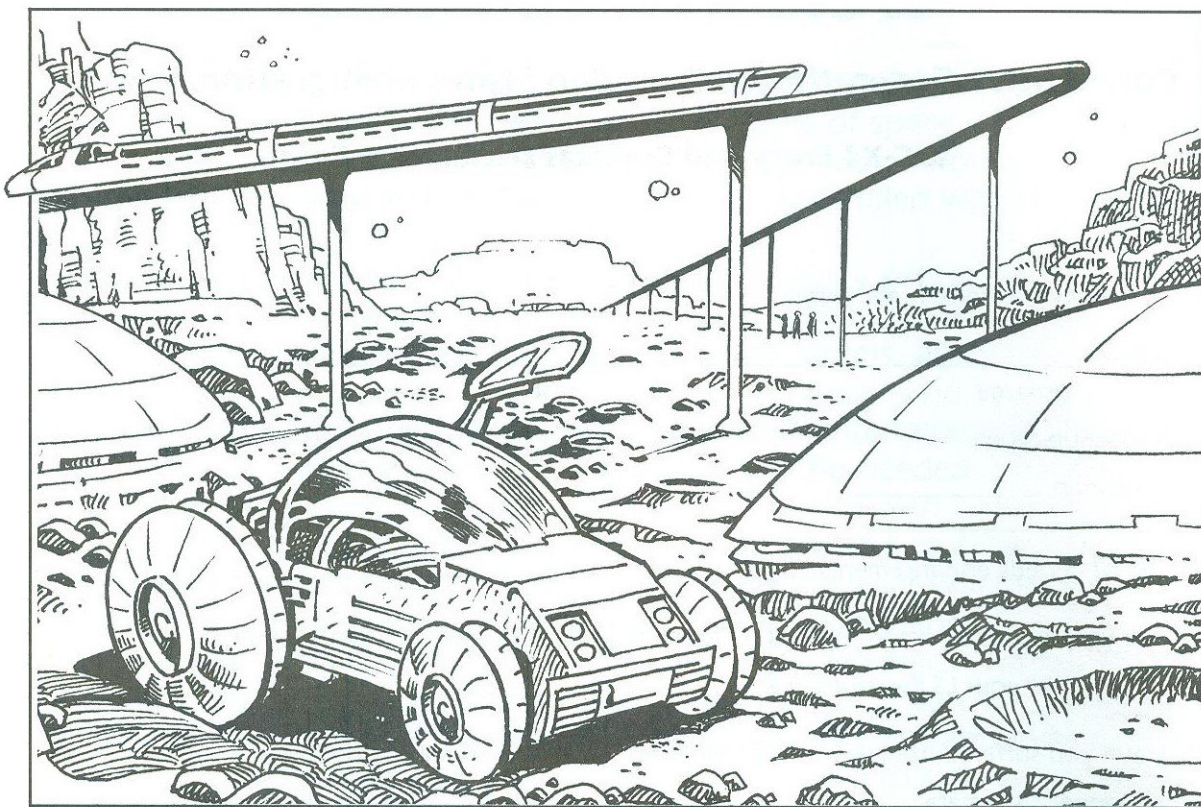
Planet/Asteroid _____

VNET Link #: _____

Passport #: _____

Is your visit for business or pleasure? _____

If carrying a personal protective device, list registration #: _____



Aspects of Luna

It has been called the "Switzerland of Space," and in so many ways the comparison of Luna to that ancient nation is apt. Like the Swiss, Lunarians pride themselves on their neutrality in conflict and their skill in finance. All that's missing is the cheese.

At the same time, the comparison is a disservice to Luna. Lunarians are much more than peace-loving bankers. They are a warm and friendly people, willing to shelter all who apply, while at the same time, ready to protect their rights with the ever-present blaster which hangs at each citizen's side. Their motto, "Never again," is more than just words. Lunarians live by its defiant precepts. Not just determined to keep their nation free, they apply this principle to every aspect of daily life. Lunarians can be stubborn, prideful,

arrogant, or defiant, but they are never, never subservient.

Selenology

Selenology, the study of the history and makeup of the moon, long ago revealed that Luna was a dead world—unchanged for eons except by the occasional meteorite impact. Thus, Luna's features are well-mapped and relatively stable.

Luna's surface is marked by three main features: the expanses of shining mantle, the dark *maria* (seas), and the myriad craters. The first was formed as Luna coalesced from primitive matter. The *maria*, named because ancient observers thought them oceans, are vast flows of lava, the product of volcanic action. Luna's pockmarked face is the result of

eons of meteorite bombardment from space.

In addition, there are other lesser features on the surface. These include mountain ranges, rills, rays, crater chains, dead volcanoes, wrinkle ridges, mascons, and domes (though not the later homes of Luna's inhabitants). Aside from being tourist novelties, these features have little effect on lunar life.

The bulk of the lunar surface is covered with a thick layer of finely broken rock called the *regolith*. The layer varies from nonexistent to tens of yards thick. Nearly all structures on Luna are buried beneath the regolith to lessen the effects of solar radiation. The rock is also rich in minerals. Highland regions are rich in aluminum while in the maria deposits of iron and titanium can be found.

Beneath the regolith is the lunar crust. This layer of rock, approximately forty miles deep, is where nearly all lunar construction is housed. Beneath the crust is the extremely thick mantle of Luna.

There is no volcanic activity and only minor, barely felt moon-quakes. The lack of these natural disasters, along with the low gravitation of Luna, have allowed engineers to construct incredible airy galleries and spindly structures far underground.

The Lunarians

Like people in every land, Lunarians are a mystery to the outsider. United by a common language and Earth heritage, on the surface they seem like any other

citizens of the solar system. Travelers are often surprised to discover that the Lunarians are not "just like the people next door." They have their own opinions and ways of doing things, often very different from Martians or Venusians.

Lunarians are often described as cold and calculating people. This description most often comes from those who must do business with them. In business they can be just that, but outside the workplace they can be friendly and helpful—just don't get on their bad side. Lunarians are slow to forget

slights and long in taking their revenge. Once angered, a Lunarian will take his time plotting retribution, seeking the best moment to exact the appropriate penalty.

The Lunarians are a sensitive people and it is easy to get on their bad side. Travelers should never call a Lunarian a "Lunie," "Moonie," or "Moon-doggy." These are derogatory terms, most often found in insulting jokes.

Off-worlders should also be aware that the brief Domination War

(as it is called by the Lunarians), when RAM attempted to assert control over Luna, can be a sensitive subject with Lunarians.

For all their peacefulness, the Lunarians have an undercurrent of patriotic militarism. By law, all citizens serve one year in the military domes and ten years in the reserve service. Not all military service need be combat-oriented. Many conscripts work in special factories producing the material the military needs. While certain parts of these factories are secret, and may trigger an investigation if a traveler is too curious, most citizens

Lunarian Slang

Dog driver: Operator of a lunar rover, a taxi-driver.

Dome: Home, dwelling, or city.

Fish: A Venusian

Home-dome: A youth gang's turf or HQ.

Lunie: A Lunarian, highly insulting.

Moon-doggy: A Lunarian, again very insulting.

Moonie: A Lunarian, a third grave insult.

Sap: Solar Alliance.

treat their time in the military factories as just another job.

Finally, two words caution. First, Lunarians are a thrifty people. While outsiders might find their frugality more like miserly penny-pinching, Lunarians have been taught to conserve the precious resources of Luna all their lives. When entertaining, particularly for business, be aware that extravagant spending on food and luxuries is considered boorish. Strong drink is an exception to this rule, however. Secondly, Lunarians seldom see the surface of their world. As a consequence, many Lunarians will be mildly acrophobic, afraid of large open spaces. Although many Lunarian domes have showpiece cities at their center, these airy towers are seldom comfortable dwellings.

Dome-Life

The best way to understand the unique nature of the Lunarians is to understand their world. Their world is not Luna. Luna is an inhospitable place—freezing cold and airless. The Lunarians' world is the dome.

The "dome" is a concept unique to Luna, similar in many respects to the belter's "rock." The dome does not mean the covered cities of Tycho or Copernicus. For the Lunarian, the dome is everything and everywhere, and is most particularly his home.

The original domes were the crude and dangerous shelters of the very first settlers—insta-hut modules transported from Earth. Today, the word includes everything Lunarians inhabit—the true domed cities, the core-stacks, the

tunnel-ways, even the hermitages found on the surface. Every livable place on Luna is called a dome, just as communities are domes. Remember that when a Lunarian talks about "his dome," he means his house, his neighborhood, or even his city, all depending on the context of the sentence.

Although advances have been made since the first insta-hut modules of the settlers, dome life makes life on Mars or Venus seem easy and carefree. The Lunarians live at constant odds with the

environment. Water and oxygen are rigorously recycled again and again. Waste of these precious resources is intolerable. Lunarian children are taught from birth to conserve.

Luna poses other challenges to her 172,000,000 citizens. The lack of breathable atmosphere presents a continual risk to their safety. The greatest fear by far is the chance of a "blowout" or a rapid leak of atmosphere into the vacuum. These leaks, if

not stopped quickly, can blast holes in the side of a dome with the force of a small bomb. Blowout drills are taught in pre-school. Every community has public blowout shelters and most homes have personal blowout chambers. Still, the Lunarians have learned to live with these fears. Visitors and immigrants may even be surprised by the blasé attitude of natives to the regular warnings and blowout evacuation tests.

The second major hazard Lunarians must deal with is solar radiation. Unlike the protective atmospheres of Earth,

Lunar Slang (cont.)

Solar: To get angry.

Rock-head: An asteroid belter.

Toaster: The surface, "I'm going to the toaster."

Wind sucker: An off-worlder from Earth or Mars.

Mars, or Venus, Luna is exposed to large quantities of dangerous solar radiation. Although short term surface visits are safe, permanent dwellings must be shielded from the radiation. The simplest method, used throughout Luna, is to build underground. The majority of dwellings are three or more meters beneath the ground. The huge true domes, the clear shells over some craters, are seldom used for residences. Instead, these are parks or special laboratories for projects requiring direct solar radiation.

A minor hazard of the lunar surface are the infrequent solar flares. Though less intense than the destructive flarestorms of Mercury, a solar flare releases enough radiation to cook an unshielded man on the lunar surface. Fortunately these flares are easily detected and a planet-wide emergency service issues warnings approximately thirty minutes prior to flare-strike to all surface workers.

Over the course of decades, the industry of Luna has organized itself along the lines of function, and are now grouped in "commerce domes." Some specialize in producing food, others in high finance. The best and brightest in a given field are found in the domes of their specialty.

There are eight general dome types: agri, banking, Euro, federation, industrial, military, resort, and security. Each describes the primary business in that dome. Of course, no dome is entirely devoted to a single activity. In the Tycho banking dome, one will also find retail stores, light industries, aeroculture farms, and even exotic entertainments. As befits the banking dome, however, these other businesses provide specialized services at high costs, mostly luxury goods and services.

Although the Lunarians seldom admit it (and it is bad manners to raise the subject), the commerce domes have created unofficial classes in Lunarian society. Life in a banking dome is more up-scale, both in services and costs, than that in an industrial dome. People are unconsciously judged by their dome address.

in the Gassendi banking dome carries far more weight than that of a Euler industrial dome.

The Surface

If the dome is the heart of the Lunarian world, the surface is the wilderness. It is the dream of nearly every Lunarian to someday walk barefoot on Lunar soil. For now, this is nothing more than a dream. A barefoot fool would have his feet either frozen in the terrible lunar night or cremated in the fearsome heat of day, provided, of course, the effects of vacuum didn't do him in first. No one braves Luna's surface without a complete pressure and insulating suit, be it a smart suit with helmet and air supply or a complete industrial EVA unit for use on the surface or deep-space.

Because of the great danger posed by the vacuum, all airlocks to the surface are closely protected and fail-safed. Every surface lock has its own security code to operate. Likewise, all locks are fitted with fail-safe protections that prevent the inner and outer seals from opening at the same time. After a number of horrible suicides in the early years of the colonies, all locks are fitted with standard fail-safes that disable the outer door control in the pressure chamber until a spacesuit loop (an electronic cable that provides data on the suit's systems and integrity) is inserted into a socket. In theory the outer seal controls will not function until this loop is completed.

In larger domes, most surface locks require two operators to cycle the seals—one in the pressure chamber and another inside the dome. Furthermore, the locks fall under the jurisdiction of local dome authorities and are manned by members of the local constabulary. It is possible to find a few unregulated locks in out-of-the-way corners. However, travelers are strongly urged to avoid these areas, since these surface locks are illegal and are most likely maintained by

smugglers. Such men don't take kindly to strangers wandering about their territory.

The Lunarian Flag

The Lunarians are a curiously patriotic people. While patriotism itself is hardly curious, the inhabitants of Luna have managed to overcome the compound problem of patriotism to their state and their federation. The Cooperative Federation of Lunarian States is just that—a collection of semi-independent domes with a common set of laws. Nowhere is this confederation better shown than in the Lunarian flag.

Central to the flag is the symbol of Luna, a waxing moon on a field of stars. Surrounding this flag are the symbols of the different members of the Cooperative Federation: Britannia, Translux, Scandia, Mondaufgang Festungswerk (MaFw), Eurocomm, and Port Lune Ariane. These states grew from the original colonies of the European United Community.

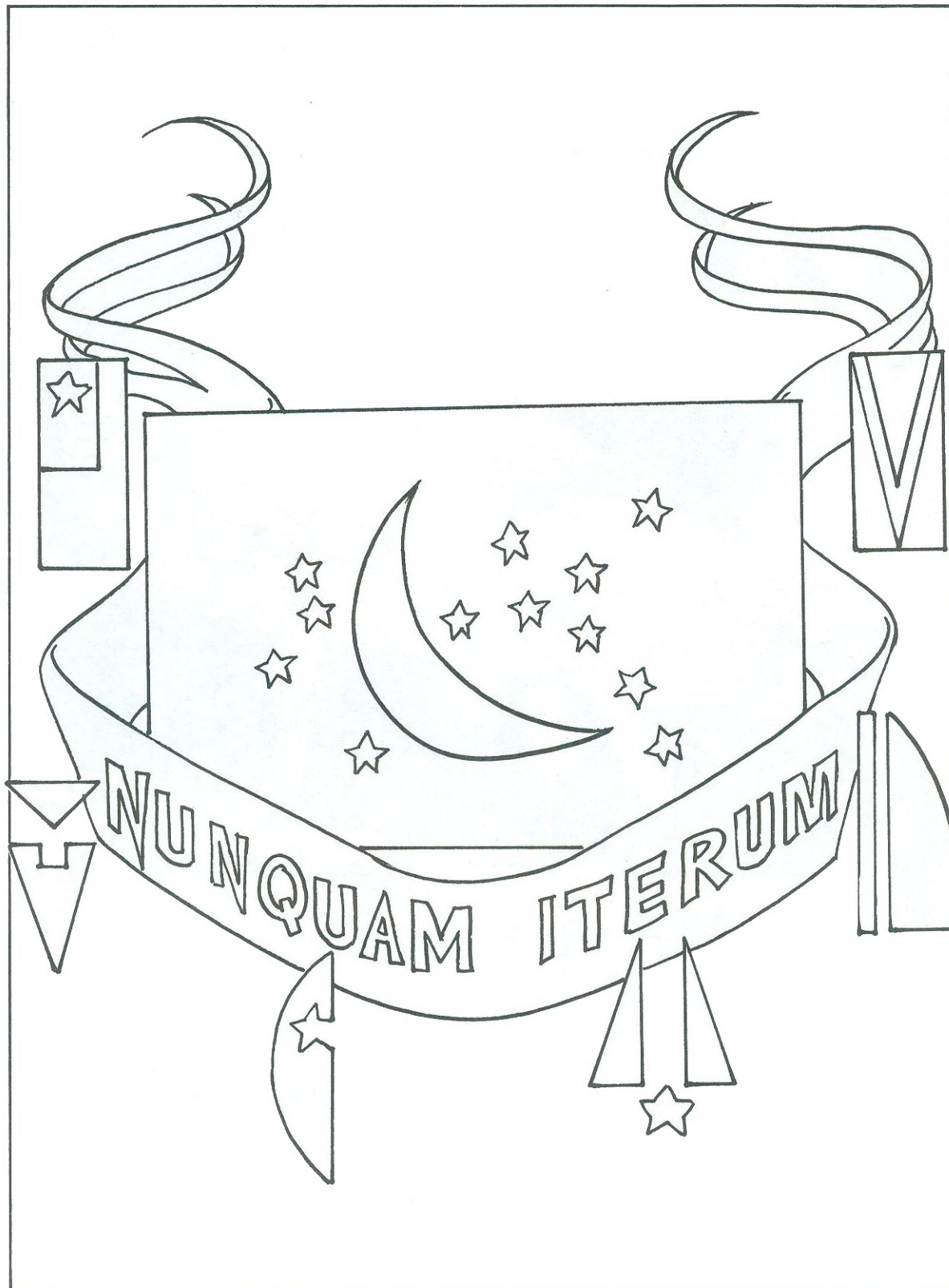
Touching all these symbols is the furling ribbon from the Lunarian seal, symbolic of the unity of the Lunarian people. Emblazoned on this ribbon is the motto of all Lunarians, *nunquam iterum*—Never Again. This is the rallying cry of Lunarians throughout the solar system. By uniting the states to the whole, the Lunarian expresses his devotion to both his state and his world.

Since the full flag of Luna is an awkward device for insignia, the Lunarians have developed a heraldic badges to identify

different states and branches of the government. These badges are worn by military men and mark the offices of different government agencies. For travelers dealing with the Lunarian bureaucracy (which can be stupefying), it is wise to know the seals of various Lunarian states. Lunarians do not consider themselves all the same! Telling a Britannic he's no different from a Port Lunarian is a sure way to get any relationship off to a rocky start.

Solar Flares

Being caught outside in a solar flare is not pretty and can be crudely compared to being caught in the beam of a microwave gun. Any characters outside and unsheltered during a solar flare will suffer 10d10 points of damage each minute for 1d4 + 1 minutes.





Practical Information

Getting There

Since it is a center of intersolar commerce, regular passenger service to Luna is seldom difficult to find. All major spaceports of the inner planets will have at least one commercial carrier to Luna. Major ports, such as the Pavonis Space Elevator, have weekly shuttles to Luna. All such commercial flights are low acceleration (10 fuel) runs. There are no regular flights from the asteroids and Jovian worlds to Luna.

In addition to the regularly scheduled flights, most class A and B spaceports maintain an accessible database of all filed flight plans. These databases list unfilled passenger and cargo space available for charter. Last-minute passage can often be found through this matching service.

Finally, travelers could charter a rocket. Again, local spaceport authorities will maintain a listing of vehicles available for charter. However, because of the high cost, charters are not recommended unless travelling in a large group or with considerable cargo.

Travelers should check on actual travel times prior to departure, of course.

Most regular flights to Luna arrive at one of the world's five class A ports: Aristoteles, Tycho, Crisis, Copernicus, or Korolev, with the greatest number bound for Tycho. Occasional flights visit the class B ports of Gagarin, Plato, and Kepler. As

of the time of publication, there are no known commercial flights to any of the class C ports of Luna.

Immigration and Customs

Visitors from Mercury, Venus, and the asteroids must present a valid Intersolar Passport Chip (IPC) with an expiration date at least six months beyond the date of arrival. In addition to an IPC, travelers from Earth and RAM must possess a valid

Solar Alliance travel card. A travel card can be obtained at any of the Solar Alliance consulates throughout the solar system. Proof of Mars or Earth citizenship is required along with a 100cr processing fee.

Upon entry, the traveller is given a visa chip good for ninety days. For any visitors desiring to stay longer, an application for extension must be filed with the Federated Immigration Service. Extensions of up to three years can be

granted to approved businessmen and those engaged in academic studies on Luna.

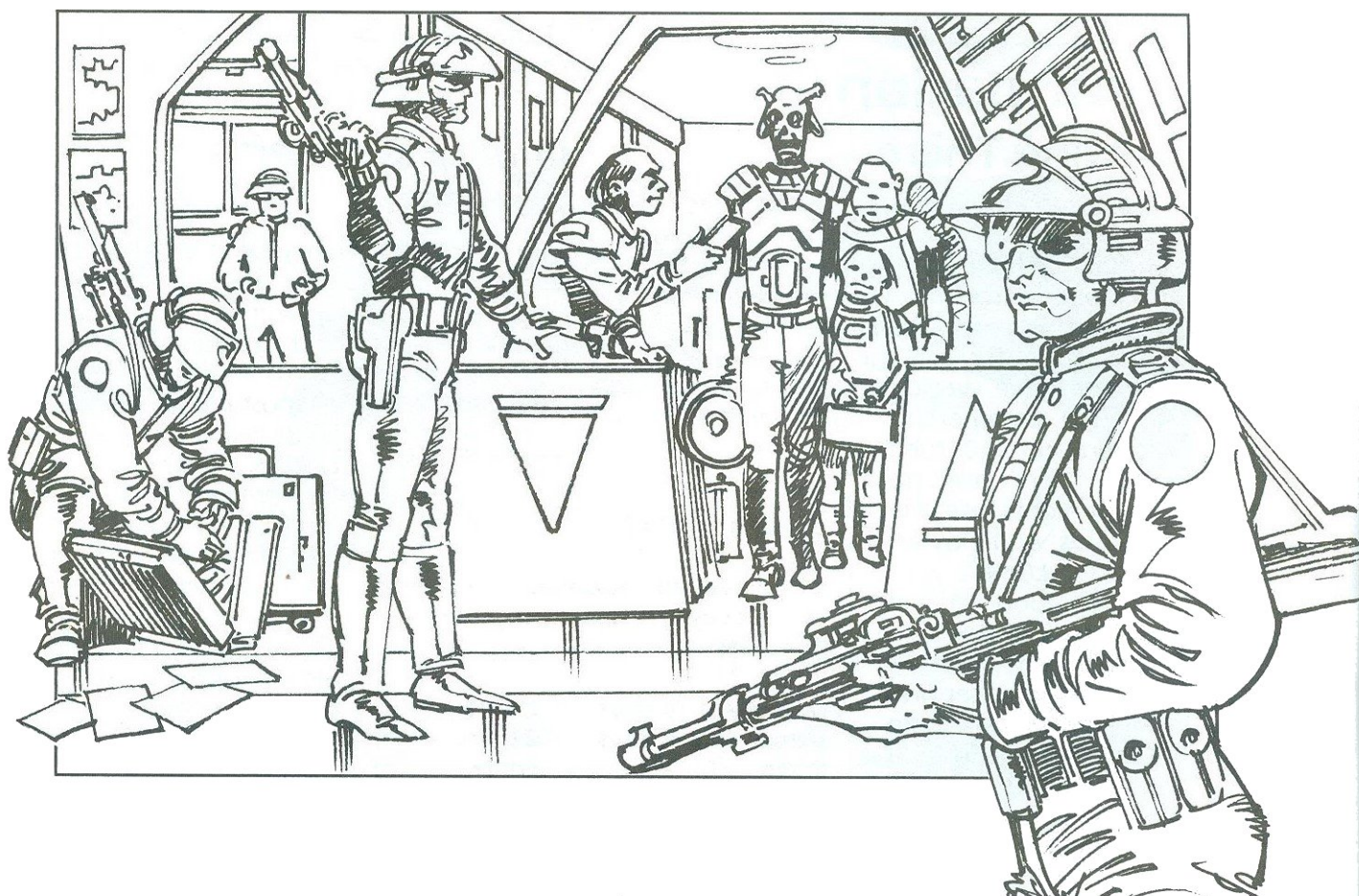
Travelers without an IPC will be detained. Currently there are rumors that unregistered aliens have bribed port officials with payments of 2,000cr or more. This is *not* recommended! Several off-world visitors have been languishing in "deportation detention" for over a year after attempting to pay the wrong official—notably a member of the Federated Police. Foreign embassies and consulates tend not to exert themselves over citizens held on such charges.

Travel Times

The average maximum time and cost for voyages from each planet is listed below.

Mercury	5 days	2400cr
Venus	6 days	2200cr
Earth	1 day	500cr
Mars	9 days	3000cr
Vesta	12 days	5000cr*
Ceres, etc.	13 days	6000cr*
Hygela, etc.	15 days	7000cr*

* Prices reflect charter costs.



Luna customs is generally quite simple. All luggage is scanned prior to being claimed by off-loading passengers. Personal sidearms can be brought on-planet, if the owner provides a Universal Registration Number. No more than one sidearm per person is allowed, however. Cash in any amount can be brought on-planet, however, funds greater than 10,000cr must be declared with First Luna Geschäft-Zollstelle, GB. This, the largest bank on Luna, holds the government contract for currency control on Luna.

In recent years, the Lunarians have been making great efforts to impose their own currency on the economy of Luna, the pfennig. All visitors are required by law to exchange hard funds—newrubles, tangs, or konigs—to Lunarian minted pfennigs. Lunarian citizens, however, still

prefer payment in off-world coin. Normally there is a 10% to 20% difference in the prices quoted between pfennigs and off-world coinage.

The Lunarian States are co-signers of the Contraband Goods Treaty and comply with the import/export restrictions given there. Travelers should check with a local travel agency (the referee) for more details on prohibited materials.

When leaving Luna, visitors may be required to show receipts for major purchases and money exchanges. This is certainly the case for anyone who declared funds upon entry. Leaving Luna with more cash than one arrived with certainly leads to questions, unless the traveller can show legitimate business activities.

Given these restrictions on hard money,

most visitors will prefer to deal in credit while on Luna. This suits the Lunarians quite well, since virtually all credit transactions pass through the Lunarian banking system, thus ensuring a profit for all involved.

Getting Around on Luna

Luna's harsh environment has blessed it with one particular feature—an excellent public transport system to virtually any point on the world. Visitors will quickly find that Lunarian mass transport is quick and efficient, if not always clean.

There are two main systems of transportation: tube-trains and rovers. Tube-trains link nearly all the domes of Luna together in a vast network. For the most part, these magnetic trains operate on tracks on or just below the surface. Freed from many of the problems of friction found on other planets, the tube-trains quickly hit speeds close to sub-orbital. Virtually any dome on Luna is only two hours away by tube-train. Almost all domes have a tube-train station and larger domes have two or more. Fares range from 20cr to 200cr, depending on distance and speed. Given the short travel times, there is only one class of ticket. Food and beverages are not served or allowed on-board tube-trains.

Contrary to published reports, the tube-trains are quite safe. Accidents have been minor, except for the spectacular crash of the Grimaldi Special which tore free of the monorail restraints and made a brief, but fatal, sub-orbital flight.

The other major mode of inter-dome transportation are the rovers. These are essentially large surface buses that link close domes. Rolling on large wheels, these travel at a far slower pace than the tube-trains. Indeed, it is one of the curiosities of Luna that it can be easier and faster to reach a dome 2000 miles away than to travel to one only 50 miles distant!

Closely spaced domes may have regular rover service, but most are operated as taxi services. Any hotel concierge or doorman should be able to arrange rover for guests who need transportation. Otherwise drivers can usually be found near any surface lock, waiting for fares. Be warned that Luna has no policy for licensing or regulating drivers. Be sure to negotiate all prices in advance. A standard rate is normally 5cr plus 2cr per mile.

Intra-dome transportation is normally done on foot or by light rail cars. Because of the enormous need to conserve and recycle air and power, private vehicles, either combustion or electric, are heavily taxed. In general, only the wealthiest and/or most flamboyant citizens drive these. Fortunately, at one-sixth gravity, most visitors will have an easy time getting about on foot.

Crime on Luna

Although the travel agencies would have one think all of Luna is a blessed and peaceful world, it's just not the truth. Crime, while not rampant in the streets, is something about which every visitor to Luna should be wary. Luna may be safer than many of the notorious asteroid colonies or the sprawls of Earth, but it is far from the regulated and supervised conditions on Mars.

Petty crime is a particular nuisance. Travelers should remember that Luna is essentially one large city and should take precautions accordingly. Do not flash about large quantities of cash, it will only attract muggers and pickpockets. Avoid dark corridors, particularly if the lighting units are burned out. These areas are invitations to assaults. If possible, try to avoid obvious displays of drunken behavior since this only marks one as a target.

Con Games

In addition to simple assaults, visitors to

Luna should be wary of con games designed to prey on gullible off-worlders. The most obvious of these—titanium mother-lodes or lost heavy-metal mines—need no caution here. However, the enterprising Lunarians have refined a number of fairly sophisticated scams which capitalize on Luna's famous banks and industry.

Be wary of strangers who offer to arrange special bank accounts for a fee. Likewise, do not buy secret account numbers from strangers. One trick is to have a confederate set up a numbered account in reputable bank. The con man then offers to sell the mark the account number, explaining how he "stole" the number, usually from an embezzler or smuggler who won't be able to go to the police. As proof, the mark is allowed to examine the account, which is naturally rich with funds. Once the number has been sold, the con man stalls the mark while his confederate quickly cleans out the account, often overdrawing it in the process. Truly clever con men are able to get money out of the mark and bank at the same time. The unlucky victim is sometimes held liable by the bank for all overcharges.

Another scam is the sale of illegal technology. As one of the foremost manufacturing powers, Luna has a large number of secret industrial designs and processes which could net a small fortune on another world. These are jealously guarded against possible intrigue and theft. Unfortunately, the lure of big money is on a powerful attraction to some off-world visitors.

This is a lure not lost on enterprising

con men. If approached by a stranger offering secret plans or manufacturing information, chances are the offer is not genuine. If the buyer loses his money to a fraud, what can he do—go to the police and complain that he was ripped off trying to buy stolen secrets?

Youth Gangs

Though hardly unique, another phenomena on Luna are its notorious youth gangs. Fortunately, travelers seldom encounter these thugs unless they foolishly venture in-

to the slum areas of a dome. Some common-sense precautions such as never visiting old or decaying neighborhoods or not lingering in dark or deserted areas of the city are normally all that's needed to avoid trouble. Youth gangs are typically involved in robberies, assaults, protection rackets, drug dealing, and minor smuggling. Each gang has a distinct area of turf and a *home-dome*, a base of operations. This typically will be a tavern or fun-house.

Youth gang is hardly an accurate description of these groups. They rarely look like youths. Most are the products of growth-enhancing drugs, genetic alterations, or even cybernetic implantation. As a result, most of the "youths" look older and are far stronger and more dangerous in a fight. Do not pick a fight with a youth gang member! A gang member never travels alone and his buddies will almost certainly come to his aid.

Outsiders who must visit certain slum areas, either for business or to satisfy a perverse curiosity, may want to hire a youth gang to act as bodyguard. This is a

Typical Gang Member

3rd Level Lunarian Warrior: hp 20, AC 4, THACO 18, Str 12, Dex 14, Con 11, Int 10, Wis 9, Cha 9, Tech 12.

Career skills: Battle tactics 30, Maneuver in zero G 45, Notice 45

General skills: Acrobatics 20, Bypass security 20, Intimidate 20

risky dealing, but can greatly increase the traveler's sense of security. Finding a gang contact may be difficult, although rover drivers or bartenders may be able to help.

Personal Protection

All citizens of Luna (not convicted of a capital crime) and all visitors with proper registration papers are allowed to carry and use a sidearm for personal protection as a result of several historical forces (the Communion Uprising and the Domination War). However, the unique local physical conditions of Luna have led to the restriction and to the modification of several types of weapons. Travelers wishing to carry sidearms should be aware of these, since violation of the laws can result in confiscation and fines. In general, Lunarians use low recoil/low penetration weapons.

At one-sixth the gravity of earth, the need for low recoil weapons is obvious.

Movement on Luna is almost the equivalent of zero-gee combat. Recoil weapons are clumsy to handle and suffer a unpleasant Newtonian effects. The low gravity also creates a problem with high-speed projectiles since they have a disturbing tendency to go into sub-orbital flights. They also have enough energy to rupture seals in more delicate areas, like the glass domes.

Officially, the only weapons allowed to non-military on Luna are needle guns, modified rocket guns, and beam weapons. The only ammunition allowed is made from special frissable iron, which

shatters on impact. This appreciably reduces the chance of accidentally rupturing a seal and causing blowout.

Although the authorities are willing to turn a blind eye to many weapons, heat guns and heavy weapons are expressly forbidden. Oxygen is a precious commodity on Luna and flame weapons consume and foul far too much of it. Furthermore, there is a slight risk that a flame weapon could cause a major explosion if used near an oxygen-rich source such as a atmosphere recycling plant, oxygen pump, or oxygen conduit.

Because of the need for airtight condition, heavy weapons are always confiscated if found. Any large explosions occurring in the confined areas of Luna will certainly cause serious damage. Oxygen fires may erupt and outer seals can be breached. Although possession of a heavy weapon may only result in its confiscation and a flat 10,000cr fine, the unauthorized use of such a weapon renders

the owner subject to immediate arrest and imprisonment.

Police Services

For the most part, visitors to Luna will never need to visit a police station. However, in the event that something does occur, the off-worlder can easily become lost in a bewildering maze of Lunarian bureaucracy. It is best to be armed in advance with some knowledge of the police structure.

Technically, all police functions are under the control of the Federated

Lunarian Ammunition

Because of special considerations on Luna, custom sub-sonic ammunition is all that is normally available for characters.

Ammunition	Price	Effect
Rkt. Pistol	60cr	-1 THACO
& Rifle	(150cr)	& Damage
Ndle. Gun	20cr	R. 200 max.
Bolt Gun	20cr	R. 250 max.

Enforcement Ministry. This ministry is divided into the Civil Defense Branch and the Criminal Enforcement Branch. Most crimes are handled by the Criminal Affairs Branch, which is in turn divided into the Office of Criminal Investigation and Office of Criminal Prosecution. The Office of Criminal Investigation includes the Federated Police, Federated Criminal Laboratory, and the Federated Records Division.

The Federated Police are the actual field investigators. However, according to the constitution of the Cooperative Federation, the Federated Police can only be called in after a crime has been committed. Therefore, they are seldom active in on-going investigations or in preventing crimes before they occur.

These duties, essentially the "cop on the beat," are under the control of each state in the Cooperative Federation. The states maintain their own police forces for crowd control, regular patrolling, crime prevention, and undercover investigation. A third organization, the Inter-State Commission on Law Enforcement, is the liaison between the police of different states, coordinating all of their various investigative efforts.

For example, suppose the police services are attempting to catch a smuggler. Since this is an on-going rather than a committed crime, the investigation and undercover work is handled by local authorities. However, if the smuggler leaves the jurisdiction of one state and enters another, the investigation is turned over to the local authorities there and the Inter-State Commission on Law Enforcement coordinates the activities of the two groups. Only after an arrest has been made do the Federated Police enter into the picture. They evaluate the local evidence and try to collect more material to be used in the prosecution of the case. On the other hand, if a person is murdered, the case goes directly to the Federated Police who work to solve the case and bring the killer to justice. Needless to say, the proliferation of agencies creates an ineffi-

cient, territorial, and occasionally corrupt police service.

Further complicating police procedure are three other groups. The Civil Defense Branch of the Federated Law Enforcement Ministry automatically handles the investigation and prosecution of all matters relating to the military. This includes industrial or financial matters that would impact on the security of the state. Unlike the Federated Police, the Civil Defense officers are allowed to conduct their own on-going investigations without the approval or cooperation of the various local authorities. The Federated government is not above using the claim of "national security" to take over an investigation from local police.

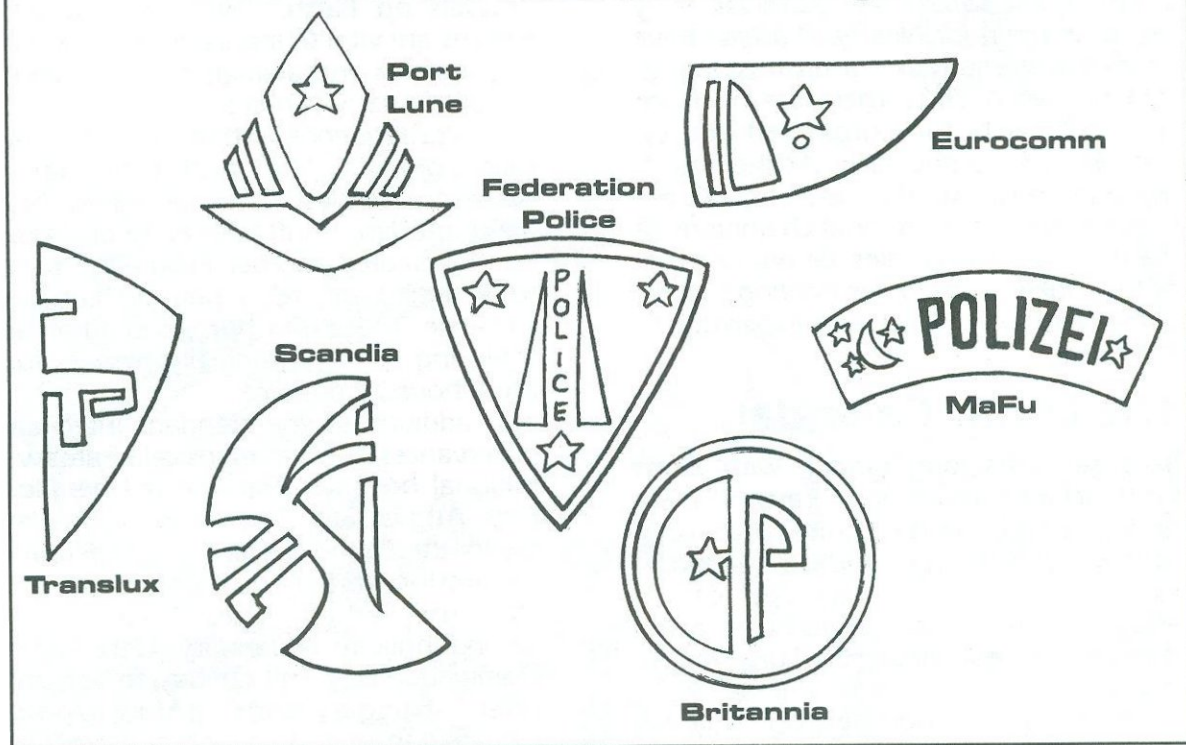
The second group is the SA Militia, contemptuously known as Sams. The Sams are the token force of the System Alliance government-in-exile.

Theoretically they have the right to become involved in all matters relating to Earth, including the investigation of Earth citizens. There is a great deal of bad feeling between the Sams and nearly all other police agencies on Luna.

Finally, there is the RAM influence. Although RAM has no official military or police presence on Luna, it still has a large number of "diplomatic attaches," little more than out-of-uniform RAM security men. Protected by diplomatic immunity, these attaches pursue RAM's various agendas on Luna. Except in the most flagrant cases, the Lunarians can do little more than protest their presence or occasionally expel a troublesome operative.

Expect long delays and bureaucratic passing when reporting a crime. The first official contacted is likely to be an officer of the state police. He will take a statement and may undertake a preliminary investigation—allowed if the need to preserve evidence is evident. Eventually the officer will turn the case over to the regional Federated Police office and they will assign an officer to it. How quickly this happens depends on the importance

Patches of the Lunarian Police Agencies



of the case. Virtually all statements will have to be repeated for this officer. If the crime involves an on-going investigation, the local police will remain involved and if the investigation is interstate in scope there will also be an agent of the Inter-State Commission for Law Enforcement present.

Quite simply, for most minor crimes the chances of an arrest being made are small. However, if an arrest is made, justice is swift and decisive. Few suspects brought to trial are ever found innocent of the charges against them.

Medical Services

Unlike police services, doctors and hospitals are abundant and easily accessed in virtually any dome on Luna. Travelers will have no difficulty finding the most up-to-date medical services. Nearly all healing institutions accept the

major forms of intersolar medical insurance. Those without proper medical insurance should expect to pay in advance for treatments or demonstrate the ability to pay. Lunarian hospitals do not operate on credit nor is charity to strangers one of their notable features. The best method to demonstrate ability to pay is to open a *med-trust* at any major Lunarian bank. The med-trust holds the depositors money on account making payouts to those doctors and hospitals named in the account. Once funds are deposited in a med-trust, they cannot be withdrawn by the depositor for at least one year.

Sports

Lunarians are famous for their low-gravity sports, particularly airball. Every visit to Luna should include an airball match. Similar to soccer and

old-Earth hockey, airball is a rough-and-tumble game where the goals are forty feet from the floor. Nearly all domes have an airball stadium and a professional or semi-pro team. Since there are no lunar seasons, matches are organized into cycles of four months each. At the end of the third cycle, world-wide playoffs are held between the regional champions of the three previous cycles. Be warned that hotel bookings in domes holding playoff games can be difficult and expensive to come by.

The Lunar Calendar

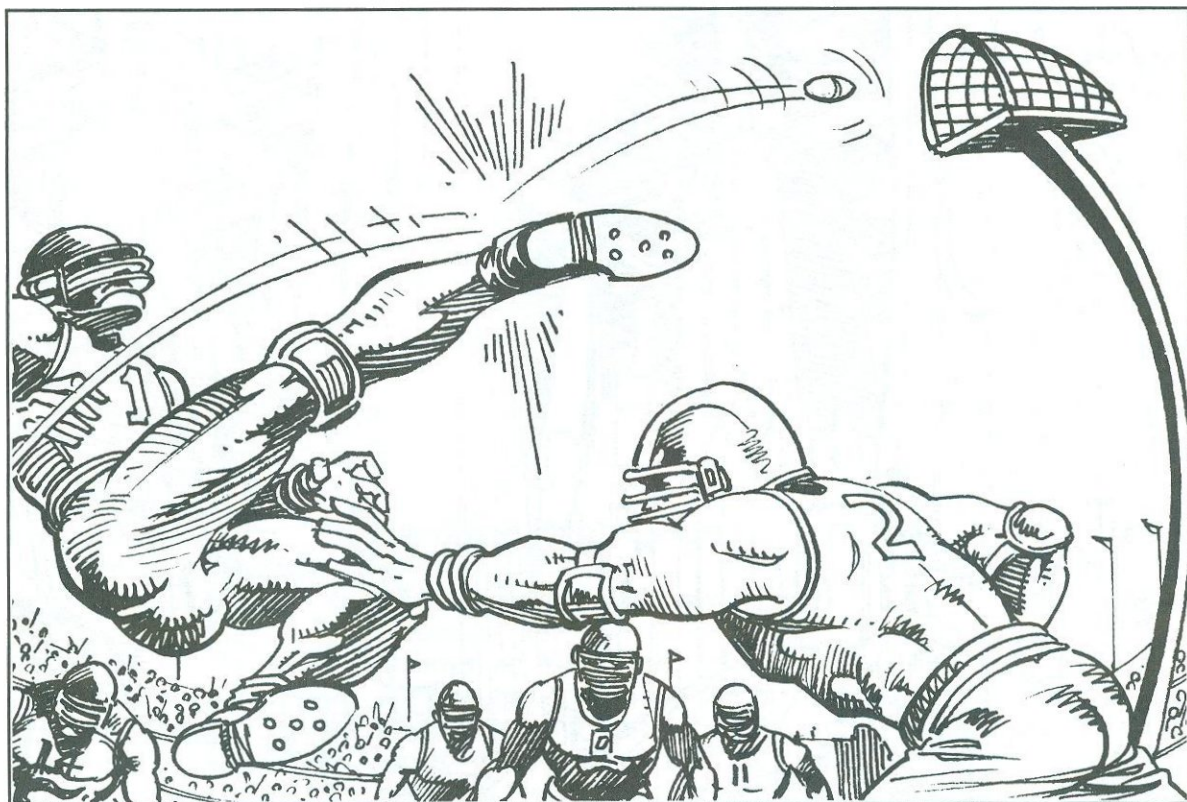
Because of its long history with Earth (and its influence on Earth's own timekeeping), Luna quite naturally follows the Earth-standard calendar. Unlike other worlds, where true seasons and years bear little relation to Earth standard, time-keeping on Luna makes logical sense.

Although day and night on Luna are fourteen days long each, the Lunarians live mostly underground. Therefore, they simulate light and dark periods by regulating the local interior illumination throughout the domes. Based in part on tradition and part on biological need, these light and dark periods are timed to match the European constant. Day and

night lengths are identical to those of old Brussels on Earth. The changing day lengths are vital to induce germination in many plants and animals now grown in the vast lunar vivariums.

Of consequence is that Luna has no time zones, unlike most other large planetary bodies. This has eased one major burden of intraplanetary business, but has created another. Rush hour (6 am to 9 am; 3 pm to 6 pm) on Luna is immense. Those in a hurry should avoid travelling or conducting business during these hours, if possible.

In addition to the standard intersolar observances, the Lunarians celebrate two national holidays. The first is Liberation Day, August 6th. This national holiday marks the founding of the Cooperative Federation and Luna's independence from the System States Alliance. The second holiday is January 12th, called Domination Day. This holiday, to note the brief struggle with RAM in the Domination War, is a much more solemn occasion, although there have been reported instances of violence against RAM citizens. These outbreaks are rare, but travelers from Mars may want to take them under consideration when traveling to Luna.



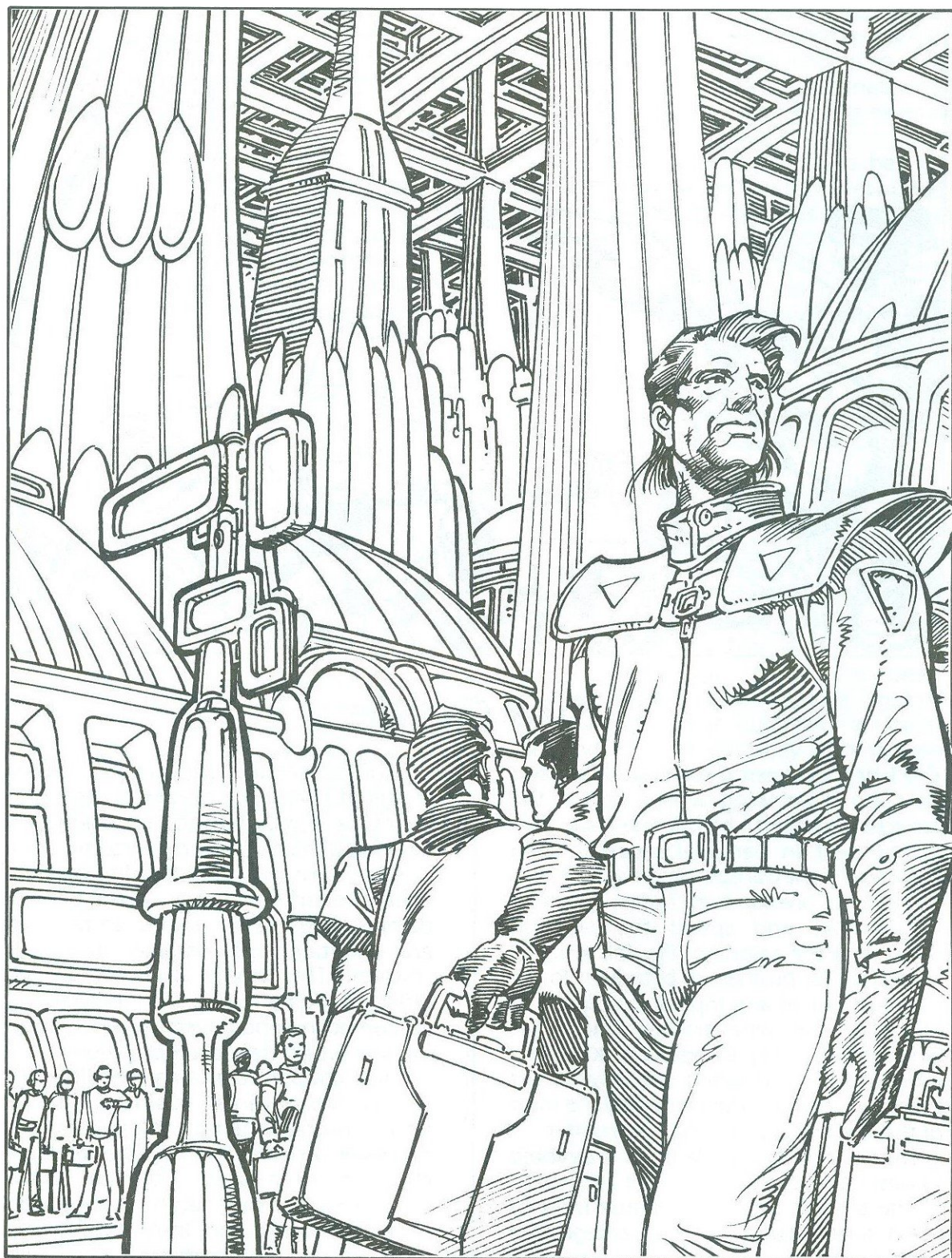
Site Guide

The key to successful travel and business on Luna is knowing where to find the services you need—be it a fine restaurant or the best in personal security. With Luna's efficient transportation system, it is possible to breakfast in Tycho, lunch at Copernicus, and spend the evening relaxing at the resorts of Playfair and still have time for business in between. To get the most out of any trip, be it business or pleasure, the wise traveler plans his itinerary each day in advance. Knowing where to be, and when and how to get there will help the traveler enjoy the most of the many delights Luna has to offer.

The bulk of this guide book is devoted to describing the features and attractions of the Lunarian domes. Because most of the domes of Luna are easily categorized according to their businesses, and transportation on Luna is so efficient, the

site guide section groups the widely scattered commerce domes according to their type. If your business is banking, the banking domes of Tycho, Aristoteles, and Korolev are of primary importance. Therefore, information on all the banking domes—businesses, hotels, restaurants, and entertainments—is given in a single chapter. This holds true for all the different dome types. A miscellaneous section at the end covers those places of interest which defy categorization.

Each chapter contains headings for Hotels, Restaurants, Business Centers, and Entertainments. Mere listings, however, do not convey the feel and character of a place. To help visitors understand the true nature of Luna, each chapter includes an In-Depth section, highlight one feature that reveals a facet of the Lunarian character.



The Banking Domes

For executives and artists, the triad of banking domes—Aristoteles, Korolev, and Tycho—are the primary draws of Luna. Here are gathered most of the wealth and power of the Lunarian elite. It is from these domes that the moon's high finance is driven.

The banking domes are quite naturally home to the famed financial engines of Luna. Although these institutions do not have the largest assets in all the solar system (none can touch the RAM Coprates Bank in that), they are renown for their discretion and skill. Lunarian law aggressively protects the privacy of all investors, so secret numbered accounts, individually held VNET accesses, and private bankers abound on Luna. The banks of Luna are considered one of the best tax-havens of the solar system. The wealthy from all the planets maintain special accounts here.

In addition to the Lunarian banks, most other major banks and corporations of the solar system maintain offices at the banking domes. These corporations funnel huge amounts of money into the banking domes, which in turn draws many artists. Zoraster Tubeway in the Aristoteles Dome and Cowan Heights in Korolev are famed for their art galleries. Here can be found for sale works of the finest artists in all the solar system.

Don't go to the banking domes looking for fine food or entertainment, though. The puritanical strain in the Lunarian character is no more evident than in the centers of commerce. The bankers of Luna frown on such excess. Those who come to do business do business and very little else—or at least that's what the Lunarians want everyone to believe. Hidden in the corners of the banking domes are exotic entertainments. As with the banks of Luna, discretion is the watchword at these private

establishments. Most of these establishments are highly selective about their memberships and keep a low profile. Those visitors who are interested in making any entertainment arrangements should check with the concierge of their hotel. Shuttle drivers may also know of likely clubs, but be warned that such places are likely to be of questionable quality. Many drivers are on the payrolls of club owners.

Banking Regulations

Under Lunarian law, any person, citizen or not, can open a bank account on Luna. Such accounts are registered only with the bank. Each account is identified by a secret number/voice-print code, so only the depositor can use the account. Banks do not report transactions or interest to the government, making Luna the perfect place to "launder" money.

Hotels Tycho

Old Tycho Custom House. (*****, VNET Link #93A-5C56AK, Upper Tycho-Street Tubeway, Old Tycho Dome) This small hotel of forty suites caters to the elite. Staff and security are second to none. All rooms are blowout-sealed and most provide panoramic views of the gardens in the Tycho crater dome. Each suite is equipped with individual automatic sentry units and scrambled comm-links which can be custom-keyed to the

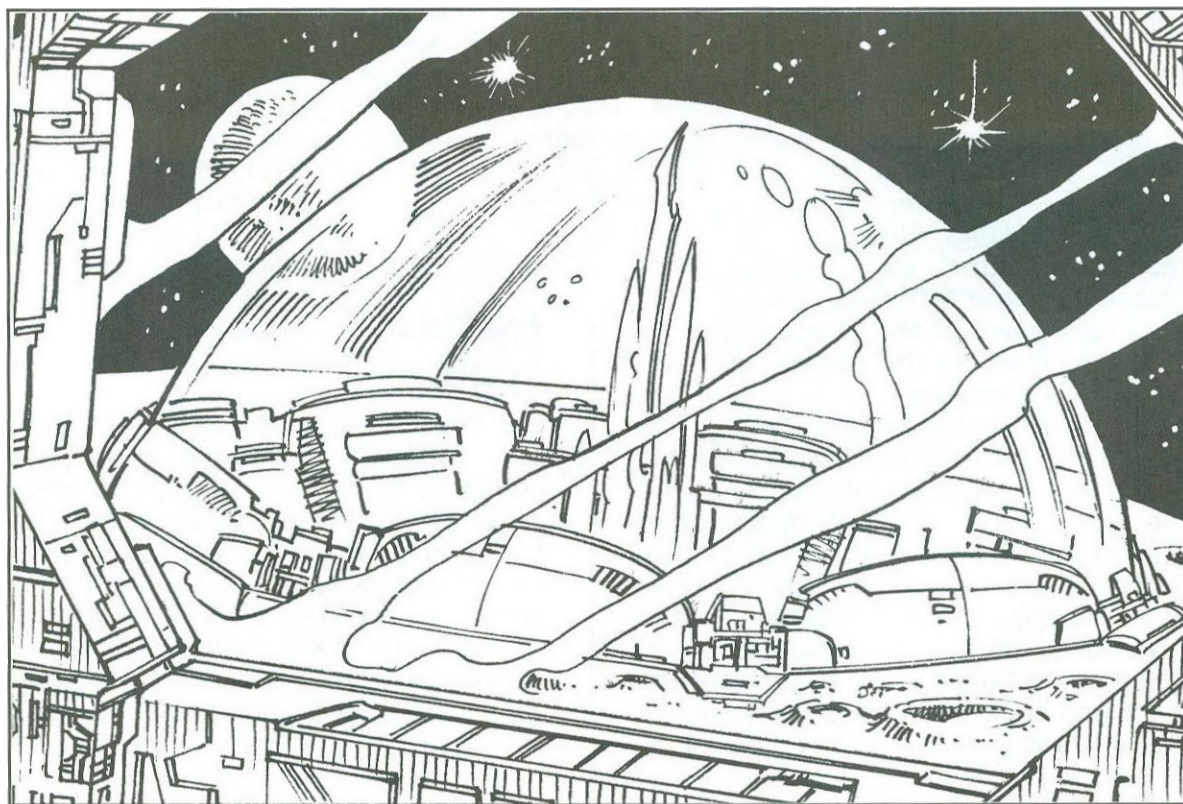
present guest. Eavesdropping-secure conference rooms are available through prior arrangement. The concierge has direct links to all major Lunarian banks. The inn maintains its own Director of Security. The Custom House Restaurant is noted for its fine Martian cuisine. Minimum rate is 2000cr per day.

Port Tycho Hotel (****, VNET Link #95G-7F88BL, Tycho Port, Greater Tycho Dome) Conveniently located in the heart of the Tycho Spaceport, the Port Tycho hotel is a well-appointed and efficient haven from the dreary rigors of space travel. Rooms in the forty story tower range from simple to penthouse suites. The complex includes twenty-seven shops and eight restaurants, ranging from a simple vendor grill to the luxurious Moonrise, which specializes in old Earth cuisine. The hotel offers complete comm-link services,

high-security rooms, meeting and banquet facilities, and a low grav pool. Tycho Port tube-train station is only three levels below the hotel. Rates start at 500cr per day.

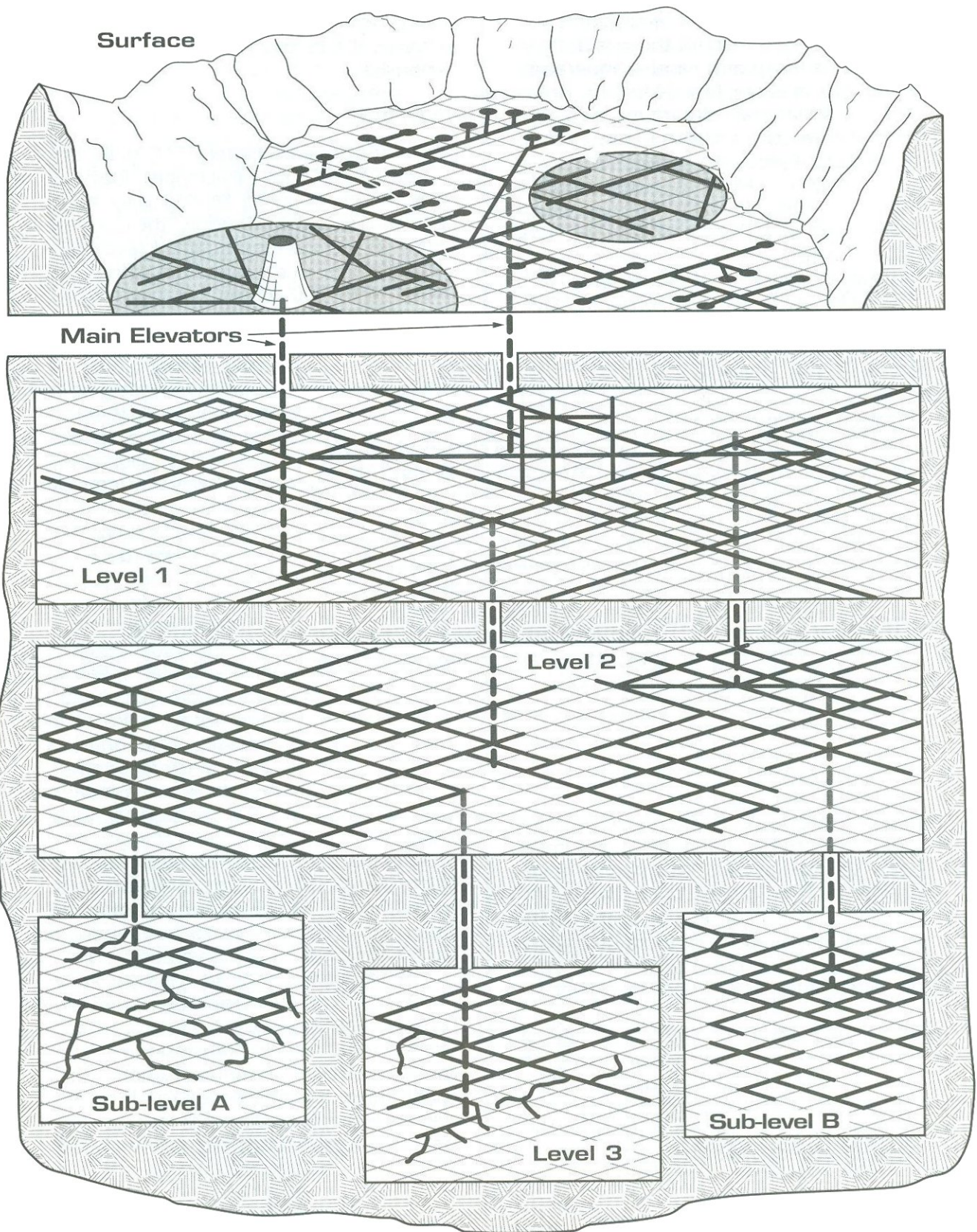
Aristoteles

The Patrician Hotel (*****, VNET Link #20L-5D57FD, Eudoxus Dome) Located only a short distance from the Aristoteles Federated Spaceport, the Patrician Hotel combines discreet luxury with all the appointments needed for work. This is a hotel geared toward the modern executive. Each room is a suite divided between a working office, complete with DOS secretary, and a fully-appointed bedroom. High-security arrangements are standard throughout. Also, individual concierges and bodyguards are available



Old Tycho

Cut-away view showing principal tubeways



upon request. Special environmental suites can be reserved for those seeking to recreate atmospheric and temperature conditions of Earth, Mars, Mercury, or Venus. The Senatorial restaurant maintains a staff of three chefs skilled in the cuisines of Mercury, Earth, and Venus.

The Patrician Hotel is particularly favored by Venusian businessmen. Suite prices start at 1000cr per day, secretary not included.

RAM Corporate Guest House (***, VNET Link #20S-4D95DJ, Sub-Dome Five, Aristoteles Junction) Although accommodations are only available to RAM employees, the architecture of the RAM Guest House makes it well worth a visit. Of particular interest is the soaring lobby with its waterfalls and fountains. A troupe of dancers continually performs low-gravity ballet in the inner forum.

Curious visitors are warned, however, that RAM provides its own security for employees staying at the guest house. These security forces are not gentle with overly curious strangers who wander away from the public areas. There have been several assault complaints made against the RAM guards, but Lunarian policy is to turn a blind eye to these. There have also been reports of shootings by the RAM watchmen, but investigations into these deaths have not turned up significant evidence.

Low-level employees (and their guests) staying at the facility report that while the furnishings are not lavish, the security is impressive. High-level executives make no comments about RAM's arrangements. RAM employees travelling on official busi-

ness stay at no cost, otherwise a minor charge, still below normal room costs, is imposed.

Korolev

Comrade Eubanks Hotel (****, VNET Link #60K-5D83WO, Korolev-Doppler Tubeway, Korolev-Seven Dome) Serving only major banking center on "darkside," the Comrade Eubanks (named for the famed revolutionary) is a hotel of the grand old school. The hotel, with 500 rooms, has been in the Eubanks family since its founding. When

the original structure, an early interior design of Zygury, was going to be revamped, public outcry resulted in the restoration of the original design. Today the Comrade Eubanks retains all its old charm, a curious infusion of the old-Earth Japanese rock garden and the Lunarian neospartanist styles.

The Comrade Eubanks is a popular meeting place both for visitors and locals alike. The tube-side cafe offers a the chance for a relaxing drink and a breath-

taking view of the Greater Korolev Tubeway.

The Comrade Eubanks offers a complete range of services, handled old-world style. Prices range from the reasonable 300cr a day for a small single to 4000cr a day for a high security suite.

Traffic Hostel (**, VNET Link #60Y-5D95XO, Korolev-Doppler Tubeway, Korolev-Five Dome) This clean and efficient budget hostel, while lacking the impressive services of the luxury hotels, has wide range of services for the businessman and traveller alike. It is located close to the Jurgens tube-train station which

The VNET

VNET (Virtual Network) Limited, the state-run communication monopoly, provides both communications and addresses for all residents of Luna. VNET booths are color-coded according to use. Personal communication only are blue. Full-console booths with port-lines are red and can be used to access any computer in the VNET Link.

provides a direct link to Korolev Spaceport. The Traffic Hostel can provide a wide range of services ranging from scooter rental to applied pressure therapists. The small restaurant serves a good range of Lunarian dishes at reasonable prices. A travel agency attached to the hostel can arrange tickets for travel about or off Luna as well as sight-seeing tours or suggestions for an evenings entertainment. Rates range from 100cr for a single room without bath to 200cr for double with bath.

Dining

As a reflection of the austere tastes of the financiers of Luna, the banking domes are not noted for fine dining, Aristoteles and Korolev in particular. The best restaurants are normally found in hotels frequented by off-worlders. These are mentioned in the hotel entries. In addition, a few other establishments can be found by those willing to venture into the lower areas of the domes.

The Fifth of May Restaurant (***, VNET Link #97S-5H94NN, Tycho Serviceway, Sub-Dome Seven, Old Tycho) This small establishment is hard to find, located deep in the heart of Tycho's main entertainment district. Look for the sign of a brilliant red peony tucked between the a sense-stim shop and the live dance hall. The restaurant is small and invariably noisy, but the fine food served by Bull Hading more than makes up for this. The cuisine can only be described as neo-Pacific, a blending of various Old Earth oriental dishes redone to match Lunarian tastes. Be careful when ordering spicy dishes. Hot does mean hot. Meals average 10cr.

Cafe 24 (**, VNET Link #98F-5S68TC, Tycho Center, Sub-Dome Two, Greater Tycho) Not far from the business district, the quiet Cafe 24 is open twenty-four hours a day. The restaurant serves a fairly standard range of light foods and snacks, but the primary attraction here is the

chance to have a drink and conversation in peace and solitude. Look for many of the up-and-coming neo-financiers, the new breed of Lunarian executive, to gather near the old wood bar imported from Earth. Prices run according to the clientele and a meal will cost an average of 20cr without drinks.

Business Centers

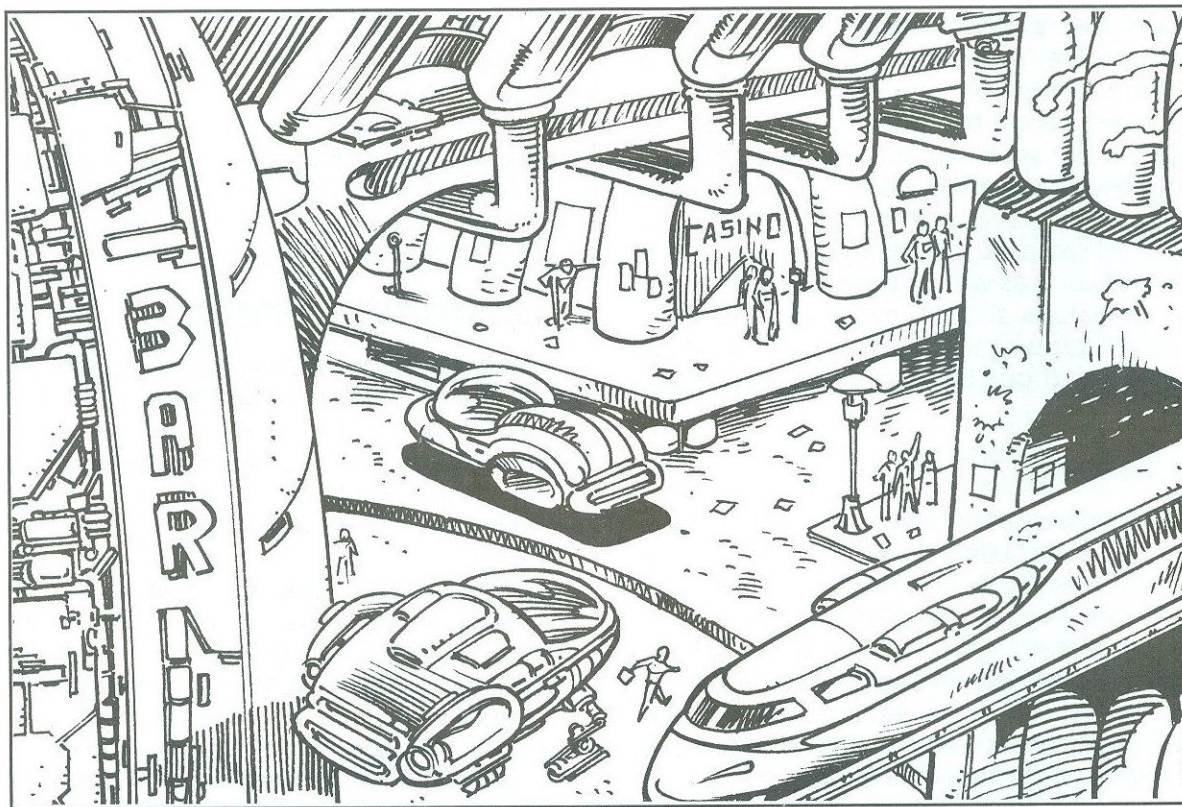
Banking is the business of the banking domes and that is what the traveller can expect to find there. All banks maintain an office in each dome. In addition there are a number of other corporations and agencies that maintain offices in the banking domes.

Firste Luna Geschäft-Zollstelle, GB.

Headquartered in Tycho, the Firste Luna is the largest banking house of Luna. It caters to both personal and business trade, with separate departments for nearly every kind of financial work. A branch office or automated account manager can be found in every dome on Luna. The Firste Luna is fully connected to the VNET system, and has individual numbers for each account.

Luna Commerzbank, GmbH. Located in Korolev, the LC specializes in business finance. It carries few if any personal accounts, but maintains separate departments for different branches of service and industry. Offices are found in all the banking and industrial domes. The LC is a member of the VNET with individual numbers for each business account.

Lausanne Cie. For the height of secrecy and discretion, no other bank can approach that of the Lausanne Cie. Operated by the same family for three hundred years, the Lausanne purposely does not pursue large numbers of depositors, nor does it accept business accounts. Only individual depositors, typically with 1,000,000cr or more, are accepted by the bank. Each account has its own assigned manager, some of



whom of have handled the same account for decades. Secrecy and security are the watchwords of the bank. It is not a member of VNET and maintains only one office in Aristoteles. All banking must be done in person, computerized withdrawals and deposits are not accepted since the Lausanne computer system is not connected to any other network in the solar system.

Coprates Bank, Ltd. As the largest bank in all the solar system, Coprates Bank maintains offices in all three banking domes. These offices are connected to all other Coprates offices in the solar system and provide full-service banking. Lunnarian law, designed to protect its native banking industry, prevents the expansion of the Coprates Bank to domes outside these three finance centers.

Mondwerks Manufaktur, GmbH. This

innocuous-sounding business is actually the largest military contractor on all Luna, and is especially strong in the field of applied magnetics and beam development. Although the main offices are found in the military and industrial domes, Mondwerks maintains accounting and business offices in the Korolev dome.

Ettiene et Fils, Cie. This privately-held company is the leader in electronics research and development. In addition to standard consumer electronics, the company holds a number of contracts for top-secret military components. The main offices are located at the Ettiene Industrial Dome, but financial offices are found in the Aristoteles dome.

Luftwerk, A.G. This corporation is the leading producer of civilian and military spacecraft throughout the solar system. The corporation operates several industri-

al domes, but maintains its corporate headquarters in the Korolev dome. Sales offices for its ships are found in all the banking domes and next to all class A and B spaceports. Military sales are handled through a special office in the Tranquility Base Federated dome.

Entertainment

Luna is famed for the quality of its art and music and nowhere is this more evident than in the wealthy and sophisticated districts of the banking domes. Yet at the same time, a casual stranger might hardly notice the fine art galleries, museums, and concert halls that line the tubeways. Nowhere is the conflict between austerity and ostentation more evident than in the banking domes. The Lunarians like their art, yet frown on conspicuous displays of wealth or luxury.

As a consequence, most art galleries and concert halls maintain a discreet profile. Garish signs, bright storefronts, even self-promotion are not in evidence. Most galleries are marked by only a simple plaque stating name and hours. Concert and show tickets and programs are rarely published. Fortunately, any hotel concierge can guide the traveler to galleries or produce a list of upcoming events. Most will also arrange tickets or put the guest in contact with a ticket broker.

Even with all this secrecy, artists on Luna can be quite successful. The Lunarians simply buy a great deal of art for use in the home. Likewise concerts are well attended, although it might be hard to tell, since private boxes are the norm.

For art patrons, the best places to find galleries of old and new artists are the Zoraster Tubeway in the Aristoteles dome and Cowen Heights of Korolev. The Zoraster is a quarter-mile arcade of small shops and galleries. Of particular note here are the old Earth antiques and the old masters. Zoraster Tubeway is two levels down from the Moncline Tubetrain

station.

Cowen Heights is one of the hotbeds of the latest art styles. Here one is likely to find the latest examples of Venusian plasmic-art, proto-stellar stylists, and mercantile nihilism along with the more established forms of the pseudo-realists and sOUND + vISION structuralists. The galleries of Cowen Heights are more given to displays and it's not unusual to find one gaudily decked out in open self-promotion as an attempt to shock the conservative sensibilities of the Lunarians. These galleries are as much a statement as they art they sell.

Red-Zones

Although much is made of the puritanism of the banking elite, particularly its virtue compared to such degenerate worlds as Ardala's Pleasure Planetoid, the image is a lie. While not as flagrantly perverse or excessive as the hedonists of other systems, the financiers are far from dour robots. It is just that they prefer to keep their pleasures well hidden.

Each of the banking domes has one or more *red-zones*, areas unofficially devoted to the pursuit of pleasure. Invariably, the red-zone in each dome is in a neglected, often dangerous part of the metroplex, yet at the same time not far from the centers of power. Because of the types of characters who live and work the red-zones, the districts are never found near "respectable" neighborhoods. By Lunarian law, most red-zone establishments are not allowed to advertise outside their own designated neighborhood. Thus, the first thing that greets any visitor to a red-zone is a riot of garish lights and suggestive ads. Many establishments hire touts to draw customers to their doors. Likewise most rover and taxi drivers, bellhops, doormen, and even concierges are on a red-zone club's payroll. In exchange for their weekly check, these workers are expected to steer customers to their

paymaster's establishment.

Although it is said that any pleasure can be satisfied in a red-zone, that is not completely true since no one surpasses the Pleasure Planetoid in this respect. However, few vices are outright illegal in the red-zones, only the most pernicious drugs and technologies are forbidden, along, of course, with crimes of violence. These last, however, can be hard to prove.

Crime is a real danger in the red-zones. Experienced visitors to these areas advise the following precautions:

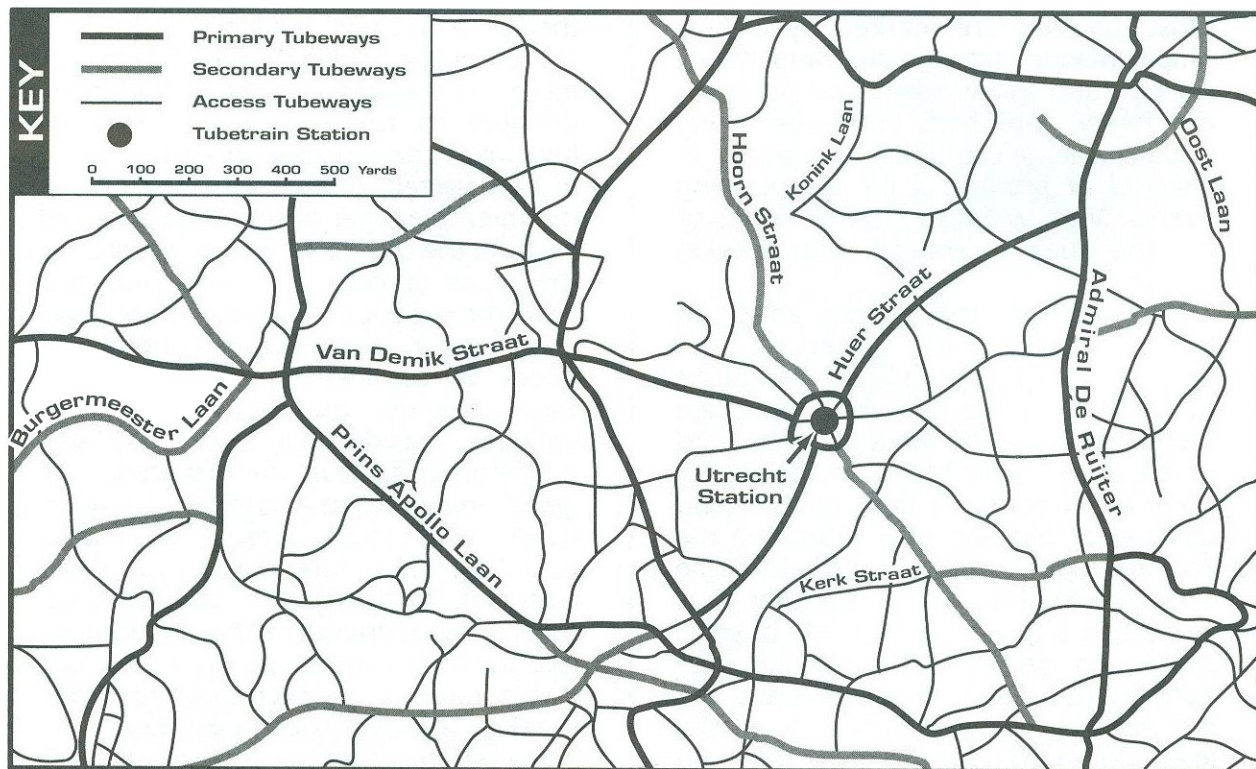
1. Know where to go before starting out. Sight-seeing in a red-zone is an invitation to a mugger.
2. Go with an experienced guide, someone who's been to the red-zone before. If that is not possible, go to place recommended by a the concierge of a

good hotel. Do not follow a tout to any establishment.

3. Do not purchase or use any illegal substances offered while in a red-zone. This is sometimes a preface to the ancient Earth practice of shanghai. Those kidnapped end up in places like the secret slave mines of the asteroids or as servile on the Pleasure Planetoid.
4. Go armed.

The Tycho red-zone, New Zeedijk (named for a quarter of old Amsterdam), is the largest red-zone on Luna and consequently has the greatest variety of the available entertainments and vices. The levels immediately below New Zeedijk are particularly dangerous, the run-down slums and crib-domes of Tycho. By all means avoid these levels unless youth gangs, drug wars, illegal weapons, and

Tycho Red-Zone Map



worse are appealing.

Les Catacombs, a spidery net of tubes and domes, forms the red-zone of Aristoteles/Eudoxus dome area. Here the main avenues of the red-zone are fairly well-patrolled by watchful but tolerant police of Port Lune Ariane. Back tubes, however, are dark and dangerous places where business best not seen by the authorities is transacted.

Korolev has the smallest and most strictly regulated red-zone of the three banking domes. Nearly all establishments are licensed and monitored, taking some of the spontaneity out of things. Regulation also drives up prices. Unregulated clubs can be found but they are invariably small and dingy. The clientele of these establishments may be quite hostile to strangers.

In-Depth: Safe Depositing

On Luna, one of the greatest concerns for guests and natives alike is the risk of bank robbery. Visitors like to think their deposits, transmitted from all other the solar system, are secure. Locals, whose economy centers around the money brought in by banks, don't want investors scared off. To achieve this, the Lunarians have become one of the most security conscious people in the solar system—at least as far as money is concerned.

Lunarian security takes two major forms—actual physical protection of bank vaults and buildings, and computer security of electronic records and accounts. Vault security is actually less important than computer security. More money exists in the Lunarian banks electronically than is actually on hand at any given time.

Physical Security

Lunarian bank officials are naturally reticent to discuss any factor of bank security. Nonetheless, the following is a

good estimate of the security given a typical bank and vault complex. These efforts are designed to prevent armed robbery (very, very rare) and break-in (just very rare).

Entrances. Prior to entering any bank, all customers must check all lethal weapons. An automated weapons check service is located near every door. The actual entrance is equipped with a sensor array to detect concealed weapons and power packs and most types of chemical explosives. At night these same sensor arrays include motion detectors, thermal detectors, passive infra-red cameras, and even a gravitometer.

Lobby. The main lobby area is a single hall. Passive infra-red security cameras are mounted in concealed positions, along with thermal imaging cameras. Typically, after closing, the entire floor is pressure sensitive while random laser beam alarms sweep the area to detect unwanted intruders. In some banks, robotic sentry units roam the corridors, utilizing sophisticated AI identification programs to detect friend from foe.

The Vault. The main vault normally lies at the heart of the bank's operations. In addition to physical money—coins, bills, gold, etc.—the vault includes safe deposit boxes, data storage units, and sometimes even the main processing computers of the bank. Such vaults are designed to withstand the direct blast of a modest nuclear device with no damage to the contents. The vault walls (and all exterior walls of the bank building) are built with interlaced sensor nets with a mesh of one millimeter. These sensor nets will trigger a silent alarm at the nearest police station if they are subjected to undue heat or stress.

Defenses. By law, banks are not allowed to include lethal weaponry within the design of their security systems. This is not due to concern for the criminal but to reduce the chance of accidental death or maiming. However, banks can install any number of non-lethal restraining devices. These

include neural and sonic stunners, stun grenades, paralytic gasses, and physical restraint robots.

Computer Security

Of far more importance than actual physical plant security is the integrity of data stored within the computer. To rob the vault, the criminals must go to the bank and do their work there. To rob the electronic accounts, a smart criminal can be anywhere in the solar system, working from a computer terminal.

Thus computer security is highly sophisticated and secretive, more than can be described in a simple guidebook. However, it is possible to give a general idea of just how secure bank data is.

Access. Banks on Luna have one of three types of access for their employees and customers: open, limited, and physical.

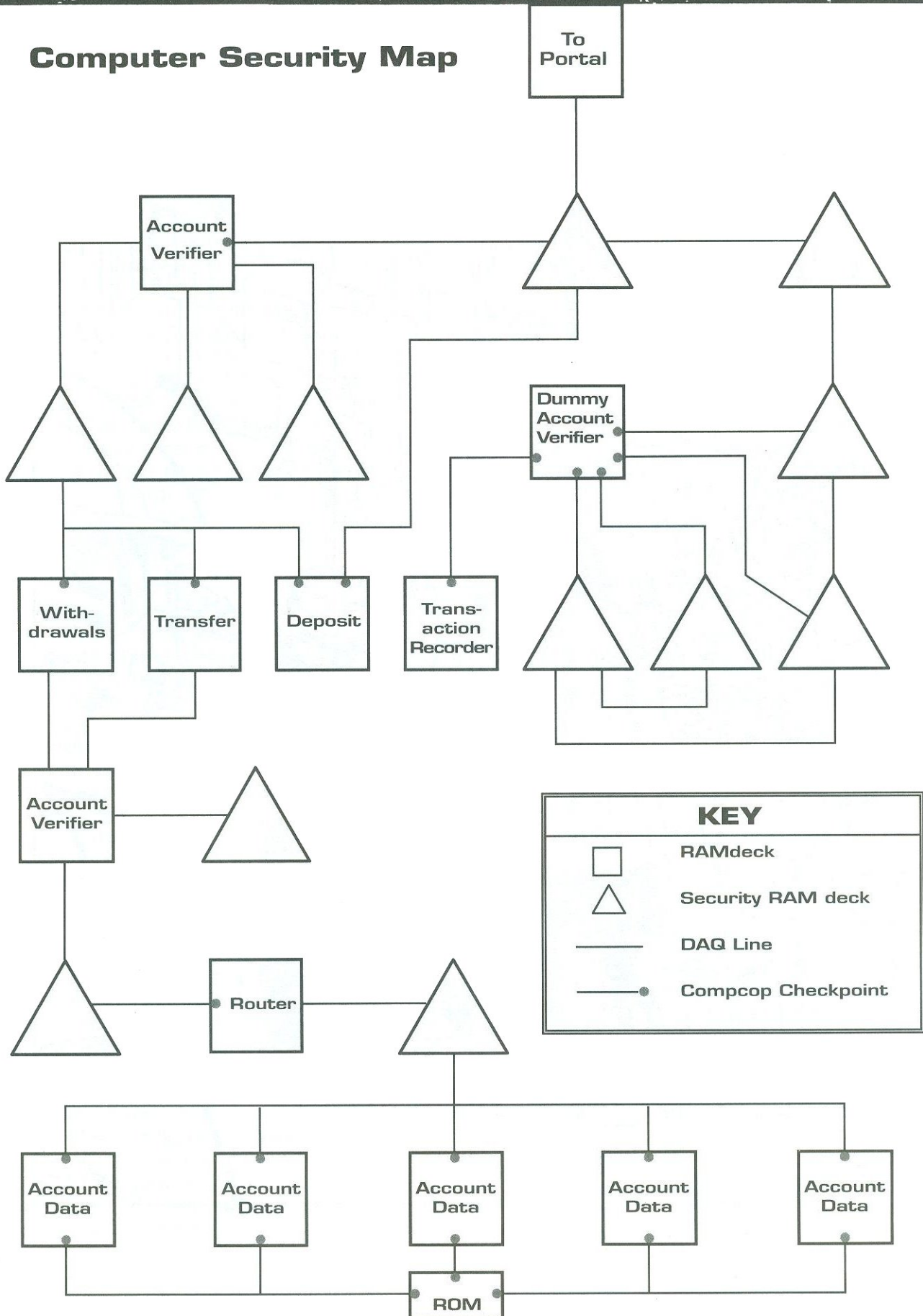
Open allows depositors and employees to access the bank's computer from any terminal hooked into VNET on Luna Main or the Trans-Solar Communications Network (TraShCaN). Open access makes it easy to use an account—all that is needed is a computer terminal—but also makes it easier for infiltrators, DOS and DP, to break into the account data RAM decks. Each user is provided with a special code that accesses his account only. This type of bank is popular with small investors such as the average working man, since he can get access to his money just about anywhere.

Limited means that only certain employees and the largest depositors have access to the bank's data accounts. The system is still linked into VNET and Luna Main, but the number of people with account numbers is far, far less. Most people do their business by going to a branch outlet and dealing with a servo-teller. Industrial and corporate banks most often have this type of access, since only one or two people in a company are responsible for the firm's funds.

Finally, there is the most secure banking system of all, the closed access computer. These computers are not connected to the VNET or Luna Main in any way. The only way to read computer records is to go to the bank and enter the information on the computer terminals there. This is hardly practical for most off-worlders, or even Lunarians! However, closed banks are popular with the very, very rich and the very, very secretive, especially since most of these people keep smaller household accounts in easier to use (but less secure) banks.

Security. The Internal Security Diagram gives an idea of the type of security a typical open or limited banking network might have. All access is through either the access port or the on-site portal. DP and DOS personalities within the bank territory are rigidly controlled and monitored. Rogues are subject to prosecution and sometimes even quiet murder.

Computer Security Map





The Federation Domes

Second in power and importance among the dome communities of Luna are the federation domes. This is where government business is conducted. There is one dome for every state of the Cooperative Federation: Cyrano (Eurocomm), Doppler (MaFw), Eratosthenes (Britannia), Hercules (Port Lune Ariane), Wilhelm I (Translux), and Yerkes/Luna (Scandia). In addition there is the Tranquility Base Dome, seat of the Cooperative Federation Congress.

With the exception of the Yerkes/Luna and Tranquility Base domes, the federation domes have little to offer for the casual tourist or even the standard businessman. However, businessmen seeking government contracts, export licenses, ambassadors, envoys, military attaches, law enforcement officials, and those seeking political asylum must present themselves to one or more of the federation domes to do their business. By Lunarian custom, major government negotiations are always conducted in face-to-face meetings. VNET conferences on Luna Main are considered rude and insulting.

Although the federation domes are a mecca to many important off-world visitors, do not expect to find much in the way of creature comforts. With the exception of Hercules and Wilhelm I, the federation domes have little to offer. Wise travelers typically make arrangements at hotels in other, better serviced domes and commute via tube-train to federation domes. Worse still, prices at hotels and restaurants in the federation domes tend to be 10% to 20% greater than the norm elsewhere. This is a result of the free-spending of wealthier lobbyists and businessmen alike. Tourists will find little for the expense of their budget.

Though not lavish, Hercules and Wilhelm are far above the standards set

by the other federation domes. Hercules, seat of the Port Lune Ariane parliament, is noted for its numerous small cafes and restaurants in keeping with the Port Lunarians' love of food. The Wilhelm I dome has a greater than normal number of small clubs and beer halls, although, in keeping with Lunarian tradition, these are tucked away in hidden corners.

Of the remaining federation domes, Doppler, seat of the MaFw, is said to be the most severe, both in architecture and in lifestyle, while Eratosthenes is the most tradition-bound and stuffy. Yerkes/Luna and Tranquility Base both deserve special mention for their fine museums of lunar history. Of particular interest are the ancient Earth-launched artifacts found at both sites.

Yerkes/Luna has several fine examples of old Soviet Luna series probes, while the Apollo Museum at Tranquility Base houses many artifacts from the first landings on Luna.

Hotels

Although all the federation domes have a number of governmental guest houses, rooms are not available in these for the everyday traveler. Of the remaining hotels found throughout the federation domes, only a few can be considered of acceptable quality.

Westerham Arms. (***, VNET Link #85P-4D56DK, Eratosthenes Way, West Eratosthenes Dome) This businessman's hotel is just a fifteen minute walk from New Westminster, housing the Britannia parliament complex, and seven minutes from Underground, the main tube-train station in the Eratosthenes dome. Although there is a restaurant in the hotel, its prices are high and food only adequate. Guests are advised to eat elsewhere.

Chateau de Sarlat. (****, VNET Link #74D-4D84WK, Hercules Sub-Byway, Hercules) This small hotel is a true treasure

among the general dreariness of federation dome lodging. Owned and operated by Monsieur Travant, the inn attempts to recreate the atmosphere of an ancient French country inn. The owner's attention to detail is lavish and the dining room is one of the most popular in all Hercules. Reservations can be hard to obtain so be sure to call well in advance.

Restaurants

The Potato. (***, VNET Link #39U-4S85WK, Kerk Straat, Wilhelm I) As the name suggests, this small tavern serves simple food prepared in rustic style. Sit at the bar and enjoy a fine plate of sausage and potatoes. Be sure to sample the beer, brewed according to the owner's own recipe.

L'Enfant. (****, VNET Link #74K-4D15FF, Rue St-Cloud, Sub-Level 2, Hercules) The finest in old French food is served here, prepared by a master chef de cuisine. Go here to see the powerful and notorious dine, for the restaurant is said to be a favorite haunt of the Tyron crime family. Be prepared to pay dearly for a meal, though!

Business Centers

Government (and the catering and courting of elected officials) is the only business of the federation domes, but it is a business the Lunarians have raised to a fine art. Off-worlder businessmen who deal with the bureaucracies of Luna quickly develop patience with the inevitable delays and bureaucratic buck-passing. Those who don't, never

last long on Luna and find themselves soon transferred to easier outposts—like the piratical rocks of the asteroid belt.

There are four business contacts that can be found in a federation dome: service providers, lobbyists, bureaucrats, and elected officials.

Service providers are the workers of the dome and in general the easiest to deal with. These people provide the muscle and brainpower needed to get almost anything done. They include caterers, researchers, programmers, drivers, security

teams, bodyguards, and protocol advisors. Off-world businessmen should always consider consulting a protocol advisor, especially if he hopes to impress a powerful lobbyist, bureaucrat, or any elected official. Protocol advisors are themselves contact people. A good one can arrange a dinner party, provide secretaries, or stage a crucial meeting to just the right degree of perfection. Major corporations maintain their own protocol advisors, while other companies

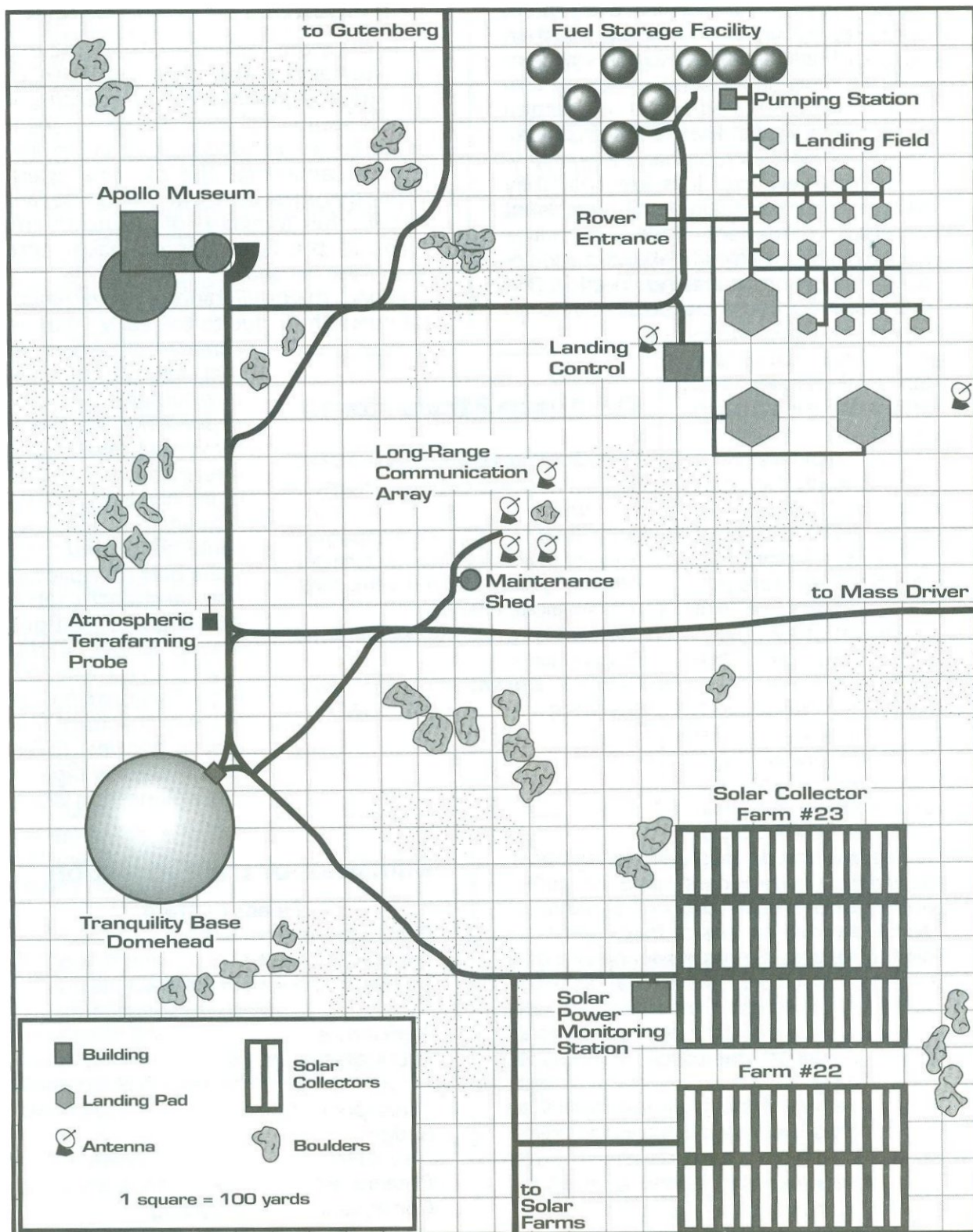
may contract with freelancers either on a one-shot or long-term basis.

Lobbyists are more powerful than mere protocol advisors. They do not arrange parties and the like (their staffs handle these mundane details). Instead, lobbyists get the ear of policy-makers, both elected and appointed. Their function has remained unchanged for decades, perhaps centuries. Most lobbyists are well connected with corporations or industry councils. Some will contract themselves to anyone willing to pay.

The Tyron Syndicate

Not every criminal on Luna is a gun-crazed, degenerate punk. Crime is also the domain of the powerful and the sophisticated. Although crime organized on a vast scale officially does not exist, Lunarian police devote a full data-bank to it. At the top of their list is the Tyron family, believed to be involved in every aspect of crime on Luna. Important members of the family are:

Tranquility Base Surface



Bureaucrats are the bane of every man's existence, perhaps no where more so than on Luna. Public servants is a grotesquely inaccurate description of this group of officious, self-interested, and unhelpful government works. The bureaucrats of Luna are not more corrupt than those of governments elsewhere, it is just that they have perfected an attitude of nonchalant disservice. Lunarians have long since learned to cope with official delays and obstructions, taking these things in stride. Off-worlders may find the process more than can be tolerated, however. Keep calm, displays of temper will only make the situation worse.

Elected officials, the members of the state and federal parliaments, are at the top of the power ladder. Furthermore, most are perfectly aware of the authority they wield. Since they must answer to the electorate, few are corrupt outright, and most try to be helpful when dealing with the concerns of Lunarian citizens. This can be the opposite case when dealing with foreign businessmen. Off-worlders have no direct power over the members of parliament, hence there is no urgent incentive to be nice or helpful. Only personal profit or a public relations gain are the levers an outsider has. To successfully motivate a public servant, be prepared to offer some financial incentive to the official (secretly of course) or propose a contract or investment that will bring jobs and money to the voters of his district. While the first, a bribe, is often cheaper and easier, the second option (opening a new plant in his district) is legal.

The Agencies of Government

One reason for Luna's ferocious bureaucracy is the sheer number of ministries, departments, and agencies. It almost seems as if there is a government office for every aspect of Lunarian life, even breathing (as the old saw goes). While this is not quite true (breathing falls under the Ministry of Atmospheric Quality), the Lunarians do have more than their fair share.

In part, this proliferation of governmental oversight is due to the early years of Lunarian settlement. In that age, the primitive technologies and the dependence on Earth for virtually everything meant that all aspects of life had to be strictly regulated. Nothing could be ignored from spare part stockpiles to birth and death rates. Although conditions are no longer at this draconian extreme, the urge to regulate has remained. The list of federal ministries given here is the heritage of those pioneering years.

The Tyron Family (cont.)

Herr Dormaq Tyron—reputed head of the syndicate, never convicted of any crime

Angelique Tyron—daughter, believed to control "legit" businesses

Albere Tyron—son, well-educated, runs syndicate finances

Hanas Tyron—uncle, "the Peacemaker"

Canot Durant—in-law, drug trafficking

Ministries of the Federation

Heads of State

Prime Minister
Secretary of State
Secretary of External Affairs

Ministries

Agriculture
Artificial Intelligence
Art and Cultural Affairs
Atmospheric Quality
Budgets
Civil Defense
Communication
Conservation and Recycling

Consumer Affairs
 Corporate Affairs
 Customs
 Education
 Employment
 Energy
 Federated Enforcement
 Finance
 Fitness, Amateur Sport, and Recreation
 Food Management
 Foreign Affairs
 Genetic Development
 Health
 Immigration
 Industry
 Information
 Institutional Reform
 Justice
 Labor
 Mineral Resources
 Planning
 Population Control
 Ports
 Public Works and
 Housing
 Rehabilitation
 Renewable Resources
 Science and Technology
 Social Welfare
 Supply
 Tourism
 Trade
 Transport
 Water Management
 Women's Affairs
 Youth Development

Agencies

Federal-Provincial Relations
 Inter-state Commission on Law
 Enforcement
 Inter-solar Trade
 Lunarian Inter-solar Development
 Regional Economic Enhancement
 Small Business

The provinces tend to follow the same structure in ministries and agencies as the

Federation. However, numerous minor variations crop up from region to region. It is wisest to consult a local protocol advisor for complete information.

The Embassies of Luna

Another important feature of the Tranquility Base Federation Dome is the Embassy Tube-Way, a stretch of dome that houses most of the major embassies, consulates, offices, and one government-in-exile found on Luna.

The largest of the embassies is quite naturally the Martian Embassy. The embassy is also the headquarters of RAM/Luna, the corporate division that oversees RAM's Lunarian operations. Even though hostile to each other, Luna cannot fully resist RAM's corporate tentacles. RAM has managed to force the Lunarians to accept an embassy staff of 1000, and although no terrines or other genies are allowed as part of that staff, it is

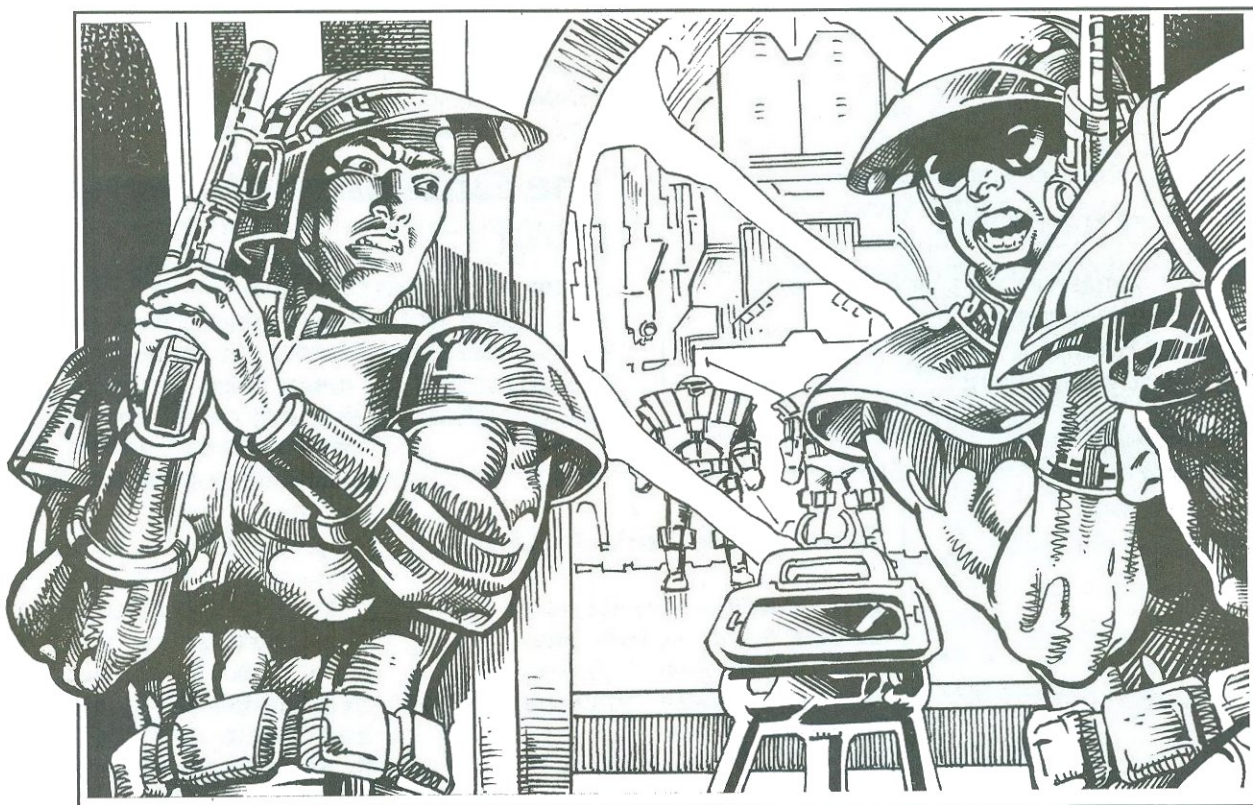
believed that at least four full regiments of RAM corporate security forces (524 men) form the bulk of the staff. In addition, there are at least twenty "attaches," all of who are almost certainly IAD (Internal Affairs Division) agents—the spies of RAM security. The duties of most of the remaining personnel is either straightforward diplomatic corps, clerical workers, or liaisons to the Solar Alliance.

To balance out the large RAM presence, Luna openly welcomes (and tends to give preferential treatment to) the embassies of Venus and Mercury. At the same time,

The Tyron Family (cont.)

Hector DeGauss—smuggling
Jerome Young—enforcement
Tulak "Flatnose" Itil—weapon
 smuggling, one conviction for
 manslaughter
Argus DeLorge—gambling

In addition, there are numerous minor soldiers in the family, which is based out of the Hercules dome.



Luna maintains a barracks of its own elite guards near the surface locks and tube-ways leading into Embassy Row. These are ostensibly provided for the "protection of all diplomats" but everyone knows their main concern is to keep an eye on the RAM forces.

In addition to the embassies, the tube-way also houses several inter-solar relief agencies and corporate offices. Perhaps the most notorious of these is the Earth Development Fund, a front organization for NEO fund-raising and recruiting. The Fund's ostensible goal is to supervise several charities aimed at improving conditions in the bleak sprawls of Earth. Virtually every government official and diplomat knows, however, that the EDF actually siphons most donations to purchase ships and equipment for NEO in its fight against RAM. The EDF's presence

and activities are tacitly condoned by the Federated States, in part just to rankle RAM. When challenged on the subject (which is often), Lunarian officials merely point out that the EDF is a valid non-profit organization registered under Lunarian law and that it has never broken any laws. Of course, so long as the NEO doesn't pick any fights on Luna, nobody in the government investigates the EDF's activities too closely. On those occasions when things get too hot, the EDF simply assumes a low profile until the furor blows over.

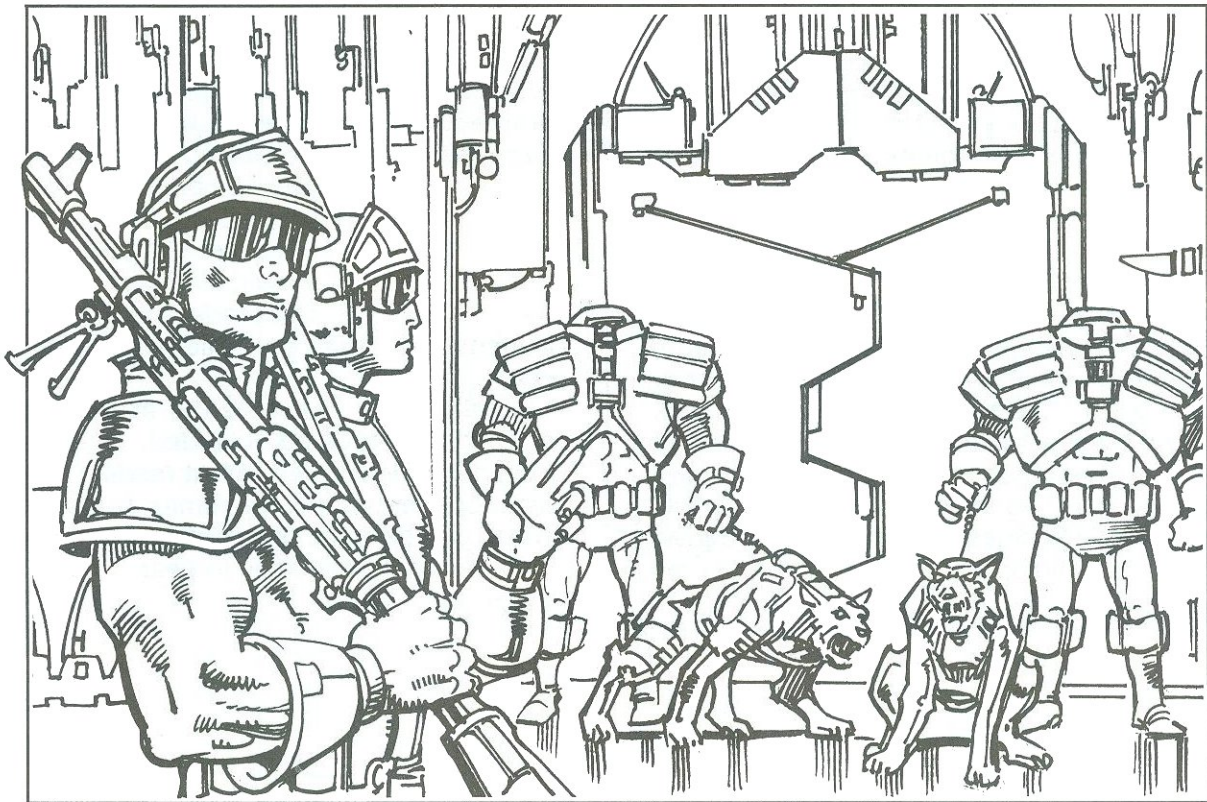
Finally, there is the Solar Alliance, a government-in-exile (of sorts). Claiming to represent the neutral interests of Earth, everyone really knows that the SA is nothing but a RAM puppet. The full SA congress is carefully loaded with a slight majority of RAM employees and pro-RAM

Earth factions. The Lunarians make up the second largest block while representatives from other planets fill out the structure. The SA has no real power beyond the occasional strongly-worded protest, and in general tries to spend its time avoid offense to anyone too powerful. It discretely does not interfere in Lunarian affairs. (If it did, the Lunarians would boot it off planet.) Its most important function is to rubber stamp RAM activities on Earth, through the auspices of the Solar Alliance Protectorate. The SA's main purpose in life is to legitimize RAM's oppressive exploita-

tion of Earth. Not surprisingly, NEO and the SA are bitter enemies.

Entertainment

Quite simply put, aside from the "approved" entertainments such as the provincial and national theaters and symphonies, there are no interesting entertainments in the Federated domes. Even Hercules and Wilhelm I have banned red-zones within their districts. Visitors must commute to another dome if they seek interesting night life.



In-Depth: The Bureaucratic Jungle

The bureaucracy of Luna is like none other in the solar system. Mars may have their feudal corporation and Mercury their Machiavellian sun-kings, but only Luna has such a complete bureaucratic structure. This has some advantages and many disadvantages.

In terms of employment, the Lunarian governments are the single largest job providers on the entire world. Of the population of 172,000,000 people, a full 10% (17.2 million) hold government posts. In addition, another 5% to 6% work for the government on a contractual basis, not including those industries involved in the manufacture of arms and weapons (who all have customers beyond Luna). One advantage of the bureaucracy is the relatively low unemployment rate on Luna.

A second advantage is that, given time and persistence, a Lunarian citizen can find a ministry or agency that will provide advice, service, and even aid for virtually any problem. Pet shop infested with rock fleas? The Animal Protection Division of the Ministry of Health can provide the know-how to exterminate them, while the Small Business Agency secures a low-interest loan to pay for the process. It is all

a matter of knowing where to look.

Off-worlders may become confused and frustrated by the process. The Luna Bureaucracy Flowchart gives some idea how the system works—or doesn't, as the case may be.

Of course, there are ways around any bureaucrat as every Lunarian knows. Some are legal and some are not. The first thought that comes to the mind of the off-worlder is bribery. A few credits slipped under the table seems like such an easy solution. Sometimes it is, but it is far from

infallible. The Lunarian bureaucracy is not particularly corrupt and there is a reasonable chance of trying to bribe an honest official. The penalty for bribery ranges from loss of commercial license, deportation, or even a minimum security prison term.

The Lunarians also have public officials to expedite matters, since an elected servant can pressure bureaucrats to be efficient or at least effective. Off-worlders should cultivate an understanding with par-

liamentary officials to achieve the same end.

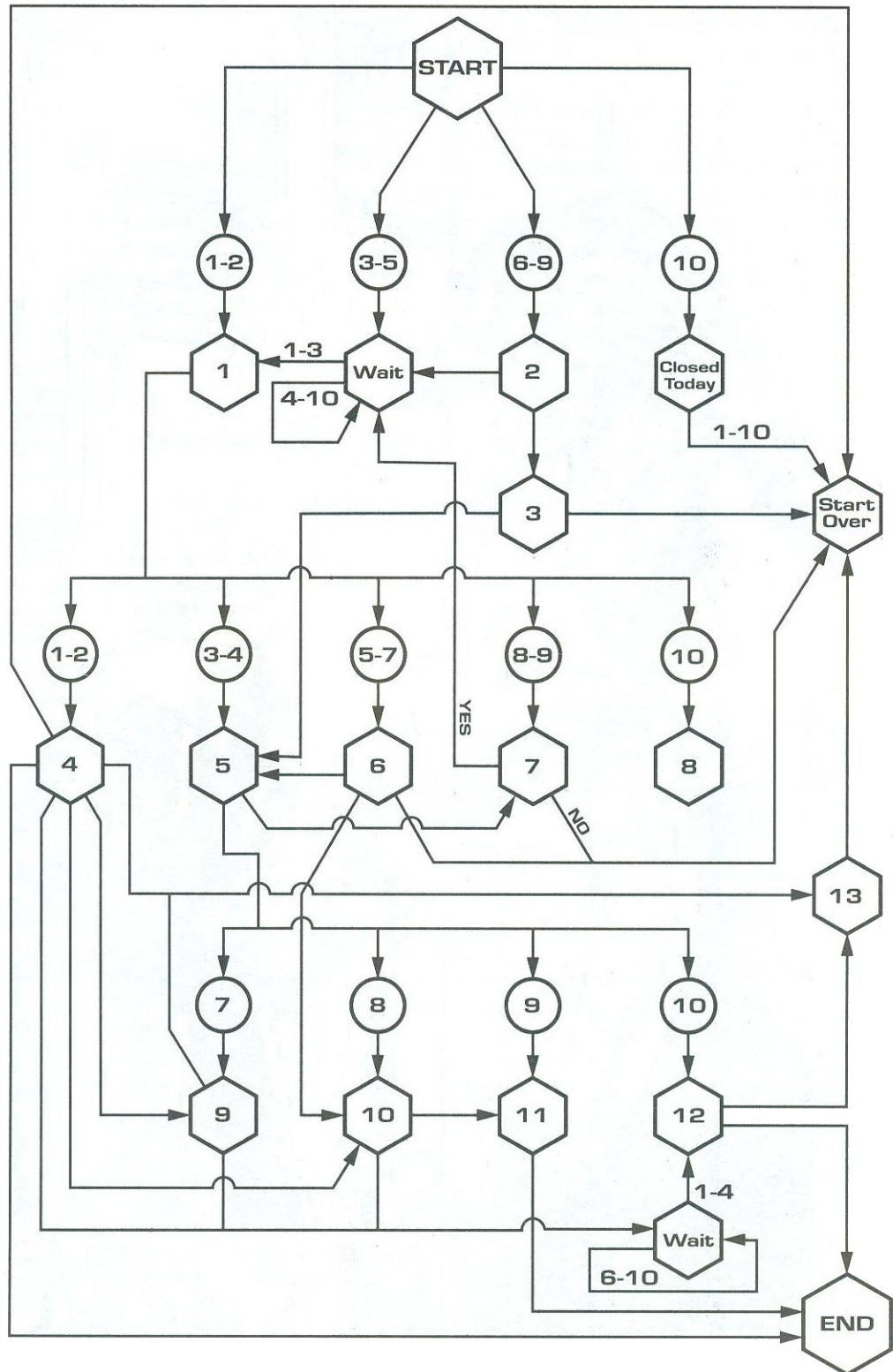
Finally, there is always the media. No one, the bureaucrats included, cares to look bad in local press. Most media organizations maintain consumer bureaus. These can be quite effective in getting a hide-bound bureaucracy in gear.

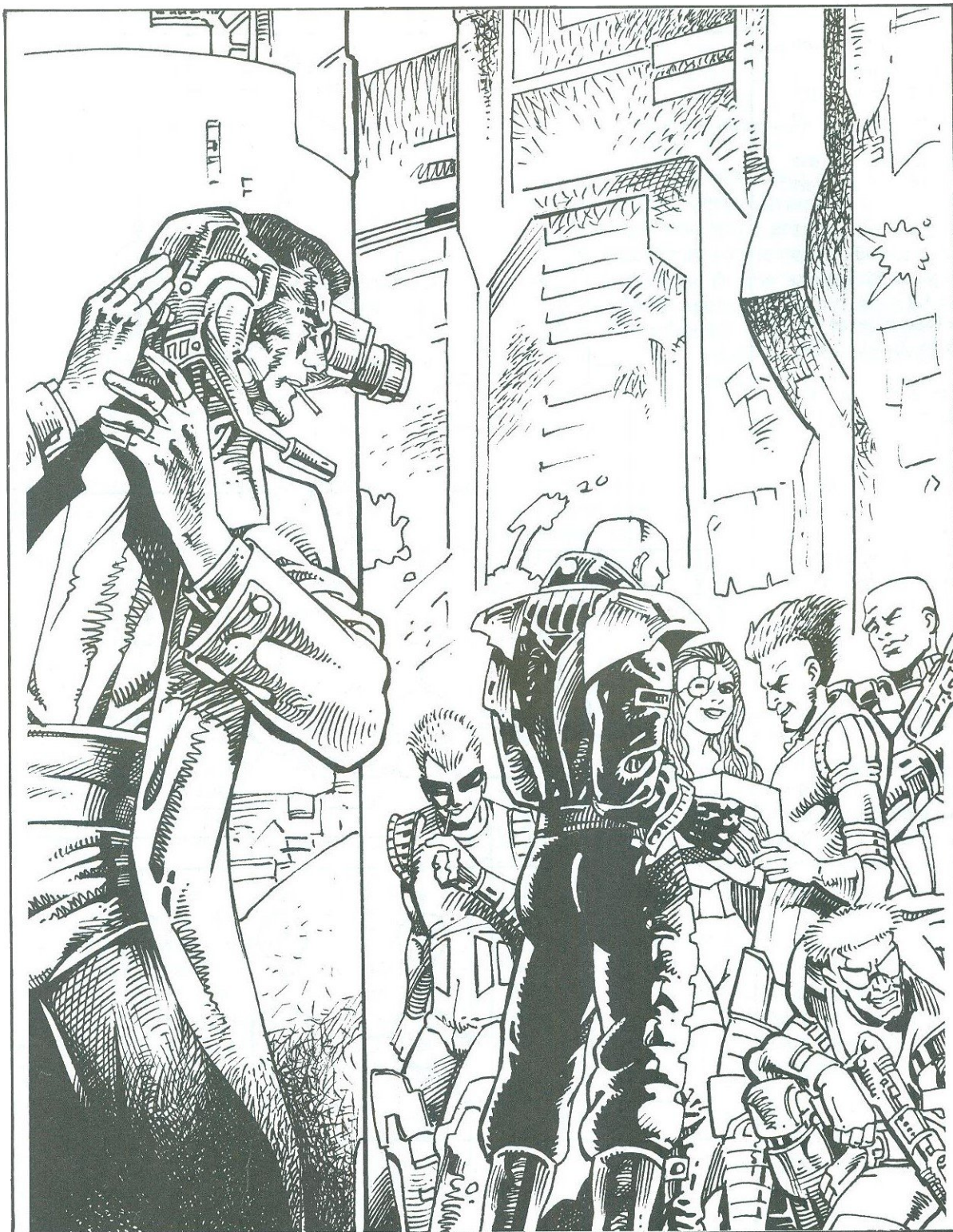
Roleplay Bureaucracy

The Lunarian Bureaucracy Flowchart is provided to help the referee recreate the unique and boggling bureaucracy of the moon. When the characters ask a question, the referee can use the chart by placing a marker at start. Roll 1d10 and follow the path indicated. If any character loses his temper with a bureaucrat, add 1 to the die roll until the group is sent to a different office.

Luna Bureaucracy Flowchart

1. Official is in office (roll 1d10 and move forward)
2. "He's not here right now." (1-7 go to Wait; 8-10 go to 3)
3. "He's gone home for the day." (1-3 go to 5; 4-10 Start Over)
4. "Let me check on that." (1 Start Over; 2 go to End; 3-4 go to Wait; 5-6 go to 10; 7 go to 9; 8-10 go to 13)
5. "I think I can squeeze you in." (1-6 go to 7; 7-10 move forward)
6. "I'm not authorized for this." (1-2 go to 5; 3-5 go to 10; 6-10 Start Over)
7. "Do you have form ____?" (Follow Yes or No)
8. "That's not my department." (Start Over)
9. "We're having some trouble with your file." (1-3 go to Wait; 4-10 Start Over)
10. "This needs approval by an F-9 or higher." (1-2 go to 11; 3-10 go to wait)
11. "I'll have to see what I can do." (1-2 go to End; 3-10 go to Wait)
12. "Let me give you a tip..." (1-6 go to End; 7-10 go to 13)
13. "I'll have to report this to the Ministry of ____". (Start Over)





The Security Domes

Among the services provided on Luna, perhaps none is more esoteric than the high security services of Luna. Springing from Luna's tradition of total independence and founded in the lessons of bank security, the Lunarians have transformed the science of protection, both active and passive, into an art. While other planets have their own security forces and methods, no others have reached the technological or mercenary extreme found on Luna.

Security on Luna commonly refers to two different types of operations—*passive security* and *strike security*. Passive security is the most common—the job of protecting people and things from outside attack. Bodyguards, protection devices, and detectors of all types fit into this class. All licensed security firms engage in passive security.

Strike security works more like a commando operation, an active effort to kill, destroy, or compromise a target. Officially, only the Ministry of Civil Defense maintains official security strike teams. However, a large number of retired military men, professional mercenaries, even legal security firms, secretly hire out strike teams. These operations are both illegal and very expensive. The penalties under the law are very severe and travelers should not let themselves be tempted by strangers with offers to "solve your problems."

The Lunarians are justifiably proud of their security talents and view the protection methods of other worlds with contempt. The security squires of Mercury are considered Machiavellian cut-throats, more interested in playing politics in the courts of the Sun Kings than in designing efficient security systems. The Venusians are primitive and dogmatic, making their security arrangements predictable and easily thwarted. The Lunarians need only point to the sabotage of the Venusian space elevator as proof.

The RAM Security troops are respected for their sheer numbers and little else. Professional "protectors" (as Lunarian security specialists are called) see RAM security as little more than a gang of thugs. The subtlety of its security operations has never been one of RAM's strong points. Again, they point to the destruction of the Venusian space elevator as proof. If the RAM teams had done the job right, no one would have even suspected it was sabotage, let alone

guess that RAM was involved.

Of course, no one knows if Luna security is really as good as it claims to be. After all, successful security strikes would look like accidents! No one would suspect Luna. All that is certain is that few attacks have been successfully made against people and places protected by Luna security specialists.

The security domes are the main centers of this industry. It is no accident that all such work has tended gravitate to separate domes. The equipment and skills of the security specialists are highly

New Security Equipment

Over the years, the Lunarians have added to and refined the vast range of security devices found in *The Technology Book*. Any of these devices can be purchased in most security domes on Luna.

Megaglasses (500cr)

In addition the abilities of macroglasses, megaglasses add infra-red and thermal imaging equipment coupled to computerized.

sought after by customers, competitors, and even foolish thieves. To protect their businesses, most security specialists have set up private domes, not far from metropolitan centers like Tycho and Korolev. As such, the security domes are scattered all over Luna.

Security domes range in size from the small dwellings of one-man operations to fair-sized communities of major security corporations. The latter have space not only for offices, plants, and training facilities, but also include residential housing and parkland for corporation employees. These domes are literally one-business towns.

The domes have a high proportion of the tinker population on Luna, since their skills are highly useful to the protectors. As a result, regions around security domes often include a "tinker-town," as tinker nests are derogatively called.

Lunarian security will work for almost anyone willing to pay, from RAM executives to NEO cell-leaders.

Perhaps the only job a protector would turn down involves concealing a known criminal from the Lunarian police forces. Of course, even then there are protectors willing to accept such a blatantly illegal job.

Hotels

Though one would not expect hotels in a security dome, it is actually a common service, but there are some substantial differences from luxury hotels on Tycho. The lodging in security domes exist for one main purpose—to keep high-risk

guests safe and alive. Creature comforts take second place to the concerns of protection. Of course, those paying for such rooms did not come for the food. Most often the guests included foreign dignitaries, federal witnesses, and executives who have incurred the wrath of competitors or others.

Of course not every protector has lodgings to rent. Most of the independent and smaller firms contract with a local hotel. The protector sets up a secure wing or floor on the hotel in exchange for a commission based on use. Only the largest firms have dedicated secure lodgings for clients.

Most of these lodgings are nothing to write home about. However, some businesses, especially those who specialize in security for media stars and foreign dignitaries, strive to combine maximum in comfort with maximum in security. There are star ratings for these—first the quality of security and then the quality of comfort.

Security Equipment (cont.)

recognition programs. These allow the user to see objects in darkness up to 1 mile distant.

Disturbance Sensor (100cr)

This is a paper thin sheet the size of a playing card. If it is moved after activation, the sensor transmits a signal to a monitoring station within 1 mile. It is useful for detecting searches or other break-ins.

Wilshire/Sekur-Tech Continental (****/****, VNET Link and address unlisted, contact a Sekur-Tech or hotel reservation agent for details) Famous throughout the solar system, the Wilshire Continental is the epitome of protected luxury. Everything about this hotel is secure. Guests are transported to and from the hotel's secret grounds by private tube-train. All persons are checked for weapons, while random background checks are made to ensure staff loyalty. Every room and hallway of the hotel is fitted

with detectors and is monitored from two command centers each with an independent power supply. Armed undercover protectors mingle with guests at all times to prevent any unforeseen emergencies, while a staff doctor with full medical support is maintained in the hotel. Mail, parcels, even food, are screened for explosives, chemicals, and bacteriological agents. The hotel also provides Sekur-Tech trained bodyguards for guests travelling outside the confines of the hotel; the hotel concierge is trained in coordinating crowd control and site security for meetings in the hotel. Tickets to all major shows and clubs can be obtained, along with any necessary advance screening, before arriving at the opera house or whatever. The Wilshire Continental prides itself on never having lost a guest.

In addition to these precautions, the Wilshire Continental also strives to provide the highest level of comfort and service to its guests. The hotel's philosophy is that the best security comes by providing guests with everything they need on-site. The ten restaurants are capable of producing and bio-scanning nearly any type of food in the solar system, while the six bars provide a different entertainment every night. Complete office services are available at a moment's request and the expansive hotel grounds provide a number of recreations from low-grav golf to cliff-gliding.

All these precautions do not come cheap. Room rates begin at 5000cr a day for a simple single room and can be as

much as 100,000cr a day for the penthouse suite.

Jamik Industries, S.A.R.L. (**/****, VNET Link #23W-4W68VQ, Hertzsprungplatz, Hertzsprung Twelve) Where the Wilshire Continental thrives on its high profile (yet very secretive) security measures, Jamik Industries operates on just the opposite concept. Lura Jamik, founder of Jamik Industries, believes the best approach to maintaining security is to keep a low profile, thus making it more difficult to locate the target and find and

overcome security systems designed to protect that target. As a result Mlle. Jamik has adopted a unique, but highly effective, series of security lodgings.

Unlike other protectors, Jamik Industries does not work with a hotel or provide its own hotel lodgings. Instead, Jamik has pioneered the creation of commercial safe-houses, taking a cue from governmental espionage agencies. Her company maintains a number of small homes scattered throughout

Luna. These are bought by dummy corporations to hide any connection to Jamik Industries and are then fitted with state-of-the-art security systems. Often a nearby dwelling is also purchased to house the security support team. Whenever a client requires round-the-clock protection, he is housed in one of Jamik's specially prepared houses. The client's location is not revealed and all communications with the client pass through Jamik's central headquarters. Except in the most extreme cases, the client is allowed freedom of movement around the neighborhood

Security Equipment (cont.)

Seismic Sensor and Receiver (5000cr) These devices are small, looking much like a push-pin. When set in place and activated, the sensor transmits all seismic activity as delicate as the footfalls of a cat within 20'. Transmission range is 10 miles. The receiver includes discrimination programs to identify the probable cause of the disturbance with a 95% accuracy.

and sometimes is given a cover identity including "job" and background. Mlle. Jamik insists that her clients should not feel like prisoners and tries to make as many accommodations for social activities as is practical given the needs of security.

Costs of Jamik Industries safehouse program vary greatly with the extent of security and length of stay. Travelers needing protection can expect to pay a minimum of 1000cr a day with additional services quickly escalating this cost.

Restaurants

Not surprisingly, the security domes do not offer anything in the way of fine dining for visitors, barely even so for guests. However, food protection is a common service.

Business Centers

The business of security domes is, quite naturally, security.

Travelers going to these places should not expect to find much else. However, the business of security in itself encompasses a wide range of services and industries. Of course, just what the customer can expect to find varies greatly with the size of the protection firm and the customer's budget.

Eavesdropping sweeps (100cr av.) are the most common service provided. Using a variety of signal detectors, experience, and common sense, the protector team scans a location for hidden microphones, cameras, and recorders, along with taking precautions against long-range observation. Most large corporations

have trained personnel on staff to perform sweeps. An executive may still hire an outside firm, especially if he believes a rival has corrupted in-house security employees. However, the bulk of this service is done for firms unwilling to maintain their own security division.

Background checks (100cr av.) are another of the bread-and-butter tasks for most security firms. Through the use of computer databases and sometimes a little legwork, most security firms can check such details as criminal record,

financial history, space travel, address, and even current credit activities of any person on Luna. Several firms are able to expand this reach to include those living on other worlds as well.

Threat profiles (100cr av.) are a low cost service common to nearly all security firms. Through sophisticated computer programs, protectors first develop a personality profile of who might be a potential threat to the client and then, using connections to inter-solar data-

bases, extract a list of possible likely candidates. Threat profiles are quite useful in determining just who your enemies might be.

Crowd control (price varies according to event) is the second most common service. Crowd control can range from simple (providing bouncers for a vid-star's latest appearance) to complex (handling public appearances of a foreign head-of-state). Crowd control is more than keeping unwanted persons at a distance, although this is important. Protectors must also prevent traffic jams (of people

Security Equipment (cont.)

Expendable Jammer (500cr) This simple device is a 1" sq. flat box with a magnetic or adhesive mounting plate. When the program is activated within 5' of a personal radio, the jammer unleashes a barrage of white noise to block all incoming and outgoing signals. For larger units, the jammer reduces effectiveness by 50%. Each jammer has a duration of 72 hours.

or vehicles), coordinate timetables, and discreetly neutralize risk-profile personnel, i.e. people who, based on their appearance and behavior, look likely to create trouble. Neutralizing *does not* mean killing or injuring, but simply requires the suspect be kept at a distance or prevented from creating trouble.

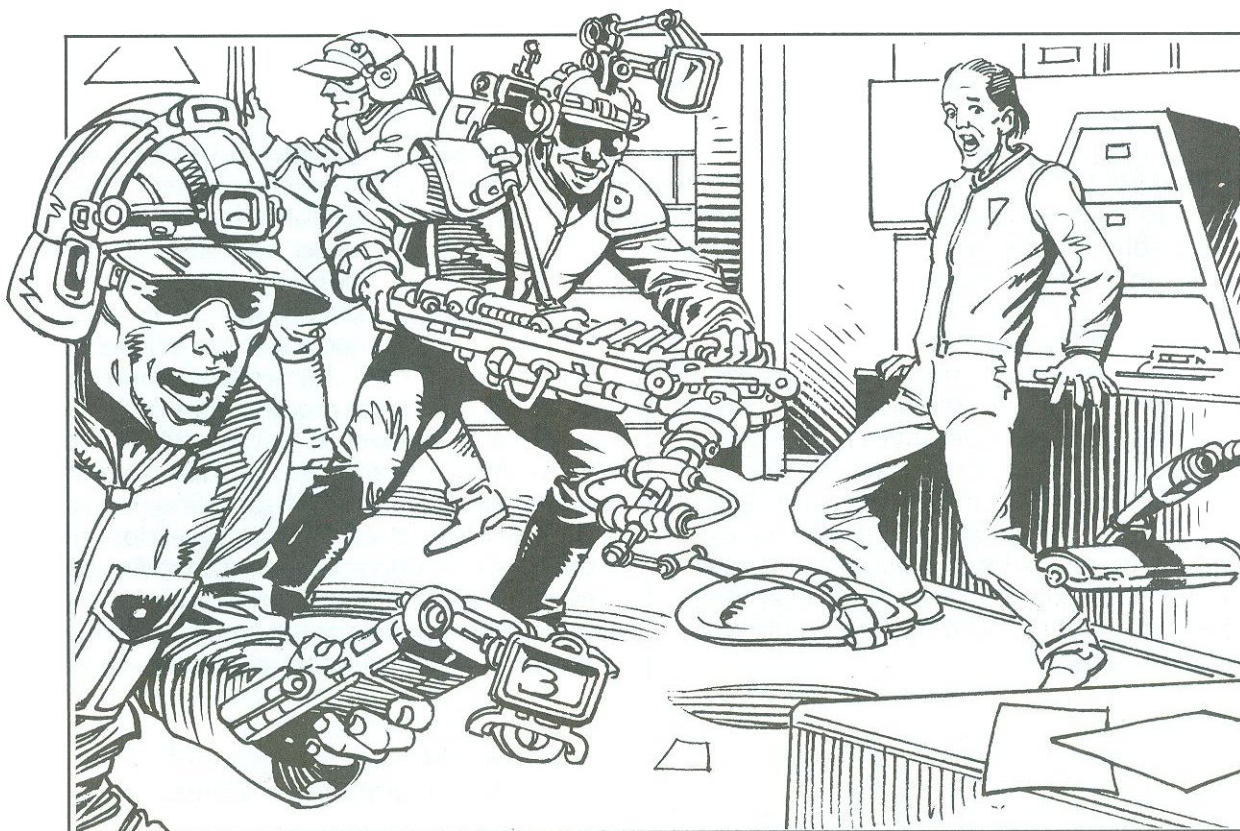
Bodyguards (200cr/day) are an integral service, usually combined with crowd control. Lunarian bodyguards carry concealed weapons and, if properly trained, have the tacit approval of the local police to use deadly force. Generally bodyguards are warriors skilled in battle tactics and zero-G combat.

Demolitions sweeps (1000cr) is one of the particularly nerve-wracking protector services. It is not frequently used and most firms cannot provide the service. Demolition sweeps search for and disarm

explosive devices. While this is a job normally handled by government agencies, corporations sometimes call in security firms to discreetly handle threats from sources such as disgruntled ex-employees, eco-terrorists, NEO activists, or even boardroom rivals.

Site security (10cr/sq. foot) is a typical offering of security companies. For a fee based upon site size, the typical security company will install a variety of standard detection and alarm systems, typically motion and intrusion alarms. For additional costs, the basic package can be increased to include such things as seismic sensors, disturbance alarms, independent power sources, various de-centralized recognition sensors, and even non-lethal restraint systems.

Event security (price varies according to event, 20,000cr minimum) is an



enhanced form of crowd control. Not only are the protectors responsible for keeping undesirables at bay, they must provide protection from a full range of threats—from assassination attempts to staged riots. Event security is the largest and one of the most difficult operations that can be attempted and incorporates all other protector services within it. It includes eavesdropping sweeps, bomb detection, threat profiling, crowd control, bodyguarding, even anti-terrorist combat teams.

Trouble-shooting (price varies according to case) is a catch-all term for just about anything else a security firm might take on. Just what a protector will or will not do is very vague. Some have very particular codes of ethics and will only do work within the strict limits of legality. More than a few, however, are willing to do work that skirts the edges of the law. The most reputable will consider any job that pays enough. Prospective customers may want to

avoid working with such protectors for a variety of reasons. The local authorities often target these operatives for on-going investigations and unwary customers may be caught up in a police case. Even then, there is a great deal of risk in trusting a protector with such low morals as to accept these kinds of jobs. More than one client has had his own protector bribed to work against him!

The leading firms in the security field are currently:

Lunatech Detection Services, Ltd. (VNET Link #59K-8S28MC, Lunatech Dome, Flammarion Station) Lunatech spe-

cializes in eavesdropping and demolition sweeps. They claim a 85% efficiency on a single pass. Fees are reasonable.

Sekur, GmbH (VNET Link #48E-2N78PS, Sechenov Sub-Station, Korolev By-Way) Sekur is the leader in industrial site and event security, providing a complete range of services to protect physical plants from sabotage and industrial espionage. The firm holds several major contracts with the Lunarian government and because of this is itself considered a security risk target.

Non-Lethal Restraints

In addition to alarms and detectors, most security systems include some method of discouraging or paralyzing intruders.

Stun Pods (2000cr) are computerized weapon mounts incorporating a sonic stunner, tracking mount, and recognition program. The program can identify specific individuals and genotypes, automatically tuning the stunner to the appropriate frequency. Stun pods

Info-Alert A.G. (VNET Link #48D-2Z67TF, East Wall, Val-lis Planck) With direct connections to the major databanks of Luna Main, Ram Main, and Venus Prime, Info-Alert claims the largest database in all Luna for running threat profiles and full background checks. The Info-Alert system is further enhanced by their own Crai-Em Series 7000 Self-Analyzing computer interrogator. According to corporate claims, the Series 7000 increases the efficiency

and reduces their turnaround time by 50%. As it is, most requests can be processed and answered within 24 hours. Info-Alert guarantees that given fingerprinting and DNA-sampling, no recorded criminal can avoid detection by their background checks and that there is even a 50% detection chance to find those with altered personnel records. Info-Alert's services do not come cheap, however, starting at 500cr for a background scan.

Ariane et Cie. (VNET Link #99G-5R61WQ, Normandie Dome, Lacus

Mortis) Specializing in crowd control, this firm is popular with media stars and music stars for the efficient and showy security force it can provide. As a sideline, the company also trains and hires out bodyguards with rates beginning at 300cr per day.

Universal Training, Ltd. (VNET Link #46L-9S56VD, Universal Sub-dome, Dante) This is a little publicized firm, distinctly not seeking any publicity. Their opinion is that those who need their services already know how to contact the company. Universal Training was founded by two ex-RAM Special Security officers, men who have the training equal or better of the elite forces found in most other militaries of the solar system. The two entrepreneurs, backed by RAM money, now hire their services as instructors and planners to virtually anyone in the solar system. As a consequence, Universal Training is suspected of involvement in a number of so-called "gray" operations—activities that skirt and sometimes cross the borders of legality.

It is commonly believed that Universal Training is little more than a front for RAM's security division, providing the notorious bully-boys a legal access to Luna. Even if this is not true, Universal Training has at least worked closely for RAM on several of the corporation's endeavors on Luna and in surrounding space. To keep the Lunarian government happy and off their backs, Universal Training also undertakes occasional commissions from their host planet.

Because of its membership, Universal

Training only undertakes projects of a para-military or military nature. The firm is well equipped with high-tech military hardware and even has several decommissioned RAM security cruisers (complete with weaponry) at their disposal.

When dealing with Universal Training, it is important to bear in mind their pro-RAM stance. Those with NEO sympathies are advised to steer well clear of this group.

In-Depth: Roval Torram

From 2443 to 2455 Roval Torram was perhaps Luna's most notorious protector. Known in certain circles throughout the solar system as a man who would undertake any job for a fee, Torram successfully avoided prosecution for twelve years. Four times the Lunarian authorities brought him to trial and three times he was acquitted. In 2445 he was charged with the murder of his partner, but when witnesses were unable to clearly identify Torram, the

case was dismissed. In 2449, the Federated authorities brought charges of smuggling and illegal arms dealing, only to have crucial evidence disappear. Not to be stopped, the Port Lune Ariane authorities tried again in 2453, filing charges of illegal RAM contacts. Defense evidence led to an acquittal.

Finally, in 2455, a special joint-state investigation led to charges of conspiracy to commit murder and conspiracy to commit treason. Although considered a risk, Roval Torram still had sufficient influence to be released on bail. Roval

Restraints (cont.)

have a 45° field of fire. Most are connected to a power circuit and also contain a back-up battery with power of 10 shots.

Shock Nets (500cr) are mounted as plates and triggered by any sensor. The nets fire an electrically charged filament into a 10'×10' area and require saving throws vs. electrical shock or be stunned for 1d3×10 minutes.



Torram has since disappeared, but from hiding has granted several revealing interviews. From these can be gleaned an idea of the security arrangements Torram has made for his own protection.

Dome location. It is clear from comments about gravity and atmospheric conditions that Torram is still on Luna. (Theories have been put forward that he is actually in a Luna-simulated orbital environment—along with the great Elvis.) It is most likely close to the surface. The dome appears to be an independent structure, since no reporter has given any indication of neighborhood surroundings. However, this may only be a precaution on Torram's part.

Layout. Torram's dome follows the general approach used for hotel security floors and safe-house systems. Based on journalists' reports and the opinions of other protectors, a fair idea of Torram's security can be determined.

1. The Perimeter.

The area surrounding the entire dome is covered by seismic, motion, and pressure sensors. These send signals to the main processing computer in the central security chamber.

2. Entrance. The structure probably has only one public entrance. The area in front of the door is fitted with a full sensor array. In an obvious position are a closed circuit vid camera, thermal imager, and laser resonance scanner. These are meant to be found and defeated, although with difficulty, giving the intruder a false sense of security. Carefully hidden

versions of the same detectors along with radar imagers, mass anomaly scanners (that can detect concealed weapons) and chemical sniffers for explosives provide the real security.

The entrance itself is an automated lock to protect both against intentional blow-outs and chemical or biological attacks. The lock chamber is fitted with an Auto-Air Sample Analyzer. The entire chamber can be electrified and is covered by concealed stun pods.

3. Reception Room.

Torram's interviews have all been conducted in a small chamber immediately beyond the airlock. According to experts, this is probably modelled after a standard security screening room and would include recording devices, a polarized wall (allowing one-way viewing), and a neural net restraint system. All walls except the polarized wall are reinforced with a titanium/beryllium alloy (AC -5). The door to the central areas of

the dome is fitted with pressure, thermal, and motion sensors.

4. Living Quarters. The layout of this section is based on conjecture, using hints from interviews and suggestions of other experts. It is believed that Roval Torram has two bodyguards with him in hiding. Their rooms are near the entrances to the domes. Both rooms have silent alarm displays.

Beyond the bodyguards' rooms would be Torram's private chambers. The layout here is based on Torram's previous

Roval Torram (Lunarian, 9th level rogue/5th level engineer): hp 37; AC 4; THAC0 16; Str 11; Dex 13; Con 12; Int 17; Wis 13; Cha 14; Tech 15.

Weapon: Mono knife (Dmg 1d6 +2), rocket pistol (Dmg 1d10)

Skills: Bypass Sec. 50; Demo. 30; Disguise 30; Fast Talk/Convince 50; Hide/ Shadows 20; Jury Rig 40; Law 30; Math 10; Notice 90; Open Lock 50; Programming 30; Repair Elec 50; Repair Mech 50; Shadowing 20.

lifestyle. In addition to a bedroom, bath, and kitchen, Torram's suite would have a library/study, music room, and comm/computer center. This last is secured against eavesdropping and is Torram's vital link to the outside world, in addition to containing most of his data records. This connection to the outside world is also one of Torram's weakest links.

5. Hydroponic Greenhouse. Torram needs to be as self-sufficient as possible, so his complex will include a greenhouse to provide at least some food and oxygen. In addition, the greenhouse can be used for entertaining and relaxation.

6. Environmental Plant. In addition to a gas rebreathing plant, waste composter, and water recovery and filtration system common to most domes, Torram is likely to have included his own atmospheric mixer and pressure regulator. Past attacks on security floors in hotels have often centered on seizing

control of the atmospheric controls. Torram is certainly not going to let that happen to him. The environmental plant most likely also includes a water reservoir and pool.

7. Security Control. This titanium/beryllium walled chamber will house the dome security control computer. All information from sensors and defenses throughout the complex is transmitted to here and processed. Torram's security computer is one of the most up-to-date models with pattern recognition, automatic threat analysis, target discrimination, and self-analysis and repair programs.

8. Rover Bay. It is probable that Torram has a personal rover, in case a fast escape is necessary. Most likely his dome has quick access to the surface. Certainly Torram would have no qualms about causing a blowout to speed his escape.

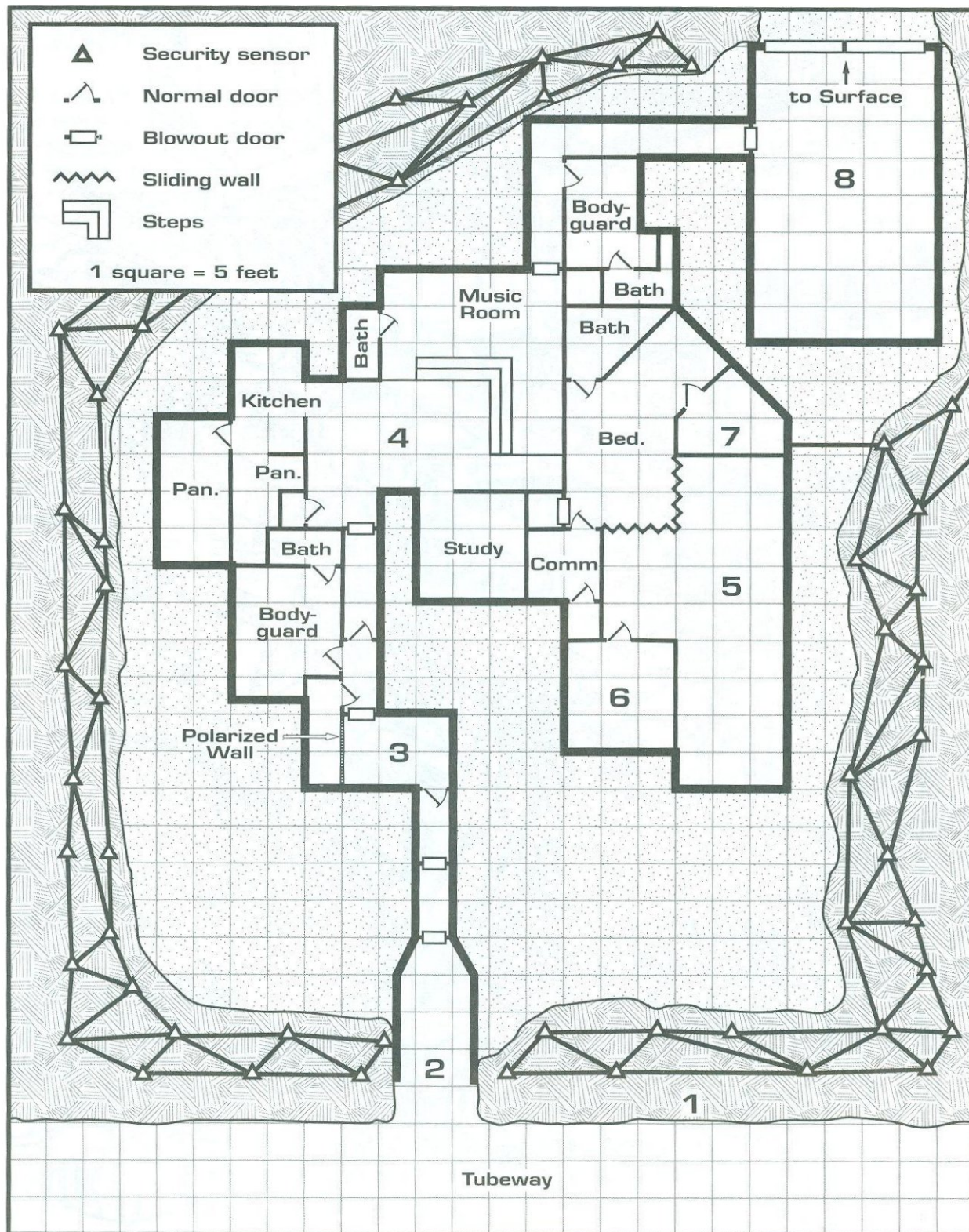
Bodyguards (Terrine, 7th level warriors): hp 45, 42; AC 2; THAC0 14.

Weapon: Mono sword (Dmg 1d10+6, +3 to THAC0), heat gun (Dmg 2d6), microwave gun (Dmg 1d10), claws (Dmg 1d6+3)

Major Skills: Acrobatics 45; Battle Tac. 50; Maneuver in Zero G 70; Notice 40

These rogues are psycho-drugged making them immune to bribes. They still have battle rage, however.

Royal Torram's Hideout





The Industrial Domes

Although banking brings in great revenue and security glamorizes Luna's reputation, neither, alone or together, is enough to keep Luna strong and independent. While all on the world share in that task, it is Luna's industrial and technological might that ultimately ensure its safety. Lunarian heavy industry provides the solar system with a non-RAM-dominated source of parts and machines. Its research labs produce alternatives to RAM-controlled patents. (Meanwhile the banks make all these wonders available at "easy" rates.)

In short, a strong Luna is good for the solar system since the moon is a vital source of competition to the megalithic RAM. Likewise, a solar system free of RAM domination is good for Luna since the Lunarians need markets for their goods. Buyers from the asteroids, Venus, Mercury, and even secret representatives from NEO provide the orders that keep the vital factories of Luna running. Consequently, anti-RAM sentiments are strongest in the industrial domes. (Pro-RAM feeling runs highest in the financial domes, which is hardly surprising since the bankers and the investment managers have the most contact with RAM. However, few Lunarians are ready to turn their world over to the Martian overlords.)

The industrial domes are hardly tourist vacation spots. This is the Luna that works. Still, for the adventurous traveller who wants to see the "true" Luna, a visit to an industrial dome can be more illuminating than endless hours of travelogues.

The name "industrial dome" leads one to think that these cities are nothing but one vast factory, belching smoke and turning out heavy machinery. This is far from reality. The domes are a mixture of

factories, shops, laboratories, stores, and residences. They are both home and workplace to the overwhelming majority the Lunarian middle-class. The "cantons," as the districts within a single dome are called, range from the sprawling fighter factories of FM GmbH, the research centers of Vallis Baade, the quiet residences of Gibbs, the ranchlands of Balmer, and the dark "neo-sprawls" of Cassini.

In general, the industrial domes can be classified according to their main activity. All domes include residential and commercial centers (stores, groceries, etc.), but most have some centralized focus. The common categories are heavy industry, light manufacturing, research, terradomes, agridomes, service domes, residential domes, and neo-sprawls.

Heavy industry domes: These are far different from the standard image of smoke-belching factories found in most people's imaginations. Atmospheric quality and resource conservation have caused the Lunarians to develop extremely low-impact industrial methods. Solar-powered furnaces, self-neutralizing chemical processes, even bio-operations are quite common. Where containments cannot be avoided, Lunarian law enforces extreme environmental action to remove dangerous pollutants from the air and water supply. As a result, heavy engineering domes are surprisingly clean, especially when compared to the factories of some surface worlds. The foremost heavy manufacturing of Luna includes titanium, aluminum, and steel foundries, spaceship assembly plants, and armaments factories.

Light manufacturing domes: These are found throughout Luna and support a wide variety of businesses. Like heavy industry, small factories are under strict environmental control to ensure that air and water quality is maintained. These small factories take advantage of the low lunar gravity to produce a variety of products for use on planet and export.

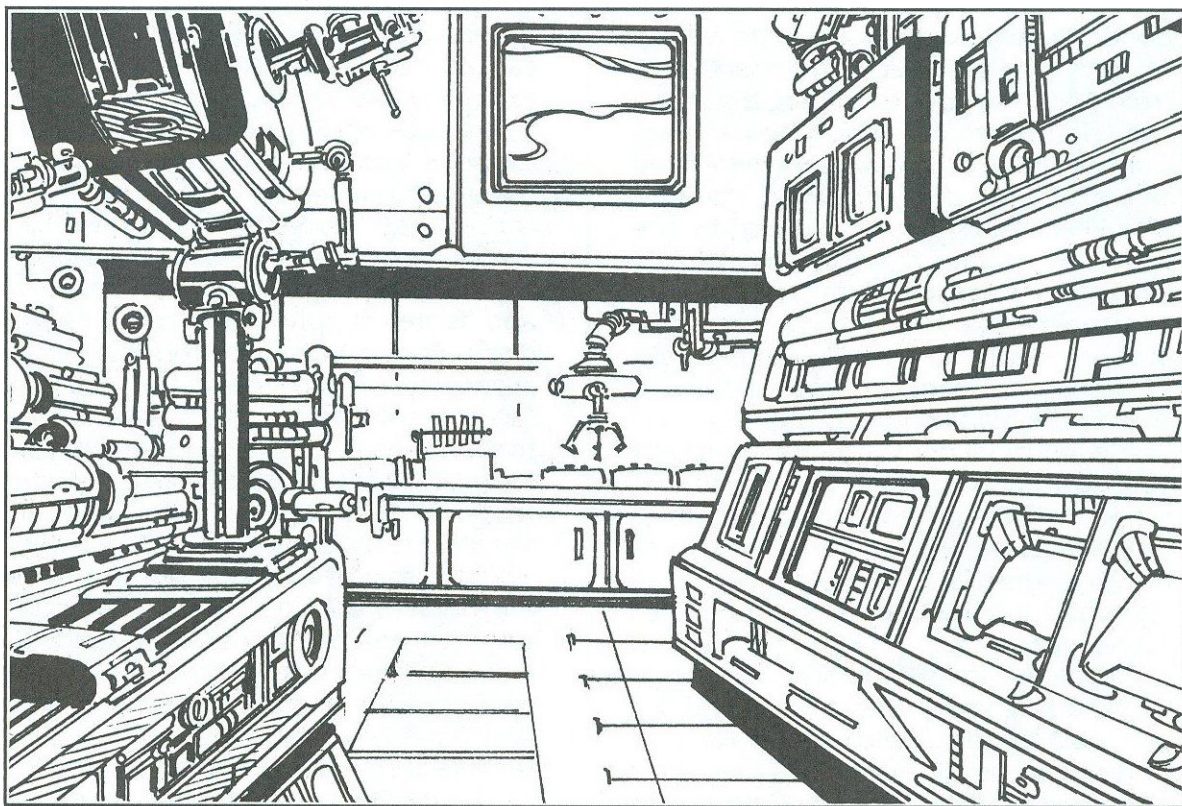
Common industries include personal environmental equipment, low-gravity crystal growing, low-gravity pharmaceuticals, electronics production, laser and plasma beam technologies, and computer design.

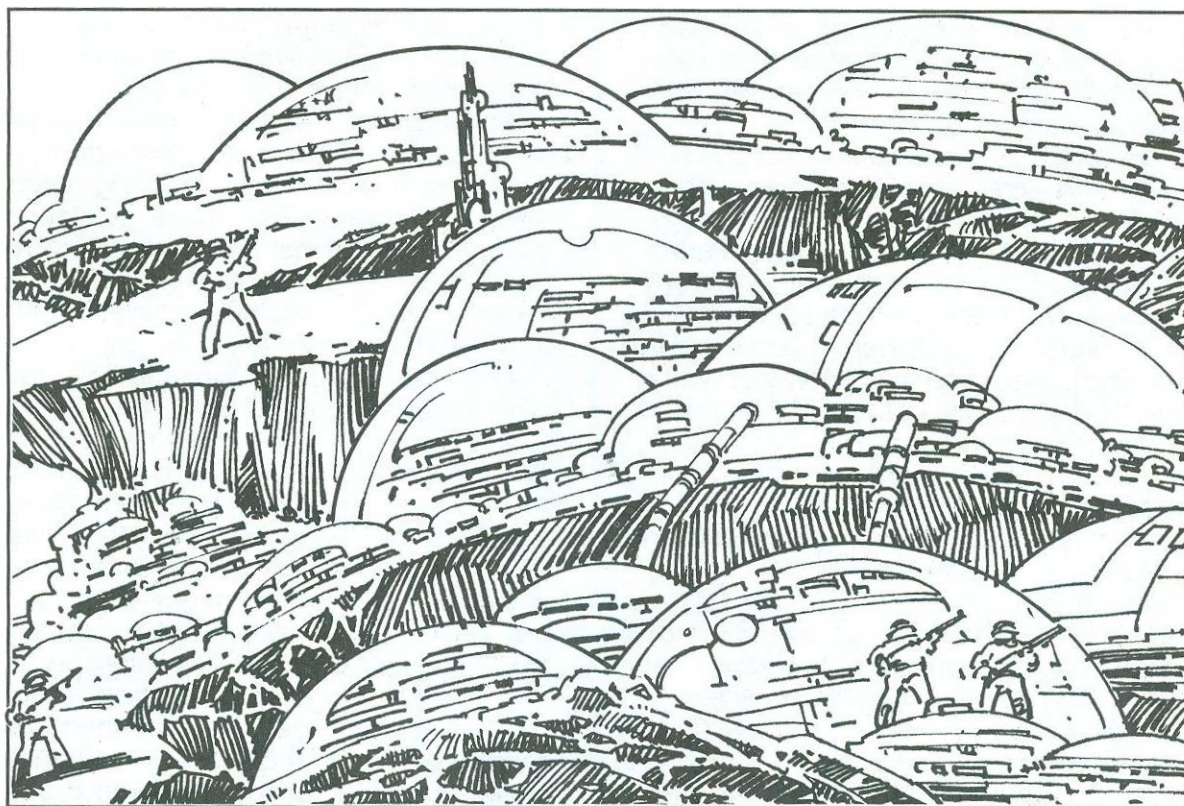
Research domes: Although most Lunarians do not realize it, the research domes are among the most vital to the world's economy. From the small and clean laboratories of these domes come advancements in many of the applied sciences. Knowing their labs simply cannot compete with the RAM scientific divisions in the areas of pure research, the Lunarians instead concentrate their efforts on creating innovative, yet practical, uses for new and old technologies. Supported by the government, it is an approach that has paid off well for Lunarian industry. There is a lot of truth in the old saying "Give a Lunarian a radio and he'll make

ten improvements by tomorrow."

Applied research is conducted in nearly all fields, but the Lunarians are strongest in the areas of electronics and computer design.

Terradomes: The terradomes are a unique feature of Luna. These complex areas are a combination of many different industries, processes, and even parks. Funded by the government, the terradomes are the heart of Luna's long-range terraforming process. It is in these domes that terraforming research is conducted and raw materials for terraforming are created and released. Currently, the terradomes are concentrating on atmospheric creation, although intensive research has begun on the next stage—lifeform generation for soil modification. (Currently, the regolith is organically inert and must be vitalized before higher plant forms





can take hold on the surface.) Many of the terradomes offer educational tours of their operations. Contact the local government office for more information.

Agridomes: The most common dome type on Luna, these domes provide food and some oxygen for the millions of people on Luna. Ever increasing food production (while controlling the birth rate) is an important goal of the government. Along with water and air, food is a weak link in the Lunarian drive for self-sufficiency. Where strict monitoring, conservation, recycling, and manufacturing have allowed the Lunarians to overcome most of the problems relating to air and water, maintaining food supplies is a constant battle. Too much reliance on imported foods places Luna at the mercy of outside forces. Every Lunarian official points to Mercury as a sign of what could happen—where they claim indepen-

dence and self-rule are stifled by the dependence on RAM shipments of vital food.

Consequently, a large portion of the Lunarian tax budget is spent on building new agridomes, improving others, and researching new crops and methods to increase production. Dome farmers receive large tax breaks and encouragements from the government. This sometimes creates resentment with the other classes of society, especially since food prices on Luna are quite high—although these do not rival the costs found on either Mercury or the asteroids.

The agridomes provide another important feature to the population, since most double as parks or greenswards deemed necessary for psychological fitness. All agridomes are open to the public, although the actual "fields" are typically closed off from trespassing. A common

family activity is picnicking at the local agridome. Likewise, many fine small cafes and bars are built in the terraces that overlook the main "fields."

Visitors to Luna should not expect to find acres and acres of gently waving grain, however. The agridomes are more like giant greenhouse-laboratories. Since Lunarian soil is inert, most plants are grown by aeroculture, rock-wool culture, or hydroponic methods. Furthermore, Lunarian farming is space intensive. Instead of wasteful flat fields in soil nutritionally unable to support crops, the agridomes are filled with row after row of vertical racks holding plants suspended in growing medium. Most domes are lit by artificial light, since only the hardiest plants can survive the sun's rays, even with the protection of filters that reduce the amounts of solar radiation. Plants are fast-growing green crops genetically engineered for huge harvests.

Service domes: Small and scattered, most of these small businesses are found within the other domes of Luna. Only a few are dedicated to the full-time task of providing and routing information. The largest of these is the Oppenheimer dome, home of the Luna Academy of the Sciences, the leading university on Luna, and the central processing point of Luna Main, the world computer. Oppenheimer has the finest in library and information retrieval equipment. Not surprisingly, a number of businesses specialize in the gathering and distribution of facts throughout the world.

Residential domes are generally located around the major business centers, where

there are enough jobs to support communities dedicated to housing. The residential domes are infrequent, since most personal dwellings are combined with the activities of other domes. However, in some areas, housing needs have outstripped the space available; hence special domes devoted strictly to residences have been developed. For the traveler or businessman, these domes have little of interest.

Lastly, there are the "neo-sprawls," the slum neighborhoods of Luna. These areas

take their name from the Earth sprawls, which they only vaguely resemble. While a visitor passing through an area might mistake a neo-sprawl for a red-zone, the similarity is only superficial. Red-zones are business districts that for all their seedy appearance and danger, are economically sound. Lunar neo-sprawls are really slums—decaying and run-down—inhabited by the poverty-stricken and unemployed. Violence and vice are facts of everyday life. Few

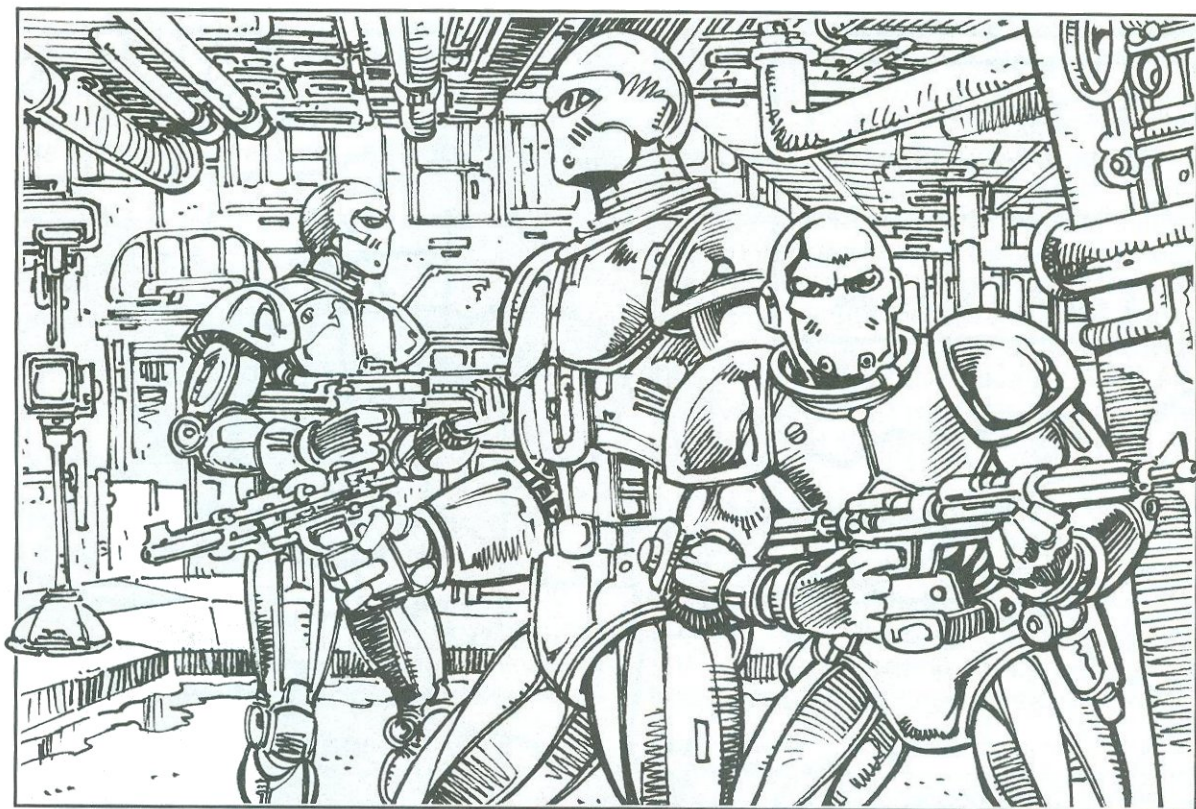
businesses are found in these areas and the attractions are only for the poorest or most hardy travelers.

Visitors should bear in mind that unlike the slums of Earth and Mars, which are located in the lowest levels of the city, neo-sprawls are generally found in the upper levels of a dome. This is because Lunarian domes are built from the top down. Those levels near the surface were the first dug and are hence the oldest. The facilities in these regions are often primitive and poorly-maintained. Air quality is usually low, water supplies are

Neo-Sprawl Hazards

The following table can be used anytime the referee needs a random event for visiting characters.

- 1 Youth Gang (2d6 members)
- 2 Tubeway doors sealed due to fire in sector
- 3 Blowout! Pressure lost in 2d4 rounds
- 4 Power failure in section
- 5 Water leak soaks tubeway
- 6 Local police sweep area, all suspicious types arrested



frequently interrupted, and power outages are common. Tubeway lights are often missing.

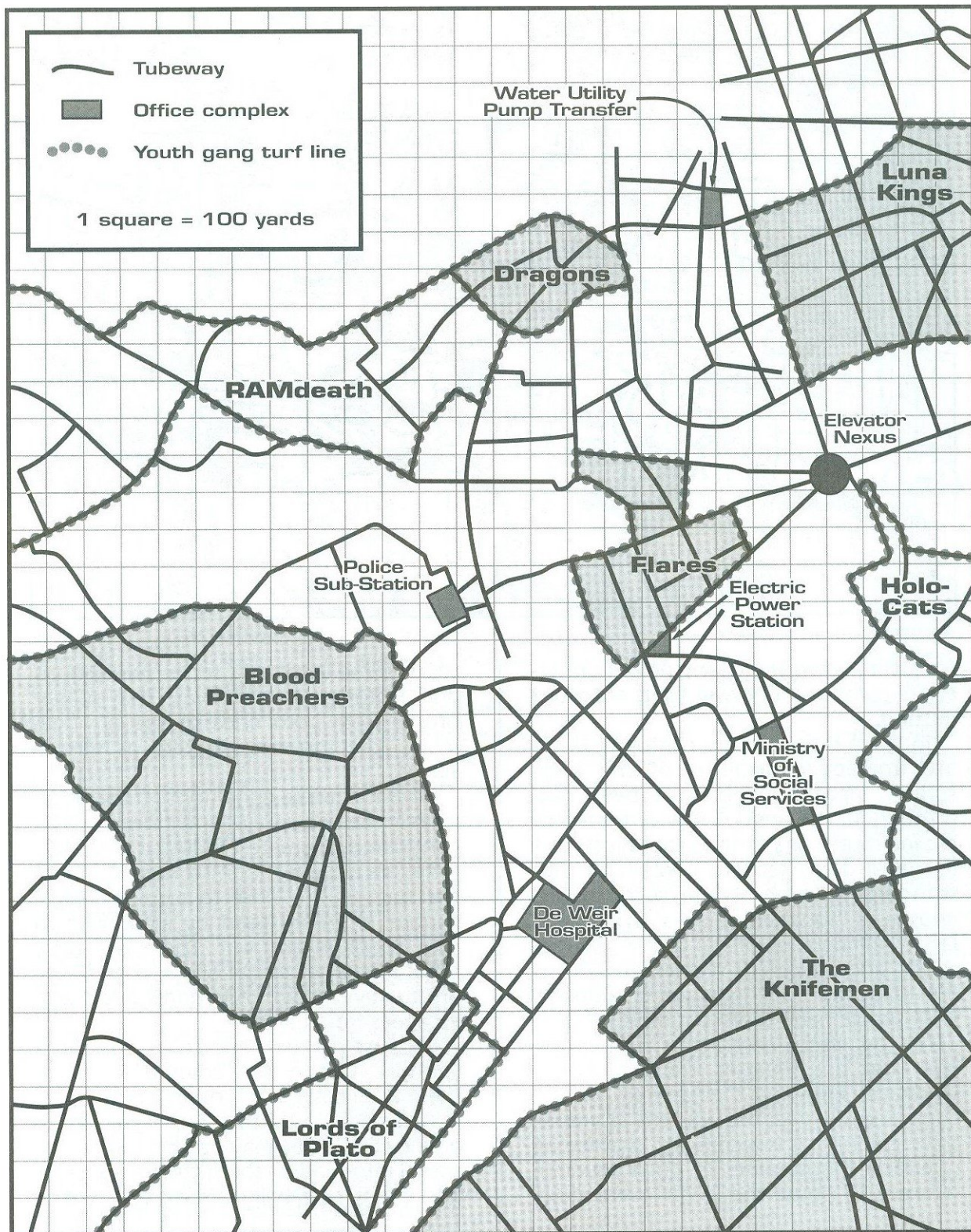
To make matters more confused, there are unmapped sections of the neo-sprawl. Illegal tunnels have been dug throughout the area. A few of these are escape routes or shortcuts, but most lead to illegal dome sections containing substandard housing. These sections are known as "squatter warrens" and house large numbers of illegal aliens, sweatshops, and smuggler's warehouses. Some are made by poor immigrants working with simple hand tools, but most are prepared by illegal contractors who build and rent the squatter warrens. These landlords, knowing their renters are on Luna illegally, treat the warrens as virtual slave colonies. It is a common practice of unethical industrialists to build squatter warrens to house the illegal aliens who

work in the landlord's secret sweatshops and factories. In this way, the builder profits from both ends of the arrangement, keeping his workers as virtual slaves.

Given all these conditions, crime flourishes in the neo-sprawl and indeed can be considered its greatest industry. Drug factories are carved out of the regolith. Since the sprawls are close to topside, illegal surface locks are used by smugglers to ship goods in and out. There is a brisk black market in illegal aliens, too. Many are fugitives from RAM domination and escapees from Earth.

Because of conditions in the neo-sprawls, visitors are advised to avoid them at all costs. If it is necessary to enter a neo-sprawl, contact the local police agency first. They may be able to provide useful information about the neo-sprawl, and in any case will maintain a record of

Plato Neo-Sprawl



the visit, should anything happen. If possible, travel with a guide familiar with the area. Many of those living in neo-sprawls are fiercely territorial. Especially where the squatter warrens are concerned, neo-sprawl inhabitants do not take kindly to strangers.

Hotels

While there are numerous independent inns and hotel chains throughout the industrial domes, none are of particular note. Travelers may want to consider commuting to these domes while staying at one of the larger hotels on Luna. Otherwise, good accommodations can be found at most standard hotel chains.

Restaurants

While the food of the industrial domes lacks the polish and sophistication of the

swank restaurants of the financial and federation domes, it does offer a wonderful variety of true Lunarian cuisine at a relatively inexpensive (for Luna!) price. Offerings such as algae cakes and broth or fried soma-steaks with a side order of greens are typical of the many small restaurants found throughout these domes. The food is plain and simple, but served in ample portions. While these little restaurants come and go without announcement, a few have survived for several decades, normally under the guiding hand of a single family.

The Economy Inn. (VNET Link #92S-4D85ZY, 2nd Main Level, Old Tycho Dome) Although the faint-hearted might be put off by the address, the Economy Inn has been filling up every night for years. There's nothing fancy here, only honest servings of good home cooking.

Sensitive Lunarian Industries

The following industries are all classified by the Federated States Ministry of Science and Technology as Class AA industries. This rating restricts, for security reasons, the sale or export of certain technologies developed by that industry. This makes them prime targets for espionage. The restricted technology is listed in parentheses.

Advanced Armor Associates
(Laminate and enriched armors)
Astromonitor Antenna Systems
(Communications technology)
FM (Fokker-Mirage), GmbH
(Fighter technology)
LaSalle Research
(Mass driver technology)
MSA Aluminum Technologies
(Metal research and fabrication)
New-Type Materials, Inc.
(High pressure metal laminates)

RIMCO Non-Oil Fluids
(Biochemical agents)
SIM Systems, Ltd.
(Coding and decoding equipment)
Thomas Aton, Ltd.
(Low-gravity pharmaceuticals)
Vorpage et Cie.
(Computer systems)
Westonian Autowerks, GB
(Military vehicle manufacturing)
X-RADIC
(Beam weapons research and design)

The Rockbreaker. (VNET Link #46Q-4P91XF, Green Dome) Far from anything, this little restaurant serves a food in the Deep-mine style, characterized by stews of dried foods and low-cooked items. While the flavors are not for everyone, the adventurous will find the Rockbreaker well worth a visit.

Business Centers

The industrial domes house some of the largest corporations of Luna and produce everything from planetary oxygen generators to vibro-showers. Travelers can find complete listings of all business in any VNET directory.

In-Depth: The Mendelev Warren

One of the most bizarre, yet little publicized discoveries by the enforcement officials in recent years must certainly be the uncovering of the Mendelev warren. Given the implications of this discovery (and later investigations) it is hardly surprising that Lunarian officials have said little on the subject. However, their silence has only led to much speculation and wild theories about the "conspiracy" surrounding the Mendelev warren.

Nothing was known of the Mendelev warren until late 2455. Then, during a routine police sweep of the Level One neo-sprawl in the Greater Mendelev dome, a combined team of local police and immigration authorities discovered a new and previously unsuspected squatter warren. Following standard police procedure, the location of the warren was radioed in and an immediate search begun. While one team investigated, a second team at the entrance monitored and recorded the progress of the search.

Just what happened next has never been satisfactorily explained, since the

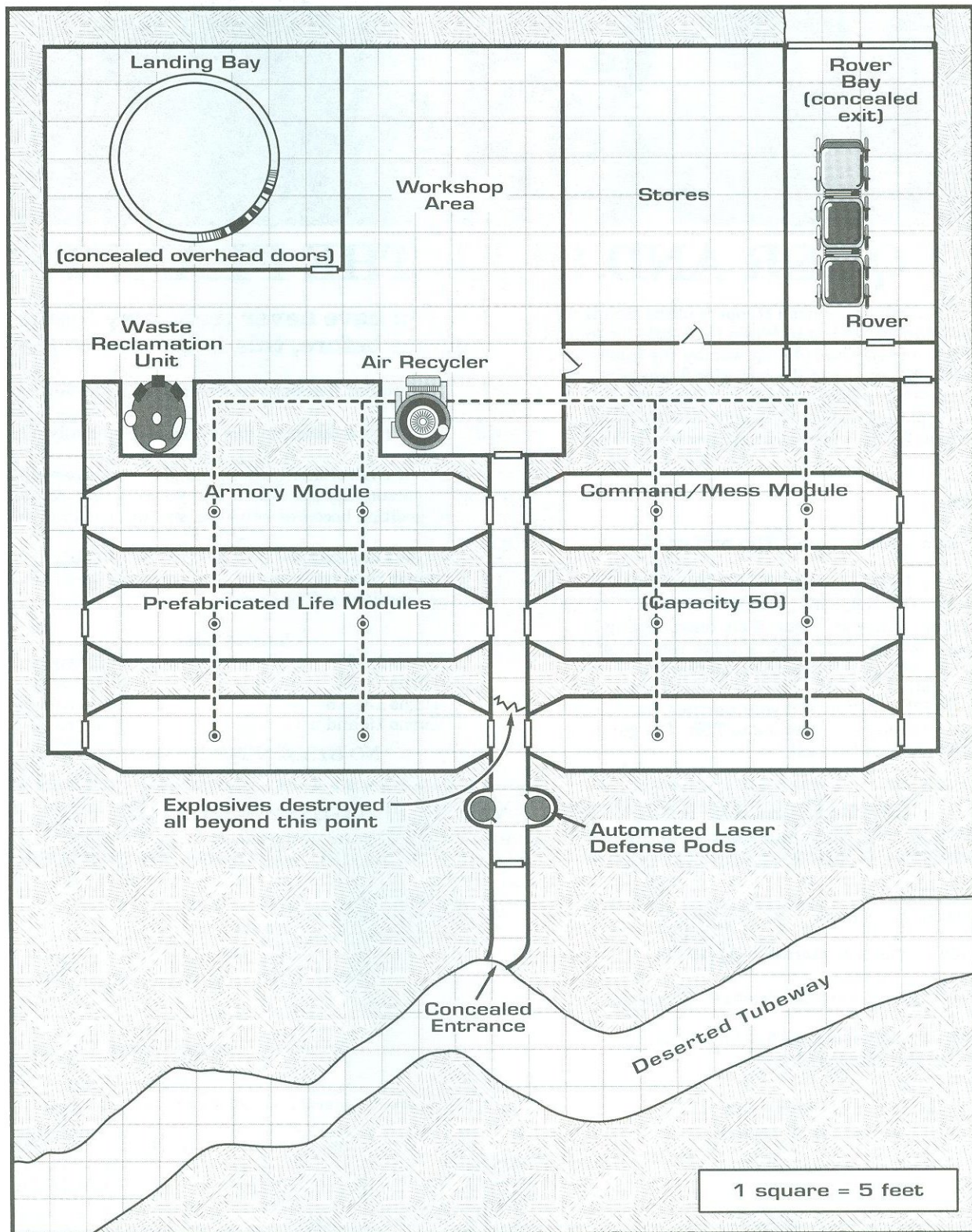
recordings have not yet been released by the authorities. There was an explosion and a large part of the warren was destroyed. The search team was killed in the blast and several members of the backup team were injured. Official reports blamed the blast on a sparking air-recycling system that triggered an oxygen fire and blast within the warren. However, unsubstantiated allegations and rumors claimed the blast was the result of explosive booby-traps and these claims have gained certain credence, primarily due to leaks from the closed government investigation that was conducted.

Information from this investigation suggests that the Mendelev warren was far more extensive than previously suspected and supposedly contained workshops, living quarters, and surface locks of a high degree of sophistication, certainly more than would be expected in a slumlord's warren. The Civil Defense authorities closed the area under armed guard.

Building materials found at the site are rumored to trace back to several firms with RAM connections. Two of these firms, United Construction and DuPage Importing, have since gone out of business while a third, Tycorp Placement Services, was seized by the Federated Enforcement Agency. The records of all these firms were placed under sealed indictment but again there are rumors of other warrens built by the same three corporations.

Theories about the Mendelev warren are many. Some maintain it was a secret RAM infiltration base in preparation for a Lunarian coup. Others say it was a spy center where stolen technology was dismantled and examined prior to shipment to Mars. Just what Mendelev was and means to Luna may never be known.

Mendelev Warren (Conjectural)





CONQUER AND RULE THE PLANETS!

The genetically enhanced troopers of the Sun Kings of Mercury have landed on Luna. While the battle for control of the orbital space overhead is being won by the Lunarians, the ground war is being lost to the superior forces of the Sun Kings. Just as the Sun Kings are about to celebrate victory, a powerful terran space fleet descends upon a weakly defended Mercury. So much for the diplomatic agreement from last turn.

Now it's WAR!

Who will survive? Who will win?

Based on the popular BUCK ROGERS® XXVc™ role-playing game, the CONQUEST FOR THE 25th CENTURY Play-By-Mail game pits you in one of six teams trying to control the solar system. Every two or three weeks you will receive a 6 to 15-page turn in the mail, loaded with high-quality, laser printed graphics. The turn sheets are easy to read and easy to fill out. You and your partner decide upon your strategy and send in your turns to TSR. The game is completely computer moderated!

If you have never tried play-by-mail games before, this is the one to play!

Special features of this game include:

- Each team has a dozen unique types of genetically altered troopers.
- A dynamic environment where the planets move each turn.
- Digital personality spies that raid your enemy's computers.
- If your position becomes hopeless, you can defect to another team.
- Turn sheets are scanned into play by the computer.
- The winner receives free set-up in a new game, and his partner receives a free turn.

Turn Costs

Turns 1 - 6	\$4.50 each
Turns 7 - 12	\$5.00 each
Turns 13 - 18	\$5.50 each
Turns 19 and up	\$6.00 each

NO HIDDEN TURN COSTS!

CONQUEST OF THE 25TH CENTURY PLAY-BY-MAIL GAME

Fill out this form completely, detach at dotted line, and mail your payment and this form to:
CONQUEST OF THE 25th CENTURY Play-By-Mail Game, P.O. Box 1154, Lake Geneva, WI 53147 USA

Please send me:

- Rules, set-up package, and 3 turns ☐ \$20.00
Rule booklet only ☐ \$10.00
Set-up package (Order sheets & 3 turns) ☐ \$10.00

Starting Position:

Place a 1, 2 or 3 in the box next to the planets on which you most wish to start.

(1 = first choice, 2 = second choice, and 3 = third choice)

- ☐ Mercury ☐ Venus ☐ Earth
☐ Luna ☐ Mars ☐ Asteroids

Please check one:

- Slow Game (3 weeks/turn) ☐
Fast Game (2 weeks/turn) ☐

Imaginary game character's name: (print)

Requested Teammate: (print)

(You are not guaranteed to get your requested teammate)

Please Print

Name

Street Address

City State/Province

Postal (Zip) Code Country



Method of Payment: (U.S. Funds Only)

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Luna

By David "Zeb" Cook

"Never Again"

Defiant outpost of freedom against the oppressive forces of RAM colonialism?

Coterie of money-grubbing bankers without the moral fiber to take a stand?

The colony that works?

Take your pick.

To the ever-frustrated executives of RAM, Luna is the galling thorn in their corporate side.

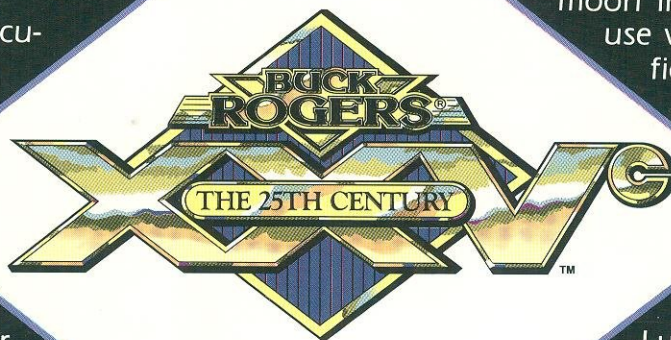
Fiercely independent and openly contemptuous of RAM power, the Lunarians have fought to retain their precious neutrality in the raging conflict around them.

To the poor and struggling NEO organization, Luna is the source of desperately needed arms and equipment—at a price. Possessing some of the finest technology, the bankers of Luna have made weapons a highly successful business.

To the average working man, Luna is home. Grown tough in an unforgiving environment, the people of Luna are determined to stay safe and secure from the chaos and destruction that surrounds them—at any price.

Luna is the first complete description of the people and places of Earth's moon in the 25th century, for use with the XXVc™ science fiction role playing game. It describes facts and places every traveler needs to know to visit the "Switzerland of Space."

Luna is a place of industry and opportunity. Yet, beneath the surface lies intrigue and corruption. Famed in equal measure for its technology and neutrality, Luna is threatened by invisible cracks beneath the surface that could destroy its fragile structure. For players of the XXVc game, here is the chance to save Luna—or grab it all for themselves.



SCIENCE FICTION ROLE-PLAYING GAME

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