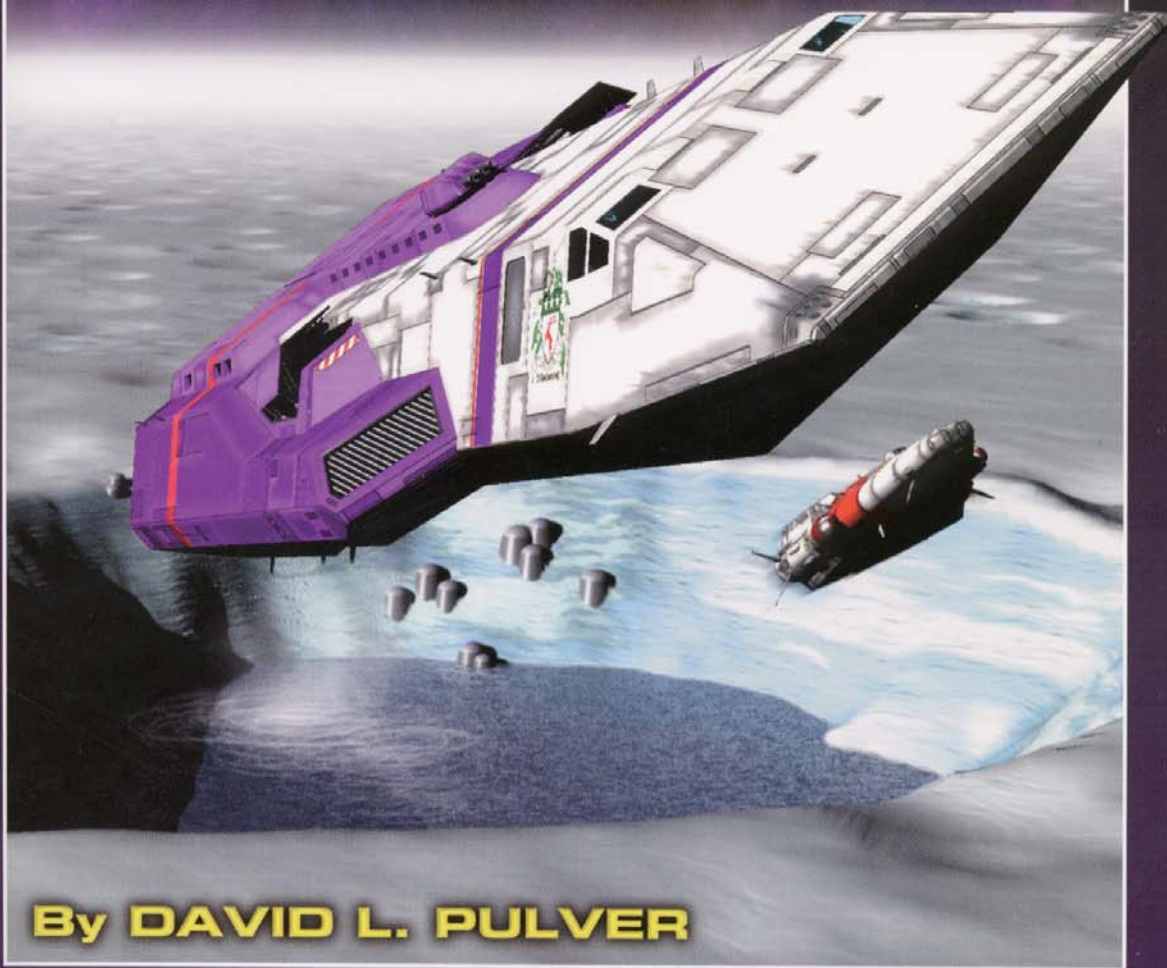


GURPS® *Traveller*®
Planetary Survey 6

DARKMOON™
THE PRISON PLANET



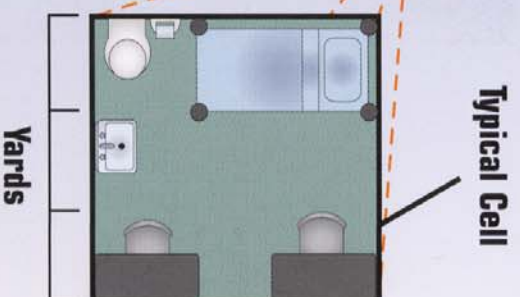
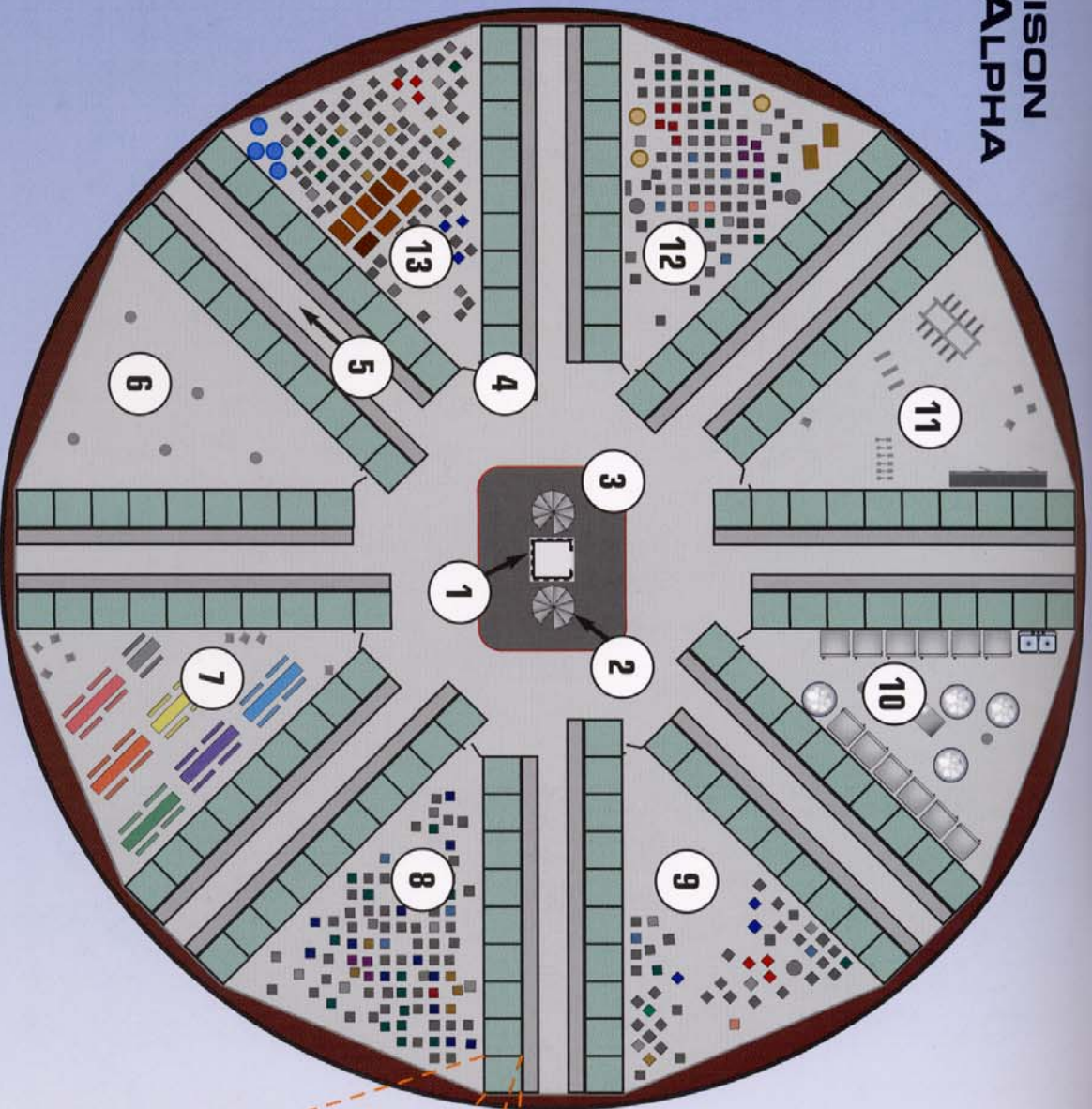
By **DAVID L. PULVER**

STEVE JACKSON GAMES

DARKMOON IMPERIAL PRISON CELLBLOCK ALPHA

Map Key

1. Elevator
2. Stairs
3. Guard Station
4. Cellblocks
5. Corridors
6. Freshers
7. Cellblock Alpha
8. Cafeteria
9. Storage
10. Prisoner Laundry
11. Cellblock Alpha
12. Gymnasium
13. Storage (refrigerated)
12. Storage (refrigerated)
13. Storage (refrigerated)



GURPS® Traveller®

Planetary Survey 6

DARKMOON™

THE PRISON PLANET

By David L. Pulver

*Based on the award-winning Traveller
science fiction universe by Marc Miller*

**Edited by Andrew Hackard, Steve Jackson,
and Loren Wiseman**

Additional material by Andrew Hackard

Cover by Jesse DeGraff

Illustrated by David Day

Additional illustration by Jesse DeGraff

**Maps by Andy Akins, Alex Fernandez, and
Heather Oliver**

GURPS System Design ● STEVE JACKSON

GURPS Line Editor ● SEAN PUNCH

GURPS Traveller Line Editor ●

LOREN K. WISEMAN

Production Manager ● GENE SEABOLT

Page Design ● JACK ELMY

Production Artist ● HEATHER OLIVER

Creative Direction ● PHILIP REED

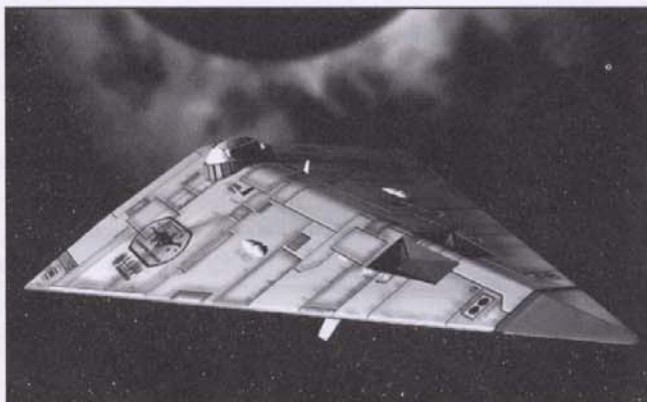
Prepress Assistance ● MONICA STEPHENS

GURPS Errata Coordinator ● ANDY VETROMILE

Sales Manager ● ROSS JEPSON

CONTENTS

Planetary Map	IFC
Introduction	2
IISS Data – Darkmoon / Corridor	3
Chapter 1: History	4
Chapter 2: Darkmoon Today	10
Chapter 3: The Aquarium	19
Chapter 4: Characters and Campaigns	34
Index	47
Worlds Within Jump-6	48
Jump-6 Map	IBC



GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Darkmoon, Pyramid, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. GURPS Traveller: Planetary Survey 6 – Darkmoon is copyright © 2001 by Steve Jackson Games Incorporated. All rights reserved. Printed in the USA. Traveller is a registered trademark of Far Future Enterprises, and is used under license. Some art copyright www.arttoday.com.

ISBN 1-55634-532-1

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new **GURPS** rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. **Pyramid** subscribers also have access to playtest files online!

New supplements and adventures. **GURPS** continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. **GURPS** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, e-mail majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnet.sjgames.com.

The **GURPS Traveller: Planetary Survey 6 – Darkmoon** web page is at www.sjgames.com/gurps/traveller/ps6/.

Page References

Rules and statistics in this book are specifically for the **GURPS Basic Set, Third Edition**. Any page reference that begins with a B refers to the **GURPS Basic Set** – e.g., p. B102 means p. 102 of the **GURPS Basic Set, Third Edition**. Page references that begin with CI indicate **GURPS Compendium I**. Other abbreviations are GT for **GURPS Traveller**, AT for **GURPS Atlantis**, T:AI for **Alien Races I**, CII for **GURPS Compendium II**, T:MC for **Modular Cutter**, T:RF for **Rim of Fire**, T:ST for **Starports**, UTT for **GURPS Ultra-Tech 2**, and VE for **GURPS Vehicles, Second Edition**.

For a full list of abbreviations, see p. CI181 or the updated list at www.sjgames.com/gurps/abbrevs.html.

Introduction

"Welcome to Darkmoon Imperial Prison. I am Warden Kaede Malone, and you are very lucky. Instead of a filthy prison mine, you've come to a state-of-the-art correctional facility.

"Darkmoon Prison is operated under Ministry of Justice charter by Schunemann und Sohn AG. Here you will work hard to repay your debt to society for the crimes you committed.

"I see mention that this is a SuSAG operation caused a stir. Don't be afraid! SuSAG pharmaceuticals are all extensively tested on animals before any human trials begin. Also, while we encourage participation in these programs, Imperial regulations require us to offer an alternative vocational track. You may indicate a preference for bio-recovery work.

"Some of you are killers. Did you ever wonder who cleans up after you? Or recovers debris after an air/raft crash, or carts out the elderly pensioner who died alone in her apartment, no one realizing it until six weeks later? Now you know: SuSAG Bio-Recovery and Salvage Units. And now we are here – you are here – to clean up the biggest single mess this sub-sector has seen in 150 years. And maybe save some lives."

Well off the frequently travelled space lanes lies an obscure system. Once used for naval exercises and scientific research, it's now home to a primitive colony and a mysterious prison. Rumors about what happens inside Darkmoon prison range from slave labor to forbidden psionic research, from a corrupt drug-testing lab to a megacorp-sponsored treasure and salvage hunt. It seems the only way to learn the truth about Darkmoon is to go there . . .

How To Use This Book

The Planetary Survey books are not rules; they're background, nearly system-free. They are designed as a series of adventure settings . . . not just worlds the PCs can visit, but also "offstage" places with their own history that can be used to drive adventures elsewhere. You can use this book:

● As is. Darkmoon/Corridor is an official **GURPS Traveller** world, tied in to the history of the Imperium. Take it and run.

● Elsewhere. If you like the setting but don't want to take the party to Corridor, you can just uproot the world and put it somewhere else. Drop SuSAG and replace it with your favorite oppressive megacorporation, swap in your favorite subversive organizations, change the history of the world to fit your requirements.

About The Author

David L. Pulver is a writer and **Transhuman Space** line editor at SJ Games. The author of over three dozen RPGs, worldbooks, and adventures, David resides in Victoria, B.C. His **Traveller** campaign ran from 1980 to 1991.

IISS DATA – DARKMOON / CORRIDOR

Darkmoon is a star system in the Naadi subsector of Corridor. Its primary (Setobos) is an orange K2 V star, orbited by an asteroid belt and six planets, two of them gas giants. The Darkmoon system has been under the direct administration of the Imperial Navy since 637, when a naval base and training facility were established. The bases were closed in 902, but the system is still administered by a Naval governor from Tsenjia, who keeps a small staff and a few patrol boats. The system is visited periodically by elements of the sector fleet, but no permanent interstellar craft are assigned.

The IISS retains no permanent assets in system. Navigational beacons and satellites are monitored by the Navy, who request IISS maintenance parties when necessary.

Tsenjia, the main world, is a water world with a dense but breathable atmosphere. It lacks any indigenous species more advanced than protozoa-equivalents, but was stocked with Terran sea life in the past. Most of its 7 million Humans and 4,000 Dolphins work in the fishing, tourism, and scrap-metal salvage industries. Its economy has stagnated since the base closure.

Darkmoon is the fifth moon of Petrus, the outermost gas giant. Its surface is covered by a 2-mile crust of ice over a deep saltwater ocean. The moon has dominated the attention of astrographers since the system was first contacted, and the system is known as "Darkmoon," especially with the decline of Tsenjia.

Tidal flexing due to the gas giant's proximity generates enough heat to keep the ocean liquid,

and geothermal vents support a native ecosystem. In past centuries, Darkmoon was used successively as a gunnery range and a xenobiology station. It is presently the site of Darkmoon Imperial Prison, operated by SuSAG for the Ministry of Justice. Its 3,000+ inmates are engaged in underwater salvage and biochemical research for the corporation.

Starport: The main downport is on Tsenjia's Admiralty Island and is operated by the SPA (standard approach procedures apply). A former Class IV facility, centuries of neglect have reduced it to a Class II rating.

Darkmoon has a Class I spaceport – Covington Crater, a deep well that reaches the subsurface ocean, which is used by SuSAG ships to reach the prison. Approach and landing requires clearance from SuSAG and

the IN governor's office.

Size: Tsenjia has a diameter of 7,309 miles and density 5.1. Darkmoon has a diameter of 2,698 miles and density 2.3.

Gravity: 0.85 (Tsenjia). 0.14 (Darkmoon).

Atmosphere: Dense oxygen/nitrogen atmosphere (Tsenjia). Trace oxygen atmosphere (Darkmoon).

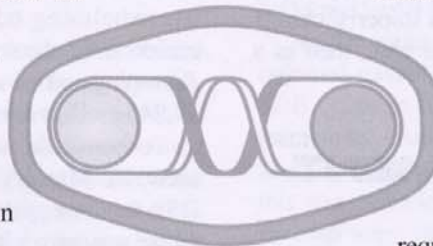
Hydrographic Percentage: 99% (Tsenjia). 100% (Darkmoon).

Population: 7,040,000 (Tsenjia); 3,300 (Darkmoon).

Government: Military rule, by Imperial Navy governor. Day-to-day affairs on Darkmoon are the province of the warden's office.

Tech Level: TL7 (Tsenjia); TL12 (Darkmoon).

– END TRANSMISSION –



System Data

PRIMARY: SETOBOS (K2 V)

Name (Orbit)	Diameter	Gravity	Atmosphere	Hydrographic %	Climate	Population	Notes
Murk (0.2)	2,100	0.26	None	NA	Uninhabitable	–	
Tsenjia (0.5)	7,309	0.85	Dense	99%	Earth-Normal	7 million	
Asteroid belt (0.8)	NA	NA	NA	NA	Uninhabitable	–	
Stygos (1.4)	58,500	2.0	NA	NA	Uninhabitable	–	Gas giant, 12 moons
Huntmun (2.6)	1,250	0.12	None	NA	Uninhabitable	–	6 moons
Petrus (5)	26,000	0.77	NA	NA	Uninhabitable	–	Gas giant
Icemoon	1,506	0.1	None	NA	Uninhabitable	–	
Mesembria	20	0.0015	None	23% (ice)	Uninhabitable	–	
Brightmoon	1,506	0.1	None	NA	Uninhabitable	–	
Dysis	1,211	0.008	None	47% (ice)	Uninhabitable	–	
Darkmoon	2,698	0.14	Trace	100% (ice)	Uninhabitable	3,300	Imperial Prison
Timoon (9.8)	3,700	0.23	None	40% (ice)	Uninhabitable	–	

History

The history of Darkmoon is the history of a solar system rather than an individual world. Darkmoon has always been a backwater with little in the way of natural resources or industry. From its first settlement, it has relied on Imperial credits for development – first as a naval base, then as a prison.

PRE-SETTLEMENT PERIOD

Darkmoon's location in Naadi subsector of Corridor sector and its lack of easily settled real estate or sentient life made it a latecomer to interstellar affairs.

Corridor sector (then known by its Vilani name Eneri) was a backwater of the Ziru Sirka. If the First Imperium ever visited Darkmoon, there are no surviving records of it, although a listing for Darkmoon's star system appears as a designation in a star chart, "Eneri 328-904," dated to -2750.

The lack of any Ziru Sirka settlements in the system also led to it being ignored by the Rule of Man (-2204 to -1776). Records list the system's old Vilani catalog number and note the two gas giants, and ships probably visited them for wilderness refueling.

THE THIRD IMPERIUM

Vargr bands had settled Corridor sector during the Long Night. The expansion of the Third Imperium brought it into conflict with these Vargr worlds, as it struggled to protect communications links to the Spinward Marches. The Vargr Campaigns (220-348) secured the majority of the worlds in Corridor for the Imperium. It was during these wars that Darkmoon entered Imperial records, as a footnote to the many naval actions fought in Corridor.

In 339, a convoy of colonial transports bound for the Spinward Marches was traveling through Naadi subsector. Diverted from its original route by military activity elsewhere in Corridor sector, the lightly escorted fast convoy jumped into

system 328-904 to perform wilderness refueling. At the system's outer gas giant it was ambushed by a large Vargr squadron. The Imperial destroyer *Darkmoon* was in high guard position, and despite overwhelming odds, was able to hold off the raiders until the transports could finish their fuel skimming and escape. *Darkmoon's* sacrifice saved 17,245 civilian lives.

To honor the action of the destroyer and its crew, the Ministry of Colonization petitioned the IISS to name system 328-904 "Darkmoon." This name was provisionally listed in the preliminary IISS survey of Corridor undertaken in 398 and formally recorded during the First Survey (p. GT65).

FIRST SURVEY

The first detailed survey of Darkmoon was conducted in 398 by the IISS survey vessel *Madkashgerg*. The survey catalogued two gas giants, one asteroid belt, and four other planets. Survey teams deemed two worlds worthy of landings: the second planet and the outer gas giant's fifth moon.

Tsenjia (Darkmoon II)

The only habitable planet in the system, Tsenjia had a dense but breathable atmosphere. Its surface was mostly ocean, with a few volcanic islands. The atmosphere allowed the planet to retain heat despite the world's dim sun. The ocean was covered by a thick green mat of weeds, but there were no native animal species more advanced than terrestrial protozoa.

Darkmoon

Darkmoon was the only other body in the system to have liquid water. The fifth moon of the fifth planet, it had a trace oxygen atmosphere and a surface of bright water ice. Under the icy shell, probes revealed the existence of an ocean 10 miles deep, kept warm enough to remain liquid due to geothermal activity produced by tidal interactions with its gas-giant primary.

EARLY SETTLEMENT ON TSENJIA

In 447 the Ministry of Colonization approved plans to seed Tsenjia with Terran-derived organisms, including commercial fish. The MoC declared the world off-limits to settlement, and the Navy was charged with maintaining a Red Zone around Darkmoon. Over the next 200 years, Tsenjia was kept fallow, as a terrestrial-based ecology displaced the primitive native forms.

ADMIRAL COVINGTON'S SCHOOL

Darkmoon might have remained with the Colonial Office, gradually turned into an aquacultural planet, had it not been for the intervention of Admiral Sergio Covington. The much-decorated captain of a strike cruiser during the Second Frontier War and Civil War, Covington had taken part in several planetary sieges, three against worlds with extensive oceans. He noted that Imperial Navy forces often had trouble fighting system defense boats that conducted guerrilla operations from underwater, rather than directly engaging besieging fleets. Covington believed that Navy counter-SDB doctrine was focused too narrowly on gas-giant operations, and neglected the submerged threat.

After the Civil War, Covington was promoted to commodore and assigned to the naval staff college in Corridor sector, where he lectured on siege warfare including space-submarine operations. In 633, now a fleet admiral, Covington was tasked with establishing an Imperial Naval School of Space-Submarine Warfare, with a special emphasis on counter-SDB tactics. The school only needed a home.

Tsenjia's deep oceans, lack of indigenous population, reservation status, and association with a famous naval action all made it Covington's system of choice. After a short skirmish with the MoC (who were afraid the school's exercises would disturb spawning fish) the Navy won, with the concession that any major gunnery exercises would be held on or beneath Darkmoon. The Darkmoon system was transferred to Imperial Naval jurisdiction.

NAVAL BASE

The Darkmoon Naval Base and School of Space-Submarine Warfare were opened in 637. They soon attracted a burgeoning population of dependents, civilian contractors, and entrepreneurs. The main naval base was located on Tsenjia in the northern Imperial Islands. However,

major exercises were also held in the subsurface ocean of Darkmoon, where a few hours of meson gun and missile fire by a visiting dreadnought had blasted a well through the ice.

At Darkmoon, visiting naval squadrons faced a supreme test: how to deal with an opponent hiding under miles-thick ice. To counter simulated deep meson sites and defending meson gun-armed submarines, attackers were often compelled to land commando teams to take out surface sensors, or send Marine grav tanks and fighters diving underwater. These battled defending SDBs, even as they tried to act as forward observers for orbital meson fire. In hundreds of live-fire exercises, countless old hulks and target drones were sunk or blown to bits.

As the base and school grew, planetary and colonial navies were invited to bring their own SDB crews to exercise against the Imperial Naval formations. Giant battle tenders sometimes brought in entire SDB squadrons for full-scale exercises. As this was inefficient, the School eventually acquired its own wing of obsolete system-defense boats. Crewed by Imperial Navy officers and exercising constantly, the so-called "Darkmoon Squids" claimed to be the best-trained SDB wing in all of Corridor Sector, routinely besting visiting naval forces in exercises. The doctrine formulated at Darkmoon proved invaluable to the Imperial Navy in the centuries to come. It laid the foundation for tactics later used against the Solomani SDBs in the invasion of Earth.

Fishing Fleets

By 695, Tsenjia's fish stocks were judged to have reached an exploitable level. A fishing fleet was established that fed the growing population and provided enough for a modest aquacultural export trade. The planet also attracted real-estate developers. The Navy didn't permit the opening of tourist resorts, but did lease land on Tsenjia to minor Naadi nobility for vacation homes. Tsenjia boasted fishing, sailing, and year-round Naval fireworks.

Dolphins

Darkmoon's importance was enhanced in 703 when the Imperial Army chose Tsenjia as a base for the 6,152nd Separate Brigade, a unique unit entirely composed of Dolphin soldiers. The 6,152nd represented a significant boost to the planet's economy. Thanks to the economic benefits of the Navy and Army bases, by 750 Darkmoon boasted both a Class IV starport and a population of several million. This gradually came to include Dolphin civilians, thanks to ex-6,152nd troopers who returned to Tsenjia to retire.

NAADI UNIVERSITY OF NATURAL HISTORY

Darkmoon was largely neglected, although a small base was established on its surface. This changed in 842 thanks to the efforts of Duchess Beatrice of Naadi, whose hobby was xenobiology. In 845, Beatrice endowed the Naadi University Chair of Natural History, only to be shocked at how few higher animals on the curriculum were native to her subsector! Determined to reverse this, she persuaded the local IISS office to prepare a more thorough catalog of all the subsector's native life forms. This proved challenging, as most native species in Naadi had been displaced by imported Vilani or Terran forms centuries before, as in the case of Tsenjia's own seeded ecology. The local IISS office dutifully scoured

the dark corners of the subsector for indigenous life, including the freezing darkness of Darkmoon's subsurface ocean.

In 867, a deep-diving pelagic survey vessel discovered high-temperature vents on Darkmoon's ocean floor which supported life. The intervention of Duchess Beatrice halted naval bombardments and resulted in the establishment of a sizable base near the vents using the sunken hulk of an obsolete Navy monitor. Over the next decade, the Duchess Beatrice Darkmoon Research Base launched manned and robotic probes to explore the vents, cataloging many species, among them the eerily beautiful Beatrice's Crown anemone-jellies and the eel-like moonraker predators that fed on them. The station was quite expensive to operate, so the Duchess sought corporate sponsors. One was the megacorporation SuSAG,



ostensibly interested in the potential commercial properties of odd life forms, but mainly seeking to curry favor with the duchess.

BASE CLOSURE

In 902, Darkmoon's prosperity came to an end. The restrictions on bombardment were only one nail in the coffin; far more serious was a decision to centralize naval operations in the big Corridor depot. This led to the closing of several specialized bases across the sector, among them the Space-Submarine Warfare School. Within five years, all that remained of a once-proud SDB training wing were dozens of partially stripped hulks – a few in orbit or hangars, many of them resting at the bottom of Tsenjia or Darkmoon's oceans. The closing of the school was followed by the decision to shut down the naval base itself, and to transfer the 6,152nd to the Solomani Rim.

The Navy retained title to the planet, in case they needed to reopen it in the future, but that was cold comfort for the citizens of Darkmoon.

THE DECLINE OF DARKMOON

The loss of Darkmoon Naval Base was a huge blow to the planet's civilian economy, as most local businesses had relied on the Navy and Army presence for their livelihood. Darkmoon system was plunged into a deep depression. Its citizens furiously lobbied the Navy and the Imperial government for economic relief, while looking for any source of further investment. They didn't find it.

Over the next century, the planet's fortunes continued to decline. The once-glittering vacation retreats stood derelict. The Duchess Beatrice Research Base on Darkmoon was mothballed, and Tsenjia regressed from TL9 to TL7. The naval base and starport fell into decay. By 950 there was only a skeleton Navy presence in the system. There was little offworld market for the fish catches. Citizens struggled to save enough credits to emigrate.

DARKMOON IMPERIAL PRISON

In 1105, a ray of hope emerged – a scandal that rocked the Imperial prison system. A break-in at the maximum security prison hulk orbiting Pixie/Regina (the Gash) resulted in the escape of very important prisoners. The investigation exposed lax security procedures and corruption,

which the Ministry of Justice report blamed on overcrowding in Marches and Corridor Imperial prisons.

The obvious solution was to establish a new highly secure prison, run by private industry. A plan to place this facility in the Marches was sidetracked by the outbreak of the Fifth Frontier War. The proposed location was moved to Corridor sector, deemed a safer location.

Several contractors bid on the project, including the megacorporation SuSAG. Its interest was a perceived need for subjects for human and Vargr trials of non-pharmaceutical drug projects. Management saw a natural synergy between this and the operation of a private prison. SuSAG had not ventured into the prison business previously, but the megacorporation had plenty of experience operating highly secure installations . . . and a well-trained security force.

It also had the perfect facility in mind. A records search of their vast holdings revealed the old Duchess Beatrice Darkmoon Research Base that they had sponsored back in the 800s. The facility had been transferred to SuSAG in 1020 after the failure of a trust company that owned it. By converting and expanding the station (much of which had never been fully completed) SuSAG could create the prison-laboratory it desired. The Duke of Naadi and the Imperial governor of Darkmoon supported SuSAG's bid, eager to see credits pumped into Darkmoon and Naadi.

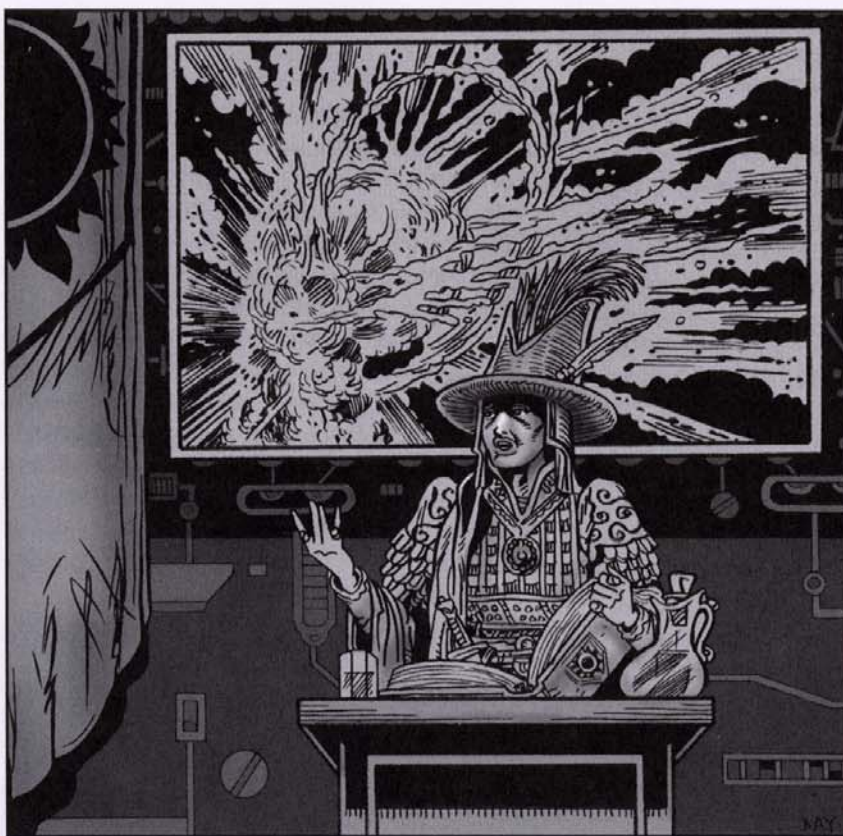
DISCOVERY IN THE DEPTHS

In 1108, a SuSAG exploration team arrived at Darkmoon, determined to see how much of the old base remained intact. They found the old surface port on Darkmoon had been destroyed by a mysterious explosion, which had blocked the well leading to the ocean. The team used starship lasers and explosives to reopen the way, then ventured to the bottom in deep-diving submarines.

The old research base proved to be still intact. They forced their way through the airlocks – and were shocked at what they found.

The habitation areas of the base were filled with endless rows of low-passage berths, occupied by hundreds and hundreds of people. Most were dead.

Over the next few weeks, a few survivors were revived, and the story of the tragedy revealed. The bodies belonged to the Witnesses of Arbellatra, a mysterious Corridor doomsday cult. Their tens of thousands of members had disappeared over a century ago, in the months leading up to the year 1000.



THE ARBIES AND DARKMOON

In 923, a cult appeared in Corridor that believed the year 1000 would see the end of the Imperium. Their prophet, a former starport traffic controller named Shandi Pao, claimed that the spirit of Empress Arbellatra had visited her, warning that the galaxy's core was exploding. Multiple waves of "galactic radiation" would wash over the Imperium. These lethal tides would last for 333 years, and make the entire galaxy uninhabitable.

The "Witnesses of Arbellatra" attracted a surprising number of followers thanks to Pao's own charisma and a genuine millennial anxiety that pervaded parts of the Imperium. The Arbies (as the media dubbed them) encouraged the faithful to sell all their possessions and give the money to the cult, which would use it to build a vast radiation shelter.

Several thousand Arbies gathered on Naadi/Naadi, where they established a temporary sanctuary above an obsolete deep meson gun site they hoped to buy from the subsector government. However, the deal fell through, and the Arbies' leaders claimed it was neither large nor deep enough to protect them. At the same time, the Arbies were attracting attention from police and private investigators, after complaints from citizens

whose relatives had given away everything to the cult. With the law breathing down their necks, Shandi Pao's followers redoubled their efforts to locate a proper sanctuary.

In 997, the Arbies suddenly bought an old colonial transport, loaded it with several thousand second-hand low berths, and jumped out to parts unknown, although it was hinted they were heading into the Great Rift. Others believed the cult had been duped by pirates and their ship hijacked and sold for scrap in the Vargr Extents. Whatever the true situation, the Arbies had vanished.

FATE OF THE ARBIES

In fact, the Arbies had gone to Darkmoon. A cult member who grew up on Tsenjia told Shandi Pao of Darkmoon, with its abandoned research station and scrapped SDB hulks. Pao and the other Arbie leaders quietly visited the world, and decided that Darkmoon's miles of ice and water would provide sufficient shielding from the apocalypse.

Cult members visited Darkmoon, and began refurbishing both the old research base and several of the SDB hulks that littered the moon's surface. The ships had long ago been stripped of their computers, drives, and weaponry, but retained heavy armor and compartmentalization, making them perfect deep-water bases. The cult purchased tens of thousands of second-hand low berths, and carefully packed the base and hulks with them to serve as temporal arks.

In 999, the transport arrived, carrying some 40,000 Arbies (all in low passage). The low berths containing the Arbies, along with animals, seeds, and colonization gear, were distributed between the main base and the various hulks. They sealed the well shut behind them with explosives, wrecking the adjacent starport in the process.

Shandi Pao planned for her followers to sleep away the next 333 years, then awaken and repopulate a galaxy they believed would be scoured

clean. Unfortunately, they made a tragic mistake. In their haste to prepare the arks before 1000, the cult failed to thoroughly investigate their suppliers. The low berths they bought, supposedly reconditioned, were refurbished with elderly parts. Although quite adequate for a few weeks or years in cold sleep (and the Arbies tested every one), they were not up to decades – or centuries – of use.

Shandi Pao had led her followers to their deaths. They died quietly by the thousands, as their cryonic capsules malfunctioned. By the time that SuSAG opened up the old research base, it was a tomb holding some 32,000 of the dead. Only 892 were rescued alive. Pao was not among them.

DARKMOON RISING

SuSAG was not a company to let a few thousand deaths get in the way of a business plan. Nevertheless, the Arbies had died on SuSAG property, and it was their legal responsibility to clean it up. The old research base – now redesignated Darkmoon Prison – was cleared out first and refurbished. With low berths removed and new furnishings installed, it would house 3,000 prisoners. Moreover, surviving Arbies had reported the existence of a dozen or more SDB hulks outfitted as arks. Although SuSAG had no legal obligation to rescue them, it was happy to take on the bio-recovery job as part of the Imperial Prison contract, provided it gained clear title from the Imperium to the hulks the Arbies had illegally appropriated.

In 1111, construction was finished. Over 2,000 inmates were immediately transferred there, a few of them (chiefly Ine Givar) from as far away as the Spinward Marches. In 1113, inmate-manned bio-recovery teams had located and salvaged two other SDB hulks, recovering nearly 1,000 bodies and saving 28 lives, at the cost of five of their own.

The new prison suffered teething troubles. In 1116 a hunger strike by Ine Givar prisoners was supported by Vargr inmates, who complained about an all-seafood, no-meat diet. The so-called “fish riot” of 1116 left 23 dead and 112 injured, and culminated in the storming of an Arbie hulk that had been occupied by a Vargr bio-recovery team. However, a new warden and new procedures were installed, including the formation of an elite Darkmoon emergency response team for handling prison riots (DERT) and the arrival of specialized Dolphin-operated battlepods for escorting salvage teams.

SuSAG management was pleased. As the prison population expanded, additional Arbie

arks could be located and decontaminated using prison labor. Those prisoners who lacked the skills or inclinations to work as deep sea bio-recovery teams could participate in SuSAG drug research programs. Perhaps most satisfying, SuSAG’s shaky reputation received a much-needed public relations boost as it funded a humanitarian deed.

Now, if only the *inmates* would see it that way . . .

SuSAG, LIC (SCHUNAMANN UND SOHN, AG)

This megacorporation was founded in 252 by Gustav Schunamann, using funds derived from royalties earned by his psionic drug purification processes. Schunamann used the shell of a bankrupt Sylean firm (hence the archaic AG in the name) to go into business for himself, becoming the Imperium’s largest psi drug manufacturer. That lasted until the PsionicSuppressions (800-826) made psi drugs illegal, forcing the closure of many SuSAG plants. By then, SuSAG had already diversified into other biochemical fields, and was able to survive its losses and resume a slow but inexorable growth.

Today, SuSAG is a leader in the fields of pharmaceuticals, medical and surgical products, industrial chemicals, genetic engineering, and chemical-bacteriological weapons. The megacorporation’s laboratories conduct cutting-edge research, while its factories produce everything from antibiotics and anagathics to combat drugs and nerve gas. SuSAG no longer refines psi drugs in the Imperium, but still does so in border client states for extra-Imperial markets.

SuSAG products are often very valuable or dangerous, so the megacorporation maintains a large security force, and situates many of its research labs and CBW factories on otherwise uninhabited worlds or planetoids. Despite such precautions, SuSAG’s chemical and bacteriological warfare division has a poor reputation for safety and security.

Stock ownership: Schunamann family, 52%; Imperial family, 2.5%; Hortalez et Cie, 9%; other corporations, 23%; private ownership, 7%; other, 6%.

CHAPTER TWO

Darkmoon Today

The Darkmoon system has two inhabited bodies, Tsenjia and Darkmoon.

GOVERNMENT ON DARKMOON

Darkmoon is administered by the Imperial Navy through the military governor of Darkmoon. The governor's mansion, located on Porfira Island (p. 11), is known as Fulton House, after the first governor. The present governor is Captain Eneri Watanabe, who holds brevet rank as a fleet admiral. He has a small naval staff (60 naval personnel) and a few hundred civilian contractors to manage the planet's affairs. The governor also has two squads of Imperial Marines and 20 naval security specialists to provide additional muscle. They coordinate hired local police deputies to provide law and order.

Governor Watanabe is not a happy individual. Previously the executive officer on a *Tigress*-class dreadnought, he discovered his commanding officer, Captain Laragiu, was having an affair with a junior officer. Rather than having a quiet word with him, he chose to report it through channels. His superior was dismissed from command – but Watanabe's whistle-blowing was not popular with the admiralty. Instead of receiving the command he hoped for on his next promotion, he was assigned as governor to Darkmoon. Despite his brevet rank, he would much rather be commanding a cruiser.

For the last three years Watanabe has brooded on his situation, to the point of clinical paranoia. He is now convinced that enemies in the admiralty's office were behind his transfer, and sees their agents everywhere. Governor Watanabe rarely leaves the governor's office. Most of the work of administration is done by his competent and long-suffering aide, Commander Virginia Hathaway.

The Navy does not directly administer Darkmoon Prison, leaving that to civilian contractors (SuSAG). However, if a prisoner escapes from Darkmoon, it is up to the governor's staff to track him down.

Governor Watanabe's flagship, much to his embarrassment, is a *Lady of Shallot*-class yacht (with two triple lasers). He also has three *Lowalaa*-class assault cutters with a medley of modules, along with a squadron of 12 old *Iramda* and six new *Rampart*-class fighters. These operate out of the starport and patrol the system, with orders to turn away any unauthorized craft making an approach to Darkmoon. From time to time, naval patrols come through the system.

Visiting Darkmoon System

Darkmoon system is open to normal commercial traffic, with the exception of space within 100,000 miles of Darkmoon, which is restricted to SuSAG, Ministry of Justice, and naval vessels. Intruders approaching this area will be intercepted by naval fighter patrols (there will generally be 1d-3 fighters on station; a modified roll of 0 or less means none are here, but roll again each hour). Vessels approaching Covington Crater on the southern hemisphere of Darkmoon may also be challenged, tracked and fired upon by the prison complex's own defense turrets (see p. 12).

The Darkmoon Ferry: A Navy assault cutter (p. 18) from Tsenjia visits Darkmoon twice a week to bring in supplies and bring out any salvage. Usually the cutter has a cargo module, but about once every three weeks it carries a passenger module instead, ferrying prison staff and guards who are going on or off leave, and the occasional Imperial or SuSAG official, rescued Arbie, lawyer, social worker, journalist, or newly freed convict. If ferrying especially valuable salvage or VIPs, the Navy may provide a fighter escort.

Prison Transports: A *Zenda*-class prison transport (see p. 14) arrives every 2-4 months with new prisoners. It shuttles prisoners down using one or two of its assault cutters.

Announced Visitors: Civilians who wish to visit Darkmoon must first go to Tsenjia and gain permission at the Governor's office, and then wait for the next supply cutter run. The governor will usually (but not always) consult with the warden's office. Getting permission is generally a

bureaucratic nightmare, and may require a successful use of Administration skill.

Unauthorized visitors will be warned off, and fired upon if they fail to obey. An actual attack on Darkmoon will draw all fighters from Tsenjia.

TSENJIA

Tsenjia is the second planet from its star. An economically depressed backwater since the closure of its naval base, much of its population live in relative poverty compared to the rest of Naadi subsector. The recent establishment of Darkmoon Imperial Prison has begun to alleviate this, as SuSAG has made an effort to hire prison guards and buy provisions on the planet. While SuSAG can only employ several hundred people, it pays Imperial-scale wages, and these have pumped much-needed credits into the local economy.

LANDFORMS

Tsenjia is a water world. Over 97% of its surface is ocean, and much of the rest lies under the frozen polar caps. There are two archipelagos, the Chimney and Imperial Islands, and one large island, Admiralty Island.

Chimney Islands

This chain of 142 islands is located in the eastern hemisphere just south of the equator. The islands are named for their 27 active volcanoes. In 872, the volcano at Donald Island suddenly erupted, creating a hot ash cloud that buried a fishing village.

The Chimney Islands have a populace of 800,000, surviving via a mix of fishing in the tropical waters and farming in the rich volcanic soils.

Several of the smaller Chimney Islands are occupied solely by decaying vacation mansions and expansive cottages of wealthy Corridor sector nobility and corporate executives (especially from SuSAG). Locals tell ghost stories about the old nobles who lived there.

The largest island is Nicholas (population 53,000), a tropical paradise whose main industries are tourism, farming, boat building, and fish processing.

Imperial Islands

The Imperial Islands are four mid-sized islands located in the eastern hemisphere well north of the equator. The islands are Cleon, Artemsus, Martin, and Porfira. The hook-shaped Cleon shields the others from storms, and the islands have good soil for farming. The Imperial Stream, an ocean cur-

rent, warms the islands. The vast Star Reef is an excellent fishing ground. The islands have a population of 5.7 million. The largest city is Ama Direma, overlooking a fine natural harbor on Porfira Island. It has a population of 140,000, and is both a water and air transport nexus and the site of most of what passes for industry on Tsenjia: a variety of light manufacturing, boat-building, fish-packaging, fish-oil, and chemical manufacturing plants.

Porfira Island is also the site of Darkmoon Downport, a Class II port facility whose small startown has yet to develop much character.

Admiralty Island

This isolated wing-shaped island has an area of 13,000 square miles and is 1,100 miles from the nearest land; the region around Admiralty Island is often called the Empty Sea. The island rises from the ocean with steep cliffs, except for rocky beaches on the southwestern side. The island itself is quite hilly. Today, it is mostly covered in farmland and pasture for sheep and goats, inhabited by 2,000 farmers.

NAVAL WRECKAGE

While Darkmoon Naval Base was active, the Imperial Navy used Darkmoon and Tsenjia's oceans as training grounds for anti-submarine and anti-SDB warfare exercises. Starships in orbit fired missile-launched torpedoes, lasers, and meson fire against submarine targets, mostly obsolete SDBs or fighters under robot control, while streamlined vessels practiced underwater tracking and pursuit actions.

Tsenjia has a total of 67 wrecks, all of which have been charted over the years by fishermen and hobbyists. They lie in 100 to 1,000 feet of water, covered in barnacles – some are almost intact, others simply twisted wreckage. All make welcome habitats for sea creatures. Today they are frequent sites for recreational dives.

In recent years, the increasing native population coupled with the decline of the local tech level has seen the crystaliron and superdense armor in their hulls increase in value, as it is now beyond the ability of local industry to manufacture. Some of the more accessible wrecks are being salvaged by local concerns eager to reclaim it. Technically these hulks are Imperial property, so this is a gray-market operation, but it is winked at by the governor.

On the southwest side of Admiralty Island is the former Darkmoon Naval Base. Its landing pads and reinforced concrete shelters stand empty and derelict, long since raided by scrap merchants. However, the central terminal with its 250'-tall steel tower remains standing, its nuclear generator and landing light carefully maintained by locals to serve as a lighthouse beacon.

The success of Darkmoon has led SuSAG to consider a new venture: leasing Admiralty Island from the Navy and converting the entire island into a minimum-security prison. SuSAG has offered to resettle the local farmers, but several refuse to move. Governor Watanabe has refused to clarify the situation. SuSAG's regional management is losing patience with the governor's lack of leadership.

Ice Caps

The northern ice cap is a single vast sheet of ice, while the southern cap is surrounded by dozens of smaller islands.

DOLPHIN COMMUNITIES

There are presently 3,700 Dolphins on Tsenjia, most of them descended from old military families. The majority live in the waters off the Imperial Islands and work as hunters, fishers, or tour guides.

LIFE FORMS

Tsenjia's dominant life forms were primitive algae-like species. Starting in 400, Imperial ecological engineers began to support commercial fisheries by introducing Terran and Vilani species, from krill to tuna. Almost all higher native species were extinct by 700. Today, Tsenjia has a rather boring aquatic ecosystem, with carefully managed fish stocks. Tsenjia's oceans are very peaceful, with no dangerous sea life.

DARKMOON

Darkmoon's surface resembles sea ice. It is rough, broken terrain with chasms and rifts up to a few hundred feet deep. There is only a trace atmosphere.

The gas giant Petrus is the dominant feature in the moon's sky. A hazy blue-green globe, Petrus is as lethal a jewel as any cursed treasure in a dragon's hoard. Particles trapped in its magnetosphere sleet down onto the surface of the moon, exposing anyone on the surface to as much as 1,000 rads per hour. An ordinary vacc suit provides PF 2 (500 rads/hour), but a starship hull, aquapod, or battlepod reduces dosage significantly (see p. VE167). In

a battlepod, radiation drops to 1 rad/hour (PF 1,000); in an aquapod, it's 10 rads/hour (PF 100). See p. CII145 for radiation rules.

COVINGTON CRATER ("DARKMOON'S WELL")

One of the few large meteor craters on Darkmoon, this was gouged into Darkmoon's southern hemisphere by an ancient meteor strike that penetrated almost to the ocean beneath. Naval bombardment finished the job. Today, the center of the crater is a thin lake (a few yards thick) of ice capping a 120-yard-wide well that penetrates the ice cap and into the ocean beneath – over a mile deep.

Defense Turrets

A trio of pop-turret installations surround Darkmoon's Well, located 200 yards from it. They are camouflaged to blend with the surrounding ice formations and are remotely controlled from Darkmoon Prison's command center. Each is treated as a starship turret with two TL12 lasers and DR 1,600, plus sensors and communications equal to a TL12 basic bridge. They have Basic Stealth and Emission Cloaking. Each can fire at any air- or spacecraft approaching the southern hemisphere; craft approaching from the other side of the moon are masked, but, of course, cannot penetrate into the ocean. The turrets cannot depress to fire on targets with an elevation under five yards, however.

THE OCEAN UNDER THE ICE

Darkmoon's salty ocean extends to a depth of between 7 and 12 miles, depending on the thickness of the overhead ice and the contours of the ocean floor. For the most part, the ocean is relatively clear water at a temperature that hovers just above freezing.

The depths have pressures greater than 200 atmospheres and temperatures ranging from 30 to 40°F (around the vents). Under the ice, there is complete darkness, calm, relatively motionless water, and soft sediments that coat the ocean floor.

Under Pressure

Full rules for operations at great depth are given in *GURPS Vehicles* and *GURPS Atlantis*. If these resources are not available, assume a vehicle will almost certainly be destroyed if it exceeds its *crush depth*, and risks damage if it exceeds its *test depth*, equal to 50% of its crush depth. At or

beyond its test depth, roll vs. the vehicle's HT+2 each minute. Failure causes leak and pressure damage to the vehicle equal to 1d times (depth in yards)/70.

The crush depth of a vessel designed using *GURPS Traveller* is equal to $(DR+10) \times 3 / \text{Size Modifier}$. On a world similar to Earth this is measured in yards. In Darkmoon it is measured in increments of 7 yards, since gravity is only 0.14 G.

Unprotected exposure to the crushing pressure and freezing cold of Darkmoon's icy depths is normally instantly fatal. For details, see p. CIII39 and p. CIII44.

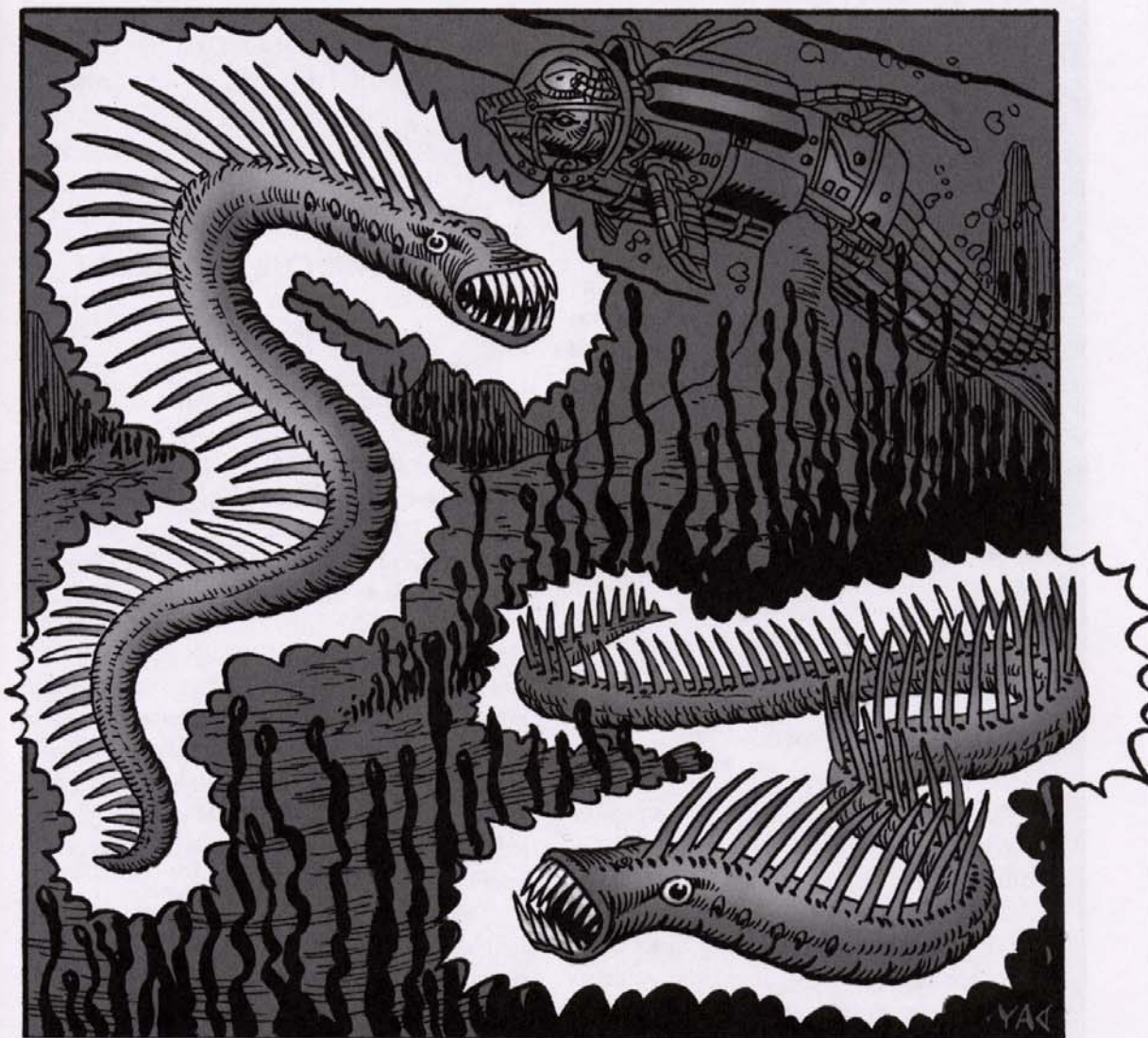
ANIMAL LIFE

All Darkmoon life forms are adapted to hundreds of atmospheres of pressure. They cannot survive in lower pressures, and would explode if suddenly exposed to Earth-normal pressure in an airlock. Two of the larger life forms are detailed below.

Moonrakers

ST: 4-7 Move/Dodge: 7/4 Size: 1
DX: 10 PD/DR: 2/2 Weight: 40-60 lbs.
IQ: 3 Damage: 1d-3 cut Habitat: S
HT: 14/4-7 Reach: C

The largest predators in Darkmoon's ocean, moonrakers live in the warm water zones around the chimney vents. A moonraker is a 6'-long worm-fish with a large, lamprey-like mouth and sharp bony teeth rather than suckers. They have multiple blade-like spines along their body, with bioluminescent cells that flash on and off constantly to attract prey. Moonrakers swim in schools of 2-5. They lay eggs and reproduce sexually. They feed on juvenile jelly flowers, tube worms, and other smaller vent-creatures. Moonrakers are curious and will follow aquapods or submarines, congregating in unusual numbers. A school of glowing moonrakers tagging along might make it difficult for a prisoner with a stolen aquapod to hide himself.



Beatrice's Crown Jelly Flower

ST: 1-2 Move/Dodge: 3*/0 Size: 1
DX: 10 PD/DR: 0/0 Weight: 40-60 lbs.
IQ: 2 Damage: ** Habitat: S, W
HT: 13/2-5 Reach: C

In their mature form, these look somewhat like luminescent ring-shaped sea anemones. The anemone-forms periodically release free-swimming buds that resemble jellyfish. After feeding for several months, these free-swimmers will find one or more mates (often as many as six!) and merge together. The combined "jelly nest" will drift to the sea bottom and anchor itself, becoming a mature jelly flower. The higher ST and HT apply to "flowers."

* Move is 0 in flower form.

** Contact poisonous venom: 2d damage/minute, roll vs. HT-2 each minute to resist. No effect on foe with DR 2+.

SUBMARINE INSTALLATIONS

The underwater habitats on Darkmoon are located on the ocean floor, some 7-12 miles beneath the ice. At this depth, pressures are a crushing 175 to 250 atmospheres. The major habitat was originally a research facility, and so was situated near a vent chimney.

DARKMOON MAXIMUM SECURITY PRISON

"Of course we take good care of them. They're just lab rats and water rats, but the Imperium pays SuSAG for every one we house, and that's not counting the work we get out of them. They're like money in the bank."

— attributed to Deputy Warden Phillips,
Darkmoon Imperial Prison

PRISON TRANSPORTS

Most of the visitors to Darkmoon system are not traders or tourists, but prisoners. The arrangements for prison transport vary from sector to sector, but in Corridor, the Ministry of Justice operates a small fleet of elderly *Zenda*-class prison transports (using hired civilian crews who passed rigorous security checks). The MoJ *Zendas* make a lengthy circuit among subsector capitals, naval bases, and other locations, picking up prisoners for transport to and from Darkmoon and other facilities. A prisoner can easily spend 2-12 weeks on one of the transports, time that may count toward his sentence.

Prison transports usually jump directly to Petrus. Naval patrols at the gas giant will check identification and then direct the vessel to Darkmoon orbit. Prisoners are typically loaded aboard a sturdy streamlined vessel (typically an assault cutter), which dives through the ice well (see *Covington Crater*, p. 12) to rendezvous with Darkmoon Prison.

800-ton *Zenda*-Class Prison Transport [TL10]

The *Zenda*-class is a rebuild of the popular *Broadsword*-class mercenary cruiser (p. GT139) modified for the secure transport of prisoners across the Imperium. Each *Zenda* can carry 30 conscious prisoners plus 400 more in low passage. Often one or both of its modular cutters have prison transport modules (p. T:MC54).

Crew: As *Broadsword*, but carries eight security personnel who also serve as gunners.

Design: As *Broadsword*, but replace 10 Staterooms and 70 Cargo with 15 Brig modules (p. T:ST104) and 100 Low Berths.

Statistics: EMass 1,960, LMass 2,277, Cost MCr211.46. HP: 60,000. Size Modifier: +10.

Performance: Accel 3 G, Jump 3.

DARKMOON PRISON

The prison is a former monitor, with the drives and weapons removed. It has these statistics:

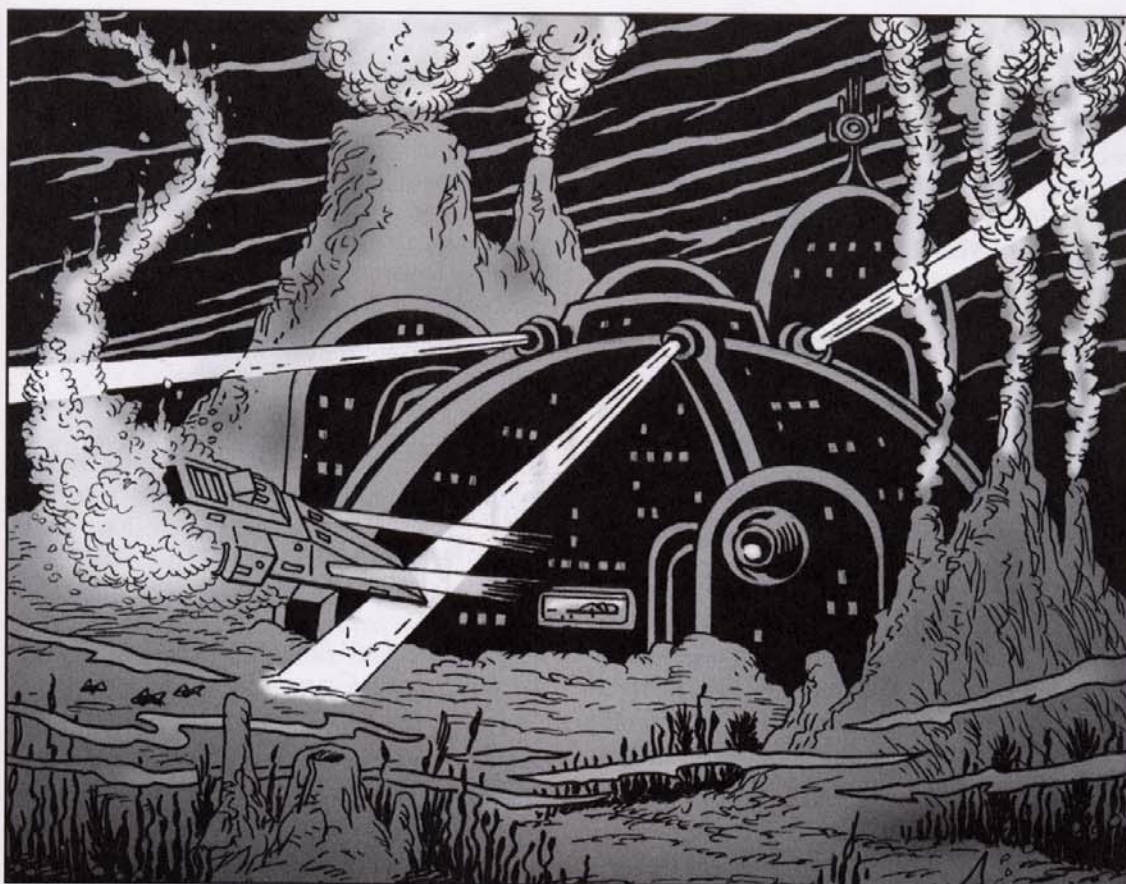
Design: 20,000-ton USL Hull (see below), DR 2,500. **Modules:** 1 Command Bridge, 2 Engineering, 1,662 Hold, 100 Lab, 15 Sickbay, 500 Spacedock, 20 Utility, 1,500 Brig, 16 Hall, 10 Morgue, 100 Office, 250 State Room, 1 Swimming Pool, 1 Theater.

Statistics: EMass 55,314.95, LMass 63,124.95, Cost: MCR631.739, HP: 420,000. Size Modifier: +12.

Performance: None. Crush depth 5,020 yards in normal gravity; on Darkmoon, crush depth is 35,857 yards (about 20 miles).

The hull has been designed with the spherical bathysphere option from *GURPS Atlantis*, which divides available internal spaces by 1.9 (reducing them to 10,526) but multiplies crush depth by 24.

The bridge's PESA has been removed but its communications enhanced with a TL12 meson communicator (as TL12 Command Center).



The underwater prison is a spherical deep-sea habitat 300 feet in diameter, partly buried in the silt of the ocean floor. Nearby (400 yards away) is a black smoker "chimney" in the sea floor. The warmth from this vent raises the ocean temperature around the prison to about 40°F, although it drops off rapidly; a mile from the vent, the ocean is just above freezing. Moonrakers and other sea life often nose about the prison, attracted by its lights.

Access points leading into the installation are a 20'-wide underwater docking bay and two maintenance airlocks.

The prison is described in detail in Chapter 3.

Naval Wreckage on Darkmoon

As on Tsenjia, dozens of SDB targets were destroyed during gunnery exercises in the centuries that the school operated.

Darkmoon's wrecks are far less accessible, as they rest at the bottom of the moon's deep ocean. The exact number is unknown. As of 1118, 27 intact wrecks had been charted, but there could easily be as many still undiscovered, partly buried in silt at the bottom. Moreover, range officers on Darkmoon permitted the use of heavy meson fire. As a result, many wrecks were blasted into fragments, scattering chunks of twisted, superdense hull metal over a wide area.

The presence of the SDB wrecks on the bottom has made it much more difficult for bio-recovery teams to locate the remaining Arbie arks. A chunk of scattered wreckage, on a magnetic or gravitic scanner, looks much like the intact (but stealthed and emission-cloaked) SDB hulks used as arks.

Most of Darkmoon's intact wrecks did not chance to sink near thermal vents, so unlike those on Tsenjia, they will generally not be habitats for local life forms. The few largely intact hulks are each worth a couple of hundred thousand credits for the scrap hull-metal and armor, but the cost of salvaging them would exceed this.

Any wrecks or debris fields identified by Darkmoon Prison's bio-recovery teams are supposed to be marked with visible-light and magnetic beacons to ensure that their location is not mistaken for an Arbie ark by future search teams.

ARBIE ARKS

The Arbies realized they did not have enough room to put everyone in the research station. To alleviate this, they refurbished several surplus SDB hulks the Navy had left behind at Darkmoon. These vessels – with weapons and drives stripped, but hulls intact – were carefully sunk on the ocean floor as underwater arks.

Nine arks have been recovered and salvaged by SuSAG. Interviews with surviving Arbies suggest several more still exist. Unfortunately, their exact locations are unknown, since they were not sunk according to any strict plan, and were not equipped with any form of sonar beacon. As the arks' original designs were stealthed and emission-cloaked SDB hulls, operating in powered-down condition, they are hard to find.

INSIDE THE ARKS

The majority of the arks are stripped *Triton*- or *Dragon*-class SDB hulls. (The *Triton* is a spherical 1,000-ton heavy SDB whose high-pressure hull is optimized for covert operations from deep within an ocean or gas-giant atmosphere.)

TYPICAL ARBIE ARK

This ark is constructed from a 400-ton *Dragon* SDB hull (p. GT144) with the drives and weapons stripped and the turret sockets sealed. Systems still functional are lights, intercom, life support, iris valves, and some of the low berths. Gravity plates are dead: internal gravity is 0.14 G.

Bridge and Computer Room

The bridge has been partially refurbished. The majority of consoles were stripped out when the SDB was scrapped, but the Arbies installed simple repeaters and a basic microframe computer to run power and environmental systems and monitor the low berths. The repeater controls can also operate lights and override iris valves through the vessel. The computer's databases contain records of all the Arbies in the ark, along with the low-berth numbers they occupy. A Computer Hacking-4 roll (one try per hour) can bypass the simple passwords that were used; add 4 to the roll if the hacker thinks of trying phrases from the Arbie scriptures.

Staterooms

The six staterooms contain the personal effects of the half-dozen Arbies who commanded the ark and who were the last to go into cold sleep. Closets will hold the archaic 600s-era clothes (dating from the reign of Arbellastra) that the Witnesses preferred. Other personal effects may include hand computers containing logistical notes (so many people loaded aboard, so many systems checked off, etc.), digital copies of the *Visions of Arbellastra* and *Book of the Imperial Spirit* that recorded Shandi Pao's visions and the cult's interpretations of them, and perhaps a personal diary. The latter may record upset that friends or relatives failed to see the light,

excitement regarding their great adventure, or dreams they believed possessed significance.

The Witnesses of Arbellastra used powerful psychotropic drugs to help stimulate prophetic dreams and visions. 2d-7 doses of drugs (worth Cr50 each) may be found in any given stateroom. There is a 50-50 chance that any given dose is still potent after all these years.

Ship's Locker

Ships lockers contain vacc suits and tool kits. Roll 3d: on a roll of 5 or less, a given locker also contains a weapon, typically a snub pistol, laser carbine, or shotgun. On a 3, it has explosive charges.

Airlock

Due to the high external pressure, airlocks should only be opened when mated to another vessel.

Ammunition Magazines and Cargo Spaces

The SDB's ammunition magazines (beneath the turrets) have been converted to a storehouse. A typical ark has 2d tons of crated farm machinery, seeds, machine tools, extra clothing, medical supplies, fertilizer, survival shelters, and other goods suitable for restarting civilization. The average worth of these goods is about Cr10,000/ton.

The ark will also have a strongbox holding the remains of the fortunes donated to the cult by its members. While the majority of this wealth was spent (since the new world would not require money) the cult did retain personal heirlooms and objets d'art deemed suitable for the future world. Roll 4d-4 and multiply by Cr25,000 to determine the worth of jewelry, art objects, securities, bonds, cash, and similar items stored here.

Drive Rooms

The drives have been replaced with row upon row of low berths. They are stacked vertically and form a macabre maze with narrow passages between them. Each has a transparent window through which either a face or skull can be discerned. The berths are all numbered, which can be used to identify the occupant through the computer manifest. Each *Dragon*-class SDB ark will have some 1,100 low berths, occupying roughly a third of the old maneuver drive spaces. The rest contain machinery that could not be removed, including life support equipment and a few megawatts of nuclear power generators installed to power the low berths and life systems.

Most of the low berths have malfunctioned. Roll 3d for a given berth: on a roll of 12 or higher,

the berth is functional and the person inside has survived. On average, there will be 10d survivors. Some berths may hold animal embryos.

When Arbies are revived and learn what happened, their reactions will vary. The GM can roll 1d for the Arbie's attitude when he discovers his fellows are dead:

1-2: Dedicated cultist. These refuse to believe that the cult is wrong even if confronted with evidence. Maybe they've only been asleep a little while, and it's still 999? Perhaps the so-called rescue teams were the ones who sabotaged the low berths? Maybe the galaxy did explode, but the rescuers are really sinister Zhodani agents who survived the apocalypse and now threaten the Witnesses' new order! They react to anyone trying to contact them at -5, and may go Berserk.

3: Panicked. These cultists are shocked at evidence that the cult was wrong. They have friends or family who also went into cold sleep, and are determined to find them, alive or dead. If treated gently, they may recover or grow despondent, but will need grief counseling.

4: Angry. Initially, these survivors react with shock and disbelief, but they soon begin to hate the cult. They may attempt to do physical harm to cult leaders (Witnesses) who have revived or are still in cold sleep.

5: Distraught. Upon learning what happened, some of those who gave everything to the cult become self-destructive, hysterical, or delusional.

6: Violent. These gave everything they owned to the cult. Upon learning that the cult was a delusion, they go berserk. Re-roll their reaction after the madness passes.

SALVAGE RIGHTS

The Arks: Imperial authorities have declared that the arks themselves are derelict and title will go to SuSAG in exchange for salvage.

Cult Property: The average ark contains about Cr300,000 worth of portable salvage, ranging from securities and objets d'art to industrial and farm machinery. It was the property of the Witnesses of Arbelletra organization, which was incorporated as a non-profit corporation. However, the Imperial Ministry of Justice has ordered that the cult's assets be seized to pay for the cost of salvage and medical (including psychological) treatment of the survivors, as well as the SuSAG rescue operation and possible lawsuits. Under an agreement with SuSAG, the megacorporation receives one-third of the market value of cult property taken from the arks as its salvage fee. The remainder goes to an Imperial trust fund, part of which is used to compensate survivors.

Personal Property: Most arks have several thousand credits' worth of personal items, from clothing and jewelry to stuffed animals and wrist computers. These are sorted through and any items that can be identified as belonging to survivors are (eventually) supposed to be returned to them, provided ownership can be documented through statements of other survivors and/or obvious physical evidence.

Lawsuits and Salvage Rights: On humanitarian grounds, the Imperium has decided not to press criminal charges against cult leaders (either for the damage and expropriation of Imperial property, or for negligent homicide). However, surviving Arbie leaders are being sued by some Arbies (or their families) for additional damages. SuSAG has also been the subject of some lawsuits, but so far has been supported by the MoJ, and has not faced any serious legal challenges.

Darkmoon Relief Fund: Arbie survivors who lack any means of support are paid Cr1,000/month through a trust fund organized by the Duke of Naadi. The fund may pay more later, depending on the total value of property found, number of survivors, and pending litigation (expected to take at least a decade before it is resolved).

VEHICLES

Operations on Darkmoon rely on deep-diving submarines. The two models most commonly used are the aquapod (used by maintenance crews and prison salvage teams) and the battlepod (used by Dolphin guards).

Crush depths listed here are for 1 G gravity. Divide them by local gravity; e.g., on Darkmoon (0.14 G) the crush depth is multiplied by 7.

AQUAPOD (TL10)

The aquapod is a spherical two-man work pod. It has two arms, and is powered by a vectored-thrust reactionless thruster. It can operate underwater at great depths, and is able to slowly accelerate in space. It can also hover and fly in Darkmoon's low gravity.

Design Notes: This vehicle uses a spherical flotation hull (see p. AT73). It has an extra-heavy frame with standard materials, and is submersible. Armor is expensive metal and the hull is sealed. It has two robot arms. The nuclear power unit (NPU) powers it for two years. The E-cell provides 2.2 hours backup power.

Subassemblies: Body +2, each Arm -2.

Powertrain: 45.1-kW NPU/10; rechargeable E cell (360,000 kWS); 800-lb.-thrust vectored-thrust reactionless thruster.

Occupancy: 2 CCS

Cargo: 5 cf

Armor	F	RL	B	T	U
Body:	4/300	4/300	4/300	4/300	4/300
Arms:	4/300	4/300	4/300	4/300	4/300

Equipment

Body: Computerized maneuver and diving controls; small computer (Complexity 4); terminal; Inertial Navigation System; laser communicator (10,000-mile range); limited life support (1 man-day); searchlight (2-mile range); active sonar (Scan 11, 1-mile range).

Each Arm: ST 100 cheap arm motor.

Statistics

Size: 6' sphere **Payload:** 500 lbs. **Lwt:** 3 tons
Volume: 95.8 cf **Maint:** 52 hrs/day **Price:** KCr146

HT: 12 **HP:** 750 [Body] 48 [Arms]

wSpeed: 8 **wAccel:** 3 **wDecel:** 10 **wMR:** 1 **wSR:** 5
uSpeed: 8 **uAccel:** 3 **uDecel:** 10 **uMR:** 1 **uSR:** 5
+1 Decel if reverse Accel also used.

sAccel: 0.13 G (3 mph/s)

Surface draft 1.2'. Submerged draft 6'. Crush depth 14,880 yards (57.8 miles on Darkmoon). Submerged weight 5,987.5 lbs.

BATTLEPOD (TL10)

The battlepod is a Dolphin-shaped underwater non-form-fitting battlesuit. It has two arms, and is powered by a vectored-thrust reactionless thruster. It can operate underwater at great depths, and is also able to slowly accelerate in space. It can also hover and fly in Darkmoon's low gravity, and is armed with a blue-green laser.

Design Notes: This vehicle uses a flotation hull with submarine lines. It has an extra-heavy frame with standard materials, and is submersible. Armor is expensive metal and the hull is sealed.

The E-cell provides 20 shots for the laser. The nuclear power unit (NPU) powers it for 2 years.

Subassemblies: Body +1, each Arm -2.

Powertrain: 45.1-kW NPU/10; rechargeable E cell (360,000 kW); 800-lb.-thrust vectored-thrust reactionless thruster.

Occupancy: Battlesuit **Cargo:** 0 cf

Armor	F	RL	B	T	U
Body:	4/600	4/600	4/600	4/600	4/600
Arms:	4/600	4/600	4/600	4/600	4/600

Weaponry

Battlepod laser [Body:F] (20 shots).

Equipment

Body: Computerized maneuver and diving controls; small computer (Complexity 4); terminal; Inertial Navigation System; laser communicator (10,000-mile range); limited life support (1 man-day); searchlight (2-mile range); active sonar (Scan 11, 1-mile range).

Each Arm: ST 100 cheap arm motor.

Statistics

Size: 2'x8'x1.5' **Payload:** 800 lbs. **Lwt:** 2 tons

Volume: 21.6 cf **Maint:** 58 hrs/day **Price:** KCr119

HT: 12 **HP:** 300 [Body] 48 [Arms]

wSpeed: 15 **wAccel:** 4 **wDecel:** 10 **wMR:** 1 **wSR:** 5
uSpeed: 30 **uAccel:** 4 **uDecel:** 10 **uMR:** 1 **uSR:** 5
+1 wDecel, +2 uDecel if reverse Accel also used.

sAccel: 0.2 G (4 mph/s)

Surface draft 2.1'. Submerged draft 5.3'. Crush depth 12,240 yards (47.6 miles on Darkmoon). Submerged weight 4,332.1 lbs.

Battlepod Laser (TL10)

The weapon built into the battlepod is a 9-MJ visible-light laser (a compact, close-range design). It has Malf. Ver. (Crit.), 3dx25 impaling damage, SS 20, Acc 23, 1/2D 15,000, Max 45,000, RoF 1, Wt. 125 lbs., cost Cr16,000. It requires 18 MW power; the battlepod's power cell gives 20 shots.

LOWALAA-CLASS ASSAULT CUTTER (TL12)

An ordinary modular cutter can't reach Darkmoon Prison's depth (it would be crushed about 380 yards down). As a result, the far more robust TL12 Assault Cutter (p. T:MC29) is carried by prison transports and used for supply runs. It will typically use armored modules (p. T:MC46) — as normal modules, but DR 2,000.

Assault cutters have computers programmed to respond only to the voiceprints of their designated crew, making hijacking difficult. Those used on Darkmoon have prison transport modules (pp. T:MC54-55 and p. T:MC98) with security doors and restraints built into the seats (seats 24).

Design: 20/50-ton SL Hull with total compartmentalization, extra-heavy frame, DR 2,000, a Laser. **Modules:** Hardened Cockpit Bridge, 14 Maneuver.

Statistics: As modular cutter, but LMass 203 tons, Cost MCr24.8, HP 18,000.

Performance: 2 G, Air speed 1,200. Underwater speed is 20 mph, and crush depth is 4,020 yards (15.6 miles on Darkmoon).

The Aquarium

"SuSAG Bio-Recovery has been contracted by the Imperium to perform disaster relief. As part of this humanitarian venture, we are tasked with locating and clearing out the remaining Arbie arks. This is hard, dangerous work, and would normally cost the Imperium a lot of money far better spent elsewhere. Fortunately for the Imperial treasury, we have an alternative. You.

"You convicts will work under crushing ocean pressures, and come face to face with a lot of dead people. Maybe you'll even save some lives. Some of you may not want to get your feet wet. Fine. That is your option, as Imperial regulations require us to offer a viable alternative program. This facility is also a SuSAG research facility testing new pharmaceuticals. You may sign up for such a program. Lab rats or water rats, it's all the same to us."

— Deputy Warden, addressing new inmates

DARKMOON PRISON

"The Aquarium" is the nickname for Darkmoon Prison. It is an armored sphere at the bottom of Darkmoon's ocean, housing 3,000 of the worst criminals in the Imperium: revolutionaries, corsairs, mobsters, and spies.

PRISON STAFF AND GUARDS

Senior SuSAG Staff: Warden, deputy warden, R&D director, bio-recovery operations director, chief engineer, senior accountant, and medical officer.

Junior SuSAG Staff: 8 operations crew (communications, gunnery, sensor, and computer operators), 8 clerical staff, 14 mechanics and electronics technicians, 14 medics, and 99 pharmaceutical researchers, criminal psychologists, and lab technicians.

Contract Workers: 7 bio-recovery and salvage cadre, 2 grief counselors, and the Duke of Naadi's representative.

Guards: 200.

WARDEN KAEDE MALONE 50 POINTS

Age 35; 5'9"; 110 lbs. She is an albino with white skin and pink eyes. Her appearance is always immaculate. Her one fashion quirk is that she dyes her white hair a different shade of blond, brown, or black every day.

Attributes: ST 10 [0]; DX 10 [0]; IQ 13 [30]; HT 11 [10].
Speed 5.25; Move 5.
Dodge 5.

Advantages: Administrative Rank 2 [10]; Attractive [5]; Comfortable [10]; Legal Enforcement Powers [5]; Less Sleep 2 [6]; Status 1 [5].

Disadvantages: Albinism [-15]; Phobia (Dead bodies) [-5]; Phobia (Dirt) [-5]; Space Sickness [-10]; Stubbornness [-5]; Workaholic [-5].

Quirks: Insists everything should be spotless; Intimidated by older Naval officers. [-2]

Skills: Administration-15 [6]; Chemistry-12 [1]; Computer Operation-13 [1]; Law-12 [2]; History-11 [1]; Research-13 [2]; Speed-Reading-12 [1]; Vacc Suit-12 [1]; Writing-12 [1].

Malone was recently promoted by SuSAG to project manager in charge of Darkmoon. The daughter of a fleet admiral, she was humiliated when she washed out of flight school. Instead she went to university (on Capital). After graduation with a degree in chemistry and business management, she secured a post in SuSAG. A zealous executive, she rose rapidly in authority as a corporate troubleshooter.

She now runs Darkmoon Prison, and is determined to make it a model facility, running like clockwork and free of corruption. Malone is a bundle of energy, and has begun to drive her staff crazy with demands for health checkups and constant cleanliness throughout the station. She is obsessed with efficiency and concerned with making quotas, be it on research programs or medical salvage operations. However, Malone is far too meticulous to fudge efficiency reports.

Deathly afraid of disease, she is inwardly terrified at being assigned to SuSAG's bio-recovery unit and cannot stand to look at dead bodies. However, she has nightmares of corpses rotting inside the faulty preservation units, and this drives her to overcome her fears and insist that the Arbie ark recovery process be given priority. As such, she insists on regular booster shots for all inmates (she'd give them Panimmunity, but the system can't afford it) and requires that each inmate undergo a physical checkup every week. This has a side effect of slightly reducing the likelihood of assaults, since it is harder for an inmate to conceal evidence of physical abuse.

Non-Prison Staff

A few individuals on Darkmoon are neither guards nor staff.

Ducal Household Representative: A representative from the subsector court at Naadi. His job is to ensure that salvaged property from the arks is properly catalogued. There is some tension between him and the SuSAG staff, since he's not in the prison's chain of command and his presence implies a certain distrust of SuSAG. He reports directly to the governor of Darkmoon and the Duke of Naadi, and has access but not authority. The current representative is Sir Bryan Galapagos, a noted antiquarian. When he's not cataloguing "our share of the loot" as he calls it

(much to the warden's annoyance), Sir Bryan is hobnobbing with guards or inmates to gather material for an opera he intends to compose, "the Great Arbie Hunt." Sir Bryan has intervened with the staff or guards on behalf of inmates he befriends or considers good source material.

Grief Counselor: SuSAG provides a pair of psychologists whose job it is to help rescued Arbies adjust. This is a stressful position with a high turnover rate.

Bio-Recovery Cadre: A team of six SuSAG bio-recovery and underwater salvage specialists are stationed on Darkmoon to train new prisoners in proper rescue, cadaver disposal, decontamination, and aquapod operation techniques. These are well-paid specialists, ambivalent about working with "amateur" prisoners. Some cadre members respect those inmates that make an effort to work hard (and may lobby on their behalf with staff or guards). Others are nervous or contemptuous. There's usually one bio-recovery cadre member assigned to each inmate team. As with grief counseling, this job has a high turnover. Some cadre have been assaulted or suffered accidents (or "accidents") while training or leading convict teams. Bio-recovery cadre members are not supposed to go armed, but most of them are fairly tough customers in a brawl, and a couple have prevailed on guards to let them carry illicit weapons.



SECURITY IN DARKMOON PRISON

Darkmoon's best security is its location. Even if escapees get out of the station itself and reach the moon's surface, they will find an extremely hostile environment with no obvious source of food or air. The only vessels that stop at Darkmoon are the Naval prison cutters, which visit only once a week.

As a result, escape is very difficult. The major threats faced on a daily basis by guards and staff are assaults, hostage-taking, or riots perpetrated by desperate inmates, rival prison gangs, or deranged experimental subjects. Guards are also concerned with keeping dangerous items out of prisoners' hands.

GUARDS

Darkmoon has about 200 guards. Approximately one-third of them are on duty at any one time, one-third are off duty (but able to respond within 1d minutes), and one-third are sleeping in the residential area.

Watch commanders and section leaders may be veterans recruited from offworld SuSAG security teams or experienced mercenary officers and NCOs. As for the rest, most were originally local toughs hired from Tsenjia and given a six-week training course. Since the prison has been operating for nearly 7 years, about half the prison's guards (those who re-enlisted after their first term) are reasonably experienced, while the other half are quite green.

Guard Organization

The guard force consists of three watch commanders, three deputy commanders, 13 section leaders, 39 squad leaders, and 156 officers.

Squads: The basic unit used to control prisoners is a squad of four officers and one squad leader. In practice, a squad is occasionally only three officers and a leader, since guards may be in the infirmary, missing due to hiring shortages, or off running messages. A squad may break into pairs, but regulations warn a guard never to respond to an incident or confront prisoners on his own.

Sections: A section consists of a section leader and three squads, for a total of 13-16 guards. Generally, the section leader and one squad will be at a guard post to monitor surveillance equipment, one squad will be closely supervising prisoners, and one squad will be ready to respond to

THE DARKMOON EMERGENCY RESPONSE TEAM (DERT)

Known (in SuSAG PR) as the "Sea Lions," this is an elite section of officers with extra tactical training. They perform normal duties but may be called up during an amber or red alert to function as a SWAT team. They use standard guard equipment but replace mesh with a Combat Environment Suit and add a combat helmet and accelerator rifle.

Measured Response

*"The first rule when responding to an incident is to start as low as possible on the ladder of force: shouts to bullhorn to shock baton to gas to bullets. Use deadly force only to save a life: your own, a fellow guard or staffer's, or an inmate's. You'd better be able to back up your decision, 'cause there **will** be an investigation."*

*— Joyce Collins, SuSAG Security
Section Leader, Darkmoon Prison*

specific requests for backup, searches, or riot control. One specially trained section functions as a special reserve: the Darkmoon Emergency Response Team (DERT).

Dolphin Squads: Three squads of Dolphins equipped with battlepods provide external security. The Dolphin squads are charged with watching over work parties operating outside Darkmoon Prison and with the pursuit of any inmates who escape. Generally one squad of Dolphins is working outside with inmate parties, one is on standby in the prison, and the last is off-duty.

Watch: A watch comprises all the guards on duty during a normal shift: a watch commander, deputy commander, and four sections, plus one Dolphin squad, for a total of 71 guards (including five Dolphins). There is usually one section assigned to each cell block, with the fourth section split into three groups: one guarding the labs, one guarding the administrative level, and one at the work level. The Dolphins either split up to accompany outside parties or (if no parties are out) patrol outside the station near the airlock. (Note that the guards assigned to Cell Block Gamma do not mix with the other sections; a guard who is no longer able, or no longer chooses, to work in Gamma is transferred to another SuSAG facility, and is watched *very* closely.)

Guard Standard Issue

Every guard on duty is assigned the following gear: guard uniform with mesh armor incorporated into torso, auto snub pistol (one magazine each ball, CHEM) with laser sight, shock club (see below), short-range communicator (worn as ear piece), multiview goggle "sunglasses," two sets of plastic handcuffs, one electronic bullhorn (attached to the communicator), and one wrist computer.

Each guard station has the following gear, which guards may draw with permission of their section leader: one biosniffer, one chemsniffer, one portable mechanic tool kit, one medical pouch, and 16 air masks with CBR filters (function as gas masks vs. sleep gas, etc.).

Weapons Locker: Each guard station (see below) has a weapons locker that can be opened during an amber or red alert (p. 24). The weapons locker contains 16 accelerator rifles, 32 magazines of CHEM (sleep gas) and 32 magazines of AP ammo, 16 injectors pre-loaded with Combat drug, and 16 hand grenades with sleep gas.

Recognition Pads: All snub pistols and accelerator rifles are fitted with recognition pad hand-grips that check the user's palm print against its database of authorized users (the owner and other guards in his section). The gun does not fire if the print does not match. SuSAG uniform gloves include sensors that transmit this information to the gun. Reprogramming a pad requires an electronics or armoury tool kit and a successful Computer Programming roll; it takes 30 seconds to open up the gun plus one minute/try.

Shock Clubs: Also called stun wands, these are TL8 batons which use very low-powered electric currents to disorganize nerve function. In addition to any damage from the baton strike (which may be a tap, doing no damage, if desired), the victim must make a HT-3 roll to avoid being stunned (+1 for each 10 points of DR); if this roll fails, he loses 1d fatigue and remains stunned as long as the weapon is in contact and for (20-HT) seconds longer, before any recovery rolls are permitted. Stun wands are wielded using Shortsword skill. Those used here use TL10 rechargeable B cells, giving 20 strikes before losing power. 1 lb.; \$100.

NEW ARRIVALS

New prisoners arrive aboard a cutter, usually in groups of 5-30. The cutter's crew uploads a file on each prisoner to the warden's office before docking. Files for special status prisoners (psionics, VIPs, etc.) are encrypted (known as "Black Files") and go directly to the warden, who alerts the elite guards.

Prisoners are secured with handcuffs and leg irons during transport. As they shuffle out, they are met by guards, counted, and checked against the electronic manifest. Elite guards escort special-status inmates separately and take whatever precautions are required (extra guards, drugs, etc.).

One at a time, each convict is led by two guards into a processing room. A guard runs a handheld scanner over his body, attempting to detect any items in body cavities, hidden implants, bionics, etc. The convict is then unshackled, required to strip, and led to a nearby decontamination chamber. There he undergoes a chemical delousing, anti-bacterial spray, and shower, then dons his prison uniform (p. 30) for the first time. A guard tells him his new prison number and orders him to wait until the other prisoners have finished their processing. (Inmates with Black Files are taken to separate facilities, and in general are treated more gently.)

Freshly scrubbed, laundered, and smelling of disinfectant, the new prisoners are herded into a cafeteria under the watchful eyes of a full section of efficient-looking guards. After a short wait, the warden (p. 19) appears and addresses the new inmates (see *Introduction*, p. 2).

The new prisoners then go (in groups of 3-5) to the infirmary. They undergo three hours of grueling examination, including blood, tissue type, and genetic tests much more intrusive than any they have undergone before. Inmates may be surprised at the sophistication of the TL12 medical lab. These tests are described as "routine health measures," but are in fact used by SuSAG to determine suitability for later drug trials. The test results are also matched against the medical records in their files. It is thus very difficult to infiltrate the prison disguised as an inmate, even with plastic surgery.

As each prisoner finishes his exam, he is led away to his assigned cell block (Alpha or Beta, for the usual prisoners; Gamma, for special-status prisoners) and turned over to the block's guard section leader. Usually, he gives the prisoner a pep talk ("don't mess with me, keep your nose clean, and you'll be okay"), and determines the prisoner's specific cell assignment. A guard then leads the inmate to his new cell and introduces him to his cellmate.

Darkmoon is not presently overcrowded (unless the alternate campaign *The Rich Get Richer* . . . on p. 46 is used), but every cell is occupied, and some of the cells house two inmates. As such, each new inmate is assigned a cell that is shared with an existing prisoner. If a PC is sent to Darkmoon, his cellmate is an important NPC, whose initial reaction should be determined.



SURVEILLANCE

A key element of Darkmoon Prison's security is the use of closed-circuit digital video cameras and microphones ("spycams") in combination with computer and round-the-clock human monitoring of key areas. Each spycam is installed in the ceiling and protected by an armored housing (DR 10, HP 2). During "lights out," spycams switch to infrared. If a spycam unit is damaged, an alarm is sounded in the guard station and Command Center. Procedure is to send a technician to fix it, escorted by pair of guards (or a squad, if trouble is suspected). They arrive in 2d minutes.

The spycams that overlook each cell block, the lift shafts, the spacedocks, and the reactor rooms are continually monitored from the bridge. Guards monitor the cafeteria whenever it is occupied by inmates. Other spycams show up on monitors at random: roll 8 or less on 3d for a given event to appear on a monitor at a time someone is looking at it.

Spycams also *record* what they see and hear, filing this data in the prison's computer. Spycam records are cross-indexed by camera location and time, so the prison staff can easily call up a

particular record. Records are eventually purged for space reasons, but the exact length of time they're kept is classified, and only known to senior staff – guards are told "more than a year," prisoners are told "forever." Still, it's possible to get away with something that was caught by spycam, if no guard was watching at the time, and no one has any reason to review the records later.

Security Doors

Security doors are barred gates that slide down from the ceiling. Each has a voice-controlled lock that can be activated by any guard or the warden. It can also be controlled remotely from the Command Center (p. 25) or by a guard station on the same level.

The bars are very tough: DR 200 with 25 hit points each. A normal-sized person has to cut through three bars to squeeze out; the GM can allow an Escape-4 roll if only two bars are cut, with failure indicating the inmate is stuck. (Add +2 if he is Skinny; there is no chance of success if he is Overweight or Fat.)

Security doors are used on individual prison cells, the entrances to cell blocks and guard stations, and all elevator cage doors.

Sleep Gas

Prison ammunition and security systems make use of sleep gas, a fast-acting incapacitating agent that takes effect when inhaled. It dissipates from a given area in about 300 seconds. Each second a person spends in a sleep gas cloud without holding his breath, he must roll vs. HT-4. Failure means his ST goes to 0 and he falls asleep. If he makes the roll he takes 1 point of Fatigue, reducing his ST. If ST drops to 0, he falls asleep. If he leaves the cloud, he may regain fatigue normally. A sleeper remains unconscious for 30-HT minutes after leaving the cloud; after this, roll vs. HT each minute to awaken. He may also be awakened with a successful First Aid roll. Gas masks provide full protection, as does any air-tight armor or vacc suit. Gas is available in grenades (which fill a 6-hex radius) and snub pistol and accelerator rifle ammo (each round fills a single hex).

Fire Safety

Each corridor and room in the prison contains a ceiling-mounted salt-water sprinkler that will douse any fire within 60 seconds. (Exception: labs, offices, and control rooms have an inert-gas extinguisher system that douses fire within 10 seconds.)

ALERT STATUS

The prison has three alert conditions. The decision to raise or lower the alert status is made by the warden, deputy warden, or the present watch commander. Changes will be announced by intercom. Guards are supposed to be warned by communicator from the Command Center 10 seconds before a condition change is announced.

Condition Green

Everything is operating normally. The prison may be at condition green even if an incident is occurring, provided that guards believe that this incident is under control.

Condition Amber

An "amber alert" is called as a precaution if a potentially dangerous situation has come to the watch commander's attention. Possible triggering events include the disappearance of a prisoner, guard, or staff member; a fire; the theft of a dangerous item; a report that a riot, escape, or other violence is planned for the near future; or the discovery of a dead body (with no clear culprit). When Darkmoon Prison goes to Condition Amber, the prisoners are in a state of lockdown.

All meal, vocational, or recreational activities within the prison are suspended. Prisoners are escorted back to their cells, counted, and locked in. On-duty staff members must travel in pairs. Staff members check in with their supervisor via intercom, and may be requested to evacuate a particular part of the prison by guards.

Condition Amber may be sustained for hours or even days if necessary, although it is disruptive to the prison morale to do so.

Condition Red

A "red alert" is only called if a situation is out of control. Examples are one or more armed prisoners on the loose, an ongoing riot, gang war, or hostage situation in which lives are at risk, or an attempt by outside forces to attack or break into the prison.

During a red alert, all security doors are locked. Staff members are required to report their locations to supervisors and will be evacuated by guards from threatened areas as the situation permits. Off-duty guards are called up and assigned to reinforce areas that are in trouble. Prisoners are locked down if possible, as per amber alert; otherwise, they are ordered to lie down and submit to being cuffed. Guards don gas masks and helmets and draw long arms and gas grenades.

INSIDE DARKMOON PRISON

Darkmoon Prison has seven distinct levels, connected by two elevator shafts, a single stairwell, and a maze of maintenance crawlways.

Elevators: Two elevator cages run between levels, usually stopping right next to the level's guard station, if any. Each cage has a spycam and a security door that is normally open during condition green, closed otherwise. The elevators have voice controls programmed to respond to guard, staff, or trustee voice prints.

Stairs: Spiral stairs connect each level, with security doors at every landing. Each stairway averages 13 yards between levels.

FIRST LEVEL: ADMINISTRATIVE

This level is off-limits to prisoners, except for trustees performing assigned work duties and those escorted by guards. The only time an ordinary prisoner is likely to see this level is if he is taken to see the warden or deputy warden, something that rarely occurs.

Command Center

This large room, with attached computer records storage, is the nerve center of Darkmoon Prison. A bank of monitors can access any spycam in the prison. Consoles provide override control of intercoms, security doors, lifts, and life support. The Command Center is normally run by the watch commander, deputy warden, or warden, in conjunction with eight staff operators who handle communications and sensors. The bridge has a meson communicator link to the remote-controlled defense towers surrounding Covington Crater.

Staff Rooms

This is a suite of several offices for the administrative, research, and technical staff. They are not much different from offices in any large business. A pair of large briefing rooms are used for staff meetings.

Staff Kitchen

This kitchen prepares food for the warden, staff, guards, and visitors. Unlike the main kitchen, it's run by a professional cook, and the food is far better than what is served elsewhere in the facility (except for level Gamma, which is comparable).

Visitors' Lounge

A fairly spartan lounge decorated with pictures of famous SuSAG executives. It serves as a waiting room for authorized visitors. A pair of guards are usually there to keep an eye on things. When no visitors are in the facility, it doubles as an extra staff recreation room.

Adjacent to the area is a series of armor-glass cubicles fitted with intercoms that allow prisoners and visitors to meet face-to-face without any direct contact or risk of violence.

SECOND LEVEL: RESIDENTIAL

The residential level contains living, dining, and recreation areas for the staff and guards. It is off-limits to prisoners, except those with trustee status who have cleaning duties as their work assignment. It is against regulations for staff or guards to bring other prisoners here.

Staff Quarters

Staff quarters consist of 142 staterooms. Senior staff (deputy warden, project directors, department heads) have individual staterooms, as does the Ducal representative. Other staterooms have

double occupancy. The warden occupies a double stateroom and adjoining office. Her quarters are always meticulously cleaned. Adjacent to staff quarters are a dining area, a staff cafeteria, and a recreation room that doubles as a bar.

Guard Quarters

The quarters consist of 106 staterooms, a recreation area, a cafeteria, and a holographic firing range. Guards live two to a room; watch commanders and deputy commanders have single rooms. Staff are not welcome in the guard quarters; the place tends to get fairly raucous, as the present guard commander does not enforce military-level discipline. Bio-recovery cadre also bunk here. (The guards for Cell Block Gamma have a separate section of this level, and their schedules are arranged so they do not use the common areas at the same time as the other guards.)

Gymnasium

This is a large hall filled with physical-training equipment. It is mostly used by the guards, although some staffers do exercise here.

THIRD LEVEL: VEHICLE AND MACHINERY AREA

This level is dominated by the large pressurized docking facility. Prisoners may be assigned to this level to perform chores, but are always supervised.

Docking Bay 1

This cavernous bay houses rows of aquapods assigned to prisoners who work outside the station. The pods are maintained by the prisoners who use them, and basic tools are available to repair them (but may not leave this room). A catwalk surrounds the docking bay. A squad of guards is always stationed here when prisoners are in the bay.

Wrenches (treat as mace), screwdrivers (as dagger), and other tools are all available here. However, guards will be alert when prisoners have access to tools.

Docking Bay 2

This bay is off limits to prisoners unless they're accompanied by guards. It is protected by a security door and pair of guards. It houses two *Lowalaa*-class assault cutters (p. 18) and the battlepods used by the Dolphins. Often one or both of the cutters are out of the station. 1d-1 staff mechanics are usually also working here.

Decontamination Chambers

Each docking bay also incorporates a second airlock and sealed decontamination chamber. The warden insists that new prisoners and all workers returning from a mission to one of the arks undergo a thorough cleansing.

Laundry

The prison laundry cleans and repairs guard, staff, and convict uniforms and personal clothing. Two dozen prisoners are usually assigned to work here. There's a spycam in the laundry ceiling, but it's rarely monitored unless guards have reason to suspect trouble.

Staff are urged to make sure they leave nothing in pockets when they send clothes in to be laundered, but occasionally mistakes are made and a wallet, card, or other item is left in clothing. There is a procedure for lost and found items, but pilferage is fairly easy. It is also possible to use this method to smuggle something to a prisoner.

Morgue

These stark-white refrigerated chambers are accessed by an airlock and filled with cabinets containing dead bodies. Unless there's been a particularly brutal riot or accident, most are Arbies recovered from the arks. Following identification (in the case of the Arbies) or autopsy (in the case of a convict), corpses are held in the morgue until a letter has been sent to their next of kin and sufficient time has passed for a reply. Should anyone wish to pay for a body to be shipped home, it will be. Otherwise the prison chaplain says a few words and the body is incinerated.

Storage Rooms

A clerk's office guards the entrance to this maze of storage rooms and cargo bays. They hold food supplies, spare parts, clothing, lab supplies, tools, oxygen tanks, and interesting items removed from Arbie arks but not yet properly catalogued. Any items removed must be signed for. The low gravity (0.14 G) obviates the need for forklifts, but laborers must watch out for inertia.

No weaponry and ammunition are kept here.

Dolphin Quarters and Swimming Pool

Imperial regulations require each prison facility of this class to possess a swimming pool. The pool, originally an auxiliary water tank, is 10 yards long, 4 yards wide, and 2.5 yards deep, surrounded by a walkway, and connected to what was originally a series of changing rooms and showers.

The Dolphins working in Darkmoon Prison have refurbished the main pool and adjacent changing rooms as living quarters. 1d Dolphins may be here at any one time. When going elsewhere in the complex, the Dolphins wear a mobility suit (an exoskeleton with contragrav assist, controlled by their stub "fingers") to get around in human quarters; see p. T:RF33.

Dolphin guards tend to be somewhat standoffish with the other guards and staff. Most are here not because they enjoy prison work, but out of wanderlust. They hope a few months' work on Darkmoon will earn the funds they need to get offworld, and visit other oceans beyond Tsenjia and Darkmoon. Few Dolphins stay for more than a six-month term as guards. A small group of human guards and staff members have learned Dolphin customs and language and befriended them; a few "fin groupies" (as other guards refer to them) can sometimes be found sharing the pool with the Dolphins.

FOURTH LEVEL: CELL BLOCK ALPHA

Cell Block Alpha contains 700 cells housing 1,360 inmates. Rows of cells are spaced along the sides of a cross-shaped open forum which houses the guard station. The guard station has a good view of all the cells, which are stacked three high, with narrow catwalks allowing access to each of the cells. An array of spycams in the ceiling provides clear views of the entire cell block.

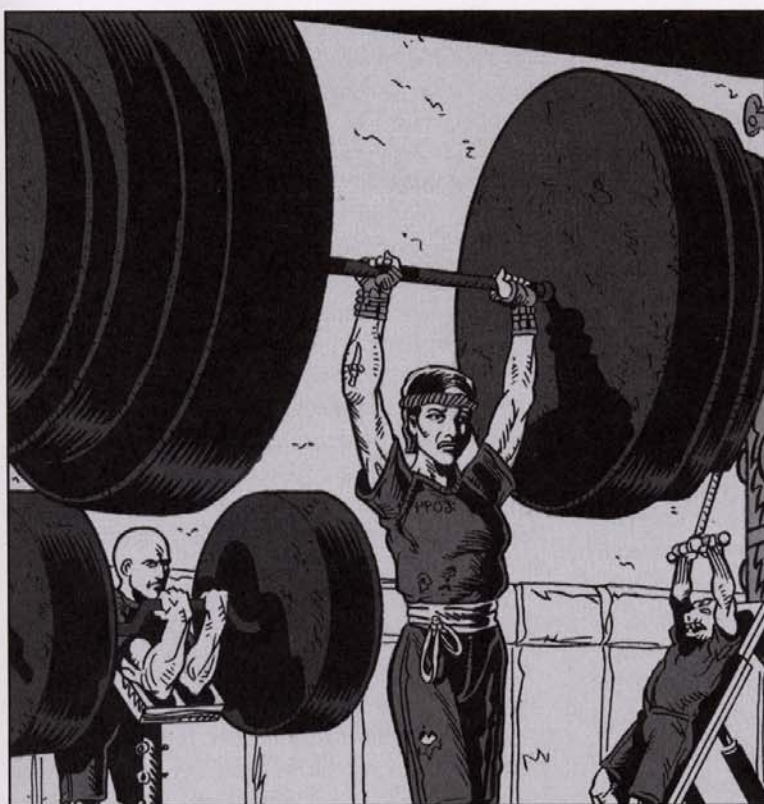
Most cells are double occupancy, but some have only a single inmate as a result of transfers, deliberate isolation, or simple chance.

Cell Block Alpha is a "medium security" cell block. Gang activity is dominated by the Mudsharks (p. 32); other gangs are weaker here.

Individual Cells

Each cell measures 3 yards long, 3 yards deep, and 4 yards high. The cells are painted a "soothing" pink with white trim. Each has two bunks, one atop the other, a sink and toilet, and two desks, each with a chair. The chairs are sturdy metal, bolted to the floor to prevent their being used as weapons. Bunks incorporate foot lockers, but both locker and bunk are made of transparent plastic, which makes guard inspections easier. There are pegs on the wall for hanging clothes, but no closets.

Each cell has a sprinkler system and spycam mounted in the ceiling, both in armored housings. The odds of a guard monitoring any particular prisoner are low, but they always have that option!



Guard Station

The central guard room in a cell block has transparent armor-plastic (DR 100) walls and four barred security doors. It provides access to the emergency stairwell. One squad of guards generally mans consoles that let them monitor spycams or control doors to individual cells. The guard room is furnished with a food vending machine, a table, and several chairs.

A second security door opens into a weapons locker (see *Guards*, p. 21). Guard shifts are changed every four hours. The guards tend to be a bit lax at watching the monitors when they're tired toward the end of their shifts.

Freshers

These tiled rooms contain shower and sanitary facilities. The freshers have spycams, but steam and the press of bodies often makes it hard for guards to see exactly what is happening here. The freshers are usually busy only in the mornings and following work shifts: it's rare for guards to actively monitor them at other times of the day.

Cellblock Cafeteria

The cafeteria serves prisoners breakfast, lunch, and dinner meals. Tables and chairs are securely bolted to the floor; it takes a ST-10 roll to break one free. Vending machines (armored and bolted down) offer overpriced juice, snacks, and cigarettes.

Gymnasium and Recreation Area

This area is located opposite the cafeteria. It's similar to the gym used by the guards, but quite crowded in the evenings. For safety reasons, heavy weights are chained down: anyone wishing to use barbells as a weapon (treat as a maul) must stay within one hex of the weights' location.

FIFTH LEVEL: CELL BLOCK BETA

Cell Block Beta is identical to Cell Block Alpha. It is another "medium security" cell block, but is fully one-sixth Vargr, many of whom belong to the well-organized Soegz Saargh gang (p. 32). Human gangs are weaker, split

between supporters of the Mudsharks, Ine Givar, and various independents not affiliated with larger gangs. This makes politics in Block Beta quite complex, with plenty of alliance-building.

SIXTH LEVEL: CELL BLOCK GAMMA

This level is similar to Cell Block Alpha, but contains only 400 cells and a half-sized cafeteria and fresher area. It has a full-sized guard station, however, since Cell Block Gamma is the prison's maximum-security wing. The inmates are not permitted to leave this level except under escort, and generally only for visits or medical treatment.

The inmates in Cell Block Gamma are split between the various gangs, with the Mudsharks and Soegz Saargh vying for dominance and the Ine Givar holding the balance of power.

Isolation Wing

Cell Block Gamma has a hidden wing reserved for 100 double-sized isolation cells, presently housing 97 inmates. This secret wing (see pp. 34-35) is the real reason for Darkmoon! The inmates in this wing are kept segregated, not only from the rest of the prison population, but from each other as well. These inmates are exempt from bio-recovery or drug-testing duties; most of them are too valuable to risk in any sort of hazardous tasks.

SEVENTH LEVEL: MEDICAL CENTER AND LABORATORY

The research level is used for clinical drug trials and also contains the prison's well-equipped infirmary.

Prison Infirmary

The infirmary is divided into a series of operating rooms, automated bays, and examination rooms. It is equipped with 30 automeds, 15 diagnostic tables, and 15 operating tables. Usually a half-dozen medical personnel are on duty here. Prisoners left at the infirmary will either be in shackles or too badly injured to present a threat. All of the automeds are equipped with external locks, so a prisoner can be kept restrained in one. A pair of guards are always here just in case.

Clinical Trials Observation Area

SuSAG does not develop new drugs here. However, every 2d months, a new drug-testing program is started. SuSAG is concerned with long-term effects, so prisoners may be given multiple doses of a drug on a daily or weekly basis for several weeks or months at a time.

There are 40 padded cells used to house inmates undergoing strenuous drug reactions. The inmate may be kept in a straitjacket and often has various sensors attached to his body to monitor his condition.

Placebos: In most trials, there is a 50-50 chance that a prisoner told he is receiving a drug is actually given a placebo.

Special Observation Arena

This area resembles a cross between a basketball court and a giant padded cell. It is here that SuSAG tests the efficiency of combat drugs under high-stress conditions. Inmate volunteers (equipped with boxing gloves and face guards) are hopped up on combat drugs. Generally, one inmate is drugged, while the others serve as controls. Sometimes prisoners hopped up on experimental combat drugs are tested against prisoners using the present generation of combat drug or slow drug (p. GT109), allowing SuSAG to judge their efficiency.

Several monitoring cameras are built into the ceilings, along with a gas vent that can flood the entire room with sleep gas if necessary. Adjoining the room are two smaller holding cells in which combatants wait for the effects of the drugs to kick in. Remote security doors open in the arena.

The fights are designed strictly to determine the efficiency of the combat drugs, and are supposed to be stopped if they appear to be getting out of control. The camera feeds have been unofficially "pirated" by maintenance staff, and live or recorded video of the matches is popular in guard and staff recreation rooms whenever the warden or other senior staff are not about. There is some pressure on the supervising medical personnel not to interrupt an interesting match.

The practice of betting on outcomes is becoming increasingly popular among guards, staff, and even inmates. This has so far been kept from the eyes of senior staff, who would certainly impose disciplinary action if it were discovered, due to fears that inmates or guards would "fix" fights, skewing the test data that they hope to accumulate.

Protective Custody Wing

A small part of the medical laboratory is occupied by a block of 150 protective custody cells. These are similar to solitary confinement, except that inmates may be housed two to a cell and there are communal freshers and a small cafeteria-recreation room where they can mingle. Inmates in protective custody may be permitted to work as trustees (if reliable).

There are currently 236 inmates in protective custody, most of them either known informers, psionics, or those who suffered severe abuse from other inmates. The disadvantage of protective custody is that anyone who applies to be sent here is automatically branded an informer by the general population, even if he is not. Also, since inmates are required to work, the only options for an inmate in protective custody are a very limited number of trustee positions or participation in the clinical drug trials program.

PRISON LIFE

"For a taste of prison life, try living in your fresher. Remove everything but the toilet. Use the bathtub as a bed. Share the place with a random guy picked out of a cheap startown bar."

— Sally Butler, ex-convict

A prisoner's life is tightly regulated, with only a few hours of free time each day. Most of the time is spent working, sleeping, or waiting for guards to finish head counts. Movement from one area of the prison to another is restricted. Armed correctional officers man checkpoints to stop escape attempts.

PRISON LIFE

PRISONER'S SCHEDULE

Morning	Activity
3:30	Kitchen detail awakened.
6:00	General population wake up. Morning count.
7:00	Breakfast.
7:30	Work assignments.
8:00	First work shift.
Afternoon	
12:30	30-minute lunch.
1:00	Second work shift.
5:00	Work day ends.
5:30	30-minute dinner.
6:00	Exercise period.
Evening	
7:00	Counseling and education (or visitations).
8:30	Return to cell block. Evening count.
9:00	Free time (in cell block).
10:00	Lights out; sleep.

Prisoners in solitary confinement spend all their time in their cells, with meals delivered at 7 a.m., noon, and 5:30 p.m.

PRISON LABOR

Prisoners must work unless they are in the infirmary or isolation. Prisoners choose one of two assignments for a week: roll 3d twice, and re-roll duplicates. Refusal to work means solitary confinement or other sanctions, e.g., a transfer to a cell with an inmate known to be violent.

3-4: Search Team. Assigned to a group of 1d+2 aquapods escorted by a pair of Dolphin battlepods, and ordered to spread out and sweep a particular sector of Darkmoon's surface with sonar and towed magnetic sensors to find lost arks. Roll vs. Electronics (Sensors) each shift; a critical success means something was found. The GM may decide whether it's a lost ark, a piece of an SDB, or something else. If something is found, they may be authorized to board and investigate it.

5-7: Meat Wagon. Assigned to help clean up a known Arbie ark. This inmate and two dozen of his fellows are locked into a sealed prisoner transport module. Under guard and supervised by a bio-recovery cadre specialist, they spend half the first shift traveling by cutter to an ark that has already been stripped of valuables and living

bodies. All that remains are the corpses. The inmates are given plastic overalls, air masks, and gloves. Their job is to carefully remove about 15-20 decaying corpses from low berths, tag them, spray them with disinfectant, and load them into a cutter. Then they make the return trip, this time with the corpses for company. Repeat many times until the entire job is done.

8-9: Laundry. Working in the huge prison laundry, loading and unloading washers and dryers, folding and sorting clothes. Hot and boring.

10-11: Custodial. Most prisoners are assigned this tedious duty. It involves cleaning out the cells and mess hall, sweeping floors, repainting, polishing tiles, cleaning graffiti off walls, and so on. A good way to meet prison staff or other prisoners; outside of restricted areas, supervision is minimal.

12: Kitchen Detail. See p. 30.

13-14: Nightingale-4 Trials. SuSAG is testing a new anti-rad drug. They know it works already. They don't know how safe it is if taken for weeks at a time. Roll vs. HT the *first* time it's taken. A critical failure means there is an allergic reaction: take 5d damage. Otherwise, the drug is safe and any rads taken are halved for 30-HT hours.

17-18: Combat Drug Trials.

SuSAG tests out a new drug every few months. The current one is the Herakles-7 "new generation combat drug" trial. The user gains doubled ST and the Berserk disadvantage (p. B31) for 20-HT+1d minutes. The drug requires 3d seconds to take effect. After it wears off the user will be shaky and nervous; -1 on IQ and DX for as long as he was on the drug. It has one other disadvantage: 1d hours after use, *if* the user went berserk during the fight, he must roll vs. HT+1 or suffer a flashback to the drug effects, becoming berserk for 1d minutes (but without doubled ST!) and then suffering nerves and shakiness. Long-term repeated use may cause neural damage: roll every (ST) doses vs. HT+2 to avoid the permanent loss of 1 point of DX.

One exception to the normal rules on prison labor are inmates with VIP status. These are not allowed to risk their lives or sanity in drug testing or bio-recovery salvage work: re-roll any result of 3-7 or 13-18.

Number: Each prisoner is assigned a four-digit prison number. A prisoner is supposed to respond to his number as if it were his name, but most guards or staff use a prisoner's last name unless they want to make a point.

Uniform: Darkmoon is climate-controlled. A convict is issued shorts, sneakers, socks, briefs, and a shirt, all (except the shoes) colored a bright orange. His prison number is stamped on his shirt.

Prison Economics

The prisoners are paid a salary of Cr10 per shift they work in the prison, twice that for outside shifts. They usually spend most of this on various sundries such as vending machine food, interplanetary mail, and minor luxuries like subscribing to offworld entertainment videos. SuSAG also charges Cr1-6 each for things like vitamins or sleep remedies.

There is a black market, of course. Weapons such as an improvised knife (from a sharpened spoon) or the like usually sell for Cr10-20 each. Smuggled drugs or technology, such as a guard's weapon, usually sell for 2-10 times their normal cost. Gangs also make additional money by taking "political contributions" (Ine Givar) or "protection money" (usually Cr5-10 per day) from other inmates; this can eat up funds. Failure to pay protection means that 2-7 gang members will try an ambush. A confrontation may be resolved by negotiation, fast-talking, or fighting. Successfully fighting them off may garner respect (and an offer to join up) or undying enmity depending on reaction rolls and events. A major source for black market goods is items surreptitiously salvaged from the arks.

To prevent smuggling, physical goods or money from outside sources may not be provided to prisoners. Letters in or out and digital information (vids, journals, software, literature, etc.) are subject to careful screening and censorship. The warden has the censors ban any material that is violent or antisocial; she may opt to totally suspend a prisoner's communications.

Palming Items

Certain duties (e.g., kitchen help, spacedock hand, or trustee) present opportunities for prisoners to smuggle out tools, utensils, and the like. Prisoners are usually frisked on leaving such areas. In general, use the rules for Holdout skill, with situational modifiers based on the size of the item, distractions from other inmates, and so on. Punishment when caught smuggling is 1-4 weeks in solitary combined with a thorough search of the prisoner's cell for other contraband. This may be reduced to a stern warning and

search if the smuggled item is deemed relatively inoffensive (e.g., extra food). However, the guards are aware that a blender cord can be used as a garrote, or a spoon can be sharpened to make a knife, and are not lenient if they suspect a prisoner is plotting something.

THE PRISON SCHEDULE

Since Darkmoon is underwater, there is no day or night. The prison operates on a standard 24-hour schedule, dimming lights in the cell blocks and recreational areas (but not corridors) from 10 p.m. to 6 a.m.

The schedule for the prison's general population is shown on p. 29. Prisoners assigned to kitchen detail are awakened three hours earlier but replace the second work period with a rest period in their cells.

Kitchen Detail

At 3:30 a.m., the prisoners on kitchen work-detail are awakened to prepare the morning meal for their fellow convicts. To avoid waking up other prisoners, the kitchen detail is assigned to a specific group of cells. They shower, then are escorted by a guard squad to the kitchen at 4 a.m. to begin preparing for breakfast. Kitchen workers eat with the general population, but are thoroughly frisked before leaving the kitchen to prevent their smuggling out items.

TYPICAL PRISON MENU

Main Course: Processed flaked tuna with noodles.

Drink: Fruit juice – lime or strawberry (synthetic) with vitamin supplement.

Vegetable: Algae-powder soup, thick and green.

Condiments: Dried shrimp flavor packet for soup or noodles.

General Population Wakeup and Inmate Count

All inmates are awakened at 6 a.m. for the formal inmate count. One cell at a time, inmates are counted by the guards. Throughout the day, guards regularly interrupt inmate activities to count and recount the number of inmates present. After inmates are counted in the morning, the cell doors in their block open and they have about 15 minutes to get showered, return to their cells, and dress before breakfast.

Breakfast and Free Period

From 7 to 8 a.m., breakfast is served in the cell block's cafeteria. Prison food is nutritious but not especially inspiring, as it relies on a limited supply of ingredients, mostly fish imported from Tsenjia. Breakfast, in particular, is monotonous, as the entire meal has a quite distinct "eggy" flavor. The prisoners have a variety of theories as to why this is (even the water tastes of eggs!), mostly revolving around one revolting additive or another. (There is an additive; for details, see p. 35.)

Prisoners may buy additional food from vending machines in the cafeteria: chocolate bars, fruit, cola, and so on. Many spend much of their paycheck on this, while complaining bitterly about the high costs (e.g., Cr4 for a candy bar). The prison authority claims that the high costs are the result of transport expenses.

First Work Shift

Prisoners are collected by guards and escorted to the appropriate work area: kitchen, laundry, janitorial, workshop, or labs. Those assigned to salvage operations go to the briefing room, then the vehicle bay.

Lunch and Free Period

This is identical to breakfast, but with a slightly different menu. Prisoners performing salvage work or undergoing lab testing may not receive a lunch break, but get box lunches.

Second Work Shift

Identical to the first work shift.

Dinner and Free Period

As lunch, but with a slightly different menu. Instead of being assigned to their cells for the free period, inmates are granted access to the gym or recreation area in the half hour before or after their meal.

Counseling, Education, or Visitation

At approximately 6:30 p.m., inmates from the various cell blocks are broken into smaller groups and attend virtual classes, undergo vocational training from instructors in the various work areas, or are required to take part in other activities such as alcohol, violence, or drug counseling.

A visiting day is set aside every other six-day. Prisoners are allowed 2 hours of visitation in lieu of education and counseling. Visits must be arranged at least 6 weeks in advance and

PRISONER STATISTICS (YEARLY AVERAGE)

Maximum-risk inmates: 486, including 27 with psionic status, 42 with isolation status, and 64 with protective status.

Medium-risk inmates: 2,662, including 26 with trustee status, 55 with isolation status, and 172 with protective status.

Total Inmate Population: 3,148.

Prison Admissions: 390/year.

Prison Transfers and Releases: 325/year.

Racial Breakdown: 88.4% Human, 11.4% Vargr, 0.2% other.

Sex Ratio: 57% male, 43% female.

Control Rating: 6.

For descriptions of special status and risk levels, see *Custody and Classification*, p. 34.

approved, all of which can take many weeks or even months due to travel lag. With the exception of those prisoners lucky enough to have loved ones or legal counsel in Naadi subsector, prisoners usually go for months or years between visitors. However, it is not uncommon for a devoted spouse to move to Tsenjia, in order to make visiting easier.

Return to Cell Block and Evening Count

A second formal count is conducted. If inmates are missing, a recount may be required or a search initiated. If this is the case, "lights out" is postponed until the missing prisoners are located.

Free Time (in Cell Block)

Inmates are locked in their cells but receive an hour in which to study, talk with their cellmates, read, write letters, and so on.

Lights Out

Lights are dimmed (cameras switch to infrared) at 10 p.m. unless "lights out" is postponed due to a search.

PRISON GANGS

Many prisoners come from backgrounds in which prejudice and xenophobia are facts of life. This is reflected in the division of the prison into rival gangs. About one in six prisoners is a hardcore gang member; about half have friendly gang connections or are paying a gang for protection.

Most gangs have a boss, a couple of lieutenants, a group of tough guys who act as enforcers, the rank and file membership, and a larger group of new guys and hangers-on who are bullied by the rest. The Ine Givar are a partial exception, as they operate on more democratic lines and hold voting meetings.

The Mudsharks

The Mudsharks are a loose fraternity of criminal gangs that operate throughout Corridor sector. They originated as a powerful startown street gang on Jed/The Narrows, but in the last two centuries expanded into an interstellar smuggling, corporate-extortion, and labor-racketeering organization. In Darkmoon Prison, Mudshark members form the largest Human gang, due to aggressive recruitment of independents under the organization's umbrella, a recent Ministry of Justice crackdown that sent several Mudsharks to prison, and the grisly reputation of the "The Undertakers' Club," their network of contract killers.

Many Mudsharks arose out of the startown slums, with provincial attitudes common to backwater subsectors like Naadi. They tend to disdain "Zho-loving traitors" like the Ine Givar. They have nothing against Vargr, provided the puppies go back to the Extents where they belong. They consider Vargr supremacists like the Soegz Sarrgh gang to be deluded: everyone knows the Vargr were the Ancients' slaves, bred to serve as dogs serve Humans.

In Darkmoon Prison, the local gang has a hard core of 300 members, making them the most powerful single gang. However, the Alpha Block boss, Mazun "Vac" Biisana, recently died when his aquapod oxygen system malfunctioned. The guards wrote it off, but some Mudsharks think it was sabotage by Ine Givar or Soegz Sarrgh. Trouble is, the gang's loyalty is now split between two former lieutenants, Shana "the Mechanic" Makrus and Gani Tao.

Some of Tao's supporters say "the Mechanic" sabotaged Mazun's pod, but she can produce a witness who claims to have found Vargr hairs where it was stored.

Ine Givar

The Ine Givar are an anti-Imperial terrorist organization partly funded by the Zhodani (p. GT43). Before and during the Fifth Frontier War, small Ine Givar bands committed terrorist acts throughout the Domain of Deneb. During the war, larger guerrilla forces rose prematurely in open revolt, only to be crushed after the defeat of their Zhodani allies. Since they were civilians

rather than soldiers, those who were taken captive were not treated as prisoners of war. Some suffered summary execution under martial law, but many more were charged with treason and other criminal offenses and sentenced to lengthy prison terms.

As the Ine Givar still have sympathizers and covert cells in the Spinward Marches, the Ministry of Justice decided it was politically expedient to transport them to other sectors. This reduced the risk of imprisoned movement leaders continuing to run their organization from within the prison.

Darkmoon Prison is home to about 120 hardcore Ine Givar prisoners. Within the prison they form a cohesive unit. They don't think of themselves as a gang but rather as political prisoners and prisoners of war, a better class than the general population of racketeers and murderers. They sometimes stage hunger strikes and other protests to demand extra privileges or gain attention, so far without much success. Other prisoners see them as arrogant, and there are frequent clashes.

The Ine Givar hold regular political discussion groups and invite other convicts to join in. A favorite theme is that prisoners are behind bars not because of their own failings but due to a corrupt Imperial society. This plays well with some prisoners, and the Ine Givar have gained a few hundred fellow-travelers and disciples. However, other Imperial criminals, while they hate laws and cops, often tend to be patriots toward the Iridium Throne. ("If only the Emperor heard what those local cops did to me, he'd sort them out.") Thus, arguments and fights between Mudsharks and the Ine Givar are common.

The leader of the Ine Givar is "Professor" Enli Z. Uamdar (#0234), an academic and former deputy commander of a guerrilla unit that operated behind Imperial lines on Efate. Uamdar is serving a life sentence for treason.

Soegz Sarrgh

The "Soegz Militia" are the largest Vargr pack in Darkmoon Prison. Soegz Sarrgh are Vargr supremacists but, oddly, not anti-Imperial. The gang's leader, a charismatic young female named Gnaithlakhz, is a former corsair and current follower of the Church of the Chosen Ones (p. T:AI183), who believe Vargr were created by the Ancients to rule the galaxy. She is serving a 20-year sentence for a scheme to steal ancient artifacts from Antiquity/Corridor.

Gnaithlakhz believes her own version of Imperial history: Up until a few centuries ago, the emperors were put on the throne by Vargr (such as

Admiral Soegz, the *real* power behind Empress Arbellatra). Only recently did Vargr weakness and Human treachery put the Humans on top, but it doesn't have to be that way – there was a Vargr Imperium once, and there can be again, only this time Vargr will rule openly, not from the shadows. It starts with this prison!

A new Vargr prisoner will be pressured into joining the gang and accepting Gnaithlakzh as leader (and listening to her interminable lectures on the *real* truth). Gnaithlakzh has 150 hard-core members.

Prison Authority and Gangs

The warden's office makes sporadic efforts to break the gangs up. Known members may be suddenly transferred to different cells or cell blocks, for example. Some guards take a more pragmatic approach, believing the gangs keep order and provide leaders with whom to negotiate in crisis situations. Guards may also threaten uncooperative prisoners with transfers to cell blocks dominated by gang rivals.

PRISONER SLANG

The following terms are common in Darkmoon Prison, and derive from a mix of Vilani and Galanglic. Some usage is unique to Darkmoon.

365: To serve an entire prison term.

5-1: Marked for death, based on Darkmoon prison authority radio code for discovery of a corpse in prison.

attitude adjustment: A beating or shocking administered by guards.*

birthday present: Imperial pardons are usually handed out on the Emperor's birthday. In prison slang, any pardon or commutation of sentence.

blade up: To cut someone.

bug: A crazy prisoner.

bullet: Refers to having only one year of a sentence left, e.g., "she's got a bullet left."

bunkie: Convict who shares bunk space with you.*

check in/out: To go into or out of protective custody.*

convict: A prisoner with pride; not just any inmate.

daluu: A prison gang boss. (From Vilani word for "uncle.")

egg rations: Breakfast. From the ubiquitous flavor of the food and drink at that meal.

fin: A Dolphin.*

fish: A new inmate.*

G.P.: The general population of the prison, distinct from those with special status, e.g., "he's released into the G.P."*

gina: A rude slang term for a male prisoner. (From Vilani word for a long tuber-like vegetable.)

guzu: A fresher (from Vilani word for a throne).

isazii: To be worthy of respect; a righteous person. A prisoner may say "that convict has isazii." (Vilani.)

jailhouse lawyer: A prisoner who assists others in legal appeals.

kaasha: To be sentenced to prison. (Vilani.)

kamikaze: To attack someone while in view of a prison guard. You may get them, but they guards will punish you too.

kena: A new prisoner who doesn't look tough; a weakling. (From Vilani word for "good to eat.")

Long Night: A life sentence.

miinaa: A prisoner (Vilani).

mud: Prison coffee.

Mudsharks: A gang affiliation (see p. 32).

mule: Someone who smuggles contraband for someone else (into the prison, or out from the kitchen or other areas).

pack: Concealed contraband.

pink: A prison staffer, especially a psychologist, cadre member, or vocational worker. (From the color cells are painted.)

puppy: A low-Charisma Vargr.

rame: Rude slang term for a man (from Vilani word for electrical plug).

S.G. This stands for the Vilani phrase *Saanunan Gigish* ("ceiling dance,") and is a euphemism for suicide.

shalap: Nickname for a police officer (from Vilani name of a pig-like animal).

shama: A knife or blade (Vilani).

six races: The six most common prison tastes. Generally accepted as shrimp, algae, pasta, tuna, lime, and strawberry.

varg: To bite another prisoner.

v-bop: A style of music and dress presently popular with younger Mudsharks in Naadi subsector.

zagara: Rude slang term for woman (from Vilani word for electrical socket).

Zho: Slang for any psionic, regardless of race.

ziinirnic: A diminutive used to refer to a prisoner who is not worthy of notice. (From Vilani word for pubic hair.)

* Also used by guards and staff.

Characters and Campaigns

The unique nature of Darkmoon Prison allows for a wide variety of campaigns and adventures.

SENTENCED TO DARKMOON

The population of Darkmoon Prison are not run-of-the-mill criminals. Most are serving lengthy sentences, and many are there for life. The majority committed crimes against the Imperium; see *Imperial Crimes*, below. These include traitors, pirates, foreign spies, and so on. (A serving member of the Imperial military charged with an Imperial crime is usually court-martialed and sent to a military prison.)

IMPERIAL CRIMES

Imperial crimes include treason and insurrection, violation of the Imperial rules of war, piracy or slave trading, genocide, entering a Red Zone, aiding a deserter from the Imperial military, and any serious offenses (assault, theft, murder, vandalism, etc.) committed against or upon Imperial officials, service personnel, vessels, property, or territory. This includes crimes committed within a starport's extrajurisdiction zone or aboard an Imperial vessel. Smuggling can be an Imperial crime if it involves certain items the Imperium proscribes, such as nuclear weapons or psionic drugs. Criminal operations that cross subsector boundaries may be treated as an Imperial crime, both pragmatically and due to their potential effect on interstellar commerce.

Sentencing for Imperial crimes tends to be stiff: 20 years to life (or possibly death) for offenses like piracy or treason, and 10-20 years for crimes like aiding a deserter, smuggling psi drugs, or violating a Red Zone. Minor crimes that happened to be committed on Imperial property usually lead to fines rather than prison time.

POLITICAL AND SPECIAL PRISONERS

Some individuals who may not have violated Imperial law are here as a matter of expediency.

This includes popular revolutionaries and dissidents (political, social or religious), exiled heads of state, heirs to toppled dynasties, and other potential troublemakers. A few of these prisoners are officially dead, but others are kept in Darkmoon Prison because it's not politic to execute them. In some cases, this is to avoid creating martyrs. In other instances, the Imperium may keep a prisoner safe to *prevent* his execution, so as to have an appropriate alternative ready should it need to force a change of government in a member world or client state. Such prisoners have VIP status (see below); they spend their time at leisure and are relatively pampered. The prison staff works very hard to ensure that the general prison population doesn't even know that these prisoners exist. The final disposition of political prisoners requires high-level approval, typically at the subsector duke level or above, rather than the whim of Ministry of Justice bureaucrats.

There are also prisoners who Know Too Much: people, including members of the military, journalists, or completely innocent civilians, who blundered into something that couldn't be exposed. Such prisoners are also kept in isolation on Cell Block Gamma, rather than expose them to the general prison population.

CUSTODY AND CLASSIFICATION

Ministry of Justice officials review a prisoner's court records and psychological state and classify the convict as minimum, medium, or maximum risk, based on the degree of threat he poses to the Imperium, ability and will to seek escape, and danger posed to their captors.

Darkmoon Prison is designed to handle medium-risk (Alpha and Beta blocks) and maximum-risk inmates (Gamma block). Minimum-risk inmates are generally not sent to an Imperial prison but confined to electronic house arrest, supervised dormitories, penal colonies, etc.

A prisoner can change his custody level over the course of his sentence. By demonstrating good behavior, a medium-risk prisoner may be

reassessed as minimum-risk near the end of his sentence, and moved to a less stringent facility. On the other hand, a troublemaker may be reclassified as medium- or maximum-risk, possibly necessitating a transfer to a more secure cell block or even a different facility. The decision to change a prisoner's custody level is up to the warden: it may be based on the recommendations of staff psychologists and/or guards, or gut feeling. A good attorney or jailhouse lawyer may be able to appeal or speed reclassification. Appeals take 2d weeks minimum and require a Law skill roll; the GM can modify this depending on the character's record.

Special Status

Most convicts belong to the prison's "general population." Exceptions are those assigned one or more special status conditions:

Psionic: The inmate is known or suspected to possess psionic powers. Guards take special precautions around him and keep him dosed with the drug Blocker. Note that SuSAG gives *all* prisoners doses of an experimental anti-psi drug in their breakfast; this accounts for the "eggy" taste of that meal. (The cooks are told that they are adding a vitamin supplement; only the warden and senior SuSAG executives know differently.) Any prisoners who habitually do not eat breakfast will be watched very closely, and given Blocker if they show any evidence of psionic ability.

This new drug is not as effective as Blocker, dividing all psionic power by 2 rather than 5. It is, however, cumulative with Blocker – so prisoners who are known to be psionic suffer a *tenfold* reduction in their power scores! See p. T:AI141 for Blocker and other anti-psionic procedures.

Protective custody: The inmate is segregated from the general population for his own safety, but may be allowed out of his cell for exercise, recreation, etc. if the prison has a safe area, or at any time in company of guards. Known informers and psionics are often (but not always) given Protective status, if not kept in isolation.

Solitary: The inmate is kept in a cell in Gamma (though not in the isolation wing) with no access to outside company. He is allowed no visitors aside from prison staff and legal counsel. This is generally a punitive measure, lasting from several days to several weeks.

Trustee: The inmate is given authority over other inmates, or assigned work (and special privileges) normally handled by staff or guards.

VIP status: These are Very Important Prisoners that the Imperium might want to produce alive at a future time, or who are needed for possible later

interrogation, or whose talents may later be required. Most inmates with VIP status are political prisoners, but it also includes major celebrities, nobles, well-placed spies (who might later be exchanged for a captured friendly agent), genius computer hackers, etc. VIPs are placed in isolation in Cell Block Gamma and given better treatment in terms of food, recreational vids, etc.

It is this group of prisoners, and the money paid by the Imperium to keep them safely hidden from prying eyes, which actually funds this entire facility. SuSAG's salvage-recovery and drug-testing programs have not met with nearly the success required to sustain Darkmoon Prison. Warden Malone and the SuSAG board naturally keep this information as secret as possible.



The assignment of special status (or its removal) is at the whim of the prison's warden, generally with recommendation of the prison staff and guards. However, in case of VIPs or psionic inmates, the warden will normally have written instructions from the Ministry of Justice and/or (in this prison) SuSAG senior executives. As special status is administrative in nature, appeals will depend on the reaction of the guards and/or warden to the prisoner.

SOME SAMPLE CONVICTS

This is a cross-section of the prisoners housed in Darkmoon Prison. The prisoner number is listed in parentheses. The GM may assign the prisoners to any cell block (unless a risk or special status is indicated).

Aadkashli, Shana (#1023)

Human female, age 29. Serving 25 years for insurrection. Aadkashli still remembers the last day of her war: Squatting in the Ine Givar command post, her map box revealed, too late, the jaws of the trap, as Imperial Army rockets fell from the sky like summer rain, detonations felt rather than heard. Her last, bitter thoughts were of betrayal: *the Zhodani never came*.

She woke, bandaged and manacled, in the enemy field hospital, telling herself, over and over, that it wasn't the end. If enough people *believed*, the revolution would happen. On Darkmoon, Aadkashli continues to do her best to keep the faith alive. She's the main "morale officer" for the Ine Givar gang, always trying to be peppy, making sure everyone takes part in the political discussions, organizing political sessions and impromptu readings of rebel poems. She goes out of her way to make any potential recruits feel wanted, being warm, friendly, even seductive – whatever it takes. But she never volunteers for bio-recovery jobs. The rows of dead Arbies mock her. They believed too.

Aakmir, Azax (#0572)

Human male, age 67. Serving life sentence for murder. Aakmir is one of the oldest convicts to be housed in Darkmoon Prison. An engineer at a mid-sized robotics company on Rhyllanor/Rhyllanor, Aakmir modified household and cargo-handling robots into assassination weapons for the notorious Undertakers' Club murder ring. Aakmir is a genius with small mechanical devices of all sorts, including locks. His prison hobby is drawing up plans for intricate clockwork toys and sexy android girlfriends, but he is ever ready to help the Ine Givar. Due to his age, the grumpy, white-haired Aakmir is known as "Poppa Azax."

Bamasmur, Betty (#1127)

Human female, age 37. Serving 12 years for smuggling. The editor-in-chief of Star Salad House, she co-authored the infamous hoax known as *The Iolanthe Diaries*. This sordid tale of the Imperial nobility was marketed as the teenage diary of Empress Iolanthe, documenting the

debaucheries she had participated in before her union with Strephon. A year after *Diaries* appeared, Bamasmur, en route to a conference in Corridor, was stopped by Imperial customs officials who discovered psi drugs on her person. Convicted of smuggling, she claims she was framed. The Bamasmur case has attracted attention from civil liberty groups, but her appeals have so far been denied. Early on, she was beaten and stabbed by "patriotic" prisoners for sullying the good name of the empress, but has now found a few friends to protect her. Bamasmur has become a jailhouse lawyer, helping other convicts with their appeals in exchange for protection and black market luxuries. She is working on another book, one that details the corruption she sees as epidemic in the Imperial justice system.

Bangs, "Reverend" Pompey (#0544)

Human male, age 39. Serving 25 years for racketeering. Bangs created the Star Circuit cult, whose followers believed that certain interstellar jump routes, when traveled in sequence, spelled out the secret names of God. The more "names" a believer succeeded in completing, the greater his rank in the church and the closer he got to enlightenment. Bangs was arrested following a discovery that he worked hand-in-glove with a large interstellar travel agency and was taking cuts from the many voyages booked by the cult's tens of thousands of followers. He was transferred to Darkmoon after a failed rescue attempt by a small cadre of believers. Bangs is in Cell Block Alpha, where he has ingratiated himself with the Mudsharks. He runs their organized gambling racket (betting on the prison fights). He is a charismatic, jovial individual, well-liked by most of the prisoners and guards, except those who owe him money or favors.

Canaris, Grif (#2480)

Human male, age 30. Serving 20 years for piracy. A star merc sergeant until he was busted for drunken insubordination, Canaris drifted for a few years, working as a bodyguard and bouncer, before falling in with the Mudsharks. After a few years as an enforcer, he sold his boss on a scheme to hijack a Tukera Lines freighter, the *Reliable Service*, to steal a valuable cargo. The hijacking succeeded, with the connivance of a bribed Tukera cargo hand, but Tukera's efficient security force back-traced the loot when it turned up on the black market. On the lam, Canaris was spotted by an alert customs agent, arrested, and sent to Darkmoon

after refusing to testify against his boss. Canaris is a tough, brawling individual, with scars he said he got while serving as a star merc (but which actually come from a dozen drunken brawls). He's bad tempered, but good with a knife or his fists, and has sometimes fought in the combat-drug trials. He's a very typical Mudshark.

Dixon, Raphael (#1784)

Human male, age 38. Serving 15-year sentence for illegal cloning. Dixon is a genetic engineer who operated an unlicensed cloning lab on Sutton/Lemish that catered to wealthy individuals, including some megacorporation executives and Imperial nobility. His usual business was creating clones that would be passed off as natural children for individuals obsessed with having an heir who was an genetic duplicate. Dixon refused to reveal his client list, in order to protect family members

back on Sutton from possible retaliation. He is paranoid that any new prisoner may be an assassin sent to silence him permanently.

Inshard, Shana (#0920)

Human female, age 34. Serving a 20-year sentence for murdering an Imperial official. A radical anti-psionic activist, Inshard is an ex-Imperial Army corporal. She was convicted of murder when she shot and killed Baron Loric of Yubitty (Yubitty/Shinku), who she had reason to believe was secretly in charge of a psionics institute operating there. Inshard considers herself a martyr, and often receives letters from anti-psionic supporters outside the prison. She has nothing but contempt for the "Joe-loving" Ine Givar and is often involved in fights with them. She is an associate member of the Mudsharks gang.



Kgufved (#2857)

Vargr male, age 34. Serving 20 years for murder of an Imperial noble. Known as “the Amazing Fved,” this roguish, happy-go-lucky loner is a professional fortune teller and stage magician. His downfall came during a scam to bilk the superstitious old Countess of Ian out of her family jewels using a bogus *Senghik Outoun* séance (p. T:AI84). The ritual was a bit too frightening; the aged Countess suffered a heart attack after her “dead husband” appeared. Her angry son trumped up murder charges against Fved, sending him to Darkmoon Prison. As a prisoner, he has refused to join Soegz Saragh, but his fast tongue and stage magic skills (useful for palming items) have made him useful enough that his independence is tolerated. However, he’s always looking for ways to escape Darkmoon, and is a valuable ally for any prisoner who wants to try.

Laragii, Sharikkamur (#4780)

Human female, age 32. Serving 20 years for conspiracy and mass murder. Sharik “The Nutcracker” Laragii is an ex-Marine commando turned soldier of fortune, who for years walked a fine line between terrorist and mercenary. A specialist in corporate trade war, her most notorious action was the use of a diverted asteroid to destroy a SuSAG factory planetoid base, as part of a trade war between them and Instellarms over chemical weapon sales. However, Laragii’s luck ran out two years later, when she mistakenly blew up a Ling-Standard Products corporate retreat on Naagasa/Uantil, killing 2,370 people – including a visiting Imperial fleet admiral who was there to meet lobbyists. What Laragii had *believed* was a legitimate mercenary ticket on behalf of a rival megacorp was, instead, set up by a local terrorist group opposed to offworld investment in Naagasa’s ruling dictatorship. Set up to take the fall, she was arrested by Naval Intelligence and charged with mass murder; only a good lawyer saved her from death. After her conviction, Laragii’s string of bad luck resumed. One of the senior watch commanders in Darkmoon Prison was a survivor of her famous “nutcracker” attack on the SuSAG factory, and has attempted to make her life in Darkmoon hell – along with anyone she associates with.

Marley, Wilbur (#2455)

Human male, age 39. Serving life sentence for conspiracy and murder. Known as “Red Eyes” for his trademark infrared contact lenses (see p. UTT102), Marley was a headboy (underboss)

in the notorious Undertakers’ Club, a murder-for-hire organization associated with the Mudsharks. His kills spanned four subsectors in Corridor. “Red Eyes” was turned in after a captured lieutenant testified against him, leading to his conviction on 102 counts of conspiracy and murder. Marley’s relaxed, affable manner masks his ruthless personality; he is apt to explode in sudden violence if crossed. He still has contact with his organization on the outside, through an agent among the guards, and many of the prison staff fear him, afraid the Undertakers’ Club might wreak vengeance on families.

Pike, Tiffany (#2121)

Human female, age 23. Serving 25-year sentence for treason. A Ling-Standard Products meson gun engineer with a taste for fast grav speeders and high-stakes gambling, Pike was caught selling classified data to an agent she believed was a representative of a corporate rival, but who turned out to be a Zhodani intelligence officer. Called “the Zhodani spy” by prison guards, a year of abuse and assaults from “patriotic” criminals has pushed her into the arms of Ine Givar group, whom she joined for self-protection. Pike has now learned to parrot their anti-Imperial rhetoric, but doesn’t believe a word of it.

Shannash, Dr. Isaac (#886)

Human male, age 39. Serving life sentence for slavery, racketeering, and murder. A surgeon and board member on the charitable adoption agency Starship Hope, model citizen Shannash was actually a monster in the pay of the Mudsharks. Over nine years, Shannash diverted over a hundred orphans who thought they were being sent to new foster families to organ banks on mid-TL worlds. A police raid on one of the organ banks gave Imperial agents a lead on Starship Hope. Grabbed by Ministry of Justice agents, Shannash managed to escape a likely death penalty by agreeing to testify against the gang, putting a dozen Mudshark bosses behind bars. He’s now in protective custody to avoid Undertakers’ Club retaliation. Personally charming, he gets on with a few of the more oblivious SuSAG lab staff, who occasionally show him their experiments.

Winters, Harvey (#1893)

Human male, age 30. Winters, an executive in the gourmet foods division of the megacorporation Makhidkarun, received a life sentence for genocide as a result of his role in the destruction of the Lamokian Hive-Roach. Winters suppressed

evidence that the Hive-Roach was borderline sentient, thus permitting its harvesting to continue to near-extinction. When Pan-Galactic Friends of Life activists exposed the disaster, the result was a public relations fiasco for Makhidkarun, who washed their hands of Winters, encouraging Imperial prosecutors to hand down a harsh sentence. As a prisoner, a bad experience with a Vargr cell mate has turned his callous xenophobia into a raging hatred of aliens. Previously underweight, Winters has put on muscle in the prison gym, and with a few cronies at his back, likes to show a cornered alien who is boss.

Uerzaeng (#2275)

Vargr male, age 36. Serving 15 years for slavery and entering a Red Zone. This swashbuckling smuggler was the captain of the far trader *Luedzuk*. The Vargr crew of Uerzaeng's starship were the first aliens in centuries to contact a regressed Human colony in the Great Rift. Uerzaeng convinced the primitive Humans (who had never seen a Vargr) that he was a god, after which they showered tribute and even slaves on him, some of which the crew decided to keep. After a few repeat visits, Uerzaeng was finally caught when a Human trading vessel visited the world and discovered a 90-yard-tall statue of a Vargr. This odd find was reported to the Scout Service, and on *Luedzuk's* next visit, IISS agents were ready, and arrested him. Now a prisoner in Darkmoon, Uerzaeng remains contemptuous of the gullibility of Humans, and has proven a willing convert to the Soegz Saragh gang.

Valentine, Ivy (#1002)

A female Human, aged 32. Valentine was a professional blackmailer – and a telepath. Her favorite technique was to take a job as a hair stylist or massage therapist (which allowed her to physically touch her targets) at resorts or salons favored by the rich and famous. She chose her targets carefully, using her gift to know exactly how much a particular mark would pay. In nine years, she was able to bilk millions of credits from more than three dozen victims. None of them ever fingered her – instead, she was arrested for tax evasion, and fingered as a psionic when a cache of psi drugs were discovered after police raided her home. Valentine is now drugged with Blocker (see p. T:AI141); this reduces her power to the point where she can only read thoughts by touching someone. She spends most of her time in solitary, but occasionally the guards will force her to assist with interrogations, threatening to release her into

the general population if she does not cooperate. Valentine hates this and wishes she could escape, but no one is willing to trust her, as the majority of the prisoners see her as a hated tool of the prison authorities.

RELEASE

If a prisoner is released from Darkmoon, he may wait for the next prison transport out and ride back to the subsector capital, or take immediate release. If the latter, he will be shipped out on the next supply cutter to Tsenjia's starport. He takes with him any back wages he hasn't spent, any personal gear, and a new set of overalls. The warden will provide him with a low passage ticket and Cr500.

Prisoners can stay on Tsenjia if they wish, but due to the still-depressed economy, the populace and the Naval governor have scant tolerance for vagrant ex-cons. The high Control Rating of Tsenjia means that any wrong move may send him back to prison. The governor prefers that ex-cons take the first ship out of the system . . . generally passage on a far trader loaded with fish.

I DID TIME ON DARKMOON

Darkmoon's been in operation for a decade, which limits the maximum length of any ex-con's sentence. In theory, an ex-con leaves with a healthy desire to walk the straight-and-narrow. In practice, prison often acts as finishing school for criminals, while also leaving them unable to function in society.

Darkmoon is a low-gravity world, but the prison is fitted with grav plates that simulate normal gravity. For want of anything else to do, many prisoners exercise in the gym under increased gravity or with weights, toning their muscles and increasing their strength.

A convict or ex-con will often pick up criminal Contacts, some of which may be useful outside the prison. More often, a long-term stay translates into new disadvantages. Bad Temper, Callous, Edgy, Insomniac, Intolerance (various minorities), On the Edge, and Selfish are common to inmates in any prison. The added stress of being incarcerated miles underwater while undergoing drug trials or removing dead bodies can cause inmates to start to lose their minds. Flashbacks, Nightmares, or Phobias (Darkness, Dead Bodies, or Oceans) are all quite reasonable. Those used as lab rats will often leave prison with an unhealthy assortment of debilitating disadvantages, ranging from Dependency to Weak Immune System.



Skills inmates pick up from each other include Area Knowledge (Darkmoon), Brawling, Fast-Talk, Intimidation, Law, Mechanic, Scrounging, and Streetwise. Those unique to Darkmoon Prison also include Diagnosis, Electronics Operation (Medical and Sensors), Exoskeleton, and Shiphandling.

WORKING FOR DARKMOON PRISON

Darkmoon Prison will hire people with appropriate medical or security backgrounds as prison staff or guards, and pays double normal wages. They prefer natives of Tsenjia (whose backgrounds can easily be checked) or SuSAG personnel, but outside applicants with impeccable references are acceptable.

The daily grind of working as a prison guard may not appeal to most PCs. However, characters with skills in underwater salvage or medical res-

cue could be hired for a short-ticket job as a member of a bio-recovery cadre (see p. 20), perhaps as temporary replacements.

The Darkmoon system may attract other types of visitors: adventurers planning unauthorized salvage operations, or Arbie heirs who seek to discover if an ancestor who joined the cult is dead or alive. For ideas why other character types might visit Darkmoon, see below.

TEMPLATES

Although it's a restrictive environment, Darkmoon offers adventuring opportunities for many different types of heroes.

Attorney

Lawyers may visit Darkmoon Prison to interview clients as part of an appeals process, or to convince a convict to agree to testify as a witness in someone else's trial. An attorney could also be an agent of the Ministry of Justice, perhaps here to investigate allegations of mistreatment of prisoners or corruption among the guards.

Bureaucrat

This is a suitable template for a prison warden or deputy warden on Darkmoon Prison. It can also represent visiting SuSAG executives.

Corsair

Interstellar pirates are among the prisoners incarcerated at Darkmoon. Vargr convicts often *claim* to be corsairs, even if they are really only common rogues or smugglers.

A corsair may also wish to *raid* Darkmoon, either to rescue prisoners or to capture and loot one of the Arbie hulks. This requires penetrating the screen of fighters and having a vessel (or auxiliary craft) capable of withstanding the pressure of the deep ocean.

Hunter/Guide

This template is common for both Humans and Dolphins on Tsenjia. Newly-trained Dolphin guards at Darkmoon Prison may use this template with the addition of a few points in Battlesuit.

Journalist/Reporter

Darkmoon Prison Authority will cooperate with journalists who are here to report on the tragedy of the Arbies and SuSAG's role in rescuing the survivors. Convincing SuSAG or Imperial Ministry of Justice authorities that a favorable puff-piece is in the works is an excellent way to receive a permit to visit the prison. However, journalists known for writing exposés of SuSAG's less savory activities or campaigning on the behalf of prisoners' rights are less welcome.

Law Enforcer

Police officers, like attorneys, may visit Darkmoon Prison to interview convicts who might have information relevant to current cases. Law enforcers may also visit to retrieve a prisoner who has been subpoenaed to serve as a witness in a trial elsewhere in the Imperium.

Medical Doctor/Technician

These templates should be used for most SuSAG biomedical or contract bio-recovery cadres assigned to Darkmoon. The biomedical researchers are more likely to have Sense of Duty (SuSAG) than Code of Honor (Hippocratic Oath).

Navy

Use Navy (Aviation) for assault cutter crew and Navy (Officer) or (Enlisted) for governor's office personnel and prison control center staff.

Rogue

This template with no modifications is perfectly suited for the majority of prisoners incarcerated in Darkmoon Prison.

Scientist

This template, with the addition of Biochemistry (M/VH) as a primary skill, is suitable for a SuSAG scientist on Darkmoon. He will have the primary skills of Biochemistry and Chemistry and the secondary skills of Computer Operation or Electronics Operation (Medical).

Undercover Agent

An industrial spy may be assigned to penetrate Darkmoon, either as a staff member or, with greater risk, as an inmate, to gain information on SuSAG's drug programs. A few foreign spies are also incarcerated on Darkmoon, and the Undercover Agent template can also be used to represent Ine Givar. Known or suspected anti-Imperial traitors are generally treated badly by the "patriotic" working-class criminals.

PRISON GUARD

60 POINTS

A correctional officer, responsible for keeping inmates behind bars and preventing them from doing too much damage. The watchword of a prison guard is *alertness*. He may work for a planetary government, the Imperium, or a private prison service. This work is highly stressful, since a guard is subject to frequent abuse by prisoners and has plenty of temptation to abuse his own authority to retaliate. The constant exposure to violence and criminality turns many guards into hard cases and cynics. The better prisons use professionally trained guards, but others hire thugs who are little better (and sometimes worse) than the prisoners. Darkmoon includes both types.

Attributes: ST 10 [0]; DX 12 [20]; IQ 11 [10]; HT 10 [0].

Advantages: A total of 30 points chosen from Alertness [5/level]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Intuition [15]; Peripheral Vision [15]; and +1 to ST, DX, IQ, or HT [10].

Disadvantages: A total of -25 points from Bully [-10]; Duty (To prison) [-5 to -15]; Honesty [-10]; Intolerance (Criminals) [-5]; Odious Personal Habit (Authoritarian or Stickler for Regulation) [-5]; Overconfidence [-10]; Secret (Crooked) [-10]; and Sense of Duty [-5 to -15].

Primary Skills: Guns (P/E) DX+2 [1]-13*; Holdout (M/A) IQ+1 [4]-12; Judo (P/H) DX-1 [1]-10; Shortsword (P/A) DX [2]-12.

Secondary Skills: Administration (M/A) IQ [1]-10; Computer Operation (M/E) IQ [1]-11; Criminology (M/A) IQ [1]-10; Electronics Operation (Security or Sensors) (M/A) IQ [2]-11; First Aid (M/E) IQ-1 [1]-10; Intimidation (M/A) IQ-1 [1]-10. Four of Beam Weapons (P/E) DX+2[1]-13*; Guns (Light Automatic) DX+2 [1]-13*; Interrogation, Leadership, or Streetwise, all (M/A) IQ [1]-10; Detect Lies, Diplomacy or Psychology, all (M/H) IQ-1 [1]-9; or Shield (P/E) DX+1 [1]-12.

* Guns skill includes +1 for IQ.

Background Skills: A total of 6 points from Area Knowledge (Prison area) (M/E); Armoury (Any) or Fast-Talk (both M/A); Carousing (P/A); or Law (M/H). Prisons in inaccessible areas may have additional vehicle or outdoor skills; e.g., guards on Darkmoon have Pilot (P/A), Powerboat (P/A), or Vacc Suit (M/A).

Customization Notes: Choose advantages and secondary skills to reflect the guard's job within the prison. An ordinary guard would have the Alertness or Danger Sense advantages and the secondary skills Detect Lies, Interrogation, and Streetwise. A prison psychologist would have Criminology, Detect Lies, Interrogation, and Psychology, while a member of the DERT Sea Lion team would have the Combat Reflexes advantage and Beam Weapons, Diplomacy, and Guns (Light Automatic).



DARKMOON CAMPAIGNS

Darkmoon is an obvious destination for PCs who have fallen afoul of Imperial law and lived to tell about it. Mercs foolish enough to challenge Imperial Marines and lucky enough to survive, smugglers caught running Red Zones, captive pirates – all could end up in the Aquarium.

PRISON BREAK ADVENTURES

PCs sentenced to Darkmoon Prison will usually want to escape. It's not easy.

The guards are alert for trouble, and well-equipped to handle it. More importantly, Darkmoon Prison is under 10 miles of water. Outside these walls, the water pressure is 100 times that of a standard atmosphere. An unprotected person exposed to Darkmoon's oceans wouldn't last long enough to scream.

Even if an escapee made it to the surface, there's nowhere to go: no people, no food, no air . . . However, a sufficiently determined (or foolhardy) inmate might find a way.

Stowaway on the Supply Boat

The weekly supply cutter (see *The Darkmoon Ferry*, p. 10) carries out everything from salvaged farm machinery to dead bodies each week. However, stowing away in a crate or something similar is an *obvious* security risk, so two different squads of guards perform checks; one supervises the initial packing of any cargo, the other its loading into the cutter. Loading often takes hours as guards meticulously sort through to ensure that there are no stowaways.

A would-be stowaway's best bet is to figure out a way to bribe or blackmail at least two guards, one in each squad. Then he needs to determine how to hide, and how to avoid suffocating or dehydrating or starving, especially if he ends up locked in a cargo hold. One possible way out that no one's tried yet is to impersonate an Arbie corpse: with suitable make-up and drugs (see *Fast Drug*, p. GT109) a prisoner might just pull it off. Then there's the question of what to do if the escapee makes it onto a cutter. Will he find a way to get out of the cargo hold, subdue the crew, and hijack the vessel, or will he gamble on escaping unnoticed when the cutter arrives at Tsenjia?

Escaping Underwater

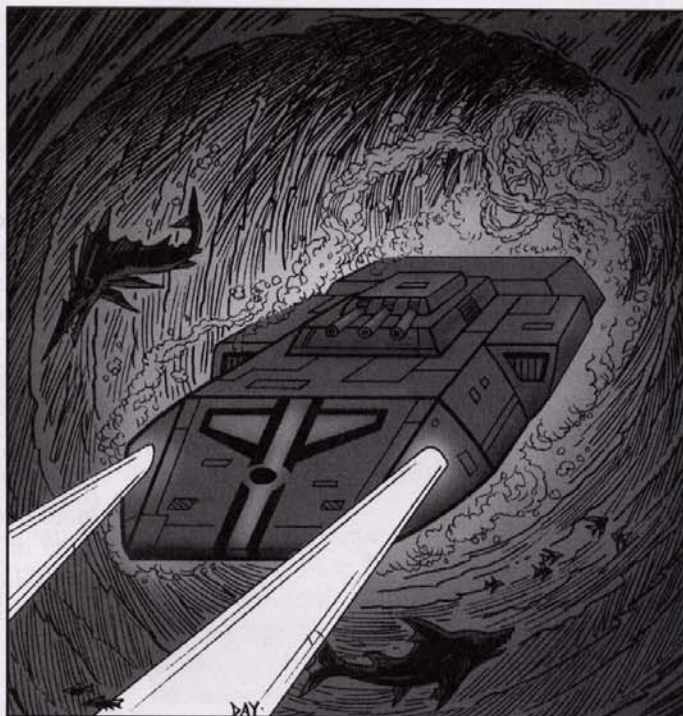
The docking bay is heavily guarded and anyone fleeing in a stolen vessel will be quickly detected by the station's underwater sensors and pursued by a squad of swift laser-armed Dolphin battlepods. There's little chance of escape in a stolen aquapod, and the cutter bays are heavily guarded.

A better bet is to try and escape while on a salvage or search mission at least a half-day's travel from Darkmoon Prison. This reduces the odds, as an escapee need only elude the 1-2 battlepods assigned to guard that particular work party. The big problem is defeating the battlepods, since the aquapods that prisoners are equipped with are not only unarmed, they're also slower.

One approach would be to lure a battlepod near, then attack it in close combat. The rules for *Superstrength* vs. *Vehicles* (pp. VE188-189) suggest ways of using an aquapod's ST even if it can't punch through armor. More cunning prisoners may discover items inside an Arbie ark that can *make* a weapon. For example, the Arbies stockpiled agricultural chemicals and fertilizers. Over a series of visits to clean out an ark, inmates might be able to distract their minders long enough to gradually assemble an improvised shaped-charge explosive or spar torpedo. Perhaps an aquapod could be packed with explosives and turned into a torpedo, possibly with a remote control run from an ark's bridge, or possibly manned by a convict willing to make a kamikaze run?

Through the Ice

There's supposedly only one way up through the ice to the surface: Covington Crater (p. 12). Fortunately, the laser turrets guarding it are designed for air and space defense only – they can't zap a person who stays low. However, that assumes someone can make it to the crater. In the event of a missing aquapod, the warden may use battlepods or cutters to interdict the well for a day or so, until the air in an escapee's life support can be assumed to have run out. Prisoners who have planned ahead might have a supply dump with extra oxygen tanks, perhaps hidden in an already-cleared ark. A careful escapee can live like a hermit until pursuit dies down. The warden can't afford to keep Dolphin guards or the valuable cutters on a round-the-clock watch for more than a few days.



On the Surface

Anyone who successfully makes it to Darkmoon's surface faces a final challenge: an icy waste with no air to breathe, no water, and no food. Even if the escapee brings extra food, water, and air supplies, the radiation (p. 12) is a long-term hazard. Survival seems hopeless – but it's not quite that bad. SuSAG has not spent much time cleaning up the surface. There's still litter left over from its naval base glory days. While most of the more obvious debris has been cleared off, there are hidden caves (still equipped with survival gear) that were carved out long ago by Marine Commando teams operating as forward observers, the remains of old survival huts, and even the hulks of a few small craft. The GM should require Survival or Scrounging skill rolls to find them, with bonuses for searchers who have appropriate sensors.

Getting Off Darkmoon

Unless a convict can hijack or stow away in a cutter, the best way to get off Darkmoon is to be rescued. This requires friends on the outside who have a starship, and a way to get a message to them to arrange a date and time for a pickup. If all goes well, a vessel that eludes the sporadic fighter patrols can approach Darkmoon from the northern hemisphere, avoiding the laser turrets. Escapees traveling on foot or flying with aquapods at low altitude can cross the moon's surface to reach such a landing site.

OTHER CAMPAIGN IDEAS

Darkmoon Prison certainly has enough factions and intrigue to involve almost every party – but not every game group is interested in a prison game as such. Here are some ideas for using Darkmoon in a non-standard way.

Deep Cover

This is an adventure for one or two players. The PC or PCs are shipped to Darkmoon as part of a normal prisoner transfer. However, they are actually highly trained Imperial intelligence agents tasked with infiltrating the Ine Givar to see what they can learn.

The mission can take months or years. The agents did jail time with prisoners destined for Darkmoon, so they could develop reputations. They have one contact, an agent in the prison staff who makes sure they don't get injected with lethal experimental drugs or assigned to share a cell with Eneri the Strangler. However, the contact has only limited ability to shield them. If they appear to be getting favors from the staff, they'll be branded as informers, and be ostracized or attacked by the other prisoners.

This type of operation demands subtlety. They can't to walk up on their first day in Darkmoon and say, "We want to join the Ine Givar – who should we talk to?" The agents must instead slowly make friends and build trust. One possible climax to the mission is a faked escape, in which the PCs (with help from their contact) assist one of the Ine Givar leaders in getting out of the prison; he then invites them into the organization. More modestly, agents might gain a few bits of information and insights into the structure and leadership of the Ine Givar, for use in later operations that take place on the outside.

Rest in Peace

A wealthy but ruthless Corridor noble has just learned that one of the founders of his house may be among the Arbies. Marjory haut-Devon was thought dead long ago, and so the haut-Devon family's wealth and titles passed to the current cadet branch of the family. But if Marjory is found among the survivors, the present family's holdings, worth millions of credits, would be tied up in court for years – and might even pass back to her! Either way, it can't be left to chance, so the noble hires agents to infiltrate Darkmoon and ensure the lost heir stays dead. The PCs may either be the agents hired to do it, or prisoners, guards, or staff who stumble onto the plot by accident. If haut-Devon turns up alive, will they

make sure she never awakens, or risk the noble's retribution and bring her back, perhaps hoping she'll be a more generous paymaster?

PRISON ADVENTURES

These events can take place while PCs are in Darkmoon Prison, either as convicts, staff, or guards, or as visitors for some other reason. It can also be combined with a campaign seed such as Deep Cover, to provide extra tension.

Infection

The "Darkmoon crud" is a nasty bacterial infection, apparently endemic to the Darkmoon system. The warden has been getting more and more concerned every time a case appears. It's quite infectious, with symptoms that start with irritability, reduced mental function, and thirst, and escalate to a total loss of energy and miserable itching of the eyes. Antibiotics and two or more weeks of bed rest is the only cure.

The warden wants to know where this is coming from, and has turned the prison upside down in a search for its vector. Now she thinks she knows, and because of her phobias, the answer is pushing her toward a mental breakdown! Last week, for only the second time since Darkmoon Prison was built, the fire extinguishers in the inmate area had to be used. They sprayed water from outside (at reduced pressure, of course) over the whole Cell Block Beta common area. And three days later, 34 prisoners in Beta were down with especially nasty cases of the crud. She's now sure that the whole world-ocean is infected with disease. The station is surrounded by it, and she's inside. She can feel the bacteria closing in. What will she do?

Prison Riot

This is a sequel to *Infection*. The entire prison is on water rations while new filters are being installed in the water filtration plant, but it's taking much too long. The cold drink supplies in the vending machines have run out. Prisoners are thirsty and angry. A rumor that some of the prisoners (or the guards) are hoarding bottled water sparks a riot in one of the vocational training classes. Can the guards contain it before it spreads? If not, prisoners may arm themselves with improvised weapons, hold unwary staff members hostage, and set up barricades, hoping to negotiate concessions from the warden in exchange for avoiding a bloodbath. Will the warden agree, or will she choose to send in DERT?

It may be too late; individual prisoners are using the riot as cover to settle grudges, while

others busy themselves hunting down suspected informers, psionics, or anyone else that they choose to vent their rage against.

The Cure Is Worse Than the Disease

The warden's paranoid approach to infection led her to impose draconian measures to control the crud. In the aftermath of riot, lockdown, and repression, a SuSAG team has arrived to investigate. Ostensibly, they are just inspecting the repairs made to the facility's water system, auditing the medical reports, and taking back the frozen corpses of those who succumbed either to the crud or to the warden's overreaction. But two of them report to the Chemical-Bacteriological Warfare Division that SuSAG doesn't admit to having, and they see the Darkmoon crud in a completely different light. If they have their way, combat drugs aren't the only things that are going to get tested on the prisoners.

Hijacking

The troops on the *Zenda*-class transports are alert, and the ships are often escorted by naval vessels when loaded with prisoners on their way to Darkmoon. On the return trips, one vessel in particular gets slack, with no prisoners aboard (except possibly some ex-prisoners being sent back where they came from). So some bright guy in Darkmoon hatched a plot – hijack the *Zenda*-class transport *Alcatraz*, jump it to the nearest pirate haven, swap it for a fast corsair, and return to the spacelanes in style.

ALTERNATIVE DARKMOONS

If Darkmoon as described isn't quite right for a campaign, or if the players already own this book, consider one of these variations.

SEARCH AND RESCUE

The survival rate of the Arbies is much higher, almost 50%. Moreover, there are scholarly as well as humanitarian reasons for rescuing them. There were noted authors and performers among the cultists, and saving them is not just good karma and good publicity, but a service to Humanity.

At the urging of Imperial authorities, SuSAG decided not to go ahead with the prison. Today, Darkmoon is not a maximum-security hole into which the Imperium's enemies are dumped. It's a refurbished lab turned into a rescue base, staffed by

LOST IN TIME

This is an adventure seed that *doesn't* take place on Darkmoon.

While traveling in Corridor, the adventurers are approached by Nicholas Murnas, a man with archaic speech and mannerisms. In fact, he is a former Arbie, rescued from a failing low berth on Darkmoon. He gave the cult his entire fortune – except a few minor bonds and bank accounts he had forgotten about. However, he doesn't care about money. When he joined the cult, his wife and daughter left him. Now, alone in his future, he is obsessed with determining their fates. What happened to them? Does he have descendants who might still be alive? The trail is a century cold, but he can provide a few clues and plenty of funds; thanks to compound interest, his overlooked savings amount to over a million credits.

charitable volunteers, deep-water salvage experts, and elite SuSAG bio-recovery teams, all working together on this important humanitarian effort.

There are still security personnel, there to protect the site from would-be salvage pirates and deal with Arbies who react violently when they learn what happened. Adventures can center on difficult salvage missions, perhaps complicated by their discovery of a plot to smuggle out valuable personal artifacts from the arks, key personnel cracking under the strain, or even pirate salvage teams running the naval blockade to plunder lost arks.

COLD CASH

Why is SuSAG really going to so much trouble to rescue a few 300-year-old loonies? There are reasons. The arks are treasure troves, with seeds, animals in coldsleep, and genetic samples, all over 350 years old. The cultural ephemera are invaluable to collectors – the survivors themselves are important cultural resources.

Not only that, but among the cultists were individuals owning more than half a percent of SuSAG itself, not to mention significant holdings in other corporations and megacorporations. Regardless of any purported donations to the cult 350 years ago, any of those individuals would be among the economic nobility of the Imperium, and SuSAG management could hope for their gratitude. And if those individuals are dead and their effects can be recovered, there is the possibility of open stock certificates – the equivalent of bearer bonds – worth billions of credits.

SuSAG is supposed to be turning any finds over to the Imperium. Is it really, or is it stockpiling the best salvage for itself? The characters may be hired by an interested party (the Duke of Naadi, a lawyer representing the Arbies, etc.) to infiltrate the prison and expose possible corruption. Alternatively, there may be no corruption at all, but an outside party may be aware that something or someone *especially* valuable was lost and has yet to be found. The PCs may be hired to ensure that when it is discovered, it goes to their patron, not SuSAG.

THE RICH GET RICHER . . .

The warden of Darkmoon Prison is deeply corrupt . . . what's more, she's in cahoots with the Imperial governor. Together they run Tsenjia and Darkmoon like their own private fiefdom. Landing fees are jacked up, starships trying to skim fuel are instead intercepted and directed to the starport where it is sold, and so on. Anyone who crosses them ends up in prison on trumped-up charges.

Darkmoon still exists to house Imperial prisoners, but the warden now takes a cut of the profit. She houses up to six prisoners in a single cell to let her pack in more, pocketing funds sent by SuSAG for expansion and renovation. As for guards, the warden employs the worst scum of Tsenjia – Watanabe's cronies – as guards, and they brutally crush any dissent or resistance. Staff and prisoner morale is at rock bottom, and violence is a daily fact of life.

The warden is still removing the Arbie bodies, as she is supposed to, but many of those who might have lived don't survive the attentions of her poorly trained bio-recovery teams. She makes sure that any particularly valuable Arbie salvage is confiscated to line her own pockets or furnish her quarters, rather than going to SuSAG or the Imperial trust fund. Her numbered Hortalez et Cie bank account is growing fatter every day. There have been two bloody riots in the last three years, both brutally put down, and a week doesn't pass without a prisoner (or guard) being maimed or killed in an assault.

Darkmoon Prison is ready to explode. The Ministry of Justice, Navy, and SuSAG's senior management are starting to suspect something's wrong, but due to the connivance of the Imperial Governor, they have no solid proof. Perhaps it's time to send in undercover Naval Intelligence or SuSAG troubleshooter agents!



PSIDE PROJECTS

SuSAG's operations on Darkmoon are true black operations. The megacorp's reason for supporting Duchess Beatrice's research station was not to win favor, but because they had indications from IISS sources that the native moonrakers (p. 13) were *psionic* predators, using telepathy and clairvoyance to hunt in the absence of light. A gland in their bodies could be used to make a cheap, potent psi drug.

Operating a psi drug facility has been illegal within the Imperium since 800, so SuSAG moved slowly and in total secrecy, appearing to withdraw from Darkmoon and encouraging the shutdown of the research station. Their plans were too subtle for their own good; by the time SuSAG was ready to install a covert base, the Witnesses of Arbellastra appeared, occupying the "derelict" site. SuSAG rejected a plan to use legal action or force to stop them, since that would have revealed their interest in Darkmoon.

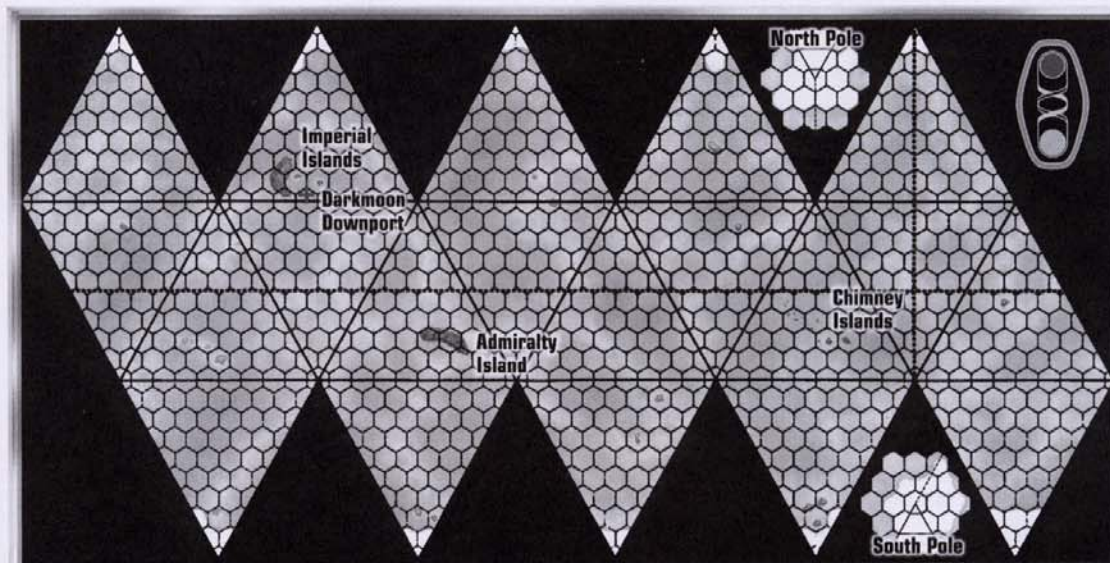
Instead, SuSAG covert agents discovered the Arbies were looking for low berths, and supplied them through a front company. The Arbies refurbished the old SDB hulks at their own expense, and climbed into the deliberately defective low berths. When SuSAG returned a decade later, most of the Arbies were conveniently dead. The rest would be . . . *useful*.

SuSAG converted the main base into a giant underwater processing plant for harvesting the moonrakers. Over the next century, it slowly salvaged most of the other arks, modifying them into factory units as well. A couple of arks are still missing – ones they lost track of. Any live Arbies who were recovered were used as experimental animals for the drug tests.

In 1104 SuSAG's operation was becoming difficult to disguise. Also, they were running out of surviving Arbies to revive as test subjects. When an appropriate excuse turned up (the Imperium's need for a new prison), SuSAG jumped at it. With Darkmoon an off-limits prison world, and the Navy providing security, SuSAG can proceed in complete privacy. New prisoners are useful for SuSAG's psi-drug testing program. While most prisoners are not psionic, the latest moonraker psi drug is so potent it causes measurable reactions in normals as well. In a few instances, latent psi powers are activated, but the more usual responses are nightmarish hallucinations, fever, rising paranoia, and finally a heart attack. If these occur in sequence, SuSAG knows the drug is pure.

Index

- 6,152nd Separate Brigade, 5, 7.
Administration skill, 11.
Admiralty Island, 3, 5, 11-12.
Alternative Darkmoons, 45-46.
Amber alert, 24.
Aquapods, 12, 17-18, 25, 29, 43.
Aquarium, the, 19, 42.
Arbies, 7-10, 16-17, 20, 36, 41-46;
 arks, 15-16, 29, 43, 45.
Area Knowledge skill, 40.
Attorneys, 40.
Bad Temper disadvantage, 39.
Battlepods, 9, 12, 18, 25, 29, 43.
Battlesuit skill, 41.
Beatrice's Crown jelly flower, 14.
Berserk disadvantage, 29.
Biochemistry skill, 41.
Bio-recovery teams, 15, 20, 40.
Black Files, 22.
Black market, 30.
Blocker, 35, 39.
Brawling skill, 40.
Callous disadvantage, 39.
Campaigns, 42-45.
Cell Block Alpha, 22, 26.
Cell Block Beta, 22, 27.
Cell Block Gamma, 21-22, 25,
 27, 34.
Cells, 26.
Chemistry skill, 41.
Chimney Islands, 11.
Classification, of prisoners, 34-35.
Code of Honor disadvantage, 41.
Combat drugs, 28.
Command Center, 25.
Computer Operation skill, 41.
Computer Programming skill, 22.
Contacts advantage, 39.
Counseling, 31.
Count, of prisoners, 30-31.
Covington Crater, 3, 7, 10, 12,
 25, 43.
Crimes, Imperial, 34.
Darkmoon, 3-4, 7, 12; *ocean of*, 12.
Darkmoon crud, 44-45.
Darkmoon Emergency Response
 Team (DERT), 9, 21, 42, 44.
Darkmoon Ferry, 10, 42.
Darkmoon II, *see* Tsenjia.
Darkmoon Imperial Prison, 7, 9-12,
 14, 19; *and security*, 21;
 guards, 19; *layout of*, 24; *popu-*
 lation, 34; *staff*, 19; *stats*, 14;
 working for, 40.
Darkmoon Naval Base, 5, 7, 11-12.
Darkmoon Research Base, 6-7, 9, 46.
Darkmoon's Well, *see* Covington
 Crater.
Decontamination chambers, 26.
Defense turrets, 12.
Dependency disadvantage, 39.
DERT, *see* Darkmoon Emergency
 Response Team.
Diagnosis skill, 40.
Docking bays, 25, 43.
Dolphins, 3, 5, 9, 12, 18, 21, 25-26,
 29, 41, 43.
Drug testing, 28, 41.
Duchess Beatrice Darkmoon
 Research Base, *see* Darkmoon
 Research Base.
Duke of Naadi, 7, 17, 19-20, 46.
Economics, 30.
Edgy disadvantage, 39.
Electronics (Sensors) skill, 29.
Electronics Operation skill, 40-41.
Escape skill, 23.
Exoskeleton skill, 40.
Fast-Talk skill, 40.
Fat disadvantage, 23.
Fire safety, 24, 44.
First Aid skill, 24.
Flashbacks disadvantage, 39.
Food, 25, 30-31, 35.
Freshers, 27.
Gangs, 31-33; *see also* *Ine Givar*,
 Mudsharks, *and* *Soegz Saargh*.
Government, 10.
Grief counselor, 20.
Guards, 21; *template*, 41-42.
GURPS Atlantis, 12, 14.
GURPS Traveller, 13.
GURPS Vehicles, 12.
Gymnasium, 27.
Herakles-7, 29.
Imperial intelligence, 44.
Imperial Islands, 11.
Imperial Naval School of Space-
 Submarine Warfare, 5, 7.
Imperial Navy, 3, 5, 7, 10-11, 41, 46.
Ine Givar, 9, 27, 30, 32, 36-37,
 41, 44.
Infirmary, 28.
Insomniac disadvantage, 39.
Intimidation skill, 40.
Intolerance disadvantage, 39.
Isolation wing, 27.
Laboratory, 28.
Lamokian Hive-Roach, 38-39.
Laundry, 26.
Law skill, 40.
Life forms, 13-14.
Lowalaa-class assault cutters, 10,
 18, 25.
Machinery level, 25.
Malone, Warden Kaede, 19-20, 46.
Mechanic skill, 40.
Medical center, 28.
Ministry of Colonization, 4-5.
Ministry of Justice, 3, 7, 10, 14, 17,
 32, 34, 41, 46.
Moonrakers, 13, 46.
Morgue, 26.
Mudsharks, 26, 32, 36-38.
Naadi University of Natural
 History, 6.
Naval Intelligence, 38, 46.
Navy, *see* Imperial Navy.
Nightmares disadvantage, 39.
Numbers, prisoner, 30.
On the Edge disadvantage, 39.
Overweight disadvantage, 23.
Panimmunity advantage, 20.
Petrus, 3, 12.
Phobia disadvantage, 39.
Placebos, 28.
Porfira Island, 10-11.
Prison breaks, 42.
Prison life, 28-30.
Prison transports, *see* *Zenda*-class
 prison transports.
Prisoners, *political*, 34; *sample*, 36-
 39; *special*, 34.
Protective custody, 28, 35.
Psi drugs, 46.
Psionics, 35.
Red alert, 24.
Release, 39.
Residential level, 25.
Salvage, 17, 20.
Schedule, prisoners', 29-30.
Scrounging skill, 40.
Sea Lions, *see* Darkmoon
 Emergency Response Team.
Security doors, 23.
Selfish disadvantage, 39.
Sense of Duty disadvantage, 41.
Shandi Pao, 8-9, 16.
Shiphandling skill, 40.
Shock clubs, 22.
Skinny disadvantage, 23.
Slang, prisoner, 33.
Sleep gas, 24.
Soegz Saargh, 27, 32-33, 38-39.
Solitary confinement, 35.
Spycams, 23, 26-27.
Starport, 3, 11.
Statistics, prisoner, 31.
Status, special, 35.
Streetwise skill, 40.
Surveillance, 23.
SuSAG, 6-7, 9-12, 16, 19, 21, 28, 30,
 35, 41, 45-46.
Trustees, 35.
Tsenjia, 3-5, 7, 11-12; *and ex-cons*,
 39; *map*, 47.
Undertakers' Club, the, 32, 36, 38.
Uniforms, 30.
Vargr, 9, 27, 32-33; *corsairs*, 41.
Vehicles, 17-18, 25.
Vents, oceanic, 6.
VIP status, 34, 35.
Visitors, 10, 31.
Watanabe, Governor Eneri, 10,
 12, 46.
Weak Immune System
 disadvantage, 39.
Witnesses of Arbella, *see* Arbies.
Wreckage, 15.
Zenda-class prison transports, 10, 14,
 21, 45.



Tsenjia

+ Starport

WORLDS WITHIN JUMP-6 OF DARKMOON

KHUKISH SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
1607	Piop	IV	6,655	2.2	Dense	60	Hot	6.3 Mill.	Techno	2	10	4.0	
1609	Ghowl	II	2,757	0.48	V. Thin (T)	10	Cold	122,904	Bureau	6	8	3.0	

STRAND SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
1511	Camh Ranh	V	6,468	2.4	Dense	60	Cool	1,637	Techno	1	12	3.5	Depot
1513	Nubotech	III	3,540	1.2	Std	20	Normal	47,530	Techno	4	9	3.0	
1514	Justend's Four	II	5,906	1.3	Std	70	Normal	72	Anarch	0	6	1.5	
1611	Teriane	IV	6,563	0.59	V. Thin	100	Cool	845.3 mill.	Dictator	5	9	5.0	

LEMISH SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
1808	Lemish	V	7,634	1.1	Dense (T)	50	Normal	1.9 Mill.	Bureau	6	10	4.5	Amber Zone
1810	Munhofen	III	4,281	0.9	Thin (T)	30	Cold	179	Anarch	2	8	2.0	
1906	Sutton	IV	2,213	0.6	V. Thin (T)	0	Normal	626,359	Multiple	3	10	4.0	
1908	Weyland	IV	3,686	0.5	V. Thin	50	Cool	352	Captive	4	9	4.0	
2006	Tamilaa	IV	7,597	1.2	Dense	80	Normal	85.9 Mill.	RepDem	4	9	4.5	
2009	Specti	I	7,164	1.0	Std Exotic	30	Normal	75	Anarch	0	8	1.5	
2010	Dianah	III	3,659	0.9	Std	40	Normal	670,872	Anarch	0	8	2.0	
2106	Angi	II	2,269	0.5	Thin (T)	10	Cool	7.3 Mill.	Oligarch	1	8	3.5	
2108	Ginning	V	6,881	0.6	V. Thin	10	Cool	304,374	Dictator	6	9	4.0	
2109	Amwaz	IV	5,148	1.1	Dense (T)	20	Normal	5,106	Oligarch	2	10	3.0	
2205	Brariun	IV	6,251	0.7	V. Thin (T)	90	Cold	8	Oligarch	4	9	2.0	
2206	Aurolee	IV	790	0.4	None	0	Cold	66.4 Mill.	Captive	6	10	5.0	
2208	Luuga	IV	4,546	0.5	Trace	0	Cold	37.4 Mill.	Colony	4	10	5.0	
2209	Voegrr	IV	4,810	1.0	Std (T)	80	Normal	953.6 Mill.	Colony	1	10	3.0	
2306	Pruughoe	III	9,549	0.9	Std Fluorine	70	Normal	3.9 Mill.	Bureau	6	9	4.0	
2307	Aking	III	2,736	0.8	None	0	Cold	353,316	Colony	2	9	3.5	
2409	Treedisk	II	1,232	0.8	V. Thin (T)	0	Cold	6,473	Oligarch	1	9	2.5	

NAADI SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
1711	Naadi	V	5,158	1.3	Std (T)	80	Normal	797,445	Multiple	1	9	4.0	
1712	Getz	III	5,497	0.8	Thin	30	Cool	873	Techno	6	9	2.5	
1713	Denlaar	III	6,031	0.7	Thin Exotic	50	Normal	87,457	AthDem	4	6	3.0	
1811	Antezeno	III	6,319	0.8	V. Thin	70	Cold	9,082	Oligarch	3	9	3.0	
1912	Enrick Down	III	3,430	0.8	Thin (T)	20	Cool	67,449	Oligarch	1	6	3.0	
1913	Shargishu	I	belt	NA	none	0	V. Cold	39,982	RepDem	4	6	2.5	
2012	Faplion	III	5,417	0.7	V. Thin (T)	50	Cold	5,164	RepDem	0	7	2.5	
2116	Far Place	III	1,057	0.7	Thin	0	Cool	28,182	Techno	6	10	3.0	
2212	Sent'ere	III	4,212	0.8	None	0	V. Cold	766	Captive	3	10	2.5	
2311	Hishumaki	IV	5,920	0.7	Thin (T)	50	Cool	472,192	RepDem	1	9	4.0	

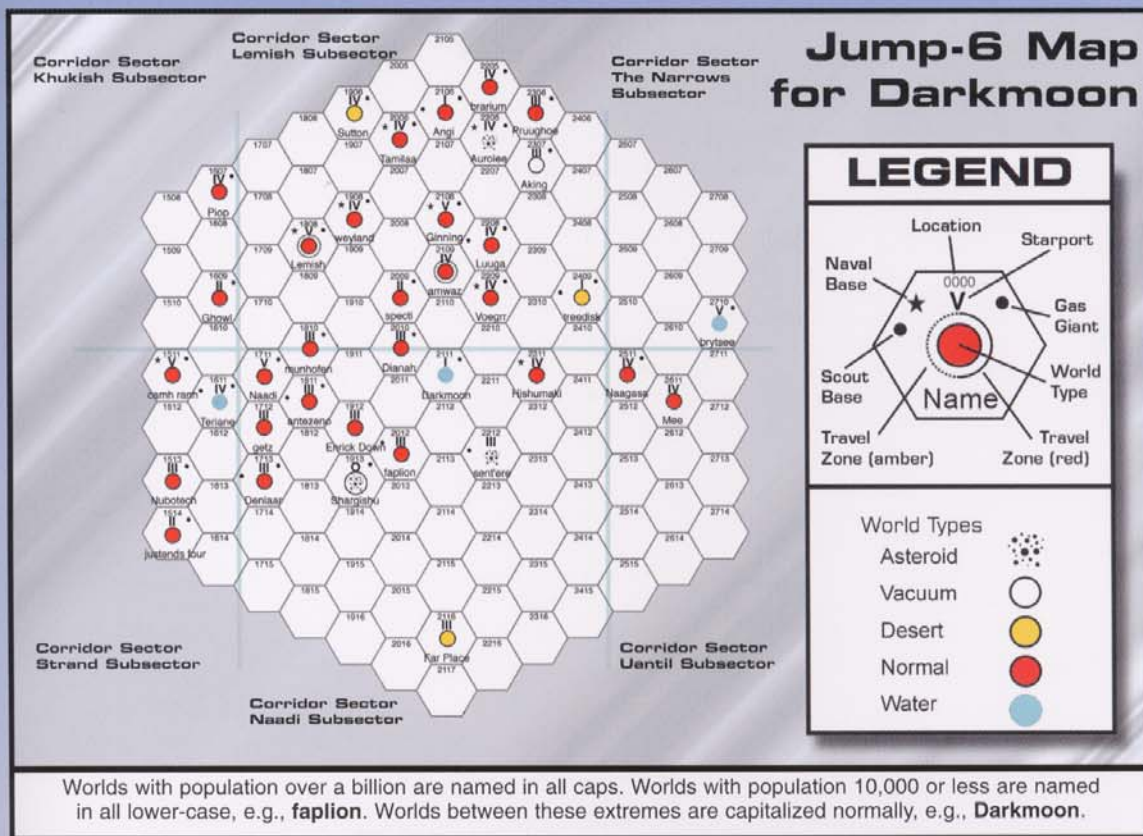
THE NARROWS SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
2710	Brytsee	V	7,531	1.5	Dense (T)	40	Hot	771	Oligarch	4	9	3.0	

UANTIL SUBSECTOR

HEX	NAME	STARPORT	GRAVITY	DIAMETER	ATMOSPHERE	HYDROGRAPHIC %	CLIMATE	POPULATION*	GOV TYPE	CR	TL	WTN	NOTES
2511	Naagasa	IV	5,490	0.7	V. Thin (T)	70	Cold	868.0 Mill.	Dictator	6	9	5.0	
2611	Mee	IV	9,564	0.5	Fluorine	80	V. Cold	654.8 Mill.	Dictator	6	9	5.0	

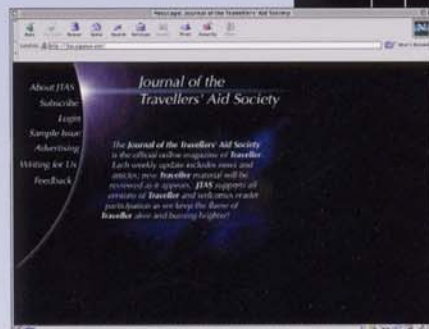
* Starport personnel not included.



JOURNAL OF THE TRAVELLERS' AID SOCIETY

The long-running *Traveller* magazine is now online at jtas.sjgames.com, edited by Loren Wiseman. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$15 for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* webring, which includes most of the major *Traveller*-oriented web-sites. For information on subscribing to the *Traveller* mailing list, go to <http://tml.traveller-central.com>.



Updated Biweekly!

Only \$15!

Exclusive to the Web!

STEVE JACKSON GAMES
www.sjgames.com



COLD STORAGE

"Welcome to Darkmoon Imperial Prison. I am Warden Kaede Malone, and you are very lucky. Instead of a filthy, lice-infested prison mine, you've come to a clean, state-of-the-art correctional facility."

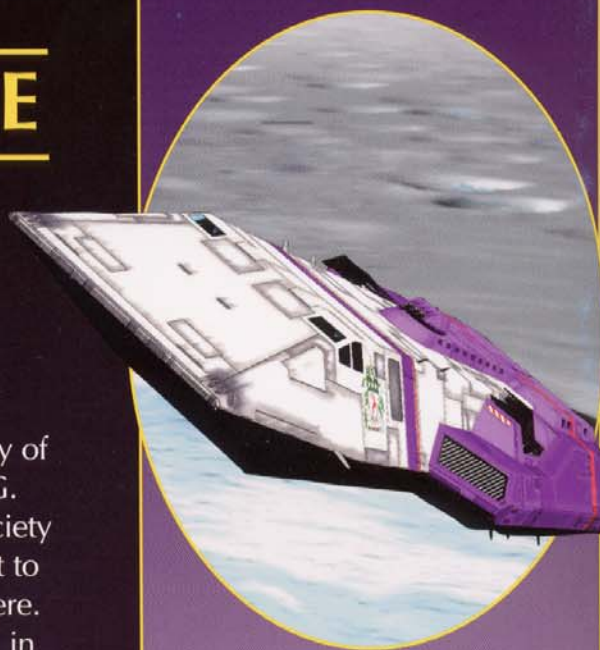
"Darkmoon Prison is operated under Ministry of Justice charter by Schunamann und Sohn AG. You will work hard to repay your debt to society for the crimes you committed, and your debt to SuSAG for providing the necessities of life here. If you demonstrate contrition and participate in recommended programs, you may qualify for change in your status and a stay at a minimum security facility. I see mention that this is a SuSAG operation caused a stir. Don't be afraid! SuSAG pharmaceuticals are all extensively tested on animals before any human trials begin."

The Darkmoon system has been many things – a base for the Imperial Navy, a System Defense Boat and Space-Submarine Warfare School, the last stop of a fringe group of cultists seeking to escape the downfall of civilization . . . but when the Navy left, the system became a backwater, and economic ruin set in. To the rescue came the megacorporation Schunamann und Sohn AG, who took over the SDB School and turned it into a maximum security prison.

On a gas giant moon under miles of ice and water, this "escape-proof" prison is the final stop for 3,000 of the Imperium's worst scum, from corsairs to the Givar terrorists. But Darkmoon is no ordinary prison world . . . a prisoner who steps out of line may find that he's been reclassified "lab rat."



STEVE JACKSON GAMES
www.sjgames.com



The *GURPS Basic Set*, *GURPS Traveller*, and *GURPS Space* are required for full use of this book in a *GURPS* campaign. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF games.

THE SURVEYORS:

Written by

DAVID L. PULVER

Based on the award-winning *Traveller* science-fiction universe by

MARC MILLER

Edited by

ANDREW HACKARD

Cover by

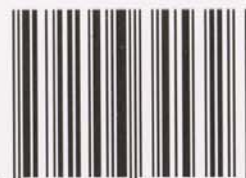
JESSE DEGRAFF

Illustrated by

DAVID DAY

**FIRST EDITION, FIRST PRINTING
PUBLISHED NOVEMBER 2001**

ISBN 1-55634-532-1



9 781556 345326



SJG01095 6806

Printed in
the USA