

The Moon of A.D. 2210 has lost none of the awe-inspiring power it has shown humanity for eons and still brings a sigh from those watching from Earth as it rises on the horizon, orange and full. Now, of course, the Moon means even more to humanity. Some 4.23 million beings, most of Earth/Luna human origin, live in the twenty-four domed surface and underground cities located on the Moon.

The Moon is well known for its mining industries, located primarily at the Clavius Mining Complex, as well as for the research and medical centers there. Today, however, the main economic resource for the Moon and its inhabitants is tourism. The Moon is an important stop on most Earth tours offered by the major interstellar travel agencies. In addition to out-system trade, the Moon is a popular recreation and vacation spot for Earthers who long for the thrill of space travel without straying too far from home.

Many interesting and varied experiences are offered by the lunar resorts, the most popular of these being the dust-skiing complexes located at Mare Imbrium and Mare Nubium. Dust skiing was recently included as an event in the Federation Interstellar Olympic Games; the Earth and Luna teams have their training facilities here. The Mars team has considered joining their colleagues, but for now they still use the slopes of Olympus Mons on their home planet.

Other points of more historic interest include the Goddard Moonbase Museum, located on the site of the first permanent lunar base, at Goddard Crater. Opened in A.D. 1998, Goddard Moonbase was still being used for various duties (ranging from geologic research to spare-parts storage) until the early 2100s, when the present museum was constructed.

The Tranquility Base Historical Site, with its impressive Apollodome Complex, is another must for any lunar tourist. For a nominal fee, many resorts around the Apollodome Complex offer guided tours of the various landing sites of the first Apollo moon missions and the landing sites of a few of the Ranger, Surveyor, and Luna probes that went on their information-gathering missions centuries ago.

Tourists with more current interests may visit the Star Fleet Disposal Yards, located in and around Mare Orientale all the way to the Cordillera Mountains. Out-of-date or heavily damaged vessels from the different branches of Star Fleet are collected and disposed of here, either by scrapping, cannibalization, or sale to the numerous parts dealers and used-ship brokers with offices in the surrounding cities. Orbiting above the Star Fleet Disposal Yards is the Quadrant Reserve Fleet, mothballed here for possible future service during an emergency. Parked in permanent low orbit, these hundred-odd vessels make a spectacular sight when the Sun sparkles off their silvered and protected hulls.

When touring the Star Fleet Disposal Yards, it must be remembered that this is a Federation Security Zone and the proper clearances must be obtained before any personal tours of vessel debris, wreckage, or hulks can be conducted. A number of junkyard areas in the Yards are considered dangerous and are prohibited to unauthorized personnel; these areas often contain active elements from warp-drive engine components and other unstable materials.

One of the most interesting scientific sites on Luna is the Dome Complex of Taenarium Observatory, located precariously on the promontory of the same name. This astronomical research center is still going strong after five add-on reconstructions and two hundred years of continued heavenly observation. The many architectural and structural design changes give the complex a unique look as it winds its way up Mount Arzachel, 3960 meters above the dusty floor of Mare

Nubium. Taenarium Observatory remains the oldest and most prolific scientific institute on the Moon.

Another favorite tourist stop is the Clavius Mining Complex, opened in A.D. 2004. It was here that materials were mined for the first L-5 space colony, which opened in A.D. 2007. When interstellar colonization superseded interest in the L-5 colonies in the late 21st century, the Clavius Mining Complex fell on hard times (as did most of the technical industries located on the Moon). Eventually, the mines were reorganized to provide for the needs of the lunar inhabitants only, and a thriving, if somewhat diminished, economy was again established.

The underground and domed surface lunar cities are a wonder of technological achievement. Maginus, the administrative capital of Luna, is the largest urban area, with just over 800,000 inhabitants. Located northeast of the Clavius Mining Complex, Maginus is home to many of that facility's workers, who travel to the mines using the underground magnetotube shuttle system. In accordance with the independent attitudes of most lunar residents, the government is composed of an informal administration that coordinates local activities, with a combined Federation/Star Fleet Assistance Committee to provide whatever extra help the residents might require.

Politically, the Moon remains independent of Earth, although a healthy respect is given her "big brother," and preferred trade partnerships are common. This was not always the case. In the early 21st century, Earth insisted on governing the growing lunar population when it became apparent that lunar industry was undercutting terrestrial mineral and technology concerns. After years of difficult negotiation, these differences were laid to rest, and this has led to the continuing state of cooperation seen today between the worlds.

The largest city on the Moon's farside is Farside V, with a population just under 200,000. Formerly scientific bases, Farsides I through IV are now tourist resorts connected by magnetotube to the hub of Farside V. Not surprisingly, most lunar settlements are located nearside, facing Earth. Aside from being heavily surveyed and mapped, the nearside has a mystique associated with its view of Earth that appeals to tourists and inhabitants alike.

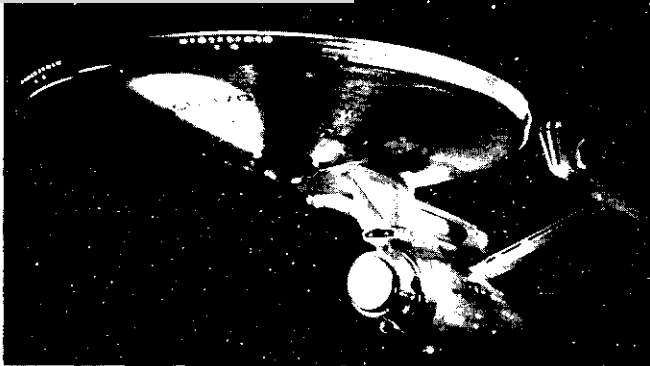
Tourists and residents often point out an apparent social difference between lunar settlers, perhaps the only one of consequence. "Nearviders" are said to be more conservative and refined than the "farsiders," who are generally described as independent and informal in attitude. Some reports circulate of prejudicial treatment of "farsiders" by certain restaurant and resort employees on nearside, but no incidents of major significance have been reported.

Some of the other interesting cities on Luna shouldn't be missed if there is time for an extended tour. Petavius (120,000 inhabitants) is famous for the Petavius Needle, rising 1.07 km high, the tallest man-made structure on the Moon. A revolving restaurant caps the tower, and the view is considered the best that one can get from the "surface."

Jansenville is an architecturally interesting lunar city. Built along the base of a 147-kilometer long V-shaped cliff, the city could be considered the longest in the Federation. The outer edge of the complex is made up of shielded, transparent ports that look out toward the municipal spaceport/shuttle landing area and the outlying settlements in the Rheira Valley beyond.

Selene City in Mare Nectarus is another interesting stop. Considered the Moon's largest industrial center, it is the headquarters of such firms as Astro Moonbuggy, Ltd., General Oxygen (listed as G_{O2} on the Federation stock exchange), and Ultraski, the official supplier of dust skis to the Federation Interstellar Olympics.

PHOTO COURTESY OF FASA CORPORATION



Above, a view of the uprated Federation heavy cruiser NCC 1701, the USS Enterprise, in lunar orbit.

Oriente Basin, right, as seen by Lunar Orbiter IV in 1967. the basin has two rings of mountains, 950 and 600 km across. The outer ring, the Cordillera Mountains, has peaks as high as 6100 meters. The inner mountain range is the Rook Mountains.

PHOTO COURTESY OF NASA



The twin cities of Eddington and Lunicgrad are also part of most tour packages. Located in the Sinus Iridum, the twin cities contain more above-ground construction than any other lunar urban area. Composed almost entirely of a series of large interconnecting domes, the two towns drew closer together as a result of new construction and finally overlapped. Most inhabitants now consider them a single city, known by various names such as Eddingrad, Lunicton, etc.

Transportation is no problem on the Moon. Most urban areas and their environs are connected by the underground magnetotube system. One can also take the instantaneous transporter system that uses an automated orbital relay station (any ship in orbit will do as well).

If adventuring is more one's style, or one doesn't wish his molecules scrambled, there is the ever-popular Luna Jump Buggy Service. These vehicles can accommodate up to two hundred passengers and run on eight huge bulbous tires. They also have an extensive array of thrusters to help them "jump" lunar terrain obstacles and debris. This gives an interesting ride that harkens back to the old rollercoasters of Earth's amusement parks. In addition to jump buggies, there are a number of private land rover and grav vehicles for hire at every city municipal spaceport.

For traveling further afield, a number of transportation systems are available. The Earth/Luna Shuttle leaves twice daily from Maginus Municipal Spaceport, with stopovers at the Tsiolkovsky L-5 complex and the Earth Orbital Services

Station, near the Star Fleet Construction and Repair Yards. Within the next few years, a long-range transporter system will be put into operation; using one of the L-5 colonies as a relay point, passengers can be transported between the Earth and Moon in a matter of seconds.

Even now, it is not a time-consuming trip to reach the Moon. Any vessel going Warp 0.1 on Impulse power can reach the Moon from Earth orbit in 11 seconds. The Earth/Luna Shuttle takes forty minutes due to stopovers and loading/unloading, however. For quick exits from the lunar scene, merchant and passenger vessels in orbit may be boarded by transporter or shuttle service at any city spacecraft landing area.

No military presence is maintained on the Moon, save for the Star Fleet Disposal Yards. This is not considered a critical situation, as warships from Earth and other nearby worlds visit constantly. The Moon is also included in Earth's defensive perimeter in case of armed attack on the Sol System.

The Moon of A.D. 2210 has been civilized in many ways. It can, however, still be a place of danger and death to the unwary. Even with centuries of development, the Moon is a dusty, inhospitable wasteland with a few islands of humanity amid its rocky seas.

Adventuring on the Moon

Like any planetary body, the Earth's Moon in the STAR TREK™ game universe is full of adventuring possibilities as wide-ranging as the gamemaster's imagination. Some suggestions are

provided below to get groups started:

1. A player-character (PC) team of Star Fleet personnel is on detached duty to the Lunar Disposal Yards and is given the assignment of locating the wreck of a warship scrapped a hundred years ago. Archives have revealed that on one of the ship's last exploration missions, some key documents were withheld by the ship's captain and hidden somewhere in his stateroom.

These documents give the location of a distant planetary system that is the subject of some unusual stories (vast riches located there, fabled lost race lives there, etc). If these documents can be found, an expedition will be organized to check these stories out. Of course, other interested parties may also desire these documents. If they beat the PCs there, or arrive while the PCs are inside the wreck, trouble could develop.

Gamemasters should work up ship deckplans if they desire, or use the existing FASA plans for Constitution class ships. Plans for the Reliant class (hopefully appearing in 1984) could also be used in this adventure.

2. A team of PCs is in charge of security for Federation installations on the Moon. Suddenly they are informed that an anti-Federation terrorist group from Earth has taken hostages and captured the Apollodome at the Tranquility Base Historic Site. They threaten to blow the site up unless certain demands are carried out. This, of course, is entirely unacceptable to the Federation authorities; the PCs are ordered to gather a strike team and retake the Apollodome before the terrorists have a chance to carry out their threat.

Gamemasters will have to create the floor plans for the Apollodome, keeping in mind that it is a museum of space-

flight history rather than a heavily-populated city area.

3. A command staff of PCs has been ordered by Star Fleet Command to report to the Reserve Fleet Control Office at the Star Fleet Disposal Yards on the Moon. There they will take command of the U.S.S. *Resolution*, NCC-382, and ready it for active duty as a target/decoy ship for fleet maneuvers.

Many difficulties will be involved in getting the vessel space-worthy again after its lengthy period in mothballs. When the overhaul is complete, breakdowns may occur before the ship reaches the wargames area, ranging from annoying glitches to death-dealing disasters.

Upon arrival, the PCs must maneuver the *Resolution* in the games using piloting and command skills according to the difficulty levels required in the gunnery exercises. Of course, the vessel could be the target of nefarious hijackers who want to disrupt the wargames for some reason.

4. Other adventuring ideas can be produced for characters not working for Star Fleet. The Moon makes a good setting for a Merchant adventure using the STAR TREK game's TRADER game supplement. The familiarity players will have with the Sol System adds even greater realism and detail to such adventures, both on the Moon and the Earth in the STAR TREK game universe.

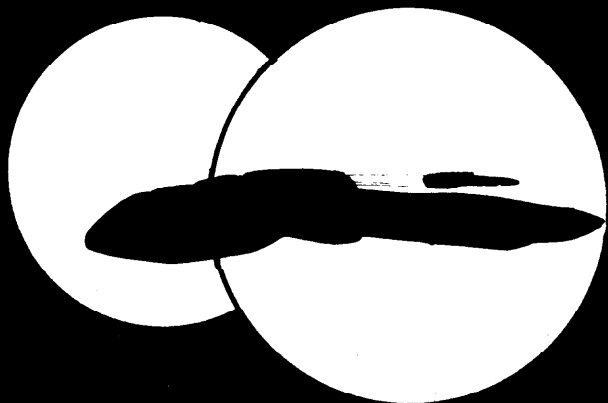
Those interested in adventuring on the Moon will find one playing aid extremely useful: a current map of the Moon. The one used for writing this article was a 1969 *National Geographic* magazine map, but other sources such as NASA have even more detailed survey maps. Actual maps of the gaming area add something special to the situation.

Good gaming in the Earthlight!

A

Adventure Under

OTHERTM SUNS



An exciting new Science Fiction Role Playing Game in which players take the roles of any of 11 intelligent species (or robots) and find adventure in the L'Doran Hegemony.

Included are complete rules for the building of starships, space travel, space combat, creation of worlds and star systems, combat, skills, technology, and even careers. The range of career types with over 100 different skills and additional rules for psionic talents allow for freedom of character design and character goals.

The boxed set comes with the complete rules in two volumes, an included introductory scenario, master character sheet, and judge's screen. It all adds up to everything you need to begin a career of adventure, danger, and success under OTHER SUNS in the L'Doran Hegemony.

\$16.00

Please add \$2 for postage & handling. NY residents add sales tax.



Available from better shops
or direct from FGU at:
P.O. Box 182, Roslyn,
New York 11576