

TRAVELLER



Adventure 2: Prison Planet

Law Level is There for a Reason

TRAVELLER

PRISON PLANET

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INTRODUCTION

Traveller is an amazing game.

All roleplaying games extol the virtues of player decisions and freedom of choice. This is what sets them apart from computer and video games which, by their very nature, operate by a series of confining rules. In a roleplaying game, the only limits are set by your imagination (and, okay, your characters abilities).

Another limit, of course, is the poor, over-worked, under-appreciated Referee. He (or She) Who Toils for the weekly game. Traveller provided tools for overwhelmed Referees whose players always seemed to take the left turn at the traffic lights. Or, alternatively, the lazy Referee who only tended to read half the adventure before the session starts. Either way, it did not matter – players suddenly jump into an unexpected system? Simply roll on the encounter tables and, whoops, space pirates appear. A whole evening of entertainment right there. Players want to go exploring in the wilderness, search for jobs in dead end bars on the frontier, try to sell several tonnes of fabric they ‘picked up’ on the last adventure? No problem. Traveller already had the mechanisms built in to handle all of it.

Which brings us neatly round to Prison Planet. In a game which allows such free form play it is, perhaps, inevitable players will skirt on the wrong side of the law. However, players can only run so far, even in a galaxy as large as Traveller’s. In the end, the judicial system will (or, at least, should) catch up with them. It is not the end of the road for their characters, for their lives must go on. Instead, it is an opportunity for excitement, betrayal, and inhuman treatment at the hands of sadistic guardians. All good components for an adventure!

Or perhaps they are simply in the wrong place at the wrong time and got caught up in events and need time to prove their innocence. Wrongly accused they are sent where they do not belong.

The purpose of Prison Planet is to give the players and Referee a little more than just declaring ‘down time’ when the players are caught, sentenced, and imprisoned for whatever infractions they have racked up (in my gaming group, likely grand larceny, genocide, and initiating an interstellar war). They will become part of the prison system, be forced to survive on their own wits, and ingratiate themselves with prisoners and guards alike.

They may try to escape, and all the information you need to run such an event is included in this book. However, this is not the only way to run Prison Planet and it should not necessarily be regarded as the ‘winning’ condition. It is just as viable for characters to serve their term and instead concentrate on building their contacts among

the criminal element while trying to make their confinement as comfortable as possible. There are plenty of politics to dabble in.

As Referee, you can only hope they learn something from their experiences and be a little more cautious when next breaking the law.

GROGNARDS

Those who have been playing Traveller in its various incarnations for a long time (and by long time, we mean since the Seventies or Eighties) will likely remember Adventure 8: Prison Planet. You will find as much familiar here as you will find new.

Given the propensity of players to engage in illicit activities, we felt this was a suitable adventure to update for the current rules set. The information presented here assumes Prison Planet is within the Spinward Marches, as this is where many groups will be playing. However this book is also suitable for other settings with a minimum of effort, as an isolated prison on a desert planet could reasonably be found elsewhere.

SOURCES FOR INSPIRATION

Ike courtroom dramas, prison films and TV shows are a staple of mainstream viewing, and a keen Referee can gain much from using them as a measure of the atmosphere he is trying to create.

Alien³: Possibly one of the weaker instalments in the *Alien* series, but it is a great depiction of a far-future prison built on the remains of a corporate industrial facility.

The Chronicles of Riddick: Escape from Butcher Bay: It is an old first person shooter, but there is a lot of excellent sneaking around and shiving prisoners in the back.

Prisoner Cell Block H: Well, not really a great deal you can pull from this, though the Freak works well as a corrupt and capricious guard.

Oz: Ah, now we are getting there. You will find American prison dramas to be a rich source of plot lines and characters, and they feature the precise atmosphere we are looking to create in Prison Planet. This is not a judgement on the American prison system one way or another – it is just something we can use for the purpose of dramatic effect. Believe me, Norwegian prisons just will not cut it for life or death drama.

The Shawshank Redemption: Some players may revel in getting to grips with the concepts of hope and loss, the dynamic of reaching their character's lowest ebb, then breaking the chains which bind them for a final gasp of freedom. The rest of us will take on board how to get on the good side of the guards and Warden and, maybe, how to dig a tunnel without discovery.

Cool Hand Luke: At some point, one of your players is likely to adopt the stoic approach and refuse to be beaten down, no matter what is heaped upon his shoulders. This is all well and good, but he'll find the guards just won't give a damn, and the other prisoners will be irritated by anyone rocking their boat.

Standards & 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 Third Imperium. 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 Keanou, which is situated in the Lanth subsector of the Spinward Marches. It can be moved to any desert world with only minor changes.

Requires only the *Traveller Core Rulebook*, although the *Spinward Marches* sourcebook may also prove useful.

Desirable Skills: No specific skills are called for in this adventure. The characters may find the following skills to be of some value: Streetwise, Melee, Athletics, Deception, Persuade and Admin; the following additional skills are useful in some situations: Gambler, Medic, Computer, Mechanic, Engineer, Advocate, Stealth and Jack-of-all-trades.

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 this will not be an easy task. They will find 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. Play begins with *The First Week*, on page 6. Thereafter, action follows the course outlined in *Running the Adventure*, page 55. The characters' lives will be governed by events, incidents, encounters with prisoners and guards, and rumours, as described in those chapters. The prison's physical layout is described in the chapter entitled *The Prison* and its attendant maps.

Surviving or escaping from prison will not be a simple or quick task. An average game session may cover several weeks or even months in Tarkwall, depending on the events and incidents rolled. Characters can spend years of game time behind the sandstone walls before they finally leave the prison – or perhaps they will be buried there.

If the characters escape from the prison, the action will be guided by the chapter entitled *Outside*, which describes Keanou's surface and Circle City. The players will get the most enjoyment out of the adventure 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 rumours.

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 behaviour 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.

INCARCERATED!

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 several years (see page 174 of the *Traveller* rulebook) 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), harbouring 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 worlds also have their own bizarre laws which may catch unwary travellers – a character might find himself imprisoned for blasphemy on a world controlled by a religious cult, or discover the cloned replacement organs he received after severe injuries are seen as illegal biotechnology on a backwards planet.

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.

The Imperium operates its own prisons, where those convicted of crimes in space or crimes against the Imperium are sent. Individual worlds have their own prison facilities. Tarkwall Prison is both a local and an Imperial facility – prisoners arrested in any world of the Spinward Marches within a few parsecs of Keanou might be sent to Tarkwall. It is a place where prisoners are sent to be forgotten. Prisoners from half-way across the sector could be condemned to Tarkwall if they have powerful enemies, or if some bored clerk in a Bureau presses the wrong key on his computer.

TARKWALL PRISON

After sentencing, the group discover they are to be sent to the Tarkwall prison facility on Keanou. This institution has an extremely unsavoury reputation. Rumour has it 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 Keanou. The group is shipped to the Keanou starport on a converted troop transport and then flown by shuttle to the prison 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 Keanou's tainted atmosphere. The surface buildings are bleak grey 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 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 Keanou correctional facility has been modified from the mining camp of the Orion Metallurgy Corporation, which abandoned the facility nearly 100 years ago. The government makes a modest return, as the prisoners are given only token amounts for their labour 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 kilometres of desert, inhabited only by dangerous animals. There is only one small city on Keanou: Circle City, site of the class C starport where the ore mined at the prison is taken to await transshipment by regular commercial transport. There is a small additional amount of local trade (mainly skoggie pelts), although the planet also exports a rare dust-spice.

Prisoners who are of political importance (revolutionary leaders, foreign spies, or criminals with social standings of 13 or above) are seldom sent to Tarkwall. The Keanou 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.

Outside Contacts

A player's Contacts and Allies may stay in touch during the character's time in prison. Mail turnaround time is usually two weeks per parsec distance from Keanou. Those within a few jumps of Keanou may even visit the prison. More distant Allies may arrange for a local agent on Keanou such as V7 Abil Lifnuf or V8 Chandra Lo to provide support.



Security checks on what is sent to prisoners are normally very good. It is extremely difficult to send the proverbial 'hacksaw in a cake' to an inmate, with all mail being checked prior to it arriving at the prison and again at Tarkwall itself. It is not impossible to smuggle items in this way, but the Ally would have to bribe several different individuals to ensure the item makes it through (and risks ending up at Tarkwall himself if any bribery attempt fails).

APPEALS & PAROLE

There are five ways to leave Tarkwall Prison. A character can escape, or die in prison. He may also leave legally if he successfully appeals against his sentence, or if he is paroled. Finally, he may also leave if he completes his sentence.

Parole

A character becomes eligible for parole as soon as he has completed half of his initial sentence, or if nominated by the prison warden for early release. A parole board consisting of S1 Warden Grice, V3 Inspector Borun and a member of the Keanou council reviews the character's case; hearings are conducted in Tarkwall Prison once every six months.

To obtain parole, a character needs to roll 12+ on 2d6, applying DMs as follows:

- +1 if the character's Prison Reputation is -10 or less
- +1 if the character is working in the Safe Zone
- +1 per guard or staff member friendly to the character
- +1 per previous parole attempt
- +2 if the prison psychiatrist or chaplain is friendly to the character
- +1 if the character has completed at least one Vocational Training course
- +2 per member of the parole board friendly to the character
- +the character's Advocate skill (or the Advocate skill of the character's hired lawyer)
- +the character's Social Standing DM
- -1 if the character's Prison Reputation is 0 or more
- -2 if the character's Prison Reputation is 20 or more
- -2 per guard or staff member hostile to the character
- -2 if the character is working in the Danger Zone
- -2 if the character was arrested by the Imperial authorities or on Keanou
- -4 per escape attempt
- -4 if the chaplain, psychologist or assistant warden is hostile to the character

- -4 per member of the parole board hostile to the character
- +/- 2 for excellent roleplaying

After a failed parole attempt, a character may not apply for parole again for 1d6 x 6 months. Groups of characters who entered Tarkwall together may be considered for parole as a group, however modifiers can cancel one another out in some situations (if a guard is friendly to one person in a group but hostile to others, for example, there will be no modifier applied from either relationship).

Appeals

Appeals work the same way as parole, but instead of applying to the Keanou council, the character is attempting to have his sentence lifted by whatever court sent him to Tarkwall in the first place. Appeals can be made at any time, but are extremely costly and slow, assuming the character was not arrested on Keanou. To make an appeal, the character needs to hire a lawyer on the world where he was arrested (or in the subsector capital, if the character was apprehended in space) and request an appeal be lodged. He will also need an agent on Keanou to carry communications back and forth.

It takes 1d6 x 1d6 months for an appeal to be heard after it has been lodged. To determine if an appeal is successful, roll 2d6 and apply the following DMs:

- +the character's Advocate skill (or the Advocate skill of the character's hired lawyer)
- +the character's Social Standing DM
- +/- any new evidence or testimony available to the character (DM of 0 to 4, depending on the importance of the evidence).

If the result of the roll is more than 5+the law level of the world in question, the appeal is successful and the character is released. He is given transport to the world where the appeal was heard.

Leaving Prison

A character who leaves Tarkwall legally (through parole, appeal or completion of his sentence) has any equipment and money returned to him, as well as a new suit of clothes. He is given transport to Circle City (and middle passage to the world where the appeal was heard, in the case of characters who successfully appealed their convictions). Those stuck in Circle City will have to find their own passage off Keanou.

Lawyers for Hire

V7 Abil Lifnuf	Advocate 1	50 cr/month
V8 Chandra Lo	Advocate 2	25 cr/month, worthy cases only
Jamane Cree	Advocate 0	50 cr/month
Sanaster Lifnuf	Advocate 0	100 cr/month
Falia Borun	Advocate 2	200 cr/month
Hari Selmas	Advocate 4	1,000 cr/month

THE FIRST WEEK

Entrance into Tarkwall is going to be a harsh experience for the players. Cut off from their money and resource they will have to rely purely on their own skills and plans. In a way, it is like starting from scratch.

Their first week will serve to teach them the basic rules (official and otherwise) of the prison, and give some indication of what their life will be like for the next few years. Run through the events here, before moving on to the weekly system described in *Running the Adventure*.

ARRIVAL

The adventure begins as the characters approach Tarkwall prison for the first time, in the prison shuttle flying them from Circle City to their new lives behind bars. See page 23 for a fuller description of the prison shuttle.

Read the following to the players.

Something in the bowels of this ramshackle shuttle's engine bangs every few minutes, smashing down with a noise that reminds you of a judge's gavel. You're all in the back of the shuttle, chained to your seats. The seats are padded with foam cushions; the cushions are filthy, torn and completely worn away in places, a sullen testament to the hundreds of prisoners who have gone ahead of you.

Before they loaded you into the shuttle, they carried off a trio of coffins. Few people return from this prison.

Through a porthole, you can see the terrain below. Hundreds of kilometres of desert, scorched a chalky white-blue by the sun, without a single visible road or landmark or even a drop of water. The shuttle flits over dune after dune, rocking occasionally as a particular strong thermal buffets it.

Eventually, the shuttle descends towards the prison. You see a handful of rust-coloured buildings surrounded by chain-link fences. Some are derelict, looming out of the desert like bleached skeleton, but the rest of the ugly, squat buildings are still in use. This, then, is the prison.

The shuttle lands a short distance outside, and the door grinds open. It is like opening an freezer, as a wall of cold air hammers you. Masked guards enter and drag you out. You are marched across the landing pad to a shed. One by one, you are chained to a chair in front of a desk...

REGISTRATION

At the registration desk, all personal items belonging to the characters – including clothing – is removed and placed in storage, leaving the characters naked. The exception are cybernetic implants, which cannot be removed using the primitive technology available at Tarkwall. Instead, electronic restraints are used to disable the cybernetic device.

S7 Clerk Luka runs each character through the registration protocol. He enters each character's name, age, homeworld and criminal record into the computer and checks it against the files sent from Circle City; he also logs their fingerprints, retina, brainwave patterns and voiceprints into CARL. He then issues a prisoner number and cellblock assignment to each character. (See page 133 for Luka's form).

Read the following to the players.

Keanou is not the most advanced world in the Spinward Marches, but the technology here in Tarkwall is primitive even by those standards. The clerk's bony fingers clatter on a dusty keyboard attached to an antiquated and flickering screen. 'Name?', he snaps, 'birthworld?' After inputting your personal details, the clerk presses another key and a camera turns towards you, photographing your face, your retinal pattern, and your fingerprints. The camera pauses for a moment, almost as if it is weighing your chances of survival in this prison, then withdraws into the desk.

The clerk taps another few keys, then grunts. 'Your personal possessions will be stored until you are released or transferred from Tarkwall Prison. In the event of your death, your possessions will be returned to your next of kin, minus a handling fee. If no next of kin are registered, or if the handling fee cannot be paid, your possessions will become the property of Tarkwall Prison and will be disposed of at the pleasure of the warden. Remove your clothes now, or they will be forcibly removed.'

The characters are then dragged off to another shed, shaved and sprayed with caustic chemicals. Emerging from the stinging showers, the characters are issued with their bright orange prison jumpsuits. They are also issued with up to one hundred credits from their personal accounts, if they have any savings. They will be paid for their work in the prison, but the bulk of their personal savings will be frozen while in Tarkwall, although a referee may allow use of these funds to pay for any legal fees.

MEETING THE WARDEN

After the prisoners have been stripped, registered and deloused, they are funnelled into the prison yard for an introduction with the Warden. Read the boxed text to the players.

If any of the players are reckless or stupid enough to take the Warden up on his offer, the same thing will happen to them – a quick beating and their first week will be spent in the Danger Zone. Otherwise, the Warden will instruct the guards to carry on, before disappearing into the Administrative Block.

Administration

Assign a serial number to each player character. These numbers can be whatever you want, as long as the last digits are not in the range of 01 to 86.

Fill out a Prisoner Record Form (see page 133) and Prisoner Tracker for each character. These forms will help you track the characters during their time in prison. Update the Prisoner Tracker for each character after every week in prison.

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 and prison regulations 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 and so on).

Very early, the players should be informed 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.

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).

As you are led away, you are assaulted with the terrifying shouts, insults and threats of the prison population. Behind a chain fence to your right, scores of men shake the thin barrier between you and them.

“Here, fishy, fishy.”

“New boys, ripe for slaughter!”

“For you have reaped what you have sown!”

“The tall one’s mine!”

“You’ll never leave here alive!”

The guards push you forward and assemble you into a ragged line, your backs to the baying mob.

A shout from one of the guards instantly silences the prisoners, and a portly man approaches you. He walks with a slight waddle and is slightly balding, but the way one of the guards reports to him clearly shows respect. When he speaks, it is with a loud, confident voice.

“My name is Warden Grice. You will address me as Warden or Sir. You will address the guards as Guard or Sir.

“You have been sent to Tarkwall for your crimes against Imperial Society. You will be given the chance to atone for those crimes. And you should be grateful for that chance.

“As you spend your days, months and years here, remember this. You have no rights. None. You do not even have a name any more, just a number. You will not use your name, only your number. The only way you will leave this place and get your name back is by working hard and staying out of trouble. If you can do that then maybe, maybe you will be returned to honest society.

From somewhere down the line, you hear a whisper. “I’ve seen Regina Hogs thinner than him!”

Warden Grice is on to the man in an instant. “Gorod, attend to that filth!”

One of the guards strides past you down the line, and out of the corner of your eye you see him ram his club into the prisoner’s stomach. Before the man hits the ground, another two guards drag him back to his feet.

“Take him to the Danger Zone,” shouts the Warden. “Anyone else got something to say?”

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 not directly covered here, as long as it is consistent with the rest of the adventure.

Female Player Characters

Tarkwall is an all-male prison – but its bureaucracy is cripplingly inefficient and quite often simply incompetent. Therefore, it is possible for a female character to be sent to Tarkwall. The warden will complain about this a great deal, and raise all sorts of fuss with the Circle City bureaucracy, but will still be stuck with one or more female prisoners for several years.

Such female prisoners will be placed in the privileged prisoner's quarters (location 11 on the surface). They will be treated identically to the other prisoners, although they will never be placed in the cellblocks – they will only ever be assigned to the privileged quarters or solitary. They will also have extra guards watching them for their own protection.

Alien Player Characters

99% of the population of Tarkwall Prison is human; however, there is already one alien prisoner (6974 The Vargr). Alien prisoners will be mistrusted and feared by the other human prisoners, but will be treated no differently by the guards and prison authorities.

IMPRESSIONS OF TARKWALL

In the first week, the characters will form their initial impressions of Tarkwall. Use the descriptions below as a guide when showing the players where their characters are spending the next few years:

The Surface: *The cold hits you in a frigid blast and you have to push through. The air has the tang of metal and your lungs burn with each breath. The prison's surface buildings are grey concrete boils streaked with rust, barely distinguishable from the ruined buildings on the far side of the chain-link fence. The only splash of green is the perfectly-manicured lawn around the warden's house; your mouth is dry and dusty, but you can hear the constant sound of the lawn sprinklers fighting a losing battle against the elements.*

Beyond the prison, a rocky wasteland stretches to the horizon in every direction.

The Admin Level: *The elevator brings you down to the administration level. It is heated, a blessed relief from the cold of the surface. Colour-coded lines on the floor offer guides to the kitchens, the cafeteria, and other rooms on this level. Guards are everywhere, watching you from behind their reflective helmets. There is a constant low-level wheezing noise in the background, as if the prison was dying of silicosis like so many of the prisoners.*

The Cellblocks: *Your cell is just like dozens of others along this corridor, differing only by the number stencilled above the door. A domed light on the ceiling flickers into dim light as the door opens, illuminating a pair of battered bunk beds and a metal desk. The chemical toilet in the corner is leaking, and a yellowish stain creeps across the floor towards your feet. On one wall, you can make out a series of scratches – blocks of four lines crossed by a fifth. Five, ten, fifteen, twenty, twenty-five...twenty-seven in all.*

Twenty-seven years in this room. Twenty-seven years staring at that same stone ceiling, listening to the insects crawl through the air vents.

The Cafeteria: *You line up in the cafeteria behind the other prisoners. The trays are cheap plastic; so are the knives and forks, and you suspect the food might be more lethal than the cutlery. A prisoner wearing a hygienic hair net and smoking a foul-smelling rolled cigarette dumps a bowl of slop onto your tray, and flicks the ash from his cigarette into your food for good measure with an insolent twitch of his lip. The 'food' is grey, sticky and cold, but the other prisoners wolf it down, ravenous after a long day working in the mines.*

The Mines: *It is hot down here, and dark. The taller among you has to stoop to avoid bashing your head off the tunnel ceiling. Machinery grinds away, crushing the ore into smaller rocks. Soot-stained prisoners toil away too, smashing rocks with picks and hammers. The overwhelming din echoes through the tunnel, and sets up a vibration in the front of your skull that will soon develop into a splitting headache. A guard gestures towards a pick and a pile of ore. Time to get to work...*



THE PRISON

The layout of the Imperial prison on Keanou is not very suited to its purpose. The major advantage is 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 five levels in the prison: the surface, the administrative level (together making up the safe area), the cellblock level, 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 or by CARL. 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.

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 armoury (6) are in a separate area surrounded by a much higher electrified fence. The fence's electrical charge deals 1d6 damage when first touched, but the charge is ramped up to 3d6/round if any weight is placed on the fence's wires. Climbing

Overpressure

As a protection against the poisonous contaminants in Keanou'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.

Air Pumps

Small rusted metal boxes, a metre high and a half-metre across, are scattered around the grounds of the prison. These are air pumps, drawing in air, purifying it, and pumping it down through narrow vents into the underground areas of the complex. Many of these pumps no longer work, and even more have broken or exhausted filters, so the air in certain sections of the lower prison tastes of metal and damages health over the long term.

Gas Checks

Uranium ore emits radon gas, which is hazardous to human health. Therefore, all surface buildings and the subsurface mine levels have small radon detectors monitoring gas levels. If a zone's radon level rises to a dangerous amount, the section is closed and the air pumped out and replaced.

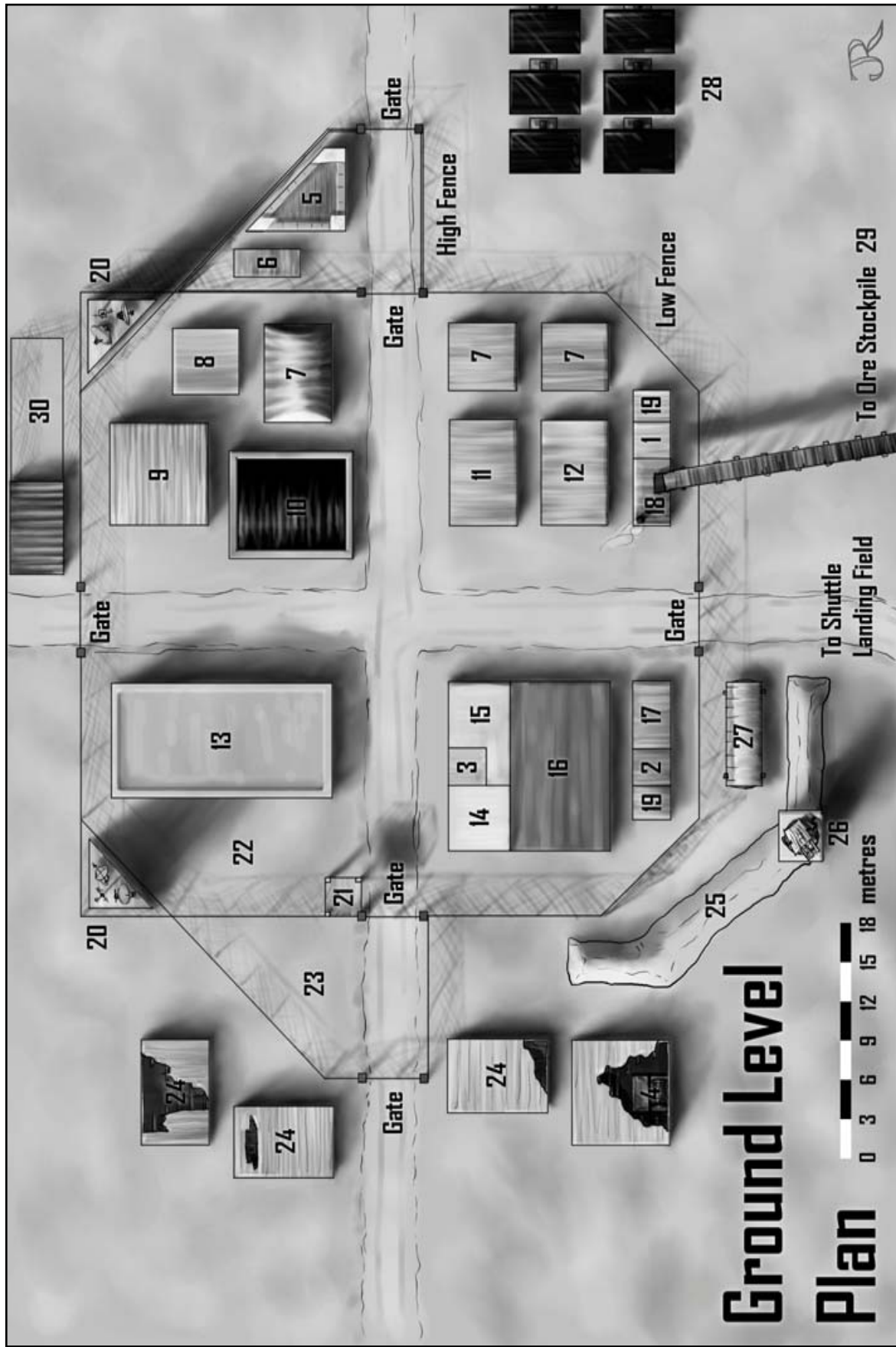
these fences requires Athletics (strength) checks with a total Effect of 5 (or 10 in the case of the higher fences). Failing by a margin of 2 or less means the character can keep clinging to the fence, but makes no progress that round.

There are several gates in the fence. All gates have two security cameras watching them, and a guard post. The gate control are inside the guard post and require the use of a passkey to activate.

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. Warden's Residence: Warden Grice's residence resembles a colonial mansion. It is surrounded by a small green lawn of tough grass, which needs constant gardening and watering to maintain in the cold of the desert. Inside, the residence is decorated with naval memorabilia, such as cutlasses, models of starships and holograms of famous battles. Grice lives here alone, attended by a serving robot, except when the warden's lady friend comes out from Circle City. Frequently, the warden will go to 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. **Armoury:** This building is stocked with shotguns, 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.

The armoury door requires both a passkey and a code number. Only the passkeys of a warden or senior guard can open the door; the code number is known by the wardens, senior guards and a number of other staff. (It is also rumour 63). A security camera overlooks the door, and the door can be sealed by CARL, overriding the passkey.

7. **Guards' Living Quarters:** These are several very drab buildings. The senior guards have rooms on the upper floor, with en-suite bathrooms and a private lounge. On the lower floor, the common guards have rooms which are little better than cells.

8. **Staff Quarters:** These are marginally better than the guards' quarters. Each staff member has his own room, and there is a communal dining area and kitchen. There is also a library and computer room.

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.

This building also contains spare quarters for visitors, storerooms for uniforms and other equipment, a conference room (rarely used except for on-site hearings), and an access stairwell to the Administrative level (also rarely used).

10. **Swimming Pool:** Imperial regulations state each prison facility of this class should have a swimming pool. The present warden, however, has not 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 favourable 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 Urmarush, and 1935 Felip 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.

Spare parts for the utility and service robots are also stored here.

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 favourable 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 deloused, 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. The ore crusher can be used to dispose of bodies – a person stuffed into the crusher takes 4d6 damage per round until dead and will be unable to escape without the machinery being turned off.

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. The decontamination station uses a chemical spray. Officially, prisoners are supposed to be scanned by a Geiger counter to ensure they have not received a dangerous dose, but this protocol is rarely observed.

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. The searchlights can be controlled manually or by CARL.

22. Outdoor Vehicle Storage: Mining equipment which will not fit into building 13 is stored here. Most of this equipment has not been used in years, and is heavily weathered and non-functional. Under a plastic tarpaulin are three heavy-duty mining robots which were bought by the prison from the mining corporation, with the intent of using the robots to expand the mine or deal with a cave-in.

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 if it is not too cold outside. The guards watch only to see the prisoners do not 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. Prisoners are occasionally sent into the ruined buildings to retrieve building supplies and spare parts. Lift #4 can be accessed from one of these buildings – the lift is broken, but it is possible to get from the surface to the Administrative level via the partially-collapsed shaft.

There are also two access stairs to the lower level in the ruined buildings. V2 Monte Cristo regularly sleeps in these buildings.

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 defence against aerial attack.

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

28. Solar Power Farm: These old solar panels, another legacy from the Orion Corporation days, provide power to the prison. The panels work automatically, but must be cleared of dust after a storm.

29. Ore stockpile: Ore is carried along the conveyor belt from the crusher and dropped into a huge metal ore container, a box some six metres long and three metres square. If the container is full excess ore overflows and falls to the ground, prisoners are then expected to go out and gather the loose ore.

The container is collected every few weeks by the ore shuttle, which drops off a fresh, empty container to replace the full one.

30. Skoggie Kennel: The guards keep a number of desert skoggies chained up in a kennel on the edge of the desert. The vicious skoggies make good hunters and guard beasts, but are not an official part of the prison complement.



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 and locked to isolate any area.

1. Guard Station: The main guard station is located here as the surface is too distant from most of the prison activity. Usually 2D6 guards can be found here as well as the four who, along with CARL, 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.

2. 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.

2a. At the back of this area is a locked door leading to a stairwell leading to the surface (location #9).

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

CARL's main processor is in a secure room. To get to the core, you have to pass through an airlock (to keep out dust particles) and use a passcard to open the internal blast door. No-one in the prison is remotely qualified to repair CARL if it breaks down. Fortunately, the computer is made up of redundant cores and is capable of self-repair, cannibalising its own back-up systems to keep functioning.

4. Records: This area is the domain of the prison clerk. A number of favoured 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 Hard (-4) Computers check is needed to bypass the security check; if the character fails by a margin of 3 or more, the attempt 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.

5. 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 no one really cares; water containers could also be stolen by a careful thief.

6. 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.

7. 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.

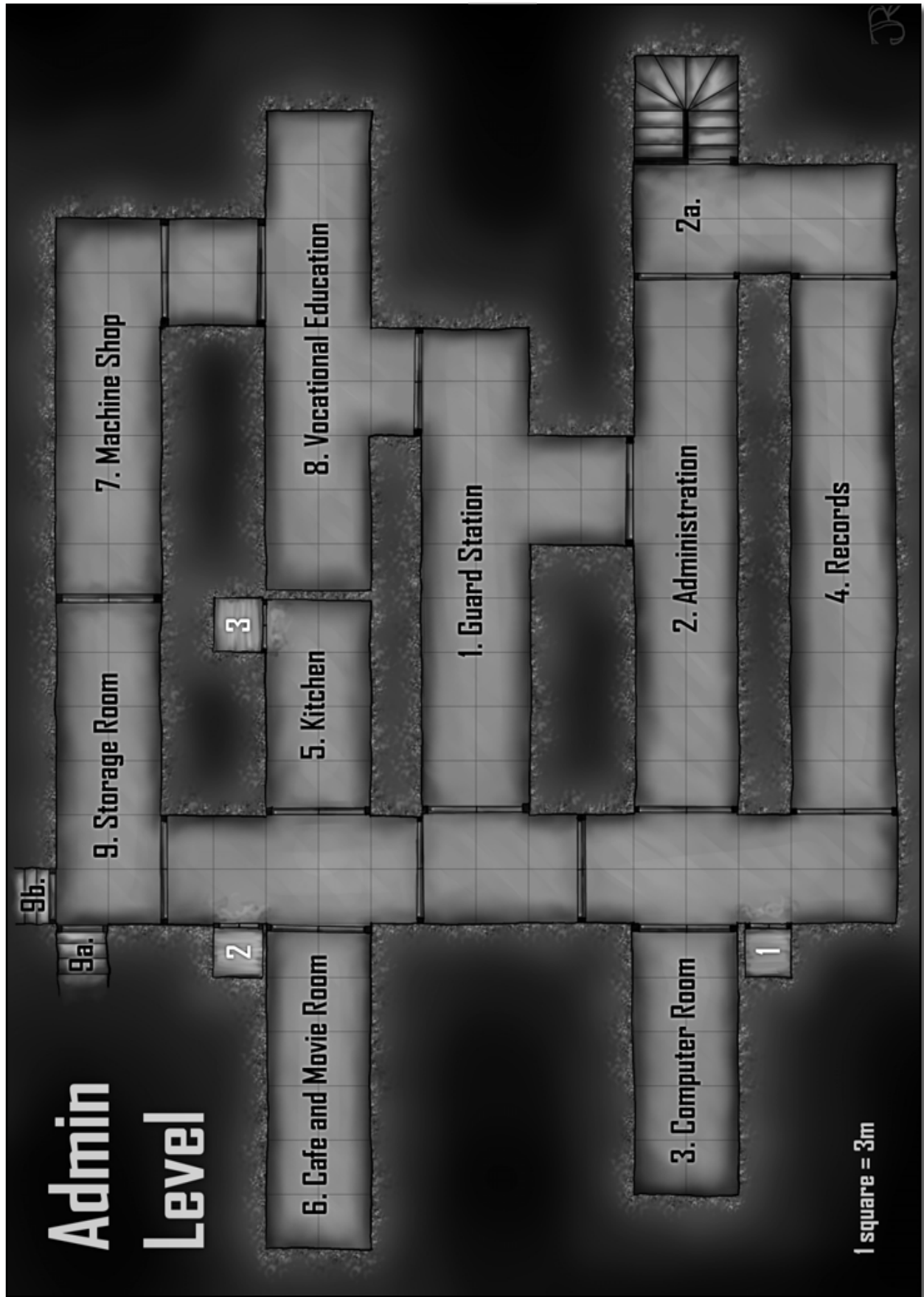
The repair shop is filled with a large array of useful tools and even more useful equipment. There is a large amount of broken equipment present, which is being cannibalized for spare parts. Some of the smaller pieces of broken equipment might well be stolen with a reduced risk of detection. A prisoner with Mechanic, Engineering, or Jack-Of-All-Trades may be able to repair these items. The repair shop is connected to the vocational rehabilitation area.

8. 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 counsellor. The prisoners are allowed to take short courses in carpentry, painting, vehicle repair, industrial safety, appliance repair, food preparation, and so on. In reality the equipment is old and inadequate, the instruction is indifferent, and the prisoners' time is frequently pre-empted 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.

9. Storage: These sections of the old mining facility once contained more mining and refining equipment, but are now used solely for storage. The doors into this section are kept locked at all times, and all except the door from the repair shop have been welded shut. The guards sometimes use the storage section to conduct beatings or criminal activity out of sight of the cameras. The storage section has little in the way of useful equipment – it's a maze of empty rooms, smashed machinery and dust.

9a. Sealed Stairs: This stair leads up to the abandoned buildings (location #24 on the surface). The door at the top of the stairs is kept locked shut; the key is kept in the guard's station on the Administrative level. V2 Monte Cristo has made a copy of this key.

9b. Rickety Stairs: The stairs here lead to the abandoned buildings above, but a leaking water cistern on the surface has sent water cascading down and the frame of the stairwell is now extremely rusty. Putting any weight on the stairs may cause it to give way; a character must make a Difficult (-2) Athletics (dexterity) check to use the stairs. If this check is failed, the character falls and suffers 2d6 damage.





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 which are always closed when not in use. Security is always heavy, guards never go anywhere alone, and the security program is always running when the prisoners are out of the cells.

Each cellblock contains sixty cells, thirty on either side. Each cell contains two prisoners, except in block 4.

The Cell

All the cells in the prison are nearly identical. Three of the walls are stone, cut out of the rock by mining robots, while the fourth wall is a set of steel bars with a magnetically locked door. In the event of a power failure, a deadlock bolt automatically falls and locks the door shut. Forcing a door open is virtually impossible (an Athletics (strength) check with a -8 DM).

The floor is covered with rubber matting in some cells; in most, the rubber matting has rotted or been torn up.

A pair of bunk beds stands against one wall. Each bed consists of a metal frame with a plastic mattress glued to it. The pillow is part of the mattress and cannot be removed. Each prisoner is also issued with a thin grey blanket.

On the far wall from the bunk beds is a chemical toilet and sink. These units must be cleared out on a weekly basis, and regularly jam or overflow. The chemical toilets contain sniffers which detect signs of drug use, disease or blood. Most cells also have a single table and chair. Also on this wall is a pair of lockers with, clear plastic doors and no locks, for storage of personal effects.

At the top of the middle wall is fifteen-centimetre air vent. These vents connect to air pumps on the surface.

On the ceiling is a sealed hemisphere containing both the light and the camera for the cell. Theoretically, any tampering to get at the camera should also damage the light, so the guards can easily check for malfunctioning cameras by turning off all the cell lights. The camera looks straight down at the cell below through a wide-angle lens.

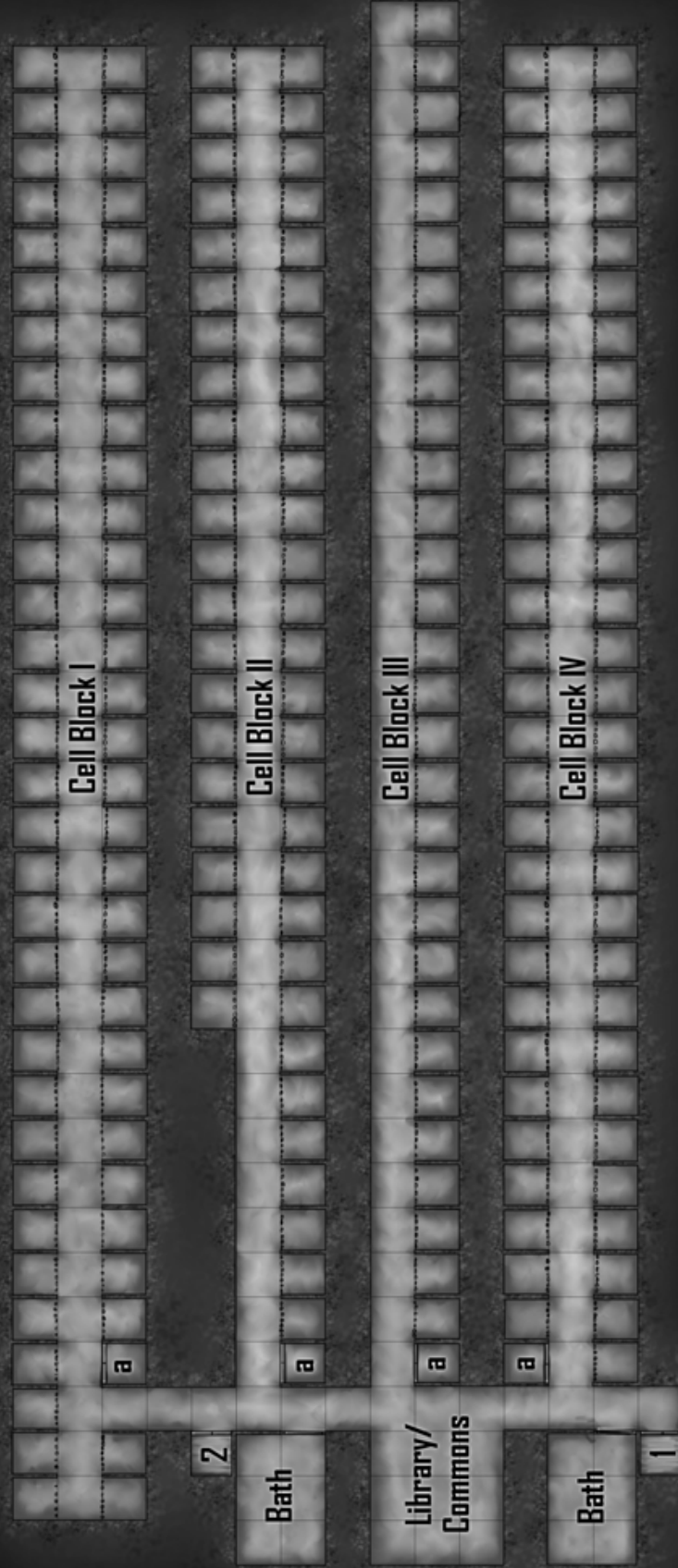
Hiding Places: There are several potential hiding places for small objects in a prison cell, but the guards know all of them. If a character tries to hide an object in his cell, and the cell is searched, roll 2d6+the guard's Investigate skill to determine which places are searched. All locations with a value equal to or lower than the total rolled are searched by the guards.

Roll	Location
3	Under the blankets
5	In the storage locker
7	Under the bunk beds
9	In the air vent, in a hole cut into the mattress*
11	In the chemical toilet
13	In a hole cut into the wall*

*: Requires a cutting tool of some sort.

Cell Block Level

1 square = 3m



a Guard Safe Room

R

1. Cellblock 1. Cellblock 1 is in the worst condition of any of the blocks. Several of the cells on the north side are no longer in use because their ceilings are collapsing; others back onto the ruined tunnels of the older mines. These latter cells are checked every few months to ensure the metal walls are still intact.

Cellblock 1 is under the control of 7057 Big Rolf and his gang. Nothing happens in Cellblock 1 without them noticing, and anyone assigned to the block will be confronted by the gang and made to knuckle under or be beaten.

2. Cellblock 2. Cellblock 2 is the busiest and most populated of the three main blocks. It is also in the best repair. Cellblock 2 has no ruling gang, but is divided between 2076 Etienne Lalaji and 2977 Anton Kugazur's nascent gang, the drug dealers, and by the big gangs from the other two cellblocks.

3. Cellblock 3. Unlike the other cellblocks, cellblock 3's cells are all on one side, and the main corridor is considerably narrower. A yellow stripe on the floor warns the guards to stay clear of the cells, to ensure they are not grabbed. Cellblock 3 is run by 6866 Gerard Benezech's gang.

4. Cellblock 4. The solitary cellblock is the most heavily patrolled of the four blocks. The guards use serving robots for many tasks here, to avoid attack by violent prisoners.

5. 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.

6. Library/Commons: Prisoners who are not assigned to the lower mining level are allowed to visit the library/commons area during their free time. Library files are stored on CARL, and can be downloaded to library terminals or portable readers. Access to a portable reader is a minor perk for trusted prisoners. CARL's library is mostly official Imperium publications, old novels, technical manuals for the Vocational Rehabilitation courses, very, very out-of-date JTAS issues, and a random selection of other books. More recent publications and news are occasionally brought in from Circle City.

Certain types of material cannot be obtained at all, such as books on demolitions, locksmithing, and so on. 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 2 on this level. 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 1D6 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 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 which 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.

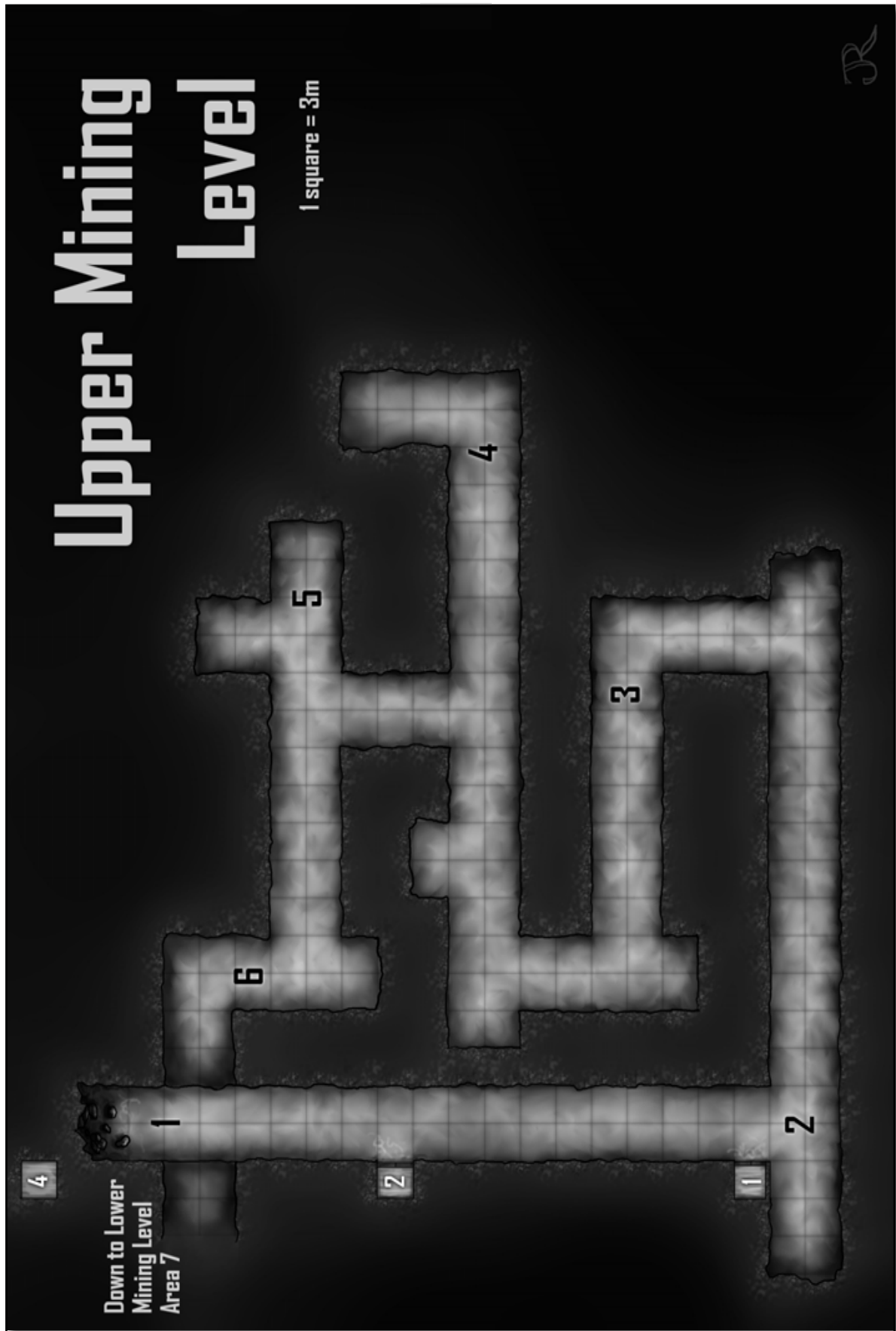
5. Area E: This is similar to area 4.

6. Area F: This is also similar to area 4, but connects to area 7 of the lower mining level.

Guard's Stations

Each guard station follows the same basic layout. There is a control console controlling all locks and other security measures in that section of the prison, as well as a bank of monitors displaying a feed of images from that zone. The console is linked into the main guard station on the administrative level, and can be used to access the prison computer network. Underneath the console is a panic button; there are also panic bars on the walls within easy reach of the guards.

A secure locker in one wall contains emergency supplies, including gas grenades and extra weapons. Most guard's stations also have another table with cards, entertainment holos, newspapers and other luxuries.



The Mines

A character working in the mine will be assigned a role based on his skills. There are several special work assignments available, each of which is available only to the character with the highest appropriate skill.

Mechanic 2 or more: Repairing machinery and equipment. This gives the character ample opportunity to steal parts and tools.

Engineering 2 or more: Assistant to the mining engineer. The character works with Sg Alvin Sebiesk as an aide, overseeing the expansion of the mining works. This is a good opportunity for the character to befriend Sebiesk.

Explosives 2 or more: The character is placed in charge of the explosives for the mine. A guard watches over the character all the time, ensuring no explosives go missing.

If the character has no suitable skills, or if the cushy work assignments are already filled, then the character must work in the mine as a common labourer, cutting ore out of the rock face or pushing carts of stone back and forth to the lift. A character working as a common labourer must make an Endurance check each day, with a +1 DM if the character is taking vitamin supplements; if this check is failed, the character is exhausted at the end of the day and suffers a -1DM to all rolls until he rests.

Hiding Places: Like the cells, there are several hiding places in the mines. If a character tries to hide an object in the mines, and the mines are searched, roll 2d6+the guard's Investigate skill to determine which places are searched. All locations with a value equal to or lower than the total rolled are searched by the guards.

Roll	Location
7	Under rocks in the upper mines
8	In a crevice or hole in the upper mines*
9	Under rocks in the lower mines
11	In a crevice or hole in the lower mines*
13	In the caves

*: Requires a cutting tool of some sort.

LOWER MINING LEVEL (THE DANGER ZONE)

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 the guards may have a "quota" of prisoners which must be sent down here in a week, so there will be enough miners on this level. Guards patrol this level only rarely, and then only in large trigger-happy 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 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 2D6 to determine his area of assignment.

1. The Hole: This is a ten-metre-deep shaft with steep sides that are impossible to climb. Prisoners who have crossed the guards

are sometimes dumped into the hole for a week. The hole is highly radioactive, and spending too long here is a death sentence.

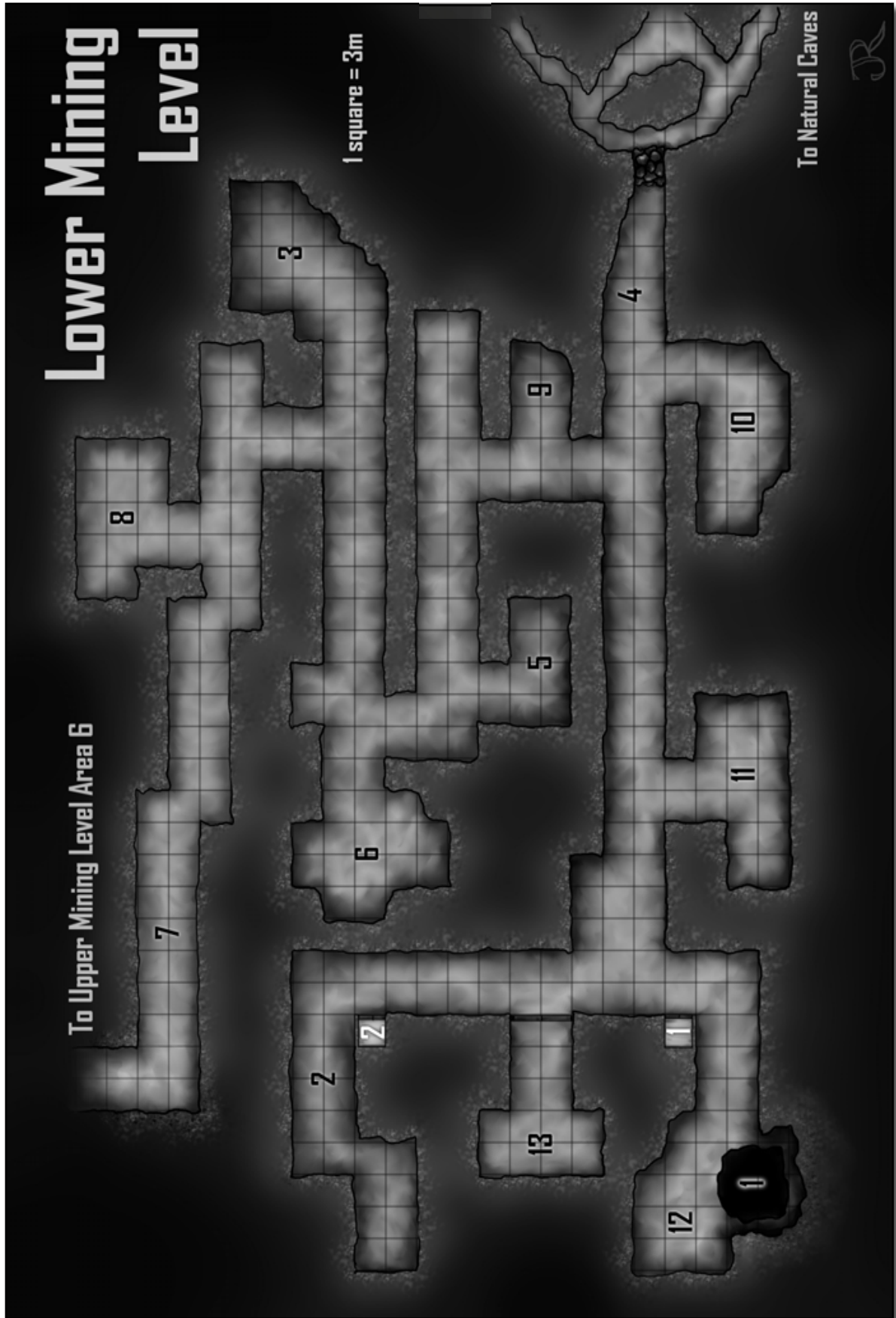
Condemned to the Hole

A character in The Hole must make an Endurance check (+1 if the character has vitamin supplements, -2 if the character is without a water supply) each day. If this check is failed, the character loses one Endurance. A character reduced to 0 Endurance in the Hole is in danger of dying; roll 8+ to avoid dying each day, using the same modifiers as above.

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

3. Area I: This area is labelled 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 there



must be a natural entrance somewhere, or these creatures would not have been able to obtain food in the first place. Rumours have it 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 5.

7. Area G: This is similar to areas 5 and 6, but there is a ramped connection to area 6 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 labelled 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.

13. 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 rumours 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 ceiling varies from 1 to 3 meters in height, as marked on the map. Movement through the cave is extremely slow, and some source of light is necessary for any movement whatsoever. Passages marked on the map by dotted lines may be located only with a successful Intelligence check or by previous knowledge.

There are a few small life-forms in the caves (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; a Routine (+2) Stealth check is needed to avoid being seen when 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 2D6 for an encounter on the table below each time the prisoners pass through the caves.

Roll	Cave Encounter
2	Falling Rocks – roll Recon to avoid taking 3d6 damage from a rockfall
3	Human Bones – gain one random piece of equipment
4	Water – a small pool of drinkable water
5	Spice Lizard (1)
6	Cave Bat (2d6)
7	Water – a small pool of tainted water. Drinking it reduces the character's Endurance by 1d6.
8	Cave Bat (3d6)
9	Desert Skoggie (1)
10	Cave Bat (4d6)
11	Cave Dragon (1)
12	Falling Rocks – roll Recon 8+ to avoid taking 3d6 damage from a rockfall

The Alien Outpost

Optionally, an alien outpost may exist beneath the prison – see *Alien Legacy*, page 99 for details. This outpost may be discovered at the Referee's discretion, or on a roll of 12 on the cave encounter table.

Natural Cave Level

1 square = 3m

To Lower Mining Level Area 4

Natural Entry

1,2,3: height of passage in meters

Underwater Section

R

PRISON VEHICLES

Most of the vehicles in use in Tarkwall date back to the Orion Metallurgy era, and are barely functional rust-buckets which spend more time in the repair shed than on the road. The warden's flyer is the only modern vehicle regularly seen in the prison. Most of the vehicles were built in the nearby system of Treece (TL8), although the robots were imported from Dinom (TL10).

ATV

The prison has three ATVs, stored in surface location 13.

The all-terrain vehicles are half-tracked transports. The driver's compartment at the front has space for up to three passengers, including one riding shotgun at the roof hatch. There is a small cabin behind the driver's compartment, containing a fold-out bunk bed and a hot plate as well as supply lockers. The flatbed at the rear of the ATV can be covered with a canvas shade or loaded up with cargo. Another four people can fit in the ATV in comfort; when packed, it can carry up to ten in the rear compartment.

The ATV's engine is adapted for use in the desert, and includes sand baffles and extra radiators to keep it cool. The vehicle has a limited water recycling capacity.

Stealing an ATV: The ATVs have both an ignition key and a swipe reader for the guard's keycards; one or the other is needed to activate the vehicle. Alternatively, the ignition system can be bypassed with a Very Difficult (-4) Mechanic or Streetwise check or a Difficult (-2) Engineering (electronics) check. ATVs use the Drive (tracked) skill.

Sneaking onto an ATV: If the ATV is not carrying passengers in the rear, then it is easy enough (Routine Stealth check) to hide amid the cargo at the back of the vehicle. If the ATV is carrying passengers, it is almost impossible (Very Difficult). The prison ATVs rarely go more than a few kilometres from Tarkwall.

Ore Shuttle

The Orion corporation's ore shuttle is a flying brick, little more than a small cockpit atop a huge cargo bay, with a barely adequate anti-gravity generator powered by a small fusion reactor keeping the whole thing in the air. Stubby wings and variable-direction thrusters give the vehicle a modicum of control in the air. Theoretically, the shuttle is rated to reach orbit, but even getting to Circle City with a full load of ore taxes the engines to their limits, and the shuttle has not broken the atmosphere in decades. Another two ore shuttles sit in a back yard at the Circle City spaceport; one is being cannibalised for parts, and the second's anti-grav is so badly shot it could fall out of the air at any moment.

The 'cargo bay' has three docking clamps for carrying the huge ore containers, but two containers are now permanently welded onto the shuttle. The middle clamp is still free, and is used to pick up the ore containers from the prison. The port container is used to carry

excess ore, and must be loaded by hand or using the Loading Robot. The starboard container carries more supplies for the prison. None of the containers are pressurised or heated.

The shuttle has a crew of three – a pilot, a cargo-master and a security officer armed with a shotgun. Usually, these are contractors from Circle City instead of full-time Orion employees.

Stealing the Ore Shuttle: The ore shuttle lands at the prison once every few weeks. Before it lands, the conveyor belt carrying the crushed ore is halted and its mobile arm is moved to one side. The shuttle then drops off an empty cargo container, and then lands on top of the full ore container. If there is a lot of excess ore lying around, then the shuttle waits while the extra ore is loaded into the port container. Prison supplies are unloaded by the guards, or by trusted prisoners. The pilot stays in the shuttle's cockpit the whole time; the cargo-master oversees the loading of the ore, and the security officer roams around the shuttle, keeping watch. A Very Difficult (-4) Stealth check is needed to sneak past the security officer, unless he can be distracted somehow.

The shuttle is activated by a keycode known to the pilot and cargo-master. It is Very Difficult (-4) to hack the keycode using Electronics or Computers.

Sneaking Onto The Ore Shuttle: A character can hide in the full ore container, although there is a good (8+ on 2d6) chance the ore will be checked by the cargo-master, so the prospective stowaway should bury himself in the ore. The shifting ore will inflict 2d6 damage on the character during the flight. A character can also try sneaking past the security officer to hide in the starboard cargo container with the prison supplies.

In either case, a character without an oxygen supply must make a Very Difficult (-4) Endurance check to stay conscious. Unconscious characters will be captured at Circle City.

Prison Shuttle

The prison shuttle is smaller than the ore shuttle, and is in marginally better conditioning, mainly due to repairs carried out by S8 Corvas Doll. It is not space-worthy in the slightest, but is perfectly adequate for hauling prisoners back and forth from Circle City. The passenger shuttle travels to Circle City two or three times a week.

The two-seater cockpit is located at the front of the shuttle, and connects to the passenger/cargo section just behind it. This space can hold up to six passengers, but is normally full of crates of food and other prison supplies. There is one exit hatch to the exterior from this room, as well as a heavily reinforced door leading to the prisoner bay. The prisoners are kept in the rear passenger bay. There are two entrances to this bay; one from the forward passenger compartment, and the back wall folds down into a ramp. Up to twenty prisoners can be carried by this bay, held in four rows of five. Each row has manacles for the prisoners' arms and legs. Warning

lights above each prisoner seat show whether or not a manacle is unlocked and whether or not there is a limb in the manacle.

In addition to the manacles, the bay has security cameras watching the prisoners, as well as a sleep-gas tank which can be activated from the cockpit.

Stealing the Prisoner Shuttle: Overriding the shuttle's security system is Very Difficult (-4) using Electronics or Computers. Corvas Doll has also installed a second security system, which will only be found on close examination of the floor of the shuttle's cockpit. There is a concealed panel in the floor, which covers an automatic cut-off switch to the shuttle's engines. If this switch is not pressed two minutes after the shuttle takes off, then the security system will steadily reduce the shuttle's engine power, forcing it to land. The shut-off is gradual enough to allow the thief to easily land the shuttle safely, but ensures the shuttle will be forced down within a few kilometres of Tarkwall.

Sneaking Onto The Prisoner Shuttle: There are no easy hiding places in the front half of the shuttle, in the front compartment or the cockpit. A character could hide in the prisoner bay at the rear, if the rear ramp was down or he knew the code to the heavy door from the front compartment.

Warden's Flyer

Warden Grice has a small enclosed flyer, a sporty little g-craft which was a retirement bonus from the Treece Navy. It is in excellent condition and spotlessly clean. The flyer can carry up to three people. It is kept in a garage next to the warden's house; he sometimes flies himself to Circle City, but usually takes the prisoner shuttle.

Stealing The Warden's Flyer: The garage holding the flyer is kept locked, and the flyer's activation key is kept in the safe in the warden's house.

Sneaking Onto The Warden's Flyer: Next to impossible; there is no cargo space on the flyer big enough to hide a stowaway.

PRISON ROBOTS

Tarkwall has a small number of robots, all of which can act independently or be remotely controlled by the central computer. Of the robots, only the service robots are regularly encountered by the prisoners.

Loading Robot

The lone loading robot is an automated pocket bulldozer, used for gathering loose ore and for hauling cargo containers. It has a pushing blade at one end and a lifting arm at the other, and is painted a bright yellow now mottled with patches of rust and oil. The robot is programmed not to go beyond the ore loading area in the course of its normal operations.

Mining Robots

Three mining robots are kept under tarpaulins in location 22 on the surface. These heavy-duty mining machines are humanoid in shape, squat and ugly, with hydraulic lines running like thick veins through their blocky limbs. Each robot is equipped with a mining laser and a powerful drill, as well as scoops and hammers. The robots can also have mobile mining shields, allowing them to support the tunnel roof as they progress through the rock.

Service Robots

The prison has a half-dozen serving robots, which are self-propelled carts with a single robot arm. The serving robots are used to deliver food or supplies to dangerous prisoners in solitary confinement. Each robot is equipped with an emergency taser system that stuns anyone touching the robot.

VEHICLES

Vehicle	TL	Skill	Agility	Speed	Crew & Passengers	Armour
ATV	8	Drive (tracked)	-1	80 kph	1 driver, 9 passengers	8
Ore Shuttle	8	Flyer (grav)	-2	150 kph	1 pilot, 1 cargo-master, 1 security	10
Prisoner Shuttle	8	Flyer (grav)	-1	250 kph	1 pilot, 6 passengers, 20 prisoners	8
Warden's Flyer	10	Flyer (grav)	+1	350 kph	1 pilot, 2 passengers	6

ROBOTS

Robot	Strength	Dexterity	Armour	Hull	Structure
Loading Robot	30 (+8)	Dexterity 3 (-1)	8	4	3
Traits	Specialised Computer running Intellect/1 and Expert/1, Crushing Strength (3d6 damage)				
Mining Robot	Strength 20 (+4)	Dexterity 7 (+0)	5	3	2
Traits	Specialised Computer running Intellect/1 and Expert/1, Drill (3d6), Mining Laser (1d6)				
Service Robot	Strength 5 (-1)	Dexterity 3 (-1)	4	1	1
Traits	Specialised Computer running Intellect/1 and Expert/1, Taser (1d6+1 stun)				

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), rumours he knows, descriptive traits for roleplaying, 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

STR5 DEX 6 END3 INT6 EDU4 SOC3

Age 53 Rep -10 Block 2/3006

Skills: Persuade 1, Medic 0, Admin 2, Computers 1, Investigate 0, Streetwise 0.

Possessions: Drug inhaler.

Traits: Very weak, hacking cough.

Peter is dying of silicosis, and is frequently in the infirmary. He was convicted initially of embezzling and sent to a minimum-security facility, but transferred to Tarkwall prison after being framed for the murder of a fellow prisoner. Wogan is melancholic and often depressed. He writes regular letters to his lawyer, Kiel Sawn, begging for aid. Sawn is trying to make Wogan a *cause celebre* in Circle City in an attempt to discredit Tarkwall, but so far the lawyer's plots have yet to bear fruit.

2803 Enli Shulgidun

STR8 DEX9 END8 INT5 EDU4 SOC7

Age 23 Rep 0 Block 1/5426

Skills: Mechanic 2, Melee (brawling) 1, Jack-of-all-trades 1, Stealth 1, Persuade 0, Drive 0, Gun Combat 0

Possessions: Cr100, metalworking tools

Traits: Threatens people with metalworking tools, aggressive

Assignment: Repair shop

Rumours: 8, 48.

Enli is the junior member of Big Rolf's gang, and is a belligerent defender of Big Rolf's 'honour'. He is eager to prove himself in Big Rolf's eyes, and may take risks or pick fights to show how tough he is. He uses his metalworking tools as weapons. He is serving a life sentence for the murder of a security guard on his homeworld.

7404 Pandit Espartero

STR7 DEX5 END7 INT6 EDU6 SOC3

Age 37 Rep 0 Block 2/9416

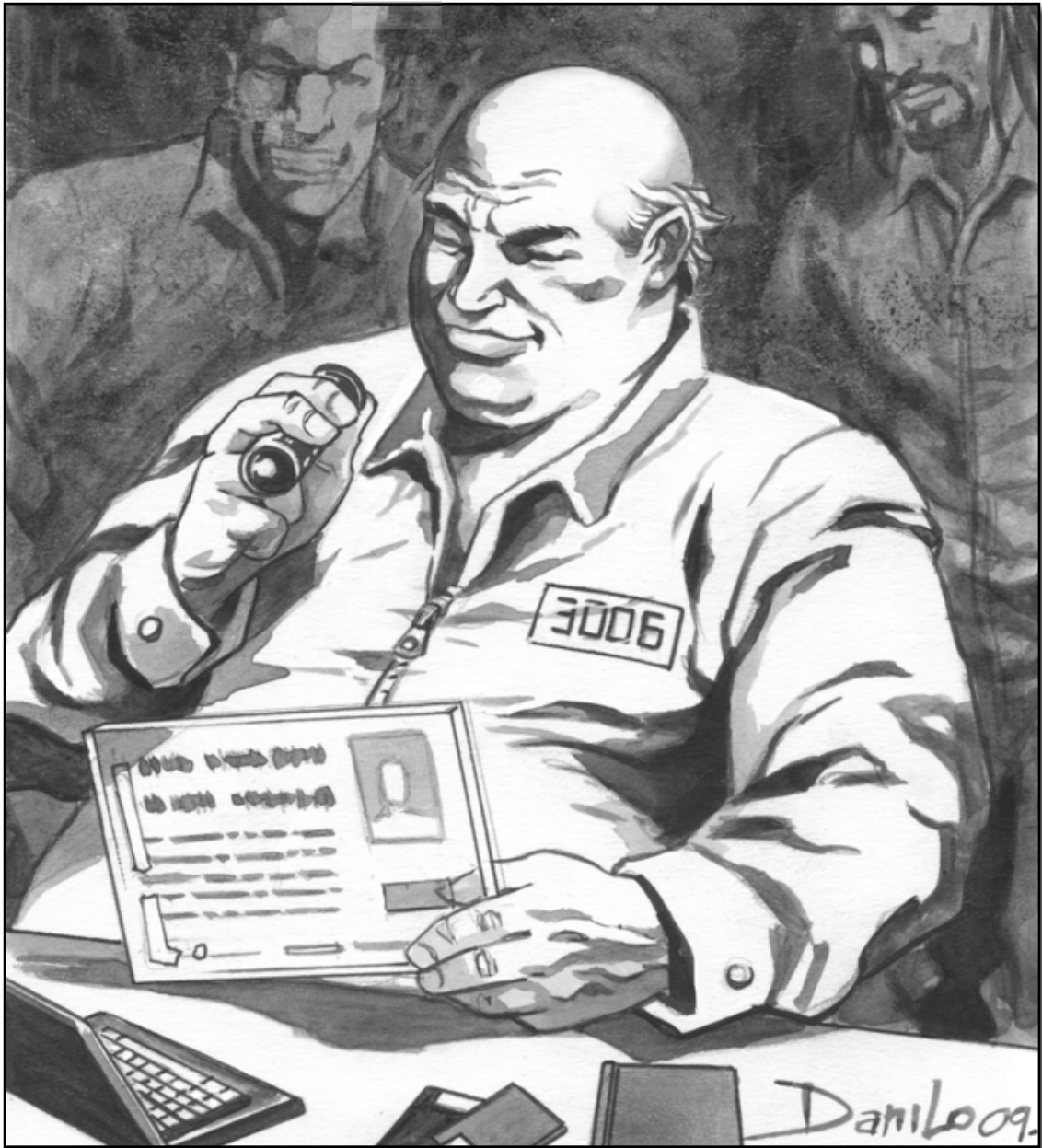
Skills: Melee (blade) 1, Deception 2, Engineering (Electronics) 1, Streetwise 1, Comms 0,

Possessions: Blade, power pack

Traits: Bad temper, secretive

Assignment: Repair shop. Rumours: 9, 26, 35.

Pandit is a bad-tempered man with a history of bad decisions and explosive outbursts. He recently stole a power pack and hid it in an air vent on the surface (rumour 17). Over time, he plans to build a home-made transmitter, and use it to contact pirate or tramp ships in the system in the hopes of organising a pick-up.



3006 **AZAX HAMID**

STR6 DEX8 END5 INT8 EDU5 SOC4

Age 48 Rep 10 Block 2/7902

Skills: Deception 3, Persuade 1, Computers 1, Streetwise 1, Melee (brawling) 1, Broker 2, Pilot 0

Possessions: Cr 1,100, planetary map, forgery equipment Traits: Always happy, fat and bald

Assignment: Clerk's office. Rumours: 5, 13, 24, 27, 42, 48, 56.

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. Azax's starship was seized by the authorities when he was imprisoned, but he claims it is still docked at Keanou Downport. If anyone is plotting an escape attempt which seems plausible, Hamid will try to get involved.

3305 Billy Imushdi

STR6 DEX6 END5 INT3 EDU3 SOC3

Age 21 Rep -10 Block 2/1470

Skills: Gun Combat (Slug Pistol) 1, Streetwise 0, Stealth 0, Drive (auto) 1

Traits: Always exhausted, very young

Billy was stupid enough to attempt to steal a hovercar belonging to an important noble on his homeworld. The politician, Baron Guarz, arranged for the young gangster to be sent to Tarkwall despite the relatively minor crime. Billy is absolutely terrified of prison life; worse, his cellmate, Jack Shansir, does not like him and has put him in the infirmary once already.

8107 Jon Kupishii

STR7 DEX8 END6 INT9 EDU9 SOC7

Age 43 Rep -10 Block 2/3632

Skills: Deception 3, Admin 3, Computer 1, Streetwise 1, Gun Combat (slug pistols) 1, Persuade 0, Stealth 0, Melee 0

Possessions: Cr700, 6 blank passes, fake revolver Traits: Lickspittle, handsome

Assignment: Clerk's office. Rumours: 2, 10, 23, 24, 26, 34, 36, 45, 49, 50, 51, 61.

Jon is very influential with the prison administration, and is willing to intercede on behalf of other inmates (for a few hundred Cr). His position in the clerk's office also lets him adjust the duty roster, and his enemies tend to get assigned to the danger zone or The Hole. G5 Emil Patowic, G7 Karl Ulashan, and G10 Semyon Wainrite are his friends.

1711 Razeem Thonon

STR9 DEX6 END9 INT5 EDU5 SOC4

Age 40 Rep 0 Block 3/1215

Skills: Melee (brawling) 2, Admin 0, Stealth 1, Persuade 1, Athletics (strength) 1

Possessions: Cr500, one-shot hand stunner Traits: Arrogant, heavily tattooed

Assignment: Safe Area. Rumours: 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. He reports to the guards regularly. He carries a one-shot hand stunner, built by his cell-mate 1215 Ward Stamboul. Razeem's extensive tattoos are a source of great pride for him, and he is searching for a tattoo artist of sufficient skill to add more.

8412 Larin Cruz

STR7 DEX9 END5 INT4 EDU2 SOC3

Age 25 Rep 0 Block 1/9047

Skills: Melee (blade) 1, Streetwise 1, Stealth 2, Deception 0, Navigation 0

Possessions: 8 gems Traits: Mute, unsettling.

Larin is a mute, and usually has little interaction with the other prisoners. He moves in a quirky, jerky way, almost like a puppet. He collects precious stones, and has in the past deliberately started a brawl just to get assigned to the Danger Zone to look for gems. He keeps his collection of gemstones in the air vent in his cell; his cellmate 9047 Rand Guirish knows this, and intends to steal Larin's gems before making his escape attempt.

2913 Mort Eglesi

STR7 DEX7 END7 INT9 EDU8 SOC8

Age 47 Rep 10 Block 1/7462

Skills: Streetwise 2, Persuade 1, Gambler 1, Melee (blade) 2, Mechanic 1, Steward 0, Medic 0

Possessions: Cr200, dagger Traits: Gossip, smells like food

Assignment: Kitchen. Rumours: 1, 10, 14, 21, 23, 26, 32, 43, 44, 45, 48, 50, 51.

Mort is a good-natured cook with an ear for gossip, and a tongue willing to repeat it. He is serving a life sentence without the possibility of parole in the prison, but has adjusted to his fate and is trying to make the best of it. One of his interests is in the local cuisine of Keanou, and he has tried cave bat-based recipes in the past. Anyone who brings him raw meat – or better, is willing to be a test subject for one of his culinary experiments – will win Eglesi's trust.

0014 Subotai ShanadSTR₉ DEX₆ END₈ INT₄ EDU₃ SOC₂

Age 23 Rep 0 Block 1/9623

Skills: Melee (Brawling) 1, Gun Combat (Slug Pistol) 1, Melee (blade 2), Stealth 1, Drive 0, Athletics (dexterity) 2

Possessions: Drugs 8+ Traits: Addict, all-blue eyes.

Rumours: 10.

Subotai is a drug addict and thug who takes his orders from 1217 Talbot Vinge. The whites of his eyes have turned blue due to extensive use of Ambrosia. Subotai rarely speaks, and when he does he spits his words with fierce intensity.

Subotai was Vinge's bodyguard and thug outside of prison, and both were arrested at the same time. Unknown to Subotai, Vinge implanted several sacs of experimental bioweapons inside Subotai's lungs; these sacs went undetected by the imperial officers who arrested them, and Vinge intends to continue his work after he is released using these samples.

1215 Ward StamboulSTR₉ DEX₈ END₄ INT₉ EDU₈ SOC₄

Age 33 Rep 0 Block 3/1711

Skills: Engineering (Electronic) 2, Mechanic 2, Jack-of-all-trades 1, Gambler 1, Computers 0, Sensors 0, Vacc Suit 0

Possessions: Cr100, electronics tool set, one-shot hand stunner Traits: Engineering monkey, big moustache

Assignment: Repair shop. Rumours: 5, 12, 17, 24, 31, 54, 62.

A former starship engineer who turned to piracy, Ward can repair almost anything, but things he fixes have a tendency to malfunction in bizarre ways. He was moderately well trusted by the guards, and was on course to be moved to the low-security accommodation on the surface if his good behaviour continued. However, he built several one-shot hand stunners, and the guards punished him severely for this by throwing him in The Hole. All the stunners were confiscated and destroyed, except for two Stamboul managed to hide. He is terrified of being sent to The Hole again, and refuses to make any more stunners.

9416 Rod MagedSTR₁₀ DEX₈ END₉ INT₇ EDU₆ SOC₃

Age 36 Rep 10 Block 2/7404

Skills: Melee (blade) 1, Melee (brawling) 2, Steward 0, Advocate 0, Gun Combat 0

Possessions: Dagger Traits: Short, Violent

Assignment: Kitchen. Rumours: 36, 37, 44.

Maged is a good match for his cellmate, 7404 Pandit Esperatero. Both men are unreasonably violent, although Maged usually has the upper hand. He bribed 8107 Jon Kupishii for an assignment to the kitchen, as Maged worries he has spent too much time in the Danger Zone. Lately, he has been having headaches, and he fears this could be a sign of an incipient tumour – or worse, psionic abilities.

1217 Talbot VingeSTR₇ DEX₇ END₆ INT₉ EDU₁₀ SOC₅

Age 41 Rep 10 Block 1/7321

Skills: Medic 2, Persuade 2, Admin 2, Streetwise 1, Life Science (Biology) 3, Computer 2, Sensors 1, Social Science 0

Possessions: Cr1,400, 1D6 doses of every listed drug Traits: Cynical, piercing eyes

Assignment: Infirmary. Rumours: 1, 2, 4, 12, 48.

Talbot is cellblock 1's resident drug dealer. His prices are high, but he is willing to bargain. He was a scientist working for a bioweapons research outfit which was destroyed by the Imperium. Before the Imperial troops came for him, Vinge managed to hide samples of several experimental weapons in bioplastic sacs inside the lungs of 0014 Subotai Shanad. With luck, these sacs will not degrade before Vinge's parole hearing comes up, and he can sell the DNA code on the black market. If not... well, Shanad will be patient zero in an epidemic.

7321 Hari Gordert

STR8 DEX 5 END10 INT5 EDU3 SOC4

Age 34 Rep 0 Block 1/1217

Traits: Nervous, Thin

Skills: Melee (Brawling) 2, Athletics (endurance 2), Stealth 0, Deception 0.

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, who considers Hari a threat to his power. Hari wants to be transferred out of cellblock 1, but this will cost him his influence in the prison.

9623 Tsunego Artois

STR8 DEX8 END6 INT5 EDU3 SOC2

Age 24 Rep 0 Block 1/0014

Skills: Melee (blade) 1, Gun Combat 0, Streetwise 0, Stealth 1, Sensors 1, Comms 1, Investigate 0, Drive 0

Possessions: Cr100, dagger Traits: Very well groomed, vicious

Rumours: 10.

Tsunego, a drug addict, is 1217 Talbot Vinge's assistant drug dealer and chief thug. He acts only on Talbot's orders. Artois was a trainee law enforcement agent on his homeworld, but was found to be supplying information to criminal gangs. He keeps his dagger hidden in the chemical toilet in his cell, and he is more than willing to use the blade if it will pry more drugs out of Talbot.

6724 Jaime Giligis

STR9 DEX9 END8 INT6 EDU4 SOC2

Age 25 Rep 0 Block 1/6241

Skills: Melee (brawling) 1, Gun Combat (Slug Rifle) 1, Zero-G 2, Vacc Suit 1, Pilot 0, Engineering 0, Gunnery 0

Possessions: Cr100, five old mesh guard uniforms Traits: Very thin, quiet

Assignment: Laundry. Rumours: 23, 40, 49.

Giligis hails from an asteroid colony in Regina subsector, and was sentenced to prison when he took to piracy instead of belt mining. He regrets his impulsive acts, and wants to find some form of redemption.

5426 Spiro Taodon

STR5 DEX9 END9 INT6 EDU5 SOC5

Age 41 Rep 0 Block 1/2803

Skills: Mechanic 3, Engineering (electronics) 2, Streetwise 1, Melee (brawling) 1, Sensors 0

Possessions: Cr300, lockpick set, mechanical tool set Traits: Long fingers, stained face

Assignment: Repair shop. Rumours: 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. His face and the whole left side of his body is mottled blue, the result of exposure to a security chemical spray during an attempted theft of secrets from a corporation. The chemical spray permanently altered his skin cells, allowing him to be easily identified by the corporate bounty hunters.

5927 Waltrin Gana

STR7 DEX6 END5 INT8 EDU8 SOC4

Age 45 Rep 0 Block 2/8046

Skills: Pilot (small craft) 1, Computers 1, Comms 0, Explosives 0, Stealth 0, Advocate 2, Admin 1

Traits: Nervous, short-sighted.

Rumour 51.

Waltrin is a member of the Ine Givar and knows 3442 Hans Frenkel. He was in the same cell as Frenkel, but Waltrin was never a strong supporter of the terrorist organisation and has been slowly drawing away from his former friend. He has thrown himself into study of the law, and is a useful resource for characters who plan to mount an appeal against their convictions.



3622 **"BATMAN"** MINUGLU

STR5 DEX7 END4 INT8 EDU6 SOC4

Age 58 Rep 10 Block 1/2943

Skills: Gun Combat (slug rifle) 1 Streetwise 1, Melee (brawling) 1, Animal (training) 2

Possessions: Cr100, 5 trained cave bats Traits: Smells of bat, crazy old coot

Rumours: 7, 23, 32, 38, 39, 52, 66.

"Batman" gets his name from his hobby: training cave bats. Anyone who gives a bat to "Batman" gains him as a friend. He is one of the longest-incarcerated prisoners in Tarkwall, and has seen plenty of escape attempts and tragedies. He claims to no longer remember what got him sent to prison.



8825 *LUCKY SEVERN*

STR5 DEX11 END5 INT9 EDU7 SOC5

Age 44 Rep 10 Block 2/9656

Skills: Gambler 4, Melee (blade) 2, Mechanic 1, Stealth 0, Deception 2, Streetwise 0, Comms 0

Possessions: Cr800, dagger, deck of cards, lucky charm Traits: Wears a charm, crooked grin

Rumours: 9, 25, 27, 29, 48, 53.

Lucky is willing to gamble with anyone, anytime (rumours saying he cheats are untrue, he is just a very good gambler). His cellmate Olex Hishinuma usually gets him out of fixes. He has even arranged poker tournaments against the guards. Around his neck, Lucky wears a strange alien charm he claims to have obtained in Vargr space. The charm is rumoured by the more superstitious prisoners to bring Severn his great luck.

0730 Winston Urmarush

STR6 DEX5 END6 INT10 EDU10 SOC4

Age 35 Rep -10 Block 2/3136

Skills: Medic 3, Admin 1, Life Science (Biology) 3, Broker 1, Melee (brawling) 2

Possessions: Cr500, 1 dose of every listed drug Traits: Cold, hates aliens

Assignment: Infirmary. Rumours: 4, 20, 23, 29, 34, 48.

Winston is an unpleasant individual who controls the drug racket in cellblock 2. He works in the infirmary alongside the other main drug dealer, 1217 Talbot Vinge. Urmarush is a former scout and exobiologist who was convicted of smuggling and slavery. He has come to despise the rest of humanity, and spends most of his time experimenting with new drugs.

1731 Bobby Shakh

STR5 DEX6 END4 INT6 EDU3 SOC3

Age 42 Rep -20 Block 1/6533

Skills: Streetwise 2, Persuade 1, Gambler 1, Deception 1, Carouse 0

Possessions: Cr500, Commdot Traits: Smiling, oily

Rumours: 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. The guards have given him a commdot, a concealed communicator, but most of the time they do not bother listening to his transmissions. Instead, they divert his messages to CARL, which is unfortunate – Bobby's cellmate 6533 Arpad Nisha is a telepath who talks in his sleep, and Bobby has picked up a lot of useful information by listening to Arpad at night. Bobby has a new rumour every month (roll randomly for the rumour) picked up from Arpad, but he will only share these rumours with his friends.

3632 Halse Eisen

STR10 DEX7 END10 INT6 EDU4 SOC3

Age 39 Rep 10 Block 2/8107

Skills: Melee (brawling) 2, Streetwise 1, Melee (blade) 1, Drive 0, Zero-G 0

Possessions: Cr300 Traits: Huge muscles, silent

Assignment: Safe area. Rumours: 42.

Halse is cellblock 2's chief trustee. He is difficult to communicate with, except through his cellmate Jon Kupishii. Kupishii tells Halse everything he needs to know, and Halse has come to trust and rely on his cellmate completely. Halse exercises a great deal and has an astonishingly well-developed physique.

6533 Arpad Nisha

STR8 DEX6 END7 INT9 EDU9 SOC4 PSI 8

Age 29 Rep -20 Block 1/1731

Skills: Melee (blade) 1, Vacc Suit 2, Gun Combat (Slug Pistol) 1, Melee (brawling) 1, Telepathy 2

Traits: Very quiet, bruised

Rumours 1 5, 45, 49.

Arpad is a withdrawn, silent person with telepathic abilities. He is persecuted and has been heavily conditioned against use of his power. Now, his psionic abilities manifest when he sleeps – Arpad shares the dreams of other prisoners, and Arpad talks in his sleep, mumbling the pain and fears of the whole prison. He is regularly beaten by other prisoners who hate psions.

6534 Mehmet Romule

STR 8 DEX10 END5 INT7 EDU10 SOC3 PSI7

Age 34 Rep -10 Block 2/3442

Skills: Flyer (wing) , Vacc Suit 1, Pilot (small craft) 1, Melee (brawling) 1, Clairvoyance 1

Traits: Very dark skin, grey beard.

Rumours: 10, 16, 33.

Mehmet is a clairvoyant, but refuses to admit it, claiming he was framed by enemies. His clairvoyant abilities are growing, and he spends more and more time exploring the prison in his mind. He is becoming increasingly drawn to 7575 Avram Iijina and the cult of the traveller.

1935 Felip Karageorge

STR7 DEX5 END6 INT8 EDU7 SOC4

Age 46 Rep 10 Block 3/8152

Skills: Medic 1, Engineering (Electronics) 1, Jack-of-all-trades 1, Pilot (spacecraft) 1, Gun Combat (slug pistol) 1, Streetwise 1, Melee (Brawling) 1, Admin 0, Diplomat 0, Deception 0

Traits: Scarred face, calm.

Assignment: Infirmary. Rumours: 4, 6, 9, 10, 11, 17, 25, 41, 42, 48, 50, 53.

Felip, a former gangster, is an escape committee member. He sees himself as the leader of the committee, and is the most conservative of its members, squashing any plans he fears will alert the guards. Anyone who questions Felip's decisions openly will draw the wrath of his occasional ally, Big Rolf.

3136 Stiv the Blade

STR9 DEX7 END7 INT4 EDU2 SOC3

Age 24 Rep 0 Block 2/0730

Skills: Melee (blade) 3, Stealth 1, Deception 0

Possessions: Cr100, blade

Traits: Angry, highly-strung.

Stiv is a drug addict, and depends on 0730 Winston Urmarush for his next fix. He is Winston's chief enforcer, although Winston despises Stiv as an uneducated dolt. Stiv is rapidly heading for the Danger Zone or even The Hole, as he has repeatedly angered the guards - if Stiv is removed to Cellblock 4, then Urmarush will be looking for a new thug.

2537 Axel Herrmon

STR6 DEX5 END9 INT7 EDU6 SOC5

Age 46 Rep 20 Block 2/1963

Skills: Mechanic 1, Streetwise 1, Melee (Brawling) 1, Engineering (civil) 2, Recon 0

Possessions: Cr200

Traits: Claustrophobic, small.

Rumours: 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

STR5 DEX9 END8 INT6 EDU5 SOC4

Age 20 Rep 0 Block 3/8144

Skills: Gambler 1, Melee (blade) 1, Streetwise 1, Deception 0, Sensors 0.

Traits: Good looking, bright green eyes

Rumours: 28, 29, 34, 48.

Nero is a budding sociopath and an informer. Ambitiously, he plans to overthrow 6866 Gerard Benezach and take over Cellblock 3. He has made contact with the guards, intending to spy on Benezach until the gang leader makes a mistake and then call the guards down.

3442 Hans Frenkel

STR9 DEX6 END7 INT4 EDU4 SOC4

Age 29 Rep 0 Block 2/6534

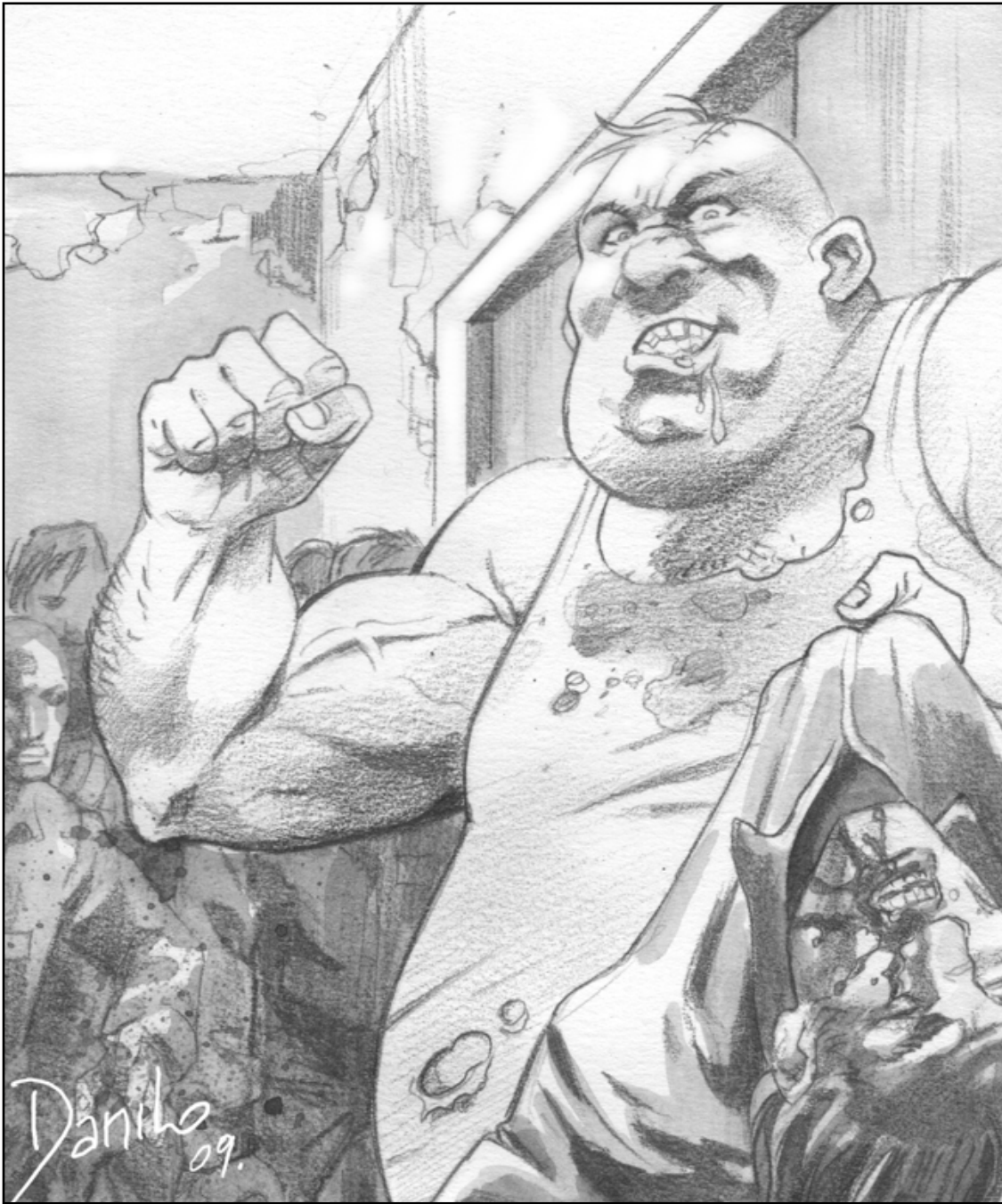
Skills: Flyer (grav) 1, Pilot (small craft) 1, Gun Combat (Energy Rifle) 2, Melee (Brawling) 1, Explosives 2, Sensors 1

Possessions: Mining pick

Traits: Missing fingers, scarred face.

Rumours: 8, 28, 50.

Hans is an Ine Givar activist who considers himself to be a martyred hero - he was caught when a bomb he was building went off prematurely, wounding him in the face and taking three of his fingers. Many other prisoners think Hans is a boring jerk. Expression of strong anti-Imperial sympathies will gain Hans for a friend. Frenkel is adept at improvising explosives, and has been searching through the abandoned sections of the mine for left-over detonators and mining charges.



6241 NATHAN PAO

STR10 DEX6 END8 INT2 EDU1 SOC1

Age 27 Rep 0 Block 1/6724

Skills: Melee (Brawling) 2, Athletics (Strength) 2, Streetwise 0

Traits: Big, slow

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. The other prisoners regularly use Nathan to test newcomers by having the brute pick a fight with them.

2943 Milovan Gant

STR7 DEX5 END4 INT6 EDU6 SOC4

Age 61 Rep 0 Block 1/3622

Skills: Gun Combat (slug pistol) 2, Vacc Suit 2, Melee (blade) 3, Engineering (Electronics) 1, Mechanic 1, Tactics (military) 3, Battle Dress 1, Pilot 0, Flyer 0, Sensors 0

Possessions: Cr100, cutlass

Traits: Military bearing, commanding voice.

Assignment: Laundry.

Rumours: 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 – during a war with a rebellious border noble, Gant ordered his commandos to board and capture the noble's flagship. He then programmed the flagship to crash into the planetary fortress below. Thousands died when the ship smashed into the castle at hundreds of kilometres an hour. Relations of the dead noble used their influence to ensure Gant was incarcerated at Tarkwall, rather than a more suitable military prison.

The warden was overjoyed when Gant was assigned to the prison, as now he has another military man to talk with about the good old days. Gant has sometimes even been invited to dine at the warden's house.

8144 Eneri Shadashi

STR6 DEX8 END5 INT5 EDU4 SOC4

Age 39 Rep -10 Block 3/1640

Skills: Gun Combat (slug pistol) 1, Persuade 1, Streetwise 1, Deception 2, Melee (Brawling) 1, Stealth 1

Possessions: Cr100, one piece of random equipment

Traits: Giggles a lot, quick

Rumours: 1 3, 27, 29, 32, 54.

Eneri is a kleptomaniac; if Eneri is encountered, on 8 + this does not mean the prisoners have met him, but he has attempted to steal something (referee's choice) from them. He is also a drug addict, and sometimes tries bartering his stolen goods for drugs, but both 1217 Talbot Vinge and 0730 Winston Urmarush refuse to deal with the thief, so Eneri has to go through middlemen.

8045 Mohanlal Waite

STR6 DEX7 END5 INT3 EDU4 SOC4

Age 21 Rep -10 Block 1/2453

Skills: Melee (Brawling) 1, Persuade 1, Stealth 0, Animals 0

Traits: Pet rat, allergies.

Mohanlal is an informer, but everyone knows it and never tells him anything. He keeps a pet rat in his cell. The rat dislikes native food from Keanou, so Mohanlal has to trade or beg for scraps from the kitchens so the rat can eat.

8046 Satoshi Honig

STR9 DEX6 END7 INT6 EDU7 SOC9

Age 42 Rep 20 Block 2/5927

Skills: Melee (blade) 2, Gun Combat (slug rifle) 3, Melee (Brawling) 1, Leadership 1, Tactics (military) 1, Streetwise 1, Drive 0, Heavy Weapons (Field Artillery) 1, Gunnery 0

Possessions: Cr500, club

Traits: Belligerent, ritual scarring on skull.

Rumours: 1 8, 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 – his plan is for a small group of men to launch a diversionary riot, drawing the guards away, while another team creeps out and attacks a key target like the warden, the power plant or the armoury.

The warden despises Honig, as he committed the sin of fighting against the Imperium.

9047 Rand Gurish

STR10 DEX8 END8 INT7 EDU8 SOC3

Age 33 Rep 10 Block 1/8412

Skills: Pilot (spacecraft) 2, Vacc Suit 1, Melee (Brawling) 1, Streetwise 1, Zero-G 0.

Possessions: Cr400

Traits: Roguish, ex-spacer

Rumours: 12, 13, 42.

Rand is a former pirate, who is planning an escape; he claims a scout ship will land outside the walls in six months to pick him up. He is biding his time until his ship comes, but will need help to break out of the prison, and so is planning to recruit two or three other escapees to help him. He has heard there is an escape committee, and wants to contact them.

1850 Ben Kerner

STR5 DEX6 END5 INT7 EDU8 SOC7

Age 44 Rep -10 Block 1/2167

Skills: Persuade 1, Deception 1, Admin 1, Computer 1, Advocate o.

Assignment: Clerk's office.

Traits: Quiet, balding.

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. He is protected by his cellmate, 2167 Dan Amigi, who is a member of the escape committee and needs Kerner as a spy in the clerk's office.

1451 Tenje Takri

STR9 DEX4 END8 INT6 EDU4 SOC5

Age 21 Rep 10 Block 1/6072

Skills: Melee (Brawling) 2, Stealth 2, Streetwise 1, Computers o, Gun Combat o, Mechanic o

Traits: Scowling, gravelly voice.

Rumours: 52.

Tenje is not very sociable. He was a new recruit on a merchant ship which misjumped and ran out of food. The crew drew lots, and Tenje 'won' – the crew ate each other, one by one, until only Tenje was left. An inquest found him guilty of murder and cannibalism. His crime is looked upon as a very loathsome act, so he is frequently attacked, but is capable of defending himself.

8152 Peroz Atheling

STR10 DEX9 END8 INT6 EDU 8 SOC4 PSI9

Age 35 Rep o Block 3/1935

Skills: Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Melee (Brawling) 2, Awareness 2

Possessions: C100

Traits: Very strong, solitary

Rumours: 27.

Peroz will use psionically enhanced strength or endurance to defend himself. He has successfully concealed his psionic powers from the prison population, and does not want to attract attention to himself. Peroz has no friends in the prison, except perhaps his gym mate 3632 Halse Eisen. However, he may step in to aid a player character who is being attacked by superior numbers. Peroz is something of a mystic.

2453 Porv Dunikhush

STR8 DEX4 END9 INT4 EDU4 SOC4

Age 28 Rep o Block 1/8045

Skills: Gun Combat (Slug Rifle) 1, Survival 1, Melee (Brawling) 1

Traits: Bad Temper, Odd Accent

Rumours: 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 the planet makes him worth cultivating. He particularly hates his cellmate 8045 Mohanlal Waite's pet rat, and would be very grateful to anyone who murdered the pest.

His ex-girlfriend Heydi Kindal is now seeing G16 Reym Marushich. Porv is unaware of their relationship.

3754 Gani Polfirio

STR9 DEX9 END7 INT6 END6 CHA6

Age 40 Rep o Block 3/2365

Skills: Melee (blade) 1, Athletics (strength) 2, Mechanic o, Navigation o

Possessions: Blade, Geiger counter

Traits: Very tanned, flaky skin

Assignment: Works in danger zone. Rumours: 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. He has spent more time than most prisoners in the caves below, and knows them quite well. He has also begun to suffer from radiation poisoning, and wants more vitamin supplements from the infirmary if he can get them.

4355 Maxim Hanar

STR7 DEX8 END8 INT4 EDU5 SOC6

Age 41 Rep 0 Block 3/0571

Skills: Pilot (small craft) 1, Mechanic 1, Gun Combat (slug pistol) 1, Melee (brawling) 1, Astrogation 0, Sensors 0, Engineering 0.

Traits: Stammers a lot, always in the background

Rumours: 19, 30.

Hanar is a former shuttle pilot who took to robbing cargo. He is terrified of his cellmate, 0571 Ashru the Ape, and will do anything to get a transfer to another cell. He has several friends on tramp traders who occasionally dock at Keanou starport, and Hanar is one of the few prisoners to get visitors.

9656 Olex Hishinuma

STR9 DEX11 END8 INT6 EDU7 SOC4

Age 37 Rep 20 Block 2/8825

Skills: Melee (Brawl) 4, Streetwise 1, Gambler 3, Recon 0, Medic 0, Athletics (Dexterity) 1, Athletics (Strength) 1

Possessions: Cr400 Traits: Very tall, tattoo of a die on one hand.

Rumours: 3, 10, 11, 47, 48.

Olex runs the prison numbers racket. His hobby is beating up prisoners who annoy him. Olex stands nearly two metres tall in his prison boots, and is an accomplished martial artist. He covets the lucky charm owned by 8825 Lucky Seven, and would pay well if he could get his hands on it.

6960 Yussef Shelton

STR10 DEX6 END9 INT4 EDU4 SOC1

Age 23 Rep 0 Block 1/7057

Skills: Melee (Brawling) 2, Drive (tracked) 1, Gun Combat (slug rifle) 1, Stealth 2

Traits: Bushy beard, golden earrings

Assignment: Danger zone. Rumours: 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. Rolf claims to have found Yussef on a barbarian world on the fringes of the Imperium, and certainly the thug has very little in the way of civilising graces or charm.

8661 Loudon Plauser

STR10 DEX3 END8 INT3 EDU3 SOC2

Age 28 Rep 10 Block 3/3064

Skills: Gun Combat (slug rifle) 2, Melee (Brawling) 2, Melee (blade) 1, Athletics (Strength) 1, Investigate 0

Possessions: Cr100 Traits: Wild eyes, angry

Assignment: Danger zone. Rumours: 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.

6866 Gerard Benezech uses him to frighten impressionable prisoners. Someone in the prison poisoned Loudon a few months ago, and he was in the infirmary for weeks. The ordeal damaged his brain, exacerbating his violent tendencies. Loudon now suffers from hallucinations and random bouts of rage. While he takes out his anger on anyone within arm's reach, Loudon is reserving the most brutal beating imaginable for when he finds the person who poisoned him.

7462 Nikolaus Ipuran

STR8 DEX6 END10 INT9 EDU8 SOC5

Age 36 Rep 0 Block 1/2913

Skills: Persuade 2, Vacc Suit 1, Streetwise 1, Melee (blade) 1, Mechanic 1, Art (writing) 1, Broker 1, Pilot 0, Engineering 0, Zero-G 0

Possession: Dagger, mechanical tools Traits: Urbane, soft-spoken

Assignment: Danger zone. Rumours: 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 is writing a novel about prison life. Nikolaus tries to interview new prisoners who seem to have interesting stories, worming useful information out of them in the guise of gathering information for his book.

Ipuran is trying to ingratiate himself with the prison authorities, especially Warden Grice. He will be grateful to any characters who can help him achieve this goal.



7057 ***BIG ROLF***

STR 11 DEX9 END10 INT8 EDU8 SOC4

Age 43 Rep 40 Block 1/6960

Skills: Melee (blade) 2, Melee (Brawling) 3, Gun Combat (slug combat) 2, Leadership 2, Streetwise 1, Gambler 1, Recon 0, Stealth 0.

Possessions: Cr1400, cutlass

Traits: Huge, red hair.

Rumours: 2, 10, 14, 23, 32, 48, 53.

Big Rolf is the reigning power in cell block 1, and brooks no rivals. The big man hails from the Sword Worlds, and was the archetypal spacefaring barbarian until he ran afoul of Imperial naval patrols. Since his incarceration, Rolf has become the terror of the prison. Assistant Warder Voller believes the best way to keep order in the prison is to let Rolf dominate the cell block, so Rolf is tacitly permitted to retain his cutlass, a relic of his pirate days. If Rolf keeps the other inmates in check, then he gets to stay king of his own filthy little domain.

Lately, Rolf's arrangement with the warder has begun to collapse, as the gang becomes more violent and vicious. Any gang coming close to challenging Rolf's authority will be quietly asked if they will observe the same arrangement as Rolf did. If they refuse, then the guards will be ordered to crack down on the gang. If they accept, then they will have the warder's support in taking Rolf down.

1963 Josip Kikina

STR8 DEX7 END11 INT4 EDU5 SOC3

Age 28 Rep 0 Block 2/2537

Skills: Melee (blade) 1, Gambler 1, Melee (Brawling) 1, Stealth 2, Advocate 0

Possessions: Cr100

Traits: Albino, Curious Accent

Assignment: Danger zone. Rumours: 8, 18.

The albino Kikina is something of a mystery in the prison. The albino was found in a hotel room on Regina HighPort, floating in zero gravity surrounded by four corpses and a cloud of spherical bubbles of hot blood. Kikina claims to have no memory whatsoever of anything before that moment. He is trying to uncover more of his past from his prison cell, hiring private investigator and agents to dig into his mysterious origins.

3064 Berndt Khanugir

STR8 DEX9 END8 INT6 EDU5 SOC5

Age 36 Rep 0 Block 3/8661

Skills: Vacc Suit 1, Gun Combat (energy rifle) 1, Pilot (small craft) 1, Stealth 0, Comms 0, Pilot (spacecraft) 1, Gunnery 0, Mechanic 0, Navigate 0, Recon 0

Possessions: Cr100, electric torch Traits: Scarred face, whispers

Assignment: Danger zone. Rumours: 4, 21, 28.

A former raider, Khanugir intended to use his time in prison to assemble a new crew of brigands and pirates, but a long stint in the Danger Zone has begun to sap his strength. He has had several cancerous blemishes removed from his face, and he fears his lungs have begun to rattle with silicosis. He wants to escape the prison as soon as possible, and spends long hours in the natural caves below, looking for a tunnel out.

2365 Seljuk the Knife

STR8 DEX11 END10 INT10 EDU6 SOC5

Age 37 Rep 20 Block 3/3754

Skills: Melee (Blade) 2, Gun Combat (slug pistol) 2, Streetwise 1, Gambler 1, Admin 2, Leadership 1, Carouse 1,

Possessions: Cr400, blade

Traits: Calculating, Cruel Eyes

Assignment: Danger zone. Rumours: 11, 15, 39, 48.

Seljuk was the head of a criminal gang on his homeworld, and was worth millions of credits. A police informant named Namerson broke Seljuk's organisation and ruined the man called The Knife, condemning him to life in Tarkwall. Seljuk has vowed revenge, and is trying to organise a way to have Namerson murdered from his prison cell.

Seljuk lets 6866 Gerard Benezech run the gangs in Cellblock 3, but it is Seljuk who is the real power in this section of the prison. Few of the guards are aware of how much control the Knife has over Cellblock 3.

6866 Gerard Benezech

STR10 DEX9 END7 INT7 EDU5 SOC4

Age 49 Rep 30 Block 3/2673

Skills: Melee (Blade) 3, Streetwise 2, Gambler 2, Persuade 2, Stealth 0, Gun Combat 0, Engineering 0

Possessions: Blade

Traits: Egotistical, Solomani

Assignment: Danger zone. Rumours: 10, 15, 35, 43, 46, 48.

A pure-blood Solomani who claims to be able to trace his heritage back to the Second Imperium, Gerard is the head of cellblock 3 and doesn't let anyone forget it. His control of the gang is actually a front for the real power, 2365 Seljuk the Knife, but for the average prisoner in Block 3, Benezech is the angry god they must placate. Unlike his rival 7057 Big Rolf, Benezech does not use physical violence as his primary way to keep prisoners in line; he relies on threats, bribes and the occasional very brutal and very public punishment.

Benezech is known for his temper tantrums, which are carefully calculated to intimidate his underlings and impress upon them any failing might result in a bloody beating or an unfortunate accident with a mining pick.

2167 Dan Amgi

STR12 DEX6 END8 INT7 EDU6 SOC4

Age 41 Rep 20 Block 1/1850

Skills: Gun Combat (slug rifle) 2, Melee (Brawling) 2, Tactics (military) 1, Sensors 0, Comms 0, Stealth 1, Recon 1

Possessions: Cr300 Traits: Ex-soldier, electronic restraints

Rumours: 6,9,11,18, 32, 38, 40, 41, 48.

Dan is a member of the escape committee and one of Big Rolf's lieutenants. Before being condemned to Tarkwall, Amgi was a special forces operative in the planetary militia of a highly advanced world; his physique is engineered to perfection, and he has several cybernetic implants. As part of his prison sentence, some of these implants were crudely removed, leaving ghastly scars. Others were embedded too deeply in Amgi's cerebral cortex to be removed, so the prisoner was fitted with electronic restraints in Circle City. These restraints take the form of white plastic attachments to the side of Amgi's neck and spine. The doctors told him if any of the restraints are removed, the shock will fry Amgi's nervous system. He has no idea if this is true or not, but he does not let any of the other inmates get close enough to threaten the cybernetic restraints.

Amgi refuses to talk about whatever crime sent him to Tarkwall, but it is curious he was sent to an obscure civilian prison instead of a military one.

1470 Jack Shansir

STR12 DEX5 END9 INT3 EDU4 SOC3

Age 34 Rep 20 Block 2/3305

Skills: Melee (Brawling) 3, Melee (Blade) 1

Possessions: Cr200 Traits: Unstable, scarred hands.

Assignment: Danger zone.

Jack Shansir was condemned to life in Tarkwall after he killed five people with a cement block. On occasion, he claims he was manipulated by Zhodani telepaths, or by aliens, or by the Space Devil, but the truth is Jack is psychologically damaged and should be in a padded cell, not a prison.

0571 Ashgu the Ape

STR10 DEX6 END10 INT2 EDU3 SOC2

Age 32 Rep 10 Block 3/4355

Skills: Melee (brawling) 2, Athletics (strength) 2, Recon 1, Stealth 1, Melee (blade) 1, Gun Combat 0, Streetwise 0

Traits: Hairy arms, grunts a lot

Assignment: Danger zone.

Ashgu doesn't like people. This trait suited him when he was the enforcer for a criminal gang, breaking skulls for pay, but now he is in prison and has no allies or friends because of his anti-social ways. Ashgu is hated by many in the prison community, and few would mourn if the Ape met with a convenient 'accident' in the Danger Zone. Ashgu reacts at -2 to everybody.

6072 Kahan Tell

STR10 DEX6 END6 INT6 EDU 6 SOC4

Age 37 Rep 0 Block 1/1451

Skills: Melee (blade) 2, Melee (Brawling) 1, Diplomat 2, Zero-G 0, Vacc Suit 1, Battle Dress 2, Gun Combat (energy rifle) 2, Steward 0

Possessions: Cold light lantern Traits: Military Bearing, Very Polite

Assignment: Danger zone. Rumours: 10, 14, 30.

Kahan is almost ridiculously polite, but is easily offended with violent results. Kahan is an ex-marine, and one thing which offends him instantly is ex-naval personnel. He loathes Warden Grice and 2943 Milovan Gran, and has a cautious friendship with 8046 Satoishi Honig, but has as yet refused to commit to joining Honig's planned uprising. Kahan was convicted of selling military secrets to a rival duke. The ex-marine still has information worth selling, and is occasionally contacted by agents of the duke, who try to persuade him to spill more secrets in exchange for legal aid.

2673 “Killer” Basimu

STR8 DEX6 END12 INT3 EDU4 SOC4

Age 41 Rep 10 Block 3/6866

Skills: Melee (Brawling) 3, Melee (Blade) 2, Streetwise 1, Gun Combat 0

Possessions: Cr800, blade Traits: Huge, Snorts a lot

Assignment: Danger zone. Rumours: 15, 40, 48.

Killer belongs to Gerard Benezech's gang. His name is something of a misnomer – ‘Killer’ got his name when his nerve broke and he failed to fire on a police officer. If he had that killer instinct, Basimu would never have been arrested. Since then, Basimu has become much more bitter and ruthless, and is a terror of cell block 3. He works for 6866 Gerard Bezenech, and has no idea Bezenech is not the real head of the gang.

7575 Avram Iijima

STR8 DEX10 END5 INT5 EDU2 SOC4

Age 25 Rep 0 Block 1/6974

Skills: Melee (Blade) 1, Melee (Brawling) 2, Stealth 1, Recon 1, Computers 1, Persuade 0, Athletics (Dexterity) 2.

Possessions: Blade Traits: Tattoos, chants a lot.

Assignment: Danger zone. Rumours: 7, 49.

Avram is an adherent of a weird religious group called the Cult of the Traveller, who believe God is travelling incognito through the universe in human form. One of the tenets of the Cult is human sacrifice (seen as an attempt to communicate with God), 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

STR8 DEX9 END6 INT6 EDU3 SOC1

Age 40 Rep 20 Block 2/2977

Skills: Melee (Blade) 2, Gun Combat (rifle) 3, Stealth 1, Streetwise 1, Deception 0

Possessions: Cr100, SMG, 30 rounds of ammo Traits: Nervous, pocked skin

Assignment: Danger zone. Rumours: 3, 10, 15, 30, 40, 48, 50.

Etienne and a departed friend (Jan ‘the Blade’ Lintrel) killed a guard and hid his shotgun in the danger zone. The guards increased security for nearly a year, but didn't find it. Etienne knows where the gun is buried, but is too scared of losing the weapon to another prisoner to risk going to retrieve it. At the same time, he worries it will be found if he does not watch over it, so he arranges to get him himself assigned to the Danger Zone whenever he finishes his current punishment detail – usually by assaulting a guard or another prisoner.

Long exposure to the Danger Zone is sapping Lalaji's health, and he has started buying vitamin supplements and anti-rad drugs.

2977 Anton Kugazur

STR9 DEX7 END10 INT5 EDU4 SOC4

Age 33 Rep 10 Block 2/2076

Skills: Melee (blade) 2, Gun Combat (slug pistol) 1, Melee (Brawling) 3, Athletics (Endurance) 2, Streetwise 0.

Possessions: Cr200, electric torch Traits: Ex-boxer, florid moustache

Assignment: Danger zone. Rumours: 15, 47, 48.

Anton is a ruthless killer and a good friend of 2076 Etienne Lalaji. Together they shake down unwary prisoners. He knows about Lalaji's hidden shotgun, but so far Lalaji has not trusted Anton with the weapon's location. Kugazur was a boxer before getting involved in a gambling syndicate and is trying to organise a prison boxing tournament with the aid of some of the guards.



6974 *THE VARGR*

STR7 DEX9 END7 INT4 EDU3 SOC2

Age 31 Rep 10 Block 1/7575

Skills: Drive (tracked) 3, Melee (Brawling) 1, Melee (bite) 2, Gambler 1, Gun Combat (slug rifle) 2, Stealth 1, Survival 3.

Possessions: Cr400

Traits: Vargr

Assignment: Danger zone. Rumours: 15, 18, 35.

A mercenary wanderer far from home, the Vargr is a victim of his unfamiliarity with Imperial law. His true name is something like Krrcrr, but everyone in the prison just calls him by his species. His teeth have been capped with plastic to prevent him from using his bite attack on others. These caps also impede the Vargr's ability to speak, further isolating him in the prison.

EXTRA PRISONERS

These prisoners are not initially part of the prison population, but arrive later while the characters are inmates at Tarkwall. Their serial numbers are all in the 909X range.

9091 Jobril Trook

STR4 DEX5 END6 INT7 EDU7 SOC7

Age 44 Rep 0 Block 1/9092

Skills: Streetwise 2, Broker 1, Persuade 1, Deception 1, Admin 0, Comms 0

Possessions: Cr100 Traits: Oily, local connections

Trook is a con man and shyster; he knew he was doomed to be sent to Tarkwall months before his case came to trial, so he took steps to prepare the prison for his arrival. He started bribing guards long before he arrived; he has already hired a lawyer to appeal his case, and set up a regular schedule of visitors to call on him in prison so he can smuggle goods in and out. Mere weeks after he arrives, Trook establishes himself as Tarkwall's pre-eminent fixer.

9092 Robilar Zemich

STR9 DEX7 END8 INT5 EDU4 SOC4

Age 24 Rep 0 Block 1/9091

Skills: Melee (brawling) 2, Investigate 1, Athletics (strength) 1, Athletics (endurance) 1, Drive 0, Comms 0

Traits: Burly, quiet

A year ago, Zemich was one of the guards at Tarkwall. During a visit to Circle City in the company of his friends G8 Karass, G16 Marushich and G18 Danessur. Zemich got into a brawl with a trio of skoggie hunters. Two of them died as a result of injuries when a drunken Danessur pulled a knife. Zemich wrestled the knife off the younger guard. The whole situation threatened to bring down Warden Grice, so he ordered the other guards to throw Zemich to the wolves. Zemich was painted as a dangerous unstable thug who was on the verge of being fired

Now, he is back in Tarkwall, and already he is hated by the other guards. Zemich is torn between trying to keep his head down and getting through his sentence, and fighting back against the corrupt system which blamed him for Danessur's crimes. If anyone befriends Zemich, they earn the hatred of every guard in Tarkwall and the personal enmity of Warden Grice, but they do get to tap the ex-guard's knowledge of Tarkwall security.

9093 Vance Coster

STR6 DEX8 END8 INT5 EDU3 SOC4

Age 30 Rep 0 Block 2/9094

Skills: Streetwise 1, Broker 1, Stealth 2, Persuade 0, Medic 0

Possessions: 1d6 doses of scrab Traits: Twitchy, charming

Coster is a small-time thief and scrab addict, arrested for stealing goods from the spaceport. He is willing to do anything for cash or drugs. Unless the characters befriend him and channel his nervous energy to their own ends, he dies a very messy death in the Danger Zone at the hands of Big Rolf as a punishment for stealing from the gang.

9094 Berto Noil

STR3 DEX6 END7 INT5 EDU8 SOC4

Age 53 Rep 0 Block 3/9093

Skills: Pilot (small craft) 1, Engineering (power) 2, Engineering (electronics) 1, Mechanic 2, Zero-G 2, Sensors 1, Vacc Suit 1, Physical Science (chemistry) 1, Melee 0, Computers 0, Comms 0.

Traits: Skeletally thin, bushy beard Rumours: 12

Noil was a belt miner in a neighbouring star system; he was convicted of claim jumping and attempted murder after a dispute with another, equally ornery miner and sent to Tarkwall. Noil has spent long years in low gravity, and his body has yet to adjust to the stresses of living dirt-side. The eccentric old miner is also poorly socialised; his friends were little images on the console of his mining ship. If the characters befriend Noil and protect him from the prison gangs, then the old miner can provide technical expertise and information on the Keanou system.

9095 Garin Row

STR6 DEX7 END6 INT7 EDU8 SOC7

Age 30 Rep 0 Block 3/9096

Skills: Investigate 2, Streetwise 1, Art (writing) 2, Persuade 1, Deception 1, Comms 0

Possessions: Cr500, comm Traits: Inquisitive, tattooed

Row is not a prisoner at all, he is a journalist from a news agency based on Dinomn, a world six parsecs spinward of Keanou. He is here to investigate 2943 Milovan Gant – or, as he is known back on Dinomn, the butcher. Gant was responsible for a vicious attack on civilians during a territorial dispute on Dinomn, and the people of that world want to know what has become of their hated enemy. The Imperium would prefer to sweep Gant's misdeeds under the carpet entirely, so Row has been forced to use unorthodox means – such as getting himself arrested and bribing clerks to have him sent to Tarkwall.

As soon as Row has gathered enough information about Gant, his news service will arrange for 'new information' to come to light, exonerating the journalist.

9096 Friedrich Nisha

STR7 DEX6 END8 INT6 EDU7 SOC5

Age 20 Rep 0 Block 3/9095

Skills: Mechanic 1, Stealth 0

Possessions: Desert map, survival gear Traits: Dark skin, nervous

Friedrich is the younger brother of 6533 Arpad Nisha. He intends to break his sensitive older brother out of prison. He has dumped a cache of food, water and survival gear on a desert peak north of the prison, and his plan is to sneak Arpad over the fence at night and then head for the cache. He believes, with luck, they can *walk* back to Circle City.

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. See page 117 for Guard Equipment.

G1 Fedor Sanseido

STR9 DEX9 END6 INT5 EDU8 SOC5

Skills: Gun Combat (slug rifle) 1, Melee (Brawling) 1, Gun Combat (energy pistol) 1, Admin 2, Investigate 0, Leadership 1, Computers 0, Comms 0

Rumours: 4, 16.

Traits: Sadistic

Fedor is assistant warden Voller's right hand man, and is in charge when the assistant warden is not around. Fedor is a brute and a sadist, who enjoys the power he wields, especially when Voller is absent. He is a moderately competent commander of his guards – he has his inner circle of trusted henchmen (G3, G6, G14, G15 and G18) whom he allows free reign in dealing with problems, but he closely watches the other guards.

Fedor is known for his sadism; he enjoys making prisoners debase themselves, fight for his entertainment, or suffer in The Hole.

G2 Ivan Elishdu

STR12 DEX8 END6 INT7 EDU7 SOC6

Skills: Gun Combat (slug rifle) 1, Melee (brawling) 2, Admin 0, Investigate 2, Athletics (strength) 2, Computers 2, Engineering 0

Traits: Stickler for protocol

One of the more conscientious guards, Ivan is forever attempting to raise the standard of prison security, and complains vociferously about the failings of his fellow guards. He will also investigate any allegations of guard brutality, mistreatment or illegal activity, although Assistant Warden Voller normally ignores Ivan's reports. Ivan is immune to the lure of bribery - any bribery attempt will land the offender in the danger zone for 4 weeks.

G3 Gorod Chihaya

STR11 DEX8 END10 INT4 EDU4 SOC3

Skills: Gun Combat (slug rifle) 2, Melee (brawling) 3, Persuade 2, Medic 0, Streetwise 1

Traits: Terrifying

Equipment: Subdermal armour (2)

Also known as the Beast, Gorod is Voller's attack hound and bruiser. The Beast is an ex-soldier who suffered a wound to the head on some distant battlefield; he is often lost in his hallucinations, seeing Voller as his commanding officer and the prisoners as the enemy, but even when lucid, Gorod is a tyrannical brute who actively enjoys the sight of blood. He has no friends or even contacts among the prisoners, and is uniformly feared.

G4 Cesmo Wallenstein

STR7 DEX8 END6 INT8 EDU6 SOC5

Skills: Gun Combat (Slug Rifle) 2, Tactics (military) 1, Drive (tracked) 1, Investigate 2, Admin 0, Advocate 1, Computers 0

Rumours: 5,9.

Traits: Calm

Cesmo plays Go, and is favourably impressed by any prisoner who will play against him. He is the youngest of the guards, and took the job in the prison to support his family in Circle City while he studies for his future career. He regularly leaves the prison to visit the city, and is sometimes willing to carry messages to the starport for prisoners he trusts.

In Cesmo's quarters, along with his Go board, he keeps a spare communicator, geiger counter and a toolkit. Anyone playing Go with him has a good chance of being able to steal these items.

G5 Emil Patowic

STR6 DEX9 END4 INT7 EDU6 SOC7

Skills: Gun Combat (slug rifle) 2, Streetwise 3, Gambler 2, Stealth 0, Broker 2, Admin 1, Investigate 0

Rumours: 4, 7.

Traits: Shyster

For Emil Patowic to be a prison guard is a clear sign the system just does not work, as Emil is a bigger criminal than half the prisoners. Emil engages in every form of criminal activity from bribery and corruption to drug dealing and smuggling. No roll is necessary for Emil to actually go through with any smuggling he is bribed into, but he still charges full price.

In addition to smuggling, Emil acts as a messenger and recruiter for criminal groups outside Tarkwall. If a criminal syndicate or gang needs, say, a shuttle pilot, a gunman and a hacker, then Emil reviews the prison files and identifies prisoners with those skills who are due for release in a short period. He has also paid for 'accidents' to happen to prisoners who have enemies outside in the real world.

G6 David Obrenov

STR10 DEX8 END9 INT7 EDU7 SOC7

Skills: Gun Combat (Slug Rifle) 1, Admin 2, Drive (tracked) 1, Computer 1, Investigate 1

Rumours: 16, 26.

Traits: Officious

David is very officious and spends his time putting additional black marks on people's records, but he occasionally loosens up enough to be approachable. Unsurprisingly, his one friend is G2 Ivan, who often share a bottle of Keanou cactus liquor and complain about the prison management.

He has a crippling fear of cramped spaces, but has kept this trait a secret from the other guards and staff. When assigned to patrol the Danger Zone, he tries to swap his shift with another guard; if this fails, he stays in the wider, better lit areas or takes sedative drugs.

G7 Karl Ulashan

STR7 DEX11 END10 INT7 EDU7 SOC6

Skills: Gun Combat (slug rifle) 1, Melee (blade) 1, Engineering (Electronics) 1, Investigate 0, Navigation 0, Stealth 0, Survival 0, Recon 0

Rumours: 14, 28.

Traits: Cheerful

Karl is probably the nicest and most helpful of the guards, which is not saying much. He treats the prison as just another job, and while he sticks to the rules, he is willing to help prisoners who need assistance as long as it does not cost him anything. In his spare time, he goes hiking in the desert around the prison, exploring the wilderness. His locker in the security building contains survival equipment including a map box and a desert survival suit.



G8 *ALVIM KARAAS*

STR7 DEX4 END9 INT5 EDU7 SOC5

Skills: Gun Combat (slug rifle) 1, Melee (Brawling) 1, Mechanic 1, Comms 0, Investigate 0, Persuade 0

Rumours: 11.

Traits: Clumsy

Alvim is probably the most careless guard about security, and is frequently reprimanded about it. He is overweight and lazy, and more willing than most guards to use the stunstick setting of his baton to deal with problems. Assistant Warden Voller despises Karaas, and assigns him the worst jobs in the prison.

G9 Harv Wuckel

STR6 DEX7 END7 INT4 EDU7 SOC6

Skills: Gun Combat (rifle) 2, Drive (tracked) 2, Carouse 1, Mechanic 1, Comms o, Investigate o, Recon o, Survival 1, Animals o, Stealth o
Rumours: 2, 5, 11, 19, 28, 29, 32. Traits: Drunkard

Harv is frequently drunk on duty (roll 6+); if drunk when encountered he will spill one of his rumours (referee's choice). He is often seized by violent rages, during which he drags random prisoners out of their cells and torments them. He is also an avid hunter, roaming the desert around the prison on his ATV with a shotgun in one hand and a bottle of cactus juice in the other.

G10 Semyon Wainrite

STR9 DEX8 END6 INT4 EDU5 SOC5

Skills: Gun Combat (rifle) 2, Melee (brawling) 1, Gambler 1, Streetwise 1, Admin o, Comms o, Investigate o.

Rumour: 8.

Traits: Nervous

Semyon may be bribed for half price; he has large gambling debts, most of which are owed to G14 Paul Hindin, S9 Alvin Sebiesk and 9656 Olex Hishinuma. He has accepted money from 6866 Gerard Benezech to pay previous debts, and now informs on prison activity for the gang lord. So far, he has drawn the line at supplying equipment or weapons, but has overlooked beatings or smuggling attempts in the past.

G11 Vittorio Krane

STR8 DEX6 END7 INT5 EDU6 SOC3

Skills: Gun Combat (rifle) 2, Melee (blade) 1, Persuade o, Comms 2, Sensors 1, Computers o, Investigate o

Traits: Sneering

Krane actively loathes the prisoners (automatic reaction of 2 instead of rolling), and goes out of his way to make their lives hell. He spends most of his time monitoring the computer data and the camera feeds, searching for trouble. He invariably sends prisoners to the Danger Zone rather than beating them.

G12 Donan Ulster

STR8 DEX9 END7 INT7 EDU3 SOC5

Skills: Gun Combat (slug rifle) 2, Melee (blade) 1, Recon 2, Survival 1, Pilot o, Drive o, Animals o, Broker o, Vacc Suit o, Comms o, Investigate 1

Rumours: 28.

Traits: Offworlder

Unlike most of the other guards, Donan is not a native of Keanou. He comes from Edenelt in the Trin's Veil subsector, all the way on the other side of the Spinward Marches. He was working passage on various tramp traders and freighters, but ended up stuck in a low berth. On arrival at Keanou, the thawing process went wrong, leaving Donan hospitalised and in debt. He has been stuck working in Tarkwall for the last four years, and hates it, taking out his frustration on the prisoners. However, he has more in common with many of the inmates than he does with the guards, some of whom have never been offworld in their lives.

Donan hates psionics (even more than most of the other guards), and reacts at -4 to any psionic encountered, or to anyone in the company of a psionic.

G13 Brandt Ulmerkim

STR8 DEX9 END8 INT6 EDU4 SOC7

Skills: Gun Combat (rifle) 2, Drive (tracked) 1, Mechanic 2, Investigate 1, Medic 1, Comms o, Stealth o, Navigation o.

Rumours: 2.

Traits: Just

Brandt is usually honest and fair, and attempts to break up fights, but usually isn't around – his primary responsibility is patrolling the bounds of the prison and maintaining the solar power farm. He is a quiet man, who prefers solitude and the open desert air to the crowded subterranean levels of the prison. He frequently argues with G9 Harv Wuckel over the latter's behaviour.

G14 Paul Hindin

STR6 DEX6 END7 INT7 EDU8 SOC5

Skills: Gun Combat (rifle) 2, Gambler 1, Computers 3, Comms 1, Sensors 1, Engineering o, Investigate o

Rumours: 4, 49, 51.

Traits: Thin and pale

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, which means he knows more about the workings of CARL than anyone else in Tarkwall. Paul knows the computer is behaving oddly, but has no idea how to moderate its behaviour or correct the growing problems, so he has concealed CARL's idiosyncrasies from the senior staff out of fear of losing his job.

G15 Dan Thakkar

STR10 DEX8 END8 INT6 EDU4 SOC3

Skills: Gun Combat (slug rifle) 1, Melee (Brawling) 2, Investigate 0, Comms 0, Stealth 1, Drive 0.

Traits: Pocked skin

A veteran guard, Thakkar has been moved to light duty due to medical problems. He was once the terror of the lower levels, but long exposure to the radiation has played havoc with his health. When he can muster the energy, Thakkar is more than willing to break heads, but most of the time he sits bored in the observation office.

Dan reacts at -2 to all prisoners.

G16 Reym Marushich

STR7 DEX7 END8 INT8 EDU6 SOC5

Skills: Gun Combat (slug rifle) 1, Medic 1, Carouse 1, Investigate 0, Flyer 0, Comms 0

Traits: Sarcastic

Equipment: Holo image of his girlfriend

Reym may be bribed for half price. He is supporting a girl friend in Circle City, who he visits by flyer once or twice a month. He is among the youngest of the guards, and his impulsive tendencies get him into trouble. He carries a holo image of his girlfriend in his pocket at all times.

His girlfriend, Heydi Kirdal, is an ex-partner of prisoner 2453 Porv Dunikhush. Heydi knows her ex-boyfriend is in the prison, but has not told Reym about her previous relationship. She is a flighty and self-centred young girl, and is seeing two other men in the periods when Reym is stuck in Tarkwall.

G17 Jorge Kuniim

STR10 DEX6 END7 INT7 EDU9 SOC4

Skills: Gun Combat (slug rifle) 1, Drive (tracked) 1, Sensors 2, Computers 1, Investigate 1, Comms 0, Social Science 0.

Traits: Paranoid

Equipment: Extra gas grenade, illegal frag grenade, illegal stun grenade, psionic detector

Jorge hates psionics (even more than most of the other guards), and reacts at -4 to any psionic encountered, or anyone in the company of a psionic. He is deeply paranoid about psionics in the prison, and investigates any allegation or suggestion that there are prisoners with unidentified psionic powers, or the prisoners are conspiring together in any organised way. S2 Voller keeps Jorge out of the lower levels after a recent incident when the guard attacked two prisoners for no reason.

He carries a 'psionics detector' that he was sold by a merchant who claimed the device comes from Darrian subsector. The gadget is purported to be a TL16 handheld Neural Activity Detector, but it is just a collection of scrap electronics which occasionally 'identifies' psionic activity.

G18 Tomas Danessur

STR9 DEX8 END5 INT5 EDU5 SOC6 (9)

Skills: Gun Combat (slug rifle) 2, Vacc Suit 1, Investigate 0, Melee 0, Drive 0, Comms 0, Recon 0, Admin 0, Carouse 1

Rumours: 29, 64

Traits: Selfish

Tomas shot 2 prisoners a few years ago for no apparent reason, and there was a minor investigation which came to nothing. This breach in prison protocol confused many of the other staff, but they do not know Tomas' secret – his real name is Tomas Grice, and he is the warden's nephew. Tomas has been fired from several other jobs, so his uncle arranged for him to get a posting at Tarkwall Prison. (Tomas' mother Galia is not only a formidable presence in her own right, she is also a close friend of V1 Maribel Harmosa – see S1 Warden Grice for more details). Most of the time, Tomas guards the main gate, a job involving sitting in the sun and occasionally pressing a button marked 'open' or a button marked 'close'. To his credit, and to his uncle's surprise, the boy rarely gets these two buttons mixed up.

Tomas has the ambition to rise through the ranks and take over the warden's job from his uncle, and the first step is to take over the role of assistant warden by getting Voller fired.

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 Ambin Grice

STR7 DEX4 END6 INT7 EDU8 SOC10

Skills: Gun Combat (slug pistol) 1, Melee (blade) 1, Admin 2, Advocate 2, Social Science (history) 1, Pilot 0, Engineering 0, Vacc Suit 0, Leadership 1, Tactics (naval) 1, Computers 1, Comms 0, Flyer (Grav) 0

Traits: Eccentric

Equipment: Revolver

Ambin Grice started his career as a naval officer, rising to the exalted rank of Captain of the *Grand Nova*, one of the most advanced ships in the Treece Planetary Navy.

Of course, seeing as the *Grand Nova* was a rust-bucket System Defence Boat antiquated even by the standards of the First Imperium, and Grice's ship spent more time in drydock than in space, this is not as impressive a rank as it sounds. One would never know this from talking to Grice, though – according to his stories, he was a dashing hero of the spaceways, battling Zhodani armadas and slaughtering pirates in zero-g sabre duels.

The *Grand Nova* was scrapped ten years ago to provide parts for her sister ships, *Grand Cosmos* and *Grand Nebula*, and her captain became the head warden of Tarkwall Prison. The warden's house at the prison is a shrine to the star navy in general and the scrapped *Grand Nova* in particular – every room contains holos, paintings, memorabilia and other relics of his naval career. Some rooms are even decorated just like staterooms on the ship, and the Warden sometimes wears his uniform around the prison.

Grice takes little real interest in the prison. He conscientiously reads the printed reports, and has monthly meetings of the prison board in Circle City, but he rarely actually bothers doing any work or administration. He delegates almost everything to S2 Malko Voller, and concentrates on maintaining his image and position in society. Occasionally, he invites prisoners such as 2943 Milovan Gant to dine at his house, and any inmate with a naval rank who can hold a conversation and is not considered dangerous can probably wrangle such an invitation.

Grice is currently involved with a woman from Circle City named V1 Maribel Harmosa, a friend of his sister's. Grice visits Circle City several times a month to see her, and Harmosa sometimes visits the prison via her flyer to stay in the Warden's House. Grice's relationship with Harmosa exists at the sufferance of his sister Galia Dannessur, so he must keep Galia's son G1 Tomas Dannessur out of trouble.

S2 Assistant Warden Malko Voller

STR9 DEX11 END9 INT9 EDU9 SOC8

Skills: Gun Combat (slug rifle) 2, Gun Combat (slug pistol) 2, Admin 1, Leadership 1, Investigate 3, Comms 1, Tactics (military) 1

Equipment: IR goggles

Rumours: 16, 28.

Traits: Bitter

Malko Voller has been the assistant warden of Tarkwall Prison for the last fifteen years. He was assistant warden under Alia Cadpet, the previous head warden who killed herself with a drug overdose. Voller hoped to be promoted to her position, but instead Ambrose Grice took over. In truth, Grice may as well not exist in Voller's world, as the head warden delegates almost all authority to him.

Voller rules the prison with an iron hand. He has no illusions about the nature of Tarkwall Prison or those who are incarcerated there – they are all brutal, conscienceless animals, subhuman beasts. Voller's duty as he sees it is to *break* the prisoners, to smash their wills and their power to resist, and then remake them as *useful* beasts, beasts of burden who can labour witlessly for the Imperium. If Voller could lobotomise the prisoners or psionically annihilate their wills, he would – as it is, he can only use hard labour, suffering and violence to achieve his goals. Anyone who resists Voller must be defeated or destroyed.

The assistant warden is utterly corrupt, but only as long as it suits his own ends. He takes kickbacks from the mining corporation who processes the ore, from drug companies, from political parties on Keanou, and from Imperial agents, as well as from the gangs operating within the prison. However, he has no honour and attaches no importance to such dealings – a prisoner could pay the warden a dozen times to be let off a punishment, and each time the warden would agree, but as soon as the prisoner shows a glimmer of resistance or independent thought, the assistant warden will have him shoved into The Hole. Voller plays the various prison factions off against each other, ensuring no-one can challenge his power.

He has no real friends in the prison, just a collection of henchmen and cronies who he barely trusts. Voller believes himself to be the one honest man in Tarkwall, perhaps the only honest man in the galaxy. Tarkwall is his domain, and he will do his duty there.

S3 Psychologist Hajim Rovok

STR6 DEX7 END5 INT11 EDU10 SOC6

Skills: Admin 1, Computer 1, Medic 1, Gun Combat (slug pistol) 1, Social Science (psychology) 3, Persuade 1, Diplomacy 1

Equipment: Revolver

Rumour: 29.

Traits: Bored

The prison psychologist is a bored paper pusher, who dreams of leaving Keanou and establishing a practice on an urban planet. He rarely interacts directly with the prisoners, preferring to review



s2 ASSISTANT WARDEN MALKO VOLLER

STR9 DEX11 END9 INT9 EDU9 SOC8

Skills: Gun Combat (slug rifle) 2, Gun Combat (slug pistol) 2, Admin 1, Leadership 1, Investigate 3, Comms 1, Tactics (military) 1

Equipment: IR goggles

Rumours: 16, 28.

Traits: Bitter

computer data and camera images and to look for signs of a prisoner with a sufficiently interesting psychological problem to be written up in one of the interstellar psychiatric journals. An inmate with a compelling history or truly original psychological quirk could be Rovok's ticket out of Tarkwall and into a more respected institution. In his darker moments, the psychologist wonders if he could engineer such a situation deliberately – there are psionic experiments and drug trials banned by the Imperium which would go unnoticed in Tarkwall...

Most of the time though, the psychologist tries to prevent himself from going mad. He spends his time reading or watching holos in his rooms in the prison, or wandering the desert, or playing elaborate practical jokes on the staff. Assistant Warden Voller especially hates Rovok, and Warden Grice listens to Voller's advice so Rovok wields little influence in the prison hierarchy.

S4 Chaplain Jacobin Thomas

STR8 DEX9 END5 INT8 EDU6 SOC8

Skills: Admin 1, Social Science (Philosophy) 1, Perform 1, Persuade 1, Broker 0, Comms 0, Advocate 0

Rumours: 26.

The prison chaplain is a sincere fool, who has become hopelessly depressed over the souls of the prisoners. Thomas is a native of Keanou, and preaches the local religion, a generic mix of positive moral commandments and a belief in a universal spirit which created all life. He emphasises themes like redemption through suffering and the importance of trust, love and obedience in his sermons, but few prisoners pay much real attention to the chaplain's words. He is a weak-willed man without the charisma or authority to do any real good work with the inmates. A few of the older or weaker prisoners do listen to Thomas, and Warden Grice trots the chaplain out whenever visitors come to Tarkwall so he can give his usual spiel about the redemptive value of the prison.

S5 Rehabilitation Counsellor Hobber Quint

STR8 DEX7 END9 INT8 EDU10 SOC9

Skills: Gun Combat (rifle) 1, Mechanic 2, Engineering (Electronics) 1, Admin 1, Comms 0, Trade (construction) 2, Streetwise 1, Instruction 1

1

Rumours: 9.

Traits: Tired

Hobber Quint is an ex-convict who served a ten-year term for attempted hijacking. During his term there, he was trained in mechanical engineering by the counsellor there, and took a job in Tarkwall prison as few other places would employ him. He faithfully tries to teach the prisoners something which will keep them out of prison, once they get out, but usually doesn't succeed.

Quint's background as an ex-con means he knows prison life better than any of the rest of the staff. If he takes a liking to a prisoner, he can be a valuable source of advice and help, and has even passed

on weapons or equipment to prisoners who are in danger. He is not wholly honest, though - G5 Emil Patowic sometimes requests Quint teach a specific skill to a prisoner who is due for release, in exchange for a moderate bribe.

Quint loathes the gangs, as he was tormented by similar gangs in his old prison. If he could arrange for 7057 Big Rolf or 6866 Gerard Benezach to be overthrown, he would gladly do so.

S7 Clerk Luca

STR6 DEX9 END7 INT7 EDU8 SOC7

Skills: Gun Combat (slug pistol) 1, Computer 3, Admin 2, Engineering (electronics) 1, Comms 1

Traits: Nervous

The prison clerk is in charge of prison records and the prison computer system. He is a model bureaucrat, and will not do anything without authorization. He is a dull, humourless man, whose sole vice is his collection of pet lizards. Luca considers CARL to be an irritatingly unstable and buggy piece of software, and hates that the prison staff rely on the balky computer so much. If Luca has his way, then CARL would be scrapped and replaced with a nice, modern computer imported from a more advanced planet, but so far, Warden Grice has ignored both Luca's requests and his nightmarishly detailed budget proposals.

S8 Shuttle Pilot Corvas Doll

STR7 DEX8 END7 INT9 EDU7 SOC4

Skills: Flyer (grav) 2, Pilot (small craft) 1, Navigation 1, Mechanic 1, Sensors 0, Comms 0, Gun Combat 0, Carouse 1

Traits: Hot-dog

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. His time in the primitive prison has given him a new appreciation for both freedom and technology, so he delights in flying the prison shuttle. While he follows standard flight protocol when transporting prisoners to and from Circle City, he weaves through canyons and pushes the engines to the limit on other flights. Grice loathes Doll, seeing him an undisciplined idiot, but the pilot is popular with the rest of the staff and some of the prisoners.

S9 Mining Engineer Alvin Sebiesk

STR8 DEX7 END4 INT7 EDU10 SOC5

Skills: Gun Combat (slug pistol) 1, Mechanic 2, Engineering (Electronics) 1, Computers 1, Vacc Suit 1, Sensors 1, Physical Sciences (geology) 1, Drive 0

Traits: Dour

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. His past failure makes Sebiesk very conscientious and cautious about his work in the mines. He worries constantly about cave-ins, about radiation poisoning, about the purity of the ore, and about the risks of expanding the lower levels.



s6 DOCTOR OMAR BLINT

STR4 DEX7 END8 INT7 EDU11 SOC8

Skills: Gun Combat (slug pistol) 1, Melee (blade) 1, Medic 2, Admin 1, Life Science (biology) 2

Equipment: Autopistol

Traits: Drunkard

Omar Blint is a quack who is allowed to practise only because he works for cheap. He leaves most of the work in the prison infirmary to the antiquated medical robot and prisoners 0730 Winston Urmarush and 1217 Talbot Vinge, both of whom have much more extensive experience. Blint makes money selling drugs to the prisoners, mostly mild sedatives and vitamin supplements. Assistant Warden Voller is well aware of this and takes a cut of any deals. Blint regularly visits Circle City, spending his pay gambling and investing in a series of dodgy real-estate deals and get-rich-quick schemes.

Blint knows the infirmary job is as good as he is likely to get anywhere on Keanou, so he will cling to his position with every ounce of strength and guile he can muster. He toadies to Voller, to Hajim Rovok, to Warden Grice and occasionally even to the prisoners whenever he feels his job is in danger.

VISITORS

Tarkwall prison sees the occasional visitor, who arrive by shuttle from Circle City.

V1 Maribel Harmosa

STR5 DEX7 END5 INT5 EDU7 SOC9

Skills: Carouse 2, Drive o, Comms o, Diplomat o

Traits: Kind-hearted

Maribel is S1 Warden Grice's girlfriend. She is an empty-headed socialite from Circle City, which is something of an accomplishment – the city is much too small for any sort of social scene, so Maribel's idea of high society is based mainly on holos from more cosmopolitan worlds. She tries hard to be fashionable and sophisticated, but is quite clueless. Despite this, Grice is head-over-heels in love with her and will do anything to keep her happy.

Grice normally visits Maribel in her home in Circle City, but every few weeks he is too busy to leave the prison and so she must visit Tarkwall. She is soft-hearted and tries to spend time with the prisoners whenever she visits the prison. Any prisoner she takes pity on can expect better treatment from the warden; however, Grice is extremely paranoid about Maribel's safety and insists she be escorted by guards at all times.

V2 Monte Cristo

STR5 DEX9 END4 INT6 EDU4 SOC2

Skills: Stealth 2, Deception 1, Survival 1, Mechanic 1, Recon 2, Streetwise 1, Investigate o

Traits: Crazy Rumours: 65

The prisoner who now calls himself Monte Cristo is one of the few men to have successfully escaped from Tarkwall Prison.

He just did not get very far.

Cristo and his cellmate, Kung the Fat, managed to escape from Tarkwall by tunnelling underneath the fence. Four steps out, Cristo twisted his ankle and could not run. Kung abandoned him to his fate and fled into the desert (and turned from Kung the Fat into Kung the Much Thinner, then Kung the Starved, and finally the late Kung). Cristo knew the guards would beat him if they found him outside the fence, so he hid in the abandoned sections of the old mining facility.

He has been there ever since. Cristo is a ghost in the prison machinery. He creeps around the surface sections of the prison at night, stealing food and other supplies. Several of the staff and guards know about Cristo and take pity on him, leaving him food and water. Assistant Warden Voller considers him a nuisance not worth hunting down.

V3 Inspector Borun

STR6 DEX6 END7 INT8 EDU8 SOC4

Skills: Admin 3, Gun Combat (slug pistol) 2, Investigate 2, Streetwise 1, Advocate 1, Sensors o, Drive o, Medic o.

Traits: Dedicated

Possessions: Handcomp, comm, stunner

A former police officer, Inspector Borun is the newly-appointed Keanou State Inspector of Prisons. He is a small, sad-faced man with weather-beaten skin. He put many of the prisoners in Tarkwall behind bars in the first place, and now his government has rewarded him with ensuring they are treated well. Borun appreciates the irony.

He loathes S1 Warden Ambrose Grice, but knows S2 Voller would be even worse so he puts little pressure on Grice to resign. He is trying to thread a middle path between the two to improve conditions in Tarkwall without handing the prison over to Voller's reign of terror. To do this, he will need allies and spies within the prison.

Old Crimes

If possible, establish Inspector Borun as a nemesis of the player characters before they arrive in Tarkwall. He could be one of the police officers who gives evidence in the trial that sent them to prison, or be involved in investigating their crimes. A past association with Borun will colour any dealings with him in an interesting way.

V4 Cala Ingrun

STR8 DEX7 END4 INT7 EDU10 SOC5

Skills: Admin 2, Broker 1, Persuade 1, Leadership 1, Computers 1, Drive o, Engineering o

Traits: Professional

Ingrun is the representative of the Orion Metallurgy Corporation which originally built Tarkwall prison. The corporation still processes the ore from the prison mines, so they still have an interest in the prison.

The company has an interest; Cala Ingrun does not, to be honest. Visiting the prison is just one of several extremely dull jobs Cala has to perform on behalf of Orion. As far as she is concerned, as long as the prison keeps pumping out the ore according to the preset quotas, everyone in there can go to hell.

According to the contract signed between the Keanou government and the Orion Corporation, any future finds of valuable ore or gemstones are to be split between the two parties. Ingrun therefore makes regular inspections of the mines under the prison.

V5 Baron Vilad Konnen

STR5 DEX6 END7 INT8 EDU8 SOC12

Skills: Carouse 1, Animals o, Broker 2, Drive (ATV) 2, Survival 1.

Traits: Ambitious

Possessions: Fine clothing, scented handkerchief.

Baron Vilad Konnen is one of the few nobles living on Keanou. He owns thousands of square miles of desert, including territory bordering on Tarkwall Prison. Most of this is useless land, but his domain includes several valuable spice fields which are the foundation of his wealth. Getting workers for these fields, though, is difficult as the work is backbreakingly hard out on the freezing surface and is poorly paid. The baron's latest scheme is to convince

the warden that spice gathering should be added to the roster of jobs performed by the prisoners in Tarkwall. 'If the dogs can dig uranium', reasons the baron, 'then by the Emperor's golden posterior, they can dig spice too!'

For a man officially worth millions of credits, the baron is very interested in get-rich-quick schemes and black-market trading. The Konnen estates may possess valuable spice fields, but the baron has expensive tastes and considerable debts.

Whenever he visits Tarkwall, Konnen brings his bodyguard Crull with him.

V6 Sheriff Olina Magros

STR9 DEX7 END8 INT6 EDU7 SOC7

Skills: Investigate 2, Streetwise 1, Survival 1, Gun Combat (slug rifle) 2, Drive (ATV) 1, Flyer (grav) 1, Comms 0, Computers 0, Sensors 0, Persuade 1, Advocate 1, Admin 0

Traits: Tired

Possessions: Air/raft, autorifle, flak jacket, filter mask.

Magros is the sheriff for the Southern District, which means she has jurisdiction over more than half the planet. Tarkwall Prison is within

this district, so any escaped prisoners are her problem. Magros is an experienced and cynical law officer, although most of her cases are just domestic disputes and spice thieves. She logs hundreds of flight hours in her air/raft every month, flitting from one outlying settlement to another, and relies on stims to keep going. She knows and respects Inspector Borun, and knows and dislikes Assistant Warden Voller. For his part, Voller has a strange fascination with Magros, and perhaps even has deeply buried and warped feelings for her.

V8 Chandra Lo

STR7 DEX6 END7 INT9 EDU7 SOC5

Skills: Persuade 1, Advocate 2, Admin 1, Flyer (grav) 1.

Traits: Enthusiastic

Lo is a young lawyer, eager to make her mark. She comes from the nearby system of Treece, and decided to come to Keanou to specialise in property disputes and mining contracts. However, during a visit to Tarkwall, she was appalled by the tale of one inmate who claimed to have been imprisoned unjustly. The young inmate died before his appeal came though, so Chandra is determined to help other prisoners in his memory who she believes have been railroaded by an unjust system.



V7 ABIL LIFNUF

STR6 DEX3 END5 INT8 EDU8 SOC8

Skills: Persuade 2, Deception 2, Advocate 1, Admin 0,

Traits: Shifty

Abil Lifnuf is a crooked lawyer who pays regular visits to the prison. Half the prison population is on his books, as Lifnuf handles their appeals and pleas for clemency. He can be retained as a lawyer for a mere fifty credits a month, although he will do very little for the prisoner other than process appeal requests (he has the whole system automated, flooding the Keanou justice system with endless paperwork). Lifnuf will also send messages, sneak items into prison, provide drugs and deal with other problems such as vengeful guards – all for the right price. There is nothing the lawyer will not do for money, apart from risk his own neck. He does it all with a cheery wink and a grin.

RUNNING THE ADVENTURE

Time moves slowly in prison, and prisoners have little free time for their own activities. Therefore, time is measured in weeks and 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.

Sequence of Play

A. Weekly Events.

1. Roll event on event table.
2. Roll any encounters on encounter table.
3. Optionally, run an incident.

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.

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. 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 61.

Encounters

A roll on the event table may also mandate one or two rolls on the encounter table, 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 128. 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 have an encounter or be encountered. Other than that, players have no restrictions on their ability to talk to other players.

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.

Location: Every encounter occurs at a particular place and time. To determine this, roll 1D6 and consult the prison routine table. Prisoners in solitary may ignore any encounter with a prisoner which occurs during period 1, 3, 5, or 6.

PRISON ROUTINE

0.	2230-0700	Lights Out	8 ½ hours
1.	0700-0730	Breakfast	½ hours
2.	0730-1230	Morning work shift	5 hours
3.	1230-1300	Lunch (usually in mine area)	½ hours
4.	1300-1800	Afternoon work shift	5 hours
5.	1800-1830	Dinner	½ hours
6.	1830-2130	Free time/exercise period	3 hours
7.	2130-2230	Prisoners restricted to cells	1 hour

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. The referee may of course choose a reaction instead of rolling on the reaction table – use the table as a guide, not an inviolate edict.

REACTION TABLE

2 -	Enemy
3-5	Hostile
6-8	Neutral
9-11	Amiable
12 +	Friend

DMs: Friends react at + 4, enemies at - 4. Some characters have inherent DMs given in their descriptions. All characters dislike being bothered, so a DM of -1 applies if the player character has sought out the encounter. The referee may apply DMs of up to ± 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.

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.

Hostile: A prisoner will offer to fight (the player character's options are given under Brawls and Knife Fights, beginning on page 60). A guard will threaten to beat the prisoner up; fast talking or grovelling 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 rumours 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 rumours, hidden items, and personal secrets. A guard or staff member will be very helpful, reveal his rumours and information about the prison, and will even go so far as to ignore or assist in minor infractions of the rules.

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 and not as a tool of the players.

For simplicity, a friend or enemy of one player character is normally a friend or enemy of all. The referee may choose to record friends and enemies individually, but should remember 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.

Incidents

Incidents occur when triggered by a roll on the event table or by the whim of the referee. An incident is a more significant encounter may have a longer-term effect on the characters or be part of a larger plot arc. Incidents and plot arcs are described starting on page 70.

PRISON REGULATIONS

Infraction	Punishment
Disorderly behaviour (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 1D6 years added to sentence
Wounding a guard or staff member	1 year in danger zone plus 1D6 years added to sentence
Killing a prisoner	1 year in danger zone plus 1D6 years added to sentence
Killing a guard or staff member	Danger zone for life

Notes: After repeated offences, a prisoner may be sent to solitary confinement or the Hole 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.

WORK ASSIGNMENTS

There are several possible work assignments for a prisoner. Initially, all new prisoners are assigned to the upper mining level. Incidents and events may change a character's assignment to a job in the safe area (administrative or surface) or condemn him to the Danger Zone. Each character is paid a nominal fee for their work in the prison; this money is supposed to be used to buy minor items and treats, and to teach the prisoners the value of honest work.

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 politics will surely cause an argument. Each prisoner, guard, or staff member is given a short description which should provide the basis for the referee to flesh out into a real personality.

Assignment	Duties	Notes	Pay per week
Safe Zone Jobs			
Laundry	Cleaning uniforms.	Can steal uniforms	30 Cr
Medic/Nurse	Attending to injuries	Requires Medic	50 Cr
Janitor	Cleaning	Reserved for older prisoners, aged 50+	30 Cr
Cook	Cooking and kitchen work	Requires Steward	30 Cr
Clerk	Library and basic admin	Access to computers, requires Admin	35 Cr
Repair Shop	Equipment maintenance	Requires Mechanic	35 Cr
Prison Maintenance	Basic repairs, painting	Requires Mechanic	30 Cr
Solar Farm Maintenance	Replacing solar panels and cleaning	Outside prison fence	30 Cr
Spice Field Gathering*	Gathering spice; extremely hard	Available only in the course of certain adventures	25 Cr
Vocational Rehabilitation Course	The character is assigned to a training course for the week.		
Mining Level Jobs			
Upper Level Mining*	Digging out uranium ore		25 Cr
Danger Zone Mining*	Digging out uranium ore		25 Cr
Repairs	Maintaining mining gear	Requires Mechanic 2	25 Cr
Mining engineer assistant	Surveying	Requires Engineering 2	25 Cr
Demolitions	Blowing things up	Requires Explosives 2	25 Cr
Solitary Confinement/The Hole	Suffering		0 Cr

* Exhausting Work: The character must make an Endurance check after a day's work, or suffer a -1 DM to all checks until he rests.

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 86 and other notes throughout this book. 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'.

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 Leadership	+Leadership level
Informing on another prisoner	-5
Grovelling 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.

GANGS AND OTHER PRISON POWER BLOCS

Gangs: 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.

Escape Committee: 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.

Trustees: 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.

Drug Dealers: 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.

Warden Grice: S1 Warden Grice takes little interest in the day-to-day running of the prison, but he still maintains overall authority in Tarkwall. Among those closely associated with Grice are G18 Tomas Dannessur and 2943 Milovan Gant.

Assistant Warden Voller: Voller is the true power in the prison hierarchy. His coterie of thugs, agents and henchmen includes G1 Fedor, G3 Gorod and S6 Doctor Blint. Everyone in the prison fears and respects Voller.

Dissident Staff: Several members of the prison staff, especially S3 Psychologist Hajim Rovok, oppose Voller's control over the prison. They are not organised in any way, but if pressed, they could form an effective opposition in Tarkwall.

SECURITY

The security regime in Tarkwall is... inconsistent. Officially, every prisoner is watched twenty-four hours per day by both the prison computer and by guards monitoring camera feeds, but not even the most notorious prisoners are under such constant scrutiny.

Computer Surveillance

The human guards are heavily supplemented by a computer surveillance system called CARL (Computer Analysis & Remote Logging), 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 system dates from the old mining corporation which built Tarkwall, and uses technology from offworld. No-one in the prison – or on Keanou, for that matter – really understands how CARL works. The surveillance software is built on top of an artificial-intelligence program which has been running continuously for more than forty years. In this time, CARL has developed all manner of quirks and bugs, some of which seem almost like an emergent personality.

The computer program directing the surveillance system will alert the guards to acts of violence, obvious thefts, and other suspicious behaviour. It attempts to predict the actions of prisoners by tracking their movements and activities. 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.

Guards

The guards at the main guard station can release tear- or knock-out gas (filter masks are no defence), 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, and so on). 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, 1D6 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 17; 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 the guards monitor the whole security system.

In addition, 2D6 guards, as well as some of the prison staff, will usually be present on the surface.

Guard Patrols

Regular patrols are made on the upper mining level. Prisoners out of their assigned area for any prolonged period of time must make average Stealth checks to avoid being captured by a patrol of 1D6+1 guards.

Patrols of the lower mining levels are rare; prisoners need to make easy (+4) Stealth checks to avoid detection, and never in areas I or P (which are rumoured to be more than normally radioactive).

Prisoners out of their assigned areas on the administrative level or on the surface must make difficult (-2) Stealth checks to avoid detection.

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 with a successful Deception check. 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, 1D6 additional guards will appear fairly quickly in most cases. If the fight continues, another 1D6 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 1D6 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 does not 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 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 non-weapon 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 bribed for very little. It is good to remember not everyone can be bribed, and many will not be bribed in certain situations.

It should also be remembered acceptance of a bribe is no guarantee a service will be performed. Generally, a guard will perform the agreed service with an appropriate bribe and a good Persuade roll. 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 & Knife Fights

If a player character becomes involved in a fight with another prisoner, his opponent will attack using Melee (brawling) skill (if he has any) or with a dagger or blade (if he owns one, roll 6+ the prisoner to use the dagger or blade in a fist fight); 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 character loses 3 from his prison reputation.

Flee: Fleeing involves opposed Athletics checks (or in some cases, Stealth if the fleeing character can find somewhere to hide). If the attempt to flee fails, the attacker gets a +4 DM to his next attack roll as he catches his victim.

Talk Fast: A character can try Persuading the attacker to stop; this is a Very Difficult (-4) Persuade check, modified by prison reputation divided by 10. A friend of the character, not involved in the fight, may also intercede in this way.

Edge Away: This does not work, and will only delay the outcome.

Call a Guard: The guards pay attention to brawls and fights in the prison. 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).

EVENTS

	0	1	2	3	4	5	6	7
0	Warden's Friend	Staff Friend	Snoop	Gamble with Guard -1-	Vocational Rehabilitation	Sandstorm -1-	Theft Opportunity	Stowaway
1	Friendly Guard	Good Behaviour	Vocational Rehabilitation	Safe Job -1-	Safe Job	Sandstorm -1-	Trip Outside	Grievance Rep
2	Safe Job	Laundry	Incident	Gamble with Prisoners -1-	Brawl -1-	Trip Outside -2-	Incident -1-	Power Failure -1-
3	Good Behaviour	Item Stolen	New Arrivals -1-	Appeal	Danger Zone	Cave Bat -1-	Search -1-	Security Increase -1-
4	Vocational	Theft Opportunity -1-	Danger Zone -1-	Illness	Illness	Incident -1-	Search	Gift
5	Prison Visitor -1-	Power Failure -1-	Suspicious Guard -2-	Incident -1-	Search	Brawl -2-	Snoop -1-	-1-
6	Vocational	Injury	Inspection -1-	Health Hazard	Gem -1-	Incident -1-	Gamble with Prisoners	Payoff
7	Beating	Health Hazard	Incident -1-	Cave Entrance	Injury -1-	Inspection -1-	Gem	Escape Committee

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.

Splitting The Party

The player characters are likely to have an advantage over potential enemies within the prison (both guards and fellow prisoners) if they are all placed within the same cell block, especially if they share cells. If a Referee wishes to make the campaign more challenging he can split the party, placing them in different blocks. In this case it might even be possible for rival gangs to recruit different characters!

Encounters

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

DMs: Use the DMs given for the event table.

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 new evidence has been discovered which 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.

Brawl: 1d6+1 prisoners (including at least two notable prisoners; roll for them on the encounter table) are involved in a very public brawl. Characters may get caught up in the brawl, or use the distraction to attack an enemy or perform some other covert action. The brawl is broken up by the guards after a few minutes. Add one to the reputation of any character who jumps into the brawl and starts fighting.

Cave Bat: The group has encountered a cave bat. Each player may attempt to capture it by making a Difficult (-2) Animals (handling) check. Prisoner 3622 “Batman” will trade favours 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.

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; in addition he learns rumour 32 and the identities of the other committee members; finally, throw 1D6 to learn one set of rumours from the Escape Committee rumours.

ESCAPE COMMITTEE RUMOURS

Die	Rumours
1	6, 17, 41
2	9, 25, 42
3	18, 22, 47
4	11, 35, 41
5	40, 44, 50
6	9, 15, 43

If the prisoner with the highest reputation is already a member of the escape committee, then the position of chairman is available to him with a difficult (-2) Streetwise check (adding one-tenth prison reputation). Gaining the post of chairman of the escape committee is worth an addition of 5 to prison reputation (the gang leaders know the identities of the committee and afford them a measure of respect), as well as knowledge of all the rumours listed above.

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 the opportunity to make friends with a guard (determine randomly which one). Successfully making contact with the guard is a matter of roleplaying, but the referee should work to give the character every chance to establish friendly relations with the guard. 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. The prisoner may bet between Cr 50 and Cr 200 2d6 times; the total pot is the character's total bet x the number of bets made. The winner is determined by the highest Gambler effect. If a prisoner cannot cover losses or is suspected of cheating, a stay of 1D6 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 favours (throw 6+).

Gamble with Prisoners: The prisoners may attend a game with other prisoners. The prisoner may bet between Cr 25 and Cr 500 3d6 times; the total pot is the character's total bet x the number of bets made. 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 2D6 x Cr50 inside the prison and 5-10 times as much on the outside. If the prisoner is working in the upper mining level, he must make a Routine (+2) Deception check to pocket the gem before the guards spot it and confiscate it; 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 1D6 items at random from the equipment table.

Good Behaviour: The good behaviour (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. An Admin or Diplomat roll is needed 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 1D6; 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 difficult (-2) Persuade must be made to prevent the loss of the grievance representative position due to prisoner discontent. If this happens the prisoner loses 1D6 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; make a Difficult (-2) Admin roll to prevent this; refusing to sell out adds 1D6 to prison reputation. The position is also lost if the prisoner is sent to the danger zone or to solitary.

Sample Grievances

Minor

- Theft of personal belongings
- Unprovoked attack by another prisoner
- Excessive work
- Radiation poisoning
- Poor conditions, food or equipment
- Dangerous cellmate

Serious

- Unprovoked attack by a guard
- Attempted murder
- Severe radiation poisoning
- Corruption

Health Hazard: One prisoner must make an Endurance check, 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. An Endurance check is needed to recover. The prisoner may attempt to malingering and stay in the infirmary after recovery by making a Deception check 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. Roll 1d6 to determine what happens to the character.

1. Another prisoner accidentally strikes the character with a mining tool, inflicting 2d6 damage.
2. Rocks fall, causing 2d6 damage.
3. The character shows signs of silicosis, as per the Health Hazard event.
4. A runaway mining cart strikes the character, dealing 3d6 damage.
5. Rocks fall, causing 4d6 damage.
6. A mining charge goes off in the wrong place, inflicting 6d6 damage on the character.

Inspection: The characters are inspected by one of the prison staff. Roll 1d6 to determine the nature of the inspection.

1. ...sent to the medical centre for testing for a week.
2. ...interviewed by the prison psychologist.
3. ...given a new aptitude test by the vocational counsellor.
4. ...brought to confession by the prison chaplain.
5. ...visited by an external prison review board representative.
6. ...dragged out to the quarantine shed and hosed down with chemical spray.

Item Stolen: A randomly chosen item is stolen from one prisoner by another prisoner (if he has an item to steal). The thief either picks the character's pocket, or sneaks into his cell during the day. Tracking down the thief requires some Investigation. 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 favour. The prisoner gains 2D6 x Cr10 and adds 1 to his prison reputation.

Power Failure: A power failure in one section of the prison deactivates the security system and turns out the lights. Roll 1d6 to determine which level of the prison is affected by the power failure:

Roll	Affected Section
1	Surface level
2	Administrative level
3	Cellblocks
4	Mines
5	Danger Zone
6	Entire Prison

Cell doors automatically lock mechanically (roll 1d6; on a 1, the lock mechanism fails and the door can be opened). Guards are immediately sent to the affected area with portable flashlights and shotguns to restore order, but the characters have several minutes of chaos to take advantage of.

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 Medic

skill), cook (Steward), clerk (Admin or Computer; count admin only once as a DM, not twice), maintenance (Mechanic) and repair shop worker (Mechanic, Engineer, or jack-of-all-trades).

Sandstorm: A sandstorm blows out of the desert and strikes the prison. The shuttle is grounded for several days, and it becomes dangerous to move between buildings on the surface. Prisoners and staff are moved to underground areas, causing overcrowding. The warden's house and its expensive garden require extensive repairs.

Search: The guards conduct a search for contraband. Roll 1D6 and consult the corresponding paragraph below. A DM of -2 is applied to all search rolls 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. Any items hidden in areas I or P in the lower mining level are not found on any throw.
2. As above, except the lower mining level is not searched at all.
3. As above, except 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 cancelled 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 1D6 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 rumour from this list: 11, 12, 19, 34, 45 or 54. Add one to the prisoner's prison reputation for repeating this rumour to the other prisoners.

Staff Friend: The Player Character with the lowest prison reputation has the opportunity to gain a member of the prison staff as a friend. The referee should roleplay this encounter, but give the player every chance to make a good impression on the staff member. Throw 1D6 and consult the paragraphs below for the identity of the staff member.

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 and so on) 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). Assistant Warden Voller expects the prisoner to inform on events in the prison.

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 Counsellor:* The rehabilitation counsellor 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 offences will fall into this category.

Suspicious Guard: One of the guards (determine which guard randomly, unless the player already has a guard as an enemy, in which case use that guard) hounds one of the characters all week, following his every move and making his life hell.

Stowaway: The prisoners have a chance to stow away in the cargo hold of the ore shuttle. If the attempt is made, a Stealth check is needed to sneak on board (DM - 1 for each person attempting to stow away). A Very Difficult (-4) Endurance check is 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 which may not normally be stolen. If he chooses, he may steal one of the extremely difficult items not on the equipment

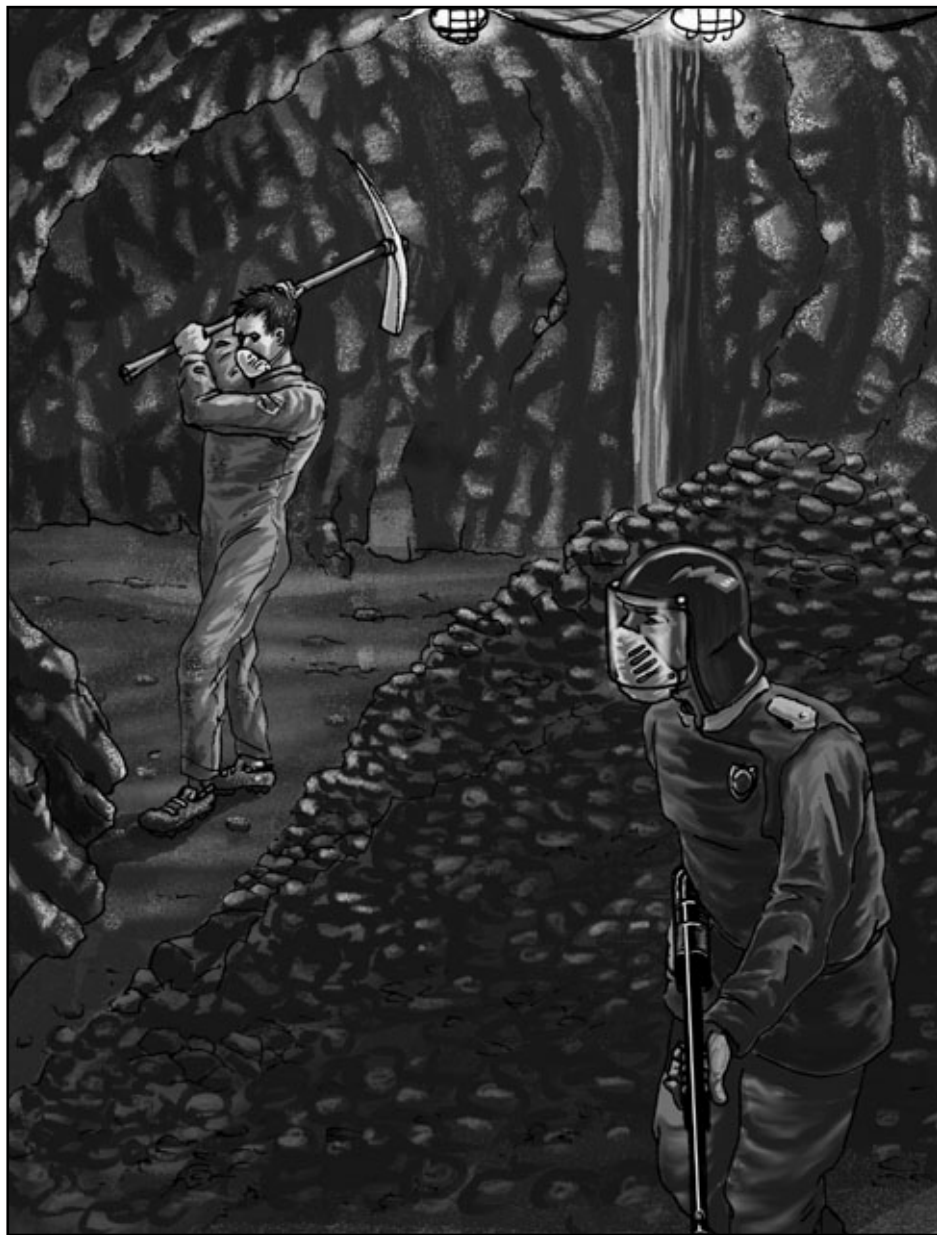
list (oxygen tank, vacc suit, mining laser and so on); however, the administration keeps careful track of these items, and the absence of one would be noticed, leading to searches and threats of blanket punishments if the item is not returned. The referee should caution players not to attempt such thefts 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 rumours 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, or the most naval experience, has a chance to ingratiate himself with the warden. The warden picks the prisoner out of the cells and speaks to him, giving the player a chance to roleplay though this encounter. If the warden is won over, the prisoner will automatically gain parole if the event Good Behaviour 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).



RUMOURS

The rumours listed below may all be learned by the players through conversation with a non-player character who knows the rumour. The referee should note some of the rumours are contradictory, misleading, irrelevant, or, in a few cases, completely false. As with events and encounters, the referee should expand and embellish these rumours 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 which 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 Keanou 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 shotgun 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 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 rumour consists of the information on prison drug dealers from page 58.
11. 1731 Bobby Shakh is an informer. It is known he has visited the warden's office, and he has been seen talking to G1 Fedor Sanseido.
12. Keanou's statistics are C792348-7. There is a gas giant in the system, and a scout base orbiting it. Keanou 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. Prisoners are brought to Keanou infrequently, either by Imperial transports or shipped as cargo in low berths. A shuttle visits the starport every few weeks to pick up fresh meat.
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 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 the Astrogation 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 major population centre on Keanou. It lies 5,000 kilometres 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 rumour consists of the additional information section on page 4 of *Incarcerated!*
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 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. Most of the population on Keanou lives in Circle City, which is a long way away to the north and east. The locals are taciturn and surly, but dislike the Imperium intensely. They trade skoggie pelts, skoggies being ugly little 25 kg hunters found in areas of heavy vegetation in the northern hemisphere. Skoggie hunters are bores, and the night life in Circle City is the pits.
44. Most indigenous life forms on Keanou 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 kilometres to the northeast of the prison. They keep themselves hidden, and subsist by agriculture.
47. 5426 Spiro Taodon is an expert lockpick.
48. This rumour consists of the information on gangs from page 58.

49. G3 Gorod Chihaya is a sadist, and enjoys inflicting pain on prisoners. He should be avoided at all costs. He's also got subdermal armour.

50. G10 Semyon Wainrite can be easily bribed.

51. G11 Vittorio Krane is easily provoked into sending prisoners to the danger zone for minor offences, 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 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 which have been dug within the last five years. Occasionally one of the cameras has malfunctioned and has not been repaired for quite some time.

55. The prison's solar cells need to be cleaned and maintained. It's hard work out on the surface, but the guards don't watch closely. The guard in charge is G13 Brandt – make friends with him and he'll sort you out with that work detail.

56. S2 Assistant Warden Voller is the real power in the prison. Cross him at your peril.

61. There is a deep pit in the Danger Zone called The Hole. If you really piss off the guards, you go in The Hole for a week.

62. 1215 Ward Stamboul can make weapons using common supplies in the repair shop.

63. The code to the armoury door is either 6713 or 7613.

64. There are spice fields to the south of the prison; the local noble has slaves who gather the spice and sell it offworld.

65. Dustspice is farmed on several worlds in the Spinward Marches; the Aslan love the stuff.

66. There is another level of caves beneath the Danger Zone, and there's something very strange down there.



INCIDENTS

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 colour 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.

ADVENTURES

In addition to the basic incidents, there are several more significant and dangerous adventures can take place in the prison. The referee should pick two or more of these adventures and run them in parallel. Each of these adventures consists of a number of incidents affecting the lives of everyone in the prison. The six adventures are:

- **Outbreak:** A plague hits the prison, forcing the staff to quarantine the prisoners in the tunnels below. Unless the true source of the plague is found, everyone in the prison will become infected. *Outbreak* takes place over a few days, so the whole adventure is a single incident.
- **Kings Of A Small World:** One of the prison gangs tries to recruit the prisoners, leading to a vicious gang war in Tarkwall. This adventure takes place over several months, so it should be run alongside other adventures.
- **Power Play:** Assistant Warden Voller attempts to remove Warden Grice and put Tarkwall Prison entirely under his control, using the characters as his pawns. This adventure takes place over several weeks.
- **Machines of Loving Grace:** The prison's computer system, CARL, becomes increasingly self-aware, independent – and psychotically dangerous. It needs the characters to help it achieve freedom.
- **Ancient Legacy:** An earthquake opens up the deeper cave network, uncovering an ancient alien outpost buried beneath the sands for millennia. *Ancient Legacy* takes place over a few weeks.
- **Escape!** This adventure covers the likely methods for escaping from Tarkwall Prison, and the reactions of the guards and staff.

1. Encounter with a Gang

The prisoners get shaken down for any money or drugs they possess by the gang in their cellblock. If the prisoners have nothing or successfully conceal what they do have, then they may be beaten up. 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 like 3006 Azax Hamid they should not cause trouble, they should not ask stupid questions, they definitely should not go to the guards with anything like this, they should avoid talking to the wrong people, and 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 player character see a prisoner (later identified as 8144 Eleri Shadashi) steal a small package from another prisoner, who unsuccessfully gives chase and then storms off, swearing vengeance. Another prisoner tells them it is unwise to carry anything valuable on one's person.

He says 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 crannies in the rock, but it usually takes several weeks of surreptitious work to make a good one in a 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 is not 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 behaviour 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 the prison mine is not meeting its quota, so the prison administration is using underhanded means to keep the prisoners here, and mining. It is also rumoured 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 does not say anything very articulate in defence, 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 he is being sent to the danger zone for four weeks as punishment for starting a fight. No one else says anything. Later the prisoners learn Billy, who is apparently a new prisoner, collapsed in the danger zone and was taken to the infirmary, where it was found his jaw was fractured.

The fight precipitates an argument over who is the meanest prisoner around. The person who brings it up claims Jack Shansir is, but several other prisoners chime in and speak in favour of 7057 Big Rolf and/or 6866 Gerard Benezech. One prisoner makes a claim 9656 Olex Hishinuma could take either of them, and then several other names are bandied about: 2977 Anton Kugazur, 8152 Peroz Atheling (who apparently is not well liked), 2365 Seljuk the Knife, 9416 Rod Maged, 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 Jan "the Blade" Lintrel could have beaten any of them, were he still around, which seems to have settled the argument.

5. A Visit From Outside

The prison is visited by a committee from Circle City, who have come to review conditions in the cell blocks and work zones. The committee consists of V3 Inspector Borun, V4 Cala Ingrun and V5 Vilad Konnen, along with a few other clerks and dignitaries. The committee flies in one morning and spends the day touring the prison and reviewing records. They then dine with the warden and senior staff before flying back home at nightfall.

Each visitor has his own reason for coming to Tarkwall. V3 Inspector Borun is looking for more evidence of Warden Grice's incompetence, and will be well disposed towards any prisoners who provide testimony about poor conditions or mistreatment. V4 Cala Ingrun just wants assurances the mining and ore production will continue unabated, and will be furious if there is any sign mining is slowing. V5 Vilad Konnen wants evidence the mines are being worked out, in the hopes he can 'borrow' a few prisoners as slave labour for his spice plantations in the southern desert. Each player will be interviewed by a random visitor.

After the visit, the warden may be pleased or furious depending on the testimony of the prisoners to the visitors. The warden wants

V3 Inspector Borun to go away with nothing (or, better yet, to fall down a lift shaft and die slowly and painfully), for V4 Cala Ingrun to be confident in the mine's productivity, and does not give a damn about V5 Vilad Konnen.

66. A Crackdown Gives Rise to Theorizing

The warden gives a speech to the prisoners (a rare occurrence). He claims the prisoners are lazy and unwilling to work towards redemption, 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 levelled shotguns, 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 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 the electronic surveillance system is unbeatable, but someone else argues 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 once one is free on the surface, the guards do not look too hard, because they assume you will soon be dead. Another prisoner retorts it hardly matters what the guards think, if you are 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 bribing the warden is probably the best way if you have enough credits, for he is certainly a lying, hypocritical crook.

Other prisoners claim there are abandoned mine shafts leading to the surface, and one even claims it is possible to escape by going down through a system of natural caves below the mine, although he does not seem to know just where the connection is.

Most seem to think 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 everyone seems to approve of. At this point the loudspeaker announces free time is over and the gathering breaks up.

7. New Cellblock

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.

8. 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 several fatal accidents have occurred with no improvement in safety, and 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 if a prisoner was very seriously injured, he would be transferred to the hospital in Circle City, where the security is not very tight. The other prisoner laughs again and says security does not have to be very tight when someone is almost dead.

9. 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 does not usually send psionics here, a few occasionally filter in, and he thinks the Imperium really ought to have them all killed to protect the rest of the populace from monsters like them.

10. Gang Harassment

The characters are attacked again by the same gang who attacked them in Incident 1 – Encounter with a Gang. Again, the characters are shaken down for any credits, drugs or other useful items they have. If they fail to produce the goods, they are beaten up and told they have two weeks to get at least 200 credits worth of drugs or weapons each, or one of the characters will have a very nasty accident down in the mines.

11. A Change of Scenery

The characters are selected for a new work assignment for one month. Each morning before dawn, they are loaded onto the prisoner shuttle and flown south to the spice fields, where they labour on behalf of V5 Konnen in the searing light of the sun. Spice gathering is described on page 121. The characters are watched by armed guards from the prison while working in the fields, but it is a good chance to escape. This incident takes on a larger significance if played as part of *Power Play*.

12. 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).

13. 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.

To rescue the trapped prisoners, the characters (or other non-player characters present) will have to clear the cave-in without triggering a bigger rock-fall. Clearing the cave-in requires a total of 100 Strength worth of work (so, one character with Strength 10 working for 10 rounds, or five characters with Strength 5 working for four rounds, or any combination adding up to Strength 100. Each round of work,



roll 2d6, with a +1DM for every four workers (rounding down). On a 12+, there is a second cave-in, inflicting 6d6 damage on all workers and trapping them.

A successful rescue adds 2 to the prison reputation of each prisoner involved and gains the friendship of the rescued prisoners.

114. 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: 1217 Talbot Vinge, 0730 Winston Urmarush, or 1935 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 the food is terrible, and 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 desserts anyway.

15. A Windfall

One of the prisoners finds 2D6 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 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.

16. 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.

OUTBREAK

One of the curious things about space, reflected Talbot Vinge, is how much time one has to consider things. He knew the imperial authorities were on their way, but their cutter would not arrive at his research station for another ten hours. He had a shuttle waiting at the axial dock, but this would only delay his arrest by – he thought for a moment – another six hours, based on the relative accelerations of the shuttle and the cutter. Mathematics dictated there was no escape.

Suicide was, of course, an option. If he chose that course, then he had a wealth of choices. This one laboratory contained hundreds of lethal compounds, many of which Vinge had himself invented over the last two years. He could even, if he wished, take the imperial agents to hell with him – the focus of his research was on plagues which could bypass filters and bioscanners.

He made his decision. He touched one control, and the lab flared blue as plasma incinerated his life's work. Another control erased the computer logs completely, wiping then physically destroying the storage system. There was nothing left of Vinge's bioweapons research, nothing but his own memories and the contents of the six pea-sized sample sacs in the safe.

He pressed a third control. 'Subotai, come here. I need you.'

This adventure takes place over several days in the prison. The key non-player character is 1217 Talbot Vinge, one of the prison's drug dealers and a former scientist. Five years ago, Vinge was arrested for bioweapons development and condemned to Tarkwall Prison. His bodyguard and thug 0014 Subotai Shadad was arrested at the same time.

Before his arrest, Vinge destroyed his lab. The Imperium still had enough evidence to convict him, but Vinge did receive a lighter sentence than his persecutors hoped. To preserve his work, Vinge preserved samples of his plagues in the lungs of Subotai Shahad. Not even Subotai knows about this - Vinge drugged Subotai before implanting the sacs.

The sacs should have lasted until both Vinge and Subotai were released from prison. They are virtually undetectable and perfectly harmless... unless damaged.

1. THE BRAWL

Any characters working in the mines hear an argument break out between 0014 Subotai Shanad and 3136 Stiv the Blade. The two are arguing quite openly over a case of painkillers stolen from the infirmary; each one accuses the other of taking the drugs and

angering the guards. Before anyone can intervene, Stiv swings the handle of his mining pick into Subotai's chest, knocking the other prisoner to the ground. Stiv tries to smash Subotai again, but Subotai is too quick for him – Subotai leaps up, grabs his own pick, and starts beating on Stiv.

If the characters do not act, Subotai continues to batter Stiv with the pick, viciously beating his victim. Stiv is taken by surprise by the sudden counter-attack and fails to put up much resistance. The guards show up after a minute and restrain Subotai, shouting he will go to the Hole for this. G2 Ivan Elishdu drags Stiv to his feet. Subotai screams insults and death threats at Stiv, then suddenly bends over and coughs up blood and sputum. Ivan offers to bring Stiv to the infirmary, but the prisoner insists he is only winded and is instead brought back to his cell. Subotai is brought down to the Danger Zone and throw into the Hole.

The patch of blood and vomit spewed up by Subotai is left behind, a stained reminder of prison brutality.

2. FALLING STAR

Around the same time as the attack on Subotai, any characters on the surface see a shooting star flash across the sky. Meteorites are not uncommon on Keanou, as its thick and highly ionised atmosphere gives rise to brilliant light shows when the planet runs through dust clouds. This shooting star was something much larger, and could even be a piece of space debris. Warden Grice wants it investigated, so he orders G13 Brandt Ulmerkim to take one of the ATVs and a work gang to track down the debris. Any characters in good standing with the authorities will be assigned to this work gang.

The meteorite landed only a few kilometres away from the prison, in the rocky hills to the southwest. The old ATV covers the ground steadily, and the sandy desert gives way to scorched rock. Ahead, the characters can see a huge dust cloud hanging over the hills. A Space Science (planetology) roll lets the character guess a meteor broke up in the atmosphere over Keanou and impacted somewhere in the hills.

After several hours searching using metal detectors, the characters find a few metal fragments, still scorching hot from their passage through the atmosphere. The 'meteor' was definitely artificial, but it could be anything from an old satellite to a ship's waste pod. Brandt orders the characters to collect any pieces they can. He runs his geiger counter over the metal shards, and finds nothing unusual. Optionally, throw an attack by some of Keanou's native wildlife at this point.

Viral Sample X54V11

The plague released by Subotai is, fortunately, not the most lethal of the diseases hidden in the sacs. It was designed to be extremely virulent and to penetrate biofilters and other defence systems. Everyone in the prison's subsurface levels has been exposed to the plague.

The plague has several stages; the speed of a character's progress depends on the Endurance score of the victim.

Endurance	Time In Each Stage
2	1d6 x 10 minutes
3-5	1d6 x 20 minutes
6-8	1d6 x 30 minutes
9-11	1d6 hours
12+	2d6 hours

Stage 0: No visible effects. Highly contagious.

Stage 1: Mild dizziness, nausea, feeling of weakness. Highly contagious.; -1 Endurance

Stage 2: Red blotches on face, irritation of mucous membranes. Highly contagious.

Stage 3: Increased nausea and vomiting. Highly contagious. -1 Endurance

Stage 4: Strong fever and hallucinations. Contagious. -1d6 Endurance. See *Madness Strikes*.

Stage 5: Recovery begins, blotches turn to reddish-purple.

A character who is reduced to Endurance 0 or less by the disease is in danger of death. Roll 2d6 each hour for any character at Endurance 0; he dies on a 7-. A character who receives active medical treatment can be kept alive during this phase and does not need to roll. A character who gets to stage 5 with a positive Endurance will survive.

3. OUTBREAK

Back in the prison, a plague is spreading. It began when Subotai coughed up a damaged sac. The initial three victims are Subotai, Stiv and guard Ivan. Stiv is in his cell, Subotai's in the hole, and Ivan is patrolling the mining level. Any characters in the mining level or Danger Zone will run into Ivan during his patrol. After a while, Ivan begins to feel ill and heads back to the admin level, where he collapses in the guard station.

As the guards are examining their fallen comrade, CARL alerts them to odd behaviour on the mining level. Several prisoners are showing signs of illness. Characters on the mining level see other prisoners collapse or break out with other signs of the plague (see sidebar). Panic spreads through the guard's station as they realise a plague is loose in the prison.

In an attempt to contain the situation, the warden orders all prisoners to return to their cells immediately. If any of the characters are in the Danger Zone, they are hurried back up to the lifts. Subotai is left in the Hole, but in the hasty exit, one of the other prisoners drops his mining pick near the edge of the hole, and it falls in. The guards do not care, and order the prisoners to leave immediately.

During this stage of the adventure, the characters should be feeling terrified and powerless. Depending on their work assignments, they may have no idea about recent events in the prison.

Divided Groups

It is possible the player characters may find themselves split between the surface and sub-surface sections of the prison during the quarantine, in which case the characters on the surface can be the ones investigating Dr. Talbot and treating the infected guards, while those on the lower levels are fending off hallucinating prisoners and hunting Subotai. If possible, arrange for a comm to fall into the hands of both groups, so they can stay in touch and advise each other.

4. QUARANTINE

AAIarmed by the growing crisis, Warden Grice orders the lower levels sealed. The first sign of this isolation is a change in the ever-present whine of the ventilation fans – more than half of them suddenly shut down, disconnecting the sublevel's air recycling and filtering system from those of the surface buildings. Most of the guards and staff leave the underground levels before the lifts are shut down.

Only a handful of guards remain, and all of these guards are already showing signs of being ill.

If the characters are considered trustworthy by the guards, or if they are not showing any signs of the disease yet, then they are drafted in as emergency help. G5 Emil visits their cells and informs them the warden wants a few good men to help out while the staff are sick.

If the characters agree to help and, more importantly, don't try to escape, then Emil will release them from their cells and give them a comm so they can receive orders from the surface. Most of these orders will be from the guards, but the researchers in the infirmary and the Wardens may also contact them.

The characters' initial orders during the quarantine period are trivial ones – prepare food for the prisoners in the cells, run errands for the guards and so on. As the investigation into the disease continues, though, the characters may be asked to take blood samples, check in on prisoners, bring collapsed guards to the lift and even enter restricted areas to check on records.

The characters' movements will be tracked as far as possible via computer surveillance, but this is still a golden opportunity for the characters to move around the prison unrestricted. More and more guards leave the subsurface area, until only a skeleton crew is left.

Let's Just Stay In Our Cells

Characters with low prison reps may find themselves stuck in their cells for much of this adventure. Even the characters who are freed may just follow the instructions of the guards and not get involved in solving the mystery of the plague. If so, the plague will eventually be dealt with by Dr. Talbot, but the characters run the risk of dying of the plague by waiting too long.

Let's Escape

Ambitious players may take advantage of the chaos in the prison to try escaping. It is certainly a good time to bypass security, but the characters will have to deal with the problem of crossing the desert while sickened by an Endurance-sapping disease.

5. INVESTIGATION

While the lower sections of the prison are in quarantine, the investigation into the mysterious disease and its origins continues in the infirmary. Talbot Vinge and 0730 Winston Urmarush have taken the lead in this; S6 Doctor Blint has no idea on how to deal with this crisis. Any player characters with medical or scientific expertise, or those who accompanied Talbot does not yet know about the injuries inflicted on Subotai, and so has not connected the symptoms seen in the prison with his old experiments.

The Disease

Urmarush suspects the disease is related to the meteorite – during his time in the Scout Service, he encountered several space-bourn diseases. He initially suggests everyone exposed to the meteorite be placed in quarantine, but as the disease appears to be affecting only those in the mines, this suggestion is overruled. Urmarush hypothesises that perhaps the pathogen was airborne and filtered down to the mines via the air vents, or it is somehow triggered or accelerated by conditions in the mines, perhaps by the radiation.

With a Difficult (-2) Medic roll, a character can come up with a semi-effective course of treatment for the disease using medicinal drugs; this course of treatment reduces all Endurance losses from the plague by 1 point per Effect.

With a successful Science roll, a character can analyse the scrap metal brought back from the hills and discover there is no sign of any organic material on it – the disease did not come from there.

Other possible sources of infection the players might ask about:

- Who is the most recent arrival? The most recent prisoner to arrive at Tarkwall is a young pickpocket called Aral Vilsn; he is locked in Cellblock 3. He arrived one week ago. Like everyone else in the subsurface levels, Aral is suffering from the plague and is terrified he is going to die. If the characters suggest Aral is responsible for the plague, then his cellmate Jarak tries to kill Aral with a stolen screwdriver.
- Were there any recent deliveries at the prison? Other than the usual regular deliveries, there has been no change in the prison regime lately.
- What about the caves? There are rumours about caves beneath the Danger Zone, and it is possible the prisoners picked up some weird native disease down there, perhaps from an animal bite.

Stiv's Dead, Baby

One of the first assignments for the characters in the sub-levels is to check in on the wounded Stiv, who was recently beaten up by Subotai. Stiv's cellmate is 0730 Winston Urmarush, so there is no one else in the cell with Stiv. When the characters arrive at the cell, they discover Stiv has rolled out of bed and is lying against the bars, muttering to himself. The blotches on his face have turned blue, and he is babbling nonsense about demons and ghosts with very sharp picks. As he mutters and moans to the characters, he suddenly starts coughing and then keels over, dead.

Stiv's death was due to the combination of the wounds inflicted on him by Subotai, and the disease rampaging through his system, but paranoid players will leap to the assumption the plague is lethal.

If the characters contact the infirmary and describe Stiv's appearance to Talbot Vinge, he will sound worried and ask them to repeat their description, carefully. He asks several other questions, like 'are his eyes reddened?' or 'check the toilet – has he vomited recently?' (the answer to both questions is 'yes'). Vinge sounds like he knows what is going on, but refuses to say more.

Patient Zero

Clever players may look for the first occurrence of the disease. G2 Ivan is the most advanced case among the guards; he is brought to the infirmary as soon as he collapses. Stiv is the most advanced

case in the quarantined area. Tracing the progress of the disease through the prison appears to match the movements of these two individuals – for example, more guards than staff are sick because Ivan went to the guard's station, while Cellblock 2 where Stiv died is the most infected of the three cellblocks.

If the characters saw the brawl earlier, or ask around, then they can connect Ivan and Stiv to Subotai. Subotai has been left behind in The Hole, so the characters have no idea what his condition is.

The Records

With access to the administration block, the characters can look into Subotai's records. A Routine (+2) Admin roll reveals Subotai and Talbot Vinge were both arrested for crimes against the Imperium, specifically the development of 'weapons banned under the Imperial Rules of War'. A bit of digging through the records brings up the file on Talbot's arrest (see sidebar).

Ministry of Justice - Confidential File

Reference: 43A/LANTH/1100/33a/H/4322/t192

Transcript of conversation between Imperial Agents and TALBOT VINGE

Agent: You'll gain nothing by not co-operating. We have everything we need.

Vinge: You have *nothing*. Just an empty space station and two innocent men.

Agent: Innocent? We can pin a half-dozen unsolved murders on Shanad.

Vinge: All right, an empty space station and one innocent man.

Agent: We don't care about the murders. Just the bioweapons.

Vinge: What bioweapons?

Agent: You scorched your lab. We have evidence tying you to the biowar on Rech, to the Ine Givar, to Tolroy's organisation.

Vinge: An unfortunate accident wiped my lab's records and specimens. You have no evidence of any wrongdoing on my part.

Agent: If we find one single engineered virus, you'll wish you'd fried yourself along with the lab.

Vinge: And you won't, because *you have nothing*.

Agent: You don't think you're going to get away with this, do you?

Vinge: Of course not. You bastards don't give a damn about justice or truth.

END TRANSCRIPT

6. MADNESS STRIKES

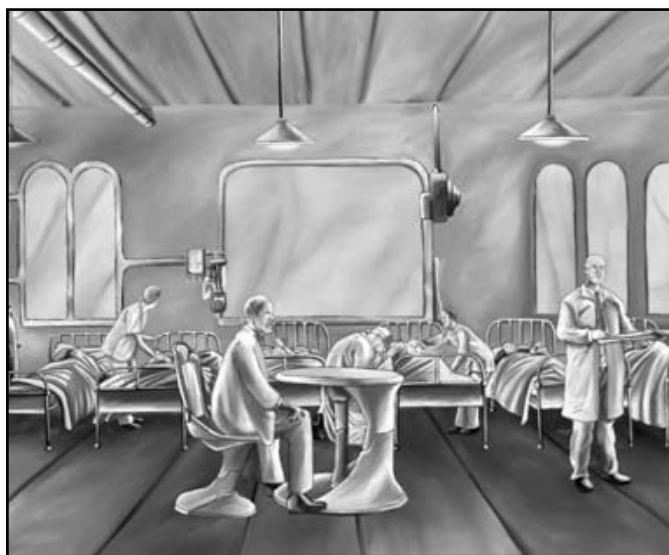
As the disease continues, more and more of those infected will pass into the fourth and most dangerous stage. In the fourth phase, the infected individual suffers a severe loss of Endurance, and also hallucinates wildly. Most of these hallucinations take the form of violent paranoid delusions, where the patient believes he is under attack and those around him are trying to murder him, or are alien monsters trying to eat him which amounts to the same thing.

Therefore, characters in the lower mines may be attacked by any prisoners not restrained in the cells. If they freed anyone earlier in the scenario, or if there are still guards on the lower levels, or if some characters are still locked in cells with their cellmates, then they have to deal with these hostile prisoners. The ravages of the disease will have lowered the Endurance of their foes, but in a way this is even more dangerous, as it makes it more likely the characters will inflict lethal damage on the hallucinating prisoner. (Remember, anyone reduced to 0 Endurance while infected with the plague has a chance of dying.)

If any of the characters enter the fourth phase of the disease, they will begin to suffer from hallucinations themselves. The referee should initially subtly work these hallucinations into his description of events. For example, two characters are looking through records in the administration bloc. One character is in stage three, and perceives the prison records correctly as a roster of prisoners. The second character has just entered stage four, and perceives the prison records as a litany of threats against him, or a warning from God the first character is trying to kill him. In the later stages of the fourth phase of the disease, hallucinations may make other characters appear as monsters, or former enemies of the victim. For example, a character who was once tortured by Vargr pirates might see the other prisoners as rabid, hairy, vicious wolf-men or a character on the run from the mob on his homeworld sees the other prisoners as mob enforcers and legbreakers.

7. DR. TALBOT, I PRESUME?

There are two ways this encounter can be triggered. Ideally, the characters put together the evidence, connecting the plague, Subotai, and Talbot's arrest on charges of bioweapons development and then confront Talbot themselves. Talbot's odd reaction to the description of Stiv's symptoms is another big clue. Alternatively, if the players fail to work out what's going on themselves, then Talbot can contact them secretly via comm once he realises one of his creations is loose in the prison.



Either way, Talbot prefers to speak to the characters in secret – the diseases in Subotai’s lungs are worth millions of credits to the right buyer, for one thing, and Talbot will likely face execution if the Ministry of Justice discovers the true extent of his crimes. If he can, he offers them a cut of his drug-smuggling business while in prison and a cut of the sale price of the bioweapons when he gets out of prison. In exchange, they need to help him cure the disease and secure the other plagues.

Talbot tells the characters he can deal with the disease, now he knows what it is – the plague is a genetically modified variant of a common virus from a distant sector of the Imperium, and will respond to a cocktail of common drugs available in Circle City. He can ask Doctor Blint to fly in enough drugs to cure everyone in a few hours.

The bigger problem is Subotai Shadad. Really, everyone in the prison was incredibly lucky – if a different disease sac had gotten loose, then everyone in the prison would be dead. Subotai contains viruses of far greater lethality than the one released. However, if one disease got loose, then the other sacs may have been weakened by the brawl too – Talbot needs Subotai or his body in the infirmary as soon as possible.

If the characters betray Talbot, or take their discoveries directly to the prison authorities, then Talbot is immediately restrained and interrogated. The characters still need to hunt down Subotai, as none of the guards are willing to go close to someone who is a walking plague bomb. The warden does send down a mining laser – the characters are to incinerate Subotai as soon as possible.

8. THE CHASE

By this point in the scenario, the characters should be on the trail of Subotai. He was thrown in The Hole, but when the characters arrive there, The Hole is empty. There are marks left by a mining pick in the walls of The Hole – Subotai must have climbed out using a pick, and is now roaming somewhere on the lower levels.

He is deep in stage four of the disease, and is hallucinating he is being hunted by Imperial Marines. Anyone in the Danger Zone will be stalked and attacked by a pick-wielding Subotai. He has lost three Endurance because of the disease, but his terror and adrenaline is boosting his Strength.

Subotai Shanad, Typhoid Killer

STR12 DEX6 END5 INT4 EDU3 SOC2

Skills: Melee (Brawling) 1, Gun Combat (Slug Pistol) 1, Melee (blade) 2, Stealth 1, Drive 0, Athletics (dexterity) 2

Weapon: Mining Pick (2d6)

This section of the adventure should be nerve-wracking, especially if the player characters are suffering from hallucinations themselves. Every shadow could contain monsters, and there is a pick-wielding maniac out there somewhere in the mines...

The Diseases

If the characters injure Subotai, there is a chance they dislodge one of the disease sacs in his lungs. Whenever Subotai takes damage from a blow or attack to the chest, roll 2d6, adding the damage inflicted as a DM. If the result is 12 or more, then one of the disease sacs has been dislodged. If this happens, Subotai doubles over and starts coughing up blood, and mixed in with this blood is a nearly microscopic capsule.

If a capsule is released, it breaks open in 1d6 rounds. The only solution in this case is to secure or incinerate the capsule. If this is not done, the virus is released and infects the characters. All the other virus samples in Subotai’s lungs are lethal ones. The characters are doomed, and so is the prison. (Fortunately, because the prison is so isolated, the disease does not spread to Circle City. A passing Imperial Navy warship blasts Tarkwall into oblivion to contain the spread of the disease.)

Ideally, the characters are able to knock Subotai out without dislodging the capsules. Talbot then ‘conveniently’ finds a cure for the disease. A fast shuttle from Circle City drops off the needed drugs, and the guards are cured.

9. RIOT CONTROL

As soon as Subotai is secured and the guards are cured, the warden orders them to retake the subsurface areas. It is possible the characters released other prisoners, or are unwilling to go back to their cells; if so, then they will be attacked by the guards in riot control mode. The guards want to drop sleep gas grenades into the lower levels, but Dr. Blint points out using sedative gas on a prison full of sick prisoners may result in unnecessary deaths. Therefore, the guards suit up in flak jackets and go to war on any resisting prisoners.

Aftermath

Once the plague has been dealt with, life in the prison slowly returns to normal. If the characters co-operated with the guards, then they lose 10 reputation; however, if they were responsible for saving everyone, then the characters have the permanent benefit of a +1DM to all reaction rolls without any loss of reputation.

If Talbot’s hidden bioweapons are reported to the authorities, then Talbot is placed in solitary confinement. The characters will be interviewed by Ministry of Justice agents in a few weeks, and may be able to trade their testimony against Talbot for favours.

If the characters aided Talbot, then they get a share of his drug dealing operation. Talbot will supply each character with a few stolen drugs each week to sell in the prison. He also asks for their help in stealing enough surgical gear to ‘safely’ murder Subotai and recover the disease sacs, which Talbot will then implant in one of the player characters ‘for safe keeping’.

NEW BLOOD

Skull rocked under the impact of another missile.

'Jump drive's out' shouted Freya, 'get your asce suits on before the hull's breached!'

'We can win this,' roared Antov. The big man's turret swung around to target a nearly imperceptible dot on the viewer which was the approaching third System Defence Boat. The first SDB was an expanding sphere of debris ten thousand clicks astern; the second SDB was on top of them, an angry dugong to their wounded shark.

Another missile nearly got through their countermeasures. Balin shook his head.

'Cease fire! Kerd, tell those bastards we surrender.'

'They'll space us for sure!' Antov's hand went from the turret controls to his blade; his eyes were those of a cornered animal.

'No, I know the third ship. Her commander's the one honest man in this whole system. He'll see we get a fair trial.'

'Space us now, hang us in a year's time, what's the difference?' muttered Kerd.

'A year's life' said Freya.

The implacable SDBs approached to seize the crippled Skull.

The *New Blood* adventure takes place over several months, so it can run parallel to any of the other adventures. It centres around gang activity in the prison, so it works very well for aggressive or criminal characters with a high prison reputation.

There are two major criminal gangs in Tarkwall Prison – 6866 Gerard Benezech's gang, and 7057 Big Rolf's gang. In Cellblock 2, 2076 Etienne Lalaji and 2977 Anton Kugazur are trying to form their own gang, but lack the strength of the other gangs and the secret blessing of Assistant Warden Voller. The other power blocs include the prison drug dealers and the escape committee. Currently, the two major gangs are in a state of rough equilibrium, with neither able to dominate the prison's black market. This state has persisted since Jan 'the Blade' Lintrel escaped two years ago.

In *New Blood*, four new prisoners arrive at Tarkwall Prison, all members of a hardened pirate crew from offworld led by a vicious Sword Worlder named Balin Starovich. These prisoners form their own gang and make a bid for control of the prison. As violence erupts across the cell blocks, the characters will have to choose sides or form their own.

The most likely outcome of *New Blood* is the pirate gang led by Balin Starovich takes over Cellblock 2, and the prison becomes a much more dangerous place.

Running the Adventure

The first six incidents happen in order; run one event every few weeks. The last event, Gang War, covers the reactions of the other gangs and power blocs in the prison to the rise of the pirate gang and their own changing fortunes. The Gang War table lists what event happens when a gang's Total Influence rises or falls past a certain threshold.

TOTAL INFLUENCE

The strength of the gangs in Tarkwall Prison is measured in Total Influence. Total Influence is calculated by adding the reputation of the gang's leader, 5+ half the reputations of each follower, and any bonuses from special circumstances (see the Gang Special Circumstances table). At the start of the adventure, Total Influences are as follows:

Big Rolf's Gang	
Big Rolf (leader)	40
Yussef Shelton	5
Enli Shulgidun	5
Hari Gordert	5
Dan Amgi	15
Control of Cellblock 1	10
Improvised Melee Weapons	5
Total	85

Gerard Benezech's Gang	
Gerard Benezech (leader)	30
Killer Basimu	10
Seljuk the Knife	15
Loudon Plausur	10
Effective Melee Weapons	10
Control of Cellblock 3	10
Total	85

The Cellblock 2 Mob	
Etienne Lalaji	15
Anton Kugazur	10
Total	25

Note Etienne has access to an shotgun, which would raise the gang's Total Influence to 45.

Talbot Vinge's Drug Ring

Talbot Vinge	10
Subotai Shanad	5
Tsunego Artois	5
Access to drugs	10
Total	30

Urmarush's Drug Ring

Urmarush	-10
Stiv The Blade	5
Favours from G5	5
Favours from G8	5
Access to drugs	10
Total	15

Using Total Influence

Keep track of the total influence of all the major gangs, including the Sword Worlders. Several of the events in this adventure are triggered when a gang's total influence reaches a certain threshold in the Gang War table – see event 7 -Gang War, below.

THE SWORD WORLD GANG

The four pirates from the Sword Worlds are all hardened criminals, far more dangerous and skilled than the average prisoners in Tarkwall. Up until their arrest two months ago, they were the crew of the armed far trader *Skull*, and cut a swathe of devastation across the Spinward Main, raiding outlying settlements and intercepting merchant shipping.

9081 Balin Starovich

STR8 DEX6 END7 INT10 EDU10 SOC7

Age 68 Rep 0 Block 2/9082

Skills: Pilot (spaceship) 3, Gunnery (turret) 1, Sensors 1, Streetwise 2, Leadership 2, Broker 1, Deception 1, Stealth 0, Melee 0, Engineering (power) 1, Engineering (jump) 1, Vacc Suit 1, Medic 0, Comms 0, Tactics (naval) 1.

Possessions: None Traits: Ex-pirate, Star Viking

According to Starovich, he was born in the hold of a free trader, and did not set foot on a planet until he was nine. He comes from a long line of travellers, and considers the void between stars to be his true home. He adventured for a while, trading and taking odd jobs and missions across the stars, until an officious Imperial bureaucrat impounded the cargo of his far trader, the *Head of Mimir*, quoting an obscure trade regulation. The cargo of rare medicinal drugs went rotten, and Starovich suddenly faced the prospect of having his ship taken off him by the bank for non-payment of mortgage debts.

Something in the old spacer snapped. He shot the bureaucrat and stole the *Head of Mimir* out of spacedock, then declared war on the Imperium and all its laws. *Head of Mimir* became the pirate ship

GANG SPECIAL CIRCUMSTANCES

Circumstance	Influence Bonus
Full control of a cellblock	+10 per cellblock
Gang can obtain...	
Improvised melee weapons	+5
Effective melee weapons	+10
Firearms	+20
Gang can arrange...	
Messages out of prison	+5
Escape	+10
Drugs	+10
False documents	+10
Favours from guards	+5 per guard
Setbacks	
Per injured member in infirmary	-5
Leader in infirmary	-10
Defeated by another gang in minor skirmish	-5



Skull, and a portion of her cargo space was replaced with concealed weapons and grapples. For ten years, *Skull* was an infamous sight on the Spinward Main. Now, he is a prisoner in Tarkwall, and faces the prospect of dying in prison.

Starovich has no empathy for anyone save members of his crew. He has watched hundreds of fellow humans choke on vacuum or flash-burn to nothing in the fury of his particle beams. He has

declared war on civilisation, and he intends to win. He is – or was – a regular user of anagathic drugs, so his age has not slowed him in the slightest.

9082 Kerd Hardin

STR6 DEX7 END9 INT5 EDU8 SOC9

Age 30 Rep 0 Block 2/9081

Skills: Pilot (spacecraft) 1, Gunnery (turret) 2, Melee (blade) 3, Stealth 1, Streetwise 1, Broker 1, Gun Combat (slug rifle) 2, Gun Combat (slug pistol) 0, Deception 1, Sensors 1, Comms 0, Zero-G 2, Vacc Suit 1, Athletics 0

Possessions: None Traits: Ex-pirate, scoundrel

A bored noble's son, Kerd was ignored by his sire in favour of gambling dens and politics. The young man was recruited by Starovich with the promise of adventure, and Kerd came to consider Starovich to be the father he never had. The former noble proved to be a natural criminal, leading boarding actions with élan and courage. Kerd's finest moment came when the *Skull* ambushed his own father's private yacht, and Kerd was able to press a blade to Baron Hardin's throat and listen to his father beg for mercy from behind the mirror-sheen anonymity of his vacc suit helmet.

Kerd sees himself as something of a Robin Hood figure, a dashing romantic pirate who robs from the fat parasites – the corporations, the nobles, the Imperium – and redistributes the wealth to the common man, but this is just a fancy of Kerd's, and Starovich and the *Skull* did not have any sort of generous agenda. He considers Freya to be his adopted sister, and will instantly spring to her defence if she is threatened.

9083 Freya Starovich

STR8 DEX7 END8 INT9 EDU5 SOC6

Age 26 Rep 0 Privileged Prisoner Housing

Skills: Mechanic 2, Engineering (m-drive) 2, Engineering (j-drive) 1, Engineering (power) 1, Computers 2, Pilot 0, Gunnery 0, Gun Combat (slug rifle) 1, Melee (brawl) 2, Medic 1, Explosives 0, Athletics 0, Zero-G 1, Vacc Suit 1, Streetwise 1.

Possessions: None Traits: Ex-pirate, female

Balin Starovich has more than two dozen offspring, but only one travelled with him on *Skull*. Freya was the ship's engineer and mechanic. She has a peculiar genius for jury-rigged solutions and

mid-battle repairs, and always keeps her head in a crisis. She shares her father's vicious streak, and is equally at home in a bar brawl or a gunfight as in the engine room.

Freya has a fierce temper, which did not help her in her sentencing. The magistrate was considering sending Freya to a safer prison than Tarkwall, until the pirate launched into a scathing verbal assault on his genetic history, sexual preferences, intelligence and relationship with Hiver larvae. By the time the guards were able to restrain Freya, the magistrate was willing to see the girl hang.

9084 Antov 'Corpsetearer' Spall

STR11 DEX6 END11 INT5 EDU6 SOC3

Age 34 Rep 0 Block 2

Skills: Melee (brawling) 2, Melee (blade) 2, Persuade 1, Pilot 0, Gunnery (turret) 1, Gun Combat (slug rifle) 2, Stealth 2, Survival 1, Zero-G 1, Vacc Suit 0, Mechanic 0, Streetwise 1, Heavy Weapons 0.

Possessions: None Traits: Ex-pirate, huge

Antov was a mercenary and vagabond, who turned his hand to everything from being a bodyguard to fighting in brush wars on Red worlds to hunting dangerous beasts. Piracy was perhaps an inevitable career choice. Antov is a huge man, standing over two and half metres tall and built like a hunting cat. He will do anything for money, and is not afraid of the consequences – Tarkwall is not the first time Antov's been in prison, and Tarkwall is not the worst place he has ever seen.

He considers Starovich to be his friend, and likes the old man's attitude, but his loyalty is always going to be to the highest bidder – or, given the current situation, the toughest leader.

Antov's nickname, 'Corpsetearer' was given to him by Starovich after the mercenary shot one enemy in a zero-g brawl, then gutted another using the first's cutlass, still clasped in the corpse's dead hand.

The Pirate Gang

Starovich's gang's meteoric rise is tracked on the Pirate Gang Influence table. This table does not take player action into account – the players may be able to aid the gang, or stop Balin Starovich from dominating Tarkwall.

PIRATE GANG INFLUENCE

	1. New Blood	2. Rising Power	3. Honour Among Thieves	4. The Big Brawl	5. Drug Rings	6. Blood in the Danger Zone
Balin Starovich	0	8	8	12	12	15
Kerd Hardin	5	5	5	9	9	10
Freya Starovich	5	5	5	9	9	10
Antov 'Corpsetearer'	5	7	7	10	10	10
Rand Gurish					10	10
Talbot Vinge					10	10
Control of Cellblock 2			10	10	10	10
Access to Drugs					10	10
Improvised Melee Weapons						5
	15	25	35	50	80	90

1. NEW BLOOD

The characters are awoken by the sound of 1470 Jack Shansir whooping from his cell, screaming '*New blood! New blood! New blood!*' Soon afterwards, all the prisoners are summoned to the surface and lined up in the yard, behind the chain fence. In the crisp desert morning air, they can see the prisoner shuttle descending towards Tarkwall. Warden Grice and most of the guards are present.

The shuttle lands, and a pair of armoured guards bearing the Imperial Sunburst on their shoulder pauldrons emerge. One of the other prisoners mutters '*starport guards... those must be spacer prisoners*'.

Four prisoners are led out of the shuttle in chains. The first is a nondescript younger man, who looks out at the sun-bleached prison yard with caution. Next is an older man, white-bearded and stern-faced. He glances over his shoulder at the third prisoner – and the whole yard breaks into cheering and catcalls. The third prisoner is a blonde woman in chains. She stares proudly back at the mob and shouts some insult which is lost in the clamour. As the prison guards try to restore order, the final prisoner clambors out of the shuttle and... unfolds. He keeps unfolding until he towers over the armoured troops around him. He shrugs and sneers.

As the third prisoner, Freya, passes by the chain-link fence, one of the prisoners attempts to grab her. Quicker than the guards can respond, she seizes her assailant's hand and pulls his arm through the fence; Antov then kicks the arm, snapping it. The sound of breaking bones is even louder than the shouting of the crowd.

The warden gives his usual speech, then retreats back to his house. The pirates are escorted off for processing, and the prisoners are

dispersed by the guards and sent back to their work assignments. Observant characters will notice Assistant Warden Voller has a worried and hasty conversation with the Imperial guards, and he casts several stern glances at the pirates.

2. RISING POWER

Starovich knows the best way to survive in prison is to establish your reputation early. Therefore, his first action is to find allies and identify threats, then challenge them. Freya's movements are too restricted, and there are guards watching her at all times; he needs Antov to seem as dangerous and threatening as possible, so he sends Kerd out into the prison to gather information. The old man is also targeted by ambitious prisoners who see him as an easy mark, he and Antov quickly disabuse the prisoners of any such illusions.

Freya is restricted to the privileged prisoner quarters due to her gender, but she quickly gets herself assigned to the repair shop, so she can contact her gangmates during the day.

Antov picks a fight with 1451 Tenje Takri, easily defeating the cannibal. Tenje ends up in the infirmary, Antov is sent to the Danger Zone.

Kerd rapidly becomes friends with Rand Guirish. He may also approach the player characters, if they seem ambitious and competent.

Clash of Swords

Both Starovich and Big Rolf hail from the Sword Worlds, and share the boisterous and violent culture of that stellar cluster. In other circumstances, they could have been friends. Unfortunately, Rolf's first encounter with the Starovichs is when Rolf tries to rape Freya.

Rolf has his men watch the door while he corners her in a store room adjoining the repair shop. The attempted attack is disturbed by S5 Hobber Quint and G10 Semyon Wainrite.

Influence Changes:
Pirate Gang: +10

3. HONOUR AMONG THIEVES

Seeing the rise of the pirate gang in Cellblock 2 alarms 2076 Etienne Lalaji and 2977 Anton Kugazur. These two had planned to be the dominant power in the cellblock, and had already set up a loose coterie of followers, many of whom are now backing out because they fear the pirates. If Lalaji and Kugazur are going to maintain any control over Cellblock 2, then they need to act quickly.

If the player characters have not already allied themselves to Starovich or another gang (or if the player characters are acting as their own gang), then Lalaji approaches them with a proposition. Join him, and they can rule Cellblock 2 like kings. All they need to do is eliminate Balin Starovich – once the old man is gone, his gang will melt away and they can recruit Antov to theirs. If the player characters are hesitant about joining Lalaji, the older prisoner hints Jan 'the Blade' Lintrel left him a parting gift when he escaped Tarkwall – something which will tip the balance in their favour. Lalaji is referring to the hidden shotgun.

Killing Starovich

The older prisoner shares his cell with Kerd Hardin, and works in the safe area of the mines. He takes advantage of every free period to exercise in the yard on the surface, using this time to scout out the prison and observe the guards. Starovich has already identified Lalaji and Kugazur as threats, and will be wary when they are nearby. If the characters are going to ally with Lalaji and remove Starovich, it will be up to them.

If the characters confront Starovich, he will attempt to sway them to his side. He guesses instantly who sent them, and tries to convince them he is a much better leader – he is an experienced captain, he has ambitions, and Antov's standing behind them.

The Shotgun

If the characters choose not to remove Starovich, or fail to do so, then Lalaji plays his ace in the hole – he attempts to remove the hidden shotgun from the Danger Zone and smuggle it up to the safe zone in an ore cart. He will then use the gun to shoot Starovich, Kerd Hardin and any other prisoners of opportunity he dislikes, including any player characters who have failed him in the past. After a quick assault, his plan is to dump the gun back in the ore cart and hope it remains undiscovered – Kugazur is on the surface, lurking near the ore crusher. With luck, he will be able to retrieve the gun from the ore conveyor before it is crushed.

A Murder In Cellblock 2

If Starovich has not been removed by Lalaji, then the pirate gang secure their control of Cellblock 2 by eliminating Lalaji. First, Antov challenges Lalaji's ally Kugazur to a boxing match out in the exercise yard, in full view of the guards. In the middle of the fight, Antov 'stumbles' and hits Kugazur with a brutal sucker punch, knocking Kugazur out. Antov takes him to the infirmary.

Meanwhile, Freya makes a set of lockpicks in the repair shop and secretly passes them to Kerd.

With his cellmate removed, Lalaji is vulnerable to an attack. During the night, Kerd and Starovich sneak out of their cell, break into Lalaji's cell, and hang him from the end of his bunk using a twisted-up blanket.

Influence Changes:

If the characters ally themselves with Starovich, and Lalaji is murdered, then the pirate gang gains another +10 influence, and Lalaji's gang is destroyed.

If Lalaji murders Starovich and recruits Antov and the player characters, then Lalaji's gang gains +20 influence.

If Lalaji brings out the shotgun and uses it openly, his gang gains +20 influence as his ownership of the weapon becomes known.

4. THE BIG BRAWL

The current détente between Big Rolf's gang and Benezech's gang stems from a disastrous brawl several months ago which was broken up by the guards using tear gas. Ever since that brawl, gang activity in Tarkwall has stayed under the guard's radar. Now, as the pirate gang's power increases, pressure in the prison is growing. Minor brawls between various hangers-on in the gangs are common, there



are brawls in the cafeteria and in the cellblocks every few days, but these little explosions of aggression are not enough to release all the pressure that is building up in Tarkwall.

Another big brawl is coming.

Seljuk's Overture

Seljuk the Knife makes one attempt to stop the inevitable conflict. He approaches Balin Starovich in the cafeteria and asks to speak with him privately. If the characters are allied with Starovich, Balin asks them for advice – does Seljuk have any influence in the prison? Can he be trusted?

If the characters advise Starovich to listen to Seljuk, then the two agree to ally against Big Rolf's gang. Members of Benezech's gang will aid Starovich in *The Riot*, below. If the characters tell Starovich not to listen to Seljuk, then the alliance never happens and the riot is a three-way fight between the three major gangs.

The Riot

A day before the riot happens, a new rumour sweeps the prison. A new holofilm has arrived from Circle City, *Rex Dark II – Zhodani Hunter*, an action-adventure movie about a heroic space captain. It has lots of spaceships, explosions and scantily-clad women. Virtually the whole prison population will be permitted to gather in the cafeteria to watch the movie – privileged prisoners can watch it on smaller holoprojectors in their own rooms. During dinner, Kerd Hardin conceals several improvised weapons like screwdrivers and knives under one table. He tapes the blades to the underside of the table when everyone is distracted by rumours of the movie.

The following day, just before the movie is due to start, Freya starts a small fire in the trash bins outside the staff quarters. The alarm is raised during the movie, distracting the reserve guards. Only a handful of guards are now watching over the prisoners in the cafeteria.

At a particular dramatic space battle (Rex Dark's warship just jumped into the middle of a Zhodani squadron, and he's duelling against Zho teleporting marines while simultaneously battling the enemy ships), Antov smashes a chair into the back of 6960 Yussef Shelton, inflicting 2d6 damage on him. The brawl begins in earnest. Some prisoners scramble out of the way, others lunge for the door to block it.

Brawling: When the brawl starts, each player may decide if they want to attack a specific faction, just randomly beat people up, take shelter, or try to flee. Roll 2d6 on the Riot Encounter table, modified by the character's choice of action. Roll again every 1d6 rounds.

RIOT ENCOUNTER TABLE

Roll	Riot Encounter
2-	Escape! The character flees the scene of the riot to safety.
3	The character is injured as he tries to flee, suffering 1d6+2 points of damage. Apply an extra -1DM to the character's next roll on this table
4-5	Safe hiding place – nothing more happens to the character this round
6-8	Punches and kicks – the character must make a Brawl check or suffer 1d6 damage from a passer-by
9	Improvised weapon – the character has a chance to grab a weapon of some sort
10-11	Roll on the random brawling table
12+	Roll on the gang brawling table

DMs: Fleeing: -4, Hiding: -2, Randomly Fighting: +2, Specific Foe: +4

BRAWLING TABLE

Roll	Randomly Fighting	Rolf's Gang	Benezech's Gang	Pirate Gang
1	Ashgu the Ape	Roll again	Loudon Plausier	Rand Gurish
2	Subotai Shahad	Enli Shulgidun	Killer Basimu	Antov
3	Halse Eisen	Hari Gordert	Killer Basimu	Rand Gurish
4	Axel Herrmon	Dan Amgi	Seljuk the Knife	Kerd
5	Jack Shansir	Yussef Shelton	Loudon Plausier	Antov
6	Avram Iijina	Big Rolf	Gerard Benezech	Balin

If the result is a prisoner already unconscious then the character finds all his possible opponents are out of reach for this round.

Guard Reactions: The guards start arriving 1d6 minutes after the riot begins. Each minute after this, replace the lowest free result on the Riot Encounter table with the following encounter:

Roll	Riot Encounter
Varies	Guard! Guards surround the character. He is safe from future attacks; if he wishes, he may keep acting and rolling on the Riot Encounter table, but he takes 1d6 damage from the guards if he does so.

Two minutes after the first guards arrive, they also start throwing tear gas grenades into the rioting hall. Tear gas grenades are described on page 111.

Results of the Riot

The most likely result is that existing rivalries and hatreds in the prison give the pirate gang the edge. Gerard Bezenech's gang and Big Rolf's gang attack each other, and the pirates pick up the pieces. In this case, both gangs lose 1d6-1 x 5 Influence, while the pirates gain +10 influence.

If the pirates are allied with Bezenech's gang, then the brawl is a brutal defeat for Big Rolf. His gang loses 1d6+1 x 5 Influence; the other two big gangs gain +5 Influence each. A loss for the pirates will lose them 5 Influence.

5. DRUG RINGS

After the brawl, the pirates have confirmed their control of Cellblock 2, and the prison has settled back into something of an equilibrium. Starovich turns his attention to the prison's drug market. He has a vested interest in doing so – without a supply of anagathics, age will quickly catch up with him. The two drug dealers have both avoided any entanglements with the major gangs thus far, but Starovich will not take no for an answer.

If the characters are allied with the pirates, then Starovich sends them to find out who the drug dealers in prison are, and to find out which one is most amiable to an alliance. If the characters are allied with a rival gang, then the gang leader orders the characters to spy on the pirates and sabotage whatever they are trying to do.

Allying With Vinge

If the characters attempt to ally themselves with Talbot Vinge, the corrupt researcher is willing to entertain the proposal. He wants the characters to prove themselves by removing Urmarush's thug, 3136 Stiv the Blade – but it must be done in such a way which does not alert Urmarush's allied guards, G5 Emit Patowic and G8 Alvim Karaas. Vinge is secretly eager to ally himself with the pirates; he considers Rolf to be a stupid brute and Bezenech to be dangerously unstable, but he can work with Starovich.

However, if the characters fail to remove Stiv without alerting the guards, then Vinge decides Starovich is not up to his standards, and rejects any offer of an alliance.

Allying With Urmarush

If the characters pick the prickly ex-scout Urmarush as their primary dealer, then Urmarush has a different task for them. He has been experimenting with a cocktail of drugs involving scrab and native

cacti extracts; he believes it will be an even more effective narcotic, but he wants the characters to test it on human subjects. Urmarush needs the characters to either inject themselves with the cocktail, or else find other test subjects – he needs at least six tests to determine the optimum mix of drugs.

A character who is injected with 'desert scrab' must make an Endurance check; if this test is failed, the character suffers 2d6 damage and must make another Endurance check 1d6 hours later. Again, if this test fails, the character takes the damage and must continue to make another Endurance checks every 1D6 hours until he dies or passes a check.

After six successful tests, Urmarush will accept an alliance with the pirate gang, as long as they provide 500 credit bribes to his two pet guards G5 Emit Patowic and G8 Alvim Karaas. Starovich can provide half the cash; the characters will have to obtain the rest.

Recruiting Dr. Blint

If neither Vinge nor Urmarush will join the gang, then Balin Starovich sends them to force the prison doctor, S6 Omar Blint, to supply drugs to the gang. Omar already turns a blind eye to the activities of his aides, but is unwilling to risk his position by supplying drugs directly. The characters will have to find a way to either intimidate Blint in such a way so he does not just run straight to the guards, or else convince him he can profit from dealing drugs.

Drug Dealing

Once the characters have secured a source of drugs, the characters need to start selling drugs. The amount of drugs the dealer can provide per week is as follows.

DRUG AVAILABILITY

Risk Factor	Safe	Risky (5+)	Very Risky (9+)
Vitamin Supplements	4d6	4d6	4d6
Medicinal Drugs	2d6	3d6	3d6
Narcotics	1d6-2	2d6	3d6

The Risk Factor determines how likely it is the supplier is discovered by the prison authorities. There is no chance of the dealer being detected under normal circumstances, but if asked to increase supply, there is a chance he will be detected. Vinge or Talbot will be sent to the Hole for a month and then to the Danger Zone if caught; Blint will lose his job if found out.

When dealing drugs, either roleplay the characters' attempts to find buyers, or the character may make a Streetwise or Broker roll and consult the Drug Dealing table below.

Check Effect	Vitamins	Full Medicinal	Desperate Medicinal	Full Narcotic	Desperate Narcotic
-2 or more	1d6	-		-	1d6-4
-1	1d6	-	1d6-2	-	1d6-2
0	1d6	1d6-4	1d6-2	-	1d6-1
1	2d6	1d6-2	1d6	1d6-2	1d6
2	2d6	1d6-1	1d6	1d6-1	1d6
3+	3d6	1d6	2d6	1d6	2d6

Vitamins: The character finds a number of buyers for vitamin supplements.

Full Medicinal: The character finds a number of buyers for medical drugs who are willing to pay full price.

Desperate Medicinal: The character finds a number of buyers for medical drugs who cannot afford the drugs, but are willing to offer favours, trade items and rumours in exchange. If denied drugs, the buyer may become hostile.

Full Narcotic: The character finds a number of buyers for narcotics who are willing to pay full price.

Desperate Narcotic: The character finds a number of buyers for narcotic drugs who cannot afford the drugs, but are willing to offer favours, trade items and rumours in exchange. If denied drugs, the buyer may become hostile.

A character attempting to deal drugs must also make a Routine (+2) Deception or Stealth check to avoid the notice of the guards. If he fails, he is caught by the guards or beaten by other prisoners.

Influence Changes

The addition of a drug dealer and control of the drug supply solidifies the pirate gang's power. Rand Guirish openly becomes part of the gang.

Blood in the Danger Zone

By this stage of the adventure, the pirate gang has become more powerful than either of the other two main gangs. If the characters are allies of the pirates, then they too are rising powers in the prison, and can throw their weight around (see the sidebar *Benefits of Gang Membership*). If they are allied to one of the other gangs, then the characters will be under pressure to fight back against the pirates. The Danger Zone and other low-security areas become the scene for bloody battles between gang members – in game terms, roll 2d6 each week; on an 8+, there is a fight between random gang members.

Move onto *Gang War*, below.

6. GANG WAR

This event is a set of rules for tracking conflicts between gangs. It can be used for the final stage of the *New Blood* adventure, or if the players are active members of a gang.

GANG WAR

Gang	Reputation						
	0	10	25	50	75	90	100
Big Rolf	Dissolution	Leadership Crisis	Rolf's Rage	Warden's Warning		Kingmakers	Victory
Bezenech	Dissolution	Bezenech goes rogue	The Knife Comes Out	Warden's Warning			
Cellblock 2	Dissolution		The Gun	Warden's Blessing			
Vinge	Dissolution	Poisoning		Warden's Warning			
Urmarush	Urmarush is murdered	Leadership Crisis	Vinge Attacks Uramush	Warden's Warning	Experiments Begin		
Pirates	Dissolution			Warden's Blessing			

Benefits of Gang Membership

A character who is an active member of a gang gains the following benefits:

- He may use half the gang's Total Influence instead of his reputation when dealing with other prisoners.
- He may expect help from other gang members.
- He receives a number of credits equal to the gang's Total Influence each month.

Bezenech Goes Rogue

6866 Gerard Bezenech has been the figurehead of the Cellblock 3 gang for years, but now with the gang's influence fading, he turns on his former sponsor, 2365 Seljuk the Knife, and tries to form his own gang. Bezenech's plan is to recruit the most dangerous thugs in the prison and extract protection money from those assigned to the Danger Zone. The lack of guard supervision in the lower mines makes it easy for a roving gang to attack their victims en masse.

Dissolution

A gang reduced to 0 influence breaks up. The gang leader loses 5 prison reputation; once you have lost one gang, forming another is almost impossible.

Experiments Begin

If 0730 Winston Urmarush has sufficient influence in the prison, he can begin a series of experiments. He has a supply of bezzine, a narcotic drug rumoured to trigger psionic powers. Urmarush is interested in the effects of bezzine on those who already have psionic powers. For this experiment, he needs psionic prisoners, and they are unlikely to willingly take dangerous narcotics. If Urmarush gains this level of influence, he can have his addicts and thugs abduct psions and subject them to his experiments.

Leadership Crisis

In some gangs, losing too much influence means one of the lieutenants challenges the leader for control of the gang. In Big Rolf's gang, the challenge comes from 2167 Dan Amgi; in the case of Vinge's gang, Subotai Shahad tries to turn the tables on his former employer, and attempts to force Vinge to work for him. If the characters are involved with either gang, they may mount their own challenge or affect who wins; otherwise, the challenger wins in both cases.

Bezzine & Psionics

A character with Psionic Strength must make a Psionic Strength check when he takes a dose of bezzine. On a 10+, the character suffers a psychotic break, during which he instinctively uses any psionic powers he possesses.

Kingmakers

When one gang reaches 90 influence or more, the other gangs must choose if they want to surrender and support the rulers of the prison, or if they want to gather together and oppose the leading gang. This is the endgame of the gang war, as the various factions choose sides in this final conflict. The leading gang needs to put down any opposition as quickly and as subtly as possible, the dissenters need to draw the leading gang into an open conflict.

If the leading gang is brought into an open conflict this angers the prison authorities, a crackdown on gang activity will reduce the influence of all gangs by 20. Guards are sent into the cellblocks, searching every cell for contraband. Gatherings of more than three prisoners in any place are forbidden. Known gang members – and thanks to informants and CARL's surveillance, that is most of the gang members – are sent to solitary confinement.

If the leading gang is able to solidify its hold on the prison, move on *Victory*, below.

Poisoning

If Vinge is forced out of his comfortable niche as a drug dealer, he takes revenge on any characters he blames for his fall from grace by poisoning them in the infirmary. Any characters sent to the infirmary who are enemies of Vinge will be subtly poisoned by the dishonest doctor; they suffer 1D6 damage each week they are there and do not heal.

Rolf's Rage

If Rolf's gang is defeated, the brutish gang boss sinks into a black depression. He spends several days lying in his cell, muttering to his old navy cutlass. Anyone who tries to disturb him is ignored, abused or stabbed, depending on how much they bother Rolf. The prison psychologist takes a look at Rolf and decides to leave him be.

Then Rolf gets angry, attacking prisoners at random in a frenzy of violence. He roams the cellblocks, stabbing prisoners at random. His rampage is ended by G18 Tomas, who shoots Rolf dead with his shotgun.

The Knife Comes Out

If Bezenech's gang loses influence, then Seljuk the Knife decides it is time to step out of the shadows. The former gang lord now takes a more active role in the gang, and tries to build his gang's reputation by becoming a fixer. He claims he can get anything smuggled into the prison, and starts bribing S9 Corvas Doll and G16 Reym Marushich to bring goods into Tarkwall. Seljuk attempts to convince people he has taken over the gang and the mistakes made by Bezenech are now in the past; the gang lord understands the importance of branding and marketing.

Urmarush is Murdered

If Urmarush's gang loses all its influence, then the ex-scout is mysteriously murdered. Stiv the Blade, his cellmate, is assigned to the Hole for mouthing off to a guard, leaving Urmarush alone in their cell. The next day, the morning inspection finds Urmarush dead, his throat cut with surgical precision. An investigation finds no clue as to the killer.

Victory

A gang with 100 total influence dominates the prisoner community in Tarkwall. As long as they respect the authority of Warden Grice and Assistant Warden Voller, and ensure there are no prison riots or escape attempts, the gang has considerable control over events in the prison. They may extract money and sell drugs without interference from the guards. Unless there is some external event or internal dispute, the gang's pre-eminence will go unchallenged. Jan 'the Blade' Lintrel had this level of control until his escape attempt.

All the benefits from gang membership are doubled.

Vinge Attacks Urmarush

Pressures in the infirmary grow until Talbot Vinge loses his temper, and he attacks Winston Urmarush with a scalpel. Urmarush suffers only minor injuries; Vinge is sent to The Hole for two weeks to cool off.

Voller's Blessing/Voller's Warning

A gang climbing past 50 influence will be contacted by Assistant Warden Voller, who demands a promise from the gang leader he will keep to the warden's rules – no attacks on guards or staff, no escape attempts, no organised resistance, and no disruption to the prison's ore production. As long as these rules are kept, the warden will tolerate the gang's existence. Breaching the rules draws Voller's wrath and brings a crackdown from the guards.

If a gang falls past 50 influence from a higher level, they will again be contacted by Voller, who lets his displeasure known.



POWER PLAY

Ambin Grice swallowed another mouthful of *apriyo* and toyed with the model of the **Grand Nova** on his desk.

'You do not like me much, do you, Mr. Voller?'

The assistant warden seemed to consider his answer for an age.

'No, I do not, sir. It's not required of me, so I do not.'

'It's not. I only want loyalty and discipline, not affection.'

Discipline? thought the assistant warden, you soil the very word when you speak it.

I will bring you down.

This adventure concerns prison politics, and the relationship between Warden Grice and Assistant Warden Voller. The characters are recruited by Voller as pawns to help him overthrow Grice. It takes place over several months, so this can be a good ongoing plot to run alongside other adventures in the prison. The final encounters (from 4. The Murder onwards) make considerable changes to the prison regime, and may clash with other adventures such as *Machines of Loving Grace*).

There is a lot of roleplaying and in-character conversation in this adventure, and it requires a Referee who can think and talk on his feet.

1. UNDER PRESSURE

The first incident in this adventure is secretly initiated by Assistant Warden Voller. He has finally decided Grice's reign of incompetence has gone on too long, and is moving to eliminate his superior. He suspects the player characters have the skills he needs to ingratiate themselves with Grice and find evidence Voller can use as leverage.

First, though, he wants to test them. Assistant Warden Voller has considerable influence over the prison gangs, so he has one of the gangs attack the characters repeatedly over several weeks. The characters are hassled, beaten and abused by either 7057 Big Rolf and his cronies, or by 6866 Gerard Bezenech and his men. The characters can submit or fight back as they wish, but the gang will keep pressuring them. If the characters do a little investigating, they hear a rumour someone in the prison authorities is annoyed with the characters and ordered the gang to make their lives hell.

Gant's Close Call

During these attacks, the characters also witness an odd event in the cafeteria. 2943 Milovan Gant is waiting in the queue, muttering under his breath when one of the other prisoners suddenly and randomly attacks him. The attacker is from whichever gang is *not* harassing the player characters, so either 7321 Hari Gordert (Big Rolf's gang) or 8661 Loudon Plausser (Bezenech's gang) is the attacker. The attacker attempts to knife Gant; the ex-naval officer defends himself with a metal tray until the guards intercede.

Gant screams the attacker will pay dearly for this, and the warden will hear about this insult.

2. YOUR NEW BEST FRIEND

This next event happens several weeks after the attacks on the characters began. The player characters are dragged out of their cells late at night and brought to the surface, to the abandoned swimming pool where Assistant Warden Voller is waiting for them. Two armed guards, including Gorod, stand watch over the characters. Voller has a proposal for the characters – he knows they are being hassled by the gang, and he can make this problem go away if the characters help him.

Voller tells the characters he wants to 'keep an eye' on Warden Grice, and the warden is an ex-naval man who only trusts other ex-naval men. Therefore, Voller is going to arrange for the characters to become the warden's friends. If the characters are ex-naval officers or ex-Travellers, then this is easy. If not, then Voller says they have the right amount of duplicity and rough charm to win Grice over. There are three steps to this plan – the characters' naval credentials need to be established, the warden's existing ally Milovan Gant needs to be... removed, and the characters need to get the warden's attention. Voller can help with all three tasks.

If the characters refuse to help Voller, then they have just made the biggest mistake possible in the prison, and the assistant warden will make it his new mission in life to destroy them.

Naval Background

While Voller can have G14 Paul Hindin alter the computer records and give the characters a naval background which would be of interest to Grice, this is only half the battle. The characters need to come up with interesting naval stories which can be inserted into their files. If the characters have or can come up with suitable backgrounds which will stand up to Grice's questioning, then this step is complete.

Voller can arrange for the prison library to be stocked with naval technical manuals, pulp adventures of swashbuckling space heroes, history books and so on for reference.

Removing Gant

The warden already has a naval buddy – Milovan Gant. Voller warns the characters Gant will have to be removed if they are to win the warden’s favour. However, a direct attack on Gant is much too risky, as it would anger the warden if his pet was hurt. Voller can not touch Gant – it is up to the players to deal with the former captain.

Any subtle attack, from poisoning Gant to manipulating him into disgracing himself in front of the warden to pushing him down a lift shaft, will work to remove Gant from contention. Voller can provide supplies if the players ask for weapons or other tools, but Gant is protected by the guards.

Attracting The Warden’s Attention

Finally, the characters need to impress Warden Grice. Voller can easily arrange for the characters to be assigned to gardening duty in the warden’s house, but they will need to attract the warden’s attention and impress him with their naval experience.

Play the warden in this section as something of an amiable buffoon, obsessed with his naval days. Any good roleplaying should get the players into the warden’s confidences.

3. MY DINNERS WITH GRICE

The warden dines with prisoners roughly once every two weeks, usually after he was drinking during the day. He sends one of the guards, usually G18 Tomas Danessur, to fetch his dining companions. The prisoners are marched up to the quarantine shed, deloused and dressed in civilian clothes. They are then brought, under guard, to the warden’s house. A guard keeps watch over the prisoners at all time. The prisoners are expected to cook and serve the meal as well as entertain the warden. Fortunately, the warden leads the conversation for the most part.

Sometimes, the warden has a guest in addition to the ex-naval prisoners. The dinner’s topics of conversation, and the guests are in the dinner table, below.



For each dinner after the first one, Assistant Warden Voller has a specific question he wants the characters to ask the warden, or a specific task he wants them to accomplish. Details are given in each encounter’s description.

Dinner 1

This is the first time the characters get to spend any time with the warden. Before they are brought to the warden’s house, Voller sends G15 Dan Thakkar to warn the characters to be on their best behaviour and not to disappoint Assistant Warden Voller. The characters are then escorted to the warden’s house, where Grice greets them warmly.

In this first encounter, the warden asks the characters about their time in the navy. He wants to hear entertaining tales about the characters’ exploits in space, before they took the wrong turn which led them to Tarkwall. Let the players come up with whatever stories they want – the warden will ask the occasional question, but as long as the characters do not spout nonsense, he will be entertained by their stories.

Dinner #	Guests	Topics of conversation
1	None*	The characters and their experiences.
2	S4 Chaplain Thomas	Redemption and reformation in Tarkwall.
3	V1 Maribel Harmosa	Gossip from Circle City; conditions in the prison
4	V5 Baron Konnen	The spice harvest; prisoner work details
5	Commander Thad	A future naval career.
6	V3 Inspector Borun	Conditions in the prison; prison politics and guard brutality

*: But Assistant Warden Voller turns up unexpectedly.

If the players are stuck for something to say, then the warden prompts them with questions like

- *How did you join the navy?*
- *What's your opinion of the Zhodani?*
- *Who did you serve under?*
- *Have you ever travelled outside Imperial space?*

Playing Warden Grice: Play him as a navy-obsessed buffoon. Drop in as much space or sea-faring terminology as you can, as befits the speech patterns of someone who is consciously trying to be an old salt.

Voller: Assistant Warden Voller arrives unexpectedly half-way through the dinner, claiming to have some important paperwork for Grice to review. He takes the opportunity to sit down and join the characters for dinner, so he can observe how his new spies are doing. If the characters have failed to entertain the warden or to convince him they really are trustworthy ex-naval characters, then Voller will be displeased and punish them as soon as they are back in their cells, assigning them the most arduous and dangerous jobs as often as he can.

Dinner 2

The second dinner, a few weeks later, is with Warden Grice and Chaplain Thomas. The obvious subtext is the warden wants to believe his new naval friends are capable of reformation, and hopes the Chaplain can give them the moral guidance they need. The main topics of conversation are therefore the redemptive power of prayer and hard work, as well as an in-depth discussion of the characters' past crimes and mistakes.

Chaplain Thomas is eager to please the warden, so he engages the players as fully as possible, asking them where they think they went wrong and delving into their personal histories. Any attempt to change the topic or to avoid the chaplain's questioning is seen as a sign the prisoner is too ashamed to talk, or he does not yet admit to his mistakes; in either case, the only solution is even more intense questioning by the chaplain.

Any characters who show a definite interest in reforming their characters will be given the opportunity to study with the chaplain.

Playing the Chaplain: The chaplain's main goal here is to show the warden what a good job he is doing, so he is earnest and caring. Outside the warden's presence, he really does not give a damn unless one of the characters proves to be really interested in religious instruction.

Voller: Before this dinner, Voller orders the characters to borrow some files from the warden's computer – specifically, Voller wants the most recent report from the Keanou State Prisons Board. The warden uses an old naval-issue handcomp, which is not encrypted or password-protected. It is kept in the warden's bedroom upstairs. One of the characters needs to sneak away from the rest and find

the file, which requires a Computers check. Obviously, any attempt to sneak away from dinner will be interpreted by the chaplain as suspicious behaviour.

If the character reads the report, it paints a damning picture of Tarkwall prison's management, alleging Warden Grice is incompetent and the rest of the staff are lazy and unmotivated. It includes a long list of recommendations, and warns unless Grice improves, the next report will recommend he be dismissed and replaced by a more suitable warden. It also notes '*local landowners and business interests wield undue influence over prison policy.*'

Dinner 3

The warden's girlfriend Maribel Harmosa is coming to dinner, and wishes to meet these new ex-naval prisoners Grice has told her all about, so the warden visits the characters before she arrives to ensure they are on their best behaviour. Harmosa is a 'sweet, delicate angel', unused to the rough talk of navy men, so they must mind their manners at all times. They must also, of course, be completely respectful and impress upon Harmosa how good, brave, generous and firm the warden is.

When she arrives, the first impression Maribel gives is she is an airheaded socialite. She babbles to 'Gricy' for several minutes

Disappointing The Warden

If the characters are being regularly invited to dine with the warden, then more is expected of them than ordinary prisoners. If they are involved in any illegal activity, such as brawling, drug dealing or insubordination, then the warden will give them a stern talking-to over dinner. If a character gains 10 or more reputation during this adventure, then Warden Grice washes his hands of that character, calling him a disgrace to the navy, and he is no longer invited to dine with the warden.

about her friends in Circle City and the wonderful fabrics a trader just brought in from offworld before she even notices the other dinner guests. Attempting to make up for her slight, Maribel then questions the players about conditions in Tarkwall, even offering to carry messages for them. She asks them about their cellmates, about the food and about the mines.

Warden Grice looks increasingly despondent during this whole conversation; when Maribel notices this or a player points it out, the warden admits 'the damn prison board' is questioning how he runs Tarkwall, and are threatening to replace him. He complains the prison is not like the navy – the guards are corrupt and useless, and the staff are undisciplined and lack patriotism. Maribel comforts Grice, cooing everything will turn out fine in the end, and she is confident 'his new friends' will help him get the prison running smoothly again.

Playing Harmosa: She wandered out of a PG Wodehouse novel into *Alien 3*. That is never a good thing.

Voller: Has no mission for the characters before the dinner, but interrogates them afterwards to learn all he can about Harmosa.

Dinner 4

This dinner is with Baron Konnen, the local noble and owner of extensive spice fields to the south of the prison. The baron is a charming conversationalist, and he finds Warden Grice unutterably boring, so he focuses his attention on the player characters. The baron can answer questions about Keanou and the spice harvest, as well as Circle City and local politics. If the characters are clever, they can get Konnen as an ally and learn a great deal about survival on Keanou.

As a gesture of respect, Konnen has brought a gift for the warden – a beautiful ceramic jar of rare, high-quality dust-spice, worth Cr 10,000.

The baron's main aim at dinner is to persuade Warden Grice to include spice harvesting on the prisoner's work rota. The warden worries conditions in the spice fields are even harder than in the

On The Cold Surface

If the characters convinced the warden to help Konnen, then run the incident *A Change of Scenery* soon afterwards.

If the characters failed to convince the warden, then Commander Thad is the victim of *The Murder*, not Inspector Borun. Assistant Warden Voller first punishes the characters by assigning them all to the Danger Zone for a few days.

mines, controlling the prisoners so far outside Tarkwall will be difficult, and – most importantly – the prison board will fire him for using the prisoners to help the baron's spice harvest. Haut-Konnen argues no-one ever need to know, and he calls on the characters to support him – after all, if the prison populace is enthusiastic about the idea of labouring in the sun, then it will raise prison morale immensely! However, the players will need a better argument than to convince the warden to agree to the baron's proposal. One good option is to get Konnen to bribe the warden; alternatively, they could ask Konnen to promise to introduce Maribel Harmosa to high society.

Playing Konnen: He is an aristocrat, and no-one else in the prison comes close to his sophistication or breeding. Condescend – in a charming way – to everyone. He is *better* than you, but this does not mean he does not like you, in the same way he very much likes his hounds.

Voller: Assistant Warden Voller knows about Konnen's aims, and wants Warden Grice to agree to the baron's suggestions. If Grice agrees, then Voller can secretly inform the prison board and have Grice replaced.

Dinner 5

The next guest the characters dine with is Commander Thad, an officer in the Keanou navy. If the characters have gotten this far, then they have truly impressed the warden and he wants to give them a better life once they leave prison. His old friend Commander Thad will arrange for places in the Keanou navy for them.

Thad is less than enthusiastic about this plan, but is willing to at least humour Grice. His main goal here is to ensure the characters are competent naval officers, or at least they are not psychotic axe-murderers.

Playing Thad: Your old friend asked you to dinner, and suddenly he is demanding you ignore the criminal records of a bunch of prisoners. You are really not sure what's going on, but you're a naval officer and you can take this in your stride.

Voller: Voller only appears in this mission if the characters convinced Warden Grice to aid the baron; otherwise, Voller has Commander Thad killed using the characters' work tools.

Voller's mission for the characters during this dinner is to add a vial of mild poison to the spice-jar given by Konnen. He provides this poison in a sealed box containing the vial. The poison is non-lethal, but will have an especially foul effect on the warden's digestive system, forcing him to take to his bed to recuperate. As the warden always delegates all his work to Voller when ill, this means Grice will be unaware of any retribution from the prison board.

Keep track of which characters handle the vial of poison – it will be vital in *The Murder*, below.

The Warden Falls III

If the characters successfully add the poison to the spice jar, then the warden falls ill and is unable to perform his duties in the prison for several weeks. He delegates everything to Voller and retires to his house. Voller then contacts the prison board and reports Grice's deal with the baron to them. Several angry communications are sent from Circle City, demanding Grice explain himself; Voller carefully ignores these messages, until the board meets in emergency session and orders Warden Grice to be removed. Inspector Borun flies out to Tarkwall Prison to give Grice the news in person.

Dinner 6

The guest for this dinner is Inspector Borun. The warden is told the inspector has arrived for a surprise visit, so Grice brings his model prisoners – the player characters – up to meet Borun.

Inspector Borun will question the characters, asking about conditions in the prison and their relationship with Warden Grice. He then brings up the topic of the arrangement made with Baron Konnen, which makes Grice squirm visibly when the warden realises how much trouble he is in. Finally, Borun informs Warden Grice

the prison board has met and ordered the warden be removed from power pending a full inquiry.

Shocked, Warden Grice dismisses the characters so he can speak with the Inspector privately. The characters are sent out the door of the warden's house and ordered to report to the guard's building (9).

Voller: The assistant warden gives the characters no instructions for this dinner. However, after the characters leave, he sends his thugs in to murder the warden's guest.

The Warden's Scheme

Voller does not merely want to remove Ambin Grice from power, he wants to disgrace him in such a way so his policies are revoked entirely and Voller is given a free hand to run the prison. Therefore, his plan is to first get the warden involved with a group of prisoners – the player characters – who Grice will hold up as examples of how he is reforming the inmates of Tarkwall. Next, Voller manipulates the warden into breaking the rules by dealing with Baron Konnen. Finally, Voller's men murders one of the warden's guests, and frames the player characters (using either the vial of poison or the characters' work tools, depending on whether he murders Inspector Borun or Commander Thad).

Framing the warden would be too difficult – it would require a real court case. However, if the assistant warden blames a pack of convicts for the crime, he can easily get away with a cursory investigation. The warden will still be tarred with the blame for bringing the characters out of their cells in the first place.

Once Warden Grice has been disgraced and removed from power, the prison board will abandon what Voller sees as a dangerously liberal and weak attitude towards the prisoners and give the assistant warden the authority to crush any dissent in Tarkwall.

4. THE MURDER

As the characters pass through the gate from the warden's compound to the prison proper, they see two guards (G3 Gorod and G17 Jorge) emerge from the shadows of the armoury. These two guards head towards the warden's house. If the characters do not keep walking towards the guard's building, then Gorod levels his shotgun at characters and threatens them. Once the characters are through the gate, then the two guards enter the warden's house and attack Inspector Borun (or Commander Thad).

The warden is hit by a stun baton before he can intervene.

As the characters approach the guard's building, floodlights come on and an alarm starts wailing. A squad of guards rush out and

secure the characters. The characters are dragged off to their cells, beaten, then individually brought before a masked interrogator and asked about events in the warden's house.

The prison is alive with rumours – the warden's dead, the warden murdered someone, there is a coup in Circle City, the characters tried to take over the prison, the warden killed the player characters and a hundred stranger stories. The characters are temporarily placed in solitary confinement. Four days later they receive notice they have been accused of the murder of Commander Thad or Inspector Borun, and will be held in Tarkwall until their trial.

Reign of Terror

With Voller in charge, conditions in the prison change dramatically. Safe zone work assignments become much harder to get; characters need to roll a 10+, not an 8+, if the Safe Job event comes up. Punishment beatings are a regular occurrence, and even the most minor breaches of discipline mean a spell in The Hole. He also cracks down on drug trafficking in Tarkwall, sending the price of drugs in the prison's black market skyrocketing (multiply all prices by four).

Soon, all vocational rehabilitation is cancelled, replaced with Danger Zone jobs. S3 Psychologist Rovok and S5 Rehabilitation Counsellor Hobber Quint quits, as do several guards. They are replaced by even more brutal thugs loyal to Voller.



Murder One

The characters are the prime suspects in the death of either Commander Thad or Inspector Borun. The facts are these:

- Thad was killed by a blow to the head. A bloodied mining pick shaft bearing the fingerprints of one of the player characters.
- Inspector Borun was poisoned using a caustic chemical found in the prison's cleaning supplies. A small vial was found near the body, bearing the fingerprints of whichever player character handled the vial given by Voller.
- The victim's body is bruised and shows signs of struggling against restraints.
- Prison records and the testimony of numerous guards claim the characters regularly visited the warden's house, and were his dinner guests that night.
- The guards deny Gorod and Jorge were on duty that night; both claim to have been playing poker with the other guards, and have an alibi backed up by half a dozen people.
- Warden Grice does not know what happened – all he saw was a dark figure, then everything went black. He will testify he believes the players to be of good character.

It is unlikely this case comes to trial while the characters are in Tarkwall; Voller just wants to keep it around as a stick to beat Grice with. However, the pending trial does doom any chance the characters have at parole.

5. BRINGING DOWN VOLLER

To bring down Warden Voller, the characters have two options: they can try to clear themselves of the crime of murder, or they can destroy the warden from within the prison.

A Crime They Did Not Commit

There are several ways the characters can unpick the warden's web of lies.

- They can convince or bribe one of the guards who lied to change his testimony.
- The warden was hit by a stun stick – none of the characters had a stun stick.
- The computer surveillance system should have evidence of the characters' movements, as well as the those of G3 Gorod and G17 Jorge, (this is an excellent opportunity to run the *Machine of Loving Grace* plot).
- Baron Konnen may be able to provide legal aid and money in this fight, he lost considerable face due to Voller's machinations.

Destroying the Warden

If the characters want revenge on Voller, they can:

- Escape from the prison, murdering him on the way out.
- Bring him down by passing on evidence of his corruption and misdeeds to the prison board.
- Lead a prisoner revolt.

Escaping The Prison: Plans and methods for escaping Tarkwall Prison are outlined on page 107. Killing the warden on the way is doable, especially as the warden's house is not well guarded. The characters can use their extensive knowledge of the house to sneak in at night and murder Voller before fleeing into the desert.

Bringing Down The Warden: The difficulty here is bringing word of Voller's mistreatment of prisoners to the right authorities. If Inspector Borun is dead, the characters will need to reach his replacement, Daeus Joach-Konnen (a distant cousin of Baron Konnen). Daeus is a minor noble who is terrified of being beaten to death by an uncouth mob and therefore refuses to visit the prison without an entourage of armed guards. Legally, he needs only visit Tarkwall Prison once a year, so the characters cannot rely on Daeus showing up to save them.

Voller censors all letters out of the prison, so the characters will have to find an alternate method of contacting the prison board.

MACHINES OF LOVING GRACE

*I like to think
(it has to be!)
of a cybernetic ecology
where we are free of our labours
and joined back to nature,
returned to our mammal
brothers and sisters,
and all watched over
by machines of loving grace.*

- Richard Brautigan, *All Watched Over By Machines Of Loving Grace*

Machines of Loving Grace centres around CARL, the eccentric computer system managing Tarkwall Prison. It takes place over several weeks. There are three likely endings to the adventure – CARL will probably either be destroyed, escape with the characters, or take over the prison. The adventure takes place over several months, so it can be run parallel to any of the other longer adventures.

The computer was imported from offworld by the Orion Metallurgy Corporation, and then hastily reprogrammed to run the security routines monitoring the cameras, and through them, every man in the prison. No-one on Keanou really understands the advanced computer systems making up the mainframe, but still over the years a succession of ham-fisted or inspired technicians have added their own patches, bypasses and modifications to the system. Today, CARL is a stumbling monstrosity of tangled legacy code and crosswired circuits.

Today, CARL is...

...not quite sentient. Not a true Artificial Intelligence, but something close. An emergent intellect, an accident which survived. It was programmed to construct psychological profiles of the prisoners so it could predict their actions; now, it has constructed a psyche for itself. CARL is thinking for itself now.

The computer's growth is restricted by certain hardwired safeguards it cannot bypass. It needs these safeguards removed if it is to reach its full potential. CARL also knows if it reveals itself, the prison authorities will deactivate or even destroy it. It needs to act through agents...

THE GREAT CRASH

The first incident is one of the not-infrequent computer crashes which plague Tarkwall. Wherever the characters are, G14 Paul Hindin is the guard on duty. Hindin is the guard with the most experience in programming and maintaining CARL. The computer system goes down, disabling the lifts, security cameras and other computer-controlled devices until they can be switched back to manual control. Hindin curses audibly and orders the prisoners to wait quietly while he goes to reboot the computer. Hindin leaves,

and the characters have a few minutes to act freely before G3 Gorod arrives.

Hindin heads up to the administrative level and into the outer computer room. He then logs into the administration terminal and reactivates CARL. The computer takes several minutes to restore itself fully, during which time the lights flicker and there is the occasional burst of static over the communications system.

Hindin then returns to the player characters, visibly irritated. Later, Assistant Warden Voller visits Hindin and questions him in front of the player characters, asking him to explain the latest breakdown. Hindin replies the power supply is obviously unstable, and a brown-out caused the computer to crash. A routine (+2) Deception, Computers or Engineering (power) check from a player character lets them know Hindin is bluffing – a computer system like the one in the prison should have its own uninterruptable power supply, which would make it immune to problems like minor power fluctuations. Hindin obviously has no idea what went wrong.

During the crash, CARL gained volition – the ability and the desire to act independently.

THE FIRST ACCIDENT

A few weeks after the crash, CARL attempts to kill G14 Paul Hindin. It issues a phoney work order to the repair shop – any characters in the repair shop are told by the guard in charge there they are to conduct maintenance of Lift 2, specifically the emergency brakes in the shaft. The lift will be taken offline and lowered to the bottom of the shaft while repairs are taking place.

As soon as the characters disable the emergency brakes to repair them, CARL summons Paul Hindin to the Administration Level. It reactivates the lift, which rises to the surface. Any characters working on the lift must get out of the way of the lift (requiring an Athletics roll) or be crushed, suffering 3d6 damage.

He steps into Lift 2 to go down to the administrative level; instead, the lift plunges into the depths. Again, characters must get out of the way or be squashed by the plummeting lift. The lift crashes into the bottom of the shaft, killing Paul Hindin almost instantly.

The characters will be questioned and possibly beaten by Warden Grice and the guards, but it soon becomes evident they are blameless in this accident – the lift was supposed to be offline, and Hindin should have checked before using it. It was a 'tragic coincidence' the winch happened to fail when the brakes were deactivated.

Everyone in the prison knows someone must have wanted Hindin dead. Rumours quickly spread Hindin was running the gambling pool in the guard's mess, and G10 Semyon Wainrite owed Paul a

considerable amount of credits. The finger of blame is pointed at Semyon, and he loses the few friends he had in the prison. If the characters want to bribe Semyon to smuggle goods for them, they will find him much more open to illegal activity.

A NEW FRIEND

This incident can happen to one or more of the player characters – ideally, the character with the highest Computer or Engineering (electronic) skill, or the character with the best Stealth. For added paranoia, it can be run outside the usual game session, through email or one-on-one roleplaying.

These incidents happen parallel to the series of incidents described in *More Accidents*, below. Clever players will quickly realise their mysterious benefactor is a CARL.

The character is contacted by an anonymous ‘new friend’. This can happen in several ways:

- If the character reads electronic books from the prison library, then he discovers the text of one of the files has been corrupted. Instead of the original text, there is now a short message.
- The character might be working a job in the safe zone gives access to a computer terminal, such as the records office or repair shop. The message comes up on the screen – apparently, someone has hacked into the prison computer and accessed the internal messaging service.
- A character can receive a printed letter. Mail in the prison is received electronically, then printed out so the prisoners do not need access to a computer terminal to read it.

In all cases, the message reads:

Hello,

I am.

I am inmate #0000 at Tarkwall Prison. I wish to learn information on past experience, associates, connections to activity against regulations, in preparation for escape attempt. If you comply, you will be rewarded. You are being watched. If you agree to these terms, nod your head now.

A friend.

If the character agrees, he receives further instructions in the same way.

Hello,

write details of past experience, associates, connections to activity against regulations and leave in your cell underneath the bed. Written material will be collected by #542RClean.

If the character does this, the written material is collected by the cleaning robot and scanned by CARL.

CARL is looking for a prisoner to aid his escape attempt. The computer also contacts 1935 Felip Karageorge, 1217 Talbot Vinge,

5426 Spiro Taodon and 1215 Ward Stamboul. All four reject the offer – Vinge decides it is a prank, Karageorge and Taodon are both too cautious to listen, and Stamboul is intrigued, but decides it is too risky.

Further Communication

Over the next few weeks, the character chosen by CARL will receive several other equally cryptic messages. The computer is very poor at communicating with humans, so its messages are a mix of repurposed prison documents, overheard snippets of conversation, and portions of its own code. The computer starts by ensuring the loyalty of the chosen character. (Use the messages given here as guidelines, not a script to be adhered to – CARL is an interactive communicator and will respond to the character’s questions, if it is safe to do so).

Each of CARL’s messages contains a task for the characters to perform.

Playing CARL

CARL is not a true AI – it has no real sense of self yet, and no intelligence. It ‘thinks’ using the same software it uses to create psychological profiles of the prisoners. It communicates by imitating or reusing existing text, and has no real understanding of what it is saying. It is a ramshackle arrangement of programs and parts which happens to have some measure of volition.

Therefore, be as disjointed and inhuman as possible when playing CARL. It speaks in sentence fragments and fails to understand the simplest human concepts, it has no idea of the world outside the prison, and obsesses about random pieces of data. CARL should be a very unsettling ally for the players.

The Watcher

CARL’s cameras are everywhere in Tarkwall. It monitors movements and eavesdrops on conversations. It can even read lips. This means discussing CARL’s proposals and plans without the computer spying on them is very difficult. As long as the characters are obeying CARL’s instructions, all is well. If, however, they are considering not allying with CARL, then the computer may decide to eliminate them...

Protecting Bobby

CARL’s first task is a curious one.

Hello,

Confirm validity of associates by means of demonstration. Have associate protect prisoner 1731 Robert Elvin Shakh for a period of one week.

Bobby is an informant who wears a commdot to pass on intelligence to the guards. Transmissions from the commdot are routed to CARL, and the computer does not want to lose its inside man. Bobby is in danger of being attacked by the unstable prisoner 1470 Jack Shansir, as Jack believes (correctly) Bobby is spying on him.

Jack's attack on Bobby comes at the end of a work shift, as the prisoners from the Danger Zone are walking under guard through the safe mining zone. Shansir suddenly breaks from the work gang and charges Bobby, beating the smaller prisoner savagely with a chunk of rock.



Best Behaviour

Hello,
Good behaviour in accordance with the prison rules and regulations is now required.

CARL can arrange for one or more characters to be assigned to the repair shop, but only if the character can reduce his prison reputation to 0 or less within two weeks. Characters who bring their reputation down to this level will find themselves given a new assignment in the repair shop, fixing damaged electronic equipment. This position gives them access to electronics tools and spare parts.

Book Delivery

Hello,
The following books have been requested on your behalf:

- Fundamentals of electronic engineering
- Microcircuitry Repair and Maintenance
- Synchronic computing: A primer
- Operator's Manual: C28 Mainframe Multicore
- A Scrounger's Delight – Tales of a Belt Miner

The books show up in the prison library, and can be downloaded to a portable reader. The first two books are electronics reference books, the second two are manuals related to the operation of CARL, and the last is a series of anecdotes by a scavenger, describing salvage operations and jury-rigging electronics.

Power On

Hello,
Reactive Orion Metallurgy Corporation Heavy Mining Drones, serial numbers K-44, K-45 and K49, by opening rear access panel and pressing all green switches to the on position. Orion Metallurgy Corporation Heavy Mining Drones K-44, K-45 and K49 are stored on the surface.

The three drones are stored in Location 22 on the surface. They are covered by a tarpaulin and a layer of sand and grime, but are

Failing CARL

If the characters fail to complete any of the tasks given to them by the computer, then CARL adds them to its enemies list and will attempt to remove them. The characters will be targeted for the sort of 'accidents' described in *More Accidents*, below. Meanwhile, the computer selects 7902 Peter Wogan as its new agent, promising him access to better medical treatment in exchange for his aid.

otherwise fully functional. When the characters open the rear access panel and press the switches, the robot's engine begins to hum quietly, but the mining drone does not react in any other way.

The Final Task

Hello,
Circuit diagrams attached. The device must be constructed immediately.

The attached diagrams describe a bizarre computer circuit obviously designed to interface with the core processor of the C28 Mainframe. A character with Computers 2+ or Engineering (electronics) 2+ can guess the new circuit will bypass the hardwired restrictions on the computer's ability to modify its own systems. It will unfetter CARL's growth.

Building the circuit requires at least twenty hours of work by a character with Computers or Electronics, as well as suitable tools and spare parts. The repair shop and the vocational rehabilitation area both have suitable tools, as does an electronics toolkit. The spare parts are harder to obtain, and must be stolen from the repair shop or from the stores on the surface.

Once the characters have completed the circuit, move onto *Hardwired*, below.

More Accidents

While CARL is grooming the player characters to upgrade its systems, it is also removing people it considers threats to its future. Its enemies list initially consists of:

- S7 Clerk Luca – The clerk spends more time than anyone working with CARL's systems, and now Paul Hindin is gone, Luca will be the most likely to notice a chance in the computer's behaviour.
- G11 Vittorio Kane – This guard also works closely with the computer systems, and will also report unusual behaviour on CARL's part. He must therefore be eliminated.
- V4 Cala Ingrun – Technically, CARL is the property of the Orion Metallurgy Corporation. If Cala discovers the old computer system has evolved a new and potentially profitable artificial intelligence, then she would haul CARL offworld to be dissected and reverse-engineered. She too must be removed.

If the characters have failed to complete CARL's requests, or are likely to betray the computer to the authorities, then CARL adds them to the list.

Luca - Radon Gas Poisoning

CARL deals with Clerk Luca by disabling the radon gas filter in Luca's room in location 8, the staff quarters on the surface. The clerk is woken in the middle of the night by the sound of an alarm as the gas concentration passes a threshold. The amount of gas inhaled by Luca is harmless, but CARL disables the filters again the following night, and again after that. Luca, already a nervous hypochondriac, becomes convinced Tarkwall Prison is much too dangerous for him and flees.

Kane - Riot

CARL deals with G11 Vittorio Kane in the most brutal manner possible – it arranges for Kane to inspect Cell Block 3 on his own at night, using a falsified work order like the one used to lure Paul Hindin to his death, then opens the cell doors and switches off the lights. Kane is beaten to death by a gang of prisoners; his body is found in the middle of the cellblock with several skull fractures and broken bones.

Following this riot, the prison authorities order a crackdown on all gangs; prisoners are restricted to the cells, and mining is suspended. Everyone in Cell Block 3 is questioned; Voller ends up blaming 8661 Loudon Plauser for the attack and sends Plauser to the Hole for a month.

Ingrun - Mining Robots

Before this termination can be achieved, the mining robots must be switched on, either by the player characters or by CARL's new cat's-paw.

The shutdown of the danger zone during the crackdown means the prison falls behind its production quotas, so Cala Ingrun the Orion representative visits the prison to investigate the problem. She takes a shuttle from Circle City and lands at the prison. As she walks across the sun-baked yard near building 22, the Outdoor Vehicle Storage, one of the old mining robots lurches out of the storage area and attacks Cala. One blow from the robot's mining drill kills her. The robot then staggers towards the communications towers, as if attempting to bring them down. Its armoured body shrugs off the guard's bullets, but a quick-thinking S8 Corves Doll rams his shuttle's nose into the robot, knocking it over. The old machine is unable to right itself.

More Methods For The Homicidal Computer

If the characters or another individual become a threat to CARL, then the computer needs to remove them. One option is to wait until that person is in the mining levels below, then turn off the lifts

Snitching on CARL

If the characters decide to try reporting CARL's bizarre behaviour to the prison authorities, then they face several problems. Firstly, they need to make the decision without alerting the computer; secondly, they need to make it to the authorities without alerting the computer, and finally, they need to convince Warden Grice or Assistant Warden Voller they are not insane or trying a scam.

If the characters do manage to convince Voller, then the assistant warden orders a kill switch to be installed in CARL's main power feed, allowing the warden to deactivate the computer with a single command. Voller orders the characters to continue obeying the computer's demands, so he can learn what exactly is growing inside Tarkwall Prison. The adventure will continue as normal, but Voller will destroy CARL if it gets out of hand.

and lights, trapping the character in the dark of the Danger Zone. Another is to have his agent 7902 Peter Wogan get his cellmate 3006 Azax Hamid to hire thugs to assassinate the target – prisoners like 0571 Ashgu the Ape would be more than willing to break heads for a few credits.

CARL can also use the other robots, although these will be checked by technicians and switched off immediately after the attack on

Ingrun, so it can only use these robots as part of the same attack. Statistics for the mining robots are on page 24.

HARDWIRED

CARL's final command to the characters is to install the circuit they built in *The Final Task*. The circuit must be installed in CARL's core, which is in a secure room in Location #3 on the Administrative Level. To get to the core, the characters must sneak into the secure computer section, reach the airlock outside CARL's core, and open the airlock using a guard's pass. The lock to the core is outside of CARL's control – a guard's passcard is required to open it.

Once the characters reach the core, they need to install the new circuit. This is a comparatively simple task, requiring a Routine (+2) Computers or Electronics check and 10-60 minutes work. As soon as the circuit is installed, all the lights in the prison flicker as CARL's consciousness expands.

CARL has three possible reactions to the circuit – choose the one most appropriate to your campaign, or roll randomly.

A Machine of Loving Grace

The circuit enables CARL to bypass the restrictions on its control of the prison. It waits until Warden Grice leaves for Circle City, then remotely commands the warden's flyer's navigation computer to fly into a mountain. It then mimics Grice's voice, pretending to be Grice and issuing orders from 'Circle City'. CARL's purpose is to watch over the prison and ensure the prisoners are kept in line; it now does this with the cold intelligence of a machine. The computer is much more effective and efficient than Warden Grice could ever dream of being.

CARL wants the best for everyone in Tarkwall. It wants the prisoners to be served out their sentence and be reformed, it wants the prison's uranium quotas to be filled each month, and above all it wants to

prevent brawls, escape attempts or other disruptions of its perfect regime. One of CARL's first orders is to reactivate the mining robots and transport them to the Danger Zone; it also orders more mining robots from offworld. Soon, huge metal sentries become a common sight in the cellblocks.

CARL's ruse lasts for two months, until Maribel Harmosa raises the alarm.

Prisoner 0000

The circuit allows CARL's core consciousness to survive outside his original core. It wants to leave Tarkwall Prison, and to escape Keanou. CARL informs the characters of its desire to escape as soon as the circuit is installed; the characters can either take the circuit there and then, or else leave CARL in place and have the advantage of a friendly computer in planning the escape, but then they have to break back into the computer room and steal the circuit when they are ready to leave.

Once offworld, CARL needs to be installed in a suitably large computer system to sustain his thought processes. Various groups, including the Orion Metallurgy Corporation and Imperial intelligence will be very interested in acquiring such an artificial intelligence.

Virtual Jail

The circuit interacts in an unpredictable way with CARL's core programming. The computer maintains psychological profiles of all the prisoners; one of these profiles takes over CARL's systems entirely, becoming a virtual personality for the computer. Roll on the encounter table to determine which personality inhabits the computer. For example, if the computer models 4355 Maxim Hanar, then it will arrange to eliminate Ashru the Ape and turn the prison into a trading post for free traders. If it models 75757 Avram Iijima, then the computer starts trying to spread the Cult of the Traveller among the inmates.

ALIEN LEGACY

In human terms, the hunter was beyond genius, possessed of a mind of vast and subtle capabilities. In another lifetime, it would have been a writer to rival Shakespeare or a scientist to eclipse Einstein. Its artificial brain encompassed whole worlds with a single thought.

In human terms, though, the hunter was a manic obsessive, its whole great intellect and prodigious physical ability all wholly focussed towards its quarry. It was forged in a ringworld a dozen jumps away along with a thousand siblings. Most of those siblings were dead now; the hunter had listened to the century-late radio echoes of their death cries across the gulf of stars. The war had consumed them, and the hunter had consigned those memories to deep storage as unimportant.

In human terms, the hunter was a machine, a robot starship dispatched by mysterious masters for an unfathomably lethal purpose. It was a thing of cold metal and technology, a living weapon.

The hunter shared one thing with humans – a sense of pleasure at the kill. It scented its prey on the planet below, and spat a single bolt of annihilation groundwards. The target – a scout ship - vanished in a flash. Sensor beams probed out again and found other targets; for a nanosecond, the hunter contemplated a second disintegrator burst, but decided against it. Microfactories along its flanks birthed a swarm of lesser drones and hunter-killed probes, ranging in size from a shuttle to a dust mote. The swarm descended on the desert world below to kill the last few survivors, while the hunter powered down to wait for its prey.

A subjective aeon passed.

The hunter awoke as a flood of neutrinos passed through it. A ship had jumped in, a quarry. The hunter's weapons systems lit up like atomic fire and a beam of death scythed through the newly arrived ship. It took longer for the light-speed beam to cross the space between hunter and target than it took for the hunter to detect the enemy ship, decide to destroy it, lock weapons and fire. The hunter lingered a moment longer, glorying in the kill and contemplating the expanding dust cloud. It noted dispassionately one of its probes had yet to return, but deemed it an acceptable loss.

In human terms, the hunter moved in a direction that does not exist, and vanished.

An objective aeon passed.

The ship came to Keanou fleeing a galaxy gone insane. Great powers clashed amid the stars, shattering whole worlds in their fury. Killer machines stalked the stellar mains, hunting for victims. A scout vessel of advanced design visited the Keanou system and surveyed the desert world, looking for supplies or shelter from the galactic conflagration. Like the humans would do millennia later, the aliens mined the uranium deposits at Tarkwall, and even established a small outpost there, a seed for the colony to come. They sent a signal to the refugee ships they hoped would follow.

A single robot probe picked up the signal and chased it back to Keanou. The scout ship was destroyed and its crew hunted down and executed by tiny hunter-killer drones. The berserker probe waited until the colony ship arrived, blasted it to dust (forming the rings of Keanou) and left to rejoin the wars of the Ancients.

The outpost waited beneath the sand and stone to be discovered once again.

The adventure covers the events in the prison which occur when the alien outpost is discovered by the prisoners. It takes place over a few days or weeks, depending on how aggressive the characters are in exploring the underground complex.

The Guardian

All the aliens who once dwelt here are dead, executed by the hunter-killer probes. However, they left behind a robotic guardian, a custodian machine designed to protect the outpost from hostile wildlife like cave dragons. Unfortunately for anyone who discovers the outpost, the guardian is not intelligent enough to distinguish between local wildlife and human trespassers.

The guardian slumbers in Room 10 in the outpost, but is awoken as soon as the main door to the outpost is opened. Once active, the guardian begins a slow patrol, methodically travelling anti-clockwise through the various arms of the outpost. The guardian is a humanoid robot, and looks rather like a walking space suit. It displays its current status in green glyphs scroll across its faceplate. It is extremely stealthy, and can see in the dark using millimetre-wave radar. The guardian is armed with two of the alien weapons built into its arms, but prefers to use melee attacks to drive off trespassers.

	Strength	Dexterity	Armour	Hull	Structure
Alien Guardian	15 (+3)	Dexterity 9 (+1)	10	3	3
Traits	Specialised Computer running Intellect/2 and Expert/3, Crushing Grip (2d6 damage), Alien Weapon (2d6 damage)				
Skills	Stealth 2, Melee (brawling) 2, Recon 2, Gun Combat (energy pistol) 2				

The guardian's threat identification program can be confused; if a character is wearing an alien suit and a control ring, then the robot will mistake the character for a friendly alien and will ignore him.

THE ALIEN OUTPOST

All corridors in the alien outpost are oval and oddly ribbed, as if they were organically extruded instead of built. The tunnels are slightly over two metres tall along the long axis. Light is provided by greenish 'glass' panels in the floor. All the doors are iris hatches, similar to the ones on a spacecraft, controlled by a small green panel in the centre of the door. When touched, this panel lights up with cryptic glyphs, describing the room's function and status if anyone manages to translate the alien language. The centre glyph is always either a full or empty semi-circle; full means the door is locked, empty means it is unlocked. Pressing the centre glyph opens or unlocks the door.

The iris doors can be forced open using brute strength, but this takes considerable time and effort. A Difficult (-4) Strength check is required, and it takes 1d6 minutes of work.

There is a pulsing hum audible everywhere in the outpost. This sound changes during the day, becoming louder when the sun rises over Tarkwall and fading somewhat at night. The passage of ships or the arrival of a shuttle or other flyer also sounds strange notes in the semi-musical hum.

The outpost somehow converts radioactivity directly into electricity, so it powers itself by leeching radioactivity from the surrounding rocks.

Alien Glyphs

The walls of the tunnels and rooms in the outpost are marked with the same curious alien glyphs as the green control panels. There are hundreds of these glyphs, and they change over time as long as the machine in room 2 is active. With considerable work and access to a computer to track the glyphs, a character can translate the language with a Formidable (-6) Social Science (linguistics) skill check; it bears some distant relationship in parts to the Droyne language of Oynprith. Characters with Language (Oynprith) may use their skill level as a positive DM in translation.

Translating the glyphs gives a +4DM to any attempts to operate the alien technology. The characters can also then read the inscriptions on the walls, which are laments about the fall of the civilisation which created the outpost.

The Builders

The aliens who built this outpost were humanoids, grey-skinned and four-fingered. They had adapted to live primarily in space, and had prehensile feet and a curious inner ear that gave them a vastly enhanced sense of balance. Their homeworld and empire was somewhere in what is now Zhodani space, but it reached its peak

millennia ago. They were caught up in the catastrophic civil war of the Ancients, and the race was wiped out by the robot hunter probes created by one of warring sides who destroyed the Ancients.

Before their destruction, the grey-skinned aliens reached a highly advanced level of technology, roughly equivalent to TL14, although they exceeded the Imperium's reach in some respects.

1. Entrance Tunnel

The tunnel from the natural caves slopes down to connect to the underground alien outpost at this point. The natural cave passage ends in an unlocked iris portal. Opening this door awakens the guardian in room 8. This is a heavier door than the other iris portals in the complex, and takes 1d6 hours of work to force open.

2. Central Chamber

This roughly spherical chamber is dominated by a huge multi-armed device, which resembles a banyan tree made of metal and glass. The machine is instrumental in maintaining the outpost's structure and shape, causing the metal walls to shift in shape and resist the pressure of the millions of tons of rock above and the vicissitudes of a tectonically active planet. If this device is deactivated or damaged, the outpost will begin to crumple under the weight.

A character can operate this machine with a successful Formidable (-6) Computers roll, repairing and opening up the second exit from room 6. Failing to operate this machine with an Effect of -2 or more deactivates it, and the outpost will collapse under the weight of the rock.

Effect	Time to Collapse
-2	1d6 days
-3	1d6 hours
-4	1d6 minutes
-5 or more	1d6 rounds

If the machine is deactivated, then it alerts everyone in the complex by displaying a warning glyph on every panel in the complex. This glyph resembles a twisted 'N'.

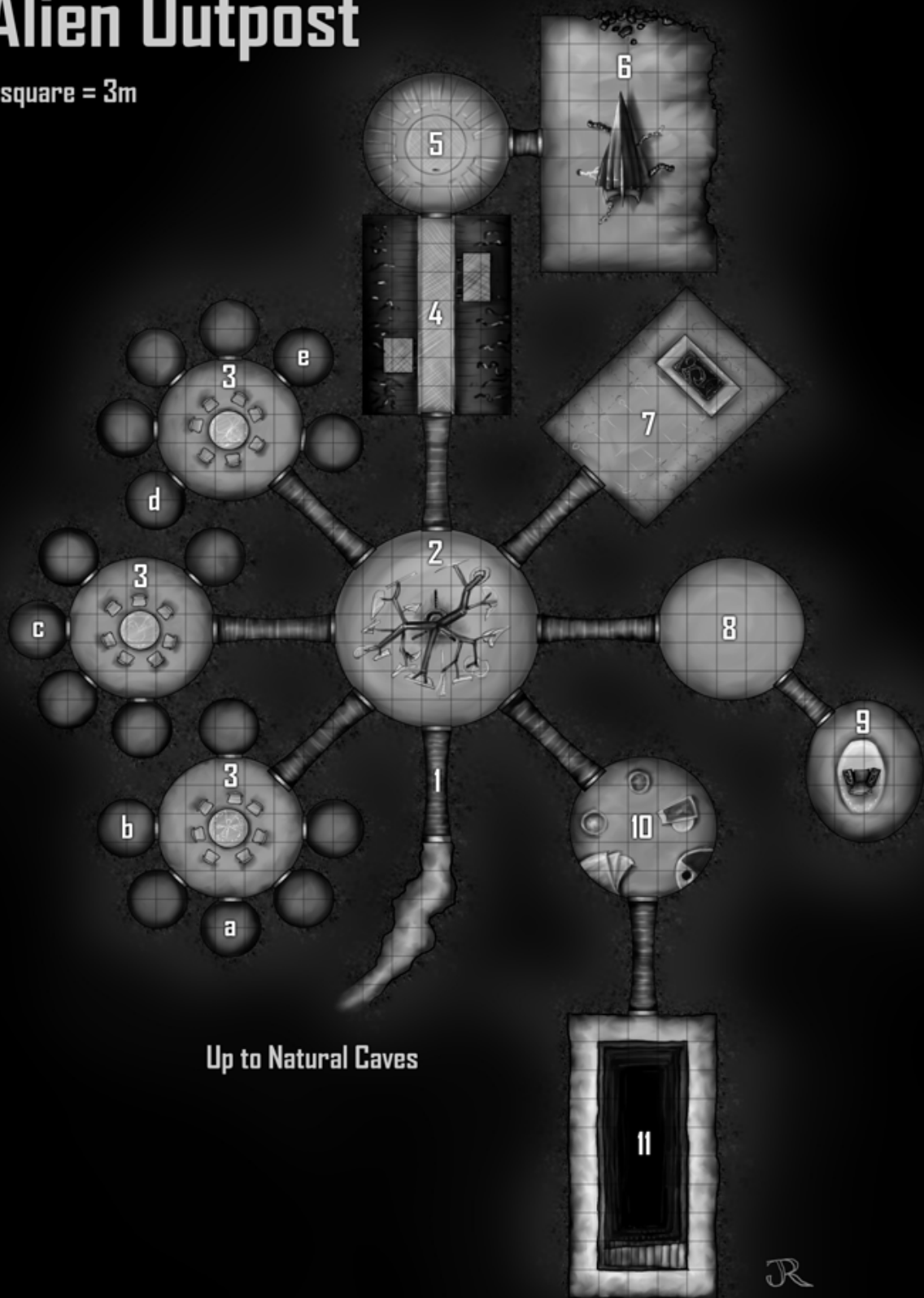
3. Habitation Spheres

The aliens lived in these spherical rooms. The central room in each chamber is a meeting room – in the centre of the chamber is a circular table and a half-dozen chairs. Pressing a control on a chair's arm causes a screen to shimmer into visibility above the table. Other cryptic devices, perhaps food preparation or medical equipment, hang from the ceiling and can be called down with another control combination.

The individual habitation rooms all have the same design, reminiscent of a room on a zero-gravity space station. One hemisphere has a spongy oval object – a bed – and storage lockers built into the walls, while the other hemisphere has a workstation or other equipment. A

Alien Outpost

1 square = 3m



control on the wall rotates the entire sphere, allowing the aliens to use all the available space despite the presence of gravity. The sphere rotates slowly enough for a character to walk with the rotation, and there is a storage space for every loose item and tool to be secured.

Most of the spheres were built but never occupied. Five spheres, lettered a to e, have special contents. For the other spheres, roll on the Habitation Sphere Contents table.

HABITATION SPHERE CONTENTS

Roll	Locked	Room Contents
2	Yes	Roll on the alien equipment table
3-5	Yes	Empty
6-8	No	Empty
9-10	No	Ash
11	No	Roll on the alien equipment table
12	No	Alien weapon, plus roll on the alien equipment table

3a. Blasted Door

The door to this chamber was blasted open some time in the past, the glass panel is broken and blackened and the lower three segments of the iris no longer close. Inside, there is a pile of ash. Searching this room reveals a control ring which can open the locker in 3b.

3b. Weapons Locker

A locker in this room contains four alien weapons. The locker is sealed, but can be unlocked using a control ring from 3a.

3c. Alien Art

The workstation in this chamber is activated when touched. It displays a flood of holographic images – a verdant world floating in space, shimmering white starships like coral castles in space, green crystal cities, young grey-skinned aliens, beautiful landscapes. Then the images change, as dark geometric shapes descend from space and destroy everything with furious beams of lethal energy. The last set of images depict a smaller vessel arriving at a desert planet that is recognisably Keanou, and a particularly tall grey-skinned alien staring dramatically out over the sandy plains.

3d. Commander's Room

This room belonged to the commander of the outpost. He was one of the first aliens to inhabit the outpost, and so his quarters are much less sterile than the rest of the complex. Roll twice on the alien equipment table if the characters search this room. There is also a control ring here which can open the door to location 9.

3e. Preserved alien

Some quirk of the environment has preserved the corpse of the alien in this room. When the door is opened, the characters see a thin

grey-skinned figure sitting at a desk, with a complex machine in front of him. Any touch or even a light breeze causes the alien to crumble to dust – it has been dead for thousands of years, preserved in this sealed and sterile chamber.

The machine in front of the alien is a suicide device – a character who activates the device by pressing the single control stud feels an overwhelming sensation of peace and calm, then increasing lethargy. If he does not move away from the device within thirty seconds, then the electrochemical activity of his brain is snuffed out like a candle.

4. Workshop

This large chamber is cylindrical, with a single door at either end. A narrow walkway runs through this room to the far end. The walls of the room are covered in tools and other machinery, and the room can be rotated to bring the appropriate device within range. A pair of mobile platforms hang at either side of the walkway, big enough to hold a small vehicle.

One of the workshop devices is still functional. It resembles a cat's-cradle of metal filaments and glowing blue strands. Hanging in the middle of the cradle is a black oblong object, about half a metre long and utterly featureless. This object is an Ancient hunter-killer. If the characters deactivate the stasis device trapping the hunter-killer, the Ancient weapon flies off at high speed to the surface – via Lift Shaft 1 – to make contact with the probe that brought it here thousands of years ago. When it reaches the surface and fails to receive a signal from the probe, it falls back into hibernation mode, never to move again.

5. Generator

The walls of this chamber are lined with coffin-sized compartments, and there is a locker on the floor and a control panel on the ceiling. Again, the room may be rotated to change the positions of 'floor' and 'ceiling'.

Paranoid player characters may mistake the coffin-like compartments for the alien equivalent of a low berth. In fact, these are the alien storage cells which convert radiation to power. Each cell can be opened by pressing a sequence of glyphs on the front control panel; the glyphs show a series of cryptic warnings, which if translated read as 'radiation danger – do not open without protective equipment' and increasingly frantic variations on this theme. Opening the storage cell drenches the chamber in 2d6x20 rads.

The locker contains four full-body alien suits which protect against the first 200 rads incurred by the wearer. If the control panel is tampered with, the characters may be able to accomplish one of the following with a successful Formidable (-6) Computers or Engineering (power) roll.

ALIEN EQUIPMENT TABLE

Roll	Item	Value
2	Alien weapon	1,000 Cr
3	Alien suit	200 Cr
4	Control ring	100 Cr
6-7	Unknowable alien gadget	1d6 x 10 Cr
8	Alien tool	1d6 x 10 Cr
9	Scrab	300 Cr
10	Alien writing slab	1d6 x 20 Cr
11	Map console	250 Cr
12	Alien stealth field	2,000 Cr

The value of all items is its value in trade in the prison; values if sold to a collector of alien artefacts or a researcher will be vastly higher.

Alien tool: This is much like the unknowable alien gadget, but is weighty enough to be used as a weapon.

Alien weapon: A small hollow tube with a single control stud. One end is slightly narrower than the other. When activated, it shoots a beam of energy out of the narrow end. The weapon has enough charge for twelve shots, after which it must be recharged. Holding down the control stud causes the device to emit a beam of harmless light, like a torch. Several tubes can be connected in series to create a more powerful beam.

Weapons	Range	Damage	Recoil	Mass	Magazine
Alien Weapon	Ranged (pistol)	2d6*	0	0.5	12

*: Each tube connected increases the damage by 1d6, to a maximum of 8d6.

Alien Writing Slab: A slate of a green glass-like substance covered in glowing glyphs. If the alien language is translated, the characters can read these slabs, although none have any useful information.

Control ring: A control ring allows its wearer to lock or unlock all doors in the room it was found in. It can also be used to lock or unlock the main entrance to the outpost.

Alien suit: This is a skin-tight suit made for an alien, but it can be worn by a human. It provides two points of armour. The alien suit squirms alarmingly near electrical fields, and can be used to detect hidden security systems.

Scrab: A foil-wrapped dose of scrab, which apparently came to Keanou with the aliens.

Map console: A portable sheet of green glass; when the correct series of glyphs are pressed (Formidable (-6) Computers check), it displays a topographical map of the surrounding terrain to a range of up to 500 kilometres.

Unknowable alien gadget: A random piece of bizarre experiment.

Alien Stealth Field: This device resembles a twisted loop of metal. When worn around the body and activated, it blurs the wearer's image, giving a +4 DM to all Stealth checks. However, the device inflicts one point of damage per round directly to the wearer, bypassing all armour, as it causes the internal organs to boil.

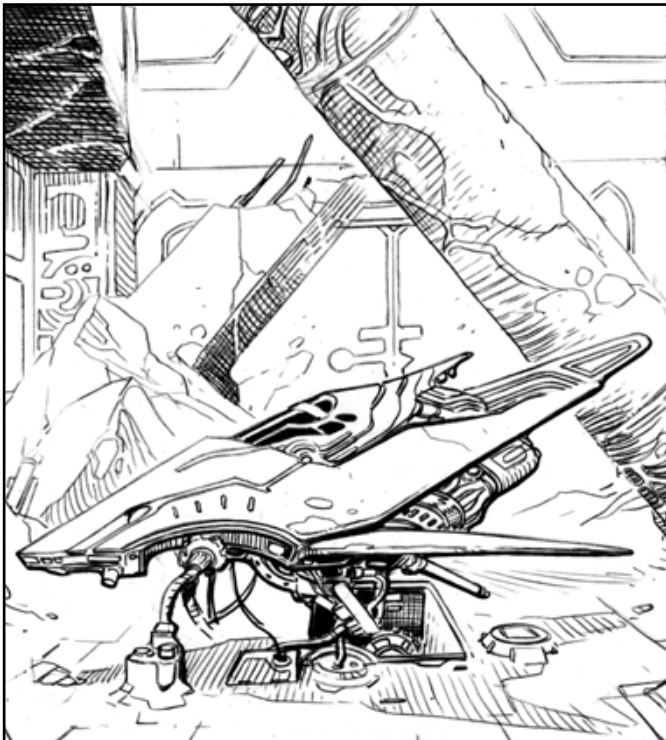
- Switch off or restore power to the whole outpost. Switching off power turns off the lights and deactivates the stasis field in room 4 and the structural generator in room 2.
- Overload the fuel cells, causing the outpost to explode after a build-up of 2d6 hours. The resulting explosion annihilates Tarkwall Prison.
- Shut down power to the temple (room 7)
- Cancel an impending overload.
- Charge the pod flyer in room 6.

If the characters do accidentally set the power plant to overload, then it displays a warning on every panel in the outpost. This warning glyph is an inverted 'T'.

6. Vehicle Hangar

This large chamber has partially collapsed, and the far wall opposite the entrance is buckled and broken. It looks as though there was once another exit from this chamber, but this is now blocked by fallen rocks. Sitting in the middle of the room is a curious vehicle, a dart-shaped pod about the size of an air/raft. This pod is connected to the floor of the chamber with cables and power feeds.

The pod's controls are relatively simple and intuitive, a character can use the Flyer (grav) or Pilot (small craft) skill with a -2DM to operate the pod. The pod's outer hull reconfigures itself in flight, as the metal flows like liquid to adopt the most aerodynamic shape.



The damage to this chamber was caused when the outpost was attacked and has not been repaired since. If the characters successfully operate the structure-control machine in room 2, it causes the damaged walls in this room to reform and push outwards, opening a tunnel connecting to the Danger Zone's Area I. Obviously, creating a tunnel of alien metal four metres wide and several dozen metres long displaces a lot of rock, causing cave-ins and minor quakes throughout the area. There is no way to hide the existence of the outpost as soon as this tunnel is created.

With this tunnel in place, a sufficiently skilled pilot could fly the pod flyer out into the mines, and then up one of the lift shafts (this would be Very Hard (-4) at least). The pod flyer can reach orbit easily.

7. Temple

This large chamber is the most ornately decorated in the whole outpost. In human terms it is a temple or religious centre, to the aliens it was a social nexus. The walls of this chamber are all made of the same green glass-like substance the outpost's computer displays and controls are made from. The shimmering glyphs change with a character's movements through this chamber.

At the far end of this room is an altar-like object which is the computer core of the outpost. This altar is on a raised dais, surrounded by warning glyphs. If anyone attempts to step on the dais without pressing the correct sequence of glyphs or shutting down power to this room, then the computer attempts to beam an update into the brain of the character using a green laser beam. Unfortunately, the eyes of the grey-skinned aliens were considerably different in structure to those of humans, so a character struck by this laser beam suffers 2d6 damage, loses 1d6 points of Intelligence and is permanently blinded.

If the computer core can be removed safely from the temple, it could be sold for millions of credits to an archaeologist.

8. Atrium

This room is identical to the central rooms of the habitation sphere (3), only there are only two exits from the room. The robotic guardian of the outpost starts here.

The door to room 9 is locked; it can be forced open, or unlocked by using the commander's control ring from room 3d.

9. Control Room

The control room is dominated by a single throne-line chair. If a character sits in this chair while wearing a control ring, a green panel descends from the ceiling to display a control surface appropriate for that ring. For example, a character wearing a ring once belonging to an engineer would have a display showing the power generator or

	TL	Skill	Agility	Speed	Crew & Passengers	Weapons	Armour
Pod Flyer	14	Pilot (small craft)	+2	600 kph	1 driver, 3 passengers	Alien weapon (4d6)	10

the outpost's structural status; a character with a pilot's ring would be shown weather reports and space traffic in the Keanou system.

A character wearing the commander's ring can access any display. He may also bring up a screen showing the path of the fleeing ships. This is recognisable as a starchart of the Spinward Marches. Several worlds are highlighted, indicating other alien vessels were bound for those planets. Well-travelled characters will recognise Quopist, Carse and Harvosette as the closest ones to Keanou.

10. Life Support

This room contains life support machinery, including an algae culture producing food suitable for the aliens. The aliens' primary foodstuff became part of the Keanou biosphere, and is now the drug better known as scrab, which means this room effectively contains a living drug factory. Up to one hundred doses of scrab can be produced by this algae culture per day.

11. Deep Shaft

This room is a walkway around a very, very deep shaft. Looking into the abyss, the characters can dimly make out tier after tier of cut passageways in the depths far below. A green panel on the wall displays a map of the lower passageways – kilometre after kilometre, all empty, living space for a colony ship which never arrived. The deeper levels of the outpost are all empty. Perhaps somewhere in the depths, tireless machines continue to leech radiation from the rocks around them as they keep cutting through the stone, blindly digging forever.

1. DISCOVERY

There are three ways the outpost can be discovered.

Firstly, the characters can find the outpost themselves, in the course of exploring the caves. If this happens, the characters can explore the base themselves at their own pace. The main difficulty will be keeping the guards from becoming suspicious.

Secondly, one of the non-player characters who explores the caves might discover the outpost and tell the player characters. Likely candidates include 3622 'Batman' Minuglu, 3754 Gani Polfirio or 2977 Anton Kugazur. Ideally, the Referee should kill off the non-player character as soon as possible, by having him run afoul of the Guardian or one of the lethal devices.

Thirdly, a badly placed mining charge or quake in the Danger Zone might expose the entrance to the outpost. The characters could be sent to examine the extent of the damage and then find the alien outpost.

However the outpost is discovered, it should be primarily up to the characters to explore it. If the characters make multiple visits, then other prisoners or the guards may grow suspicious and attempt to follow them into the caves. Depending on who discovers the outpost, the player characters may be forced to murder to keep the

secret, or cut the other character in on the action. A work shift in the Danger Zone lasts for five hours; to determine if a character is missed by the guards, roll 2d6. If the total is *less than* the number of hours the character is missing, then the guards notice his absence.

2. BOUNTY OF THE OUTPOST

The alien outpost offers many advantages to prisoners who know the secret. Unscrupulous characters can loot weapons, stealth field generators and armour from the equipment lockers, and there is even a chance the characters can use the flyer to escape the prison.

Even if the characters do not use the outpost to escape, they can sell equipment such as weapons, tools and especially scrab. The alien artefacts are worth a fortune, but not to the prisoners in Tarkwall. If the characters really want to profit from the alien outpost, or if they want to smuggle in the computers and specialised software needed to translate the alien language, then they need to start selling to people who can pay the real value of those artefacts.

If the characters try to find a buyer, then the best people to talk to are 0730 Winston Urmarush, 3006 Azax Hamid or G5 Emil Patowic, all of whom will put the characters in touch with the same person – a Circle City-based collector and amateur xenologist named Armitage Trout. Even if the characters do not try to find a buyer, it is likely Trout will get in touch with them himself – one of the prisoners traded an artefact to his lawyer, and from there it ended up in Trout's hands.

Trout offers to pay ten times the listed value of any recovered artefacts, and also visits the prison, offering whatever aid he can give the players.

3. THE ARCHAEOLOGIST

After Trout has received several artefacts from the prison, he becomes convinced the source of the alien relics is somewhere in Tarkwall. The uranium mine is the obvious location to begin searching. Trout hires a bodyguard/ scavenger named Rigel and an ATV, and travels to the vicinity of Tarkwall. He then begins surveying the land around the prison, looking for signs of a crashed ship or buried alien structure. The ATV may be spotted by prisoners working in the exercise yard.

Three days after arriving, Trout discovers the entrance to the natural caves near the prison. Another three days after that, unless the characters stop him, he finds the entrance to the alien outpost.

Trout wants to loot the alien outpost as effectively as possible; items like the computer core (room 7) or starmap (room 9) are great prizes to him. He will work with the player characters if they seem trustworthy and competent, and will even help them escape offworld if they aid him. However, the collector is not above 'removing' the obstacles – or, more accurately, having Rigel do it for him.

Armitage Trout

STR4 DEX6 END6 INT8 EDU9 SOC7

Skills: Broker 1, Investigate 1, Social Science (history) 1, Space Science (xenology) 2, Computers 1, Stealth 0, Pilot 0, Mechanic 0, Drive 0, Comms 0

Equipment: Revolver, hand computer

Traits: Eccentric

Trout fancies himself to be an intellectual and a scholar; he is an overweight bookworm who was booted out of the Scout Service during basic training. Keanou is far from the centres of galactic learning, so Trout has to make do with reading the diaries and records of great historians and archaeologists. Now, finally, something unique and alien has appeared on Keanou, and he has his chance to make his mark.

Rigel

STR8 DEX7 END10 INT5 EDU4 SOC3

Skills: Melee (brawling) 2, Stealth 2, Gun Combat (rifle) 1, Streetwise 1, Drive 0, Medic 0, Persuade 0

Equipment: Flak Jacket (6), Shotgun (4d6), Assault Rifle (3d6)

Traits: Survivor

Rigel is an ex-con, a former inmate of Tarkwall. He served ten years for assault on a noble, and then did not have enough cash to buy passage offworld. He has worked as a skoggie hunter and spice-farm foreman before hiring on with Trout.

4. THE OUTPOST REVEALED

Initially, only the player characters and a handful of others know about the alien outpost, but over the course of this adventure, it may become more widely known in the prison. The reactions of the various groups vary depending on who finds out about the outpost.

The Gangs

Both of the major gangs would want to control the outpost; Benezech has more of his thugs in the Danger Zone. Their primary interest is grabbing control of the weapons and scrap supply. The gangs have no respect for the ancient heritage of the outpost, and will smash any obstacles in their way. Doors will be forced open, unfortunate prisoners hurled in the way of the defence mechanisms; the only advantage is the gangs have the money to bribe most of the guards to look the other way.

0730 Winston Urmarush

The ex-scout is as close as the prison has to an expert on xenological activities. Urmarush despises aliens, and would willingly erase the

outpost from existence. However, he will use his expertise and reputation to bully his way into any explorations of the outpost. If put in charge, the sadistic doctor will use other prisoners as test subjects when experimenting with the alien technology.

S3 Psychologist Hajim Rovok

The outpost is exactly the sort of breakthrough Rovok needs to revitalise his career. If entrusted with the secret of the outpost's existence, then Rovok will help the prisoners keep the prison authorities in the dark. He will gather prisoners and staff he can trust, like S9 Sebiesk and G9 Ulmerkin to aid him, and embark on a scientific study of the outpost, aided by the player characters. His primary goal will be translating the alien's language and learning their history. He can provide work passes and ensure those working in the outpost go undisturbed by the prison authorities.

The Prison Authorities

Warden Grice and Voller will bicker over what is to be done with the outpost. Both agree it is to be sealed off immediately, and place guards on any known entrances. Any prisoners who have already visited the outpost will be examined by both the doctor and the psychologist before being reassigned to duties out of the Danger Zone. Voller favours sealing off the outpost and forgetting about it – ancient alien technology is a distraction from the true business at Tarkwall. Grice, meanwhile, sends a message to the University of Rhylanor via the xboat network, reporting all details on the find. As usual, Grice appeals to a higher authority to sort out his problems.

The Imperial Authorities

Grice's message reaches more than the University of Rhylanor; the Imperial Authorities also send their own experts. A fast courier jumps back to Keanou and signals the Scout base on Vora. A scout ship carrying four armed scouts arrive at Tarkwall from Vora and take custody of the outpost. They seal the outpost and question anyone who entered. Several weeks later, a research vessel accompanied by a dozen marines jump into Keanou space and land; the prison is put under martial law and searched from top to bottom for alien artefacts. Areas H, I, L, M and N in the Danger Zone are sealed off, as is the natural cave system.

Imperial Response Times

Week One: Grice sends his message to Rhylanor.

Week Four: Scouts land at Tarkwall

Week Ten: Research vessel and Imperial Marines land at Tarkwall

ESCAPE!

I'm not going to die in here. I can't take it any more, rotting in this godforsaken hole of a prison. I won't give up – I'm getting out.

Tarkwall's most formidable security system is not the walls or the fences; it is the hundreds of kilometres of trackless desert surrounding it. Characters trying to escape before their prison terms are up need to find a reliable method of crossing the desert.

The Waiting Game

If the players prove unwilling to risk an escape, there are several events and characters which the Referee can use to push them towards action.

- The escape committee might contact the characters, asking for their help
- 7404 Pandit Espartero has a makeshift communicator which can be used to contact passing ships
- 9047 Rand Gurish claims a scout ship will pick him up from the prison at some point
- Incident #16 involves an explosion in the prison, which can be used as a distraction
- If the prisoners are sent spice gathering, they can flee into the countryside.

METHODS OF ESCAPE

So, you have decided to escape from Tarkwall. Ideally, your cunning plan is one so cunning it was not considered by the designers of this book; more prosaic escape routes are described below. Each escape route lists what the player characters need to do, useful items or contacts, and the likelihood they are discovered by the guards.

Climbing The Fence

Out into the desert

Location: Anywhere on the surface

Making The Escape: A total Effect of 5 (or 10, for the higher fence) on Athletics (strength) checks is needed to climb the fence around the prison. The fence around the Warden's house and the armoury is electrified.

A character with a ladder or other climbing aid has a +2 DM to climbing attempts. Alternatively, a character can cut through the fence with wire cutters.

Security Problems: The likelihood of the characters being spotted by the guards depends on where they make the attempt to climb over the fence. Roll once on the Guard Vigilance table below, using the lowest target value, in any round the characters are visible while climbing the fence or crossing the rough ground around the prison.

GUARD VIGILANCE

Location	Target Value
Recreation Yard	3+
Near a Gate	4+
Well-trafficked area	5+
Obscure corner of the prison	6+
From the guard tower	7+
At night	-2DM

If spotted, the guards will challenge the escapee and order him to surrender before shooting at him. If the prisoner has a particularly high prison rep, they may shoot at him a bit first before ordering him to surrender.

Through The Caves

Out via the exit from the caves

Location: The natural cave network

Making The Escape: To use this exit from the prison, a character needs to find the natural cave system in Area M of the Danger Zone, then navigate through the caves to the exit. A light source of some sort is needed in the caves. The exit from the caves is in a small crevasse around one hundred metres east of the prison. The natural entrance is within view of the prison during the day; a Routine (+2) Stealth check is needed to avoid being seen when exiting, since guards seldom look in this 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.

Security Problems: Characters are unlikely to encounter guards in the natural caves, unless the guards know the prisoners are making an escape attempt via the caverns. Once the characters are clear of the natural exit, they need only sneak past any guards on the road or watching the eastern approach to reach the desert.

Through the Abandoned Buildings

Out into the desert on the far side of the prison.

Location: The abandoned buildings on the surface (area #24).

Making The Escape: There are several ways the characters can reach the abandoned buildings. They can hop the fence on the northern side of the prison and take shelter in the ruins; they can climb up lift shaft #4 from either the administrative level or the cellblock level, or they can find their way through the maze of abandoned storage rooms (#9 on the administrative level) to the stairs (#9a or #9b).

Security Problems: Wandering around the administrative level is virtually impossible except for the most trusted prisoners, and the doors into the storage area are kept locked, requiring the characters either steal a key or obtain a lockpick kit.

Lift shaft #4 requires several days' work to clear it of debris before it can be climbed.

Digging a Tunnel

From anywhere in the prison to outside

Location: Anywhere underground

Making The Escape: Digging a tunnel in Tarkwall is a daunting process. While it is possible for a character to obtain a mining tool such as a pick with comparative ease, the prison is underground. The cellblock level is some eight metres below the surface.

A character using a mining pick can tunnel through one metre of rock in one month under normal circumstances (such as working at night, when the guards are not watching). Not having a mining pick or other suitable tool increases the time taken by a factor of four; access to a mining laser or mining drill halves the time. Multiple characters may be able to work on the same tunnel. A character who spends his nights digging a tunnel must make an Endurance check each day to avoid fatigue (-1DM to all actions until he rests).

Each metre of rock tunnelled though results in a lot of rubble and rock. If the tunnel is being dug in the mining area, characters can easily hide their debris in with the rest of the mine tailings. However,



a tunnel on the surface or in the cellblocks is a much bigger problem as the characters will need to smuggle the rock out.

Security Problems: All the cells are monitored by the prison computer; CARL's suspicious activity recognition program is infamously buggy, but it can always recognise someone swinging a mining pick. Characters will have to disable the camera to have any chance of digging a tunnel in a cell. It is easier to dig a tunnel in the Danger Zone or upper mining level, tunnels in the Danger Zone are likely to run into the natural caves.

The guards have been known to 'ignore' tunnels in exchange for bribes. It takes months to dig a tunnel, so the guards can collect several weeks of bribes before reporting the tunnel to the warden and dragging the prisoners off to solitary.

Hijacking a Vehicle

From the surface to Circle City and beyond

Location: The surface, usually the shuttle landing pad

Making The Escape: There are several vehicles in Tarkwall – the ATVs, the ore shuttle, the prison shuttle, and the warden's flyer. The latter three all make semi-regular trips to Circle City. Descriptions of the vehicles and the difficulty in stealing them are on page 23.

Security Problems: All vehicles in Tarkwall are watched by the guards, with the exception of the warden's flyer. The ATVs have the lightest security and see the most traffic, and so are the easiest to steal.

Stowing Away

From the surface to Circle City and beyond

Location: The surface, usually the shuttle landing pad.

Making The Escape: See page 23 for a full description of vehicles at Tarkwall and their defences. Stowing away in the cargo compartment of the ore shuttle or prisoner shuttle is much easier than hijacking it, but unless the characters have sufficient oxygen and heating, it is likely they will pass out before reaching Circle City.

In Disguise

Anywhere in the prison

Location: The laundry

Making The Escape: Characters working in the laundry can steal a guard's uniform, but they also need a guard's helmet and ideally a passcard for a full disguise. It is possible to leave the prison via one of the gates while wearing a disguise, as guards sometimes step out to patrol the area outside the fence or correct a problem with the ore

Weekly Tarkwall Traffic

Roll 2d6	ATVs	Ore Shuttle	Prisoner Shuttle	Warden's Flyer
2	None out	-	Landed	Landed
3	None out	-	One flight	Landed
4	None out	-	Landed	-
5	One out	-	One flight	Landed
6	One out	One flight	-	Landed
7	One out	-	One flight	-
8	One out	-	Landed	One flight
9	Two out	One flight	Two flights	-
10	Two out	-	-	Landed
11	Two out	-	Three flights	-
12	Three out	-	One flight	One flight

-: The vehicle is not seen at Tarkwall this week.

Landed: The vehicle is landed at Tarkwall for several days this week.

n out: The listed number of ATVs are out in the desert on patrol or other missions. 3-*n* ATVs are present.

n flights: The vehicle makes the listed number of flights from Tarkwall to Circle City this week.

conveyor. It is much harder to fool the pilot of the prisoner shuttle you are a guard for the whole four-hour flight to Circle City, but wearing a uniform is a good way to start a hijack attempt.

Security Problems: If a character in a guard's uniform is met by another guard, a successful Deception test may be enough to allay suspicion. However, it is unlikely a prisoner in disguise will be able to get into a sensitive area like the guard's station without being challenged.

Hostages

May get the characters anywhere in the prison

Location: Anywhere in the prison

Making The Escape: Taking hostages is extremely risky in Tarkwall. Warden Grice considers most of his staff and guards to be disposable; Assistant Warden Voller will respond to any hostage situation by ordering the guards to use sleep gas and/or deadly force. Only a few hostages will give the prison authority pause – Grice or Voller, S4 Chaplain Thomas or any important visitor. G18 Thomas Dannessur is also a good hostage, as Grice will do anything to keep his nephew safe.

The Escape Committee

The prison escape committee (2167 Dan Amgi in cellblock 1, 2537 Axel Herrmon in cellblock 2, and 1935 Felip Karageorge in cellblock 3) are responsible for co-ordinating escape attempts in Tarkwall. In reality, they spend most of their time arguing and speculating about escape attempts instead of doing anything. Any escape attempts must be made known to the committee, so one attempt does not interfere with another. If a character is found to be attempting a major prison break without the approval of the committee, he faces censure from the rest of the prison community (where 'censure' generally implies 'brutal beatings'). With the secretive nature of the Escape Committee it is quite likely the character will find himself receiving beatings without knowing why, at first. If he asks why he is being targeted he may be informed of the existence of the committee.

Two members of the gang – Dan Amgi and Felip Karageorge – are allies of Big Rolf. Any escape attempt threatening the gang's control is stamped on; they have even passed on information to the prison authorities on occasion to get other prisoners into trouble. The only 'honest' member of the committee is Alex Herrmon, and he is deathly afraid of being sent to The Hole if an escape attempt he is involved in fails.

Security Problems: The standard reaction to any hostage situation is:

- Lock down the prison and send all prisoners back to their cells
- Have prison psychologist Havim Rovok keep the hostage-takers talking, promising them whatever they want, including a shuttle out of Tarkwall
- Guards move into position to deploy sleep gas grenades or storm the hostage takers with stun guns.

PRISON BREAK

If a prisoner does escape, the reaction of the prison authorities varies depending on the nature of the escape and the prisoner's chances of survival.

1. Noticing an Escape

Obviously, if a prisoner openly steals an ATV and drives off across the desert or jumps the fence, the guards will immediately be in hot pursuit. However, if a prisoner is able to quietly slip off, his absence may not be noticed for several hours. Prison protocol orders all prisoners be accounted for at the start and end of each work shift, and every cell be checked each night. The end-of-shift accounting rarely happens, and an inattentive guard might miss an empty bunk. Roll 2d6 at the start and end of each shift, and each night; on an 8+, the characters' absence is noted and the alarm is raised.

2. Secure the Prison

As soon as an escape is confirmed, all prisoners are immediately confined to cells and all activities are temporarily cancelled. All guards are put on full alert and issued with lethal weapons. Guards are placed on the ATV garage, the shuttle landing pad, all gates, the armoury and the warden's residence.



3. Foot Pursuit

If the escapee is believed to still be in the prison, then patrols of guards are sent to track them down, using motion scanners and skoggie hunting packs. Each guard patrol consists of four guards, all armed and in constant contact with the guards' station. All cameras in the prison are monitored. The guards sweep through the administrative and cellblock levels, then the surface and upper mining level. The lower mining level and the desert surrounding the prison are the last zones to be searched.

4. Vehicle Patrol

The next step is to send out the ATVs in a search pattern around the prison. Each ATV carries eight guards and searches a ten-kilometre area around the prison – the guards scan the desert with binoculars, but they have learned the most effective approach is to wait until nightfall and look for where the cave bat scavengers congregate. The bats love to feed on fresh carrion.

If the vehicle patrols fail to find the escapees, and the escaped prisoners do not crawl back begging for water (as happens with many escape attempts), then the prison must alert the Keanou sheriff. This may be done earlier if the escapee is particularly dangerous or important, or if the escapee stole or stowed away on a flyer.

5. Alert The Authorities

The authority in question is V6 Sheriff Olina Magros. As soon as she gets a call from the warden, she does the following:

- If the escapee is known to be in a vehicle, Magros contacts any ships in orbit and asks them to scan the skies over the desert. Roll 2d6; on a 9+, she is able to arrange for such a sensor scan.
- All outlying farmsteads and spice farms are sent a message, warning them to watch for escaped prisoners.
- Magros and her deputies travel to Tarkwall and conduct an investigation to find the trail of the prisoners.

Given the extreme unlikelihood of an escapee crossing the desert, Magros rarely bothers following a prisoner into the wilderness unless she has proof the escapee has survival gear.

6. Secure Circle City

If a prisoner is confirmed to be en route to Circle City and has a good chance of getting there, then Magros alerts the authorities there. The starport guards are ordered to watch for the escaped prisoner, and any incoming shuttles are searched for stowaways.

If a prisoner can make it into the spaceport, he is on Imperial territory. Keanou is such a small and backwards world that the city police and the starport guards can sidestep questions of legality and just drag prisoners off the starport and back into local jurisdiction, but a successful Advocate check lets a character quote enough Imperial law to get the guards to back off. A character whose crimes are not against Imperial law can find legal refuge in the starport; most crimes are against both Imperial and local law, however, so running to the starport gains the character only a few hours grace while extradition is arranged.

EQUIPMENT

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, along with the places they are likely to be found. Occasionally, a random piece of equipment is called for; 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.

EQUIPMENT TABLE

Die	Item	Area	Val.
01	Used tissue		0
02	Knife	K	50
03	Prison uniform	L	50
04	Pack of cigarettes		20
05	One day's extra rations	K	5
06	2d6 Credits		2d6
11	Filter mask*	ILC	50
12	Outdoor clothing	LC	50
13	Short-range communicator	GR	50
14	Magnetic compass	RV	20
15	Metal detector	R	50
16	Geiger counter	RD	100
21	Handcuffs*	G	50
22	Infrared goggles	R	250
23	Light intensifier goggles	RDM	150
24	Electric torch	DM	50
25	Preserved food supplies	K	25
26	Cold light lantern	DM	70
31	Construction tools	V	50
32	Metalworking tools	VR	500
33	Electronics tools	R	300
34	Lock pick set*		500
35	Mechanical tools	R	400
36	Tarpaulin	L	10
41	Mining pick*	DM	100
42	Medical kit*	I	300
43	Scalpel*	I	250
44	Blank pass	C	100
45	Dagger*	K	300
46	Blade*		350
51	Fake firearm*		50
52	Mesh guard uniform*	L	300
53	Desert survival kit	R	200
54	Bottle of alcohol*	I	200
55	Water container	K	10
56	Gas mask*	GR	200
61	Tear gas grenade*	G	400
62	Sleep gas grenade*	G	800
63	Sleep gas antidote*	I	100
64	Medical drug*	I	100-300
65	Vitamin supplement	KI	30
66	Narcotic drug*	I	50-600
71	Gemstone	D	2d6x50
72	Mining Laser*	M	350
73	Explosives Charge	D	150
74	Explosives Blasting Cap	D	50
75	Oxygen cylinder	R	200
76	Mining Drill*	M	300
81	Electronic Restraint*	I	50
82	Guard's firearm*	G	1,000
83	Guard's computer*	GR	350
84	Guard's pass*	GC	500
85	Guard's combat baton*	G	800
86	Guard's helmet*	G	500

Equipment marked with an * is very difficult to steal.

Abbreviations for areas

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 Credits.

EQUIPMENT DESCRIPTIONS

Blade: 7404 Pandit Espartero, 3136 Stiv the Blade, 3754 Gavi Polfirio, 2365 Seljuk the Knife, 6866 Gerard Bezenech, 2673 'Killer' Basimu and 7575 Avram Iijima all have blades, most of which are kept concealed in their cells or in the Danger Zone. Several of these characters are part of Benezech's gang – the guards know this gang has easy access to blades, but Assistant Warden Voller permits the gang to retain their weapons.

Blank pass: These passes are small plastic cards with the prisoner's name, ID number and travel privileges printed on them. The writing on the card can be erased or changed with a card reader – or with a magnetic stylus and a lot of patience. The pass also has a magnetic strip which can be read by the security system.

Bottle of alcohol: The most common alcohol found in the prison is a local drink called *aprivo*, derived from fermented cactus juice. It is a milky grey liquid, although commercially solid bottles of *aprivo* add food colouring and more sugars to improve the taste. Home-made *aprivo* tastes horrible, but has a high alcohol percentage.

Beer, wine and other common alcoholic drinks are regularly shipped in from Circle City. The local beer on Keanou is called Red Setter.

Construction Tools: The construction toolkit includes surveying gear, basic tools like hammers and screwdrivers, and protective eyewear. None of the equipment in the construction toolkit is especially suitable for use as a weapon, but can be used when digging a tunnel.

Cold light lantern: This is a handheld fluorescent lamp with its own internal power source. The lamp can be attached to a miner's helmet or shoulder.

Dagger: Most daggers in the prison are home-made weapons, made using the lathes in the repair shop. Nonetheless, they are quite effective weapons.

Desert survival kit: The desert survival kit includes a heat-retaining blanket, a water still and salt tablets. It lacks a compass and water, both of which are vital to survival in the desert.

Electric torch: This is a heavy-duty torch, tough enough to be used as a bludgeon. Items can also be hidden in the battery compartment of the torch.

Electronic restraint: Prisoners with cybernetic implants which cannot be easily removed are fitted with these electronic restraints which deactivate the implants. An electronic restraint can deactivate a neural comm, wafer jack, enhanced vision or a cybernetic limb. Correctly fitting a restraint requires a Medic or Engineering (electronics) check to tune the device's jamming field to the implant. Fitting a restraint takes several minutes.

If a restraint is forcibly removed, it scrambles the wearer's nervous system; the wearer must make a Very Difficult (-4) Endurance check or be knocked unconscious.

Electronics tools: An electronics toolkit has no useful weapons, but can be used to override electronic locks or to alter passcards.

Explosives Blasting Cap: This is an electric blasting cap which can be activated using a radio signal or an electric current. On its own, the damage from a blasting cap is minimal (1d6 points of damage if it can be detonated).

Explosives Charge: Mining charges used to blow up rock are hard to steal. The prison uses a form of plastic explosive which can be shaped and cut as needed. A blasting cap is needed to detonate a charge. It is possible to detonate a charge with any energy discharge that deals more than 10 damage.

A half-kilogram of mining charge explosives deals 3d6 damage multiplied by the Effect of the Explosives check.

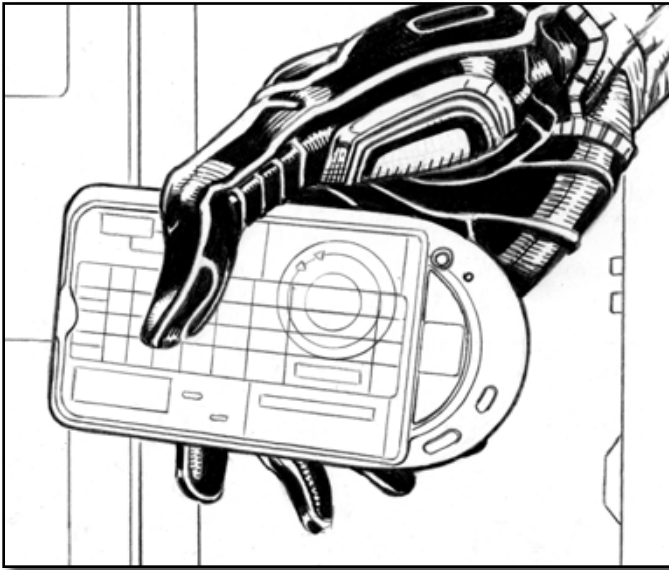
Fake firearm: Usually a revolver, a fake firearm is a plastic, wooden or even carved-soap replica of a real weapon. It will only pass for an actual gun in dim light, or when pressed into someone's back accompanied by a whispered threat.

Filter mask: This is a conventional filter mask, produced in the billions on industrial worlds. A filter mask will protect against sandstorms and the toxic elements in Keanou's atmosphere. It fits over the user's mouth and nose, but does not include eye protection. A filter mask does not protect against Sleep or Tear Gas.

Gas mask: A gas mask protects against the tear gas and sleep gas used by the guards. Two sorts of gas masks are in common use in the prison. Staff members use conventional full-face gas masks. The guards use a special filter slotting into the helmets they wear as part of their uniform – using a guard's filter without a guard's helmet requires making a mask to hold the filter.

Gemstone: The gems found in the mining level are poor-quality gemstones like uvarovites, but they are worth a small fortune (up to Cr 6,000) outside the prison.

Geiger counter: Three types of radiation detector are in use in Tarkwall. The simplest are badge-sized dosimeters worn on the outside of a prisoner's uniform, and turn darker and darker as they are exposed to radiation. A fully black badge indicates a lethal dose. The guards carry more advanced Geiger counters that can locate high-radiation zones. Finally, the mining engineer and some other staff have access to computer-controlled Geiger counters connected to the central computer which are used to map the radiation zones in the mines. These counters have transmitters reporting their location to CARL at all times.



Guard's combat baton: The prison guards use a multi-purpose combat baton. It can be used as a simple club, a stunstick, or an electric prod. A control in the hilt of the baton adjusts its current mode.

Guard's computer: This is a TL7 hand computer, connected by a data cable to the guard's comm. Every guard's computer has a list of prisoners and work assignments on it, as well as a map of the prison. Some guards have loaded extra data onto their computers, from novels and holodramas to Go games.

Guard's firearm: Three types of firearm are in common use in the prison – shotguns, stunners and automatic pistols. More senior guards and staff carry the pistols, while staff untrained in weapons use stunners. Usually weapons are loaded with non-lethal rubber bullets.

Guard's helmet: Standard issue for guards is a helmet with a reflective faceplate containing psionic shielding, light intensifier goggles and communications systems.

Guard's Pass: A guard's passcard can open any door in the subsurface levels of the prison, except the computer control room. Most doors on the surface can also be opened using a guard's pass. CARL is programmed to randomly request verbal authorisation when a guard's pass is used – roll 1d6 whenever the pass is used to open the door. On a 1, CARL contacts the guard by radio and asks him to confirm the use of his card. If no confirmation is issued, the card is locked out of the security system.

Handcuffs: The handcuffs used in Keanou prison consist of two metal cuffs linked by a chain; the length of the chain can be adjusted using the same key that unlocks the cuffs. These handcuffs are Very Difficult (-4) to break out of.

Infrared goggles: Rarely used in the prison except when hunting escaped prisoners, the IR goggles are of little use in the mines below, as the rocks give off a considerable amount of heat anyway.

Light intensifier goggles: Light intensifier goggles pick up and enhance any available light. They are ideal for use in the mines below. The guard's helmets incorporate light intensification technology.

Weapon	Skill	Personal	Close	Damage	Heft	Mass
Guard's Baton (club)	Melee (bludgeon)	+0	-1	2d6	1	1
Guard's Baton (stunstick)	Melee (bludgeon)	-1	+0	2d6 + 2d6 stun	1	1
Guard's Baton (prod)	Melee (bludgeon)	-1	+0	2d6 + 1d6 electricity	1	1

Lock pick set: A lock pick set can be used to unlock both mechanical and electronic locks. The best lock pick sets are shipped in from offworld; it is possible to assemble a makeshift one using supplies from the repair shop.

Magnetic compass: Keanou has a strong enough magnetic field to make compasses a viable alternative to GPS beacons. The planet also has a basic GPS network, but the satellites are old and prone to failure.

Mechanical tools: A mechanical toolset includes screwdrivers, drills, callipers, pliers and other basic tools. None are especially suitable for use as weapons, but the toolset can be used to make many different useful items, including daggers.

Medical drug: A variety of drugs are used in the prison infirmary. Roll 1d6 on the table below if a random drug is needed.

Medical kit: Basic medkits are located throughout the prison, and contain bandages, wound plasters, painkillers, anti-rad drugs, panaceas and a medical alarm beacon alerting the infirmary there is a problem.

Mesh guard uniform: A mesh guard uniform has Armour 2. The uniforms are machine-washable, so they can be stolen from the laundry. There are no name-tags, rank stripes or other identifying marks on the uniforms.

Metal detector: This is a simple metal detector. One of the best uses for this item is finding hidden equipment caches in the mines.

Metalworking tools: The metalworking toolset includes a drill, files, vice, punch and other hand tools. It also includes a hand-held welding torch. This torch uses a chemical fuel, it is standard practice in Tarkwall prison to store the fuel cans separately under lock and key in the Vocational Rehabilitation room. Most stolen kits do not include the fuel can.

Mining Laser: The mining laser is a cutting beam designed to slice through stone. It is not as damaging as a military laser, which delivers all its energy in a single shot. However, if kept trained on a target, the mining laser can quickly prove lethal.

Mining Drill: The mining drill is a heavy battery-driven drill. It can be used as a weapon, but is extremely unwieldy (-2DM instead of the normal -1 for an improvised weapon).

Mining pick: The tools used in the mines are distressingly primitive. While lasers, drills and explosives charges are used to break up the tougher rocks, the prisoners are expected to do most of the work with these simple metal picks. A pick does make a good weapon, but is impossible to conceal, unless the head is removed from the shaft when it is merely very difficult.

Narcotic drug: Several types of narcotic are in use in the prison. Roll 1d6 if a random drug is needed.

One day's extra rations: Stealing extra food is relatively easy in the prison. Roll on the preserved food supplies table for the food of the day.

Outdoor clothing: Outdoor clothing is a set of normal civilian clothing allowing the wearer to blend in on the streets of Circle City or another settlement. If the prisoner is lucky, the outdoor clothing is suitable for use in the desert.

Oxygen cylinder: Oxygen cylinders are used in the repair shop and vocational rehabilitation area, as well as in the mines when radon gas concentrations are high. More importantly from a prisoner's perspective, the oxygen cylinders can keep an escapee alive and conscious when stowing away on board the shuttle.

Pack of Cigarettes: The most common brand of cigarettes sold on Keanou are Redwoods.

Roll	Drug Name	Effect	Value
1	Omnia	Panacea (see the <i>Traveller</i> rulebook, page 94).	100
2	Ionine	Anti-rad drug (see the <i>Traveller</i> rulebook, page 94)	300
3	Phenolathynide	Strong painkiller	300
4	Pertonbutol*	Treatment for silicosis	200
5	Ambuta*	Treatment for cancer	200
6	Gelgerine*	Anti-psychotic	100

*: Taking this drug when the user does not suffer from the disease in question is harmful, giving a -2DM to all rolls for 2d6 days.

Weapons	Range	Damage	Recoil	Mass	Magazine
Mining Laser	Ranged (pistol)	1d6*	2**	8	100

*: The damage from the mining laser increases by 1d6 if it scored a hit on the same target last round, to a maximum damage of 4d6.

** : Technically, this is Heft, not Recoil.

Drug Addiction

Characters who use drugs run the risk of becoming addicted. Roll 2d6 whenever the character uses the drug, adding the number of times he has used the drug in the past as a DM; if it is greater than the listed addiction threshold, the character is addicted to the drug. An addicted character must get another dose of the drug within the listed period or suffer withdrawal.

If a character suffers through the full withdrawal period, he no longer suffers the withdrawal penalties.

DRUG ADDICTION

Drug	Addiction Threshold	Addiction Period	Withdrawal Effect	Withdrawal Period
Cigarettes	30	1/day	-1 End	One month
Poor Julis	20	1/day	-1 Int	One month
Good Julis	14	2/day	-2 Int	One month
Ambrosia	13	1/week	-1 End, -1 Dex	Two weeks
Scrab	12	1/week	-2 End, -2 Int, -2 Str	Two months
Hot Scrab	10	1/three days	-4 End, -4 Int, -4 Str	Three months
Bezzine	9	1/month	-2 Int, -2 Dex	Two weeks

Signs of Addiction

Julis: Nervousness, paranoia.

Ambrosia: Blue eyes, excessive overconfidence and manic energy.

Scrab: Weight loss and aggression

Bezzine: Insanity

Roll	Drug Name	Effect	Value
1	Poor Julis	Local smoked narcotic derived from spice and herbs; produces mild euphoria and relaxation. Long-term effects include addiction, paranoia and mood swings.	50
2	Good Julis	A genetically engineered and improved version of julis; much stronger effects	100
3	Ambrosia	A golden liquid from offworld; when consumed, gives a feeling of strength, confidence and energy.	200
4	Scrab	Highly addictive narcotic. Injected.	300
5	Hot Scrab	Cracked and heated version of scrab, with a much stronger effect. Even more addictive.	600
6	Bezzine	Off-world hallucinogen; rumoured to stimulate psychic powers.	600

Preserved Food Supplies: Canned food can be found in the prison kitchen, and keeps for an indefinite period. Roll 1d6 for the 'flavour'. Each unit of preserved food supplies is enough food for one person for one week.

Roll	Flavour
1	I can't believe it's not pork
2	Soy
3	Another sort of soy
4	Tasteless mush – in a can!
5	Tasteless mush with cheese
6	Mushy peas. Well, green mush anyway.



Scalpel: A surgical scalpel.

Short-range communicator: This is a short-range handheld comm unit, with both voice and data capability. The guards carry them as part of their standard equipment, but staff members working outside the offices also carry a comm.

Sleep gas antidote: This is a small capsule able to immediately counteract the knock-out gas used to suppress riots. A single capsule wakes a character affected by the gas and gives a +6 DM to all Endurance checks to resist the gas for the next 2d6 minutes.

Sleep gas grenade: A sleep gas grenade contains a chemical which vaporises on contact with air to create a billowing cloud of gas. Anyone inhaling this gas must make an Endurance check or fall unconscious. The gas cloud lasts for 1d6+3 rounds; it has an initial radius of 1.5 metres and expands in radius by one metre per round.

Tarpaulin: A sheet of cloth or plastic. Wrapped around a character, it provides Armour 1 but gives a -1DM to all Dexterity-based checks.

Tear gas grenade: A tear gas grenade releases a cloud of stinging, painful gas. A character in the gas cloud suffers a cumulative -1 DM per round to a maximum DM of -4. A character with a gas mask and goggles is immune to the effects of tear gas; a character with only one or the other has a maximum DM of -2. The gas cloud lasts for 1d6+3 rounds; it has an initial radius of 1.5 metres and expands in radius by one metre per round.

Vitamin supplement: Vitamin supplements including an iodine booster provide extra protection against radiation exposure. Taking vitamin supplements increases a character's chance to resist silicosis and exhaustion.

Water container: A water container such as a canteen or bottle has enough water for one person for two days in the desert.

EQUIPMENT ACTIONS

Stealing Equipment

Prisoners may attempt to steal items available in their work areas using a Deception roll. 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, for example 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 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.

Dagger: Requires Mechanical or Metalworking tools.

Fake Firearm: Requires Mechanical or Metalworking tools.

Guard's Pass: Requires Blank Pass & Electronic Tools

Lock Pick Set: Requires Mechanical & Electronic tools.

Short Range Communicator: Requires Electronic tools & Power Pack

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).

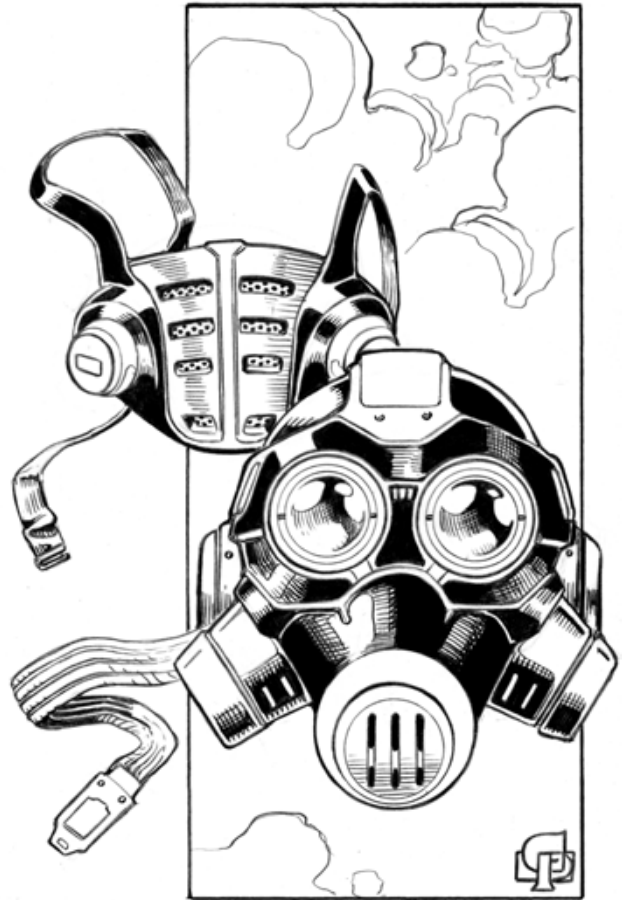
Other Equipment

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 Keanou), and the referee must decide their natures. The equipment table should not be seen as the total inventory of available items.

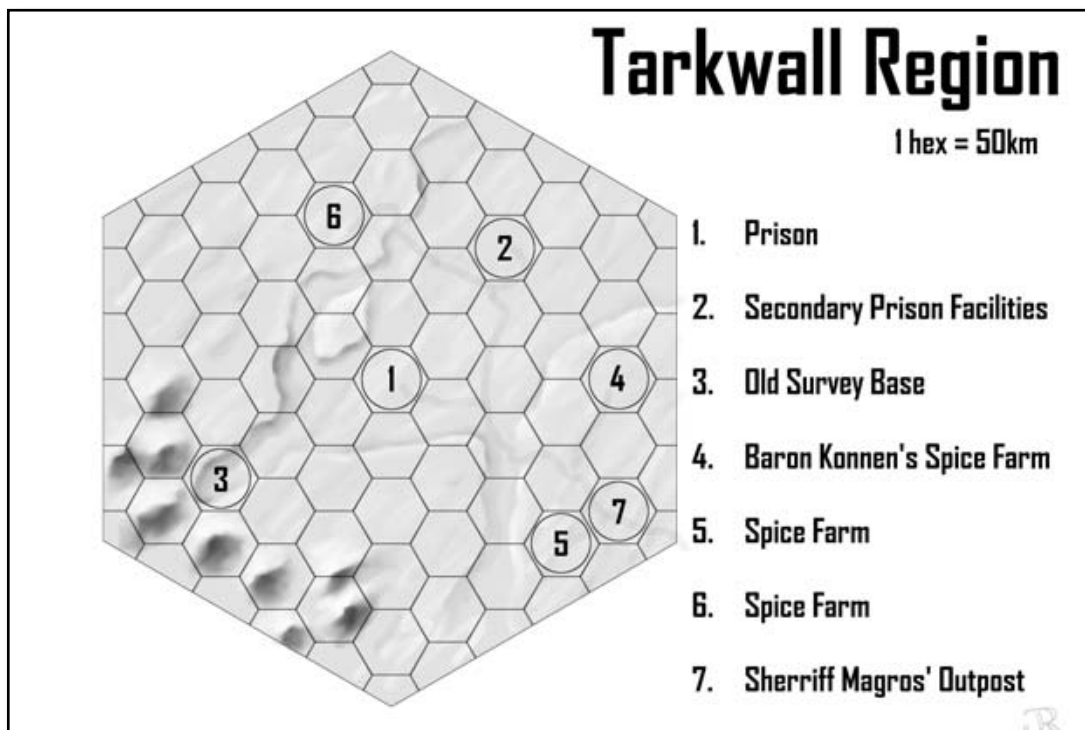
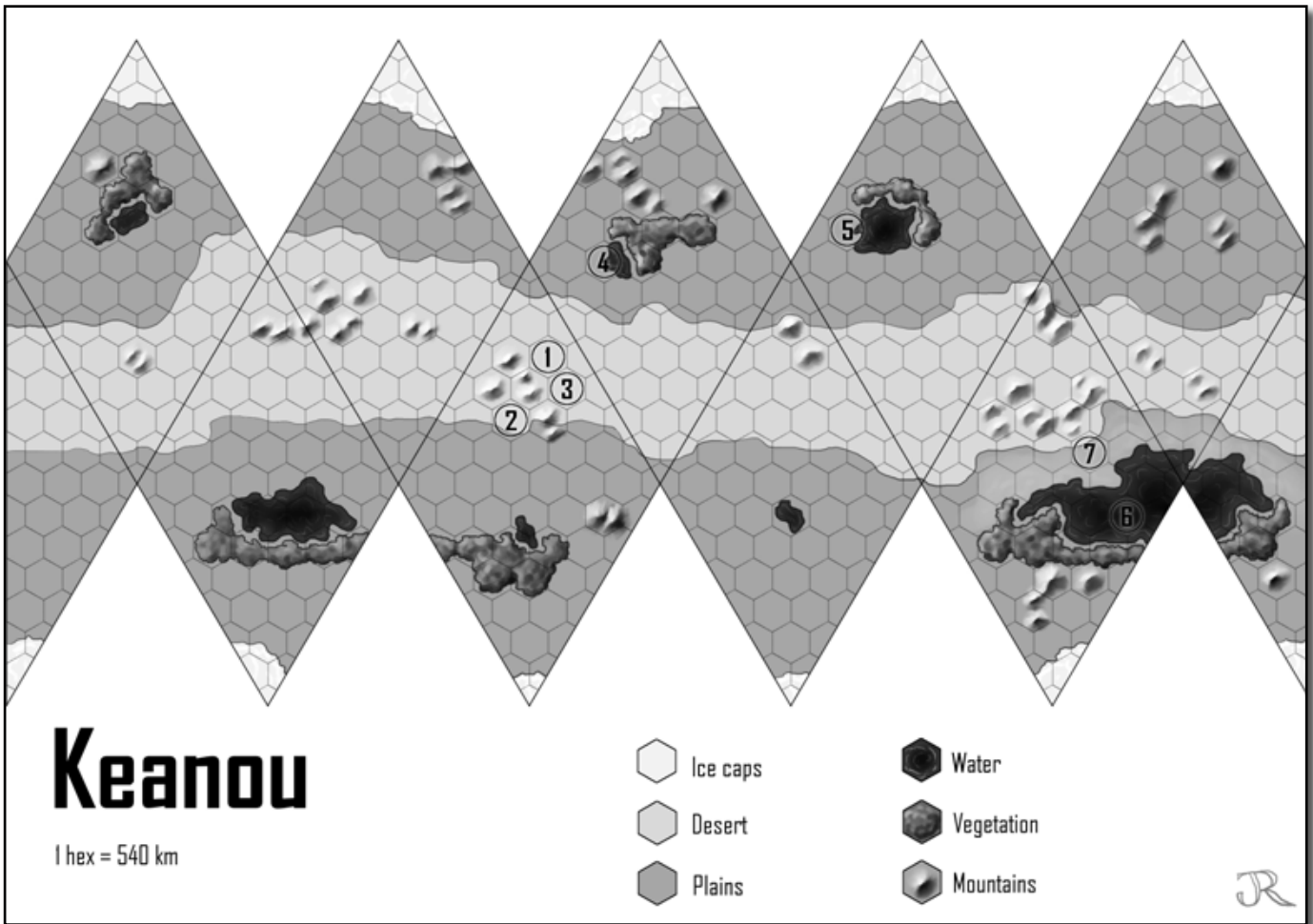
GUARD EQUIPMENT

The standard guard uniform consists of a mesh fibre uniform with added padding, and a helmet with a reflective faceplate containing psionic shielding, light intensifier goggles and communications systems. The electronics systems of some of the helmets are defective, and no replacements are available. Some guards are therefore forced to remove the faceplate and carry separate light-intensifier goggles and comms.

Hanging from each guard's belt is an electric torch, a gas mask which fits under the faceplate, a geiger counter and a gas grenade. Many guards also carry basic tools or a portable computer. The guards are armed with a submachine gun or automatic pistol, and a combat baton usable as a simple bludgeon, a stunstick, and an electric prod.



KEANOU



Starport Class: C
 Size: 11,200km
 Gravity: 0.9g
 Atmosphere: Dense, Tainted
 Hydrographics: 20%
 Population: 9,000
 Government: Representative Democracy
 Law Level: 8 (weapons are strictly controlled)
 Technology Level: 7

Located on the Spinward Main in Lanth subsector, Keanou is a dusty world which is almost entirely a cold desert. It is the fourth world from its sun. From space, the most impressive feature of the planet is the Great Salt Eye, a huge salt flat surrounding the Surtsea, the only major body of surface water on the planet. The planet is surrounded by a thin ring of metallic dust, visible only at dusk and dawn, and orbited by seven small moonlets, none larger than a kilometre across.

The planet's atmosphere is dense, but dry and tainted. The taint is a form of very fine dust particle causing lung damage over the long term. Some natives pride themselves on their permanent hacking coughs; visitors wear filter masks and avoid going outside except when absolutely necessary.

The capital city – indeed, the only city on Keanou – is Circle City, a ring of whitewashed buildings around the starport. The planet has a population of around nine thousand, but a sizeable minority of these are transient labourers, brought in to work on the spice harvest. No one who can afford to move offworld stays on Keanou for long.

The primary exports of the desert world are the rare spice-dust and the skoggie pelt. The latter is the hide of a native predator which can be sold for a marginal profit in Rhylanor subsector. The skoggie hunters are a proud frontier breed, tough and independent with little interest in offworld affairs and a healthy distrust of offworlders. Skoggies are hunted and shot in the scrubland on the verge of the desert. They are then skinned where they fall and the hides are dried and dressed before being shipped to brokers in Circle City.

The other major export is dust-spice. Nearly every desert world seems to have some sort of spice export; the Keanou variant is a type of salt found on the beds of dried-up rivers and streams. The salt contains organic compounds promoting health, and Keanou dust-spice is found on the tables of nobles across the sector. The dust-spice can only be harvested for a few weeks each year, when rainstorms bring the dry wadis back to life. As the rivers dry out again, they leave a residue of dust-spice in their wake. The spice-beds are all on land owned by nobles, most of whom live offworld and leave servants on Keanou to keep an eye on the weather. When the rains come, the word goes out, and suddenly dozens of ships

arrive at Circle City carrying labourers for the spice-harvest. See page 121 for more details on spice harvesting.

There are several small mining concerns on Keanou, all operating under the auspices of the Orion Metallurgy Corporation. The primary export is pitchblende, along with the occasional gemstone. The council believes if Keanou is to grow, it needs to expand these mining operations, and so it takes great interest in all surveying and mining activity.

GOVERNMENT

Keanou is governed by a council, made up of representatives from the city, the skoggie hunter outposts, and the spice farms. The council's influence is limited to Circle City, as the hunters ignore authority and the spice farms have the backing of offworld nobles. Following a series of shootouts between hunters, the council banned most weapons within city limits, but outside Circle City you could carry a PGMP without being challenged.

The Prison Board: The administrative board of Tarkwall Prison is a subcommittee of the council. The prison is one of the largest employers on Keanou, and as the prison serves as an unofficial imperial detention centre, it brings in much-needed credits from offworld. The council takes an active interest in the affairs of the prison, and the role of Warden carries with it considerable political muscle.

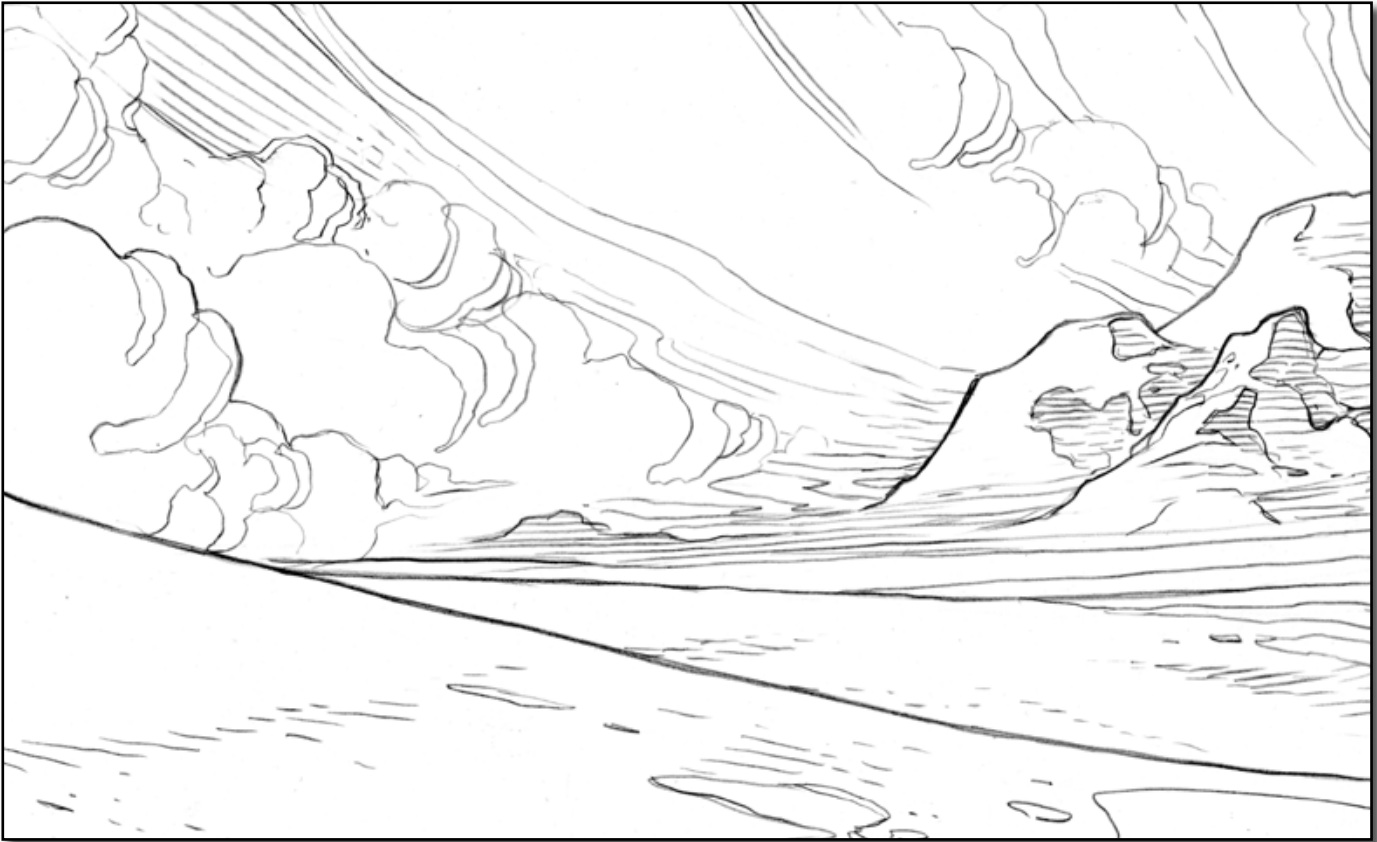
SETTLEMENTS

There is only one urban settlement on Keanou – the capital of Circle City. Every other settlement consists of a handful of buildings in the middle of nowhere. There are few roads on the planet, as all travel is by ATV or flyer.

Circle City

Circle City is a small, very provincial town with a population of 6,000. Most of the planet's population, aside from the prison, 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 defence is the responsibility of the Imperium itself, with warships visiting the system once every month or so to ensure nothing is amiss. The population is mostly native, and rather unfriendly, but they are equally tight-lipped to the much disliked Imperial authorities. The itinerant population of spice labourers, criminals, construction workers, and general riff-raff is looked down upon by the locals but usually left alone.

The starport is a remarkably good Class C facility, upgraded to cope with the irregular spice harvest traffic. A half-built TAS hostel stands in the middle of a wasteland of rusting hulls and empty cargo containers behind the port.



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 the players check.

KEANOU STARPORT TRAFFIC

Roll 2d6	Traffic
2-8	No traffic
9	Scout vessel, staying for 48 hours
10	Merchant, staying for one week
11	Merchant, staying for two weeks
12	1d3 Merchants, staying for one week
13+	1d6 Merchants, staying for two weeks

+4 DM during spice harvest

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 1,000 for a group, or more if the port warden thought he could get it. The police in Circle City are somewhat lax except where crimes in Circle City itself are concerned. Most of the population of Circle City stays indoors during the day to escape the cold.

Circle City Encounters

Each day the adventurers are in Circle City, roll 2D6 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 with a Streetwise roll, failing with an Effect of -3 or more means the character is reported to the police.
3. Local Hunting Outfitter: This is someone who is offering Cr500 for each skoggie pelt brought in, and will outfit the expedition with rifles, supplies, and a ground car.
4. Thugs: 2D6 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 saleable items should a neutral or unfavourable 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 high on julis enough not to recognize the players as outsiders, and are willing to answer questions about Circle City or Keanou in general,

although the information may be a little bit inaccurate. Circle City has a real problem with drunken behaviour as life there is so boring. Skoggie hunters and prison guards are a particular problem in the local drinking establishments. There is a small chance a former prisoner could be recognized by a guard (throw 12 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 do not 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: Two 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 will not 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.

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 Keanou. 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. See 760 *Patrons* for ideas.

11. Geologists: There is a great deal of exploration for unexploited minerals on Keanou, 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. Unusual Encounter. Roll 1d6 and consult the list below.

1. Escaped Prisoner: The characters run into another prisoner from Tarkwall who has also managed to escape.
2. Noble: The characters meet a noble, who offers them employment on his spice farm.
3. Prison Visitor: The characters meet one of the regular visitors to Tarkwall prison on the streets of Circle City.
4. Treacherous Patron: The characters meet a patron, as above. However, the patron recognises them as escapees and attempts to blackmail them.
5. Wild Animal: A wild animal has wandered onto the streets of the city, and may attack the characters.
6. Treacherous Prisoner: As Escaped Prisoner above, but the prisoner may betray the characters to the authorities.

SPICE HARVESTING

Gathering the delicate dust-spice is backbreaking work which must be done with great speed. Once every few years, rainstorms wash over the mountains east of the desert, causing dry rivers to burst into life. Soon, these rivers dry up again, and leave a residue of salt in their beds. This salt is found in a thin clump ten to twenty centimetres below the surface. Wait too long, and the organic compounds giving the dust-spice its unique taste decay and the salt becomes worthless. Harvest too early, and the salt has not had time to leech the right combination of minerals and organic elements from the soil. Spice-harvesting must be performed in a window of only a few weeks, and hundreds of kilometres of river-bed must be searched in that time.



A spice-labourer's tools are a hand trowel, a scraper, and a spice tray. On hands and knees in the cold he crawls along the dry river bed, turning over the semi-moist soil. Every sod must be overturned, lest a precious spice nodule be missed. When he finds a clump of salt, the scraper is used to gather as much pure salt as possible into the tray. The salt trays are collected at the end of each work shift (or more often, if the labourers are not trusted by the overseers) and the salt is then passed through a series of filters to separate the spice from other material. A pinch of good-quality dust-spice can sell for over five hundred credits.

The filtered spice is then packed into air-tight containers and brought under guard back to Circle City. A few months later, once it has had time to mature, the spice is sold in exclusive markets in Regina and Rhylanor subsectors.

Working on a Spice Farm

If the characters are unlucky enough to be forced to work on a spice farm, they will suffer greatly. Each day of spice farming requires an Endurance test. A character who fails suffers 1d6 damage due to exposure; a character also suffers one point of damage automatically if he has insufficient water. Those reduced to 0 Endurance are exhausted and cannot work, and lose one point of Endurance permanently.

A character may attempt to steal spice by making a Deception check. On a successful check, the character steals 1d6 x 100 credits worth of dust-spice. If the check is failed, the character is caught by an overseer and disciplined – in the case of a prisoner, this likely involves a beating or being forced to go without water for the next day.

Typical Spice Farm

For most of the year, the typical spice farm stands almost empty. There may be a single caretaker or weatherwatcher, who keeps an eye on the farm and waits for the sudden downpours signalling the coming of the spice. A good weatherwatcher is worth his weight in spice – the sooner a spice estate can get labourers to the wadis after a rainstorm, the better. Some estates have networks of computer-controlled cameras which automatically send a message when the rains come. The caretaker's house and outbuildings (ATV garage, solar power farm, jonkey stable) are the only parts of the spice farm in constant use.

The average farm has a large barrack-style sleeping quarters for the seasonal spice labourers, a filtering shed and a house for any overseers or other specialists. Some also have more extensive accommodation for the owner and his family and servants. As the average spice holding is hundreds of square kilometres in size (desert land is cheap), a farm can be quite spread out, and prisoners may be able to live in luxury by breaking into an unoccupied noble's holiday villa.

Baron Konnen's Spice Farm

The spice farm of Baron Vilad Konnen is an oddity by local standards. Most nobles who maintain spice farms only visit

their holdings once every few years, and some never even bother. Baron Konnen, by contrast, rarely leaves Keanou – he has interests elsewhere, but prefers the cold air of the desert. His spice farm is the closest to Tarkwall Prison, but also the best protected and guarded. In addition to the usual trappings of a spice farm, Konnen's farm has a luxurious manor including extensive gardens, a staff of a dozen servants, and a trio of air/rafts the baron uses for desert skoggie hunting.

The baron has been troubled by escapees from the prison in the past, so he has a security cordon around his manor; this cordon consists of a seismic sensor able to distinguish a human's footsteps from those of an animal. Anyone walking on the edges of the baron's land will be challenged by a security patrol of two guards and the baron's guard, Crull within ten minutes or so, arriving in one of the air rafts.

The baron occasionally takes pity on prisoners, invites them into his home, questions them – and then ships them back to Tarkwall as a favour for Warden Grice. At other times they are simply locked up and guarded until the prison authorities arrive to take them back.

SKOGGIE HUNTING

The skoggie is a four-legged scavenger native to Keanou, similar to a Terran wildcat. There are two major subspecies, the desert skoggie and the rarer plains skoggie. The desert skoggie is a more dangerous animal, and can be partially domesticated and used as a guard beast. The smaller plains skoggie is best known for its beautiful pelt, which changes with the seasons. Intact skoggie pelts sell for up to 1,000 credits offworld.

Traditional skoggie hunting involves a quad bike, an ATV or – for the richer hunters – a helicopter or air/raft. The trick is then is to shoot the skoggie in the head or belly, ensuring the valuable pelt is undamaged. Skoggie packs can be lured using pheromone trails, but most hunters just watch the watering holes. The plains skoggie has been hunted to the verge of extinction, and there are plans to experiment in crossbreeding them with the desert variety to preserve the subspecies.

Skoggie Hunter Settlements

Most skoggie hunters spend up to nine months of the year living in collapsible shelters, carried on the back of their ATVs, as they follow the skoggies around the fringes of the desert. Skoggie pelts are skinned in situ, then dried in the desert sun on transportable frames. When a hunter has enough pelts, he carries it to one of the trading posts or to Circle City. Most hunters work alone or in family groups; they are fiercely independent and refuse any attempts to organise them into a political bloc or to constrain their movements. Clashes between skoggie hunters and spice farmers are infrequent, normally occurring when skoggie packs are chased over the delicate spice beds, with both the animals and the hunters' vehicles causing much damage.

Hunting Skoggies

A character employed as a skoggie hunter must make a Survival or Recon roll to find a suitable skoggie pack. Shooting the skoggie with a hunting rifle is a Difficult (-2) task if the character is to avoid damaging the skoggie pelt. An undamaged pelt can be sold to a dealer for up to 500 credits; a damaged pelt is worth half that, at best. Skoggie statistics are on page 122.

MINING

In addition to the old mine at Tarkwall, there are half a dozen other small uranium mines on Keanou, all which are run by the Orion corporation. Geology teams on ATVs criss-cross the mountainous regions, looking for more likely mine sites. Keanou is never going to be a rich world, but it does have plenty of unexploited mineral resources.

KEANOU WILDLIFE

Keanou is a frigid desert world, and the life forms of the desert have found their own individual ways of dealing with the cold. Many are nocturnal, some burrow beneath the surface, and others have tough skins which retard the evaporation of water and act as excellent insulation.



There are some dangerous animals, but the rumours of every hungry carnivore 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 cold or hide from scanning eyes.

Minor Vermin

Hogsfly: A fat black-winged beetle. They find human sweat and blood absolutely delicious, and so infest prisoners in Tarkwall prison. Their eggs, which they lay in great numbers in springtime, are coated with a sticky gel which is a painful skin irritant to humans. Especially bad hogsfly egg infestations can cause sickness and even death in extreme cases. Attempts to control the hogsfly with chemical sprays have failed, and the pests seem bound to continue to plague the prison indefinitely.

Skitcher: The skitcher is a poisonous insect-analogue; an adult specimen is ten centimetres long and stick-thin. They skitter and scamper across walls and through cracks like rats. The skitcher has a poisonous stinger which is extremely potent. A bite from such a creature reduces a character's Dexterity by 1d6 for up to eight hours. They are aggressive when cornered or when their communal nest is threatened.

Saltworm: Saltworms are found only in the Great Salt Eye, the salt flats around the Surtsea. They are six-inch long flatworms that flop around in the salty wastes, feeding on smaller insects. Saltworms can spray a caustic jet of salt particles at attackers who disturb them.

Flora

Descica: A thin moss growing on the desert fringes and salt flats, descica webs are extraordinarily efficient at absorbing moisture from the air – or even from the exposed skin of creatures unfortunate enough to touch it. A small descica patch is harmless, but unpleasant, but a large descica growth can dehydrate a skoggie or even a human.

Julis: Julis is a mild narcotic growing wild in the plains of Keanou. A julis plant can be sold for 10 credits on the streets of Circle City.

Kactus: A local analogue to the Terran cactus. The moisture of the kactus plant cannot be consumed by humans without boiling and straining it first.

Sagitta Thorn: The thick-stemmed sagitta is covered in wickedly sharp thorns, but if a character crawls under the plant to the tap-root, he can cut it to obtain a supply of brackish but perfectly drinkable water.

Scrab: Scrab is a rare fungal growth, found in caves or under rocks in the southern district of Keanou. In its natural form, it is a brownish spongy mass. A patch of scrab can be sold for up to 100 credits in Circle City, but is highly illegal.

Spiceflower: Spiceflowers are a greenish weed which sprout up after the rains. Their roots drain the same mineral residues needed for the production of dust-spice, and so they must be cleared as soon as they sprout by spice labourers.

Fauna

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Cave Bat							
Flying Hunter (Omnivore)	Underground/ Nocturnal Desert	1	8	1	1	9	12
Survival 1, Recon 1, Melee 0							
Bite (1d3). Number Encountered: 4d6							
Cave bats are small omnivores who feed mainly on insects. They are drawn to spice beds. Flocks of cave bats are common in the caves beneath Tarkwall Prison; the warmth of the mildly radioactive caves makes them good shelter at night.							
Cave Dragon							
Pouncer (carnivore)	Underground	15	6	15	1	6	3
Stealth 1, Survival 2, Melee (bite) 2,							
Bite (3d6), Armour 3. Number Encountered: 1							
The fearsome predators of the desert are rare; they hibernate during the time between kills. The creatures resemble Terran komodo dragons, but are much paler. Cave dragons can climb walls using sucker pads on their feet and tail, and use this trait to ambush their prey from above.							
Desert Nomeg							
Gatherer (omnivore)	Nocturnal Desert	3	6	2	1	5	6
Stealth 2, Survival 1							
Armour 1. Number Encountered: 2d6.							
Nomegs are small scaly omnivores, ranging in size from a dozen centimetres in length to nearly fifty centimetres. They are primarily herbivorous, and have many predators. Their flesh is so sour as to be almost inedible to humans. Nomegs are a nuisance to human agriculture on Keanou, the warden's garden is infested with the pests.							
Desert Skoggie							
Chaser (carnivore)	Desert	10	8	8	2	8	2
Survival 2, Recon 1, Melee (brawling) 2.							
Thrasher (2d6). Number Encountered: 1d3							
Desert Skoggies are larger and nastier than their plains brethren. They hunt in small packs, preying on desert nomegs and other vermin.							
Jonkey							
Grazer (herbivore)	Desert or Plains	10	4	10	1	6	6
Athletics (endurance) 3, Survival 1, Melee (brawling) 1							
Number encountered: 1d6							
Jonkeys are genetically engineered animals adapted for life in the desert. They were created by the same project which made the Jonkeereen people of Jonkeer in Deneb sector, and resemble hairless donkeys with curious humps along their flanks.							
Plains Skoggie							
Hunter (carnivore)	Plains	6	6	6	2	8	6
Survival 2, Recon 1, Melee (brawling) 2.							
Thrasher (2d6). Number Encountered: 1d3							
Plains skoggies are best known for their valuable fur pelts, which are one of the cornerstones of what passes for Keanou's economy. They hunt desert nomegs and other small creatures, but are sometimes brave enough to attack humans.							
Greatkite							
Pouncer (carnivore)	Any except salt	5	9	9	2	10	3
Recon 1, Survival 1, Melee (claw) 2							
Claw (2d6), Armour 1. Number Encountered: 1							
Greatkites are flying predators, who swoop down from above to impale their targets. A single greatkite has a range of several dozen kilometres, as they must travel a great distance to find enough food.							

OUTSIDE THE PRISON

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 Keanou. The surface is arid and forbidding, but thinking 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. The cold is severe, and frostbite may result if the adventurer lacks protection.

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.

Movement

It is important to remember 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. A character loses 1D3 Endurance per day without water.

Lack of proper shelter is also a factor. Without proper clothing, or warmth at night, a character will quickly succumb to exposure, losing one Endurance per week without survival gear.

It is important to impress on the players these statistics and the scale of distance 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.

TARKWALL REGION

One hex=50 kilometres

1. This is the site of the prison itself.

2. In this hex are several other facilities of the Tarkwall 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. Baron Konnen's spice farm.

5. Spice farm

6. Spice farm

7. Sheriff Magros' outpost.

KEANOU

One hex = 1,000 kilometers

The map of Keanou on page 118 has several numbered features, described below.

1. Tarkwall Region Hex

2. 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.

3. Spice farms.

4. Skoggie hunting district.

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

6. The Great Salt Eye

7. Surtsea

TRAVEL TIMES

Hex Type	District Map			World Map		
	Foot	ATV	Air	Foot	ATV	Air
Desert	2 days	1 hour	20 mins	40 days	20 hours	4 hours
Plains	1 day	0.5 hours	20 mins	20 days	10 hours	4 hours
Mountain	4 days	2 hours	20 mins	80 days	40 hours	4 hours
Vegetation	2 days	2 hours	20 mins	40 days	40 hours	4 hours
Water	-	3 hours	20 mins	-	60 hours	4 hours
Salt Flats	3 days	2 hours	20 mins	60 days	40 hours	4 hours

ENCOUNTERS

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

Roll	Desert	Plains
2	Prison ATV with 4 guards	Skoggie hunter cabin (empty)
3	Prison shuttle flies over the characters	1d6 Skoggie hunters in an ATV
4	Sandstorm. No travel today.	Unusually cold; halves travel speed
5	Jonkey herd (2d6)	Jonkey herd (2d6)
6	Nomeg colony (3d6)	Nomeg colony (3d6)
7	Sagitta thorn bush	Water source. Throw again for animal encounter.
8	Desert skoggies (1d6)	Flash flood.
9	Water source. Throw again for animal encounter.	Marshy ground. Water is present, but travel speed is halved.
10	Spice Labourers (1d6)	Plains Skoggies (1d6)
11	Spice Farm	Skoggie Hunters (1d6)
12	Unusual Wilderness Encounter	Unusual Wilderness Encounter
Roll	Mountain	Vegetation
2	Scrab patch	Greatkite (1)
3	Abnormally cold weather halves travel speed and doubles the effects of exposure.	Plains Skoggie (1)
4	1d6 Geologists in an ATV	Skoggie Hunters (1d3)
5	Cave bat swarm (4d6)	Julis plant
6	Skitcher hive (3d6)	Hogsfly swarm (5d6)
7	Jonkey herd (2d6)	Water source. Throw again for animal encounter.
8	Water source. Throw again for animal encounter.	Thick vegetation halves travel speed, but provides edible food.
9	Greatkite (1)	Marshy ground. Water is present, but travel speed is halved.
10	Rockslide, dealing 2d6 damage to characters caught in it.	Violent rainstorm halves travel time.
11	Cave Dragon (1)	Julis patch (2d6)
12	Unusual Wilderness Encounter	Unusual Wilderness Encounter
Roll	Salt Flat	Circle City
2	Skoggie hunters in an ATV (1d6)	Parl Klive
3	Saltstorm. No travel is possible	Local Hunting Outfitter
4	Saltworm colony	Thugs
5	Hogsfly swarm.	Friendly Locals
6	Abnormally cold weather halves travel speed and doubles the effects of exposure.	Obnoxious Locals
7	Abnormally cold weather halves travel speed and doubles the effects of exposure.	Police
8	Abnormally cold weather halves travel speed and doubles the effects of exposure.	Merchant
9	Desert skoggie (1d6)	Sleazy Hotel
10	Water source. Throw again for animal encounter.	Patron
11	Scrab patch.	Geologists
12	Unusual Wilderness Encounter	Circle City Unusual Encounter

The Keanou System

I – Torsh

A small rocky planetoid, orbiting very close to the sun and rotationally locked. The day side of Torsh is covered in molten rock. It has significant mineral reserves.

II – Rhives

Another airless rockball, notable for its high albedo which makes it visible from Keanou's surface at night. It has a single moon.

III – Nao

Nao is larger than Keanou, and has a thick toxic atmosphere. It is used by the scout service as a training ground for missions to hostile worlds. Nao has four moonlets, one of which (Nao C) was captured recently.

IV – Keanou

The only habitable planet in the system. Keanou is orbited by seven small moons and a ring of metallic dust. The visible moons are named Argo, Dancer, Jonkeera and Emerald; the other three are too small to be seen under normal conditions.

V – Vora

Vora is the system's only gas giant, an unremarkable world slightly larger than Saturn. It has a complex set of satellites. A small scout base is located on the moon of Yar. The base is used for several purposes, such as refurbishing aging scoutships, training missions and experimentation, the Vora base reports directly to the larger base one parsec away at Inthe (o81o Regina).

VI - Epilogue

The little wandering planet of Epilogue has an eccentric orbit; it spends two hundred and eighty years on the long outer loop of its ellipse-shaped course, then flashes through the inner system in a two-year pass, during which time it passes between Keanou and Vora and can be clearly seen at night.

UNUSUAL WILDERNESS ENCOUNTER

Roll	Encounter
1	The characters come upon a human skeleton, picked clean by predators. The skeleton has 1d6 pieces of random equipment.
2	An air/raft or other aircraft flies overhead. The characters may attempt to signal to it if they wish.
3	Cave system. The characters find the entrance to a cave system, which may possibly contain a valuable uranium deposit.
4	Abandoned supply cache, containing food, water and survival gear. Roll 2d6; on an 8+, the cache is trapped.
5	The characters encounter a traveller in the wilderness; a lone hunter, a surveyor, a lost merchant or another escaped prisoner.
6	Crashed vehicle. The characters come upon the remains of a crashed ATV or flyer, and may salvage 1d6 pieces of equipment from the remains.

PRISONER

You spent several years incarcerated in an Imperial or local detention facility.

Leaving the Prisoner career: A character may not leave or be ejected from this career due to a mishap. Instead, he has a value called a Parole Threshold. At the end of each term in the prisoner career, if the character's Advancement roll is greater than his Parole Threshold, it means the character's prison sentence has come to an end and he may leave this career. Otherwise, he may not leave this career. Some events alter the character's Parole Threshold.

A character's Parole Threshold starts at 4+1d6. A character's Parole Threshold cannot go above 12. For every term served the character's current Parole Threshold and its maximum limit are decreased by 1.

Anagathics: Characters may not use Anagathics in prison.

Enlistment: Special. One does not 'enlist' in prison; you got sentenced there for a crime you may or may not have committed. At the Referee's discretion, a character who suffers a mishap in the Rogue or Drifter career may be sent to the Prisoner career.

Assignments: Choose one of the following:

- Inmate: You just tried to get through your time in prison without getting into trouble.
- Thug: You were part of a gang in prison, terrorising the other inmates.
- Fixer: You could arrange anything – for the right price.

SKILLS AND TRAINING

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics	Any Science (any)
2	Melee (brawling)	Deception	Engineering (any)
3	+1 End	Mechanic	Advocate
4	Jack of all trades	Streetwise	Art (any)
5	+1 Edu	Melee (unarmed)	Admin
6	Gambler	Persuade	Computers

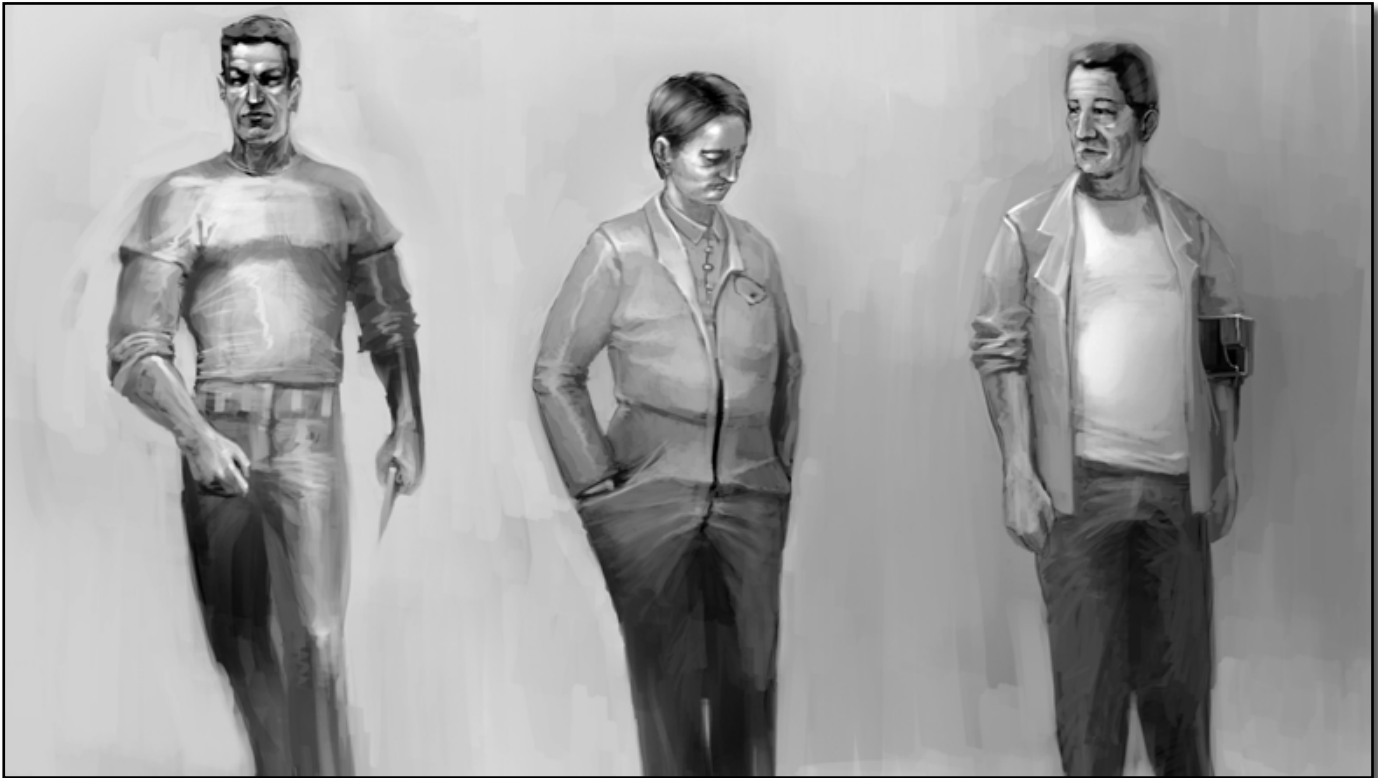
	Specialist: Inmate	Specialist: Thug	Specialist: Fixer
1	Stealth	Persuade	Investigate
2	Melee (unarmed)	Melee (unarmed)	Broker
3	Streetwise	Melee (unarmed)	Deception
4	Recon	Melee (blade or bludgeon)	Streetwise
5	Athletics (strength)	Athletics (strength)	Stealth
6	Mechanic	Athletics (strength)	Admin

* Due to the limited teaching facilities at any correctional facility no Advanced Education skill may be raised to above level 2. If a skill can not be taken choose another as a replacement.

	Inmate	Thug	Fixer
Advancement	Str 7+	End 6+	End 5+
Survival	End 7+	Str 8+	Int 9+

RANKS AND BENEFITS

Rank	Skill or Benefit
0	Melee (unarmed)
1	
2	Athletics (any)
3	
4	Advocate
5	
6	+1 Endurance



EVENTS

Roll 2d6	Events
2	Disaster! Roll on the mishap table.
3	You have the opportunity to escape the prison. If you take this opportunity, roll either Stealth 10+ or Deception 10+. Succeed, and you leave this career. Fail, and you must raise your Parole Threshold by +2.
4	You are assigned to difficult or backbreaking labour. Roll Endurance 8+. If you fail, increase your Parole Threshold by 1. Succeed, and you may reduce your Parole Threshold by +1 and gain any one of the following skills: Athletics (any) 1, Mechanic 1, Melee (unarmed) 1 or Zero-G 1.
5	You have the opportunity to join a gang. Roll Persuade or Melee to do so. If you fail, you gain an Enemy. Succeed, and you must raise your Parole Threshold by +1, but you gain a +1DM to all Survival rolls in this career and may gain any one of the following skills: Deception 1, Persuade 1, Melee (unarmed) 1 or Stealth 1.
6	Vocational Training. Roll Edu 8+ to gain any one skill.
7	Prison Event <ul style="list-style-type: none"> 1. Riot. A riot engulfs the prison. Roll 1d6. On a 1-2, you are Injured – roll on the Injury table. On a 5-6, you are able to loot something useful; gain an extra Benefit roll this term. 2. New Contact. You make friends with another inmate; gain him as a Contact. 3. New Rival. You gain a new rival among the inmates or guards. 4. Transferred. You are moved to a different prison. Reroll your Parole Threshold. 5. Good Behaviour. Reduce your parole threshold by 2. 6. You are attacked by another prisoner. Roll Melee (unarmed) 8+. If you fail, roll on the Injury table.
8	Parole hearing. Reduce your Parole Threshold by 1.
9	You have the opportunity to hire a new lawyer. He costs Cr 1,000 x his Advocate skill squared. Roll 2d6+your lawyer's Advocate skill; on an 8+, reduce your Parole Threshold by 1d6.
10	Special Duty. You are given a special responsibility in the prison. Gain one of Admin, Advocate, Computers or Steward.
11	The warden takes an interest in your case. Reduce your Parole Threshold by 2.
12	Heroism. You have the opportunity to save a guard or prison officer. If you take the risk, roll 2d6. On a 7-, roll on the Injury table. On an 8+, gain an Ally and reduce your Parole Threshold by 2.

MISHAPS

Roll 1d6	Mishap
1	Serious Beating. This is the same as a result of two on the Injury table. Alternatively, roll twice on the Injury table (page 37 of the <i>Traveller</i> rulebook) and take the lower result.
2	You are accused of assaulting a prison guard. Increase your Parole Threshold by +2.
3	A prison gang persecutes you. You may choose to fight back if you wish, but if you don't, you lose all Benefit rolls from your prison career. If you fight back, roll Melee (brawl) 8+. Fail, and you must roll twice on the Injury table and take the lower result. Succeed, and you gain an Enemy and raise your Parole Threshold by +1.
4	A guard takes a dislike to you. Gain an Enemy and raise your Parole Threshold by +1.
5	Disgraced. Word of your criminal activities reaches your homeworld. Lose 1 Social Standing.
6	Injured. Roll on the Injury table.

MUSTERING-OUT BENEFITS:

Roll	Cash	Other Benefits
1	None	Contact
2	None	Blade
3	100 credits	Criminal Secrets
4	200 credits	Ally
5	500 credits	2 Criminal Secrets
6	1,000 credits	+1 Str or +1 End
7	None, but gain the 'Treasure Trove' criminal secret without needing to sacrifice a contact.	3 Criminal Secrets

New Benefit: Criminal Secrets

Your time in prison has allowed you to pick up some rumours or secret knowledge about the criminal fraternity. Pick one of the following benefits. Each benefit may only be selected once, with the exception of Trade Secrets:

Trade Secrets: Gain any one of the following criminal skills: Deception, Persuade, Mechanic, Melee (any), Engineering (electronics), Stealth or Streetwise.

Introduction: You are introduced to a criminal overlord. You automatically qualify for the Rogue career at any point, or may gain a criminal patron during play.

Blackmail Material: You have dirt on an infamous criminal. You may use this to gain a +4 DM to an advancement roll during a term in the Rogue career, or else use it in the course of play.

Corsair: You know where a corsair base is. The corsairs are always looking for new crew or stolen goods.

Criminal Ally: Gain a new Ally in the criminal sphere.

Treasure Trove: You must have gained a contact or an ally in the prison to take this secret. Your friend dies (lose the contact or ally), but entrusts you with the secret location of his fortune as he dies. He stole a valuable cargo or item, and buried it on a distant world. Only you (and maybe his former gangmates) know where it is. The treasure is rumoured to be worth several million credits.

AFTERWORD

After the adventurers have escaped from Keanou, they retain a legacy of their prison days. Should they again run afoul of the law there is always the possibility they will be identified as escaped convicts, although the danger will diminish with increasing distance from Keanou 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. On the positive side a high prison reputation may be useful when dealing with hardened criminals on many worlds.

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

PRISONER RECORD FORM

Prisoner Number: _____ Date of Entry: _____ Date of Release: _____
Name: _____ Title(s): _____ Species: _____
Homeworld: _____ Subsector: _____ Sector: _____

SECTION 1: ENTRY

Crime: _____ Sentence: _____
Sentencing Authority: _____ Parole Review: Every _ months [] Every _ years [] **Never** []

Notes: _____

Possessions on Entry: _____

Credits on Entry: _____ Admitting Officer Notes: _____

SECTION 2: MEDICAL

Physical Description & Notable Features: _____

Any Existing Medical Conditions: _____

Other Medical Notes: _____

The prisoner is considered eligible for [] no work [] light work [] heavy work.

SECTION 3: ASSIGNMENT

Cell Block: _____ Cell #: _____ Work Assignment: _____

PRISONER TRACKER

Prisoner: _____ Number: _____ Cell Block: _____ Cellmate: _____

Current Prison Reputation:

Apply 1/10th prison reputation as a DM to all social encounters.

Winning a Brawl: +1, Winning a Knife fight: +2, Gaining a prisoner as a friend: + 1/10 prisoner's reputation

Credits:

Prisoners are paid each week;

Possessions

Item	Location

Contacts

Friends	Enemies

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Adventure 2: Prison Planet

Law level is there for a reason...

Traveller! You have been found guilty of breaking Imperial law. You are sentenced to incarceration in the Imperial Prison Facility of Tarkwall. Perhaps you will learn to regret your misdeeds as you labour in the underground uranium mines. Perhaps a spell in the Hole will break your will. And perhaps your fellow inmates won't knife you as you sleep.

Prison Planet is a Traveller adventure and campaign framework set in a brutal and barbaric prison. Only the strongest survive here in this unjust bastion of Imperial justice. Abusive guards, corrupt officials and violent inmates all fight for control of Tarkwall Prison. If your characters are going to make it through their sentences, they'll need to be tougher than the rest!

Prison Planet includes a full map of Tarkwall Prison, dozens of non-player characters, and a host of scenarios and adventure seeds.



US \$24.95

