

*Sometimes, travellers break the law.  
Sometimes, they get caught.*

*In the Solomani Rim, lawbreakers are  
sent to the Imperial prison on  
Newcomb, to work in the hazardous  
pitchblende mines.*

*Prison Planet includes a complete  
description of the Newcomb prison, its  
inmates and guards, and the perils of  
life "inside".*

*Will the prisoners live to complete  
their sentences? Can they escape?  
It's up to you.*

## *Adventure 8 Prison Planet*

# TRAVELLER<sup>®</sup>

*Science-Fiction Adventure  
in the Far Future*

*Adventure 8*  
*Prison Planet*

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***TRAVELLER***

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop

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*Prison Planet*

**TRAVELLER**, Adventure 8

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This booklet is an adventure for **Traveller**, GDW's science fiction  
role-playing game set in the far future.

**Traveller** is GDW's trademark for its science fiction role-playing game  
materials.

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# Introduction

This booklet is a comprehensive adventure for **Traveller**, entitled *Prison Planet*. It concerns a group of adventurers who have been sent to an Imperial prison.

It is assumed that the adventure will be administered by a referee who has read through this booklet, and who is familiar with both it and

**Requires only the** the rules for **Traveller**. This situation calls for only the  
**Basic Traveller set** basic **Traveller** booklets (Books 1, 2, and 3), and no additional supplements, books, or other information. As

usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of the adventure. Hex grid paper may also be useful.

**Chapters:** This introduction is intended for both the referee and the players. Some portions of the chapter entitled Entering Prison are intended to be read to the players by the referee. The rest of the adventure is for the referee only. No part of this adventure should actually be placed in the hands of the players.

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

**Date:** All dates herein correspond to the Imperial calendar. The date for this adventure is 1108: the 1108th year following the founding of the Im-

**Date:** 1108 perium. The referee should indicate the exact date based on the local situation. Days within the year are numbered consecutively

from 1 to 365; thus the last day of the year 1108 is 365-1108. Once the adventure begins the referee should allow time to flow normally.

**Place:** This adventure takes place on Newcomb (0503 D441443-6), which is situated in the Banasdan subsector of the Solomani Rim.

**Place:** Newcomb Newcomb is 6000 kilometers in diameter and has a high  
Banasdan Subsector density (surface gravity is about .8 standard). The sur-

The Solomani Rim face is mostly desert (only 10% water). It has a thin,  
tainted atmosphere, breathable with the aid of a filter

mask. Newcomb's day is 20 hours. There are very few people on Newcomb, and most of them are concentrated in Circle City, the site of the starport.

## CHARACTERS

This adventure is intended for use with a band of travellers who have transgressed the bounds of the law (or who have at least been found guilty of transgressions). For most crimes the characters will be sentenced to 2D years in prison, as well as having their social standings reduced by one. Examples of this sort of crime include smuggling, forgery, fraud, bribing a public official, malicious default (for example, skipping out on starship payments), harboring a psionic, entering a red zone, assault and battery, armed robbery, computer tampering, commerce in controlled substances, and many others. More serious crimes may command sentences from twice as long up to life, and reduce social standing by two. Examples of these include treason, piracy, murder, hijacking, insurrection, mutiny, arson, kidnapping, genocide, commerce in body organs, destruction of ecosystems, and so on.

Some leniency in sentencing may be expected for first offenders, and generally sentencing may vary wildly from planet to planet, depending on local law level and government.

**Desirable Skills:** No specific skills are called for in this adventure. The characters may find the following skills to be of some value: streetwise, brawling, bribery, admin, and dagger or blade expertise; the following additional skills are useful in some situations: gambling, medical, steward, computer, mechanical, electronic, and jack-of-all-trades.

Should a character have no brawling or suitable weapons skills, the referee may see fit to assign a skill level of brawling-0 to that individual, which avoids the negative DM associated with lack of skill.

**Pre-generated Characters:** A group of pre-generated characters is supplied below, although the referee may allow other characters instead.

- |   |  |        |        |         |  |
|---|--|--------|--------|---------|--|
| 1 | Ex-merchant Second Officer   | 797B83 | Age 38 | 5 terms |  |
|   | Steward-1, Medical-1, Streetwise-1, Air/raft-1, Shotgun-2, Dagger-1      |        |        |         |  |
| 2 | Ex-navy Lieutenant Commander   | 765AA6 | Age 34 | 4 terms |  |
|   | Computer-1, Admin-1, Mechanical-2, Carbine-1, Blade-1                    |        |        |         |  |
| 3 | Ex-army Major  | A78464 | Age 26 | 2 terms |  |
|   | Brawling-1, Mechanical-1, Blade-1, Rifle-1, SMG-1                        |        |        |         |  |
| 4 | Ex-other   | 658573 | Age 30 | 3 terms |  |
|   | Brawling-1, Gambling-1, Streetwise-2, Bribery-1                          |        |        |         |  |
| 5 | Ex-marine Lieutenant   | 966855 | Age 30 | 3 terms |  |
|   | ATV-1, Tactics-1, Brawling-1, Cutlass-2, Revolver-1                      |        |        |         |  |
| 6 | Ex-army Captain  | 6A8573 | Age 26 | 2 terms |  |
|   | Brawling-1, Gambling-1, Dagger-1, ATV-1, Rifle-1, SMG-1                  |        |        |         |  |
| 7 | Ex-scout   | 875984 | Age 34 | 4 terms |  |
|   | Electronics-1, Vacc Suit-1, Pilot-1, Navigation-1, Auto Pistol-1, Foil-1 |        |        |         |  |
| 8 | Ex-other   | 586AA4 | Age 26 | 2 terms |  |
|   | Forgery-2, Dagger-1, Streetwise-1  |        |        |         |  |

**Possessions:** Characters being sent to prison will have little if any opportunity to bring equipment with them, especially any sort of weapon or potential weapon.

## REFEREE'S NOTES

The theme of this adventure is the characters' attempts to get out of prison. It may take some time before the players realize completely that this will not be an easy task. They will find that careful preparation is as necessary as bold action. They may have to spend several years in prison before they acquire the right combination of knowledge, equipment, and opportunity for a successful escape.

In order to run this adventure, the referee must be familiar with the rest of this booklet. The next chapter, *Entering Prison*, takes the characters through their first week on Newcomb.

Thereafter, action follows the course outlined in *Running the Adventure*. Much of the information needed to conduct play is gathered together in the tables on pages 19 to 22. The characters' lives will be governed by events, incidents, encounters with prisoners and guards, and rumors, as described in the four following chapters. The prison's physical layout is described in the chapter entitled *The Prison*

and its attendant maps.

Finally, after the characters escape from the prison, the action will be guided by the chapter entitled Outside, which describes Newcomb's surface and Circle City.

The players will enjoy the adventure most if the referee avoids a dry description of the material included here. The referee should use this material as a basis; events, places, and characters should be further embellished by the referee. It is more effective for the referee to play the role of other prisoners, guards, and staff members speaking to the player characters than to merely read off the rumors.

Players may frequently come up with courses of action which are not covered here. In these cases the referee is free to improvise, remembering several basic principles: the guards and prison staff are not fools, and are endlessly suspicious of the prisoners (even those guards who are completely corrupt), the prisoners themselves are suspicious, dangerous, and uncommunicative, but very unlikely to report strange behavior to the prison authorities, and on the whole the prison is no picnic.

It is important for the referee to discourage stupid plans of escape ("I'm going to tell the guard I'm sick, and when he comes over to look at me, I'm going to hit him with a rock and run out into the desert by myself"), for this will only lead to the characters' premature demise, which is not the point of the adventure. On the other hand, if the players are not doing anything useful towards bettering their condition, it may prove worthwhile to give them some hints, perhaps acting in the guise of "an older wiser prisoner", or otherwise prod the players into some sort of useful action.

Finally, remember that although the adventurers may have been sent here as punishment for crimes committed elsewhere in a **Traveller** campaign, it is still important to reward them for intelligence and timely audacity.

# Entering Prison

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After sentencing, the group has found that they are to be sent to the Imperial prison facility on Newcomb. This institution has an extremely unsavory reputation. Rumor has it that the prisoners are forced to work the pitchblende mines in hazardous conditions of high radioactivity. Safety regulations are not enforced, occasioning a rare editorial complaint in the Imperial mass media. Many prisoners are said never to complete their sentences, leaving their bones in the mines of Newcomb.

The group is shipped to the Newcomb prison facility on a converted troop transport and landed by shuttle along with several other new prisoners. The planet is arid and forbidding. Filter masks are issued on leaving the shuttle, to enable prisoners to breathe Newcomb's tainted atmosphere. The surface buildings are bleak gray structures obviously built long ago. The immediate skyline is dominated by a huge pile of ore, outside of the tall metal link fence which surrounds the buildings. All of the prisoners are subjected to a humiliating delousing procedure before being informed that they are to be housed in old mine shafts deep beneath the surface.

**Additional Information:** This information is to be given to players who have somehow managed to do some research on the prison. The Newcomb correctional facility has been modified from the mining camp of the now defunct Orion Metallurgy Corporation, which went out of business nearly 100 years ago. The government makes a modest return, as the prisoners are not paid for their labor and many safety regulations are ignored, exposing the prisoners to unhealthy levels of radiation and airborne rock dust. Security is not up to the level of the "best" Imperial prisons as the prison site is surrounded by thousands of kilometers of desert, inhabited only by dangerous animals. There is only one small city on Newcomb: Circle City, site of the class D starport where the ore mined at the prison is taken to await transshipment to regular commercial transport. There is a small additional amount of local trade (mainly skiggie pelts). Prisoners who are of political importance (revolutionary leaders, foreign spies, or criminals with social standings of 13 or above) are seldom sent to Newcomb. The Newcomb prison is in the backwaters of both its sector of space and the Imperial budget. The guards are poorly paid and overworked, the equipment is old, outdated, and unsafe, and the warden has come under fire for incompetence.

## ASSIGNMENT OF PRISON NUMBER AND CELLBLOCK

Each character should be assigned a prison number: any four-digit number that ends with 8 or 9. The prisoners should be assigned, randomly or by referee's choice, to cellblock 1, 2, or 3 (cellblock 4 contains prisoners in solitary confinement). All the characters should start in the same cellblock, although it is possible that some of them may later be moved to other cellblocks as punishment for gang action. The referee should also determine which characters are cellmates (there are usually 2 prisoners to a cell).

## OUTSIDE CONTACTS

Characters with no existing outside contacts may be given someone to write to



(one per player). Mail turnaround time is usually two weeks per parsec distance from Newcomb. Randomly generated outside contacts are 2D parsecs distant. Roll 1 D to determine the type of outside contact for each character.

**1. Heartbroken Mother:** The character's mother will faithfully answer letters and may attempt to smuggle in small items, but cannot be counted on for much more.

**2. Guilty Accomplice:** Depending on the nature of the crime, the character's accomplice may be anxious to keep him silent, and may have credits enough to hire legal talent or to plan an outside escape attempt.

**3. Dishonest Shyster:** A crooked lawyer will undertake to offer appropriate bribes, may attempt to reclassify the character's listed skills for purposes of prison employment, and may suggest methods of smuggling non-weapon items into the prison. The player may also be given the additional information on the previous page, as the lawyer has been doing some research. The lawyer will also attempt to bilk the character out of as many credits as possible.

**4. Crusading Attorney:** An honest lawyer has become convinced of the character's innocence, and will expend reams of paper presenting motions for retrial, clemency, and so on. He will do anything within his power to aid the character, provided it isn't illegal. If several years pass without results, he may be talked into aiding an escape attempt, as long as he is not directly involved.

**5. Loyal Friends and Relatives:** As well as writing letters, the character's friends and relatives may be able to hire lawyers to keep up the fight for an appeal, but probably would be reluctant to do much in the way of illegal maneuvering on his behalf.

**6. No Contact:** No one cares sufficiently about this despicable criminal to write.

## THE WARDEN'S SPEECH

The new prisoners are gathered in the prison yard just after they file through the gate, and the warden condescends to address them. The speech should be read to the players.

The warden is overweight, balding, and looks like he would rather be in at least a million other places than where he is now. He is surrounded by a dozen mean-looking guards wielding submachineguns and automatic pistols.

"You scum have been sent here for your crimes against Imperial society." He clears his throat noisily.

"Here you are going to be given an opportunity to atone for those crimes. You should be grateful that you are being given this opportunity. You should be grateful that you are being allowed to live at all. There is one thing that you should keep in mind every day that you are here: you have no rights except those I feel like allowing you to have. You don't even have a name any more; you will henceforth be referred to by your prison number. The only way you will ever get your name back, and the only way you are ever going to get out of here, is to work hard and stay out of trouble. If you remember that, one day you may be rehabilitated, and may get to return to honest society."

At this point, one of the new prisoners snickers softly, but the warden hears anyway.

"What do you have to be amused at, scum?" snaps the warden, and then without waiting for an answer says "Guards, send this scum to the danger zone". Three guards step forward and grab the offending prisoner; when he struggles, they club

him in the head and drag him away.

"Time to get to work; the fun is over" says the warden.

### **THE FIRST WEEK'S EVENTS**

During this time the new prisoners are given prison uniforms and told what is to be expected of them. The first week is also a rude awakening for many new prisoners; roll 10 for each player and apply the event given below.

1. The character is beaten up by other prisoners and all possessions are stolen. If the character complains to the guards, they will tell him to stop bothering them with trivialities, and 5 will be deducted from his prison reputation (see page 13).

2. The character is beaten up by guards and all possessions are stolen. If the character complains to the prison administration about this, the only result will be a stay of 1D weeks in the infirmary, due to injuries suffered when the guards beat him up again.

3. The character is beaten up by other prisoners and is then sent to work in the danger zone for the next four weeks, as punishment for starting a fight. Any complaints to the prison administration will be laughed at.

4. The character fails to make his work quota and is sent to the danger zone for the next week as punishment.

5. Due to inexperience, the character is injured in a mining accident and will spend the next 1D weeks in the infirmary.

6. The character survives unscathed. Add one to his prison reputation.

# Running the Adventure

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Time moves slowly in prison, and prisoners have little free time for their own activities. Therefore, time is measured in weeks; 52 weeks make a year. Each week, the referee goes through a simple sequence of play.

First, he rolls for and resolves an event for each group of players.

Second, the players may undertake their own actions: they may respond to the week's events, seek out specific non-player characters, ask questions, steal and hide equipment, and (eventually) stage escape attempts.

Finally, the referee performs a small amount of bookkeeping: he records the passage of time, changes in characters' cellblocks, work assignments, and prison reputations, and the gaining of friends or enemies.

## EVENTS AND ENCOUNTERS

The referee rolls for one event per week for each group of prisoners. A group is all prisoners in the same cellblock and the same work area. There are three work areas: the safe area (all non-mining jobs), the danger zone (the lower mining level, assigned as punishment), and the main mining area. Events are not rolled for characters in the infirmary. To determine an event, roll 1D twice and consult the event table (page 20). There is a DM to the first die roll of - 1 if the group is in the safe area and + 1 if they are in the danger zone. There is a DM to the second die roll of - 1 if the group leader (players in each group select a leader each week) has a prison reputation of - 10 or less and + 1 if his reputation is 10 or more. Each entry on the table is a particular event; events are listed alphabetically beginning on page 23.

**Encounters:** A roll on the event table may also mandate one or two rolls on the encounter table (page 21), which lists the various non-player characters who may be encountered. Procedure and DMs are the same as on the event table. Characters are listed in numerical order starting on page 32. A number preceded by a G stands for a guard; a number preceded by S stands for a staff member. The rest are prisoners.

Prisoners may also attempt to encounter specific non-player characters. Each player character may make one such attempt per week; roll on the encounter attempt table to determine success. Prisoners in solitary confinement may not encounter or be encountered. Other than that, players have no restrictions on their ability to talk to other players.

**Location:** Every encounter occurs at a particular place and time. To determine this, roll 1D and consult the prison routine table. Prisoners in the medium security area (page 47) may ignore any encounter with a prisoner which occurs during period 1, 3, 5, or 6.

**Reactions:** Every time a non-player character is encountered, his reaction is checked on the reaction table. A character whose reaction is 2 - becomes an enemy of the player characters; a character whose reaction is 12+ becomes a friend.

**Enemies:** A character may also become an enemy of the player characters if they attack him without provocation, are found stealing from him, or do anything else

the referee deems sufficient to establish enmity.

An enemy has a reaction DM of -4, and will influence his cellmates and other associates against the player characters, seek them out and provoke a confrontation, inform on them to the guards (if his reputation is negative), and, in extreme cases, even attempt to kill them.

*Friends:* A character may also become a friend of the player characters if they perform some especially great service for him. Opportunities for this are very rare. Other ways to gain the friendship of certain characters are given in their descriptions.

A friend has a reaction DM of +4, will reveal any hidden items or secret information, will generally aid the player characters in their efforts, and may be willing to join an escape attempt. He will not, however, act against his own best interests; the referee must play him as an individual, not as a tool of the players.

For simplicity, a friend or enemy of one player character is a friend or enemy of all. The referee may choose to record friends and enemies individually, but should remember that an enemy of one player character will have reason to dislike his friends; conversely, a friend of one player character will be well-disposed toward the others.

## **WHAT TO TELL THE PLAYERS**

Many of the facts of prison life should become apparent to the prisoners, and the referee should tell them everything they would be likely to know.

The prison routine (page 21) and prison regulations (page 19) should be explained immediately. Gradually, the players should be made aware of ways to get around these regulations (bribing guards, knowing when nobody is looking, useful lies to tell if caught, etc.).

Very early, the players should be informed that the other prisoners are a surly, uncommunicative lot, who dislike answering questions or having to put up with "new punks". As the players gain experience and reputation, the other prisoners will gradually become friendlier and more cooperative. The players should eventually get some idea that there is a pecking order in the prison, plus some conception of other prisoners' (and their own) places in it.

The referee should slowly make most of the information contained in the following sections on security and gang structure available to the players. When a player character is assigned to some particular work area, or becomes friends with someone who is, or just asks the right questions at the right time, the player should be given the gist of the appropriate area description (pages 45 to 54).

Players should gradually be let in on the possibility of bribing the guards or the prison staff, and how to go about it. Some hints should also be given as to ways of obtaining money for bribes in the first place (stealing negotiable items, gambling, finding gems in the mining areas, informing on their fellow prisoners to the prison authorities, begging friends and relatives on the outside to send credits).

All the above information should be related in as interesting a way as possible; the best way is to make each revelation part of an event, encounter, or incident.

It is very important to let the players know when they are doing something stupid, before they go too far.

The referee should feel free to elaborate on existing material when players ask questions about things that are not directly covered here, as long as it is consistent with the rest of the adventure.

## **NON-PLAYER CHARACTERS**

The referee should actively play other prisoners, guards, and prison staff. Enemies may actively seek out a player character or otherwise provoke trouble. Friends may go out of their way to offer good advice, as well as actual assistance. Prison staff members may attempt to rehabilitate the player characters or single them out for special persecution.

The prison population is full of biases. New prisoners are scorned, psionics are hated, and any mention of Solomani politics will surely cause an argument. Each prisoner, guard, or staff member is given a short description (starting on page 32) which should provide the basis for the referee to flesh out into a real personality.

## **PRISON REPUTATION**

Every prisoner has a prison reputation, which is a measure of his position in the unofficial prison hierarchy. A character with a high reputation is respected by his fellow prisoners, as well as the guards. A character with a low reputation is scorned by the prisoners and guards, but the prison staff will consider him a "good boy". A character's prison reputation is of paramount importance; daily comforts, escape possibilities, and even life itself are dependent on the opinions of the prison populace.

Reputation is gained or lost through interaction with the prison community; see the effects on reputation table on page 22 and other notes throughout the booklet.

Reputation has several effects, but the most important is its effect on the reactions of non-player characters. The character's reputation, divided by 10 and rounded toward zero (down if positive and up if negative) is a  $\pm$  DM on the reactions of prisoners and guards. For example, a reputation of 18 would give a DM of + 1; a reputation of 21 would give + 2; 5 or - 5 would give 0; - 12 would give - 1. If a character's reputation is 10 or lower, he receives a DM of + 1 on the reactions of prison staff.

The referee should keep a record of each player character's prison reputation; it should never be directly divulged to the player, although its effects and general magnitude should become apparent. For example, a character with a negative reputation may get jeered at and called a "dirty informer".

## **GANGS AND OTHER PRISON POWERS**

Each of the three cell blocks has its own ruling gang. Cellblock 1 is controlled by 7057 Big Rolf's gang. He is backed up by 6960 Yussef Shelton, 2803 Enli Shulgidun, 7321 Hari Gordert, and 2167 Dan Amgi. Cellblock 3 is run by 6866 Gerard Benezech's gang. His chief lackeys are 2673 "Killer" Basimu, 2365 Seljuk the Knife, and 8661 Loudon Plausser. In cellblock 2, 2076 Etienne Lalaji and 2977 Anton Kugazur are attempting to assert their authority. They have a loose following among the other inmates. The two dominant gangs in the prison are Big Rolf's and Gerard Benezech's. There have been several fights between the two gangs, one of which the guards broke up, using gas. There used to be an even stronger gang, based in cellblock 2, led by Jan "the Blade" Lintrel.

Aside from the gangs, there is an escape committee, which is very secretive and coordinates escape plots. The members' names are not generally known; they are 2167 Dan Amgi in cellblock 1, 2537 Axel Herrmon in cellblock 2, and 1935 Felip Karageorge in cellblock 3.

Each cellblock also has a chief trustee, who performs some of the dirty work

for the prison administration. They are 7321 Hari Gordert in cellblock 1, 3632 Halse Eisen in cellblock 2, and 1711 Razeem Thonon in cellblock 3.

The prison's chief drug dealers are also quite influential; they are 1217 Talbot Vinge in cellblock 1 and 0730 Winston Urmarush in cellblock 2. Both work in the infirmary and are in league with the crooked prison doctor and some of the guards to smuggle illegal drugs into the prison. Vinge's henchmen are two addicts: 0014 Subotai Shanad and 9623 Tsunego Artois. Urmarush relies on his cellmate 3136 Stiv the Blade and two guards, G5 Emit Patowic and G8 Alvim Karaas, to provide muscle for his operation.

## **NOTES ON SECURITY**

The human guards are heavily supplemented by a computer surveillance system, with cameras set up all around the cellblock level, the administrative level, and around the lift shafts on the mining levels. However, there are large blank spaces in the mining areas themselves and in the structures on the surface.

The computer program directing the surveillance system will alert the guards to acts of violence, obvious thefts, and other suspicious behavior. However, prisoners with sufficient cunning will be able to conceal many activities from special notice. The guards are too busy or in some cases too lazy to investigate every alarm anyway.

The guards at the main guard station can release tear- or knock-out gas (filter masks are no defense), can shut and/or lock any door, can override the controls on the lifts or other equipment in the mining areas, turn lights on or off, and operate loudspeakers in any of the areas covered by the electronic security system.

At least one guard is (almost) always on duty in each part of the administrative level (the repair shop, the vocational rehabilitation area, etc.).

Each level has a central security area, which can easily be defended by the guards. In the upper mining level, it is area B; in the lower mining level, it is the equipment storage area. At all times when prisoners are present, 1D guards will be on duty at each of these areas. They can easily take cover behind barred doors, through which they have wide fields of fire if the going gets rough.

On the cellblock level there are four cell-sized areas at the entrances to the four cellblocks. The areas are completely secure, and there is always a guard present in each of these when prisoners are being moved in and out of the cellblocks.

The main guard station on the administrative level is described on page 49; it is absolutely secure. There are always 2D guards present here, along with extra equipment and gas masks for the guards. It is from here that the guards monitor the whole security system.

In addition, 2D guards, as well as some of the prison staff, will usually be present on the surface.

Regular patrols are made on the upper mining level. Prisoners out of their assigned area for any prolonged period of time will be caught on 7+ by a patrol of 1D+ 1 guards.

Patrols of the lower mining levels are rare; prisoners will be caught out of their assigned areas only on 11+, and never in areas I or P (which are rumored to be more than normally radioactive).

Prisoners out of their assigned areas on the administrative level or on the surface will be caught on 6+ by one or two guards.

Guards and staff members may issue passes to allow prisoners to leave their

assigned areas; blank passes may be stolen and signatures forged on them. A forged pass will work on 9 + , DM + forgery skill.

Guards are usually somewhat lax about fights between prisoners, but it goes on their records when someone is killed during their shift, so they will intervene if someone seems likely to be killed.

Guards never turn their backs on prisoners. A roll of 12 must be made to successfully attack a guard with surprise. When a guard is attacked, 1D additional guards will appear fairly quickly in most cases. If the fight continues, another 1D guards will appear and, if things are going badly, will cover the retreat of the original group of guards before gassing the area. The guards will give extra effort to investigating the murder of another guard. If successful in determining who was responsible, they may very well take justice into their own hands and throw the perpetrators down the lift shaft when the lift isn't there. If a guard is killed, security will be increased for the next 1D x 4 weeks; see the event Security Increase.

The guards are made suspicious by any group of prisoners larger than two, and may take action to break up the "crowd" (unless they have some very high prison reputations). The larger the group, the quicker and more effective will be the reaction.

If a random guard is needed in some encounter, determine his number by rolling 1D twice; the number is the first roll, plus 6 if the second roll is 4, 5, or 6.

## **BRIBERY**

Many of the guards and prison staff are corrupt. Bribes may originate from the players inside the prison or from friends operating on the outside. The guards are not paid especially well, so even small bribes are frequently accepted, so long as it doesn't interfere with the guard's own safety (a guard will not smuggle laser rifles in for the prisoners!). Anything which might cost the guard or staff member his job is bound to be very expensive.

Some things that guards and staff members may be bribed to do fairly cheaply (from fifty to a few hundred credits) are looking the other way when one wants to steal something or beat someone up, not reporting someone for missing a work shift or being out of his assigned area, smuggling messages or small pieces of nonweapon equipment in or out of the prison, protecting the player from attacks by other prisoners or by guards, allowing a prisoner to meet with some specific staff member (the warden, for example), or having a prisoner assigned (or not assigned) to a specific mining area.

It would be somewhat more expensive (perhaps a thousand credits) to bribe a staff member into assigning the player to a job in the safe area, since this requires the connivance of a staff member. Actual aid in an escape attempt would be quite expensive (Cr10,000 or more).

Other prisoners, of course, are frequently bribable for very little. It is good to remember that not everyone is bribable, and many will not be bribable in certain situations.

It should also be remembered that acceptance of a bribe is no guarantee that a service will actually be performed. Generally, a guard will perform the agreed service on 5 + , DM + bribery skill. Many factors may alter this; a guard is less likely to follow through if the service involves a risk of being found out; he will be more likely to follow through if he is expecting to do business again in the future. Prisoners are more reliable, being vulnerable to a disgruntled client's revenge.

## BRAWLS AND KNIFE FIGHTS

If a player character becomes involved in a fight with another prisoner, that prisoner will attack using brawling skill (if he has any) or with a dagger or blade (if he owns one and has no brawling skill, roll 6+ for a dagger or blade to be used); a prisoner with a dagger or blade will use it automatically if his opponent is using a weapon.

**Options:** Several basic options may be exercised when a character is attacked. The referee should try to fit the character's actions into one of these categories if possible.

*Grovel:* The attacker's reaction is rerolled, with the same modifications. If the result is greater than 2, the attacker will be satisfied, but the groveler loses 3 from his prison reputation.

*Flee:* Escape will be successful on 7+. If escape fails the fleeing character may be attacked from the back (treat this as attack with surprise). The fleeing character will lose 2 from his prison reputation.

*Talk Fast:* Roll 11+ to talk the attacker out of it; DM +1 per level of streetwise, and  $\pm$  prison reputation divided by 10. A friend of the character, not involved in the fight, may also intercede in this way.

*Edge Away:* This doesn't work, and will only delay the outcome.

*Call a Guard:* A guard will appear on 7+ normally, 4+ if in the safe area; two guards will appear if in the danger zone, on 10+. Calling a guard costs 5 from prison reputation, regardless of whether a guard appears. If a guard appears, the assailant will flee. If no guard appears, roll 7+ for another randomly selected prisoner to join the fight to help beat up the informer.

*Fight:* Fights are one of the few sources of entertainment available in the prison, so other prisoners quickly gather to watch; sometimes the guards just watch, too, especially if one of the fighters has a high prison reputation. The crowd usually dislikes uneven fights (unless an informer, psionic, or someone with a low reputation is the victim, or unless the chief attacker has a very high reputation) and will tend to even the odds: a friend or two may step in and aid someone who is beset at odds of two or three to one, and a spectator may lend a blade to an unarmed prisoner being attacked by an armed prisoner.

**Punishments:** Fighting may reduce a prisoner's capacity for work, and is therefore punished, if only sporadically. If a fight is seen by guards or cameras, a participating prisoner will be punished on 8+; on 6+, all weapons used will be confiscated; on 3- a character's defeated opponent will inform on him (5- if his reputation is -10 or less, never if his reputation is 10 or greater), and the character will be punished. If the fight occurs out of sight of the guards, the character will be punished only if his opponent talks. A prisoner who talks loses 5 from his reputation.

Prisoners who are beaten by a player character without being sent to the infirmary (and without informing) will roll a new reaction to the character with an additional DM of +1.

**Wounds:** A prisoner who loses a brawl will be sufficiently injured to spend one week in the infirmary on 10+. The loser of a knife fight will spend 1D weeks in the infirmary, and the winner, if wounded, spends 1D-1D weeks there (which may be no time at all).

**Resolving Fights:** Fights are resolved using the **Traveller** personal combat rules. A fight ends when all on one side are unconscious or have run away (although an



enemy may attempt to kill an unconscious player character). A scalpel (stolen from the infirmary) may be used as a dagger, and a mining pick counts as a halberd but causes only 2D damage.

Fight Resolution			<b>Simplified Fight Resolution:</b> The referee may want to use a simplified system to resolve some or all fights. Roll 1D and consult the table at left. The first column gives the outcome to the player character. The second column gives the number of weeks the character spends in the infirmary as a result of wounds received in the brawl (the value on the left) or knife fight (the value on the right). If two prisoners attack one, roll twice and use the result most favorable to the larger side. DMs: $\pm$ the difference
	Result	Wounds	
1	Lose	1/1D	
2	Lose	0/1D	
3	Indecisive	0/1D -- 1D	
4	Indecisive	0/1D -- 1D	
5	Win	0/1D -- 1D	
6	Win	0/0	

in weapon or brawling skill between the two opponents,  $\pm$  applicable modifiers for strength or lack thereof,  $\pm 1$  if one opponent uses a dagger, scalpel, or club,  $\pm 2$  if one opponent uses a blade or mining pick.

## EQUIPMENT AND THEFT

There are a number of items around the prison which would be useful to a prisoner, either in his daily life or in preparation for escape. They are listed on the equipment table (page 19), along with the places they are likely to be found. Occasionally, a random piece of equipment is called for in later chapters; to determine what it is, roll 1D twice and consult the table, using the first roll for the first digit and the second roll for the second digit.

**Stealing Equipment:** Prisoners may attempt to steal items available in their work areas. The basic roll to succeed is 8+ , with a 5 on the same roll resulting in the thief being caught and punished.

Some items are much more difficult to steal than others, and are marked with an asterisk. These items may be stolen only as the result of the event Theft Opportunity or a careful plan devised by a player. Mining picks could be stolen, but since they are assigned to specific individuals at the start of the work shift, there will always be someone to be punished. Drugs and all potential weapons are usually kept under lock and key; thus the opportunity to steal them does not come up frequently.

Some things are easy to steal; extra rations can be stolen with little or no danger of being caught, if they are stolen in small quantities at a time.

A prisoner may attempt to steal an item from another prisoner, as long as he knows its location. Failure (rolling 5 - ), will usually cause a fight between the thief and the owner, possibly with the assistance of several of the owner's friends, if he has a high reputation.

Guards may be bribed to allow theft of most items. During periods of increased security, bribes are more costly and normal theft attempts suffer a -3 DM.

**Making Equipment:** Some items cannot normally be stolen (unless mandated by an event), but must be made: a lock pick set can be assembled using a set of mechanical or metalworking tools by someone with mechanical or jack-of-all-trades skill, either with stolen tools or over a long-time while working in the repair shop or vocational rehabilitation area. A blade can be made in the same manner with a set of metalworking tools. A fake gun might be carved out of wood (or a block

of soap); the referee is free to decide how convincing it looks. It is possible that the prisoners may be able to make other types of equipment, at the referee's option.

**Barter:** Every item on the equipment table has a barter value. A prisoner who steals an item may trade it to other prisoners for cash or equivalent value in kind; conversely, non-player prisoners may sell or trade away items in their possession. The referee should not make things too easy, however; the prison barter system is an irregular process, and there will not always be a buyer or seller for everything the player characters have or want. They should be required to deal with specific prisoners, perhaps talking to several individuals before an agreement can be made.

Illegal drugs have a high barter value. They may be purchased at any time from the prison drug dealers. The dealers will not buy drugs, and will not be pleased if other prisoners attempt to sell stolen drugs to anyone in their cellblocks (assuming they find out).

**Other Equipment:** There are other sorts of equipment in the prison. Some are very hard to obtain (oxygen tanks, vacuum suits, mining lasers, power packs, guards' weaponry) and may not be obtained without extraordinary effort on the prisoners' part; others are trivial (plastic eating utensils, socks, writing paper) and may be obtained easily; still others are rare or unique (the warden's personal possessions, a prisoner's smuggled map of Newcomb), and the referee must decide their natures; the equipment table should not be seen as the total inventory of available items.

### Equipment Table

<i>Die Item</i>	<i>Area</i>	<i>Val.</i>	<i>Die Item</i>	<i>Area</i>	<i>Val.</i>
11 filter mask*	ILC	50	41 mining pick*	DM	100
12 outdoor clothing	L	50	42 medical kit*	I	300
13 shortrange communicator	R	50	43 scalpel*	I	250
14 magnetic compass	RV	20	44 blank pass	C	100
15 metal detector	R	50	45 dagger*	K	300
16 geiger counter	RD	100	46 blade*		350
21 handcuffs*	G	50	51 fake revolver*		50
22 infrared goggles	R	250	52 mesh guard uniform*	L	300
23 light intensifier goggles	RDM	150	53 desert survival kit	R	200
24 electric torch	DM	50	54 bottle of alcohol*	I	200
25 one day's extra rations	K	5	55 water container	K	10
26 cold light lantern	DM	70	56 gas mask*	GR	200
31 carpentry tools	V	50	61 tear gas grenade*	G	400
32 metalworking tools	VR	500	62 sleep gas grenade*	G	800
33 electronics tools	R	300	63 sleep gas antidote*	I	100
34 lock pick set*		500	64 medical drug*	I	100
35 mechanical tools	R	400	65 vitamin supplement	KI	30
36 tarpaulin	L	10	66 narcotic drug*	I	300

**Notes:** Equipment marked with an \* is very difficult to steal. Abbreviations for areas are I = infirmary, R = repair shop, C = clerical area, L = laundry, K = kitchen, V = vocational rehabilitation area, D = danger zone, M = main mining level, G = guards' safe area or guard's person. Equipment not assigned to an area may be stolen only from other prisoners. Value is in Cr.

### Prison Regulations

<i>Infraction</i>	<i>Punishment</i>
Disorderly behavior (fighting) .....	4 weeks in danger zone
Disrespect to a guard or staff member .....	4 weeks in danger zone
Stealing or hiding contraband .....	4-8 weeks in danger zone
Leaving assigned area .....	4-8 weeks in danger zone
Assaulting a guard or staff member .....	16 weeks in danger zone
Using a psionic power .....	24 weeks in danger zone
Attempting to escape .....	1 year in danger zone plus 1D years added to sentence
Wounding a guard or staff member .....	1 year in danger zone plus 1D years added to sentence
Killing a prisoner .....	1 year in danger zone plus 1D years added to sentence
Killing a guard or staff member .....	danger zone for life

**Notes:** After repeated offenses, a prisoner may be sent to solitary confinement for the specified time instead of to the danger zone. Prisoners in solitary may not interact with other prisoners. Duration of punishment may also be increased for frequent offenders. Offenders may be transferred to a different cellblock if judged guilty of gang action.

## Event Table

		2nd Die							
		0	1	2	3	4	5	6	7
1st Die	0	Warden's Friend	Staff Friend	Snoop	Gamble w/Guard 1	Vocat. Rehab	1	Theft Opport.	Stow away
	1	Friendly Guard	Good Behavior	Vocat. Rehab.	Safe Job 1	Safe Job	1	Trip Outside	Grievnc. Rep
	2	Safe Job	Laundry	Incident	Gamble w/Prisnrs 1	1	2	Incident 1	1
	3	Good Behavior	Item Stolen	1	Appeal	Danger Zone	Cave Bat 1	Search 1	Security Increase 1
	4	Vocat. Rehab. 1	Theft Opport. 1	Danger Zone 1	Illness	Illness	Incident 1	Search	Gift
	5	1	1	2	Incident 1	Search	2	1	1
	6	Vocat. Rehab.	Injury	1	Health Hazard	Gem 1	Incident 1	Gamble w/Prisnrs	Payoff
	7	Beating	Health Hazard	1	Cave Entrance	Injury 1	1	Gem	Escape Cmte.

**DMs to First Die:** + 1 if work area is danger zone; - 1 if work area is safe area.

**DMs to Second Die:** + 1 if leader's reputation is 10 or more; - 1 if leader's reputation is - 10 or less.

### Sequence of Play

#### A. Weekly Events.

1. Roll event on event table.
2. Roll any encounters on encounter table.

#### B. Player Activities.

1. Response to event.
2. Attempted encounters with specific non-player characters.
3. Other activities: theft, exploration, making equipment, escape attempts, etc.

#### C. Bookkeeping.

1. Record elapsed time.
2. Record changes in reputation
3. Record friends and enemies.

## Encounter Table

		2nd Die							
		0	1	2	3	4	5	6	7
1st Die	0	Warden S1	Psych. S3	Karl G7	Enli 2803	Pandit 7404	Emil G5	Azax 3006	Jon 8107
	1	Chaplain S4	Ivan G2	Ast. Wdn. S2	Mort 2913	Harv G9	Ward 1215	Rod 9416	Talbot 1217
	2	Fedor G1	Rehab. S5	Batman 3622	Vittorio G11	Jaime 6724	Lucky 8825	Spiro 5426	Semyon G10
	3	Winston 0730	Bobby 1731	David G6	Arpad 6533	Mehmet 6534	Felip 1935	Cesmo G4	Axel 2537
	4	Nero 1640	Alvim G8	Hans 3442	Milovan 2943	Eneri 8144	Donan G12	Satoshi 8046	Rand 9047
	5	Gorod G3	Tenje 1451	Peroz 8152	Porv 2453	Gani 3754	Maxim 4355	Olex 9656	Big Rolf 7057
	6	Yussef 6960	Loudon 8661	Nikolaus 7462	Josip 1963	Berndt 3064	Seljuk 2365	Gerard 6866	Dan 2167
7	Jack 1470	Ashgu 0571	Kahan 6072	Killer 2673	Vargr 6974	Avram 7575	Etienne 2076	Anton 2977	

**DMs:** Use the DMs given for the event table.

### Prison Routine

- |                                 |         |
|---------------------------------|---------|
| 1. Breakfast                    | ½hour   |
| 2. Morning work shift           | 4 hours |
| 3. Lunch (usually in mine area) | ½hour   |
| 4. Afternoon work shift         | 5 hours |
| 5. Dinner                       | ½hour   |
| 6. Free time/exercise period    | 2 hours |

### Encounter Attempts

- |  |      |
|--|------|
| Prisoner' in same cellblock                        | 5 +  |
| Prisoner in different cellblock but same work area | 7 +  |
| Guards G1-G12                                      | 9 +  |
| Guards G13-G18                                     | 10 + |
| Staff; prisoner works in safe area                 | 5 +  |
| Staff; prisoner works in main mining area          | 9 +  |
| Staff; prisoner works in danger zone               | NO   |

**DM:** + 2 if the individual being sought is a friend.

## Reaction Table

## Notes to the Reaction Table

2-	enemy	<b>DMs:</b> Friends react at + 4, enemies at - 4. Some characters
3-5	hostile	have inherent DMs given in their descriptions. All characters
6-8	neutral	dislike being bothered, so a DM of - 1 applies if the player
9-11	amiable	character has sought out the encounter. The referee may apply
12+	friend	DMs of up to $\pm 2$ if the non-player character has a particular
		reason to like or dislike the player character.

*DMs for Prisoners:* + streetwise,  $\pm$  one-tenth prison reputation.

*DM for Guards:*  $\pm$ one-tenth prison reputation.

*DMs for Staff:* + admin, + 1 if prison reputation is - 10 or less.

**Effects:** The effects of different reactions are given below.

*Enemy:* The character becomes a permanent enemy. A prisoner will attack immediately in most situations. A guard will beat the prisoner up. A staff member will order him sent to the danger zone for being disrespectful.

*Hostile:* A prisoner will offer to fight (the player character's options are given under Brawls and Knife Fights, beginning on page 16). A guard will threaten to beat the prisoner up; fast talking or groveling may save him. A staff member will threaten to send him to the danger zone.

*Neutral:* The character is willing to talk, but will not be very helpful.

*Amiable:* The character will answer questions in a helpful fashion and may volunteer information (such as rumors he knows). A guard or staff member will be receptive to bribes and requests.

*Friend:* The character becomes a permanent friend. A prisoner will reveal all his rumors, hidden items, and personal secrets. A guard or staff member will be very helpful, reveal his rumors and information about the prison, and will even go so far as to ignore or assist in minor infractions of the rules.

## Effects on Reputation

Winning a brawl.....	+ 1
Winning a knife fight.....	+ 2
Losing a knife fight without informing.....	+ 1
Talking someone out of a fight.....	+ 1
Killing another prisoner in a fight.....	+ 2
Assaulting a guard or staff member.....	+ 1
Wounding a guard or staff member.....	+ 4
Killing a guard or staff member.....	+ 10
Attempting to escape.....	+ 2
Joining the escape committee.....	+ 5
Being sent to the danger zone for any reason.....	+ 1
Surviving an entire year in prison.....	+ 1
As above, if the character has leader skill.....	+ 2
Informing on another prisoner.....	- 5
Groveling when attacked.....	- 3
Running when attacked.....	- 2
Calling for a guard during a brawl.....	- 5
Gaining another prisoner as a friend.....	*

**Note:** \* =  $\pm$  one-tenth of friend's reputation.

# Events

The following pages describe in detail all events given on the event table. Events are listed below in alphabetical order. Unless specified, the event happens to the leader of the group. If an event applies to "one prisoner", the referee should choose randomly from qualified members of the group.

**Appeal:** A letter arrives from one prisoner's lawyer, stating that new evidence has been discovered that may allow him a new trial. The legal system moves slowly, so it will be 1-3 years before the trial takes place, if it ever does. Substantial expenditures on the part of the lawyer would be necessary for this to occur.

If the player characters are still in prison when the trial date comes up, and have no real hope of escaping, the referee may wish to allow some chance of acquittal or reduced sentence; otherwise this event is just a diversion to keep the players busy.

**Beating:** Three prisoners (roll for them on the encounter table or choose three enemies) attack one prisoner with a negative reputation (if there are none, ignore the event). He is trapped and may not run, but may fight back.

**Cave Bat:** The group has encountered a cave bat (see page 45). Each player may attempt to capture it. Throw 10+ (DM + 1 for dexterity of 10+ ) for success. Prisoner 3622 "Batman" will trade favors or up to Cr50 for an unharmed cave bat. An outright gift of one will gain him as a friend.

**Cave Entrance:** The prisoners have located an entrance to a natural cave system. The entrance is located in the lower mining level, area M (see the map on page 53).

**Danger Zone:** One prisoner is sent to the lower mining level for work assignment for the next four weeks before being returned to his previous work area. He has been found guilty of some infraction purely because the danger zone is short of workers. This punishment might be averted by appeal to the prison staff, particularly if the prisoner is friends with a staff member (otherwise the chances are poor). The referee should remember to add 1 to the prisoner's reputation for being sent to the danger zone.

**Escape Committee:** The prisoner with the highest prison reputation receives an offer to join the escape committee. Accepting the offer adds 5 to his prison reputation;

<i>Die Rumors</i>	tion; in addition he learns rumor 32 and the identities of the other committee members; finally, throw 1D to learn one set of rumors from the table at left (rumors are explained starting on page 41).
1 6, 17, 41	
2 9, 25, 42	

3 18, 22, 47	If the prisoner with the highest reputation is already a member of the escape committee, then the position of chairman is available to him on a throw of 10 + (DMs + streetwise and 4 one-tenth prison reputation). Gaining the post of chairman of the escape committee is worth an addition of 5 to prison reputation, as well as knowledge of all the rumors listed above.
4 11, 35, 41	
5 40, 44, 50	
6 9, 15, 43	

The escape committee is sometimes more of a debating society than an actual instrument of action, but its members do have important information, and may be able to stir other prisoners to action if the need arises.

**Friendly Guard:** The leader has made friends with a guard (determine randomly

which one). This guard will alert the leader of impending searches and can be bribed very cheaply, as well as reliably carrying out the action agreed upon.

**Gamble with Guards:** The prisoners may attend a game with some guards and some other prisoners. Each prisoner may place up to 2D bets, from Cr50 Cr500 each. If a prisoner cannot cover losses or is suspected of cheating, a stay of 1D weeks in the infirmary is the likely result. A guard may not be able to cover debts to a prisoner (throw 10 + ), in which case the guard may offer to make it up in favors (throw 6 + ).

**Gamble with Prisoners:** The prisoners may attend a game with other prisoners. Each prisoner may make up to 3D bets, from Cr20-Cr200 each. If a prisoner is unable to cover his debts, he will end up in the infirmary for 1D weeks and lose 1 from his prison reputation. If a player character is suspected of cheating, a fight with a randomly selected prisoner may ensue. Non-player prisoners may not be able to cover debts to a player character (throw 9+ for this to occur), and will offer to cover the debt with services, owned items, or future considerations, unless another throw of 9+ is made, in which case the prisoner will refuse to pay. The player character and any friends may provoke a fight in this situation with no outside interference (unless the prisoner has a reputation of 20 or more, in which case he may receive assistance from friends).

**Gem:** One prisoner locates a gemstone in the mining area, worth 2D x Cr50 inside the prison and 5-10 times as much on the outside. If the prisoner is working in the upper mining level, throw 8 + for the guards to find and confiscate the gem; this does not happen in the lower mining level. Prisoners who have found gems may deliberately search for more gems, but may be caught slacking off on the job, or may be caught out of their assigned work area (some areas in the mining shafts are very poor areas to look for gemstones). Even then a prisoner's chance of finding one by diligent search should be low (10+ per week spent searching).

**Gift:** A departing prisoner entrusts the leader with some personal possessions stolen from the prison authorities. Select 1 D items at random from the equipment table (page 19).

**Good Behavior:** The good behavior (or successful act) of the prisoner with the lowest reputation has been noticed. If he is eligible for parole, it may be gained on 8+ (DM + admin skill). Parole is only possible if the prisoner has served over half of the given sentence, and has avoided being sent to the danger zone for the last 50 weeks. Those with life sentences are usually eligible for parole after 10 years, although some crimes are so heinous as to preclude ever being paroled.

**Grievance Rep:** The prisoner with the highest prison reputation is in contention for the position of prisoner grievance representative. Throw 8 + (DMs + streetwise and + admin) to gain the position. Each week there is a grievance on a roll of 8 + , which allows the prisoner access to the assistant warden or to the warden himself (the prisoner may take this opportunity to offer bribes if so inclined). If the above roll was 10+ , the grievance is a serious one, and the prisoner may sell out the other prisoners by aiding in the whitewash, in return for a reward: roll 1D; on 1 or 2 he gets a safe area job of his choice, even if he lacks the requisite skills; on 3-5) he receives 2D x Cr 100; on a 6 he gets a one year reduction in sentence, which must however be approved by the warden's superiors and is received only on a throw of 8 + . If the prisoner sells out, a throw of 10 + (DM + streetwise) must be made to prevent the loss of the grievance representative position due to prisoner discon-



tent. If this happens the prisoner loses 1 D from his prison reputation. If the prisoner refuses to sell out on a serious grievance, the position may be lost due to dissatisfaction on the part of the prison administration; throw 10+ (DM + admin) to prevent this; refusing to sell out adds 1D to prison reputation. The position is also lost if the prisoner is sent to the danger zone or to solitary.

**Health Hazard:** One prisoner must throw 7 + , DM +1 if he is taking vitamin supplements, to avoid the loss of 1 from strength or endurance (the player may choose which), due to the effects of silicosis and excess radiation. Good medical care might help the player recover from this, but there is no good medical care available in the prison.

**Illness:** One prisoner is sent to the infirmary next week. Throw 11+ each week to recover (DM + endurance). The prisoner may attempt to malingering and stay in the infirmary after recovery; throw 10 + to succeed (DM + medical skill) each week after recovery.

**Incident:** These events are described in detail in the next chapter. Each incident is a special event designed to teach the players something about the workings of the prison. Incidents should be used in order; each time an incident is rolled, the referee should present the first incident still unused.

**Injury:** One prisoner suffers a work-related injury. Throw 1D for the number of weeks he will be in the infirmary; on a roll of 6, roll again, adding 5 to the die; on a second roll of 6, he must be transferred to the hospital in Circle City for a stay of 2D+ 10 weeks before being returned to the prison.

**Item Stolen:** A randomly chosen item is stolen from one prisoner by another prisoner (if he has an item to steal). The prisoner may roll 11 + (DM + streetwise and + one-tenth prison reputation) to prevent the theft from happening; if the theft succeeds, he may roll 9+ with the same DMs to learn the identity of the thief, by spending a week in detective work. Determine the thief's identity by rolling on the encounter table; if a guard or staff member is the result, then the culprit is prisoner 8144.

**Laundry Detail:** One prisoner is assigned to a job in the prison laundry for the next four weeks. This is a safe area job, and the prisoner is eligible for it even if serving time in the danger zone, but not if incarcerated in solitary.

**Payoff:** The prisoner with the highest prison reputation receives a bribe from some other prisoner for some minor favor. The prisoner gains 2D x Cr10 and adds 1 to his prison reputation.

**Safe Job:** All the prisoners in this group are considered for jobs in the safe area; each player may apply for each job in which he has the requisite skill. Throw 8 + for a prisoner to be given the job; he may choose one from all jobs for which the throw is successful. DMs are + the prisoner's level of each required skill and + his level of admin skill. The jobs and required skills are medic (requires medical skill), cook (steward), clerk (admin or computer; count admin only once as a DM, not twice), and repair shop worker (mechanical, electronic, or jack-of-all-trades).

**Search:** The guards conduct a search for contraband. Roll 1D and consult the corresponding paragraph below. A DM of +2 is applied to all rolls stated below if the prisoners have been warned of the search in advance (which will occur if a guard is their friend).

1. The prisoners' persons, the cell blocks, and all work areas are searched. Hidden items are found on 6 - , DM + 2 for items hidden in hollowed-out compartments

in the rock in the lower mining level; any items hidden in areas I or P in the lower mining level are not found on any throw.

2. As above, except that the lower mining level is not searched at all.
3. As above, except that both mining levels are not searched.
4. As above, but only the prisoners' persons and the cellblocks are searched.
5. As above, but only the prisoners' persons are searched.
6. News of the search is blown to the prison population in general, and the search is canceled by the warden.

Prisoners caught with contraband may be sent to the danger zone or to solitary. Guards may in many cases accept bribes not to look too hard in certain areas.

**Security Increase:** This week there is a - 3 DM to any theft attempt's success, and a + 3 DM to the chances of being caught when out of one's assigned area. Any time a guard or staff member is encountered this week, there will be an additional guard with him; roll 1D and add 12 to determine the number of the additional guard present.

**Snoop:** One player overhears an official conversation; give the prisoner a randomly selected rumor from this list: 11, 12, 19, 34, 45, 54. Add one to the prisoner's prison reputation for repeating this rumor to the other prisoners.

**Staff Friend:** The prisoner with the lowest prison reputation gains a member of the prison staff as a friend. Throw 1D and consult the paragraphs below for his identity.

1. *Prison Doctor:* The prisoner may malingering (see Illness event) without getting caught, and may gain one dose of drugs per week (of a sort available in the infirmary). The player may also gain a job as a medic, if he has any medical skill.

2. *Prison Clerk:* The prisoner may look up the confidential records of other prisoners (skills, UPPs, etc.) and may have messages smuggled in and out of the prison.

3. *Assistant Warden:* The guards will not attack a friend of the assistant warden. The prisoner may take any safe area job for which he has the requisite skills (see the event Safe Job).

4. *Prison Psychologist:* The prisoner may have messages smuggled in and out of the prison. The prison psychologist may be able to prevent implementation of minor penalties (being sent to the danger zone or to solitary for 8 weeks or less) on a throw of 7 + , if requested.

5. *Prison Chaplain:* The prison chaplain functions in the same manner as the prison psychologist.

6. *Rehabilitation Counselor:* The rehabilitation counselor will also smuggle messages in and out of the prison, and will assign the prisoner to the vocational rehabilitation area for any given week on a throw of 8 + (unless the prisoner is in the danger zone or in solitary).

Prison staff members may become disappointed in prisoners who have "taken advantage" of their efforts to rehabilitate them, and cease to be friendly to these prisoners. Prisoners who attempt to escape, attack guards, or run up a long string of petty offenses will fall into this category.

**Stowaway:** The prisoners have a chance to stow away in the cargo hold of the ore shuttle. If the attempt is made, throw 5 + to avoid detection (DM - 1 for each person attempting to stow away). Throw 12 + (DM + endurance) for each person to avoid unconsciousness from oxygen starvation. If all the stowaways become

unconscious, they will be found, apprehended, and hauled back to the prison. Otherwise they will get loose in Circle City.

**Theft Opportunity:** The guards have temporarily left the work area without surveillance, and the leader may steal any item of equipment without danger of being caught. At this time, the prisoner may steal an item that may not normally be stolen. If he chooses, he may steal one of the extremely difficult items not on the equipment list (oxygen tank, vacc suit, mining laser, etc.); however, the administration keeps careful track of these items, and the absence of one would be noticed, leading to searches and threats of blanket punishments if the item is not returned. The referee should caution players not to attempt such thefts unless escape is imminent.

**Trip Outside:** Three or four prisoners, including all or some of the group, are taken outside in an ATV with 3 guards and the mining engineer. The prisoners are taken along to haul some equipment around and to do some digging. The prisoners learn rumors 19 and 33. The guards are very alert to their own safety, but might let their attention slip long enough for a prisoner or two to run off into the desert, if those prisoners are sneaky enough.

**Vocational Rehabilitation:** The Imperial prison authorities pay lip service to the idea of rehabilitation in the form of education and vocational training. One or more of the prisoners in this group will be transferred to the vocational rehabilitation area for the next week; this counts as a safe area job.

**Warden's Friend:** The prisoner with the lowest prison reputation has successfully ingratiated himself with the warden. He will automatically gain parole if the event Good Behavior comes up. He may also receive a one-year reduction in sentence on a throw of 8+ (this takes a while as it must be cleared with the warden's superiors). The warden will also allow free communication with the prisoner's friends, relatives, and lawyers on the outside. Finally, the prisoner may have a choice of safe area jobs, even if he does not have the appropriate skill (see the event Safe Job event).

# Incidents

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The players may be initially confused by the new environment in which they find themselves. Incidents are events designed to illuminate to the players some aspect of prison existence. They are an indirect way for the players to get an idea of the rules of the game so they may begin playing it effectively.

A secondary purpose of incidents is to introduce additional color to the adventure. The referee should embellish the situations given below and may create new ones as he sees fit. If prison life ever enters a dull period, or if players are persistently unable to understand what they could or should be doing, the referee should introduce an appropriate incident without waiting for the roll on the event table.

The incidents should generally be presented in the order given below, although the referee may alter the order if necessary.

**1. Encounter with a Gang:** The prisoners get shaken down for any money or drugs that they possess by the gang in their cellblock (see page 13). Throw 9+ for these items not to be found. If the prisoners have nothing or successfully conceal what they do have, then they are beaten up. Throw 10+ (DM + endurance) for each victim to avoid spending the next week in the infirmary. Any guards present pointedly look the other way.

If the prisoners complain to anyone about this rude treatment, they are told by an older prisoner that they shouldn't cause trouble, that they shouldn't ask stupid questions, that they definitely should not go to the guards with anything like this, that they should avoid talking to the wrong people, and that they should never bother anyone with a bad temper (which includes quite a few people around here). The referee should give a brief description of this cellblock's gang.

**2. A Thief in Action and How to Hide Things:** The prisoners see a prisoner (later identified as 8144 Eneri Shadashi) steal a small package from another prisoner, who unsuccessfully gives chase and then storms off, swearing vengeance. Another prisoner tells the them that it is unwise to carry anything valuable on one's person. He says that the best hiding places are on the lower mining level, for the guards rarely if ever search there. Failing that, the best places are in hollowed out cran- nies in the rock, but it usually takes 1D weeks of surreptitious work to make a good one in one's cell, and even longer in a work area; to make a hiding place in one's cell it is of course necessary to steal something to scrape with.

Prisoners sometimes steal things from each other, but if one successfully tracks down and beats up the miscreant, it isn't nearly as likely in the future.

**3. Hopes for Legal Release:** A prisoner, 3120 Otto Mefoil, was found dead in his cell this morning. He had apparently hung himself. Otto had served 15 years, and was due for parole for good behavior in a month, but parole had been unexpectedly denied due to a minor legal technicality, and Otto's release had been delayed for 10 years. The word going around is that the prison mine isn't meeting its quota, so the prison administration is using underhanded means to keep the prisoners here, and mining. It is also rumored that the warden has received a bad evaluation from his Imperial superiors and is taking it out on the prisoners. Otto is buried in an unmarked grave on the surface with no ceremony. One of the

prisoners was called upon to help dig the grave, and so should be given a description of the surface layout.

**4. The Pecking Order:** The prisoners are eating dinner when an argument erupts between 1470 Jack Shansir and 3305 Billy Imushdi. Jack apparently stole Billy's freeze-dried artificial pseudofruit, and Billy complained. Shansir doesn't say anything very articulate in defense, but merely punches Billy out. The area around Billy's prone form is immediately vacated, before the arrival of the guards. When Billy comes to, the guards tell him that he is being sent to the danger zone for 4 weeks as punishment for starting a fight. No one else says anything. Later the prisoners learn that Billy, who is apparently a new prisoner, collapsed in the danger zone and was taken to the infirmary, where it was found that his jaw was fractured.

The fight precipitates an argument over who is the meanest prisoner around. The person who brings it up claims that Jack Shansir is, but several other prisoners chime in and speak in favor of 7057 Big Rolf and/or 6866 Gerard Benezech. One prisoner makes a claim that 9656 Olex Hishinuma could take either of them, and then several other names are bandied about: 2977 Anton Kugazur, 8152 Peroz Atheling (who apparently isn't well liked), 2365 Seljuk the Knife, 9416 Rod Mag-ed, 2076 Etienne Lalaji, 2673 "Killer" Basimu, 2167 Dan Amgi, 0571 Ashgu the Ape, 8046 Satoshi Honig, 3632 Halse Eisen, 6960 Yussef Shelton, and 1711 Razeem Thonon. Finally someone says that Jan "the Blade" Lintrel could have beaten any of them, were he still around, which seems to have settled the argument.

**5. A Crackdown Gives Rise to Theorizing:** The warden gives a speech to the prisoners (a rare occurrence). He claims that the prisoners are all complete goof-offs, and unless production in the mine increases all privileges will be suspended. He then goes into some meaningless drivel about self-improvement. The mood of the prisoners is uniformly sullen, but the warden is behind a dozen guards with leveled submachineguns, so angry muttering is the limit of resistance.

The next day of mining is very bad; everyone misses their quotas and the guards, in a foul mood, beat up several prisoners. Talk about escape plans runs rampant for several weeks. One of the players is in on one of the conversations.

A few of the prisoners seem to think a mass uprising would work, but most are of the opinion that it would be a bloodbath with most of the blood coming from the prisoners themselves, especially considering the computer security program.

A few pessimists seem to believe that the electronic surveillance system is unbeatable, but someone else argues that it has been beaten in the past, by one Attil Raspori, a slick conman in for computer fraud, who used a position in the prison clerk's office and his computer skill to sneak himself out of the prison.

One old prisoner claims that once one is free on the surface, the guards don't look too hard, because they assume that you will soon be dead.

Another prisoner retorts that it hardly matters what the guards think, if you're dead!

The old prisoner, however, is not daunted, and relates several stories about surviving in the desert, about moving only at night to avoid the heat, finding water inside certain thorn plants, and living off several types of edible animals and plants.

The discussion slips into a forum on just how to get to the surface in the first place. One wag claims that bribing the warden is probably the best way if you have enough credits, for he is certainly a lying, hypocritical crook.

Other prisoners claim that there are abandoned mine shafts leading to the sur-

face, and one even claims that it is possible to escape by going down through a system of natural caves below the mine, although he doesn't seem to know just where the connection is.

Most seem to think that the best method is to acquire a prison job which involves having access to the surface, and then just sneaking off. This provokes a comment about "bleaching bones in the desert".

Someone starts describing a plan for stowing away in the shuttle which carries ore to Circle City, when someone else interrupts to propose an attack by friendly space pirates, an idea that everyone seems to approve of. At this point the loudspeaker announces that free time is over, and the gathering breaks up.

**6. Gloom Increases:** One prisoner arrives along with several other onlookers just in time to see a guard ordering several other prisoners to drag a body away. A prisoner, 4410 Arnie Prunt, has had his hand cut off by a piece of heavy mining equipment. No one tried to help him as he bled to death. The prisoner hears one of the other prisoners complaining that several fatal accidents have occurred with no improvement in safety, and that safety regulations are flagrantly ignored. Another prisoner just laughs and asks "What's worth living for down here anyway?". Someone else pipes up and claims that if a prisoner was very seriously injured, he would be transferred to the hospital in circle City, where the security isn't very tight. The other prisoner laughs again and says that security doesn't have to be very tight when someone is almost dead.

**7. Local Attitudes toward Psionics:** The prisoners see a group of other prisoners deliver a sound beating to 6533 Arpad Nisha, while referring to him as a "dirty psionic". The bystanders seem to be ready to help beat him up, if only there were enough room. The leader of the mob is 6960 Yussef Shelton. About 20 minutes later, a couple of guards arrive and roughly drag Arpad off to the infirmary. One of the bystanders tells one of the prisoners that although the Imperium doesn't usually send psionics here, a few occasionally filter in, and that he thinks the Imperium really ought to have them all killed to protect the rest of the populace from monsters like that.

**8. A Change of Scenery:** The electronic lock mechanism on one of the prisoners' cell doors shorts out and won't lock, so he is moved to a different cellblock for the next 8 weeks. The referee should give the prisoner a rundown on the prisoners in the new cellblock.

**9. Innocent Merriment:** Some prisoners manage to trap G3 Gorod Chihaya between levels in the lift after having thrown a bucket of very rotten garbage on him. Apparently they were able to drop some stones into the lift shaft machinery and stop it. When Gorod gets out, he beats up 3305 Billy Imushdi, who is entirely innocent. Privileges are suspended and security is increased for the next four weeks (see the event Security Increase).

**10. Cave-in:** The prisoners (only those involved in mining; if none are working on a mining level, they merely hear about this later) see a cave-in which traps two other prisoners (roll on the encounter table to determine their identities, rerolling any guard or staff result). Quick action could save them, but poking around in the rubble could provoke a further collapse. If the prisoners attempt rescue they are successful on a throw of 7 + , but are injured (see the event Injury) on either 4- or 11 + . A successful rescue adds 2 to the prison reputation of each prisoner involved and gains the friendship of the rescued prisoners.

**11. Haute Cuisine:** The entire prison population is stricken with food poisoning. Each prisoner is sent for a visit to the infirmary. Each prisoner may meet the prison doctor or one of the medics: 1 21 7 Talbot Vinge, 0730 Winston Urmarush, or 1 935 Felip Karageorge. Up to 6 doses of vitamin supplements may be had for the asking, and attempts may be made to steal other drugs, due to overcrowded conditions which make it difficult to watch everyone.

Two days after this episode, the prison cafeteria erupts in a free-for-all food fight, after a prisoner tells the cook that the food is terrible, and that he resents being poisoned. Unfortunately the cook at this time is 9416 Rod Maged, and the new prisoner ends up mopping up the mess (that is to say, Rod uses him for a mop). Rod, however, receives quite a few bruises when he personally tries to assault everyone who cheered when the new prisoner uttered his remarks. The warden cancels dessert privileges for the next month as punishment for the fracas, but the prison cafeteria hardly ever serves deserts anyway.

**12. A Windfall:** One of the prisoners finds 2D doses of narcotics ditched in a corner by another prisoner seeking to avoid a search. The prisoner may attempt to peddle the drugs, keeping in mind that the prison's other drug dealers, 1217 Talbot Vinge and 0730 Winston Urmarush have the market pretty well tied up in cell blocks 1 and 2, respectively.

**13. Run for It:** If the prisoners are still in prison at this point, their big chance has come. An accident on the surface has set the shuttle fuel tank ablaze. It explodes and sets many of the surface buildings on fire. The guards bring up a gang of prisoners to fight the blaze. A second explosion and the resulting confusion create a situation where the prisoners are out of sight of the guards in the vicinity of the vehicle storage area, which is also empty of other prisoners. The prisoners have been able to bring nothing with them but their wits, and should use them before the fire is brought under control.

# Prisoners, Guards, and Staff

The various non-player characters of the prison form an important part of the player characters' environment. The characters listed below should not be considered to be the entire prison population, only those worthy of note. There are many other prisoners and guards, but these are faceless spear-carriers as far as the players are concerned.

The non-player characters listed below are given in the standard **Traveller** format, with additional information to help the referee in playing their parts.

## PRISONERS

Each prisoner has a four-digit prison number; the first two digits are purely cosmetic, while the last two are significant and are the same as the prisoner's die roll on the encounter table (if any). Prisoners are listed below in numerical order, by the last two digits; thus prisoner 0166 would be listed after prisoner 9901. In addition to name, UPP, age, possessions, and skills, each prisoner's listing gives his prison reputation and his cellblock/number of cellmate. Comments below give his work assignment (if other than the upper mining level), rumors he knows, and any other facts of use to the referee.

Listed assignments are what the prisoners have when they first come into contact with the player characters, and might change as a result of some action taken during the course of the adventure.

- 7902** Peter Wogan                      563643    Age 53    Rep -10    Block 2/3006  
Bribery-1  
Peter is dying of silicosis, and is frequently in the infirmary.
- 2803** Enli Shulgidun                      898547    Age 23    Rep 0              Block 1/5426  
Mechanical-1, Brawling-1, Jack-of-all-trades-1    Cr100, metalworking tools  
Works in repair shop. Rumors 8, 48. Enli is the junior member of Big Rolf's gang, and is a belligerent defender of Big Rolf's "honor".
- 7404** Pandit Espartero                      757663    Age 37    Rep 0              Block 2/9416  
Blade-1, Forgery-1, Electronics-1, Streetwise-1              blade, power pack  
Works in repair shop. Rumors 9, 26, 35. Pandit is a bad-tempered man with a history of bad decisions and explosive outbursts.
- 3305** Billy Imushdi                      665333    Age 21    Rep -10    Block 2/1470  
Revolver-1  
Billy's cellmate. Jack Shansir, doesn't like him and has put him in the infirmary once already.
- 3006** Azax Hamid                      685854    Age 48    Rep 10              Block 2/7902  
Forgery-3, Bribery-1, Computer-1,                      Cr1100, planetary map,              forgery equipment  
Works in clerk's office. Rumors 5, 13, 24, 27, 42, 48. Azax is an engagingly jovial ex-merchant of easily purchasable morals. He will forge any document for a few hundred credits. He will be very appreciative for any efforts to help Peter Wogan, his cellmate, and will pay high prices for medical drugs



**8107** Jon Kupishii 786997 Age 43 Rep 10 Block 2/3632  
 Bribery-3, Admin-3, Computer 1, Cr700, 6 blank passes, fake revolver  
 Streetwise-1, Revolver-1  
 Works in clerk's office. Rumors 2, 10, 23, 24, 26, 34, 36, 45, 49, 50, 51. Jon is very influential with the prison administration, and is willing to intercede on the behalf of other inmates (for a few hundred Cr). G5 Emil Patowic, G7 Karl Ulashan, and G10 Semyon Wainrite are his friends.

**1711** Razeem Thonon 969554 Age 40 Rep 0 Block 3/1215  
 Brawling-2 Cr500  
 Works in safe area. Rumors 23, 34, 48, 54. Razeem is cellblock 3's chief trustee. He is easy to bribe, if one caters to his desire to feel a sense of power over others.

**8412** Larin Cruz 795423 Age 25 Rep 0 Block 1/9047  
 Dagger-1, Streetwise-1 8 gems  
 Larin is a mute, and usually has little interaction with the other prisoners. He collects precious stones.

**2913** Mort Eglesi 777988 Age 47 Rep 10 Block 1/7462  
 Streetwise-2, Bribery-1, Gambling-1, Dagger-2, Mechanical-1 Cr200, dagger  
 Works in kitchen. Rumors 1, 10, 14, 21, 23, 26, 32, 43, 45, 48, 50, 51. Mort is a good-natured cook with an ear for gossip, and a tongue willing to repeat it.

**0014** Subotai Shanad 968432 Age 23 Rep 0 Block 1/9623  
 Brawling-1, Revolver-1  
 Rumor 10. Subotai is a drug addict and thug who takes his orders from 1217 Talbot Vinge.

**1215** Ward Stamboul 984984 Age 33 Rep 0 Block 3/1711  
 Electronics-2, Mechanical-2, Cr100, electronics tool set  
 Jack-of-all-trades-1, Gambling-1  
 Works in repair shop. Rumors 5, 12, 17, 24, 31, 54. Ward can repair almost anything, but things he fixes have a tendency to malfunction in bizarre ways.

**9416** Rod Maged A89763 Age 36 Rep 10 Block 2/7404  
 Dagger-1, Brawling-2 dagger  
 Works in kitchen. Rumors 36, 37, 44.

**1217** Talbot Vinge 776785 Age 41 Rep 10 Block 1/7321  
 Medical-2, Bribery-2, Cr1400, 1D doses of every listed drug  
 Admin-2, Streetwise-1  
 Works in infirmary. Rumors 1,2,4, 12, 48. Talbot is cellblock 1's resident drug dealer. His prices are high, but he is willing to bargain.

**7321** Hari Gordert 85A534 Age 34 Rep 0 Block 1/1217  
 Brawling-1  
 Works in safe area. Hari is cellblock 1's chief trustee. He is under the thumb of 1217 Talbot Vinge and completely frightened out of his wits by 7057 Big Rolf.

**3622** "Batman" Minuglu 574864 Age 58 Rep 10 Block 1/2943  
 Rifle-1 Streetwise-1 Brawling-1 Cr100, 5 trained cave bats  
 Rumors 7, 23, 32, 38, 39, 52. "Batman" gets his name from his hobby: training cave bats. Anyone who gives a bat to "Batman" gains him as a friend.

**9623** Tsunego Artois 886532 Age 24 Rep 0 Block 1/0014  
 Dagger-1 Cr100, dagger  
 Rumor 10. Tsunego, a drug addict, is 1217 Talbot Vinge's assistant drug dealer and chief thug. He acts only on Talbot's orders.

6724 Jaime Giligis 998642 Age 25 Rep 0 Block 1/6241  
 Brawling-1, Rifle-1 Cr100, 5 old mesh guard uniforms  
 Works in laundry. Rumors 23, 40, 49.

8825 Lucky Severn 5B5975 Age 44 Rep 10 Block 2/9656  
 Gambling-4, Dagger-2, Mechanical-1, Cr800, dagger  
 Rumors 9, 25, 27, 29, 48, 53. Lucky is willing to gamble with anyone, anytime (rumors that he cheats are untrue; he's just a very good gambler). His cellmate Olex Hishinuma usually gets him out of fixes.

5426 Spiro Taodon 599655 Age 41 Rep 0 Block 1/2803  
 Mechanical-3, Streetwise-1, Cr300, lockpick set, mechanical tool set  
 Brawling-1  
 Works in repair shop. Rumors 26, 31, 32. Spiro's hobby is picking locks, and he can open any door in the prison. He is busy being a model prisoner, so he will never join an escape attempt, but might aid a friend's escape.

5927 Waltrin Gana 765884 Age 45 Rep 0 Block 2/8046  
 Pilot-1, Computer-1  
 Rumor 51. Waltrin is a member of the Solomani Movement and a friend of 3442 Hans Frenkel, but he is unwilling to risk much for the cause.

0730 Winston Urmarush 656AA4 Age 35 Rep -10 Block 2/3136  
 Medical-3, Admin-1 Cr500, 1 dose of every listed drug  
 Works in infirmary. Rumors 4, 20, 23, 29, 34, 48. Winston is an unpleasant individual who controls the drug racket in cellblock 2.

1731 Bobby Shakh 564633 Age 42 Rep -20 Block 1/6533  
 Streetwise-2, Bribery-1, Gambling-1 Cr500, tape recorder  
 Rumors 10, 16, 29, 48. Bobby willingly informs on anyone. He is invariably friendly in an oily sort of way, and would rat on his friends, if he had any.

3632 Halse Eisen A7A643 Age 39 Rep 10 Block 2/8107  
 Brawling-2, Streetwise-1, Sword-1 Cr300  
 Works in safe area. Rumor 42. Halse is cellblock 2's chief trustee. He is difficult to communicate with, except through his cellmate Jon Kupishii.

6533 Arpad Nisha 867994 Age 29 Rep -20 Block 1/1731  
 Cutlass-1, Vacc Suit-2, Revolver-1, Brawling-1  
 Rumors 15, 45, 49. Arpad is a withdrawn, silent person with telepathic abilities. He is persecuted and has been heavily conditioned against use of his power. His psionic strength is 8.

6534 Mehmet Romule 8A57A3 Age 34 Rep -10 Block 2/3442  
 Air/raft-1, Vacc Suit-1, Pilot-1, Brawling-1  
 Rumors 10, 16, 33. Mehmet is a clairvoyant (psionic strength 7), but refuses to admit it, claiming he was framed by enemies.

1935 Felip Karageorge 756874 Age 46 Rep 10 Block 3/8152  
 Medical-1, Electronics-1, Jack-of-all-trades-1, Pilot-1, Cr300  
 Revolver-1, Streetwise-1, Brawling-1  
 Works in infirmary. Rumors 4, 6, 9, 10, 11, 17, 25, 41, 42, 48, 50, 53. He is an escape committee member.

3136 Stiv the Blade 977423 Age 24 Rep 0 Block 2/0730  
 Blade-1 Cr100, blade  
 Stiv is a drug addict, and depends on 0730 Winston Urmarush for his next fix. He is Winston's chief enforcer.

**2537** Axel Herrmon                      659765    Age 46    Rep 20            Block 2/1963  
 Mechanical 1, Streetwise-1, Brawling-1                      Cr200  
 Rumors 9, 19, 22, 32, 33, 41, 42, 43, 44, 47, 48. Axel is a claustrophobic, and gets violent whenever he is placed in a confined space. He has successfully escaped from both this and another prison, but can't seem to stay loose. He is on the escape committee, and is seriously interested in another escape.

**1640** Nero Holt                              598654    Age 20    Rep 0            Block 3/8144  
 Gambling-1, Dagger-1, Streetwise-1  
 Rumors 28, 29, 34, 48. Nero is a budding sociopath and an informer.

**6241** Nathan Pao                            A68211    Age 27    Rep 0            Block 1/6724  
 Brawling-1  
 Nathan is extremely dull-witted, and has been in and out of prison for ten years now, it being the only environment with which he can deal.

**3442** Hans Frenkel                        967444    Age 29    Rep 0            Block 2/6534  
 Air/raft-1, Pilot-1, Laser Rifle-1, Brawling-1                      mining pick  
 Rumors 8, 28, 50. Hans is a Solomani activist who considers himself to be a martyred hero. Many other prisoners think Hans is a boring jerk. Expression of strong Solomani sympathies will gain Hans for a friend.

**2943** Milovan Gant                        754664    Age 61    Rep 0            Block 1/3622  
 Body Pistol-2, Vacc Suit-2, Cutlass-2,                              Cr100, cutlass  
 Electronics-1, Mechanical-1  
 Works in laundry. Rumors 13, 27, 29, 32, 51. Commander Gant, as he prefers to be called, is one of the few Imperial military commanders ever to be tried and convicted of an atrocity.

**8144** Eneri Shadashi                      685544    Age 39    Rep -10        Block 3/1640  
 Revolver-1, Bribery-1, Streetwise-1,                      Cr100, short range communicator  
 Forgery-1, Brawling-1  
 Rumors 13, 27, 29, 32, 54. Eneri is a kleptomaniac; if Eneri is encountered, on 8 + this doesn't mean the prisoners have met him, but that he has attempted to steal something (referee's choice) from them. Throw 8 + for him to succeed, DMs - 2 if all possessions are very well hidden, + 2 for anything carried on a prisoner's person.

**8045** Mohanlal Waite                      675344    Age 21    Rep -10        Block 1/2453  
 Brawling-1  
 Mohanlal is an informer, but everyone knows it and never tells him anything.

**8046** Satoshi Honig                        967679    Age 42    Rep 20            Block 2/5927  
 Foil-2, Rifle-1, SMG-2, Brawling-2, Tactics-1, Streetwise-1                      Cr500, club  
 Rumors 18, 42, 47, 48. A former mercenary commander, Colonel Honig is here because his battalion attacked the Imperial Marines when they intervened in a local war. He is seeking to start a prison rebellion, led by himself.

**9047** Rand Gurish                            A88783    Age 33    Rep 10            Block 1/8412  
 Pilot-2, Vacc Suit-1, Brawling-1, Streetwise-1                      Cr400  
 Rumors 12, 13, 42. Rand is a former pirate, who is planning an escape; a scout ship will land outside the walls in 6 months to pick him up.

**1850** Ben Kerner                            565787    Age 44    Rep -10        Block 1/2167  
 Bribery-1, Forgery-1, Admin-1, Computer-1  
 Works in clerk's office. Ben is very timid, and can be bullied into doing anything. However, he will fail to carry out any dangerous action when the time comes.

1451 Tenje Takri 948645 Age 21 Rep 10 Block 1/6072  
Brawling-2  
Rumor 52. Tenje is not very sociable. His crime is looked upon as a very loathesome act, so he is frequently attacked, but is capable of defending himself.

8152 Peroz Atheling A98684 Age 35 Rep 0 Block 3/1935  
Rifle-1, SMG-1, Brawling-2 Cr100  
Rumor 27. Peroz has awareness (psionic strength 9), and will use psionically enhanced strength or endurance to defend himself. He has successfully concealed his psionic powers from the prison population, and doesn't want to attract attention to himself.

2453 Porv Dunikhush 849244 Age 28 Rep 0 Block 1/8045  
Rifle-1, Auto Pistol-1, Brawling-1  
Rumors 5, 12, 19, 24, 33, 43, 44. Porv is a local boy, who got into trouble in Circle City and was sent here. He has a bad temper, a loud mouth, and no brains. However, his knowledge of Newcomb makes him worth cultivating.

3754 Gani Polfirio 997666 Age 40 Rep 0 Block 3/2365  
Blade-1 blade, geiger counter  
Works in danger zone. Rumors 17, 26, 29, 32, 39, 52. Gani is uniformly contemptuous of everyone and indiscreet in expressing his opinions; these qualities earned him his place in prison and in the danger zone.

4355 Maxim Hanar 788456 Age 41 Rep 0 Block 3/0571  
Pilot-1, Mechanical-1, Auto Pistol-1, Brawling-1  
Rumors 19, 30.

9656 Olex Hishinuma 9B8674 Age 37 Rep 20 Block 2/8825  
Brawling-4, Streetwise-1, Gambling-1 Cr400  
Rumors 3, 10, 11, 47, 48. Olex runs the prison numbers racket. His hobby is beating up prisoners who annoy him.

7057 Big Rolf B9A884 Age 43 Rep 40 Block 1/6960  
Cutlass-2, Brawling-3, Revolver-1, Cr1400, cutlass  
Leader-2, Streetwise-1, Gambling-1  
Rumors 2, 10, 14, 23, 32, 48, 53. Big Rolf is the reigning power in cell block 1, and brooks no rivals. He reacts at - 2 to anyone he doesn't know.

6960 Yussef Shelton A69241 Age 23 Rep 0 Block 1/7057  
Brawling-2, ATV-1, Rifle-1  
Works in danger zone. Rumors 10, 48. Yussef is Big Rolf's right hand thug, and is never far away from Rolf. Yussef has a penchant for cruelty and stupidity, and is only restrained from excesses by Big Rolf's orders.

8661 Loudon Plausier A38332 Age 28 Rep 10 Block 3/3064  
Rifle-1, SMG-2, Brawling-2 Cr100  
Works in danger zone. Rumors 7, 36, 48. Loudon is a homicidal maniac. He is easily angered (DM of - 2 on all reaction rolls) and is difficult to reason with. Gerard Benezech uses him to frighten impressionable prisoners.

7462 Nikolaus Ipuran 86A985 Age 36 Rep 0 Block 1/2913  
Bribery-1, Vacc Suit-1, Streetwise-1, dagger, mechanical tools  
Dagger-1, Mechanical-1  
Works in danger zone. Rumors 9, 10, 11, 25, 34. A former merchant officer and novelist, Nikolaus was caught making a little extra money on the side, and not paying taxes on it. Now he's writing a novel about prison life.

1963 Josip Kikina 87B453 Age 28 Rep 0 Block 2/2537  
Sword-1, Gambling-1, Brawling-1 Cr100  
Works in danger zone. Rumors 8, 18.

3064 Berndt Khanugir 898655 Age 36 Rep 0 Block 3/8661  
Vacc Suit-1. Laser Rifle-1, Ship's Boat 1 Cr100, electric torch  
Works in danger zone. Rumors 4, 21, 28.

2365 Seljuk the Knife 8BA865 Age 37 Rep 20 Block 3/3754  
Blade-2, Body Pistol-2, Streetwise-1, Gambling-1 Cr400, blade  
Works in danger zone. Rumors 11, 15, 39, 48. Seljuk is now organizing an expedition to explore the natural cave system.

6866 Gerard Benezech A97754 Age 49 Rep 30 Block 3/2673  
Blade-3, Streetwise-2, Gambling-2 blade  
Works in danger zone. Rumors 10, 15, 35, 43, 46, 48. Gerard is the head of cellblock 3 and doesn't let anyone forget it.

2167 Dan Amgi C68444 Age 41 Rep 20 Block 1/1850  
Rifle-2, SMG-2, Brawling-2, Tactics-1 Cr300  
Rumors 6,9,11,18, 32, 38, 40, 41, 48. Dan is a member of the escape committee and one of Big Rolf's lieutenants.

1470 Jack Shansir C59343 Age 34 Rep 20 Block 2/3305  
Brawling-3, Cutlass-1 Cr200  
Works in danger zone. Jack went nuts and killed 5 people with a cement block. He still goes nuts at random intervals (DM -4 on all reaction rolls).

0571 Ashgu the Ape A3A232 Age 32 Rep 10 Block 3/4355  
Brawling-2  
Works in danger zone. Ashgu doesn't like people; he reacts at -2 to everybody.

6072 Kahan Tell A66664 Age 37 Rep 0 Block 1/1451  
Cutlass-2, Brawling-1 cold light lantern  
Works in danger zone. Rumors 10, 14, 30. Kahan is almost ridiculously polite, but is easily offended with violent results. Kahan is an ex-marine, and one thing that offends him instantly is ex-naval personnel.

2673 "Killer" Basimu 86C344 Age 41 Rep 10 Block 3/6866  
Brawling-3, Blade-2, Streetwise-1 Cr800, blade  
Works in danger zone. Rumors 15,40,48. Killer belongs to Gerard Benezech's gang.

6974 The Vargr 797432 Age 31 Rep 10 Block 1/7575  
ATV-3, Brawling-1, Gambling-1, Rifle-2, SMG-1 Cr400  
Works in danger zone. Rumors 15, 18, 35. A mercenary wanderer far from home, the Vargr is a victim of his unfamiliarity with Imperial law.

7575 Avram Iijima 8A5524 Age 25 Rep 0 Block 1/6974  
Blade-1, Brawling-2 blade  
Works in danger zone. Rumors 7, 49. Avram is an adherent of a weird religious cult which demands human sacrifice, which is why he ended up here. He attempts to convert other prisoners, but is usually scorned. Anyone may gain him as a friend by becoming a convert; however, this reduces one's prison reputation by 5.

2076 Etienne Lalaji 896631 Age 40 Rep 20 Block 2/2977  
Dagger-2, Rifle-2, SMG-2, Streetwise-1 Cr100, SMG, 30 rounds of ammo  
Works in danger zone. Rumors 3, 10, 15, 30, 40, 48, 50. Etienne and a departed friend (Jan "the Blade" Lintrel) killed a guard and hid his submachinegun in the danger zone. The guards increased security for nearly a year, but didn't find it.

2977 Anton Kugazur                      977344    Age 33    Rep 10            Block 2/2076  
Cutlass-2, Revolver-1, Brawling-3                      Cr200, electric torch  
Works in danger zone. Rumors 1 5, 47, 48. Anton is a ruthless killer and a good friend of 2076 Etienne Lalaji. Together they shake down unwary prisoners.

## **GUARDS**

The prison guards are listed in numerical order. Guards 1 through 12 are commonly encountered. Guards 13 through 18 have jobs which put them in contact with prisoners only when security is increased. Each guard is equipped with a sub-machine gun or automatic pistol (whichever he has skill in), mesh armor, light intensifier goggles, an electric torch, a helmet with psionic shield, a filter mask, a geiger counter, a club, a short range communicator, and a gas grenade. Filter masks are no protection against the grenade.

**G1**    Fedor Sanseido                                      996585

SMG-1, Brawling-1, Rifle-1, Admin-1

Rumors 4, 16. Fedor is the assistant warden's right hand man, and is in charge when the assistant warden is not around.

**G2**    Ivan Elishdu    C86776

SMG-1, Brawling-1, Rifle-1

Ivan is completely unbribeable, and is forever attempting to raise the standard of prison security. Any bribery attempt will land the offender in the danger zone for 4 weeks.

**G3**    Gorod Chihaya    B6A243

Auto Pistol-1, Cutlass-1

Gorod reacts at - 2 to all prisoners, and actively enjoys the sight of blood. Gorod is uniformly feared.

**G4**    Cesmo Wallenstein                                      786865

SMG-2, ATV-1, Gambling-1, Rifle-1

Rumors 5,9. Cesmo plays Go, and is favorably impressed by any prisoner who will play against him.

**G5**    Emil Patowic    694767

SMG-2, Streetwise-1, Gambling-2

Rumors 4, 7. Emil engages in smuggling. No roll is necessary for Emil to actually go through with any smuggling he is bribed into, but he still charges full price.

**G6**    David Obrenov    A89777

SMG-1, Foil-1, ATV-1, Rifle-1, Computer-1

Rumors 16, 26. David is very officious and spends his time putting additional black marks on people's records, but he occasionally loosens up enough to be friendly.

**G7**    Karl Ulashan    7BA776

Auto Pistol-1, Sword-1, Electronics-1

Rumors 14, 28. Karl is probably the nicest and most helpful of the guards, which isn't saying much.

**G8**    Alvim Karaas    749575

SMG-1, Brawling-1, Mechanical-1

Rumor 11. Alvim is probably the most careless guard about security, and is frequently reprimanded about it.

- G9** Harv Wuckel 677476  
 SMG-1, ATV-1. Rifle 1  
 Rumors 2, 5, 11, 19, 28, 29, 32. Harv is frequently drunk on duty (roll 6 + ); if drunk when encountered he will spill one of his rumors (referee's choice).
- G10** Semyon Wainrite 986455  
 SMG-1, Foil-1, Rifle-1  
 Rumor 8. Semyon may be bribed for half price; he has large gambling debts.
- G11** Vittorio Krane 867563  
 Auto Pistol-2, Foil-1  
 Vittorio reacts at - 2 to all prisoners, but tends to have them sent to the danger zone instead of actually beating them up.
- G12** Donan Ulster 897735  
 SMG-2, Blade-1  
 Rumor 28. Donan hates psionics (even more than the other guards), and reacts at - 4 to any psionic encountered, or to anyone in the company of a psionic.
- G13** Brandt Ulmerkim 898647  
 SMG-1, ATV-1, Rifle-1, Mechanical-1  
 Rumor 2. Brandt is usually honest and fair, and attempts to break up fights, but usually isn't around.
- G14** Paul Hindin 667785  
 SMG-2, Gambling-1, Computer-2  
 Rumors 4, 49, 51. Paul runs the guards' pool on new prisoners, in which the guards bet on the first of an incoming group to die. He is also in charge of computer security routines.
- G15** Dan Thakkar A88243  
 Auto Pistol-1, Brawling-2  
 Dan reacts at - 2 to all prisoners.
- G16** Reym Marushich 778865  
 SMG-1, Rifle-1, Medical-1  
 Reym may be bribed for half price. He is supporting a girl friend in Circle City.
- G17** Jorge Kuniim A67754  
 SMG-1, ATV-1. Rifle-1  
 Jorge hates psionics (even more than the other guards), and reacts at -- 4 to any psionic encountered, or anyone in the company of a psionic.
- G18** Tomas Danessur 985356  
 SMG-1, Vacc Suit-1  
 Rumor 29. Tomas shot 2 prisoners a few years ago for no apparent reason, and there was a minor investigation which came to nothing.

## STAFF

The prison staff members are listed in numerical order. Each staff member has a filter mask and may be wearing or using any appropriate items from the list of guards' equipment, especially when venturing down into the mining levels.

- S1** Warden 74678A  
 Revolver-1, Cutlass-1, Admin-1 Revolver  
 The warden is corrupt, incompetent, venal, and lazy. He spends much of his time with a lady friend in Circle City, leaving the real duties to the assistant warden.

- S2** Assistant Warden 9B9998  
 SMG-2, Auto Pistol-2, Admin-1, Leader-1, cloth, auto pistol,  
 Tactics-1, Rifle-1 IR goggles  
 Rumors 16, 28. The assistant warden is the one really in charge of all the guards.  
 He is tough and cynical.
- S3** Psychologist 6757A6  
 Admin-1, Computer-1, Medic-1, Revolver-1 Revolver  
 Rumor 29. The prison psychologist is a bored paper pusher, who dreams of leaving Newcomb and establishing a practice on an urban planet.
- S4** Chaplain 895868  
 Admin-1  
 Rumor 26. The prison chaplain is a sincere fool, who has become hopelessly depressed over the souls of the prisoners.
- S5** Rehabilitation Counselor 8798A9  
 Auto Pistol-1, Mechanical-1, Electronics-1, Admin-1 auto pistol  
 Rumor 9. The rehabilitation counselor faithfully tries to teach the prisoners something that will keep them out of prison, once they get out, but usually doesn't succeed.
- S6** Doctor 478BB8  
 Auto Pistol-1, Dagger-1, Medic 4, Admin-1 auto pistol  
 The prison doctor is a drunken quack who sells drugs to the prisoners
- S7** Clerk 697787  
 Revolver-1, Computer-3, Admin-1 revolver  
 The prison clerk is in charge of prison records and the prison computer system.  
 He is a model bureaucrat, and won't do anything without authorization.
- S8** Shuttle Pilot 767974  
 Carbine-1, Ship's Boat-1, Gunnery-1, carbine, cloth  
 Electronics-1, Navigation-1, Air/raft-1  
 The shuttle pilot is a hired mercenary who once spent a year in a prison on some tech 4 planet for a breach of local custom.
- S9** Mining Engineer 8747A5  
 Revolver-1, Mechanical-2, Electronics-2, revolver, calculator  
 Computer-1, Vacc Suit-1, ATV-1  
 The mining engineer was responsible for a cave-in at a commercial mine on another planet, and had to take a job here, or starve.



# Rumors

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The rumors listed below may all be learned by the players through conversation with a non-player character who knows the rumor. The referee should note that some of the rumors are contradictory, misleading, irrelevant, or, in a few cases, completely false. As with events and encounters, the referee should expand and embellish these rumors when they are presented to the players.

1. There is a person named Parl Klive, who lives on the south side of Circle City and aids escaped prisoners by providing food, clothing, and hiding places.
2. The assistant warden and even the warden himself have been known to take bribes, as long as they were large enough.
3. Jan "the Blade" Lintrel escaped by means of an old caved-in lift shaft to the surface, and then made his way to Circle City. The lift shaft connects to the upper mining level in area A, but there is quite a bit of rubble that would have to be surreptitiously cleared away to make the passage usable again.
4. If one takes vitamin supplements, some of the bad effects of radioactivity, unhealthy conditions, and bad food may be lessened. Vitamin supplements may be obtained in the infirmary, if one can make a case for needing them.
5. There are teams of geologists exploring Newcomb for additional mineral resources. They occasionally bring their vehicles to the prison for repair or resupply.
6. Jan "the Blade" Lintrel killed a guard, and threw his body down the lift shaft. Jan took the guard's submachinegun and hid it. Jan is also the only person ever to have beaten 7057 Big Rolf in a fight.
7. Three prisoners were killed by a "dragon" two years ago. A dragon is a long, scaled creature with claws, sharp teeth, and poor eyesight. The dragon was never killed or captured, and it is unknown what exactly happened to it. Some say that it is still lurking around some corner, waiting for another meal.
8. 8825 Lucky Severn cheats at cards, but it is unwise to accuse him of doing so, because his cellmate, 9656 Olex Hishinuma, would probably help take your head off.
9. 3006 Azax Hamid is a capable forger, and will forge documents for about Cr400 apiece.
10. This rumor consists of the information on prison drug dealers from page 13.
11. 1731 Bobby Shakh is an informer. It is known that he has visited the warden's office, and he has been seen talking to G1 Fedor Sanseido.
12. Newcomb's statistics are D441443-6. There are no bases in the system, but there is a gas giant. Newcomb has seven small natural satellites which would make good hiding places for a small spacecraft. The prison complex has an emplacement on the surface equivalent to a triple beam laser turret, but the authorities aren't really worried about a landing from space, as most of the prison facility is underground.
13. The starship that brings prisoners and supplies comes at six-month intervals. The shuttle based here is used to transfer cargo from orbit, because the starship is an old, unstreamlined troop transport. The shuttle pilot is a wild character, who

used to be a mercenary.

**14.** 6533 Arpad Nisha is a psionic of some sort, and would be better off dead. There have been a few other psionics sent to this prison, and some of them have suffered fatal "accidents".

**15.** Danger zone area I is not really very radioactive. It is used as a meeting place by prisoners, because the guards never go there.

**16.** Jan "the Blade" Lintrel was killed outside the prison during an escape attempt. 2076 Etienne Lalaji was Lintrel's cellmate and closest friend.

**17.** 7404 Pandit Espartero stole a power pack and has it hidden somewhere. This is normally a very difficult thing to do. What exactly Pandit wanted the power pack for is somewhat unclear.

**18.** There is a narrow connection from the upper mining level area A to an old caved-in lift shaft, which may still connect to the surface. It has been used for escape attempts before, but last year part of it collapsed, and it would probably take some work to open up. This would be tricky because the guards do sometimes patrol area A.

**19.** The prison is surrounded by desert, with some mountains to the southwest and west. It is known to rain in the mountains sometimes.

**20.** The prison doctor smuggles liquor into the prison for his own consumption, and sometimes sells it to prisoners.

**21.** 9047 Rand Gurish has been quietly looking around for someone with navigation skill.

**22.** The starport warden at Circle City can be bribed for 2-3 thousand credits to issue fraudulent clearance papers to a group of people.

**23.** G5 Emil Patowic has a small-scale smuggling operation going, and would probably be happy to do some business.

**24.** Circle City is the only population center on Newcomb. It lies 5000 kilometers E-NE of the prison. A shuttle based at the prison regularly carries ore to Circle City for transshipment.

**25.** 6724 Jaime Giligis has several sets of old guard uniforms stashed away, which he stole from the prison laundry.

**26.** G9 Harv Wuckel is frequently drunk while on duty, and gets rather talkative at times. He sometimes lets information out about upcoming searches and guard patrols.

**27.** This rumor consists of the additional information section on page 8 of Entering Prison.

**28.** Danger zone areas I and P are very radioactive, and should be avoided at all costs, unless you don't mind having your hair fall out.

**29.** 2977 Jack Shansir is insane, and attacks everyone that he encounters, as long as they don't have a gun. He killed one of his previous cellmates for snoring.

**30.** Aron Hasisto knifed a guard last year and disappeared shortly thereafter. No one seems to want to talk about Aron's whereabouts.

**31.** There are some desert survival kits in the lockers next to the repair shop, put there a few years ago when the prison administration was rearranging some other facilities, and no one remembered to return them to the proper storage area.

**32.** A group of 5 prisoners escaped about 4 years ago by overpowering the guards on the lift shaft, stealing an ATV, driving to Circle City, and shipping out from there. One of them, 2537 Axel Herrmon, was recaptured last year and returned here.

**33.** Thorned sagitta plants may be tapped for water. There are many of these plants in the desert surrounding the prison. The flesh of these plants is edible, but doesn't taste very good.

**34.** The guards can shut off all the lighting, lifts, ventilation, and power for any mining equipment from the surface, or from the main guard station on the administrative level. They may also flood any area with tear gas or knock-out gas; filter masks are no protection.

**35.** 1215 Ward Stamboul is very good at repair work, although he sometimes pretends to know more about some sorts of equipment than he really does.

**36.** 6534 Mehmet Romule is a filthy psionic.

**37.** 9656 Olex Hishinuma is a past master at unarmed combat. He and his cellmate, 8825 Lucky Severn, run the prison numbers racket, as well as being involved in other sorts of gambling. Olex is really a nice guy if you don't owe him any money.

**38.** About 15 years ago, a ramp collapsed, killing several prisoners. It used to connect the cellblock level with the upper mining level.

**39.** There is a carefully concealed connection to a natural cave system in the danger zone area M. It may connect with the outside, although no one is really sure just where it goes.

**40.** The guards are lax about sounding out the rock walls when searching for contraband. Sometimes they can be bribed to avoid searching an area at all.

**41.** 1640 Nero Holt cannot keep secrets, and shouldn't be entrusted with any important information.

**42.** 8107 Jon Kupishii is adept at dealing with the prison administration, and may undertake to aid others in this regard as long as they offer at least Cr200.

**43.** The only population on Newcomb lives in Circle City, which is a long way away to the north or east. The locals are taciturn and surly, but dislike the Imperium intensely. They trade skiggie pelts, skiggies being ugly little 25 kg hunters found in areas of heavy vegetation in the northern hemisphere. Skiggie hunters are bores, and the night life in Circle City is the pits.

**44.** Most indigenous life forms on Newcomb are edible, with the exception of squealers, a type of eight-legged lizard-like creature.

**45.** Guard morale is poor, due to poor pay, dangerous conditions, lack of entertainment or recreational facilities, long hours, and personality conflicts with the warden. The guards sometimes take their frustrations out on the prisoners.

**46.** There is a small community of escaped prisoners, approximately 1 500 kilometers to the northeast of the prison. They keep themselves hidden, and subsist by agriculture.

**47.** 5426 Spiro Taodon is an expert lockpick.

**48.** This rumor consists of the information on gangs from page 13.

**49.** G3 Gorod Chihaya is a sadist, and enjoys inflicting pain on prisoners. He should be avoided at all costs.

**50.** G10 Semyon Wainrite is easily bribable.

**51.** G11 Vittorio Krane is easily provoked into sending prisoners to the danger zone for minor offenses, like littering or not saying "sir" to him.

**52.** 8144 Eneri Shadashi is a rampant kleptomaniac, who probably would have had his brains beaten in already, except for the fact that it is fairly easy to recover items from him (he doesn't seem to want them anymore after he has stolen them).

He will probably get his brains beaten in sometime anyway.

**53.** The composition of the escape committee is 1935 Felip Karageorge, 2537 Axel Herrmon, and 2167 Dan Amgi. The escape committee meets at irregular intervals and discusses plans of escape. It is a prestigious post to have, although it is uncertain if they actually accomplish anything. The first escape committee is reputed to have had all four members escape about thirty years ago, in a fashion which neither the prison administration or the other prisoners have been able to figure out.

**54.** There is an elaborate computer security routine which scans the prison through cameras and microphones. It is very difficult, if not impossible, for the prisoners to gain access to the computer.

Some areas of the prison are not covered by cameras, including much of the lower mining level, some of the surface buildings, and shafts in the upper mining level that have been dug within the last five years. Occasionally one of the cameras has malfunctioned and sometimes has not been repaired for quite some time.

# The Prison

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The layout of the Imperial prison on Newcomb is not very suited to its purpose. The major advantage is that the facility was cheap. The conversion to prison from commercial mining camp was accomplished with only those changes absolutely necessary for security. All the surface buildings are old; the only additions made are the perimeter fence, the laser towers, and the swimming pool. All sub-surface levels are converted mine shafts.

There are four levels in the prison: the surface, the administrative level (together making up the safe area), the normal mining level, and the lower mining level (the danger zone). Each level is explained and mapped below. Numbers in the text refer to numbers on the maps.

**The Lift Shafts:** The lift shafts, numbered 1 through 4, are the only means of travel between levels. Lift shaft 1 carries ore to the surface, and lift shaft 2 is the main elevator for the transport of personnel and equipment. They are both large and capable of transporting tremendous weights. The lift shafts are always well guarded, and electronic surveillance is constant. The lifts themselves are controlled from the surface. Both lifts one and two have decontamination areas (19) immediately adjacent at the surface. They are used to wash any radioactive dust particles from people and objects brought up from the mining levels.

Lift shaft 3 only goes down to the administrative level, and functions as a laundry chute and dumbwaiter. It might have space for one very cramped passenger.

Lift shaft 4 collapsed long ago and is no longer in use. Someone might be able to reach the surface through it after many hours of quiet and careful digging.

Lift 1 reaches the surface every 30 minutes with a load of ore, which is unloaded mechanically. Lift 2 makes much more frequent trips, with small numbers of prisoners or loads of equipment. Guards usually do not ride up and down in the lifts with the prisoners unless there is some prisoner who needs exceptionally strict guarding. The lift machinery is not easily accessible from the inside. Lift 3 is operated on an erratic schedule.

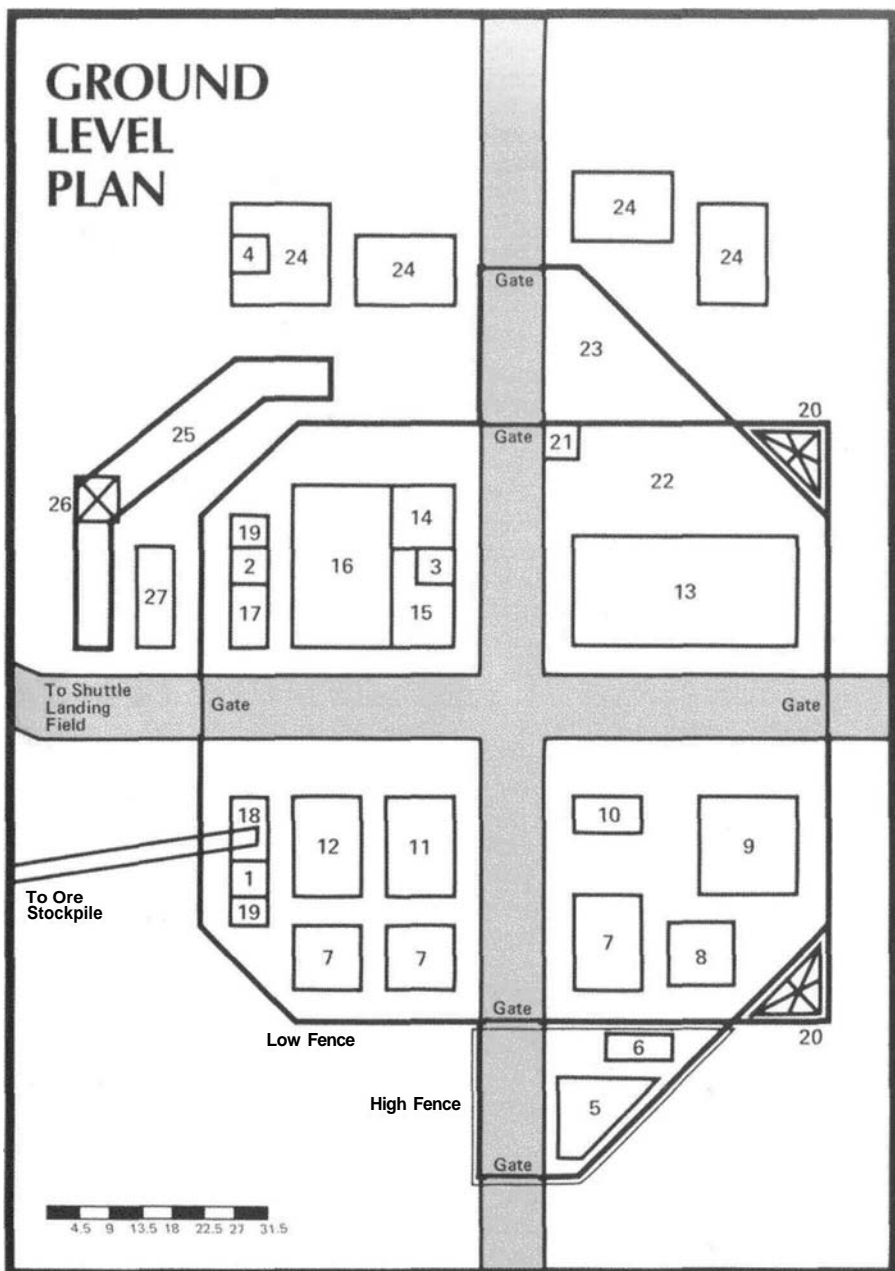
**Overpressure:** As a protection against the poisonous contaminants in Newcomb's atmosphere, all buildings, elevators, and the administrative and cellblock levels are kept at a pressure higher than the outside atmosphere, using compressors which also filter out the contaminants. Humans may breathe normally without filter masks in these areas. Whenever a door to the outside is opened, a wind blows outward.

## THE SURFACE

The prison compound is surrounded by a fence, intended as much to keep native animals out as to keep prisoners in. The warden's residence (5) and the armory (6) are in a separate area surrounded by a much higher electrified fence. A road leads from the west gate to the shuttle landing field, about a hundred meters from the gate. A conveyor belt leads from the ore crusher (18) to a large ore stockpile about 50 meters away.

**5. The Warden's Residence:** This building is uninteresting, except when the warden's lady friend comes out from Circle City. Frequently, the warden will go to

# GROUND LEVEL PLAN



Circle City for long stretches of time, leaving the day-to-day running of the prison to his subordinates, which is just as well considering his abilities.

**6. Armory:** This building is stocked with submachineguns, auto pistols, and *ammunition* for them, as well as other standard guard equipment. There are also mining lasers, a few automatic rifles, replacement parts for the laser emplacement, a few revolvers, one laser rifle, and a vast array of miscellaneous small edged weapons, many of them confiscated from prisoners.

**7. Guards' Living Quarters:** These are several very drab buildings.

**8. Staff Quarters:** These are marginally better than the guards' quarters.

**9. Guards' Recreation:** Most of the guards live for the free days on which they can drink, gamble, and carouse in Circle City, as the recreation facility for the guards is only marginally superior to those pathetic diversions allowed the prisoners. The recreation building is filled with outdated electronic arcade games, a warped pool table, some canned video equipment, and posters of the current video idols.

**10. Swimming Pool:** Imperial regulations state that each prison facility of this class should have a swimming pool. The present warden, however, hasn't seen fit to have any water put in it. The pool is domed but not pressurized.

**11. Privileged Prisoners' Quarters:** This is a medium security area for privileged prisoners. It is inhabited mainly by informers who might get killed down below, occasional prisoners with high social standings, a number of prisoners too old or feeble to do any effective mining, and a few of the prison trustees who work on the administrative level or on the surface. Prisoners may apply for transfer here if they have reputations of - 10 or less, have not been assigned to the danger zone or solitary for the last 25 weeks, and must get a favorable reaction from a staff member (8 + ). Any infractions while a prisoner is resident here may result in his return to the cellblock level. Prisoners assigned here lose 3 from their prison reputations.

**12. Infirmary:** The infirmary has a reputation for being short of necessary drugs and sympathetic medical attention. Prisoners may end up spending time here due to brawls, work injury, or sickness.

The security in the infirmary is moderately tight. The most stringent examinations a prisoner usually gets are those to determine if he has a concealed weapon, has been stealing drugs, or is faking an illness or injury. Most prisoners who do fake illness or injury are caught, and even many prisoners who actually are sick or hurt get sent away. The prison doctor and his trustee medics frequently sell drugs to the prisoners, and in fact dabble in smuggling illegal non-medical drugs into the prison, and make a tidy profit while doing so.

Vitamin supplements are handed out grudgingly (sometimes the medics attempt to extort money for them).

Normal encounters are not rolled for prisoners in the infirmary, but the doctor and his medics (1217 Talbot Vinge, 0730 Winston Urmurush, and 1935 Felipe Karageorge) may be encountered freely. There is always at least one guard present to keep track of the patients, as well as extensive electronic security.

**13. Vehicle Storage and Maintenance:** Three ATVs are stored here as well as some ore-moving equipment. More heavy machinery is parked outside (22). Also stored in the building are tools, fuel, spare parts, surveying equipment, desert survival gear and other miscellaneous equipment. Some of the prisoners who work in repair on the administrative level are brought up to work on the machinery here,

and when they are, security is fairly tight. At other times the area is not heavily guarded, and a prisoner who could get to the building without being seen would have a fairly good chance of stealing an ATV.

**14. Laundry:** The laundry is operated by prisoners selected on a rotating basis (although some are kept there full-time). The prison staff frequently changes the rotation and might be persuaded to do so for some recompense, or by a very favorable reaction. Security is good here, with at least one guard always keeping an eye on the laundry workers, in person or by camera.

**15. Guards' Kitchen:** Only very trusted prisoners are allowed to cook here, and are housed in the privileged prisoners' quarters. The guards eat here in shifts, and the food is significantly better than the slop served to the prisoners.

**16. Materials Storage:** This building is the initial destination of all supplies brought to the prison by shuttle from orbit or from Circle City. Most of it is packaged in crates, and prisoners are occasionally brought up to move them around. When this happens, security is tight; at other times the area is locked, but not heavily guarded.

**17. Quarantine:** New prisoners are kept here for a few hours while they are de-loused, checked for infectious diseases, and issued with prison uniforms.

**18. Ore Crusher:** Ore is brought up to here in lift shaft 1, crushed to a uniform size, and transferred by conveyer belt to the ore stockpile.

**19. Decontamination:** In these two stations, personnel and equipment coming up from the mining levels can be washed free of any radioactive dust they may be carrying.

**20. Communications Towers:** These two towers are radio antennas for communication with Circle City and ships in orbit.

**21. Guard Tower:** This tower keeps watch on the prisoners' recreation yard; from here, searchlights and machineguns may be trained on any part of the yard.

**22. Outdoor Vehicle Storage:** Mining equipment which won't fit into building 13 is stored here.

**23. Prisoners' Recreation Yard:** This area is surrounded by a high electrified fence. Prisoners are sometimes allowed to come here during their free period, in the evening when it is not so hot outside. The guards watch only to see that the prisoners don't attempt to get over the fence, leaving them mostly to themselves. The lack of attention on the part of the guards makes it a good place to talk to other prisoners or to be knifed by one's enemies. The area is always kept well-lit, and is under surveillance from the guard tower.

**24. Abandoned Buildings:** These are several broken-down buildings, relics of the old Orion Metallurgy Corporation. They have been partially cleared away but some parts of the buildings are still standing.

**25. Wall:** This is a low, earthen construction between the shuttle landing field and the compound.

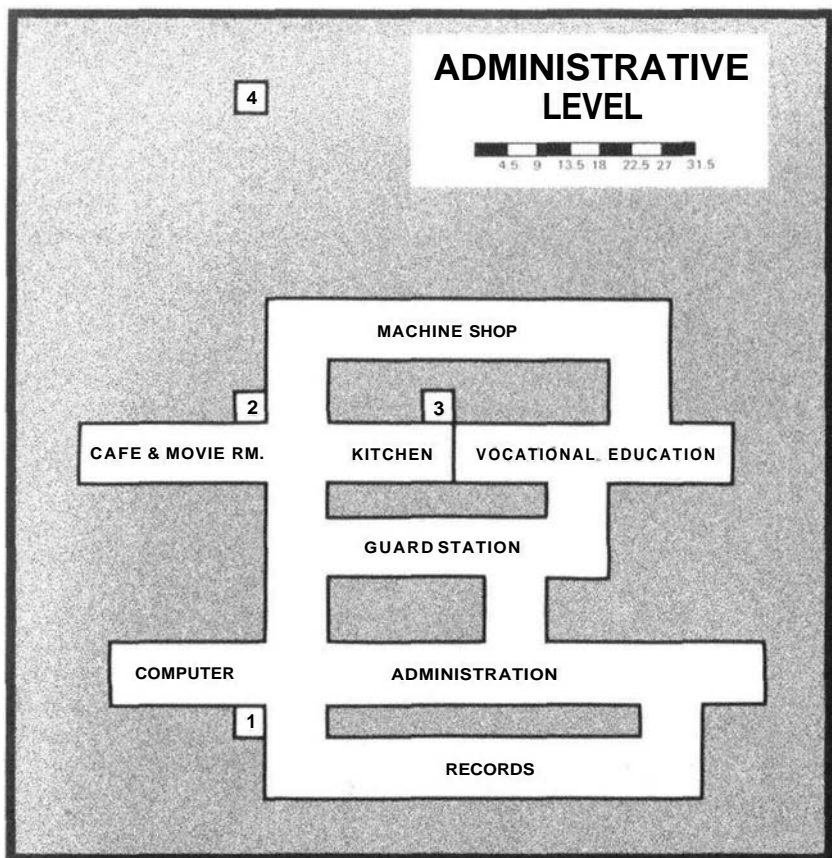
**26. Laser Emplacement:** This is equivalent to a ship's triple beam laser turret, and commands the landing field and the surrounding countryside, as well as providing defense against aerial attack.

**27. Fuel Storage:** This is a tank holding liquid hydrogen for the shuttle.

## THE ADMINISTRATIVE LEVEL

This is the level on which most of the staff and trustees work. Sliding doors, controlled from the main guard station, can be closed to isolate any area.





**Guard Station:** The main guard station is located here as the surface is too distant from most of the prison activity. Usually 2D guards can be found here as well as the 8 who monitor the electronic surveillance system. Gas masks and extra equipment for the guards are stored here. Prisoners are never allowed in this area for any reason.

**Administration:** The administration area contains the offices of the prison staff members. Prisoners are only allowed here one at a time, under heavy guard. There is also a lounge for the prison staff in this area.

**Computer:** This area contains the prison's main computer, which runs the surveillance program as well as various prison bookkeeping functions. Prisoners are usually not allowed in this area.

**Records:** This area is the domain of the prison clerk. A number of favored prisoners work here, but security is not overly heavy. The records department is responsible for all routine bookkeeping and record keeping functions. Prisoners who work here have access to computer terminals, but a security program keeps all but the most clever from being able to interfere with the computer programming. A throw of 13 + (DM + 2 per level of computer skill) is needed to succeed; on a modified throw

of 9- , the result has been detected, and the prisoner is likely to be punished with the loss of the easy job as a clerk and an assignment to mining in the danger zone for the next four weeks.

**Kitchen:** The kitchen is mainly run by prisoners, with fairly tight camera surveillance. There are few sharp or pointed kitchen utensils present, and all of these are carefully kept track of. Food, however, is fairly easy to steal, as it is so bad that no one really cares; water containers could also be stolen by a careful thief.

**Cafeteria/Movie Room:** The prisoners eat here, with guards usually observing from a safe point near lift shaft 2. Prisoners are pretty much left to their own devices, although they must turn in their plastic utensils before they leave. Prisoners are sometimes allowed to watch old movies here during the free time period.

**Repair Shop:** The repair shop is mainly concerned with the repair and maintenance of mining equipment. Trusted prisoners do most of the work, under constant surveillance from at least one guard and the ever watchful electronic security system. The repair shop is filled with a large array of useful tools and even more useful equipment. There is a large amount of broken equipment present, which is being cannibalized for spare parts. Some of the smaller pieces of broken equipment might well be stolen with a reduced risk of detection. A prisoner with mechanical, electronic, or jack-of-all-trades skill may be able to repair these items. The repair shop is connected to the vocational rehabilitation area.

**Vocational Rehabilitation:** This area is another sop to Imperial regulations. Prisoners are occasionally rotated to this area, sometimes seemingly at the whim of the rehabilitation counselor. The prisoners are allowed to take short courses in carpentry, painting, vehicle repair, industrial safety, appliance repair, food preparation, etc. In reality the equipment is old and inadequate, the instruction is indifferent, and the prisoners' time is frequently preempted to do woodworking for the warden's residence. Security is tight, because even some of the worst prisoners are sometimes allowed into the vocational rehabilitation program.

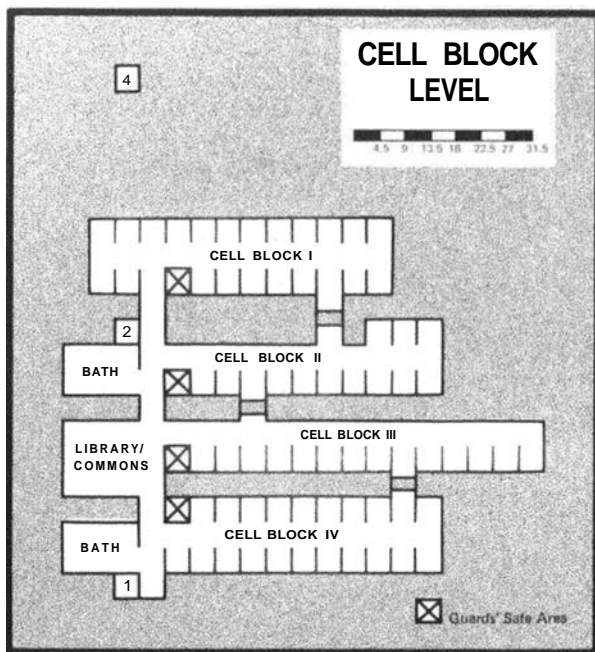
## THE CELLBLOCK LEVEL

The cellblock level is divided into four cellblocks. The player characters will be placed into one of the first three cellblocks. The cells in cellblock 4 are used for solitary confinement of prisoners being punished. Each cellblock operates on a slightly different schedule for meals, free time, and lockup. This spreads out the load on the lift capacity, and thus prisoners from different cellblocks would only meet in work areas. Each cellblock is essentially similar, with a secure area for the guards near the only open entrance to the lift shaft corridor. There are heavy doors between the cellblocks that are always closed. Security is always heavy, guards never go anywhere alone, and the security program is always running when the prisoners are out of the cells.

**Bath:** Prisoners go to the shower areas once a day after work in small groups. The corridor past the shower areas, the lift shafts, and the library is heavily guarded, and only small groups of prisoners are allowed to move along it at any one time.

**Library/Commons:** Prisoners who are not assigned to the lower mining level are allowed to visit the library/commons area during their free time. The library is not well stocked, but the prisoners may make requests from outside sources in Circle City. Books and tapes requested will come on 9+ (DM +4 if the request goes through a friendly staff member), but only after (1D + 4) x 4 weeks. The requests

must be made to a prison staff member, and certain types of material cannot be obtained at all, such as books on demolitions, locksmithing, etc. The commons is a good area to talk, although it has not been unknown for guards to listen in at times through hidden microphones.



## UPPER MINING LEVEL

Most prisoners work on the upper (or main) mining level. The ore veins on this level are mostly worked out, and much of the work here involves breaking up the ore mined on the lower level.

Prisoners usually must use picks and shovels in the most primitive fashion, although the main shafts are driven by heavy equipment which is controlled and powered from area B. If a prisoner returns without the assigned equipment severe punishments may be inflicted, and searches may be made for the missing equipment. On rare occasion the mining engineer comes down and does some blasting, but all prisoners are kept well away at those times.

When prisoners are assigned to the upper mining level, as all new prisoners are, throw 1D to determine the specific area of assignment.

**1. Area A:** This is an old shaft, and has partially collapsed. Ore is stored here frequently, and prisoners assigned here often are involved in breaking up the chunks of ore. There used to be another lift shaft at the end of this area but it collapsed and was abandoned long ago, although with some careful work it might be possible to open a small passage through it.

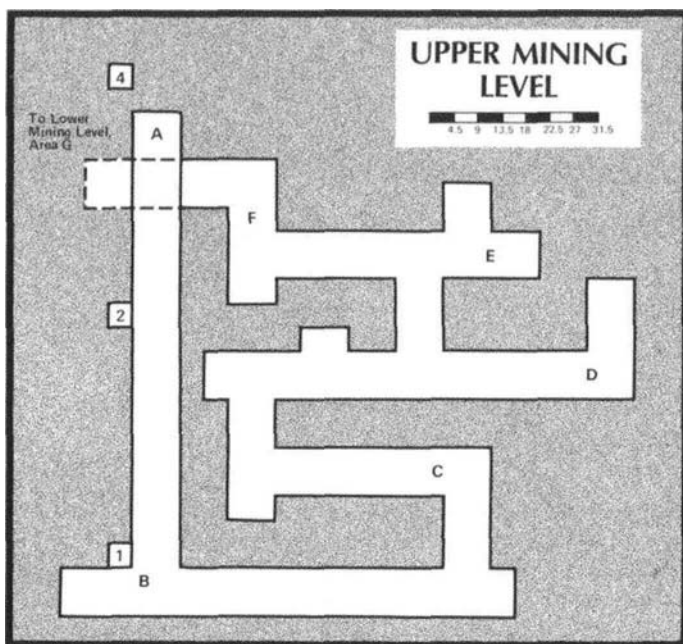
**2. Area B:** This is the area for equipment storage, and is the guards' secure area. Prisoners assigned here are usually sent out to bring in loads of ore from mining areas further away, and are not actually allowed in the secure area itself.

**3. Area C:** This is another area mainly devoted to the storage of ore, and any prisoners assigned here are usually set to work bringing in ore from other areas and breaking it up.

**4. Area D:** This is a shaft that is still being worked for ore, although it is mainly worked out and the ore is of poor quality. Guards frequently do not bother to patrol this area. Prisoners or groups of prisoners are usually assigned quotas of ore for the day and left to work with relative lack of supervision. Failure to meet quotas may result in loss of privileges and beatings by the guards, who are themselves assigned quotas to meet.

**5. Area E:** This is similar to area D.

**6. Area F:** This is also similar to area D, but connects to area G of the lower mining level.



## LOWER MINING LEVEL

Most of the economically worthwhile ore comes from this level. Health and safety conditions are worse than on the upper mining level, and this level is also known as the danger zone. It is general policy to send prisoners here for real or imagined violations of prison rules, and indeed some prisoners feel that the guards may have a "quota" of prisoners that must be sent down here in a week, so that there will be enough miners on this level. Guards patrol this level only rarely, and then only in large triggerhappy groups; they generally stay put in the area where equipment is stored, and near the two lift shafts. A quota system is also in effect on this level, and guards are very, very careful when handing out tools to the more violent population of prisoners on this level. Quotas on this level are higher than on the upper

To Upper Mining Level, Area F

G

G

H

# LOWER MINING LEVEL



Q

2

J

K

L

M

P

1

O

N

To Natural Caves

level, and prisoners sometimes steal from and fight each other in order to make their quotas.

When a prisoner is sent to this level, throw 2D to determine his area of assignment.

**2. Area Q:** This is largely worked out tunnel.

**3. Area I:** This area is labeled as an extremely radioactive danger area, but it is actually fairly clean. It is used as a meeting place by the prisoners, since guards never come here.

**4. Area M:** This area has a concealed entrance to a system of natural caves. Several prisoners know the location of the connection, but none of them have sufficiently explored the caves to have found any other exit. Cave bats and other small creatures occasionally find their way into the mine from the cave, and this shows that there must be a natural entrance somewhere, or these creatures would not have been able to obtain food in the first place. Rumors have it that a number of prisoners have gone into the cave system, never to be seen again; whether they escaped or were lost forever in the depths is unknown.

**5. Area K:** This is an area in which active mining of a rich vein of ore takes place.

**6. Area J:** This is similar to area K.

**7. Area G:** This is similar to areas J and K, but there is a ramped connection to area F on the upper mining level. This connection is not usually used for anything important as the lifts are usually closer and more efficient. The connection is closed off by a strong metal door, but a determined assault might succeed in breaching it.

**8. Area H:** This area has a bad reputation for collapses of rock, although it may not be much worse than the rest of the level.

**9. Area L:** This is another area in which active mining is taking place.

**10. Area N:** This is an older, worked out mining area.

**11. Area O:** This is another largely worked out tunnel, which is frequently used by the prisoners as a hiding place for contraband items.

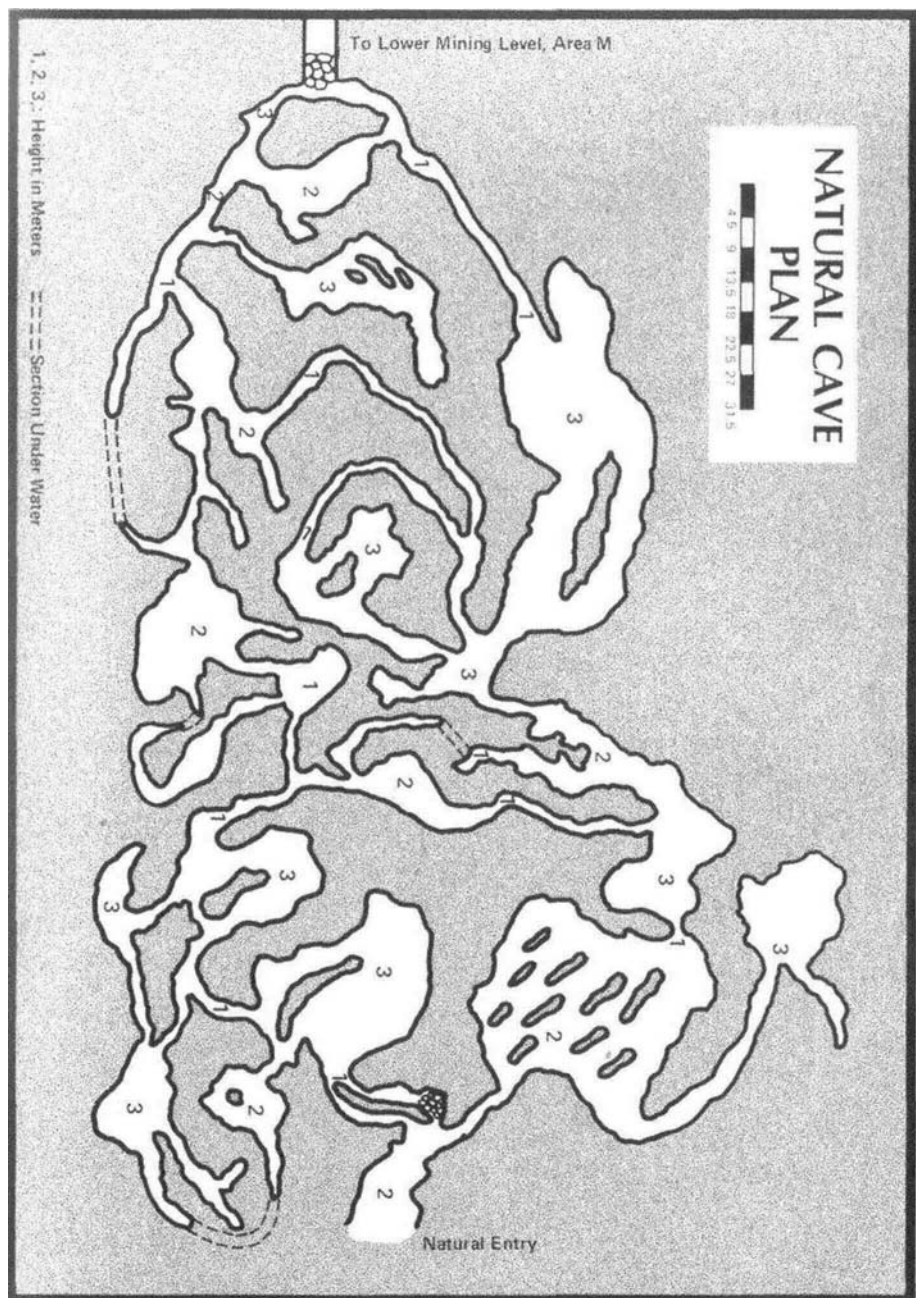
**12. Area P:** This area is labeled as extremely radioactive, and deserves its reputation. Prisoners are usually assigned to this area only for one week before being sent to a different area.

**Equipment Storage:** Some mining equipment is stored in this area. This is also the guards' safe area; prisoners are never allowed inside, and the guards on this level seldom venture out.

## THE NATURAL CAVE SYSTEM

There is a natural limestone cave system connected to the lower mining level, area M, by a narrow passage. The cave was formed eons ago by slowly dripping ground water that has since mostly dried up. The guards do not know about the cave, although rumors of cave animals present in the mine have reached their ears. A limited amount of exploration has been conducted by the prisoners, some of whom have vanished into the depths.

The cave ceiling varies from 1 to 3 meters in height, as marked on the map. Movement through the cave is extremely slow: 13.5 meters per combat round even when there is adequate light and the cave ceiling is marked at 2 meters, dropping to 3 meters per round in those areas marked as having ceilings of 1 meter. Movement is also 3 meters per round in areas with 3-meter ceilings, since these have very rough floors of fragmented rock. Some source of light is necessary for any movement whatsoever. Passages marked on the map by dotted lines may be located



only on a throw of 9 + , or by previous knowledge.

There are a few small lifeforms in the cave (such as cave bats) which may be eaten if captured, as well as a few remaining trickles of water.

The natural entrance is within view of the prison during the day; throw 10+ to be seen exiting, since guards seldom look in that direction. At night there should be no difficulty. The area outside the prison is never searched unless prisoners are known to have escaped to the outside within the last few weeks.

Roll for an encounter on the table below each time the prisoners pass through the cave.

### CAVE Terrain

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds &amp; Weapons</i>
2	Event: Falling rocks; throw dexterity or less to avoid 2D wounds.				
3	Event: Human bones; gain 1 randomly selected item of equipment.				
4	Event: Water.				
5	1 Intermittent	3kg	4/1	none	1 teeth F9 A9 S1
6	12 Flying Hunters	1kg	4/0	none	1 teeth A2 F6 S2
7	Event: Water				
8	8 Flying Hunters, as 6 above				
9	4 Grazers	3kg	4/4	jack	1 teeth F5 A5 S1
10	16 Flying Hunters, as 6 above				
11	1 Pouncer	100kg	19/7	jack	11 teeth + 1 A0 F0 S1
12	Event: Falling rocks; throw dexterity or less to avoid 2D wounds.				

**Notes:** The animals in 6, 8, and 10 above are cave bats. The animal in 11 above is a cave dragon.



# Outside

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Once outside the prison, by whatever means, the ex-prisoners must make their way to Circle City unless they want to remain forever trapped on Newcomb. The surface is arid and forbidding, but thinking that it is lifeless is a great mistake, as it abounds with a large variety of hidden life. Characters trained in survival should have little difficulty living in the desert, and even inexperienced but resourceful adventurers may survive. Sunlight in the desert is intense, and severe sunburn may result if the adventurer lacks protection. Heightened water consumption is another result. The life forms of the desert have found their own individual ways of dealing with the heat. Many are nocturnal, some burrow beneath the surface, and others have tough skins which retard the evaporation of water.

There are some dangerous animals, but the rumors of every hungry carnivores waiting to devour unwary escapees have been carefully nurtured and consistently exaggerated by the prison administration.

Although the desert is mainly flat, some cover is offered those who wish to escape the diurnal heat or hide from scanning eyes.

Once the desert has been crossed, the adventurers may come to more hospitable terrain. The mountains have a great abundance of animal life and of life-sustaining water. Someone could live in the mountainous areas for quite a while, hiding in some ravine or mountain valley. Herds of herbivores roam the extensive veldt regions. Agriculture would be possible here, but perhaps not overly profitable. The more densely vegetated areas in the northern hemisphere are the home of the skigie, a 25 kg hunter whose pelts are Newcomb's only export, aside from pitchblende.

## MOVEMENT

Movement is regulated by the Newcomb worldmap. On foot, it takes 10 days to cross a desert hex, 5 days for a plains hex, 20 days for a mountain hex, 15 days for a vegetation hex; water hexes may not be crossed. By ATV, crossing a hex takes a number of hours equal to the number of days to cross on foot; a water hex may be crossed in 20 hours.

It is important to remember that characters without food or water will slow down and eventually die. Lack of food will slow characters to half movement in a week, and no movement at all in two weeks, even if they are of iron determination. In the desert, lack of water will cause death within a few days. It is important to impress on the players these statistics and the scale of distance that they are facing before they attempt a trek across the desert. Some hints about hunting and methods of acquiring water may also be in order.

## THE WORLDMAP

The map of Newcomb on pages 60 and 61 has several numbered features, described below.

1. This is the site of the prison itself.
2. In this hex are several other facilities of the Newcomb prison authority. There will be guards patrolling with ATVs here if an escape has occurred.

3. There is an old survey base here, once used by geologists. Food, water, and a map of the planet may be found here. There may also be some small equipment left behind here by the geologists. The base will be located on 8+ by adventurers in this hex.

4. There is a small ragged community of about 30 escaped prisoners living in this hex. They will be located on 9+ . They will give food, water, and directions to Circle City, but would be very reluctant to leave or otherwise aid any adventurers. They are armed with a motley assortment of edged weapons and a handful of rifles and revolvers. They survive by hunting, gathering, and intermittent agriculture.

5. Circle City and its class D starport are present in this hex, and will be located by anyone who enters the hex.

## ENCOUNTERS

Once a day, or upon entering a new hex, roll on the appropriate table below.

### DESERT Terrain

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds &amp; Weapons</i>
2	Event: 3 geologists in an ATV, armed with rifles.				
3	Event: 5 guards in an ATV. Throw 7+ to successfully take cover. This encounter is ignored if more than 10 days have passed since the last escape.				
4	Event: Abnormally hot weather reduces foot movement by half and doubles water use.				
5	4 Flying Carrion Eaters	6kg	6/5	none	6 teeth A6 F6 S1
6	Event: Sandstorm; travellers on foot may not move today.				
7	Event: Thorn bushes; these are sagitta plants, which can be tapped for water if the adventurers know how.				
8	8 Grazers	50kg	11/3	jack	11 horns F5 A5 S2
9	1 Intermittent	12kg	4/4	none	8 hooves F7 A6 S2
10	Event: Water source. Throw again for animal encounter.				
11	3 Hijacker	25kg	7/9	none	7 thrasher A2 F6 S1
12	8 Chasers	100kg	13/9	none	7 teeth A0 F8 S3

### MOUNTAIN Terrain

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds &amp; Weapons</i>
2	Event: Abnormally hot weather reduces foot movement by half and doubles water use.				
3	Event: 3 geologists in an ATV, armed with rifles.				
4	1 Flying Carrion Eater	6kg	5/3	none	1 teeth A7 F6 S1
5	6 Hunters	25kg	14/5	none	3 thrasher A5 F4 S1
6	1 Intermittent	25kg	10/9	mesh+1	6 hooves F5 A4 S1
7	5 Grazers	50kg	14/8	mesh	10 horns F6 A8 S2
8	Event: Water source. Throw again for animal encounter.				
9	1 Intermittent	12kg	6/10	jack	4 teeth F5 A8 S1
10	Event: Rock slide. Throw dexterity or less to avoid 2D wounds if travelling on foot.				
11	Event: Violent rainstorm. Travellers on foot may not move today.				
12	1 Pouncer	200kg	19/15	none	12 claws +1 A0 F0 S1

## PLAINS Terrain

<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds &amp; Weapons</i>
2	Event: Abnormally hot weather reduces foot movement by half and doubles water use.				
3	1 Trapper	400kg	28/6	none	15 teeth A0 F6 S0
4	4 Flying Carrion Eaters	6kg	6/5	none	6 teeth A6 F6 S1
5	1 Gatherer	100kg	20/9	jack	10 teeth A6 F4 S1
6	1 Intermittent	50kg	12/5	none	8 hooves F4 A6 S1
7	4 Grazers	200kg	23/6	none	8 hooves F1 A5 S1
8	Event: Water source. Throw again for an animal encounter.				
9	4 Chasers	100kg	12/12	none	7 claws A0 F7 S2
10	Event: Marshy ground. Water is present. Throw 9+ to avoid being bogged down and losing this day for movement.				
11	Event: Violent rainstorm. Travellers on foot may not move today.				
12	Event: 1 D + 1 skiggie hunters in a ground car, armed with rifles.				

**Note:** The animal in 5 above is a squealer. It can be recognized by its shrill call and eight legs. Its flesh is poisonous.

## VEGETATION Terrain

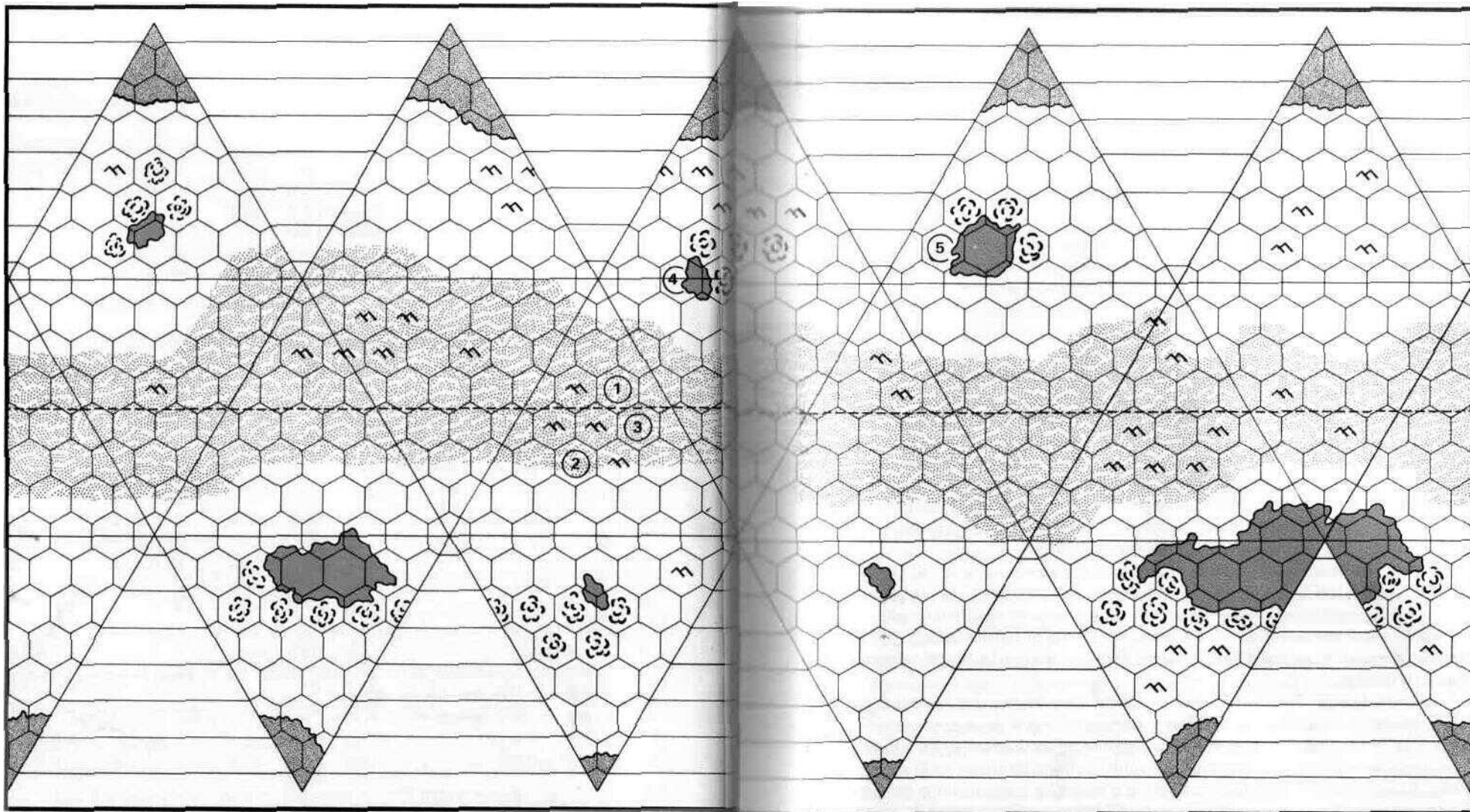
<i>Die</i>	<i>Animal</i>	<i>Weight</i>	<i>Hits</i>	<i>Armor</i>	<i>Wounds &amp; Weapons</i>
2	1 Flying Pouncer	12kg	11/6	none	12 claws A0 F0 S1
3	Event: 1D+1 skiggie hunters in a ground car, armed with rifles.				
4	1 Hunter	25kg	10/2	none	6 thrasher A3 F7 S1
5	3 Grazers	25kg	8/9	none	3 hooves F1 A8 S4
6	1 Intermittent	12kg	7/7	none	4 teeth F7 A6 S2
7	Event: Water source. Throw again for an animal encounter.				
8	2 Grazers	50kg	10/9	none	7 horns F4 A3 S1
9	Event: Marshy ground. Water present. Throw 9+ to avoid being bogged down and losing this day for movement.				
10	Event: Violent rainstorm. Travellers on foot may not move today.				
11	1 Pouncer	50kg	19/7	none	2 teeth A0 F0 S2
12	5 Hijackers	100kg	13/2	none	9 claws A5 F7 S1

**Note:** The animal in 4 above is a skiggie. Its undamaged pelt is worth about Cr1000.

## CIRCLE CITY

Circle City is a small, very provincial town with a population of 12,000. Most of the planet's population, aside from the prisoners, lives there. It is governed by an elected city council, which is chaired by a mayor chosen from the majority coalition on the council. The council is responsible only for local affairs; system defense is the responsibility of the Imperium itself. Imperial warships visit this system at least once a month.

The population is mostly native, and rather unfriendly, but they are equally tight-lipped to the much disliked Imperial authorities. A few of the local upper class consider themselves to be Solomani. There is a small itinerant population of skiggie hunters, criminals, construction workers, and general riff-raff, looked down upon



# NEWCOMB

one hex = 540 kilometers

## Terrain Key



desert

plains

mountains



water

vegetation

ice cap

by the locals but usually left alone.

Starship service is erratic, and generally of smaller ships, although a larger merchant vessel will occasionally stop by. A throw for the availability of merchant ships may be made each day that players check. On 11+ , a new ship arrives; every ship leaves 7 days after it arrives, but on a roll of 10+ it stays for another 2D days.

Getting passage out of Circle City involves finding a disreputable merchant or bribing the port warden to issue fraudulent clearance papers, which would cost at least Cr 1000 for a group, or more if the port warden thought he could get it.

The police in Circle City are somewhat lax except where actual crimes in Circle City itself are concerned.

Most of the population of Circle City stays indoors during the day to escape the heat.

## CIRCLE CITY ENCOUNTERS

Each day the adventurers are in Circle City, roll 2D and apply one of the encounters explained below.

**2. Parl Klive:** Parl is a local soft-hearted do-gooder who will provide escapees with food, clothing, advice, and possibly a hiding place. However, he has very little money. Adventurers who know of Parl's existence may locate him on 8+ by asking around, but will be reported to the police on 4-.

**3. Local Hunting Outfitter:** This is someone who is offering Cr500 for each skiggie pelt brought in, and will outfit the expedition with rifles, supplies, and a ground car.

**4. Thugs:** 2D individuals appear, armed with daggers and wearing jack. These are members of the local criminal element, and will attempt to divest the adventurers of any salable items should a neutral or unfavorable reaction be rolled. They will not attack if the adventurers are more numerous or better armed. If a friendly reaction is rolled, they may help by aiding in the location of a forger or some contraband material.

**5. Friendly Locals:** These are a group of local inhabitants who are drunk enough not to recognize the players as outsiders, and are willing to answer questions about Circle City or Newcomb in general, although the information may be a little bit inaccurate. Circle City has a real problem with drunken behavior as life there is so boring. Skiggie hunters and prison guards are a particular problem in the local drinking establishments. There is a small chance that a former prisoner could be recognized by a guard (throw 1 2 for this to occur; on a 10 or 11 an adventurer recognizes a guard, doubtless causing the party a moment of terror). Adventurers may gamble with locals or attempt to sell contraband.

**6. Obnoxious Locals:** 2D non-intoxicated citizens will be encountered, with several knives, one or two revolvers, and perhaps a shotgun among them. Most natives don't like outsiders and react at - 2. In case of a brawl the police will turn up sooner or later, depending on the extent of the commotion, and as likely as not will take the locals' side in any altercation.

**7. Police:** 1D + 1 police appear in a ground car, armed with auto pistols and wearing cloth; there is an auto rifle in the car. The adventurers may avoid this encounter if they have a good hiding place like Parl Klive's or a sleazy hotel, unless they are wanted for some crime committed in Circle City itself. Characters encountering the police must present some sort of identity papers or talk fast, to prevent

themselves from being hauled in. Police usually won't spot forged identity papers, unless the forgery is a very bad job and may generally be bribed not to look closely. If a shootout occurs, the police will pursue the offenders with great determination; throw 6+ each day to avoid being found by a double contingent of police in addition to any other encounter.

**8. Merchant:** This merchant has a free trader with available passenger space and few scruples regarding the identities of prospective passengers. The ship is also short of crew, so anyone with a useful skill will be considered for working passage; the merchant is a smuggler, and those who sign on could end up back in prison.

**9. Sleazy Hotel:** Here the adventurers may avoid encounters with the police for a modest Cr5 a day apiece, with some exceedingly modest accommodations thrown in. This is also a good place to look for other criminals and items of an illegal nature, and is the first place the police would look for someone wanted for a crime committed recently in Circle City.

**10. Patron:** This is someone seeking to hire some desperate criminals to perform a dangerous mission for low wages and a trip off Newcomb. The mission should be something of an illegal nature, some particularly dangerous mercenary employment, or any other job which only a desperate individual would accept. The patron has a ship or guaranteed passage offworld waiting should the adventurers agree.

**11. Geologists:** There is a great deal of exploration for unexploited minerals on Newcomb, and quite a few geologists are doing the exploring. If the adventurers have encountered geologists before, throw 10+ for this to be the same group.

**12. Other Escapees:** There are other fugitives in Circle City who may aid the adventurers if their reaction is favorable enough (throw 9+ , DMs + streetwise and + one-tenth prison reputation). If the reaction is favorable, throw 1D and use the appropriate paragraph below.

1. These escapees know of a subsidized merchant with excess passenger spaces.
2. One of the escapees is an accomplished forger who will do clearance papers for Cr100 apiece.
3. These escapees have offered to share a good hiding place near Circle City. If the adventurers accept, they may ignore police encounters unless they are wanted for a crime in Circle City itself.
4. These escapees are going skiggie hunting and could use a few extra hunters.
5. These escapees are nearly destitute and can't help much.
6. These escapees are expert con artists, and will offer to get the adventurers offworld for Cr1000 apiece (or less if the adventurers don't have that much). They will leave for parts unknown with any money they are given.

## AFTERWORD

After the adventurers have escaped from Newcomb, they retain a legacy of their prison days. Should they again run afoul of the law there is always the possibility that they will be identified as escaped convicts, although the danger will diminish with increasing distance from Newcomb and the world on which the original crime was committed. They may find it advisable to acquire false identities if they wish to operate in the same area. Of the positive side a high prison reputation may be useful when dealing with hardened criminals on many worlds.

Finally, it is to be hoped that the adventurers will have acquired a healthy sense of caution and will think twice before engaging in any more blatant illegalities.