

DEATH VALLEY FREE PRISON™



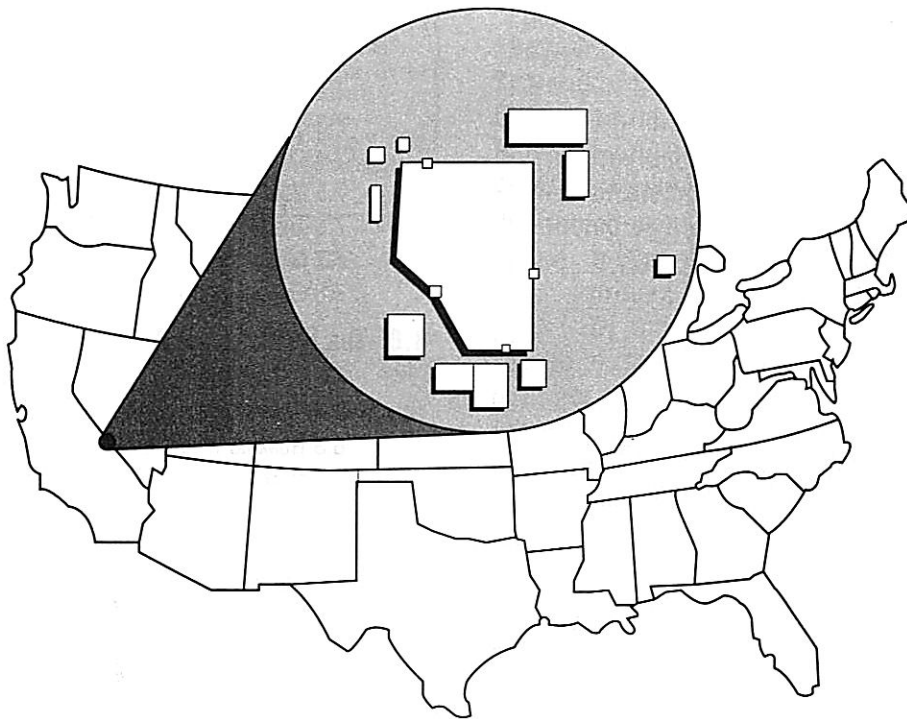
A Campaign
Sourcebook for

CYBER
SPACE™



DEATH VALLEY FREE PRISON™

A CAMPAIGN SOURCEBOOK FOR CYBERSPACE



Located on the border of Nevada and California, the Death Valley Free Prison encompasses over 4000 square miles of hell on earth. Within its borders dwell half a million depraved gangmembers, battle-scarred mercenaries, renegade net heads, demented road warriors, psychopathic felons, and other assorted social rejects.

Come on in...

By
Brian Booker

With help from
Ben Davis

Edited by
Kevin Barrett

DEATH VALLEY FREE PRISON™

TABLE OF CONTENTS

PREFACE	3	6.0 ENCOUNTERS	68
1.0 INTRODUCTION	4	6.1 OPEN ROAD ENCOUNTERS	69
1.1 AN INTRODUCTION TO PLAYERS & GMS	5	6.2 WILDERNESS ENCOUNTERS	70
1.2 A VALLEY OF CONTRASTS	6	6.3 SETTLEMENT ENCOUNTERS	70
1.3 DVFP HISTORY	7	6.4 LUCK FINDS	70
2.0 OVERVIEW	11	7.0 RUNNING THE FREE PRISON CAMPAIGN	74
2.1 DEATH VALLEY	12	7.1 RULES MASTERY	75
2.2 CONSTRUCTION OF THE PRISON	13	7.2 REFEREE NOTES	75
2.3 BORDERS	14	7.3 CHARACTER HISTORY	76
2.4 DVFP CYBERSPACE	15	7.4 CREATING THE ATMOSPHERE	77
2.5 ARMED FORCES BASES	16	7.5 NON-PLAYER CHARACTERS	79
3.0 THE DEATH VALLEY FREE PRISON	18	7.6 THE STATE OF MILITARY TECHNOLOGY	80
3.1 AREA MAP	19	7.7 MONEY AND TRADE	82
3.2 SUBSECTOR DESCRIPTIONS	24	7.8 ENVIRONMENT VS THE CHARACTER	82
3.3 BORDERTOWNS	26	8.0 THE BORDERTOWN ADVENTURE	85
3.4 SETTLEMENTS	29	8.1 INTRODUCTION	86
3.5 STRONGHOLDS	32	8.2 GENERAL BRIEFING	86
3.6 UNDERGROUND	35	8.3 RUNNING THE MISSION	87
3.7 THE KINGDOMS	39	8.4 CHARACTER DOSSIERS	90
4.0 SECURITY	45	8.5 SCHEMATICS	91
4.1 MANTA TASK FORCE	46	8.6 CONTINUING THE CAMPAIGN	95
4.2 MANTA AND THE PEN	46	9.0 DEATH VALLEY EQUIPMENT	96
4.3 LAWS	50	9.1 ARMOR	97
4.4 SECURITY ZONES	51	9.2 WEAPONS	99
4.5 PROCESSING PROCEDURES	51	9.3 MISCELLANEOUS	103
4.6 PROCESSING CENTERS	52	9.4 VEHICLES	105
4.7 TYPES OF SECURITY PERSONNEL	53	9.5 EQUIPMENT SUMMARY	109
4.8 PERSONALITIES	56		
5.0 INMATES	60		
5.1 THE INMATE PSYCHE	61		
5.2 TYPES OF INMATES	61		
5.3 PERSONALITIES	64		

DEATH VALLEY FREE PRISON™

Copyright © 1990 by Iron Crown Enterprises. All rights reserved. No part of this book may be reproduced in any form or by any electronic or mechanical means, including information storage and retrieval devices and systems, without prior written permission from the publisher, except that brief passages may be quoted for reviews, and certain specifically noted forms may be reproduced for personal use.

First Printing. Printed in USA.

Produced and distributed by Iron Crown Enterprises, Inc.,
P.O. Box 1605, Charlottesville, VA, 22902

Phone: (804) 295-4280

FAX: (804) 977-4811

ISBN: 1-55806-129-0

Stock #:5105

CREDITS

Author: Brian Booker

Editor: Kevin Barrett

Cover Illustration: Janet Aulisio

Area Map: David Martin

Interior Illustration: Angela Bostick, Dell Harris, Rick Lowry, Darrell Midgett, Chuck Muchow.

Layouts: Jennifer Kleine, Edward Dinwiddie, Steve Sullivan.

Project Specific Contributions: *Series Editor:* Kevin Barrett; *Page Design:* Jennifer Kleine; *Layout:* Andrew Christensen, Edward Dinwiddie; *Cover Graphics:* Haines Sprunt; *Editorial Contributions:* Ben Davis; *Proofreading:* Jo Lori Drake.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry K. Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Editing & Development Staff:* Kevin Barrett, Rob Bell, Pete Fenlon, Jessica Ney, John Ruemmler, Terry Amthor; *Graphics & Production Staff:* Andrew Christensen, Edward Dinwiddie, William Hyde, Jennifer Kleine, I. Haines Sprunt, Kevin Williams; *Sales & Customer Service Staff:* John Brunkhart, Jo Lori Drake; *Shipping Staff:* John Breckenridge, Kurt Fischer, David Johnson, David Mercier.

PREFACE

The campaign you hold in your hands has undergone a complete transformation from a full fledged role playing game into a *Cyberspace* campaign sourcebook. In 1985 I saw a niche in the role playing game market for a new RPG that focused entirely on the conflicts between Gangs and Police in our big cities. We have all noticed increases in crimes of all kinds across the United States. The prison system in the United States is in dire need of an overhaul and new legislation (particularly for those on death row). Criminals that are convicted today often walk the streets again tomorrow. Although the scenario for a walled Free Prison that is depicted herein is unrealistic in many ways (hey, this is fantasy!), it does represent a plausible alternative to the current prison overcrowding crisis. Convicts today are released prior to the end of their sentencing around 90% of the time! Sad, but true.

This manuscript was initially called the *GANG WARS Strategic Roleplaying Game*. Strategic because it doubled as a vehicle and hand to hand combat game. It was obvious that funding and marketing for such a project was not easily obtainable, so I attended GEN CON and other conventions year after year in hopes of making the right contact. One thing led to another and I was able to convert *GANG WARS* into a large campaign and support manual for the *Cyberspace RPG*. It fit perfectly into the dark *Cyberspace* setting.

Inspirations for this five year project included *Escape From New York* (Mike McQuay), *Jitterbug* (Mike McQuay), *Chronicles of Amber* (Roger Zelazny), *Jack of Shadows* (Roger Zelazny), *The Teachings of Don Juan/A Separate Reality/Journey to Ixtlan/Tales of Power/Second Ring of Power/Eagles Gift/The Fire From Within* (Carlos Castaneda), *Neuromancer* (William Gibson), and movies like *Mad Max*, *Road Warrior*, *Beyond Thunderdome*, *Colors*, *Cyborg*, and *Terminator*, among others.

There are many people over the years who assisted with words of advice, playtesting, editing, or constructive criticism that I heartily thank (you know who you are). Without all of the support and suggestions from friends, this manuscript would never have evolved into what it is today! I hope you find the campaign a valuable setting for your *Cyberspace* or *Space Master* world. It is certainly rich with diversity and contrast. Have fun.

Brian Booker
Spring 1990

1.0

INTRODUCTION



Inside this book you will find everything needed to run the *Cyber-space* Death Valley Free Prison campaign. There are complete area maps of the Free Prison to help you create detailed adventures. Also included are listings of famous personalities who live in the Free Prison, along with maps of villages, towns, strongholds, mines, and caverns which are all provided for your reference.

1.1 AN INTRODUCTION TO PLAYERS AND GMS



"Impeccability is nothing but the proper use of energy. Warriors take strategic inventories. They list everything they do. Then they decide which of those things can be changed in order to allow themselves a respite, in terms of expending their energy."

—don Juan Mantus, Indian Scorerer

Players of the Death Valley Free Prison campaign may take on the role of a cunning inmate or Free Prison security agent.

GMs will find this resource valuable in generating nail-biting adventures. We encourage GMs to further detail the maps provided so your campaign can be unique

The familiar hum of a Manta hovercraft buzzed overhead as we snuck closer towards the stone fortress. We had little to worry about other than the antique .50 cal. machine gun turret that was situated over the front entrance to the stronghold. How the Raider organization ever got that through the walls was a complete mystery to everyone; I'd guess they smuggled it in piece by piece over the years until it was finally operational.

Our only chance was to gas out the guards in the tower and silently climb the walls. Our group of five cyber-enhanced sandgangers were hand-picked specifically for this wall-climbing job. We could scale smooth rock like spiders with our robotic hands and feet, and once we got to the top, any resistance could be slashed to pieces with our razor claws. The .50 cal. will sit pretty inside our dungeon hideout — a perfect, deadly sentinel.

Razerback launched a sleep gas bomb into the tower lookout after spying the area with his IR goggles. A few moments later all was silent, except our footsteps on the sandy pathway as we made our way to the fortress walls among the shadows. I never figured out why the Raiders placed so much confidence in their soon-to-be-stolen machine gun.

...Continued

We clawed our way up the stone surface and hurled ourselves onto the foggy lookout; our mouth filters doing their job. Three killers lay sprawled out on the sun baked wooden floor still attempting to cover their mouths before sleep had overtaken them, not even allowing a plea for help. While Razerback quickly secured the harness and grapple, the rest of us stole away the ammo and disassembled the hefty machine gun. I glimpsed wry smiles forming on my comrades' faces as we swiftly lowered the gun to the sandy ground below.

As we jumped halfway down the fortress walls to the sand we heard voices within the fort growing like an ominous alarm. Our strong-arm hefted the gun over his shoulder as we began trotting down the canyon pathway, trying to stay out of the spotlights which were being turned on. The gate to the Raider fortress opened, and we heard the first shots fired amongst screams of hatred and disbelief. Vehicles began pouring out of the fort as we cut off the path towards the underground passageway from which we came.

I could see the smiles slowly creeping back on my friends' faces as we neared the ancient mine shaft. Once inside I knew the explosives would seal off our escape. We zig-zagged our way towards the entrance, nearly stumbling with our load. Shots were ripping away at us, churning up the sands and rocks around us; Bordow may be hit, though it's hard to tell through my periphery. Just a few more seconds and we are home free — just a few more seconds...

and vivid. The maps that are provided are "overviews" that require further fleshing out. For example, GMs will need to draw out secondary roads and foot trails within the prison, map out exact turf boundaries, and detail each subsector as the campaign warrants it. When developing an adventure, you should consider the surrounding campaign elements that effect that particular area in time.

Use the *ripple effect* for encounters wherever possible. Take note of key high level NPCs and their actions within the Free Prison. Analogize this to a pebble hitting a smooth body of water. The action committed by the NPC will then ripple throughout the Free Prison (or a portion of it). As characters adventure within the prison, consider the ripples that are taking place around them and whether or not they take

notice of them. These encounters may be subtle and the exact premise behind the encounter will most likely be hidden unless probed intelligently. Smart role players will be able to determine ripples and attempt to track them to their source. Obviously, higher level characters will be able to handle ripples and their sources much easier than lower level characters, but the concept applies to all.

This module provides enough material to run long-term *Cyberspace* campaigns. You may even use this campaign setting to provide an "end-game" for characters that were convicted for serious crimes outside the Free Prison in your current campaign or it may easily be incorporated as a deep-space detention facility on a distant *Space Master* world.

1.2 A VALLEY OF CONTRASTS

The *Cyberspace* Free Prison campaign depicts a dark atmosphere of conflict, survival, supremacy, and high-tech espionage. There are perhaps more conflicting interests and more contrasting personalities within the Death Valley Free Prison than anywhere in the *Cyberspace* world. This is directly attributed to the inmates and the Security personnel.

Inmates struggle for survival in a harsh desert atmosphere and often fight to the death for the most mundane of items. Security personnel are forced to utilize the latest technologies to maintain surveillance of the inmates and to keep them in line. Imagine a drugged-up inmate wearing studded leather, tattoos, radical hair cut, numerous scars, cyber-enhancements, and wielding a lead pipe standing next to an immaculate prison guard wearing a clean cut uniform, computerized helmet, laser pistol, and cybernetic implants. Talk about contrast! The funny thing is that if these two characters were in an arena battle and began the fight within ten feet of each other either one of them could come out victorious.

Another important consideration in contrasting the elements within the Free Prison is that of the regressed inmates to that of the techno-guards. Being confined within the Prison environment has forced inmates to regress almost to medieval times. Swords, shields, bows, and makeshift armor has replaced the expensive projectile weapons of the streets. Wood replaces steel, and rock replaces cement. Due to the rarity of energized projectile weapons and armor, they are often viewed as artifacts and sport prices on the black market (when they can be found) to match it! Although a few cyber systems are outlawed within the prison for obvious reasons, cyberwear still represents the offensive melee weapon of choice. Cybernetic implants, repairs, and modifications can be found, albeit at a high price, at Cyberville in the northeast section of the Free Prison.



Inmates are contrasting in that they may be forced to use mundane items while many of them sport implanted cyberwear. Here is the ultimate combination of high technology and old world weaponry. While the inmates have regressed, the Security has evolved even further into the future, using the latest technology to execute their jobs. Security also relies on the Prison Executive Network (PEN) to extract vital information during the course of their work.

The inmates are kept within a giant wall girding most of the Death Valley National Monument and portions of the Mojave and Armagosa Deserts. Literally anyone may enter the Free Prison, which covers more than 4000 square miles, but once within the walls no inmate may leave. Criminals and Sprawl-gangsters around the world reason, "Why take our chances with police and Megacorp agents when we can go to the Free Prison and do as we please?" The idea took hold and just four years after the prison's opening; and an astonishing 27% of the inmates have since entered the Free Prison on their own volition.

Though there are precious few laws governing the inmates, the ones that are usually broken are potentially the most dangerous. Therefore, Security has to maintain intelligence gathering through infiltration and investigation. The PEN maintains extensive profiles on every inmate (that they know of) and prison guard. Additionally, the PEN has numerous layouts of structures built after the Free Prison was opened in 2078; these are accessible by subsector. Guards in the field may access this information with various portable cyberdecks or computerized helmets, and utilize it quite effectively.

The Free Prison is a nocturnal place due to the extremes in temperature that can be reached during the day. Summer temperatures frequently top 130° on the salt flats. The night, however, often holds relatively cool breezes, especially at the higher elevations. Villages, towns, and roadways come alive at night. Neo-Rock, Heavy Metal, Thrash, or Techno-Punk music often blasts away just as loud as the illegal weapons mounted on dune buggies and monster trucks. Winter brings activity during both the day and night.

All of this and much more is described more thoroughly hereafter.

1.3 DVFP HISTORY

As the world's population skyrocketed and Megacorps entered the picture of everyday life, there came a distinct separation among the social classes of people. Indeed, this separation found its way into every aspect of modern living. Credit and funding were radically different for the Corporate Upper Class than they were for people who lived in the Sprawls. It takes money to make money. Although finances represents only one facet of the whole picture, they are synonymous with other things as well.

As time progressed, the wealthy found themselves increasingly more wealthy and the poor and homeless remained that way. More and more people found themselves in the rut of poverty and found it difficult to steer themselves back on track. So they turned to crime.

Decade after decade the world found itself in an environment where the people who had the money to hire security and pay off police departments for special treatment enjoyed a relatively safe time, while the Sprawls became a breeding



ground for gangs, mobs, organized crime rackets, the black market, and a haven for drug dealers and prostitution. As gangs and mob-men found quick money, they also found they could buy themselves the equipment and knowledge they needed to delve into larger and more profitable operations. The corporate world soon found a serious nemesis of their own creation.

Organized crime and the larger Sprawlgangs became big business unto themselves and were surely an irritant to many businesses and entire cities. The situation grew nearly out of control until 2050 when the Free Prison was introduced to help control it. Authorities hoped that by taking the criminals and their leaders off the streets and into a confined environment for the rest of their natural lives, they could make a dent into the slime and corruption of the sprawls.

While it did have some effect on the overall crime rates and prison overcrowding, the population of the lower class and degenerate types is still on the rise, and so is the crime associated with it. By 2089 more than half a million serious international offenders were taken permanently off the streets and into the Free Prison. However, this helped only to stop the rising tide of crime from getting totally uncontrollable. If these prisoners were not detained, the United States would have become a perpetual chaotic nightmare.

U.S. BACKGROUND

Much of the United States has fallen prey to organized crime, terrorism, and Sprawlgang warfare in many major cities. Japan, middle eastern and Asian countries have been engaged in large scale crime and terrorist operations inside the borders of the United States. The current immigration



laws, or lack of them, make it all too easy for their agents to enter the country. Rival Sprawlgangs control much of rural New York, Chicago, Miami, San Francisco, and what is left of Los Angeles. These malicious factions even make the highways and roads unsafe to travel.

Innocent bystanders have often fallen prey to the firefights between Sprawlgangs, criminals, and police. Few people dare to stray outdoors at night unprotected. Something had to be done, and quick. Overcrowding had jam-packed prison facilities so full that authorities are forced to release would-be convicts on "probation" or release prisoners prematurely on parole.

A life-sentence in 2050 usually meant five to ten years of hard labor before parole. In fact, in 1989 a full 97% of the most hard-core criminals returned to the streets prior to the end of their sentence. By 2050, 99% of convicts sentenced were released prior to the end of their sentencing period. The public soon lost faith in the judicial system and eventually gave in to Manta's proposal for the ultimate prison solution — the Death Valley Free Prison.

President Reagan's Strategic Defense Initiative (SDI) has been upgraded and is finally fully operational, but is severely straining relations with other countries, particularly Japan, Germany, and Russia. As a result, these countries have developed their own killer satellites capable of destroying both ICBMs and other satellites. However, the U.S. boasts superior equipment and accuracy. Though recent treaties have reduced the stockpiles of nuclear arms, the remaining ICBMs and terrorist nukes still threaten destruction. Public support for the government, especially the Department of Defense, is almost nonexistent.

DVFP Timeline

1930-1970 — Over ten million prisoners went through a crude U.S. prison system at the cost of over thirty billion dollars. Prison conditions, especially within the maximum security prisons are virtually unfit for human life. Riots break out in numerous prisons causing widespread death and destruction.

1971-1980 — Another ten million prisoners processed at a cost of over thirty billion dollars. Prison conditions have become so bad that numerous riots have broken out killing hundreds of prison personnel and thousands of inmates. Government studies conclude prisons need major restructuring. Average cost to maintain a single prisoner per year rises to over \$15,000.

1989 — An article in *USA Today* mentions the possibility of using the Nevada deserts to house large numbers of convicted criminals. Federal & state governments allocate more money to build new prisons but it is too little, too late.

1990 — Sprawl-gangs become so unruly that authorities in Los Angeles pass legislation to treat Sprawl-gang-related violence as an act of terrorism.

2000 — Several states allow prisons to be sold to the Manta Corp. Manta begins rigorous education & job training programs for prisoners much to the delight of the media. Manta begins construction of new prison facilities throughout the U.S., utilizing inmates as construction workers.

2005 — A government task force seeks a solution for an alarming crime rate. Economic recession is blamed for the escalating crime rates in all major U.S. cities. New laws restricting gun possession and anti-Sprawl-gang legislation have caused an enormous flux of convictions, once again causing severe overcrowding in every prison.

2012 — Lobbyists and government supporters begin a dedicated effort to force the restructuring of the prison system in America. New evidence is presented to tabloids, magazines, and, most effectively, television, that dramatizes the current prison system. The Manta Corp is suspected to be behind the media blitz. Public awareness of the "Prison Crisis" heightens to new levels making it as prominent as the ongoing abortion debate.

2015 — In a historic judgement, Manta Corp is allowed to buy up all remaining prisons in a sweeping reform proposition. State and federal prisons are sold off to Manta signifying the end of almost a century of federal and state jurisdiction over convicted criminals. Although the surge of new convictions continues to fill prison space, the court system is only nominally backed up — signifying some progress has been made. Manta Corp stock skyrockets.

2020 — After a secret Manta Corp and Pentagon task force surveys the Death Valley, Mojave and Armagosa Desert areas, a Death Valley Free Prison is proposed to free-up vital prison space. This proposal is defeated by strong opposition from Death Valley area residents, human rights activists, and environmentalists.

2052 — The crime and prison situation has reached a crisis level. The Free Prison concept passes through the Senate and is approved by the President. Wheels are now in motion for the world's first large scale prison.

2055 — After laborious planning, the construction of the DVFP begins. Ironically, inmates are used to help build their own prison structure. Roadways are restructured to circle the prison vicinity. Initial evacuation begins; legal problems occur.

2060 — Death Valley area declared strictly off limits to civilian traffic, and is now watched by Armed Forces from nearby bases. Existing structures are leveled and residents are forced to move out and "compensated" for their losses. Hazardous waste moved from Death Valley mines to radioactive danger zone south of Nellis Air Force Base.

2061 — Underground waterways and numerous wells are constructed below the surface of the desert to supply limited water throughout the prison area. Existing streams and river beds are reinforced with limestone. Some small mountains leveled with mammoth earth-moving equipment to accommodate the prison wall.

2062 — The Manta Corp sets up a subsidiary called the Free Prison Agency (FPA) to run the Free Prison Security (FPS).

2063 — Manta R&D announces a breakthrough in electromagnetic field control. Although the applications for such technology are wide ranging, Manta does not disclose any plans.

2064 — The Manta Corp is listed in the *Forbes* International Megacorp 100. Manta acquires several small but highly specialized software development corporations. Manta begins a long term relationship with Intelligence Services (IS) to swap profiles of various hard-to-find criminals.

2065 — A spy satellite is launched into synchronous orbit above Death Valley to monitor Free Prison activities and to scan for weapons and other caches hidden by inmates hoping to uncover them after the prison goes operational.

2066 — Additional plans begin to outfit the DVFP Security personnel with special equipment taken from Armed Forces designs, but enhanced for the desert environment.



DVFP Timeline

2069 — Manta inks agreements with several European and Asian countries to handle their most notorious criminals and Sprawl-gangers in exchange for an undisclosed amount of cash. Japanese terrorist gangs firebomb Manta headquarters but no severe damage is inflicted.

2072 — Brandon McCloud takes the reins as Manta CEO succeeding his father Corum McCloud.

2076 — Underground meshing that extends below the DVFP walls is in place. Watchtowers are fully constructed but lack interiors. Prison wall construction begins.

2078 — The Death Valley Free Prison opens in what is to be an ominous, historical moment for everyone involved. Initial inmate population immediately jumps to over 150,000. Strain on smaller prisons subsides.

2080 — Electromagnetic Web in place. Pulses emanating from tower transmitters disrupt communications in and out of the prison — except for the FPS broadcasts which use a special hyper-channel hopping mechanism.

2081 — The ethereal world of Cyberspace is born.

2082 — A flood of new international inmate transfers from world-wide Manta prison facilities brings the total inmate population in the Free Prison to an amazing 250,000.

2083 — Expert Systems designers begin programming arguably the world's most secure Matrix subsystem. A sophisticated AI program is linked to a revolutionary new Black ICE program — the result is code named "Sentinel". Manta officials are brief and ambiguous about the project.

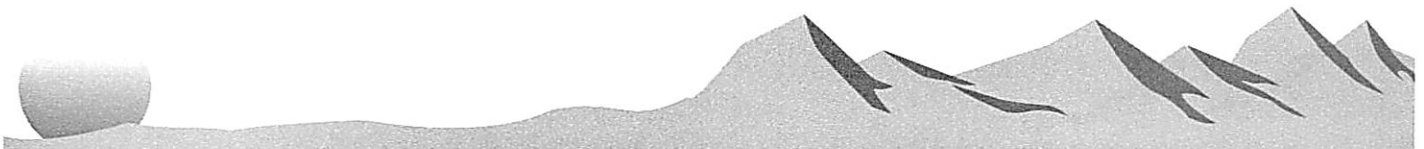
2085 — The Manta Corp begins aggressive acquisition of other security related corporations in an effort to maintain total control over the Free Prison project. Project Sentinel, a revolutionary Matrix security program is finally completed on a closed system; rigorous testing begins to make certain the AI cannot venture forth on its own. All information about the project is kept top secret by the Manta R&D team — even top executives have no idea what potential the program has.

2086 — A "dark, mysterious entity" is reported by several net junkies around the world. When asked where this entity was seen, the net junkies hint that it exists in the furthest reaches of the matrix. No details are provided, but many reporters try to link the sighting with several unexplained net junky deaths during the week of the "sightings".

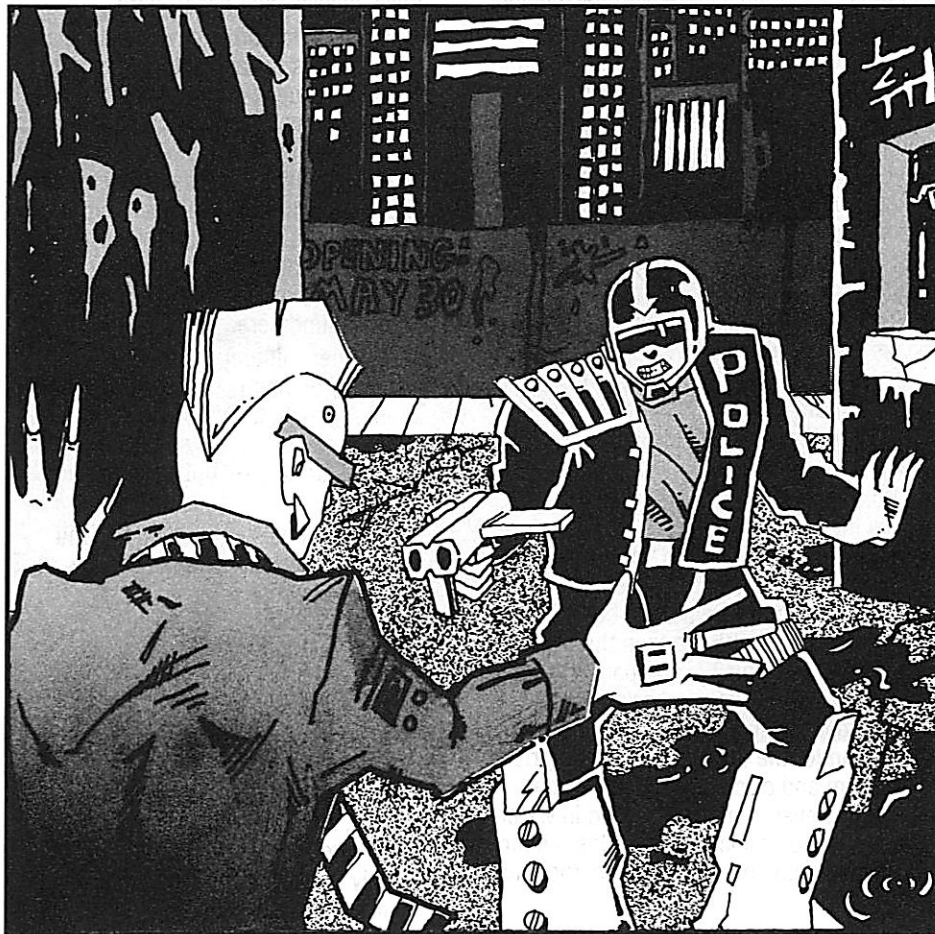
2087 — The Prison Executive Network (PEN) is completed and vigorous testing begins within a closed network. Early tests prove it is possible to isolate, entrap and eliminate intruders. The new technology is reputed to be an important development in Black ICE programming.

2089 — Prison population breaks the half million mark.

2090 — The present.



2.0 OVERVIEW



This section will give you a summation of several different aspects of the Free Prison setting and the dark, futuristic atmosphere in which it resides. The Free Prison differs greatly from the rest of the earth and the colonies surrounding it in that it's a completely confined environment cut off from the rest of the world. Activities that go on in and around the Free Prison deviate greatly from anywhere else in the *Cyberspace* world. Inmates are virtually free to do as they please within the walls while Security must survey their activities and correct any breaches in Free Prison law.

2.1 DEATH VALLEY

*This is not a false alarm,
This is not a test
Stay out of the sun,
It only burns my skin
Sky full of poison,
And the atmosphere's too thin*

Neil Peart

Death Valley, which was formed inside the Mojave Desert by jutting mountains, was chosen by the government as the optimum location for building such a massive structure to house people shunned by society. It is classified as being the worst possible place in continental America for human living (though some Sprawlzones are now beginning to compete.) It had the lowest concentration of residences prior to the Prison's construction, and its location between four major U.S. Armed Forces bases was ideal.

Death Valley became a national monument in 1933 to protect its natural wonders. Death Valley National Monument encompasses 3000 square miles while the Free Prison encompasses more than 4000 total square miles. It is not a true valley because it was not formed by a river. Mountains surrounding the lowest point (282 feet below sea level) in Northern America reach as high as 11,000 feet at Telescope Peak (one of the highest mountains in the southwest) on the Panamint Mountain range. This area extends a bright contrast to the sand dunes below. It also offers some relief from the scorching heat. Many inmates use the pines as their source of wood for forts and fires.

Because of the lack of humidity in the prison environs, there is a rather large range of temperatures between the fiery days and the wintery nights. Although fluctuations exist between the seasons, an 80° day can be followed by a 35° or 40° night. When the humidity is higher this fluctuation will narrow significantly. Desert rainfall is sparse and totally unpredictable

from one day to the next. It can be rough on travels through the harsher terrains. Sometimes an annual average rainfall of 2-3" can be accounted for in a single flash-shower, creating floods and making travel difficult.

As mentioned before, the Free Prison is an area of great contrast. This also applies to the weather, plant life and terrains found within its stone walls. Badwater and the salt flats surrounding the desert floor are the lowest (and the hottest) areas within all of the United States. But just a few miles away, rising over 11,000 feet into the sky, is the ice capped Telescope Peak. As a person rises high into the mountains within the prison, a distinct change in foliage and temperature is experienced. Just over 2000 feet up can be found even more rainfall and countless desert flowers and weeds. At 5000 feet, shrubs and snowy winters can be found. And near the top of the highest peaks around the Prison, ranging between 7500 and 12,000 feet high, can be found coniferous forests, more moisture, and even harsher winter nights.

The exposed rocks on the mountain peaks found throughout the Prison show a wide range of colors and layers of the Earth's crust; many of the exposed rocks have been dated back 500-3600 million years!

Borax can still be found in abundance within the Death Valley area. It is often referred to as "White Gold", for in the old days, miners exported this useful white mineral. In fact, more money has been made from Borax mining than the glittering gold and silver which is so sparse in the mountains. Borax is used primarily for soap and ceramic glazes. Its purest form (found under the valley floor) is comprised of sodium and calcium borates. To be useful however, it must be boiled in water and sodium carbonate. When this mixture finally cools down, the calcium carbonate

drifts to the bottom and the sodium borate (Borax) can be used after crystalizing on iron rods. Although substitutes have been found since the late 1800's, mining ruins can still be found on the valley floor, and most are inhabited by inmates.

Although natural water is scarce within the valley and surrounding areas, Saratoga Springs and the Armagosa river hold the majority of it. With the improvements made by Manta, these water holes now provide even greater subsistence.

A few of the different Death Valley area terrains and their most abundant animal life include:

- **Dried lakes, streams, or rivers** that are often called "washes". Typical wildlife include mice, rats, snakes, lizards, hummingbirds and small mammals.
- **Rocky mountainsides or cliffs** often harbor large numbers of pack rats, mountain goats, and snakes.
- **Bajadas (or sandy plains)** are home to mice, snakes, and desert hare.
- **Canyons**, which often have bajadas at their mouths usually hold a very rich biosphere due to their oasis-like surroundings. Canyons channel water, usually into small streams (sometimes wet, often times dry) that allow plants and wildlife to flourish, albeit temporarily. Raccoons, lizards, insects, numerous species of bats, bighorn sheep, frogs, snakes, and numerous small mammals can be found here.
- **Sand dunes**, although they hold some water inside them, are not very habitable. As such, the sidewinder rattlesnake is about the only lizard or animal to speak of here — but certainly worth mentioning!

Other mammals, invertebrates, and lizards that may be encountered within the prison include: the squirrel, badger, fox, black widow, hawk, tortoise, deer, coyote, bobcat, tarantula, roadrunner, jackrabbit, vulture, wolf spider, owl, eagle, iguana, horned lizard, scorpion, king snake, rattlesnakes of varying species, sidewinder, and the badger. Although these creatures may not represent serious threats to a character, they should be encountered from time to time as a possible food source or simply to enhance the imaginative flare of your campaign.



Note: GMs wishing to add even more detail to their adventures can obtain a United States Geological Survey (USGA topos) map of the Death Valley National Monument, Stovepipe Wells, Funeral Peak, or Furnace Creek. Map stores may be found in your area or you can get an index and ordering information from the USGA Federal Center in Denver, CO 80225. A large poster map of Death Valley costs \$10 to \$15 and is a highly valuable resource when tailoring your campaign! Those members of the the American Automotive Association (AAA) will find the Map of Inyo County handy, and of course, any U.S. Atlas will have a map of Death Valley. Numerous books have also been written about Death Valley due to its historical significance during the late 1800's and early 1900's. Your local library should have several selections detailing mining expeditions and other historical oddities which may be used as a basis for an adventure. Check them out if you have a creative block. They will surely spark your imagination.

2.2 CONSTRUCTION OF THE PRISON

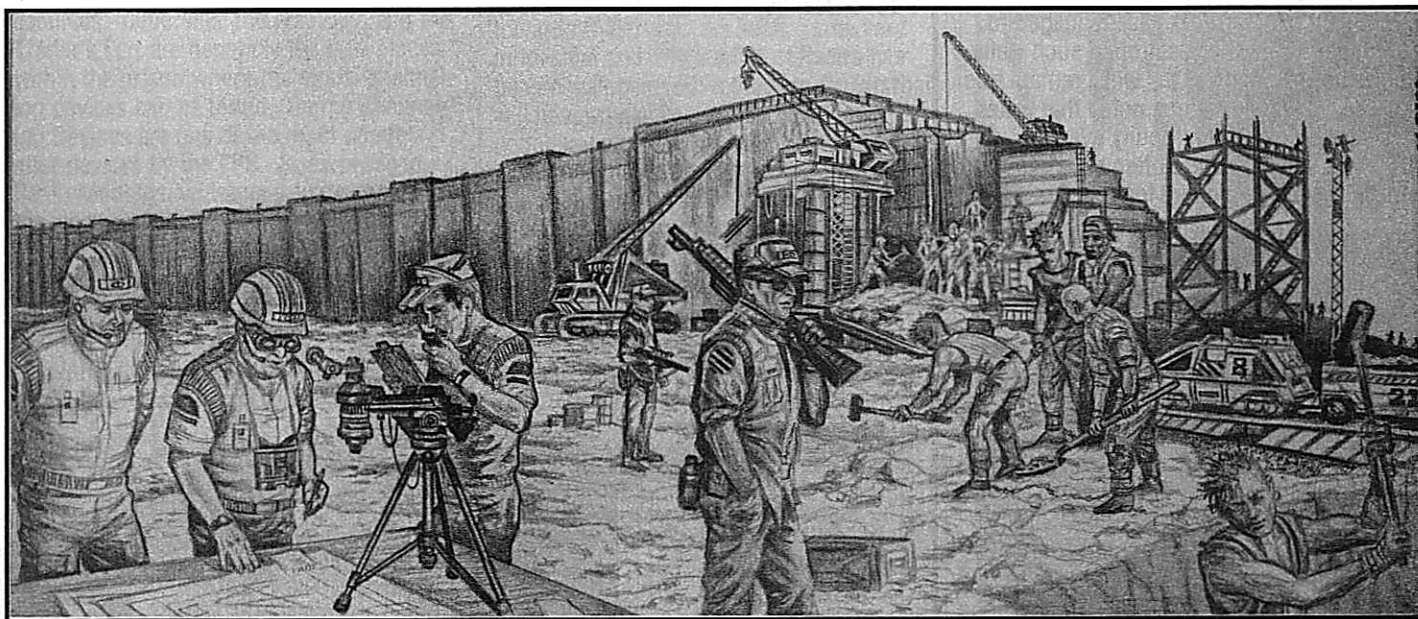
The Free Prison is a place where former sprawlgang members, cutthroats, thieves, assassins, mercenaries, ruthless traders, and other corrupt people reside. The prison confines these criminally insane types to keep regular prisons from growing overcrowded and to keep cities safe from their violence. The Free Prison houses inmates from around the globe, though the majority are U.S. citizens.

Since DVFP's opening in 2078, national crime rates have diminished but Sprawl-gang warfare and terrorism continue to be major problems. Prisons across the nation now have adequate room to reform less violent criminals. This slowdown in crime and violence (in at least a few urbanized areas) is the direct result of a special task force assigned by the Manta Corp and the Pentagon to correct the nation's skyrocketing crime rates.

The task force developed a plan that broke new ground in the history books as it set up a confined, semi-lawless environment, with hopeless cases removed from the civilized world. What follows is a summary of the plan of the task force to develop the world's first Free Prison.

CONCEPTION OF THE FREE PRISON

By installing the massive prison, many sacrifices were made. In fact, the project stirred a major controversy in Congress. Months of debate raged on and the media put full coverage on the issue. However, editorials, petitions, and lobbyists confirmed the final decision to continue with the task force's plan, and work began. And all of this after being defeated in the year 2020.



Some of the issues that faced the Free Prison in 2020 were related to parks and recreation organizations. The Prison would not only take some American landmarks, desert climates, and homes from many natives, it would ultimately destroy several species of animal and plant life. Unfortunately, there really was no other place better suited for the project. So in 2078, with street warfare and organized crime rampant, there was no other choice but to let Manta Corp continue with its project.

WATER SUPPLY

Death Valley had been altered somewhat by the Manta Corp before the prison was opened at the cost of much more than the projected 875 million World Dollars. The main alteration is the construction of numerous wells and the damming of Amargosa River. A complex network of pipes — surrounded by five to fifteen feet of cement — runs throughout the prison to the wells and is electronically monitored for tampering by inmates. The FPS has complete routing control of the water and can cut off any section at will.

Many of the wells are located in open, barren land free for all to use, but some prominent gang leaders have managed to build their forts or cities around such wells. Nevertheless, many of the wells remain free for use. It should also be noted that water is a very precious commodity even though the wells exist. Traders often sell water at prices exceeding alcohol for vehicles.

The Amargosa River has been filled in with Indiana limestone and other rocks to help preserve what little water flows through its channels. The river has also been dug out in various areas to help the water flow in one continuous track instead of meandering through several fingers. Other small streams and lakes have been reinforced as well.

Ranger stations, weather stations, hotels, small towns, and any other structure existing within the boundaries of the Free Prison had to be evacuated. Structures that offered too great a defensive or secretive position for future inmates had to be demolished. Electricity, telephone, gas, and other utilities had to be diverted or ripped up. Roadways likewise had to be diverted to circle around the prison vicinity.

2.3 BORDERS

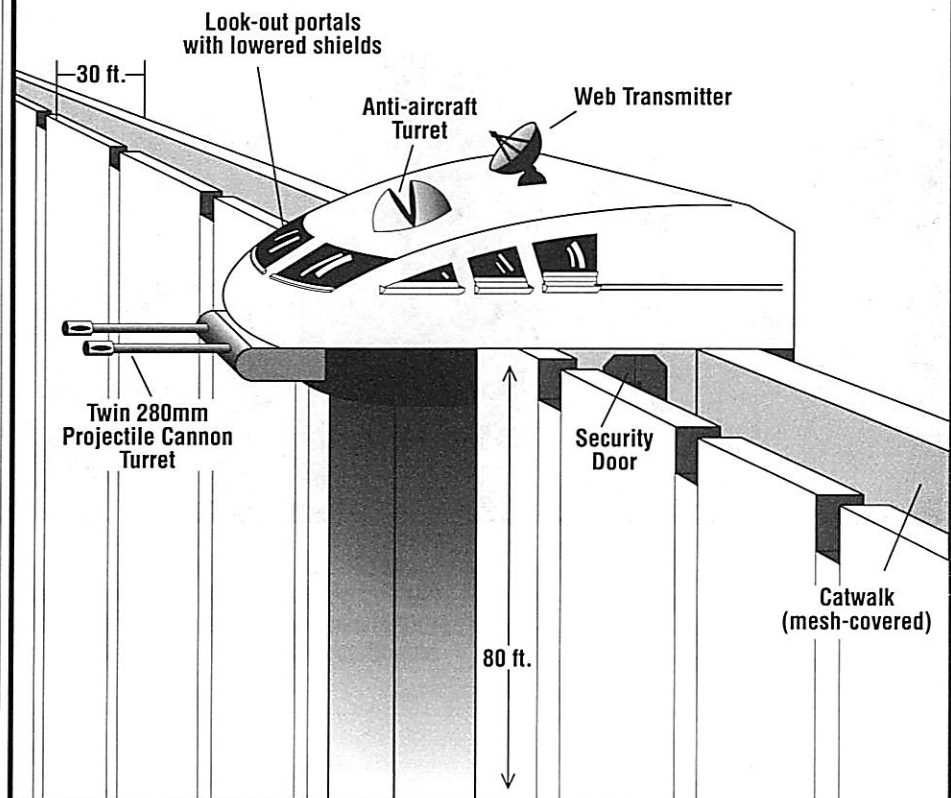
The Prison walls are impressive by anyone's standards (even the Chinese). The walls are ordinarily made of obsidian and granite with plenty of durasteel reinforcements. The width of any one section of the wall ranges from 30' to 40' wide and rises 80' from its foundations. "Catwalks" which are surrounded by slitted walls and an overhead durasteel mesh covering provide guards with both an excellent view of the surrounding lands and combat protection.

Watchtowers are placed one to two miles apart from each other. The towers rise 120' into the air and provide guards with information, lodging, supplies, and further protection if needed. Each tower possess powerful cannons, Web transmitters, machine gun turrets, communication

links, food, water, ammunition supplies, and sophisticated computer links to the FPS main CPU for rapid responses.

Just inside the base of the prison's walls is a 100 meter strip of land often referred to as the "Death Zone". Here, hundreds of prisoners have tested its effectiveness over the years only to find out the hard way that even if they get past the barbed wire, clamor mines, incendiary mines, three meter square trench, the guards on the walls, and the powerful watchtower guns, they still have to deal with armored robotic drones that fire on any non-FPS personnel who enter the "Death Zone". The drones fire 10mm submachine guns with a +60 bonus. They are spaced along the wall sections between watchtowers.

PRISON WALL WATCHTOWER



2.4 DVFP CYBERSPACE

Due to the Electromagnetic Flux Field (dubbed the "Web") encompassing and protecting the Free Prison communications network, connecting with the Global Communications Matrix will prove to be difficult for most characters inside the Free Prison. The FPS reasons that if an expert Net Junky manages to break into the Prison Executive Network (PEN), extremely serious consequences could result. The PEN is essentially FPS's own self-contained cyberspace Net. The FPS relies on the PEN for virtually every aspect of their operations, and the Sentinel AI (described in Section 4.2) assists them every step along the way. Without the PEN, the FPS would be in complete disarray.

Net Junkies can find access to the Free Prison Matrix through Supercharged Beam Modems (which are hard to find) or through Signal Channeling Devices, which essentially cut through the Web to orbiting satellites. Cyberville, the Free City, and the Trader's Fort are generally the only places within the prison where the signal channeling devices can be found. Signal Channeling Devices are one of the most sought-after devices by the FPS. Supercharged Beam Modems, which can also cut through the electromagnetic Web, can be purchased throughout the Free Prison at a great expense (generally \$8,000 to \$15,000 gold pieces — equivalent to \$24,000 to \$45,000 dollars!).

Without a Supercharged Beam Modem or a Signal Channeling Device, would-be

Cyberspace adventurers will be completely and undeniably cut off from the Global Communications Matrix by the Web. The Web acts as a permanent electromagnetic flux field that invisibly domes the Free Prison. Communications through the Web are otherwise next to impossible.

However, net heads will eventually find out that there is a network established within the confines of the Free Prison, under the Web! The reliability of the transmissions and the quality of the software and hardware are nothing compared to what can be found outside the prison's walls, but the inmate Net is still there. Cities and Kingdoms utilize it to send messages and transfer files, as well as attempting to infiltrate into others' secret datafiles.

Some of the world's most notorious software developers have found their way inside the Free Prison, and most gravitate towards Cyberville. As such, some very innovative and imaginative software has been developed within the Free Prison that will never make its way outside the confines of the prison borders. Black ICE programs that most net junkies never even heard of exist within this crude Free Prison network. You must remember, however, that this net is by no means connected to the outside world! Additionally, this network is kept extremely secret, so inexperienced characters will find it hard not only to connect to the network, but to even find out about its existence.

See Section 4.2 for cyberspace maps of the Prison Executive Network and details on Manta's Sentinel AI.



2.5 ARMED FORCES BASES

The Free Prison is conveniently located among several Armed Forces bases which are described below. The bases serve as a reliable buffer between the Free Prison and the western sprawls. Additionally, these bases offer Manta key personnel and equipment in exchange for certain Manta technologies (the Web among them).

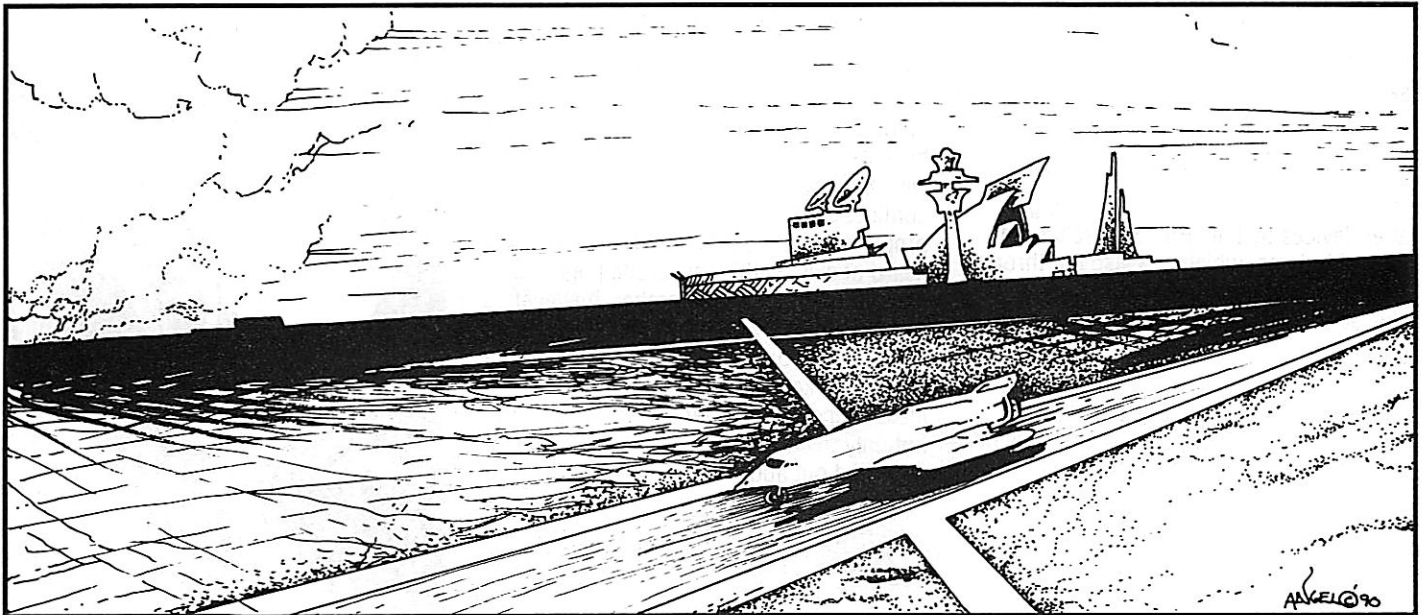
NELLIS AIR FORCE RANGE (NAFR)

NAFR is a long-standing leader in U.S. Air Bases. Around 2030, NAFR received a huge grant from the government and new personnel specializing in aerospace technologies were brought in to develop Air Force fighter space planes. That is, war planes that can fly beyond the threshold of earth's atmosphere.

Prior to this focused, long term mission, NAFR was the site of extensive nuclear weapons testing. The uninhabited desert range found within the NAFR boundaries was perfect for such testing. In fact, some of the first nuclear tests in the world took place on this range. Unfortunately, unexpected side-effects have left the region a burning, radioactive wasteland that pollutes the areas around it. Most notably, Las Vegas and the Northeastern section of the Free Prison! A dome was erected above a large section of downtown Las Vegas, though no such protection has been afforded the Free Prison inmates.

Serious radioactive contamination effects are felt by Las Vegas residents and several cases have been found among the members of the Ravens Sandgang in the prison. The FPS and NAFR have taken appropriate steps to protect personnel. Mutations and various skin diseases head up the list of symptoms although cases of internal respiratory and digestive problems have also been reported.

Prior to the opening of the Free Prison, Armed Forces bases utilized abandoned mines within Death Valley to house their nuclear and chemical wastes. Infuriated environmentalists couldn't believe a natural wonder like Death Valley could be used for such ends, but the government simply wouldn't budge — until Manta took over the property. Manta moved all of the waste to the radioactive danger zone, but spills had already occurred and many barrels were corroded beyond repair. As a result, some mines had their entrances collapsed to seal off the contamination. Inmates, however, have managed to find chemical



cesspools and use them as an effective weapon. As an example, one instance involved contamination of enemy water supplies.

NAFR maintains one of the largest arsenals of F-24 Shadowfax fighter jets and Stealth V bombers in all of America. A small armada of helijets and hovercraft are also stationed here. NAFR maintains constant communication with FPS and Manta officials and frequently aids in surveillance and recon when needed.

CHINA LAKE NAVAL WEAPONS CENTER (CHINA LAKE)

Once of the last remaining training and development centers left for the U.S. Navy. The area is strictly off-limits to outsiders and is watched by camera and patrol. Many officials maintain the government is hiding something within the China Lake confines because of the strict security shrouding it juxtaposed with its relative size and importance. The mystery looms, yet the FPS receives support and mild cooperation from China Lake.

EDWARDS AIR FORCE BASE (EAFB)

This is the southwest's premier space and aeronautical facility. With space shuttles, lunar bases, Mars operations, orbiting space stations, deep space telescopes, and satellite launching activities all booming by the mid 2000's, EAFB increasingly separated itself from international operations and moved swiftly towards interplanetary operations. Time

progressed, and NASA lost its monopoly on the space exploration business as EAFB allowed its facilities to either be leased out or it zoned areas around it for other agencies to erect their own. In effect, EAFB has become one of the world's largest and most profitable aerospace parks. Trans-Orbital and United Spaceways both have facilities located here, in addition to many smaller firms.

FORT IRWIN MILITARY RESERVE (FIMR)

This once defunct Military Reserve was reactivated soon after Japanese terrorists began activities in the southwestern sprawlzones. Although the reserve is relatively small in comparison to other nearby bases, it is one of the few which trains ground forces exclusively. FIMR has a close relationship with Manta (some personnel came from MTG to lead the new FIMR base), and sometimes assists FPS forces whenever large scale operations are at hand. Similar to China Lake, FIMR maintains strict security along its borders and operational facilities.

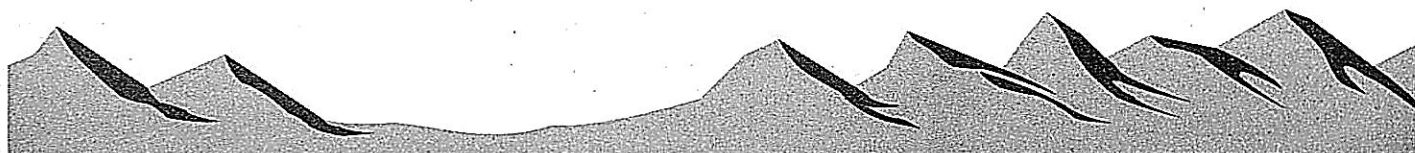
MANTA TRAINING GROUNDS (MTG)

As shown on the area map of the Free Prison, there is a rather large training facility to the west that is run by the Manta Corp. Here, Manta trains Megacorp Security (one of the largest and most reputable security organizations in the world) as well as Free Prison Security. The MTG NET (dubbed MAGNET) branches off of Manta's corporate network and is detailed in the Prison Executive Net section below.

FREE PRISON SECURITY (FPS)

The FPS is broken up into two (unified) divisions: FPS-North and FPS-South. The northern branch is housed near Scotty's castle, an ancient castle from the early 1900's. Scotty, a Chicago baron who made fortune on borax and gold in Death Valley, was dubbed "Death Valley Scotty" by the inhabitants of the area. While the castle had been preserved as a museum for tourists, Manta completely restructured the place and added on a six story stone office complex and a multi-level basement for covert operations tracking. Rumors abound that tunnels lead from the basement to the Manta headquarters, nearly ten miles to the west.

Obviously, FPS-North holds the upper half of the prison under its eagle eyes, while FPS-South, a somewhat smaller operation, is held primarily responsible for the lower portion of the prison. Both complexes are fenced off, and security is extremely tight — especially within a mile of the complexes. The Manta headquarters are located near the north-west corner wall of the Prison, close to the northern airport and the north-western solar power generation fields.



3.0

THE DEATH VALLEY FREE PRISON



This section details the area maps that have been provided as well as some of the possible adventure settings. The maps and descriptions provided are to be used as a foundation to build upon. The GM is recommended to place trails, secondary roads, FPS wells, more gangs, mines, villages, and ruins on his area map as desired. Fine tune the information presented in this campaign book to better suit your *Cyberspace* or *Space Master* world. With a little bit of design on your part, the Death Valley Free Prison will come alive with detail.

3.1 AREA MAP

The black and white area map of the Free Prison shows the main points of interest in the DVFP region. Major villages, towns, cities, mountains, bases, and prison borders are displayed. The color area map further defines these places by adding dimension to the mountain ranges and displaying the main paved highways and dirt roads that run through the prison.

What follows are listings of the major areas indicated on the color area map.

OUTSIDE THE FREE PRISON

Air North: This is the location of Manta's and FPS's northern airport. Here, an armada of Hovercraft, Helijets, Gyrojets, Personal Jet Packs, and various types of ordinary jets are poised for takeoff. Hovercraft and Helijets make regular passes over every northern sector in the prison at the rate of one every fifteen minutes, so you can imagine how much air traffic can be found above the Free Prison. It should also be noted that every half hour, a hovercraft or helijet will land atop the Telescope Peak Security Station to monitor the status of the guards there, and the Web transmitter. Aircraft are forced to fly above the level of the Web, which ranges from 500' to 9,000', depending on the area of the prison.

Air South: This facility mirrors Air North in every respect except it covers the southern portion of the Free Prison.

Armagosa River: The Armagosa River has been reinforced by Manta with Indiana limestone to hold its water more efficiently. Instead of hundreds of small fingers meandering throughout the rough desert terrains, Manta has routed this river down a straight and narrow path. Although the water is not suitable for direct ingestion, it may easily be filtered through a water purifier for consumption. This river runs the entire length of the prison, from the Yucca Mountain region in sector 12 all the way out of the prison's southern border.

China Lake Naval Weapons Center: One of the several military bases which girds the Free Prison.

Devil's Playground: This sandy dune area of the Mojave Desert was named over a century ago for its harsh winds and rolling dunes.

Fort Irwin Military Reserve: One of the several military bases which girds the Free Prison.

FPS North: FPS North is the headquarter area responsible for sectors 1 through 28. FPS North must handle only one entrance to the DVFP, but it patrols a larger surface area than FPS South. FPS North is connected to the central FPS Mainframe, located deep under Scotty's Castle.

FPS South: A somewhat smaller operation compared to FPS North, FPS South is responsible for sectors 29 through 50. By checking the area map, notice that FPS South must handle three entrances to the prison, but less square mileage than FPS North. FPS South is connected to the central FPS Mainframe, located deep under Scotty's Castle/FPS North.

Manta Headquarters: The Manta Headquarters is a top security facility, fenced off and patrolled by some of the best guards Manta can muster. The corporate executives want to take no chances in letting their many secrets become available. Serendipity, for instance, has been attempting to gain access to Manta's Prison Executive Network for years, but to no avail. Manta's headquarters consist of a forty story, octagonal granite structure with a geodesic dome on top, back lit for night splendor. The dome serves as a satellite link to Comm and Spysats. The building serves as Manta's domestic HQ, with their international branch located in Berlin. Top secret and highly restricted development, as well as the Manta Mainframe, is located hundreds of meters beneath the earth. The entire underground operation is nuke-proof

and enough supplies and energy are available underground for more than a century. All of Manta's power (as well as the FPS's) is drawn from a huge solar power field just twenty miles south of the headquarters.

Manta Training Grounds (MTG): This top security facility measures over twelve miles by twenty miles, though it lies entirely within the old Death Valley National Monument boundaries. MTG trains not only Free Prison Security guards, but they also entertain would-be Corp Cops from many countries. MTG also trains prison guards for all of Manta's prisons around the globe. Needless to say, it is as large as any military base in the United States, and is in some ways more advanced.

Mojave Desert: The Mojave Desert is centered on the southern end of the Death Valley Free Prison. The majority of Death Valley is located within this famous desert.

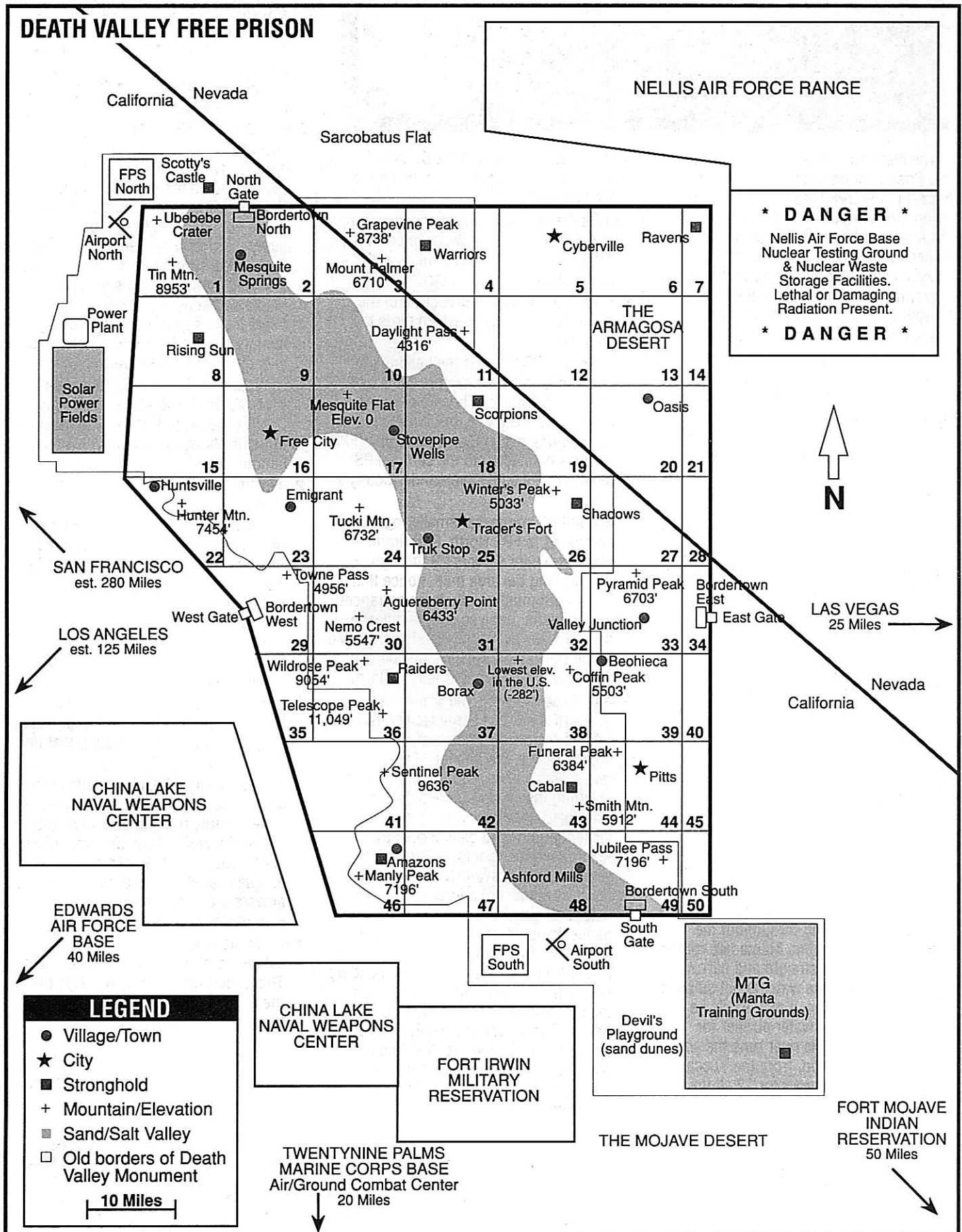
Power Plant: This is the location of Manta's powerful solar power distribution center. From this point, electricity is routed to the appropriate structures. Obvious users of this electricity include the Manta HQ, FPS North & South, Air North and South, the Prison Borders and Watchtowers, and minor Manta structures in the region. As with most facilities in this region, security and surveillance is extremely tight!

Radiation Zone: This area still emits harmful radioactivity which originated with the heavy nuclear testing that once went on here.

Saratoga Springs: This is the site of the Manta Training Facility, a highly reputable security training operation known the world over. The entire area offers stark contrast to the deserts surrounding it. Lush vegetation and brightly colored flowers are a relief from the harsh Devil's Playground area just to the west.

Sarcobatus Flat: This is a large region, extending off the area map to the north. This desert terrain in some ways mirrors the Death Valley floor, minus the salt formations and low elevations.





Scotty's Castle: Scotty's Castle, once an eccentric millionaire's dream house, has now been converted into the FPS North base of operations. Originally built around 1930, this castle was preserved after Scotty's death as a popular tourist attraction and museum. Once Manta gained total rights to the Death Valley monument around 2050, the castle was fully converted into a core FPS base of operations. A detailed office complex building, some fifteen stories high, has been built onto the existing castle structure. The castle has been reinforced and a complex network of tunnels and underground research and development facilities have been added as well. It is in these underground passages that the famed FPS Mainframe, with its Sentinel AI program are housed. Obviously this entire area is under total and absolute surveillance. Gaining access to the underground complex is possible only by presenting Chess level clearance (see Section 4.4).

Solar Power Fields: This is an impressive sight to behold. In a region measuring five miles wide by thirteen miles long exists one of the largest solar and wind energy collection fields in the world. Advanced solar panels and wind power generators can be found strategically located along these mountainsides. All of them are linked to the Power Plant.

INSIDE THE FREE PRISON

Aguerberry Point: This point is located in sector 30 and rises over 6,400'. Aguerberry is located in the central portion of the Panamint Range. Further down its southern summit is Trail Canyon.

Amazons: The Amazons are a group of women who absolutely shun men. Actually, they are trained well and can be fierce, unrelenting opponents. They are quite organized too, under the rulership of "The Amazon Queen", a cyborg defect from a government project gone awry.

Armagosa Desert: The Armagosa desert is centered near sector 20, where the Arabian Oasis can be found.

Armagosa Range: This is a range of mountains spanning the length of the Free Prison. They begin in sector 3 with Grapevine peak and stretch all the way down to sector 49, near Jubilee Mountain and Jubilee Pass. The Black Mountains and the Grapevine Mountains are included in this range.

Badwater: Badwater is one of the hottest points in the entire world. This region of the valley floor (sectors 25, 31, 36) represents one of the largest salt fields in the world as well. During the end of the Ice Age, the entire Death Valley area was swallowed up by a massive lake (Manly Lake). As the lake dried up, some salt deposits were left behind, but the salt flats represented here were formed by countless years of water running down from nearby mountains and then drying up in the intense heat. The salt formations glisten in the sun, and they can be extremely dangerous to anyone attempt to navigate them! The salt shards can be as sharp as glass and they point in all directions, making a myriad of crystalline formations. What little water that runs down out of the rocky mountains washes down onto the valley floor and rushes through the salt flats, dirt, and sand. As it travels along it finally ends up in one of two or three "badwater basins". Here, the water is dark and totally useless, filled with sediments and salt. It is an area that even the FPS Irrigators decided not to mess with. Temperatures here are always 5-20 F° hotter than the rest of the Prison.

Beohieka: Beohieka is a village dominated by the Cyberpunk Sandgang. This is without question the crudest, most blatantly obscene village in all of the Free Prison. The Cyberpunks enjoy the Free Prison atmosphere like rats in a cheese factory and surround themselves with a dreamscape born out of drug-induced madness.

Black Mountains: The Black Mountains are the southernmost band of mountains in the Panamint Range. They stretch from sector 32 to sector 50. The Black Mountains are made up of large amounts of volcanic rock and obsidian.

Numerous mines can be found scattered throughout these mountains. Unlike the white, red, orange, and brown layered clay hills near the valley floor, the Black Mountains are dark, in contrast to the surrounding countryside.

Borax: Borax is a large village that still processes borax (Death Valley's White Gold). Although it isn't nearly as profitable as it was in the early 1900's, as Death Valley Scotty found out, it is enough to keep the village going.

Cabal: The Cabal is a Kingdom with a massive membership. If they could ever get organized and realize their potential, the rest of the Kingdoms may fall to their sword. The Cabal maintain a viable fortress in sector 43, just eight miles from Pitts. The Cabal and the leaders of Pitts are currently negotiating to make a major offensive against the other Kingdoms because they easily have the required manpower. However, the leader of the Cabal, General Kordolia, will not relinquish total reign over the forces — which is the root of the whole problem.

Coffin Peak: Coffin Peak is located in sector 38 and rises over 5,500' above sea level. Coffin Peak lies within the central portion of the Black Mountains, near a lookout called Dante's View.

Cyberville: Cyberville is home to the majority of technically-oriented people in the Free Prison. Prices are stiff, new inmates are pushed around like sick dogs, and the ale is as strong as bourbon. Cyberville is home to many cyber-enhanced inmates and is generally a dangerous place to be.

Devil's Golf Course: The valley floor, which ranges from 282' below sea level to +500' holds a massive deposit of jagged salt formations that have been measured at over 1000' thick! In fact, there is over 200 square miles of salt flats on the valley floor. Water and wind erosion, coupled with the salt bed's continual recrystallization, have formed ominous spikes and edges that make the landscape of the Devil's Golf Course forbidding indeed. Travel across it is difficult to say the least. The ingredients for Epsom salt, table salt, and even baking soda can be found in this large salt field.



Emigrant: Emigrant was once the site of a ranger station, back when Death Valley was a famous national park. Today, a small village has sprung up around an FPS well. Most of the people who live in Emigrant work hard to grow food and raise livestock to sell off in either the Free City, Mesquite, or the Trader's Fort. They make a decent living, and numerous mercenaries and hit men enjoy eating and drinking well while they defend the little village.

Free City: The Free City is a large underground city. It is blatantly partitioned off between social classes, marketplaces, government, etc., but the whole city has a strange feeling about it. Those who live in the Free City seem to have left behind the fact that they reside in a prison! The Free City is a city of hope to many people. Although many sections of the Free City are rough and vile, other sections are perfectly civil. The Free City residents have taken it upon themselves to keep order. The Free City Alliance is, of course, based here.

Funeral Peak: Located in the northwest corner of sector 44, Funeral Peak is a stark reminder of Death Valley's historic past when unfortunate settlers failed to make the trek through the harsh desert environment. The Peak rises over 6,300' above sea level. The leader of Pitts, the industrial giant of the Free Prison, runs lucrative mining operations on this Peak.

Grapevine Peak: This peak is located in the heart of sector 3 and rises over 8,730 feet in the air. It is also located at the northwestern edge of a string of related mountains, known as the Grapevine Mountains. Just to the east, in sector 4, can be found the headquarters and mining operation of the Warriors Sandgang.

Hunter Mountain: Hunter Mountain, in sector 22, marks a distinct bend in the western border of the Free Prison. It rises over 7400' above sea level and is home to the prison's WASP gang, who control the operations of the village of Huntsville.

Huntsville: Huntsville is home to around five thousand people, the majority of whom are American Caucasian members of the WASPs sprawlgang. They have recently tightened their grip on the surrounding terrain in sector 22 due to the attacks by the samurai warriors of the Rising Sun Kingdom. The WASPs are on good terms with the Free City, and are almost strong enough and independent enough to be considered a full fledged Kingdom, but since their turf is so small, they are not yet in the running.

Jubilee Pass: Jubilee Pass lies just north and east of Jubilee Mountain on the southern tip of the Black Mountains. A paved highway runs through the pass from the Ashford Mills and South Bordertown region to Salsberry Pass, in the southeast corner of the Prison. A master criminal known as Eldren runs a gang of thieves from this pass.

Mesquite Flat: Mesquite is a type of tree popular in Death Valley that grows pea pods, a great source of energy for inmates. However, Mesquite Flat is now a sandy, barren desert flat, with little to offer other than a great place for Road Warriors to kick up some sand. Note that another very popular tree in the region, typically found between 2000' and 5000' of elevation, is the beautiful Joshua tree.

Mines: There is a larger concentration of mines within the Free Prison than anywhere else in the United States. Over half of the mines existing in 2090 were created prior to the year 2000. A full 35% of the mines were originally dug out in the great Death Valley gold rush of the late 1800's and early 1900's. Copper, Silver, Tin, Iron, Talc, and Gold, albeit in scarce quantities, can all be found within the prison walls. Inmates have to dig deeper than was previously attained in the 20th century in order to find these metals now.

Nemo Crest: Nemo Crest rises over 5,500' above sea level and is located in sector 30, just southwest of Aguerberry Point. A paved highway meanders it's way up to Nemo Crest from Emigrant and Harrisburg Flats, then down to Wildrose Canyon.

Oasis: The Oasis is an interesting city run by a large group of Arabian thugs. The Oasis is a circular town in the middle of the Armagosa desert, amid vast sand dunes. The Arabians have built Oasis around one of the prison's largest wells. A FPS irrigation system supplies water to the middle of this vast tract of sand. Oasis utilizes the large well as the lifeblood of their city, supplementing their crops, and obviously for drinking and cooking. They have also found it quite profitable to sell off the water to villages, towns, cities, or individuals who are in need, though the FPS is attempting to stop this.

Panamint Range: The Panamint range is a vast tract of mountains, hills, and canyons that stretches from sector 1 down to sector 47. It should be noted that the entire western border of the Free Prison was constructed in the Panamint Valley, somewhat higher in elevation, but cousin to Death Valley.

Pitts: The Free Prison's entire steel supply (at least that which hasn't been brought into the Prison) is created under this massive city in vast subterranean foundries. Slavery is more predominant in Pitts than anywhere else in the Free Prison, and its industrial output is also the greatest. This city is also the second largest producer of megahol in the Prison, next to the Truk Stop. Pitts has a complete electrical system that runs throughout the upper class and governmental portions of the city. Pitts seems to pull in vermin and beggars, some of which are disease-ridden or mentally unstable, from all over the prison. Pitts is a rough town.

Pyramid Peak: Located in sector 33, Pyramid Peak is over 6,700' above sea level. Pyramid Peak marks the end of a connected band of mountains known as the Funeral Mountains.

Raiders: The Raiders Kingdom is located in sector 36, near Telescope Peak. They utilize the coniferous forests there to build very sound defensive strongholds, and they enjoy the relatively cool weather associated with higher elevations. The Raiders are currently working in coordination with the Shadows Kingdom located in sector 26.



Ravens: This band of radiation-afflicted vagabonds are left to rot by other Kingdoms around the Free Prison, what they do in their corner of the Free Prison is as much a mystery to Security as it is to the other inmates. Isolated reports have surfaced that the mutations caused by the radiation zone has not only warped them physically and mentally, but has also triggered a strange power that was once dormant in them. Some inmates think that the Ravens speak to each other by means of telepathy.

Rising Sun: This is the locale of an odd organization of modern Japanese Samurai. The Rising Sun is a small, close-knit organization with few allies to speak of.

Scorpions: Located in sector 18, the Scorpion Kingdom maintains strict standards for their members. Only capable warriors or skilled specialists are allowed in Man Dingo Wolf's organization.

Shadows: The Shadows are a group of modern stealth specialists who continually strive to gather information on other Kingdoms in the Free Prison. They are currently working in coordination with the Raiders in an attempt to eventually gain rulership over all other Kingdoms. Of course, with every other Kingdom vying for the same position, it could be a life-long process.

Stovepipe Wells: Ages ago, a stovepipe was stuck into the sand to mark a waterhole. Over a century later, the name still sticks, even though the stovepipe is long forgotten. FPS has placed a large reservoir here for all inmates to use. It is such a popular place that an independent village has been erected around the well. The village catches a lot of traffic from the Trader's Fort, Truk Stop, and Free City.

Telescope Peak: Though almost impossible to believe, Telescope peak is an 11,000' high snow capped mountain. Mount Whitney, the highest mountain in the lower 48 states, and Badwater, the lowest point in all of America, can both be viewed from near the top of Telescope Peak. The FPS maintains a highly fortified base of operations at the top of

the mountain for viewing the surrounding lands, making sure certain prisoners do not attempt an airborne escape from Telescope Peak or neighboring mountains, and most importantly, transmitting a vital link in the Web network of transmitters. Every half hour, a hovercraft or helijet lands here for a security check. All Web transmitters, located atop each watchtower, are focused directly on the Telescope Peak outpost. Inmates are not allowed near the peak, and a ubiquitous High Guard garrison here ensures that the base is secure.

Tin Mountain: This mountain is located in sector 1 and is the sight of many old tin mines.

Towne Pass: Towne Pass is a canyon pass where a paved highway leads from Bordertown West, through the Panamint Range, and into the Emigrant Valley, then into the Death Valley floor. It is a well travelled route, even though the terrain in this area is rugged.

Trader's Fort: The Trader's Fort is home to the Free Prison's godfather known to many simply as the "Fat Man". If the price is right, characters may be able to find just about anything here. Reports have surfaced that the Fat Man resides deep inside a vast dungeon complex below his well-fortified stronghold. Slavery and many other unspeakable acts are said to be performed in the dark depths of the Fat Man's abode.

Truk Stop: The Truk Stop is popular to all Road Warriors and many Kingdoms as it is the best place to find supplies and fuel for vehicles. The Truk Stop has a huge megahol refining center, and they offer battery recharges as well. There is a single roadway leading through the center of this compound: simply drive up, make the transaction, then get out. Like predators and prey converging on a stream in the summer, this area is often alive with vehicle combat as members of opposing Kingdoms converge. Ambushes are often set up for those driving away from the Truk Stop with goods. The Fat Man, ultimate owner of the Truk Stop, enjoys the set-up. He knows customers will always come back for more.

Tucki Mountain: Located in sector 24, Tucki Mountain rises 6700' above sea level. Tucki Mountain is a very dominant presence in Death Valley as it sticks out like a sore thumb, rising out of the valley flats. As referenced on the color area map, this large mountain creates a dogleg bend in the otherwise diagonally straight valley floor. Tucki Mountain is one of the prison's greatest vantage points, as nearly the entire valley can be seen from its peak.

Ubehebe Crater: This is a massive crater over a half mile wide and some 800' deep! This could be an entrance to an underground complex, as a well worn trail leads to the bottom of the crater. It is also thought that FPS has its own secret tunnel from FPS North to the crater to allow for the ingress and egress of various agents who wish to bypass entrance through one of the prison's bordertowns. Numerous smaller craters can be found just south of the large one. These craters were formed by volcanic explosions.

Valley Junction: Valley Junction is a small village centered around an FPS well. Quite regularly, the prison's Cyberpunk gang attacks Valley Junction to take supplies and water.

Warriors: The Warriors maintain a profitable mining operation here while not on the warpath. They utilize the mineral deposits sold off from their mines to purchase illegal wetware and high-tech weaponry.

Winter's Peak: Winter's Peak, located in sector 26, rises over 5000' above sea level. Just a few miles to the southeast is the famous Inyo Mine, also home base of the Shadows Kingdom. A deep canyon called Echo Canyon runs between Winter's Peak and Schwaub Peak. This canyon is tightly guarded by Shadow agents.



3.2 SUBSECTOR DESCRIPTIONS

Here each subsector indicated on the GM's Area Map is described in more detail.

Sector 1: Rumor has it that Security has tunnels leading to the Ubehebe Crater are so they can enter and exit the prison without passing through a Bordertown. Few sandgangs operate in this area, although the turf is claimed in part by the Rising Sun Kingdom.

Sector 2: North Gate and Bordertown North dominate this sector that is more or less independent from any organization. Heavy security.

Sector 3: Several mines, all owned by the Warriors organization, lie within Mount Palmer and Grapevine Peak. The Warriors maintain very strict controls over this area and have several operations and strongholds within these mountains.

Sector 4: The Warriors' fortified wood and stone castle lies within the Bullfrog Hills region of this sector. Their control here is absolute.

Sector 5: Cyberville, one of the Free Prison's larger cities marks this sector. More or less the "High Tech" capitol of the Free Prison, technicians and technology wheeler-dealers gravitate to this city which is very heavily influenced by the Warrior organization. A large-scale mining operation lies just northwest of Cyberville and is one of the most profitable in all of Death Valley. This mine funded the Cyberville expansion soon after the prison's opening in 2078.

Sector 6: This territory is claimed by the mutant Ravens organization, although reports maintain that the Ravens sometimes do not patrol the area. However, when they go on the warpath, anything on their turf is jeopardized.

Sector 7: This sector lies very close to the Radiation Zone and is partially effected by it. Over the years, the Ravens have suffered serious effects from long-term exposure, but generally, travellers passing through the region on a short-

term basis will not be affected. Mutants who enter the Free Prison gravitate to the Ravens for possible membership.

Sector 8: One of the Free Prison's toughest organizations lays claim to this sector and much of the surrounding lands. The Rising Sun manages to keep a small outfit that is close-knit and highly effective. These Japanese samurai are very prepared, both mentally and physically, for the coming years.

Sector 9: The northwesternmost edge of the Death Valley floor here is covered with rolling sand dunes and occasional washes. It is patrolled by the Rising Sun, but due to its openness, is somewhat independent.

Sector 10: This sector holds the northwestern edge of the Armagosa Mountains.

Sector 11: Hell's Gate marks the rocky canyon that many travellers to and from Cyberville use. The Scorpions usually dominate this region, but a harder route through the mountains can be made further north and west for those who don't wish to flirt with certain disaster.

Sector 12: This sector holds the northwesternmost edge of the Armagosa Desert. Many fingers of streams running out of the surrounding mountains can be found meandering their way into the Armagosa River here. The streams and the River have been reinforced with limestone by Manta, but they still occasionally go dry. This area is open but is often patrolled by the Scorpions.

Sector 13: This sector holds the foothills of the Yucca and Bare Mountains, but also has a sandy finger running up from the Armagosa Desert. It is occasionally patrolled by either the Scorpions or the Ravens.

Sector 14: This sector is heavily patrolled by the Ravens.

Sector 15: There is a small valley located just to the west of the roadway here that is an ATV rider's dream come true. The area is patrolled by the Rising Sun. A few mines are located on the eastern

edge of this sector, controlled in force by the Free City Alliance.

Sector 16: The entire Free City, which dominates this sector, is located underground. Large tracts of granite have been dug out to form very distinct sections for the city. Merchants are kept within one section, vehicles in one, different classes of housing in others, government in one, etc. Because the city lies beneath the surface of the earth, the temperature remains a constant 65-75 degrees. The Free City Alliance is a mixed tyranny/democracy whereby residents may vote only to let the dictator know how they feel. The ultimate decision is up to him. The Free City Alliance fears few other organizations, as their power and political pull is tremendous.

Sector 17: Stovepipe Wells is a more or less a trading post and rest stop for people traveling through the valley. It has been set up, supplied, and is guarded entirely by the Free City Alliance. To the north lie some of the largest sand dunes within all of Death Valley. To the south lies Tucki Mountain. The Scorpions occasionally get supplies from here, the Trader's Fort, or Cyberville.

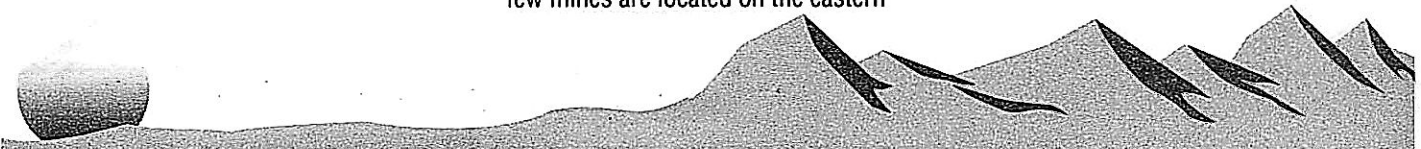
Sector 18: The Scorpions solely own the northeastern section of this sector. On the valley floor to the southwest, however, they loosen their grip. The mountain range the Scorpions maintain their stronghold in is littered with various mines used to fuel their growing organization.

Sector 19: This sector is controlled in part by both the Shadows and the Scorpions. Numerous conflicts continue between these two organizations.

Sector 20: This sector houses a very odd site; a circular town centered around a FPS Well. The Oasis is run entirely by Arabians. The Shadows maintain very good relations with the Arabian rulers here and aid in patrolling the area, especially the southwest.

Sector 21: This sector is controlled entirely by Oasis guardsmen.

Sector 22: Huntsville is home to many WASP gangmembers who were convicted for dirty dealings around the U.S. and abroad. A few Airboys can be found



within Huntsville as well. The WASPs maintain very close relations with the Free City, and rumor has it they have key members elected as leaders within the Free City council of five.

Sector 23: Emigrant is an independent city that sprung up due to the large amount of traffic coming through the area. No one is really sure what organization the Emigrant city belongs to because the sole leader of Emigrant, Pendragon, maintains good ties with every gang and organization he can.

Sector 24: Tucki mountain sticks out like a sore thumb if you are standing near it on the Death Valley sand or salt flats. It harbors many abandoned mines and may represent a prime lookout for a prominent sprawlgang stronghold for GMs wishing to add their own to the campaign setting.

Sector 25: The Trader's Fort and the Truk Stop are located within this sector. This sector lies at the center of the Free Prison, far away from any Security intervention. Even though they lie on the intensely hot desert floor amidst jagged salt formations and cesspools of thick saltwater streams and washes, the Trader's Fort still manages to attract a large number of people within its wooden walls. The Fort holds one of the largest marketplaces within the prison, and anyone with prestige and power can come to the Fort for some very rare and otherwise illegal items. Many disputes are also settled within the Fort's Arena.

Sector 26: Winter's Peak lies in the northwest portion of this sector and holds several active mining operations. The Shadows organization has built a sizable underground dungeon dwelling on this mountain which has tunnels leading to many different mines. The Shadows pride themselves on their cunning and ability to surprise intruders by surfacing from several different secret cave entrances. Tunnels cut through this mountainous area in all directions, centering on the Shadow underground stronghold marked on the area map. Shadow members are intensely loyal and rarely stray far from their safe abode.

Sector 27: This sector is controlled by the Raider organization although they prefer to stay underground where they know the territory and can rely on their comrades for unified support. Nevertheless, the Shadows still form sizable patrols from time to time to make certain no other "up and coming" sandgang has decided to set up camp on their turf.

Sector 28: This sector is relatively independent and of little note.

Sector 29: Bordertown West and West Gate lie within this oddly shaped sector. A road leading from the gate through Towne Pass can be found here as well. The sector lies between the Raiders Kingdom, WASP turf, and the domain of many smaller prison faction, making it a heavily-contested zone.

Sector 30: Nemo Crest and Aguerberry Point lie within this mountain sector. The terrain here is exceptionally rugged.

Sector 31: This sector holds the Valley floor and a large portion of the Devil's Golf Course, which is a jagged field of salt formations, impossible to travel over unless you are on one of the few trails which stretch across it. The temperatures here are markedly higher than elsewhere in the Free Prison.

Sector 32: This sector holds the Devil's Golf Course (salt flats) in the western portion and mountainous terrain in the eastern portion. It lies within a rather large open area and is considered to be a no-man's land.

Sector 33: Pyramid Peak marks this sector by being the southernmost mountain in the Armagosa chain. Further down the mountain, near the center of the sector can be found a far-flung, unnamed village that houses a lot of the newer, less experienced inmates.

Sector 34: Bordertown East and East Gate lies within this sector. As such, security can be pretty tight here. The majority of the inmates within the Free Prison have entered through this gate. A man known as the Duke controls inmate operations here.

Sector 35: This sector is patrolled regularly by the Raiders, but it does not represent a major concern of theirs.

Sector 36: The Raiders maintain one of the most defensively sound and well-built strongholds in all of the Free Prison here. Although the FPS maintains an extremely well-fortified Web transmitter and Security base at the tip of Telescope Peak, the Raiders have found that the FPS has little concern for neighboring areas allowing the Raiders to plan and build for the long-term.

Sector 37: Borax is controlled by a rag-tag bunch of inmates (primarily Mexicans) who process borax and sell it to Kingdoms around the Free Prison. The Trader's Fort is their primary customer. The Raider's get a free supply of processed borax in exchange for limited protection.

Sector 38: Coffin Peak is the location of several old mines, most of which are defunct. The northwestern portion of this sector has the lowest elevation in all of the United States; 282 feet below sea level. This sector is patrolled occasionally by the Cyberpunks from Beohieka.

Sector 39: One of the Free Prison's roughest and toughest places to live is located within this sector. Beoheika is a small village run by the prison's Cyberpunk gang contingent — absolutely and undeniably. The Cyberpunks pride themselves on their small and independent status. They know the village is comprised entirely of Cyberpunk gang members, and anyone else is usually slashed to pieces. The Cyberpunks' only trade contact is with the Fat Man of Trader's Fort. They are on a testy relationship with the rulers of Pitts, but still manage to barter for goods from time to time.

Sector 40: This sector is primarily controlled by the city of Pitts, but it has few redeeming features.

Sector 41: Sentinel Peak, which was named over a century before Manta's AI ever came to existence, can be found in this Amazon-controlled sector. Coniferous forests can be found in the upper elevations here, and Telescope Peak can be seen just a few miles to the north.

Sector 42: This sector is relatively independent and is marked as being part of the valley floor. Canyons and Bajadas are found within this sector on the western side.



Sector 43: The Cabal Kingdom maintains a fortified base of operations in this sector just a few miles north of Smith Mountain. The Cabal works in conjunction with the city of Pitts in maintaining good defenses throughout the neighboring sectors.

Sector 44: Pitts, the Free Prison's industrial giant, manufactures steel, vehicles, petrol, and alcohol of all grades. Pitts is known for their slave trade operations and underground foundries — something the FPS can't manage to close down. Funeral Peak lies close by.

Sector 45: This sector is patrolled by Pitts guardsmen. Sand and low, rocky hills comprise the majority of the terrain here.

Sector 46: Manly Peak, an impressive mountain, houses a large population of ruthless females who are led by the Amazon Queen of Death Valley, a mentally unstable cyborg. The Amazon Kingdom maintains a large village and a wooden fort which can be found in the northeast section of this sector.

Sector 47: The western part of this sector is heavily patrolled by Amazon gang members who are known to viciously attack any male intruding on their turf. Amazons rarely parley unless they are obviously outnumbered.

Sector 48: Ashford Mills has been secured as a stronghold for a band of Thrashers gang members. They have restructured the supports holding up the ceilings and have built up defensive stations throughout the ancient mine. Although the metal output of the mine is low, it has been enough to keep the Thrashers outfitted with some fine equipment. This sector contains the southernmost section of the Death Valley floor as well.

Sector 49: Jubilee Pass holds the underground stronghold and mining operation of the notorious criminal Eldren and his band of cutthroat thieves. The Southern Bordertown and South Gate also dominate this sector.

Sector 50: Heavy security dominates this backwater sector. It is noteworthy only to the extent that the area harbors numerous lost and wayward inmates who are preyed upon by many of the prison's more formal organizations.

3.3 BORDERTOWNS

There are four Bordertowns within the Free Prison; one next to each of the four entrances to the prison. Bordertowns are linked by a fenced walkway from their respective processing centers. Bordertowns are run by the FPS in conjunction with inmates. Security is present to protect the integrity of the entrances to the prison and to sell water, food, and basic equipment to inmates.

Each Bordertown utilizes the same basic building layout. Each is surrounded by a wall eight feet thick and twenty feet high. Twenty guards stand ready at all hours next to the walkway leading to the Processing Center. This area is strictly off limits to inmates not on their way into the prison. All others will be warned once, then apprehended or terminated if they resist.

As mentioned, a Bordertown is run by both inmates and Security. Security has free run of the place while on patrol, but they really focus only on two distinct portions of the town: the FPS Market and the entrance to the Prison. At any given moment, up to 250 guards wielding area-effect energy weapons and up to 25 high guard members wielding even stronger firepower are available at an instant's notice. These "minutemen" usually reside in barracks just above the Processing Center, or within nearby watchtower facilities.

Bordertowns are constantly bustling with activity from gangs seeking new recruits (or old affiliates from the outside), traders seeking potential black market goods, or the numerous organizations who rely on Bordertowns for their supply of food and water for the coming weeks. Remarkably, the presence of Security has kept Bordertowns virtually combat free. Other cities and towns around the Free Prison commonly have fights in the streets or within bars day in and day out. Bordertowns seem to have an unspoken neutrality zone surrounding them.

BORDERTOWN EAST AND PROCESSING CENTER

Refer to the Bordertown East and Processing Center diagram. What follows is a description of the notable Bordertown areas. Note that all of the Free Prison's Bordertowns and Processing Centers share a common configuration, though personalities and specific businesses will, of course, vary widely.

Bordertown East Description

1. One-Way Walk: This walkway is traveled by inmates once in their lives, and never again. Once through the Processing Center, inmates are in for life.

This walkway is completely enclosed from floor to ceiling with blue tiling (FPS Blue Zones are under very strict surveillance). Cameras and gates can be found at ten foot intervals along this long walkway.

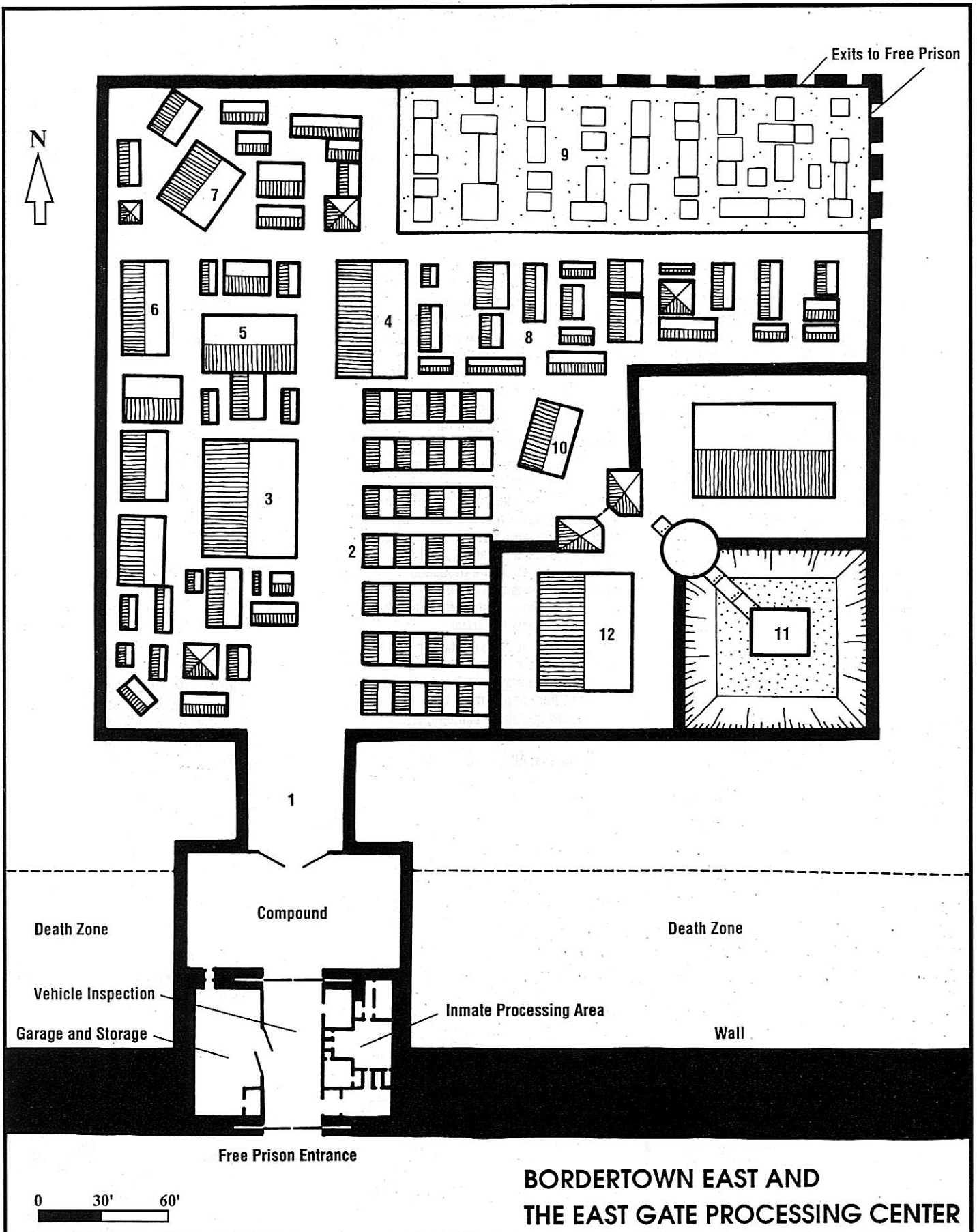
2. Residential District: Rooms here cost twenty to sixty gold pieces per day (depending on the quality of the locks on the doors and windows) and are home to only the richest inmates. Bordertown offers these people relative safety and all the comforts of all the available food, water and equipment they need. These apartments are sold off in weekly or monthly leases with payment taken in advance.

3. Tin-bye-Tin Inn: This is a multi-story structure which harbors several rooms on each floor. Rooms are sometimes available for five gold pieces per night. Food and drinks are served in a basement tavern, where there are occasional live bands and entertainment.

4. Security Offices: This three story brick mini-fortress houses up to 75 guards and also has room for equipment storage. Three security robots are always on guard, one on each level.

Entrance into this office/barracks is obtained only by voice pattern recognition and a palm scanner. Once verified, the door requires a seven digit code.





5. Duegan's Garage: An inmate named Duegan operates a quality garage service here. He will store other inmate's vehicles within twenty by thirty foot underground chambers under lock and key for 25 gold pieces per day. Quite pricey, but there are only 18 cubicles available. Besides, where else is there to store a precious vehicle without leaving it in the open? Duegan maintains a following of nine to twelve guards who keep an eye out for wrong-doing. The guards may report cases to the FPS if they believe they will get something out of it.

Duegan knows a lot of people who deal with vehicles, and he is highly respected. This may also be attributed to the fact that Duegan has a quality business here with very few robberies or firebombs that often plague other garages around the Free Prison. Duegan, obviously, takes no responsibility for damage incurred while vehicles are stored here.

6. Jo Nell's Combat Catering: Jo Nell is an accomplished female African American martial artist who still possesses some cyber enhancements to round out her hand combat abilities. She is quick, smart, and agile. Her love is in the trade of weapon and armor, particularly hand combat attire. The items sold here are available much of the time (GM's discretion). A complete listing of the equipment sold here, along with prices, mass, and a short description, can be found in Sections 9.1-9.3.

7. Animal Auction: Animals can be taken to this structure and auctioned off every day at midnight. Auctioneers will take 20% of the total amount taken for the steed or beast of burden.

8. FPS Storage Facilities: The series of small stone buildings depicted on the map represent a large storage facility used by FPS to house food rations and to store equipment. Water is sent through pipes directly to the FPS Market (Area 9), so no water will be found within the storage areas. This place is well guarded and is partitioned off from the rest of the town by being painted purple (Purple Zone access allowed only to Manta or FPS personnel). Guards and Security robots patrol this area with frequency. Intruders of any sort will not be tolerated under any circumstances.

9. FPS Market: The FPS Market is a popular place open twenty-four hours, seven days a week. If not for buying and selling goods, the traffic generated here is from people leaving or entering the Bordertown. The way out of Bordertown is through one of the several exits leading from the market area. These exits can be sealed by many steel sliding doors. FPS built the doors in case of a large scale attack on one of the Bordertowns for the supplies it holds. The doors can be closed up and locked in seconds, sealing off Bordertown from the rest of the prison.

The market is constantly bustling with activity. Water can be obtained for one silver piece for a gallon, or two gallons for a gold piece. Needless to say the FPS is making a killing off the gold and silver, but bear in mind that the gold and silver pieces that inmates use are only about 20% pure — many other alloys are used in the coin coating process. Food can be obtained for a silver piece for two weeks rations or a gold for a month's rations.

Other basic survival equipment includes: a water purifier good for 5,000 gallons for 3 gold pieces; a water canister that holds three quarts for 1 silver piece; a coil of synthetic rope 75' long with Swiss rappelling seat for 15 gold pieces; a collapsing grappling hook for 5 gold pieces; and a thousand energy vitamins with assorted medicines for 10 gold pieces. GMs may wish to include other items relating to survival or travel.

Security in the market place is marked as a Blue Zone, and it is under very tight surveillance. There are at least forty guards stationed here at all times, with at least two High Guard members standing ready in case serious trouble breaks out.

10. Guardhouse: All guards employed by the Duke, the "ruler" of Bordertown East, are housed within this multi-story stone structure. Up to 800 guards can be stationed within this structure, although it averages only a hundred or so. This is actually much more than is needed for such a small population of townfolk, but the Duke is very militaristic in nature. He is a strategist who continually thinks about "what if" scenarios. His mind lately has been focused on the Cyberpunk Sandgang living nearby in the village of Beohieka.

11. The Duke's Fort: The fortress rests over a massive pit measuring over fifty feet wide and forty feet deep. 8-10 lions are kept within the large pit area and are kept hungry for obvious reasons. The only way across the pit into the castle is through a circular, stone tower, and then across two wooden drawbridges that meet in the center of the crossing. Two people must coordinate the lowering of the drawbridges in order to get across: one at the tower and one at the fort.

The Fort houses ~100 loyal guards that are known to be skilled in a particular area or in some way a cut above the average rogue. The Fort is six stories tall but isn't any larger in square footage than the guard house (Area 10). Although the Duke doesn't know which ones are infiltrators, he suspects a few of his men are double agents working for the FPS.

"The Duke" is a very strong man who has a naturally commanding and arrogant voice. He continually walks a tightrope with Security. They allow him to stay in power only because they know he can keep relative order in the town. The Duke manages to corner new inmates into doing him some form of service. Usually it is either spying on neighboring towns and villages, mining, or guard work. Most end up serving 90 to 120 days as a town guard. Although the pay is ridiculous, it does give new inmates a chance to get themselves a little experience in the prison prior to embarking into the harsh wasteland beyond the Bordertown walls. And if the Duke sees some truly fine material in front of him, he always has some reserved missions to give those who are so inclined.

12. Warehouses: The Duke takes pride in his collection of fine automobiles and associated hardware. Massive warehouses sit in front of the circular guard tower. The warehouses are situated within their own section of Bordertown, walled off from everything else. Guards patrol the area, and some of the space is used for training purposes.

Bikes, Trikes, Cars, Buggies, Vans, Pickups, Monster 4x4s, and smaller recreational vehicles are stored here. The Duke maintains one of the prison's greatest collection of vehicles. No one is really sure why he has such a collection; the Duke and his men rarely ever leave Bordertown East! Secretly, the Duke plans on utilizing the autos for defense of Bordertown or to overthrow an unsuspecting neighbor village or town.

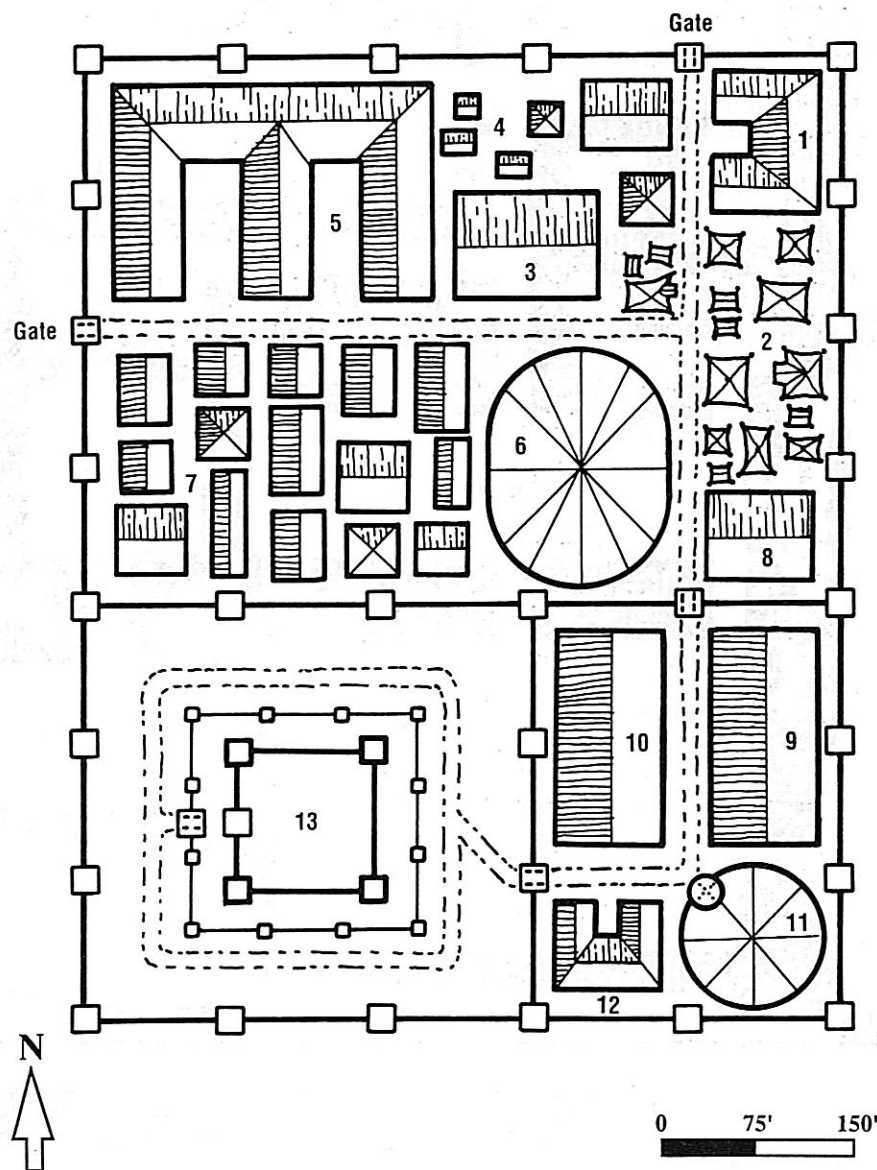


3.4 SETTLEMENTS

There are many settlements inside the Free Prison, ranging from the generally well-ordered and civilized Free City to the decrepit and chaotic Beohieka. Some settlements are little more than collections of tents thrown up by nomadic bands while others are industrial centers like Pitts. There are also neolithic backwater villages and technological wonders like Cyberville.

Layouts for three different settlements are provided here, and one — the Trader's Fort — is described in detail. These are merely provided as sample locations as it would be impossible to display all of DVFP's environs. You are encouraged to sketch out additional layouts of other towns you wish to use with frequency in your game.

TRADERS' FORT



THE TRADER'S FORT

The Trader's Fort, run by the prison's Godfather, the Fat Man, is a place constantly bustling with activity. It is located in the geographic center of the Free Prison for two main reasons. One, it is highly accessible to everyone who dares travel the prison wastes, and two, it is far away from the main FPS bases. The Trader's Fort not only has a large walled city, but surrounding it is a huge, sprawl-like tent and shack land where some truly vile and degenerate types while away their measly lives.

Within the city, however, can be found a decent living atmosphere, at least gauged by Free Prison standards. Further into the fort's infrastructure can be found an upper social class and the fort's only FPS well. Beyond that can be found the Fat Man's stronghold. Below the stronghold is a massive array of catacombs and dungeon passageways where the Fat Man does his dirty dealing. Only proven, trustworthy inmates may gain access to these underground passages. Here, numerous storage facilities for illegal, high-technology items can be found, having been taken from fallen FPS infiltrators.

Trader's Fort Description

- 1. Garage:** This is a respectable garage, run in cooperation with the garage at Truk Stop. Since the Fat Man ultimately controls both the Trader's Fort and Truk Stop (they are really jointly run facilities), goods are freely distributed, and sometimes shared, between the two. This obviously applies to the garage as well. Unlike Truk Stop, very few vehicles and parts are sold through this garage. Typically, mechanics attempt to repair or build up vehicles that are brought in. Whether they are ancient dune buggies, or modern all-terrain vehicles, this shop is able to work on them. The question is what the end result will be. After all, there are no guarantees and no Better Business Bureau to report to!
- 2. Trader's Tents:** This area of town is a true example of free trade. Anyone who has the clout to set up a tent or shack and barter their goods can do so. Anyone who is strong enough to ward off robbers and protect their goods at least has a chance to compete with the others. But chances are, a marketer who is in business today may not be next week. Regardless of the near-impossible business atmosphere here, there are a few diehards who always seem to ward off the vermin and run a legitimate business. After all, not everyone in the Free Prison is out for thievery and deception!

3. Trader's Wholesaler: This two-story warehousing marketer works and reports directly to the Fat Man. The name of the trade shop, appropriately enough, is: The Fat Man's Wholesaler. Goods are guaranteed to be either hot, overpriced, hard to find, or all of the above. Keep in mind the Fat Man is not stupid enough to offer items that the FPS has deemed illegal, only items that are rare and highly in demand by the average inmate. How much would the typical inmate pay for a solar-powered toaster oven? Sounds farcical, but you'd be surprised at the going rates for oddities like these that were once everyday items in society.

4. Shady Shops: Just behind the Fat Man's Wholesaler is a collection of more intriguing shops, many of which are only fronts for selling harder to find items. Weaponry, techno-gadgets, and components can be found here if the buyer is not suspected to be an FPS agent. Of course, regardless of suspicion, money talks, suckers walk.

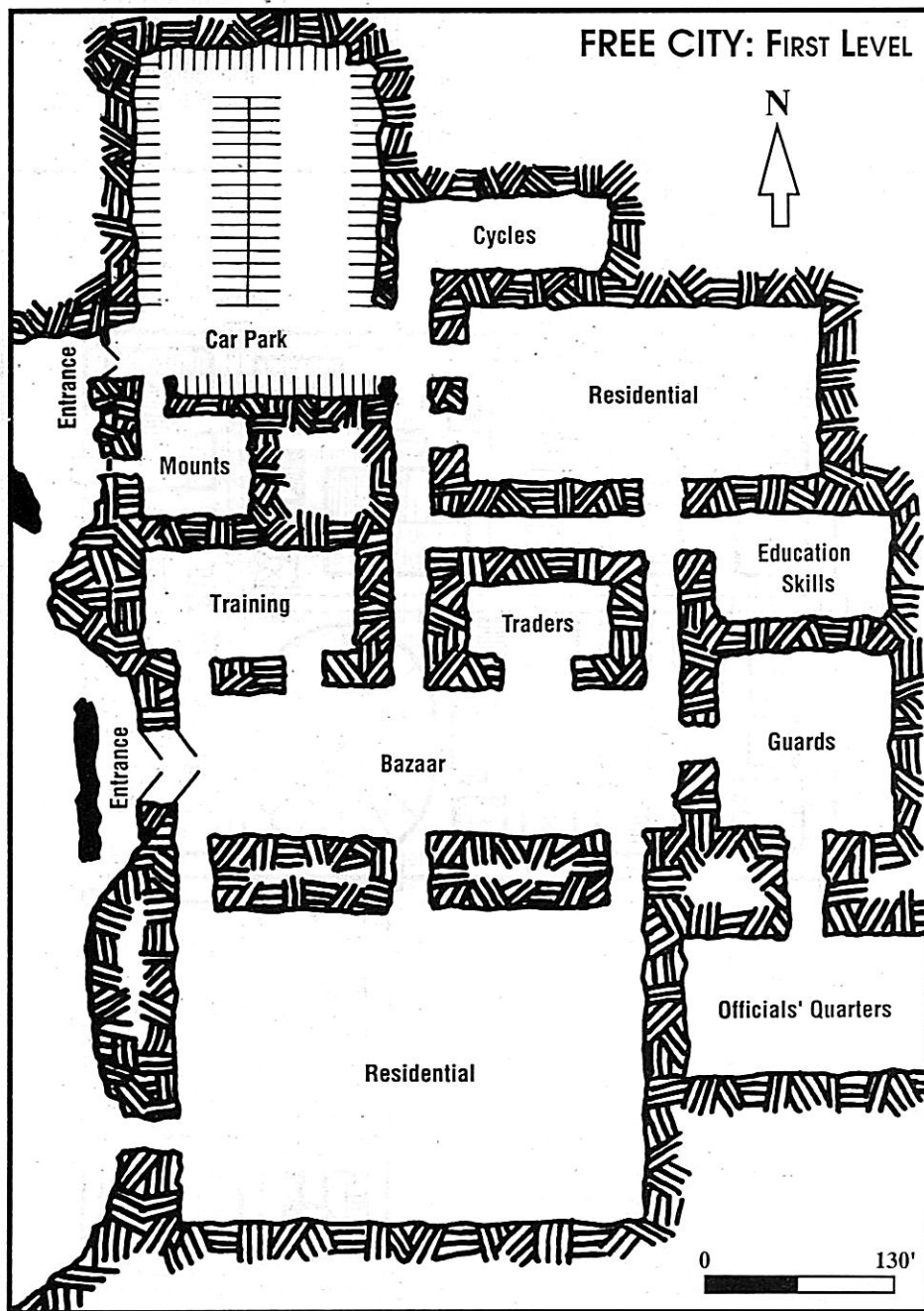
5. Inn: Imagine a five-story housing facility for holding uncontrollable vagabonds and misfits who have no regard for law, order, or decency. Imagine stench, scuffles, blaring music, shrill noises, sickly designed neon, and high-priced rooms barely large enough to fit a bed in. OK, now add in a few hundred rowdy punks who didn't come here to sleep in the first place. They came to party, and this is the Trader's Fort Inn.

6. Arena: Although every city and most towns have an arena, the Trader's Fort arena is one of the Free Prison's most famous exhibitions. Every night, inmates duel to the death with a variety of rules and regulations, according to the day of the week, or the individual challenge at hand. For instance, many gang leaders often settle their disputes, leader vs leader in the Trader's Fort arena, rather than suffering severe losses to their Sandgang. Once a leader has fallen in battle that result makes law here.

Amateur night offers new inmates a chance to collect a few hundred gold pennies. All fights are heavily bet upon and the winner always receives a small cut. Some duels are one-on-one, some are group brawls. Some utilize no weapons or armor, others are reserved for cyber-enhanced barbarians. Some are reserved only for the most prestigious gladiators, while others are initiated entirely through personal vendettas. The arena can hold excitement for any PC, whether they are joining in on the duels, or simply betting on their favorite gladiator or organization.

7. High Rent Housing: This area is guarded tightly by hired mercenaries and thugs whose sole duty is to keep intruders off their block. The Fat Man rents out space, block by block, to any organization that can procure it. As such, this section of town has evolved into sort of a mini corporate sector. Big prison businesses have maintained tight control over these town blocks. Probably the only real hint at modern civilization in the entire prison, other than the occasional high-tech gadgets that can be found from time to time.

8. Bar: This place not only brews its own liquors and ales, it sells them in one of the most raucous atmospheres around. Live bands constantly pour out thrash music though booming speaker and light systems in this smoke-ridden party hall. The place is packed twenty-four hours a day. Needless to say, some massive and somewhat bloody brawls can erupt here.



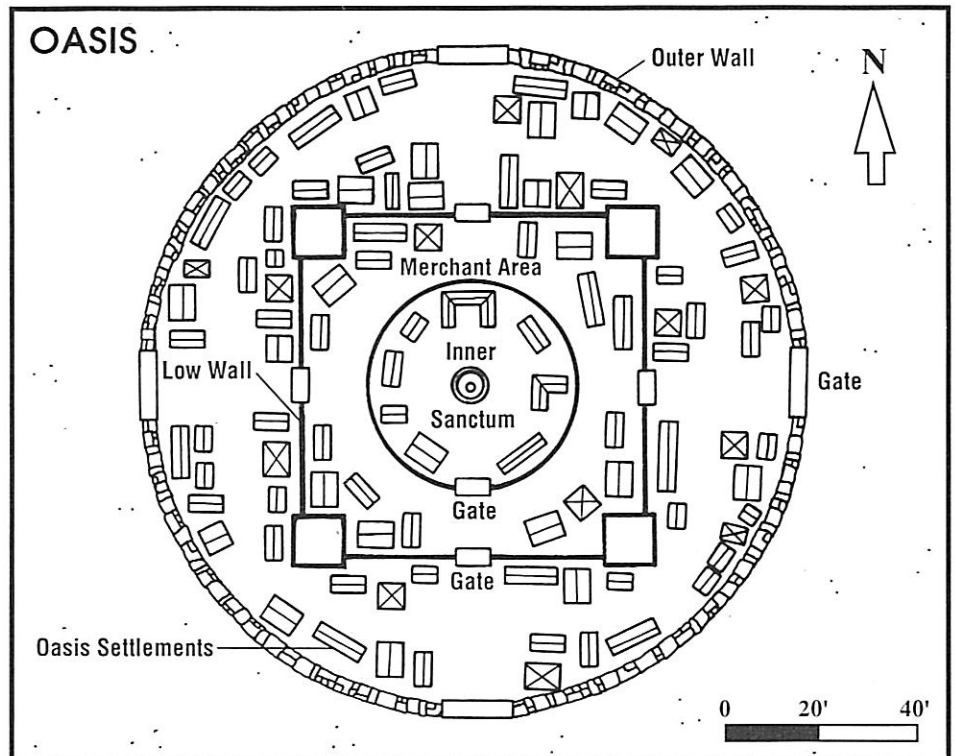
9 & 10. Guard Housing: General guard quarters and training stations for the Fat Man's brigade of over a thousand core guards, not all of which can be housed here at the same time. Only those on official business of the Fat Man may pass through the gates to this section of town, and these two massive guard houses make certain that rule is strictly enforced.

11. FPS Well. This is a closely guarded FPS Well. Storage tanks continually suck water from the well and an innovative plumbing system sends the water down into the dungeon complex below the city.

12. Armory: This is a general storage facility for the town's supply of legal weaponry and armor. Some vehicles and quality animals are also kept in this facility, but it is important to note that all explicitly illegal weaponry, armor, and high-technology items are stored in secret, and under massive guard, deep within the Fat Man's dungeon complex below the stronghold and fortress. This is to assure the Fat Man doesn't get masses of FPS personnel raiding his fortress to uncover his black market operations.

13. The Fat Man's Stronghold: The Fat Man's castle is really only a front to all. It has been mentioned that the Fat Man resides deep within a dungeon complex. This is known only to a select few individuals as it is a closely guarded secret. The castle has been erected for the purpose of making people believe the Fat Man is residing above ground, with all of his operations out in the open. Quite to the contrary, he is several hundred feet below the surface, in a massive complex of passages and chambers, filled with black market goods, slaves, and untold sins.

The Fat Man has set up a dummy Fat Man in the castle, to make the charade look all the more real to the FPS and to the various Kingdoms who seek him out for trade purposes. The dummy looks similar to the real McCoy, but never gives a definite answer to sensitive questions. He consults the Fat Man first, then gives a reply at a later date. An obvious excuse for a delay is that it's to gorge himself with food (which is possible due to several wetware enhancements). But



keep in mind not everyone gets the Fat Man Dummy treatment! In order to make it as far as the Castle that person had to be real important. As such, the person is either legitimate or attempting to infiltrate the operation. Those who are at it only for the information's sake get the Dummy, while those proven to be on the level gain audience with the Fat Man, or one of his numerous underlings.

FREE CITY

Allied with the Trader's Fort is Free City (sector 16), an underground haven for well-meaning and industrious inmates. Shortly after the Free Prison first opened, an amalgam of smaller gangs and "intellectuals" forged an alliance for their mutual benefit and protection. They selected a site and began delving an extensive underground dwelling. Today, the Free City is a bustling and healthy commerce center. Though several levels of the city have been excavated, we provide you with a simple layout of the first level which indicates some of the segregated sectors of the settlement.

More information about Free City and the Alliance can be found in Section 3.7, The Kingdoms.

OASIS

The settlement of Oasis (sector 20) is the gravitating point for the Free Prison's population of hardened Arabian criminals and other middle eastern inmates. The small town was founded by a band of Arabs who struck it rich in gold soon after the prison opened. Centered on an official FPS well, Oasis sports an inner sanctum controlled by its founders, a bustling merchant area, and a concentric ring of shanties and hovels populated by a decidedly ethnic throng.

The founders of Oasis do a brisk trade with Cyberville which lies to the northwest and has been a long standing ally and partner.

3.5 STRONGHOLDS

There are many different forms that strongholds, castles, and forts may take in the Free Prison. Although the terms castle, stronghold, and fort are virtually synonymous with each other, there are a few subtle differences. Castles are usually stand-alone structures, generally made from stone or wood, often multi-level and full of defensive positions around the rooftop. Forts, on the other hand, are usually walled-off structures that protect buildings or objects within the walls.

Strongholds could be any place with strong levels of military defense. Thus, any fort or castle could be considered a stronghold because it is a place of strong defense.

It could be said that most gangs in the Free Prison have a stronghold of some kind — whether it is a cavern, a defensible canyon, a fort or castle, or an excavated mine. Sandgangs rarely leave themselves vulnerable to attack, especially when it comes to their base of operations. You

must make certain that every prominent organization within the Free Prison has an appropriate stronghold. The smaller, less prestigious organizations will operate from small mountain overlooks, natural caves, or small dungeons. Larger organizations will have defense levels and quality of supplies and structures to match their prestige, resources, and relative power.

Obviously the large Kingdoms presented in Section 3.7 will operate dominant strongholds able to ward off large-scale attacks. This is where forts, large dungeon complexes, or castles come into play.

Provided below are the layouts of two types of strongholds. The first, Truk Stop, is a desert floor vehicle depot. What it lacks in defensible terrain is made up for in having strong, fortified walls and a powerful patron in the nearby Trader's Fort (the Fat Man). Second is the layout of the fortress of the Amazon Sandgang. Less defensible walls are made up for in the remoteness of its location and the buffer of turf boundaries.

TRUK STOP

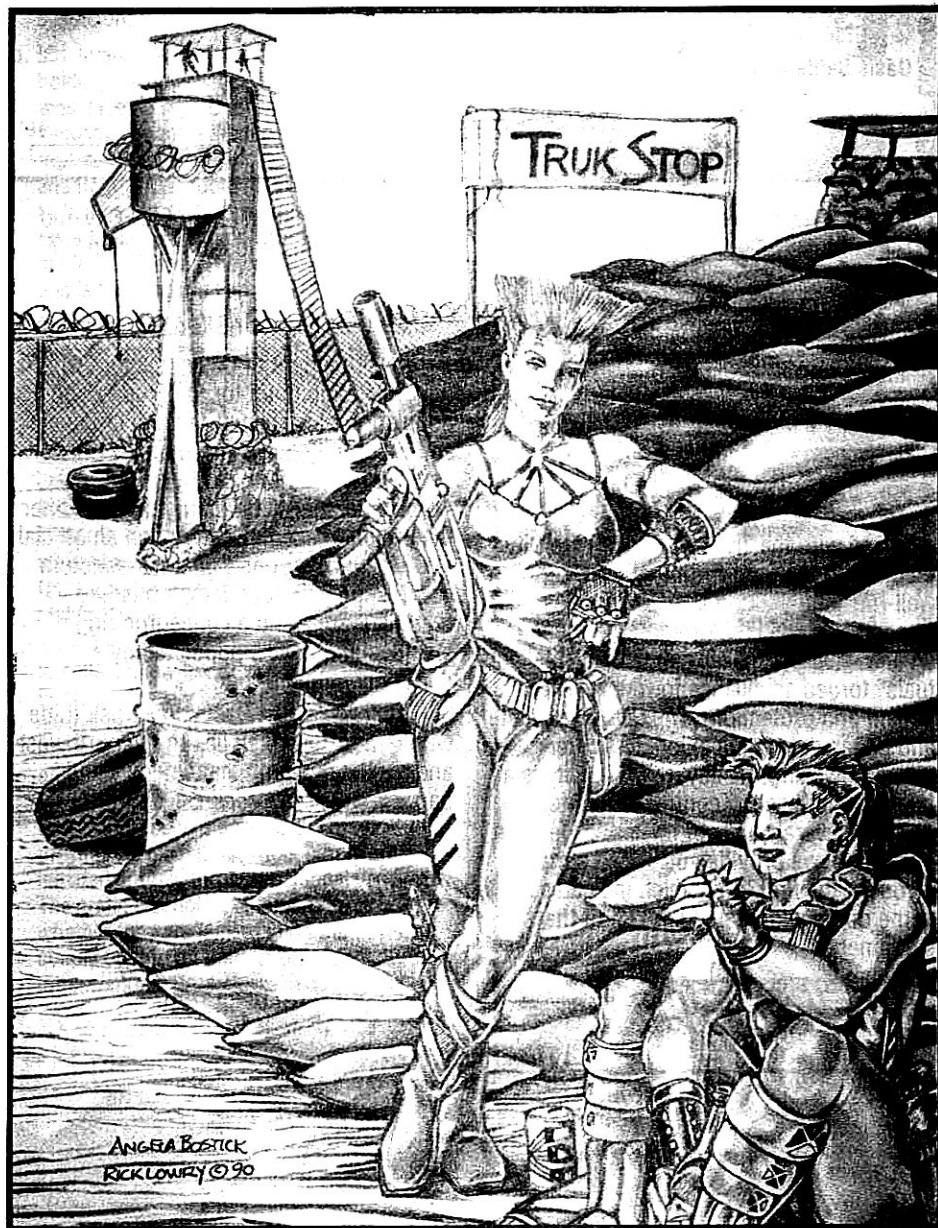
Truk Stop is the vehicle supply counterpart to Trader's Fort just a couple of miles away. It has turned into a converging point for independent road warriors and all vehicle-based gangs who range through the central basin of the Free Prison. It is a lawless and dangerous area where antagonistic bands circle the stronghold awaiting their turn to enter and gain their precious supplies.

Below is a listing of what may be found within the Truk Stop stronghold. You may flesh out the descriptions provided here to suit your campaign.

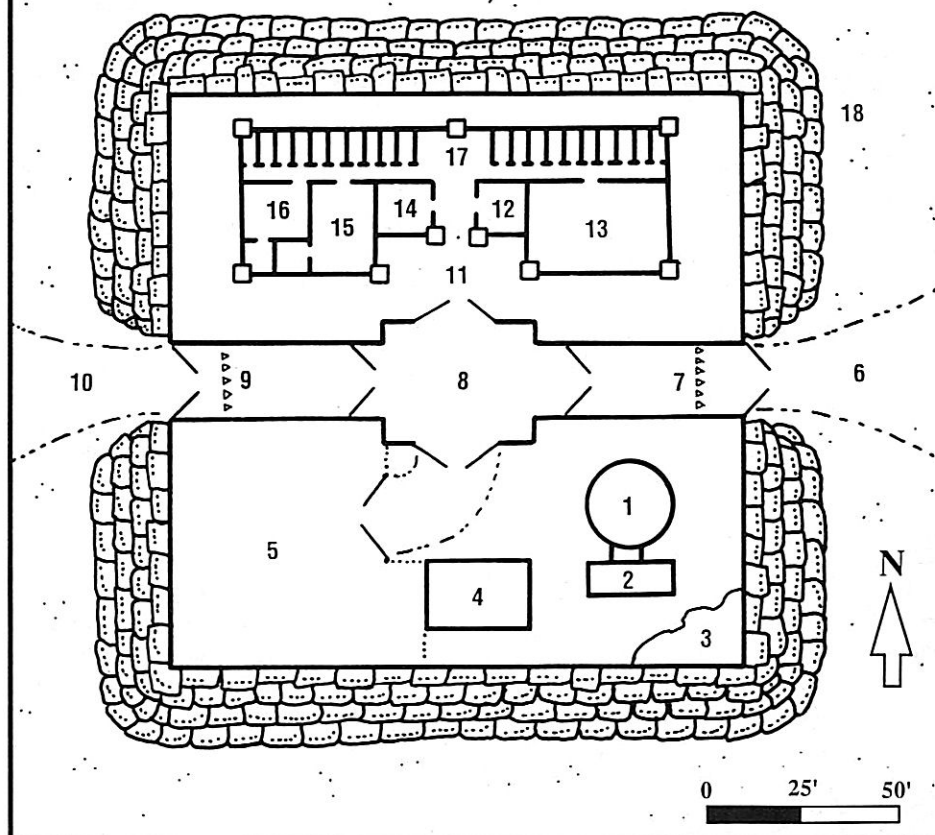
Truk Stop Description

1. **Megahol Storage:** This massive, circular storage tank can hold more than 10,000 gallons of Megahol. On any given day, this tank will have between 1 and 10,000 gallons; simply roll four ten sided die in a row. The first one is the thousands digit, second is the hundreds digit, third is the tens digit, and the fourth is the ones digit. Example: 0-3-4-1 will yield 341 gallons, while 0-0-0-1 will yield a single gallon of Megahol.

The amount of Megahol in the storage tank directly effects the price that the leaders of the Truk Stop charge per gallon. If there are more than 5,000 gallons, the price is one gold penny per gallon. If there are between



TRUK STOP



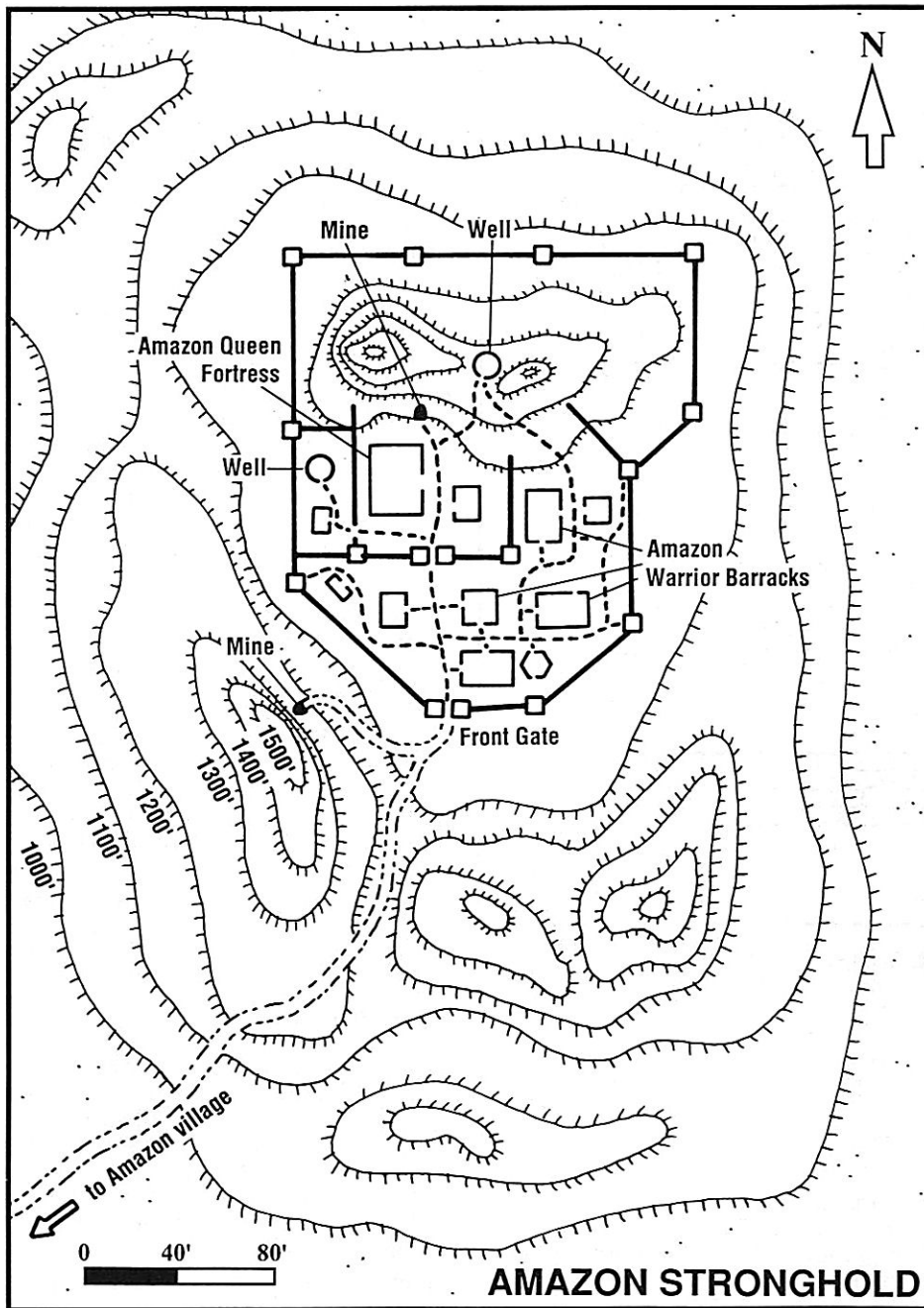
2,500 and 5,000 gallons, the price doubles to two. Between 1,000 and 2,500 the price doubles again to four. Between 500 and 1,000 the price is ten gold pennies per gallon. Between 250 and 500 the price is twenty-five gold pennies per gallon. The Truk Stop will not sell Megahol below the 250 gallon mark (it is reserved for stronghold use).

2. **Megahol Refinery:** This clay-brick building is used to process a crude form of Megahol, the fuel used by most of the Free Prison's vehicles. Actually, it is a mix of Ethanol and other highly combustible additives that are Megahol burner compatible. So actually, the Truk Stop doesn't sell true Megahol, just a rough equivalent. Various kilns, urns, tubes, vats, chemistry equipment, and liquid separators can be found in this processing facility. The liquid separator is connected by piping directly to the circular storage tank.
3. **Grain & Wood Storage:** Here, large amounts of grain and wood are stored for future processing.

4. **Garage:** This is one of the most elaborate vehicle repair shops in the entire prison. No doubt about it, this place gets some of the rarest parts around, and they have the staff to use them. Of course, they don't do it for free, and they do other people's work only after they have taken care of the Fat Man's requests from Trader's Fort. Note that several guards are stationed here at all times.
5. **Stockade:** A fine collection of vehicles, both working and totalled, can be found here. War dogs and armed guards are constantly on patrol here.
6. **One-Way Entry:** Once identity and intention have been determined, vehicles are (usually) allowed to pass through the east gates. Once through the eastern-most gate, it is closed off while guards come to interrogate the "customer" for any false intentions. One of the first things that must be shown is ample gold or silver to purchase items with. No one is allowed further in without funds — even to look at a potential purchase or to parley with

someone. Of course, role playing may dictate the circumstances otherwise, but this is a general rule of thumb. Those without booty are forced back out the way they came! Those with booty may continue through the second gate to the service area 8, described below.

7. **Tire Trap:** Any vehicle breaching the gates, or attempting to get away without paying (or what-have-you) must cross over this Tire Trap. Sharp, dagger-like spikes that normally lie flat against the sand may be raised to catch vehicles from either direction, automatically slitting their tires open.
8. **Service Area:** Here, drivers may barter with Truk Stop agents for either parts, vehicles, or Megahol. Little haggling goes on here as the market is obviously cornered — where else can you go? Rarely are customers ever allowed to get out of their vehicles, and when they are, they must be escorted by at least twice as many guards.
9. **Tire Trap:** This is the western trap, exactly like the one described in area 7.
10. **One-Way Exit:** Here, vehicles exit the Truk Stop's safe confines.
11. **Courtyard:** Anyone standing in this courtyard in front of the castle is susceptible to attacks from all four corner towers. Guards with projectile and missile weapons are constantly stationed atop these towers in case of unwanted visitors.
12. **Storage Room:** This is a storage room used for weapons, armor, food stuffs, survival gear, tools, construction supplies, and other oddities. The room is in disarray.
13. **Conference Room:** This massive room, originally planned as a large conference and meeting facility, has been turned into the organization's party room and living facilities. It is filled with an entertainment system, lighting effects, gas generator, several card tables, chairs, game boards, ancient video games, cheap computer systems, a rudimentary futuristic pool table, and several empty kegs.
14. **Waiting Room:** This is a typical waiting/meeting room for visitors who shouldn't see more than they have too. Just the basics here, in decent order too.



15. Leader's Quarters: Typical bedroom and study for the leader of Truk Stop. Currently the leader is a man by the name of Hugo Poke, one of the Fat Man's trusted underlings. Truk Stop is a coveted posting in the Fat Man's organization, and a good tour of duty here bodes well for future advancement. Truk Stop gets a new leader about once a year.

16. VIP's Quarters: A well-maintained room for guests or visitors.

17. General Quarters: Nondescript rooms for Truk Stop's myriad guards. Bunk beds are found in all rooms.

18. Sand Bag Heaven: The exterior of this entire walled stronghold is covered with massive sand bags. Obviously there is more than enough sand around. These bags provide Truk Stop's walls with added reinforcement against rams and any projectile weaponry that jealous gangs may muster to use against it.

AMAZON STRONGHOLD

The Amazon Stronghold layout is provided as an example of what a typical wooden fort may look like in the Free Prison. The Amazon Sandgang maintains this structure, along with a village not too far away.

As mentioned earlier, this stronghold gains security through its remoteness, though that is never enough to guarantee safety. Therefore, a large contingent of the Amazon's warriors are housed here or in the nearby mines, ready to defend the structure to the last.

Due to their marked hatred of the prison's male population, the Amazons have become an isolated community, and there is much bad blood between them and other organizations prison-wide.

3.6 UNDERGROUND

Caves and dungeons are abundant throughout the entire Death Valley Free Prison area. Considering that they have automatic air conditioning (caves are typically a constant 65°F all year round) they represent the housing of choice for many inmates. As a rule, underground inmate dwellings must maintain a one mile distance from the border of the prison to keep the FPS from coming in and obliterating the base.

Some mines are old and decrepit. These are ancient remnants of the late 1800's and early 1900's and are not only unstable, but dangerous! Some have noxious methane built up in their depths, ready to explode at the slightest spark, while still others are ready to cave in. An estimated 20% of the mines within the Free Prison are of these more dangerous types.

Some mines represent newer and safer constructs delved by inmates who have burrowed deep into the earth over the past twelve years since the prison's opening. These mines are surprisingly well built and safe. Many Kingdoms and Cities have precious metal mining to thank for their relative prosperity. Free Prison currency is made from gold, silver, and other alloys; primarily tin or iron. The organization that can mine the most gold and silver will have the money required to build their empire, purchase equipment, and pay their men.

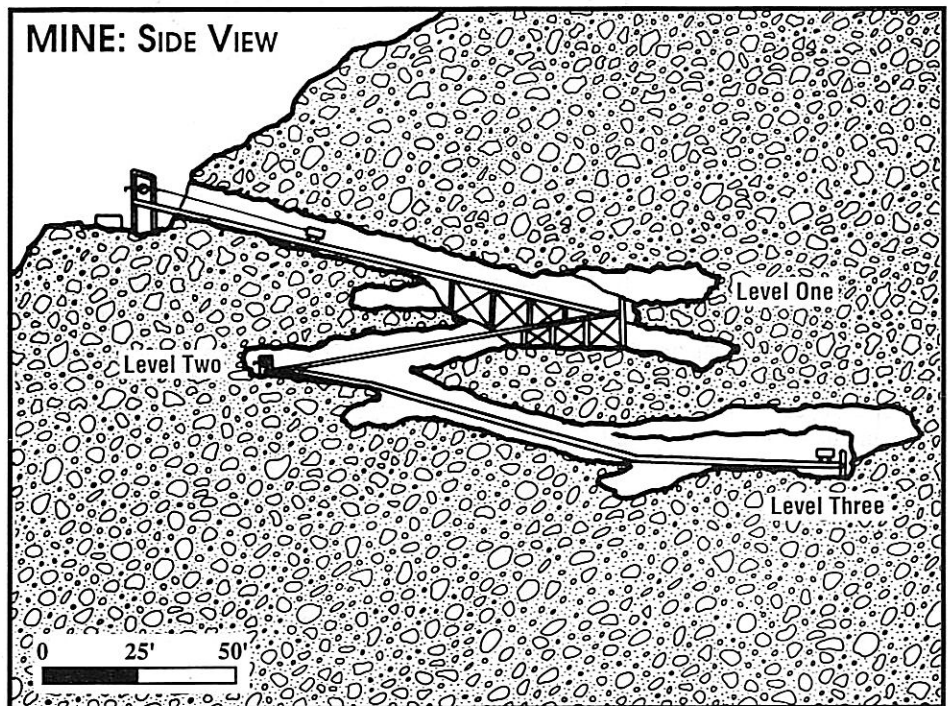
TYPICAL MINE

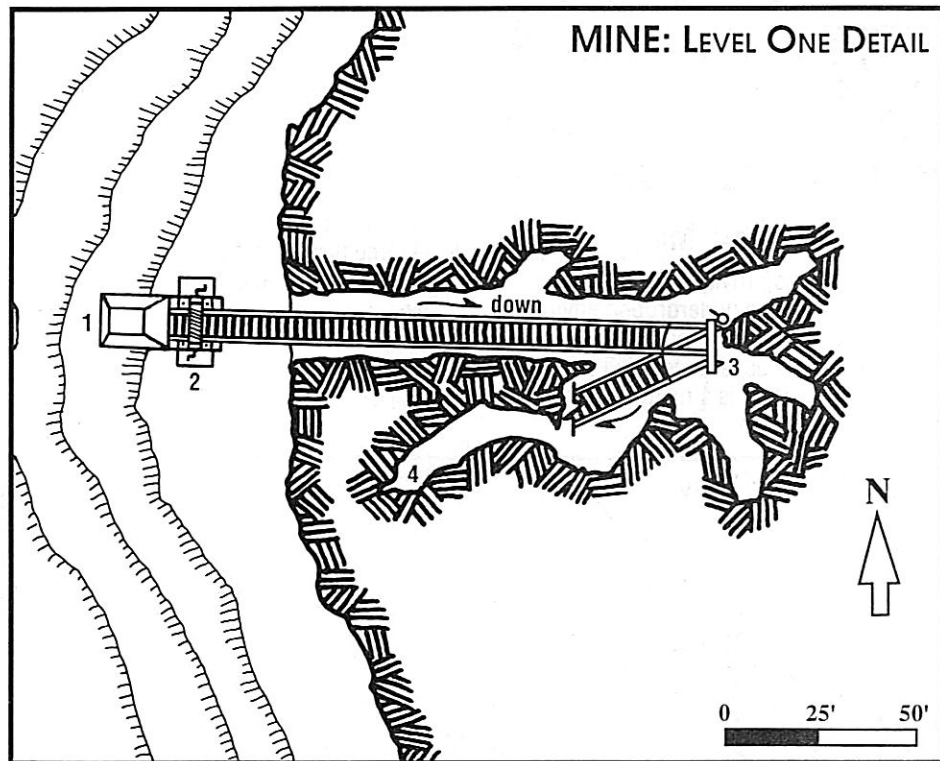
This layout is provided for GMs who need a ready-made underground environment for a spur of the moment adventure, or as a basis for generating a full adventure from scratch. Here is a relatively small but typical mine.

Mine Side View Description

This side view of the mine shows that there are three main levels of mining going on here. Obviously, as the veins of precious metals (typically silver) have run out, the miners are deciding to work deeper by turning tracks and burrowing further down into the mountain. Perhaps when level three plays out, they will turn the tracks once again and work even deeper.

Wooden supports at the entrance hold up an area where the mining carts can be pulled up from the depths of level one with a large, geared wrench. A cart full of





4. Long Vein: This long vein extends for more than forty feet — not bad for a vein of silver. The revenue generated from this vein alone has paid for all of the mining equipment and nearly all of the construction costs and wages for the men.

Mine Level Two Description

5. Cart Turntable: This is the end of the second level of tracks that turns nearly 45° to head downwards to the third level of tracks. A more elaborate system has been developed here to switch the cart to a different track. A solid, circular device was constructed to rotate the cart from one track to the next and it works quite efficiently (provided it is well greased). No levers or pulleys are required here; simply stop the cart on the level landing, then pushing one end of the cart to rotate the tracks, reconnect the next level's wrench and cable, and continue onward. Another wrench, exactly like the ones on level one and outside the mine is here, along with another rail car stop.

6. Storage Area: Halfway down the second level, a small vein of silver was found that eventually blossomed out into an area somewhat like a twenty by twenty foot room. As time wore on, it has been used by the inmate miners as a storage room for equipment and ores.

minerals could never be pushed up the slanted tracks, unless perhaps there were five or six cyber enhanced inmates using their energized limbs for strength. The wrench allows inmates to crank the cart slowly up the steep grades to the end of the track where the cart may be dumped into a loading container. From here, inmates may shovel minerals out of the container to be melted down in a furnace later.

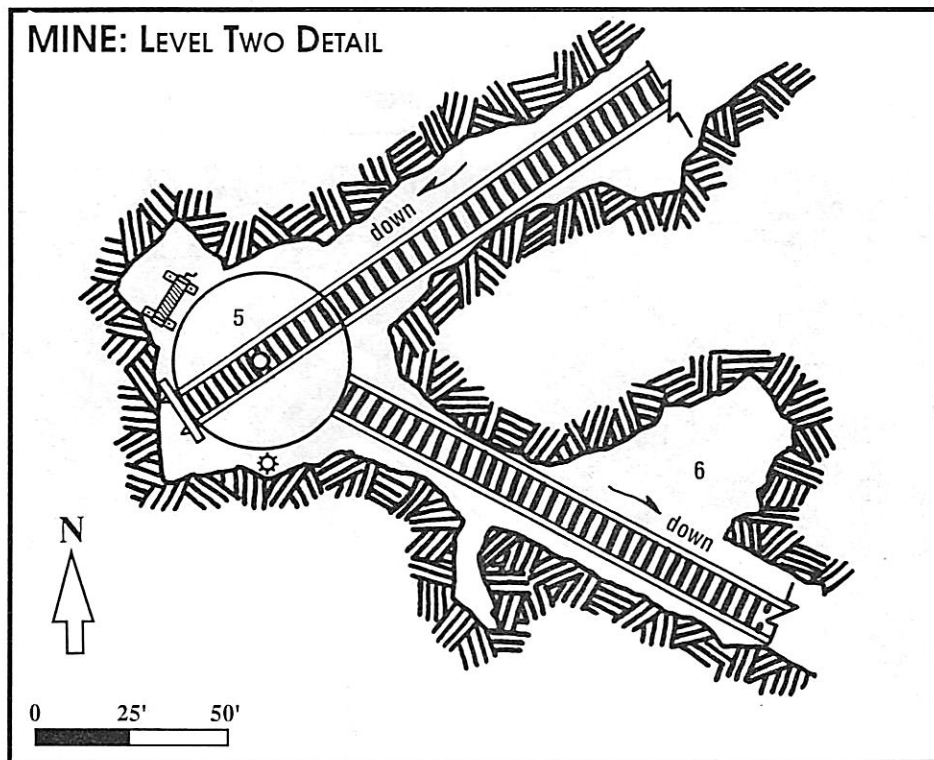
going up or down. Once the cart is stopped against the rail car stop, a huge lever may be pulled to switch the track's angle, much like a train track switches trains from one track to another.

There are several small veins that have been explored, but none of them yielded very much, so they remained small and narrow.

Mine Level One Description

- 1. Mineral Container:** This container can hold up to a ton of raw ores, although the ore dropped in this container is never more than 20% pure. The samples dropped in this container are usually only 5% pure, with many other fillers and rock taking up most of the bulk. The mineral container has a metal door that can slide open so inmates may shovel out the goods.
- 2. Cart Wrench:** This is a giant, geared wrench that can pull the mining cart up from the dogleg turn at the bottom of level one. The wrench, like all wrenches in this mine, can be set for either high or low gears, depending on the load within the cart.
- 3. Dogleg Bend:** This is the end of the first level of tracks. A steel and rubber stopper braces runaway carts in case of an accident. The tracks here may be switched from one angle to another, depending on whether the cart is

MINE: LEVEL TWO DETAIL



Mine Level Three Description

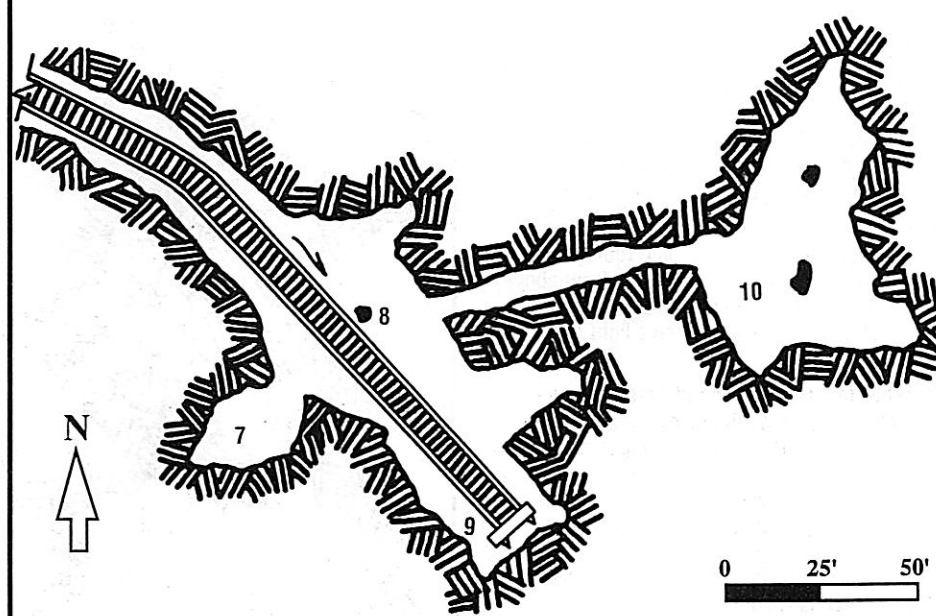
7. **Current Vein:** Mining equipment can be found here as this represents the most current vein that is being mined. The excavations are quite recent — perhaps one or two days old. Foot prints can be found all over the dusty, rocky floor, and two rechargeable lanterns can be found leaning against the wall. Two pick-axes are also found lying on the floor amidst some rubble. Careful examination of the walls reveals a very thin, but significant vein of silver. The silver resembles wisps of white cloud or perhaps wavy marble running through the, hard, granite walls.
8. **Ceiling Support:** Here can be found a huge, sturdy, wooden ceiling support. Without it, there is a good chance the ceiling will cave in.
9. **Cart Stop:** Another cart stop can be found on this nearly perfect, level floor. Ample room has been left in case another tier, or rail car track, needs to be added in the future. However, no rail switching mechanism is currently in place, nor being built.
10. **Silver Rush:** At one time, a massive vein of silver was found running deep into the mountain's core (actually only 100', but it seemed like forever to the miners). The vein panned out, and a few other minerals, typically quartz, was found, so the area grew into a large chamber. Today, more wooden ceiling posts assure the room's safety, and several rechargeable lanterns can be seen hanging from iron spikes in the wooden supports.

TYPICAL EXCAVATED CAVE

In the accompanying layout, a dungeon has been built into an existing natural cave. This is a very common occurrence within the Free Prison as inmates initially find a cave suitable for living, then slowly add onto it until the cave doubles as a full-time, underground residence. The dungeon depicted in this layout could be home to a band of mercenaries, or a group of sandgangers. It could be an outpost for a distant Kingdom, a group of secluded traders, or perhaps even a secret hideout for a band of Manta Infiltrators. Again, this layout is left generic so that you may flesh it out to fit your particular adventure.

The cave depicted here could be on the side of virtually any mountain in the Free Prison, as there are lots of natural caves within the Death Valley region. This one in particular has a rather large main entrance and then a live underground stream running through the back sections of it. Thus, we are dealing with a "live, wet cave".

MINE: LEVEL THREE DETAIL



Live and Wet are terms often used with caverns. Caves are either wet or dry. Those that are dry have either previously been wet and are now dried up, or they were formed entirely by one of two things. One could be that a plate in the earth's crust has shifted, causing a large crack or opening that resembles a cave. Alternatively, a large segment of stone could have broken away from its parent, crushing down loose sediments below it, forming a gap between the two.

Wet caves are far more frequent and develop over thousands, sometimes millions of years through the process of erosion. Water cuts through minerals and sediments, causing them to wash away into an external stream running down the mountain. As water cuts through layer after layer of rock, the water could branch into more than one stream. As it cuts through the minerals and stone, large sections of the ceiling may fall in, opening up a whole new section of the cave, or release a new stream of water to add to the process.

Caves can be either live or dead in addition to wet or dry. Live caves obviously support natural life such as bats, spiders, various insects, mammals, blind fish, and so on. A dead cave, as the name suggests, supports no natural life, but could house humans as in the case of the Free Prison.

Cave Description

1. **Entrance:** This entrance represents a larger than average cave opening, as the entrance is over 15' wide, and some 20' high. Just inside, however, the ceiling tapers off and declines in height to ten feet in the center, and all the way down to 5' or less near the edges.
2. **Rocky Foyer:** This entry cavern measures over one hundred feet from east to west and nearly eighty feet from north to south. As mentioned in the previous description, the ceiling of this room is only about 10' high in the center, while it tapers down to floor level at the edges, making this room appear large and saucer-shaped. The corners of the room, and some isolated spots in the center have caved in from the ceiling above, making travel through certain areas impossible (and making excellent cover for guards!).
3. **Low Ceiling:** The ceiling has caved here. Although it is possible to crawl through certain portions of this shallow section, it will only reveal a dead-end wall to the south.
4. **Sinkhole:** The ground in this section of the cave is soft with clay-like sediment. Red, brown and orange clay has sunken into the earth here as much as 50' down.

5. Fallen Ceiling and Tree Ladder: Huge plates of the ceiling have fallen here to form a small cliff face measuring more than 30' high. Large slabs of granite can be found flattened against the clay floor below, creating a monstrous stair-step pattern. Characters able to climb up to the very top level of this cliff face will notice a strong, pine trunk rising up to the ceiling. Its limbs have been sheered off with a blade of some type, making a natural ladder. High above, beyond the ceiling, the tree lets out into a steep, low ceilinged passage into the cave beyond.

6. Long Passage: This is a long, meandering passage, dry and full of fallen rocks from the 25-35' ceiling above. Bats hang from above, and reflective mineralized water can be seen beading on the ceiling when a light source is utilized.

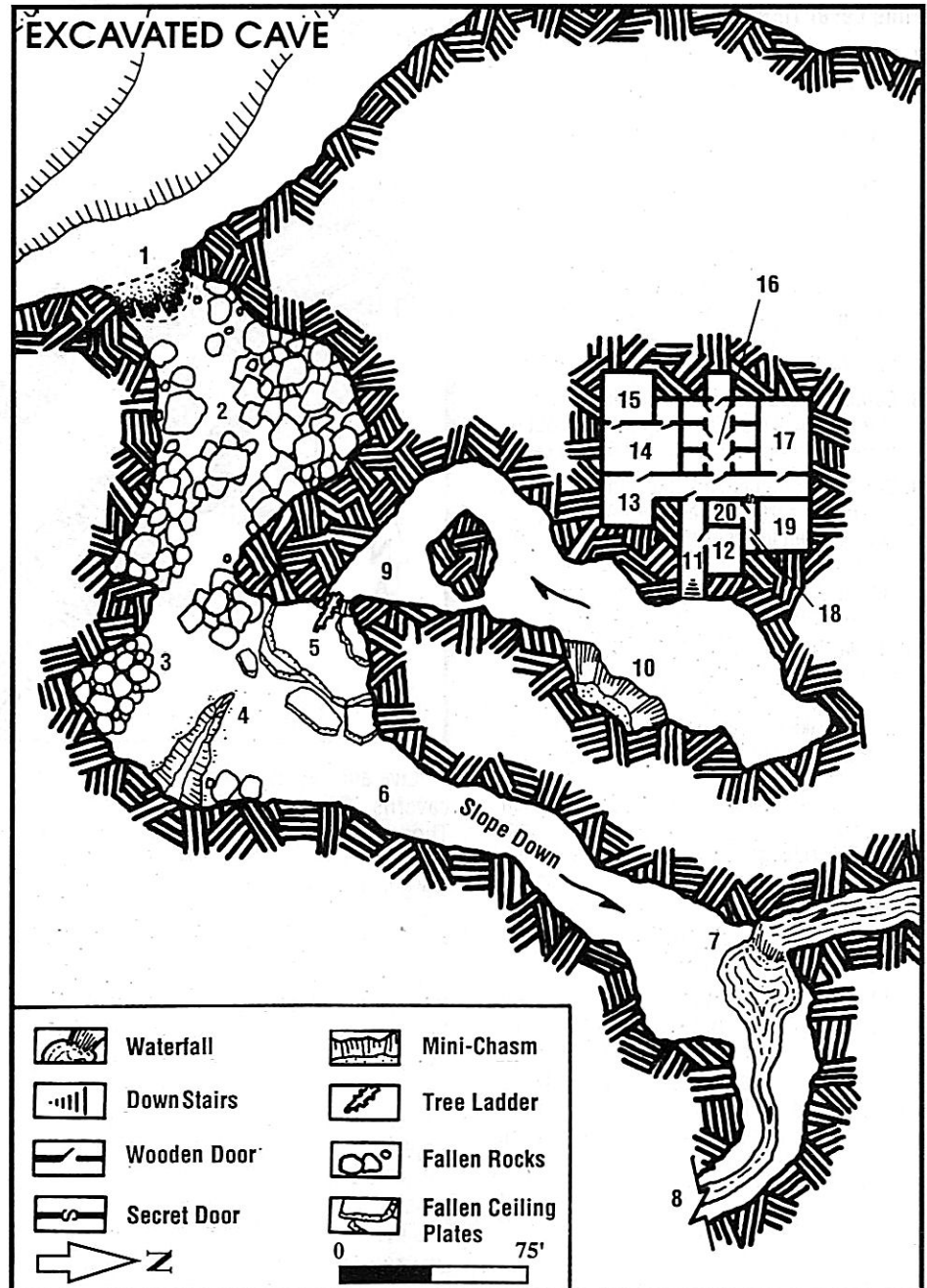
7. Waterfall: Here, a second passage pours water out after a rainfall, or during spring thaws on the larger, snow-capped mountains (depending on where the GM places this cave complex). The water passage is extremely long, and at some points, narrows to only 1.5' high. Travel through these sections is possible only when the watercourse has dried up, which is roughly 80% of the time.

8. Long, Winding Passage: This passage meanders deep into the earth. You may elaborate on additional caverns or perhaps even dungeon levels further down the passage. A mining operation might also be established further down, if the situation warrants.

This is an extremely steep climb down rock and clay. Due to the low ceiling height, it is required that characters kneel or crawl while climbing. There are enough rocks to secure a rope if necessary.

9. Entrance to Inner Sanctum: This is a shallow entranceway from the top of the pine ladder below, to the excavated complex beyond.

10. Mini-Chasm: A steep depression in the rock mirrors a small chasm here on the eastern portion of this large cavern. The ceiling opens up to about 15', with several stalactites hanging down directly above a few small stalagmites. Mineral water drips constantly from the stalactites, adding ever so slowly to the size of the mineral formations. In the center of the western wall is a man-made stair well, ten feet wide, leading down into another man-made passageway. Remains of a fire can be found near the chasm, as if the ashes are swept over the edge when done.



11. Entry Passage: This is trapped passageway. Just before the northern door is a floor level trip wire made of fishing line that triggers some very loud bells. Anyone walking through the trip wire must succeed at a MM/Ag:E to avoid tripping. The alarm will alert the entire base of intrusion.

12. Storage Room: This room houses a collection of spelunking gear used for navigating the rocks in the caves and the

cliffs outside. A table is set up against the western wall and has several tools spread across the tabletop. A gas generator is in disarray on the floor, and specific parts are on the table, obviously broken.

13. Living Room: Simple wooden tables, chairs, and a sofa have been built here. A deck of cards, and a few other basic games can be found in the room.

14. Dining/Meeting Room: A large, surprisingly well-built table is centered in this room, along with a series of crude chairs. Someone spent a lot of work bringing lumber from the mountainside in here. Not to mention building the table and chairs... A few old and beat-up books can be found randomly scattered around the tabletop.

15. Kitchen/Storage Room: A circular hole can be found carved out of the floor in this room, and is filled with well over 30 gallons of crystal clear water. There are shelves along the walls, and a table in the center of the room, used for storing food stuffs. Utensils are kept on the table, along with some basic plastic dishware.

16. Sleeping Chambers: General, nondescript sleeping quarters.

17. Leader's Chamber: This room is only slightly more elaborate than the sleeping quarters. It has a table and two storage trunks, along with maps of the prison and surrounding areas hung on the walls. A tape player can be found near the crude bed, along with several classic metal tapes from earlier in the century.

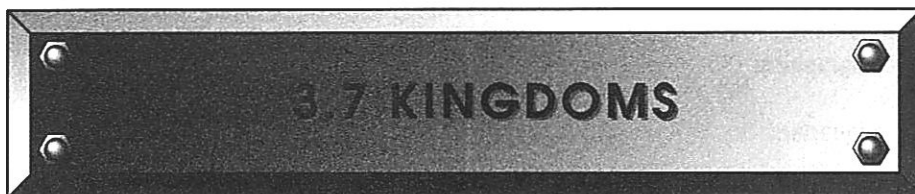
18. Secret Passageway: This secret door can be found only by attempting to search the western wall. Once checked, it is quite obvious that there is a crack outlining the door on the wall. The only way to open and close the door is by a "loose stone" that must be pressed on the northern end of this passageway. This is by far the most elaborate feature of the entire complex, as numerous cables and weighted balances had to be constructed for the door to slide open and close. All of this, for the safety of their computer system and their captured spoils!

19. Booty Storage: Locked trunks and chests can be found here, filled with whatever booty you deem appropriate. A trap may be sprung by trip-wire, which releases a large bag of granite rocks on top of the intruder (at your discretion).

20. Computer Room: This is the occupants' computer room where the leader may spend a lot of his time. Stored here is a hot CDeck with a connection to a supercharged beam modem hidden on the mountainside outside the complex. The occupants' power generator is currently in disrepair (see room 12), so the CDeck is only running on dangerously low battery power.

From here, the CDeck can tap into the prison's own communications network, and it has a limited capability to pierce the Manta Web which inhibits communications to the outside world.

Stored in the CDeck's memory is a journal of the occupants' history as well as any other information you deem appropriate.



Putting so many different gangs and other affiliations together in the same area has forced coalitions and alliances to form. This has been a matter of survival for many, since to be alone in the DVFP is tantamount to withering away and dying.

Before coming to the DVFP, inmates viewed life in terms of who owned the most city blocks, but now they appreciate the basic necessities of survival. When small bands of mercenaries, traders, road warriors, or sandgangers find themselves low on food, water, or fuel, they soon turn to their neighbors for a helping hand, if there is one to spare.

Coalitions and alliances were formed among the inmate population; their strengths and resources often combined for the common good. When the prison was first opened there was a mad scramble for territory and countless border skirmishes ensued. But, as time progressed it was clear that the organization that could muster and coordinate the most members in a common effort had the greatest potential for domination.

Many of the alliances formed hierarchies of command that resemble military outfits or small companies. As the organizations grew in size and power, inmates coined a suitable name for them: Kingdoms.

THE KINGDOMS OF DVFP

The power struggles continuously erupting within the Free Prison are multifaceted. Many factors contribute to the turf battles and black market trading that goes on night after night. You must visualize the behind-the-scenes activities while running your adventures and let the players catch glimpses of it. It is also important to keep notes on how each gang and organization interacts with one another as time progresses. Tracking events on a calendar can help provide your campaign with added realism.

Below is a listing of the primary Kingdoms within the Free Prison. Although there are smaller Kingdoms within the Free Prison (many of which are still developing) those listed below represent the most powerful and most influential.



AMAZONS

GENERAL DATA

Leader: The Amazon Queen.

Membership: ≈18,800.

Demographics: 100% female, ages 14-60.

Headquarters: Fort and walled village on Manly Peak, sector 46.

Turf: Southwestern corner of the Free Prison — Sectors 41, 46, 47, and portions of 42.

Identifiers: Crossed spear and shotgun.

Activities: Control of home sector, construction of new facilities, mining, male-bashing.

General Attitude: Domineering, forceful, brave.

Common Equipment: Spears, compound bows.

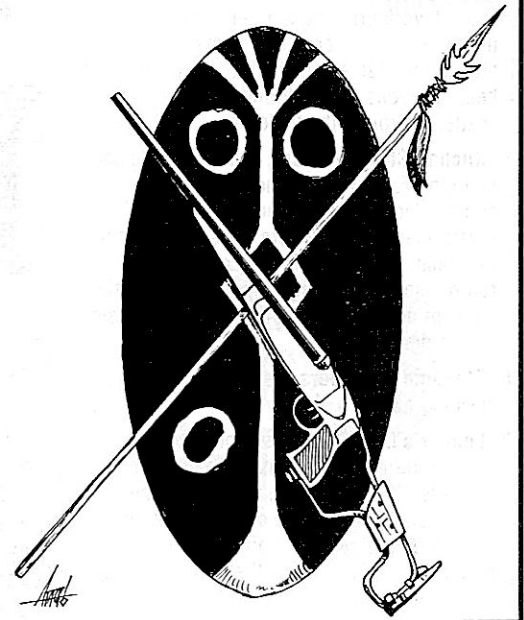
Allies: None, though small groups often barter with the Fat Man at Trader's Fort.

Enemies: All males.

COMMENTARY

The Amazons comprise more than 75% of the total female population in the Free Prison. They are led by a mentally unstable cyborg who was a failed US Government experiment. This Kingdom is extremely resourceful and innovative, with a fine town and fort to operate from. Their mining expeditions have also proven successful.

The Amazons maintain total control over their turf and regularly patrol it in force. They have a large supply of armed vehicles to patrol their roadways and enough personnel to patrol the mountain regions on foot. They will either capture or abolish any man who sets foot on their soil. Some of their more physically perfect prisoners are kept for breeding before being killed. The Amazons have become quite barbaric in nature.



CABAL

GENERAL DATA

Leader: General Kordolia.

Membership: ≈51,000.

Demographics: 85% male; ages 18-65.

Headquarters: Massive wooden fortress near Smith Mountain in Sector 43.

Turf: Sectors 43, 44, and small portions of neighboring sectors.

Identifiers: An upside down arrow painted crimson.

Activities: Slavery, mining, drugs, Black Market trade, extortion, abuse of less powerful gangs.

General Attitude: Arrogant and abusive.

Common Equipment: Studded bull whips, leather armor, compound bows or crossbows.

Allies: Leaders of the city of Pitts and a loose relationship with the Warriors.

Enemies: All other Kingdoms.

COMMENTARY

The Cabal is without question the largest Kingdom in the Free Prison. However, this is not to say that they are the most powerful. General Kordolia has little control over his men, even though his authority is respected. His problem is lack of proper communication. He can lead a group of a thousand with precision. But when it comes to larger bands of ruthless vagabonds, his chain of command simply breaks down. Now the Cabal can more than hold their own in defensive operations, but they have failed at every large scale attack they have ever attempted.

General Kordolia has made great inroads with the leaders of Pitts. The leaders of Pitts are trying to convince the General to alter his methods so that the Cabal will become a more effective force. But Kordolia is simply unwilling to relinquish total control.



FREE CITY ALLIANCE

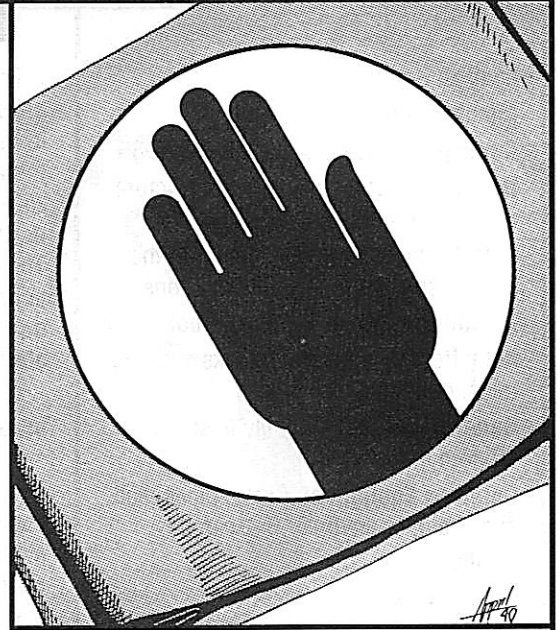
GENERAL DATA

Leader: Alexander Fernandez.
Membership: ≈16,200.
Demographics: 80% male; ages 18-55.
Headquarters: Underground Free City in sector 16.
Turf: Sector 16 and portions of surrounding sectors.
Identifiers: Circle with a right hand icon in the center.
Activities: Running the Free City.
General Attitude: Optimistic but cautious.
Common Equipment: Long sword, light alloy armor, forearm crossbow.
Allies: Trader's Fort.
Enemies: Rising Sun, Warriors, Scorpions, Cabal.

COMMENTARY

The Free City Alliance (FCA) is a unique Kingdom in that the gangs who have banded together here have established one of the largest cities in the Free Prison. The idea behind the Free City is one of hope for tomorrow. The Free City is remarkably free from violence, although some scuffles do break out from time to time. The Free City mirrors many of the more degenerate sprawls around the U.S., except that it is entirely underground.

The permanent citizens of the Free City are comprised of gangs and individuals who have sworn allegiance to the FCA. The Free City is partitioned off into distinct sections: Markets, bazaar, garages, vehicle parking, city maintenance & supplies, government, guards, food and water suppliers, and various residences. The city's citizens are proud of their creation and actually work to maintain it. Outsiders who come to the Free City and create havoc are dealt with swiftly.



RAIDERS

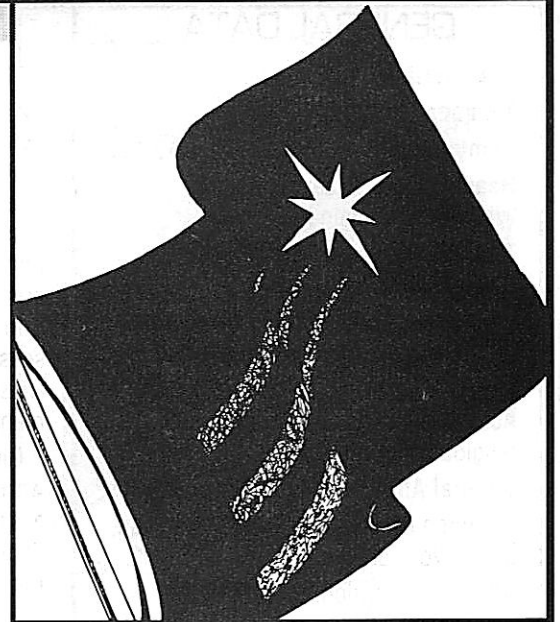
GENERAL DATA

Leader: The Great Zephyr.
Membership: ≈5,800.
Demographics: 90% male; ages 18-30.
Headquarters: Underground complex in sector 25.
Turf: 8 mile radius around the complex, controlled by numerous tunnels.
Identifiers: A bright star with three arcing streamers trailing from it.
Activities: Mining, mineral processing, self-sufficient operations.
General Attitude: Protective and untrusting.
Common Equipment: Spiked knuckles, spiked boots, bladed armband.
Allies: Trader's Fort, WASPs, but have strongest ties with the Shadows.
Enemies: Amazons, Cyberpunks, Rising Sun.

COMMENTARY

The Raiders are a tight-knit group of individuals who work as a team when the going gets rough. They are perhaps the most organized of all Kingdoms, primarily due to their leader, The Great Zephyr, a man who was once an accomplished and solitary Road Kill, who organized a large band of people outside the Free Prison and then brought them all in. As time progresses, more and more inmates are entering the Free Prison with parts and goods need-ed for the Raiders home base.

The Raiders formed a pact with the Shadows Kingdom in 2088, although this is a closely guarded secret. The Raiders and Shadows work hand in hand during many operations. The Shadows are generally the intelligence gatherers while the Raiders are the people who act on that information. After all, the Raiders have the better equipment while the Shadows are masters of infiltration and investigation.



RAVENS

GENERAL DATA

Leader: Grimwall.

Membership: ≈2,500.

Demographics: 95% male; ages 18-80.

Headquarters: A basic walled structure on Yucca Mountain in Sector 7.

Turf: Northeasternmost section of the Free Prison, near the Radiation Zone.

Identifiers: Bold radiation symbol.

Activities: Unprovoked attacks and raids, guarding home turf.

General Attitude: Mentally unstable, random and violent.

Common Equipment: Clubs, pipes, ball and chain, or anything that can be swung.

Allies: None.

Enemies: Effectively none — they are only seen as a nuisance, and they don't discriminate.

COMMENTARY

The Ravens are a group of physically and mentally sick inmates, many of whom have mutations caused by the radiation zone which exists just beyond the northeastern border of the prison. The Ravens are extremely violent in nature on their home turf and do not tolerate any threats or abuses from other gangs.

They are swift to act against intruders, and they do it only one, simple way — with total force. The Ravens never have to worry about being surrounded or attacked from multiple sides at once because of the north and east walls of the prison. For this reason, they can afford to send their entire population out against intruders. Seeing a mass of two thousand hobbling mutants with clubs and pipes coming down the mountain after you is pretty imposing.

They have no desire to expand their domain, and other Kingdoms have little desire for radioactive turf! For these reasons, the Ravens are left alone to do as they please.



RISING SUN

GENERAL DATA

Leader: Ginsu.

Membership: ≈2,000.

Demographics: 85% male; ages 18-50.

Headquarters: Excavation under Whitetop Mountain in Sector 8.

Turf: 10 mile radius around their Stronghold.

Identifiers: Contemporary Samurai outfits and a katana crossing a rising sun.

Activities: Raids and ambushes, religious combat training.

General Attitude: Honorable, audacious.

Common Equipment: Katana, shuriken, bo, and/or nunchucks.

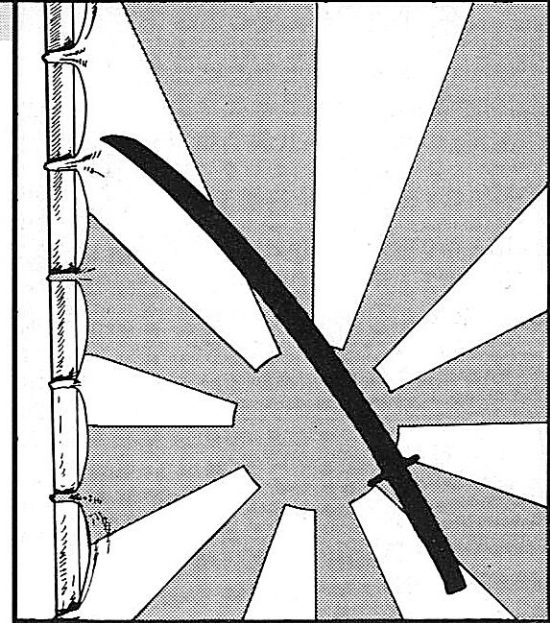
Allies: No Kingdoms, but they will occasionally deal with some small gangs from a position of authority.

Enemies: All other Kingdoms.

COMMENTARY

This expanded Sandgang accepts only full-blooded Japanese. Although small in size, this Kingdom is mighty and highly respected in many ways. The Samurai are impeccable warriors, many of whom utilize their martial arts skills regularly. The Rising Sun continually trains in group sessions to focus their skills. Ginsu is a master of martial arts in many different styles.

Ginsu and his band of dedicated warriors are preparing for an assault on Huntsville in sector 22. They are currently scouting out the sector and the defenses there. The WASPs Sandgang holds tight control over Huntsville, though their numbers don't equal the Rising Sun. And obviously, there is a racial conflict that has been developing between them ever since the Rising Sun established their turf. The WASPs enjoy slashing stray Rising Sun members whenever they can find them. However, the WASPs are in for a big surprise when the Rising Sun comes in force.



SCORPIONS

GENERAL DATA

Leader: Man Dingo Wolf.

Membership: ≈4,500.

Demographics: 90% male; ages 18-35.

Headquarters: Sector 18.

Turf: Ten mile radius around base, stretching more towards the east.

Identifiers: Tattoo of scorpion visible on skin; black and white colors with red trim.

Activities: Mining, slave trade, mercenaries for hire, extortion.

General Attitude: Cool and tough.

Common Equipment: Length of heavy chain, compound bow, spiked gantlets.

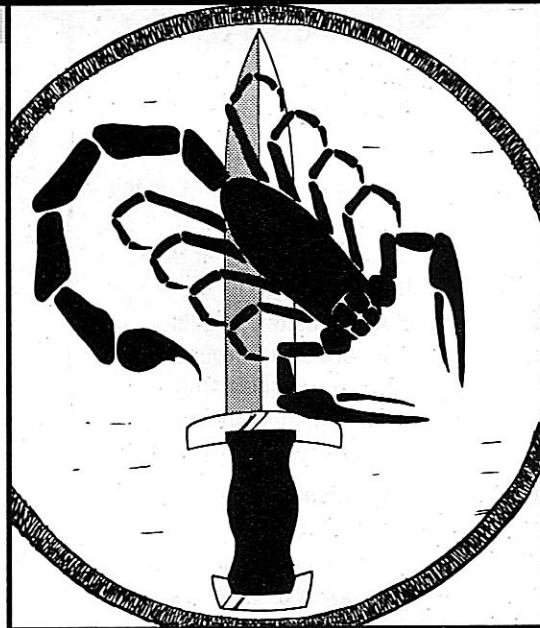
Allies: Some ties have been established with Cyberville, otherwise, no other Kingdoms.

Enemies: Trader's Fort, Warriors, Cyberpunks, and the Cabal.

COMMENTARY

The Scorpions are made up primarily of Chain Gang members or inmates who like Man Dingo Wolf's style. Scorpion gang members, as the name implies, are relatively small in size but are potent when they attack. They typically favor compound bows as their weapons of choice. Although the FPS disables or removes most wetware, it is the Scorpions focus to find ways to either reactivate the installed cyberware, or to install new bootleg wetware in Cyberville.

The Scorpions have a few tentative contacts with Cyberville and Oasis, but prefer to stay as independent as possible. The Scorpions have had numerous conflicts around the Trader's Fort region and the sand dunes near Stovepipe Wells Village. Whenever the Scorpions show their faces on the valley floor, it usually prompts a conflict from another Sandgang. Scorpions are always pushing their weight around, knowing they are one of the top Kingdoms.



SHADOWS

GENERAL DATA

Leader: Cortez The Killer.

Membership: ≈2,000.

Demographics: 75% Male; ages 18-40.

Headquarters: Wooden Castle atop Inyo mine near Winters Peak, Sector 26.

Turf: 5 mile radius around castle with added turf to the east.

Identifiers: Black clothes; hooded robes and frequent nighttime activity.

Activities: Smuggling, Black Market trade, intelligence gathering, infiltration, messenger service, mining.

General Attitude: Secretive, curious, calm and self-assured.

Common Equipment: Knives and stealth gear.

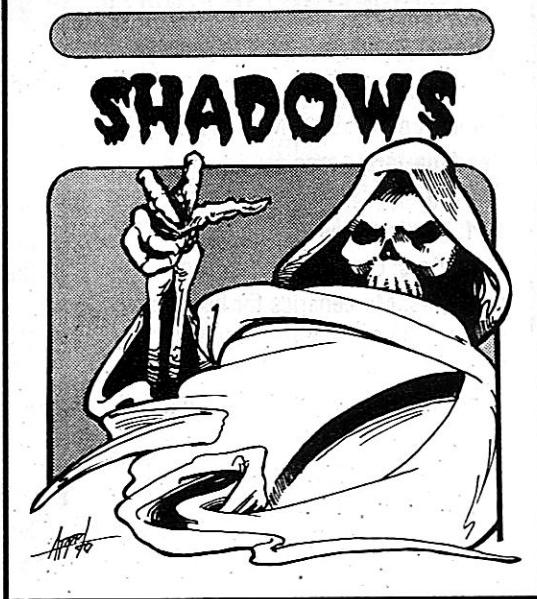
Allies: Strong ties with the Raiders and Trader's Fort.

Enemies: Cyberpunks, Scorpions, Chain Gang, Stalines, Rising Sun, Warriors, Cabal.

COMMENTARY

The Shadows don't have the greatest reputation in the Free Prison, but they really can't help it. They spy on everything that moves. They have one of the greatest intelligence gathering programs in the DVFP. Even the FPS tries to mimic their activities, obviously jealous of their abilities.

The Shadows are a group of very disciplined nighttime operators who have wide-ranging talents. Each member focuses on a particular goal, and together, the entire operation is a success. It seems that the really notable Kingdoms get their status through organization or massive membership. Perhaps that is why meager Sandgangs like the Thrashers, Punk-in-heads, Boozers, Road Kills, and others who are totally out-of-control maniacs never develop large scale operations. But that is not a problem encountered by the Shadows. They have a strong alliance with the Raiders.



TRADER'S REALM

GENERAL DATA

Leader: The Fat Man.
Membership: ≈14,500.
Demographics: 80% male, ages 21-60.
Headquarters: The Trader's Fort on the valley floor, Sector 25.
Turf: Sector 25, though the Fat Man's influence is felt prison-wide.
Identifiers: A silhouette of a golden gryphon on a purple background.
Activities: Cornering the DVFP Black Market, slavery, prostitution, mining.
General Attitude: Cautious and dutiful.
Common Equipment: Pole arms, light scale armor, crossbows.
Allies: Raiders, Free City Alliance, Cyberville, Shadows, and there is some contact with the Amazons.
Enemies: Scorpions, Warriors, Rising Sun, Cyberpunks, Chain Gang, and Road Kills.

COMMENTARY

The Trader's Fort, located in the geographic center of the Free Prison, is an area filled with activity night and day. This city lives and breathes the essence of the DVFP. Gambling, prostitution, slavery, the Black Market, and the drug trade are rampant here, and this Kingdom encourages it all. The Trader's Realm is run by the master of illegal trade, New York's former mafia leader, god-father extraordinaire — the Fat Man.

Deep under the main fort within this walled city lies a massive dungeon of catacombs and passageways where unspeakable horrors and unnatural acts take place. Despite this, Trader's Realm is an outgoing Kingdom that wields much influence, even into FPS ranks.

Over the years the Fat Man has surrounded himself with some the greatest "artifacts" in all of the Free Prison. It is rumored the he now owns a stockpile of laser technology, among other things intended for the eventual domination of the DVFP.



WARRIORS

GENERAL DATA

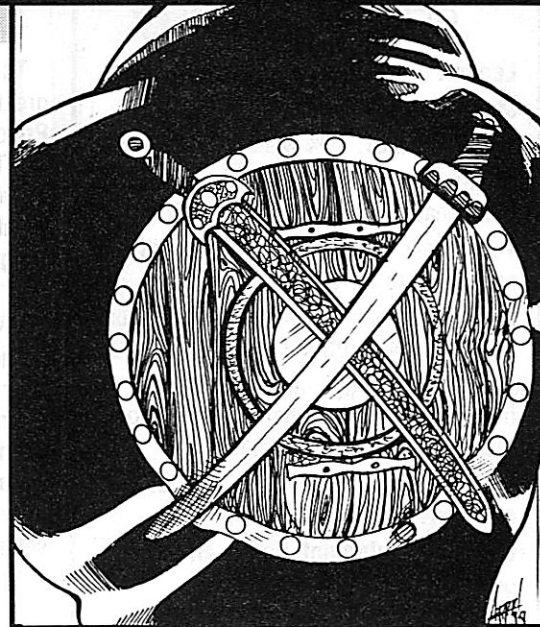
Leader: Cunningham.
Membership: ≈3,200.
Demographics: 90% Male, ages 18-30.
Headquarters: Large cave system in the Bullfrog Hills, sector 4.
Turf: 7 mile radius around base.
Identifiers: Crossed long swords.
Activities: Mercenaries for hire, extensive mining operations, acquisition of fine weapons.
General Attitude: Disciplined, egotistical, savage.
Common Equipment: Wetware and medieval accoutrements.
Allies: Cyberville authorities. Temporary alliances form with Kingdoms who are presently employing the Warriors.
Enemies: Most Kingdoms and many of the prison's lesser gangs.

COMMENTARY

The Warriors, as their name implies, are a large band of mercenaries who hire out their services for outrageous prices to anyone in need of foot or vehicular combat support. Big conflict or small, this Kingdom will deliver the bodies and equipment. Although many Kingdoms have requested their services in the past, their loyalty is never permanently bought. What goes around, comes around.

The Warriors are content with their large-scale mining operations which are run almost entirely by purchased slaves. With their mining proceeds they purchase wetware and other technology from Cyberville.

Many Kingdoms have discussed a concerted effort against the Warriors, as this group often holds the balance of power in the DVFP. At this time, however, no major operations have been mounted against the Warriors.



4.0 SECURITY



By the late 21st century, it became apparent that corporate control of national prison systems was necessary in order to curtail the flood paroled criminals taking to the streets. The Manta Corporation seized the world's endless supply of social rejects and turned them into big business. International prisons became the order of the day, and the Death Valley Free Prison is their crowning achievement.

As one can imagine, such a monumental prison system need a security organization up to the task.

4.1 SECURITY

*I got a name
I got a number
I got a job to do!*

Phil Collins

On June 26th, 2020 AD, a Manta Corp Task Force, in combination with Pentagon advisors proposed that a prison be constructed completely enclosing Death Valley and the surrounding desert wastelands. Although this proposal was shot down by the public in 2020, they soon realized its significance and necessity by the second half of the 21st century. The Manta Task Force had convinced the world that major international prisons would become the norm as civilization moved towards the 22nd century.

A solid wall thirty feet thick and eighty feet tall now surrounds Death Valley. The wall houses monitoring devices, automatic weapons, barbed wire, and four entrances located on each of its four sides. These entrances allow people to enter the prison freely but allow no one to escape. A checking facility here inspects all equipment carried into the Free Prison to insure that explosives and other such devices do not find their way inside. Detailed information regarding how inmates are processed for entrance into the Free Prison may be found in Section 4.5.

The prison is open to anyone willing to risk the chaotic environment. Many enterprising people decided to risk the Free Prison environment even though they were not convicted of a crime. This came as a surprise to Manta Task Force planners.

In addition to these volunteer inmates, all prisoners sentenced to life must spend their time in the Free Prison. All other prisoners have the choice of spending their remaining days in the Free Prison or serving their time at hard labor and submitting to the intense psychological pressures to reform in the standard prison system. Taking a fair number of criminals off the street and putting them into a sanctuary like the Free Prison has yielded the best possible results to the scandalously high international crime rate.

Any people living in the area at the time the gigantic prison was finished had to decide whether they wished to stay or evacuate. Any businesses existing within a ten mile radius of the prison border had to be abandoned. Before construction began,

search parties swept the entire area clean of valuable or dangerous material. They searched by satellite and all other means available at the time for any weapon caches or similar storage areas. A large reservoir had to be built to feed the Armagosa River. Existing wells also had to be reconstructed for a permanent water supply.

By 2078, the Manta Task Force had succeeded at its assignment. The Free Prison has now been operating for 12 years and there has been no documented case of a successful escape from its boundaries, even though the inmate population has grown to a staggering half million.

4.2 MANTA AND THE PEN

The Manta Corporation seized the world's endless supply of criminals and turned them into big business. They saw the need for corporate control over international prisons and were innovative enough to supply the United States with the world's first Free Prison — an "open" prison where anyone may enter but none may leave. Anyone being sentenced to a life prison term no longer gets out on parole five to ten years after being jailed; they are now forced to spend the rest of their lives in Death Valley.

State and federal governments pay Manta hefty sums of money to keep convicted criminals under supervision. Besides the Free Prison and several maximum security penitentiaries that Manta controls around the globe, the lesser prisons have reform programs set up that teach inmates the skills they need to survive after their sentence is up.

Manta also makes tremendous revenues from training would-be Corp Cops and prison security personnel at their Manta Training Grounds (MTG). Corporations from around the globe recognize this training facility as one of the best around and feel the steep prices Manta charges are worth it. Certainly some of the greatest Enforcers have come from MTG, and many will follow.

THE PRISON EXECUTIVE NETWORK

The PEN is Manta Corp's cyberspace communications network for FPS personnel, and it is guarded by a most impressive Artificial Intelligence.

The Sentinel AI (sometimes referred to as the Reaper) has been developed within a confined PEN subsystem of the Global Communications Matrix. From the very first program statements, the Sentinel was developed to control a very specific domain. That domain was Death Valley Free Prison, and all corporate and security operations related to it. The Sentinel is an AI that is both highly advanced and highly focused to make certain that the PEN is not infiltrated by unauthorized Net Junkies and to make certain that security is provided with everything they need to keep inmates within the Free Prison.

If it were not for the absolute rules and regulations placed in this AI's psyche, T.R.A.I.L. would have paid more attention to the highly advanced Sentinel. By T.R.A.I.L.'s standards this AI is definitely beyond the acceptable levels of intelligence and power (as a cyberspace combatant, there is no equal). However, T.R.A.I.L. has been informed of the nature of the AI's psyche and understands such an entity is necessary to maintain control of a half million cold-blooded inmates.

MANTA CORPORATION

STRUCTURE SUMMARY

Primary Operations: Prison Operations, Security Training, Matrix Software Development.

Worth: \$475 billion.

Total Employees: 235,000 worldwide.

Main Headquarters: Northwestern Death Valley.

Principle Branches: New York, Miami, Detroit, Houston, Chicago, Boston, Washington, St. Louis, Seattle, Anchorage, Cleveland, Charlotte, Paris, London, Zurich, Toronto, Mexico City, Tel Aviv, Montreal, Berlin, Stockholm, Seoul, Rome, Tokyo, Sydney.

Chief Executive: Brandon McCloud, CEO & Chairman of the Board.

Major Stockholders: Privately held, but reports have leaked that Intelligence Services has a small percentage.

Owned Corporations of Note: Universal Security Services, Paradox Software Design, European Security Systems Inc., Swiss Robotics, and several smaller security-related corporations around the globe.

CYBERSPACE DATA

Net Icon: An ominous looking animated Grim Reaper with large scythe that glistens and a flowing black hooded robe.

Defenses:

- **Satellite intrusion:** Alert (Rtg45/+88), Bouncer (Rtg70/+100), and the Sentinel AI.
- **Manta Training Mainframe intrusion:** Alert (Rtg45/+88), Security Code (Rtg100/+115), Heartkiller (Rtg200/+160), Mindwiper (Rtg300/+210). In addition, Sentinel, the larger than life security AI is reputed to be greatest Cyberspace combatant by utilizing an arsenal of programs and unlimited movement restrictions within the PEN. Most notably, the Cage program, and a Matrix presentation of a swift, massive, Grim Reaper that naturally strikes fear in opponents is used.
- **Free Prison Security Mainframe intrusion:** Alert (Rtg45/+88), Security Code (Rtg100/+115), Heartkiller (Rtg200/+160), Mindwiper (Rtg300/+210) and of course, the ever present Sentinel AI.
- **Manta Headquarters Mainframe intrusion:** Alert (Rtg45/+88), Security Code (Rtg100/+115), Heartkiller (Rtg200/+160), Mindwiper (Rtg300/+210), and the watchful AI program — Sentinel.

Additional Information:

The security level of the PEN is reputed by Net Junkies and Software Technicians around the globe as being a large step above the rest; enter the PEN and you will either find yourself in a coma at your CDeck, or you will be dead. Much to the chagrin of T.R.A.I.L., the Sentinel AI has never fully been scrutinized "for security reasons".

CORPORATE HISTORY

The Manta Corporation originally began by providing the United States with much needed assistance in prison facilities. The penal system in America had reached a "critical overload" status by the year 2000. Manta took a bold step and provided states with additional inmate housing. But what really caught elected officials (and the general populace) by surprise was the fact that Manta was vigorously training inmates in specific skills (primarily construction) to use once they hit the streets. They taught them the value of earning an honest buck where appropriate and they taught each inmate the basic communication skills needed to survive in the modern world, not that the inmates were at all interested or receptive.

This focus on rehabilitation rooted itself deep in Manta's corporate structure and soon Manta would have at least one prison in each of the fifty states. As time and popularity progressed, Manta began opening prisons in Montreal and Toronto. Then London, Paris, and Berlin and other cities around the world.

With high crime rates, sprawlgang violence, Japanese terrorism, and organized criminal organizations operating at will, Manta was given approval to begin the historic Death Valley Free Prison project. Investors pumped money into the Megacorp and Manta stocks skyrocketed, splitting three times. Legal battles with environmentalists were shot down in court by juries who knew Manta's was the only answer.

Manta not only found a market for prison management, but they came to completely monopolize it, and no one cared to compete with them. Manta became the world's keeper of low-lives and corrupt lawbreakers, and they were raking in tremendous revenues from it. This is not to say that Manta didn't have their share of problems. That would be far from the truth. Manta suffered major terrorist attacks over the years and the problem continues to haunt them even in 2090. Several outside attempts have been made to penetrate the DVFP walls and release the prisoners within.

One such incident, for example, was serious indeed. A middle eastern terrorist group flew a quick microjet towards the Free Prison wall. After radio contact with the jet failed, Manta and Nellis Air Force Base quickly moved their hovercraft and F-24 jets to intercept the intruder. Unfortunately, they were unable to reach it in time. The craft, which was packed full of explosives, struck one of the walls and blew up. Fortunately, no inmates escaped due to the quickness of FPS response teams.

Today, Manta fears that if one inmate leader can gain the respect and cooperation of all of the inmates within the DVFP, they would be hard-pressed to stop a unified uprising of over half a million inmates. Obviously, this information is highly restricted and will never be released to the public or the media.



One of the Sentinel's most notable abilities is to cage intruders so further (more lethal) combat programs can be launched. The cage program was created by the Sentinel AI in conjunction with Paradox Software Design. Net Junkies hired by Serendipity are continually trying to crack the PEN and gain a better understanding of both the Sentinel and the Cage program, but literally every one of them wound up dead after their encounter with the Grim Reaper. Those who do make it out alive are often left in a deep coma with their CyberDecks wiped clean of all information. Undoubtedly, such Net Heads vow never to intrude on the Reaper's PEN again.

Following is a brief description of the Cage Cyberspace Combat Program developed and used by Sentinel.

Name: Cage.

Size: 5.

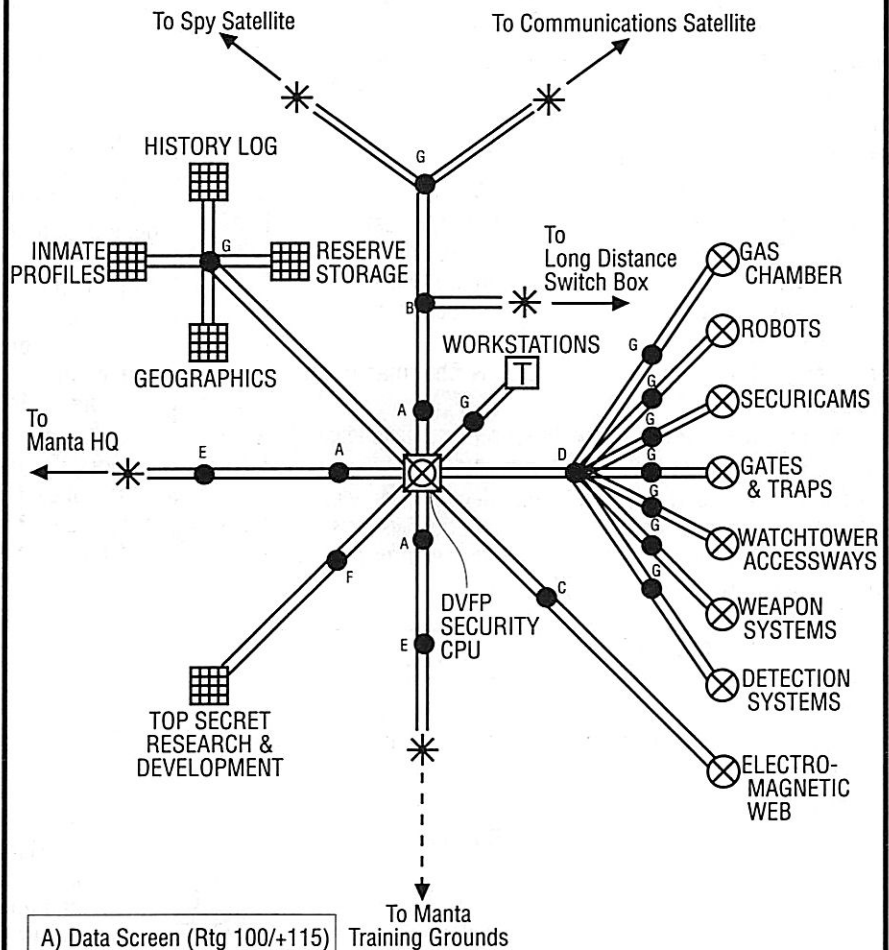
Cost: Not Applicable.

Description: This innovative offensive cyberspace program can bring into being a cyberspace cell with bars which immobilizes the opponent. Cyberspace combatants caught within the cage will be trapped indefinitely, but long enough for Slay, Coma, and/or Wipe programs to be used repeatedly on the victim. Attacks launched out of the cage suffer a minus 30 penalty.

PEN CYBERSPACE MAPS

The following cyberspace Area and System Maps show the internal routings and workings of the Prison Executive Network's cyberspace matrix. As you can see from the Area Map, there are very few "entrances" into the PEN matrix, thereby increasing its integrity and security. The Sentinel AI haunts all regions of these cyberspace networks, though it does tend to spend a lot of time in and around Manta's CPU. It is very quick to hunt down intruders, and as already mentioned, it is quite ruthless when they are found.

D.V.F.P. SECURITY CYBERSPACE SYSTEM MAP

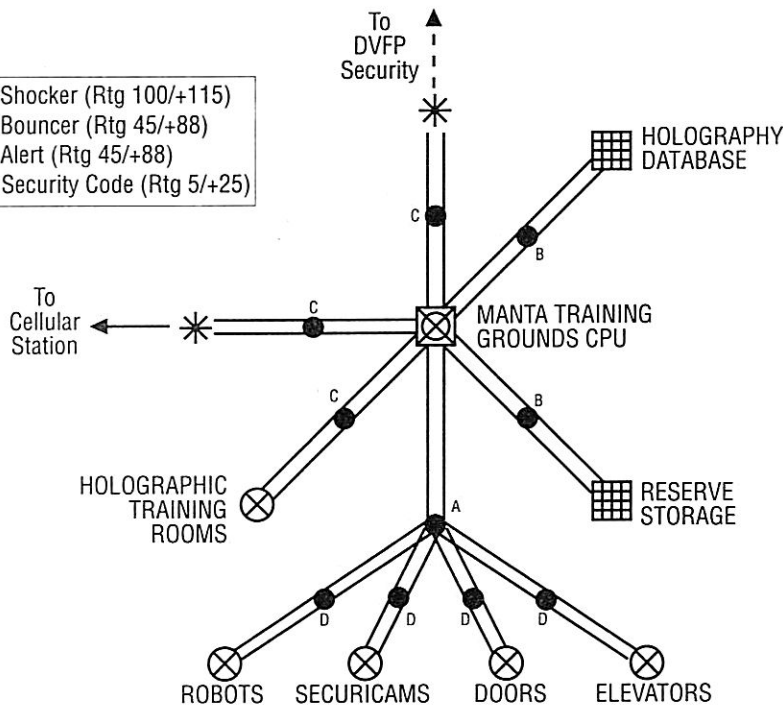


- A) Data Screen (Rtg 100/+115)
- B) Bouncer (Rtg 45/+88)
- C) Heartkiller (Rtg 200/+160)
- D) Shocker (Rtg 200/+160)
- E) Alert (Rtg 45/+88)
- F) Mindwiper (Rtg 100/+115)
- G) Security Code (Rtg 5/+25)

Note: The AI "Sentinel", an unsurpassed Cyberspace combatant, roams this system.

MANTA TRAINING GROUNDS CYBERSPACE SYSTEM MAP

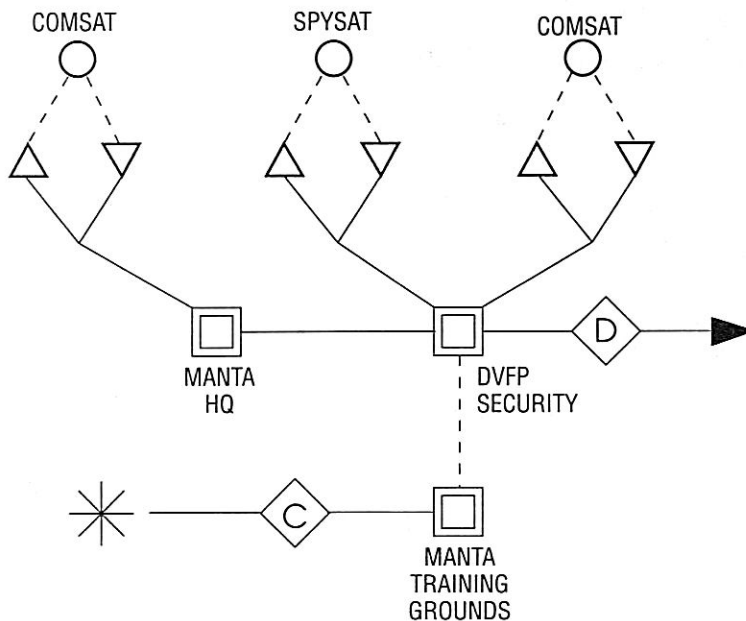
- A) Shocker (Rtg 100/+115)
- B) Bouncer (Rtg 45/+88)
- C) Alert (Rtg 45/+88)
- D) Security Code (Rtg 5/+25)



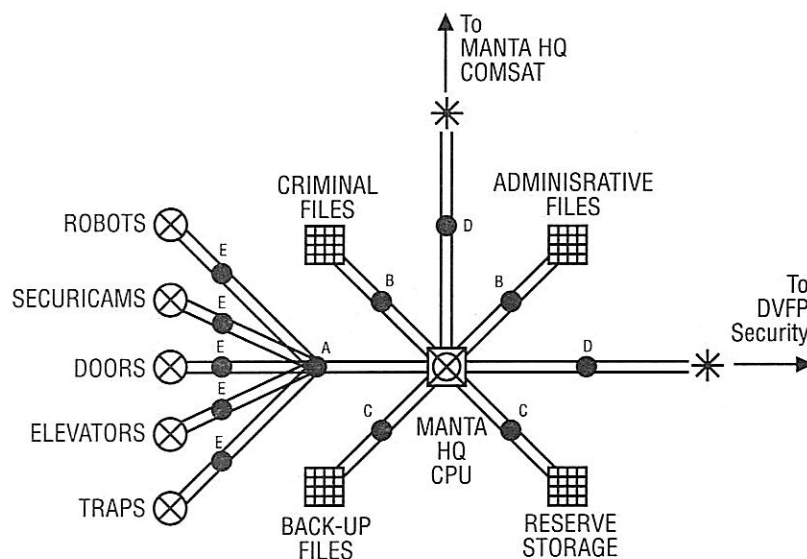
CYBERSPACE MAP KEY

Phone Line/Cable Optic/Optic Fiber	—
Radio/Microwave Transmisson ("Beam")	- - -
Satellite	○
Satellite Uplink	△
Satellite Downlink	▽
Modem/Phone	*
Intersystem Connection Cable	==
Outgoing (to Net)	→
Local Switch Box	◇
Long Distance Switch Box	◇
Cellular Station	◇
Computer-Controlled Device	●
ICE	⊗
CPU	⊠
Memory/Reserve Storage	⊞
Workstation/Terminal	⊡
Free Database	□
Protected Computer System	⊞
Cyberspace Combatants	☆

D.V.F.P. CYBERSPACE AREA MAP



MANTA HQ CYBERSPACE SYSTEM MAP



- A) Shocker (Rtg 200/+160)
- B) Bouncer (Rtg 100/+115)
- C) Bouncer (Rtg 45/+88)
- D) Alert (Rtg 45/+88)
- E) Security Code (Rtg 5/+25)

4.3 LAWS

As the recent history of the Free Prison shows, the inmates are banding into some distinctive organizations called Kingdoms. The leaders of these Kingdoms have become more powerful than the FPA cares to admit to the press. Some of the leaders even possess confiscated high-tech weaponry taken from FPA infiltrators and high guardsmen. Should the Kingdoms become united under a single ruler, the very security of the western U.S. could be in danger. Even Mexican officials worry about the circumstances inside the massive prison which is just a day's travel away. Many inmates dream of escaping there some day.

DVFP is centrally located between armed forces bases and the FPS headquarters. Therefore most escapees could entertain little hope of surviving more than a day outside the prison walls. The

firepower possessed by FPS personnel only clarifies this point. The FPS has the power to call upon any or all of this force as needed to keep America safe from the prisoners, and prison officials have done so in the past at the slightest threat of large-scale escape attempts.

Law enforcement officials have designed large-scale security projects to protect surrounding metropolitan areas should a breach in the wall occur, which is their main concern. A force of over two thousand highly armed and armored guards stand watch at all times on the walls and watchtowers surrounding the prison (with more than 2000 reserves on call). Each monitors a section of wall and surrounding territory. Private security airports just northwest and south of the prison use sophisticated spy planes, hovercraft, and helijets to monitor the

prison area preventing the ingress and egress of unauthorized aircraft. A sophisticated spy satellite also continually scans the Free Prison region. Three military training and testing bases lie within fifty miles of the Free Prison, and are ready to curtail any large-scale movements of prisoners, should things get out of hand.

All guards wield area-of-effect weapons and other highly specialized equipment to help them cope with the tremendous imbalance of the 250 to 1 ratio of prisoners to guards. They are on constant alert, keeping close watch over their stations, with a direct communication link to headquarters and the PEN.

Any children born within the Free Prison may be acquired by the FPS for counseling and adoption services, should that child be presented to FPS authorities at a Border-town.

Below are listed the Free Prison's ten laws for inmates, known as the ten commandments. Breaking any of these laws is grounds for inmate termination by FPS personnel.

DVFP

Ten Commandments

1. No inmate shall harm, or attempt to harm, an employee of Manta or an employee of its subsidiaries.
2. No inmate shall possess items listed as being illegal at the Processing Centers, nor shall any inmate possess parts for such items.
3. No inmate shall travel within 100 meters of the border of the Free Prison, excepting zones marked acceptable at each of the four entrances to the Free Prison.
4. No inmate shall interfere with the operations of FPS.
5. No inmate shall disobey a direct order from a Manta employee, or an employee of Manta's subsidiaries.
6. No inmate shall create any device or structure, or take any action which conflicts with the irrigation system provided for the entire Free Prison.
7. No inmate shall breach the Electro-magnetic Web, or possess devices capable of breaching the Web.
8. No inmate shall construct an underground passageway within one mile of the Free Prison borders.
9. No inmate shall enslave or torture another inmate.
10. No inmate shall leave the Free Prison once passing inside.

4.4 SECURITY ZONES

Security Zones are broken down into levels of varying color. In addition, there is a structure of chess icons which indicate both upper level color clearance, plus they indicate varying levels of PEN cyberspace access.

GREEN

Open passage allowed for anyone, but the area is under surveillance. This applies to the lands within the Free Prison Walls.

BLUE

Open passage allowed for anyone, but the area is under very tight surveillance. This applies to areas nearer to the border and most areas within the Bordertowns and inmate Processing Centers.

YELLOW

Passage allowed only for FPS personnel. Any violators will be reprimanded. This security zone can be found within certain sections of the Bordertowns, inmate Processing Centers, and areas within 100 yards of the prison walls. Personnel holding Chess level ID have complete access to this area.

RED

Passage allowed only for High Guard, Corporate/Government Agents, and other high ranking officials. This applies mainly to areas within the MTG and FPS Headquarters as well as some areas within the inmate Processing Centers. Personnel holding Chess level ID have complete access to this area.

PURPLE

Passage allowed only by permission from a Manta, FPA, or FPS executive (usually given to important visitors). This applies mainly to the various corporate offices and some sections within the inmate Processing Centers. Personnel holding Chess level ID have complete access to this area.

PAWN

This area is accessible only by members of Manta/FPA/FPS Research and Development, or by anyone holding a higher level Chess ID.

KNIGHT

This security zone accessible only by members of the Manta/FPA/FPS lower and middle management, or anyone holding a higher level Chess ID.

BISHOP

This area is accessible only by members of the PEN Operations Staff, or by anyone holding a higher level Chess ID. This applies mainly to corporate offices.

CASTLE

This security zone is accessible only by top executives within Manta/FPA/FPS, or anyone holding a higher level Chess ID. This area applies to high security operations, highly valued files, or top executive offices within corporate buildings.

QUEEN

The Queen Icon represents any top secret area within the Manta Corp or its subsidiaries. Within the PEN the Sentinel AI continually monitors areas around this icon and will trip several alarms (as well as attempting to execute the intruder) should this icon become threatened in any way. Examples of Queen level Security Zones include secondary backups, financial records, secret R&D projects, and permanent corporate datafiles.

KING

Few people ever get the chance to even see this icon, let alone try to pass through it. The King represents the highest security zone possible within the Manta organization and the PEN. It is beyond the King icon that the PEN mainframe and AI system and main backups are stored. In other corporate areas, special R&D projects and top secret files are also kept behind the King.

The King icon is guarded directly by the Sentinel at the highest priority. The Sentinel AI will enforce the King icon before it enforces anything else. Would-be intruders will also set off numerous alarms around the Manta Corp and the Free Prison Security if this area is tampered with.

4.5 PROCESSING PROCEDURES

When an inmate enters one of the four processing stations, he must undergo a series of tests to become authorized for citizenship inside the Free Prison. All inmates are individually screened for health and identification purposes. Then their personal effects are checked with X-rays and other detection devices for illegal weaponry or high-tech contrivances.

The following subsections identify each process:

IDENTIFICATION

After being rendered unconscious, each inmate is first identified and recorded in the FPS supercomputer database. Pictures, voice patterns, retina pattern recording, fingerprints, and all pertinent identification documents (if any) are recorded and saved to the computer system.

Once the inmate is properly recorded, he is then implanted with a permanent monitoring device. This device emits a faint but traceable signal of the inmate's identification number. With that number, all of the inmate's records may be instantly called up from the FPS supercomputer. Because the bug is injected into soft bone marrow in the hip and then hardened over through a natural process, the bug is effectively irrevocable since it is surrounded by a small but potent explosive charge. Note that new and extremely rare cases have arisen where Cybernetic professionals are able to surgically remove the bug. However, many inmates don't even know it's there.

HEALTH SCREENING

The inmate is then taken to a small medical facility and is totally inoculated for disease and other sicknesses. Any major illnesses are recorded and if serious enough will be treated in a local hospital prior to letting the inmate enter. Additional health-related statistics and all cyber systems are recorded for even more detailed identification. This information is immediately updated in the PEN.

EQUIPMENT CHECK

While the inmate is being processed for Identification and Health, all personal belongings are stripped and the inmate is outfitted in a generic robe. The clothes are then thoroughly screened for legality. They are physically observed, X-rayed, and then recorded.

If there is any doubt whether an item may be brought into the Free Prison, chances are that prison authorities will repossess the item. The FPS is extremely serious about what items they choose to let into the prison.

The following items are definitely banned from DVFP.

Cyber Systems

- All Weaponry Implementary Systems (*Cyberspace* pg. 123)
- All AI Cyber Weapons Implementary Systems
- Should one of these cyber systems be found on a convict, the Processing Center's Medical Center will promptly disable or remove it.

Chemicals

- All Chemical Warfare substances (*Cyberspace* pg. 154)
- All components that could make a Chemical Warfare Substance
- Any chemical that isn't required for health or survival reasons

Drugs

- Any poison or component of a poison
- Any illicit drug or component of illicit drug (*Cyberspace* pg. 155)

Equipment

- All projectile weapons excluding the longbow, crossbow, shuriken, sling, and similar (non-powered) weaponry (*Cyberspace* pg. 157)
- All energy weapons (*Cyberspace* pg. 157)
- All support weapons (*Cyberspace* pg. 157)
- All armored exoskeletons (*Cyberspace* pg. 156)
- All ammunition (*Cyberspace* pg. 158)
- All grenades, explosives, and portable missiles (*Cyberspace* pg. 158)
- All mounted or mobile weapons systems
- All weapons capable of firing a self-propelled projectile

Vehicles

- All vehicles capable of hovering, flying, or burrowing
- All military or military related vehicles (with or without armaments)
- Any vehicle that the FPS deems a potential threat to the security of the Free Prison

Technology

- All CyberDecks and matrix related programs.
- Any technology that may be used in part, or collectively with any item listed above.
- Or any other items the FPS deems illegal for any reason at that time.

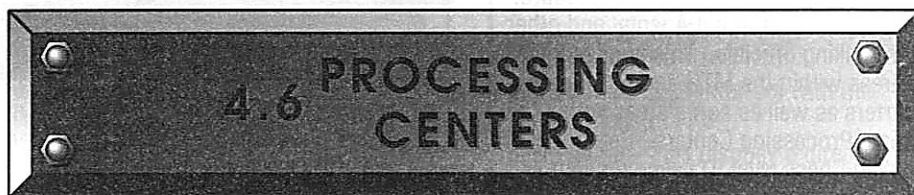
BRIEFING

After being questioned, identified, checked for health, injected, bugged, and screened for valid equipment, the inmate is then briefed in an automated briefing room where the inmate is shown the general layout, history, composition, and current status of all of the Free Prison. This briefing is accomplished by a computer controlled holographic demonstration which lasts 20 minutes.

RELEASE

Finally, the inmate is given a backpack with the following items and escorted to the appropriate Bordertown.

1. One 6" water purifier good for 5,000 gallons.
2. One white opaque water canister that holds three quarts.
3. One coil of synthetic rope 75' long and Swiss rappelling seat.
4. One collapsing grappling hook.
5. One thousand energy vitamins with assorted medicines.
6. Three one week condensed food packs.
7. General area map of the Free Prison.



There are four Processing Centers in the DVFP, one at each of the four gates. The East Gate Processing Center is displayed in Section 3.3, next to its adjunct Border-town. All Processing Centers share similar layouts.

All processing procedures described above in Section 4.5 occur in a Processing Center.



4.7 TYPES OF SECURITY PERSONNEL

Free Prison Security Personnel, contrary to what many people believe, are not standard policemen or security guards. These characters represent a very different set of professionals who obviously desire a sense of risk, danger, and the unbending intent to uphold the law. The Free Prison guards are the only people who will dare enter the prison without proof that they can return or even get any kind of help should the inmates capture them once inside. The life of a Security person, though full of danger, is still safer than that of an inmate.

Security Personnel receive the best training and equipment available. They have the advantage of working for the Law. Many Security Personnel are former Enforcers, policemen, national guardsmen, psychotic victims of crime and assault, mercenaries, and people who had their homes taken when Manta built the Free Prison.

There are several different types of Free Prison Security (FPS). The Vigilante, Infiltrator, Corporate Agent, Government Agent, Hunter, and finally, the High Guard (for proven, high-level FPS personnel). Each character class has room for personal achievement and advancement based on individual accomplishments. The higher rated the guard, the better pay he will receive, along with special equipment availability and additional benefits listed below. However, the better the guard is, the harder the missions he will receive.

The following information is supplied for characters wishing to join the Manta Corporation or its subsidiary, the Free Prison Security. Rules for using this training form can be found on page 33 of the *Cyberspace* rules.

Corporate Service Form

Service Branch: Manta Corporation

Headquarters: Death Valley National Monument

General Description: Security and Engineering personnel for world-wide network of penitentiaries. The majority of Security personnel are hired to work at the world's largest prison in Death Valley. Here, guards are known for their heroics and unbending intent on upholding the regulations set before them.

ENLISTMENT REQUIREMENTS

Minimum Stats: Co 65, St 50

Refused Enlistment: Felony offenders, most others acceptable in at least the Security branch.

Enlistment Chance Modifier: +40

Applicable Stat Bonus: SD

DIVISIONS AND BASIC TRAINING

Division	SECURITY	ADMINISTRATION	NET
Prerequisites	As above	Security Training	Security Training
Minimum Stats	As above	Re 80, SD 80	SD 90
Minimum Skills	None	None	CDOp 2, Soft 1
Skills Learned	LBA 2, Fir 1, Env 2, Expl 2, Mis 1, Mel 2, CybA 1, StW 2, S&H 1, BD 1.	AdM 3, Lngl, His 1, Mda 1, Soft 2.	Cybl 1, Sofl 3, Adm 1, CDOp2, CybA1.
Time to Train	6 Months	6 Months	4 Months
Training Chance Mod (Stat)	+30 (SD)	+50 (Re)	+35 (In)
Equipment	ABS, IR Goggles, Stun Baton, 2 Weapons, Computer Helm.	Computer Mk10, Encryption, Security Code, Stun.	CDeck Mk20, Antivirus, Cyberbot, Matrix.





VIGILANTE

Cyberspace profession equivalent: Jockey, Tech Rat, or Killer.

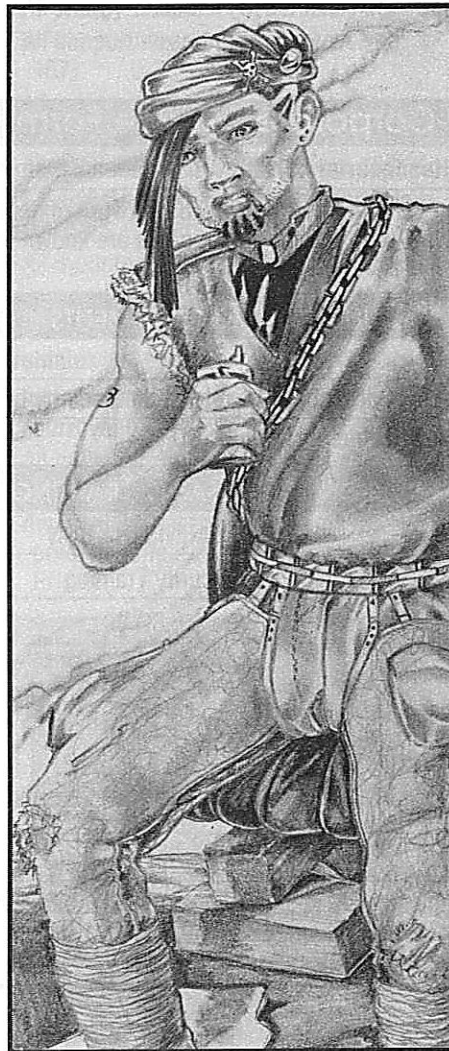
Vigilantes are the generic security class which covers a wide range of individuals. Many are former police or national guardsmen who want additional action and higher wages. Some are mercenaries or citizens who enjoy the challenge or have a specific vendetta against a noted inmate or gang. They execute a wide variety of jobs for the FPS too. Among the most common tasks they undertake are watchtower duty, small strike missions, apprehensions, terminations, confiscations, and investigations.

Vigilantes usually live on a security base alone. They work around the base doing miscellaneous jobs and training, or they work with a team of people to enforce what few rules the Free Prison maintains. As they rise in Rank, they will be hired for more complex missions and will accompany other security class characters for specialized duties.

INFILTRATOR

Cyberspace profession equivalent: Sneak.

The Infiltrator is the backbone of the FPS. Even though High Guard members enforce prison law against hardened inmates for serious crimes, the Infiltrator still outshines that class in many respects.



The Infiltrator takes the greatest risks by actually assuming the role of an inmate in order to fulfill his job. The one special trait these inmates enjoy is the ability to leave the prison after their job is finished. A surgically implanted beacon tracks bodily conditions and sends out a homing signal. This class qualifies for better weapons and more complex skills than Vigilantes. Also they emerge from only the finest, most confident officers.

Infiltrators usually begin with simple missions at low levels to get established as a known inmate in an area. This will be the easy part of the assignment. Then they must advance into a key organization to discover what types of operations that mob is handling and report back to headquarters. Chances are they will further their infiltration in order to get a chance at completing a really big mission. While they are gaining acceptance into an organization, they will doubtless be dispatched on missions in order to prove themselves trustworthy. This is a prime area to offer further development experience and stature in the Free Prison for later infiltrations.

Infiltrators continually work on their identities and reputations within the Free Prison, often developing several alter-egos to fall back on should they be caught in their main one. This practice is common among members of the class. The FPS provides tissue restructuring for a fraction of the regular cost. Also, Infiltrators may purchase a variety of outfits and equipment to insure the proper look required for any given mission. Quite often, Infiltrators will not even know who or what is the prime concern of their mission. Leaving that information out makes these agents act more natural and relaxed and helps them give a more believable impression.

CORPORATE AGENT

Cyberspace profession equivalent: Sleaze, Sneak, or Killer.

Corporate Agents are allowed into the prison only through special deals with the either the Manta Corp or the FPS. Corporate Agents generally enter the Free Prison only once on an infiltration or strike force mission in order to retrieve vital information — be it a microchip, recording, piece of technology, information about a criminal

at large, or to force an inmate to take truth serum. Manta usually frowns heavily on this sort of activity and it would obviously not represent a long-lasting campaign scenario within the Free Prison for a player, but nevertheless it is an activity which happens from time to time.



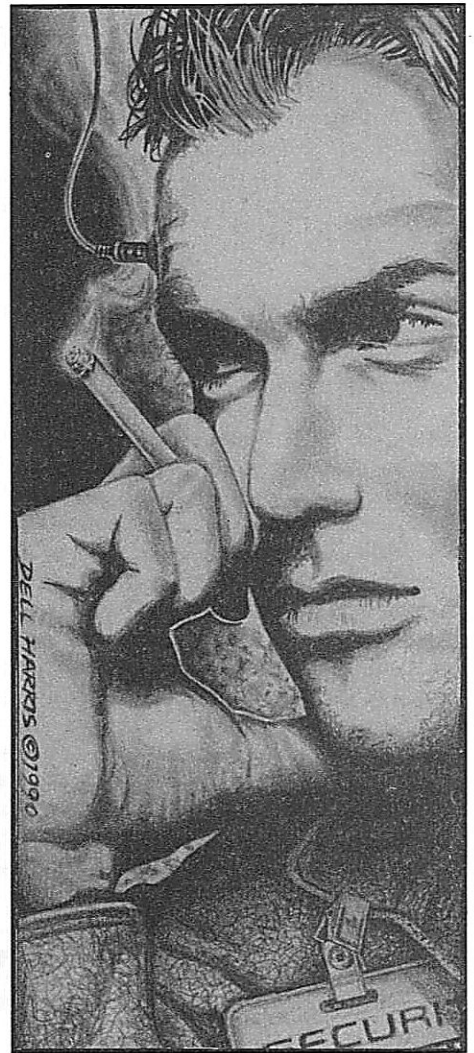
GOVERNMENT AGENT

Cyberspace profession equivalent: Sleaze, Sneak, or Killer.

Government Agents were soon brought into action within the Free Prison not long after it opened in 2078 A.D. Top officials soon found that international and political criminals were finding their way into the Free Prison. Members of this class tend to work with Infiltrators who have gotten close to the target criminal. Usually, the Government Agent is the only one to know about the specific crime committed by the target criminal.

Government Agents should only be played with one, two, or three people in a regular gaming session. There is no room for this class in a lasting campaign with several other people unless the campaign continues outside the Free Prison's confines. After a mission or two is finished, there would be no reason to stay with the Infiltrators, Vigilantes, or High Guard members. Generally, Government Agents will go to the Free Prison on a single mission. When they finish that mission, they will not return until another mission arises somewhere.

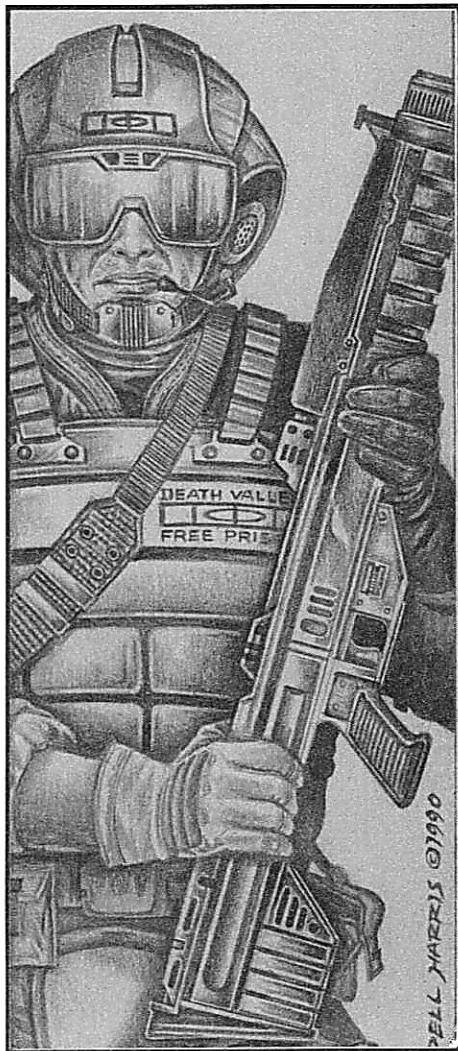
Therefore, since this class will be in the Free Prison for only a limited amount of time, a player should use a Government Agent character only with approval from the GM. GMs who wish to run adventures outside the Free Prison should use this class. Espionage missions offer an exciting alternative to the Free Prison atmosphere.



CYBERSPACE HUNTER

Cyberspace profession equivalent: Net Junkie.

Hunters spend most of their time tracking down and eliminating Net Junkies who try to infiltrate the PEN. Those who manage to break into the PEN rarely ever make it past the initial arsenal of Black ICE, but some manage to catch a glimpse of the Sentinel. Hunters often work to hunt down cyberspace cowboys who are wanted for serious crimes. Hunters may spend a large part of their time away from the Free Prison in an attempt to gather information about a suspect. Hunters can be thought of as vigilante cyberspace cowboys.



HIGH GUARD

Cyberspace profession equivalent: Any.

High Guard Members are so powerful that just a few of them with their tech-weapons and other special equipment could devastate a huge group of inmates. They carry out only the toughest missions: missions that are too dangerous for other FPS personnel.

High Guardsmen are highly experienced and in the prime of their careers. People among the lower ranks refer to them with respect and pride. High Guard members have reached the pinnacle of their professional skills. They arise like cavaliers inside the Free Prison in times of dire need, protecting the civilized world. They wield only the greatest weapons and use only the finest equipment: anything it takes to get the job done.

High Guards are not simply Vigilantes or Infiltrators who have survived years of rigorous duty. They are the top-notch guardsmen who have also reached a level of expertise that warrants respect and admiration. In order to rise so high in both power and rank, the character must perform his absolute best throughout the time he works for the FPS. Awards and decorations aid in promotion to the High Guard as well. The entire High Guard system depends on merit and achievement. Only top-of-the-line individuals get selected for the High Guard, and many of these never reach the full rank possible in that elite class!

They receive the following upon entering the High Guard:

- \$25,000 bonus pay which they may use to establish a secondary base of operations near the Free Prison and a personal staff of five selected individuals who will serve in any specific field of civilized work for the remainder of their tour at the Free Prison (e.g., Computer Programmers, Secretaries, Military Strategists, Analysts).
- Availability of all High-Tech weapons, armor, and equipment, and a higher chance of receiving an order. Although prices are still very high for these items, they are sometimes absolutely required for a mission. In some special cases, a High Guardsman acquires temporary use of an item loosely based on the character's previous record and his credit with previous equipment loans.
- Special training in any one Special Skill of their choice upon reaching membership. This equates to a 2 skill rank bonus with the skill selected.

4.8 PERSONALITIES

The following is a short selection of personalities associated with Manta Corp or Free Prison Security.



MANTA DOSSIER: MARSHALL DOLLAR

GENERAL DATA

Profession: Vigilante/Killer
Level: 6th
Social Class: Upper Sprawl
Fire: Needle Pistol 50
Melee: Brawl 40
Missile: —
Hits: 61
AT(DB): LBA(20)
Primary Skills:
 Exploit 65
 Stalk & Hide 40
 Perception 35
 Streetwise 33
 Cyber Attunement 25
Secondary Skills:
 History 81
 Physics 66
 Subduing 55
 Sport 34
 Acrobatics 25
Languages:
 English D5
 Gutterspeak D2



APPEARANCE

Age: 26 **Sex:** Male
Eyes: Brown **Race:** Caucasian
Hair: Thin brown **Origin:** Dallas, Texas
Build: Slim, toned **Demeanor:** Dutiful, Intent
Height: 176 cm **Dress:** FPS uniform
Weight: 80 kg **True Attitude:** Protect populace

STATISTICS

Co 94(+10); Ag 76(+5); SD 110(+35); Me 82(+5); Re 77(0); St 82(+5); Qu 99(+20); Pr 55(0); In 80(+5); Em 45(0); Ap 80; CIRS 1.

BACKGROUND

Marshall Dollar, who takes after his father, will be a prime candidate for the High Guard in a few years. He has maintained a near perfect record since joining FPS and can be found going out of his way to train new recruits.

Marshall is a Vigilante who enjoys wall duty and missions assigned against potential escapees. He can be found swapping stories with members of the High Guard in the Elite Officers Club near Scotty's Castle when off duty. Marshall continually studies historical texts in an attempt to gain some insight as to why so many people are corrupt in the world — why things have fallen apart from the old ideals.

Marshall made it through MTG with flying colors. Marshall enjoys the training process so much, in fact, that he has taken it upon himself to improve the knowledge and performance of those around him whenever possible. If he sees someone performing a task inefficiently, he lets them know how to improve upon it, and why. Marshall is truly a role model for the younger cadets in the MTG, and many new FPS personnel.

MANTA DOSSIER: REX CHANEY

GENERAL DATA

Profession: Sleaze
Level: 13th
Social Class: Lower Corp
Fire: Laser Pistol 50
Melee: Brawl 35
Missile: Throwing Knife 40
Hits: 52
AT(DB): NoA(0)
Primary Skills:
 Admin 85
 Exploit 80
 Perception 48
 Electronic Bypass 30
Secondary Skills:
 Advanced Math 70
 Culture 50
 Media 25
Languages:
 English D5
 French D4
 Spanish D3
 German D2
 Russian D2



APPEARANCE

Age: 52 **Sex:** Male
Eyes: Brown **Race:** African American
Hair: Gray, balding **Origin:** Washington DC
Build: Wiry **Demeanor:** Easy going, alert
Height: 159 cm **Dress:** Formal
Weight: 68 kg **True Attitude:** Shrewd

STATISTICS

Co 58(0); Ag 82(+5); SD 96(+15); Me 66(0); Re 101(+35); St 65(0); Qu 48(0); Pr 45(0); In 80(+5); Em 06(-10); Ap 64; CIRS 0.

BACKGROUND

Rex, like many other FPS employees, is a former FBI agent who holds a long record of successful investigations. Rex has lost a couple of close friends to criminals like the ones found within the Free Prison, so he internally feels it his responsibility to make sure the Free Prison is run properly. Rex is great with people and is a very organized and focused person. As such, he has been appointed Director of the Free Prison Security. He oversees the operations of both FPS-North and FPS-South.

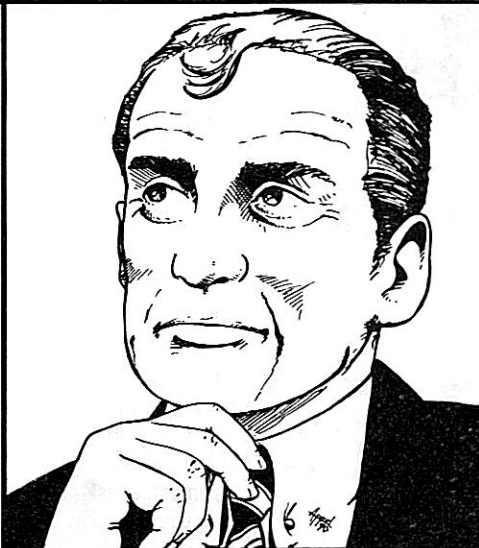
Rex's wife, Barbara, is an administrator at the MTG facility who shares her husband's loyalty to the DVFP project. Rex and his wife are driven by their past experiences with criminals.

Rex is now working on a way to use existing personnel more efficiently. He continually throws ideas at the Sentinel AI program in hopes of finding some kind of new breakthrough. He is absolutely amazed at what the Sentinel AI can do and can't believe it's a mass of binary codes churning through a processor somewhere! The Sentinel has been so valuable to Rex's work that he rarely ever makes a final decision without first consulting the Sentinel.

MANTA DOSSIER: BRANDON MCCLOUD

GENERAL DATA

Profession: Sleaze
Level: 18th
Social Class: Upper Corp
Fire: Laser Pistol 70
Melee: Brawl 28
Hits: 105
AT(DB): NoA(0)
Primary Skills:
 Administration 95
 Linguistics 85
 Exploit 83
 Perception 71
 Equipment 45
Secondary Skills:
 Culture 72
 Media 68
 Physics 47
 Advanced Math 30
Languages:
 English D5
 French D5
 Spanish D5
 German D5



APPEARANCE

Age: 59 **Sex:** Male
Eyes: Hazel **Race:** Caucasian
Hair: Implanted **Origin:** Boston
Build: Strong **Demeanor:** Patient, thoughtful
Height: 170 cm **Dress:** Formal
Weight: 70 kg **True Attitude:** Organizing

STATISTICS

Co 78(+5); Ag 72(0); SD 100(+2); Me 72(0); Re 85(+5);
 St 75(+5); Qu 49(0); Pr 96(+15); In 96(+15); Em 56(0);
 Ap 84; CIRS 1.

BACKGROUND

Brandon is the son of Corum, founder of the Manta Corporation. Brandon is a patient and sympathetic man, but he is driven, a man with intelligence and energy. He is not one to back down in the face of stiff negotiations.

Brandon was the key player in the Free Prison negotiations with the government, as well as being the liaison to the International branches as his linguistic skills are extraordinary. Brandon excels in many areas, making him perfect for the position of CEO and head of the board of directors. Brandon gives the Manta subsidiaries direction while also maintaining strict control over research and development.

The Sentinel AI worries him. T.R.A.I.L. has made some convincing arguments about other AI programs that have replicated themselves and spread to avoid being destroyed by any one source. After all, Brandon cannot physically see the Sentinel, but he knows that wherever he goes within Manta, the Sentinel is watching. Brandon has a vivid picture of the Sentinel — he has seen digital animations of it — as being an ominous grim reaper with a huge glistening scythe. It haunts his dreams at night.

MANTA DOSSIER: NICOLE SHERMAN

GENERAL DATA

Profession: Sleaze
Level: 7th
Social Class: Upper Corp
Fire: +50 10mm Pistol
Melee: +65 Razornails
Hits: 49
AT(DB): NoA(0)
Primary Skills:
 Administration 65
 Culture 50
 Exploit 33
 Pilot 30
 Equipment 25
Secondary Skills:
 Media 88
 Music 65
 Advanced Math 50
 History 47
Languages:
 English D5
 French D4



APPEARANCE

Age: 24 **Sex:** Female
Eyes: Blue **Race:** Slavic
Hair: Blond, wavy **Origin:** Denver
Build: Supple **Demeanor:** Easy going
Height: 165 cm **Dress:** Bright fashions
Weight: 58 kg **True Attitude:** Calculating

STATISTICS

Co 70(0); Ag 79(+5); SD 88(+5); Me 52(0); Re 87(+5);
 St 45(0); Qu 49(0); Pr 88(+5); In 80(+5); Em 26(0);
 Ap 93; CIRS 2.

BACKGROUND

Nicole is the media spokesperson for the Manta Corp. She has a sweet personality and is enjoyed by everyone around her. Nicole is a distant relative to Brandon McCloud and had the fortune of being pulled into the Manta organization full time. She has numerous administrative skills, but her forte' is dealing with the media, with a poker face, that is.

Nicole keeps the world's media at arm's length from the Manta and FPS organizations. Obviously, much of the new technologies and operations of the Free Prison must be kept quiet. Nicole has found the media to be like dogs: anxious to throw their attention your way, and when dealt with properly, they turn their attention elsewhere. But some of the dogs are true detectives, sniffing out the truth at any cost, and these Nicole must truly deal with.

Nicole employs an entire department of lawyers, mercenaries and hit men who right those whom she feels are wrong. Nicole bends the wills of many through undercover negotiations, often about their livelihood! Although a few have reported Nicole's strong-arm dealings, they are often short-lived, in more ways than one.

MANTA DOSSIER: JEAN CLAUDE FINNESMAN

GENERAL DATA

Profession: High Guard/Killer
Level: 19th
Social Class: Wasteland
Fire: Light Machine Gun 85
Melee: Brawl 100
Missile: Gas Projector 40
Hits: 138
AT(DB): AEX(25)
Primary Skills:
 Streetwise 94
 Administration 75
 Stalk & Hide 85
 Perception 51
 Equipment 50
 Ambush 45
Secondary Skills:
 Subduing 99
 Rural Foraging 72
 Frenzy 68
Languages:
 English D5
 Gutterspeak D5
 Spanish D5



APPEARANCE

Age: 34 **Sex:** Male
Eyes: Mikura **Race:** Scandinavian
Hair: Black **Origin:** Paris
Build: Solid **Demeanor:** Dutiful
Height: 177 cm **Dress:** High Guard uniform
Weight: 99 kg **True Attitude:** Authoritative

STATISTICS

Co 99(+20); Ag 91(+10); SD 86(+5); Me 79(+5); Re 75(+5);
 St 96(+15); Qu 99(+25); Pr 86(+5); In 56(0); Em 76(+5);
 Ap 84; CIRS 5.

BACKGROUND

Jean Claude, next to Brandon McCloud, is the most respected man in the entire region. His presence as a High Guard leader allows many people to sleep safe and secure at night. Jean Claude is able to walk alone throughout the Free Prison — he commands that kind of respect, even from the vile inmates of the prison! Jean Claude is one admirable High Guard member.

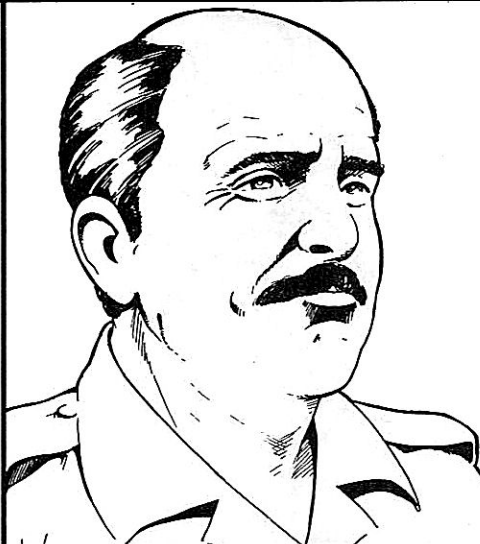
Jean Claude is a vocal person; he speaks exactly what is on his mind and is often filled with humor and good will. However, those who have seen him joking are often stunned by what they see when he is fighting for the FPS. Jean Claude can instantly snap into an almost berserk rage, although his actions are precise and calculated. In combat, he has few equals, and he is equipped only with the very latest technologies — the most powerful wetware, armor, weaponry, vehicles, and support equipment.

Manta has invested a fortune in this man, and he has repaid them many times over. This man is like a walking platoon of lower level Vigilantes! His actions speak for ten or more. After all, who would want to dispute his words? Jean Claude attempts only the toughest and most dangerous missions available to FPS personnel.

MANTA DOSSIER: JERIMIA GARCIA

GENERAL DATA

Profession: Vigilante
Level: 8th
Social Class: Upper Sprawl
Fire: 5mm Pistol 75
Melee: Brawl 48
Hits: 66
AT(DB): NoA(0)
Primary Skills:
 Perception 97
 Linguistics 75
 Exploit 55
 Equipment 49
 Streetwise 30
Secondary Skills:
 Culture 82
 Music 50
 Chemistry 40
 Trickery 35
Languages:
 English D5
 Spanish D5
 Japanese D4
 Gutterspeak D3



APPEARANCE

Age: 51 **Sex:** Male
Eyes: Light Blue **Race:** Iberian
Hair: Dark w/ mustache **Origin:** Spain
Build: Slightly overweight **Demeanor:** Observant, knowing
Height: 180 cm **Dress:** Simple
Weight: 118 kg **True Attitude:** Logical

STATISTICS

Co 68(0); Ag 42(0); SD 85(+10); Me 100(+25); Re 85(+5);
 St 75(+5); Qu 69(0); Pr 86(+10); In 100(+25); Em 86(+5);
 Ap 54; CIRS 0.

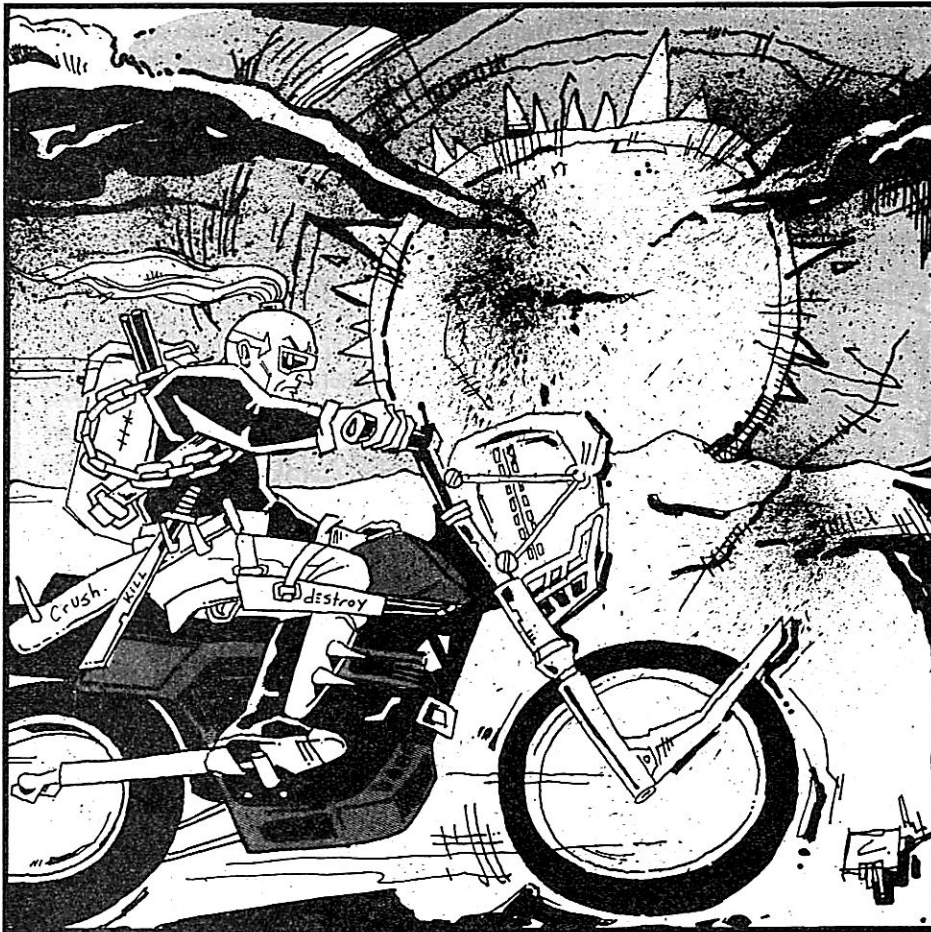
BACKGROUND

Jerimia is a security specialist that Manta pulled in from their Madrid office. He is one of the most observant people they can find, anywhere. Jerimia really doesn't fit into any particular mold because he knows so much about so many different things. He has a near perfect photographic memory (without wetware) and his perception is impeccable.

Jerimia is a jolly fellow who works well with people. As a trusted jack-of-all-trades, he has been given high security clearance so that he may wander throughout the Manta, FPS, and MTG facilities at will, recording what is going on for Brandon McCloud. Jerimia is the friendliest snoop anyone will ever meet. In fact, people get so wrapped up in his joyful disposition and personal magnetism that they forget he reports to Brandon — which is exactly the way Brandon wants it!

While Jerimia doesn't care for any sort of leadership jobs (he really isn't cut out for administration), he is perfectly content wandering through the vast Manta owned facilities (including top secret R&D) observing the actions of employees and noting their good and bad points for later reports.

5.0 INMATES



Here is the essence of the Free Prison, the inmates who populate its confines. Most are hardened felons convicted for life; many are society's rejects who managed to survive long enough to make it to prison; all are experiencing the most degrading and despicable form of existence imaginable. They live from day to day, cursing the dawn and praying to survive another night. It is a meager and pathetic existence, but most wouldn't have it any other way.

5.1 THE INMATE PSYCHE

*We real cool.
We left school.
We lurk late.
We strike straight.
We sing sin.
We thin gin.
We jazz June.
We die soon.*

Gwendolyn Brooks

The inmate class includes all characters residing inside the Free Prison, many of them criminals, ruthless traders, convicted net junkies, Sprawl-gang members, or mercenaries. They make a motley bunch of prisoners. Inmates are generally great fighters and versed in subterfuge skills, but not in technical areas. Their great combat prowess makes them exceptionally hard to

handle, so many security personnel prefer to use high-tech weapons and cybernetics whenever possible to make up for any physical deficiencies. Few Security class members could take on an inmate one-on-one without special weapons and live to tell the tale.

Cyberspace provides several character professions. The Free Prison, however, is a unique environment. Characters who were a specific profession prior entering the Free Prison may wish to change their name to one of the provided profession names. Generally, all of the inmates within the Free Prison will fit into one of these categories, save the Net Junkies. Net Junkies will find their skills hampered, but not useless, within the Free Prison. Further information of interest to Net Junkies appears in Sections 2.4 and 4.2.

5.2 TYPES OF INMATES

There are over half a million inmates of the DVFP, each a unique individual with his own stories of success and dismal failure. However, the nature of the Free Prison environment makes it easy to categorize its inhabitants into a few broad archetypes.

Here is a summary of the major classifications of inmates found in the Free Prison.

TRADER

Cyberspace profession equivalent: Sleaze

Traders are a unique class who have found their way into the Free Prison. They generally aren't exceptionally strong or quick in battle, but they are adept at striking a good deal with other Traders, and they know how to bribe, embezzle, steal,

and haggle with characters who are not. Some used to be accomplished businessmen who ended up getting caught in the wrong place at the wrong time. Some are simply crafty individuals who have a knack for taking advantage of a lawless environment. The Free Prison offers a perfect arena for them.

Traders should begin a DVFP campaign with a small stock of goods or knowledge that will prove to be useful to other traders (GM's discretion). Ninety percent of the time, high level Traders will only hire other Traders to work for them unless there is a need for an extra warrior — Traders often have several bodyguards. Some Traders are shrewd enough to detect a lie when haggling with another character/inmate.



Although many Traders are known to be physically weak and often very poor in battle situations, they have gained the respect of the inmates with whom they barter. Their valuable goods, sold in a black market within the prison, often excite interest not only among the inmates but Security members as well. The FPS constantly pursues sales of powerful arms and high-tech equipment. For this reason, all valued items in the Free Prison are usually only available to higher level characters, or someone who can pay an outrageous price! Many Traders have developed their own special bartering language that only they can understand.

Typical Trader

Profession: Sleaze

Level: 4th

Hits: 35

AT(DB): NoA(5)

Fire: —

Melee: Brawl 45

Missile: Thrown Rock 30

Skills: Streetwise 60, Exploit 55, Perception 45, Equipment 40

MERCENARY

Cyberspace profession equivalent: Killer

Mercenaries who find their way into the Free Prison are often vile criminals or rejects from legitimate mercenary outfits around the world. They are highly trained in mechanical, strategic, and military combat skills. Mercenaries often sell their services to Sandgangs in need of extra force, to Traders to help defend their goods or their base, or to Road Warriors who plan to assault some megahol-rich installation.

There really aren't too many full-fledged Mercenaries in the Free Prison, relatively speaking, but some have been known to rise to power quickly. Often these successful Mercenaries have found that taking the neutral ground proves healthy and profitable. Mercenaries will almost always prove to be better fighters than any other class with equal experience. They are usually part of a band of two or three other Mercenaries in search of a contract, which they demand for every job.

Typical Mercenary

Profession: Killer

Level: 6th

Hits: 65

AT(DB): ABS(5)

Fire: Sawed-off shotgun 50 (occasionally)

Melee: Brawl 65

Missile: Crossbow 40

Skills: Environs 65, Stalk & Hide 60, Perception 45, Equipment 45



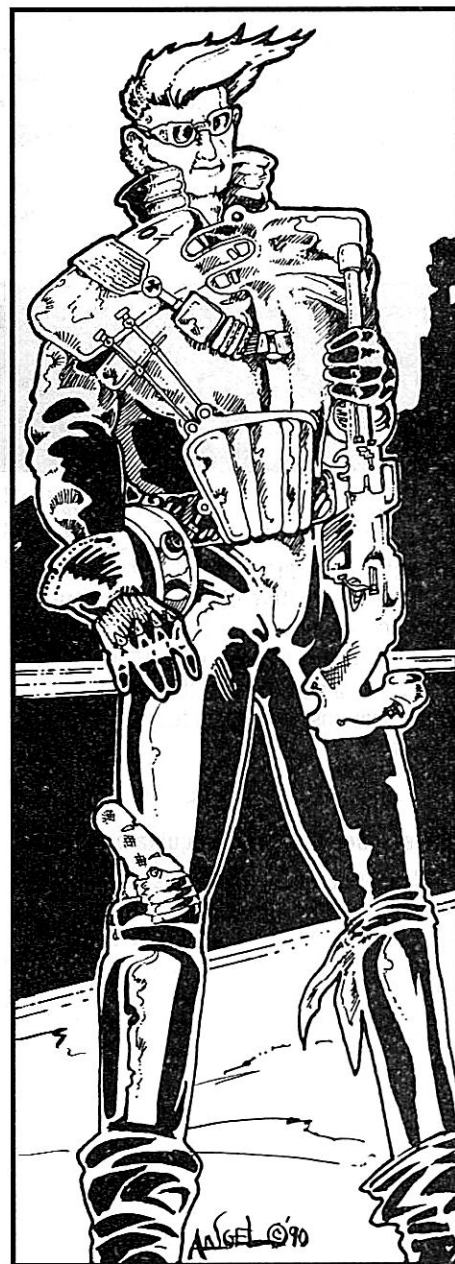
ROAD WARRIOR

Cyberspace profession equivalent: Jockey or Tech Rat

Road Warriors are quite common among the inmates. They populate much of the southern portion of the Prison where many open roads crisscross and fuel refineries stand. Road Warriors are skilled with vehicles, and some are known to have passable technical skills. They travel in loose bands only for protection, and some even wander off on their own, roaming once they get experienced.

Most Road Warriors are selfish and arrogant, especially when it comes to their home or transportation. Road Warriors sometimes acquire special parts needed for vehicles and some tools to begin the game. Characters can barter with these tools or save them for a vehicle they may attain later. Also, they have a good survival rating compared to the other inmates.

Road Warriors are a general class. Some contend that the Road Warriors class occurs more commonly than that of Sandgang members. Indeed, Road Warriors tend to face less opposition and fewer border wars like the ones Sandgangs often get caught up in, but they also risk dying more often than Sandgangers due to the nature of vehicle combat in the DVFP.



Typical Road Warrior

Profession: Jockey

Level: 4th

Hits: 45

AT(DB): LBA(5)

Fire: —

Melee: Brawl 55

Missile: Crossbow 45

Skills: Drive 60, Environs 55, Perception 45, Equipment 45

SANDGANGER

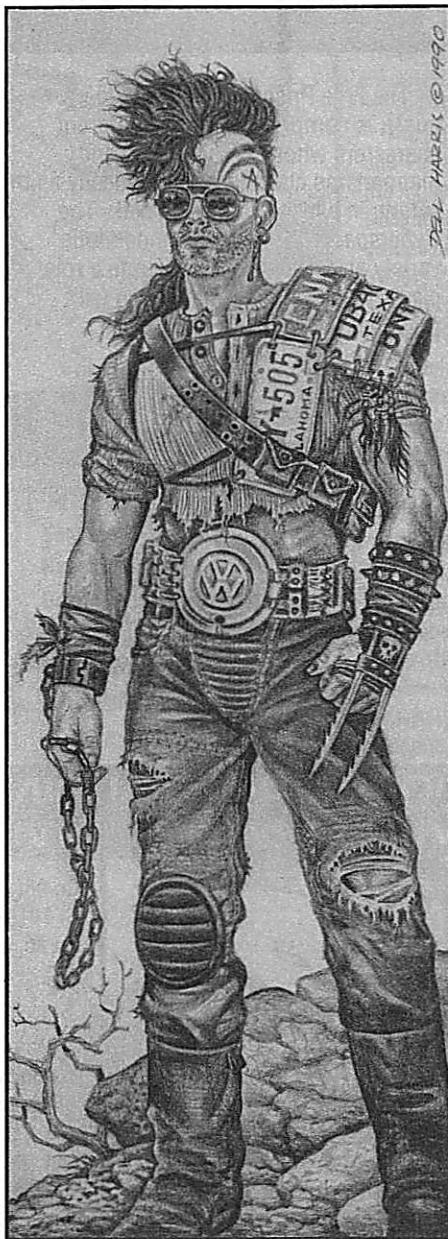
Cyberspace profession equivalent: Any

The proliferation of Sprawl gangs worldwide was the main reason for the creation of the Free Prison. For decades before construction of the enormous DVFP, these bands of cutthroats would devastate large cities. Turf battles with rival Sprawl gangs would often end in destruction and death, causing city police to underman other sections of the city, which in turn led to more crime. Before long, word spread through the ranks of the Sprawl gang communities. Widespread violence and robbery blitzed L.A., Miami, New York, and Chicago. Then, the public made their worst mistake by televising these incidents to other cities around the U.S. and abroad. Small-time Sprawl gangs heard of the national uprising and joined in, knowing all the insurrections could not be stopped. That soon led to a national emergency which led Manta and the Pentagon to create the Free Prison.

Sandgang members come from a wide variety of Sprawl gang backgrounds and occupations and therefore bring with them an assortment of skills. They are nearly always exceptional fighters in every respect but have most of their experience in group combat and streetwise abilities. Many Sandgangers have their sights aimed squarely on becoming a Sandgang Leader one day so they can call all the shots and reap the rewards. Of course, with so many individuals competing for the same spot, many will have to fail.

Some Sandgangs form pacts with neighboring Sandgangs in an attempt to eventually form a Kingdom. Most Kingdoms are small, and some are unknown to others in the Free Prison. A select few have risen through the ranks with the help of powerful and intelligent leaders. These Kingdoms claim specific territories and often battle over a small area of land just to increase their prestige or to control areas

needed for defense, fuel, or other important supplies. Sometimes the Kingdoms will have a centralized fort where the predominant Sandgang sells some goods for profit.



Typical Sandganger

Profession: Killer

Level: 3rd

Hits: 30

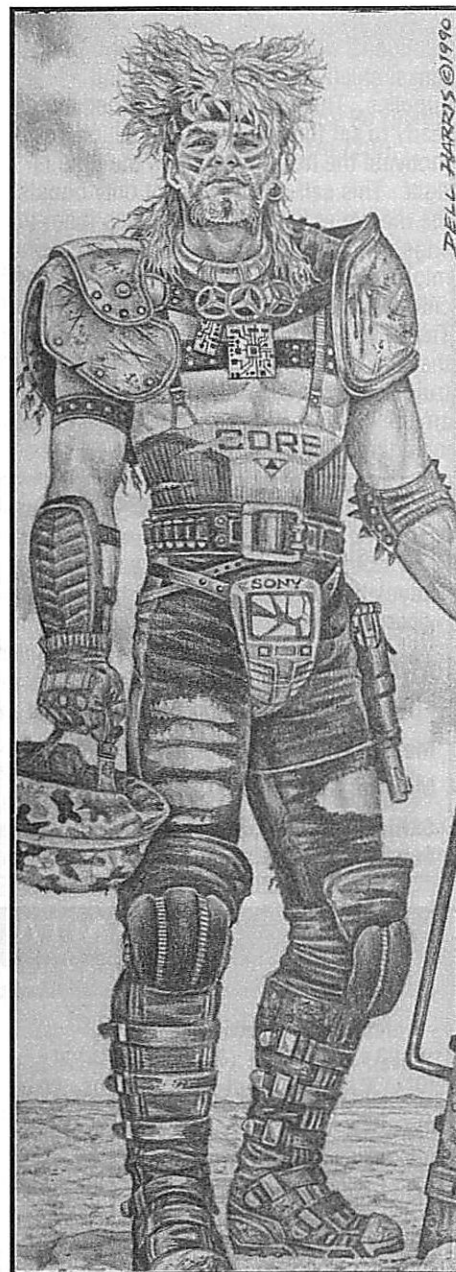
AT(DB): NoA(10)

Fire: —

Melee: Brawl 45

Missile: Bow or Spear 40

Skills: Environs 50, Stalk & Hide 45, Perception 45, Equipment 30



GANG LEADER

Cyberspace profession equivalent: Any

Not only do the inmates respect Gang Leaders, but the FPS do as well. They are such incredible warriors that most adversaries fear for their lives while in the presence of this lofty class. Members generally look up to their leaders and follow the orders they give without question. Gang Leaders, in addition to packing a wallop in battle have attained so many skills through experience that they know a great deal more than the average cutthroat, and they use it with cunning and guile.

They usually begin planning to lead a Sandgang while still rising through the ranks, chiefly by saving money and supplies. This way, they are immediately ready to set forth their plan of action and motivate the henchmen when the time is right. This self-assurance not only boosts the morale of their men, but gives them the edge over any neighboring sandgangs who might spoil the initial set-up of the base. If characters openly recruit men from Trader's Fort, or the likes of the Free City, they are likely to be cut down. There are truly subtle yet profitable ways of acquiring anything you may need in the Free Prison, including men.

Typical Gang Leader

Profession: Killer

Level: 10th

Hits: 105

AT(DB): ABS(5)

Fire: Submachine Gun 70

Melee: Brawl 65

Missile: Crossbow 60

Skills: Exploit 75, Streetwise 70, Perception 70, Equipment 65

5.3 PERSONALITIES

The Free Prison, as mentioned previously, is comprised of many different characters whose personalities and mannerisms clash just as drastically as the setting in which they are placed. The *Cyberspace* world offers tremendous variety and flexibility to generate a role playing environment that is rich with potential.

Provided here are a sample of what to expect when dealing with the upper echelon of most renowned Free Prison inmates. As you tailor your campaign and your maps you may use the personalities listed below as valuable NPC references. Likewise, you may even center an entire adventure around one of the people listed on the following pages.

MANTA DOSSIER: MAN DINGO WOLF

GENERAL DATA

Profession: Gang Leader/Killer

Level: 12th

Social Class: Lower Sprawl

Fire: —

Melee: Knife 92

Missile: Compound Bow 89

Hits: 125

AT(DB): NoA(5)

Primary Skills:

Streetwise 110

Exploit 86

Stalk & Hide 70

Perception 55

Equipment 40

Secondary Skills:

Frenzy 90

Sport 75

Drug Tolerance 45

Languages:

English D4

Gutterspeak D3

Bantu D2



APPEARANCE

Age: 35

Sex: Male

Eyes: Black

Race: African American

Hair: Black

Origin: Miami Sprawls

Build: Muscular

Demeanor: Cunning

Height: 208 cm

Dress: Loin cloth, jewelry

Weight: 179 kg

True Attitude: Selfish, power hungry

STATISTICS

Co 98(+20); Ag 90(+10); SD 45(0); Me 06(-10); Re 30(0); St 101(+30); Qu 88(+5); Pr 91(+10); In 86(+5); Em 04(-15); Ap 76; CIRS 0.

BACKGROUND

Man Dingo Wolf is the leader of the Scorpions Kingdom, a significant band of Sandgangers who are known for their quick and deadly raids. This powerful leader indeed fights like a scorpion. He is muscular, decisive, and merciless. But who is to say whether his ability matches his ego?

Wolf entered the Free Prison without ever being convicted of a crime — not that he didn't commit any! Enforcers could never get their hands on him. Few understood why he left Miami for Death Valley, but evidently he wants to rule the entire Free Prison. If anyone has a shot at it, many believe it could be Man Dingo Wolf.

Man Dingo Wolf tries to promote purity of mind and body through meditation on one's goals. As a leader, he excels at promoting loyalty and ferocity. His men are all strong and agile through rigorous training and discipline. Wolf would have made a good Master Sergeant if it weren't for his greedy and somewhat psychotic demeanor.

MANTA DOSSIER: THRUSH

GENERAL DATA

Profession: Road Warrior/
Jockey

Level: 6th

Social Class: Wilds

Fire: Shotgun 75

Melee: Brawl 40

Missile: Bola 66

Hits: 56

AT(DB): LBA(5)

Primary Skills:

Drive 98

Equipment 90

Streetwise 80

Perception 75

Enviros 70

Exploit 55

Secondary Skills:

Trickery 50

Appraisal 45

Languages:

English D5

Spanish D3

Gutterspeak D1



APPEARANCE

Age: 28

Sex: Male

Eyes: Brown

Race: Latin American

Hair: Bald

Origin: Western Sprawls

Build: Lean

Demeanor: Loner, mean

Height: 185 cm

Dress: White leathers

Weight: 119 kg

True Attitude: Sorrowful

STATISTICS

Co 78(+5); Ag 90(+10); SD 94(+10); Me 91(+15); Re 79(+5);
St 77(+5); Qu 88(+5); Pr 95(+15); In 86(+5); Em 72(0);
Ap 56; CIRS 3.

BACKGROUND

The Free Prison roadways are "travel at your own risk" and Thrush knows that better than anyone. Thrush lives on the highways, secondary roads, and sometimes the sandy trails that cut through canyon passes. He has travelled virtually every road and has a good relationship with traders throughout the Free Prison. Thrush is an expert salvager and makes his living by preying on the weak, taking what he needs, and selling off the rest.

Thrush's vintage 2063 Ford Pantera III has been completely rebuilt to handle the most rugged terrain. Over the past five years, Thrush has upgraded his red hot racer with weaponry and defenses that are unmatched throughout the prison. Security has tried to corner this high speed bandit but always comes up short. Thrush is secretly admired by many inmates and has gained a "fan club" of sorts in various towns and villages throughout the prison.

Thrush can be hired out for delivery and vehicle combat missions when the price is right and the odds are on his side. Thrush, a man of few words, is known to be a loner. If it were not for his gadget-laden Pantera, Thrush would be an empty soul. His only love died in a Sprawl-gang-related incident deep in the heart of the Manhattan Sprawl.

MANTA DOSSIER: GINSU

GENERAL DATA

Level: 14th

Social Class: Upper Corporate

Fire: Laser Pistol 61

Melee: Brawl 85

Missile: Shuriken 84

Hits: 121

AT(DB): LBA(10)

Primary Skills:

Exploit 91

Culture 90

Perception 85

Stalk & Hide 70

Cybernetics 70

Quick Draw 65

Secondary Skills:

Acrobatics 88

Frenzy 66

Subduing 45

Languages:

Japanese D5

English D4

Tibetan D3

Gutterspeak D1



APPEARANCE

Age: 31

Sex: Male

Eyes: Black

Race: Japanese

Hair: Black

Origin: Tokyo

Build: Toned

Demeanor: Masterful, knowing

Height: 188 cm

Dress: Makeshift Samurai

Weight: 98 kg

True Attitude: Greedy, patient

STATISTICS

Co 100(+25); Ag 90(+10); SD 75(+5); Me 36(0); Re 60(0);
St 96(+15); Qu 92(+10); Pr 79(+5); In 86(+5); Em 90(+10);
Ap 88; CIRS 5.

BACKGROUND

Once the Free Prison was fully operational, Manta began importing some of the world's most ruthless criminals: Ginsu had the dubious honor of being Manta's first import! He is now the leader of the Rising Sun Kingdom.

Ginsu is a natural leader with a perfectly balanced mix of attributes and skills to back it up. Many of his followers are filtering into the Free Prison, on their own free will. The Rising Sun currently is a relatively small, tightly knit group of full blooded Japanese. They consider no others for membership. Ginsu leads the Rising Sun from deep within a dungeon complex full of traps and false corridors. Ginsu's modern Samurai equip themselves with the newest technologies: cybernetics, energy weapons, powerful CyberDecks and assorted espionage equipment.

Ginsu is a master knife fighter as he utilizes his Razor-nails in addition to his razor-sharp knife. He is well versed in martial arts and swordplay, as are most of his disciples. He leads with an iron hand; his word is law to his samurai members. Rising Sun Sandgangers will die for their cause. They are totally focused on their beliefs of dominion through old world ideals, even if they have been warped.

MANTA DOSSIER: FAT MAN

GENERAL DATA

Profession: Trader/Sleaze
Level: 16th
Social Class: Upper Sprawl
Fire: Laser Pistol 43
Melee: Brawl 92
Missile: Compound Bow 89
Hits: 125
AT(DB): NoA(0)
Primary Skills:
 Streetwise 110
 Stalk & Hide 70
 Exploit 86
 Perception 55
 Equipment 40
Secondary Skills:
 Gambling 84
 Appraisal 77
 Advanced Math 45
 Admin 38
 Drug Tolerance 35
Languages:
 Gutterspeak D5
 English D3



APPEARANCE

Age: 43 **Sex:** Male
Eyes: Red implants **Race:** Caucasian
Hair: Brown/Grey **Origin:** New York
Build: Obese **Demeanor:** Extremist, zealous
Height: 200 cm **Dress:** Gaudy robes & jewelry
Weight: 239 kg **True Attitude:** Greedy

STATISTICS

Co 24(-5); Ag 08(-10); SD 15(-5); Me 99(+20); Re 82(+5);
 St 82(+5); Qu 54(0); Pr 88(+5); In 100(+25); Em 01(-25);
 Ap 16; CIRS 0.

BACKGROUND

The Fat Man controls virtually all of the Black Market trade within the Free Prison. He is the sole owner and organizer of the Trader's Fort and Truk Stop on the hot valley floor. The Fat Man has confiscated more FPS equipment than Security cares to admit. Deep within the ground, beyond the solid salt beds, lies guarded catacombs where some truly dark dealing goes on. This man embodies everything repulsive and greedy in a human being. Not only that, he is smart enough to scheme on multiple levels while weaseling his way through a deal. The Fat Man was once the Godfather of New York in the early '20s, but has since been sent to the Free Prison by the FBI.

The Fat Man never leaves his dungeon abode and few people ever get to see him. Those who do rarely come out alive. Many end up as slaves, doomed to construct even more tunnels and catacombs for the Fat Man. Security is most concerned about the situation here. If Trader's Fort wasn't so far from the prison borders, they probably would have raided the whole operation long ago.

MANTA DOSSIER: QUEEN AMAZON

GENERAL DATA

Profession: Gang Leader/Killer
Level: 8th
Social Class: Arcology
Fire: Needle Pistol +50
Melee: Razornails 70
Missile: Spear 75
Hits: 82
AT(DB): NoA(20)
Primary Skills:
 Cyber Attunement 80
 Ambush 60
 Stalk & Hide 50
 Frenzy 48
Secondary Skills:
 Cybernetics 80
 Acrobatics 70
 Subduing 35
 Physics 20
Languages:
 English D4
 French D4



APPEARANCE

Age: 25 **Sex:** Female
Eyes: Blue **Race:** Euroslav
Hair: Blond **Origin:** Washington DC
Build: Exceptional **Demeanor:** Calm, organized
Height: 177 cm **Dress:** Savage
Weight: 80 kg **True Attitude:** Psychotic

STATISTICS

Co 78(+5); Ag 100(+25); SD varies 5(-10) to 99(+20);
 Me 66(0); Re 100(+25); St 85(+5); Qu 98(+20); Pr 61(0);
 In 80(+5); Em 14(-5); Ap 94; CIRS 11.

BACKGROUND

The Queen leads the Amazon Kingdom near Manly Peak. The Amazons, as the name implies, are a large gathering of female warriors who pride themselves in keeping the southwest portion of the prison "male free". Indeed, any man who enters their turf is risking the loss of his manhood. The Amazons are protective of their turf and tolerate no one.

Queen Amazon came to the Free Prison through some strange circumstances. The government was conducting cybernetic tests and managed to take them a little too far. The Queen lost her mental stability and went on a rampage, killing several reporters and numerous scientists. Following the blood bath, she was calm and morose, as if she had entered a different state of mind entirely.

Soon after, she was sentenced to life in prison and therefore got transferred to the Free Prison. Ironically, the government's testing caused her instabilities. Sometimes she is perfectly normal, while at other times she is totally unpredictable.

Queen Amazon leads her Sandgangers from a large wooden stronghold on the crest of a mountain near Manly Peak.

MANTA DOSSIER: GREGOR THE SLAVE DRIVER

GENERAL DATA

Profession: Trader/Killer
Level: 10th
Social Class: Lower Sprawl
Fire: Needle Pistol +20
Melee: Studded Bullwhip +65
Hits: 92
AT(DB): NoA(5)
Primary Skills:
 Exploit 90
 Environs 65
 Streetwise 60
 Equipment 55
Secondary Skills:
 Subduing 75
 Drug Tolerance 52
 Contortions 30
 Trickery 30
Languages:
 Gutterspeak D5
 English D3
 Spanish D3



APPEARANCE

Age: 28	Sex: Male
Eyes: Brown	Race: South American
Hair: Black	Origin: Brazil
Build: Big, strong	Demeanor: No pity
Height: 190 cm	Dress: Spiked Leathers
Weight: 100 kg	True Attitude: Uncaring

STATISTICS

Co 78(+5); Ag 90(+10); SD 93(+10); Me 36(0); Re 40(0);
 St 100(+25); Qu 77(+5); Pr 86(+5); In 20(-5); Em 10(-5);
 Ap 65; CIRS 0.

BACKGROUND

The "Slave Driver" is a person you simply don't want to meet. This man is cold-hearted in the extreme, ready to lash out with his bullwhip at anyone who annoys him. The Slave Driver runs Pitts' underground steelworks — where much of the prison's industrial production takes place. Gregor isn't a part of the core leadership in Pitts, so he takes orders from above and carries them out with vigilance.

The Pitts steel factory makes or manufactures a number of things, including weapons, armor, vehicles and the like. They have a supply of electricity and water, and they are allied to the Cabal Kingdom. The leaders of Pitts eventually want to rule the entire southern half of the Prison, erecting a wall to separate the south from the north.

Gregor knows of these plans but doesn't really care about them. After all, he has his own Kingdom right under the city! Gregor has total control over thousands of slaves. He is so shallow-minded he doesn't even know that what he is doing is heartless and cruel — to him, it's merely the natural order of things.

MANTA DOSSIER: THE DANCER

GENERAL DATA

Profession: Net Junkie
Level: 14th
Social Class: Wasteland
Melee: Brawl 76
Hits: 52
AT(DB): NoA(5)
Primary Skills:
 CDeck Operations 100
 Stalk & Hide 90
 Environs 86
 CSpace Intrusion 80
 Electronic Bypass 55
 CSpace Combat 46
 CSpace Utility 35
Secondary Skills:
 Drug Tolerance 75
 Astronomy 60
 History 45
 Medical Practice 40
 Sport 20
Languages:
 Spanish D5
 English D4



APPEARANCE

Age: 19	Sex: Male
Eyes: Black	Race: Mexican Indian
Hair: Black	Origin: Sonara Desert
Build: Slim	Demeanor: Impeccable
Height: 167 cm	Dress: Cloak and robe
Weight: 89 kg	True Attitude: Detached

STATISTICS

Co 94(+10); Ag 70(0); SD 99(+20); Me 100(+25);
 Re 90(+10); St 85(+5); Qu 78(+5); Pr 85(+5); In 89(+5);
 Em 100(+25); Ap 74; CIRS 0.

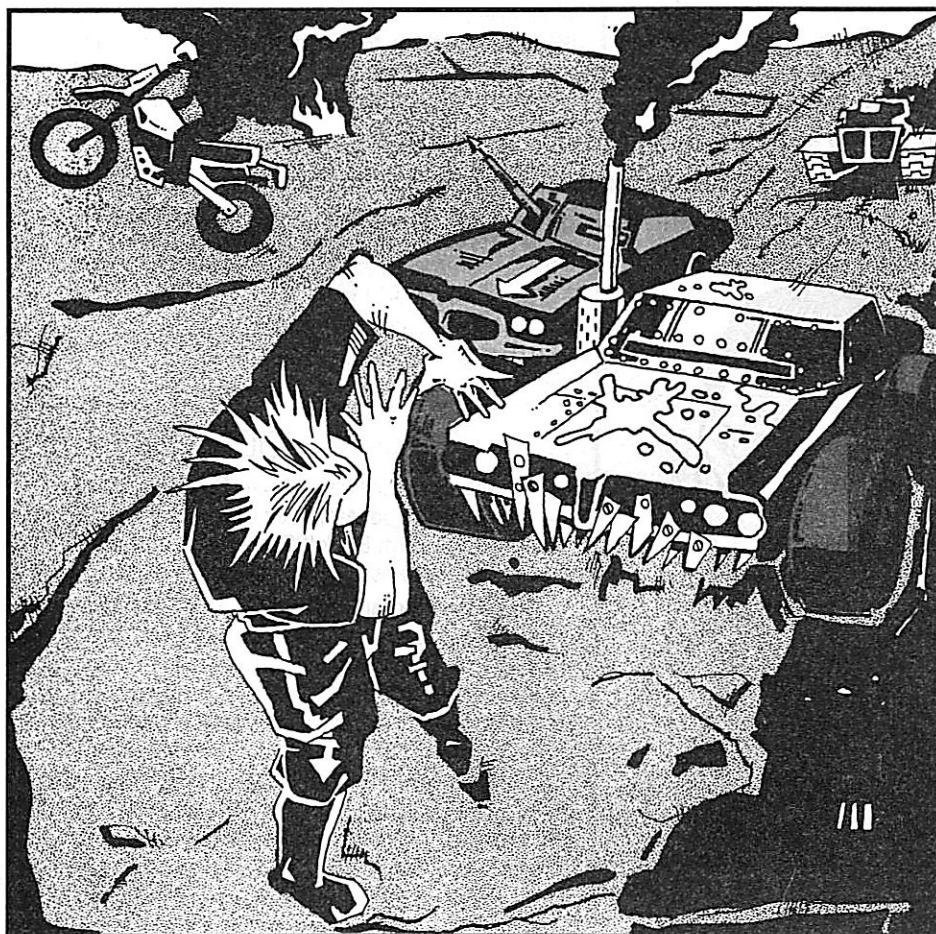
BACKGROUND

The Dancer lives in Cyberville and is without question the Free Prison's hottest Net Junkie. He has danced with some of the greatest Black ICE programs in the world. He has met the Free Prison's Sentinel and lived to tell the tale.

This young Mexican Indian has experimented with various drugs, but he finds the world of cyberspace to be his paradise. If he could, the Dancer would permanently live in cyberspace. Unfortunately, his curiosity landed him in the slammer for life. Now the Dancer finds it extremely difficult to break out of the Web for extended periods of time without having the FPS breathing down his neck. He owns several different supercharged beam modems, and he understands how to build and repair them.

Cyberville is home to many people who excel at cybernetics, software design and electronic technologies. Of course, people with the Dancer's credentials are rare, but there are quite a few exceptional techs in Cyberville. The Dancer is very committed to the Indian way of life and as such he can be hard to access. Many people find that he has a very peculiar way of simply disappearing at opportune times.

6.0 ENCOUNTERS



The Free Prison may encompass several thousand square miles of bleak, barren terrain, but with over half a million inhabitants, you're bound to run into some unsavoury individuals sooner or later. The following section details ways to generate random encounters during the course of your exploration of the DVFP.

Good Luck, you'll need it.

6.1 OPEN ROAD ENCOUNTERS

There I wuz, mind'n me own, cruiz'n th' ol Citreon, when all of a sudd'n I'm driv'n roite thru th' middle of 'em. San'gangers. Pop'd roite out o' th' ditches, fir'n cross-bows 'n chains. Blew out all o' me tyres. Sons o' biches — had to kill 'em all. Poor blight'rs, didn't stand a chance, o'course.

Mug Tarpit

Obviously, encounters the player characters run across are at the sole discretion of you, the GM. However, there are several aids to determine spur of the moment encounters with NPCs. The Open Road Encounter Chart, along with the others in the following sections are specifically designed to help you out in this area.

Once an NPC or group of NPCs has been encountered and developed a little beyond their most fundamental form, you may wish to incorporate them into the overall campaign. Many campaign allies and villains will evolve in this way, so it is important to make notes of every encounter that involves combat or interaction between the player characters and the NPC(s).

Note that not only inmates, but Security personnel may be encountered as well. Security NPCs must follow and abide by standard procedure while inmates can do as they please. Security encounters generally come in three kinds: Infiltrators, Strike Forces, and Secret Agents.

Open Road Encounter Chart

Base Encounter Chance: 10% per 4 hour period.

Modifiers to Base Encounter Chance: -5% at Night. +10% if Travelling.

Roll 1D100	Encounter
01-10	A single sick and delirious inmate at the side of the road.
11-20	A wrecked motorcycle or other such vehicle, thoroughly scavenged.
21-30	A small group (1D5) of disenfranchised Sandgangers on death's door.
31-35	A lone Trader. He may have a pack animal or cart carrying meager supplies.
36-40	A dead and abandoned pack animal. It may still be edible.
41-45	A Trader accompanied by 1D5 bodyguards.
46-50	A single Road Warrior with vehicle looking for a suitable ally.
51-55	A courier working for a major Kingdom is delivering an important message/item.
56-60	A water merchant with 1D5 bodyguards.
61-65	A well-organized group of 1D10 Sandgangers on foot waiting in ambush.
66-70	A Trader merchant with vehicle, supply train, numerous saleables and 2D10 bodyguards and 2D10 camp followers.
71-75	A pair of well-equipped Road Warriors with superior vehicles are out scavenging. They will attempt to take on any small group they come across, but will be friendly to others.
76-80	A group of 1D10 motorcyclists. Their disposition is ugly and they are well equipped with weighted chains and small crossbows to blow out tires.
81-85	A well organized and equipped group of 3D10 Sandgangers on foot waiting in ambush. There is a 20% chance that one or two of them are disguised FPS Infiltrators.
86-90	A band of 1D10 minor gang members, each with his/her own vehicle. They are of neutral disposition, but will attack any who are in an inferior position.
91-95	A fleet of 2D10 vehicles belonging to a minor gang. There are at least 2 inmates per vehicle. There is a 25% chance they will be friendly to any they meet.
96-99	A force of 3D10 vehicles out cruising for action. Their drivers belong to a powerful gang or Kingdom. There is a 40% chance that a FPS Infiltrator is among them.
100	A major force of 4D10 vehicles driving under the banner of a single Kingdom are on the warpath, looking to chew up anything they find.

Infiltrators must be played as if they were inmates. Remember, though, that all information they find pertinent to the FPS will be reported to the agency as circumstances permit. Strike Forces are usually outfitted with high tech equipment and sometimes specialized vehicles. Their purpose is to stop an organization from some illegal act such as attempting an escape. Strike Forces are always accompanied by 1D10 High Guardsmen. Secret Agents will be working for the government or a Megacorp, and will most likely be after some piece of valuable information.

ENCOUNTERS ON THE OPEN ROAD

DVFP roadways are not for the faint of heart. Sandgangers and Road Warriors alike are always hunting down sources of precious fuel, and the most likely place to find them are in other vehicles. Combat on the open road is commonplace, and its impersonal nature leads to an incredibly high casualty rate.

There are many different types of vehicles used in the Free Prison. Dune buggies, 4 runners, trikes, and motorcycles are by far the most common due to their ability to handle the prison's sandy and rocky terrains. These vehicles have

greater handling and maneuvering capabilities than most. However, on the highways, coupes, sports cars, stock cars, and trucks dominate. Busses and other multi-passenger conveyances tend to be too slow to hold their own during extended road battles.

Consult the encounter chart on the previous page for the specifics of open road encounters. Only use this encounter chart when you wish to generate an encounter for PCs on or near a significant roadway. Otherwise use one of the other encounter charts provided in this Section.

6.2 WILDERNESS ENCOUNTERS

Wild, unsettled areas in the DVFP include everything from the salt flats to the mountain peaks. Any place in the Free Prison that is neither a roadway nor a settlement is considered wilderness.

Encounters out-of-doors leave the GM with countless options. You may use randomly generated outdoor encounters as an opportunity to add permanent features to the area map, such as a mine, cave, or secret settlement that PCs run across.

Although there are several encounters listed on the wilds encounters chart, it is up to you to determine how the encounter develops. At what range or distance is the prospective encounter spotted? Are those who are encountered stationary, camped,

or are they traveling? Are the NPCs on a blood hunt, or are they friendly and willing to aid the player characters? These are some of the questions you should ask yourself as the encounter develops.

Note that wilderness encounters are more likely in the winter, as the outdoor temperatures are more bearable, as is the case during the night.

Consult the following encounter chart for the specifics of encounters in the wilds. Only use this encounter chart when you wish to generate an encounter for PCs in wilderness terrain. Otherwise use one of the other encounter charts provided in this Section.



Wilderness Encounter Chart

Base Encounter Chance: 10% per 4 hour period.

Modifiers to Base Encounter Chance: +10% from November to February. +5% at Night. +5% if Travelling.
-5% if area is Remote.

Roll 1D100	Encounter
01-10	A single inmate is found near death. 10% chance he is a significant personality.
11-20	A wrecked machine or technological device is found. It is practically worthless.
21-30	A small group (1D5) of new inmates. They are confused and aggressive.
31-35	A lone inmate prospector with a pack animal which carries his meager supplies.
36-40	A dead inmate. 25% chance he was a FPS Infiltrator still carrying a significant item.
41-45	A Trader's camp. It is guarded by 2D10 Killers.
46-50	An abandoned mine. Investigation will show it to be currently uninhabited.
51-55	A cave. 50% chance it is being used by some group.
56-60	A group of 1D5 Sandgangers. They are wary of anyone they encounter.
61-65	A well-organized group of 1D10 Sandgangers waiting in ambush.
66-70	An abandoned base camp for a major gang, or an unoccupied Kingdom outpost. Scrounging may turn up one or two serviceable items.
71-75	A pair of well-equipped All Terrain Vehicle drivers are out scavenging. They will attempt to take on any small group they come across, but will be friendly to others.
76-80	A group of 1D10 Sandgangers. Their disposition is ugly and they are well equipped with missile weapons and one firearm. They are in the service of a powerful Kingdom.
81-85	A well-organized and equipped group of 3D10 Sandgangers waiting in ambush. There is a 20% chance that one or two of them are disguised FPS Infiltrators.
86-90	A band of 2D10 minor gang members. They are of neutral disposition and may be looking for an alliance, but they will attack any who show themselves to be inferior.
91-95	A group of 3D10 warriors. 70% chance they belong to a minor gang, otherwise they are well-armed FPS personnel raiding the prison to find a particular person or item.
96-99	A force of 4D10 inmates looking for action. They belong to a powerful gang or Kingdom. There is a 40% chance that a FPS Infiltrator is among them.
100	A major force of 2D100 Sandgangers with 3D10 vehicles. They have a definite cause and will cast aside any they meet. Scouts may be encountered first.



6.3 SETTLEMENT ENCOUNTERS

The nature of encounters in settled areas depend primarily on where the PCs are. Are they inside a cave? A fort? A village or town? Who owns, lives or runs

the encounter area? All of this and any other special circumstances must be taken into consideration as you generate the encounter for the players.

Consult the following encounter chart for the specifics of settlement encounters. Only use this encounter chart when you wish to generate an encounter for PCs in settlements. Otherwise use one of the other encounter charts provided in this Section.

Settlement Encounter Chart

Base Encounter Chance: 50% per 4 hour period, or if travelling through.

Modifiers to Base Encounter Chance: +10% if Travelling.

Roll 1D100	Encounter
01-10	An old beggar asks for alms.
11-20	An abandoned, minor vehicle. It may have been scavenged already.
21-30	A small group (1D5) of abandoned inmate children.
31-35	A lone Trader has set up a stall and he is selling basic necessities.
36-40	An abandoned pack animal. It will be very sick and is probably diseased.
41-45	A Trader accompanied by 1D10 bodyguards.
46-50	A single Road Warrior drives past, taking an interest in the PCs' activities.
51-55	A lone Sandganger carries an important message, item or piece of information.
56-60	A water merchant is selling here.
61-65	A well-organized group of 1D10 inmates is waiting to ambush likely prey.
66-70	A renowned Trader merchant has just come into town. With him are 5D10 bodyguards, acquisition agents and followers.
71-75	A small group of 1D5 FPS Infiltrators posing as residents or transient inmates. They are currently scouting for a major Manta operation. They will be looking for information.
76-80	A group of 2D10 motorcyclists have just rolled into town (50% chance), or have already set out some turf here (50% chance). Either way, they're looking for trouble.
81-85	A well-organized and equipment-heavy group of 5D10 Sandgangers is patrolling the settlement looking to shakedown outsiders and newcomers.
86-90	A band of 1D10 minor gang members, each with his/her own vehicle. They are of neutral disposition, but will trail and eventually attack any who strike them as easy pickings.
91-95	A group of 4D10 residents. They are insular, local folk who have only a 25% chance of being friendly to any they meet.
96-99	A settlement leader with a force of 6D10 bodyguards will approach PCs, accusing some infringement of local rules. The punishment they propose to inflict is quite severe.
100	The settlement has come under a major attack by forces from a rival town or Kingdom. Considerable firepower is brought to bear and PCs will be caught in the middle.

6.4 LUCKY FINDS

When was the last time you found a dollar bill on the floor of a mall or other public place? How about some rare instance where you won a contest or

perhaps found something of value left behind by someone else? A lucky find in the DVFP is similar in many ways to these situations as a character discovers

something unlooked for, but beneficial. It could be a hidden water hole, a broken-down vehicle or piece of equipment, an energy pack or security item, or maybe it will be a mountain goat or farm animal that can be hunted.

Lucky Finds Chart

Base Chance for a Lucky Find: 10% per month.

Modifiers to Lucky Finds Chance: None.

Roll 1D100	Luck Find
01-10	A worthless but notable find: a doll, broken watch, discarded canister, or the like.
11-20	A few (1D5) carelessly discarded gold dimes.
21-30	A metal pipe or other club-like object.
31-35	A rusted and dysfunctional handgun.
36-40	A few (1D5) discarded shotgun shells. They will misfire 50% of the time.
41-45	A bandolier containing 1D5 cartridges of live ammo. 75% chance caliber is incompatible.
46-50	A skilled and friendly inmate looking for some allies.
51-55	A pouch containing an empty but functional computer disk.
56-60	A wallet containing fairly important documents that are valuable to someone.
61-65	A workable melee weapon: a sword, ball & chain, staff, or the like.
66-70	A workable missile weapon: a bow, crossbow, bola, or the like. 1D10 arrows or bolts will also be found with the item, if appropriate.
71-75	A hunting rifle is found, but it is in need of repair. Perhaps the firing pin is broken, or the barrel is slightly bent.
76-80	A number coins are found on the body of a dead inmate. 3D10 gold pennies, 2D10 gold quarters, and 1D10 gold dollars are found.
81-85	A fully-functional automatic handgun is found. Unfortunately, there is no ammunition available and the bore of the weapon is an odd caliber.
86-90	A secret stash of supplies is found. There are 10D10 gallons of water and 10D10 man-days worth of well-preserved food.
91-95	A dilapidated and abandoned vehicle is found. Though it doesn't run now, it is repairable, but the trick will be getting it to a place where it can be worked on.
96-99	A piece of high-tech equipment left behind by an FPS Infiltrator or High Guardsman is found. It may be a laser, communications devise, suit of armor, or the like.
100	A fully-functional vehicle with half a tank of fuel and a couple of water canisters in the trunk. The driver is dead, though the cause of his demise is a mystery.

7.0

RUNNING THE FREE PRISON CAMPAIGN



Becoming a GM is taxing, creative, challenging, intriguing, gratifying, mystifying, and sometimes frustrating all in one! As a referee, you should relate the events that occur in the game to players and resolve any actions they take. You will role play non-player characters, control their actions, and speak their words. You should design maps and detail the campaign outlined here. You'll take the rules of the game and alter them to best suit your campaign. And finally, you'll create stories and plots that will keep you and your players interested for hours on end.

At least that's the way it's supposed to go.

7.1 RULES MASTERY

The first step in becoming a GM is learning the rules, and knowing the basic structure of the game and how play should be governed. Remember, as the referee, you have the final word on every ruling. If your players have a legitimate complaint against a decision of yours, it is entirely up to you whether or not their claim should be overruled. If there are external events that have caused you to make the decision — events in which the players have no conception — then by all means disregard their claim. Try to make your word final. If you get caught in a Catch-22, instead of jumping back in time to the point in which the problem occurred, create something that will explain the differences. It doesn't have to be entirely realistic, but it should at least provide some insight to the players as to why the problem occurred.

Try the rules out before you play your first game. A trial scenario can be played out by rolling up two or more sample characters and fighting them in an arena duel. Have a friend play the other character if possible. This is an effective way of learning the rules, but there is an even better way.

If you know someone who already knows how to play *Cyberspace*, have him teach you the rules. Having someone else explain the rules to you is far better than trying to learn them yourself. Check out your local hobby shop or game store for players in your town. Chances are, there will be a group somewhere that will be willing to help you out.

By learning from someone who is experienced, in addition to reading through the manual by yourself, you will become a more complete player. It is important that every new player read through the manual on a first hand basis to get a better feel for the setting, and how it should be portrayed.

Gang leaders, or characters who have risen to a high level of experience in their profession, have the power and reputation to attract followers. Powerful characters spend much of their time building up a fortified base of operations, trading on the black market, repelling attacks by outsiders, recruiting novice henchmen, and assaulting enemy strongholds.

Should a character survive long enough to become a High Guard in Security or a gang leader as an inmate, the campaign can take on a new form of play. No longer do characters embark on missions for the good of others but missions of a greater scope and complexity now concern them. These exalted levels of play provide as much or more room for adventure than low level excursions. However, more inexperienced players need to realize that in order to reach this level of experience, it might take many months of casual play.

The point is: don't play the game in such a way that no genuine challenge exists from day to day. If you, as GM, give away experience and potent items like candy, your play will suffer, not gain, from that kind of campaign. Low levels of adventure should demand nail-biting intensity since the players are scraping for every gold coin and every item they can get their hands on. Higher level adventures could be more thought-provoking and exciting because more personal interactions with powerful people will be paramount.

For instance, a powerful gang leader may have a personal vendetta against the leader of another gang who killed his friend. Months of play could evolve from this simple plot. Vehicle combat, infiltration, strike force missions, supply runs, diplomacy with neighboring Sandgangs, cyberspace data acquisitions, and ideas from a thousand old and new movies and books offer an endless supply of plots.

Another example involves an experienced vigilante. By the time he earned his reputation, his name was known throughout the prison for various deeds committed against prison lawbreakers. Several gangs felt a need to settle the score with this character. The character had earned enough to build his own fort just outside the walls and to purchase many new items.

7.2 REFEREE NOTES

Cyberspace characters will take on the identity of a person involved with the Free Prison. Whether the chosen character is a member of Security or a prison inmate, characters will live and die in or around the Free Prison. Only in exceedingly rare instances do inmate characters ever leave the Free Prison area once they enter. This finite area of play makes for more detailed descriptions of the smaller decorative features, and it implants an enhanced visual image.

As player characters progress in skill, experience, and knowledge, their prestige and ability to survive increases. Usually, a character who survives for a year has a wider range of equipment and skills to stay alive than someone who is less experienced. Generally, a gang leader or member of the High Guard will be so invincible that only a well planned assassination attempt or a duel will bring down the character.



Retired vigilantes and High Guard members often build in those regions. Campaign time could be spent designing the fort and supplying it with men and furnishings. Perhaps the character now requires additional cybernetics or a complete face restructuring.

Keep in mind that characters control their own actions in the Free Prison. There is no pre-ordained path. For this reason, GMs should make themselves knowledgeable about the entire prison and be able to ad lib where necessary. While characters are at first to third level, they will ordinarily be highly susceptible to death and injury. You will notice the survival curve rise considerably after that as characters gain more power, skills, and experience. When characters reach tenth level, they are truly a force to be reckoned with.

Understand that these changes are subtle and logical. Characters don't simply start building a fort and gathering men without hesitation the moment a high level of experience is reached. Some characters at this point may want to continue what they have been doing. Some may go ahead and construct a stronghold and attract followers. It is entirely up to the character. Just remember that more adventure awaits, and further challenges remain for characters at all times. The Free Prison never sits idle, though it does slow down considerably in the 130° summer heat!

As a GM, you should stress to your players how important it is that they have an original, unique character every time they start a new one, which may be quite often due to the high fatality rate in the Free Prison. What excitement is there in just another killer with puny intelligence, great strength, tenacity, and a gusto for combat? Very little! But an incongruous character can supply a fun change of pace. Role playing with a group of totally unique characters will prove fun and excitement for everyone involved.

An inmate should have some form of base for protection and a place to organize groups of people. Customarily, low level characters wander in search of a hideout or get hired by an existing organization or patron, while high level characters create strongholds or bases of operation — though they are not forced to do so.

Many lower level characters prefer to join up with an NPC organization for protection. In payment for their safety and membership, NPC gang leaders will assign small missions. Also note that these organizations often tax the spoils recovered from such missions at rates as high as 25-50% in order to support larger scale operations. Such taxation is taken very seriously and gang leaders often assign agents or scouts to trail suspected embezzlers.

Security personnel, on the other hand, have a much easier time of finding a place to rest their aching feet. Experienced personnel will be allowed to establish their own stronghold on Manta soil and recruit men as needed (pending obvious scrutiny by Manta and the FPS). Lower level security personnel must stay within their section's boundaries. They are free to travel when off duty anywhere they please, however (in or out of the prison). They can enjoy some of the freedom that makes America what it was.

Construction of a base is expensive and often filled with danger. So important is the stronghold in the Free Prison that should word spread that a new base is being constructed, other gangs will try to

take it while it is still weakly defended. A leader may wish to develop a sound defensive strategy before construction ever begins. Then, he will typically build the defensive portions of the base first, the storage and housing sections later. Protecting an investment like a stronghold should be the primary objective.

Because of the sheer danger in forming an organization or a stronghold, players should not attempt it until they are very experienced. If they attempt to do so prematurely, they will most likely get crushed by another gang who have had their eye on the characters' turf. There are exceptions to every rule, especially when aided by excellent role playing. You must be the judge.

Combat will play a significant role in virtually every Death Valley Free Prison campaign. There are simply too many vermin caged in the prison to alter this. However, try to offset this violence with some mind-benders and intense role playing interactions. Don't get too carried away with the martial side of the game! An ideal adventure would typically have one quarter combat and three quarters parleying and investigation; but other game setups are just as easy to handle.

7.3 CHARACTER HISTORY

Although this is an optional guideline, each player should prepare a written history of his character before campaign play begins in earnest. It should give some insight into the character's life story.

This detailed character history is very important for two reasons. First, it lets you and fellow players know something about the character before play begins and it allows the player to more effectively role play the persona. In effect, players should read select parts of their character history aloud to the rest of the group as sort of an introduction to the adventure.

Second, it lets you be creative and free to generate the most unique player character possible. Campaigns generally last a long time and they involve a long string of inter-related adventures. Characters involved in any long term setting deserve this attention. Few role players concentrate fully on what their character ever was or did before his adventuring career began. *Cyberspace* lets you control this aspect of the game, but coupled with every other player's efforts, it creates a more realistic and richer environment for role playing.



Remember, characters begin in *Cyber-space* with 10,000 experience points; how was this experience obtained? What led this group of PCs to the dreaded Free Prison? What events led the PC to develop certain skills over the others? Who are the

character's relatives, friends, and contacts up to this point in his life? As a GM you should assist players in their personal history efforts — especially in the areas of contacts and other NPCs.

players they were standing in a square chamber with three exits on the east, west, and northern walls, make certain that room is the same the next time the players trace their steps back! If you forget the layout of such a room, very serious repercussions may occur. If you are ad libbing an adventure, make certain you take the time at least to create a rough map of the area.

7.4 CREATING THE ATMOSPHERE

Taking the information and the setting provided here and developing it into an environment you can work with will be the next step you must take. Who are the prominent figures ruling the various kingdoms? How strict are the Security personnel? What type of vehicles and equipment will be readily available at Trading Posts? Who will the players meet and interact with on their first and subsequent adventures? What kind of mission will they be going on? What is the layout of the bases and towns your characters will be traveling through? These are the sorts of questions that you will be dealing with throughout the course of your campaign.

However, the most important thing to keep in mind at all times is the Free Prison atmosphere. A few missing details from your campaign can more than be offset by a well-developed sense of the desperation and barbarism which exists within the prison's walls. Make your characters constantly aware that a ill-advised action or poor decision may be their last.

AD LIBBING

One of the most important things a GM should learn is how to *ad lib*. In simulating an entire imaginary world for your players, there is no possible way to conceive of what they will do. Say you planned an adventure in which a high ranking Trader wishes to hire the player characters to recover some stolen property from within a hidden complex. You spend hours writing up the complex plot and creating all the non-player characters. Here you have an adventure all ready to be referenced as the players adventure through it, but the players decide not to accept the offer.

What now?

The players decide they want to raid a base some twenty miles from where they are now, and you don't have a clue about who is inside the base, what the layout is, or who is ruling it! The only thing you know is that you mentioned it to the players a few weeks ago to spice up the interaction between them and a Sandganger.

Now what do you do?

Here is where ad libbing comes into play. As a referee, you must learn to be the master improviser. If you learn this skill, you will see your games run smoother, with more interesting and quicker play. Before I go any further let me caution you not to build a mystique around this knack. It is as simple as telling a make-believe story. Try not to conceive what will happen in the future too much, but concentrate on what is happening at one specific point in time. Place yourself in the game as a player would visualize himself. This way, you can create better effects. In a sense, you are a movie director. Look at the current scene and try to create a realistic yet exciting experience for all players.

You must learn to be resourceful. Remember that useless complex adventure you designed? Use information from it for your NPCs and equipment listings. Because you worked so hard on it, you might as well bring it into play somehow. You might even be able to use part of the layout of the hidden complex in your adventure with some minor changes as the fortress. The important thing to do while ad libbing is not to get caught in a Catch-22 situation as mentioned before. Always remember what happened so you don't get mixed up. For instance, if you told the

DETAIL

How good a picture you present to your players will determine how well you designed your adventure. A game that is nothing but a succession of combat encounters is the poorest excuse for an adventure! This game was not created for hack and slash scenarios as many war-games are. A good GM will create adventures that will teach players something by making them concentrate on teamwork, logical deduction, and imaginative role playing.

You can achieve this level of detail by defining every encounter area before play begins. The less you have to ad lib, the greater amount of detail you can inject into the game. By having your own reference material handy, you can give the players specific information about the area. By ad libbing, you are pulling descriptions out of the air in an attempt to keep the story running smoothly. Having this reference material handy gives you that added confidence you need for very detailed descriptions.

When you write an adventure, try to spend as much time as possible visualizing. By placing yourself in the scene itself, you can view it from a player's perspective. Placing yourself in the player's shoes will allow you to decide what obvious steps they will take. Try to detour any obvious actions by placing pitfalls on alternative routes. These other options should be logical to the overall design of the adventure. When you design the layout of an area, don't place a passageway here and a room over there simply because it looks good. There must be purpose to your design, a method in your scheme. Why is that passageway there? What is the room used for? Who will have access to the areas and why? Question yourself when creating the adventure like a reporter would. Take your time. Add details in your



descriptive narrative, like how things look, feel, smell, and taste (as appropriate). Tell them what the weather is like; it won't be a clear, dry 130° every day. Descriptions like this will be worth it when you run the adventure.

ADDED TOUCHES

The subject of added touches is important, as important as ad libbing. A GM who fails to understand and implement these sections runs the risk of soon boring the players. If you rely on charts and generic NPCs alone, you will ultimately fail to simulate the game setting.

There are so many different types of people in and around the DVFP, that you could effectively play an entire adventure and never duplicate the same personality in any of the encounters.

What besides personality can make an encounter different from the rest? Well, there are pieces of equipment, armor, and weaponry that can be drastically different. There are organizational traits that set gangs, Security, and other classes apart by code of conduct, friends, foes, and even in the way that two members acknowledge each other as being part of the same association. Leaders can be radically different in the way they lead their troops into battle, in the way the troops are dressed, and in the way their strongholds are constructed and defended.

Another important concept that must be kept in mind is that an NPC isn't an entity that was created out of thin air only to meet the PCs and disappear again (provided they survive the meeting). NPCs have back-

grounds and life histories just like a player character! Although they are created in the spur of the moment to be included in an adventure, they should be expanded and detailed as much as possible, especially if they might be encountered a second or third time. It is easier to bring back an NPC for a second encounter than it is to create a new one.

What must be taken into consideration here is the chance of the same NPC meeting the player characters. If the NPC was originally encountered outdoors, chances are he will never be seen again. However, if the NPC was met in a town, village, or fort, there is a good chance of meeting the NPC again. Bear this in mind when you roll succeeding encounters. Perhaps you'll want to check for existing NPCs after determining if there was an encounter or not when the player characters are inside a town, village, or fort.

FINE TUNING

Another important aspect of GMing is learning to fine tune your game. Fine tuning is something that can only come through experience with the system, so don't feel hard-pressed to do it in your first few games. The underlying key or function here is *balance*. With proper game balance, your players will be challenged in everything they do, and they will be rewarded for successful adventuring. If they don't organize and cooperate with each other as a group by attempting to combat a band of NPCs who are organized, they stand a good chance of failing.

You should know when to make adjustments to the charts provided in the rules and when to keep them standard. You should know how to create encounters (especially combat) that will match the player's strengths so that the two are nearly equal. If you match up five sixth level Sandgangers with three first level Road Warriors, your players will think it's some sort of joke. However, if you match them in combat they will take the event as a serious threat to their characters' existence and act accordingly. If they overlook this fact, then their characters will surely fail.

It is important to note, however, that player characters are a cut above the rest. They have been given some very potent weapons, specialized skills, and the decision making skills of the player controlling it. NPC characters tend to be over-generalized. Some important figures are equally or even more detailed than a player character, but not many. As a GM, you have to make sure the NPCs are not too general and not too susceptible to the players' stronger PCs.

Cyberspace was created with humans as the main antagonist or adversary to the player character. A human is something everyone can relate to; he has a wide ranging in personality types, traits, primary attributes, and intelligence. Keep in mind that human NPCs are just as intelligent on the whole as the player character and should react accordingly. Think of morale during combat. Not very many people prefer to fight to the death when they can seek revenge at a later date!



Another area of fine tuning you should remember is in the type of equipment, wealth, weapons, armor, and vehicles your players will come across. If you make powerful items accessible to them at low levels of experience, they will dominate everyone they come across and won't appreciate the items they have attained. If however, you make them work hard for every piece of equipment they own, they will protect their possessions with unbending intent and will be overjoyed when they find an item of great value. An obvious parallel would be in real life. If someone grows up in a family with millions of dollars, that person might think nothing of flashy cars, fancy clothes, and first class meals. On the other hand, if someone were relatively poor and had to work hard for a living, that person would be more apt to appreciate those flashy cars and first class meals more. Remember this when you tell the players they found something or that a trader has something to sell them!

If you can, try observing other GMs (at tournaments, etc.). You can learn a lot about good and bad techniques that way.

DOCUMENTING

When you sit down to define your individual world, document as much as possible. Keeping good documentation in effect adds to the descriptions of the rules. Thus, by documenting your individual world, you are making a rulebook more effective.

By documenting your adventures, you form the basis of your descriptions to the players, leaving for you some creative time to come up with better NPC encounters or additional events that you hadn't planned on beforehand. Documentation will help you in many ways and is suggested for any serious GM.

7.5 NON-PLAYER CHARACTERS

Non-Player Characters (NPCs) are the driving force behind any adventure in *Cyberspace*. They help motivate the plot, threaten the player characters, and even aid them in completing their objectives. There are no fantastic or incredibly unreal creatures to oppose the player characters. Instead, *Cyberspace* builds upon something we can all relate to: reality.

It should be noted that characters in the DVFP often prefer to live in a cave or dungeon setting because it shields them from the intense heat, but the majority of the interactions a character will undertake are above ground.

Cyberspace deals with people interacting, aiding, and opposing other people. Human beings are versatile and intelligent enough to create some really unique personalities. It is important to create these unique personalities, but not just with player characters, but with NPCs as well.

NPC Characteristics Chart

For each NPC, roll 1D100 twice and consult the following results.

01-02	Optimistic	31-32	Friendly	61-62	Cheerful
03-04	Hopeful	33-34	Cruel	63-64	Forceful
05-06	Insensitive	35-36	Deceptive	65-66	Arrogant
07-08	Haughty	37-38	Proud	67-68	Selfish
09-10	Altruistic	39-40	Unselfish	69-70	Helpful
11-12	Giving	41-42	Violent	71-72	Offensive
13-14	Barbaric	43-44	Hostile	73-74	Mischievous
15-16	Antagonistic	45-46	Scheming	75-76	Prankish
17-18	Curious	47-48	Perceptive	77-78	Inquisitive
19-20	Detached	49-50	Suspicious	79-80	Secretive
21-22	Cautious	51-52	Investigative	81-82	Mistrusting
23-24	Chaotic	53-54	Crazy	83-84	Unpredictable
25-26	Studious	55-56	Thoughtful	85-86	Precise
27-28	Bold	57-58	Courageous	87-88	Paranoid
29-30	Shy	59-60	Nervous	89-90	Skittish
91-95	Roll twice on this chart, disregarding any rolls greater than 90				
96-100	Roll three times on this chart, disregarding rolls greater than 90				



Some NPCs won't need to be detailed at all, but obvious candidates would include leaders, specialized classes, influential figures, contacts, high ranking Security personnel, or any NPC that will be dealing with and interacting with the player characters. For these NPCs, simply tailor their attributes and mannerisms to suit

your needs. Utilize the charts on pages 26 through 30 of the Cyberspace rules. The information you can obtain there will help you flesh out NPCs without having rack your brain in the process

Consult the following characteristics chart if you have need to randomly generate some mannerisms for your NPCs.

7.6 THE STATE OF MILITARY TECHNOLOGY

The proximity of the Free Prison to a number of U.S. military bases necessitates an outline of the progression of military technology. This is general information which should help you to form a picture of how awesome the military has become as the 22nd century approaches.

ADVANCES

Extensive progress in superconductive materials have led to increasingly powerful microcomputers. Also, the advances made in cybernetics, expert systems, voice recognition, laser technologies, and robotics have completely revolutionized the military hardware in use at this date. Many critics often mention old science fiction novels in reports about technology they review.

After the United States and several NATO forces pushed for superior personal argumentation at the turn of the century, scientists developed a new material called Synthium which totally revolutionized the way military forces protect themselves. This new material, which was completed in the year 2036, also replaced aluminum in many domestic marketplaces.

New weapon systems controlled by computers, coupled with smart radar and laser guidance systems, make rockets and missiles deadlier than ever. An infantryman no longer has to worry about firing exact shots under pressure. With laser, infrared, radar, direct neural interfaces, and computer guidance systems, the weapon can home in on the target by shape recognition, movement detection, heat sensing, or by a sophisticated laser detection scheme that actually registers information about a target to a master computer via microwave and satellite links. A single man can accomplish all of this potential destruction with the appropriate gear in less than a second.

All military units have revamped their argumentation over their 20th century counterparts. A new ceramic and carbon-based material has become the international armor standard for its light weight and strong defensive characteristics. For every use from personalized utility for the infantryman all the way to ship hull protection, this material surpasses every preceding standard. Technicians have also developed special plastics for the infantryman. Soldiers formerly used a material called Kevlar. A Swiss Dupont company developed that from a carbon compound, and it proved to be lightweight and effective at stopping small ballistic shot and shrapnel. Many soldiers and technicians still used it in some places even in 2030. Yet another form of armor, primarily used in large vehicles like tanks and ships, was titanium. However, the military has phased out the use of titanium since the year 2025.

Without question electronics have not only greatly increased the complexity of modern warfare, they have also boosted the price of combat materiel tenfold. In earlier conflicts like the World Wars, the weaponry amounted to little more than toys compared to the firepower, speed, and sophistication available now. The newest American tanks have 280mm autoloading turrets, single operators (with the help of expert system computers), longer range, frequency-hopping radios, advanced missile launch systems, highly advanced armor, and digital optics systems.

Development of advanced personal weapon systems by the United Kingdom and the United States have created the ultra-modern warrior. Equipped with a massive memory storage (MMS) optical disk expert system, voice recognition, helmet visor HUDs, sound analysis gear, laser guided anti-tank and anti-aircraft weaponry, and newly developed cybernetic enhancements, these personal warriors are like walking, thinking, combat machines.

New integrated circuits capable of ultra high speed and multilevel functions compute calculations and database queries of any size or magnitude almost instantly. Suddenly, every component of the U.S. Armed Forces became integrated into a single executive force. Furthermore, many western forces interfaced into a single scheme. Africa and the Middle East have made similar, if not superior advances, but they still lack the advanced technologies in some areas like expert systems. Japan has leapfrogged the U.S. in selected hardware advances, but the ingenuity of the U.S. developers have produced better software.

Newer, more sophisticated digital radars that operate on higher frequencies than previous models provide more accurate information and have proven harder to jam. Many radar-controlled weapon systems use a very condensed beam that allows for more precise target tracking. Shorter-range weapon tracking systems use infrared scanners that comb an area for object patterns. Typically a tank or other object will leave behind a heat signature that it stores (from all aspects) in an expert systems database. The scanner processes everything that it crosses from hundreds of different frequencies and intensities in an attempt to create a match. Once it finds the most probable match, it informs the gunner on a computer display along with information regarding the target. All these operations materialize within split-seconds of the sighting.

Night vision systems and object identifiers allow a missile or rocket to lock on to the target from a very distant range and track it wherever it goes. Usually even flare pods will not interrupt the lock. The result is a direct hit on the target. Indeed, the advent of laser technologies, starting with the optical disk, laser surgery, and basic tracking devices blossomed into a major industry by 2030. Hand-held laser pistols, communication devices, and the more advanced tracking systems and satellite laser systems have caused the laser to become a significant element in modern armies.

Ultra-modern communication devices link commanders, soldiers, aircraft, armor, ships, and robots all into an integrated network of virtually tamper-proof communications. This enhanced intelligence is all made possible by satellites, microwave technologies, and the development of hyper-channel hopping devices.

Hyper-Channel Hopping involves communications made through random channel switching at rates so fast that a signal is virtually impossible to decipher. Various channels on the same system can actually channel hop without interfering with the brother channels, making for an incredibly advanced system. Typical speeds of the most advanced channel hyper-hoppers measure up to 15,000 channels per second. Specialists have found, however, that disturbance levels become increasingly paramount past 10000 channels per second. Automatic error correcting routines usually make certain signals get through crisp and clear, however.

The newest fifth generation computer system not only stunned the public and domestic business, but it brought about a complete computer renaissance. It also introduced dramatic changes in the way the U.S. uses military systems. This advance in computers, coupled with the latest advances in speech recognition, robotics, digital optical sensors, and advanced machine components have brought science fiction into reality with the newest robots and mechanized divisions of armor.

These quasi-intelligent tanks and drones can scout enemy positions, translate their strengths and weaknesses, and attack. Also, human operators thousands of miles away can control them. Robots that walk and act like men are being developed, yet laboratories have found no stable design to date, merely prototypes that function only when doing a particular task. No one has designed one yet that works well in varying environments.

What defense can offer salvation against all of this advanced military technology? More advanced military technology, of course. For virtually every positive advance military designers create, after a few years (or less) someone else finds a way to detour it. Although much of the current leading-edge technology has yet to be countered in an actual combat situation, some radar jamming systems and projectile warning systems have already proven themselves invaluable. Just as lasers can track targets, likewise they can track missiles, rockets, and bombs. This technology allows specialized weaponry to sight and destroy missiles before they detonate. However, technicians must continually monitor and update this type of equipment during combat.

New electrostatic bombs have been developed that can disable radar systems for periods of up to five minutes, which is often time enough for some effective strikes. These bombs disrupt all radio waves (both communication and tracking) in a given area by creating an electromagnetic flux. Such bombs are expensive and often unstable as a result of their recent development. Manta Corp has recently made significant developments in controlling electromagnetic flux fields which has sent serious shock waves through the defense industry.

Advances in aviation have mainly been towards more agile aircraft and radar evasion. Newer aircraft bear smoothed angles and jet intakes hidden in the wings. They are also covered with glassfibre radome which effectively masks them from certain wavelengths typical of most radar systems. All of these features are combined with supersonic speeds and the ability to spy out enemy positions. Other advances include specialized smart rockets that can track down enemy jets and cargo bombs that fly over a designated target and dispense several smaller bombs or missiles that branch out to devastate an area.

The newest mobile battle tanks have become virtually automated. Smaller versions have become automated with the advent of highly advanced robotics. These tanks have firepower, mobility, and argumentation unequalled by previous models. A single driver/commander controls the vehicle and its operations much like a jet fighter pilot would control an F24 Shadowfax (the newest upgrade of the old F-16 series). The 150-200mm turret (sometimes referred to as a cannon) is automatically reloaded, and various grenade and missile launchers along with dual M-70 machine guns make up part of the advanced arsenal included on these machines.

As history has proven, these machines sustain a high rate of mechanical failure which has led the army to develop very high-speed armored reconnaissance tanks to travel behind the main armored divisions. These tanks carry troops, supplies, and mechanics to any area in need. A typical tank weighs 70-130 tons and is powered by dual turbo-diesel engines located in the front and rear. Should one of the engines be disabled or broken, the other engine is capable of moving the vehicle at one third normal speed, but the fuel for the second engine can be diverted to the operating engine.

Advances in warheads have progressed in several different areas. Existing warheads consist of explosive warheads made from plastic explosives, armor piercing tips that explode once they reach maximum penetration, and high intensity heated warheads capable of melting through target armor. The newest style of warhead is a hybrid of the previous warheads designed to affect the newest types of advanced armor. Such armor would typically be angled or smoothed to resist direct hits. Furthermore this armor would consist of various layers of carbon and ceramic plating. The hybrid warhead consists of an armor-piercing tip that insures at least partial penetration followed by a quick burst of an incinerating compound which then triggers a highly explosive charge. Although effective in armor penetration, this warhead is expensive, making its use possible only in specialized outfits.

The use of nightvision systems has allowed infantry to effectively fight at night and in fog or rain. Advanced rifles may be set to fire any number of rounds per burst and house larger ammo cartridges. Hand grenades now have increased effective striking radii. Kevlar helmets, as a rule, now carry communication equipment. Body Armor has become commonplace and available with nitrogen coolant packs that allow greater stamina in hot climates.

The newest 50mm rapid fire antiaircraft/antitank guns are capable of effective shots up to one and a half miles. At closer ranges, they can be devastating. Some of the new advanced artillery is aided by state-of-the-art radar and laser guidance systems that lock onto targets several miles away. Chemical warfare has been improved only in a defensive nature, especially for the infantryman. New chemical protective agents include suits that may be worn for weeks on end if necessary, and decontaminating sprays. The Russians are highly advanced in this area of warfare, though the U.S., U.K., and France all have substantial systems.

How does all of this technology relate to Cyberspace? It represents the current level of combat technology available to the Armed Forces, and more importantly, to the Free Prison Security. Keeping order might require using some highly advanced weapons at times, and there are always neighboring armed forces bases to call upon.

7.7 MONEY AND TRADE

Security characters use the World Dollar to purchase items, while inmates have a system based on gold coins. These gold coins are actually nickels, dimes, quarters, half dollars, and dollars that have been dipped in a mixture of gold and other metals — gold being the primary substance. This gold supply started being mined upon the opening of the Free Prison. Apparently, the miners in 1849 didn't look hard enough. Prisoners discovered several veins of gold and silver in the mountains surrounding Death Valley — the Panamint, Amargosa, and Black Mountains. They melted these ores to coat various sized coins; the larger the coin, the greater the value.

Note: *Inmates have no use for standard World moneys and tend to destroy any they come across. Remember, inmates now live within their own world, their own chaotic subculture, and can never go back.*

The varying sizes of coins, utilize smaller or greater amounts of gold, which defines the money system. Thus a new economy has come about. The relative values of each Gold Coin or Silver Coin is displayed in the Monetary Values Chart.

Of course, gems, jewelry, equipment, and other items will be of worth inside the Free Prison, but there are no set values for these. Quality, necessity, and who is buying and selling will determine the price. As mentioned previously, inmates hold

their trust in precious metals (i.e., gold and silver coins) and will not under any circumstances place value on standard World moneys or credit vouchers.

Prospective inmates, knowing that gold is the medium of exchange inside the prison, will generally sell their firearms and other possessions for gold outside the prison before entering. This way they will have something to barter with when they get in. Otherwise they will be essentially broke when they enter the DVFP!

7.8 ENVIRONMENT VS. THE CHARACTER

Survival is the ability of a character to deal with life-threatening situations like starvation and dehydration. The desert is often ruthless on those who are ill-prepared for days of travel. Setbacks can often lead to low rations, and the midday sun is so hot it can even dehydrate the water inside your canteen! Of course, most people travel only at night when the air is cool and the breeze light. It's much more soothing than 100°+ heat. Constitution rates how long a character can last without suffering from fatigue as well as the amount of food and water required

for situations involving extreme heat and exertion. Failing to meet these requirements will result in a severe loss of stamina.

Consult the Standard Requirements Chart on the following page. For every food or water requirement that goes unfulfilled each day (or travel period), temporarily reduce the character's Strength, Quickness and Constitution by 1-10 each. If any of these stats reach 0, the character falls unconscious and may not undertake any further actions until attended to.

Monetary Values Chart

Coin	Gold Coin / Silver Coin Relative Value	Value in World Dollars
Dime	\$0.50 / \$0.25	\$2.50 / \$1.25
Penny*	\$1.00 / \$0.50	\$3.00 / \$1.50
Nickel	\$1.50 / \$0.75	\$5.00 / \$2.50
Quarter	\$2.00 / \$1.00	\$8.50 / \$4.25
Half Dollar	\$3.00 / \$1.50	\$10.00 / \$5.00
Dollar	\$5.00 / \$2.50	\$12.50 / \$6.25

* The Gold Penny is the standard price unit throughout the Free Prison. A Gold Penny is often simply referred to as a Gold Coin.



Standard Requirements Chart

Co Score	Per Day Requirements for Resting in 100° F Shade*	
	Food	Water
01 - 10	4 meals	1.5 gallons
11 - 20	3 meals	1.25 gallons
21 - 28	3 meals	1 gallon
29 - 35	3 meals	3.75 quarts
36 - 41	2 meals	3.5 quarts
42 - 49	2 meals	3.25 quarts
50 - 56	1 meal	3 quarts
57 - 63	1 meal	2.5 quarts
64 - 71	1 meal	2.25 quarts
72 - 80	2 meals	2 quarts
81 - 90	1.5 meals	2 quarts
91 +	1 meal	2 quarts

* If the characters hike anywhere, the amount of water intake is converted to amount of water needed for every three hours of exertion. For every ten degrees cooler or warmer, lower or raise the amount of water needed by a half a quart, or as game conditions dictate. This chart applies only for temperatures of 90°+. Obviously, far less water will be needed below 70°.

Resting, while eating and drinking a full day's requirements will restore 50% of lost Constitution, Quickness and Strength, and the additional 50% will be recovered after a full night's sleep. The GM may wish to establish longer recovery periods for characters who really stretch their limits.

HEAT STROKE

If a character is short on water for the day, there is a chance he will suffer from either heat exhaustion, dehydration, sunburn, or heat stroke in extreme cases. It is important to note that the GM must determine if a character suffers from one of these or not. There are no formulas which could feasibly determine the amount of food and water taken into the body, how much perspiration is draining the body's water supply, how much physical activities have exhausted a character, and many other environmental factors all into one table which determines heat stroke or

sunburn. Instead, the GM should note all the character's physical stat values, how much food and water they require, and how much they were above or below these points.

The GM must determine if the character was; barely exposed, lightly exposed, moderately exposed, heavily exposed, or extremely exposed.

Factors to consider before making this decision include:

- 1) Amount of skin exposed
- 2) How windy it was
- 3) How much humidity was in the air
- 4) How much physical exertion the character undertook
- 5) How weak or strong the character was when/if he exerted himself
- 6) Rating of Environs Skill and/or Constitution: below average, average, or above average.

All of these factors determine the fate of a character on a blistering hot day.

Roll on the Exposure Chart after making your decision about each character who was exposed. Also bare in mind temperatures at higher elevations are always cooler than on the burning hot sand flats and salt fields of the valley floor.

To use the chart the temperature must have been greater than 80°F, and the character's skin had to be exposed for at least one hour.

Exposure Chart

Exposure	Heat	
	Sunburn	Exhaustion
Barely	10%	0%
Lightly	20%	5%
Moderately	30%	10%
Heavily	50%	15%
Extremely	75%	20%

Sunscreen lotion will lower the percentage chance of sunburn by at least half. Characters with severe sunburn perform all actions at a -10 penalty.

Any character suffering from heat exhaustion must make a Resistance Roll against a 1st level attack or suffer a severe heat stroke! Primary symptoms of heat exhaustion and heat stroke are red, hot, dry blistering skin, nausea, dizziness, and lack of sensibility. When a character suffers heat stroke, the body's heat regulating senses in the brain are temporarily shut down, and the character's body temperature will rise to dangerously high levels (100° F and higher!). Should the temperature pass 106° F, there is a chance of permanent damage to the body's perspiration system, and unless the body temperature is lowered to 100° F or less, the heat stroke will lead to death. Characters who survive a heat stroke will still suffer the effects of the heat exhaustion. This involves subtracting 1-10 from the Strength, Quickness and Constitution stats for several months at least.



DEHYDRATION

The hotter it gets and the more a person exerts himself, the greater the chance of losing a great deal of body water. Simply walking in 100° F heat can sap up to a quart of water per hour. (Swallow that one!) When cooling off in the shade in such heat, a person will still lose six quarts of water over the entire day. Depending on a character's Constitution rating, a character will begin to feel exhausted after losing around 5-10% of the body's weight in water. More than a 15% loss causes the fluids of the body to become so thick that the circulatory system cannot properly function, which causes the body temperature to rise to dangerous levels (see Heat Stroke above). Note that even moderate dehydration can cause severe kidney disorders and sometimes permanent damage. Symptoms include infrequent and/or darkened urine. Characters should stop to take a drink of water of at least five ounces every half hour, regardless of whether or not they feel the need. DVFP Security personnel are trained so that this action is automatic for them. Inmates differ from person to person.

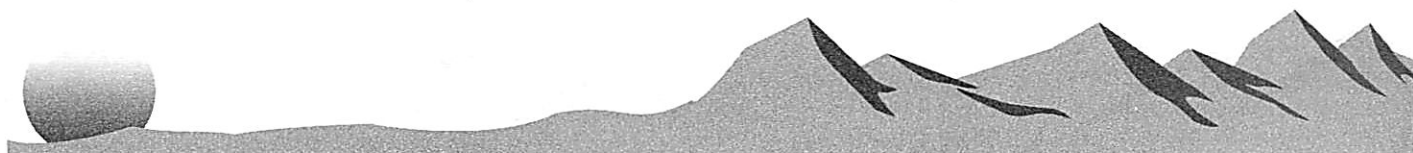
EXAMPLE OF THE ENVIRONMENT VS THE CHARACTER

Carlos, a fifth level Sandganger with a Constitution score of 54 is traveling alone through a low mountain pass in southern Death Valley on a hot day (99°F). He has only three quarts of water, no food, and nowhere to find any. The first day of traveling, he must consume all of his water rations in order to gain the nourishment and strength needed to continue traveling. This is enough to sustain him throughout the day's travel, but he begins to feel the effects of his exertion later on that day. Weakness and a light-headed feeling will begin to affect him. Carlos suffers a loss of 4 Strength, 5 Constitution and 7 Quickness points.

In addition to suffering the effects of lack of food, the GM also must determine if Carlos suffers a Heat Stroke or Sunburn. The GM determines that since Carlos was wise enough to travel at night, so there is no chance of sunburn, but it is still hot enough to suffer Heat Exhaustion. The GM rolls a 22 on 1D100 after determining that Carlos was Heavily exposed. Carlos does not suffer the effects of Heat Exhaustion.

The second day, Carlos continues his travels on foot because he must reach the Free City by the end of the week. This day, he begins drawing on his body's reserves. From lack of food and water, he suffers a loss of 10 additional Constitution points, 8 Strength and 9 Quickness points. The GM then rolls 1D100, checking for exhaustion against being Heavily exposed on the Exposure Chart. He rolls an 84 and finds that Carlos does not suffer heat exhaustion. Therefore he does not have to resist a heat stroke.

The third day Carlos continues, but is feeling so drained and in need of water he is at great risk. Carlos suffers a loss of 15 additional Constitution points, 15 Strength and 17 Quickness points. This, unfortunately, drops his Quickness below 0 and he passes out. With no one to help him and Free City still out of reach, Carlos suffers extreme exposure, a heat stroke, dehydration, and finally burns to a crisp the next day.



8.0

THE BORDERTOWN ADVENTURE



The Duke has found a group of promising new inmates passing through his Bordertown. And everyone knows that whoever passes through East Gate of the Free Prison must pay their dues to The Duke.

The Duke wishes to add a particular vehicle to his collection. It is owned by a member of the rowdy Road Kills Sandgang — a hooligan named Jax. What the players think is a simple “initiation” to the Free Prison, however, may turn out to be one the toughest swipes they ever attempted...

8.1 INTRODUCTION

Whatever does not destroy me makes me stronger.

Nietzsche

So what are you going to do? Bleed on me?

Python

This adventure depicts an odd town within the Free Prison that is jointly run by inmates and Security. It is a town that has an interesting juxtaposition between Law and Chaos. The town's FPS personnel undertake the following: they guard supplies and the entrance to the prison, maintain the FPS Market, and oversee some of the decisions making by the Duke. They generally take a very low profile.

The reasons are multifold but some obvious benefits from this include: Security is able to survey the activities of new inmates in a much more controlled and natural environment; they can plant infiltration agents who walk through the gate into Bordertown as if they were normal inmates, and finally they can better focus on guarding the entrance, and the goods sold at the FPS Market.

Inmates enjoy the setting here because the town is extremely calm and safe in comparison to the other settlements around the Free Prison, even though Bordertown is known for crime and corruption. Inmates can also enjoy a readily available supply of basic equipment, food rations, and clean water. Those who venture beyond any of the four Bordertowns do not always enjoy these comforts!

Speaking of the "four" Bordertowns, GMs should be aware that a Bordertown exists next to each of the four entrances to the Free Prison. All have a similar layout.

East Bordertown catches most of the inmates from the eastern United States, and several from around the globe. Most inmates who enter the Free Prison on their own first stop by Las Vegas prior to entering their new desert turf.

Additional information for this adventure can be found in Section 3.3, Bordertowns. There, you will find generalized information regarding the layout of Bordertown East and the East Processing Center.

It is best to begin Free Prison campaigns with characters walking through one of the entrance gates to the Free Prison. Brand new characters may wish to begin in Vegas, which is only 50 miles east of the Free Prison's East Gate entrance. Remember that characters will want to sell of any personal effects and cash in all of their World Dollars for either gold or silver, prior to entering the prison. If they don't, they'll wind up essentially broke inside the prison, and wondering how they are going to buy equipment! From here, role play them step-by-step through the inmate processing procedures (Section 4.5). It is easy to reason, then, that one of the Bordertowns will be their next stop! Let's find out what might happen in this example scenario...

8.2 GENERAL BRIEFING

Note: *You may read this to the players after they pass through the East Gate Processing Center. Make sure that they were interrogated properly for possible illegal contraband.*

After being inspected, detected, injected, rejected, dejected, selected, and several other mean, nasty, things — a group of four FPS strongarms decked out in armor and weaponry surround your band of misfits and escort you through the stockyard to the stone walkway that leads to Bordertown East. Here is a place where new inmates can get a small taste of what Free Prison life is all about.

"Move along slime!" motions one of the larger guards as he shoves you forward with his twin barrel submachine gun. You grimace and begin walking boldly and confidently forward as you leave civilization behind and find yourself walking closer and closer toward virtual freedom — and the chaos that often goes with it.

As you walk through the marked Blue Zone, cameras and Security Robot eyes follow your moments across the large stockyard. To your right and left you glimpse the area known to Free Prison insiders and outsiders as the Death Zone.

Anyone attempting to come within 100 meters of the prison walls must not only face electric barbed wire, a deep trench, mine fields, watchtower guards and heavy weaponry, they must also face Sentinel-controlled robot drones than fire on anything that isn't a member of Manta's organization. You turn to see the stone arch in front of you.

Two guards break from your group to meet two guards on the other side of the stone archway. You notice them placing their palms on digital scanners while simultaneously punching in codes. Moments later, the plasteel gate slides open and you are motioned inward. The guards are strangely silent as they escort you to the end of the stone walkway.

Near the end of the long, wide, tunnel, the guards step to the side. "Keep walking inmate, you've just crossed over to your new home," the guard chuckles, "Uhh, sorry, we don't have air conditioning."

You spit at his feet and continue walking. Ahead, you notice four men and a woman standing at the end of the tunnel. They are staring you down. You walk the remaining twenty feet of the tunnel and automatically, gates slam shut behind you.

One of the five inmates in front of you moves forward a step and says, "You're coming with us," rather matter of factly.

8.3 RUNNING THE MISSION

The friendly greeting party is only one of several who show up at this gate daily. The Duke makes sure that every new inmate, or group of inmates, get escorted to his Fort so he can either pass them up or assign a "job". The really promising ones get to see the Duke in person, as the PCs will soon find out. Actually, the Duke takes real favor on those who attempt to defeat his greeting party in combat. He reasons those who enter the Free Prison and submit to such demands are weak willed and not worth his trouble.

However, even if the PCs agree to follow the greeting party to the Fort, they will still manage to see the Duke. For combat purposes, assume each of the greeting party has the following characteristics:

Profession: Sneak

Level: 2nd

Hits: 30+2D10

AT(DB): NoA(10)

Melee: Brawl 25

If the PCs manage to defeat 3 of the 5 Sneaks, then two more greeting parties waiting in the background will show up to surround them. They will escort PCs directly to the Duke's Circular Tower entrance to his fort, where the Duke greets promising new inmates.

If the PCs accept the demands of the greeting party, they will be escorted to the same locale, but their mission payments will be severely cut due to their impotence.

MEETING THE DUKE

The Duke informs the player characters of his vehicle collection and that he wishes them to retrieve a particular automobile owned by Jax, a member of the Road Kills. The Duke is very brief and to the point about the whole thing — as if he has more important things to do. He informs the player characters they have exactly one month to steal it away from a Road Kills base just a few miles south of Bordertown

East. The base is a simple compound spread out across some rocky terrain near main highway. He tells the PCs that the Road Kills have just recently set up a base there and that their defenses are still weak. He estimates that only about twenty Road Kill Sandgangers reside their now: a ragtag operation saved only by the quality of their vehicles.

He says you cannot mistake the vehicle he wants. It is a four wheel drive Mitsubishi Supernova sportscar that has been enhanced for rough terrain. The Duke's eyes seem to drift off as he describes the black sportscar. The Duke then looks back at the players and tells them the Supernova is also equipped with an alarm system that requires a seven digit code. That code can only be found within Jax's minicomputer (which Jax usually carries with him).

The Duke mentions not to worry if the Road Kills follow them back to Bordertown; he'll provide protection if the vehicle makes it to the Fort entrance. He mentions the Road Kills have been harassing his residents on the roads and deserve much worse than a single stolen vehicle.

The Duke will turn away, then quickly look back and mention that supplies are available at the Guard House (Area 10). The Duke will also mention that there is a 3000 gold coin reward for returning the Supernova to him in good condition only if the players attempted to fight the greeting party. If the PCs went along without resisting they will only receive 1000 gold coins (still a nice sum for low level characters!). With that, the Duke turns and begins addressing another group of new inmates.

Refusing the Duke's generous offer will land PCs unconscious, stripped down and clueless somewhere out on the Death Valley salt flats.

REQUIREMENTS

This adventure was designed specifically for inmate class characters of levels 1 through 3 to do some role playing and pilfering work. For character levels greater than 3rd, we recommend "beefing up" the NPCs listed herein. GMs may convert this adventure into an adventure for Security class characters simply by having the Security PCs do an investigative infiltration mission. Security Infiltrators would assume the role of an inmate in an attempt to gain valuable information for the FPS. Infiltrators would observe the same encounters that inmate class characters would; unless their cover was blown, in which case they will be lucky to make it out of the prison alive.

PCs will ultimately need to do some investigative work of their own within Bordertown, gain transportation to the Road Kill compound, access the security code information on Jax's computer, find the appropriate moment, then steal the Supernova from under the tent where the vehicles are kept within the compound. If the PCs decide, however, to ambush Jax personally, they will find that the Road Kills never travel alone — only in groups of five or greater, to insure strength. A group of first level PCs would find it extremely difficult to take out five Road Kills in their vehicles!

A breakdown of when the Road Kills (particularly Jax) travel forth from their compound is described in The Run below. Characters stand a chance of breaking into the compound to access Jax's computer while the Road Kills go on a raid (the compound will be very weakly defended at this time). However, stealing the Supernova will prove to be difficult. Although it sounds straightforward, there are many factors which contribute to the difficulty of the mission.

As mentioned before, PCs are inexperienced not only in character level, but in the Free Prison atmosphere. This place makes even the worst Sprawls or Wastelands look like playgrounds. Remember the Free Prison houses the largest concentration of cutthroats, vagabonds, gang members, mercenaries, and psychos in the world. The Road Kills take pride in their cars and place value on little else. So taking one of their "gems" will not be simple. Several

guard dogs (detailed below) that watch over the compound have keen ears and noses to sniff out would-be intruders. Additionally, at least one Road Kill member watches over the surrounding areas by climbing around on the rock formations. And finally, the PCs must obtain some way of starting Jax's Supernova! Hot-wiring the car requires a SM/EBY:XH. It would obviously be easier for the characters to obtain the keys (or a duplicate) prior to attempting the swipe.

Because this is an introductory adventure for the Free Prison, it doesn't represent an elaborate mission that is possible within the Free Prison setting.

Greenhorn PCs must utilize skillful role playing and imaginative skills in order to complete the mission without a fatality. The Road Kills are downright nasty. They don't take kindly to visitors if they have good intentions and they will attack without a second thought. PCs must be patient enough to wait for the proper time to strike. PCs will not need any special equipment, although offensive and defensive gear will be needed for any skirmishes that may arise.

Fortunately, PCs may bring in their own vehicles and equipment provided they do not conflict with the Processing Center's regulations. GMs should encourage at least one vehicle for the entire group of PCs. PCs who receive abundant starting money will be able to buy silver and/or gold prior to entering the Free Prison. This money can be used to purchase some basic mounted weaponry for their vehicle, or some more elaborate personal equipment.

Aids

New inmates are on their own. They must carry out the Duke's will, whatever the cost, or suffer his wrath. Obviously, the Free Prison is a massive place. If the characters wish to skip out on the adventure and seek their fortunes elsewhere, they have the option. However, doing this will undoubtedly gain them some enemies. Low level characters usually don't want their names and deeds to be known until they are able to back up their actions. It would do the PCs ill to skip out on the Duke — and besides, the Duke is willing to pay them for their services when the vehicle is brought back to East Bordertown.

OBSTACLES

The first thing the PCs will most likely need is the exact location of the base. As displayed on the Bordertown Area Map, the base lies near the southern border of sector 34, near sector 40. A roadway leads south from Bordertown. By traveling exactly 2.5 miles south along this road, PCs may notice a trail leading through some low, rocky terrain. The rock formations are scattered throughout abundant, small, sand dunes. Blackened or totalled vehicle wreckage can be seen along the roads; reminders of firefights or perhaps one of the Road Kill's most recent ambushes.

As depicted in the *Sprawl* and *Megacorps* supplement on page 19, typical Road Kill members have the following statistics:

Typical Road Kill

Profession: Road Warrior/Jockey

Level: 5th

AT(DB): LBA(5)

Fire: +50 Shotgun (very rare in DVFP)

Melee: +60 Brawl

Missile: +50 Crossbow (most often used)

Skills: +70 Drive, +50 Equipment, +45 Mech Tech

These guys are ruthless and downright mean. Their reputation around Bordertown is either one of fear or loathing, so the PCs may be able to gain some tidbits of information on Jax, or some of the other ten Road Kill members.

An obvious place to check is at Duegan's Garage (Area 5) within Bordertown. Duegan and his garage are described in Section 3.3, Bordertowns. Duegan gets all the traffic that goes through Bordertown as he runs the only garage around. He sells alcohol for engines, has his own junkyard, and he rents space for inmates to store their vehicles while in town.

Duegan knows of the Road Kills, and he despises them for trashing his garage months back. Jax in particular he remembers because of his vehicle. *"Are you kidding? No one forgets seeing a modified Supernova,"* Duegan might say. *"Heck, I thought Jax was a little pscho, you know,*

kind-of ready to snap into a fury at the drop of a match stick...but...he knows his mechanics, see." Duegan won't reveal much to the PCs, or even spend time looking at them unless they purchase his services (i.e. buy a slot to store their vehicle, or slip him five gold to talk). Once it's a business issue, Duegan will be happy to inform the PCs the general locale of the Road Kill base and a few snippets of information on Jax.

COMPENSATION

As touched on earlier, PCs will receive nothing initially, but will receive one of two payments upon completion of the mission. If the PCs attempted to resist the greeting party by means of combat or evasion, then the Duke will look favorably upon them and offer a payment of 3000 gold pieces (total, not individually!) when the Supernova is returned in good condition to him. If the Supernova is shot up and virtually out of commission, he will pay them only 500 gold pieces.

If the PCs freely went with the greeting party without any real resistance then the Duke will offer them 1000 gold pieces when the Supernova is returned in good condition. If the vehicle is damaged, however, their mission payment will be reduced to 200 gold pieces.

In addition to payment, accomplishing a mission like this for the Duke is some pretty heavy stuff. The Duke will remember the PCs and offer them discount rates (1D10% off per item) throughout his city (save the FPS Market), and he will ask them to join his "elite guard". He will, however, continue to assign rough vehicle confiscation missions (perhaps to Beohieka to steal from the Cyberpunks) to them until they quit or wind up snuffed by an enemy. The Duke has little regard for new inmates.

THE RUN

GMs will find the adventure presented here relatively straightforward. The important thing for GMs to remember while running is that this adventure is not as easy as it all sounds. PCs are most likely first level with little going for them. They are in a new and foreign environment, and their opposition averages 3rd to 4th level! The Duke singled out the PCs because he felt they had certain specialized skills most of



the other thugs that cross by him every day just don't have. And this is true. PCs in *Cyberspace* begin the game with some very specialized skills. But the only way they are going to succeed without getting themselves bashed around by the Road Kills is through some planning and teamwork.

To begin with, the PCs should explore the layout of Bordertown East, to get familiar with their surroundings in general! Crossing over through the Prison Gates was a huge decision (unless your PCs were convicted and brought there). It is highly suggested that GMs first make a few notes on the smaller shops and markets within Bordertown, prior to beginning the adventure. There are numerous locales on the Bordertown area map that are not described. Bordertowns are more like ordinary settlements than any other place in the Free Prison because there are bright spots of law and dark spots of chaotic gang warfare or black market criminal operations. When further designing Bordertown East, picture what an extremely rough sprawl would be like and go with it.

The next step for the GM is to develop one to three conflicts within Bordertown not relating to the Supernova swipe mission. Examples would be:

- 1) PCs get cornered in an ally by some new Chain Gang members wanting to rumble,
- 2) PCs are caught (or accused) of tampering with security goods and unless proved innocent are taken to solitary confinement for several weeks, or
- 3) After getting in a heated argument over something relatively insignificant, a PC is challenged to settle the conflict in the town Arena, one-on-one, to unconsciousness or death, whichever comes first.

Obviously the sky is the limit here, but these examples will give any GM some imaginative sparks.

Here is a summary of what might happen over the course of this adventure:

- Pass through gates.
- Role play Processing Center activities.
- Pass through stockyard.
- Meet the Duke's greeting party.
- Meet the Duke.
- Investigate surroundings.
- Talk to Duegan at garage.
- Get any equipment needed at the FPS Market.
- Town encounters and conflicts.
- Explore the area south of Bordertown East.
- Find evidence of Road Kill vehicles.
- Locate and investigate Road Kill gang activities.
- Await a Road Kill raid, then infiltrate their main complex.
- Steal Jax's computer or at least gain security code to Supernova.
- Steal the Supernova and return it to The Duke.

And of course, characters will undoubtedly run into serious combat with the Road Kills. A climax to the adventure could also be a vehicle showdown. The PCs driving the Supernova against all the other Road Kill vehicles! Obviously the Supernova is faster, but they eventually have to come to rest in Bordertown. This could be an exciting sequence if the circumstances are right.

During the course of the adventure, the Road Kills at the new base will be going about their daily business — rocking, partying, working on their vehicles, trying to spot easy and profitable targets, etc. There is a 10% chance every day that 1D4+4 of the Road Kills will go on a raid.

Whenever Road Kills from this base are raiding, Jax will be along for the show. His vehicle and driving expertise are too great for him to sit idle back at camp. However, this will provide characters with the opportunity to slip into the camp and steal information necessary to finally take the Supernova.

DENOUEMENT

Assuming the players deliver the Supernova in decent condition to the Duke, they will enjoy a tidy sum of Free Prison currency. The Duke will make attempts to get the PCs under his wing so he can assign them to more important, and dangerous missions. The Duke is able to supply an endless stream of missions — more vehicle thefts, diplomacies, messenger assignments, assassinations, infiltrations, investigations, strike force raids, labor, or simple guard duty around Bordertown East. As PCs succeed in assisting the Duke, they will learn more and more about how this mini-empire works, and they'll gain more and more prestige.

If the PCs fail in their attempt at stealing the Supernova, they would be wise not to return to Bordertown East. If the Duke hears that the PCs have failed (either in the swipe, or by destroying the vehicle in combat, or whatever), then the Duke will be furious and throw them into his personal labor camp for 1D10+6 months. Obviously, the PCs won't enjoy this sort of role playing, but they will have plenty of time to scheme an escape attempt.

Finally, truly ingenious, and perhaps foolhardy PCs will not only succeed in stealing the Supernova, but they will keep it for themselves! They could utilize it in a number of ways to their benefit. They will find it difficult to sell unless they deal with very experienced NPCs — and that will prove to be a serious health hazard! Obvious places to sell the Supernova would be the Trader's Fort/Truk Stop area, or in any of the major cities (Pitts, Cyberville, Free City). PCs will find it easier to barter goods or services for the Supernova instead of straight cash. Experienced NPCs may purchase the vehicle then attack the PCs to get their money back.



CHARACTER DOSSIER

JAX KELLY

Brutal, sly, and full of hatred sums up most of Jax's personality. As a boy who grew up with a Sprawl gang like the Road Kills, he naturally portrays the worst human characteristics. Blasting "targets" off the road with his high-tech toys finds him relief from his deep, inner pains. Although Jax (and many other Road Kill members) won't display their emotions, they are often manic-depressive — full of ups and downs.

Jax and his buddies are psychologically distraught, like many other Free Prison inmates. Although Jax isn't made of the metal many leaders around the Free Prison are, he has assumed the position by default — there isn't anyone else in the gang who owns a vehicle as nice as Jax's; and vehicles are how Road Kill members determine rank.

The Road Kills are a predominant Sprawl gang in the Death Valley region as their core base is located in southern Nevada. The Road Kills roam the old Nevada interstates in search of target practice — typically motorists or local Road Patrolers. Jax has been a member since his youth, growing up with the psychotic gang and learning their twisted way of life. As Jax came of age he managed to swipe a suit's Supernova by running him off the highway and eliminating him. Since then, Jax has gained considerable prestige within the Road Kills (dis)organization.

MANTA DOSSIER: JAX KELLY

GENERAL DATA

Profession: Road Warrior/Jockey

Level: 5th

Social Class: Upper Sprawl

Fire: Homemade Shotgun 36

Melee: Brawl 89

Missile: Shuriken 40

Hits: 72

AT(DB): LBA(15)

Primary Skills:

Drive 85

Mechanical Technics 82

Enviorns 53

Equipment 49

Stalk and Hide 25

Secondary Skills:

Sport 45

Elec Tech 29

Frenzy 26

Perception 18

Languages:

English: D4

Gutterspeak: D4

Spanish: D1



APPEARANCE

Age: 24

Eyes: Hazel

Hair: Brown

Build: Wiry

Height: 185 cm

Weight: 79 kg

Sex: Male

Race: Caucasian

Origin: San Francisco

Demeanor: Cruel

Dress: Scrappy

True Attitude: Hedonistic

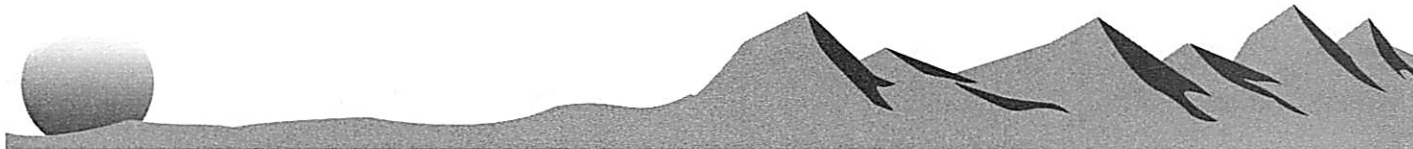
STATISTICS

Co 90(+10); Ag 90(+10); SD 42(0); Me 62(0); Re 95(+15); St 66(0); Qu 97(+15); Pr 40(0); In 82(+5); Em 29(0); Ap 49; CIRS 1.

BACKGROUND

One day Jax and several of his comrades decided the Nevada interstates were just too desolate and barren for them to keep them in action, so they drove into the Free Prison. As Jax and his comrades soon found out, there was more than enough action for them! They quickly got booted out of East Bordertown due to their total lack of respect for the Duke, Security, or any of the residents! However, the Duke made sure that Jax and his buddies were tracked down because the Duke had his eyes squarely on that Supernova. Several attempts have already failed to steal the Supernova away from Jax (hence the security code he recently installed). Jax keeps the skulls from all of his kills mounted on the front and rear of his vehicle, as most Road Kills do.

Jax has one installed Cyber System: a set of Megaknuckles. He also possesses a crude, homemade double barrel shotgun with 6 homemade shells (12% chance of misfiring). His other fighting equipment includes two belt pouches with 10 Shuriken contained in each. His vehicle is a 4x4 Supernova with a seven digit security lock and stabilized crossbow mounted in the back.



8.5 SCHEMATICS

The following layouts are designed to aid you in running this adventure. Note that the Bordertown layout in Section 3.3 will also be required for play.

BORDERTOWN ADVENTURE AREA MAP

The Bordertown Adventure Area Map depicts a large portion of sector 34. This area map may be further detailed by GMs who wish to base several adventures in this region.

1. **Shady Hideout:** Six members of the Shades Sandgang have taken up residence in this mountain pass and have affiliated themselves with the Shadows Kingdom. Their home is a shallow cave formation that houses them from the intense heat and direct sunlight of Death Valley summers. These six girls got busted with large quantities of illegal contraband after murdering several people who previously paid for their prostitution services. Rumor has it these Shades were set up by several Gang Green members in San Francisco. See *Sprawlgangs & Megacorps* for more information on the Shades and Gang Green.

Although a crude roadway winds its way to the mountains through the pass in which they reside, the Shades have no vehicles, but do own two rather fine horses. Their cave hideout is well off the beaten trail and is not noticeable to common travelers. On occasion, if the Shades feel they have the travelers outnumbered, they will risk an ambush in hopes of gaining some important item or lots of cash. The Shades have acquired a fine compound bow with 7 arrows using this tactic. Their total booty, hidden beneath a natural rock formation, consists of 1283 Silver Pennies, 46 Silver Half Dollars, 103 Gold Pennies, and 18 Gold Quarters.

Typical Shade

Profession: Sleaze

Level: 4th

Hits: 25

AT(DB): NoA(5)

Missile: Compound Bow 35 (only one)

Melee: Brawl 30

Skills: Streetwise 60, Exploit 50, Drug Tolerance 40

2. **Evidence:** Characters traveling through this area will observe tire tracks from various types of vehicles. Careful observation will gain the PCs an important lead. The tracks depicted on the area map are those created by Road Kills. In an attempt to keep their compound secret, they try to enter the roadway from a different spot every time they leave for a "road-raid". First, they travel well off the dirt roadway, then they cut towards it. As they get closer to the dirt road, they then veer off to the right or left so they never ride over the same tracks twice near the roadway. Then, a week or two later the wind has covered up their marks with sand or debris. Unfortunately this brilliant scheme isn't holding up to the tests of time. Anyone on foot, especially PCs searching for signs, can make out the markings of their desert rovers.

3. **Road Kills Compound:** This area is where the Road Kills have set up their new base. Note the rock formations in this vicinity make travel and visibility somewhat difficult.

4. **Death Zone:** Although this area is not drawn exactly to scale, it is a reminder of the FPS's intention to keep prisoners within the walls! This region is a 100 meter wide security area guarded by a deep trench, mine fields, robot drones and other surveillance devices.

5. **Prison Wall:** Guards on the Prison Wall monitor the activities within five miles of the prison border. Guards on the prison wall walk from watchtower to watchtower (which are always spaced between one and two miles apart). They will stop at random intervals to peer through their high powered SR/IR Binoculars (Sun Resistant and/or Infrared Binoculars) in an attempt to study inmate operations or to find a potential escapee.

6. **Bordertown East:** For detailed information regarding Bordertown East, please refer to Section 3.3, Bordertowns.

7. **Stockyard:** The Processing Center often confiscates vehicles or equipment they deem illegal for use within the Free Prison confines. At any given time there may be fifty to one-hundred such items within this stockyard. Manta either utilizes the equipment for Security operations or it auctions them off bi-monthly. The center of these stockyards is always left clear so inmates can be escorted to the stone tunnel that leads out past the Death Zone to the Bordertown. In this case, Bordertown East. Stockyards are classified as Blue Security Zones.

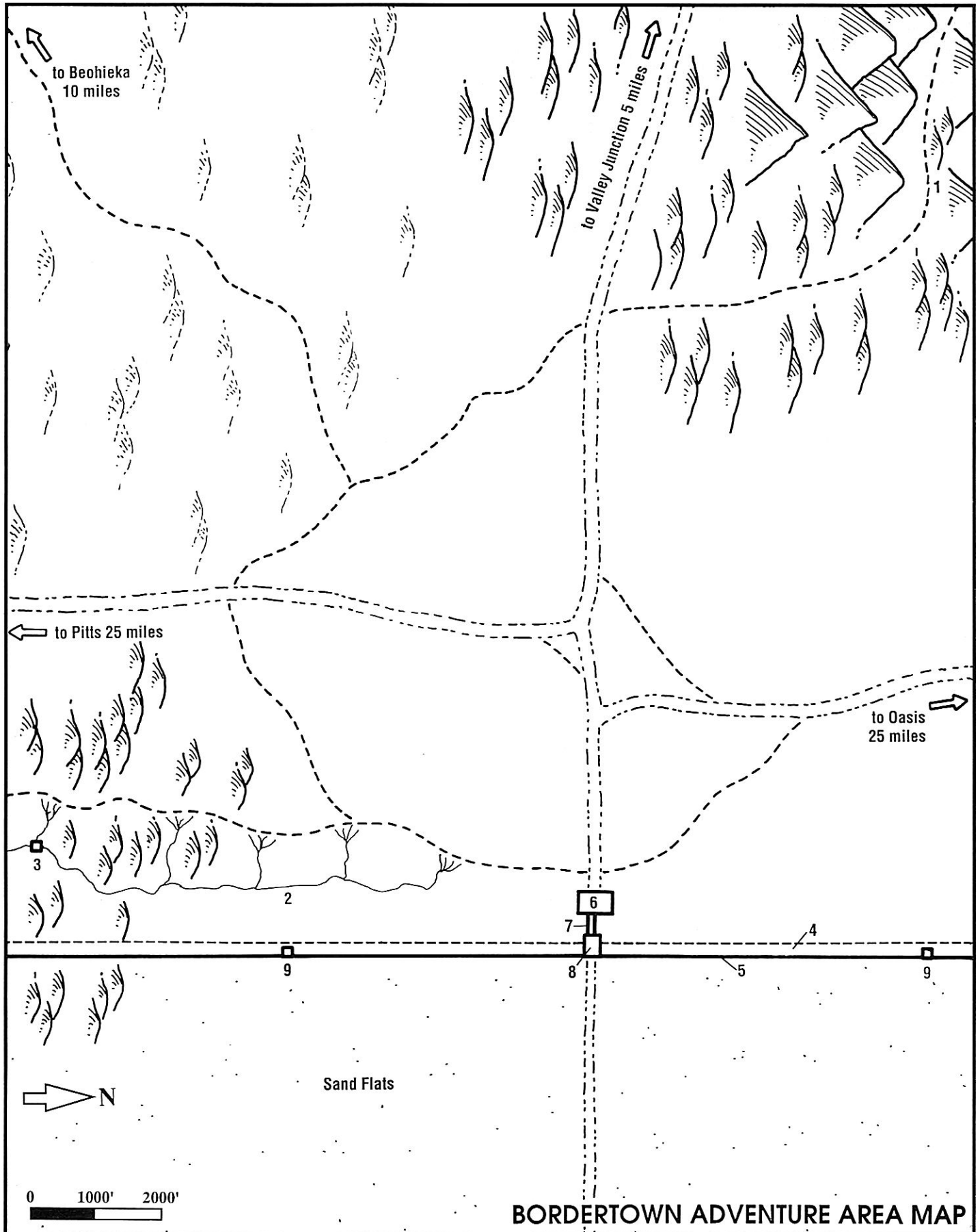
8. **East Gate/Processing Center:** Here lies the eastern entrance to the Free Prison, and just within the East Gate is the East Gate Processing Center (really they are one in the same). Here, inmates must get inspected, recorded, briefed, and released. A detailed account of what exactly goes on within each processing center is depicted in Section 4.5, Processing Procedures.

9. **Watchtowers:** Watchtowers are spaced out every one to two miles along the Prison Wall Border. They serve a number of functions. They house FPS personnel, are used as lookouts/monitoring stations, provide defensive weaponry, are used as communication links, emit the vital Web, and house sophisticated computer equipment connected to the huge FPS and Manta Mainframe systems.

ROAD KILLS COMPOUND

The Road Kills are not a very organized group of punks, but they have sufficient force and tenacity to make up for their lack of brain power. The Road Kills compound consists of a large tent covering their vehicles, storage sheds, a mine, sleeping quarters, and a crude building that serves as their base of operations and party house.

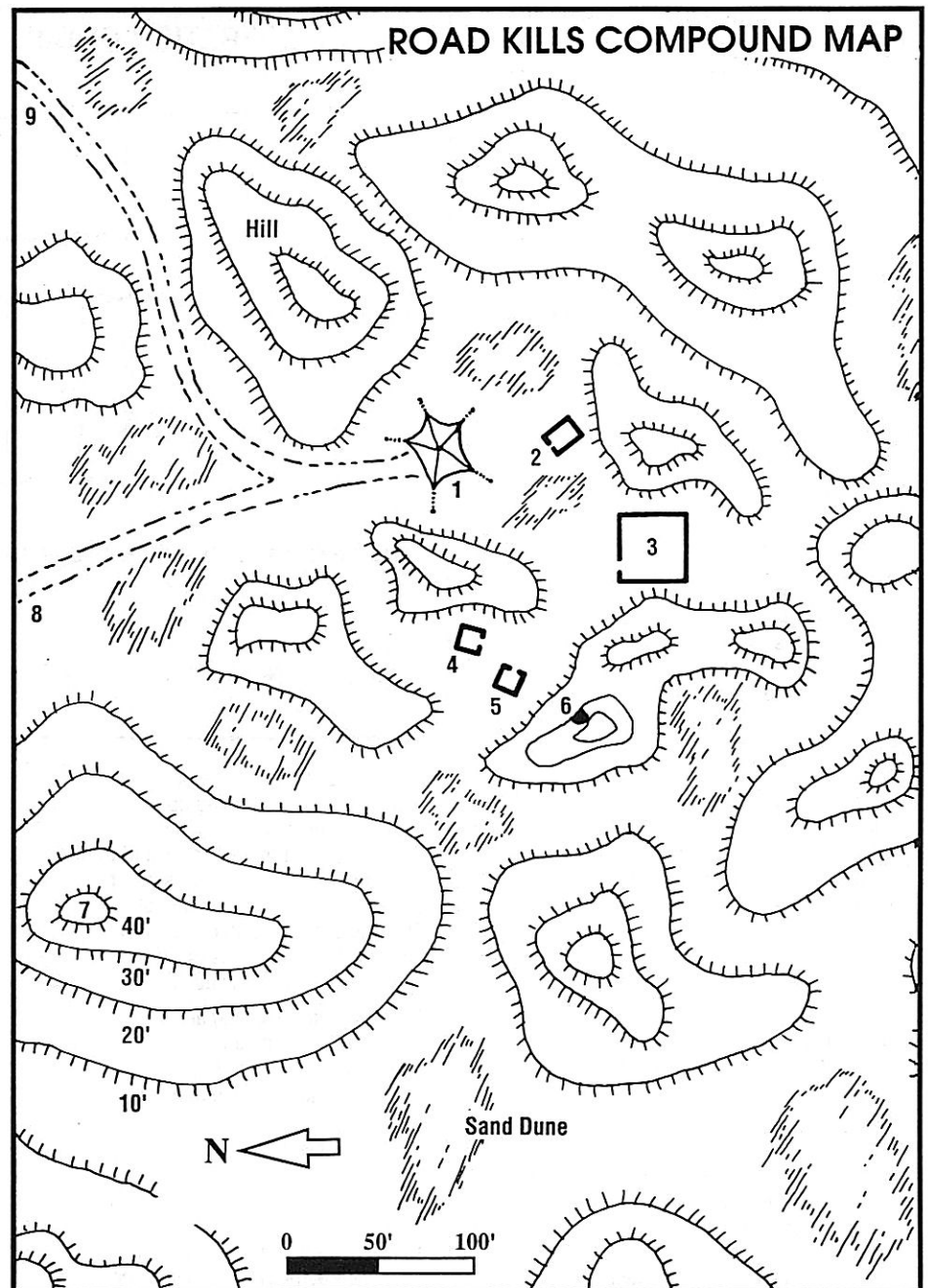
Two rather viscous attack dogs are always roaming around the area. PCs coming within 100' of the Carnival Tent (Area 1, below) may be detected by the dogs. Sneaking up within 50' of the tent requires a MM/Stalk:M. Stalking up to the vehicles under the tent without disturbing the dogs requires a MM/Stalk:SF. Obviously, there may also be members of the Road Kills present to discourage such an attempt to get past the dogs. If someone is alerted to any abnormalities, the base will be nearly impossible to get to without being spotted. Four Road Kill members will take up positions around the compound to search for intruders: one above the mine as a lookout, one on top of the Base of Operations (Area 3, below), and two near the vehicles to protect them. Each dog has 10+1D10 Hits and fights with a bite equal to a +40 Small Melee Weapon giving Puncture crits.



1. Carnival Tent: This huge tent is staked firmly into the ground with 3' stakes, driven deep into the sand. The canvas is army green and shields several vehicles from the intense sun. From the center of the tent, a four mantle gas lantern hangs on a chain above the vehicles. This light is sufficient to illuminate the entire area, though the vehicles will cast shadows, making areas of relative darkness. A large wooden trunk with a lock on it sits near Jax's Supernova, which is always parked in the center of the tent with room provided to drive straight out on a moment's notice.

Following is a list of Road Kill vehicles found under the tent:

- **Mitsubishi Supernova Sports 4x4.** Requires a 7-digit code (stored in Jax's computer) to open the doors. Jax has only one set of keys for the car which he always carries with him. The vehicle is deep violet with bright yellow and red arched stripes on the side panels. Front and side ramming plates have been welded onto the vehicle so Jax can run people off the road. Chrome wheels and other special accessories makes this vehicle hot. Most notably, the suspension has been enhanced and jacked-up making it more suitable for the Death Valley terrain. Jax has fitted the Supernova with three large ballista-style spear launchers above the driver's cabin (two forward, one rear mounted). Jax keeps these launchers loaded at all times. He also enjoys rolling down his window, pulling up to an enemy vehicle (easy to do with the Supernova's acceleration!) and then firing his shotgun into their cockpit. Estimated value: 10,000 to 25,000 gold coins, depending to whom and where it is sold. Jax, although young and inexperienced, has already gained quite a reputation for owning this vehicle inside the Prison walls. Many attempts have been made to take the vehicle from him by force, but no one has succeeded. Hopefully the PCs will realize the best way to do it is through stealth, cunning, and teamwork.
- **Honda CRFX Recreational Vehicle.** This sporty roadster can chew up sand and small rocks like a supercharged tank. Great handling and turning radius; one seater; weather proofed interior, and silver plasteel body make this rod prime for Death Valley racing. Estimated value 3800-4500 gold coins.
- **Ford Dunemaster.** This four-wheeled dune buggy has modular paneling that can be arranged to create wings, protective side paneling, wind channellers, and special effects. The one piece, disposable wheel/tire system make tire maintenance a breeze. Six extra tires can be found stacked up (still deflated) in the trunk. Simply lock the tire on the axle and the tires automatically inflate!



This vehicle has numerous dents and bullet holes across its panels. Some structural damage has been taken by the rugged framework, causing the vehicle to ride slightly off center (rough on the tires). The Dunemaster has been appropriately fitted with axle mounted spikes that extend 3' out from each wheel. They are used to destroy enemy tires during combat and are extremely durable. Estimated Value 1500-2300 gold coins.

- **Seven Miscellaneous Four-Runners & Motorcycles.** 80% of these cycles are either off-road or multi-purpose bikes. Many are in poor condition, although only one is completely out of commission. Spike

droppers, oil droppers, mounted crossbows, and gas bomb launchers are just a few examples of what might be found on each of these bikes.

- 2. Equipment Shed:** This crudely built shed serves the Road Kills as a mechanic's storage shed. Vehicle supplies, tools, a gas generator, dog food, chains, etc., are stored here. The place is a shambles as stuff has been tossed in with little regard for where it lands or what it lands on top of. Searching through will be noisy and very difficult because of the disarray. The door is always locked with a combination padlock (L 21, R 87, L 40). Everyone in this gang knows the combo.

3. Base of Operations: This wooden structure measures roughly 40' x 30' and is made from pine timber and granite blocks. The ceiling is 8' high, and a ladder leads up top from the main party room (see area a. below).

There are a total of 11 Road Kill gang members left out of the original 25 or so that came to the Free Prison with Jax. Obviously, there are many other Road Kill affiliates located around the Free Prison, but this is a single spin-off of the original gang.

a. Party Room: This room is what most would call "a pig's sty". The corners are several feet deep in empty beer cans, bottles, food wrappings, decayed food, and other debris. The center of the room, however, does leave room to walk (stumble?) around. A few homemade chairs and a sofa can be found angled towards the fire-pit on the east wall. Several thrash or heavy metal posters can be found angled around the walls with little regard of form or organization. To either side of the fireplace is a large high-fi system that has built-in light effects that shoot onto the ceiling of this room. Not a day passes without this high-fi system blasting out the latest DVFP combat rock.

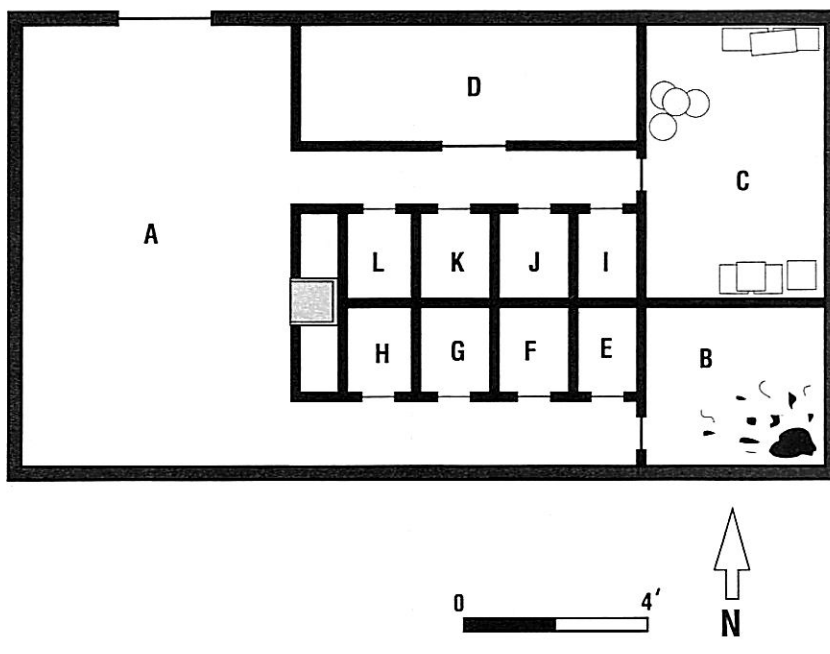
For this reason, the PCs may find it best to wait until the Road Kills are out raiding, and the music is blasting until they make their approach to the compound. Obviously, Jax will be gone with his Supernova, but at least they can scout out the compound and possibly gain entrance to this base of operations for accessing Jax's computer.

b. The Dumper: A deep 30-40' pit has been dug into the sand in the corner of this room. This room reeks of raw sewage, especially in the intense mid-day heat. Characters foolish enough to spend much time here may contract a disease or serious sickness (GM's discretion).

c. Food, Water, & Storage: This room houses dried meat stuffs (in metal trunk), 63 gallons of water (in plastic kegs, purchased from Oasis), various dried fruits, eating utensils, a huge stationary drum 75% full of (Free Prison) distilled megahol; total of 88 gallons, several containers used for dispensing megahol into vehicles, three cases of commercial quality oil, three high energy car batteries, a 300,000 candlepower spotlight which can be quickly hooked up to one of the batteries, a small construction tool chest, and a first aid kit.

d. Jax's Room: Jax, the brains of this brawny outfit, maintains a relatively straightforward room. His bed is a simple cot with some covers and a pillow that rests against a far wall. Under the pillow is a sharp throwing dagger. In the center of the room is a

BASE OF OPERATION DETAIL MAP



"conference table" where Jax likes to call his men together for dividing up booty or planning a new mission. Sometimes they gather here just to play cards and drink. Under Jax's bed is a laptop style computer system that runs entirely off solar power. The briefcase computer is entirely self contained with no disks or printers to fuss with. The computer is detailed below:

- Microcomputer (*Cyberspace* pg. 146) Mk5, 22 meg RAM, Silicon based chips, Permanent optical disk drive with wide ranging applications (including a few bootleg cyberspace programs).

Experienced net heads will be able to rifle through Jax's computer with no problem. Stealing the entire computer system will also be a breeze. You are encouraged to foreshadow upcoming adventures in your campaign by placing such information in Jax's computer. Characters can then investigate the information leading up to your next adventure at their leisure.

Some highlighted information that be found on the system includes:

- Security Code for Jax's Supernova is 3-3-6-1-9-6-2.
- Personal notes written by Jax displays serious mental pain and torment, lots of hatred from this distressed person. Having second thoughts about entering the Prison on one day, psyched and full of visions of grandeur the next.

- Jax mentions a band of Cyberpunks from Beohieka forced his members to retreat after loosing two vehicles to them in an intense road battle. Jax can't believe security would allow the Cyberpunks to possess such high powered and illegal weaponry on their vehicles. Jax is wondering how many security personnel loose their weaponry to inmates during the course of their jobs.

- Jax catalogs several tools and parts that he stole from Duegan's garage in Bordertown East. Note that characters bring this equipment back to Duegan will gain his lifelong friendship and hospitality.

Note: *Even though cyberspace access to the worldwide matrix is strictly prohibited by the FPS, the inmates have developed their own net, linking large cities and kingdoms with bootleg software and hardware developed with materials and resources from within the Free Prison.*

- e.- **1. Gang Quarters:** Typical, non-descript, living quarters for a bunch of vile criminal types without regard for order or cleanliness. GMs may add items as they see appropriate.
- 4. Empty Shed:** As the name suggests, this shed is unlocked, and without use right now. The Road Kills were hoping to fill it with mining ores and supplies, but that idea fizzled out.
- 5. Mining Supply Shed:** This shed houses two wheel barrows, three mining picks, five shovels, two large axes, a sledgehammer, and several metal spikes. Most of the equipment has barely been used.

- 6. Mine:** There is little need for a map to this mine because the Road Kills never really got it going (not only that, but they chose a poor place to dig!). Originally, the Road Kills had visions of glittering gold, silver, tin, or some other precious metal making them rich. But once they found out how hard it was to dig, and how much easier it was to sit around in the party room, listening to thrash, drinking, and drugging, they quickly dropped the idea. This 30' deep mine will not get any larger.
- 7. Lookout Hill:** This is a favorite place for the Road Kills to scout out potential targets on the highway, as well as a prime place to look for intruders. When on alert, at least one Road Kill will climb this hill. 75% of the time he will be carrying high-powered binoculars.

- 8. Single Western Road:** Following this dirt trail will lead towards the North/South roadway leading to both south Pitts and north to Bordertown East. This trail is not used very often at all because frequent use will wear a permanent trail into the sands, which is exactly what the Road Kills don't want to happen right now.
- 9. Multiple Northern Road:** Following this marked trail will lead towards the multiple branches that lead westward towards the North/South roadway leading to both south Pitts and north to Bordertown East. As mentioned in the area map description, the Road Kills veer off the beaten path so they don't leave tracks leading back to their base. Soon after their raid, the wind often blows sand back over the evidence.

so the gang can determine if the PCs are up to par. Chances are, some hard work and determination will gain the PCs full-fledged membership to the gang in question.

DIPLOMACY

The PCs must act as messengers to a distant portion of the Free Prison. They must deliver either (a) computer disk, (b) wax-sealed letter, or (c) locked trunk filled with important — and illegal — contraband. Simple in concept but difficult in practice. PCs must travel across numerous turfs in order to get to their destination, and they will no doubt stop off in a village, town, or city to gain rest & supplies. There are numerous encounter possibilities here.

ASSASSINATION

An influential gang leader, trader, mercenary, or FPS personnel may come to a nearby city to discuss relations (or whatever) and must be eliminated at all costs. PCs must devise a scheme to knock off the person without anyone tracing the murder back to the Kingdom or Sandgang for whom they work.

INVESTIGATION

Reports have returned from gang scouts of a new mine in operation in a nearby sector. No one knows who set up the base there, or what their numbers are, but it certain that lights and activities are frequent upon the mountain in question. PCs must spy out the new hideout, determine estimated numbers, affiliation, and return to the base with a report.

INFILTRATION

The PCs undertake a long-term and very dangerous mission. They must travel to the Trader's Fort as greenhorns and seek membership in the Fat Man's organization. Over a long period of time, the PCs must pass initiation, then work their way up the ladder until they are able to go underground, where the Fat Man runs his mafia-style black market operations. They must report every month (or whenever appropriate) what the Fat Man is up to. From this point, the PCs may be able to devise a scheme to steal high-tech equipment or weaponry and get out for good, or they may be able to devise a way to sabotage the Fat Man's operation and then get out. Either way, a mission like this would gain PCs great prestige within their Kingdom.

3.6 CONTINUING THE CAMPAIGN

Cyberspace and *Space Master* offer an extremely wide range of adventure settings. The Death Valley Free Prison campaign focuses on a sealed-off environment within *Cyberspace* and details it so the GM can run a wide variety of adventures with ease. Let's take a look at a few possible conclusion adventures (some profitable, some not so profitable) to any Bordertown scenario.

ABDUCTION

PCs are either knocked out in their rooms, or ambushed on the roadways near Bordertown and forced into slavery in the underground section of the City of Pitts as steel workers or miners. PCs must find a chance to make a break and seize it. Skillful role playing and ingenuity may gain a mass following of slaves under the PCs for a widespread breakout movement. Again, only a perfect plan coupled with perfect coordinated role play would ever pull off a stunt like this! Just remember that throwing the PCs into a life-threatening situation like this one will always bring out the best in them. If they play along with the act and attempt a serious, coordinated, and logical escape, then give them a rough time of it, but assure they succeed; it will make for a wonderful adventure.

GAINING AFFILIATION

PCs are on their own in an environment made up of some very complex organizations and Kingdoms. A large network of associate gangs, traders, and mercenary

outfits link together to form these Kingdoms. The PCs may wish to join up with a gang or organization early on, giving them a chance to work up the ladder right from the start. This is the advisable thing to do. Unfortunately, it's not an easy task.

PCs must first weed out hard-to-find information from the various villages, towns, and cities in order to gain a picture of how the Kingdoms are made up, who runs them, and who the numerous affiliates are. Once this is achieved, the PCs may make an educated decision as to which Kingdom they wish to align with. From there, they must decide on a gang to join. Not every gang will accept them as initiates and many won't even talk to them.

This is not to say that it cannot be done. Sincere offerings of services and expertise may get the PCs into the initiate level of a Sprawl. But there is a long grace period in which PCs must not only prove their worth and integrity, but they must also work hard for very little compensation or respect early on. They will be treated like initiates in every degree — which will no doubt prove frustrating to any PC who has illusions of grandeur early on.

Initiate Sprawl members will be assigned labor work around the outside of the base (never do initiates gain access to interior bases) or light combat missions. Obviously, there are wide-ranging possibilities for missions here, especially thought-provoking ones, but all of them will inevitably have some light combat in them

9.0 DEATH VALLEY EQUIPMENT



Equipment can often make or break an operation. For this reason, inmates and Security guards alike place equipment as one of the top priorities for a successful mission. Unfortunately, Traders and barterers around the prison area realize that if people need their product enough they will get a ridiculously high price for an item, sometimes two or three times what it is worth. Water and food are excellent examples of the law of supply and demand inside the prison. If someone is literally dying of thirst, you can bet he will spend every penny he has to get that refreshing gulp. Of course, after refreshment that person may seek out his lost fortune, but that is an entirely different story.

ARMOR

Armor, along with other equipment listed in the following sections, represent items that are not detailed in the *Cyberspace* rules but are used with frequency inside the Free Prison. Most of the items require a special description to further define how they interrelate with the *Cyberspace* system. To better present this information, it is broken down into four basic categories: Weapons, Armor, Miscellaneous, and Vehicles. At the end of this section is a summary which lists the Free Prison prices of these items, and their mass in kg.

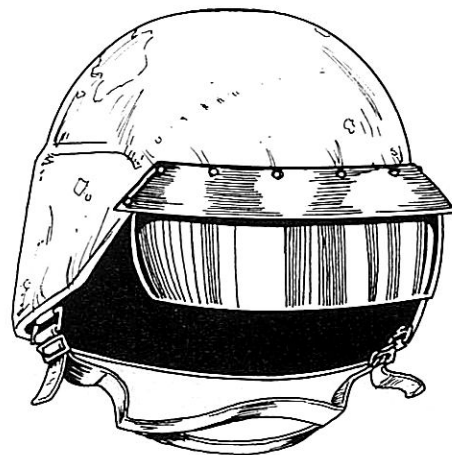
Heavy Alloy Shield: The Heavy Alloy Shield is the most commonly used of any of the shields in the Free Prison because it is effective and versatile. It is made from a lightweight yet a very strong and durable metal alloy called Synthium. It has often been compared with a cross between aluminum and Kevlar. This particular shield is roughly kite-shaped, but not nearly as large as the Viking versions. *Use of this item adds a +25 DB vs melee or missile attacks.*



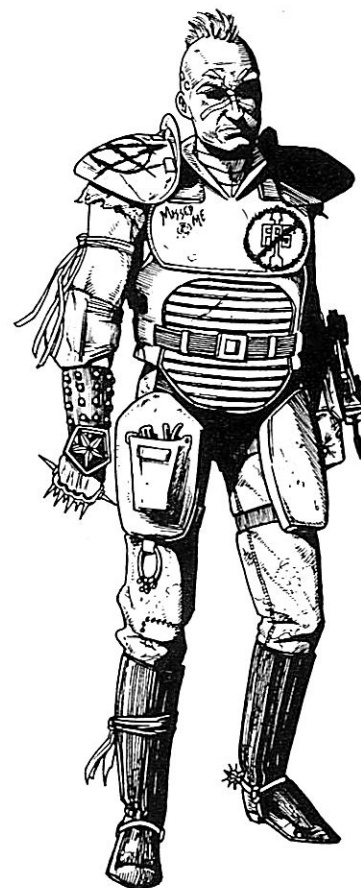
Heavy Scale Armor: Heavy Scale Armor consists of a leather vest and leggings with hundreds of steel plates interlocked onto the leather. In addition, the armor includes an additional layer of steel as a breastplate and spine protector. The average thickness of the scales are 150% that of Light Scale Armor. *Treat this as standard ABS armor.*



Helmet: The helmet is made from molded Synthium, Steel, or Kevlar. The price shown is for the Kevlar Version. Add 10 gold coins to the price for a Synthium Helmet, and subtract 5 for a Steel Helmet. *Treat as standard helmets, with the Synthium version having increased resiliency, and the Steel version heavier.*



Light Alloy Armor: Light Alloy Armor is made completely of Synthium with leather bindings and additional padding for comfort. This equipment is standard issue to the Marines and other Special Forces, as well as being commonly used by the FPS. It can be painted for additional camouflage. *Treat as standard LBA armor.*



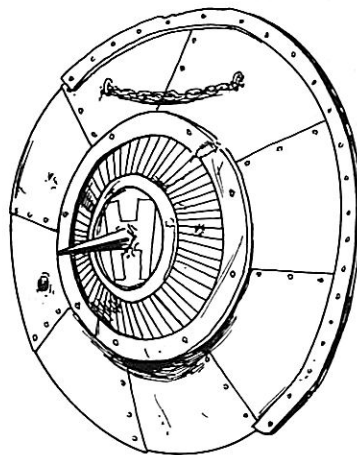


Light Scale Armor: This is a very light-weight armor that looks better than it protects. It is made from hundreds of interlocked steel plates or scales that are attached to a leather body suit. The armor does not include any arm or lower leg protection like standard leather armor, but is effective protecting the vital areas. *Treat as LBA armor with a -5 defensive penalty.*

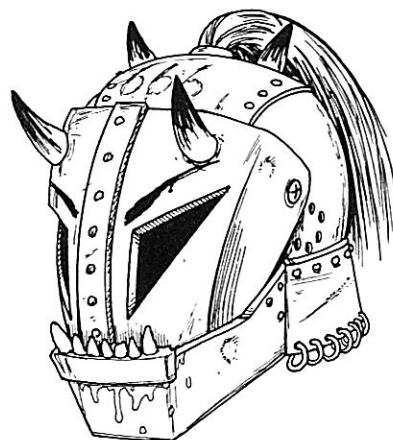


Steel Mesh Armor: This is the modern equivalent to ancient chainmail armor. Thousands of intertwined steel rings make up a large pullover suit of armor. Its only major drawback is that it's cumbersome. Inmates primarily use this type of armor. Steel Mesh Armor is effective against sharp objects. *Treat as LBA armor with a -5 defensive penalty.*

War Shield: The War Shield is made from steel and hardwood with leather shock protectors. It may be decorated in any manner on the front. *Use of this item adds a +20 DB vs melee or missile attacks.*



War Helm: This item covers the entire head region and comes with a front lift-up visor. Many wearers of this armor like to decorate the helm with their own personal touch such as horns, scalps, war paint, or blades. The effect can be imposing. *Treat as a normal helm.*



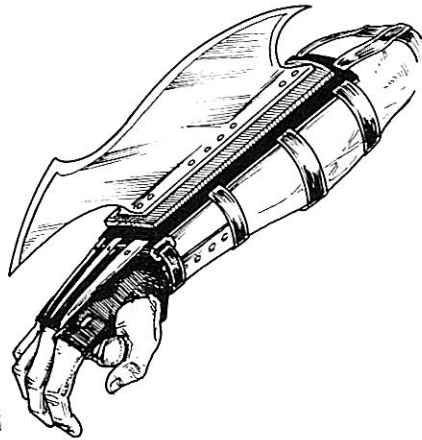
9.2 WEAPONS

Many weapons in the Free Prison have their roots dating back as far as the middle ages. This degeneration back to the very basics in weaponry came about because of the Free Prison and its effects on its inmates. With Security's banning of firearms and explosives, more rudimentary types of weapons came to be substituted for practicality. Inmates started using contrived swords, axes, maces, bows, crossbows, flails, and other weapons. Soon the interior of the Prison took on the form of a scene from medieval history. However, the occasional sight of a confiscated high-tech item reminds inmates where they are and what century it is! The guards keep the prisoners in line with lasers, sophisticated communication devices, armor, and other items readily available to Security personnel. At times, however, the sheer mass of prisoners and their basic force overwhelms even the advanced technologies of the twenty first century.

MELEE WEAPONS

Melee weapons encompass all hand held weaponry that can only be used in close combat. These weapons are specifically made to be used at point blank range, but a few of them are dual purpose weapons. In the latter case, they are defined in the section under which their primary use falls.

Arm Blade: The Arm Blade is an unusual weapon that was apparently designed by someone within the Free Prison, because no previous weapon design of this type has surfaced. Security confirms that the weapon is primarily used in arena battles. The weapon itself is a single arced blade mounted on a firm yet cushioned forearm brace. When the arm is driven toward an opponent or sliced through the air, a potentially deep gash may be inflicted. *Treat as a Small Melee weapon which gives Slash criticals. Fumble 2.*



Ball & Chain: The Ball and Chain originated centuries ago during medieval English times. A sturdy handle is connected to a spiked metal sphere by a 12"-18" chain. This weapon has also been called the Morning Star, but inmates prefer the term Ball and Chain. *Treat as a Medium Melee weapon which gives Impact criticals. Fumble 6.*



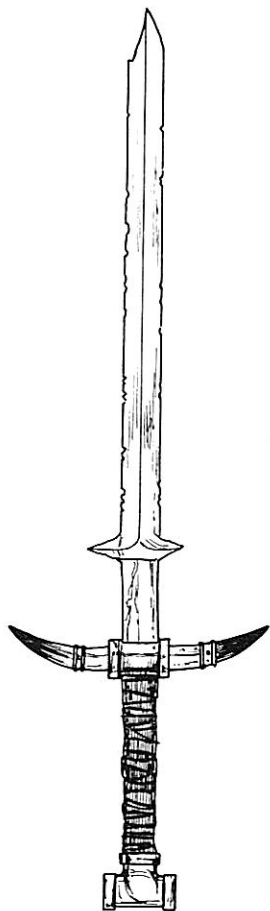
Battleaxe: The Battleaxe is a difficult weapon to wield, but its effectiveness surpasses most other melee weapons. The Battleaxe requires two free hands to wield. *Treat as a Large Melee weapon which gives Slash criticals. Fumble 5.*



Club/Pipe: These weapons come in a variety of styles but all strike the same. They are inexpensive weapons and can be acquired easily. *Treat as a Small Melee weapon which gives Impact criticals. Fumble 2.*



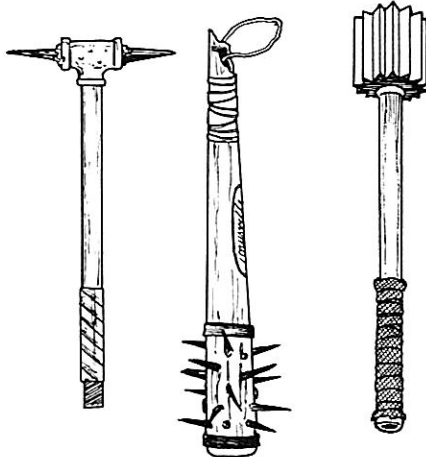
Greatsword: The Greatsword is an ominous looking weapon that must be wielded with two free hands. Its blade measures a full 4.5'-6' in length, making it hard to carry around. It is often strapped to the back of the wielder for sheathing because there is not enough space available for a hip-mounted sheath. *Treat as a Large Melee weapon which gives Slash criticals. Fumble 6.*



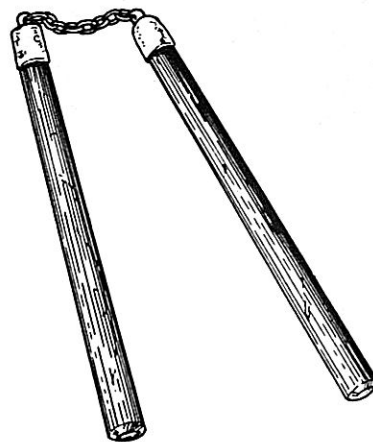
Longsword: The Longsword is one of the most common forms of melee weapons because it is so practical and effective. Its blade measures 3.5'-4' in length and is able to fit snugly in a sheath at the wielder's side during travel. It has a hand guard and a hilt that helps protect the arm and hand from enemy blades. *Treat as a Medium Melee weapon which gives Slash criticals. Fumble 3.*



Mace: The Mace is similar in some respects to a club or pipe, but it is specifically crafted for penetrating armor with interlocking pieces. It is made from a 3' handle ending in a studded steel tip. *Treat as a Medium Melee weapon which gives Impact criticals. Fumble 2.*

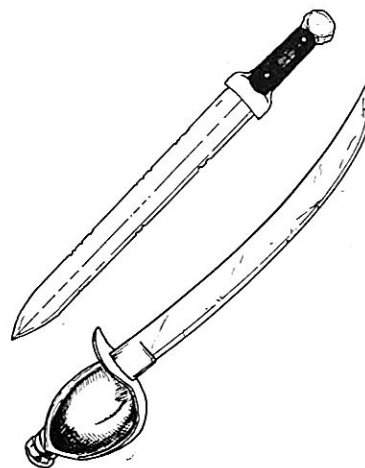


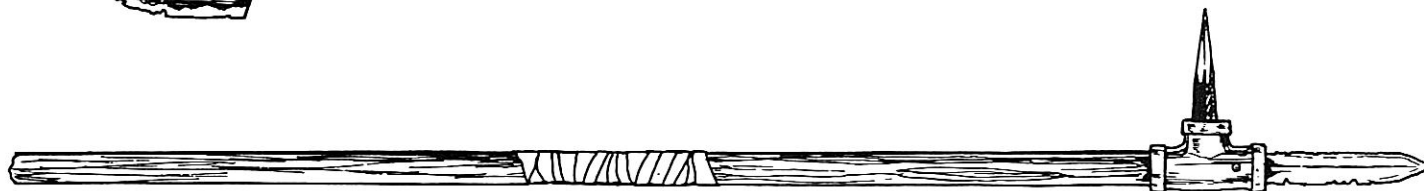
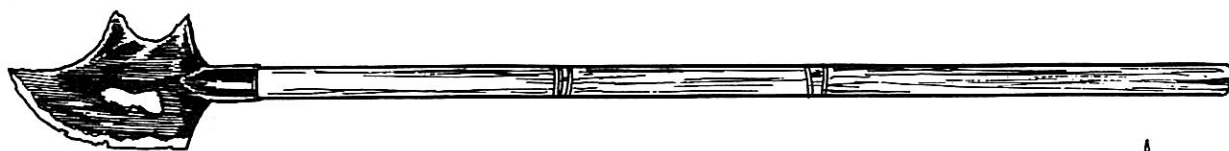
Nunchucks: Nunchucks have been used by martial artists for ages as quick and versatile weapons. They are made up of two hardwood sticks connected by a short chain or cable. When swung rapidly and manipulated, they may be used in numerous types of attacks and defenses, making them highly specialized weapons. *Treat as a Medium Melee weapon which gives Impact criticals. Fumble 7.*



Polearm: Polearms are not as popular as other weapons but do make effective mass battle weapons. When used in unison with several other Polearms in a line, they can form a nice barrier. Popular Polearm designs include the halberd and the spetum. Polearms are anywhere from 6'-9' in length and end in some form of blade or blunt instrument. *Treat as a Large Melee weapon which gives Slash criticals. Fumble 6.*

Shortsword: The Shortsword is similar in many respects to the Longsword, but it is smaller. Typical Shortswords include the saber and the cutlass. Shortswords are quicker but less penetrating than Longswords. *Treat as a Small Melee weapon which gives Slash criticals. Fumble 2.*

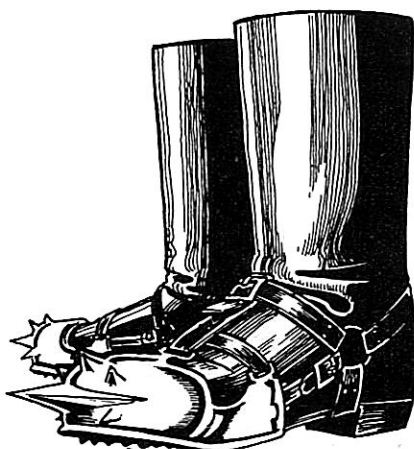




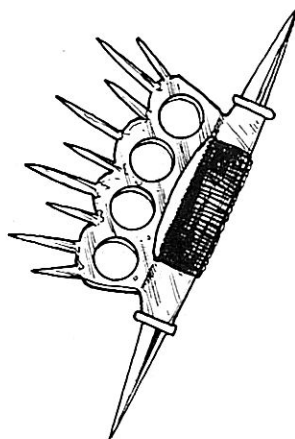
Sledgehammer: Although it is one of the rarest weapons in use in the Free Prison, it has been used by some of the strongest men. Most inmates prefer to use quicker, more reliable weapons, but there is something forboding about fighting someone with a sledgehammer. *Treat as a Large Melee weapon which gives Impact criticals. Fumble 4.*



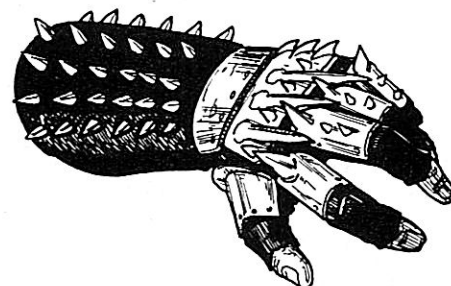
Spiked Boots: Spiked Boots are made from connecting a special blade attachment to boots. They are only usable when kicking someone in hand combat. When used, they add an additional five points of damage to a successful attack. *Treat as a Small Melee weapon which gives Puncture criticals. Fumble 2.*



Spiked Knuckles: Like the Spiked Boots, the Spiked Knuckles may only be used during hand combat attacks with the fist. *Treat as a Small Melee weapon which gives Puncture criticals. Fumble 2.*



Spiked Gloves: This weapon is similar in many respects to Spiked Knuckles, but it is built into a leather glove. It is a popular item among inmates since it adds to their hand combat attacks with their fists. *Treat as a Small Melee weapon which gives Puncture criticals. Fumble 2.*

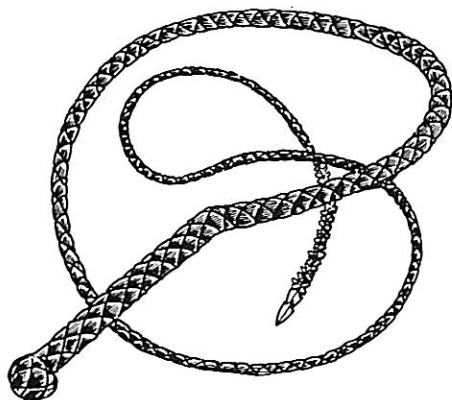


Stilleto: The Stilleto is similar to the Dagger except that its blade is retractable and lockable. When a button is pressed while the blade is unlocked, the pointed blade will spring out with authority. *Treat as a Small Melee weapon which gives Puncture criticals. Fumble 2.*





Studded Bullwhip: The Studded Bullwhip is used only by the most proficient inmates. It can be effective in many situations other than combat. Studded Bullwhips are typically 6'-7' in length and have metal studs tacked into a leather tip. *Treat as a Medium Melee weapon which gives Impact criticals. Fumble 5.*



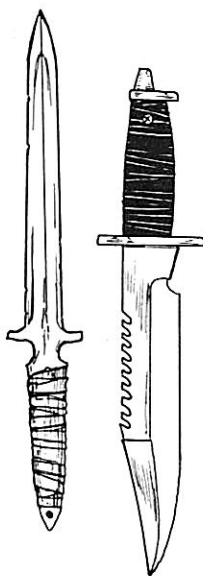
MISSILE WEAPONS

Missile weapons are very popular in the Free Prison because they expose the user to far less danger than close combat. Missile weapons include firearms, hurled weapons, and bows of all types. Many of these weapons require ammunition (i.e., a missile) to be fired.

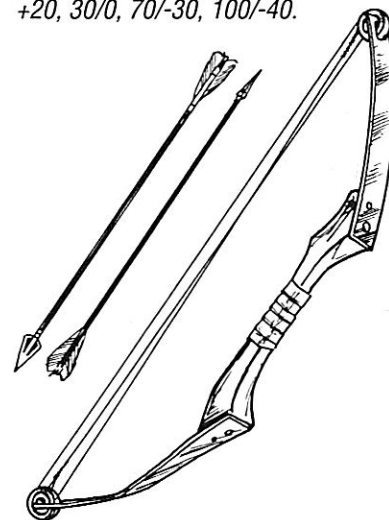
Bola: A Bola consists of a series of three tethers or chains all connected at one end, with their other ends weighted by heavy spheres. As a missile weapon causing entanglement and secondary concussion, it has few equals. However, it is difficult to use. *Treat as a Small weapon which gives Impact criticals. Fumble 7. Range (Meters)/OB Mod: 17/0, 30/-20, 50/-40.*



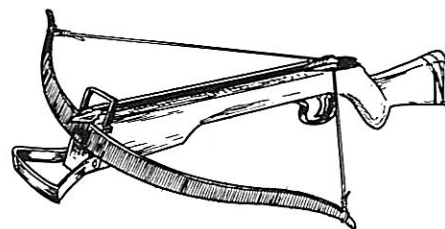
Dagger: Daggers are reliable weapons. They can be easily concealed, thrown, and used as a melee weapon. *Treat as a Small weapon which gives Puncture criticals. Fumble 2. Range (Meters)/OB Mod: 3/-10, 8/-20, 17/-30.*



Compound Bow: The Compound Bow is made up of two opposing fiberglass compound blades with rollers on each tip. These rollers hold the string that runs through a series of pulleys. When the pulleys reach a certain point through pulling an arrow back to fire, the tension is lessened; this makes it easier to hold and aim the arrow, even though up to sixty pounds of pressure (or more) is being held back. *Treat as a Large weapon which gives Puncture criticals. Fumble 5. Range (Meters)/OB Mod: 3/+20, 30/0, 70/-30, 100/-40.*



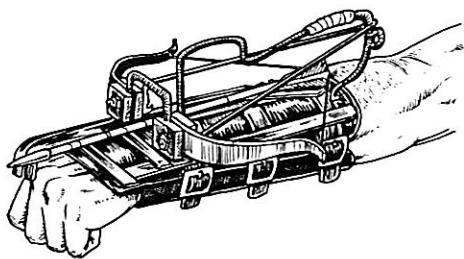
Crossbow: The Crossbow is a popular weapon inside the Free Prison. Combining excellent penetrating power with respectable range, its only drawback is its rather cumbersome configuration. *Treat as a Large weapon which gives Puncture criticals. Fumble 5. Range (Meters)/OB Mod: 6/+30, 30/0, 70/-25, 100/-40.*



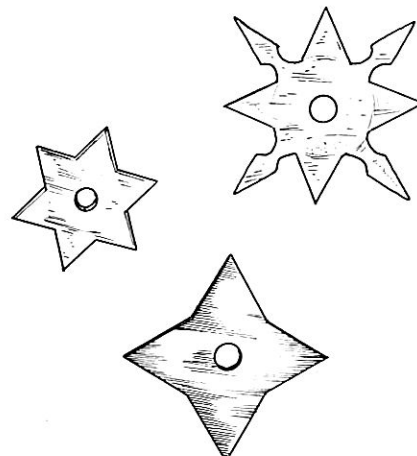
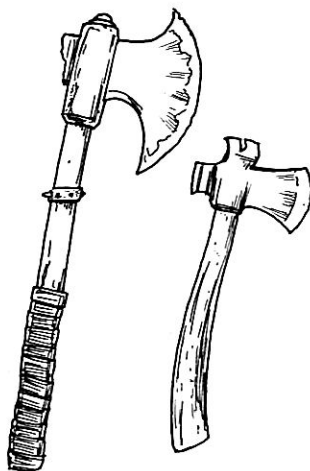
Dart Blow Gun: Blow darts are not very common but have been used to inflict small doses of poison. The Dart Gun is not very accurate beyond short ranges. *Treat as a Small weapon which gives Puncture criticals. Fumble 3. Range (Meters)/OB Mod: 3/+5, 6/0, 12/-30.*



Forearm Crossbow: The Forearm Crossbow represents a truly innovative design in crossbows. It mounts on the forearm similar to the Arm Blade. When the arm is outstretched, it positions a triggering device in the hand of the arm it is mounted on. This crossbow is not as powerful as the larger hand-held versions, but if loaded prior to a battle, it can act as a handy backup weapon. *Treat as a Small weapon which gives Puncture criticals. Fumble 3. Range (Meters)/OB Mod: 3/+5, 10/0, 20/-30.*



Hand Axe: The Hand Axe is a popular weapon that can be used in close combat or as a missile weapon. Its sharp edge, pick, and balance make it useful for many occasions. It is also small enough to mount three across a belt or chest harness. *Treat as a Small weapon which gives Slash criticals. Fumble 3. Range (Meters)/OB Mod: 3/-15, 8/-30, 17/-45.*



Shuriken: Shuriken are more popularly known as Chinese stars. Although they come in a variety of star configurations, they are all thrown or shot through a shuriken launcher. Two Shuriken may be thrown with one action. *Treat as a Small weapon which gives Puncture criticals. Fumble 4. Range (Meters)/OB Mod: 3/+25, 15/0, 30/-40, 45/-65.*

9.3 MISCELLANEOUS

Miscellaneous equipment includes every important item that does not fall into the other categories. These items range from a common pair of sunglasses to a portable solar fan. Some common miscellaneous items which can be readily found in the Free Prison are described below:

Ammunition Belt: These belts hold ammunition for projectile weapons and come in a variety of styles ranging from a shuriken holder to a quiver to a bandolier. The GM will have to determine the capacity of a given ammo belt and its weight.

Backpack: Backpacks have become so common among inmates and Security members alike that almost everyone carries them. They are the ideal place to store equipment. They can hold about 15 kg of non-bulky equipment. Obviously, items have to fit inside of it or be strapped to the back.

Binoculars: Standard issue binoculars allow you to view surroundings at 25 times magnification. Some can be found as low as twelve power and the more advanced and expensive ones are capable of zooming in to 100 power.

Black Outfit: These outfits of the night are designed for undercover movement. They are generally made of cotton and are long-sleeved. They even come with a full-faced ski mask.

Boltcutters: Can cut through standard chain link fences and pure steel up to 1-2" thick. Gears create greater pressure than older versions.

Day's Rations: Includes three separate meal packets. Each packet contains vitamin-enriched food bars. Bars are slightly larger than an average candy bar.

Day's Water: Includes a half gallon jug of purified water. These may be purchased at the Trader's Fort, the Free City, Cyberville, Pitts, or any of the Border-towns.

Digital Compass: This compass is durable, highly compact, and reliable.

Distillery: Because gasoline is unavailable inside the prison, inmates simply create a still and brew their own high grade alcohol. Of course, this low-grade fuel creates problems for the engines. Mechanics stay busy repairing vehicles day in and day out, not only because of bad gas, but from wrecks and physical damage resulting from combat. A standard still can produce fifty gallons a day, but it will take 30-40 days of fermentation before it can be used in an engine.

Flashlight: Flashlights come in a variety of sizes, styles, and candlepowers, but the one most commonly used is priced here. It is hand held, but has an optional mount (\$5) that attaches it to a helmet. Its beam is adjustable from a broad, 45° arc to 25 feet, or a narrow 10° arc to 50'. It is waterproof to a 30' depth.

Gas Generator: Inmates who wish to enjoy the benefits from electricity commonly bring these generators into the Free Prison. They push 1000 watts, 6 amps, 120 volts, for three days on a half gallon tank of gas (alcohol in the case of inmates). One of these is useful but expensive.

Gas Mask: This item protects the wearer from harmful gases but obstructs vision, causing a -10 penalty to any activities.

Grapple and Spikes: Useful for climbing rocky or mountainous regions. It comes complete with fold-out Grapple Hook, a belayer's joint, and ten Spikes.

Halogen Helm Light: This attachment comes complete with a rechargeable battery and 50,000 candlepower, adjustable width light. See HP Flashlight below for details. This light can fasten to any helmet.

Handcuffs: Guards enjoy slapping these cuffs on prisoners when they manage to get that far in an arrest. The newest handcuffs are created with a special high density alloy that resists even a diamond-tooth saw.

HP Flashlight: Many of the guards around the prison use this state-of-the-art high powered flashlight. It produces 50,000 candlepower from a special halogen lens. Its effective beam reaches in excess of 150 feet with a 25° arc. It can serve as a Morse code sender, or a special trip wire can be attached which lights up when it is tripped.

IR Goggles: These infrared goggles are capable of viewing the IR spectrum up to a distance of fifty feet during the night, and twenty feet at dusk. They are obviously useless during the daytime and in places of extreme heat or light. They will automatically adjust to brighter lights to protect the wearer from accidental blindness or irritation. They will even protect the wearer against a flash grenade.

Large Toolkit: This kit resides within a mobile case complete with drawers and workbench. It comes complete with enough tools to repair virtually any standard machine.

Leg Sheath: Straps over leggings to hold two Daggers or two Shurikens, depending on which it is made for.

Lockpick Set: This electronic set also comes with various tools for deactivating locks. It even has a basic decoder which has a 20% chance of decoding computer locks. It takes 1D10 minutes per digit in the combination of such a lock before it either succeeds or fails.

Magnifying Glass: A Magnifying Glass can create intense heat during clear, daylight hours. It is also good for detection of small markings.

Medkit: When used by a skilled character, the Medkit can heal wounds and tend to various illnesses. This is an advanced First Aid kit having everything one would ordinarily have plus specific medicines, needles, and pills. Some items included are large adhesive bandages, paper adhesive tape, gauze, aspirin, novocaine, tweezers, haemostats, antiseptic, insect repellent, snakebite kit, emergency instruction booklet, sedatives, stimulants, antibiotics, and a syringe — all inside a waterproof container. Characters without proper knowledge will not be able to successfully administer cures.

Mountain Gear: Includes belaying cables, harness, hinges, and 100' of high tension nylon cord. Other items included are spikes, talc, and a small hammer.

Multicom: This is a modern equivalent to walkie-talkies. It is able to scramble out all other channels and link two to eight other Multicom into the same channel. Its effective range is one mile. Each Multicom is six inches long and two inches wide. Price indicated is for a single Multicom.

Portable Fan: This device is solar powered and pushes a nice breeze into a 20' x 20' area. It is lightweight but fairly bulky.

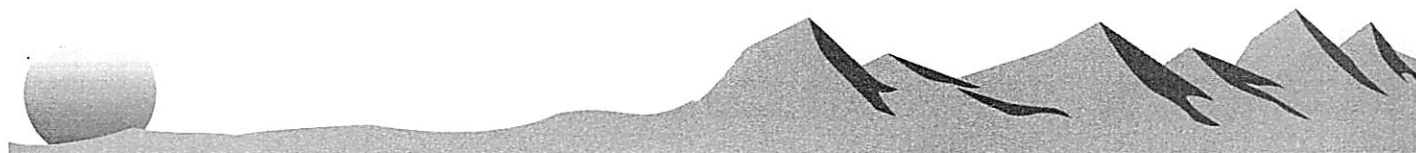
Rechargeable Battery: These batteries come complete with a simple interface to feed electrical current directly into it. It is a nine-volt power supply which will generally last for 48-64 hours. Six full hours completely recharge a drained battery.

Small Toolkit: This kit comes in a large plastic toolbox with enough tools to fix any minor to moderate repairs. No heavy tools are included, nor are there any power tools. Some items included are vice grips, phillips and standard screwdrivers, ratchet set, hammer, oil, pliers, crescent wrench, tire iron, lug wrench, electrical tape, duct tape, siphon, cork, funnel, and air pressure gauge.

Solar Generator: This nifty device looks more like a satellite TV system than a generator, but it does crank out 50 watts, 25 amps, and 120 volts on a sunny day.

SR Goggles: These goggles, made with the same light-shielding device that come included with IR Goggles, automatically adjust to insure a clear, glare-free view. They protect from flash grenades too.

Sunglasses: Virtually everyone in or around the Free Prison wears Sunglasses. Sunglasses block ultraviolet rays and are polarized to cut glare. The desert sun makes them useful indeed.



Survival Pack: This type of pack is available at all FPS checkpoints and is sold to inmates before entering the Free Prison. It includes a general map of the prison, liquid compass, standard flashlight, cheap sunglasses, three days' food and water rations, waterproof poncho, disposable lighter, Swiss army knife, and basic First Aid kit.

Ten Man Shelter: This collapsible tent is made from the newest, most advanced plastics which cause it to be light when broken down and sturdy when set up. It collapses into a fully packed backpack. This shelter should be carried by two or more people. A single person would be heavily encumbered carrying this tent.

Tents: Tents, as listed, come in one, two, and five-man sizes. They are fully collapsible to a size ranging from 3' long and 6" wide for the small version to 5' long by 15' wide. Length includes pole lengths, and width includes canvas size after being rolled up. Tents are bulky to carry around but make great shelter from sand storms.

Wristwatch: A basic but necessary item in many cases, especially for timed attacks and sequential operations involving more than one person. These are waterproof and have an effective battery life of five years (unless solar powered). A typical watch includes a stopwatch and basic function calculator.

9.4 VEHICLES

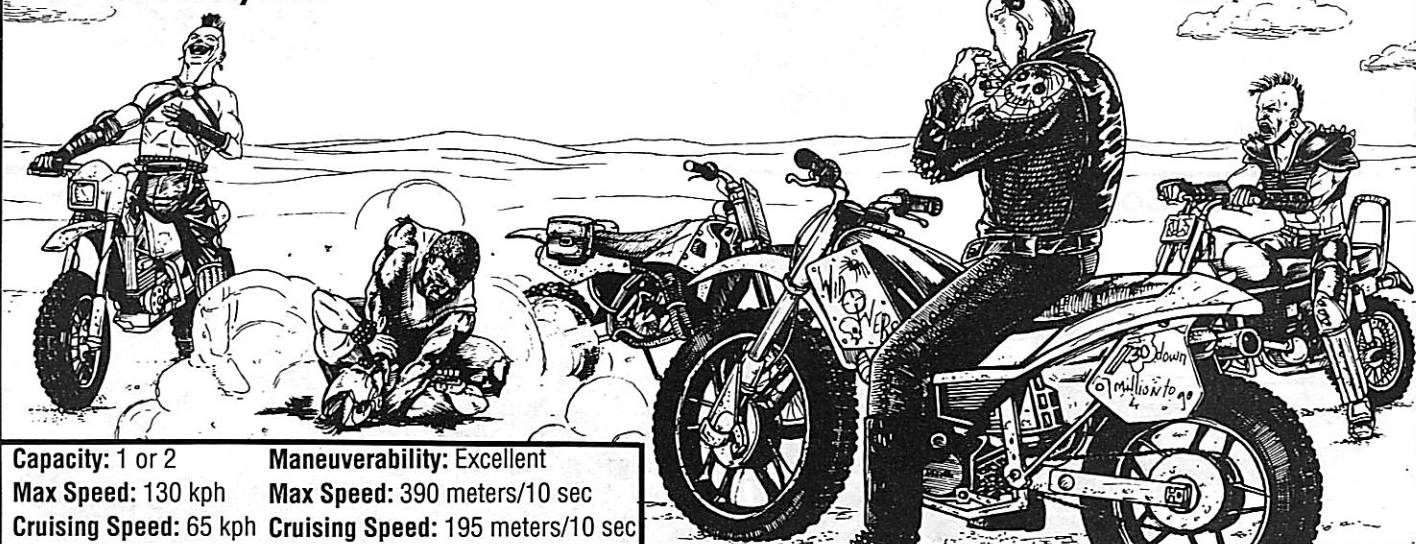
Vehicles are a pervasive element in the DVFP environment. They allow mobility for offensive and defensive missions, and act as status symbols in the prison hierarchy. Unfortunately, they are also coveted by all inmates as a most desirable item, and therefore they are hard to keep once you have them.

The Cyberspace rules allow for vehicle combat as detailed in Section 19. However, those rules deal mostly with military vehicles mounting heavy weaponry — very uncommon in the Free Prison. Since most vehicular battles in the DVFP will be "chase and capture" affairs (vehicles are too valuable to be wantonly destroyed), GMs are encouraged to use the following guidelines.

Keep track of speeds and positions with paper notations and tokens representing the combatants. Use Moving Maneuver rolls modified by the combatants' Driving skill to determine the success of maneuvers and the ability to maintain desired speed. Also use maneuver rolls for characters "jumping" onto opponents' vehicles for capture attempts. Use modified attack rolls to determine the success of tire blowout attempts and the like.

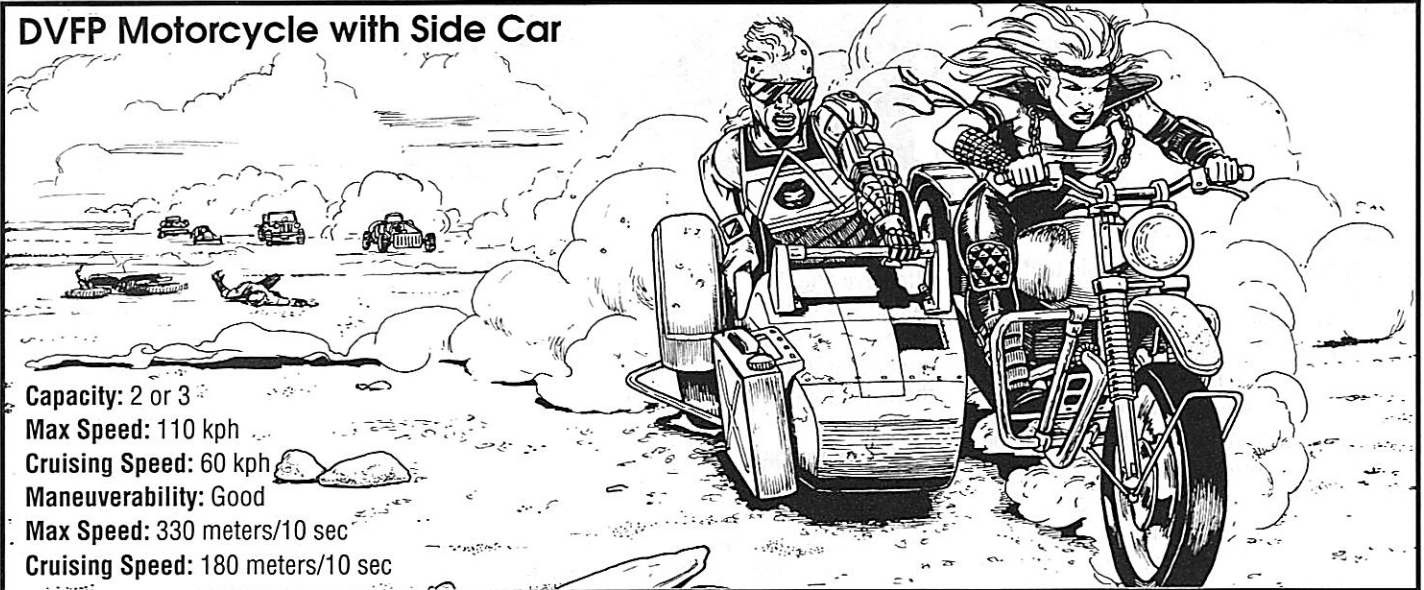
As a GM, you must maintain the narrative flow of the role playing session during vehicular combat without getting bogged down in cumbersome game mechanics. However, if it is a strict "arena style" combat session you desire, there are several game products on the market which handle vehicle to vehicle battles.

DVFP Motorcycle

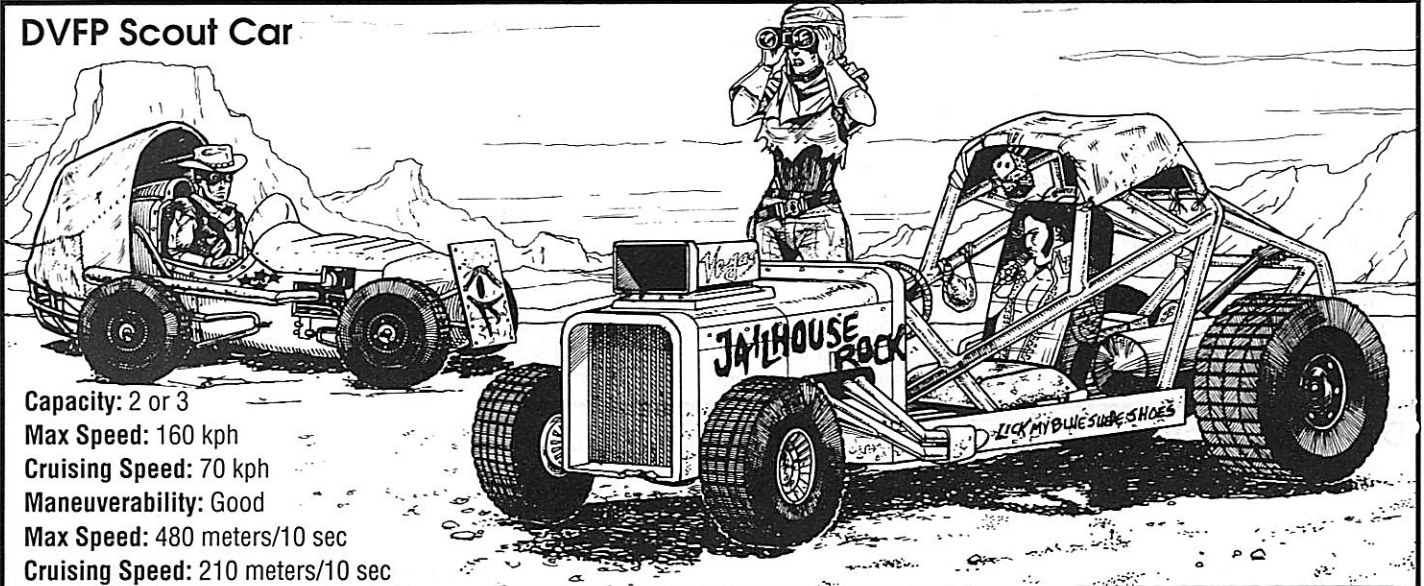


Capacity: 1 or 2	Maneuverability: Excellent
Max Speed: 130 kph	Max Speed: 390 meters/10 sec
Cruising Speed: 65 kph	Cruising Speed: 195 meters/10 sec

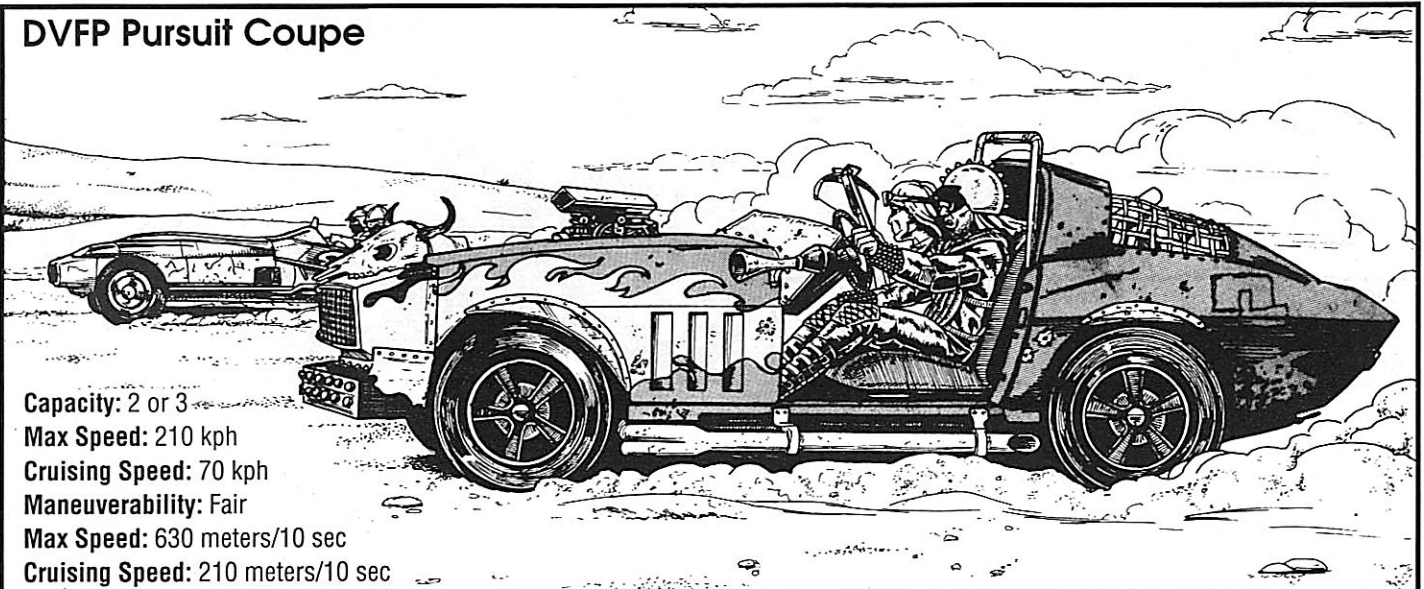
DVFP Motorcycle with Side Car



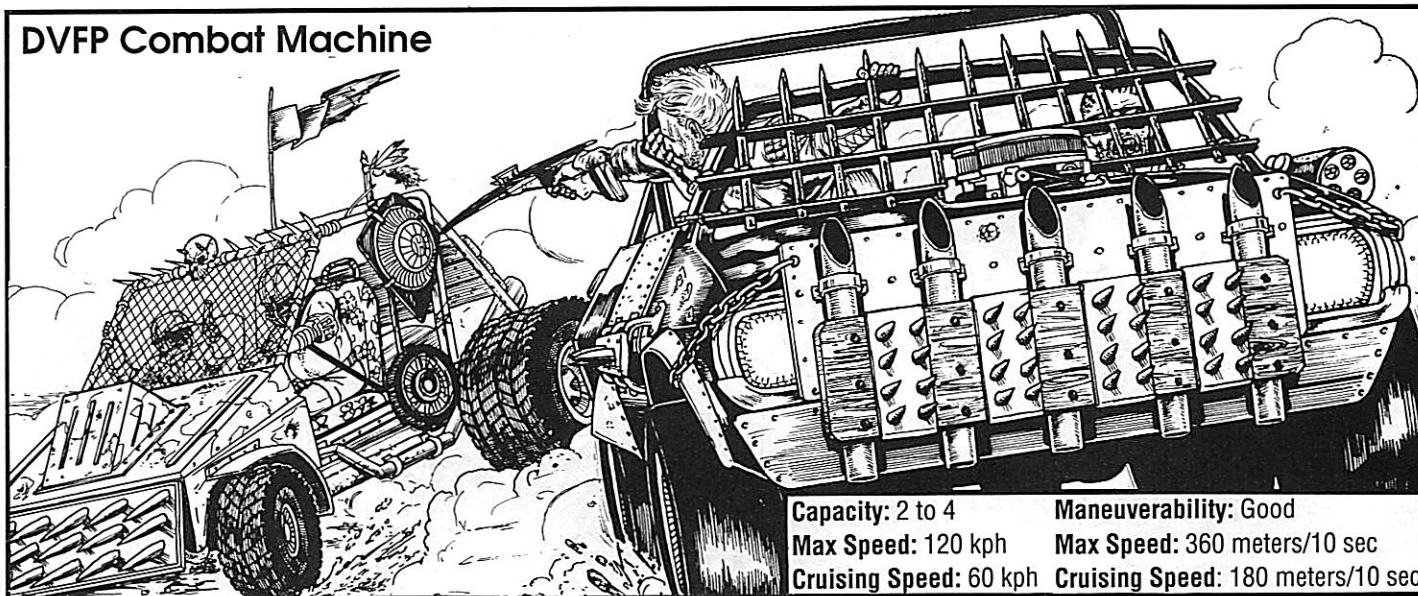
DVFP Scout Car



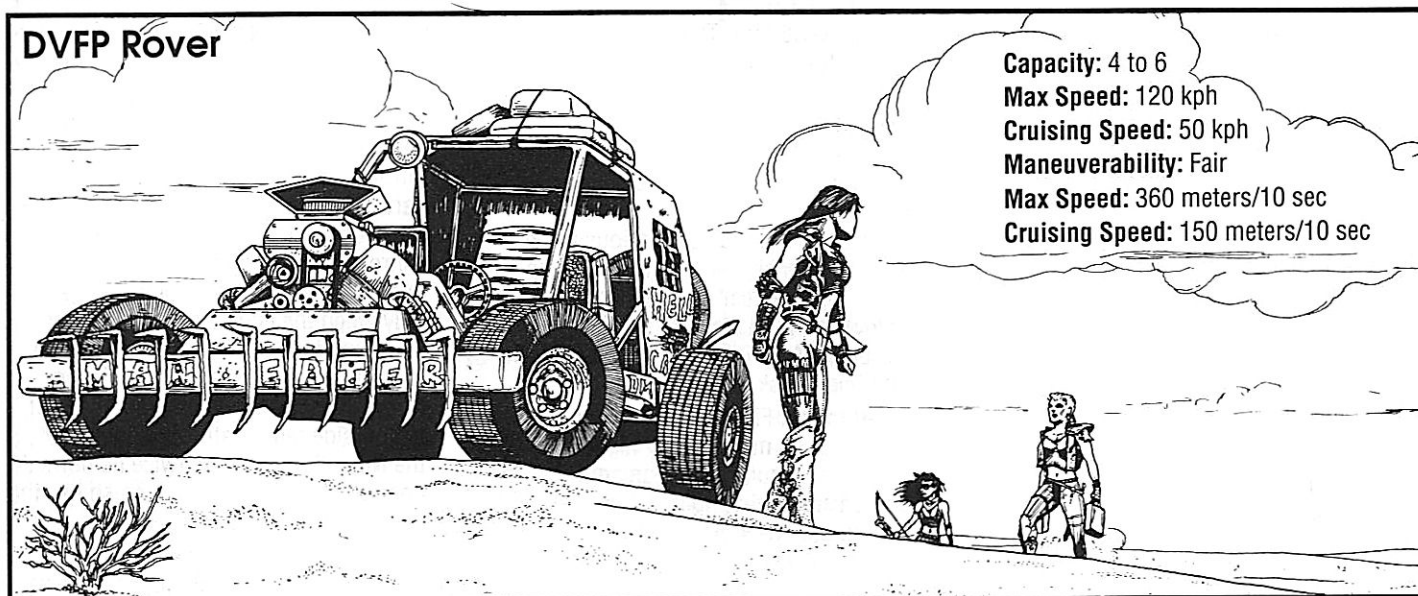
DVFP Pursuit Coupe



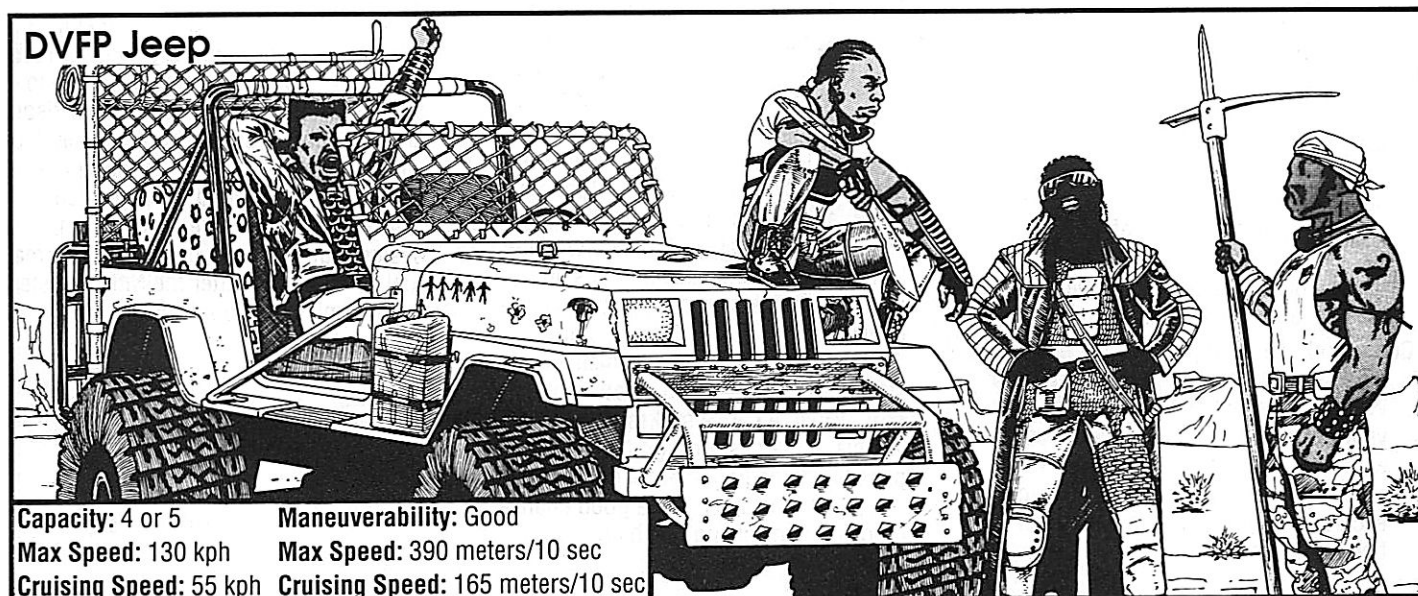
DVFP Combat Machine

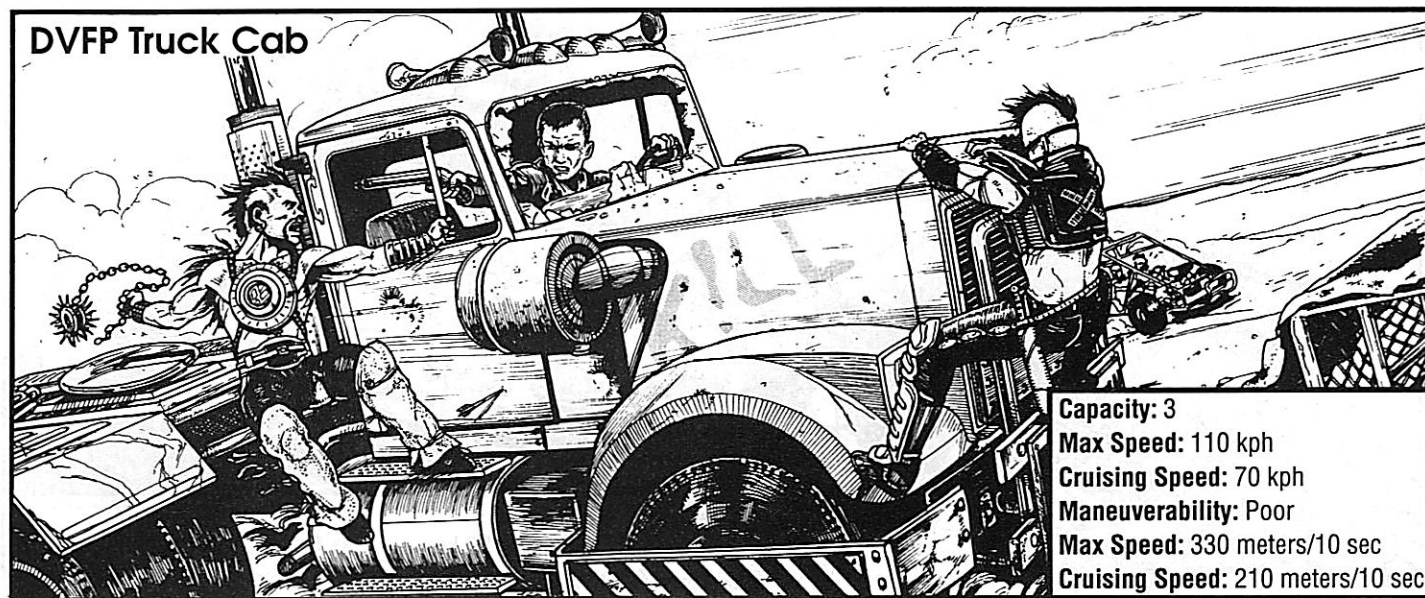


DVFP Rover



DVFP Jeep





Capacity: 3
Max Speed: 110 kph
Cruising Speed: 70 kph
Maneuverability: Poor
Max Speed: 330 meters/10 sec
Cruising Speed: 210 meters/10 sec

VEHICULAR ACCESSORIES

Air Shocks: Air shocks increase the handling of any vehicle. They are engaged from the dashboard for adjustments to upcoming terrains, making them a highly versatile suspension system.

Anti-Fire Mechanism: The anti-fire mechanism is a safeguard against engine flare-ups. It automatically checks for fire or extreme heat in the engine compartment and extinguishes the fire. It is non-damaging to the engine components, and it is possible to continue driving after the fire has been extinguished, provided the engine can still run.

Anti-Tire Pack: This package is specifically designed for use with the Dropper. It consists of a ceramic block filled with glass, nails, spikes, and sharp blades. When dropped from a vehicle, it covers a 30' x 30' area. Any car running over this area will suffer punctured tires.

Catapult: This weapon may only be used from trucks and trailers. The catapult bed is a rudimentary device created by inmates in an attempt to effectively assault enemy strongholds. Dropper packs, rocks, and flaming projectiles may be launched with this device.

Chain Link: This unique weapon was originally conceived by an expert Road Warrior. It attaches to the rear of two vehicles with a spring damper at each end. It is a 30' chain of high density steel. Two vehicles travel parallel to each other and try to trap personnel between them.

Chevron Tread Tire: This tread design has lasted through decades of testing. Today, it is still the most effective way of gaining traction in sand, mud, or dirt. When traveling in these types of terrain, a vehicle will gain handling.

Dropper: The dropper is a common weapon used to release various packages of offensive and defensive weaponry from the rear of a vehicle. The following packages are available for the Dropper: Anti-Tire Pack, Oil Slick Pack, and Mine Pack, among others.

Flamethrower: Fires a 50' long cone of fire. This weapon may fire any highly flammable liquid. It has an ammo compartment that holds liquid fuel. It cannot use thick grades of oil.

Foglights: These halogen foglights come in amber, aqua-blue, yellow, and off-white. They have a candlepower of 500,000.

Halogen Spotlight: This device is equal to foglights in every respect except that it is interfaced directly into the dashboard, and it is hand held.

Lance: The Lance is an unusual weapon that can only be mounted on Runners, Bikes, and Trikes. It is taken straight from the middle ages, but is now made from a very strong alloy and has an overload, breakaway system that insures the lance doesn't bend or get stuck in the target. When used, a vehicle heads straight for the target in an attempt to ram. When a Lance strikes another vehicle, it pierces through the armor, possibly damaging internal parts, but the driver with the lance has a good chance of losing control and crashing.

Nitro-Cooler: The Nitro-Cooler is a sought-after item in the Free Prison. It is the most effective engine cooling system to date. It monitors engine temperature with electronic diodes and uses liquid nitrogen to cool down the individual parts of the engine as they need it. The Nitro-Cooler runs off of three special "nitro canisters" that last for 72 hours of operation. The Nitro-Cooler is engaged only when the engine exceeds its normal operating temperature. On days when the temperature exceeds 100° F, the Nitro-Cooler works nearly non-stop. If the outside temperature exceeds 130°, the Nitro-Cooler works twice its normal operation. The Nitro-Cooler also has the ability to stop engine fires as if an Anti-Fire Mechanism were installed.

Nitrous Oxide Booster: By using a special grade of nitro oxide and a specially designed turbine carburetor, an engine may switch control of the source of fuel in order to boost performance by up to 50%. Nitrous Oxide is rare in the Prison, and Security personnel don't usually fool with this device; but for the right price, a canister may be found. Each canister will last for one minute of operation. The system automatically converts to normal fuel consumption after the Nitro Booster has completed its burnout.

9.5 EQUIPMENT SUMMARY

The following chart summarizes the mass and costs of the equipment described in the previous sections. Costs are given in terms of Gold Coins, for purchase inside the prison, and in World Dollars, for

purchase outside the DVFP. Note that in many cases, these costs vary drastically. This would be due to the rarity of the item inside the prison, and thus reflects its increased value.

Equipment Summary Chart

Item Name	Mass [kg]	Gold Penny Cost	World Dollar Cost	Item Name	Mass [kg]	Gold Penny Cost	World Dollar Cost
Armor				Gas Generator	5.0	40	120
Heavy Alloy Shield	2.0	25	75	Gas Mask	0.1	30	90
Heavy Scale Armor	8.0	70	210	Grapple & Spikes	2.0	10	30
Helmet	0.2	5	15	Halogen Helm Light	0.1	10	30
Light Alloy Armor	3.0	225	675	Handcuffs	0.1	15	45
Light Scale Armor	4.0	40	120	HP Flashlight	0.2	12	36
Steel Mesh Armor	6.0	150	450	IR Goggles	0.4	250	750
War Helm	0.6	40	120	Large Toolkit	40.0	150	450
War Shield	1.0	35	105	Leather Sack	0.1	1	3
Weapons				Leg Sheath	0.1	1	3
Arm Blade	0.8	10	30	Lockpick Set	1.0	85	255
Ball & Chain	5.0	25	75	Magnifying Glass	0.1	2	6
Battleaxe	10.0	75	225	Medkit	2.0	90	270
Club/Pipe	5.0	5	5	Mountain Gear	6.0	46	138
Greatsword	8.0	50	150	Multicom	0.2	50	150
Long Sword	3.0	30	90	Portable Fan	0.5	5	15
Mace	8.0	22	66	Rechargeable Battery	0.5	4	12
Nunchucks	2.0	8	24	Small Toolkit	7.0	25	75
Polearms	10.0	30	90	Solar Generator	8.0	65	195
Short Sword	2.0	20	60	SR Goggles	0.1	25	75
Sledgehammer	18.0	45	135	Sun Glasses	0.1	1	3
Spiked Boots	0.3	12	36	Survival Pack	5.0	40	120
Spiked Knuckles	0.3	6	18	Ten Man Shelter	8.0	15	45
Stiletto	0.2	5	15	Tent: 1 man	2.0	5	15
Studded Bullwhip	0.7	11	33	Tent: 2 man	3.0	10	30
Dagger	0.2	2	6	Tent: 5 man	4.0	25	75
Shuriken(10)	0.4	9	27	Wristwatch	0.1	5	15
Compound Bow	3.0	190	570	Vehicle Accessories			
Dart Blow Gun	3.0	30	90	Air Shocks (2)	10.0	110	330
Forearm Crossbow	1.0	28	84	Anti-Fire Mechanism	20.0	125	375
Hand Axe	1.5	13	39	Anti-Tire Pack	8.0	12	36
Miscellaneous				Catapult	200.0	3,895	Varies
Ammo Belt	0.2	1	3	Chain Link	10.0	75	275
Backpack	0.1	1	3	Chevron Tire (each)	8.0	50	150
Binoculars	0.1	10	30	Dropper	12.0	35	105
Black Outfit	0.2	2	6	Flamethrower	35.0	3,195	Varies
Boltcutters	0.5	10	30	Foglights	2.0	10	30
Day's Rations	0.5	≈3	—	Halogen Spotlight	1.0	12	36
Day's Water	0.5	≈5	—	Lance	16.0	22	66
Digital Compass	0.1	5	15	Nitro-Cooler	18.0	750	2,250
Distillery	30.0	90	270	Nitrous Oxide Booster	28.0	1,650	4,950
Flashlight	0.2	3	9				



Stock No. 5100 \$18.00

Cyberspace™

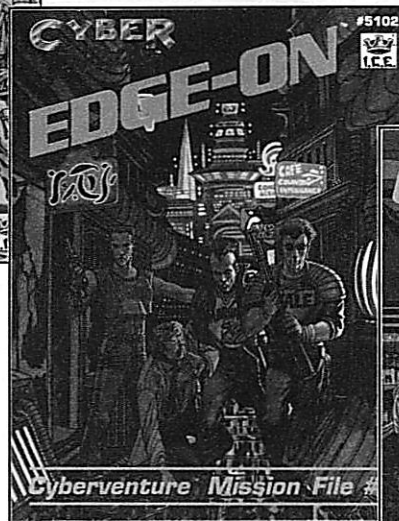
This 208 page complete role playing game contains a rules system for combat, action resolution and all you need to generate a varied cast of characters. Player development rules include systems for creating cybernetic enhancements, computer implants, and all the personal 'improvements' a character could want. In-depth history and world environment bring the game to full degenerate life, and an adventure completes your introduction to *Cyberspace*.



Stock No. 5101 \$12.00

Sprawlgangs & Megacorps™

This *Cyberspace* organization sourcebook for players and GMs provides background and detailed illustrations of what the hottest gangs and coolest execs are wearing. Gangs, corporations, organizations, NPCs — all are present in this 64 page book with 24 color plates and 20 more illustrations. Included are the various Megacorporation logos, structures, military and primary operations.



Stock No. 5102 \$9.00

Edge-on™

Four adventures for brave, hungry or foolish mercenaries, set in a grim world where norms are forgotten and capitalism has gone mad. Packed with diagrams and maps of near-future locales, this 48 page book presents four intriguing missions.



Stock No. 5103 \$10.00

CyberRogues™

CyberRogues is the first in a series of Character Compendiums for ICE's *Cyberspace* role playing game. This 40 page book has 8 pages of color illustrations of the gritty characters provided inside. Characters are provided with background information and complete statistics so that they may be used by players and Gamemasters alike.

Watch out for The Body Bank™!

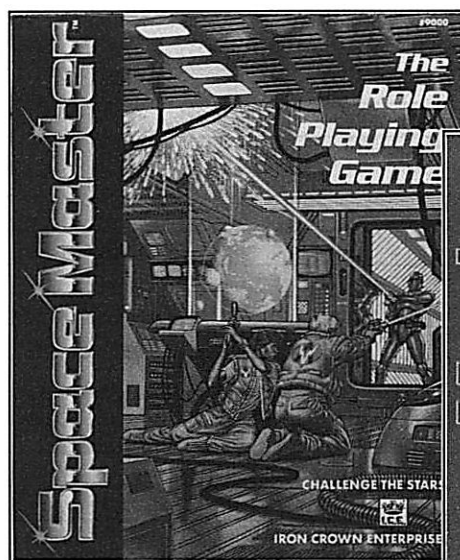
A batch of all-new characters for GMs and players of *Cyberspace* and other Cyber-genre games. The second in a series of *Cyberspace* Character Compendiums, *The Body Bank* provides stats and backgrounds for 27 of San Francisco's most interesting up-and-coming personalities. Each character is illustrated — 16 in full color! The *Body Bank* is 32 pages with an eight page color insert.

Stock No. 5104 \$10.00.

THE REST OF

CYBER SPACE™

Take the next step up in science fiction gaming with the **Space Master™** Trilogy.



Stock No. 9000 \$30.00

Space Master: The Role Playing Game™

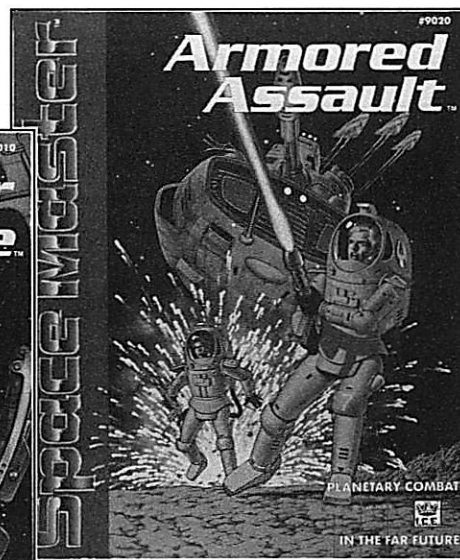
Space Master is a comprehensive science fiction RPG critically acclaimed by players and industry figures alike. Included are exciting personal combat rules, realistic character generation guidelines, extensive campaign material, and a rich future history. All former *Space Master* modules are compatible with this revised edition.



Stock No. 9010 \$30.00

Star Strike™ Board Game

Strap yourself into a SMAC fighter and get ready for starcraft combat in the far future. *Star Strike* is a fast-paced board game that includes an easy-to-play Basic Game, a more involved Standard Game, and a three dimensional Advanced Game. *Star Strike* is completely compatible with *Space Master: The RPG*, doubling as its space vessel expansion system. Blast away!



Stock No. 9020 \$35.00

Armored Assault™ Board Game

A fast-paced and detailed board game of planetary combat in the far future, *Armored Assault* is the vehicular expansion set for *Space Master: The Role Playing Game*. This boxed game contains a 144 page Assault Book, a 48 page Tables & Forms book, 130 color unit counters, 480 game marker counters, four full color 22" x 17" hex grid maps, and two percentile dice.



These fine products are sold at better retail outlets worldwide. Available at better game stores — or order from ICE, Inc., P.O. Box 1605, Charlottesville, VA 22902, USA. Prices and availability are subject to alteration without prior notice. VISA & MASTERCARD orders call (800) 325-0479. VA residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, EST, Mon-Fri. Write for a free catalog!

"HEY YOU"

Believe it or not, we want to hear from you. Please take a minute to photocopy this page, or just tear it out of the book. Answer the questions and return it to ICE, and we'll make sure you finally get an IQ*. When you speak, we listen. Really.

1. Why did you buy *Death Valley Free Prison*? _____

2. What did you like best about the *DVFP*? _____

3. What did you like least? _____

4. How does this product stack up against other Cyber-genre game products you've seen? _____

5. How many Cyber-genre game products (regardless of publisher) do you own? _____

6. How much longer do you think you will enjoy playing Cyber-genre games? _____

7. Here are a bunch of role playing genres. Rank each in order of your playing preference.

(1 for your favorite, 6 for your least favored)

Cyber: _____

Contemporary: _____

Sci-fi: _____

Super Hero: _____

Fantasy: _____

Mixed Universe: _____

8. Here are a bunch of general product categories. Rank each in order of your preference.

(1 for your favorite, 6 for your least favored)

Adventure Modules: _____

Location Sourcebooks: _____

NPC Compendiums: _____

Campaign Sourcebooks: _____

Referee Aids: _____

Equipment Sourcebooks: _____

9. How do ICE products stack up against others in the adventure game industry? _____

10. Do you have any suggestions for us? _____

11. If you don't mind, please state your age, sex, and where you bought this book. _____

Hey, thanks for your help. Complete the information below and mail this sheet to ICE, PO Box 1605, Charlottesville, VA 22902.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

* IQ: ICE's pretentious rag on new products and other junk.



THE MOJAVE DESERT
GAME MASTER'S MAP

FORT IRWIN
MILITARY
RESERVATION



A Campaign Sourcebook

**for CYBER
SPACE™**

DEATH VALLEY FREE PRISON™

Another silent, savage dawn breaks over the Mojave Desert and its inhabitants — the greatest concentration of abhorrent criminal slime on the face of the earth.

As the sun rises, the road becomes a 140° sun-baked inferno. A sand-parched wind howls through the open window of your straining interceptor coupe. The fuel gauge flirts with "E" and your water cans clatter empty in the back seat. Time for a little resupply — who will today's victim be?

The *Death Valley Free Prison* (DVFP) encompasses over 4000 square miles of hell-on-earth. Within its borders dwell half a million depraved Gangmembers, battlescarred Mercenaries, renegade Netheads, demented Road Warriors, psychopathic Felons, and other assorted social rejects. It's easy to get in, but just try to escape.

This sourcebook provides you with the following:

- A 17" x 22" two-sided full color map of the DVFP and surrounding environs.
- A wealth of source material on the most dangerous, unforgiving prison on earth.
- Numerous layouts, NPCs, and organizations working within the DVFP.
- An extensive new equipment listing.
- A complete introductory adventure in the *Death Valley Free Prison*.



Produced and distributed by
ICE, Inc.
P.O. Box 1605
Charlottesville, VA 22902

Made in U.S.A. #5105

