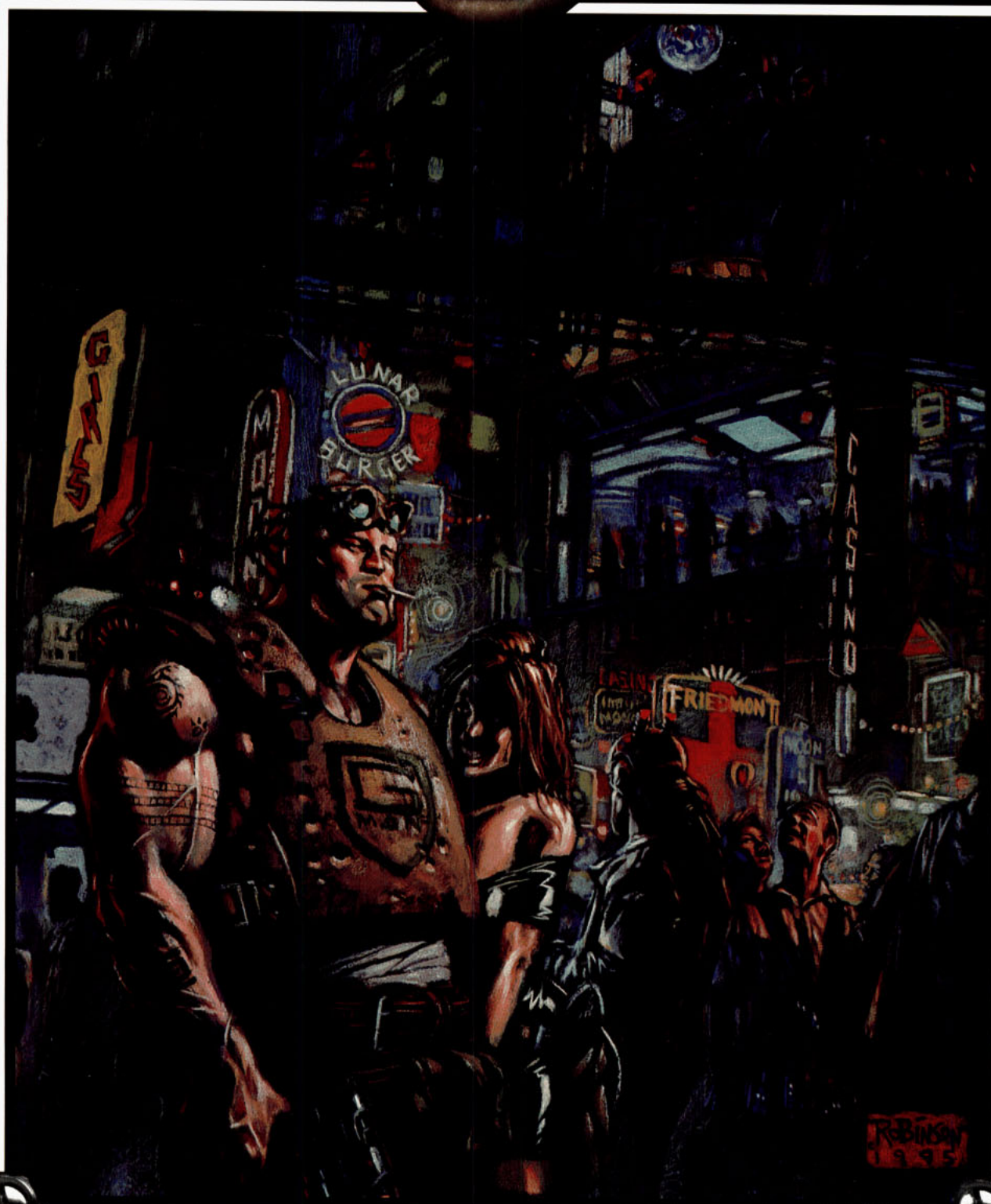


STEEL DEEP™

THE—LUNA—SOURCEBOOK



STEEL DEEP

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Slo-Mo Playback: **Those who helped make those day to day decisions. They don't know who they are, and I don't care.** [Very Special Thanks]

Steel Deep includes some important text that should be paid particular attention to. This text is bordered by "warning bars" like these.

**under
ground**™



MGI™

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24 January 1997 2:04 am

Jacqueline,

Milton 1 had to be destroyed today. Although his intelligence was obviously magnified by two hundred and thirty percent, his self-destructive behavior has made it impossible to gain more benefits from further experimentation. Yesterday night Milton 1 managed to escape from his pen and attack Dr. Kenton. Although in critical conditions, it is our belief that Dr. Kenton will survive despite the loss of his eyes and leg. Given our scientific theories gained from the examinations of experimental subjects Alpha and Beta, it is our collective belief that the DNA might be better suited to human subjects, and so therefore we are opening our cache of Cryodawn clients XMFOO.175 through XMGOO.185.

We have not yet had any contact with the workers just yet, but it looks as though they might have completed the core construction of the prison building. A grand sight, like no other, to see the workers floating about the construct with their portable rockets and large sheets of polymerized steel. I believe that the work we all do up here is important, for it will enable us to effectively rid our great nation of the plague of crime that has so long been with us, and I also believe that my experimentation might yet become more useful in application to curing the most deadly of diseases.

And so, as we rotate, I can see America. It looks so peaceful from up here, my dear, so very peaceful...

-Marvin

13 April 2008 6:43am

they're all gone everyone is gone they've left me behind and the riot is coming this way. dear God jacqui they're coming this way and they think i'm responsible for the experiments on their cellmates and the holding pens have been unlocked. they're roaming free jacqui they're roaming free and I don't think i'll be alive much longer. it was in the name of science and love is why I did it no other reason but these men do not understand. they are coming oh god they are coming this way the monsters the horrors of the monsters they are at my door

FORWARD

So. You Wanna Play Hard? C'mon Up To Luna!

You think you've seen about all you can see on old Earth? You've had it up to here with the greed, the crowds, the government run-around jive, the unending fear, the blind hate, the goddamn noise.? Come to Luna and overload on every manner of pleasure...indulge every vice. Earth laws don't apply here, mook. You can just let go and relax. Welcome to Luna—where all your "rules" just got trashed. You can buy some love here, sugar. You can live a new life. You can forget. And hey, it's a lot quieter too.

Right now, you're holding *Steel Deep*, the Luna Sourcebook for *Underground*. This book covers it all: Luna's early bloody history up to the present where jaded tourists come to live every fantasy. Today's Luna makes Vegas look like a small-town petting zoo.

Please note that *Steel Deep* was written primarily for *Underground* GMs. The working Lunar society is secretive by nature. The tourists see only what they're allowed to see, which isn't much. Characters who start off on Luna or arrive at the colony shouldn't know too much more than the tourists. Let the Characters explore; the proactive spirit of the *Underground* game is based on this notion. Players might ruin their enjoyment of a Luna campaign if a lot of the surprise factor is taken away.

This book contains a number of story ideas for your *Underground* campaign. *Steel Deep* makes it easy to start a Luna campaign whether your players start on Earth, on the shuttle, or begin on Luna's docks. Luna's history and society will be a unique experience, especially for the long-time Undergrunder. We give just a sample of the stories that can be played here. You'll see the possibilities.

You'll find some *Underground Notebook* pages in the back of this book, ready to be torn out and added to the *Underground Notebook*. If you don't have the *Notebook*, get it and use it!

Please note that *Steel Deep* assumes the player's characters are genetically-boosted vets for reference purpose ease. Non-boosted Characters should have no problem raising all kinds of hell too.

HAVE FUN! SHAKE UP THE JOINT!

FORWARD

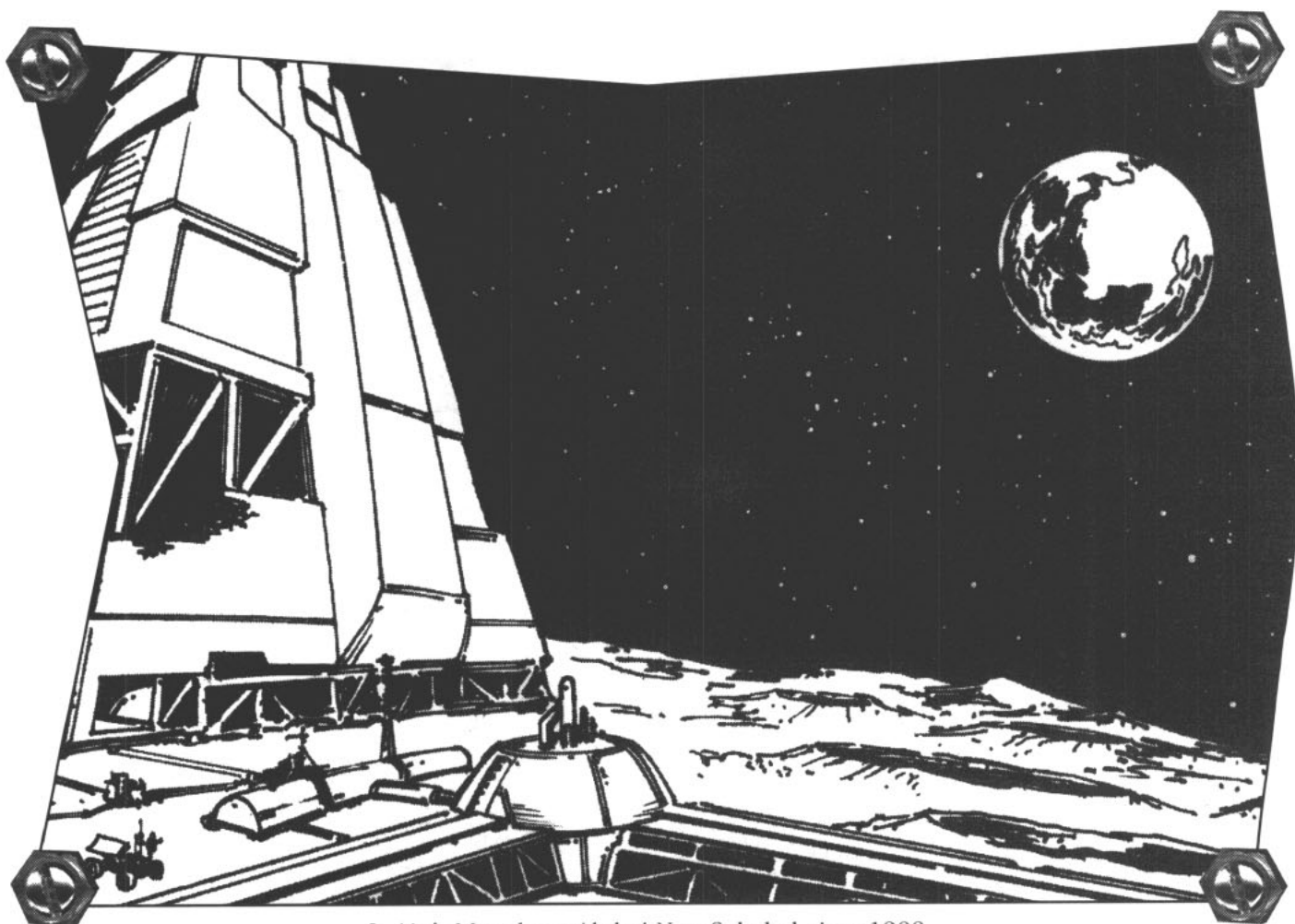


PENAL OFFICER 291: "WELL NOW, THIS IS STRANGE."
SECURITY OFFICER IN CHARGE: "GO AHEAD TWO NINE ONE."
PO 291: "SECURITY ONE, I'VE GOT AN ANOMILY ON CAMERAS 16, 32, 41, AND 64."
SOIC: "ROGER THAT. MALFUNCTION ON CAMERAS 16, 32, 41, AND 64. THAT'S CELLBLOCK 14, CELLBLOCK 37, GUARD POST ZEBRA, AND ENVIRONMENT SUIT STORAGE. STAND BY."
PO 291: "STANDING BY." <ELECTRONICALLY ENHANCED> [SOUND OF EXPLOSION] "AAAAAAAAAAAA...."
SOIC: "TWO NINE ONE?"

Chaplain's

"We put the best of our technology up there, ladies and gentlemen, to isolate the very worst of our criminals. And now they own it. I want answers right (censored) now!"

- Presidential candidate Raymond Milkovich, in a speech to the National Security Council, April 22, 2008



It Ain't Moonbase Alpha!-New Soledad circa 1999.

Luna, New Soledad Prison, and the whole stinking mess...

huge monetary donations from unknown sources: Although still unproved, Peter Argot has claimed that these donations came from the beginnings of Allied Mayhem, Inc. and a top-secret organization known as "The Group", supposedly led by Geoffrey Sneed.

major corporations: In exchange for money and engineers to help build New Soledad, companies such as Grannysmith Computer Incorporated and Popsi Cola had U.S. Government contracts entitling these corporations to research space within the prison facility.

revolutionary new design of power generator: A combination generation system was used with multiple fail-safes. Primary power was derived from banks of solar cells. Small breeder reactors, modeled on reactors found aboard the alien ship of 1996 were also on line. Lithium-based storage batteries provide a final line of defense in the event of a catastrophe. They have a life of 50 hours at minimum usage; more than enough time for emergency teams to get the rest of the system back on line.

specially trained: Known as the Elite Guards, these frighteningly effective soldiers were the first ever to be trained in low-g combat.

Beginning in the 1960s, the United States had a growing problem—prison overcrowding. Crime in the U.S. was out of control. The courts were overburdened. And by the 90's, the prison system was coming apart at the seams. When technology made its giant leap forward thanks to the alien crash, a solution presented itself: The Moon.

In late 1997, led by Raymond Milkovich, the Citizen's Committee on Crime Control passed the New Soledad Bill through Congress with the help of several **huge monetary donations from anonymous sources** to put a cutting-edge, high-tech prison on the Moon. New Soledad was to be the last word in penal institutions... and the last stop for this country's worst criminals.

The New Soledad bill came with an addendum forever altering American justice. All sentences of twenty years or more were converted to life sentences without the possibility of parole with incarceration in New Soledad. Death row inmates were also to be sent to New Soledad with "humane" commuted life sentences. Sorry, no chance for parole. Adios, baby. Don't forget to write.

The voting public loved it. Out of sight; out of mind, indeed.

Congress easily passed the New Soledad Bill. Construction began in early 1998. Engineers and scientist from all over the world worked in a combined effort. The combination of this multi-nation cooperation, alien technology and funding from many **major corporations** all contributed to New Soledad being finished before its projected completion date by nearly 2 months. On December 6, 1999, Raymond Milkovich presided over the ribbon cutting ceremony. With the admission of New Soledad's first prisoner, Robert "Fragged Elvis" Calamaio, the prison colony was up and running.

A little physical data—New Soledad Prison was big; 324 square miles with most of the facility underground. Power was made possible by a **revolutionary new design of power generator**. Transportation between the Earth and Luna utilized large shuttles for personnel and a Japanese-designed mass-driver "slingshot" system for supplies and prison production—a relatively inexpensive method when considering the distance involved. The large storage containers were remotely braked into their destination orbit.

Who staffed New Soledad, you ask? Good question. In exchange for space to do research, a number of U.S. corporations contributed **specially trained** guards to maintain discipline, order, and the American Way. And if the older cons' stories can be believed, this Elite bunch was one, bad crew.

IN THE LATE 20TH
CENTURY, PRISON
CROWDING WAS
EPIDEMIC

NEW SOLEDAD PRISON
IS BUILT ON THE MOON

Chapter One

O'Turk: 'One day, this one cat—uh, Jimmy something-or-other stepped out off the processing line at the farm. Before anybody could say anything, three of the Squad was on him.'

Interviewer: 'On him, Brian?'

O'Turk: 'Hell yeah! Two guys and some bitch. When they moved off him, he was pulped meat.'

Interviewer: 'Didn't anybody try to break it up?'

O'Turk: 'What? And get some a' that? You nuts?!' "

—Excerpt from interview with Brian "Double O" Turk, ex inmate, New Soledad Prison on QABC broadcast DEBBIE SCHWARTZ: LIVE FROM LUNA! Feb 17, 2018

CORPORATE RESEARCH
BUILDS THE FIRST
GENETICALLY-
ENHANCED HUMANS

Corporate research on Luna was very hush hush. They'd bought the right. Most of the first generation Homosuperiors were produced on the moon—most recruited from the prison population with a promise of a commuted sentence. And, as is well known, the original make-up of Trans World Devastation's combat outfit, Dawson's Rough Riders were exclusively former New Soledad prisoners.

For the first few years, everything seemed fine. America had sent their worst criminal nightmares 240,000 miles away, never to return. Corporations were getting to experiment with the new, alien, technology in ways that they wouldn't dare on American soil. And, as a bonus, Luna was shipping large loads of raw ore for Earth orbital processing.

Then the numbers began to come in. Numbers as in \$\$\$.

THE US BEGINS TO PULL
OUT AS NEW SOLEDAD
LOSES MONEY

In 2006, President Edgar released a cost/return report on New Soledad that spelled the end of the facility within the decade. The report detailed the incredibly high maintenance cost of the prison complex while showing that the trillions of dollars being spent were not equaled by the corporate research fees and Luna's production output. The US began pulling out, followed closely by the corporations. While the corporations could still make money from the mineral rights and low-gravity production, they couldn't keep their people happy and maintain a healthy profit with the Government backing out. Personnel cuts followed quickly with the highly trained, elite guards being pulled earthside quickly. This left New Soledad manned by second rate government guards in limited numbers.

Luna, New Soledad Prison, and the whole stinking mess...

divided on this subject: The public division on this issue came to a head in 2007 during the Hoover Marches, when the National Action Group for Capital Punishment met with the Human Ethics Association in Washington DC. In the ensuing riot, 34 marchers were killed and 207 were critically injured.

The American people were **divided on this subject**. Many were outraged that the facility was receiving so little attention, but many didn't care because they felt that the prisoners should all die regardless. Some wanted the prison to remain open because it put America's worst criminals comfortably far away. Others felt that the reasons for the pending closure was a cover up by the government, as there was no believable reason why New Soledad couldn't remain funded.

PLANNED PRISON
CLOSING DIVIDES US
VOTERS



“Oh yea... Did we mention what ‘solitary confinement’ involves?”-The first “volunteers” for experimentation enjoy their luxury accommodations.

Chapter One

President Edgar, however, scheduled the facility to be re-vamped into a research center for the United States, and the transshipment of the prisoners to Earthside prisons was set for 2009.

Fight The Power!

THINGS STARTED TO
GO TO HELL

The prisoners had other ideas. As a group, most of the cons stood **"steel deep"** primarily because if the prisoners hung together in gangs, their survival rate was much higher. No one felt like being shipped back to US prisons. Freedom was possible, but they'd have to make their move unified.

During the presidential campaign of 2008, Milkovich set out to recover New Soledad from the brink of extinction. To do so, he found that he had to take on the entire military-industrial complex, determined to obtain and keep New Soledad as a strict research and development facility. The military argued that New Soledad couldn't be refunded—too much of the program had already been phased out — and besides, the United States still didn't have enough money in its vaults to do it. Milkovich's hands were tied as he found himself caught up in a battle with the radical conservatives in the Congress and the Senate. Both during the campaign and after his election Milkovich won in many other issues, from downsizing the U.S. military to raising taxes on the industrial complex, but he found New Soledad too mired in controversy to be dealt with properly.

THE CONVICTS REVOLT

As the prisoners watched, the New Soledad funding dwindled. It seemed that there would be no better time. In the early hours of the morning of April 12, 2008, the prisoners staged a bloody revolt under the guidance of gang leaders. The battle lasted for nearly three days, though once the prisoners had broken into the research facilities releasing the fourth generation Homosuperiors from their cages, the outcome was decided. Nevertheless, the guards fought to the last, expecting no mercy if they surrendered. By the end of the conflict, over 2600 guards and researchers lost their lives. To this day, there are no accurate numbers as to how many prisoners died. The convicts sealed the shuttle bays of New Soledad giving themselves some time to take stock of the situation.

The riot's leaders found that they had enough food to survive for several years, during which time they could plan Luna's future. Thanks to the high tech facilities established by the government and by the corporations, it was likely that some more permanent solution could be worked out.

"steel deep": Members of the same gang, emotionally close. As in, "Me and Juan, we're steel deep."

Luna, New Soledad Prison, and the whole stinking mess...

diplomatic message: The video sent to Earth is now estimated to be worth over \$6,000,000 because of a videotape clip showing Mr. Taste, then one of the leaders of the revolt, and Warden Abruzzo, moments before the Warden's on-camera execution. Mr. Taste's subsequent proclamation, "This is one small step for man, and one giant hole in your f'in' dome!", became so famous that Taste trademarked the saying and sold it to Defense Contractors Amalgamated(TM) for over \$20,000,000.

Word of the revolt reached Earth quickly. The now-famous videotaped **Diplomatic Communication** was broadcast to a horrified U.S. public on April 17. Edgar and Milkovich both called for a military invasion of the moon intending to recapture the facility, but Congress refused to back them, saying that the United States did not have sufficient resources. The American people were again divided, some wanting to "let the killers be killed" by letting New Soledad starve, while others called for a full-scale invasion to reclaim what was US property. The point was finally made moot by a radio discussion between Oscar "Sick Sick 6" Davis, convict spokesman and American President James Edgar:

THE US GOVERNMENT
BACKS DOWN

Davis: "Hey Jim, we think we can just let all the publicity die down and then we can deal."

Edgar: "And why should we deal with you, Mr. Davis?"

Davis: "... 'cause we can take a 30 ton chunk 'a ore and drop it on the world, man."

Edgar: "You'd have every civilized country up in arms for your blood!"

Davis: "Civilized? Christ, Jim. You'd have a PR disaster on your hands. They'd blame the U.S. laughter Yeah, we've overrode the programs on the massdrivers."

Edgar: "We'd send up nuclear missiles—"

Davis: "...which would go off in the upper atmosphere. You might nuke the rocks, but then you've got a real dirty problem."

Edgar: "You wouldn't!"

Davis: "Yeah, we would Jim. Yeah, like I said: let's wait a bit and then we can have a nice sit-down."

— Partial Transcript of
encrypted radio trans-
mission, Earth/Luna,
April 19, 2008 from
"Peter Argot Reporting",
April 20, 2021

Chapter One

EARTH/LUNA TRADE RESUMES

Stalemate. The convicts had nothing to lose. Milkovich and the U.S. were staring at the real possibility of a disaster—both physical and political. By early June, Luna began various dealings with the representatives of the U.S. government and certain corporations sent to strike deals and personal treaties.

Four months after New Soledad's revolt, the first trade contract was negotiated between the former prisoners and Grannysmith computers, allowing the computer giant to retrieve certain crucial experimental results from its former Lunar laboratory in exchange for further shipments of food, and additional private exchanges, the nature of which were left deliberately vague. A flurry of activity followed, as other corporations—the required mourning period past—began aggressive negotiations to open diplomatic channels, trade channels, and information exchanges. As Milkovich's run for the presidency drew to its successful conclusion, fueled at least in part by his rhetoric regarding the rebellion in the prison colony, all hope of ever re-conquering it quietly ended, as more and more major corporations became involved with Luna's new leadership.

Even as all the political posturing occurred on Earth, things continued apace on the moon. The former prisoners, having fought their way free under the leadership of the gangs, found themselves almost universally beholden to one gang or another. The newly-free gang leaders paradoxically realized how large... and how small their lunar world really was. Big enough for millions to live in comfort, but too small to be ruled by so many. Gang leaders began eyeing one another; judging strengths and gauging weaknesses.

GANGS BATTLE FOR SUPREMECY

Having so quick a solution to the question of long term survival did not reduce tensions on the moon, rather it increased them. Within a month of the opening of diplomatic negotiations with the corporations and the government, war raged beneath the bleached rock and soil of the moon's surface. Gang members, now in possession of the weapons formerly carried by the guards, fought with **little or no provocation**. The day didn't pass where someone wasn't capped for being in the "wrong" access corridor by a rival gang.

The bloodshed continued throughout the remaining days of 2008, and into 2009. By March of that year a number of the smaller gangs had been completely wiped out, and several others were in danger of extinction. In order to avoid eradication, smaller gangs joined with larger groups, subjugating themselves, rather than being exterminated.

GANGS CALL A ONE YEAR TRUCE AND SET GOALS

At the end of March in 2009, the structure of large gangs still remaining had firmed. Realizing that continued violence between the gangs could be counterproductive for all, the leaders sat down together and reached an armistice, hammering out the basics of the law. They also split up perpetual control of Luna between themselves, setting goals to cement that power...and

little or no provocation:
One firefight resulting in
over 2 dozen dead
gangsters was ignited by
an inadvertent comment
regarding someone's
method of lacing their
boots.

Luna, New Soledad Prison, and the whole stinking mess...

to attract media attention from old Earth: So successful was this that a special was run on PBS, showing the graphic mayhem in progress. A subsequent speech by gang leaders on the new and clean Lunar society so impressed the masses Earthside that it may have assisted the legal migration of a large number of underprivileged women a few years later.

impress Earthside forces with their solidarity. They set the armistice for a year and got busy....

A new type of scramble then began: a scramble to attain the goals that the leaders had agreed upon.. Among the things that were divided up were potential markets for goods and services that could be exploited by Luna in order to make it economically viable over the long term. Although some of these markets were legitimate, such as heavy manufacturing and mining products, most of the markets were not. Being run by gangs whose leaders often had long histories in criminal organizations, most of the markets Luna set out to exploit were frequently those which had customers who couldn't legitimately fulfill their purchasing needs elsewhere. It wasn't long before the best drugs came from Luna and, once the logistics of supply and transportation had been worked out, the best prostitutes and the hottest tourist spots were to be found on Luna as well.

In order to set up the latter two, some sort of apparent legitimacy had to be established for Luna. Regardless of the criminal past of the citizens of Luna, they had to now become upstanding citizens of their new society, at least to the casual observer. Those with the most violent tendencies had to be curbed, and the remaining violence had to be controlled, not just for the first year, but permanently. This was especially important since the gang leaders hoped to open Luna for tourism, and even more importantly, hoped to import women colonists— not only as prostitutes— but as women for the males in the gangs. (The original ratio of men to women convicts was 9-1.)

Thus occurred the second round of Lunar wars. The major gangs moved quickly and efficiently to wipe out the small gangs containing the most antisocial of the former inmates. As the armistice ended, so did these gangs. The combined gangers from all of the major gangs crushed them in a single day, killing them all, being as ruthlessly vicious as possible **to attract media attention from old Earth**. So thorough was the destruction of these gangs that other gangs espousing similar ideals have not yet arisen on Luna.

Having eliminated the worst of their own kind, the gang leaders of Luna turned their attention to another matter. Increasingly, there were malfunctions in the central computer system. Some of the leaders suspected that these malfunctions were actually security subroutines slowly being tripped. The computers were far too rugged, and too fail-safed to ever break down. The gangers realized that the computer was shutting itself down after the system realized New Soledad had been compromised. Without it the citizens of Luna could live but hours at best. The most suspicious of the leaders wondered if perhaps that was why the United States government had allowed freedom to the colony so easily. Perhaps they knew that no costly military campaign would be necessary, as long as they were patient.

THE SECOND ROUND
OF LUNA GANG WARS
BEGIN

Chapter One

HOUSE MOUSE APPEARS

While there were a few bottom end hackers among the gangs, there were no real programmers, analysts, or even well trained hackers. The best hackers are seldom caught and those who were stuck in New Soledad had disappeared completely during the early gang wars. Who, but their own, could the gangs trust? Grannysmith offered to send up a couple of experts, but that only made the leaders more paranoid. Why had Grannysmith even known that there was a problem?

The day after a particularly frightening glitch which caused a power failure throughout New Soledad for nearly a full minute, a messenger appeared and asked to see the gang leaders. It was not difficult to recognize him as one of the computer experts who had disappeared, and therefore his audience was granted immediately. He told the leaders that their worst fears were correct. The computer system was set up to require the periodic renewing of certain commands, using special code words, in order to continue operating. His gang, House Mouse, had hidden through all of the various gang wars, and now they wanted back in. They wanted protection for no less than two years while they built their numbers and they wanted prime recruitment rights with newcomers. They also wanted the right to carve out whatever niche they could for themselves, and hold it. In exchange they would take care of the computer problem with their **specialized knowledge**. Having really no choice, the gang leaders agreed.

A band of several dozen Mice emerged from hidden tunnels over the following days. Several of them were experts at computers, and they quickly set out to right the problems. Of course no one knows how they did it, and more than one gang leader during a sleepless night, still wonders if they turned off the security feature, or if they regularly bypass it to renew the commands that maintain living conditions on Luna. If they did leave the system intact, then wasting House Mouse would be suicide. Leaving this question hanging may be just one more way House Mouse has of insuring its self-preservation.

MOUSE BRINGS LUNA BACK ONLINE

With the cessation of computer malfunctions, the Lunar community underwent a convulsive shake, and proceeded. Throughout 2011 much of Luna was reconstructed. The weak internal walls were torn out and new ones were built. Cell doors disappeared, along with cell walls, and apartments formed. Hotels were sketched out and construction begun.

As a method of providing for aggressive outbursts, an area of tunnels and open space was designated for use by gangers who needed to settle things up close and personal. The area was named The Bang.

specialized knowledge: House Mouse was comprised of white collar and professional criminals. While the other gangs had the brawn during the early stages of the game, House Mouse had the brains. Not just administrative knowledge, but computer skills, scientific knowledge, and medical ability.



Checking every nook and cranny-Lockdown Central is Luna's last line of defense.

Several unsuccessful missions were sent to Monster Base 1—the name given for the sealed genetic enhancement lab facilities. No one returned from these missions. The gangs decided to let whoever (or whatever) lived there to live—and die, alone. Declaring it a lost asset, they cut it off by purging the atmosphere in the access tunnels leading to MB1.

Lockdown Central is what the gangs renamed the central security computer. Not only does it retain the control it always had over atmosphere, temperature, electricity, water, and the other amenities, but its other computer functions were expanded so that it also monitored a system of security cameras and pickups covering nearly every square inch of public, and much private space, called the Securenet. Lastly it was given partial control over the automatic emergency seals separating various sections of New Soledad, and the capability of closing them against vacuum or other threat.

MISSIONS TO
MONSTER BASE 1
NEVER RETURN

Chapter One

LUNA IS READY FOR
TOURISTS

Your Dream Vacation...

In 2010, the U.S. acknowledged Luna's national sovereignty and Fall, 2012 saw Luna ready at last for visitors. As the final flourishes were put on an agreement allowing some 30,000 women to migrate from various poverty-stricken areas in the United States and elsewhere to the moon, other agreements were under way as well, allowing commercial flights to and from Luna.

Then, as Christmas of 2012 approached, House Mouse commenced its **first advertising campaign** to attract tourists. The Mice were nervous, but the campaign was a smashing success. Hundreds of successful couples and thousands of romantically hopeful singles took the cruise to the moon, and whiled away the holiday week lolling about in new luxury hotels, and exulting in the low gravity exercise rooms. There was a certain amount of whoring, gambling and substance abuse as well, of course, but nothing that would be apparent the week following, when the customers were back on Earth, in their jobs and businesses.

This was the beginning of the lunar tourist industries: the niche that House Mouse decided to officially carve for themselves.

House Mouse was ecstatic, and so were the other Lunar Houses. By now the **steel deep gangs** were clearly divided between the huge ruling gangs—the five Houses—and the smaller street gangs that organized the common ex-cons with no allegiance to one of the big five. The five Houses were House Mouse, House Grunt, House Ho (later renamed House Constance), House Dirtboy, and House Tastee.

It seemed as if a stable form of government had been reached. Furthermore, with the inclusion of tourism as a legitimate enterprise, the Houses were able to effectively conceal the enormous amounts of money they were beginning to make through illegitimate activities.

Several years passed in relative stability, with the continuing growth of the tourist industry and the gradual growth of the population of Luna itself through immigration, sometimes legal, sometimes not. Much of New Soledad was empty, and population was needed not only to develop it, but to inhabit it as well.

MADE-ON-LUNA
BUSINESSES

In 2015, at about the same time that Lunar Candy dominated the Earthside market in designer drugs, a number of groups on Luna decided to form their own corporations to manufacture and distribute Lunar products, both on the moon, and to Earthside markets. The end results of this effort were the formation of companies bankrolled by Earthside corporations, Defense Contractors

first advertising campaign: This advertising campaign, aimed squarely at the middle and upper classes had such classic lines as "What will you give her for the holidays? Why not give her the Moon?"

steel deep gangs:
Commonly abbreviated
SD gangs.

Luna, New Soledad Prison, and the whole stinking mess...

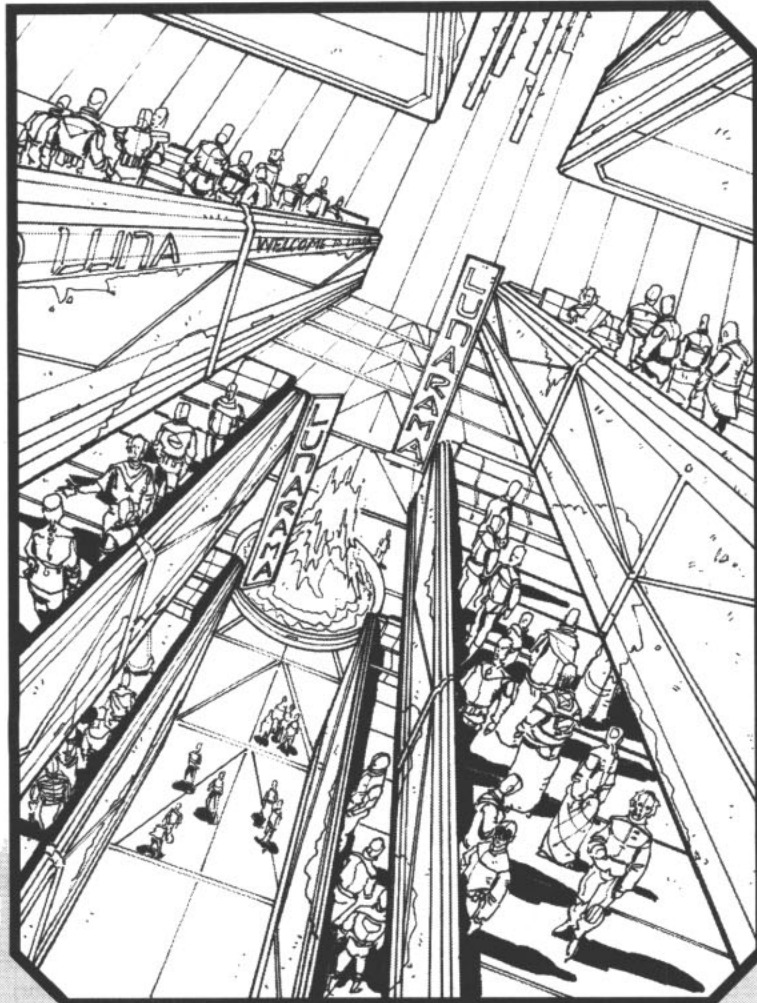
paper corporations: Legal entities established in loosely regulated states, frequently Delaware, to obscure the actual identities of the person(s) using them to conduct business.

undesirables: Generally those who were not gang members and had little or nothing to offer Lunar society. Either because of some insanity, natural stupidity, or social defect, these people were Luna's underclass. They formed squalid communities at the edges, where the air, the light, and the water were the most erratic, and the tourist traffic the least likely to come. Occasionally, when convenient, security "assisted" in eliminating the problem they posed, usually quick freezing the resulting merchandise, and smuggling it to earth for sale. Tastee Ghoul's entrees "Lunar Lights," and "Tastee Ghoul's Heavenly Hash." are both probable examples of these people's final fate.

Amalgamated and Neuroc Communication Systems, Inc. UFO Inc., a weapons manufacturing company, was an outgrowth of and manufacturer for DC Amalgamated. Its stock is traded on the Nasdaq exchange Earthside, and continually show healthy profits. The prime Lunar stockholders and corporate heads are not known by name, as they trade through **paper corporations** and hold their stock-holders meetings by closed circuit broadcast, minus the visual image from Luna.

Slowly the territory of Luna continued its development through the following years. More and more areas that had entirely escaped development during the prison era were filled with fine new buildings of remarkable architectural design. The former cell blocks themselves were reborn as factories, technological centers, and slums. As progress continued for Luna, a colony seeded by the worst that old Earth had to offer began to develop its own class of **undesirables**.

PROSPERITY BRINGS
PROBLEMS



"The finest merchandise off the planet!"-When your arm gets tired of yanking the \$5 slots, try shopping the stores of the skyway.

Chapter One

After modern boosted troops made their first appearance on Earth in 2015, the heads of the Lunar gangs reconsidered the potential significance of Monster Base 1. The new vets were showing substantially greater and more varied powers than the earlier boosts released during the revolt. This led to a whole new group of expeditions being sent out by the various gangs. Again, no survivors returned to report. The leaders of House Mouse considered clearing out whatever was living in Monster Base 1 by shutting off air, power, and water. They were dismayed to discover that the necessities for Monster Base 1 were controlled by a completely separate computer system which was not answerable to Lockdown Central, and which was both physically and electronically impregnable. For the second time, the frustrated gangers shelved the problem of Monster Base 1.

In recent times the Houses have continued to expand. House Mouse has come to dominate the tourist trade in its entirety and is in the process of building more and varied hotels in order to put a long term lock on future developments in the field. The other businesses of the SD gangs, both overt and covert, are all in good shape and growing. At least on the surface, Luna seems to have become civilized and prosperous. Some suggest that Luna is more civilized and prosperous than the United States. Lunar authorities go out of their way to discredit such rumors. They don't want to anyone interested in separating the gangs from their hard earned wealth, but also they don't want the government or Earthside corporations actively horning in on their action either.

Hey Soldier! Who Loves ya, baby?

In 2017 the first boosted vets began to appear on Luna upon their retirement from service. Scant weeks later, the first incident involving a boost, a domestic pet, and the entire population of a block of flats convinced the entire **Gang Leadership Council** that if the genetically enhanced were to live on Luna, then Luna needed to beef up its security forces. The simplest way to deal with boosts, conceded the council, was with their own boosts! From this meeting, the **B.A.D.A.S.S.** Squads were formed.

Of course, even as they settled on recruitment bonuses and incentives for the potential BADASS. boosts, each House leader was thinking of his own House. So began the arms race of Luna, a race to build up contingents of boosted vets and maintain the balance between the gangs. Now a boosted vet can't be on Luna more than a few days without being accosted with offers from all over the place, providing he is perceived as being fairly stable and capable of loyalty. The Houses will offer freelance work up to potential membership in their set. Likewise the BADASS squads are always in need of a few more good men. For boosted vets looking for work, some would call Luna an opportunity-rich environment.

gang Leadership Council: Also known as the GLC. As near as Luna gets to centralized government. Essentially, the leaders of all the Houses sit down and squabble out a method of handling a given problem. In this case they decided to recruit a boosted arm of the security forces. In other cases the agenda is less specific. Occasionally GLC "discussions" lead to direct and immediate violence, even death.

B.A.D.A.S.S.: Biologically Augmented Deputized Administrative Security System. Also known as BADASS. Simply put, this bunch makes New Soledad's Elite squads look like wimps.

LUNA IS THE LAND OF
OPPORTUNITY FOR
BOOSTS

Luna, New Soledad Prison, and the whole stinking mess...

functionally governed...term survival: A nation state requires a government form that covers at least the basic necessities of national defense and internal structural integrity (the latter being more important than usual for Luna) which can handle the unexpected. If a government is too brittle, i.e.; "we do it this way because that's the way you do it," then when new challenges arise the government stands a chance of collapse. A clear example is the New Deal. Tremendous economic problems faced the US during the depression and the nation was in real danger of a collapse. FDR, in the face of amazingly tenacious opposition, rammed through a series of programs, thus saving the United States and its people from the horror of a collapsed economy and a collapsed government, while simultaneously demonstrating the flexibility of that government. To survive as a society, Luna must remain able to "bend".

Boosted vets will find a warmer welcome on Luna than they will in most cities on Earth. Not only is it Gig Heaven, but most of the people are more accepting of the vets than their civilian counterparts back home. This is true partly because a Lunar citizen is more likely to have known a vet personally (the population is much smaller than most Earthside cities), and partly because most vets don't scare or intimidate the average Lunar citizen owing to the fact that the citizen comes from a pretty tough background himself.

Luna can be considered a civilization still evolving from a state of anarchy to **functionally governed society** flexible enough for long term survival. Luna is at a vital point in its development, and whether it thrives or dies may depend on the actions of a few dynamic individuals. Individuals with imagination, who aren't afraid of risks, if the profits are right. Individuals like you. You up to it?



You gotta want it pretty bad!-House Dirtboy brings down a radical brainjacking.

Chapter Two

From Bars of Iron to Bars of Gold!

New Soledad was built in 1999 by the United States as a maximum security penitentiary and colony for guards and workers. Since then the facility has evolved from a state of the art prison to a state of the art resort and gambling facility!

Indulge your every vice!

Gamble away the family fortune, twenty-four hours a day, in our many casinos!

Enjoy the company of the many attractive men and women employed by Luna for the sole purpose of entertaining the resort's many guests like you!

Eat to excess in one of our numerous four star restaurants! Even blow off a little

steam and a few rounds in "The Bang" with one of the facility-provided firearms!* Pop off in our structurally reinforced range, free of the worry of sudden, explosive decompression!

Visit the sight where George Hamilton, the famous Meat-Substitute, was first discovered on the Combat, Combat, Combat! first annual "Blood Among the Stars" special! Tickets are still available in most viewing lounges for their upcoming "Stars of '21 Marathon of Death"! Talent agents from the top-grossing show will be here to watch the carnage and perhaps select that next rising star!

So contact your travel agent today! Enjoy the

spacious comfort of our luxury shuttles which employ the latest inertial dampening technologies. Each flight is guaranteed safe and free of danger and inconvenience.

Flights leave everyday from MacRaney's Orlando National Airport and Launch Facility! Book your stay now for the most decadent, exciting dream vacation you've ever taken! You'll be amazed just how inexpensive it can be!

*No unauthorized weapons will be allowed on Luna.
The Independent Facility of Luna, MacRaney's, and Avante Garbage are not responsible for accidental or intentional injuries or the accuracy of this promotional brochure.

TRAVEL RATES TO LUNA
ARE GOOD

Whether the **Player Characters** have decided to take the trip to Luna for a little vacation or if they're packing up and pulling up stakes to relocate, this chapter will give the GM and players information commonly known to the traveler and Luna resident alike.

Getting There

Rates for the Lunar trip are surprisingly reasonable. A round-trip ticket to Luna is \$199,000. One way passage is \$149,000. 8 cubic feet of luggage/cargo is allowed per customer. Gambling junkets and straight package rates are always available—a week stay on Luna, including lodging is currently \$225,000. What a deal! See your travel agent for details.

All lunar travelers are required to sign a legal disclaimer before departure. This disclaimer absolves Luna of any legal responsibility to the visitor. The visitor is under Luna legal jurisdiction while on the Moon and has no Earth "legal rights."

TRAVELERS MUST SIGN
A LEGAL WAIVER

THE VOYAGE TO LUNA

Player Characters:
Throughout this book, the characters portrayed by the game's players will be referred to as Player Characters, PCs, or Characters. NPC refers to Non-Player Characters.

Getting Around

huge Earth/Luna shuttles:

Funded and built by a number of US corporations, these behemoths have a crew of fifteen.

Passenger capacity is 100 with a 3600 cubic ft. cargo hold. There are 12 of these "space trains."

the Docks: See Chapter 5 for details.

All personnel and convicts were required: No one had to be told twice when, within weeks, dire physical changes became evident. New Soledad became fitness crazed.

visitors: In this case, anyone staying on Luna for longer than two weeks.

Buff4Life™: Invented and marketed by well-known American exercise maven, Dr. Mindi White.

Dr. White is also author/producer of the highly successful, "Mindi Says: Sweat!" vid tape series.

one of the most fit societies: Careful readers will notice that all Luna NPCs given Underground statistics have at least a STR of 2 or greater.

Low Earth Orbit shuttles launch daily from MacRaney's Orlando National Airport and Launch Facility and from the Death Valley Dizzey/Mitsutachi "Tomorrowland" Spaceport. These shuttles transfer passengers and cargo to one of three Earth orbital stations. After a short wait while cargo is loaded, passengers then board a **huge Earth/Luna shuttle**. The voyage to Luna takes three days. Although passengers are made as comfortable as possible, the cabin space is cramped with nausea a common problem. In-flight entertainment such as movies, help—but not much.

Touching down on Luna's landing pad, travelers have a gorgeous view of the Moon's Sea of Tranquility and can see the facility's large surface buildings come into view. Shuttles debark passengers to the area known as **the Docks**. Here the visitor is checked through Customs and retrieves baggage.

Money Matters

The US Dollar is the currency of Luna. Credit cards are accepted in all the Tourist areas. New visitors to Luna are encouraged to change out their cash for "moon chips" at any of the convenient X-Change™ kiosks and can cash in their chips before leaving for US dollars or a cash transfer to any US bank. Moon chips are the most typical method of payment here. Cash can be carried, but it can be risky. Remember—you're surrounded by criminals.

Health Issues

Fairly early on in the US Space program, scientists have known the effects of low or no gravity on the human body. Without exercise, the body will begin to lose muscle and bone mass over a surprisingly short time. The New Soledad prison authorities were aware of this and, to keep from having helpless invalids as charges, took action. **All personnel and convicts were required** to exercise once a day for an hour.

Today, all **visitors** are alerted to this situation. Luna's tourist hotels—not to mention many of the resident areas—are home to massive exercise salons and massage facilities. One of the most common Lunar sights is the ubiquitous **Buff4Life™**, multi-exerciser. Known to Earthside fitness fans, these machines give a full aerobic workout while toning every major muscle group in a remarkable fifteen minute workout. Luna may be Sodom, but it's populated by probably **one of the most the most fit societies** in modern history.

LUNAR CURRENCY

LOW GRAVITY HAS A BAD EFFECT ON THE HUMAN BODY

Chapter Two

MEDICAL FACILITIES ON LUNA

Need a Doctor?

All the tourist hotels have small clinics available 24 hours a day. Lunar residents have it a little tougher. Medical personnel are very scarce on Luna. Every **Lunar House** maintains an infirmary with a staff of 1-5 physicians, and is typically closed to all but House members. Quality of these infirmaries vary.

Luna's one (that's, 1 folks) emergency "hospital" can be found at the site of the Prison's original infirmary. Ironically known as Abruzzo Memorial Hospital, a skeleton staff of 20 man the outmoded emergency and Life support equipment. Surprisingly, **the care is fair to good**. There are 50 beds with an ICU with room for 10. Two of the Houses—Mouse and Dirtboy—are currently shopping for a good medical staff and for up-to-date equipment. No hospital dedicated emergency vehicles exist.

Lunar House: See Chapter 4 for details on the various Houses of Luna.

the care is fair to good: Physicians at Abruzzo have a Medical Skill ranging from 5-7.

THE PSYCHOLOGY OF LUNA CONVICTS

Luna's Resident Population

If the lunar visitor is expecting to find all those nasty convicts rehabilitated, they should think again. The steel deep ethic holds through to this day. The convicts who lived through the riots and subsequent gang wars are very tough people. Although they may fight amongst themselves, they stand steel deep unified against everyone else.

Yes, they've socialized—but only because they had to for continued survival. The tourist industry has done well because the cons realized that no sane "square" would willingly go a quarter of a million miles to be raped, murdered, or ripped-off by criminals. So they smile real nice and present a professional front.

Well, usually.

The "jailhouse" rules still apply and are very visible to the observant. Few Luna cons travel alone. You can pick out the cons in crowds because they tend to



"\$50 an hour; \$75 if you wanna see the really bizarre crap."-
MGM Megagrand Casino's premier attraction, Leather Lita
and her All-Freak Revue.

Getting Around

increase their running speed by 2: If the Character is not wearing g-weights or an e-suit (which is weighted) increase the running speed by 3.

stand against bulkheads or walls. Hand signs are commonly used. Most of Luna cons—at least the ones who interact with the tourists—have high social skills. That does not mean that many don't secretly resent or flat-out hate the visitors. The bottom line is that some of the smarter convicts are truly just doing their job and they'll be straight with you. Many others have a serious problem with the visitors. They may act on that grudge, so watch out.

Vet Characters will be treated better—a lot better. This will be explained in greater detail in subsequent chapters. Suffice it to say that vets, particularly booted vets, are seen as having to deal with prejudice and hatred in much the same way as the convicts have. The cons notice how boosts have come here looking "for something better". Whether this concept is correct or only convenient rationalization is moot. The "camaraderie" is there and genuine.

Like your visit to the Moon, so far? If you're planning on staying, check out the next chapter....

Special Rules for Luna

Because of Luna's low gravity setting, there are some special rules that both GM and players alike should be aware of. PCs will have to deal with such perils as vacuums, fighting in low-g, along with increased abilities in other areas.

Low-G Combat

Fighting in the low gravity setting of Luna can be quite an experience. Characters have to deal with a sense of reduced mass, an increase in effective lifting and throwing strength of opponents, and the greatly enhanced recoil effects of their own weapons. Movement can also be dicey—especially in tight areas—as careless characters can jump into ceilings and walls easily. It should be mentioned that G-weights help Luna residents move normally in normal situations. These rules assume the Characters are wearing G-weighted clothes or e-suits.

Moving

First off, characters have to deal with moving in low-g. As long as characters move at their standard walking rate, inertia is simple to overcome. Characters who attempt to jog will discover that their running stride becomes more like a long jump. In order to run, characters must jump, which will **increase their running speed by 2**. Characters need at least 10' clearance above their heads to run, or

BOOSTED VETS ARE GIVEN PREFERENTIAL TREATMENT

SPECIAL RULES FOR THE LUNAR ENVIRONMENT

LOW-G COMBAT RULES

MOVING IN LOW GRAVITY

Chapter Two

FIRING WEAPONS IN LOW GRAVITY

EXPOSURE TO THE VACUUM OF SPACE IS BAD

else they'll crash into the ceiling. If this occurs, treat it as a collision with the character's SPD plus the RES of the object struck as the Penetration. **Damage is LW/MW/HW/IN.**

Jumping also increases the difficulty of turning or slowing down. Once a vet starts moving at running speed, the character must make a successful P/F Challenge against a Difficulty equal to their current SPD. Failure indicates that the vet cannot slow down, or is unable to turn when they choose. See the above paragraph for the result of a collision.

Characters also have increased Strength due to low gravity for the purposes of lifting. Add 2 to the Character's STR Unit Rating. This makes it possible to use those monster "boost-only" weapons. Look out for the recoil though, champ.

Firearms

Earth-built firearms have their Recoil increased by 2, while Luna-design weapons have their Recoil increased by 1. The Range of weapons is increased by the low gravity as well, adding 3 to all Ranges.

Exposure to Vacuum

On Luna, it takes about 8 seconds, or 2 turns, for the section's doors to seal off an area in the event of a breach. In most areas, atmosphere empties out of an affected area within 20 seconds, or 5 turns, but this number can vary at the wishes of the GM.

Anyone exposed to a breach that is smaller than a man-sized hole must make a P/F STR Challenge against a Difficulty of 12 to grab hold of something to avoid being sucked towards the breach (or sucked out if the breach is close to man-sized). If the hole is larger than man-sized, then the Difficulty for the STR Challenge is 15. Assuming that the vets have successfully grabbed something to anchor themselves to, they must make another P/F STR Challenge against a Difficulty of 12 (or 15 for larger breaches) per action that they try during the subsequent turns. Failure indicates that the vet has lost their anchoring grip. Meanwhile, the GM makes a P/F Challenge for the structural integrity of the hole, using the wall's RES against the vacuum's Penetration value of 25. If the wall fails the Challenge, the hole is made bigger by explosive decompression, immediately exposing all occupants of the room to a **total vacuum**.

Damage is
LW/MW/HW/IN:
Again, if a character not
wearing counterweights,
takes MW/HW/HW/IN.
Ouch!

total vacuum: As
explained earlier in *Steel
Deep*, certain horrific
death follows in five turns
when the victim's body
explodes. Have a
nice day.

Getting Around

If the Character is wearing a e-suit which is holed, she has a *chance* if the hole can be patched within two turns successfully. First, roll for the patching attempt. This is a P/F Challenge with a Difficulty of 9 with the Invention/Repair Skill used. (If the victim tries to patch her own suit the Difficulty is 12). A standard suit patch is 5 inches square and must be used. If it's too small for the job, then it's too bad. If the patch attempt is successful the victim must then make a P/F RES Challenge. If this second roll is passed within these first two "golden" turns, the victim stays awake and suffers a MW (1st turn) or HW (2nd turn). If the second roll is failed, the victim falls unconscious and suffers the same damage. Past those turns, there is no hope—the victim will blow herself and her e-suit to shreds.

GMs must judge whether a Character not wearing an e-suit has even a small chance to live. Realistically, a victim blown out of a breach would be dead in 20 seconds.

Space Sickness

Space sickness is, in many ways, the least of your worries in space. It is a combination of claustrophobia, the shock of space flight and the ensuing g-forces, and adjustment to new gravity conditions. Characters freshly arrived to Luna or traveling to Luna on the Shuttle, must check to see if they suffer space sickness. This is a RES P/F Challenge against a Difficulty of 6.

Characters who suffer from space sickness experience nausea, slight paranoia, a sense of doom and general discomfort. These symptoms are severe enough to warrant a reduction of all Attributes by 1 Unit for the duration of the illness. The sickness lasts for a time period of 50 - RES Units. After this period of time, the character has acclimated herself to Luna and will not suffer from space sickness for the rest of her stay on Luna.

THE EFFECTS OF
SPACE SICKNESS



LUNA IS STILL RUN
BY CRIMINALS

Now you're here and you've got your moon chips and your weighted clothes and you think you're one tough mutha'. Well then, you better know the Law and how it works up here. Basically, it's a good news/bad news situation—The good news is the Law is simple, comprised of only a few rules you need learn. The bad news is that breaking one of those few rules will get you dead. Got that? No?

Never forget that Lunar society is ruled by a group of people sent here to be locked up forever. America's worst were brought together in this joint. Now they own this joint.

There are very few hard and fast rules on Luna. The laws that do exist are clear. To break the Law is to ask for death, and if the Security Teams can't fulfill your request, the BADASS Squads surely can.. Also note that one can be punished for things that are not officially against The Law, if one attracts the wrong attention or offends the wrong person. In simplest terms, those with power decide what is right and wrong, and how others should act. If you happen to be "others," then it doesn't matter whether there's any logical way to discern these expectations. If you are acting in a disapproved manner, expect punishment. Here are the Laws...

Don't Touch the Tourists

This is Law number one. No harm can come to tourists on Luna. **Tourists are the major source of income for Luna** and they must be protected in order to keep the burgeoning tourist industry on Luna growing. Steal from them, con them at the gambling tables—as long as it's minor, and no one gets hurt physically, is okay. No one minds if a **rube** gets burned a little—it's part of the Luna mystique and the victims half-expect it. But mug one or cap one? You're a corpse.

Tourists are the... Luna: Bringing in more money than exports or drugs. (The majority of Taste's drugs are consumed by Luna Tourists).

Rubes: Derogatory. Taken from so-called "carny" or burlesque theater slang of the 19th and 20th century for suckers. Short for Ruben. Tourists are also known as citizens.

TOURISTS ARE
PROTECTED BY
STRICT LAWS



The Way it is-The Laws of Luna

Publicly punished for the crime: Typically, something showy like amputation of the thief's hand.
Oh yeah.

Part of the business:
Usually finding some intermediate level of theft that allows them to get by, but doesn't anger the tourists too much. In other words, take the second best suit, half the money in the wallet, and skip the jewelry. If nothing too valuable is taken, the tourists are too embarrassed to say anything.

Not allowed to... days:
The gang leaders figure this is long enough for anyone seriously intent or stupid enough to acquire more weapons. Since the weapons are confiscated for sale or use later by the gangs, this provides them with a regular supply of "imported" firearms.

Involving heavy weapons:
Defined as involving any weapon having the capacity to breach the outer shell of Luna—leading to massive loss of life and property during the ensuing decompression.

Close on the heels of Law number one: *Don't Make Them Complain*. If someone has their hotel room burgled and they don't complain, that's fine. But if they start yelling loudly at all, Lockdown Central may take action. Within a day or so, a scapegoat will be found and **publicly punished for the crime**. Sometimes the actual criminal will even be found. This is done to keep the tourists happy and to keep disgruntled tourists from ruining business for everyone. While this makes stealing from the tourists somewhat risky, most thieves regard this as **part of the business** and go on with what they do best.

Don't Even Try Smuggling

Smuggling large amounts of drugs or weapons onto Luna is a serious crime. Luna is quite capable of manufacturing all the drugs and weapons it needs, thank you. Tourists will be deported back to Earth, the drugs and weapons confiscated, and the offender **not allowed to return to Luna for at least seven working days**.

Smuggling drugs or weapons off of Luna is an even worse offense. Only House Tastee is allowed to ship drugs off of Luna, and only UFO can send guns Earthside. Smuggling when you are not a member of the requisite House is a major offense and usually results in death or the desire to be so.

Take it to the Bang

Fights are common, but firefights are frowned on if there's even a tiny chance of a tourist getting hurt (See Law number one, above) or an exterior wall being breached. Any sort of firefight **involving heavy weapons** is strictly forbidden throughout most of Luna. Those with a grudge to settle are advised to take their fight out to the Bang. This doesn't mean that there aren't periodic gun battles in all parts of Luna, but it does mean that Security Teams or possibly BADASS squads will show up if such a fight breaks out. And, they are much more likely to shoot everyone involved than try to figure out what is really going on if there are no tourists participating. Draw guns at your peril. Use anything heavier only if you are suicidal.

SMUGGLING IS
VERBOTEN

THE BANG IS
FOR VIOLENT
CONFRONTATION

Chapter Three

PUNISHMENT ON LUNA IS SEVERE

Sentencing

Breaking the weapons law will get a tourist deported; a resident will at least be severely beaten, and should consider himself fortunate if that's the extent of it. More commonly he will be executed. Execution methods vary with the crime. A simple bullet to the head or electrocution is getting off easy. For those who screwed up big time, they get **asked to step outside**.

Residents can also expect public beatings, shock treatments and **other cruel tortures** for breaking the unwritten codes of Luna's ruling elite as well. If you are occupying a part of a hall that House Grunt's **Gary Neevers** wishes to pass through, he may or may not graciously give you the opportunity of moving out of the way prior to having you moved by his guards. If he's impatient—has his guards move you and you don't fight back—the worst that will happen is being pitched headfirst into a steel wall. Should you resist though, at the least, you could wind up with a cracked dome, and may find yourself serving a six month stint in the Sludge Pits. The only residents immune to this kind of treatment are high ranking SD officials and known boosted vets. A boost can expect a polite request to be made for cooperation before violence ensues. Gang leaders don't like wasting the lives of their own boosts. There are no trials on Luna, and the Security Teams and BADASS squads have the privilege of on-the-spot execution when they feel it appropriate. This includes the execution of anyone involved in a firefight with heavy weapons outside of the Bang, and of any resident caught harming or threatening a tourist. In these cases, Security will most likely blow the offender's head off, and apologize to bystanders for the mess.

Big Brother In the Big House

Lockdown Central keeps a very close eye on what is going on in Luna. It has a 3,000 man security force divided into Security Teams, supplemented by a rotating crew of 100 BADASS troopers divided into Action Squads. There are also close to **3,000 support personnel, including paper-pushers, video technicians and computer operators**.

The heart of Lockdown Central is the SecureNet. This massive video surveillance network pries into most areas of Luna. The only areas truly not observed are the Bang, Skid Row, and the private quarters of the House apartments. Everything else can be under the eye of Lockdown Central. Technicians and computers monitor thousands of cameras at all hours, and the tapes are archived to CD-ROM for storage. Of course, there are so many cameras, and Luna is such a big place that everything doesn't get filmed at any given time.

Asked to step outside:
Slang; e.g. "Joey's history. Taste asked him to step outside". A bad way to die. The victim is taken to room featuring an exterior pressure door to the Moon's surface. After the interior door is sealed, the other door is opened. Nature does the rest in about 20 pain-filled seconds. Courtesy of Sterling's Law of Fluids (fluids will flow where there is the least pressure), the victim finally explodes. A.K.A the "moon walk" e.g. "Yeah, the mook got to do the moon walk—ka-blam!".

Other cruel tortures:
Anything a SD gang leader can think of. If Taste has been wondering how long a human remains alive while being eaten by starved carnivorous guinea pigs... you get the idea.

Gary Neevers: See page 39.

3,000 support personnel,... operators: They work in shifts of 700. Three shifts per day, 8 hours each (yes, Luna maintains earth standard days). An optional 2 day shift with no relief, is highly treasured and coveted for the additional pay, and the 5 days off each week.

LOCKDOWN CENTRAL SECURITY



The Way it is-The Laws of Luna

Nevertheless an... 10 minutes: Particularly as they compare with the statistics for the forces of law and order in the United States, earthside, who have a 6% rapid response record, even when called and notified of a crime in progress. Likewise, their apprehension rate of violent felons is slightly under 9%, and we won't even discuss the conviction rate.

Any sort of... evening: Since Luna maintains few age of consent laws, or even customs, there are certain men and women from earth who find their fondest desires much easier to realize on the moon than they do at home. This makes for a certain type of repeat business—business the SD gangs appreciate, but don't discuss with the media.

Nevertheless, there is an impressive 25% chance that a serious violation of the laws will be noticed and responded to within 10 minutes. An additional 25% chance exists that such a violation will be noticed and responded to within a second ten minutes. Otherwise, there is a 25% non-cumulative chance that the incident was taped and archived. When security examines the CD after the incident is reported, they will be able to view the occurrence.

Lockdown Central also has control over the doors leading to various areas of Luna, as well life-support for every section of Luna, except Monster Base 1. If anything happens that needs to be stopped quickly—a full scale riot, for instance—hidden wall-mounted tight beam microwave generators will be turned on. Superheating the rioters' G-weights, the weights burn there way out of the clothes and fall to the floor. Suddenly everybody's bouncing off bulk-heads real hard. End of riot.

Okay, So What Isn't Against the Law??!

There are a lot of things that you can get away with on Luna. Hand to hand fighting is ignored as long as no one hurts a tourist. Drugs are available, legal, and cheap. **Any sort of sex object you can imagine you can rent by the evening.** And, if the mood takes you, you can go out into the Bang and bust a few caps. Ain't life great?

Then of course, if you really enjoy life on the edge, there are always Lunar politics. As far as the casual observer can tell, all of the Houses of Luna get along just fine, right? Wrong. While the Houses have to cooperate to survive, they don't have to like it. Violent confrontation isn't rare. Members of opposing Houses get down out in the Bang regularly, settling up with gats, knives, fists—whatever it takes.

Resolving Conflicts by Gat

Disputes are rampant in SD gang politics. Minor disagreements that seem petty can sometimes lead to wholesale slaughter in the Bang. And don't forget the sub-gangs...The Bang's a popular place.

Everything from disputes over reported thefts to House differences over market share and profit/loss statements can end up getting settled in the Bang. For most small-scale differences of opinion, the involved parties just get their guns and agree to meet in the Bang at a predetermined time. When both sides arrive, they simply start blowing large holes in each other. The winner is determined by who walks out alive.

STAYING WITHIN
THE LAW

BANG FIGHTS VARY IN
SIZE AND TACTICS

Chapter Three

MEDIUM SIZED CONFLICTS

Medium-sized disputes often involve the numerous sub-gangs of the various Houses, having from three to twenty people each. These parties are a little more organized, with the various sides arranging ambushes and other sneaky surprises for the opposition. Of all the types of fighting that go on in the Bang, this is the most dangerous to get involved in; cross fires, feints, traps can all be expected.

LARGE SIZED CONFLICTS

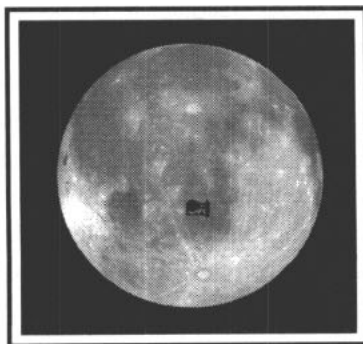
Large scale conflicts are rare, but they do occur. On occasion, the Houses reach an impasse in negotiations over certain difficulties, and decide to settle the issue with firepower. The Houses agree on the number of participants on each side (normally arbitrated by a third, uninvolved House), the type of weapons allowable and the time and location of the fight. Once the "rules" are set are, the Houses put together their teams, often hiring boosted muscle to round out their House-owned fighting forces. Then the fire teams enter the Bang and start getting set up for the fight. Ambushes, mine fields (when allowed), kill zones and other military strategies are deployed as each House vies for the best position in the fight to come. When the pre-appointed time comes, the Houses rock 'n roll until only one House is left standing. The winner decides the outcome of the original dispute, and the loser must abide by the decision.

SMALL SIZED CONFLICTS

On the small and medium scale, this method for determining who's right is fair, but on the large scale there are **serious inequities in the system**. The large SD Houses are able to purchase far more experienced and powerful fighters to round out their fire teams, while the smaller Houses have to make do with non-boost fighters and substandard weapons and equipment. This assures that the SD Houses can maintain their current position, forcing the smaller Houses to back down and submit to their wishes. The smaller Houses can't afford to keep challenging the big SD Houses to the Bang, as the manpower losses seriously cut down on their membership. And the larger Houses **won't give in to the smaller Houses on most issues**. For now, the smaller Houses will settle for their role in Luna's political structure, but they're constantly on the lookout for a way to increase their power and prestige.

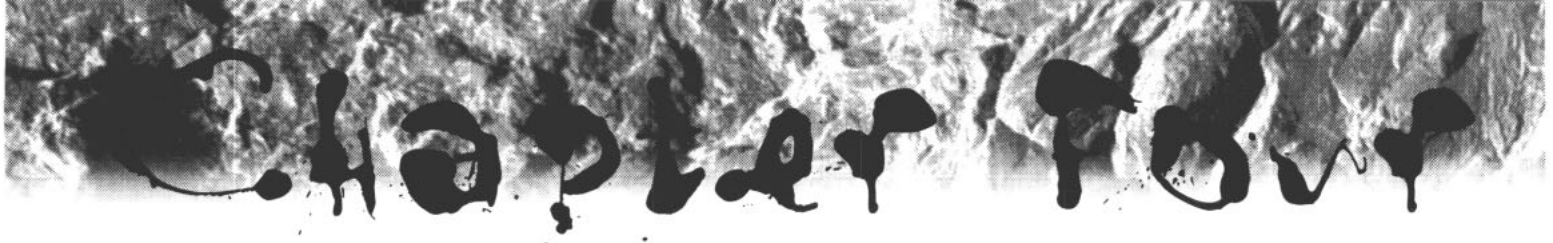
serious inequities in the system: In most cases, of course, it isn't necessary to resort to the Bang. In most situations, a House would rather cut a deal and work it out than lose the money and manpower from a dust-up in the Bang.

won't give in to the smaller Houses on most issues: Why? Because they don't have to. On Luna, might makes right...





Taking the *really* high road-Tranquility Jack takes his "lunar Rover" out for a walk.



"We stared at each other for long moments, each measuring up the other. Finally we drew, he, his Neomag Megagat, me, one half of the code that would reactivate the life support system. "The other half," I said, "is in my head where you won't find it.... not even with that."

– From *Three blind Mice*, the Peter Argot interviews with House Mouse.

Of all the SD gangs, five rose above the rest to take control in the anarchy after the New Soledad riots. Each gang wields enormous power which they fought to obtain. Never underestimate them.

The Five Houses of Luna run the show in their little country, making all-important decisions. But they don't necessarily work as a team all the time. Each House has its own area of expertise, for which it is entirely responsible. Other Houses have very little say in how an individual House handles its responsibility, but there is an underlying threat for failure—a House that consistently falls down on the job, may find the other Houses united against it in a war of elimination. The Houses do depend on each other, and if one House isn't doing well, the others will take up the slack with dire consequences to the failing House. It hasn't happened yet, but it could.

KEY TO HOUSE DESCRIPTIONS

Below are descriptions of the Houses, giving the GM the information that he will need to run adventures involving the Houses. The House descriptions leave room for the GM to expand them as he desires, or they can be used as is.

The key to the descriptions is as follows:

HOUSE COLORS

COLORS: Each House uses a specific mode of dress to identify their members. Keep in mind that the standard colors of a House might be modified by members of House Subgangs, to add a further level of identity to those members.

HOUSE MEMBERS

MEMBERS: This lists the number of members in the House, as well as the number of boosted House members. The numbers change daily but stay at about these levels.

HOUSE LEADERSHIP

LEADER: A description of the House's leader or leaders. This section gives all vital game information on the House's leader, as well as a personality sketch for role playing purposes.

The Houses of

L • u • n • a

AVERAGE BANGER: This lists the statistics and a personality sketch of the average member of the House being described. The standard weapon and armor of the House are also listed, though GMs should feel free to change this according to the role the bangers play in a given adventure.

TREASURY: Each House keeps its money separate from the other Houses' stashes. The first sum here refers to the House's immediate wealth— cash, usable at any time. The second sum is the Houses' total wealth— equaling their worth in equipment, facilities, stock portfolios, etc. Total wealth can only be gained if the House sells off everything it owns and gives up any rights it may have on Luna (effectively selling them to another House or an Earthside buyer). For obvious reasons, this probably won't happen. Assume that a House can get 1/2 of its total wealth within a couple of months, though it will take it years to rebuild the lost property and asset base.

AREAS OF CONTROL: This lists the various areas that are controlled by the House.

CURRENT ACTIVITY: Any important projects that the House is involved in will be covered here. This details things like important research projects and subterfuge in progress.

GOALS: Most of the Houses have some sort of long-term goals. These are described here, along with the steps the House will probably have to take in order to realize these goals. The effects of the achievement of these goals are also described for the GM's convenience.

SUBGANGS: Most Houses have a number of smaller Subgangs that operate within them. These cliques are generally loyal to the House as well as to themselves, but have their own agendas as well. The Houses tend to let these Subgangs exist as long as they don't cause trouble, though they don't hesitate to stomp 'em if they get out of control.



HOUSE CONSTANCE

COLORS: Rank and file members of this House dress in varying styles depending on the tastes of their clients. A varied wardrobe is important to a House Constance prostitute...and most have big wardrobes. The enforcers/management dress in the latest Earthside styles. Bottom line for the entire membership: dress to impress. All sport, somewhere on their bodies, the tattoo of House Constance.

HOUSE MEMBERS

HOUSE FINANCES

AREA OF HOUSE
CONTROL

CURRENT HOUSE
ACTIVITIES

HOUSE GOALS

HOUSE SUBGANGS

HOUSE CONSTANCE



FOUNDED BY CHILLER

MEMBERS: 11,260. There are currently 15 boosted vets working for House Constance, mostly as enforcers.

LEADER: House Constance was founded by Chiller, an old-style gangbanger and pimp from L.A. Chiller worked the streets, and was personally responsible for close to fifty killings, including a number of police officers. This reputation as the killer pimp served Chiller well in prison. Even when Luna was New Soledad, Chiller and his boys were selling other prisoner's bodies for cigarettes and smuggling drugs. When freedom came, he saw no reason to stop the enterprise and formed "House Ho."

Chiller was the oldest of the House Leaders, and was perceived as the most dangerous. He'd been involved with gangs of one sort or another for most of his 50 years, and you don't get to live that long without having your beans together. Ruthless, Chiller was more than willing to do wetwork personally, if it served his purpose or amusement. This "hands on" approach earned him fear and respect from his crew—not to mention the other Houses.

Unfortunately for him, it also led him to underestimate those that worked for him. Among the ranks of the House were a number of madams who had maintained, at one time or another, brothels in various U.S. cities. Chiller gave them the same position in his organization that they had held on their own. The difference was that Chiller treated their girls and boys like chattel. Property to be used and discarded at his whim. He didn't care what happened to his prostitutes as long as he got his money.

One of the marks of a good Madam, as opposed to a lousy pimp, is that her prostitutes are family and are treated as such. They are protected, to whatever degree is possible, from the whim of an aberrant trick, and from **the diseases those clients may carry.** They are pampered, housed, fed, clothed, and when too old to continue the trade, either found a job as a Housekeeper or cook, or pensioned off.

The Madams were outraged at Chiller's cavalier disregard and treatment of the House's "work force." After lengthy discussion, they decided that he wasn't different from any street punk in the old days and could only be dealt with by elimination. The dog was simply too old.

Carefully, the **five Madams** (Henrietta, Beatrice, Suzanne, Florence, and Mary Beth) established their own network among the prostitutes and among the bangers. They also subverted some of the more intelligent of the House's upper leadership.

Chiller partook of the House's wares himself. Armed with this knowledge, the Madams selected a girl Chiller was known to dig—and abuse regularly. She

One of the marks... lousy pimp: This is to be taken generically. There are pimps who take proper care of their houses, and there are madams that are good-for-nothing exploiters. In general however, perhaps due to perceived sex differentials, madams treat their prostitutes as family, and pimps treat prostitutes as animals.

The diseases those clients may carry: Refers to sexually transmitted disease. No matter how many STDs are cured, there always seem to be others entering the human community.

Five Madams: See stats on following page.

THE FIVE MADAMS
PLAN A COUP

CHILLER'S
GRISLY DEATH



The Houses of

L • u • n • a

jumped at the chance for a little payback. And after she'd been surgically altered by a half-mad doctor, the trap was nearly ready.

Having equipped her and briefed her well, the Madams made certain that Chiller saw her at a House function. The bait was taken, and within hours, Chiller ordered her to his quarters. True to form, he beat the girl severely before having sex with her. Once engaged, the prostitute dismembered him. Instantly Chiller knew what had happened. Flopping about, weeping and gurgling, he still managed to strangle the girl before bleeding to death himself.

Expecting no other outcome, the Madames and their network immediately assumed control of the House, and renamed it Constance, after a Victorian Madam, famous for always making the right selection for every client. Then they buckled down to defend their new position.

A couple of days elapsed before Chiller's homies managed to get it together. Once they had, their rage overflowed. They weren't going to be ruled by a handful of old women. Five attempted coups in a row all failed with monotonous similarity; the "traitors" involved were captured and put to death immediately. After five tries, all of Chiller's bosom buddies were dead. The younger set didn't feel the same type of loyalty to Chiller's memory. They crewed up with the Council of Madams. Since then, they've had no cause to regret their choice.

THE FIVE MADAMS
TAKE CONTROL

Five Madames Consist of :

Henrietta - (STR: 2, DEX: 1, SPD: 2, INT: 2, WILL: 2, AURA: 4, Acrobatics: 9, Charm: 9, Gun Combat: 8, Streetwise: 9, Thief: 6, Weaponry-blade: 6)

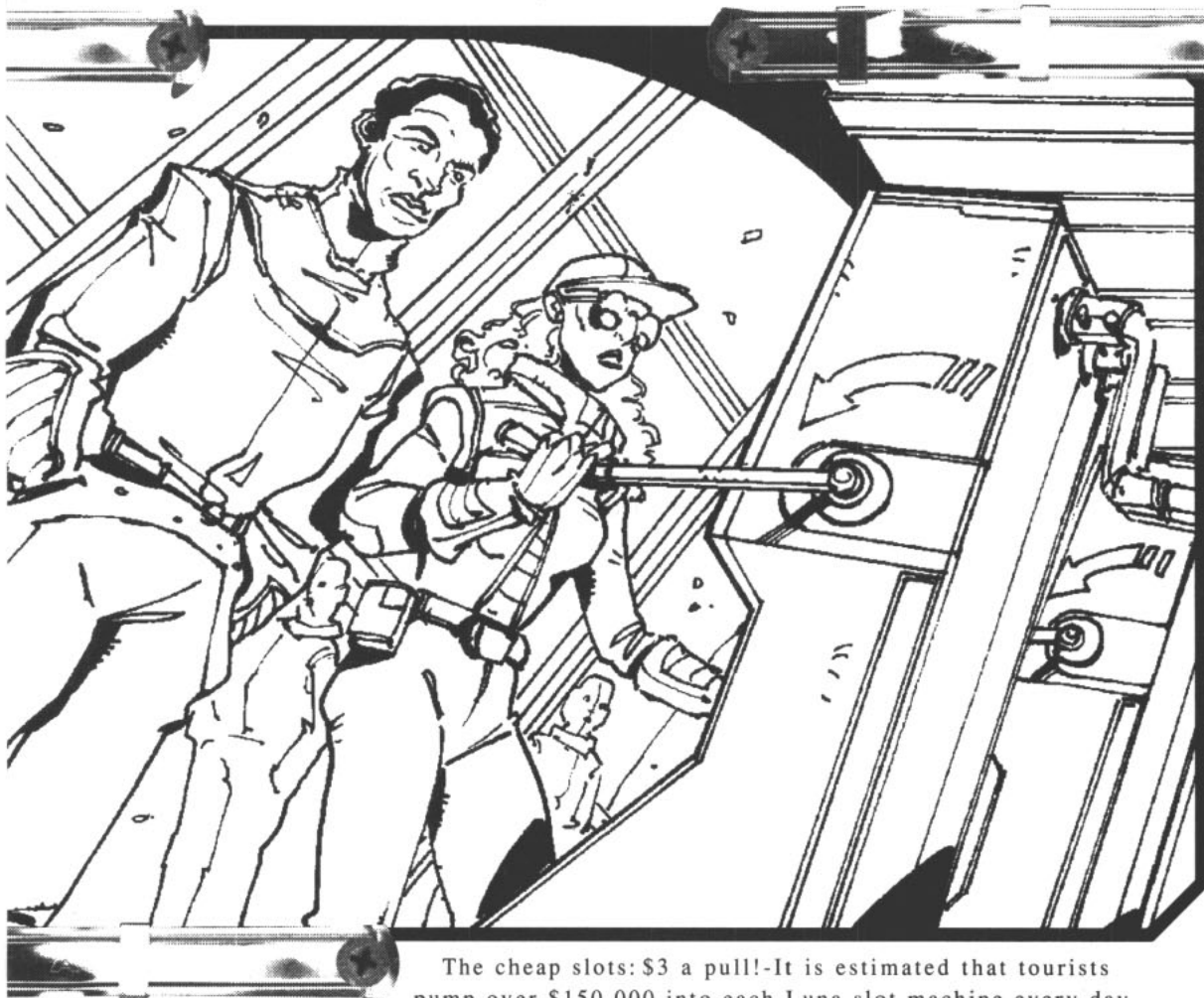
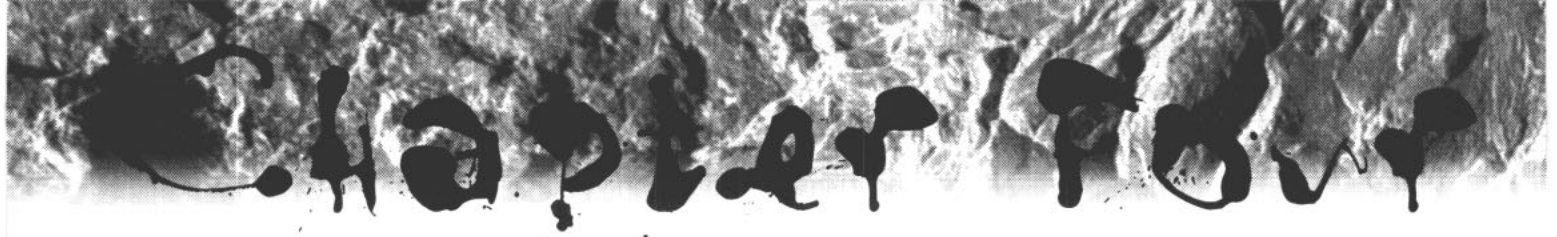
Beatrice - (STR: 2, DEX: 4, SPD: 2, INT: 3, WILL: 6, AURA: 5, Acrobatics: 6, Administration: 9, Artist: 9, Business: 8, Charm: 9, Gun Combat: 6, Intimidation/Interrogation: 9, Streetwise: 6, 9mm Walther antique)

Suzanne - (STR: 3, DEX: 3, SPD: 2, INT: 5, WILL: 4, AURA: 6, Acrobatics: 7, Administration: 9, Charm: 9, Detective: 9, Languages (Spanish): 12, Leadership: 7, Martial Arts: 11)

Florence - (STR: 2, DEX: 2, INT: 4, WILL: 2, AURA: 4, Acrobatics: 9, Administration: 6, Artist (Writer): 12, Business: 9, Charm: 10, Computer Science (Digital Security): 8, Detective: 8, Gun Combat: 5, Medicine: 5, Streetwise: 10, .50 cal Urban Nightmare EP450)

Mary Beth - (STR: 2, DEX: 5, SPD: 3, RES: 1, INT: 3, WILL: 4, AURA: 4, Acrobatics: 9, Charm: 9, Detective: 7, Gun Combat: 10, Martial Arts: 9, Streetwise: 9, Thief: 7, Vehicles (Lunar): 5, Weaponry: 7)

THE FIVE MADAMS



The cheap slots: \$3 a pull! - It is estimated that tourists pump over \$150,000 into each Luna slot machine every day.

AVERAGE BANGER: The members of House Constance do what they can to emulate the gangbangers of Chiller's youth, with one exception: these gangers treat the House prostitutes very well. House Constance's members are known for their short tempers.

TREASURY: \$30,000,000/\$50,000,000. House Constance doesn't have a lot of cash tied up in equipment. The overhead is pretty low (mainly food, drugs, and clothes for the workers), and they do a brisk business. They have also turned a hefty profit in pornography, selling tapes of their prostitutes. Careful blackmail has netted them some good sums, too, from unwitting "co-stars."

More often, the blackmail is used to finesse some corporate or Earthside government clout. Gambling is starting to be a big thing with House Constance, and may eventually **outstrip prostitution** as the House's main source of income.

Members of House Constance (non-prostitutes) : STR: 3, DEX: 4, INT: 2, AURA: 4, Acrobatics: 7, Charm: 7, Gun Combat: 9, Streetwise: 6, Weaponry: 5, Heavy Kev, Mondo, 15mm UN/HoG Excommunicator or 10 gauge Melbourne Arms Hogan, Survival Knife.

Outstrip prostitution: A given customer may well be willing to drop a lot of money to be with the girl or boy of their dreams. On the other hand, if Constance can attract the habitual gamblers, they'll lose many times a prostitute's fee, day after day, until they run out of money. Then they'll be back, all in the hope of that "big payoff."

The Houses of

L • U • N • A

It takes time...to the life: Amateur recruits are trained in a 30 day program. The recruits are given lessons in etiquette, seduction, body language, and style. Concurrently, they are fed a number of designer drugs that alter body chemistry. These drugs heighten sensation, break down inhibitions, and mass-produce pheromones. Upon graduation from the program, the recruit is a highly-trained, attractive, prostitute with a total love of their work.

Professional entertainment specialists: A House Constance euphemism for their prostitutes.

AREAS OF CONTROL: House Constance spends most of its energy on its workers. **It takes time and money to train and condition new recruits to the Life.** The prostitutes have been the mainstay of income for the House since its inception, and that probably won't change any time soon. Beyond the local talent, Constance has been attracting and importing very high quality professionals from Earth. House Constance's rep is solid: they take care of their own. Gambling is increasing in popularity, too. House Constance has begun expanding its gambling operation at a brisk pace, hoping to turn it into as big a money maker as prostitution is now.

CURRENT ACTIVITY: Constance is doing what it always has: raking in money and keeping watch over its interests. The Madames are far better at keeping an eye on everyone else than Chiller ever was, and they believe in covering their own backs as well. To help insure safety the House expands fairly slowly, only investing money and energy on pursuits that are sure to turn a profit. And right now, only prostitution and gambling are sure things for House Constance. To push their gambling operations into high gear, Constance is using Earthside agents to actively recruit the best pit bosses and dealers to be found.

GOALS: Although House Tastee supplies House Constance with their aphrodisiacs, conditioning drugs and "recreationals," The House would like nothing more than to edge out Tastee for the drug trade—finally taking it over. Such a move would be very risky though, and would probably cost the House more than it would gain. Madame Beatrice watches House Tastee constantly, and occasionally sends out some of her **professional entertainment specialists** on gigs with Tastee members to spy on them.

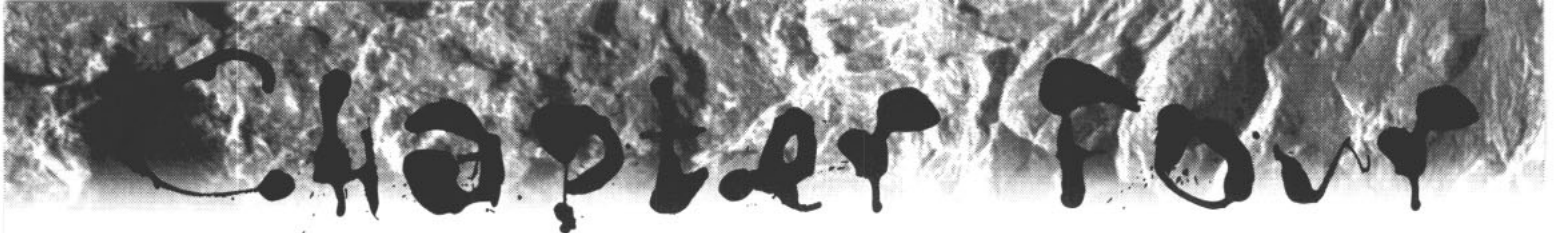
House Constance is looking for boosts for both grunt banger work and as prostitutes. The Madames see the value in the "genetically advantaged" and are desperate to get more on the payroll. Money is no object as far as this goes, and House Constance has been noted to outbid even House Mouse for particularly powerful boosts. And, hey, think of the job perks, soldier!

SUBGANGS: House Constance has a few Subgangs, but only two that are of any importance: The Scarlet Pimps and the Dice.

The Scarlet Pimps have managed to earn themselves a little of the money from the prostitutes, mainly through intimidation. About 15% of the pimps on the House Constance payroll are members of the Scarlet Pimps, a big enough number that they can get away with profit skimming without worrying about what the other pimps will say. It's common knowledge that talking about what the Scarlet Pimps do is a good way to get yourself disappeared. Nevertheless,

CONSTANCE
CONTROLS
PROSTITUTION

CONSTANCE'S SCARLET
PIMPS SUBGANG



CONSTANCE'S DICE SUBGANG

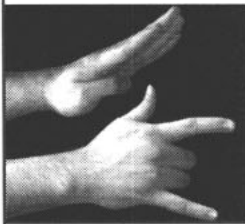
some of the pimps think (correctly) that Madame Mary Beth is starting to catch on, and are sweating Hot Loads. They remember what happened to those mooks who went up against the Madames after Chiller's death. Mary Beth isn't sure though, and as long as the Pimps don't get too greedy and stay cool, they should be safe.

The Dice have also been skimming from the till, but they're a little smarter about it. Rather than actually take money from the casinos, they put ringers in to gamble for them. Then, casino staff—paid off by the Dice, rig the occasional game so the ringer wins. Because they are very careful, they can make a pretty good living without resorting to outright thievery. They are also careful to keep their winnings in any one place relatively small: if they started winning hundreds of thousands of dollars at a whack, someone would start to get suspicious. Most of the ringers will win a few thousand bucks or so, and then move on. The upswing in imported Earthside dealers is complicating matters—most won't jeopardize their jobs to fix games, so the Dice avoid them like the plague. As with the Pimps' scam, the Dice are walking a very thin tightrope. If they're discovered; they'll get a sudden introduction to the lunar atmosphere.

The Scarlet Pimps and the Dice are both leery of each other, and are pretty sure they know what the other group's doing. While they'd both like to move in on the other's territory, they know full well that doing so could draw too much of the wrong kind of attention. This would be...bad.

Stability requirements: According to Hard Labor, requirements are that the boosts be at least as stable as the average gangster on Luna in terms of stress tolerance. A low tolerance rating or Claustrophobia would be obvious problems in a dark mining shaft.

HOUSE DIRTBOY



HOUSE DIRTBOY

COLORS: House Dirtboy's colors are more a result of the House's areas of responsibility than any sort of stylistic statement. Members of the House wear drab coveralls, generally with a black bandanna wrapped around their

head to keep sweat out of their eyes. Their colors are worn by default, as they are also the standard work uniform for miners and those who work in shipping. Though unimaginative, House Dirtboy's colors perfectly sum up what the House is all about: hard work and determination with a minimum of flash and nonsense.

MEMBERS: There are 38,860 members of House Dirtboy. There are currently no boosted members, primarily due to Hard Labor's recruiting policy. Boosts attract all the wrong kind of attention, and while they do work well in the mines, they tend to be a little too unstable to operate heavy machinery for any amount of time. While Hard Labor (see below) does take a look at any boosts available for recruiting, she has yet to find any that fit her **stability requirements**. The typical Dirtboy member is strong, psychologically steady, and built to stand up to severe manual labor.

The Houses of

L • u • n • a

Hard Labor: (STR: 3, DEX: 1, SPD: 3, RES: 2, INT: 5, WILL: 3, AURA: 6, Administration: 10, Business: 10, Charm: 7, Intimidation/Interrogation: 9, Leadership: 9, Psychology: 8, Streetwise: 6, Thief: 6, Weaponry: 7, Katana, Heavy Mondo, Average pack, cellular phone).
"Get a crew down to D16 now! Give 'em overtime, danger wages, AND some comps to Henrietta's. We gotta clear that shaft quick before all hell breaks loose!"

Let alone her looking like a former convict: Hard Labor (real name: Karen Ann Blanco) incarcerated at New Soledad Prison on four counts of Armed Robbery, three counts of manslaughter, one count of kidnapping. The lovely Karen Ann was responsible for the so-called "Midland Trust Massacre" of 2004.

Turning it into a playground... freedom: Hard Labor is not alone in feeling that, having won their independence, the Houses immediately began bowing down to the very corporate scum who had helped putting them here in the first place. Many Luna residents share the sentiment.

LEADER: **Hard Labor** runs House Dirtboy, and she does it well. At first appearance, Hard Labor looks completely out of place among miners, **let alone her looking like a former convict.** She is quite attractive, and doesn't seem to be cut out for the sort of hard work that Dirtboy is known for. But, on closer inspection, her muscles become evident, and the numerous scars on her arms and hands mark her as someone who has done her fair share of strenuous labor.

Most people, including the leaders of the other Houses, view Hard Labor much as they view the Dirtboy membership: hard-working, but not too bright. This is an opinion that Hard Labor fosters, often speaking slowly and with great deliberation as if she was choosing her words very carefully so as to not look stupid.

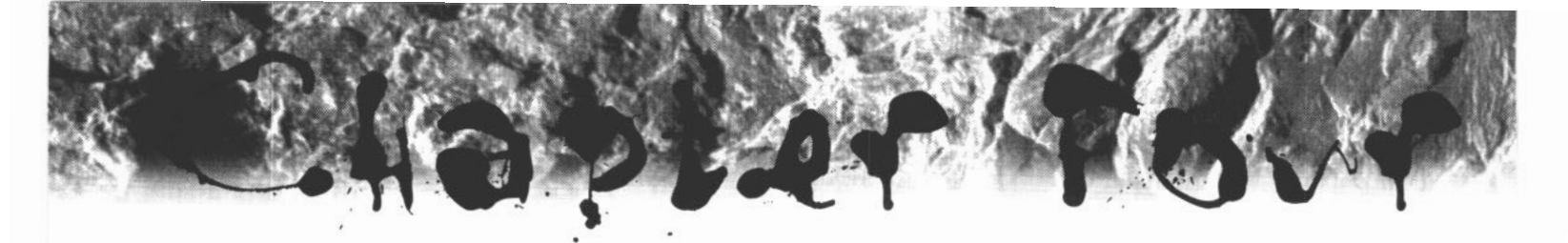
In truth, she is just shy of being a genius and is easily one of the smartest people in the Lunar population. She goes along with the dull act mainly so others will underestimate her. As long as they think she isn't devious enough to have her own designs, she's allowed to pursue those designs unmolested. And Hard Labor does have her plans. She wants to rule Luna. It's her overwhelming desire to control Luna as she controls her House. She isn't happy with her share of the pie so she's decided to take the whole pie. She's not interested in the tourist trade and the other sidelines of Luna. If she takes control, she'll do away with them. She sees Luna as the new center of manufacturing and mining, and would like to make it so. Her interest in the drug trade is also keen, believing that she could make herself unimaginably wealthy if she could only turn Luna's primary thrust toward those three industries.

Hard Labor cares very little for the other Houses. She views House Grunt with contempt, but keeps them near as the only ally she can depend on, because the goals of the two Houses seem to go so well together. The other Houses can take a hike. She feels they have perverted the new country of Luna, **turning it into a playground for those she fought so hard against to gain her freedom.** She's allied herself with the boosts living in The Pit, believing



"Get outta my face with that camera."-House Dirtboy's Hard Labor.

DIRTBOY IS RUN
BY THE CHARISMATIC
HARD LABOR



they can be used as a secret weapon when it's time to make her move for power. (See Chapter 5, The Pit, for more details)

AVERAGE BANGER: House Dirtboy's average member is truly average. The only area they stand out in at all is their devotion to their House and their ability to do hard labor. All the men and women who belong to this House have an amazing ability to perform the hardest and most menial tasks without complaint. They take great pride in their work and have little aspiration to do anything else. While certainly not the brightest of people, they are content with their lot in life and are willing to do whatever it takes to further the aims of the House as a whole.

TREASURY: \$5,000,000 / \$150,000,000. The vast majority of this House's money is tied up in the machinery needed to operate the mines. Only recently has the House started to show a real profit, as most of the machinery is fully paid off and in good repair. During some months, the House brings in close to a million dollars net profit, but in other months it may not quite break even. Such fluctuations are caused by the value of the raw ore being mined, as well as the occasional problems that plague any mining operation. Injuries, mechanical failure and cave-ins all play a part in keeping this House at a relatively low profit margin. The shipping concerns run by House Dirtboy help to stabilize the fluctuations somewhat, and the House is on an upward economic trend. Dirtboy holds the contracts with a number of Earthside corporations for ore sales and the trans-world shipping of all manufactured goods to earth.

AREAS OF CONTROL: House Dirtboy controls the mines, runs the refineries and operates the shipping of goods to and from Luna. The mines are their primary source of income and the area taking the **most personnel to run effectively**. The refineries are run by representatives of House Dirtboy, but the labor is shared with House Grunt. Shipping profits are soaring as the number of tourists and the amount of trade increases and they will soon draw as much profits as the mines do in good months. And let's not forget those massdrivers used to back down the US government—Hard Labor has them and they're still used to launch large ore packets back into earth orbit.

CURRENT ACTIVITY: House Dirtboy, under the guiding hand of Hard Labor, is working to control the flow of minerals to Earth and into the manufacturing facilities of the other Houses. Hard Labor plans to use the mines to cause fluctuations in the metals markets Earthside. By strategically dumping great amounts of various metals and minerals into the market, she can effectively drop the prices of those minerals on Earth. Once the prices have fallen, she plans on stockpiling the minerals, and withholding them from the market, driving prices up again, so she can sell the stockpiled metals at a higher profit.

Most personnel to run effectively: In fact, the mines take 4 out of 5 of Dirtboy's members, though only a select group of them belong to The Miners Subgang.

DIRTBOY CONTROLS
MINING AND SHIPPING

The Houses of L • u • n • a

Smaller, Earthside mining operations: Such operations are constantly battered by the manipulations of ruthless large corporations as it is. It wouldn't take much of an additional push to drive many into bankruptcy

Effectively cripple: She realizes she can pull this once and only as a kamikaze, end-game ploy. If the other Houses managed to survive, they'd retaliate immediately—crushing House Dirtboy at any cost and to hell with the consequences.

Shipping modules: Or in Lunar slang: shipping mods. Mass-produced and reusable, these containers hold up to 1 metric ton. The ore mods—as used on the mass drivers—hold 8 metric tons of ore and feature small braking engines with a programmable navigation computer.

Crucial supplies: While Mr. Tastee prides himself on his Lunar products, he has to work hard through his labs and think tanks to stay one step ahead in development. One step ahead of the Earthside drug conglomerates, that is. To do that, he needs a constant supply of chemicals and samples that must be imported from Earth, thus having to pass Dirtboy's scrutiny on the Docks.

Ideally, she will drive prices down far enough initially so that **smaller, Earthside mining operations** will be forced to shut down. Should that occur, she'll purchase those mines through a dummy corporation increasing her control over that whole sector of the exchange markets. It's a risky business, but a fairly sound plan. With the amount of metals mined on Luna, and the dependency of Earthside corporations on these metals, Hard Labor may be able to bring this plan to fruition within the next year or so.

Hard Labor also controls the amount of minerals and metals available to the other Houses. She can **effectively cripple** all manufacturing on Luna by depriving the other Houses of raw materials, doing great economic harm to her enemies who are involved in such manufacturing. She has used a less sweeping ploy in the past to do some damage to particular Houses, making it look as if unforeseen delays or mechanical failure are at fault for delayed shipments. So far, none of the other Houses suspect what's happening, primarily because they don't believe Hard Labor shrewd enough to be a threat to their own plans. Most buy her story and go on, though House Mouse has started to suspect otherwise.

More damaging to the other Houses, though, could be Hard Labor's control of shipping. Essentially, House Dirtboy is in charge of unloading anything that comes to the moon and of loading anything going to Earth. While Lockdown Central, and thus House Mouse, controls flight plans to and from the moon, nothing gets off a ship until a Dirtboy checks it in and takes their cut of the profit. And nothing gets on a ship until Dirtboy's boys and girls go through the **shipping modules**. Hard Labor has used this to devastating effect before, holding back **crucial supplies** from House Tastee's research labs. The delays were purportedly caused by an accidental "misplacing" of the needed chemicals, but were actually used to extort more money from House Tastee. Hard Labor doesn't use this tactic often. She'll only pull it out at an optimum time for the most devastating effect possible. By slowly crippling the shipping of other Houses, she believes she can control them and eventually take them over. As shipping costs and the prices of raw materials skyrocket, other Houses will lose money and House Dirtboy will gain it, giving Hard Labor the power she needs to eventually conquer Luna. That's the plan, anyway.

GOALS: Hard Labor's sole goal is to conquer Luna, as explained above. Dirtboy members aren't aware of her long term plans, but are completely loyal to her.

As an additional foil against the other Houses, Hard Labor would also like to secure control over UFO Inc. House Dirtboy currently leases this area to the weapons manufacturer, giving it direct access to all weapons produced on Luna. Hard Labor would like to make this a permanent arrangement. Right

HARD LABOR WANTS
TO CONTROL LUNA

Chapter Four

DIRTBOY'S MINERS SUBGANG

now, she's got too many people looking over her shoulder, as the other Houses want to make sure they get the guns they're supposed to get. If Hard Labor can get permanent control over UFO, she'll obviously augment her arsenal considerably and the other Houses will have to come to her for gats and ammo.

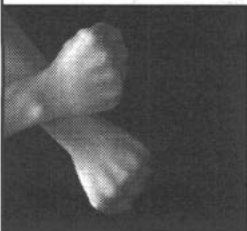
SUBGANGS: There are two Subgangs that operate within House Dirtboy. The first are the Miners, a group composed of mineral miners. They wear the colors of the House, and add a small shovel embroidered on their jumpsuits. The Miners work to make sure the mine workers aren't getting shafted. They act as a sort of labor relations board between Hard Labor and those who work the mines. They're also the elite police force of House Dirtboy. They are called upon to defend the House's interests, typically by fighting in the Bang and to watch for traitors. The Miners view their post as a sacred duty and are honored to serve Hard Labor. Membership in the Miners is prized by all members of House Dirtboy. The miners have nearly 3,000 active members.

DIRTBOY'S MAILMEN SUBGANG

The Mailmen are the second Subgang within House Dirtboy, and the biggest threat to House Dirtboy's plans. The Mailmen are composed of the brightest individuals who can be found working in shipping. Membership is by invitation only. Unlike the Miners, the Mailmen is a **secretive organization** which strives to keep its presence hidden from the rest of the House. The Mailmen have long since figured out what Hard Labor is doing to other Houses in the shipping department, and have been doing a variation on their bosses' theme. They keep their work small, occasionally swiping a valuable shipment which is then shipped back to Earth to be sold on the black market. This tactic has gone undetected thus far, and has put some serious money in the pockets of the Mailmen. Their operations have been hidden behind a veil of incompetence and poor record-keeping. And, because both of those images are fostered by Hard Labor to protect her own plans, it is doubtful the Mailmen will be uncovered. However, if the Mailmen's scam is detected—they pull the House down in their doom with them.

secretive organization: Complete with special handshake, recognition signals, and a cellular organization. The whole bit.

HOUSE GRUNT



HOUSE GRUNT

COLORS: House Grunt's colors are a direct contrast with the duties of hard labor and janitorial services. Members wear brightly colored jumpsuits with ornate silver piping and fancy threadwork on front and back. Silvery caps are usually worn, though these are replaced with silver hard hats or other protective equipment when necessary.

MEMBERS: 78,070. House Grunt currently has no boosts. Up until a few months ago, they had three (including Killdozer), but two of these were killed fighting in the Bang. Killdozer has died as well, a suicide victim (see below).

The Houses of L • u • n • a

Otto Berenhardt: (STR: 2, DEX: 3, RES: 1, INT: 6, AURA: 5, Administration: 8, Business: 7, Languages (German): 12, Leadership: 5, Weaponry: 6, Survival Knife)

Myra Vann: (STR: 2, DEX: 2, RES: 4, INT: 4, WILL: 6, AURA: 4, Acrobatics (Dodge): 7, Business: 10, Charm: 7, Computer: 7, Detective: 12, Gun Combat: 7, Intimidation/Interrogation: 8, Leadership: 9, Psychology: 7, Streetwise: 9, Weaponry (Blade): 7. Gear: Average Pack, fax, cellular phone, UFO "Lil' Squirt" pistol w/ Stunspray ammo.

Intelligence analyst without peer: It was her abilities in this area that got her stuck on Luna to begin with. A straight-laced NSA operative, Myra deduced someone within the agency was handing out payoffs. She approached her supervisor with her evidence to ask permission to pursue the issue to its conclusion.

Within hours she was arrested on charges of committing a mass murder some 700 miles away from her station. The trial was bought.

LEADER: The members of House Grunt believe they are led by Killdozer, one of the original "first generation" Homosuperiors created on Luna. In reality, he died more than three months ago. The real power now lies in the hand of a trio of Killdozer's closest "advisors" who have done their best to make sure no one knows the House lost its leader. They rightfully fear that the news of Killdozer's death could cause desertion in the ranks, as well as a loss of face among the other Houses. Killdozer founded House Grunt and the Grunt membership love him. Fortunately, it has been relatively easy to keep Killdozer's death a secret. Originally a charismatic, gregarious leader, in the last three years he'd become a recluse from increasing bouts of paranoia. Killdozer sealed himself off from outside contact when he began to believe that his immune system was failing and that the germs from other people might kill him. For more than a year, Killdozer relayed his orders and messages to the other Houses through his advisors. These advisors were only allowed to talk to Killdozer via intercom, and even that means of communication was lost when Killdozer began to fear assassination by electrocution through the device. Eventually Killdozer's paranoia drove him to suicide, which his advisors covered up with a little help from Hard Labor and House Dirtboy. Since that time, the trio has run the House as efficiently as ever. Soon, they know, it will become necessary to find a replacement as figurehead of the House, but no likely candidate has shown up just yet. The advisors hope to find a suitably tractable boost to take Killdozer's place and they continue to look for possible puppets.

The advisors are led by **Otto Berenhardt**, a diminutive man originally imprisoned for the brutal murders of his family and his employer. While certifiably insane, Otto is also a genius. He exhibits an instinctive understanding of other people, and knows just what to do to get what he wants from them. It was his guidance that brought Killdozer up from an overly-muscled idiot to the charismatic leader of House Grunt. Otto's main job is liaison to other Houses. If no one else tries a power play, Otto will probably take control of House Grunt sometime soon. His well-known affiliation with Killdozer should make the transition relatively smooth, though the people of House Grunt might not buy their new leader in the long run. Grunt membership will have a hard time taking orders from someone who can't kick their ass.

Myra Vann is the most stable leg of the tripod that supports House Grunt. A rather large woman, Myra is anything but attractive, but is an **intelligence analyst without peer**. She runs the spy ring that operates within House Grunt's janitorial services department. She's responsible for keeping tabs on anything that goes on Moonside and she does a very good job. *Nothing* happens without her hearing about it, either through direct information or by rumor.

GRUNT IS LED BY TRIUMVERATE, BUT BELIEVE THEY'RE LED BY THE BOOST, KILLDOZER

OTTO BERENHARDT

MYRA VANN



Up and coming.-House Grunt's Gary Neevers.

HOUSE MEMBERS
BELIEVE KILLDOZER
IS STILL ALIVE

remember **Killdozer's heroics during the New Soledad riots**. No one wants to be on the receiving end of Killdozer's wrath. All the members believe that if it hadn't been for him, House Grunt would have never existed and they would have ended up little better than slaves for the other Houses. Right now, though, they're starting to get a bit antsy about their leader, as they haven't seen him for most of a year now. If they aren't given a new figurehead to follow soon, things could get ugly. Without a strong, visible leader, House Grunt may soon find itself ripped apart by civil war.

Along with the standard banger, House Grunt has another type of member. They're generally smarter and more trustworthy, and are loyal to no one but themselves and Myra Vann. These men and women work as

Lastly, **Gary Neevers** keeps in touch with the people of House Grunt. He makes sure everyone stays happy and productive, and keeps the day to day business of the House in order. While Neevers' task is not exactly glamorous, it is absolutely essential especially after Killdozer's death. Gary has had his hands full these past few months, making sure that everyone believes that Killdozer's still breathing and running things as usual. The strain is beginning to show, though, and Gary **may crack** if things aren't resolved in the very near future.

AVERAGE BANGER: House Grunt members are hardworking. They do what they're told without too much grumbling. Unfortunately, they don't have the same dedication that exists within House Dirtboy, and are prone to squabbling among themselves, unless someone stronger is around to tie them together. And being (by far) the largest House, Grunt membership needs a very strong leader to accomplish this. They're loyal to Killdozer. Any order that comes from him (or is supposed to come from him) is followed, if only out of fear for what the leader might do to those who cross him. The members all

Gary Neevers: (STR: 3, DEX: 2, SPD: 3, INT: 3, AURA: 4, Tolerance: 8, Acrobatics: 5, Business (Entrepreneur): 7, Charm: 4, Thief: 9, Vehicles: 7, Weaponry: 9, Psychosis: Homicidal mania. Gear: 9mm M-21, Survival Knife, HeavyKev, Mondo Armor, Cellular Phone)

May crack: Gary, a vicious murderer, was originally remanded to a LA psychiatric ward due to a recurring psychotic fugue state leading to extreme, homicidal violence, followed by total depressive dysfunction. For the years since his arrival at New Soledad, this condition has not reoccurred, perhaps because Gary's subconscious felt that he was in control. Now, there are cracks in the edges of Gary's sane facade. Although he takes no medication, Neevers should be treated as a PC for calculating stress level by the GM.

Killdozer's heroics during the New Soledad riots: Using his massive size, a broken steel bar, and his Bomb enhancement, Killdozer (real name: Arthur Dingle) single-handedly rushed and slaughtered 19 armed NS guards during the vicious battle for the Admin Cafeteria area.

The Houses of

L • u • n • a

Spies in the janitorial department: Typical stats and gear would be: STR: 4, DEX: 4, RES: 2, INT: 4, WILL: 3. Acrobatics: 9, Gun Combat: 5, Thief: 8, Streetwise: 7, Weaponry: 6, Mil Science (Tracking): 7, Charm: 3. Heavy Kev, Survival Knife, micro camera.

Luna's rapid expansion: The continuous building projects being underwritten by House Mouse in order to use up the open space and establish a solid future for the nation. At least, that's their point of view.

Environment suits: Also known as E-suits. For GM purposes, each suit has a RES of 3. If an E-suited character is potentially in a dangerous situation (i.e. physical attack, explosion, etc.), the GM rolls a challenge pitting the suit versus the penetration value of the threat. If the suit fails, its integrity is considered breached. E-suits contain refill-able air tanks for 5 hours (tanks have a RES of 10) and a helmet featuring a suit diagnostic display and transceiver. For detail freaks, the helmets have a separate RES of 8.

spies in the janitorial department. They spend their time working in sensitive areas, unnoticed by those around them. This has allowed Myra to build an impressive network of spies.

TREASURY: \$3,000,000 / \$50,000,000. House Grunt is only now starting to make some serious profits. Due to a fairly recent alliance with House Dirtboy, Grunt has been able to slash shipping costs by more than fifty percent, which has done wonders for its profit margins. While it is still the poorest of the Lunar Houses, this looks to be changing quickly. House Grunt has also begun charging more for their services, forcing the other Houses to cough up cash. This has given a boost to House Grunt's bottom line though the other Houses are becoming more agitated as time goes by. House Grunt may find it necessary to reduce prices in the near future, but for now they are riding high as the demand for labor continues to increase in keeping with **Luna's rapid expansion.**

AREAS OF CONTROL: If it requires menial labor, House Grunt does it. The House is responsible for basic manufacturing and janitorial services. The House is also responsible for most of the general maintenance that Luna requires, and takes care of the majority of the construction that goes on in Luna. Specially trained Grunt teams are the folks who don the **Environment Suits** to do work on the Lunar service, maintenance on the shuttle runways, repair or construction on new base sections, etc.

CURRENT ACTIVITY: Due to the leadership problems, Grunt is getting along day-by-day. The membership is doing it's job, but things are getting very tense, very quickly. Only the Grunt triumvirate and Dirtboy's Hard Labor, fully realize the danger of the situation. If the largest of all the Houses, House Grunt, comes apart at the seams, it could shatter Luna's power structure and make the New Soledad Riots look tame.

To this end, Grunt's spy network has also been increasingly busy these days. Myra is desperate to collate data to head off possible problems, while Neevers and Berenhardt struggle to find a new "Killdozer". Vann is also closely watching the other Houses for possible takeover attempts.

A massive recruiting drive is also underway. Neevers is intensely interested in putting some new blood into the House, mainly to help defuse the growing agitation among the House's core members. If the House can be expanded enough, the grumblers will become the minority, and that problem will take care of itself. The recruiting is going slower than Gary would like, as the other Houses have done a remarkable job of smearing House Grunt's reputation with newcomers to Luna. By making House Grunt's work look so unappealing, the

GRUNT CONTROLS
LUNA'S MAINTENANCE
SERVICES

GRUNT LEADERS ARE
SEARCHING FOR A
NEW FIGUREHEAD

Chapter Four

GRUNT HAS MANY SMALL SUBGANGS

other Houses have been able to divert possible recruits to their own Houses. Such efforts have Gary in a bad mood, and he has started hiring freelance muscle to deal with competing recruiters in a rather final fashion.

GOALS: Right now, House Grunt's biggest goal is to find itself a new leader. Recruiters are scouring Luna for the right sort of boost, but have so far come up empty. The current leaders of House Grunt are getting desperate and may appoint Otto as leader soon, but they'd much rather get a powerful boost figurehead to hold things together.

SUBGANGS: House Grunt is filled with **Subgangs**, and almost every member of the House is also a member of a Subgang. Grunt's Subgangs are very small. Most are little more than rough social clubs.

All the Subgangs are based around different areas of the House's apartments. A single Subgang almost never controls more than a single block, and even that control is given only because all of the people that live in the block are members of the gang. Occasionally, competing crews will go out into the Bang and have it out, but these fights are more for prestige and face than anything else. Rarely does one gang take over the territory controlled by another. There are a LOT of Grunt Subgangs but they only really mess with other Grunt cliques.

HOUSE MOUSE



HOUSE MOUSE

COLORS: The members of **House Mouse** all wear small lapel pins with a stylized image of a mouse's head on them. The pin symbolizes not only the House's humble beginnings as one of Luna's weakest Houses, but is also an imitation of the symbol of mankind's greatest tourist trap. Other than the pin, this House has no official colors, though most of the members dress in current stylish corporate fashion.

MEMBERS: There are currently 18,117 **members of House Mouse**. 130 members are boosted operatives, far and away the largest number of boosts in any single House.

LEADER: House Mouse is another SD Gang **led by committee**. Originally, House Mouse was a group of white-collar and computer criminals who banded together for protection from the more dangerous criminals of New Soledad. At that time, brains were far more important than brawn to the physically frail prisoners and they allowed whoever had the best ideas at the time to run with them. After New Soledad became Luna, the small group continued to allow the free exchange of ideas.

Subgangs: The subgangs of this House have very pretentious names: Glory Boys, the Master Race, Blood Victors, and Lords of Death are just a few. The GM should create other names as she sees fit.

House Mouse: Also known in Lunar slang as The Mouse, The Mice.

Members of House Mouse: Noted here because House Mouse picks individuals according to their skills, giving members the jobs they are best suited for. Members (and perspective members) have minimum INT of 4, WILL of 3, and AURA at 4. Skill ratings are high. The Mouse boosts have high Tolerance (7+) and 3-5 enhancements deemed necessary by the House.

Led by committee: There are currently 13 leaders of the council for House Mouse, and though they aren't given statistics here, the GM should feel free to make up her own statistics for the leaders of House Mouse as she sees fit. Obvious highly rated skills should be in Computer, Leadership, Business, and Administration.

HOUSE MOUSE IS LED BY COMMITTEE

The Houses of

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Highest quality members:
It's also given the Mouse the smallest number of actual criminals of any of the Houses. Even the founders were criminals only because they were caught doing something marginally shady when it was convenient for enemies to dispose of them on New Soledad. Mouse recruiters actively avoid recruiting criminals as well. The Mouse intends to rule Luna. The House wants Luna to be a fully legitimate entity in the near future. That goal is furthered by keeping their House clean.

Earthside experts:
Usually reclusive scientists, who are subsequently given enormous grants to fund their research for years, providing they manage to solve the particular problem the Mice are having immediately.

When the small group actually became a House, they stayed with the same sort of leadership. The original group of criminals who founded the House act as a ruling committee and all have an equal voice in matters of running the House. This allows the Mice to utilize the formidable talents of several very bright leaders.

AVERAGE BANGER: House Mouse members are generally among the most intelligent and sophisticated found in any Lunar House. The recruiters look for only the best. Boosted vets, especially stable vets, are particularly valued. Whoever makes the final cut gets paid very well. This House believes in paying premium salaries for premium talent. This has given Mouse the **highest quality members** around; all very good at what they do and picked to fill a specific niche within the House.

TREASURY: \$600,000,000 / \$12,000,000,000. House Mouse is the richest of the Houses, with numbered accounts scattered all over Earth, and a special supply of gold bullion set aside in case of emergency. House Mouse goes out of its way to hide the actual amount of money that it brings in every year, as well as its net worth. If anyone Earthside had the vaguest clue how wealthy the Mice actually are, there'd be a concerted effort by Earthside corporations to wrest control of the Lunar tourist industry from the House. And if that happens, it's goodbye Luna. While the U.S government might not be interested in trying to re-take the Moon, greedy corporations could...and would, take it by force. It would be bloody, costly, and a nightmare for PR departments, but it could be accomplished. Consequently, the Mice are very secretive about their respective yearly profits and assets.

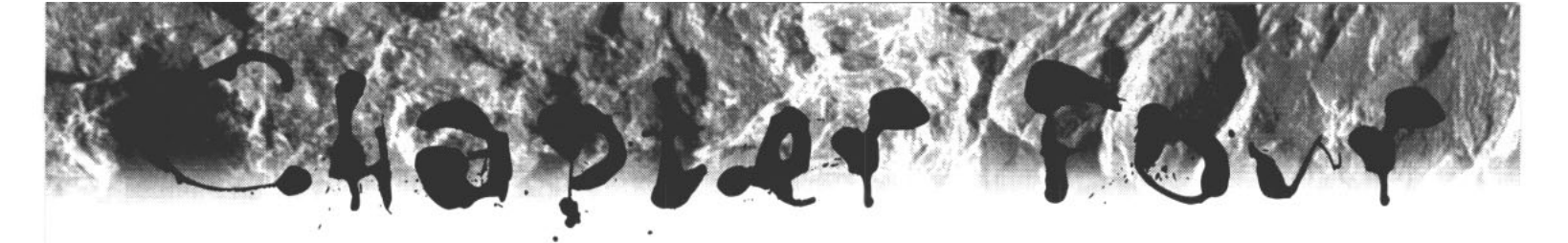
AREAS OF CONTROL: House Mouse deals with the tourists. Period. They make sure the tourists are comfortable; building new hotels, maintaining security, and keeping Luna a wonderful experience for visitors. House Mouse has a very even hand when dealing with tourists; all are treated with grace and tender loving care. But the Mice have a very harsh hand with anyone messing up the tourist's "wonderful experience". House Mouse has no qualms about offing anyone who touches a tourist. Mouse's control over Lockdown Central makes this Law easy to enforce.

While it's true that Mouse doesn't officially control any area of Luna outside of tourism, they've got their fingers in almost every Lunar pie. House Mouse controls security. In truth, over 80% of the security staff is owned by the Mice. House Mouse has also managed to keep a stranglehold on Luna's life-support systems partially through their control of Lockdown Central. House Grunt, normally responsible for the labor-intensive duties of maintenance, is kept well clear of any vital systems. Mouse takes care of these on its own and has been known to call in **Earthside experts** for assistance with particularly thorny technical questions. By sheer virtue of their power, House Mouse influences

MOUSE RECRUITS
ONLY THE BEST

MOUSE CONTROLS
LUNA'S TOURIST AREAS
AND DOMINATES
SECURITY

MOUSE CONTROLS
LUNA'S LIFE SUPPORT



every aspect of life on Luna. Tourism takes up a lot of space, giving Mouse control over where people go and when.

All of this puts House Mouse firmly in the driver's seat. The other Houses believe they stand a chance at taking control of Luna in the future, but unless something drastic happens, House Mouse isn't likely to be overthrown by any one of the weaker Houses on Luna.

CURRENT ACTIVITY: House Mouse is constantly at work. Most of Luna isn't in use at this time, and House Mouse seeks to add **vast areas** to their tourist zones. Construction is constantly underway, with new hotels and amusement parks popping up every couple of months. Things would go faster if Mouse could get the supplies it needs when it needs them, but House Dirtboy has slowed down the supply chain in this regard. House Mouse isn't all that worried about this at the moment, but if it becomes a true inconvenience, they will probably co-op shipping and receiving into their duties and avoid such difficulties in the future.

GOALS: House Mouse understands the Big Picture on Luna. While the other Houses have their dreams, the Mice see the situation clearly. No matter how successful they grow; no matter how successful Luna becomes, the New Soledad prisoners aren't going anywhere. While they've been given their freedom, it's an illusion. They now have a bigger prison. Luna is their home now, like it or not.

With that understanding, the Mice are intent on making Luna the hippest prison possible. They know they must play a constant balancing act between the other houses and Earthside power holders. If Luna is too successful, Earth will come to take it back—and to hell with the Massdrivers! If the other Houses break down totally into war, anarchy results and everyone loses. Mouse believes they can live well—really well—with respect, if no one gets too greedy. While people like Hard Labor have their megalomaniacal schemes, the leaders of House Mouse know better: no one's getting off **the rock**.

So what's the plan? Improve Luna steadily, but don't draw too much attention. Ingratiate Earthside interests by letting them get a piece of the action. Diffuse the clumsy schemes of the other Houses and keep a political balance. The Mice are finding the last part is the toughest. Grunt could come apart at any time. Dirtboy's Hard Labor's mineral scam could backfire. Both House Constance and Tastee are "recreation" Houses; neither strong enough or willing to take sides in major armed conflict—each is a weak ally. While each House has its specialty, only House Mouse really sees the collective dynamic—and seeks to maintain it. So far, so good.

Vast areas: At least vast by Lunar standards.

The Rock: Lunar slang for Luna, the Moon.

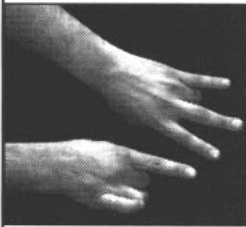
MOUSE SEEKS TO
LEGITIMIZE LUNA

The Houses of

L • u • n • a

Mr. Tastee: (STR: 6, DEX: 4, RES: 6, INT: 3, WILL: 5, AURA: 4, Business: 8, Gun Combat: 10, Intimidation/Interrogation: 11, Leadership: 7, Science (Chemistry): 12, Streetwise: 12, Thief (Forgery, Security): 8, Weaponry: 8, Crossbow, 30mm Silver Bullet SSF 2/30) "I'm getting real tired of hearing that the Bluebelle shipment's not ready. You don't want to disappoint me again, Larry. Truth."

SUBGANGS: The Subgangs of House Mouse look more like work details than actual gangs. They are generally composed of people that work in the same hotels or amusement parks, and are formed primarily to keep watch on what the other areas are up to. House Mouse has instilled a strong sense of pride in its workers, and that pride is easily transferred to one's place of work. If the Hotel Rouge is making a lot of money, and Geneva Inn isn't, the Geneva Inn Subgang will start watching Hotel Rouge, to see if they can pick up some tricks. House Mouse loves these "work gangs" and officially recognizes those that make themselves known. The House also keeps track of their Subgangs' profit/loss statements, and regularly posts a ranking of the ten most profitable.



HOUSE TASTEE

COLORS: House Tastee's members wear day-glo sprayed lab-coats, if they're working in clothes at all. If they aren't working or going into a fight, Tastee's people go next to nude. Hours of working naked in the drug labs have numbed them to any possible social embarrassment. Tattoos and branding are both popular. Ritual scarring, body piercing—the whole Primitive chic is the Tastee "look."


MEMBERS: 18,740. The people of House Tastee work in the drug trade, which has made them a bit paranoid and a bit more cautious in their dealings with others. They have a reputation as being wrapped a little tight, which the typical member's drug habit doesn't help. Most members of this House are (at the least) enthusiastic users. While most workers know better than to show up for work fried, they hit the stuff as soon as they're off shift and don't stop until they collapse or fall asleep. While this reduces productivity considerably, it makes the members of the House completely loyal; addicts are remarkably easy to control if their drug supply is controlled.

LEADER: Fame has followed his name: **Mr. Tastee** is the same guy who executed New Soledad Warden Abruzzo in the action-packed, emotional "Diplomatic Message" video lo, those many years ago. Time hasn't mellowed Tastee however. He's still one of Luna's most feared citizens in terms of just being flat-out nuts. A violent sociopath, he's got a hair-trigger temper and has no qualms at using brute force to make a point. At 50-something, Mr. Tastee's one of the older cons around. He stayed alive by violence and intimidation. He still does. Mr. Tastee can be very unpleasant to work for. One lab assistant who was caught stoned at work was hooked up to a machine that fed measured doses of a paranoia-inducing drug while being restrained in a sensory deprivation tank. The man literally died of self-induced fright. Some have suggested

MOUSE'S SUBGANGS
ARE LIKE SMALL
WORK DETAILS

HOUSE TASTEE

MR. TASTEE LEADS
HOUSE TASTEE



that Mr. Tastee can no longer enjoy simple physical pleasures due to his great bulk, and compensates for this loss by unmitigated cruelty.

The leaders of the other Houses see his use of violence as a weakness. They know full well that without the drugs and the fear, Mr. Tastee would have a hard time keeping his members in line. The other Houses would love to bring the old man down, but it's hard to guess how a rabid dog thinks. They wait and watch. This isn't to say the man can't be funny, intelligent, and charming. He can. Then, while he's still laughing, he'll drive a blade into someone's eye socket. Nice.

In appearance, Tastee looks like a large old man. His skin has gone the color of ashes over the years, to match the dull gray of his closely cropped hair and neatly trimmed beard. His weight is hard to estimate, though most put it somewhere around 600 pounds. He moves about with the aid of a small motorized cart, and is rarely seen standing. Tastee never does anything himself, preferring to have his **entourage of servants** see to his every need. There are those that swear, however, that Tastee is still strong enough to kill a man with a punch to the forehead (based on the rumor that he did just that when one of his lieutenants missed a production quota for the third time.)

AVERAGE BANGER: The average banger for Tastee is pretty weird. Most are addicted to drugs of one sort or another, hooked on cocktail mixes that get them up in the morning and put them down at night. The only time a Tastee banger can be found straight is on the job, due to House regulations. Anyone caught taking drugs on company time is bounced out of the House, resulting in being cut off from their free drug supply.

Courtesy of their habits, Tastee junkies are extremely unpredictable. They can go from calm and peaceful to violently paranoid depending on what's presently cruising in their bloodstream. By House rules, Tastee members who are users aren't allowed anywhere near the tourists. Not much of a problem—most spend their time either at work or in the House's living quarters where they can get wasted with friends.

Non-using Tastee members make up his distribution team. These folks are paid well, but have to meet both sales quotas and regular urinalysis tests to continue at the job.

TREASURY: \$300,000,000 / \$10,000,000,000. House Tastee has its money tied up in supplies and personnel most of the time. They could, if they so desired, sell all of their supplies (such as chemicals) on the black market and make a considerable profit. House Tastee also drops a lot of profit keeping its people happily addicted with free product to insure their loyalty. If the members

Entourage of servants:
Which frequently numbers in the dozens when traveling outside his House turf. Tastee does not go anywhere without at least a dozen men and women, even within his own House. Rumor has it he receives a massage three times daily, as he won't fit in a Buff4Life.

MOST TASTEE
MEMBERS ARE
ADDICTS THEMSELVES

The Houses of

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could be kept straight, productivity and profits would probably be a lot higher, though loyalty would be considerably lower. Tastee himself has decided that he'd rather keep his people stoned and loyal.

AREAS OF CONTROL: Tastee is in charge of the drug trade. They manufacture, package and distribute all manner of drugs, many of them used extensively by tourists while on the moon. Many of the popular tourist-marketed drugs are mood enhancers, but not addicting, allowing the good little worker bees to return to their Earthside jobs unimpaired. Not to say Tastee doesn't produce the "classics." Synthetic heroin, LSD, MDA, methyl-amphetamines of very high quality come out of the Tastee labs. Very high quality synthetic cocaine is being produced too. Finally, the labs have come up with a whole suite of true aphrodisiacs and sexual "conditioning" pharmaceuticals, originally, for House Constance. Now, Tastee is marketing some of these to lust crazed tourists. Surprise! They're a hit!

In terms of exports, House Tastee also has a lucrative pipeline to Earth via the helpful country of Paraguay.

Tastee is also responsible, to some degree, for the scientific research that goes on in the Think Tanks. Because there are so many chemists and other scientists on the payroll, Tastee is more than happy to loan a few to other Houses. This gives the House free access to the advanced laboratory equipment and also helps to keep tabs on what the other Houses are researching and developing.

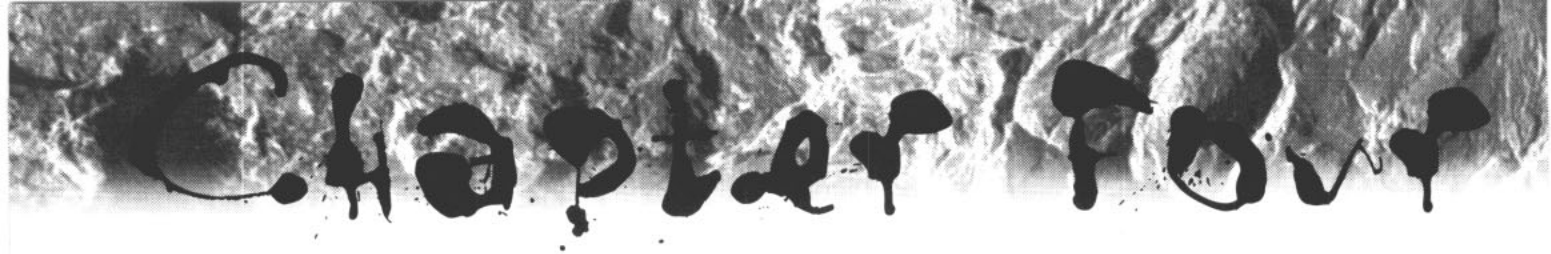
CURRENT ACTIVITY: House Tastee is a fairly lazy House. Tastee, himself, is happy with the way things are. As he sees it, he has a very safe and prosperous position. He's firmly allied his House with House Mouse— a move which he believes will keep him safe for all time.

If Tastee was to become aware of the machinations of House Dirtboy's Hard Labor, he would probably start spilling blood. Tastee won't serve under another House's leadership, and will do whatever he can to keep his House from falling under the control of someone else. All manner of dirty tricks, including slipping tainted drugs to tourists and House members, are at his disposal.

GOALS: House Tastee wants to be left alone. They're content with their slice of the Lunar pie, merrily spewing out drugs by the ton. If anyone, or any House, decides to horn in on House Tastee's action, or attempts a take-over, look out. As explained above, none of the other Houses are willing to push him far enough to see what would happen.

HOUSE TASTEE
CONTROLS THE
MAKING AND
SELLING OF DRUGS

HOUSE TASTEE IS
CONTENT



SUBGANGS: The Subgangs of Taste are divided by drug use, or rather the preference of the drug used. There are roving packs of cokers, jittering speed-clutches, and dozens of groups of ultra-stoned horseriders who combine many types of drugs. Groups of potheads are pretty common as well. There are the psychotropic visionaries (who love any of the amped up psychedelic party mixes available on Luna). These gangs aren't interested in anything more intriguing than where to get more drugs. They exist more as social clubs, not unlike House Grunt's Subgangs.

The biological doctrine of Eugenix: This organization believes in the Darwinian principles as they apply to Homo Superior. That is, Homo Superior is the "next" evolutionary step past Man and thus should take control of society. A retreat on the Übermensch riff.

A BOOSTED HOUSE?

THE BOOSTS

Although there isn't a boosted House yet, there are approximately four hundred boosts living on Luna, trying to make the best of their new surroundings. About a quarter of these work for House Mouse, and about half are tied up with King Klown and his goons in the Pit. That leaves about a hundred that have found their way here and aren't currently allied with anyone. On Earth, a hundred boosts grouped together is reason enough to call out the National Guard. On Luna, it could result in an overthrow of the status quo. For now, boosts are fairly happy with the way things are on Luna. But things are changing...

FREEZE IS TRYING
TO START A
BOOSTED HOUSE

One charismatic homosuperior has begun to collect non-affiliated boosts into a cohesive unit to make a bid for House-ship. Freeze, as he's known, espouses a line that's pretty similar to that of the **biological doctrine of Eugenix**. He believes the genetically advantaged deserve a House of their own only because they're boosts and therefore genetically superior to normal humans. The existing Houses have only started hearing rumors concerning Freeze's plan. They've been doing their best to squash interest in House Superior (Freeze's proposed House name) without resorting to violence. Freeze is just the sort of dogmatic cretin who gets turned into a martyr too easily, and the Houses are smart enough to avoid martyring him if at all possible. Of course, if Freeze were to die in an accident, that would be entirely different...

So far the Houses have been lucky. Freeze has found few boosts interested in what he has to offer. Most have only been on Luna for a few weeks and are still adjusting to their new lifestyle. Without the constant rattle of automatic weapons fire, a few of them are even finding that they can act in a somewhat normal fashion. For now, the boosts are happy to just relax.

The Houses of L • u • n • a



"Remember that 20mm?"-Mr. Manifest-Destiny meets up with an old friend relocated from the LAPF.

Chapter Five

Take the tourist B tube to Casino Alley. Head into Lech's which will be the first casino on your left. Take the lift up to the fourth floor. Go down six passages to the employee #5 tube heading west. Take that tube out to Highpark. Now without crossing into the security zone and getting your papers hassled, flag an electric cab and have it take you to area 16 between Highpark and Happy Happy. At the intersection of 67 and AE is the store.

-The typical Luna tourist getting directions to the 7-11.

LUNA'S GENERAL CONSTRUCTION

The Basics

Located nearly in the center of the Moon's Sea of Tranquillity, Luna was **built to last**. Exterior walls were constructed of **steel polymers** to resist catastrophic breaches. Walls which serve as barriers to separate one area from another (such as those between Builder's Block and Fun City) were built with **BrixBlox™** and standard walls were created from **aluminum alloys**. Roughly 85% of the entire prison complex was buried ten meters below the surface of the moon to provide extra protection from disaster such as meteorite strikes. Two large interconnected surface structures were built and can be seen from low Moon orbit.

The taller of the two, known as Tranquillity Deck, now contains the House "offices," Lockdown Central, and at its base—the Docks. The Domed structure beside it houses the Tourist areas and offers Dome deck visitors an unparalleled view of the Lunar surface, the Earth (when visible) and the Milky Way.

While it was still functioning as a prison, the various areas were also separated by polymerized steel bulkheads primed to automatically seal in the event of a breach so that other areas could still maintain their own atmosphere. The doors remain, and will still seal on their own if the area's atmospheric integrity is compromised.

Both the solar cells and the breeder reactors used to produce power are incredibly clean sources of energy, costing little to maintain and next to nothing for fuel; further, they have no waste products to speak of. A third smaller surface structure houses these reactors.

built to last: New Soledad was built to last for several years. However, newer materials (such as those listed on page 94 of the Techno supplement) have higher RES Un-it Ratings due to upgraded technology.

steel polymers: Exterior walls have a RES of 20.

BrixBlox™: RES: 17.

aluminum alloys: Standard interior walls have a RES of 12.

Setting-Nestled all snug in the sea of tranquility

mysterious disappearances: Most theories point to Monster Base 1 as the possible source of whoever or whatever the victims encountered.

anywhere you're authorized...: Bureaucracy dies hard. Lunar residents and tourists are issued bar-coded badges detailing what areas are accessible by the wearer. Incidentally, there's a brisk black market in forged badges over in the Gauntlet...

The area below the subsurface Luna complex is riddled with access tunnels, old mine-shafts and innumerable service passages that form an intricate travel web connecting all parts of the installation. These areas have been officially sealed off for several years due to some **mysterious disappearances** of personnel using them. The tunnels are still used by those who like to get around unseen. There are no security monitors in these tunnels, and not a single guard patrol to be found. Good luck.

It is important to remember that Luna was never designed to function as it does now. It was built to be a prison and research facility, not a playground for tourists of every stripe. The former prisoners have done an admirable job of patching up the problems in the system, but they've done little but patch them. Difficulties often crop up, and it requires fast action and faster thinking to keep everything on-line. Keep this in mind as you read the following descriptions, and you can imagine how difficult it is for Luna Maintenance to keep up with the constant repairs and refitting that must be taken care of to keep the place running.

Most people travel on the provided tram-lines which will take you **anywhere you're authorized to go**. For most members of the Houses, this provides unlimited access typically. Contract workers access is more limited to their work sites, their residential area, and the Tourist area.

Tourists have much more limited access—mainly the hotel blocks and entertainment facilities, although guided tours of certain areas are scheduled. Tourist trams are completely sealed, with no windows or other portals other than solid steel doors, and travel directly to and from their appointed destinations. Visitors to Luna see no more than their hosts want them to: a glitzy, constant party. Some tourists grease the right palms and explore, but it's officially discouraged and can be downright unhealthy (see The Bang). Surface tubes also connect various parts of Luna to other portions, but

PUBLIC TRANSPORTATION & ACCESS



"Next stop, Highpark!"—Jimmy "the Trick" Antonio takes the daily tube to the casinos.

Chapter Five

LUNA IS BROKEN INTO DIFFERENT AREAS

these are primarily used for maintenance of the solar cells, the domes, and by emergency response vehicles avoiding the tram traffic. The tunnels are heavily monitored by security camera and motion detectors, making them difficult to use for any but the most official of purposes and the BADASS squads are sure to make your life hell if you were to get caught wandering about there.

If you've hit the skids, you probably no longer have a badge. Bigger problems exist. Like food and shelter.

The Areas

All of Luna has been divided up into areas, each run by a different House, and each under the supervision of that House. While there is overlap in different areas, it is always obvious which House is in charge and who's there to help out. Each area is very specialized. Whether it is manufacturing, hotels, gambling, sports or permanent housing, each area has a purpose that is clearly defined. Of course, in some areas, the purpose might be "to serve as a flop-house and drinking hole for the refuse of Earth," but, hey, every area's residents knows what goes on in their area. The following are descriptions of the various areas:

The Bang

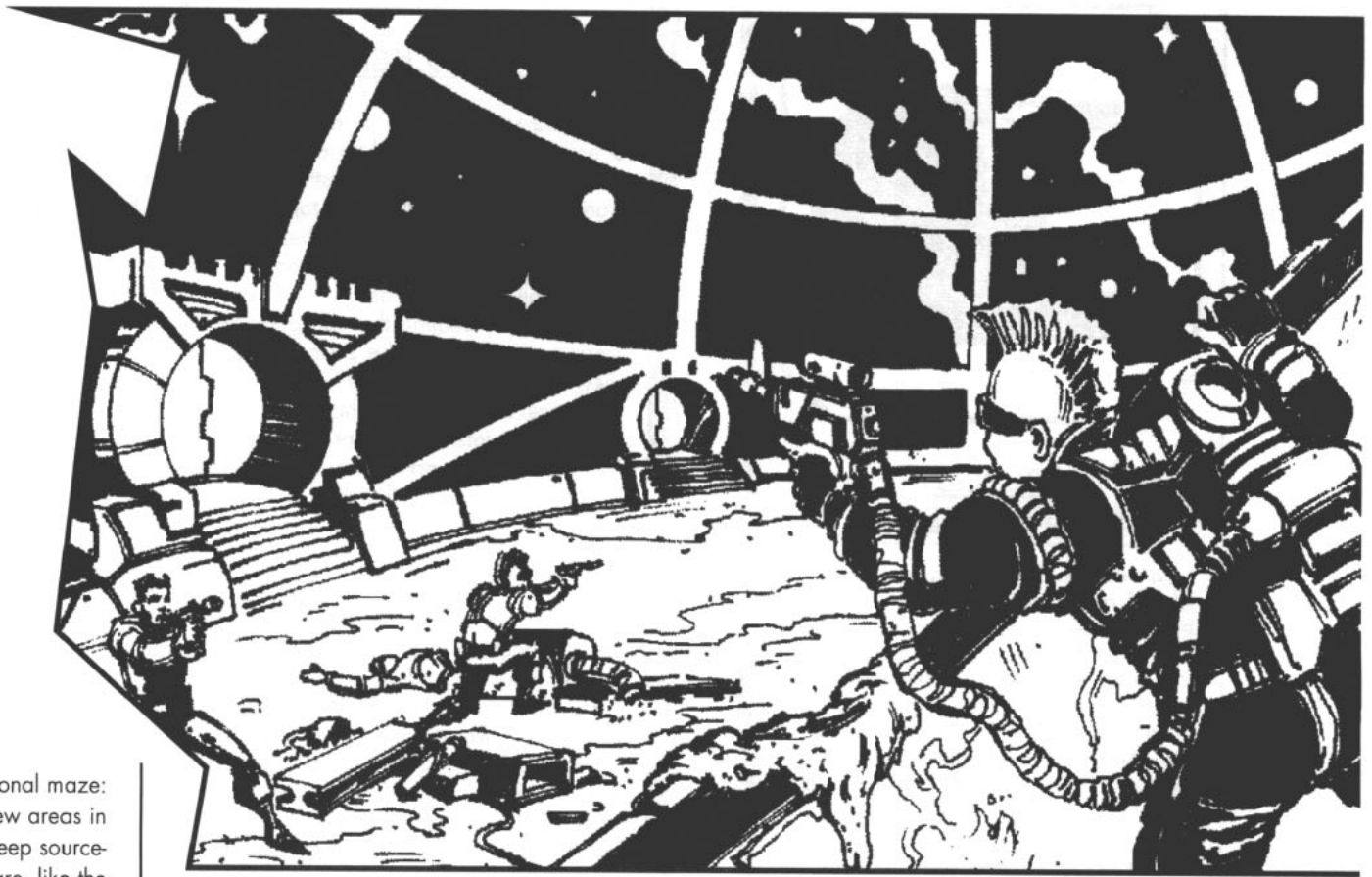
AKA the Killing Floor. If you want trouble, this is where you want to go. No one lives here officially, but everyone knows what happens down at the Bang. If you've got frustrations you need to work out, or just feel the need to end someone's life— the Bang is the place for you.

Any seasoned vet would call this area "target-rich." The Bang's been declared an open war zone and anybody going in here is either looking to get killed, do some killing, or is just too stupid to live anyway. Separated from the tourist areas by the Gauntlet and from the gang housing areas by Skid Row, the Bang is the perfect place to let it all hang out. If the Houses want blood retribution, they come here to settle up. And not just the Houses. Anyone. If a tourist wants in the Bang, fine. By Luna law, any violent scores can be decided here by anyone with the cojones to walk in fully strapped. Earth "law" doesn't apply here. You **signed the release form** before getting on the shuttle, chump. There are few permanent residents in The Bang. Some of the scabs from Skid Row find their way here to scrounge up ammo and weapons from fallen warriors, but they don't hang around any longer than they have to. Rumors persist that a cult of cannibals has taken up residence in The Bang. Enough people go into the Bang, and don't come out— making the rumor feasible that some resident ghouls are feasting. But that's about all that backs up this story. People can get lost in here for days because the entire area is an

The Areas: Each inhabited area will have it's parameters listed. (see page 245 of the Underground rule book.) The parameters are: Wealth/Safety/ Government Purity/ Quality of Life/Education/ Necessities/Take Home Pay.

signed the release form: All Lunar visitors must sign a legal release/disclaimer to abide by Luna's "laws". This form absolves Luna (or the Houses' umbrella corporation—Fly Me To The Moon, Inc.) of any responsibility due to "...wrongful death, accident, or Act of God". Nevertheless, there are no less than six Wrongful Death suits pending in the US Supreme Court against Luna. There are no extradition agreements between Luna and any Earth nation.

Setting-Nestled all snug in the sea of tranquility



"Those were *m y* shoes!"-Some Luna citizens exercise their civic rights.

unintentional maze: There are a few areas in the Steel Deep source-book that are, like the Bang, a tangle of corridors and access tunnels. While there are maps of most areas of Luna, the GM is left to use her creativity for areas such as the Bang.

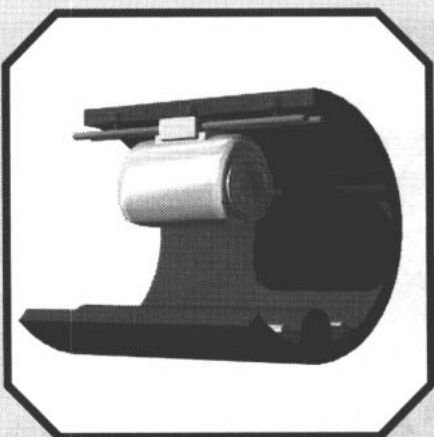
larger caliber weapons: Despite the law of Luna that places a restriction on weapons larger than .50 caliber or 12.5mm, larger caliber weapons pop up in the Bang, causing all kinds of excitement.

panic: See pages 18-20 for more information on Space Sickness and Low-G combat.

unintentional maze. Back in the New Soledad days, the Bang had been used as a makeshift back-up station. Life support and general maintenance functions could be transferred to this station in the event of an emergency. After the prison was gone, this area was gutted and the spare parts relocated to the main Life Support area for easy access. This left behind large open areas, a gordian knot of walled passages, and a number of access shafts that go on and on without ever reaching a destination. All in all, the Bang is the perfect setting for small groups to go at it with **large caliber weapons**.

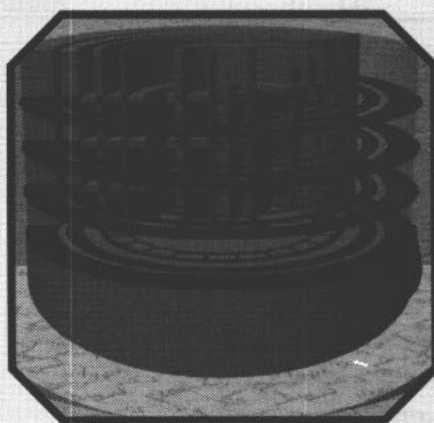
The Bang suffers from periodic power outages and life-support failures due to the fighting it accommodates. Most of these last for a few seconds at the most, but they are still unnerving and capable of throwing even the most seasoned veteran into a momentary **panic**.

Characters can find themselves in the Bang for any number of reasons. They might be hunting down those nasty cannibals, as bodyguards for a repair crew or participating in a gang fight for whatever reason. In any case, a trip to the Bang should be filled with danger — both from actual opponents and random sniper fire. Remind you of Watts, soldier?



PUBLIC TRANSPORTATION

Luna's central circulatory arteries are "the tubes," a network of access, travel, and maintenance tunnels that reach into every area of the facility. The term "tubes" serves to refer to both the tunnels themselves, and the public transportation trams which run through them. The trams are free for public use. Access to the tunnels themselves is extremely restricted, usually only available to House Grunt maintenance workers.



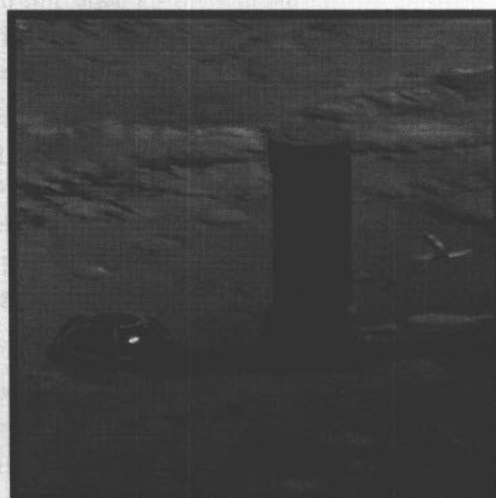
MAIN BUILDING CONSTRUCTION

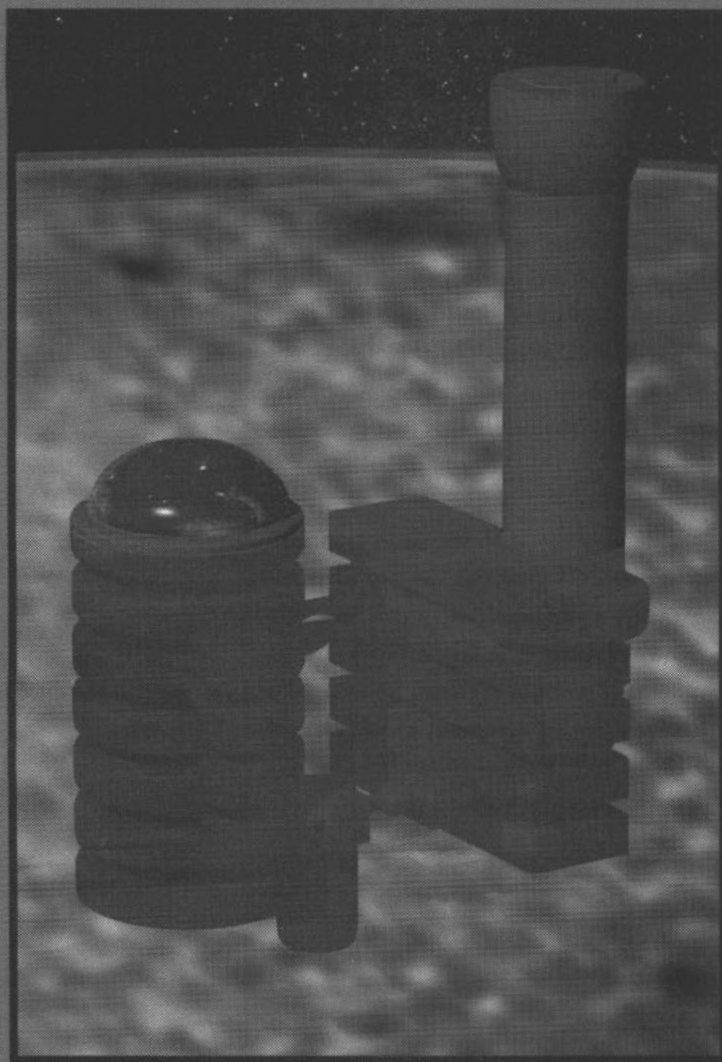
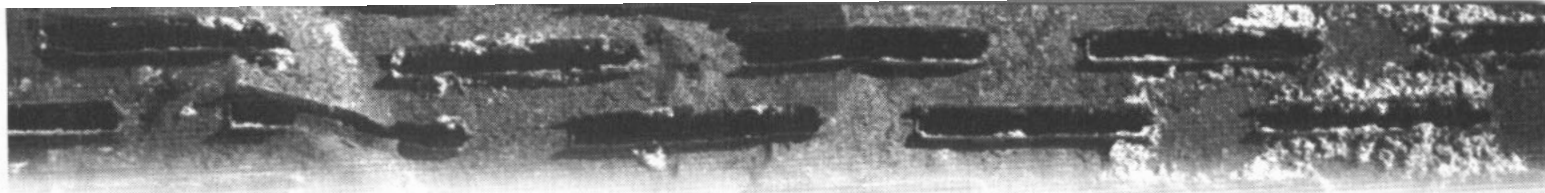
The central, domed section of Luna used to house the regular prisoner cellblocks. Cells were uniformly sized and spaced to pack in the most prisoners possible. Much reconstruction has taken place since Luna became a free state; many walls being torn down to expand certain rooms and areas. No up-to-date map is known to exist of this, now primarily residential, section of Luna.

LUNA BACKGROUND

The Luna space station is composed two major and two minor structures interconnected by access tubes. The first major structure is a huge, cylindrical structure topped by a reinforced, transparent dome. All but the topmost level lies hundreds of feet beneath the lunar surface. When Luna was the New Soledad prison, this section was the primary cellblock. Twenty-eight stories of cells could be easily cut off from more critical portions of the facility by sealing the transportation tubes. The domed top story was essentially the prison yard, giving convicts the only view they would ever see of their former freedom: 238,857 miles over their heads. When Luna was born, this structure was heavily renovated into the primary residential area with the yard being built into a park surrounded by the most posh residences where Luna's most well-to-do live.

The second major structure originally housed New Soledad's operations and prisoner work facilities. Here were housed all of the guards and office staff, as well as New Soledad's warehouses, docking facilities, and maintenance facilities. During the renovations, portions of this structure were turned into administrative offices, hotels, and casinos. Much of the original industrial, warehouse, and docking facilities were left untouched. This structure is much less compact and has a great many open areas on each level. Within these vast areas, actual free-standing buildings have been constructed, giving the area the feel of being a kind of covered city unto itself. Most of these open areas are now tourist oriented, filled with vast casinos and other consumer-desirable establishments. Above-ground, a vast tower reaches hundreds of feet into the lunar sky. At the top of this tower is the shuttle docking facility. Flights from Earth land here daily bringing new tourists and supplies from Earth. Beneath the landing bay are several stories of hotels and tourist-oriented businesses with small, reinforced windows which overlook the picturesque surface of the moon.





Two smaller Luna structures sit offset from the primary structures. One of these holds Luna's power conversion facility. Primary power is derived from banks of solar cells scattered about the moon's surface. In addition, small, state of the art breeder reactors and enormous lithium-based storage batteries provide backup power in the event of a catastrophe.

The second smaller structure originally housed the labs and scientific teams which did the initial research on the alien life forms, Alpha and Beta and their technologies. Soon after the liberation of New Soledad, these facilities were cut off from the rest of the Luna station and were given the designation Monster Base 1. No expedition into the area has ever returned, and the structure is now declared off limits by the Luna government.



VITAL STATISTICS

PEOPLE

Population: 446,554 (+960,500 daily non-residents)

Density: 1,378/sq. mi. (536/sq. km)

Urban: 100%

Capital: 446,554

Languages: English

Religion: Scientology (14%)

Life Expectancy: 61 female, 59 male

Literacy: 47%

POLITICS

Government: Balkanized

Parties: None

Suffrage: None

Memberships: None

ECONOMY

GDP: \$387,608,872

Per Capita: \$868

Monetary Unit: Chips (based on US dollar)

Exports: Minerals, Drugs, Guns

LAND

Region: Sea of Tranquility, Moon

Area: 324 sq. mi. (839 sq. km)

Highest Point: Tranquility Deck 1,106 ft (337 m)

HISTORY:

Luna evolved from New Soledad, the controversial high-security penitentiary/moon colony/research laboratory built by the United States in 1999. In 2008, freedom fighters inside New Soledad seized the facility after a short but bloody revolution and declared independence. The American government acknowledged Lunar independence in 2010.



SHUTTLE TO LUNA



Chapter Five

LUNA'S INDUSTRIAL AREA

Builder's Block

Luna relies on manufacturing facilities almost as much as it does the tourist trade. Without the **cheap goods** created in this area, Luna's trade with the outside world simply wouldn't exist.

Builder's Block is a nasty place filled with loud, ugly machinery and louder, uglier workers. The men and women of House Grunt aren't exactly physically appealing, but they do have broad shoulders and strong backs and a willingness to work in conditions that the average person would find little better than a stay in hell. Despite this, or perhaps because of it, the people of House Grunt are big on what they do. Their pride is second to none. Slight their machines, their jobs, or themselves, and you'll have a fight on your hands that the Bang would be hard-pressed to hold.

Builder's Block manufactures all manner of items, from sophisticated computers and peripherals to massive firearms that make **GCS** jealous. Quality is rarely the highest—somewhere in the middle of the road—but the prices are dirt cheap. Tourists line up to take tours of the unpleasant Builder's Block just to make some stupendous deals on various items at wholesale rates. Trade agreements with **various Earthside distributors** limit the number of individuals who may go on a tour in a given day. These tour passes are sought after by bargain hunters. Winners are chosen daily in a random drawing.

Characters may wind up in Builder's Block for a lot of reasons, the best being as laborers. It sometimes happens that people who come to Luna find themselves with debts they cannot pay before leaving (see Casino Alley for how this happens). In these cases it's often beneficial to everyone involved if the debtor will agree to work off the debt in Builder's Block. Wages are generally minimal and the labor very hard, serving as a reminder to the offender that Luna takes its debts seriously.

Casino Alley

Money gets **lost** here so fast it's uncanny. The games are usually legit, with all payoffs being very large, but the odds do favor the house. This is the land of the big spender and there aren't any penny-ante games to be found. Buy-ins are generally \$1000 for card games, \$500 for most table games, and slots start at \$30 a pull. To make sure that people stay and gamble, casinos serve good food and drink free of charge. House Constance has been known to **comp** rooms to known high rollers. But for the common rube, "ringers" mingle in the casinos—scampering around bragging about how much money they've won at slots, blackjack, and other games of chance. Hey, *everybody's* a winner here, baby.

Builder's Block:
6/6/4/4/4/8/10.

cheap goods: Luna manufactures many different items, ranging from engine parts for military vehicles to household chemical solvents. Because of Luna's contracts with Earthside corporations, these goods are made at a cost that is much lower than most Earthside competitors.

GCS: Glint of Cold Steel, one of the world's foremost arms manufacturers.

various Earthside distributors: Luna's prime distributor for firearms is Defense Contractors Amalgamated, while other product distributors include Heuristic Computing Systems, Inc., and Whygon Oil, Inc.

Casino Alley:
10/10/3/8/6/10/16.

lost: GMs are encouraged to handle player gambling through roleplaying.

comp: Slang: complimentary. In context, it denotes a paid-for good or service. (e.g. "Y'all hear? Louie One Eye's party was comped by the House!")

TOURISTS CAN GET WHOLESALE DEALS IN BUILDER'S BLOCK

PC'S IN THE BUILDER'S BLOCK

LUNA'S GAMBLING AREA

Setting-Nestled all snug in the sea of tranquility



Another winner!-
Just another
thousand satisfied
customers in
Casino Alley.

electric cars: Most drivers charge around \$100 for an average taxi ride, with larger trips costing much more. Tram cars are far cheaper, costing \$20 per ride. Electric cars have Handling: 1, SPD: 8, RES: 10. Tram cars (automated) have a SPD: 12, RES: 16.

you pay for the best: Depending on services rendered, these pros go for anywhere between \$8000-\$20,000 an evening/ encounter. Weekly "escort" rates available too! No plastic; cash is always accepted.

Thrillshooters: See page 76.

Casino Alley makes Las Vegas look like a sleepy farming community. Neon flashing lights, chrome, mirrors, laser effects, exotically dressed waiters and waitresses are everywhere. Drivers zoom around in **electric cars**, hauling inebriated gamblers to other casinos or other parts of Luna. House Constance Prostitutes are on every player's arm. These are Constance's best and **you pay for the best.**

In addition to the standard gambling fare, some exotic areas exist in the pent-houses of most casinos. Betting on closed-circuit matches from **Thrillshooters** is a popular event, as bettors can put their money up for contestants to win, place or die. More outré' gambling is also in evidence, such as the Drinking Game, in which an unfortunate individual is forced to drink until he or she dies of alcohol poisoning; the bettor who guesses how many drinks it will take wins the pot.

Because money is so free-flowing and the guests here are generally carting around quite a bit of cash, security is very tight. Lockdown Central watches this area closely, making sure there is no violence done to the revelers. Mugging is a capital offense here. Tourists guilty of assault in the Casinos get deported very quickly—after paying a severe fine.

SECURITY IN
CASINO ALLEY

Chapter Five



"Wanna party?"-House Constance's Sheila B. shows off the latest in g-weighted PVC.

Why might Characters show up in Casino Alley? They may have money to burn and try to strike it rich in the casinos. They might decide to take their chances with security and try to take advantage of some unfortunate tourists. On the other side of that coin, they may take it upon themselves to provide boosted security for certain tourists. (This would have to be cleared with Lockdown Central and the **proper permits** obtained).

proper permits: Such permits from Lockdown Central cost anywhere from \$10,000 to \$50,000.

polymerized steel: These reinforced walls have a raised RES of 25.

Mines: Mines function the same as grenades, with a Penetration of 25 and a Blast Radius of 4. The Damage for mines is MW/HW/IN/KL.

Electrical Traps: Live current runs through hidden plates. GM makes a secret Very Difficult Challenge roll against the Character's relevant skill or INT. If touched, electrical fields have a Penetration of 30 (ignore armor) with a Damage of MW/HW/IN/KL.

Dead Zone

The Dead Zone is the only area of Luna that never has electricity or atmosphere. The entire section is heavily monitored by security cameras, and the walls reinforced with even more **polymerized steel**. **Mines** have been planted within these areas, and interior walls were constructed to impede progress and force any

THE DEAD ZONE IS
OFF-LIMITS AND
BOOBYTRAPPED

travelers through mined sections. All access tunnels and maintenance shafts have been sealed off and mined, and even the air vents that pass through here are secured with **electrical traps** and rigged explosives.

The reason for all of these precautions is Monster Base 1. This area was home to some of the most advanced genetic testing done to date—most of which is still not understood by the scientific minds of Luna. There were—and possibly still are all manner of things in various states of cryogenic preservation, any one of which could be very dangerous. Rumors of viral research have circulated up from the companies once active there. The people of Luna would just as soon have this sealed off as completely as possible. Thus, the Dead Zone.

TRESPASSING IS
PUNISHABLE BY DEATH

Anyone who attempts to enter the Dead Zone, or who is caught in the Dead Zone, is subject to summary execution. Various sensors in the walls of the Dead Zone will let Lockdown Central know if there has been a security breach. If the traps don't nail the intruders, they're electronically deactivated and heavily armed BADASS troopers will show up quickly to deal with those responsible. "Deal with", in this case, refers to immediate termination.

Setting-Nestled all snug in the sea of tranquility

The Digs:
5/5/3/6/6/10/14

honeymoon hotels: The most popular of all of these hotels is the Chateau de Orbit, known for the setting of the 2019 porn blockbuster, "Lunar Love Slaves" starring Tara Firmer.

The Docks:
5/17/3/6/6/10/14

zero gravity conditions: Again; for the effects of space sickness, see the Special Rules section at the end of this book.

Scan and Scram™: A large bank of modular scanners where all carry-on baggage and visitors pass through. Highly sensitive, this array will detect drugs, weapons, cybernetic limbs, tooth fillings, etc. Produced by Avant Garbage Inc.

There's only one reason the characters would ever even try to get into the Dead Zone: to retrieve something from Monster Base 1. This is, as you may well imagine, pretty much suicidal. But there are plenty of corporations back on Earth who would give their right arm for a chance to retrieve their pet projects, and characters may be asked to do the job. Extremely careful planning, high-quality equipment and a speedy escape vehicle are all prerequisites for attempting a breach of the Dead Zone. Only the best need apply.

The Digs

If you haven't got a ton of cash and want to tour Luna, book your room in the Digs. This place is the lowest-class of the tourist hotel areas, catering to those on a tight budget. The hotels here mainly have space/"futuristic" themes. Yuppie suburbanites and their overfed children dance and play in exotic surroundings. The Digs also features a number of overly-decorated **honeymoon hotels** that allow newlyweds to enjoy a wide variety of services

Characters will most likely stay here if they don't find themselves slumming it in the Gauntlet or Skid Row or rich enough to stay in the more expensive areas. Most will find the atmosphere so saccharin, they'll have a tough time not capping a few of the goo-goo eyed tourists. Still, it's the cheapest housing in the Tourist areas.

The Docks

If you come to Luna, you'll come through the Docks. The Docks open on the Shuttle bays and serve as Customs, baggage claim, and visitor center. New lunar tourists will first experience the unfamiliar gravity here, as the Shuttles flights are in **zero gravity conditions**. The whole area has been very obviously refurbished from the prison docking bays.

Many first-time visitors to Luna find themselves more than a bit disconcerted by the harsh appearance and shoddy workmanship visible here, which is only made worse by the garish decorations hanging everywhere. The only thing that makes the area even a little palatable is the fact that you don't have to stay here long. Generally, you'll be in and through the Docks in under fifteen minutes, thanks to a rapid pre-processing and efficient paper pushing by the Docks' staff.

Security is tight, and characters will be asked to surrender their weapons until they pass through the **Scan and Scram™**.

PC'S IN THE
DEAD ZONE

LUNA'S BUDGET
RESORT HOTEL

PC'S IN THE DIGS

LUNA'S SHIPPING AND
TOURIST-RECEIVING
AREA

Chapter Five

LUNA'S PREMIER AMUSEMENT PARK

Past this point, things slow down a bit for the first-time Luna visitors. They are escorted to the **Visitor Center** for a short orientation class. It is here that visitors are issued standardized, drab **g-weighted clothes** and shown the finer points on moving in the reduced lunar gravity. Exiting the Visitor Center the tourists discover a number of shops offering high fashion g-weighted clothes. Tailors are available for quick, professional alterations.

Trams wait past this area.

Fun City

This is a massive amusement park, surpassing most of those found on Earth. The roller coasters, operating in the reduced gravity, allow for rides that defy the imagination. All the rides are relatively safe, but some do pose hazards due to their high speeds and dangerous layout. There has only been one roller coaster wreck on Luna, but it was truly spectacular, killing more than three hundred tourists and injuring more than a hundred others. Since then, high retaining walls have been constructed around these rides, insuring that such an occurrence is **less costly** the next time it happens.

In addition to the thrill rides, there are a number of areas which cater to the whole family. Various family-oriented musical shows, puppet theaters and restaurants/movie houses abound in Fun City. There are a number of theme bars here as well, including the now-famous Vampire Bar—known as a hang-out of Hollywood's up and coming. Street performers wander the byways of Fun City. Jugglers, puppeteers and contortionists of every stripe are on every corner.

PC'S IN FUN CITY

The main reason for characters to come to Fun City is to unwind. They will have ample places to relax, and a number of rides and games to amuse themselves with. An unexpected bonus of this area is the relatively light security. There are many "blind spots" to the security cameras, so clandestine transactions occur all the time in Fun City. The participants are careful to remain inconspicuous as possible to avoid problems.

The Gauntlet

The Bang and Skid Row are Luna areas that House Mouse would rather the tourists not go. The Gauntlet serves to keep tourists from entering these areas, and keeps undesirables from coming out. It also functions as a hotel area for those visitors who are either **employed by Luna's various Houses**, or who are so well known that they aren't really considered tourists. Staying here is generally a sign that you've been accepted by the Houses and that you can

Visitors Center: New Lunar tourists receive a class in low-gravity movement, exercise, a map, and reminders on do's and don'ts in regard to Lunar "laws". House Mouse runs the Center and makes sure everyone leaves here happy and ready to party.

g-weighted clothes: Clothes with metal counterweights sewed within them, issued according to the wearer's body weight. These clothes partially counteract the one quarter Earth normal gravity found on Luna. The sewn in weights are known as g-weights.

Fun City:
6/6/3/8/6/8/14

less costly: The total cost for the roller coaster accident of 2018 was \$81,437,893, primarily due to the extreme wall breach resulting from the derailed coaster.

The Gauntlet:
3/3/3/5/5/8/8

employed by Luna's various Houses: The Gauntlet houses such employees as spies and terrorists of the Houses. Earthside businessmen on Luna for clandestine deals also tend to reside in the Gauntlet.

LUNA'S GAUNTLET ACTS AS A BUFFER BETWEEN TOURISTS AND UNDESIRABLES

Setting-Nestled all snug in the sea of tranquility

do their best to come into contact: A good example of the incentives given out by the recruiters for boosted contacts comes from Chucker Napalm's ad campaign of 2021, offering \$5000 and 24 hours worth of anything Luna has to offer in exchange for an unattached boost's address.

be trusted to keep quiet about what's on the other side of the Gauntlet. It can also be a sign that you don't have much money or want to remain low profile. The accommodations here are in no way comparable to even the relatively low-class hotels of The Digs. You come here to stay out of sight or because you can't afford any better, and everybody knows it.

On the up-side, there's little hassle here other than the tight security. Guns are allowed in the Gauntlet, but discharging one is the fastest way to find yourself at the mercy of Luna Security. Fights belong in the Bang. Those caught doing otherwise will end up doing time in the Sludge Vaults or Builder's Block as punishment and to pay for any damages the fracas may have caused.

Another good point about living in the Gauntlet is the Recruiters. The Recruiters are representatives of the various Houses, all of which **do their best to come into contact** with those who might want to sign on with one of the Houses. The Recruiters handle the freelance contract work, the induction of new House members, and all other manpower acquisition responsibilities. They're paid by their Houses depending on the quality of the recruit. Competition is fierce for possible recruits, with boosts especially valued. Many boosts find their newfound desirability more than a little overwhelming. After all, when you go from being despised by everybody around you to finding out your "true worth," it's a bit mind boggling. Recruiters rarely take advantage of this, though, rarely trying to lowball a boost on signing bonuses or anything else. On Luna, boosts are power—pure and simple. The Houses covet each perspective recruit.

Unfortunately, non-boots aren't so lucky. Many would-be gangsters have found themselves stuck in the Gauntlet; unable to return home because they don't have the money and unable to get on with a House because they don't have the desired talents. These chumps are a short step from permanent residence on Skid Row and are desperate for any break. Some will pal up to a boost in the false hope that the association will get them into a House. They usually end up the same: penniless and living on the fringes of Luna's society.

Characters will probably spend a good deal of time in the Gauntlet once they become accustomed to Luna. It's the cheapest area for decent permanent housing and the most amenable to Homo Superior. Plus, the Gauntlet is a great place to get the buzz on what's really going on around Luna. If a PC boost wants to connect with a House, the Gauntlet is the best place to do it.

See page 80 for a more detailed view of the Gauntlet.

HOUSE RECRUITERS
ARE COMMON IN
THE GAUNTLET

PC'S IN THE GAUNTLET

Chapter Five



"Good morning Mrs. Neidermeyer."-Door security at a Highpark condo.

HOME OF LUNA'S POWER ELITE

Luna could be described as affluent chic, Highpark is it. The best designers on Earth were commissioned to come up with the perfect mix of elegance and decadence. They certainly outdid themselves here. Velvet drapes, muted lighting, leaded-crystal windows, liveried serving staffs and a beautifully landscaped artificial park all add to Highpark's monied ambiance.

Highpark is also a place of secrets. Here is where the real movers and shakers of Earth and Luna can be found rubbing shoulders and making plans. Despite official protest, Congress-persons from the U.S. often find their way to Highpark as the pampered guests of Luna's ruling elite. This arrangement has borne little fruit for the Houses of Luna so far, but it is certain to make their lives easier in the long run. Rumor has it that certain members of the Houses are already drafting up a plan to allow Luna free trade in the U.S., as well as granting them Most Favored Nations status. In light of Luna's past, this may be more than a little difficult to push through, but it isn't impossible. Such concessions to Luna

Happy Happy

This theme hotel area has very strong ties to Fun City. This area is a favorite of middle-to-upper class families looking to have some fun. There are smaller versions of the big rides found in Fun City and plenty of chauffeurs to take people from Happy Happy to Fun City. Like Fun City, Happy Happy is overdone with neon and glitter spray everywhere.

PCs will probably have little business here, but it's possible that they may have to kidnap someone from Happy Happy, or even do a little **wetwork** here. This is dangerous. Lockdown Central wants to make sure no one hurts the families which are such a big part of Luna's economy.

Highpark

If you've got a few million bucks laying around and want the best of the best, this is the place to go. Highpark was established as a hideaway for the rich and famous. If anywhere on

Happy Happy:
5/10/3/7/6/8/19

wetwork: Slang for murder. Contract assassins are commonly known as wetboys

Highpark:
13/14/3/16/10/13/17

Setting-Nestled all snug in the sea of tranquility

passes to Highpark:
These usually cost in excess of \$50,000 for people without connections.

Highway to Heaven:
7/5/2/8/8/9/15

House Constance:
8/3/3/5/6/8/12

by the U.S. would give Luna all manner of advantages, including a vast increase in sales of their produced goods. It would allow Luna the opportunity to cut out the Earthside corporate middle man in their dealings with the consuming public. Don't hold your breath for this to happen, though. Those very corporate "middle men" like their cut of Luna's profits and are lobbying against any free trade legislation heavily.

Player Characters obviously have very good reasons to check out Highpark. Though it's tough to get in—being patrolled by security teams who frown on casual passersby—it isn't impossible. **Passes to Highpark** may be acquired, but are very hard to come by. The easiest method of getting such a pass is to have one forged in the Gauntlet and then walk in through the front gates.

Highway to Heaven

Where the Gauntlet is home to those somewhere near the lower end of Luna's socioeconomic chart, the Highway to Heaven is considerably more upscale. It's home to Luna's upper middle-class. The area houses successful artists of all sorts, retired politicians, minor celebrities, and the occasional rich kid living out his fantasies on his parent's money. Most of the Highway's residents are permanent, with a few time-share condos thrown in to keep some new blood circulating through every few weeks. Security is loose here, but responds quickly to problems. Access to this area from the Gauntlet is tightly monitored.

Characters may aspire to live here when they have moved up a few notches on the totem pole, if they haven't already found a place with a House. Entrepreneurial types could easily start their own business on Luna and if it's successful, this is as good a place to live.

House Constance

A very specialized House, Constance doesn't do much other than keep watch over their prostitutes and their money. As prostitutes aren't really members of the House and don't share equally in the House's wealth, there is a constant demand for more enforcers to keep the girls and boys coughing up the proper amounts of cash.

House Constance doesn't spend a lot on housing and doesn't pay its people all that well. Constance's housing area is reminiscent of the Digs in its functional appearance and lack of luxury. In terms of housing, the House saves money for more useful ventures, such as maintaining surveillance, and hiring boosts to act as muscle.

Characters can find work with House Constance as long as they're willing to

PC'S IN HIGHPARK

LUNA'S UPPER-MIDDLE CLASS

PC'S IN HIGHWAY TO HEAVEN

HOUSE CONSTANCE'S RESIDENTIAL AREA

Chapter Five

PC'S IN HOUSE CON-
STANCE

take part of their pay in trade. Most characters will work as leg breakers, with those showing the most promise becoming pimps later on. Surveillance duty is reserved for the most trustworthy members of the House. It's a much coveted gig and quite difficult to obtain. Boosts do have an easier time proving themselves than most, though, and characters could find themselves working security in a fairly short time.

House Dirtboy:
6/5/3/6/6/10/15

metals and minerals: The Moon's primary mined metals are used for making uncommonly strong weapons and building frames (RES: 40). These metals are starting to trickle down in Luna's construction practices.

HOUSE DIRTBOY'S
RESIDENTIAL AREA

House Dirtboy

The Moon is full of useful **metals and minerals** and House Dirtboy digs the stuff up. Dirtboy isn't the most prestigious of Houses but it's well regarded as a straightforward House as well as a hardworking one. House Dirtboy takes pride in who and what they are.

House Grunt:
4/5/3/8/6/8/14

The House runs the extensive mining complex which is located several kilometers from the Luna colony itself. Dirtboy is also in charge of the Sludge Vault where the ore they mine is refined. They handle shipping and receiving to and from various off-world businesses.

House Dirtboy's quarters are comfortable, but not luxuriant. Most of the money spent on housing is used in setting up complimentary bars and restaurants which are the things the members of this House value most. Due to the high danger involved in their work, Dirtboy members also receive healthy paychecks. They like to spend these checks and most residences reflect this. While the housing is utilitarian, they are often furnished very well.

PC'S IN HOUSE
DIRTBOY

House Dirtboy offers some of the most unglamorous opportunities that Luna has to offer. As miners, PCs will undoubtedly earn as inflated a paycheck as other house members, but are not likely to be privy to the "inside track" that the other houses might offer. Oh yea, there's a lot of late-breaking happenings in the mines.

HOUSE GRUNT'S
RESIDENTIAL AREA

House Grunt

On Luna, where cheap labor is very important, there will always be someone to take charge of that labor and forge it into a force. House Grunt is that, and more. They handle all menial labor, such as janitorial services, tunnel repairs, garbage disposal, hauling, lifting and pretty much anything else that isn't directly tied to any of the other Houses. The members of House Grunt are also the work force of Builder's Block, an unenviable position, but one which has given them quite a bit of stability. Like House Dirtboy, House Grunt's members aren't interested in social climbing or political maneuvering. This crew knows they're in a stable environment. There will always be a market for what they do and are quite content to maintain their status quo.

Setting-Nestled all snug in the sea of tranquility

big wages: Boosts with qualifications desirable to House Grunt tend to get paid three times as much as other House-hired boosts.

House Mouse:
10/10/3/10/10/10/18

Grunt is the largest of the Houses and their recruiters are the most vigorous. The House is in constant need of new bodies to man the machines and sweep the floors. The recruiters canvass the Gauntlet least twice a week in search of new blood. Boosts—especially of the monster physically enhanced variety—are actively sought. **Big wages** are offered. Even so, House Grunt recruiters have a hard time meeting quotas. Competing recruiters warn potential recruits about what House Grunt does for a living, scaring most of the likely recruits away. This infuriates Grunt, who takes more people to the Bang over this issue than any other.

House Grunt's quarters are well-appointed, contrasting with the harsh working conditions this House's members must contend with. Apartments are large and fully furnished, and most are well stocked with alcohol by the House, free of charge to the occupants. Grunt believes in keeping its people happy to offset their difficult and boring jobs. Money is often spent on community entertainment and this area boasts a very nice concert hall. Hot, Earthside bands such as Systematic Overthrow can find well-paid work here and generally appear once or twice a month.

Characters may find work with House Grunt, but unless they get assigned as hired guns or at jobs repairing breaches in hazardous areas, they won't find a whole lot of excitement. Still, House Grunt is the perfect spot for spies, as almost no one pays Grunts the slightest bit of attention. Myra Vann's spy network is extensive and second to none.

PC'S IN HOUSE GRUNT

House Mouse

Mouse is the most powerful House on Luna. Originally, this House was little more than a conglomeration of white-collar criminals who clung together in order to protect themselves from other prisoners. After Luna's takeover, when it came time to start up the tourist trade, these criminals' skills were thought perfect for the job. When the tourist trade really took off, House Mouse was officially formed and its power increased a thousand fold. Now, it's at the top of the heap—running the most lucrative business on Luna, and using its power to keep the other Houses in line. While most of the other Houses are kicking themselves for not taking over tourism themselves, all Houses realize that the booming tourist industry has benefited everyone.

HOUSE MOUSE'S
RESIDENTIAL AREA

House Mouse spends its money to keep its people in fine style and to hire the best possible individuals to fill out their security. Apartments in the Mouse area are luxurious. Security is very tight; not only in their housing areas, but also in all areas it controls. This goes back to the House's roots. Most of its leadership spent their prison time in a constant state of worry that someone would take what was theirs. Their newfound success has only hardened their resolve that no one was taking what they earned.

SECURITY IS IMPORTANT
TO THE MICE

Characters may have a hard time getting connected with the Mice due to the

Chapter Five

PC'S IN HOUSE MOUSE

fierce competition for house membership. Those who make the cut are amply rewarded. Boosts are sought after by House Mouse, but only those without a tendency to lose their heads and start busting caps. Maniacs need not apply. New hire Mouse boosts will generally work security and are expected to be able to deal with people diplomatically, as well as having good combat skills. Some vets complain; griping that they are trained to fight, not sweet talk the rubes, but **their new social status** and high pay keeps the complainers pretty quiet

One of the more interesting jobs for boosts in House Mouse involves watching after visiting **dignitaries**. The Mice like to show off their wealth by providing these visitors full retinues of boosted bodyguards. While the duty is somewhat boring, it can be hazardous. You never know when someone might try **to put the slap on** your assigned bigwig. Such work offers danger pay and it's only given to the most competent individuals.

their new social status: Mouse boosted bodyguards are fairly high up on the Lunar food chain. The job comes with entrée to residences/playpens/meeting rooms of the rich. You get respect by association with these people.

dignitaries: Most visiting dignitaries are from third-world countries, but there have been high-level officials from Neo-Deutschland and the People's Republic of Quebec within the circles of Luna.

to put the slap on: To kill.

House Tastee:
8/4/3/5/6/8/14

HOUSE TASTEE'S RESIDENTIAL AREA

As mentioned earlier, drugs are (and always have been) a big part of Luna's economy. House Tastee oversees this operation, running everything from research and development of new drugs to transportation to Earthside dealers. There are always new experiments going on within the confines of House Tastee in order to build a better drug and improve older ones.

TASTEE'S AREA LOOKS LIKE AN URBAN GHET- TO

Tastee has decorated its living area in a manner most familiar to its members. The entire area is reminiscent of a drug-saturated neighborhood, from the faux-brick walls to the graffiti splashed across them. The only thing missing are the sounds of gunfire mixed with the screams of the wounded, and there's been more than a little thought about having this piped in through the street speakers for "atmosphere."

DRUGS+PARANOIA +GUNS=TROUBLE

Despite its appearance, Tastee's living area is quite comfortable. The appearance is more for machismo and a reminder of this House's social roots. Keeping things just like the 'hood has done much to keep a crazed edge on this House. Tastee merchants still enforce their drug deals with firepower. House soldiers are fully strapped and always packed. Now add in the members' well-known, drug-fueled paranoia. The phrase tightly wrapped will spring to mind. Needless to say, this propensity to handle things violently keeps the House a little shorter on members than they'd like. Every night some member of this House goes down in the Bang, so Tastee recruiters are always prowling for new talent. Boosts, in particular, are high on the House's want list.

PC'S IN HOUSE TASTEE

Boosted Characters will have very little difficulty getting on with House Tastee, as their combat prowess makes them a hot commodity. As mentioned, Tastee soldiers tend to have short life spans. Have fun.

Setting-Nestled all snug in the sea of tranquility

Lockdown Central:
7/17/10/5/6/8/14

men and women: The statistics for an average Lockdown Central security guard and BADASS trooper are listed on a Notebook Page in the back of this book.

Life Support/General Maintenance

As this is the heart and lungs of Luna, this area is tightly guarded. Everything needed to keep Luna's air clean, the water pure and the machines running, can be found here. The generators are also hidden in this area. Two squads of Lockdown Central security guards are stationed here.

Because a few well-placed explosives could blow this place apart, effectively destroying Luna, access to it is extremely restricted. Anyone even looking as if they might try and come on inside will be stopped and questioned. If they're Luna residents and don't have a very good reason for being near Life Support, they'll probably find themselves working in the Sludge Vaults for a few months as a reminder of where not to go. Non-residents will immediately be deported. Of course, this isn't the only area which contains life support machines or generators. Back-up generators are secreted all over the Luna complex, and auxiliary air scrubbers and water purifiers are found in most areas. These will keep power in Luna and the air clean for about four hours in the event of a catastrophic failure of the main life support and generators. Four hours more life for Luna's population. It's no wonder Life Support is guarded heavily.

Characters may find themselves working as security guards for Life Support— a job that has more than its fair share of hazards. Every few months someone makes an attempt to blow the area up, destroying Luna. Obviously, all these attempts have failed. But these attempts have increased in frequency during the past two years. Characters should be prepared to die in the line of duty if they work here, making this one of the toughest jobs on the Moon. Alternately, PCs could be hired to blow up the life support machines themselves. A number of corporations would like nothing better than to suffocate Luna and then return to salvage what they could. Such a job would be very lucrative, probably suicidal, and would not earn the characters any brownie points with the Underground, which views Luna as a sort of boost free-state.

Lockdown Central

All Houses are required to send **men and women** to Lockdown Central. This area handles all official security for Luna, and all Houses are supposed to provide equal manpower for this purpose. In reality, House Mouse provides more than 80% of the guards who work here, and have hired virtually all of the BADASS teams. Most of the other Houses see this as a boon, allowing them to free up their own men and resources for pursuits more relevant to their Houses. The Mice let them go on thinking just what they want. In truth, the slow takeover of Lockdown Central has given House Mouse a huge bargaining chip which they are saving for the right moment to use. Should they choose to play that chip, they could buck down almost any power struggle.

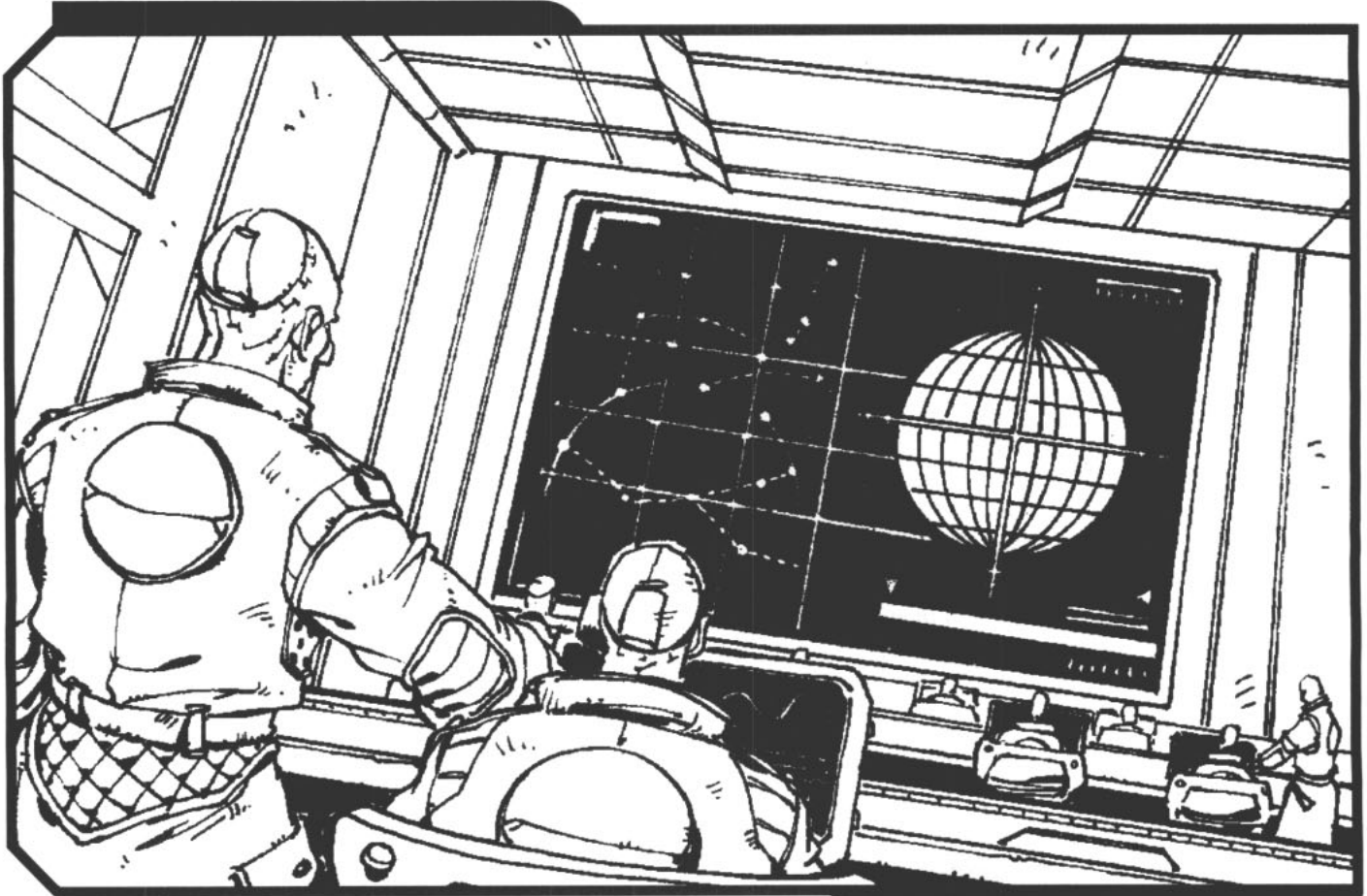
LUNA'S LIFE SUPPORT
AND MAINTENANCE

BACKUP SYSTEMS ARE
GOOD FOR HOURS

PC'S IN LIFE SUPPORT/
MAINTENANCE

LUNA'S LOCKDOWN
CENTRAL NATIONAL
SECURITY

Chapter Five



"Thank you for using AT,T&S."-Placing a person to person call from Lockdown Central.

LUNA'S COMPUTER SYSTEM IS HERE

Lockdown Central is, essentially, a big security complex. A large area is set aside for the detainment of prisoners, another for surveillance of Luna's many areas, and still another area is used for housing guards on duty. A weapons locker is fully stocked for any situation.

Lockdown Central is also home to (and takes its name from) Luna's massive computer system. This computer operates all Luna's many mechanical functions, stores video surveillance information, and files the ID badge information. A state-of-the-art program sifts through surveillance data, filing it according to supposed usefulness and then by time, date and location recorded. This system is fairly efficient. Occasionally, the computer makes a mistake and important information is buried beneath gigabytes of irrelevant data.

THE KILLER B'S

Lockdown Central has also become home to the **Killer Bs**, who have set up an elaborate data haven within Central's computer system, taking information from the Cypherpunks and related groups and storing it far from Earth author-

Killer Bs: A small group of hackers with close ties to the Earthside Cypherpunks.

Setting-Nestled all snug in the sea of tranquility

suit was torn: An environmental suit becomes susceptible to a total vacuum 4 seconds (1 Turn) after being torn.

Belt packs: Due to the danger of cave-ins, people in the mines usually wear belt jets (Avail: C, Not available on Earth, Cost: \$28,000, Handling: +1, SPD: 14, RES: 6). The belt jets are composed of a sturdy belt and harness with an attached fuel tank and directional jet thrusters. With the attached pack and navigational software, the belts have helped many a miner out of the mines with a great deal of speed. No Skill governs the use of this equipment, but the Flight Control Enhancement applies as normal. Use straight DEX Challenges to determine success or failure if attempting difficult maneuvers.

worth the risk: There is a 5% chance, at any time, of a cave-in. Cave-ins result in tons of debris falling upon miners. If this happens to characters, they will need to make several (the exact number is up to the GM's discretion) P/F Challenges against a Difficulty of 4 or higher to dodge debris. Wearing belt-jets increases chances of survival, lowering the Difficulty by 2. If they fail, treat the debris as having a Penetration of 10 and a damage of LW/MW/HW/IN.

ities. The Killer Bs also act as a massive clearinghouse for illicit information, being a data "go-between" for Earthside illegal organizations.

All of this isn't exactly on the up and up, even on Luna. The Killer Bs are using the system illegally, and haven't made any attempts to get permission from House Mouse to carry on with their little business. No one's been caught...yet.

The Mines

House Dirtboy runs the mines, digging out the mineral wealth of the moon around the clock. The mines are dirty, dark and dangerous and aren't provided with reliable sources of power or supplies. Dirtboy is constantly patching up holes in the electrical wiring of the mines or securing dangerous areas of the mine, work which has resulted in numerous deaths over the years.

The mines aren't environmentally sealed, though there are airlocks throughout the area to act as safety "firewalls" to help protect the rest of Luna from de-pressurization in the event of a breach. Workers in the mines must wear environmental suits in order to protect themselves from the cold and airless nature of their workplace, as no atmosphere is pumped into the mine. This has its advantages and disadvantages. Primarily it saves lives in the event of an accidental breach, as the miners aren't affected by a sudden loss of atmosphere. On the downside, the suits are clumsy to work in, and if ruptured are notoriously difficult to seal back up. More than one miner has lost his life when his **suit was torn** and couldn't be repaired in time before the victim's explosive death. The suits are also equipped with **belt packs** which aid in emergency mine escapes.

The mines are large and labyrinthine in construction, spiraling down and out in pursuit of richer veins of ore. Many areas have been largely abandoned, and are now used primarily for clandestine meetings. These mined out areas have no security cameras, so it is quite possible to conduct meetings in perfect secrecy. There are dangers, of course, including cave-ins, but many find the privacy **well worth the risk**.

Characters may find themselves working in the mines, or they may simply use an older section of the mines as a meeting place to discuss plans privately. PCs might also be recruited as saboteurs by Earthside mining operations in order to drive up prices on various metals and minerals. Repair crews are needed. It's dangerous work—but very high-paying. Those vets skilled in demolition can find Dirtboy paying top dollar for blasting tunnels or bringing down slabs that threaten work areas.

LUNA'S MINING FACILITY

NO ATMOSPHERE HERE

DESERTED AREAS
HAVE NO SECURITY

PC'S IN THE MINES

Chapter Five

LUNA'S MONSTER BASE 1

Monster Base 1

Monster Base 1 was originally a research lab for scientists conducting genetic experiments on death-row inmates of New Soledad, and Earthside plants and animals. This genetic experimentation was one of the most closely-guarded secrets of the United States. The experiments used the new genetic information and technology recovered from the **STL** biomasses within the Alien lifepods that crash landed in the Florida Everglades during August 1996.

STLs: Supra-Terrestrial Life forms. The scientific designation for non-terran life found to be superior in capabilities to earth based life.

DOOMED SCIENTISTS ABANDON MB1

During the New Soledad prison riots, scientists fled the research center and left behind an enormous amount of work in progress. No one's sure what was left, but best guesses include mutated animals and genetically altered humans who would defy comparison to modern Earthside boosts. Other theories say the doomed scientists left behind viral and bacterial experiments— letting deadly, new strains to simply fester and grow in their incubators.



Science out of control!—Just a few, harmless experiments left abandoned in Monster Base 1.

Setting-Nestled all snug in the sea of tranquility

Monster Base 1: Fitting, since the lab's quickly seen last experiments had horrific and multiple enhancements.

The scientists were slaughtered by both the prisoners and the newly-freed last "batch" of Homo Superiors. The prisoners took one look at what was growing inside the lab, sealed the doors, and soon began construction on what is now the Dead Zone. The freed cons—like the Earthside corporations and scientists—hoped to save whatever was in the research center for future use. Once the Dead Zone was completed, the research facility was renamed **Monster Base 1** and pretty much left it alone. Lockdown Central security cameras lost the remote picture a year afterward. Previously, the cameras showed occasional glimpses of shambling humanoid shapes moving around. What appeared to be mutant bacteria had taken to reproducing at an incredible rate to cover the walls, ceilings and floors of the lab. Finally, it covered the cameras. One by one, the cameras went dark.

As explained earlier, it's obvious to anyone that there is some kind of life within Monster Base 1. MB1 has it's own computer—running it's own power and atmosphere. There is water within the lab—probably being diverted from Luna's main supply. Who or what is doing it? All the Houses are crazy to find out exactly what is in there. Earthside Corporations would pay fortunes to get samples. And—as also explained—no one's come back from any explorations. Rumors approaching "urban myth" status are everywhere: "Something is stalking the area between Skid Row and the Bang. A humanoid shape featuring what appears to be tentacles coming from it, has been glimpsed around Skid Row." Partially eaten bodies have (in fact) been found. People have disappeared. Exploratory teams sent to MB1 have never returned.

The truth is Monster Base 1 has become a bizarre habitat for a number of biological nightmares. In the twelve years since the riots, these creatures have factionalized into two main groups: the Advanced and the Degenerate.

The Advanced are a small population of Homo Superior who's genetic mutation was successful—more successful than any of the long-dead researchers



"Bag 'im and set 'im out with the rest."—Case #216, aka inmate Harland Newman, fails to cut the genetic mustard.

LUNA LOSES CONTACT
WITH MB1/RUMORS
ABOUND

THE ADVANCED AND
THE DEGENERATE

Chapter Five

could have dreamed. These beings have adapted to the environment totally. Most have developed true telepathy, mind control and other mental enhancements far above the *current* levels possible with Earthside genetic manipulation. Some can mentally will physical alteration of their bodies. They are **generally benign** and would like to be left alone. It's this group who has rerouted the water supply and actually created farms in some of the labs to feed the population.

If the Advanced are the researcher's dream, then the Degenerate are the nightmare. For simplicity's sake this group includes hideously mutated plants, animals, and...humans. The mistakes. The plants and animals are aggressive, territorial and have mutated for physical survival. Here the genetic experiments went wrong—but unchecked, for generations. The *things* that were human once are somehow worse. Mindless now, these horrors wander their territory in constant search for food. Some have mutated a bizarre, plated exoskeleton allowing them to exist in no atmosphere for short times—allowing them to virtually "breathe" trace dust elements present. These creatures are savage cannibals and sometime go on scavenging parties...

Within MB1, the Advanced are existing by literally willing the Degenerate from their claimed territory. Over the years, borders have been realized. The Degenerate have learned—as a dog would—what areas of the labs are off-limits to them. The problem facing the Advanced is that while they can control and maintain their border with these creatures, the Degenerate are growing more brazen in their forays outside the labs—sure to finally bring Luna's attention back to MB1.

generally benign: The Advanced number around 70 adults and 25 children. While the group is pacifistic, they're more than capable of killing to be left alone. Weapons used are jerry-built cross-bows, knives, spiked clubs and the like. The "lost" House teams sent to MB1 couldn't stand up to mental mind control attacks, brilliant guerrilla tactics, or the deadly Degenerates. A few of the explorers who lived, decided to stay among the Advanced.

The Pit: 3/1/1/3/2/5/3

PC'S IN
MONSTER BASE 1

Why might Player Characters find themselves heading for Monster Base 1? Obviously, they could be hired as still another reconnaissance force by interested Earthside corporations or the Houses. Everybody wants to find out exactly what is living there and would pay extremely well to get samples. Suicidal? Probably. The PCs might also try their own fact finding mission. If they make it through the Degenerate territory, they might link up with the Advanced to help with their little problem. That's if they can convince the Advanced not to kill them outright, of course.

LUNA'S
UNWASHED MASSES

The Pit

Some boosts, upon arriving on Luna, have found that they don't endorse the rule of the five Houses. Many boosted New Soledad convicts left their prison cells during the riots, never to be seen by any of the Houses again.

Setting-Nestled all snug in the sea of tranquility

King Klown: One of the first boosted humans, King Klown has massive, multi-colored plates covering his body, hence the name. His stats are included in the back of this book.

The Pit is the place that became their home. Led by the mad **King Klown**, the boosts have set up house here. A clandestine deal with House Dirtboy keeps them in food and other necessities in exchange for muscle when the mining House makes it's power move. But the residents of the Pit have a very different view of "when" this power move will happen, and have begged off Dirtboy's pleas for manpower. This has House Dirtboy bent beyond belief, though there is very little that they can actually do. The unfortunate truth of the matter is that the Pit's citizens are much too powerful for Dirtboy to handle alone. If Dirtboy were to go whine to another House about this, not only would they lose face, but it would become immediately apparent that they'd cut some secret deal with the Pit. Plus, King Klown has threatened to raise all kinds of hell if their food stops coming. This puts Dirtboy right on the hot seat. House Dirtboy keeps the food coming, hoping that someday they will be able to call in the debt owed them by King Klown and his followers. Dream on, miners. The King has no intention of ever paying Dirtboy the debt he owes. He's got bigger fish to fry and believes Dirtboy to be beneath his notice. Exactly *what* he plans to do changes on a daily basis, but they always include "killing all sapiens" and taking over Luna. There have been reports, however, that other boosts of the Pit don't agree with King Klown's reign, and that they're ready to overthrow him in a coup...the first boosted Civil War on Luna. If this happens, Player Characters can expect a total bloodbath that could redefine mayhem as mankind knows it.

The Pit has the overall appearance of bedlam. The entire area is festooned with gaily colored streamers as well as spray-painted clown heads. Flashing lights are another big favorite, often positioned more for disorienting effect than any sense of aesthetics a sane person would possess. Strange scrawls cover most available wall space, creating a collage of rambling slogans and ridiculous phrases that are obviously the work of a maniac. Or a few hundred.

Originally part of the prison proper, The Pit still retains most of its original structure. The cells are still in the condition they were left in by the prisoners: gray steel walls and prison graffiti. The only real changes are where cells have had their walls knocked out to make large commons. The commons are used by the boosts as meeting places, sleeping areas and dining rooms. The cells are primarily used by slaves, and the doors have been rigged to work through a console kept by King Klown. Some of the cells have been claimed by the boosts, but these are mainly areas for storage and privacy. King Klown and ex-con followers have vowed to never again sleep in a prison cell.

Visitors to the Pit will probably be treated roughly. King Klown knows that the Houses have made sure that none of their people go near the Pit (other than House Dirtboy). He assumes that anyone entering is slave material. Boosted

HOME FOR
DISENCHANTED
BOOSTS

DECORATED BY
THE INSANE

KING KLOWN
DEMANDS TOTAL
LOYALTY

Chapter Five

individuals may be able to get out of slave duty if they can demonstrate that they are tough enough to join the King's loyal followers. The main problem with this is that joining up with this happy little family is "for life". Klown is not likely to release you from your oath of fealty. Those who attempt to leave will find themselves branded as traitors or deserters and hunted down by the rest of the King's people.

Characters who find their way into the Pit will probably try finding their way out again, quickly. The only real reason to go here is as a spy for one of the Houses, or as an emissary of House Dirtboy. Some really courageous (or crazy) Characters may decide to try and join up with King Klown and his merry band, giving the campaign a truly zany twist, but most others will try to stay out of this area.

Skid Row

A major problem with Luna's culture is that when you bottom out, you hit damned hard. And Skid Row is where you end up when you crash and burn. Maybe your mind is gone from too many drugs or your credit account emptied from too many desperate gambles in Casino Alley. Skid Row houses the downest and outest of the down and out.

As home to the homeless, Skid Row lives up to its reputation. The corridors are lined with litter and **refuse of all kinds**. Burn-outs, bums and addicts clog every doorway. The entire area is rancid with the odor of un-bathed bodies and over-used air. Luna doesn't worry too much about cleaning the scrubber filters here or making sure the water filtration units are in working order. In a lot of ways, Skid Row is like downtown subsprawl LA, so some boosts may, unfortunately, feel more at home here than anywhere else on Luna.

Characters might end up here for a variety of reasons. They could be looking to drop out of Lunar society for a while, especially if they've gotten themselves involved in House feuding. Skid Row is a good solution, mainly because nobody will chase you here unless you've really made them angry. PCs might come to the Row just to cause trouble— it's just about as lawless as the Bang. Firearms are commonly discharged just for the hell of it, and security doesn't worry about it unless there's an actual breach of Luna's atmospheric or structural integrity. It's also possible that characters will wind up on the Row for the most unfortunate reason of all: they've bottomed out. Sad but true, it can happen — even to Player Characters.

Skid Row:

2/1/1/2/3/4/1

refuse of all kinds:
Especially dangerous are
the massive amounts of
used syringes that carry
infectious diseases.

LUNA'S LOWEST-
OF-THE-LOW

LAST STOP FOR LUNA'S
DOWN AND OUT

Setting-Nestled all snug in the sea of tranquility

obscures vision:

Because of the chemical haze of the Vaults, all Medium and Long Range targets have a +3/+6 respective modifier for ranged attacks.

The Sludge Vaults

When House Dirtboy hauls all that pretty ore out of the ground, this is where it ends up. The Sludge Vault is the refinery facility, getting the name from the massive baths of acid used to separate the metals from the dirt and by-products this process creates. The entire area is filled with the acrid stink of acid and oxidizing Lunar soil. A gritty haze **obscures vision**. Workers tend to wear breathing masks to save their lungs the worst of the damage caused by airborne chemicals and grit. Those that don't wear the masks shorten their life spans by a good twenty years.

The Sludge Vaults also serve as a makeshift crematorium for those special times when it's just too much trouble to send a corpse out to the lunar surface. Or for those times when you don't really want to let security know you're disposing of a body at all, the Vaults is your one-stop solution! For a fee, the workers here will dump bodies or anything else possibly incriminating into one of the handy corrosive baths. Adios y no problema!

Working in the Sludge Vaults is considered the lowest job of all, due to the relatively low pay compared to the numerous environmental hazards present. At least in the mines you get paid for the hardship.

Characters will probably come here either to dispose of a body, or if they really screw up, to work off a debt or criminal penalty. Either way, the unpleasantness of the place is more than enough to make people want to get out of here and fast.

Storage

If there's one thing that Luna is constantly short on, it's storage space. There is a continuous need for new places to store food, construction material, medical supplies, chemicals—you name it. This area is the primary storage facility, but it is supplemented by numerous bolt holes throughout the Luna Complex, and a variety of surface caches. The area is overseen by House Grunt.

The only real reason for Characters to enter a storage area is if they are on a work detail that requires them to do so. Thievery would be another reason. On Luna, supplies can get tight from time to time and people don't have access to the goodies they once did. During these supply crunches, many residents take it into their head to break into a storage area and steal whatever they can lay their hands on. This is frowned on by Lockdown Central. Security will shoot looters on sight, making such heists high risk indeed

LUNA'S REFINING FACILITY

A GOOD PLACE TO DISPOSE OF BODIES

LUNA'S STORAGE

Chapter Five

LUNA'S TECHNOLOGY RESEARCH AREA

Think Tank 1

Luna's continued success relies on its ability to design and produce its own goods. In the past, Luna has been content to produce goods for Earthside interests, but this has become less and less profitable as time passes. It's become obvious that Luna will need to create their own goods from their own designs if they want to remain a financially viable manufacturing source.

Think Tank 1 is the research side of this new approach to manufacturing. Experts in various fields work together in project teams to come up with new ideas for House Grunt to produce. Most of the ideas so far have been related to new and improved weaponry, as well as **a few new items developed for specific low-g problems**. One current project is producing a drug to stop the effects of metagenic feedback trauma and stress related psychoses, but these are in the infant stages at the moment. Although House Grunt is officially in charge here, it's House Mouse who recruits employees and organizes many of the projects.

Think Tank 1 projects are compartmentalized. Each team is not allowed to leave their respective work areas. There are apartments and all other necessary facilities for sequestered scientists and technicians to make their stay as comfortable as possible, but there are also guards with big gats to make sure the regulations are followed. The strict security prevents any leakage of project updates to spies and therefore to other corporations.

PC'S IN THINK TANK 1

PCs may be called in to aid Think Tank 1, using their special talents to investigate the **R&D** divisions of other corporations. In other words, characters might be required to work as corporate spies. They may work the other side of the coin as well, preventing the extraction of key Think Tank 1 personnel or intercepting Earthside corporate couriers carrying vital information to the competition.

THINK TANK'S DEVELOPMENT ARM

Think Tank 2

Once Think Tank 1 finishes it's research, the project heads over to Think Tank 2 for testing and development. Blueprints are drawn up, engineers consulted and prototypes are built. There are extensive lab facilities in Think Tank 2, as well as powerful manufacturing tools and other equipment. Anything needed to design a new product is available, or can be made available to those who work in Think Tank 2. Development money flows like water here. All the Houses believe that Luna products could be the factor to really legitimize the colony in the eyes of Earth and everyone ponies up with the cash accordingly.

Think Tank 1:
9/8/3/7/11/10/14

a few new ideas... low-g problems: An example is the Buff4Life™ exercise machines seen nearly everywhere on Luna. Buff4Life salons can be found in all tourist areas, all House residential areas, and the Gauntlet. Luna residents zealously use these machines daily to maintain muscle tone and increase cardio-vascular health in the lunar gravity. See chapter 2 for details.

R&D: Research and
Development

Think Tank 2:
9/8/3/7/11/10/14

Setting-Nestled all snug in the sea of tranquility

L.A.P.F.: Los Angeles Peace Force. The privately owned, corporate Police force of Los Angeles county, California.

Combat, Combat, Combat!™: The grand daddy of all the "reality conflict" broadcast programs. C³ brings the viewer to a different global resource conflict weekly and show it from the grunt's point of view. Often imitated, never duplicated—this show delivers in both graphic mayhem and ratings.

Characters will have a very difficult time finding work in Think Tank 2. The area is tightly secured and only the most trustworthy and competent people are hired. Even the custodians are hand picked. Foolish or exceptionally clever characters may attempt to steal a technician or prototype out of Think Tank 2, but should be forewarned: those caught will be executed on sight, and those who escape will be pursued even to Earth.

PC'S IN THINK TANK 2

Thrillshooters

The most sordid area of Luna, Thrillshooters is also one of the most popular. The area is given over to deathgames, those sports which invariably result in the death (or serious wounding) of one or more of the participants or teams. The sports are widely popular among certain social strata, including the jaded rich and the very poor. The former are entertained live—often paying thousands of dollars for front row seats to the spectacle. The latter watch taped games replayed over their local pirate vid stations. Stations who pay Luna the rebroadcast rights that is. Earthside authorities are officially furious over the proliferation of deathgame broadcasts in their inner cities. They're even more sincerely agitated by the street-level imitations the sports have spawned. Deathsports, Inc., a small corporation, has begun filming these lethal games on the streets of L.A., despite protest by the city and raids by the **LAPF**. Small street gangs are acting as lookouts and muscle for Deathsports, hoping to get a chance to show their stuff. Too small-time for **Combat, Combat, Combat!™**, the little gangs know that Deathsports might be their only chance to grab some fame. The Houses of Luna aren't all that happy to find an Earthside corporation horn-ing in on their territory. They are planning to send "representatives" (attaches from the BADASS corps) to talk to this corporation, hoping to hammer out a deal wherein Deathsports, Inc. will cough up a sizable royalty every time it shows a deathsport that started on Luna. Because Deathsports, Inc. has a few of its own original deathgames, such an agreement won't be too disagreeable, and should be signed with little violence.

LUNA'S DEATHSPORT ARENAS ARE IMMENSELY POPULAR

The most popular Deathgames (on both Luna and Earth) are the following:

SNATCH AND SHOOT! is by far the most violent, and therefore the most popular of all deathgames. On Luna, a special maze is built for the game to be played. On Earth, a few city blocks are cordoned off and used as the field of play. The games are filmed by strategically placed cameras and uses special video mount hardware for that "point of fire" angle. Before play, the "snatches"—small, hand-sized flags—are hidden throughout the play area.

THE SNATCH AND SHOOT GAME

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There are three teams involved in SNATCH AND SHOOT!, each made up of five team members. There is one scout on each team, the most lightly armed and armored player (typically wearing only **Heavykev** and armed with a 9mm pistol), but also the fastest. There are three snatchers on each team, each wearing Heavykev and **Mondo Armor**, and armed with the biggest sidearm they're capable of carrying. The last team member is the goalie, decked out in **Heavy Mondo**, Heavykev, and packing the biggest weapon he can wield. (**Silver Bullet's "Renovator" mini-gun** is popular among the boosted goalies).

When play begins, the scout runs around, using **Pueblo Map-It!** to record the layout of the play area. The scouts have three minutes in which to run around, after which the snatchers enter play. Scouts can transmit all of their map data to the snatchers on their team at any time, though they must stop for a few seconds to do so. Scouts can shoot at each other and the snatchers, but may not fire on the goalies. Snatchers can open fire on any of the opposing teams.

Once the snatchers enter play, they try to collect as many of the snatches as they can. They are allowed ten minutes to run around collecting snatches and taking down opponents. Felled opponents forfeit their snatches to the victor. However, only those snatches that are returned to a player's home goal are counted in their final score. Particularly daring teams may assault another team's goal, snatching their snatches and earning big points.

Goalies do nothing but guard the goal, mowing down any of the opposing team they see.

There are three ten minute snatching periods during a game, and the winner is the team with the most snatches at the end of the third period. Generally, there are ten snatches available in every ten minute period, giving a possible score of thirty. Teams are also given points for taking down opposing team members with three points given for a scout, five for a goalie and two for a snatcher.

With the rise in popularity of SNATCH AND SHOOT!, star players are becoming hot celebrities. Many have earned lucrative salaries posing for advertisements endorsing both Luna and Earthside products, services, and locations. The infamous Kim "Krosshair" Kalav posters that boasted "Come to L.A., where everybody's got a gun" boosted downtown L.A.'s tourist industry by 300% and were directly related to the slaying of more than fifty tourists. Other famous Snatch and Shooters are Smackgirl and Sub-Lieutenant Fist.

Heavykev:
STR: 0, RES: +2

Mondo Armor:
STR: 2, RES: +4

Heavy Mondo: STR: 5,
RES: +6

Silver Bullet's "Renovator"
mini-gun: Acc: -2, Pen: 8,
Dam: LW/MW/HW/IN,
Rng: 3/7/11, Ammo:
50, Rate: 1 / 4, STR: 7,
RES: 13. A savage mid-
dle ranged weapon. Also
includes a small missile
launcher as the sec-
ondary weapon. See
Fully Strapped, Always
Packed book for details.

Pueblo Map It!:
Cartographic mapping
software. See pg. 222 of
Underground rule book
for details.

Setting-Nestled all snug in the sea of tranquility

computer-guided: With targeting software, these guns are treated as having a Gun Combat Skill of 6. The machine guns (Acc: -2, Pen: 8, Dam: LW/MW/HW/IN, Rng: 3/7/11, Ammo: 50, Rate: 1/4, RES: 13) target Deathglide contestants as they fly through the course. If the contestants appear to be having a bit too much luck, computer operators are able to boost the Gun Combat Skill anywhere up to 15, offering more excitement for the audience.

rings: These rings can be anything from oversized hoops to motion-sensitive explosives.

one last run for a jackpot of \$1,000,000: In the three vid-net "seasons" of Deathglide, there have been four winners of the Kamikaze. Clement R. Winkle of Newark, New Jersey won \$2.3 million. Mr. Winkle is the biggest winner as of this date. It should be noted that Mr. Winkle spent nearly 7 months in the hospital recovering from his injuries.

Earthside corporation: Defense Contractors Amalgamated fronted the start-up capital. Luna Houses all own a piece of UFO and want to finally buy out DCA's interest.

THE DROP™ is the crudest of the deathgames because it is arguably not a sport at all. In The Drop, contestants are allowed to pick the length of their own bungee cord before plummeting to the asphalt three stories below. Few of the contestants are able to claim their \$100,000 for surviving, though their families make considerable money from royalties when their loved ones are served as the Taste Ghoul Drop of the Week™.

The Luna-based DEATHGLIDE® is another popular deathgame that borders on senseless slaughter, though contestants do have a larger survival percentage than for THE DROP™. Here contestants strap on a pair of gliders and zip through a low-g crossfire of death. They are fired upon by **computer-guided** (or sometimes audience-guided) machine-guns as they pass through the gauntlet and earn points by grabbing rings from wall-mounted posts. The contestant with the most rings wins. Each of the **rings** are worth \$1,000 dollars. The loser (if still breathing) receives complimentary medical care and a hearty handclasp from the show's host. THE DROP's version of the winner's bonus round is called "The Kamikaze." The winner can try to make **one last run for a jackpot of \$1,000,000**. If they don't make it through alive, the jackpot is upped by \$100,000 for next week's Kamikaze. Sorry, and, hey, thanks for playing...

New deathgames are tried out every week in Thrillshooters, most being nothing more than excuses to blow the DNA out of the contestants. The majority of contestants are Earthside down-and-outers looking for the Big Score or are Lunar law violators. Boosted vets tend to show up in SNATCH AND SHOOT!, which has at least a fair chance of survival and fame for the contestants. House Mouse, which owns the show, offers substantial bonuses for veterans who agree to sign on with SNATCH AND SHOOT! teams. Boosted vets are most sought after as goalies. They can take a lot more damage than your standard human who might drop from only one 30mm round.

PCs might also find work as crew for one of the other "game shows" or as security. Security is always very tight around the games, both to prevent the escape of any contestants and to make sure no one sabotages the set to "fix" the game for wagering purposes.

UFO Inc.

This is one of the successful Luna businesses co-owned by an **Earthside corporation**. UFO is where Luna's guns are made. All kinds of goodies get turned out here, including those guns made to work better in low-g. Special order guns—modified to specifications—are also available, but they aren't cheap. Ammunition and accessories are also produced.

THE DROP™ GAME

THE DEATHGLIDE™ GAME

PC'S IN THRILLSHOOTERS

LUNA'S WEAPONS MANUFACTURER

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UFO is staffed by members Houses Grunt, Dirtboy, and even Mouse. House Dirtboy managing the area at the current time. Management rotates on a yearly basis through these three, ensuring that no House monopolizes production. Lockdown Central also posts guards to insure that no guns are being funneled to Houses that aren't paying for them.

Competing Earthside weapon manufacturers would love to get their hands on some of the technology under development in UFO. While new technologies are currently at a very early stage, there are some exciting developments occurring in the field of boosted weaponry. In particular, prototypes are being worked on which create tremendous trauma damage but don't penetrate the body of the target. On Luna, these weapons would have stopping power while preventing tunnel breaches during fire fights. On Earth they'd be just as useful for smashing boosted foes to paste. Because spies are constantly being caught by Lockdown Central, UFO is kept under tight surveillance — anyone caught trying to steal equipment or data will probably be shot immediately, unless they have a very good story to tell.

rent a runabout: So-called runabouts rent for approximately \$2000 a day. Better vehicles cost more, but are rarely available. Maximum cost of rent for vehicles is around \$10,000 a day.

PC'S IN UFO INC.

Characters may find themselves working security in this area, or possibly working in the design end of gun making. Others could easily get jobs as laborers on the lines, and still more could work as testers, taking new guns out to the range for a workout. And, of course, there's always the chance that characters might be hired to come in here and steal technology for an Earthside corporation.

LUNA'S
VEHICLE STORAGE

Vehicle Storage

The availability of vehicles on Luna is limited to public transport mainly, but there are a few places where one can **rent a runabout** or other electric vehicle. Various maintenance vehicles and mining vehicles are also stored here, under tight lock and key. There is a well-outfitted auto maintenance shop here. Other than this, there is little of value in vehicle storage, and less that would interest characters.

PC'S IN VEHICLE
STORAGE

The only reasons a character might wind up here are as part of a work detail or to steal a vehicle. The former probably means the characters are working on a mining detail, and the latter won't be all that difficult. While the guard is fairly tight around the vehicles, there is little reason for Lunar authorities to believe that anyone would ever try to steal one. After all, where would they take it if one were stolen? Eventually, security cameras will pick it up, and from there it's only a very short step to finding those responsible and removing them from the gene pool.

Setting-Nestled all snug in the sea of tranquility



Adding one kill to the global average every 1.9 minutes-UFO Inc.'s gun manufacturing line.

A Closer Look: The Gauntlet

The Gauntlet is, in most ways, the easiest place to set your first Luna campaign. The Houses, while active there, don't control it as they do the tourist areas, and security has little interest in what goes on. As long as the characters don't actually breach a wall, they have little to worry about where the law is concerned.

AN INDEPTH VIEW OF
THE GAUNTLET

Chapter Five

BUILDING AND STREET LAYOUT IN THE GAUNTLET

The following is a description of a small section of the Gauntlet. By using this as a base for a campaign and slowly expanding the territory with which the vets are familiar, the GM can create a living, breathing campaign world which grows with the characters. Expand this "known territory" to offer them new areas with new challenges as they advance and expand their goals.

General Architecture

The Gauntlet is constructed of the same polymerized steel as the rest of Luna. The tunnels that serve as streets are slightly rounded and average twenty feet across. Most of the Gauntlet is simply remodeled from the old prison blocks, with a few walls knocked out here and there to expand certain areas. Makeshift barriers have been erected to divide other areas into more manageable subsections. The Gauntlet has a uniform roof height of fifteen feet, and all "buildings" reach from floor to ceilings. **Buildings with more than one floor extend down**, with the floors numbered from the ground down. All the buildings are essentially the same in appearance, with no windows and steel-barred doors. Glitter-paint signs and graffiti are the easiest way to differentiate between different buildings, though it is possible to identify buildings simply according to their overall shape if you take the time. To the newcomer, the Gauntlet is a bewildering maze of identical storefronts and drab steel hallways. Until you have some time to get your bearings, the Gauntlet's a great place to get lost.

Getting Around the Gauntlet

There are no street names in the Gauntlet and only a very ineffective block numbering system to guide newcomers. Supposedly, the various tunnels in the Gauntlet are numbered from zero to one-hundred, with side streets given a letter of the alphabet (or two, or three letters). In truth, this system doesn't work well because the residents of the Gauntlet are constantly opening new tunnels, closing old ones and reconfiguring their neighborhoods with explosives and heavy firearms. The only sure way to find anyone or anyplace is to **just keep asking directions**.

The Gauntlet has no trams like those that service other areas of Luna. The standard trams stop at the Gauntlet, and electric taxis take over. These small, hydrogen-cell cars are slow, dirty and generally driven by rude, unscrupulous thieves. These jerks are known to mug and rob a sucker. But, if you're in a hurry, they're faster than walking and the drivers won't usually mess with someone with superior firepower at hand. Vets should have little trouble when taking taxis, but you never know when your taxi driver might turn out to be one of the **Silver Skulls**, driving you into a nasty ambush.

buildings with more than one floor....: These are dug into the Lunar bedrock and then carefully sealed with polymerized steel.

just keep asking directions: Due to some contorted sense of honor, very few residents of the Gauntlet will mislead a stranger with bad directions.

Silver Skulls:
STR: 2, DEX: 2, SPD: 1,
RES: 2, AURA: 3,
Acrobatics (Dodge): 8,
Gun Combat: 9,
Streetwise: 5, Mondo
Armor and weapon of
choice. "Be a real shame
if that dump of a grocery
store you own, got
blowed-up accidentally,
y'know?"

TRAVEL IN THE GAUNTLET

Setting-Nestled all snug in the sea of tranquility

runs a very lucrative protection racket in the Gauntlet: Lucrative for the Gauntlet, that is. Anywhere else in Luna it would be considered insignificant.

Gangs

Like the rest of Luna, the Gauntlet is very gang-oriented. Unlike the rest of Luna, the gangs of the Gauntlet are much smaller and more personal. Few gangs are more than twenty people in size. They take things real personally down here. Don't underestimate their capacity for violence.

Just as the Houses fight amongst themselves, these crews are known to get it on with each other as well. These punks rarely bother to settle up in the Bang. Massive shoot outs will go down with no regard for bystanders. Gangs will fight for almost any reason: money, turf, face—you name it. Like gangs of the late-20th century, the bangers of the Gauntlet don't need much to draw down on rival sets.

The major gangs of the Gauntlet are well known by all area residents. The reputations of the Silver Skulls, Killer Bs and Gagrats border on the legendary, and it's almost a sure thing that the stories have grown through gossip. The following are descriptions of these three best known gangs.

SILVER SKULLS: The largest gang in the Gauntlet, with some two hundred members, the Silver Skulls are also the most organized. The gang was begun by a group of rich kids who came to Luna on stolen credit cards about six months ago. Since then they've used their money and smarts to put together a strong clique. The Skulls **run a very lucrative protection racket in the Gauntlet.**

The Skulls aren't everywhere, but they seem to be. The gang goes out of its way to give the impression that its members know everything that's going on. Surveillance equipment, wire taps and spies are all used to stay well-informed. While they don't have the information gathering resources of the Killer Bs, the Skulls do have a very good grasp of who's new in the Gauntlet, where the recruiters are going to be, and anything else of importance.

A very violent gang, the Skulls use beatings, arson, and murder to bring new businesses under their "protection." Only some Gauntlet-area vets have had the courage, the skill, and the hardware to stand up to the gang. In reaction to the Skulls and their violent tactics, many businesses have hired small groups of vets to protect them from the Skulls. Not exactly great for their business, the Skulls hate the vets almost as much as the vets have come to hate them. New boosted Characters should take care not to be singled out and isolated by the Skulls, who'll frag 'em given the opportunity.

GANGS IN THE GAUNTLET

THE SILVER SKULLS GANG

Chapter Five

THE KILLER B'S GANG

The Skulls are easily recognized by their distinctive colors: solid black with day-glo painted silver skulls on the backs of their shirts or jackets. They generally carry heavy weapons, preferring the biggest guns they can hold. Grenades are another favorite with the Skulls, but they use explosives selectively. While the Skulls aren't afraid to stand up to residents of the Gauntlet, they aren't quite ready to take on security or BADASS squads.

THE KILLER B'S: You don't normally think of **hackers forming gangs, but in 2021 this has become a common occurrence.** While computer hacking itself is an isolationist task by nature, there are advantages in hanging with some buddies when you're not blasting through the net. Hacker gangs offer each other protection, camaraderie, technical advice and—most importantly—someone to brag to about their latest exploits. Hackers are notorious talkers and the only people they can safely talk to are other hackers.

The Killer B's (the name is taken from a slang version of the word "kilobyte") are little different from other hackers, though they are far better than most. The B's claim to have hit every net of any importance on Luna and Earth, without ever being caught or even detected. They say they've got close to a billion dollars stashed in accounts all over Earth, and when they can, they'll consolidate all of it into a single account and retire to the High Park area in style.

Truth to be told, the B's don't have anywhere near that amount in their secret accounts. They *do* have a couple million lounging in Cuban accounts Earthside. The money's there, but the B's almost never touch it, using it as combination nest egg/emergency fund. The Killer B's prefer to make their money doing data tasks of one sort or another for anyone who asks. These tasks can run anywhere from simple background checks to complex digital money laundering and the price varies accordingly. GMs should decide the cost of the B's services depending on how much the characters have and the needs of the story. Most often the B's get as much as they can out of their employers. But they also have a spot in their heart for helping out the little guy, especially if the job will be a major puzzle for them.

The B's spend as much of their time as they can digging through computer nets. They've spent hundreds of thousands of dollars on their computer set-ups, and thousands of hours working out the programs that let them slide through the communication links from Luna to Earth. Because of their skill at computer snooping, there's very little that the B's can't find out if they put their minds to it. This information gathering skill has made them invaluable in the Gauntlet (and to the Houses). It's rumored that Earthside corporations have used them to dig up information in the past as well. The B's refuse to talk about this work—they enjoy breathing.

hackers forming gangs... a common occurrence: Consider the fact that House Mouse was started by hackers, and that most of the functional criminal elite on Earth are also hackers of some stripe. Everything seems to evolve, even crime.

Killer Bees: STR: 2, DEX: 1, RES: 1, INT: 6, WILL: 3, Acrobatics (Dodge): 6, Computer Science: 15, Gun Combat: 6, Invention/Repair: 11, Science: 8, Streetwise: 7, Shellfish US SuperPack, all software, HeavyKev, weapons of choice. "When run this sub-routine, you'll have 7 minutes inside. 7 minutes—got it?"

Setting-Nestled all snug in the sea of tranquility

'Rats: STR: 4, DEX: 3, SPD: 4, RES: 6, INT: 4, WILL: 4, AURA: 4, Acrobatics (Dodge): 6, Gun Combat: 9, Streetwise: 6, Mondo Armor and weapons of choice. "Gag on this, non-believer."

Dr. Obliterato: (Matthew Bureau) STR: 3, DEX: 5, SPD: 5, RES: 9, INT: 2, WILL: 1, AURA: 6, Acrobatics (Dodge): 9, Gun Combat: 12, Interrogation: 10, Thief (Stealth): 8, Sense Block: 9 Tolerance: 7 15mm. UN "Excommunicator", Mondo Armor (stylish camo), standard pack w/Pueblo Sniper!, combat goggles. Psychosis: Melancholia. "I'm disappointed with you, Squeak. You didn't even try to turn yourself around...BLAM!"

Neo-Scientists: A religious group based on the reinterpreted teachings of the deceased science fiction author, L. Ron Hubbard.

The Killer B's, unlike most gangs, don't claim turf. They're known to live in the Gauntlet, but never meet with employers face to face. No one's got an exact address on them, know what they look like, or even how many members there are. Best guesses put their numbers around ten, but no one has any idea who these extraordinary hackers are.

GAGRATS: This gang focuses its efforts on putting together a House of its own. In many ways, the gangers are modern day Robin Hoods, spending their time trying to exact justice where they can. Unfortunately, they're short on hardware to be very effective and, more often than not, just get in the way.

The 'rats were put together by a boosted vet who came to Luna a few years ago. **Dr. Obliterato** used his boosted powers and his amazing charisma to gather a pretty good sized gang around himself, and immediately set about making life better for his gang. They took over buildings when the mood struck them, stole what they needed, and killed anyone who objected.

But when Obliterato hooked up with the **Neo-Scientists**, he discovered a better way of life. He decided that it would be best if he used his abilities to do something good for someone other than himself and set about turning his gang into a relief organization of sorts. Too bad for the Doctor that most of his gang didn't much care about his new revelation. The civil war that ensued reduced the gang's numbers to a mere quarter of what they had been and drove the vet leader to the brink of madness.

Over the past couple of months, Dr. Obliterato has begun to regain his senses. The survivors who hung with him have convinced the boost that he's a reincarnation of Hubbard, and the group is moving to bring the good word to everyone they meet.

This sort of religious zeal is not common on Luna and everyone is uncomfortable around the Gagrats and their messianic leader. Most can't complain, though, because the 'rats truly do try to make life much more comfortable for everyone in the Gauntlet. The fifty members of the gang go around seeing what everyone needs, and then go about getting the necessary items.

Security has been watching this gang very closely, trying to make sure they stay in line. The Houses know very well what sort of madness religious fanatics can breed in an otherwise happy population, and BADASS squads stand ready to crush this gang if they start to get out of hand.

THE GAGRATS GANG

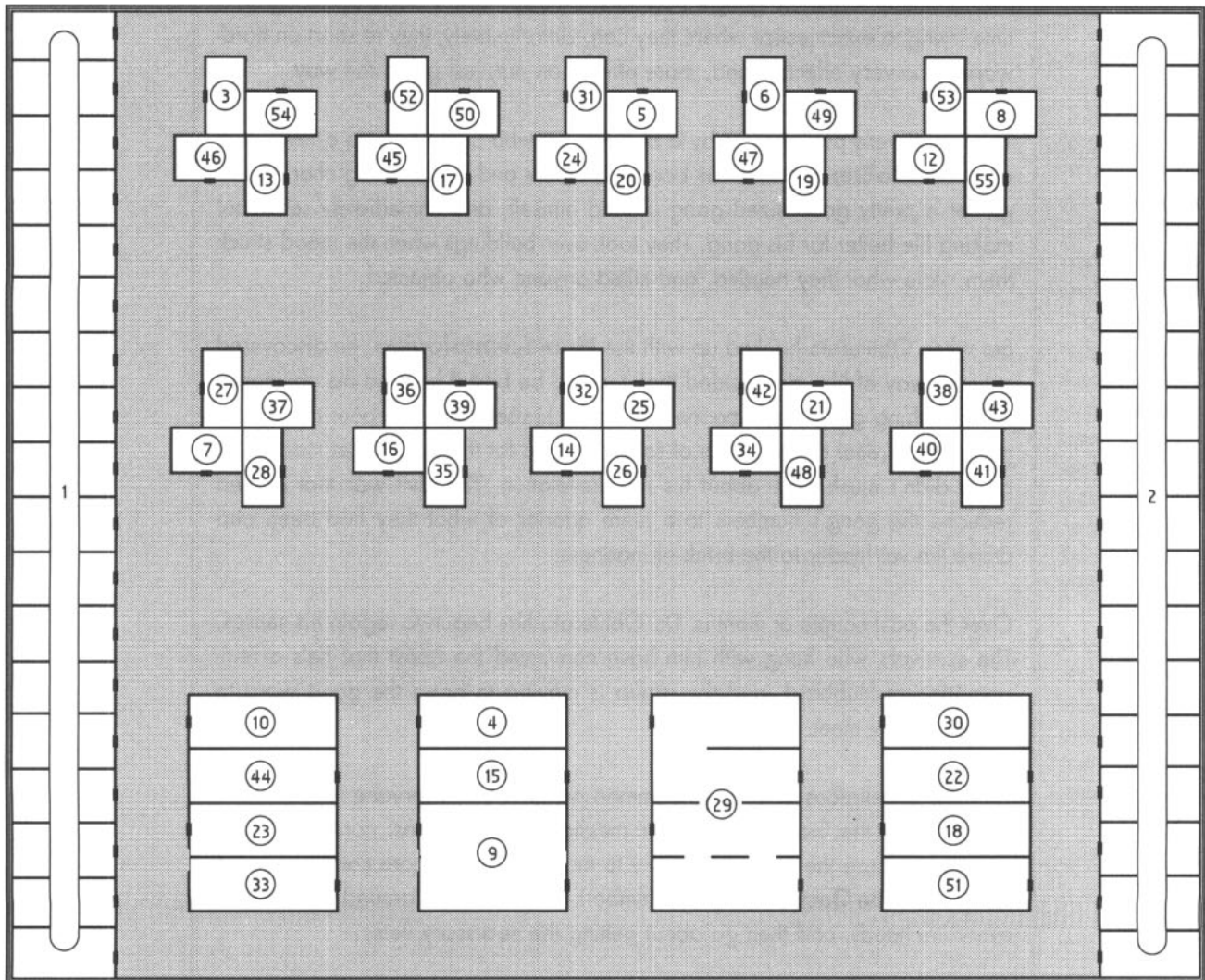
Chapter Five

Vet City, a section of the Gauntlet

Vet City:
3/2/3/4/6/5/8

VET CITY

The Gauntlet draws everyone who comes to Luna and intends to stay. It's the logical starting place for those who aren't wealthy and are looking for a break. But of particular interest to vets is Vet City. Arriving vets are advised to check in at Vet City if they're planning on staying, and just about everybody knows about this section of the Gauntlet.



— Vet City —

THE HOUSES "GHETO-IZE" VETS

Originally, Vet City was an idea the Houses relished. If they could convince all the vets to stay in a particular area, they could keep an eye on them, making the job of recruiters and BADASS squads that much easier. They convinced Gauntlet residents to make room for the vets with financial incentives.

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a limited truce: Limited, that is, to the specific objective of eliminating the threat posed by the vets.

But, over time, Vet City has become a real problem for the Houses. Vets aren't stupid, and they quickly discovered the real reason that they'd been herded together. The Houses could control them easier if they all lived in a confined area, just like the U.S. Immediately, the boosts reacted. Security squads were harassed until being roused out of the area completely.

With the Houses' police force out of the picture, the vets began changing the area to suit their needs. Their superior physical and mental abilities gave them all the edge they needed to bring Vet City under control. After driving out the gangs of the area, the vets began settling the neighborhood to their satisfaction. This all came to a crashing halt when the gangs decided to hit back. The Silver Skulls organized the other gangs for a **limited truce**, and the following war devastated the boost population thanks to the Skulls possessing a large cache of Paste Launchers. When the smoke cleared, the vets were humbled and Vet City was pretty banged up.

Now, vets get the same respect that everybody else gets, which isn't much. The Vets have managed to force the Silver Skulls out of Vet City (retaliation for having their control of the area broken by that gang), but have also fallen to fighting with one another. In short, Vet City has become something of an urban wilderness—every bit as violent and unpredictable as downtown LA. Except on Luna, there's no police protection.

The following are descriptions of the buildings in the "downtown" area of Vet City.

1. Hotel Fire

A dismal rat trap of a hotel, this place has earned its name from the numerous blazes that have scorched its halls and gutted its rooms. The place constantly stinks of smoke. Sparks from faulty wiring threaten to start another fire amid ankle-deep garbage. This is the place to come to if you're a vet and you want to disappear. Nobody notices who goes in here, and no one who's here cares about anyone else. Everyone keeps to themselves as they sink lower and lower into the depths of addiction, apathy, or insanity. It's real nice.

2. Veteran Place

This hotel is considerably better maintained and a thousand times cleaner than the Hotel Fire. Veteran Place was originally where the Houses convinced vets to settle, offering them free room for a month if they stayed here. Most vets took them up on it and quite a few still live here.

GANGS BREAK
THE VETS HOLD

VET CITY MAP
LOCATIONS

HOTEL FIRE

VETERAN PLACE

Chapter Five

CAP'N JACK'S

The main asset to recommend Veteran Place is its security. With so many vets staying here, no one is going to make a move against the hotel without some serious back-up. So, nothing short of a war party will dare to come looking for trouble here. New vets can still get good deals staying here.

3. Cap'n Jack's

Jack's is a hot bar that caters to veteran clientele. Video from the various Earthside brush wars is constantly being played on the big-screen monitor, with **Jack** providing commentary from time to time, over the bar's sound system. Jack was a member of **DHI's Pathfinders**, and is a self-proclaimed master of battle tactics and strategy. Anyone with a clue will know Jack doesn't know squat about strategy or tactics, but correcting him isn't a good idea. If Jack hears anyone correcting him or laughing about his ideas, he'll come after them swinging. While Jack is missing a leg and is drunk most of the time, he can still put up a good fight.

The nice thing about Jack's is the sheer number of boosts that hang here. Any night will find thirty or forty. Good nights can bring in close to a hundred. The vets love Jack's and if you're looking to hook up with some, this is the place to do it.

4. Digital Dreams

DIGITAL DREAMS

Digital Dreams is a hot virtual reality arcade specializing in war games and military simulations. Vets come here to remember what it was like in Paraguay (or Kenya, or Poland, or wherever). Most comment on the games' realism and attention to detail. The designer, **Eddy V**, is actually one of the Killer B's, and is preparing to sell his simulations to Earthside distributors. Eddie himself was an **AMI Screaming Eagle**, which explains the high realism factor in the games.

The arcade is also the place to contact the Killer B's. Although it's not commonly known, all you need to do is mention that you'd "like some honey" to one of the Digital Dreams attendants. Within a few days, the Bees will contact you by an untraceable fax, e-mail, or phone message.

5. Evenflow

EVENFLOW

A glitzy bar that dispenses drinks in squeeze-bottles and squirt tubes. The place is decorated in day-glo paint and bizarre designs covering the walls. Technogrunge music grinds out of massive speakers, making it almost impossible to talk. People come here to party, and party hard, as the atmosphere is not at all conducive to business.

Jack: STR: 9, DEX: 2, SPD: 5, RES: 9, INT: 3, WILL: 4, AURA: 4, Tolerance: 6, Psychosis: Homicidal Mania, Acrobatics: 9, Gun Combat: 12, Languages (Spanish): 6, Martial Arts: 9, Weaponry: 12. Boosted Strength, Resilience, Bomb: 16. Heavy Mondo, AMI Punk-Roaster Napalm Proj. "This reminds me of a time when I had to fight a platoon of Guam meat and all I had was somebody else's spine to fight with."

DHI's Pathfinders: Disposable Heroes Inc.'s airmobile combat unit.

Eddy V: STR: 6, DEX: 9, SPD: 9, RES: 4, INT: 9, WILL: 5, AURA: 6, Tolerance: 4, Psychosis: Catatonia, Acrobatics: 12, Charm: 8, Computer Science: 15, Gun Combat: 14, Invention/Repair: 13, Martial Arts: 13, Science: 10, Streetwise: 8. Boosted Dexterity, Speed, Intelligence. Heavy Mondo, Shellfish US SuperPack, all software. "I'm closing up...wanna see my new one, 'Belize Bloodfest'!?"

AMI Screaming Eagle: Allied Mayhem Inc.'s airborne combat unit.

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6. Chrome Finish

Appearance is everything to some people and Chrome Finish specializes in just that kind of flash. They chrome anything, including body parts. Using a molecular grafting solution, it's possible to have your skin chromed, and it won't start flaking for a couple of weeks. More commonly, people have their knife handles, jacket zippers, gun butts and other accessories chromed and polished for that look of chic deadliness so important on the streets. Needless to say, this is a major wanna-be hangout.

CHROME FINISH

7. Burnt out

Like so many places in the Gauntlet, this area was burned out during the fight between the gangs and the vets a couple of months ago. Clean-up hasn't started here yet, and the stink of smoke is strong in the air.

BURNT OUT AREA

8. The X-Change™

A common site to all areas of Luna. Cash can be changed to "moon chips" here at ATMs. Moon chips are the normal (and safer) carrying medium. You receive two percent less in chips than the cash amount you are changing—the House fee. Upon leaving Luna, you can "cash out" at the Docks.

THE X-CHANGE™

Security is, of course, very high around any X-Change™ branch due to the large amounts of cash on hand. More than one gang has found itself blown to shreds when it tried to take out an X-Change™ and few try anymore.

9. The WareHouse

Storage is important to people on Luna, especially secure storage. The WareHouse will store any valuable for a price. Generally speaking, a 8' x 8' x 3' box runs about \$300 a month—sometimes more, if the WareHouse thinks someone might try to steal what you're storing. Everything stored here is guaranteed to be safe from theft or destruction. So far, the WareHouse has been able to stand by this guarantee.

THE WAREHOUSE

10. The Hole

A dingy little bar with little to recommend it save the extremely private booths and dark atmosphere. A pretty good place to conduct business unnoticed.

THE HOLE

Chapter Five

SHOTGUN ALLEY

11. Shotgun Sally's

Guns are an important part of life to any vet, and this is a good shop. Sally's specializes primarily in **standard sidearms**, though bigger guns are available. Any weapon with a Legality rating of D or lower can be bought here, though C and D rated weapons can take anywhere from a week to two weeks to get. Ammunition and accessories are available also.

Sally doesn't much care for vets, though, because they abused her services when Vet City was first started. She will charge vets an extra 10% for any weapons they purchase.

standard sidearms: That is, standard to an Earthside street cop. Typically, .50 caliber up to 12.5mm.

any of these scavs will gladly talk: Scav being Lunar slang for scavenger. You even get what you pay for sometimes. Depending on what you spend, you'll get some news. Whether it's true or not...

RECYCLING CENTER

12. Recycling Center

Recycling is an important part of Luna's success, and recycling centers can be found just about everywhere. There are normally a bunch of scavengers outside the recycling center, turning in spent shell casings and any other rubbish they may have found. It's a good spot for vets to pick up information about what's happening on the street, as **any of these scavs will gladly talk for the right price.**

medical staff is far from well-trained: In fact, not one of them ever attended college for medicine, although a couple of them have degrees in related areas, like biogenetic engineering. They are self-taught from how-to books. Let's hope you get a good student.

HEAD HUNTERS

13. Head Hunters

A psychedelic shop with a complete stock of any drug paraphernalia you need. There are also posters, ancient music on disc, black lights, lava lamps and a whole forest of incense sticks. Head Hunters doesn't sell drugs, per an agreement with House Taste.

EYE CANDY

14. Eye Candy

This well-stocked movie store has just about any disc or old-style tape that a vet could want. Everything from newsreels to the most current releases are available, at reasonable prices. What the average chump doesn't know is that this place also handles Eugenix propaganda tapes—putting them through final edit and checking sound quality. The owner and manager is Lady Styx, a boost who's deep into Eugenix. She keeps her affiliation with the fanatic group secret.

PATCHES

15. Patches

Looking for medical facilities? Right. Patches is about the only place in the Gauntlet to get help. The **medical staff is far from well-trained** and the entire place is cramped and dirty, but it is medical treatment. Patients can expect to be treated by a doctor with a medical skill of 3 (average attributes

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otherwise), using substandard equipment. There is very little chance that someone will be further injured by the treatment, but there's little chance of having any major work done either. The extent of the staff's skill is bullet removal from non-vital areas, stitching up wounds, and trauma control. Most real medical work is well beyond Patches employees.

The cost for treatment is \$500 a visit, regardless of what your injury. There is no in-patient facilities. There is no emergency vehicle. Injured people are tended and then sent back to convalesce at home. Have a nice day.

16. Bully Boys

This bar caters to the gangers in the area and the very few vets who have proven themselves trustworthy to the gangs. A known vet who enters here will run into major attitude. Say the wrong thing and be ready to draw blood. The place is a dump, too.

BULLY BOYS

17. The Glass Barrel

This strangely named restaurant is operated by the Chang family, who serve up some of the finest Chinese food this side of Earth. Better yet, the food is cheap, and served in portions that are actually filling.

THE GLASS BARREL

David Chang, the family patriarch, is well-liked in the boosted community because he can keep secrets and knows what's going on. People looking to chase down rumors or find out who's doing what can sometimes get Chang to talk, but only after money's changed hands. Unlike the scavs, Chang's news is usually solid.

18. Library

Started by a New Soledad con bookworm named Tapes, the library has swelled in size since its one-room start a couple of years back. Since that time, Tapes has managed to beg, borrow or steal enough money to create a real library, and has kept it running for close to a year now. Locals seem to enjoy the library for the change of pace it offers, and are not at all reluctant to donate whatever they can to the librarian.

LIBRARY

DOWNTOWN
MERCHANDISE

19. Downtown Merchandise

A pawnshop by any other name. Downtown Merchandise is the place to go if you want to pick up something cheap or dump some goodies for quick moon chips. Pawning items will net you, on the average, around 40% of actual worth. Goods for sale are generally sold at 65% to 70% of their real cost, depending on their condition and how long they've been around.

Any piece of equipment purchased here will work fine, until the user rolls snake eyes (double ones) when using the item. At that point, the item is broken and must be repaired before it can be used again.

20. Bytes

BYTES

This software business has done very well for itself, making a killing by selling pirated Earthside software for a fraction of the cost. Most of this software is fine, but about 25% (a secret GM roll) is fatally flawed. The bad program will either crash any system it's run on (while destroying all other programs carried on the machine) or simply fail to work. (A GM decision). There are no refunds. This has resulted in more than a few heated arguments between customers and the management of this store, but two vet guards keep violence to a minimum.

21. Burnt Out

BURNT OUT AREA

Yet another empty storefront, courtesy of the Silver Skulls' protection racket.

22. The Range

THE RANGE

This business allows anyone to come in, pick up a gun, and start banging away at targets. Of course, **the guns fire only beams of light**, but with the realistic sound effects, people come anyway. The targets are made in the image of popular (or not-so-popular) public figures from Earth, and a few of the more hated members of Luna society.

23. House Tastee Outlet

HOUSE TASTEE OUTLET

If you want drugs in the Gauntlet, you go to one of the many House Tastee outlets. Here, get high at reasonable prices, and most of the stuff sold isn't cut with anything that can cause permanent damage. All your favorites are available! Occasionally, House Tastee will release a new drug into the Outlets to see its marketability.

The guns fire only beams of light: Similar to the ancient game called "Laser Tag."

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24. Screamdance

A technometal haven, this bar specializes in the most frenetic music available. The Silver Skulls love this place, and at least a few members are always in attendance, bouncing and gyrating. Average decibel rate within Screamdance: 115. You have nothing to lose but your high-end hearing. You'll love the cheesy "Hell" decor.

SCREAMDANCE

25. Hot Flashes

This clothing store designs serious sex fashions. Most of their clothes are made from recycled garbage, all of it designed to reveal more of the wearer's anatomy than it covers. The clothes have caught on in the Gauntlet, with House Constance, and there are rumors that Paris buyers are on their way up.

HOT FLASHES

26. The Needle

Tattoos are as popular in current Lunar society as they were in New Soledad. The Needle is a good place to get a tattoo. Great artists are here constantly trying to one-up each other with more outrageous designs. Hygiene is important and a pretty high standard is held—the place is spotless. Patches should be so clean.

THE NEEDLE

The Needle's a popular place with vets to get new tats or touch up the old ones. Glowtats are becoming quite the rage, though the wise vet will know better than to put them somewhere they can't cover up. Having a glowing tattoo on your forehead isn't the best idea in the middle of a dark firefight.

27. Burnt Out

MORE BURNT OUT
AREAS

28. Burnt Out

29. Snatch and Shoot Lite!

This huge complex allows anyone to get the thrill of playing Snatch and Shoot! without having to worry about getting killed off. Guns shoot beams of light, and everyone wears a body-suit that detects hits and administers shocks to the "injured" wearer.

SNATCH AND SHOOT
LITE PLAYGROUND

People flock to the place, and even tourists occasionally come here for a thrill. Because of the tourist trade, Security forces are allowed to patrol the area immediately surrounding the Snatch and Shoot Lite! complex, which has been a bone of contention throughout the Gauntlet. Still, this place brings in huge dollars, and hell, it's a lot of fun.

Chapter Five

30. The Barracks

THE BARRACKS

Security teams that guard the Snatch and Shoot Lite! complex stay here when doing their shift. Security teams come in to the Gauntlet in sets of three. One team watches the complex while the other two are off duty. Shifts are for eight hours. The teams are rotated out every three weeks. The building itself is almost invulnerable (Wall's RES: 30) and boasts a nice little armory.

31. Ribs

RIBS

This cannibal restaurant specializes in barbecuing and does a damn fine job. Ribs is also a favorite place for business in the Gauntlet. Just about everybody comes here to do set up jobs and discuss deals. A discreet listener can pick up some important information.

32. Jameel's Taxi

JAMEEL'S TAXI

Probably the only truly reputable taxi service in the Gauntlet, Jameel's is always a hive of activity. Electric taxis whirl around the building, coming in to charge up or put air in the tires before whizzing out to pick up their next fare. Jameel's cabs can be seen all over the Gauntlet. There's very little chance of getting mugged by Jameel's people, making these taxis very popular.

33. Burnt Out

BURNT OUT AREA

34. Shells

SHELLS

Ammunition is just as important as guns, and this place specializes in just ammunition. If you need any sort of ammo, for any type of gun, grenade launcher, or anything else, you can get it here. For any D availability weapon ammo, price is double earth rates and the delivery time can be one month. Any weapon or ammo with the potential for breaching walls is not available here. These guys want to stay in business.

35. The Watch

THE WATCH

This bar is set up to resemble the inside of a gear-driven pocket watch. There are massive springs, huge gears and all manner of mechanical stuff whirling and swinging around above the dance floor. The music is, of course, industrial, with some rap thrown in to shake things up every once in a while.

36. Sweating Bodies

SWEATING BODIES

A strip bar specializing to muscle fetishists. Massively pumped men and women strut about stage, throwing off clothes with wild abandon and smashing appliances like vid units to junk. Nights are topped off with wrestling matches between mammoth and selected...

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hotoplasm: Homosuperior derogatory term for the non-boosted.

37. The Flop

This place appears to be a burnt out building. In truth, a door leads down into a small suite of rooms, which is one of the best kept secrets in the Gauntlet. This place can be rented from Eugenix and used to hide out. There's almost always someone hiding down here, and PC vets could make use of it (or have to find it) in an adventure. Rent is \$800 a night—cheap.

THE FLOP

38. Smash

This bar is easily one of the most violent, anywhere. Patrons are expected to fight, and several raised platforms are scattered around for just this purpose. Drinks available are simple: straight whiskey with beer chasers. Weapons aren't allowed in the fights, but deaths do occur, especially when it's boost vs. **hotoplasm**. Smash is an original place for meetings— no one will notice what you're doing in the middle of the mayhem.

SMASH

39. The Store

Basically a run-down supermarket with slightly old food, damaged containers of dish washing soap, flat soda, extension cords, etc. Nothing here is of good quality, but it fills a niche that no one else does in the Gauntlet.

THE STORE

40. Burnt Out

MORE BURNT OUT AREAS

41. Burnt Out

42. Video XTC

A video rental place loaded with vintage movies. All of them are actually kept on tapes, and VXTX also rents machines to play these tapes. A poor competitor to Eye Candy.

VIDEO XTC

43. CamoCorner

A way-too trendy store that happens to sell some of the most interesting camouflage clothing on the moon. Camouflage in standard green and brown, black and gray and even white and light blue can be found here, alongside camouflage clothing in pink and purple, chartreuse and green and a thousand other color combinations. The clothing has become a fashion statement among the younger gang members, but no one with a shred of experience wears the stranger stuff. Color coordinated Mondo and Heavy Mondo armor is available here too.

CAMOCORNER

Chapter Five

THE BRIG

44. The Brig

The Gauntlet has its own system of justice. The Brig serves as a sort of prison for hire. If someone does something to you, you can knock 'em silly and bring them down to the Brig. For \$400 a day, the Brig will hold the offender for you for as long as you continue to pay the fee.

BURNT OUT AREA

45. Burnt Out

46. Eugenix Headquarters

EUGENIX HQ

This area is used by Eugenix to spread information, house members, and store weapons and ammunition. Eugenix guards this place very carefully, knowing full well that the gangs of the Gauntlet aren't happy that they're here.

RADICAL PRESS

47. Radical Press

Radical Press creates and distributes countless books, pamphlets and letters on divergent lifestyles, political views, religious beliefs and anything else they can think up. Most of these are not released in hard copy (making the name of the place something of a misnomer), but rather created as electronic documents and spread throughout the net. Like shareware computer programs, every book has a small message asking for money, and a surprising number of people actually do register their books.

The people at RP consider what they're doing a joke. None of them believe most of what they say, and originally, their books were created as jokes. When people started to take them seriously, RP began producing more and more of them, and making progressively more money. Now they spend a lot of time coming up with the most outrageous ideas they can, and putting them into the form of a nonfiction book.

FIREBASE

48. Firebase

Because of the closed atmosphere of Luna, fire is a catastrophic event. After a number of buildings were gutted by fire and the air system was fouled up for days, some of the more civic-minded residents of Vet City designed their own fire fighting station. This area is filled with fire-extinguishers, fireproof suits and air masks. When a fire breaks out, anyone who can is supposed to grab what they need and go fight the fire.

Setting-Nestled all snug in the sea of tranquility

49. Shockers

A computer store filled with stolen merchandise. The computers here are in good working order, but have their serial numbers scorched off and their cases defaced to prevent their identification. Buying a computer here is always an adventure, because you never know what you might find on the hard drive. The techs at Shockers don't always have the time to clear a computer's storage, and occasionally sensitive data is left by mistake. This material could be the perfect way to start an adventure, giving the Characters just enough information to get themselves into serious trouble.

SHOCKERS

50. Burnt Out

BURNT OUT AREA

51. Big Noise

This place is disguised as a small music store. In truth, it's where the biggest guns on Luna can be purchased, if you know the right people. The store specializes in putting military grade ordinance in the hands of those who need them, and virtually anything can be picked up here. The place won't sell standard, easily available, firearms at all. Because military grade weapons aren't supposed to be on Luna, outside of the Houses, customers will have to pay about 60% more than they would on Earth. And if you get caught with the merchandise, it's moon walk time, baby. How Big Noise gets the gear is a mystery. How the Characters explain how they got that missile launcher to BADASS should be real entertaining.

BIG NOISE

52. Burnt Out

MORE BURNT OUT
AREAS

53. Burnt Out

54. Gadgets


Gadgets is a small workshop that specializes in repair work. When something gets broken, it's a sure bet that it can be fixed here, unless it's a weapon of some sort.

GADGETS

Jax, the owner of Gadgets, is a master of mechanical and electrical devices, and has done a great job of training his employees as well. Anything brought here will be fixed, though it can take a couple of weeks to get complicated work done. Depending on how intricate the device is, prices for repairs run from 5% to 25% of the item's purchase price. Serious damage or modification can cost considerably more.

55. Burnt Out

BURNT OUT AREA



“Those punks couldn’t recognize greatness if its boots step right on their buckets! I crushed ‘em all! Boosted? They ain’t never seen boosted until they’ve seen the likes of Mr. Manifest-Destiny.”

-Mr. Manifest-Destiny discusses the initial rejection of his petition to join House Tastee.

DECIDE ON THE
TONE OF YOUR
LUNA CAMPAIGN

Before you fire up your Luna campaign, there are a few things you need to do. First, talk to your players and see what sort of adventures appeal to them. Start generally and then narrow the focus. Do they want to relocate to Luna or just take a vacation? If the former, do they want to work for one of the Houses or do they want to try to “clean up” Luna? Do they want to be Earthside spies? You get the idea. What they want in general terms will help shape the type of stories you create.

The second thing that you’ll need to work out is how the characters know each other. The players and GM should all sit down and try to come up with a logical, playable reason for all the PCs to be hanging together. If you’re moving your campaign from some part of the Earth to Luna, this step is already taken care of for you. Other reasons might be that they are combat unit buddies, worked for the same corporation, or are even **just traveling on the same lunar shuttle together.**

Just traveling on the same shuttle together: That is, have them meet on the trip during some surprise in-flight incident. Each Character may have their own private reason for the trip, but after the incident they “know” each other.

HOW AND WHERE
DOES THE
CAMPAIGN START

Once you’ve taken care of the background, you’ll need to decide whether the characters start on Luna, or begin the campaign Earthside. If you and your players decide that you’d like to start the campaign on the moon, you’ll also need to come up with the reasons why the vets are there. The most likely reason is retirement from their combat units, but Characters could be on Luna looking for a lost buddy, spying, or just sick of Earth and looking for a change. There are countless reasons for a PC to head for Luna—just pick one.



Running the campaign on Luna

Hunted by the corporation: Corporations are notoriously unhappy with disloyal employees. And when they're caught, they make terrific object lessons to anyone entertaining similar disloyalty.

Secure a large amount of cash: This provides an entire mini-campaign by itself. How do a group of characters without legitimate employment, pursued by very powerful enemies, manage to get untraceable cash and buy tickets, without blowing their covers? Tough, but not impossible.

Go public: Not meaning broadcast advertising, but rather that the new House begins to carve out a socio-economic niche for themselves without the permission of the established SD Houses.

Campaigns that start Earthside are going to take a little more work, but it's well worth it. Come up with a few adventures that will lead to the characters going to the moon. Perhaps they start off working corporate security Earthside and get involved in some sort of inside thievery or turn against their company for some other reason. They're forced to leave their jobs and end up being **hunted by the corporation**. In due course, they begin to run out of hiding spots. One of their contacts casually mentions the fact that corporations can't act freely on Luna... Now all the characters have to do is **secure a large amount of cash** to buy their tickets and they're off. The Luna campaign has begun.

Now the GM knows what kind of campaign the players want, how the PCs know each other, where the campaign starts, and why the PCs are traveling (or have traveled) to Luna. It's time to set up a campaign framework.

The following are some frameworks for the Lunar campaign:

1. House Defiant

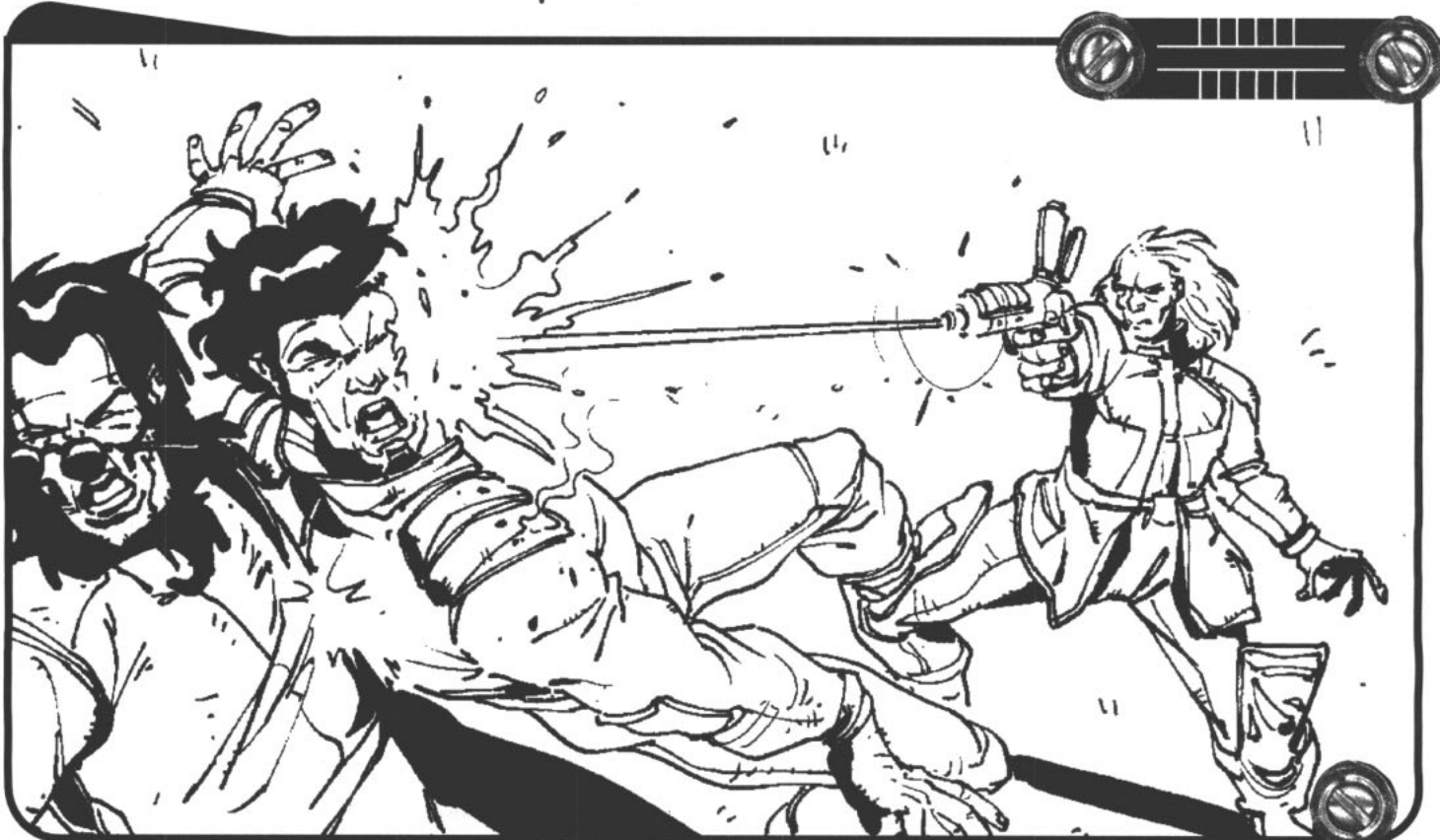
This campaign framework is the first step in a truly epic campaign. The characters are in the position of trying to start their own Lunar House. If this sort of campaign framework is chosen, the players will have to be very careful in deciding more specific campaign goals along the way. The GM should help the players by emphasizing solid planning over heavy-duty shoot 'em ups. Characters will have to build a solid power base slowly without attracting undue attention. They'll also have to come up with some way to make "start up" money—possibly freelancing for the other Houses occasionally. A base of operations will have to be established. Security will be important to keep the other Houses from stomping them at the first sign of their rise in power. There is a definite need for the PCs (if they're boosts) to attract other boosts to their crew as well as unattached normal gangsters. The GM must determine the exact abilities of new recruits, but the players need to describe what they're looking for in recruits.

Once the PCs have the soldiers and have their turf secured, it's time to **go public**. This is when the other Houses will decide they don't want another Lunar House and the blood starts to flow. PCs will probably have to hang very tough indeed.

DECIDE ON A
CAMPAIGN FRAMEWORK

CARVE OUT YOUR
OWN LUNA HOUSE

Chapter Six



Gatage Lite-The "Lil Squirt" gives you all the carnage with half the gut-blasting satisfaction.

This campaign has plenty of potential, with **lots of intermediary goals leading to a major climax**. Characters will not only have to be physically powerful to stand up against the other Houses, but they'll also need political savvy and/or plenty of inside dirt to keep from getting vaporized. If the PCs are smart, they'll probably have some method of getting one or two Houses to give their support before the fighting starts, and, if they plan really well— they may not have to fight at all. Maybe they can even get House Mouse to back them . . .

2. Just Hangin'

This framework is very open-ended and doesn't set any long-term goals. The characters have come to Luna and are just doing what they can to make it day to day. They aren't looking for any sort of special treatment. All they want is the chance to live a better quality life than they had on Earth. If the PCs are all boosted veterans, this shouldn't be too hard.

How the characters go about attaining this lifestyle is up to them. Perhaps they can do freelance work for the other Houses, or maybe they can go to work selling information to Earthside governments and corps. It may even be possible

Lots of intermediary goals... major climax: In addition to the daily goal of surviving when the world is against you, of course.

LIVE FROM DAY TO DAY

Running the campaign on Luna

Doing dangerous favors to catch the recruiter's eye: Particularly true if they hope to get into House Mouse. The Mice want only the best and the recruiters only approach those who stand out. Houses Grunt, Taste, and Constance are very likely to hire any capable boost, while House Dirtboy won't hire one at all unless the recruit comes up to Hard Labor's tough standards—which hasn't happened yet.

Studded with political land mines: Not all of them are obvious or even rational. Being in the wrong place, overhearing the wrong argument, or even checking out the wrong prostitute can torpedo a gangster's chance for political advancement for months to follow.

for them to start their own little business, if they can get permission from the Houses.

This sort of campaign could get very tired, very quickly, if the players and the GMs don't set some definite goals. The characters should think about what they consider a good lifestyle and then confer with the GM about how to make that a reality. On the upside, this campaign frame is very fluid, allowing a greater range of types of stories. Stories that directly improve the area's parameters of the player's neighborhood or area would be logical here.

3. Bangers

Your vets decide to go to work for the Houses as soldiers. Hey, the Houses run the damn Rock, right? If they decide to go that route, their first campaign goal is getting into a House. They can do this in a number of ways, but being boosts helps considerably. The vets will have to decide on one specific House and then start working to get into that House's good graces. Vets will need to perform services for the chosen House, **doing dangerous favors to catch the recruiter's eye**. The Houses don't push a great deal of gratis work on vets, but they want to size up exactly who they're recruiting. Players opting for this framework are looking for lots of combat. That's what bangers do.

Bangers can expect initial assignments as guards or as members of the House Bang teams. Bon appetit—you're looking at straight-up firefights, ambushes, area guard duty, assassinations and a lot of pain. If you live, you move up in the House.

Working for a House gives the characters the basic necessities of life: their own small apartments, food, medical attention and all the rest of the basics. Pay is very low when compared to Earthside wages, but there's less need for money. The average gang member makes about \$600 a year, which he uses to buy things the House won't pay for. Vets tend to make quite a bit more—generally about \$5000 a year as a banger—depending on what kind of deal was cut with the recruiter.

Some vets might decide they want to move up in the House, possibly working to become part of the House's leadership. Such a path is long and difficult—**studded with political land mines**. The unwary can get their legs blown off. Still, the rewards are great. Eventually, some Character is going to see how nice it is at the top and start making plans.

The first step is doing something noteworthy. Distinguishing oneself in the eyes of the House generally involves some act of sacrifice or bravery for the House. If

JOIN A HOUSE

Chapter Six



Smile boys!-The Gagrats're gonna want to be checking with the snitch who told them about this "security-free area."

Banger Characters perform an action of this type (and they should have quite a few chances with all the dangerous assignments they'll be getting), they have the option of trying to draw attention to themselves. This requires the expenditure of Reward Points, as well as a successful AURA test against a Difficulty of 7. Any result of C or better indicates that the character has come to the attention of his superiors who then elevate the Character to the next level. The following table shows the levels of gang members, the number of Reward Points required to try and advance and the yearly pay for that level. The Difficulty Number of all the advancement AURA tests is 7. If the Aura challenge roll fails (don't forget the Karma points!), the Banger spends the points anyway. The role-playing effect: the superior wasn't that impressed.

Bangers are standard House soldiers; the rank and file who have little or no decision making power over anyone but themselves. Gunners are usually

But they still aren't...real decision: Gunners are essentially the corporals in the House military force. They direct the grunts, but have no strategic say beyond that.

LEVEL	REWARD POINTS	BASE SALARY (for boosts)
Bangers	0	\$5000
Gunner	20	\$6000
Ganger	25	\$7500
Partner	35	\$10,000

Bang Team stars and low-priority job wetboys. They've got more status, but they're still grunts. The gunners are technically above the bangers, **but they still aren't allowed to make any sort of real decision** in House matters. Gangers are long time respected members of the House. They're generally put in charge of groups of gunners and bangers as Bang Team leaders, get the important assassination gigs, and act as bodyguards. The gangers

Running the campaign on Luna

Are also consulted:
Gangers are listened to
for their experience and
street-level perspective.

The Houses will kill ...sen-
sitive information
Earthside: Information
considered sensitive are
communiqués that impart
more than "wish you
were here."

are also consulted when the Houses make major decisions and are used as generals in the case of inter-House conflict. Partners are the right hands of the House leadership. Partners are brought up from the ranks because of their minds, their savvy, and their sheer nerve, to act as advisors to the leaders.

Climbing the House status ladder is dangerous. Those above you are looking for pretenders to their position—they're meat, if they don't. They're looking for any reason to kick your ass off the ladder. And you have to worry about the mooks below you—they're looking for the same opportunities you are. If PCs rise in status very quickly, GMs should give them a few enemies who will try to smear or even cap you given the chance. Inner-House power struggles make for an exciting game. When members of your own House start taking shots at you, it's time to get nervous, and the stories build from there.

4. Spies

Plenty of corporations, governments and criminal leaders on Earth would love to know what's happening in the secret circles of Luna. These organizations are willing to pay folks a lot of money to act as their eyes and ears on Luna. If the Characters are interested, they'll have their trip to Luna arranged. So much for the easy part. From here on out, things tend to get a bit tense. Spies aren't welcome on Luna. **The Houses will kill anyone they catch sending sensitive information Earthside.** And that's after lengthy interrogation and torture sessions done by highly-skilled ex-cons who dig their work. Makes you think that you probably should have said yes to the fake tooth with cyanide capsule enclosed, huh?

This framework is very difficult to run, because the spy Character will have to keep her agenda a secret from everyone, including other PCs. If all the PCs are portraying a spy net, it's easier—but not much. The GM and the players will have to decide on how and when the spies contact their Earthside case officers.

This framework can also include employment as a House spy. The same dangers apply. Every House may spy on every other House, but that fact doesn't help when you get caught. (See above for consequences). Contacting your employer is usually easier, obviously, but it is still a very dangerous profession.

The challenge in an intrigue-based game is to keep the tension high without wearing the players to a frazzle. Keep the gunplay to a minimum. Emphasize detective work and the networking of contacts. Spies should be spending a fair amount of reward points on gathering a few allies who'll keep their mouths shut and help out in a pinch. The GM must decide how loyal the NPCs are and how they fit into the spy's net.

BE A SPY

Chapter Six

BE A COP

5. Cops

There's a constant call for more lunar security personnel. If you're **genhanced**, you're really in demand. The Houses will pay dearly to have boosts sign up as Lockdown Central cops, or as BADASS operatives. In either case, characters will have their work cut out for them. Cops on Luna have to deal with all the problems their Earthside brethren do, with an added ironic twist: Luna is a society of, and run by, criminals, and the laws that exist reflect this. (See Chapter 3 for details). Police here often act as judge, jury, and executioner. Apart from protecting the jaded tourists, cops guard Luna's physical assets. Security is called on to act as bodyguards to **visiting executives who might have powerful enemies among some of the Houses**. Duty is often dull and repetitive—watching video displays, patrolling tourist areas and generally facing down jerks. But when the action starts, there's more than enough to go around.

It is important to note that there are no ranks in the Luna's security force. All security personnel are equals and all have equal say in what security does and doesn't do. There is a **Director**, chosen by the Houses, who **oversees critical situations** and settles disputes among security officers, but otherwise cops use their own judgment.

The BADASS Squads are manned by boosted vets—the obvious place for vet PCs who choose the Cop framework. BADASS handles the white hot emergencies like hostage situations, and is often called on to deal out the real damage when Luna's boosts get out of hand. When BADASS moves in, they generally use overwhelming force to shut down the problem immediately, regardless of the casualties. It's much easier to cover up dead bodies than it is to deal with a prolonged crisis which could jeopardize the safety of tourists or residents.

Security campaigns are very action-oriented, with the Characters taking on all sorts of problems and going toe to toe with the worst Luna has to offer.

Campaign Goals

After a campaign framework is chosen, the GM must help the characters come up with campaign goals. Unlike a framework, which seldom alters, goals are transient, though they can take some time to complete. A group following the Cops Framework, for example, will have different goals each time they encounter a threat to the security of Luna. A number of sample campaign goals are listed below. These run from the relatively simple to the almost impossible, but all have one thing in common: someone fresh off the shuttle from Earth shouldn't have any problem getting into them.

Genhanced: Slang term for genetically enhanced.

Visiting executives who might have powerful enemies...: Including just about any corporate executive whose corporation is in competition with one on the Houses on any product or service. Remember, these gangs are based in the criminal underworld. They were used to final solutions long before they came to rule over Luna.

Director: The current director of Security is House Mouse member, Dennis "three finger" Fesenmyer. STR: 3, DEX: 5, INT: 5, WILL: 1, AURA: 2, RES: 1. Skills: Administration: 9, Computer: 10, Gun Combat: 6, Weaponry (Blade): 8, Thief (Stealth): 8. Mondo Armor, 15mm UN #802, cellular phone, US Shellfish pack w/all programs, fax accessory. "If you can't get those freaks to give up the hostages, Lewis, I'll put someone on it who can!"

Oversees critical situations: This would include any security operation requiring more than a single Security Team or BADASS Squad to complete.

LUNA CAMPAIGN GOALS



Running the campaign on Luna

Stake out turf: This is a little more complicated than the territorialism of Earth's gangs. It isn't just not physical territory that you stake out, but rather the good and services that are your gang alone provides. You also need to negotiate "supply lines" to provide your house members with food, guns, ammo, etc.

1. Raising the House

This works best if characters are actual members of a House, but they shouldn't have difficulty getting into it even if they don't belong to any House. Simply have the vets be hired by the House in question, and proceed from there.

The idea behind this campaign goal is to pull a House up above its competitors and cement its position. In order to succeed, the PCs must push the House's Wealth and Necessities Parameters at least 1 point above their nearest competitor. Because of the seesaw balance of Wealth and Necessities, this can be very difficult. Characters may find themselves having to approach the problems indirectly, as increasing Necessities always decreases Wealth. In order to raise the availability of Necessities, the vets might choose to increase the Safety Parameter, though this isn't going to be taken well by the House. Improved Safety will cut down on the freedom of the individual gang members, and if the Quality of Life drops more than 2 points, there's a chance that House members will revolt against the character's plans, causing them to start all over again and earning them the wrath of the House's leadership. Helping people who hate your guts is tough, too.

Final Adventure

The House is primed to make its move against the rival House, and the vets need to cement the House's position.

The obvious solution: a trip to the Bang. Both Houses field their Bang teams, and the winner will determine the new standing of the Houses.

The not so obvious solution: a clandestine raid on the rival House's leadership. If they can get close enough, and the characters have raised their House's necessary Parameters at least two points over those of the rival, they can convince the rival leader to back down and accept the new social order without bloodshed. Of course, he might decide to take vengeance on the characters later, but that's another adventure. . .

2. Start a New House

This is tied into the House Defiant framework listed on page 98, and is the ultimate goal of that framework. When the characters manage to get at least 10 members (other than themselves) and **stake out turf**, they can begin working on setting up their own House's Parameters. Below is a list of where the Parameters for the new House will start in most cases. GMs should consider any reasons to change these Parameters carefully, as it can have a very significant impact on how difficult the goal will be to accomplish. Players should

BOOST A LUNA HOUSE

START A NEW HOUSE

Chapter Six

discuss with the GM why beginning Parameters might be different from those given below. For instance, if one of the characters had managed to accumulate several million dollars, the new House's starting Wealth Rating might be raised by a couple of points.

New Members: 1 out of every 1000 new members may be a boost at the GM's discretion.

The standard beginning Parameters for new Houses are as follows:

STANDARD
PARAMETERS FOR A
NEW HOUSE

Wealth	1
Safety	1
Government Purity	3
Quality of Life	3
Education	6
Necessities	5
Take Home Pay	1

In order to become a House, characters will need to raise all their Parameters to a level at least equal to the lowest levels found in the other Houses. As the characters raise their Parameters, they will start to attract new members, according to the following table:

PARAMETER INCREASES
WILL ATTRACT HOUSE
MEMBERS

Parameter Increased (per point)	New Members
Wealth	100
Safety	30
Government Purity	500
Quality of Life	300
Education	20
Necessities	200
Take Home Pay	300

Once the characters have their Parameters raised to the appropriate levels, they may make their bid to become a House. This will draw attempts from other Houses to shut them down. The Players will have to stand steel deep to weather the storm. Each House will attack the character's House once, and if the new clique survives, they will be accorded House status.

The nature of these attacks are up to the GM, but there are some guidelines. Each House should have some sort of plan to cripple the new House. One might choose to disrupt the PC's line of supply for food. Another might choose



Running the campaign on Luna

The next sewage treatment manager: A duty which House Grunt would be willing and eager to be rid of.

to attack them outright, killing gang members and causing all manner of problems. Still another might decide to cut off the Player's cash base depriving them of much needed funds. Regardless, each of the House's attacks should be different, and all are dangerous.

To represent the danger of having the entire House crumble before it is built, assign a Parameter to match each of the other House's attacks. If an attack succeeds, that Parameter of the PC's House is decreased by 1. If the House's Parameters ever fall below the required numbers, the House fragments and the members slowly fade away over a few weeks, leaving the vets to handle the wrath of the other Houses alone.

If the characters survive the attacks on their new House, they must negotiate to solidify their areas of control. In truth, they will still start off in a weak position, as none of the other Houses will ever willingly abdicate any of their controlled areas. The characters may come up with an entirely new area to control, or could take over an area that isn't truly controlled by any House (such as the Think Tanks). The GM should confer with the players about what they'd like to be responsible for, and use role playing to determine how the negotiations go. The Houses will negotiate hard and the PCs will probably end up with far less than they anticipated. Still, they will have firmly established themselves on Luna, and gained a position of authority that any boost on Earth would envy.

Final Adventure

This mutha' should detail the last concerted attack on the Players' fledgling House, as well as the ensuing negotiations. The final assault should be the most dangerous; the one most likely to break the House beyond repair. Cram as much into this adventure as possible. In a very real sense the characters are fighting for their lives and it should feel that way. Let them see their House's members waver with indecision if things are going badly, and use this to build tension. Have other House leaders call them and gloat over their impending doom. Whatever you do, make it feel like this is the turning point of the veterans' lives, as if everything they've ever worked for is teetering on the brink of oblivion.

If the House survives, the negotiations should offer no relief from the pressure. All of the other Houses will pushing to saddle the new House with terrible duties—the ones offering little profit, but chewing up manpower. It's up to the Characters to negotiate a better deal. De-emphasize skill dice rolls. Make your players role play the these negotiations. They have to come up with some clever ideas to save their House from becoming **the next sewage treatment manager.**

BRING DOWN A HOUSE

3. Crash a House

If the Characters have an ax to grind with one of the Lunar Houses, this is the perfect campaign goal. Here, the characters are trying to bring another House to its knees, perhaps in preparation for the raising of a House of their own. Regardless of the reason, the characters have a big job ahead of them and one sure to earn them all kinds of enemies.

To succeed, the characters will have to drop Wealth, Quality of Life and Necessities of the target House to less than 5. At that point, the House membership will begin deserting the sinking ship and the House will slowly disintegrate. Players should come up with the missions to drop the various Parameters. Each mission demands a clear rationale and a workable—hopefully brilliant—plan of action. While it makes perfect sense to reduce the Wealth of House Mouse by attacking tourists (and thereby driving off business for House Mouse), it would **indirectly affect every other House, but Dirtboy**. The GM is the final arbitrator as to whether or not a particular plan will have the desired effect, but shouldn't tell the players until after they've tried it.

Final Adventure

The targeted House is getting weak and the vets can smell it. For the coup de grace, they launch an assault against the House itself, doing what they can to destroy everything possible. If the raid is successful, the Quality of Life parameter will drop like stone—enough that the House's members will pack up and move out. If the PCs fail, they can expect no mercy.

A Note on Parameters

It's important for GMs to realize that while Luna itself has some overriding Parameters, each individual House also has its own Parameters, to reflect the House's overall status. Changing a Luna Parameter will not necessarily change a House Parameter, and vice versa. The only Parameters that are the same for Luna and the Houses are Government Purity and Education.

Some areas will have a different Safety rating than Luna or the Houses that govern them. These ratings reflect the strength of security in that region, and the ability of security to respond quickly and efficiently to a threat.

When changing Parameters, it is important to remember that House Parameters are considered City/County parameters for the Reward Point costs, and Luna itself is considered a Country. Individual area Safety Parameters are considered Neighborhoods for the purpose of Reward Point expenditures. Other than this, Parameters function just as they do in any other Underground setting.

Indirectly affect every other House, but Dirtboy: In the example, terrorist attacks against tourists would indeed hurt the Mice. But House Taster would lose drug revenues, Constance would lose clients for their prostitutes. The casinos would suffer. House Grunt would have to cut back on their maintenance staffs for the tourist areas. Actually, with the bad press for Luna—even Dirtboy could be affected.

LUNA PARAMETERS

KING KLOWN

STR: 9 DEX: 5 SPD: 6 RES: 8
INT: 6 WILL: 5 AURA: 7

Acrobatics: 9, Charm: 9, Gun Combat: 14, Intimidation/Interrogation: 10, Leadership: 12, Martial Arts: 12, Streetwise: 11, Weaponry: 14

Chitin: 4

Emotion Control: 13

Stress Tolerance: 5

Psychosis: Multiple Personality

Equipment:

AMI M92 PAC, 30mm Silver Bullet Arms SSF 2/30, Survival Knife, Whirling Death BADS, Heavykev, Mondo Armor, Average Computer Pack (all current software available, though not loaded), combat goggles.

BACKGROUND

King Clown is one of the original "moon dogs", one of the first to be a guinea pig for alien genetic material on Luna long before Earthside clients were being turned into super soldiers.

Harold Raming was a transient serial killer. He spent his time wandering from city to city, doing what he considered a "sacred cleansing" of who he deemed worthless to the species. These victims were picked at random as far as baffled law enforcement could tell. Most of his kills took place in out-of-the-way towns, far from major highways or the "real" forces of law enforcement. For close to ten years, he was little more than a terrible rumor to rural townspeople. He'd become the bogeyman, the face in the window, the monster under the bed.

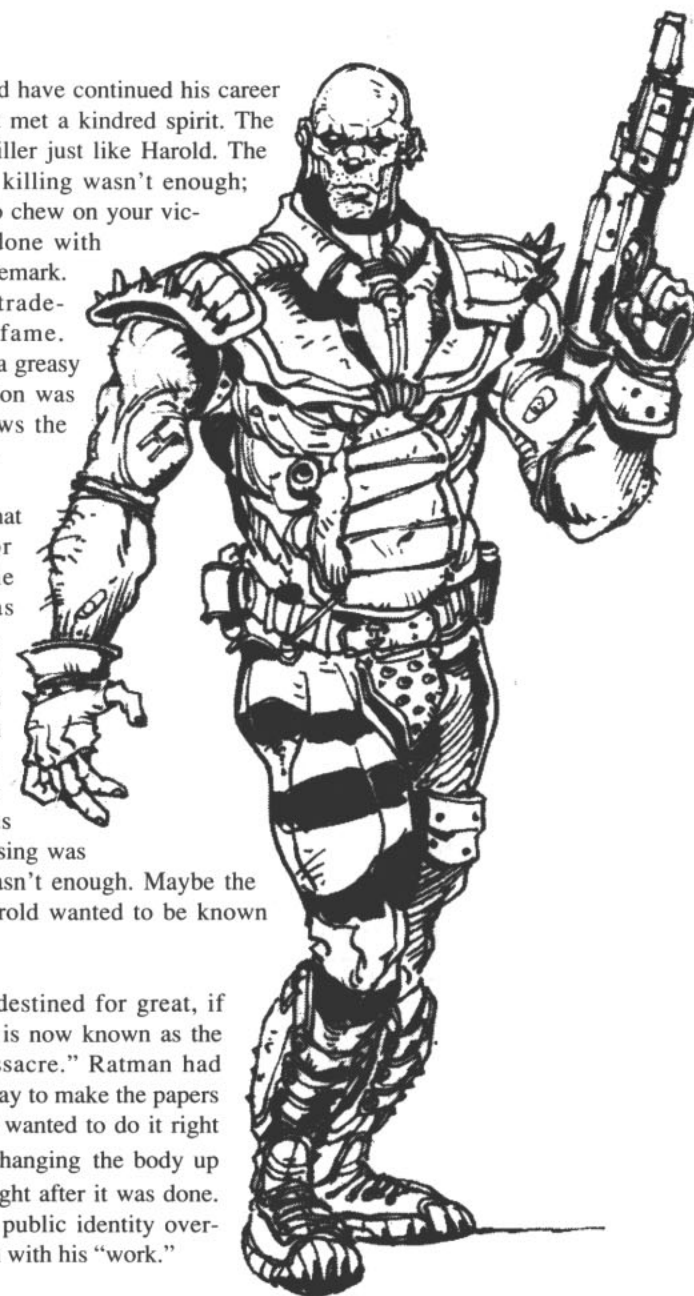
That suited Harold fine. Wherever he went, the rumors of his passing floated ahead of him. It amused him to see hick cops clustered around a table in a diner, talking about "that psychokiller freak" while he sat not ten feet away.

His methods of operation required that he be alone, striking from the shadows when least expected, hitching rides only to murder the drivers, or stopping to "help" damsels in distress. His greatest ally in slaughter, however, was the fact that people instinctively trusted Harold. Cops would talk to Harold and just pass on by, sure that this harmless guy couldn't possibly be responsible for the crop of grisly deaths occurring.

Raming probably would have continued his career indefinitely had he not met a kindred spirit. The Ratman was a stone killer just like Harold. The Ratman believed that killing wasn't enough; that it was necessary to chew on your victims after you were done with them, sort of like a trademark. Ratman was big on trademarks. He wanted fame. Harold met Ratman in a greasy diner and a conversation was struck. God only knows the details of this first chat.

They quickly learned that they were meant for each other. The Ratman's crazy ideas about becoming a famous serial killer and maybe getting his name on television stirred something in Raming. Harold didn't want to be anonymous forever. Yes, the cleansing was good, but maybe it wasn't enough. Maybe the Ratman was right. Harold wanted to be known for his work.

Indeed, the duo was destined for great, if fleeting, fame in what is now known as the "Bus Stop Child Massacre." Ratman had decided that the only way to make the papers was to kill a child. He wanted to do it right out in broad daylight, hanging the body up for everybody to see right after it was done. Harold's hunger for a public identity overtook his normal caution with his "work."



PEOPLE

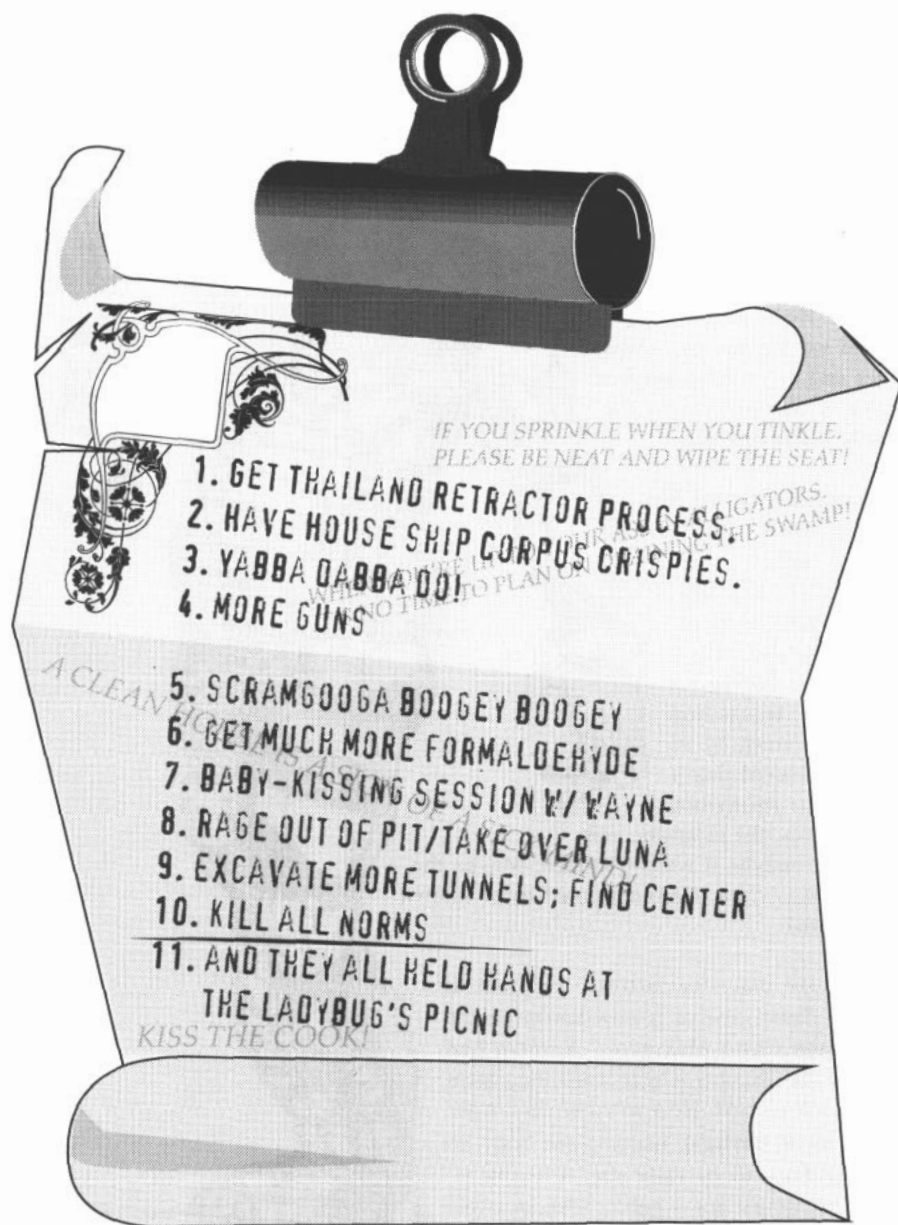
PLACES

ORGANIZATIONS

EVENTS

TECHNOLOGY

MISC.



On December 8, 2005, 8-year old Sally Denning was grabbed not 30 feet from her Little Rock, Arkansas bus stop at about 3PM. She was eviscerated. Her body still warm and the blood still dripping, Harold and the Ratman hung her back up on the bus stop sign. 98 minutes later they were captured washing up in a public park restroom. Ratman never made it to trial, killed in a holding cell. Did Harold get fame? Harold got a one way ticket to the New Soledad facility. The new setting was hard for Raming and he did little to fit in. After pointlessly killing three other inmates, he was taken off to be experimented upon.

As one of the first batch of genhanced humans, Harold didn't handle it well at all. He was designed as a terrifying engine of combat, covered with plated scales and the ability to project terror into his foes. Which worked out as planned. But the tiny scales were colored too brightly, giving him the appearance of a raggedy clown (hence the name he has taken) and his mind was too badly fragmented for him to have any real use. He was locked away as a dangerous, but failed experiment.

But the King wasn't stupid, and made plans to escape. When the cons busted Luna up, the King escaped and went underground. But his insanity was obvious, and only other crazed boosts would follow him. Those that did have become King Klown's noble court down in the Pit. (See Steel Deep page 71.)

PERSONALITY

The King is crazy. The boosting process fragmented his personality into no less than six distinct personas. All of these "individuals" hate norms—non-enhanced humans, and most hate the body they are trapped in. The core personality, though, is a very powerful speaker and has the ability to control the emotions of others. The King is a natural leader of deranged psychopaths, using his power to guide his people any which way he chooses. Fulfilling his personal whims is always the top of his "to do" list, followed shortly by "kill all norms."

QUOTES

"You don't remember, do you? The little girl? Awwww, forget it!"
 "Kill him. His color scheme displeases me."
 "What? Kill the fish? Who said that?"

FREEZE

STR:2 DEX: 5 SPD: 4 RES: 4
INT: 5 WILL: 6 AURA: 6

Acrobatics: 9, Administration: 8, Business: 8, Charm: 10, Computer Science: 8, Gun Combat: 8, Invention/Repair: 6, Leadership: 11, Thief: 8
Cold Immunity: 5
Control: 8
Danger Sense: 7
Stress Tolerance: 9
Psychosis: Multiple Personality

Equipment:

.50 cal Urban Nightmare EP450, 20mm Urban Nightmare RR, Snaptight Grenade, Average Pack, Pueblo Firefight, Pueblo MapIt, Heavy Key

BACKGROUND

Jerome Higgins never was much of a student and he wasn't much of a worker either. By the time he should have graduated from high school, Jerome made quite a name for himself in the local gangster scene as an up-and-coming con man. Some of the gang chiefs started eyeing young Jerome, trying to decide just what to do with him. The boy had caused them quite a bit of trouble with his scams, even using some of their names to run his games. No real harm, but it had put the leader's names back in people's mouths, and back in front of the police.

So the gang offered Jerome a choice: get out of LA or get dead. Jerome packed his bags and headed to San Francisco. But there, he discovered the crime scene to be even more insular and exclusionary than it had been in LA. He couldn't get in with anybody and quickly found himself starving to death. For the first time in his life, Jerome was pushed to violent crime.

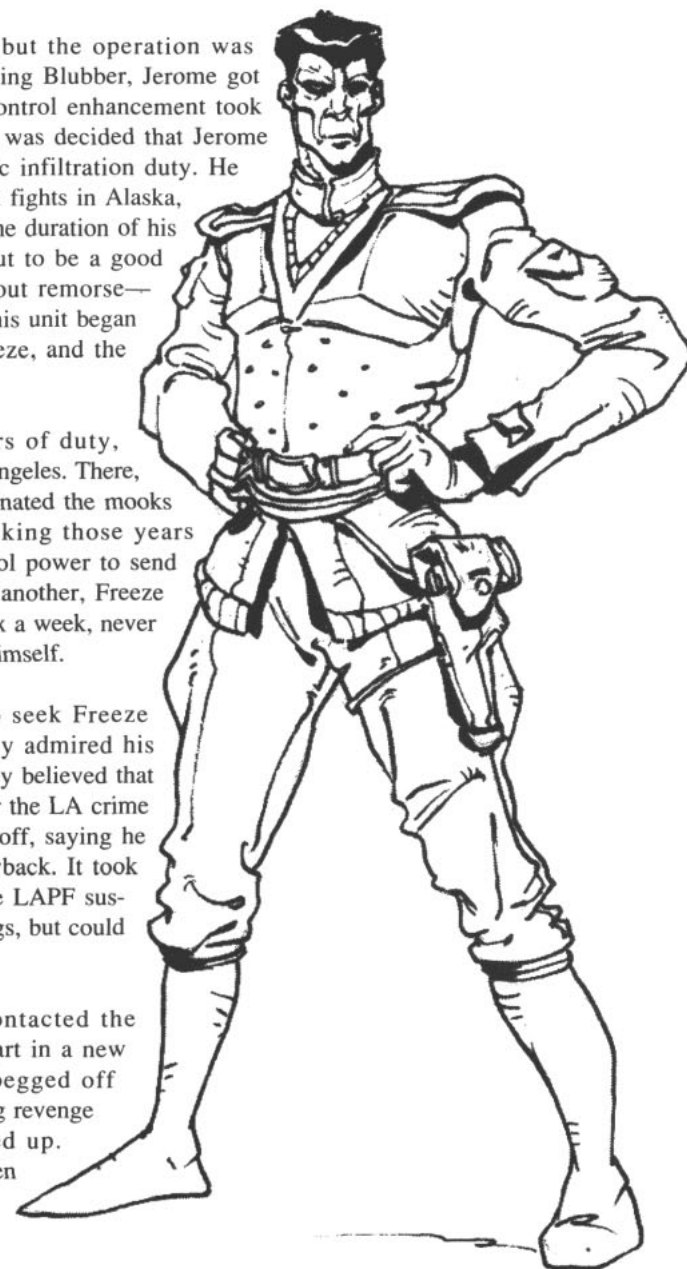
Knocking off a liquor store, Jerome made enough money to get by for a couple of weeks. When he tried again, the clerk was amped to the gills and went for his sawed-off. Jerome panicked—firing two rounds into the man's forehead and got so spooked he forgot to get the money. It wasn't long before the cops scooped him up. He'd ventilated the cousin of someone on the force, and they'd gone out of their way to bring poor Jerome in. He was tried, convicted and got the option to join AMI for a commuted sentence.

AMI boosted Jerome, but the operation was flawed. Rather than getting Blubber, Jerome got Cold Resistance. His Control enhancement took just fine, though, and it was decided that Jerome would be used for arctic infiltration duty. He was dispatched to the oil fights in Alaska, where he remained for the duration of his terms. Jerome turned out to be a good soldier. He killed without remorse—cold as ice. The rest of his unit began referring to him as Freeze, and the name stuck.

At the end of his tours of duty, Freeze returned to Los Angeles. There, he systematically assassinated the mooks who had sent him packing those years before. Using his Control power to send one gang member after another, Freeze eliminated as many as six a week, never once pulling the trigger himself.

Other boosts began to seek Freeze out—some because they admired his drive, others because they believed that he'd arrived to take over the LA crime scene. Freeze put them off, saying he needed to finish the payback. It took him close to a year. The LAPF suspected him of the slayings, but could prove nothing.

His work done, he contacted the boosts offering them part in a new crime empire. Some begged off after seeing his year-long revenge play out. Some crewed up. Freeze had around a dozen boosts with him when the dust cleared.



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This boosted gang moved boldly into secured LA gang turfs, thoroughly shaking up the OGs. Daring robberies went down and the money started to pile in hidden accounts around the US. He made contact with Luna's Killer Bees and they helped him hide his money even more effectively. Freeze learned how to play the stock markets, how businesses worked, and started making wise investments. His gang grew.

Luna looked good to Freeze. He had decided that it was just the place for him with its almost lawless nature and unstable political structure. On Luna, he decided, he could really make a mark for himself, perhaps even build an empire fitting his capabilities.



When he revealed his plans to his gang, most of them thought he'd finally snapped over center. While Luna was rumored to be very "boost friendly," it was still the freakin' Moon, after all. Freeze didn't put up with much of that. He took ten loyal boosts with him. When they left, all the money from the gang's bank accounts was stripped and converted to stock or cash, courtesy of the Killer Bees. Freeze's Earthside gangsters suddenly found themselves without a leader or money and were torn apart by those gangs they'd gone against.

Freeze and his followers found the moon much to their liking. Since their arrival six months ago, the gang has tried to create an all-boost House. They've had little luck thus far. Most boosts seem content to live their lives as they have since they got to Luna, but Freeze keeps trying.

PERSONALITY

Freeze is a megalomaniac and has multiple personality disorder. During his stint with AMI, he learned that he liked the power he had as a boost. Now Freeze believes that he's destined to rule Luna and, eventually, Earth. One of his personalities, the Snowman, doesn't want to stop there, fully intending to become a god. Freeze manages to keep himself appearing as normal as the next boost. Few know of his plans to rule the world, and if they did, they might not care. Freeze is very charismatic, and appears to know just what he's doing. When you meet him, you can't believe that he might not be able to do all he claims.

QUOTES

"Oh, really? So you're going to believe your own mother over me?"

"Hmm. I see. Well, if you change your mind, Blitzkrieg, come back and we'll talk."

"Put everything we've got into Biotech Diversified. They're going to be very hot. Trust me."

BADASS TROOPER

STR: 7 DEX: 5 SPD: 5 RES: 9
INT: 3 WILL: 4

Acrobatics (Dodge): 7, Gun Combat: 9, Intimidation/Interrogation: 5, Martial Arts: 9, Any three miscellaneous skills.
Any one enhancement with a Unit Rating of 8
Any two special enhancements with Unit Ratings of 3.
Average Tolerance: 6
Psychosis: Variable depending on powers.

Equipment:

Murray Slaughter Beanbag gun, UFO "Pile Driver" Smasher Assault Weapon, 25mm Urban Nightmare EP425, Heavy Kev, Heavy Mondo Armor, Cellular Phone.

BACKGROUND

B.A.D.A.S.S. (Biologically Augmented Deputized Administrative Security System) troopers are an offshoot of the main security force of Luna, Lockdown Central. Originally they were assigned to operate as heavy security around sensitive areas, using their special enhancements to deter intruders from doing any serious harm. But as more boosts began arriving on Luna, it became apparent that the Houses would need security teams that could deal with these superhuman fighters. This caused the birth of the BADASS Troopers. These heavily armed and armored units are evidence that Luna means business when it comes to security.

BADASS troopers are also used to defend against any external threat to Luna. While they've never been used in this capacity, all BADASS troopers are trained to use environmental suits and fight in low gravity should they need to do battle on Luna's surface.

BADASS troopers are best known for their superior equipment. If they need it, they can get their hands on it, and the Houses aren't at all reluctant when it comes to such expenditures. The BADASS troopers can be the last line of defense when boosts get out of hand, and the Houses know it.

PERSONALITY

BADASS troopers are absolutely dedicated to their job, mainly because of its high pay and prestige. They command respect (or at least fear) wherever they go, and most relish feeling so important.

Not a few of the BADASS troopers are thrill junkies and have been known to take unnecessary risks. Most, though, are dedicated men and women who know their job and are very good at it.

QUOTES

"chakka chakka Chakka
Chakka CHAKKA CHAKKA
C H A K K A K A -
BOOOOOOOOM!!!!" "Yo
creep! Either drop it or use it—I
don't have all day." "Put the
nice Ambassador down, soldier.
Good. Now step away..."



LOCKDOWN CENTRAL SECURITY GUARD

STR: 3 DEX: 3 SPD: 1 RES: 1
INT: 4 WILL: 2 AURA: 4

Acrobatics (Dodge): 9, Detective: 8, Gun Combat: 7, Martial Arts: 9, Streetwise: 8,
Any other skills as required.

Equipment:

Bean Bag Gun, UFO LA 220H "Lil' Squirt w/Stunspray ammo (guard's choice),
15mm UN/HoG Excommunicator, 10 gauge Melbourne Arms Hogan. Other equip-
ment as necessary.

BACKGROUND

Standard security guards have always been a part of Luna. Over the past couple of years, these guards have gone from thugs to well-trained pros. Lockdown Central is a coveted job, especially for those who want to live on Luna permanently. Few jobs have better benefits and pay. They work for it. The Guards have a wide variety of duties. They are responsible for the tourists who come to Luna, making sure the hapless visitor doesn't end up where they'll get hurt or see things they shouldn't. Security guards are also responsible for the surveillance network that runs throughout Luna, and must spend hours watching cameras and reviewing tapes. Security also acts as backup for the BADASS troopers when necessary, providing much needed fire support when dealing with boosted terrorists or criminals.

But most importantly, the Security Guards are responsible for straight police work. Few Earthside police have the level of training and intelligence to be found in Luna's security force. These men and women are ruthlessly efficient at their job and they love the work. Many are former police officers who enjoy their freedom on Luna, where justice is much faster and more permanent.

Security guards come from every House's members, though the largest number comes from within House Mouse. More than 80% of the security guards currently on duty were originally hired on as members of the House, and their loyalties clearly lie there before Luna. This has caused some grumbles among the other Houses, but so far House Mouse hasn't abused its advantage and there has been little reason for the other Houses to complain.

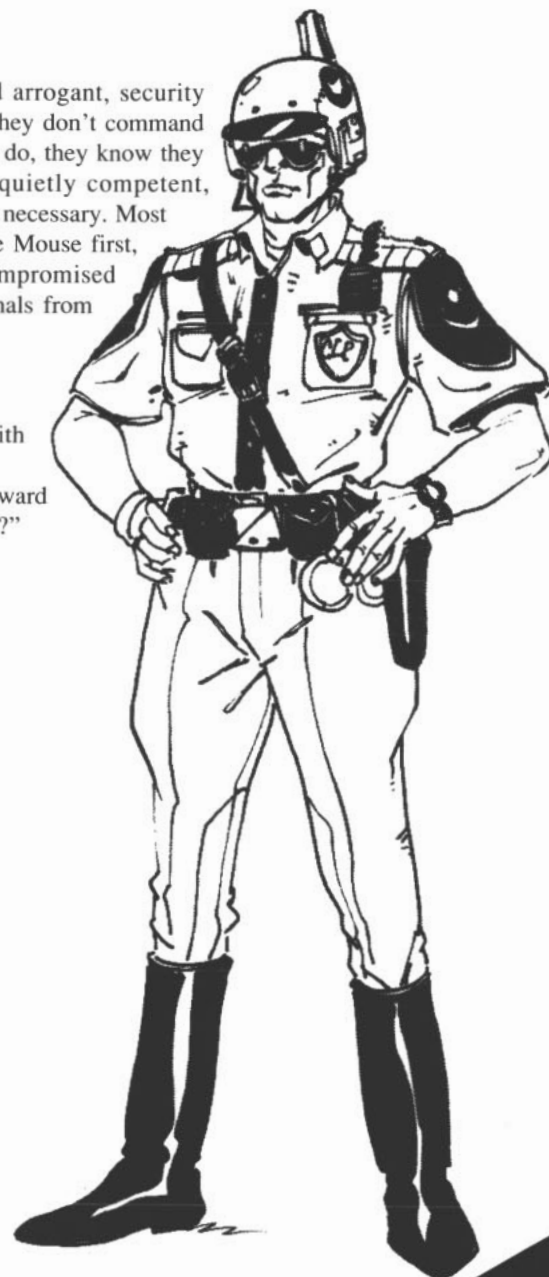
PERSONALITY

While BADASS troopers are cocky and arrogant, security guards are diligent and dedicated. While they don't command the respect and fear that BADASS squads do, they know they are the real police of Luna. They are quietly competent, resorting to violence only when absolutely necessary. Most security guards owe their loyalty to House Mouse first, and Luna second. So far, this hasn't compromised their effectiveness, as they go after criminals from any or no House with equal zeal.

QUOTES

"Draw out that ID badge reeeeeeal slow with your left hand. Now lie face down."

"I'm tracking a bogey moving northwest toward C7. Got it on IR and it's moving fast. Copy?"



COMMANDER "SNARLIN' DICK" DAWSON

STR: 14 DEX: 5 SPD: 3 RES: 4
INT: 1 WILL: 1 AURA: 5

Acrobatics (Dodge): 9, Charm: 9, Gun Combat: 11, Leadership: 7, Military Science (Tactics): 5
Vehicles (Land): 8, Weaponry (Blade): 8, Enhanced STR, DEX, RES.
Tolerance: 8
Psychosis: Homicidal Mania

Equipment:

2 Pearl-handled 25mm NeoMag Megagat Magnums w/ holsters, a large Bowie knife, Heavy Mondo armor, Heavy Kev, Average pack w/all combat programs, fax, cellular phone, designer "sunglasses" combat goggles, tuxedo.

BACKGROUND

The man. The living legend. "Snarlin' Dick" Dawson is the original "moon dog." An actor, a media celebrity, and a game show host, Dawson went into cryogenic freeze in April, 1998 after an automobile accident left him in a coma. He was rudely awakened from his nap in September, 2004 in the genetic labs of New Soledad, Luna. He was a very confused man.

Almost immediately, he was whisked off to be one of the first generation of super soldiers. Because of his previous cryogenic state, the enhancements "took." Dawson found himself seven feet tall and blessed with incredible reflexes and strength. He was taken and trained by TWD—a publicity coup for them. Now they had a killing machine who had been a media darling. The fact that Dawson couldn't remember much of his glory days, didn't stop Trans-World Devastation for a second. They dropped him in country and let the cameras roll.

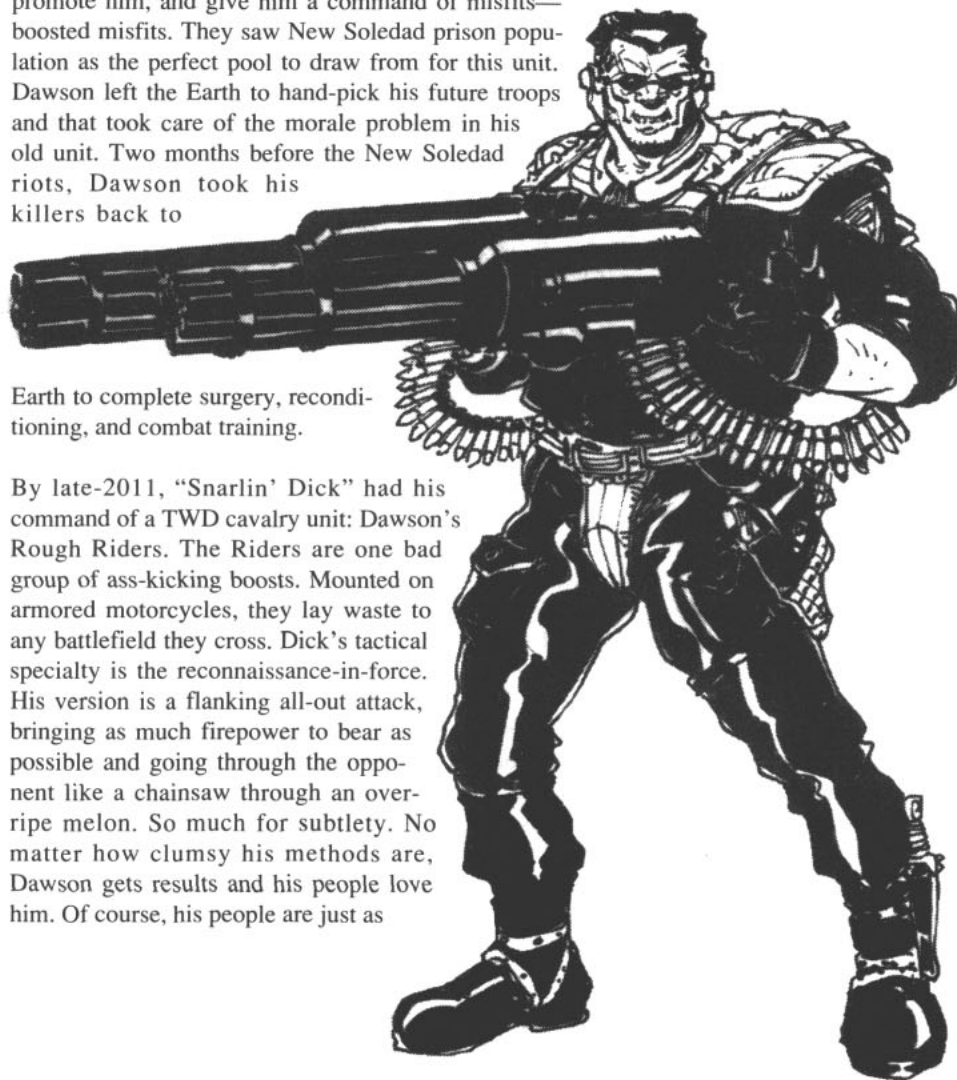
Snarlin' Dick made a splendid (if completely psychotic) soldier. In his first tour with a unit comprised of norms, Dawson had attained the rank of Lieutenant and 47 confirmed kills. As he rose in rank, his men were awed by the absolute animal savagery with which Dick went to work. He didn't sit back and bark out orders,

but got right in there with the grunts. He liked it. Morale in his unit began to drop as the men became terrified of Dawson's strategic "decisions."

TWD saw an opportunity. They could pull Dawson out, promote him, and give him a command of misfits—boosted misfits. They saw New Soledad prison population as the perfect pool to draw from for this unit. Dawson left the Earth to hand-pick his future troops and that took care of the morale problem in his old unit. Two months before the New Soledad riots, Dawson took his killers back to

Earth to complete surgery, reconditioning, and combat training.

By late-2011, "Snarlin' Dick" had his command of a TWD cavalry unit: Dawson's Rough Riders. The Riders are one bad group of ass-kicking boosts. Mounted on armored motorcycles, they lay waste to any battlefield they cross. Dick's tactical specialty is the reconnaissance-in-force. His version is a flanking all-out attack, bringing as much firepower to bear as possible and going through the opponent like a chainsaw through an over-ripe melon. So much for subtlety. No matter how clumsy his methods are, Dawson gets results and his people love him. Of course, his people are just as



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psychotic as he is. And today the legend lives on. "Snarlin' Dick" is a well-known Luna visitor. Six times a year, Dawson comes up for a little R&R, a little schmoozing, a bit of gambling, and a whole lot of party.

He also mules drugs for House Tastee—bringing them down to the Earth station, through customs and down to Paraguay where he grabs the money. In each trip back to Earth, Dawson escorts shipping mods containing 100 Kilo lots of pure lunar cocaine and heroin. Also in most shipments are countless bags of various Tastee pharmaceuticals. When Dick comes back up to Luna every other month, he brings with him a LOT of money for Mr. Tastee and a good piece for House Grunt. (Grunt lets him slide through customs).

On Luna, you can catch Dawson playing host at any one of a number of Casinos, always with a drink in one hand and a beautiful woman on his arm. He kisses all the women he meets and charms everyone to death. The older tourists remember him from his acting days and he's usually at the center of a ring of gray-haired tourists having their picture taken with him. He eats up the attention. Dawson gets a comped room, a supply of House Constance "professional entertainment specialists" and all the booze and drugs he can consume.

At its height, Imperial Rome would have had a hard time matching Dawson's very-private parties in their sheer decadence. On three separate occasions in 2020, BADASS had to come in and break up Dawson's action. One occasion ended with an Earthside corporate VP dead with a bed-post shoved through his chest and the Commander knocked unconscious—brought down like a rogue elephant—by BADASS troopers. The Mice had a hell of a time covering the incident up, but the right palms were greased...

Currently, "Snarlin' Dick" has a problem that he needs to deal with. He's picked up a serious cocaine habit over the years of Constant Party. Surprising, isn't it? It's one of the main reasons he's a House Tastee mule. He gets a healthy supply gratis, but now he starting to dip into the shipments. Things could get ugly.

PERSONALITY

Snarlin' Dick Dawson has two personas. As a TWD spokesman and casino greeter, Dawson is friendly, outgoing, and completely charming. He can be a very funny man—truly witty. But among his troops in the bush or when he hits meltdown at one of his lunar bacchanals, Dawson is psychotic. His brutality overwhelms most of his battlefield opponents. When he loses his temper in normal society, blood and pain follow. His escalating coke habit isn't helping either. An extremely dangerous man.

QUOTES

"What's your name, sweetheart? Doris? Well, Doris I think I need to get a kiss from you, darlin'. Now you go win us lots of money, ok?"

"I want to cover that ridge in Paste in the next five minutes, Cheech. (Laughs) We take a brew break and wait for the goo to harden...then we ride up and see what still twitches, you dig?"

"Baby, I got a little private soiree happening up at my place tonight. Take this pass, get a couple of girlfriends and we'll have more fun than you've ever seen in your life."

"Let's play the feud!!" BLAM!! Let's play the feud!!" BLAM!! Let's play the feud!!" BLAM!! Let's play the feud!!" BLAM!!

HOTEL CRUSADE

FACTS AT A GLANCE

Location: High Park, Luna (Main Dome)

Size: Ten stories tall, one hundred feet on a side.

Staff: 300, not including the security patrols that roam the grounds and halls. Approx. 50 guards on duty at any time.

Annual Income: \$10,000,000

GENERAL DESCRIPTION

The Hotel Crusade is designed to resemble the monolithic structures popular with the Catholic Church. The entire building has been coated in a layer of textured faux stone that can fool all but the most discriminating viewer. Gargoyles cling to the walls, jutting out at odd angles to glare down at Highpark traffic.

The interior is high-ceilinged, with thick burgundy carpets and velvet curtains of the same color. Furniture (other than beds) is finished in dyed leather, and the beds are massive affairs piled high with down pillows and satin sheets. The furnishings are all imported. All in all, Hotel Crusade is magnificently luxuriant.



The Crusade is a favorite with Earthside corporate executives on vacation. They come to the Crusade to unwind and to do some business if the mood takes them. All the rooms are equipped with faxes and phones that have lines to the Luna communications array making calls to Earth possible—if a bit clumsy. Earth/Luna calls have a 14 minute signal delay and the sound quality is terrible.

One of the reasons that the Crusade is so favored is its tight security. While there are only fifty guards patrolling the grounds and building at any one time, BADASS squads are just seconds away. Machine gun nests are hidden behind gargoyles on the outside of the building, and Turbo Taser turrets are hidden in the interior walls and ceilings. No one is going to cause trouble in the Hotel Crusade without paying for it.

But the Crusade is also popular because of its available entertainment options. Prostitutes, strippers, drugs all and more are available from room service. In the Crusade, you can have virtually anything delivered to your room, and many of the executives take advantage of this service. House Constance and House Mouse have worked this out between themselves, with House Constance actually running room service for House Mouse. This has caused a little friction between the two Houses when it was discovered that House Constance was using its position to record what various Earthside VIPs were into.

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HOTEL CRUSADE

Room Service

Meal \$500
 Deluxe Meal \$750
 Full Course, All Natural \$1000
 In-Room Strippers \$700 each
 Prostitutes \$2000 each
 Drugs \$100 - \$1000 per dose
 Pay-per-view death sports \$500 an hour
 Betting 15% of total bets placed.
Includes delivery and collection of winnings and losses.
 Enhanced Security \$5000 a night.
Includes an additional 3 guards posted in or just outside your room.

An extensive surveillance system is also in place, making it almost impossible to do anything here without having it recorded. Characters who attempt to conceal their actions from the security cameras must make an appropriate skill check (as determined by the GM) with a Difficulty between 5 and 9. The Difficulty of the check should be determined by the GM, taking into consideration exactly what the characters are doing and what sort of precautions are being taken. Surveillance on the grounds and the exterior of the building is much less efficient, with a the Difficulty of checks to avoid detection reduced to somewhere between 2 and 6. Of course, that's what the security guards are for, so characters will still need to exercise extreme caution if they wish to avoid detection. Security guards always attempt to use Bean Bag guns or Turbo Tasers to subdue intruders. But if that fails, they're more than ready to whip out their firearms and use deadly force. Security is of prime importance here and the guards will do whatever they need to insure that it remains intact. To date, there have been exactly three intrusions into Hotel Crusade, each of which ended in the death of the intruders.

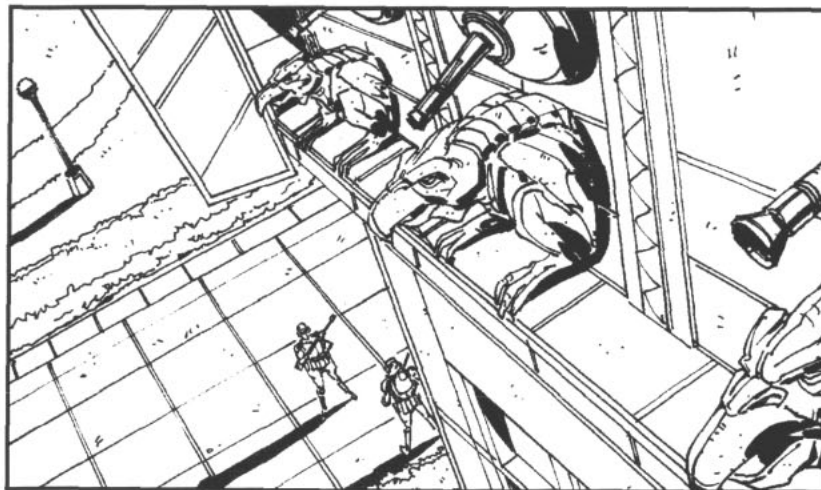
FEATURES

The Hotel Crusade offers the finest of everything, but there is always a price. You can get prostitutes delivered to your room at a mere 200% of the normal cost (cash only please) and the list doesn't stop here, as guests can order anything from pools in their room to the finest cuisine available from Earth.

Fearing that House Constance would blackmail the customers of the Hotel Crusade, House Mouse instituted a "blind delivery" system which protects the identity of those requesting room service. Essentially, customers order what they want, and the Hotel transmits that order to House Constance who delivers the desired item and/or people. The Hotel Crusade receives the shipment at the front door, and then secures the person and/or item in a special security room. The person who ordered may then enter the security room via a special elevator and pays for the goods with a debit card, issued by the hotel at checkin. This keeps the Hotel just as much in the dark as House Constance and does much to set the minds of the customers at ease by letting them believe that no one can possibly know about their dirty little habits.

SECURITY

Because those who come to the Hotel Crusade are generally people of some importance, security is necessarily quite tight. Visitors to the Hotel are rigorously screened by the security forces on the property, and no one is allowed to go up to the rooms until his digital image has been confirmed by the person he has been visiting.



U.F.O. Inc.

FACTS AT A GLANCE

Business Profile

Home Office Location: Luna
President/CEO: Benjamin Belasco
Chairman of the Board: Myra Vann (House Grunt)
Corporate Status: Public Corporation
Primary Business: Arms Manufacturer
Annual Revenue: \$8,550,000,000 (reported)

Personnel

Total Employees: 2,400

BACKGROUND

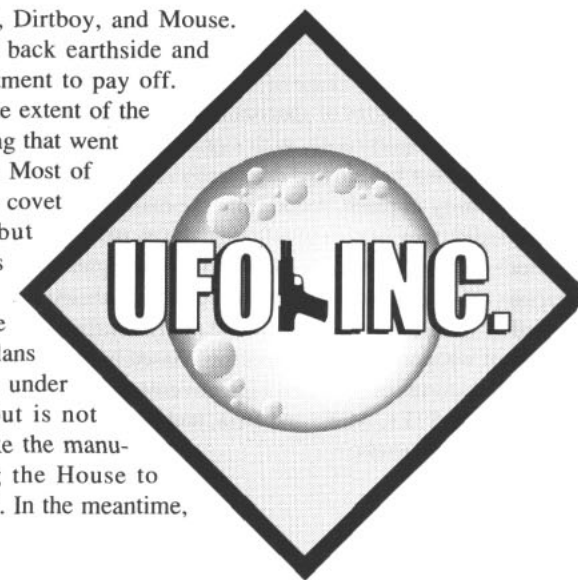
2015 brought with it a sudden spurt of lunar commercial and manufacturing corporations. Most were sponsored by some greedy, earthside megafirm hopeful, desperate, or insightful enough to funnel vast streams of money into the primordial ooze that was the budding Luna. One of the more desperate companies was the waning defense giant, Defense Contractors Amalgamated. With the insurgence of conflict firms and companies such as Hammer of God and Glint of Cold Steel, DCA has been unable to meet the needs of the new conflict frontier. Director of Foreign Operations, Bruce Skinner realized that, with the indisputable fact that there is life on other planets, the world might one day want a new generation of weapons which could be used on weightless or low-gravity battlefields. Seeing an enormous opportunity in the money-starved new "country" of Luna, Skinner petitioned the DCA board of executives and was granted the right to pursue a working relationship with the Houses of Luna.

After difficult (and sometimes bloody) negotiations with the heads of the Lunar Houses, DCA was granted the rights to renovate portions of the former prison into a state of the art weapons manufacturing facility. In terms of developing and testing new "alternative environment" weapons, Luna was perfect. Unlike expensive, experimental, and unreliable gravity reduction chambers which many universities were renting out to the highest bidder, Luna was inexpensive, conditions were constant, and any portion of the facility was a potential "testing ground." For paranoid security reasons, the new subsidiary company now christened UFO Inc., was to be staffed by

members of Houses Grunt, Dirtboy, and Mouse. DCA simply needed to sit back earthside and wait (pray) for their investment to pay off. They had not counted on the extent of the back-stabbing and in-fighting that went on behind the lunar scenes. Most of the Houses now droolingly covet the arms manufacturer but have yet to take any actions towards seizing control of it. Hard Labor of House Dirtboy is quietly making plans to bring UFO permanently under the wing of the House, but is not powerful enough yet to take the manufacturer without bringing the House to bleeding ruin in the attempt. In the meantime, she watches and waits.

As UFO began to flourish, its potential became as daunting as the designs it began to develop. With the history and nature of Luna, it became obvious that UFO needed to turn out suitable weapons for the country fast. This incentive was fueled by the disturbingly-frequent incidents of wall breach due to the exchange of standard ordinance. The short-lived, "limited edition" UFO Chaff-Thrower ("Tinsel-Toy") was the very first result of their labors in this field. Distributed solely to security personnel, the C-T magnetically hurled a spray of shredded steel at its target, slicing through any soft tissue up to a toughness of chitin-enhanced skin. Rounds were vacuum compressed into a standard shotgun shell type casing and loaded similarly, or in a short clip. The were extremely effective on softer targets and at short range, but were a little like taking on a charging rhino with a really sharp bayonet. Those brought down with the security guns were said to be (in the local slang) "UFOCT-up." The use of Chaff-Throwers was eventually discontinued in favor of the current, more effective gats, and the C-Ts are now considered "collectible."

(See other Underground Notebook page for current weapons and ammunition created by UFO.)



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CURRENT ACTIVITIES AND KEY DIVISIONS

UFO Inc. is on the verge of exploding into the arms market with vastly innovative technologies of specialized or limited use. Level of sabotage has increased proportionally with significance in technological break-throughs, and advancement has slowed drastically as UFO and Lockdown Central put stricter security in place. Aside from the many innovative new firearms UFO has produced, they expect to release a dozen new weapons, employing hundreds of new (often alien-derived) technologies within a year. These weapons are expected to sweep through the earthside market, though pre-orders have been mostly gobbled up by conflict firms. A surprising number of weapons have been pre-purchased by the Neo-Vatican. Unnamed sources tell stories of paranoid high government officials taking an intense interest in the STLs, Alpha and Beta, and in technology which might effect them on various levels.

CORPORATE CULTURE

Working conditions at UFO are reminiscent of the license plate shops in prisons of early twentieth century America. Pay is good, but security is painfully tight. Employees are strip searched daily upon arrive to and departure from work. Each work station is equipped with a security camera and each employee himself is wired to a stress detector to monitor changes in stress levels (much like a lie detector). Talk has quietly begun among the workers of forming a union to control the obscene rise in security precautions, but a few quiet executions have curtailed this activity.



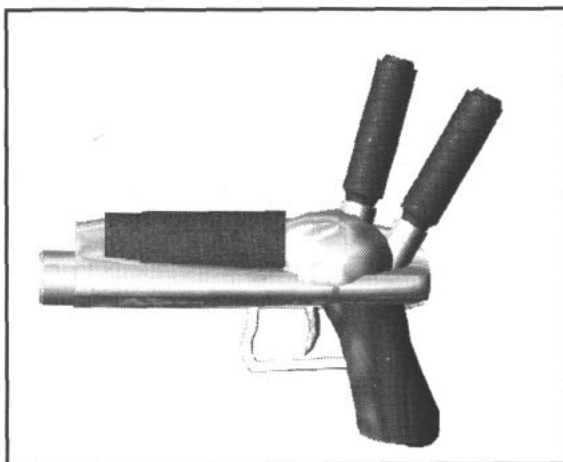
GUNS AND AMMUNITION FOR THE FINAL FRONTIER... AND YOUR OWN BACKYARD.

U.F.O. has answered the call for weapons needed in the special conditions on Luna. The first priority is a weapon that will not be a threat to a wall or bulkhead's integrity, but will still have decent stopping power. These weapons are commonly available on Luna, and Earthside sales are rising too. High quality, lightweight,

and stylish— U.F.O. products prove that bringing down that psycho doesn't necessarily mean putting a large hole in him!!! Check their gats and ammo and you'll see that whether you're in corporate security or just packing a little peace-of-mind, you'll find something here to your taste.



UFO INC. WEAPONS



UFO LA 220H "Lil' Squirt" (Cost: \$1000, Avail: A)

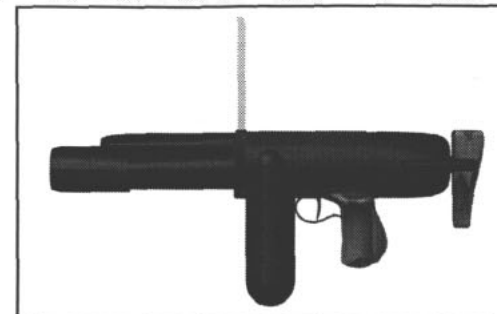
Acc: 3, Pen: 10, Dmg: By Ammunition Type, Rng: 1/2/3, Ammo: 10, Rate: 1, STR: 4, RES: 4

The "Lil' Squirt" leads the pack in the lethal, low-penetration handgun option. These weapons are designed to project a spray of various liquids at a target. Composed of aluminum alloys, extremely lightweight, these guns have a short range. The good news is they are able to use a wide variety of ammunition, are easily concealed and are usable by virtually anyone who can point their finger.

Ammunition for the "Lil' Squirt" comes in small canisters (about the size of a pack of cigarettes) which also contains the compressed air that sprays the fluid. These revolutionary LA (liquid ammo) clips are lightweight and easy to swap out.

Squirt guns have caught on with civilians and with those who go looking for trouble in tourist areas (because the guns aren't liable to breach any walls). Security patrols sometimes use them on tourists as a pacification tool. They are also excellent stealth weapons, as they are virtually silent and have no muzzle flash.

Note that the Penetration value of a Squirt Gun doesn't represent actually punching through armor. Rather, it is the chance that the ammunition will leak through armor and actually touch skin, where it can deliver its chemical punch.



UFO Adhes 12 "Gummo" Splat rifle (Cost: \$2000, Avail: A)

Acc: +1, Pen: 15, Dmg: Special, Rng: 7/11/14, Ammo: 5, Rate: 1, STR: 2, RES: 10

Restrain your opponent with U.F.O.'s newest entry in the so-called "splat rifle" class. The Adhes 12 fires a low velocity gel round loaded with a gummy adhesive to pin opponents down for later dispatch. When firing a splat rifle, Penetration tests are made in a slightly different manner. Rather than Resilience, the target uses his DEX with no modifications made for armor. The Damage rating of D/C/B/A correspond to how fully the target is covered by the adhesive, and the effects, as listed below.

Damage Result	Effect
D	Barely splashed. The Adhesive reduces DEX by 1 until the adhesive deteriorates (2d10 rounds)
C	Decent coverage. Reduce DEX by 2 and SPD by 1 until adhesive deteriorates (2d10 rounds).
B	Nearly full coverage. Reduce DEX by 3 and SPD by 2 until adhesive deteriorates (2d10 rounds).
A	Full Coverage. Reduce DEX by 4 and SPD by 3 until adhesive deteriorates (2d10 rounds).

If a character has his SPD reduced to less than 0, the character is assumed to be completely immobilized, effectively pinning the character to the wall/floor and preventing any further movement until the adhesive deteriorates in 2d10 rounds.

Splat rifles are a favorite of security forces when attempting to subdue foes in a tourist area, because they do no real damage and have no potential for actually capping a rube. They are also a favorite among gangs, who like to use them in large numbers to pin down boosted opponents. Sustained fire from three or four splat rifles can literally pin an opponent down, making it easy to walk up and put a bullet in their dome.

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UFO BLA 12 Shiv Gun (Cost: \$55,000, AVAIL: D)

ACC: +3, Pen: 15 (Pen: 5 against metal), Dmg: LW/MW/HW/IN
Rng: 11/15/20 Ammo: 30, Rate: 1/4, STR: 3, RES: 12

UFO produces this monster for the need of good penetration without the danger of collateral damage. These bullpup configured weapons fire clusters of razorblade-like projectiles (the shivs) at very high velocity and with amazing accuracy. While the shivs can overcome armor by going through gaps in it, they are completely ineffective at going through anything much tougher than wood, shattering against metal rather than penetrating.

Shiv guns are popular choices for those who dig gore. The high Rate of Fire and good Accuracy makes this gun the choice weapon for those who can afford it. Because the guns are difficult to manufacture, they are expensive and hard to come by.

Ammunition cost for shiv guns is the same as for normal firearms.



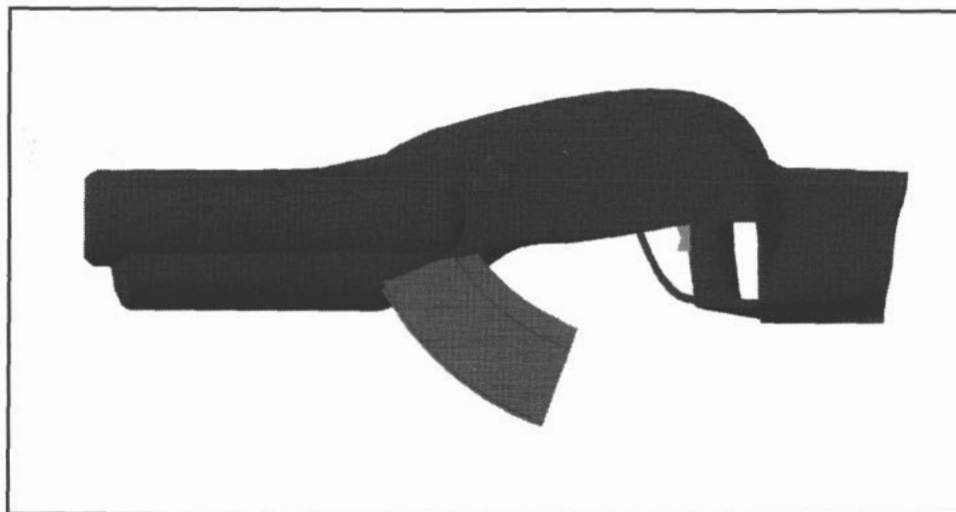
UFO "Pile driver" Smasher Assault Weapon

(Cost: \$75,000, AVAIL: D)

Acc: 3, Pen: 20, Dmg: MW/HW/IN/KL, Rng: 1/3/5, Ammo: 6, Rate: 1,
STR: 6, RES: 15

UFO's Piledriver is aptly named. This mighty assault gat is an example of the new Smasher-class weapons. It fires coffee can sized chunks of high density plastic at extremely high velocity. Smashers have a limited range making them ineffective in wide open spaces, but are perfect for alley or corridor scraps. Because the projectiles are plastic they rarely bust through walls, though they still pack a very lethal punch. Popular with boosted Lunar House members.

Ammunition cost for Smashers is \$100 for 6. Ammunition is stored in a huge container at the rear of the weapon, making Smashers quite long in comparison to normal rifles.



U.F.O. INC. AMMUNITIONS

With the advent of new weapons, it has also become necessary to develop new ammunitions. The following are examples of new ammunition for new weapons as well as conventional guns.

SQUIRT GUN AMMUNITION

All squirt gun ammunition comes in identical form: a small plastic cartridge that contains approximately 10 cubic centimeters of ammunition fluid. There are a wide variety of fluids, each of which is described below.

STUNSPRAY (COST: \$200, AVAIL: A)

Stunspray is a contact poison which induces paralysis and uncontrollable tremors through all the target's major muscle groups. The spray has a Damage rating of ST/ST/IN/IN, with incapacitated characters remaining so for 1d10 minutes. It is possible to resist the effects of the drug by making a successful RES challenge against a Difficulty of 10. Each success level determined by the RES challenge reduces the level of damage by 1 level.

ACID (COST: \$300, AVAIL: B)

Acid sprays are among the most dangerous types of ammunition to have loaded in your gun, but they are also the most impressive to see in action this side of Paste. The spray consists of a highly concentrated acid tailored to affect flesh only. The damage for acid spray is LW/MW/HW/IN. Unfortunately, carrying acid cartridges around can be just as hazardous to the user as for his targets. Acid cartridges have a Res of 15. Any time a character with an Acid cartridge on his person is hit by an area affect attack, or otherwise suffers some sort of accident that could break a cartridge (such as falling), the GM should make a RES test for the cartridge, using the damage value of the attack or accident as the Difficulty Number. If the cartridge breaks, conduct an attack against the character carrying the cartridge, but as if the acid spray had a Penetration value of 15, rather than 10.

SMOKE (COST: \$100, AVAIL: A)

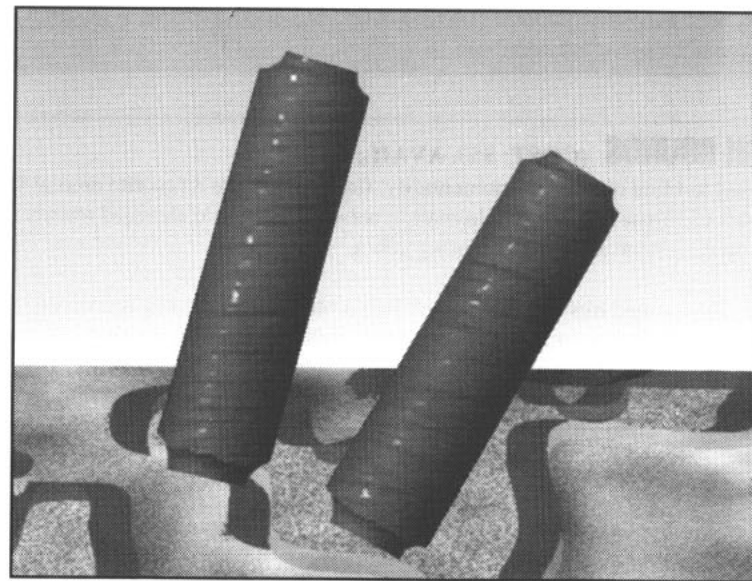
In addition to the standard combat types of ammunition available to a spray gun owner, there are a few types which have defensive rather than offensive purposes. Smoke spray is one such type, creating small clouds of smoke which obscure sight and allow the user to escape undetected. Each squirt of smoke spray will create a 10' x 10' cloud of smoke. This smoke is very dense, blocking all forms of normal human range sight through it. The smoke will last for 1d10 rounds before dissipating.

GLITTER (COST: \$150, AVAIL: A)

Another defensive ammunition, glitter spray is used in a manner similar to chaff packs. Unlike chaff packs, glitter spray doesn't need a computer to operate, though it must be deployed before the missile attack is declared to have any effect. For this reason, it is generally best to spray down a wide area with glitter spray if you are expecting a missile attack. When sprayed, the ammunition creates a glitter cloud that adds +7 to the Difficulty of the weapon's ToHit Challenge. The cloud will last for 1d10 rounds, and may be projected up to 10' from the sprayer.

PAINT (COST: \$50, AVAIL: A)

Paint ammunition is used to mark things, or to blind opponents. The paint fired from the spray gun is an almost resinous stuff, available in all manner of hideous dayglo colors from pink to vomit green. Paint doesn't cause any real damage, though it does have the potential to blind an opponent whose eyes are unprotected. If the Penetration challenge yields an A result, the target has been blinded, and will remain so until the target can get somewhere and wash the stuff out of their eyes. Characters who have taken the precaution of wearing goggles or other eye protection may simply tear off their protective glasses and will be able to see again. Of course, if it was the characters combat goggles that got painted, the character won't be able to access any of his combat software until the goggles are cleaned up.



PEOPLE

PLACES

ORGANIZATIONS

EVENTS

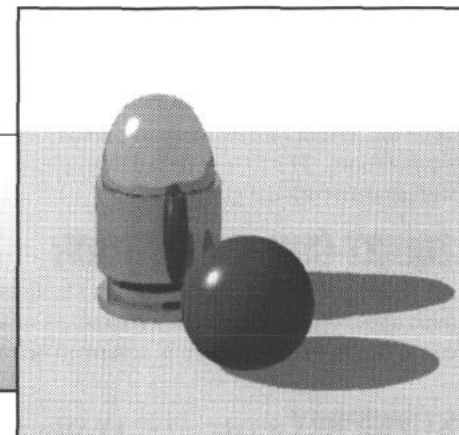
TECHNOLOGY

MISC.

FIREARM AMMUNITION

CHALK AMMUNITION (COST: \$80 AVAIL: A)

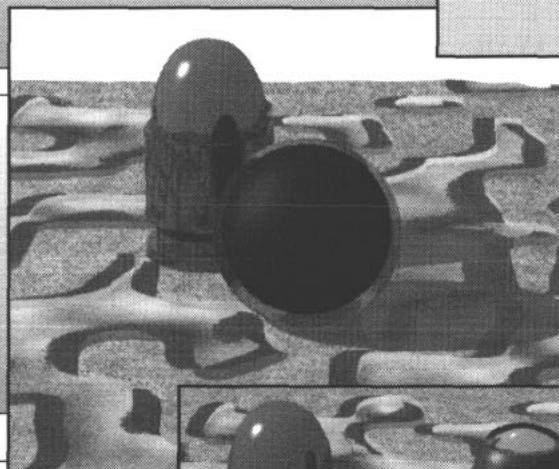
Chalk ammunition is primarily used to mark targets for missiles or other radar guided weapons. A successful hit, even if the Penetration challenge fails, will mark the target with a special chalk that enhances the ability of radar-guided missiles to find their mark. Subtract 5 from the Difficulty of all ToHit challenges for missiles against targets that have been chalked. The damage for Chalk ammunition is ST/LW/MW/HW, and the Penetration is reduced by 3, regardless of the weapon the chalk ammo is fired from. This represents the design of chalk ammo, which is meant to break on hitting armor, rather than attempt to penetrate.



"BITCH SLAPPER" AMMUNITION (COST: \$75, AVAIL: A)

Bitch slappers are your basic gel round, designed to stun rather than kill. Lockdown Central uses these rounds in areas where they have reason to fear hitting tourists, and have also been known to use them on House members involved in fighting in restricted areas. Bitch Slappers are good for dropping opponents in a non-lethal manner, especially when fired from fully automatic weapons.

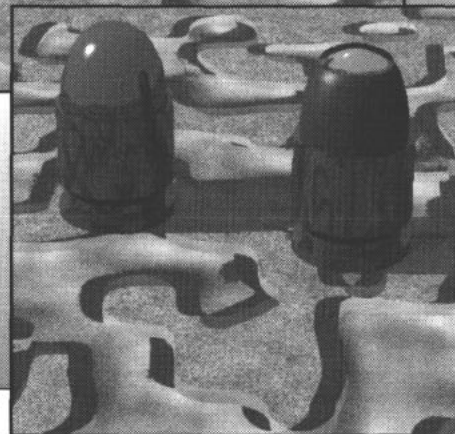
The Damage for Bitch Slappers is ST/ST/KO/KO, and Penetration is determined by the weapon the round is fired from.



FLASH ROUNDS (COST: \$50, AVAIL: A)

Designed to blind opponents momentarily, flash rounds are a favorite among the members of House Mouse. By alternating between Flash and standard rounds in a gun, you can create a very disorienting affect.

When a flash round hits anything, it releases a blinding flash of light. Anyone facing the blast that is not wearing some sort of protective flashresistant goggles is considered to be blind for the rest of the current round and all of the next round. Damage from a Flash round is LW/LW/MW/MW and Penetration is reduced by 3.



That's one small step for man... one giant hole in your friggin' dome!

Sling the mega-gate boys & girls and lace up yer lead-lined treads, cuz we're takin' a little trip to the moon! Here you'll find the vices baby, and plenty of 'em. From throwin' away that corporate discharge check at the roulette wheel to poppin' off some wild ordinance in the low-G trenches, this place's for you. Steel Deep lays out the who's, what's, & where's of Luna, the high-security-penitentiary-turned-decadent-tourist-resort. Here you'll find out about the government of gangs, the "national exports" of illegal guns and designer chemicals, and the resort's shadowy past as a secret genetic testing facility.

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