

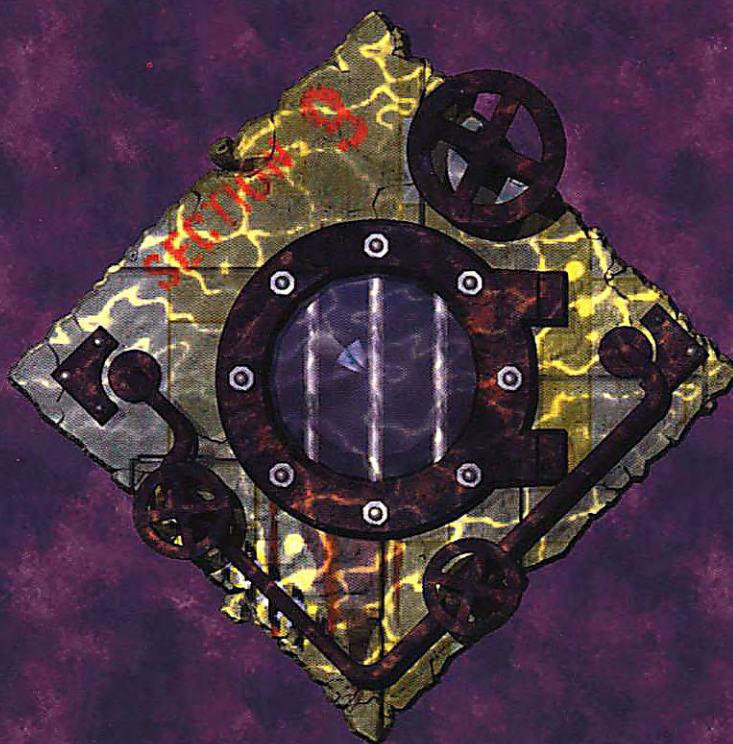


◉ Cyberpunk Horror Encyclopedia ◉



SUB

A T T I C A



◉ BY LUCIEN SOULBAN ◉

◉ An Alternate Reality Adventure for ◉

CYBERPUNK

◉ Licensed From R. Talsorian Games, Inc. ◉



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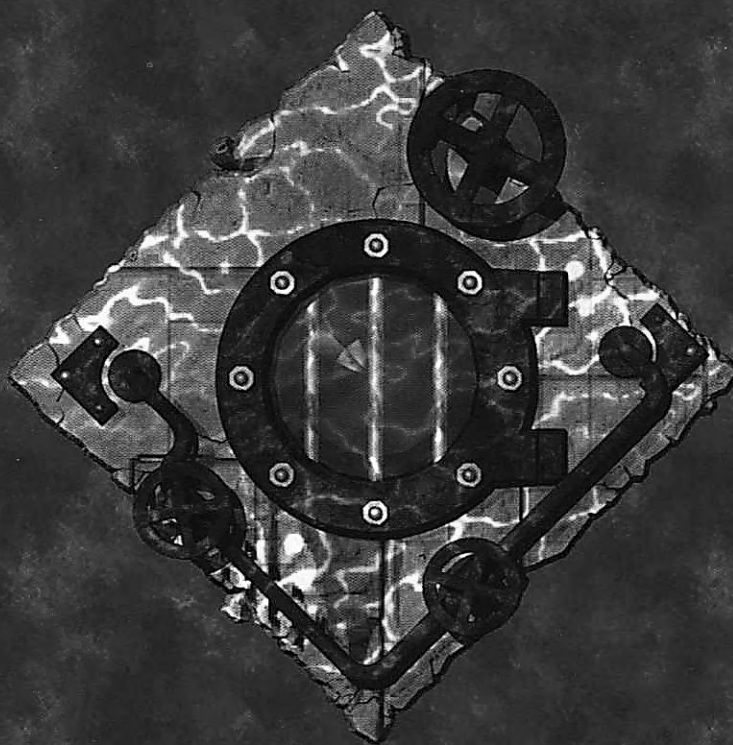


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Nicolas "Is THAT the pressure?!" Jéquier

Laurent "But wait, there's more" Castelucci

Richard "Taking into account the depth, and the size of the hole..." Binek

Mike "FF" Walthers

Jean "It's NOT a frog!" Carrières

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AUTHOR'S NOTE 4

INTRODUCTION 6

Playing Tips 7

ADVENTURE BACKGROUND 8

The Cold War 8

New Hope Project 8

Veiled Conspiracies 9

Hidden Agenda 9

Current Machinations..... 10

On Dry Land 12

Hooks 12

Sequence Of Events..... 13

A Brief Overview Of The Escape As Planned ... 14

SUB-ATTICA DETENTION AND LABOUR FACILITIES 16

History 16

Personnel 17

Prison Facilities 20

Smuggling Supplies 24

Guide To The Facilities 24

Level 1: Agri-domes 27

Level 2: Mine Shafts 29

Level 3: Administration/Security..... 30

Level 4: General/Bio/Life Support 32

Level 5: Prison Level/Recreation/Medical 36

Level 6: Mining And Supply 40

DAY TO DAY ADVENTURES 44

General Routines 45

Situations 46

Going Fishing..... 46

Black Widow 47

Smuggler's Gauntlet..... 47

An Old Friend 48

Wet Dreams And Scary Monsters 49

Angel Row 49

Blindsided 52

Christmas List 53

De-Compression 54

Last Business 55

Rumors 56

Rumor #1: Bio-Labs..... 56

Rumor #2: Salvage Operation 56

Rumor #3: The Flood 57

Rumor #4: Pilfering Supplies 57

Rumor #5: Corry Rivka,
13 & The Christmas List 58

Rumor #6: Scary Monsters 58

Prison Slang 59

NPCs And Other Clues..... 60

The Christmas List 66

THE GREAT ESCAPE 68

Start Countdown 69

Aftermath 71

Ways The Players Can Survive 72

LIFE UNDERWATER 74

Life in the Deep 77

Geared for the Deep 84

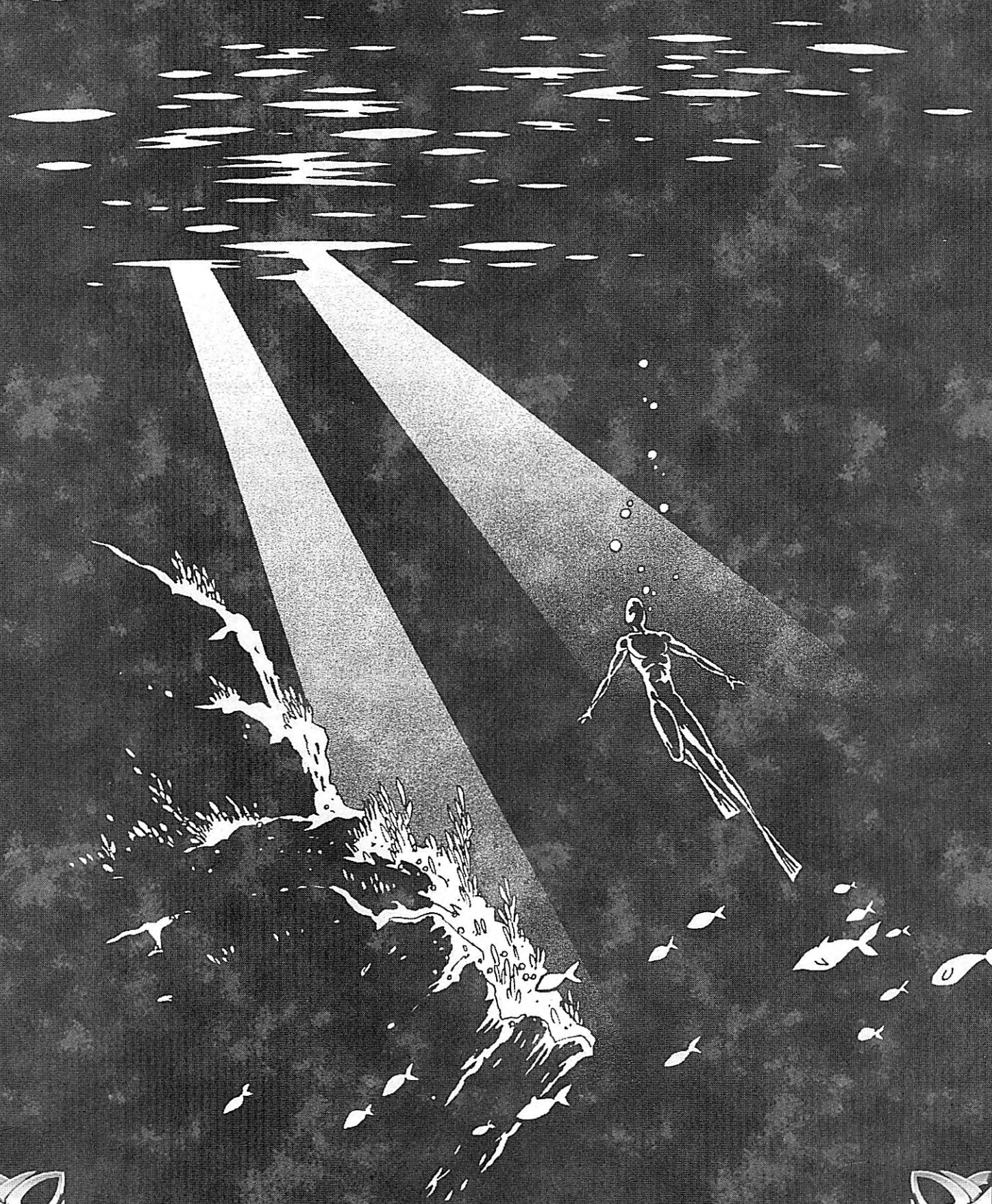
THE DARKEST SEED 94

PRISON ARCHETYPES & NPCS 103





SUB ATTICA





AUTHOR'S NOTE



How does one describe the pure magic of reality, the sense of the serene and the surreal that grasps your heart and imagination when you first enter the underwater kingdoms and find yourself gliding over landscapes of coral gardens and plants that move under a liquid wind?

Since the days of my childhood, I've always dreamt of flying under nothing more than my own power of will. Discovering scuba diving sated that part of me that always longed for a touch of the beautiful, the imaginative, the mysterious, the dark.

What does this have to do with the adventure? Simple. Part of the mystery, the potential for the unknown, the uncertainty of darkness was never more impressed upon me than this one time...

I was 17 years old as a group of us were diving off Jarrade island in the Arabian Gulf, some 3 hours by boat away from Saudi Arabia, where I was born. The island itself was restricted because the boat was not allowed to dock there, but diving around the island itself was permitted.

My partner and I jumped into the warm waters, both of us resplendent in full diving gear, and began exploring the beds of coral flower and angel fish that mindfully ignored us. We were less than 30 feet underwater, skimming over the alien flora and fauna, carefully checking to make sure we never ventured too far away from one another.

I began to swim ahead of my partner and was a good 20 feet away from her, constantly looking behind to

assure that she was still with me. All it took was those few seconds of turning my head to see if I could find her that it happened.

The first thing that struck me was the silence that suddenly engulfed my world, like two giant hands closing over me. I then turned to see where I was going and found myself floating in a limbo of unbroken water, the land below me had vanished, swallowed up by a pit of darkness that I was sure extended for miles beneath me. I felt like I was falling.

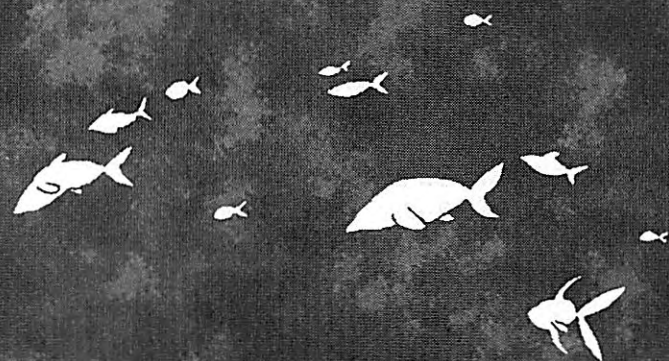
In the short seconds it took for me to look back at my partner, we had reached the edge of the island's shelf as the terrain dropped away into the dark abyss. It was an invisible divider between two totally different worlds, and I had crossed that threshold. I hovered above this pit, my only companion was the sound of my breathing being filtered through the mechanical regulator. Images shot through my mind of tentacles reaching out from the darkness to pull me further into the unknown below or that I would begin falling forever, end over end.

Panic overwhelmed reason and I soon found myself scrambling back to the safety of the shelf, like the desperate coyote trying to reach the ledge before he fell. I made it back (to the panicked mind, that becomes questionable) as again I crossed that threshold and the sounds returned.

Those few heart pounding moments never left me, not really. I can still remember hovering there above the nothingness, like someone who walked off a cliff and just waited there, unsure as to whether he would actually fall or not. I still remember the terrible silence as sound became lost in the vast openness of the dark domain. I can still remember the sensation of trying to fall, but not going anywhere. I remember it all and even relish it with a twisted sort of zeal.

The one clear thought that came into my mind that I still carry with me from that day as I looked into the darkness of the world below me, the one thought that still rings like a bell and brings us to the beginning of this adventure...

"What a terrible, lonely place."



FOREWORD

"I don't want to spend my time in hell looking at the walls of a prison cell,

I don't want to even play the part, of a statistic on a government chart."

THE POLICE "INVISIBLE SUN"

20 feet under the surface of the ocean,
light begins to fade and colours slowly vanish.
Red is the first to go.

33 feet below the ocean's surface,
pure oxygen becomes toxic under the pressure
of 2 atmospheres.

40 feet under sea level,
yellow and orange vanish from the spectrum
and your world begins to look like a black
and white silent film.

66 feet below the surface of the ocean,
the pressure is now equal to 3 atmospheres and air is
compressed to one third it's original volume.

100 feet below sea level,
you might start suffering from nitrogen narcosis.
Getting "narked" at t-100 feet is a dangerous thing,
especially if you start thinking you can breath
without your equipment. There are no more help forests
and coral beds to keep you company any more.

120 feet below the ocean's surface,
you've hit the twilight zone where your world is a muted
spectrum of blue and green. You even bleed green down here.

297 feet under the surface of the ocean,
the pressure is now equal to 10 atmospheres
and even normal air becomes toxic to breathe.

500 feet and plus below the ocean's surface,
the continental shelf drops off into the deep abyss.

627 feet below sea level,
the pressure is now equal to 20 atmospheres or 294 lbs per
square inch.

1200 feet below sea level,
the temperature can go as low as 33 degrees F or 0.5 degrees C.
That's right above the level of fresh water freezing.

4500 feet below the surface of the ocean...
Welcome to the Sub-Attica Labour Detention Camp.

You descend too fast and you could squeezed big time as the
air in your body contracts. Ever ruptured an eardrum,
popped eye veins or had your sinuses get squeezed
by shrinking air volume? Ascend too quickly
and you could get hit with the bends, form an air embolism
and block blood to the brain, rupture a lung, squeeze the
heart or any number of other pleasant ways to maim
and kill yourself.



The world below the water is a beautiful and breathtaking place. It is where true night lives and the monsters of legends dwell. It is the home of Sub-Attica, an underwater labour camp where hope is as fleeting as the daylight and despair as deep as nature's darkness. It is a barren landscape, carved with abrupt chisels and cuts that depict a cruel face.

Sub-Attica is a chance for the GM to take the players into a world far darker than they have ever known. Does cybernetics make the man or woman? Here's the players' chance to survive on skill and imagination alone, bereft of cyberware or weapons capable of decimating city block upon city block of urban scrawl. Here's the chance for the players to meet the monsters that they were frightened of as children and laughed at as adults. Here's the chance to glimpse at the threshold just beyond the dormant dreams of Cyberpunk.

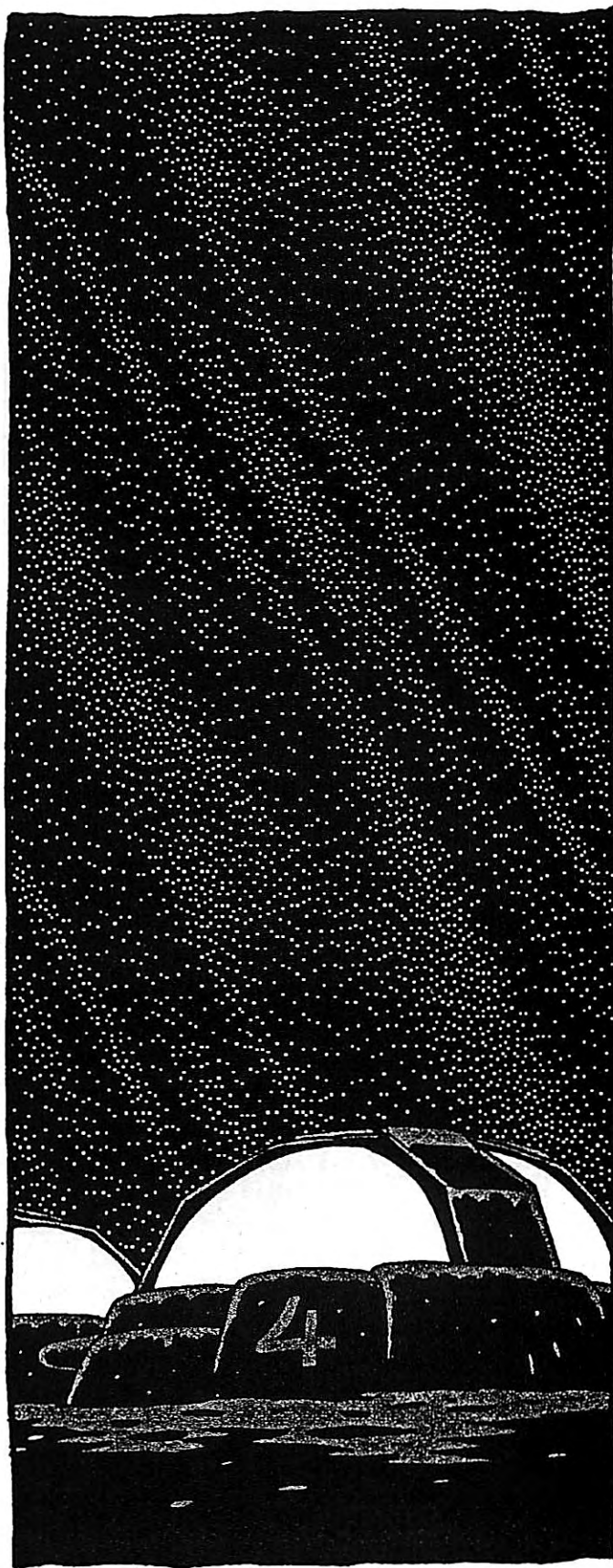
Welcome to the future...It ain't all pretty.

PLAYING TIPS

As stated previously, Sub-Attica is an underwater labour camp. In terms of game feel, the entire module is set in the mood of *Aliens 3*. The dark and dank despair of the world, the futility of the continued doldrums of existing in a vaguely lit environment. Everything here is filthy and grimy, the colour muted like it was bled away. Every corner hides a shadow, every footfall echoes with a hollow metallic ring. The air is humid and oppressive, and constantly filled with the hum of the prison's generators or the dripping water that falls to the floor grating with a steady ping or dinging to the pipes and walls with a dirty moist gleam. The equipment doesn't work right and old neon tubes flicker in certain sections and the floors of the lowest level is anywhere from boot to chest deep in dark, freezing seawater. This is the world of Sub-Attica.

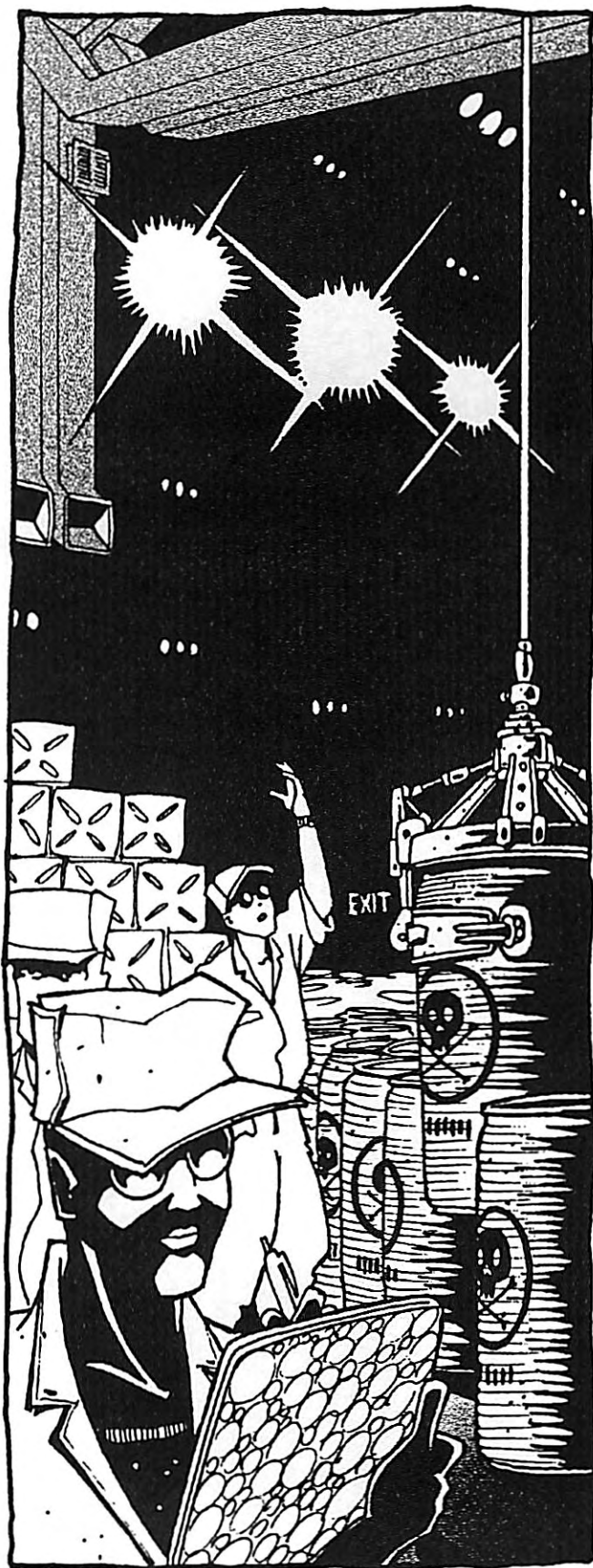
For this module, the soundtracks to the *Alien* series is recommended. They help set the mood of the environment and give the players a sense of situation. The soundtrack to *Alien* was conducted by Jerry Goldsmith, the soundtrack to *Aliens* was created by James Horner, while *Aliens 3* was composed by Elliot Goldenthal.

It is also crucial that the GM be completely familiar and comfortable with the workings of Sub-Attica. Because pertinent information is included throughout the module that relates to the workings of the adventure and the overall feel, it is recommended that the GM read over the module at least twice in order to know where everything lies.





Adventure Background



THE COLD WAR

The events leading to this adventure take place all the way back in the early 1990s, with the collapse of the Soviet regime. With the formation of the CIS and the ending of the Cold War, many weapon systems were dismantled and mothballed. Most of the chemical agents and biological strains developed for warfare were ordered incinerated (at least those that were not stolen and sold on the black market). The only problem was that certain chemical agents and biological mutagenics could not be destroyed through the standard process (incineration caused toxic side effects that were more lethal than the original formula). Special bunkers and facilities were needed to dispose of the 'Cold War' trash, but both their cost in building and use would have aroused too much suspicion in both sectors of the Western military and in the new civilian government.

The military hierarchy began to realize that if it were discovered what some of the chemicals agents and mutagenics were designed to do (and especially after some chemical agents had been used against the Afghan forces during the Soviet occupation), the subsequent backlash would result in a complete reshuffling of the CIS' top brass.

Consequently, the military stashed the remaining stockpiles of chemical and biological warfare components in old ships, then sank them in the North Sea, hoping that they would be rid of them for the next few generations.

NEW HOPE PROJECT

The 'New Hope' project was developed back in 2007 when a number of companies attempted to finance the building of an underwater farming community on the slope of the Grand Bank Continental shelf. The economic strain proved too great for some of the companies that were forced to withdraw from the project. With their financial support gone, the other remaining members of the conglomerate had no other option but to sell off the half-built complex to Hiro-Assad Enterprises. Hiro-Assad, in turn, went to the U.S. government and offered to build an underwater prison labour camp that would be used for strip mining if the government footed for part of the bill. An agreement was reached where the profits were divided between Hiro-Assad and the U.S. government, thus giving birth to Sub-Attica.





VEILED CONSPIRACIES

After Sub-Attica opened and was fully functional for close to a decade, the strip mining began to prove too effective. The mining operation succeeded in depleting most of the accessible ores found in that sector. With the decline in the work quota, Sub-Attica began losing money that was necessary to keep the project going. It was in danger of shutting down.

That was when Antof Servovitch, a geneticist with the former Soviet Union, passed away. Antof was one of the few people left alive that worked on the bio-mutagenic programs that were later scuttled in the North Sea. On his deathbed, Antof confessed his sins to a priest who later tried to sell the information to any willing buyer. Arasaka managed to get wind of the proposition and reached the priest first via an extraction team. After learning what the priest knew, Arasaka began sending netrunners throughout Sovspace in order to procure more information about the location of the scuttled ships. They finally turned up one name, another ex-Soviet geneticist now living in the city of Bogota in the Atlantic region, Leonid Naprovitch.

From Leonid they discovered not only where the ships had been scuttled, but the contents of some of the ships. Arasaka realized that some of the waste dumped still contained viable strains of mutagenics that could be refined using current technologies. By this time, Arasaka was already aware of the floundering Sub-Attica project and realized the advantage of such a facility. Access to Sub-Attica would allow for access to unlimited test subjects in the form of prisoners (who would practically do anything to escape a labour camp), a secluded and somewhat secured base not readily accessible to the majority of the populace, a plethora of sea life to obtain a wide base of genetic material from which to experiment with, and a processing station where the materials from the sunken Soviet ships would be stored and stockpiled for later use.

With this in mind, Arasaka pulled a few strings and bought out the U.S. government's share of the project under the condition that the station was still to be used as an incarceration facility. With the majority of the shares and through some underhanded manipulation, Arasaka bought out the remaining shares held by Hiro-Assad Enterprises.

Arasaka now possessed the facilities where they could run their experiments and began using smuggler subs to make runs into Eurospace waters to retrieve the contents of the sunken ships. The runs may be dangerous, but the euro is worth the risk, according to the smugglers.

HIDDEN AGENDA

With everything in order, Arasaka needed one last thing and that was a qualified team to begin research in genetic engineering and manipulation. The problem with that was the one person they had their eye on to head the team, Dr. Lo Pak, was undergoing trial proceedings for 'crimes against Humanity'. His development of biogenetic weaponry wasn't so unusual since both sides in the Second South American skirmishes were using biological weapons. His crime was being on the losing side.

With his trial taking place in Mexico City, it proved rather simple for Arasaka to bribe a few of the right officials and get Dr. Lo Pak replaced with a bio-sculpted double. Of course when the double vehemently protested his innocence, he was sedated for the rest of the trial proceedings and for his own execution (so the rumours go).

The real Dr. Lo Pak was taken to Sub-Attica and informed of the project. His freedom was conditional on the results of his experiments. Dr. Lo Pak, however, was not only a brilliant scientist, but he was also rather paranoid and didn't trust Arasaka to keep him alive when the time came that they no longer needed him. He began developing a way to escape Sub-Attica and slowly began to implement it over the next year.

Dr. Pak began to gain the loyalty of the prisoners by distributing drugs from the medical stores. This enabled him to get the prisoners to begin pilfering various equipment from the medical supplies and from the now mostly defunct mining operation. The prisoners began hiding Pak's needed equipment in various air vents and ducts until they were needed. When the delivery of the Soviet chemical and biological-warfare canisters started, Dr. Pak began his operation.

The current agenda for the genetic manipulation was to create humans capable of living comfortably in an underwater habitat without cybernetic augments. It was meant to be the creation of biotechnology, what was thought to be the next step in augments. This included creating a human lung able to hold sea water and capable of absorbing oxygen, nitrogen and other gases from the water directly without sending the patient into shock (this, in turn, would not only create someone capable of breathing underwater, but would allow them to become more resistant to the pressures of the deep). Also on the agenda was creating a natural film that covered the eye in order for humans to see more clearly under water, developing a natural way for divers to vent the extra nitrogen in the bloodstream in order to prevent the





bends and allow for faster ascent and descent in the ocean. Another hope was to create natural bio-defenses that some of the sea creatures had. This included a neuro toxic ink that could be expelled like the octopus, limbs housing nematocysts or tiny toxic stingers that the jellyfish and fire coral contained, the electrical discharge of the eel and even natural bioluminescence that some species used in the far deep. The possibilities were endless.

After a year of experiments for Arasaka, Dr. Pak had the equipment he needed and the help of some of the prisoners (which, for him, doubled as test subjects), but he lacked two things. The first was a proper area in which to work without being discovered and the other was a good supply of biomutagenics to conduct his experiments. Arasaka was already careful with the amount they gave Dr. Pak for his tests and the amount he needed would have raised suspicions.

With that in mind, Dr. Pak had one of his contacts steal some mining equipment from the stores. What was taken were several emergency seal bombs (a canister of resin that, when exposed to air, would expand to fill a small area and harden to prevent flooding) and oxygen recycle units. One of the prisoners then overpressurized some air tanks and left them leaning against a steam pipe near the outside air-lock on the basement level of Sub-Artika. The heat from the steam pipe caused the tanks to explode, which in turn weakened the air-lock and surrounding structure. The pressure of the outside water did the rest: it punched a huge hole in the basement wall. The emergency flood gates had been tampered with so that it took them more time to seal off the flooded sections, and thus close to the entire basement level of the complex was inundated by the time the emergency measures did take place.

What few people realized was that Dr. Pak had sealed off a corridor using the resin bombs. The dry corridor opened up into an unused storage chamber. Also within the chamber were two prisoners who had agreed to help the doctor. It was assumed by the administration that they perished when the area was flooded. Dr. Pak had also taken care to bribe the prisoners on dive detail. When they were sent down to survey the damage and recover both the chemical and biological-warfare canisters as well as the lost bodies, they conveniently ignored the hardened resin seal in one of the corridors and reported the bodies MIA.

The damage was too extensive to seal off the breach without replacing an entire section and Arasaka didn't like the idea of repair crews snooping around the facilities. Subsequently, the basement was sealed off (supposedly) till it could be later repaired, the contents of the Soviet ships were removed

from the flooded basement and taken to the Agri-domes, and Dr. Pak was secretly supplied with the chemicals and mutagenics he needed from prisoners (who stole some canisters during the chaos of the transfer). Everything was now ready for Dr. Pak.

CURRENT MACHINATIONS

Dr. Pak has been using the air ducts to reach his hidden lab and conducting several experiments on his two 'test subjects'. The two prisoners who are assumed MIA, Lisa Camall and Morgan Bannister, have both agreed to participate in Pak's experiments for their own reason (it's not that both of them have been willing, only one has; Dr. Pak has gotten Lisa addicted to his drugs and threatens to cut off her supply if she doesn't help). They have both been transformed into hybrid oceanic beings capable of surviving in the deep and now wander the inundated basement level of Sub-Artika.

Dr. Pak is keeping Arasaka happy by giving them the occasional 'breakthrough' (which to Pak they aren't) and with his escape in sight, has now told Arasaka that he's on the verge of a great discovery.

What Dr. Pak is planning is simple...

- 1) He first managed to have nanites (small mechanical constructs designed for skin and bone weave augments, used in his genetic research to remap parts of the nervous system and monitor bio-functions) placed into the food of the prison staff. The nanites are then ordered to inject a biotoxin into the brain when they detect an increase of oxygen in the blood and surrounding tissues (all part of the Sequence Of Events section). This will induce a coma in those 'infected' by the nanites.
- 2) He's aware of the supply ship's time table and will wait for its arrival. When it does, Morgan will swim to the ship's exterior and cause some damage to the turbine's vent ports in order to delay its departure. Dr. Pak will then deactivate his cohort's PADDs (Pressure Activated Detonation Device - the explosives are implanted in the sinuses and will detonate when the oxygen level shifts beyond a certain point) and sabotage the Life Support station in order to bring about a change in the atmosphere quality of the prison. This should kill all of the prisoners, activate the nanites in the prison staff and allow Dr. Pak and his team to escape the station amidst the confusion.





ON DRY LAND

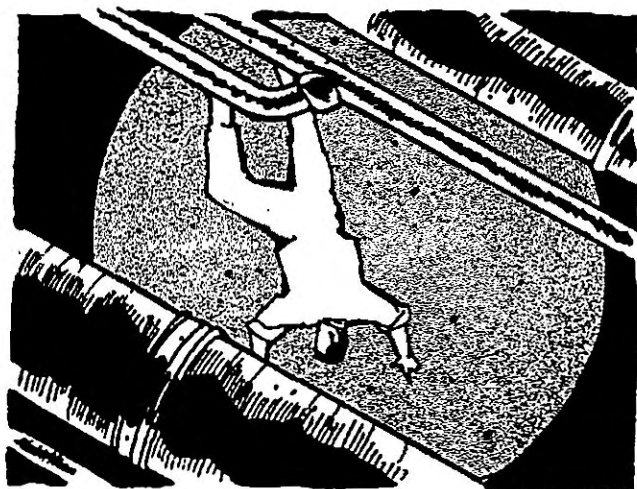
Hiro-Assad was at first relieved at the prospect of having their project bought out before they lost too much money on it, but were still suspicious as to why Arasaka needed the facilities and wanted to replace the prison staff. They took the precaution of hiring a spy to pose as one of the prisoners, a Mark Quay. Later, though, Mark was murdered in a fight with another inmate (that's the official version) as Sub-Attica seemingly flourished and began dealing with increased traffic from smuggler subs. Hiro-Assad began to wonder about the activities in Sub-Attica and started searching for another way in.

HOOKS

The following hooks are not based on character archetypes such as the cop, media reporter, solo or the rockerboy star. Rather, the hooks are based on the events of the module. What marks this scenario as difficult in terms of getting the players involved is the fact that the action takes place in a prison some 4,500 ft below the ocean surface.

Trying to Netrun the information out of Sub-Attica doesn't work since the only links to the facilities are through the Compu-Fax machine and Communications service. Neither system is connected to a mainframe that contains the needed information since any data sent to Sub-Attica is printed up as a hardcopy and immediately downloaded into a private computer.

Here are some suggestions as to how the players may become involved. All of them cast the players as prisoners in Sub-Attica.



HOOK #1

Hiro-Assad has hired the players to break into an Arasaka facility and retrieve a fictitious item. They then set the players up to be caught and hopefully captured by Arasaka security. When the players are sentenced to serve time, Hiro-Assad bribes a U.S. justice clerk into changing whatever prison the players are destined for, to Sub-Attica. Hiro-Assad then offers the players the chance to escape prison if and after they discover what is happening in Sub-Attica.

HOOK #2

Hiro Assad hires the party, but informs them that they wish to find out what's going on in Sub-Attica. They inform the players what they plan on doing, following the sequence of events of Hook #1. The players will be extracted once they learn what is occurring in Sub-Attica.

HOOK #3

Arasaka has become suspicious of the 'accidental' explosion that occurred in Sub-Attica that flooded the basement level of the penitentiary. They are also aware that the disappearance of some of the canisters from the scuttled Soviet ships occurred after the explosion and wish to investigate the occurrences without raising the suspicion of Dr. Lo Pak (they are also interested in the private research they believe him to be performing). They hire the players to investigate Dr. Pak while posing as prisoners, knowing that Dr. Pak might curtail his activities if an official investigation team arrived in Sub-Attica.

HOOK #4

For the patient GM, this adventure can be used if the players are ever actually captured by law enforcement officers during the course of the normal campaign. The GM can then use this module as an excuse why the players serve their jail term and where. The players can then be contacted by Hiro-Assad, Arasaka or even the U.S. government (who has become suspicious of Arasaka's motives in Sub-Attica) and offered a way out if they report what they find in Sub-Attica.

Who knows, the players might already be in Sub-Attica for a number of years and be aware of the changes occurring. This book may even be used for the starting point of a new campaign or a new player party.



SEQUENCE OF EVENTS:

Sub-Attica is more of an open ended scenario based on a timeline the GM can set according to the progress of the players.

Once the players have arrived at the facilities, the GM should allow them a decent amount of time to get to know some of the prisoners and start scouting around for some information. Because this might require a few sessions of information gathering, the adventure also includes a few chance occurrences to keep the action level going, all open ended enough to be randomly placed by the GM. Some of these scenarios include vital information pertinent to the events leading up to Lo Pak's attempted escape and the resolution of the module.

The real action begins when the GM decides Lo Pak wants to make his escape attempt and all hell starts breaking loose at the facilities. From that point on, the players will have a limited amount of time between the supply vessel sabotage, the atmospheric change in the facilities, and when both the prison personnel are incapacitated and the PADDs detonate.

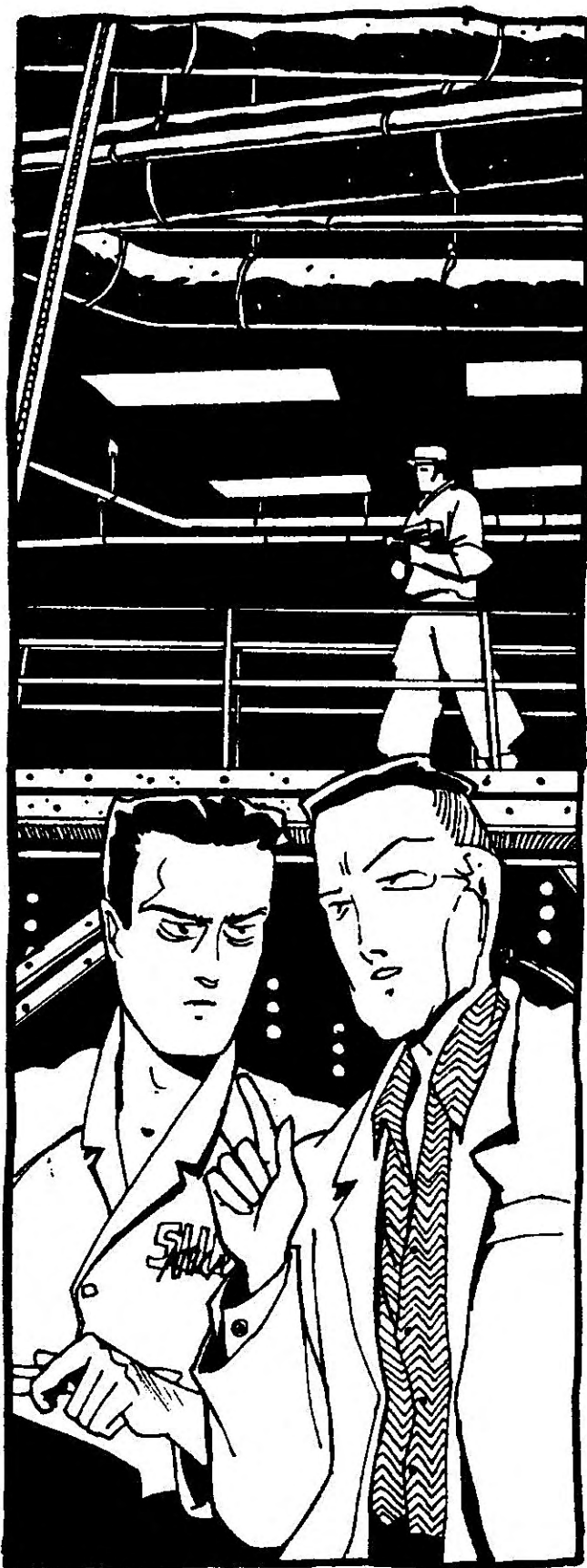
What makes this scenario slightly difficult is the timing of the events. Soon after the players discover the existence of Dr. Lo Pak's secret facilities and his notes on genetic engineering, all hell breaks loose. Because of this, it is crucial that the GM be aware of the incidents that must take place before the doctor begins his countdown to escape. They are listed below.

1) With 13's (a powerful convict in Sub-Attica) help, Dr. Pak has managed to introduce nanites into the staff cafeteria at least 2-3 weeks prior to the break attempt. The nanites were placed in the cups of the staff; the food served contained a high amount of MSG's (to induce thirst and force the staff to drink something from the cups in front of them). The nanites are designed to enter the brain of their host and wait for a biological signal. When the life support units are tampered with and the emergency oxygen tanks are vented into the facilities, the nanites will detect an increase of oxygen in the blood and tissue supply of the host. That is their signal to inject a biotoxin into the brain in order to induce either death or coma.

2) Taking the nanites normally used in his genetic research, Dr. Pak has managed to reprogram them to enter the body and search out the PADD pressure monitor located in the sinus cavities and deactivate them. Because Security monitors the PADDs, Dr. Pak is waiting for the prison break before attempting to deactivate them. The experiment has already worked on Morgan and Lisa, his two subjects (the prison has assumed that since the two were MIA after the explosion in the basement and the subsequent flood, their bodies were swept out into the ocean when the station pumped in more air into the basement to force some of the water out).

3) Corry Rivka, one of the life support engineers and the only prison staff member to help Dr. Pak, has tampered with the life support functions on the station. When the time comes, the life support systems will go through a sequence of preprogrammed directives while shutting down any outside access to them until after the sequence is completed. The maintenance cycle will be finished once all the emergency oxygen units in the prison are vented into the prison atmosphere. This will result in the detonation of the prisoner PADDs. He has basically set the life support systems on a maintenance diagnostic cycle, and that cannot be shut down without turning off the entire system. If that happens, and the system is rebooted, it will take too long for the atmosphere parameters to be re-established. By the time it does, many people in the sealed areas will have died from suffocation (or so Security and Life Support believe; they are not aware that the air ducts are still open). To them, the situation is a catch 22.





A BRIEF OVERVIEW OF THE ESCAPE AS PLANNED

T-2:00 HRS

The supply shuttle arrives at Sub-Attica.

T-1:50 HR

Morgan and Lisa swim out using the # 4 watervator shaft to the Agri-dome where the ship is docked. Using an emergency sealant canister, they gummy up one of the turbines on the supply ship.

T-1:45 HR

Corry makes his way into the Communications Room of Sub-Attica and kills the communication officer. He then dismantles the equipment, including internal communications.

T-1:30 HR

The supply ship discovers that one of the turbines is blocked and delays departure. As the crew of the supply vessel stay on board in order to begin repairs, Morgan and Lisa kill the officers on duty and take their weapons. Morgan swims back down to the lab to retrieve equipment for Dr. Pak while Lisa boards the ship and takes the crew hostage. She keeps them alive in case they need hostages.

T-1:20 HR

Morgan arrives at the hidden lab where Pak and the other escapees, 13 & Nadine (a convict skilled in sub piloting), are waiting. Pak begins disarming the PADDs.

T-1:15 HR

Corry activates the maintenance routine cycle on the life support systems before joining Pak in the secret lab. The routine initiates the hidden program.

- 1) *The first thing that happens is a shutout of all systems, including the security override. The system now begins running a 1 1/4 hour long diagnostics program.*
- 2) *At T-1:00 hr, the system detects a false flood breach in the facilities and begins sealing off the base by closing all emergency flood bulkheads.*
- 3) *At T-0:55 minutes, the routine registers Elevator #4 (the watervator) as being trapped between levels. As per standard operating procedure, the water in the watervator is drained into the flood tunnels in order for a work crew to repair it. Though standard operating procedure dictates that the water vent to the outside remain closed during this time, the routine overlooks the open vent and begins filling the flood tubes while keeping both vents open.*

4) The only way to travel about the base unhindered now is by using the flooded basement or through the air ducts, both of which were registered as offline by the diagnostic program. This is to give Dr. Lo Pak and his team the opportunity to move around the base in order to reach elevator #1, now located in the basement level of Sub-Attica in an unflooded section.

5) At T-00:15 minutes, the life support units begin decreasing pressure slowly by 2 atmospheres before the change is noticed by the computers and more air is pumped in to equalize the base. However, the hoses connected to the emergency air tanks were switched with the emergency oxygen reserves by Corry earlier. Life support systems begin to pump more oxygen into the facilities, thereby raising the oxygen count in the air. Due to an already low count of oxygen in the air (see Life Support section for further details), a higher amount of it was needed in order for the nanites to detect the oxygen saturation level in the blood and tissue as well as for the PADDs to register the change.

It will take 10 minutes for Life Support computers to decrease pressure by 2 atmospheres before the emergency oxygen dump is started. Oxygen saturation countdown will begin at T-minus one minute after the 2 atmosphere drop is reached. After that, the pressure will rise at a rate of one atmosphere per every 2 minutes (4 minutes total).

T-1:00 HRS

Corry arrives at the hidden lab as the false flood is detected and the base is sealed. The group makes their way to the elevator using the air ducts. Security begins using the Flood Tubes to travel about the base.

T-00:55 MINUTES

The #4 elevator (watervator) begins filling the flood tubes with water on levels 3-6. The water barrels through the tubes and can be heard throughout the entire complex as 14 Security members get killed in the flash flood.

T-00:50 MINUTES

The group arrives at the elevator and waits till Lisa sends the elevator down. Lisa engages the #1 elevator to reach the basement level while Morgan uses the #4 watervator to swim to the top.

T-00:45 MINUTES

Morgan reaches the top and both he and Lisa dive into the water to begin freeing up the turbine of the supply ship. The captured sub pilots are knocked out and bound.

T-00:15 MINUTES

Air is vented from the station and pressure begins decreasing. Security now realizes that the air vents are still opened and tries using them to travel about the base.

T-00:05 MINUTES

Maximum air pressure drop of 2 atmospheres is reached and the system begins pumping in oxygen. Morgan and Lisa succeed in freeing up the turbine well enough for it to function while Dr. Pak and the group arrive at the top and the ship is prepped for launching.

T- 00:03 MINUTES

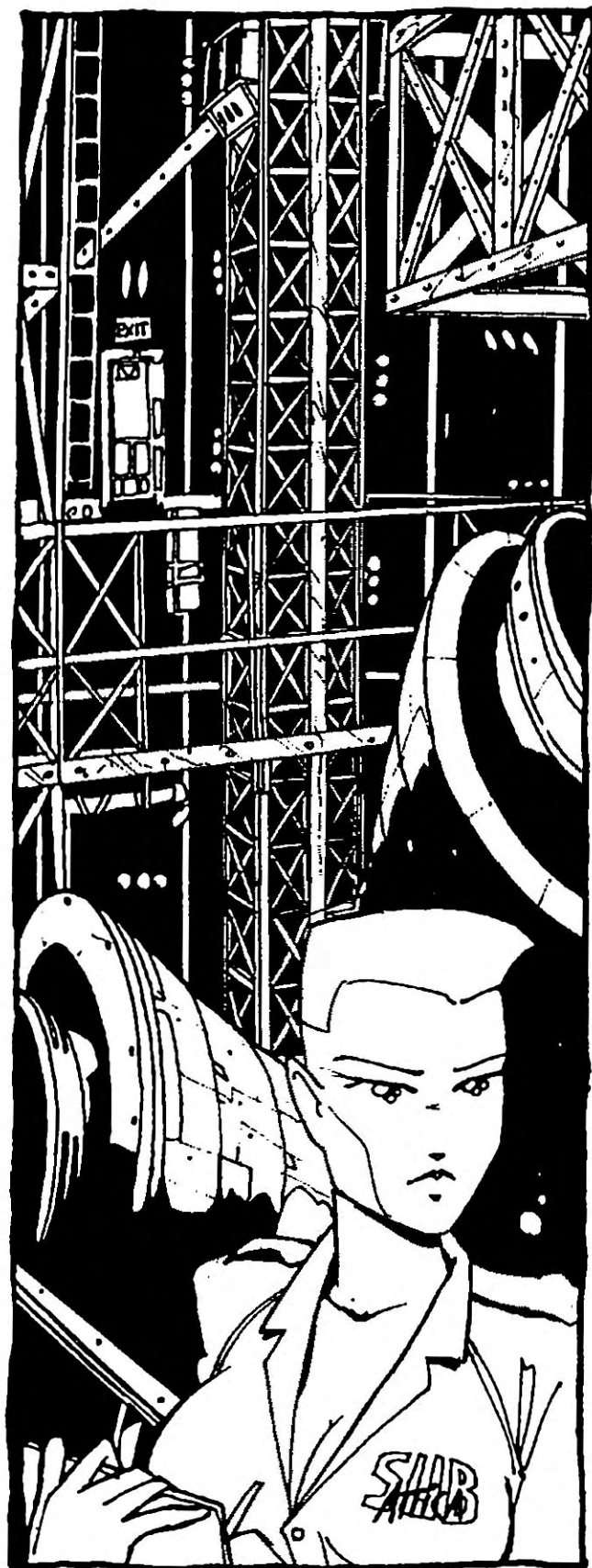
The supply ship leaves docking and proceeds to head out to the open sea. Dr. Pak successfully escapes with Nadine, 13, Corry, Morgan and Lisa.

T-00:00

Air pressure reaches standard atmosphere level. The PADDs detonate and the nanites in the staff members activate. The diagnostic program ends on the Life Support Unit and everything is brought back on-line.



Sub-Attica Detention and Labour Facilities



HISTORY

In 2007, after the world still lay recovering from the effects of the turmoil that ripped through the turn of the millenia, several small firms formed a consortium in the efforts of warding off getting absorbed into larger companies.

Known as Technotaqua, this consortium came up with what it thought was a lucrative opportunity. That was to build an underwater farming community, a place where families could live once more in the safety of the community. Towards this end, the construction for the facilities of 'New Hope' began.

Within a year, the complex was already over budget by several millions. The agri-dome, life support and administrative structures were completed, but the habitation centers had yet to be touched. Panic set in and some of the firms pulled out from the investment, preferring to cut their loss rather than sink more money into what they thought might be a financial black hole.

With over half the financiers out of the project, the remaining firms could not hold onto the property or continue building. In an attempt to find new business partners, Technotaqua contacted Hiro-Assad Enterprises, a fairly new company that began making its mark.

Hiro-Assad liked the idea of an underwater complex, but saw no real profits in the creation of a farming community. Strip mining, on the other hand, would be a good business venture considering that 'New Hope' lay a few kilometres away from various ore deposits. The idea for a prison came after a news report on the overcrowding of prisons and need for more facilities. This prompted Hiro-Assad to contact the US government and offer their facilities as a labour camp. The money for the strip mining would be divided between Hiro-Assad and the government, while Hiro-Assad bypassed the need to pay employees, establish workers compensations or union-run mining facilities.

Hiro-Assad Enterprises bought the 'New Hope' complex from Technotaqua and began rebuilding the complex into an underwater prison facilities. The US provisional government helped with certain payments and with the installation of security measures (including the use of the PADDs on the prisoners).

Geological surveys of the surrounding shelf in which Sub-Attica was built revealed rich veins of various ores as the agri-domes were converted into smelting foundries. This went on successfully for the next decade as the mining profits paid for the continued upkeep of the station.

After that decade, however, the mining ran dry in that area when several nearby sites proved to be unstable to exploit further. The project began losing money and Hiro-Assad was in danger of losing their shirt over the deal. That is when Arasaka stepped in.

The decline of mining propositions in the area of Sub-Atlica was no great secret. It was general knowledge that within a year, the facilities would be shut down due to the enormous cost expenditures incurred in running the prison. That was when Arasaka discovered the secret of the scuttled ships and realized they had the opportunity to purchase a pre-built outpost, virtually secure from outside interference, lying right there at their feet.

In a series of negotiations, Arasaka bought out the government's share in Sub-Atlica on the stipulation that it remains as a prison labour camp, and through creative bargaining, convinced Hiro-Assad to sell off their shares. Arasaka, in one fell swoop, managed to purchase Sub-Atlica lock, stock and barrel.

After replacing most of the Sub-Atlica prison personnel with their own people, Arasaka immediately began hiring smuggler subs to scavenge the scuttled Russian ships in the North Sea while using the agri-Domes as a clearing station. In order to alleviate suspicion, Arasaka claimed the prison facilities were being used for the harvesting of rich arctic fields of Diatomite. Diatoms are single celled arctic plant life upon which whales feed. Centuries after Diatoms die, they accumulate to form a type of sedimentary rock called Diatomite. Diatomite is nearly pure silica and is similar in nature to fiberglass. It is a good source of heat and corrosion resistant material that is used as sound proofing and as a filtering medium, both of which are very important in the future.

Using the Diatomite harvesting as a ruse, Arasaka has equipped its facilities with a Bio-Engineering section and the best staff to run it, including the dangerous Dr. Lo Pak.

PERSONNEL

Apart from the 300 inmates incarcerated in Sub-Atlica, the facilities officially house 79 on-duty personnel to run Sub-Atlica. The members of the Bio-Genetics wing are not included in the official tally and bring the final count up to 84 on-duty personnel.

The on-duty personnel are required to serve 2 years in Sub-Atlica with a minimum of 2 months training before hand. Arasaka is extremely careful of who they hire in the first place

by running numerous background checks. They almost always hire someone with friends or family on the 'outside'. That way, it becomes easier to keep tabs on their employees and ensure their loyalty.

People terminating their contracts with Sub-Atlica after completing their required 2 years are watched by Arasaka surveillance teams for a minimum of 2 months to ensure they are not selling anything they might have discovered to Arasaka's competitors. Already, Hiro-Assad has signed the death warrant of three former Sub-Atlica personnel just by trying to contact them.

The heads of the various departments are picked from a list of people Arasaka considers to be extremely loyal and whom they can essentially control.





PRISON ADMINISTRATION

The prison is run by Byron Jurgens, an Arasaka front man brought in after Arasaka took over Sub-Attica. He is aware of the Bio-Genetics wing and its overall goal. Under Jurgens work 4 administrative clerks who take care of general business, files, incoming and outgoing traffic, pay slips, etc. In general, the clerks have little to no knowledge of Sub-Attica's true purpose. The only exception to this is Peter Norwiss, Byron's personal secretary and confidant.

SECURITY

Audrey Malloy is head of Security and perhaps one of the toughest people in Sub-Attica. Her no-nonsense approach in maintaining prison security has won her little favor from most people (with exception to Jurgens and members of the Bio-Genetics wing). Especially hard on her own security squad, few prisoners dare to cross her path out of fear of the 'Pit' (a cold water filled tube where prisoners are required to spend several hours in for misconduct). Under Audrey's command is a contingent of 30 security guards, all hand-picked by Arasaka for being more than just rent-a-cops. Some members of the team are even said to be ex-convicts from Sub-Attica itself.

Security handles communications and PADD monitoring as well as the prison transfer section in the agri-dome.

MEDICAL UNIT

Dr. Hassan is a GP (General Practitioner) who runs the medical section of the base, along with 2 other medical doctors. Because of the wide range of various problems the team has to treat, doctors help one another in the role of nurse. Each doctor is capable in at least two different fields in the medical profession.

Also assisting in this area are three prisoners who all hold some sort of medical know-how from the dry-side.

BIO-GENETICS DEPARTMENT

As stated before, the Bio-Genetics staff are not accounted for in the official staff count. The members of the team are 4 scientists with a wide range of bio-related fields of expertise, and Dr. Lo Pak, who is the head scientist.

GENERAL MAINTENANCE

The function of this section is to take care of the basic janitorial requirements of the base. Cleaning, ensuring the non-essential equipment functions properly, waste disposal, laundry facilities, etc. Carry Smithers is the section head, with 3 civilian personnel under him. This unit uses 30 prisoners to help upkeep the general access areas while the 3 civilian personnel tend to the Security and Administration areas.

LIFE SUPPORT MAINTENANCE

It is listed as separate from General Maintenance due to the importance of life support at the station. All the personnel working here have access to the entire prison, much like Security, and each one is a trained technician. Life Support chief is Patrick N'gui with 7 personnel, including Corry Rivka, working for him.

Life support's primary function is constant maintenance of environmental controls (since that maintains the pressure level within the base).

PEER COUNSELOR

Living in the deep can be an emotionally taxing way of passing the rest of your life. These counselors are there to provide the prisoners and staff with someone to talk to, someone to help them come to grips with their situation and make it through the hard days. There are 2 counselors working here under Dr. Elisa Baboinne, the chief counselor. 3 prisoners can also be found helping with the sessions (since some of the prisoners can get violent). A discussion group has been started here, with at least 40 prisoners attending each meeting.

RECREATIONAL ACTIVITIES

Passing time is a major pursuit in Sub-Attica, and doing it without getting bored is everyone's goal. This program was implemented fairly recently after the high suicide rate at Sub-Attica (10 prisoners a month) began to climb. The head of the program is Artie Pelenski, who has 3 other recreation facilitators under him. Also, up to 15 prisoners help with teaching or running classes, animating activities, etc. A prison theatre group has been started up, but with limited success.

KITCHEN DUTY

Sub-Attica is called the last stop before hell and kitchen duty is when hell kicks you further down the line. Cooking and cleaning up for 300 hundred inmates as well as for over 80 staff members is a full time endeavour. The kitchen staff is headed by the Chief Mess Cook, Bernie Menerez (who is considered the chief slave driver as well) and 4 other chefs (the title is dubiously used in reference to them). The kitchen uses 20 convicts at all times to help with the cooking, serving or cleaning. This means that the kitchen is a hive of activity from 6:00 a.m. when the breakfast crew begins, to 7:00 p.m. when the last cleanup crew finishes washing the last spoon. Throughout the entire time, Bernie is constantly watching and barking out orders. 13 hours a day, 365 days a year, for life.

2 of the cooks are responsible for bringing 2 convicts to the staff cafeteria to carry the food or clean up the dirty dishes and place the new settings.



In order to prevent the prisoners from being driven to exhaustion by their work schedule, a convict can usually get away with serving only one week of kitchen duty every 10 weeks. Trading shift times with another convict is probably one of the most valuable trading assets a prisoner has.

MINING

Because this is a hard labour camp, all prisoners, except 'mercies' (see Slang section), are required to work a minimum of eight weeks out of ten in the mining area. This means either directly in the mines themselves (there are still small projects being completed here and there in the mines), the collecting and sifting of the diatomite being brought in by the sweep ships, and the melting, purifying and preparation of ores and diatomite in the foundries for later shipping. The mining foreman is Gail Sweetthorp and her team of 5 experienced miners who, in turn, act as overseers for the various facets of the mining operation. Gail can have at her disposal up to a maximum of 200 prisoners at any one time.

She also uses 10 prisoners to work in permanent mining positions who have proven themselves with at least 5 years of mining experience at Sub-Attica.

Also working with Gail is Nabil Wadeem, the Process Manager for the foundries. Nabil is technically under the supervision of Gail, who assigns 30 prisoners to work for him, but he is head of the foundry's production facilities which places 4 staff members under him.

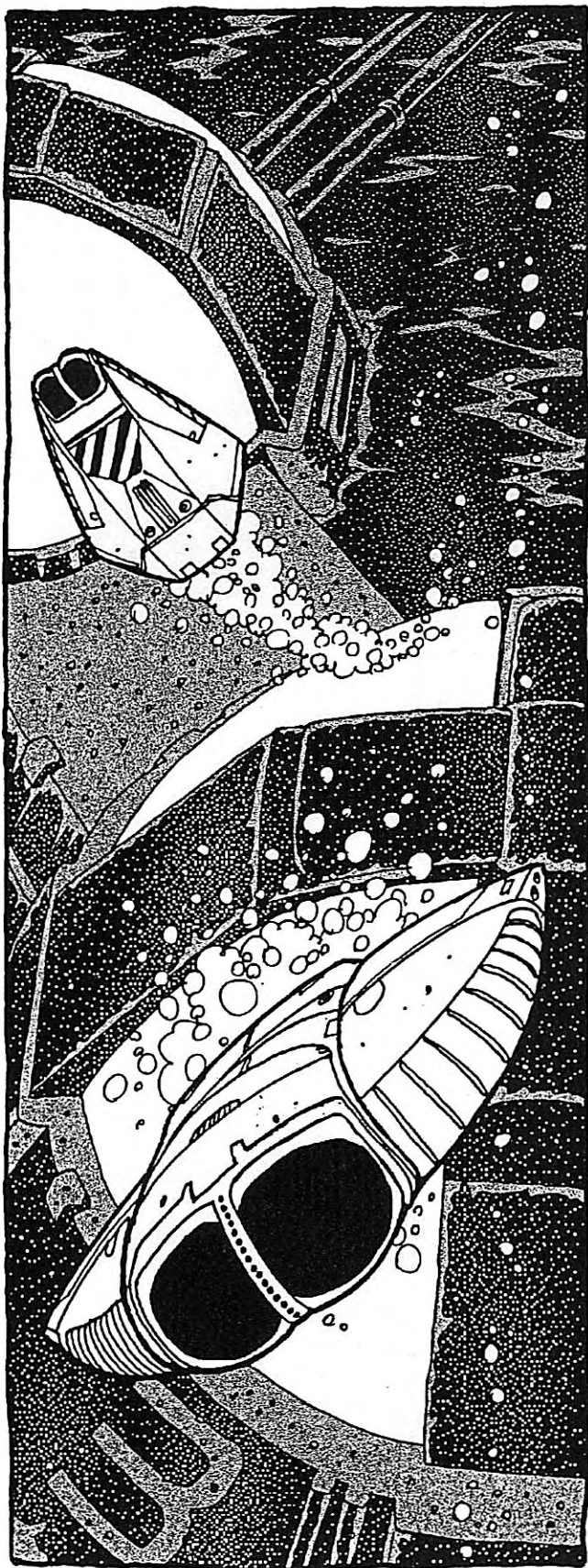
SUPPLY

It is referred to as the 'Golden Road' since convicts who work in supply are often in the possession of nice 'hard sell'. Supply is in charge of stocking, storage and accounting of all supplies at Sub-Attica, from perishables to clothing, linen, food, tools, toiletries, maintenance supplies and anything else the prison stocks. The only exception to this are all supplies used by Life Support, Security, Medical and Bio-Labs as these 4 areas use their own secured storage facilities.

Supply is also in charge of receiving and offloading supply ships and accounting for what is brought in before it is processed to the store rooms.

In charge of Supply is Laurent Bellfort. His working crew includes 2 staff members and 10 prisoners who work a variety of jobs, from transferring supplies to the needed departments, to inventory and storage.





PRISON FACILITIES

Sub-Attica is located in the Atlantic Ocean, inside the Grand Bank Continental shelf at a depth of 4500 ft. It is situated east of Newfoundland and north from the New England Seamount chain in the North American Basin.

The facilities initially built were meant to be a bold step in the direction of underwater colonization. Rather than building the facilities above water and connecting them underwater like many of the projects proposed, the facilities were built into the Grand Bank shelf. This was done for several reasons, one of which was to create a complete 'one structure' work facilities as opposed to interconnected 'bubble' or hive-like structures that were being used at the time. The purpose of this was to create more open space for people to move around in and work within rather than the isolated and limited work area available in the construction of interlocking buildings. It was hoped that as the project grew and more farmers came to the complex, more areas could be built and added into the side of the continental shelf.

The main reason why the facilities were built inside the continental shelf was to take advantage of the surrounding rock. The pressure at that depth is equal to 135 atmospheres, and building facilities surrounded by rock would make it easier to avoid the damage incurred by any unforeseen pressure change (rapid decompression would result in the station collapsing in on itself).

It is thought that the reason why the facilities were built so far down was to also capitalize on the rich ore veins located throughout the area. The presence of a completely built facility that could be readily changed to accommodate a mining operation would cut down on the amount of claim jumpers that would have come to the area had the facilities been advertised as a mining colony to begin with.

The only structures that were created separately from the prison proper were the agri-domes that were built near the rim of the Grand Banks dropoff, less than 4000 feet up. Since then the agri-domes have been converted into storage space, the foundries, and the docking facilities which hold the Prisoner Processing station, the last stop before Sub-Attica. The agri-domes are connected to the main facilities via elevators.

The facilities are currently built to support 200 male prisoners and 100 female inmates. With the massive overcrowding of prisons on the surface, the female prisons started receiving male inmates by the turn of the century in order to alleviate the problem. Since then, most facilities built have been designed for co-ed habitation. In Sub-Attica, judging an opponent by the person's gender is a fatal mistake since some of the more ruthless inmates are women.





LIFE SUPPORT INFORMATION:

The entire facilities are climatized at 135 atmospheres, the equivalent of being 4500 feet underwater or 48,150 pounds of pressure per square inch while underwater (The norm is 14.7 PSI or 1 atmosphere at sea level). The reason this doesn't affect the human body in a gas filled environment is because of the air pockets in the human body that allow it to equalize the interior pressure according to the exterior pressure (if done slowly enough to acclimate the body)

Because nitrogen and oxygen become toxic under higher pressures and our air is 78% nitrogen and 21% oxygen, the air in Sub-Attica is mixed with higher levels of helium, decreased levels of nitrogen (in order to avoid nitrogen narcosis or 'the Martini effect' - see the *Life In The Deep* section for further explanation) and smaller levels of oxygen (in order to avoid oxygen poisoning).

After certain sections were flooded due to the explosion set off by the maneuverings of Dr. Lo Pak, the water seepage has also made for a more humid atmosphere within the facilities. Almost everything in Sub-Attica's lower levels is damp or wet with moisture, adding to the already dirty and grimy feel of the place. Because of the increased humidity, the moisture has gotten into some general equipment and caused minor operational glitches. The Life Support engineers are working full time to keep the moisture from affecting the heating, lighting, air recyclers or the air pressure units.

SECURITY MEASURES

Before the prisoners are ever taken to Sub-Attica, they are completely stripped down of cyberware (though they don't usually bother with mundane items like shift-tacts or simple cosmetic up-keeps). Jacks are plugged up, neuralware is flatlined, implants and cybeaugments are completely removed and claws and fangs are declawed or capped. The only cyberwear not touched are bio-ware, linear frames and body plating (reconstructive surgery is too costly for lowlife dregs).

Instead one of two things can happen with criminals with this type of hardware. One, if the prisoners are too dangerous with what they have, they're not taken to Sub-Attica. Rather, they are placed in Cold-Storage (separate surface facilities) and kept there. The second option is to send them to Sub-Attica, but in addition to PADDs, the prisoners are also 'harnessed' (see below).

Many of the prisoners in Sub-Attica bear the surgery scars (missing eyes, ears, limbs and the like) from their 'processing'. If the prisoner is too diabled after the surgery (missing both arms and therefore cannot complete the heavy labour demands of the mining or salvage operations), the prisoner is either found another job or placed in Cold-Storage.

Those convicts who get sent to Sub-Attica for life are those who have proven too incorrigible to be normally rehabilitated or those who have proven too resilient to be altered by 'Braindance' psycho-therapy.

The station is equipped with the standards in modern security measures. Security cameras in the corridors and specific rooms, limited elevator access and reinforced walls and doors. Since the general structure is built to withstand the pressures of the deep, that means that the walls have 35 SP, 50 SDP, the doors are 20 SP, 20 SDP and the emergency bulkheads are 35 SP, 50 SDP.

The security cameras themselves are equipped with a motion sensor that activates the camera the moment a person moves within the camera's field of operation. The cameras are housed inside a wall alcove that is covered with a transparent plexiglass sheet in order to prevent direct tampering. The plexiglass has an SP of 15, SDP of 10.

PADDs (PRESSURE ACTIVATED DETONATION DEVICES)

The primary form of security in Sub-Attica is the use of PADDs. The PADD is a tiny sensor packet linked to an explosive. The sensors are calibrated to react to a change in oxygen levels and detonate the explosives when a certain limit is reached.

The way the device is used is that the sensor is installed in a part of the body that contains an air pocket. The sinuses are used because of their accessibility through the nose. Because oxygen becomes toxic at certain depths, the air used in the facilities uses lower levels of oxygen in its mixtures. The sensors are calibrated to detect the small changes in oxygen that occur in the air pocket it's located in.

The sensors are normally programmed to ignore any changes within a certain atmospheric range. If, however, the oxygen level reaches the normal atmosphere parameters found at sea level or in standard air environments and remains there for one minute, then the sensor sends out a signal to the explosive packet to detonate. This means a great big bloody mess to clean up after.

What is not generally known is that with rapid descent or increase in air pressure, the sensor unit can be destroyed from the quick compression of gases inside the air cavity. This simply deactivates the explosives.

The PADDs are equipped with a monitoring unit that allows the security station to realize if there is a problem with a prisoner's PADD. The security station is capable of neutralizing a specific PADD (if a prisoner needs better facilities on the surface in cases of medical emergencies, etc), though they don't let the prisoners know about that. If the PADD is still broadcasting, the security station can also activate a prisoner's explosive packet (they did so once to prevent one prisoner from using a group of on-duty personnel as hostages). The only thing the security station cannot do is track the PADD around the base.

The PADDs are activated inside Sub-Attica after the prisoners are brought in on prison subs.





HARNESSING

An innocent enough term that refers to an 'incentive motivator' unit attached to the prisoner. This unit is primarily used on those prisoners with 'motivational difficulties' or might be hard to control due to some unremovable augment.

The unit itself is surgically clamped to the spine under the skin or dermal plating and when activated, can fire an electrical pulse into the nerve clusters of the spine. Because the clamp is attached to both the anterior and posterior horns of the vertebrae, the effect can do one of two things. Either the signal can cause debilitating pain in the subject or the prisoner will be paralyzed as their muscles seize up.

The shock is sufficient enough to activate these responses, but not enough to cause permanent damage (unless, of course, the prisoner is subjected to this treatment often or over extended periods of time.)

The prison guards are armed with the 'incentive motivator' and can use them against implanted prisoners.

LIMITED ACCESS

Due the sensitive nature of some of the prison areas, the prisoners are obviously not allowed into certain sections. Even on-duty personnel are limited to which sections they may enter. Before Arasaka, security used the cameras available in the security room to watch who came and went as well as buzzing open doors for people going into limited access areas. After Arasaka and the installation of the Bio-Genetics Lab, this practice was replaced with the use of palm scanners at the different sections. The access requirements have been broken down into the following, with Level 1 being the highest access available.

• Level 1 — Red:

Full access to all facilities. People with this clearance are in Security, Life Support, Bio-Lab members and the Head of Administration.

• Level 2 — Blue:

Complete access with exception to Bio-Genetics Lab. This access is held by General Maintenance and Medical.

• Level 3 — Green:

Access to most areas except Security and Life Support. This access is available to all other on-duty personnel.

• Level 4 — White:

Special access. Only certain prisoners hold this privilege. It allows for access to anywhere on base with exception to staff habitation quarters, Security, Life Support, Bio-Labs and Administration.

• Level 5 — Invisible:

No Access. Most prisoners are not registered in the security access files, and therefore are not permitted to enter any area unless accompanied. The only exception to this are the prison cells, lunch room and the recreation deck. In order for the prisoners to go to their assigned work stations, they must sign in with a member of the on-duty staff they work under.

EMERGENCY PROCEDURE

This catch-all phrase is meant to indicate what happens in Sub-Attica under various emergency situations. In all scenarios, the prison shuts down when the emergency bulkheads all seal up, isolating the various areas of the prison. The only way to override Emergency Procedure is through one of the Life Support technicians or through Security on the say so of Life Support.

• Bio-Hazard/Chemical Spill

The Bio-Labs, basement level, elevators and agri-domes are all equipped with sensors that monitor the air for any airborne particles or chemicals that exceed normal count or that simply should not be there. If they detect something within that parameter, the area in which the 'contamination' was detected is shut down and sealed off.

• Breakout

This is an event that has not occurred in the history Sub-Attica. The first rule learnt in Sub-Attica is that any attempt to riot will result in either the security activating the PADDs to detonate their charges or Life Support will activate a rapid oxygen dump into the atmosphere, resulting in an increase in oxygen levels, which in turn, will activate the PADDs.

In case there is a riot, the prisoners responsible will be informed that they have 10 seconds to cease all hostile activity. At the end of the ten seconds, if they do not comply, Security will remote detonate the PADDs of those in the riot. Not all of them, of course, only a few to use as examples.

In the meanwhile, the prison is shut down: the emergency bulkheads slam into place, the areas affected by the riot are removed from the power grid (light and possibly a drop in temperature) and the elevators are shut down.

During a prison riot, the prison has several options available to them in order to stop the prisoners.

- 1) Activate the PADDs from the Security Station.
- 2) Flood the prison with oxygen and wait for the PADDs to detonate.
- 3) Isolate the prisoners, then use the emergency flood tubes to inundate those sections sealed off.
- 4) Override the Emergency Precaution System and then flood the base. (This final option was installed by Arasaka if they wished for a quick evac of the base.)



- **Fire:**

In the case of fire, the base is equipped with a sprinkler system for non crucial areas as well as with flame retardant foam jets used in sensitive areas like the Bio-Labs, Security or Life Support. Apart from that, the entire complex of Sub-Attica was built with its own fire prevention system. A series of flood tubes that are laced throughout the entire complex with direct access to the outside ocean.

In the case of a severe or out of control fire, the entire base is shut down and isolated using the emergency bulkheads, and the areas afflicted are flooded. The only places never touched by this system are Life Support and Security since destruction of equipment in these areas could activate the PADDs or destroy life support to the base and kill everyone.

If the fire is out of control, the prisoners and staff who can be rescued are taken to the elevators and brought up to the agri-dome.

- **Flood Breach:**

Again, the Emergency Precaution System will bring down the bulkheads and seal the base. After that, the water must be pumped out section by section in order to reclaim the flooded areas.

The only time the system was used was during the flood breach of the prison proper (numerous flood breaches have afflicted the surrounding mining tunnels). The system, however, was tampered with by Corry Rivka who made it look like a technical glitch. The result was that the delay time between the flood and reaction time of the emergency system was great enough to flood 3/4 of the basement level.

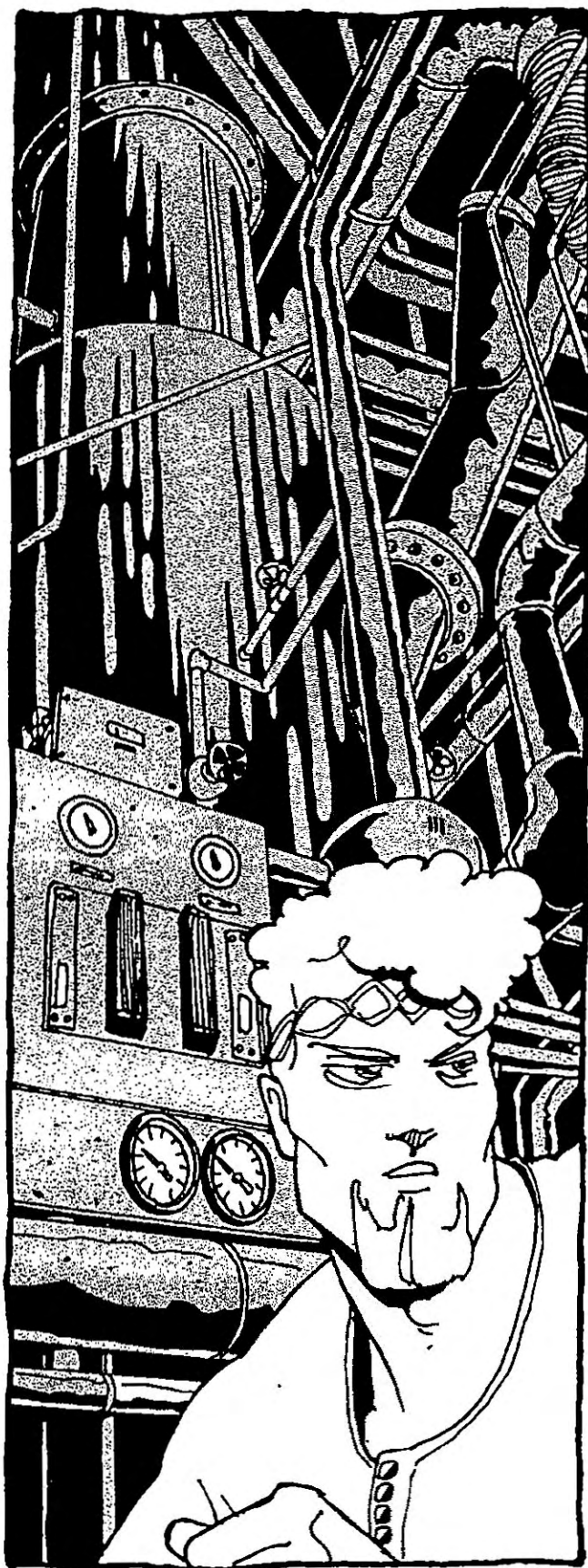
STANDARD OPERATING PROCEDURE

These are minor security considerations used when a supply ship is being off-loaded in the agri-domes or a prisoner is finished from inventory or kitchen detail.

Standard operating procedure dictates that no convict can be present in the agri-dome while a supply ship is docked. They must wait in their cells until Security comes to get them. Elevators #1-3 at this time are brought up to the agri-domes and kept there until the ship disengages from docking. Once the ship leaves, Security alone is in charge of transferring those supplies bound to the 4 restricted areas. After those supplies are taken out of the agri-dome, the convicts are allowed to enter the agri-domes for inventory count and supply transfer along with the supply staff.

Any prisoner used in the Kitchen or Supply detail is searched before being allowed to leave work; this is done in order to prevent thefts and pilfering.





SMUGGLING SUPPLIES

The prisoners have used two ways of bypassing Standard Operating Procedure. The first is to find a small cubby hole that the stolen material can be hidden in and retrieved later like air vents whose grating has been loosened. Another way is by passing it off to an on-duty staff member on the take (like Corry Rivka or Hairy Jake).

In the case of smuggling some of the larger equipment that Dr. Pak needed in his secret lab that he couldn't steal from Bio-labs, a small arrangement was made between Hairy Jake in supply, 13 and Dr. Pak.

Normally, Bio-lab supplies are requested on standard invoice sheets, but sealed in special envelopes. This is to let Arasaka know that whatever request they receive through this envelope, the supply sent back is to be specially marked in order that it be handled by Bio-labs and Security alone.

To bypass this, Dr. Pak secretly fills out the order form, but has Hairy Jake send the order requisition through normal channels without using the special envelope. Shipping receives the orders and sends the equipment back to Sub-Attica in regular supply crates. Security ignores the normal crates that are taken to Hairy Jake, who in turn gives it to Corry. Corry then uses the flood tunnels to move the equipment back and forth into the basement. Bio-labs never know about the requisition or the supplies received while Dr. Pak gets the equipment he wants.

Dr. Pak has also used this system to obtain the extra nanites he needed to use on the prison personnel, SCACE units, etc (see *Christmas List* section for more information).

It is up to the GM, if the player characters are Arasaka spies, to use this as one of the first things that Arasaka discovered that made them suspicious of Dr. Pak's true intentions. They may be allowing Dr. Pak to steal equipment and get away with whatever he's doing in order to get his true research through the players.

GUIDE TO THE FACILITIES

The facilities are divided into 6 different levels or sections. Level 1 & 2 are not considered to be part of the prison proper and are only in use during working hours. Level 1 is located on the Grand Banks continental shelf, some 500 ft below sea level, and is made up of the 4 agri-domes. Level 2 pertains to the mine shafts located in-between the agri-domes and the prison proper, while levels 3-6 are considered to be the main prison compound.



- **Emergency Bulkheads:**

The bulkheads that seal off the different sections from one another in order to stop the flooding or fire from spreading are located either at hallway intersections or at 30 meter intervals in long corridors. For the agri-domes that are interconnected, the distance from bulkhead to bulkhead is 40 meters between #1 & #4 and 20 meters between #1 & #2, #2 & #4. The bulkheads descend from the ceiling and take 5 seconds to close completely once they are activated. They are considered to have 35 SP, 50 SDP.

- **Flood Tubes:**

The flood tubes were designed with two purposes in mind, the first was to flood certain sections as a means of fire control while the second purpose was the use of controlled flooding as a means of riot dispersal. In either case of a fire or riot (as outlined in the Emergency Procedures section), the bulk heads are brought down and the section in question can be flooded (the amount of water a section receives can be controlled). Life Support is in charge of the flood tubes and their maintenance.

The flood tubes are 5 meters in diameter and are overlaid throughout each level like a grid. The points where the different tube junctions intersect can be sealed to channel water to a specific area. The tubes all connect to a sea pump located in Life Support that feeds out to the ocean through the basement. The problem with this is that during the explosion that flooded the basement, the primary flood tube was damaged and could no longer be used until the area was repaired. Security is keeping that bit of information under tight wraps.

Currently, the tubes are dry and devoid of seawater as the junctions that access the ocean are sealed tight until repairs can be exacted. What is not known is that Corry Rivka (the Life Support Engineer) has found a way of flooding the tubes (see Sequence of Events section under #3 in the running of the maintenance cycle and the water filled elevator shafts in this chapter for explanation).

- **Air Ducts:**

Levels 3-6 are all interconnected via air ducts that can provide the players with a great system of transportation around the prison. The air ducts are interconnected well enough that if one section becomes flooded and the ducts in that area seal off, the air is rerouted through another avenue. The air ducts are also equipped with bypass lines that connect alternating or distant levels (levels 3 & 5, 4 & 6, 3 & 6) in case one entire floor gets sealed off.

The layout of the air ducts are built based on the design of a spoke wheel. Each level consists of three circles built with the smallest wheel in the centre of each level and the largest wheel being the one that encompasses the outside perimeter of that level. From the central wheel radiates outward the spokes of the other air ducts that connect all three circular air ducts together, giving

that entire level the appearance of a wagon wheel. Every two intersections, there is a junction that connects that level to the one below or above it.

The air ducts were fairly well maintained and cleaned by General Maintenance who did bi-annual air duct inspections. This entailed replacing all the filters, removing mould buildup due to some humidity present, ensuring that none of the duct ports were clogged up, checking to make sure all the vent coverings were not loosened by prisoners, installing new odour suppressors, etc. After Arasaka took over the facilities, that all changed when they decided the air ducts were too much of a security risk and assigned general maintenance of the system to Life Support. Life Support wasn't really equipped nor happy with their new detail and allowed checkups and the maintenance of the ducts to slip. This has caused some noticeable differences in the air since it's a bit more stagnant and there is a distinct odour of dirty laundry, sweat and mould in the atmosphere. The air filters are not replaced as quickly as they used to be and the higher humidity has made the air ducts more grimy, mildewy and pungent.

Now because of the flood and the problem with humidity affecting some of the machinery, Life Support doesn't have as much time to dedicate to what they consider trivial upkeep. Therefore, they aren't as aware of the growing number of loosened air duct gratings around the prison.

- **Elevators:**

The facilities of Sub-Attica are equipped with 13 elevators that access the different areas of the prison based on Security clearance. There are four different types of elevators that fulfill a variety of functions for the facilities.

- **Type 1:**

These are standard elevators used within Sub-Attica proper (levels 3-6). They can accommodate up to 10 people inside each one with a total weight capacity of 2500 lbs.

- **Type 2:**

These are special elevators constructed to transport personnel from levels 5 or 6 directly to either the mine shafts or the agri-domes. The elevators are special in that in addition to the increased weight capacity (4000 lbs), they are also supposedly airtight (the elevator shafts are flooded to compensate for the great pressure differential between the prison proper and the agri-domes). They can provide a breathable atmosphere for 10 hours due to recyclable air cells that recharge once they arrive at either the prison levels or at the agri-domes. This process requires a half hour. These elevators are also equipped with chairs to seat people (since it takes less than an hour to travel from the agri-dome to the prison proper due to the pressure changes), and emergency air tanks capable of supporting a breathable atmosphere for 8 hours.



- **Type 3:**

These are supply transport lifts, better known as freight elevators. They are designed to carry some of the heavier equipment from level 6 (basement) to either the mining levels or to the agri-domes. These elevators are fairly large and can either carry up to 40 people or 8000 lbs worth of equipment. Their elevator shafts are flooded as well.

- **Type 4:**

Commonly referred to as the watervator, this elevator was not designed for human travel. It is an elevator shaft with an open elevator platform and is designed to transport chemicals and explosives separately (the sides of the shaft are built with reinforced material capable of absorbing the concussive impact of a fluke explosion from either the chemicals or explosives being transported). It is connected to the ocean via a water vent that channels in the water when needed (some supplies are needed to be cold transported and the seawater is perfect for that). If emergency repairs need to be done on the watervator, the water is drained into the flood tubes while the water vent is closed. When repairs are finished, the water vent is reopened to allow new sea water to enter.

It should be noted that explosives are transported in an air filled shaft in order to lessen the concussive force of explosions.

The elevators that access the prison facilities, mine shaft levels and agri-domes are specially designed. Because the elevator is

changing pressures as it goes up or down, the elevator shaft is designed with eight air-locks along the way that maintain standard air pressure at that level. This means that the passengers have to acclimate themselves to the pressure change, and this is a slow process.

To reach the first level of the mining artery from the basement level requires a 15 minute ride in order that the passengers become acclimated to the changing pressure. Each level beyond that requires an additional 10 minutes to reach (for a total of 45 minutes in order to reach the agri-dome from the prison facility).

Elevators 1 & 2 are Type 2 elevators that travel from Level 6 (basement) and 5 (prison level) all the way up to agri-dome #1. These are two of the elevators that get sent up to the agri-domes when a ship arrives (see Security Measures section).

Elevators 3 & 14 are Type 3 or freight elevators designed to carry heavy cargo from the basement to either the agri-dome or to the mines. Elevator # 3 carries material strictly from agri-dome #1 to the basement while Elevator # 14 can go from the basement, to the 3 mine levels all the way up to agri-dome # 4.

Elevator 4 is a one of a kind. It is the watervator that travels from agri-dome #1 to cold water storage in the basement. To use this for travel is insane; an unprotected swimmer would either drown or freeze before he ever reached the top.

Elevators 5-7 are Type 1 elevators for staff use alone. They access levels 3-6 and a minimum of Green security clearance is required in order to use them. They used to be more accessible before Arasaka stepped in with heavier security measures.

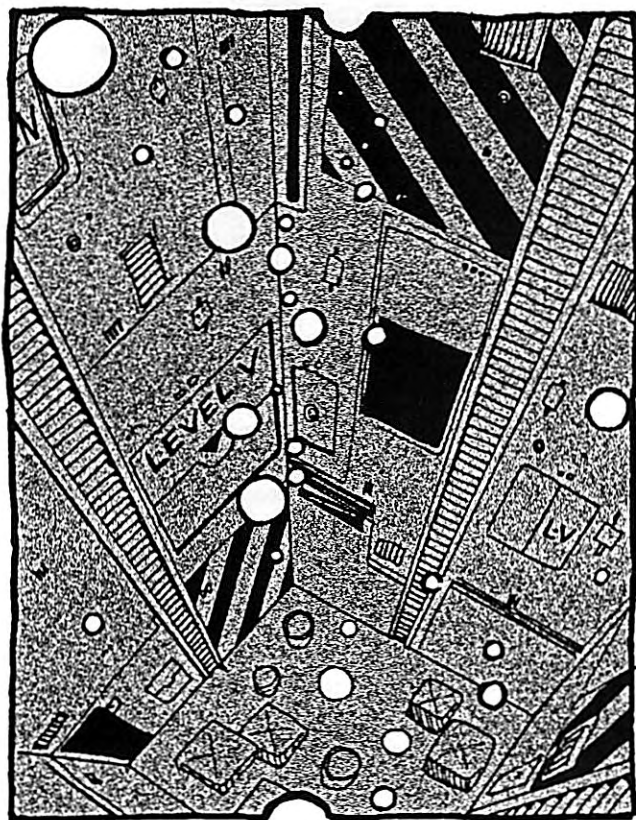
Elevator 8 is not an elevator at all. It is an emergency shaft equipped with a ladder that can only be accessed by Security members. This shaft can be used to reach levels 3-6 in the case of an emergency, though this is not generally known.

Elevators 9-13 are Type 2 elevators used strictly by mining and supply personnel & prisoners to reach Level 6, the mines or agri-dome #4.

- **Power Source and Life Support:**

The facilities use a nuclear generator to power the entire prison, including the agri-domes (especially the foundries). The mine levels use their own fuel powered generators to maintain their own energy consumption needs.

Life support for the entire prison, from the agri-domes through to the mines and the prison proper is handled through the Life Support division. The mine levels and agri-domes are equipped with their own LS systems for air, heating and pressure maintenance (the different levels require customized atmospheres), that are handled through sub-processors. The sub-processors are all linked and controlled from Life Support central. The agri-dome and mining life support sub-system equipment is accessible, but only to LS personnel and Security (Red security clearance).



LEVEL 1 AGRI-DOMES

Even though the domes built no longer follow the original purpose of their design, they are still called the agri-domes due to the huge painted collsigns on their side that mark them as agri-domes 1-4.

The agri-domes are 4 interconnected domes whose original purpose was to help the farmers make 'New Hope' as independent from outside help as possible. They were to be trial experiments for the first 40 families that were supposed to live here to see if they could tend to their own food. Had the agri-domes proved successful on that small scale, more agri-domes would have built as 'New Hope' started selling their produce to interested buyers. That, of course, never came to fruition as the purpose of the domes changed under Hiro-Assad.

The general structure has remained the same in that unlike the rest of Sub-Attica, most of which was built with a prison in mind. Subsequently the agri-domes were not designed to be overly oppressive in appearance. The prisoners loved these areas simply for their high vaulted dome and tremendous ceiling space. The domes also provide one of the few outside views that the prisoners have access to (regardless of the near impenetrable darkness outside).

The bottom half of the domes are made of hyper-strong alloys, but on the inside, they are covered by concrete to give the place a less sterile feel. The floor, however, is covered with metal sheets and concrete since the original design called for deep rich dirt to cover the area in order to farm. The top half of the domes are constructed out of a clear durable alloy that warps the view of the outside (which can only be noticed when a ship is coming in) due to its thickness. The dome is also built with a safety feature that utilizes the premise of a honeycomb design. What that does is that in cases of a water breach, only the individual cell that cracks will be affected rather than weakening or collapsing the entire structure.

The primary support beams of the dome are interior arches that follow the contours of the dome and intersect high above in the centre of the ceiling. The arches are interconnected to one another through a series of interlocking metal pipes (more of an architectural design than anything else) that give the dome the appearance of a spider's web. This web was designed to support a massive series of track lights that would provide the small orchards and farming strips below with an approximation of sunlight that followed the setting and rising of the sun. These powerful track lights were

never installed since the ones that Hiro-Assad did purchase never really seemed capable of properly illuminating the entire dome. The domes are therefore somewhat dark and foreboding in that the corners and edges hide many deep shadows.

The domes are 100 meters wide (from one end to the other) with a ceiling space of 40 meters at the highest point and climatized at 15 atmospheres.

The agri-domes are also interconnected in that agri-dome #1 is connected through tunnels to agri-domes #2 and #4, while agri-dome #4 is connected to #1 & #2. Only agri-dome #3 can be reached by from #2, for safety reasons.





AGRI-DOME #1

Of all the agri-domes, this one has gone through the least amount of change. It was designed to be ship and cargo reception for the facilities with elevators 1-4 accessing this dome. The dome is located closest to the Grand Banks ledge (110 meters away) where a 30 meter wide tunnel was cut into the cliff face. This passageway allows ships to surface inside the domes for direct off and onloading.

More than half the floorspace in this dome is taken up by a 40 meter deep pit filled with seawater that allows incoming subs to dock directly inside the dome. The pit itself is located in the centre of the dome with a diameter of 60 meters and a ledge that circles the pit with a width of 20 meters. The bottom of the pit opens up into the cliff tunnel that exits into the Atlantic Ocean.

The facilities were built to handle subs under 30 meters in length (almost 1/3 the size of a football field) and 10 meters high (most ships this size are equipped for 2-4 crew members and can hold a lot of cargo).

Apart from the pit, this dome is equipped with two loading vehicles mounted with winches. This is used to transport the heavier equipment brought into Sub-Attica from the subs to either elevator #3 or 4, the watervator. Also located here is a small makeshift office for the reception processing of the prisoners.

Since the flood hit, boxes and non-essential equipment has begun piling up on the ledge surrounding the pit due to the increasing lack of space. The area has now become highly cluttered and slightly difficult to navigate; only one of the loading vehicles is capable of loading material from the subs to the elevators. The other vehicle has been boxed in by all the supplies surrounding it that have yet to be removed from this agri-dome.

AGRI-DOME #2 & 3

Both these agri-domes were connected to one another and made into one structure to better install the facilities for the foundries. It is here that the ores are melted down into a more transportable medium and purified before they are shipped off to the surface.

After Arasaka stepped in, the foundries were recalibrated to melt down the harvested Diatomite and process it for shipping. The entire agri-dome #2 structure is a honeycomb of prefabricated structures used as offices, locker rooms and as a control station for the foundries. Also found here are material ready to be melted or shipped, or mini-transport vehicles to be used for loading and unloading supplies/materials. Also found here is a first aid station for common work related injuries (heat exhaustion is a daily occurrence).

AGRI-DOME #3

This dome is self-enclosed and almost entirely dedicated to the blazing hot foundries which require the workers to wear blast suits in order to properly function in that environment. The structure itself is filled with elevated catwalks and platforms overseeing the three huge molten filled vats of ore. New materials are lowered into the vast cooking pots by winches and chains mounted into ceiling via a network of tracks. The pipes in the ceiling have also been specially altered so that they now channel cold sea water to cool the foundries and the surrounding structure.

Because of the heat generated from agri-dome #3, both domes can reach temperatures as high as 104 degrees F in the safe areas (not when processing and purifying the Diatomite, but for the mineral deposits from the still active, but low key, mining operation). This temperature has caused an unusual side effect in that the waters around agri-dome #3 tend to get warmed up when the foundry is operating at full capacity. Because warm water is lighter than cool water, it creates thermal updraughts akin to turbulence.

This does not make navigating all that much more difficult, merely that it could become a problem should a sub come across a pocket of warm rising water, overcompensate before finally hitting the cold water again and finding itself seconds away from crashing into an agri-dome (see *Blindsided* in the *Situations* section).

AGRI-DOME #4

Originally, this dome was left empty when Hiro-Assad decided to allow the prisoners the use of the dome as free open space, a kind of Spartan-like park that could only be used during recreation hours. After the flooding hit, much to the dismay of the prisoners, the dome became used to store both the mining and supply equipment as well as the offices of the personnel that were once located in the basement (everything is reallocated here until the basement is deemed structurally safe).

This area is considered off limits to the prisoners unless they work in supply or mining or if they are under escort. The entire dome is currently a chaotic maze of equipment and towers of boxes and crates. Supplies are constantly moved around and mixed up with the mining equipment. There is not even a classification to what is stored where and the Supply department is currently one week behind on requested parts.

This situation is a blessing for Dr. Pak and 13, who no longer have to worry about supply inventory being accurate for a long while (until after they are gone).





LEVEL 2 MINE SHAFTS

It is thought that it was either a case of pure luck that Sub-Attica was located near some rich deposits of minerals and ores or it was a matter of shrewd thinking on the part of Technotaqua (should the farming community fail, they can shift over to a mining based community).

Regardless of the reasoning, Hiro-Assad discovered through geological surveys that ventures in mining in that region could support Sub-Attica for a good while. What they didn't count on was the rapid depletion of the ores in the region as well as having to ignore many sites nearby due to unsafe terrain. The mining venture itself above Sub-Attica began posing a problem when the Head Geologist reported that the mining might weaken the surrounding rock structure and cause multiple cave-ins throughout the different mining tunnels. This in turn could spell disaster for the safety of Sub-Attica itself. It was for this reason that the mining in Sub-Attica was slowed down and practically ground to a halt when Hiro-Assad bailed out.

There are currently 3 main arteries from which the mining operation has spread from. The three arteries are all at different depths from one another as air pressure in the working areas are maintained through a primary generator, portable AKT- 'Plugs' (see section with *Christmas List* under *Clues* section for explanation), air recyclers and pressure tanks.

Each artery is also equipped with flush tunnels that access the face of the cliff wall. Flush tunnels allow access to the outside ocean through reinforced airlocks which are used to dump all the rubbish removed during the mining and blasting into the ocean. These flush tunnels are a three airlock system with two chambers in-between the three that are angled at a slope. The initial airlock is opened while the debris is placed in the first chamber. Once the inner most airlock is sealed, the compartment accessing the ocean is flooded, bringing in water into the second chamber. The outside airlock is then sealed and both chambers are partially pressurized to equal levels. Then the middle airlock is opened, tumbling all the debris into the water of the second chamber. Once that is completed, the middle airlock is sealed and the outer one opens, dumping all the debris outside. Finally, pressure is equalized in both chambers while the water is vented out.

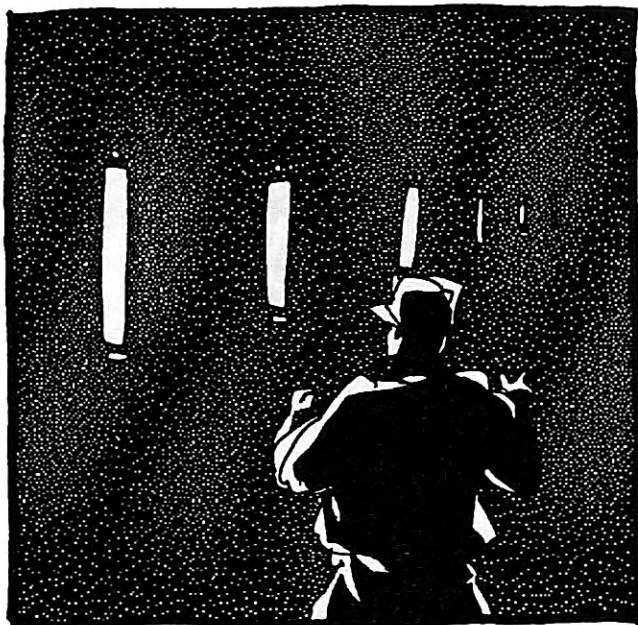
Originally, the base was equipped with four such airlocks, the first three of which were used on the mining levels while the fourth was located on the basement level of Sub-Attica and was used to dump the prison's refuse into the ocean. With the

explosion and subsequent flooding of the basement, that airlock became inaccessible and the dumping of the refuse had to be done differently. Now the garbage detail is moved to the third artery where the airlock there is used to dump the trash of the prison.

The first two mining arteries are located some 200 feet above one another and totally independent from each other. They both break out into a latticework of tunnels and passageways that represent a good 10 miles of labyrinth each. These two areas are now completely off limits and bypassed by the elevators since nobody is working in them and the pressure in the region is no longer maintained.

The third artery is the only one currently accessible and pressurized properly. It runs a good 20 miles in terms of different tunnels and passages that snake out from the main artery as small mining details can still be heard in the distance drilling away at the accessible minerals. The flush tunnel airlock is being used to dump both natural and man-made debris into the ocean while the abandoned shafts are the current home of the chemicals found aboard the scuttled Russian vessels. The chemicals not used or needed by the Bio-Labs are being stored in these abandoned areas that are sealed up using AKT- 'Plugs'.

The tunnels themselves are all darkened and hard to see down with exception to those passages still being used to lead to some of the distant mining details. Those are illuminated by glowrods imbedded into the wall. The passages leading to the different details are occasionally marked by unactivated AKT 'Plug' units waiting to detect pressure changes.





SUB -ATTICA PROPER

Sub-Attica was never designed to be a warm environment. It is a prison colony and somewhat dark in atmosphere. The hallways, no matter how wide, still seem to be slightly squeezed with the everpresent overhead piping, tubes and duct work that laces throughout the prison like a giant cobweb. The floors are all covered by dark grey and somewhat eroded grating that resounds with a hollow ping when people walk through the halls. The underside of shoes are always covered with flecks of metal enamel or paint that flakes away from the floor's surface.

The walls reflect a dull shine, a cold muted surface that absorbs more light than it reflects. Its smooth, antiseptic surface is broken up by pipes or metal I-beams that run from the floor to the ceiling while tiny streams of water dribble down the sides of the wall from the excess build-up of moisture.

The corner of the ceiling is hidden by everpresent ducts, pipes and tubes that run the length of the prison like veins in the body; its surface reflects with the same oblique look of the walls. The ceiling also holds neon tubes for lighting, interspaced at regular intervals throughout the hallways and rooms, though the light shed seems to add more to the somber mood than detract. Some of the lights flicker as the neon gas seeps out of the tube or water accumulates in the lighting fixtures.

The air is constantly filled with the sounds that bounce off the walls from seemingly everywhere, like the dripping water pinging on metal, the mild hum or flickering of lighting tubes and the shuffle of heavy shoes against the metal grate.



LEVEL 3 ADMINISTRATION/SECURITY

This entire level contains Administration, Security and the personnel habitats. Prisoners are rarely allowed up here.

1-1 STAFF CAFETERIA:

This room is decorated more along the lines of a restaurant or cheap banquet hall with angled wood panelling adorning the lower half of the walls and stripped gold and blue wall paper covering the remaining top half of the wall. The floor is covered with a thin carpet that holds the stains of spilt food and drink, though it still looks comparatively new (a new carpet was installed when Arasaka stepped in over a year ago).

The lighting comes from wall mountings and the tables are covered by a thin gaudy plastic tablecloth. The places are set at the tables with a cup, plate and cutlery; the napkins are held in aluminum dispensers.

On the left hand wall to the entrance is a buffet section where the food from the prison cafeteria is brought and placed in the tray recesses. Also located here is a soft drink dispenser.

1-2 THE REC ROOM:

The rec room is an entertainment centre open to the staff during non-working hours. It contains 2 pool tables, 3 arcade style entertainment units with over a hundred games on each, a coffee counter operated by Mark Anabee (one of the administration clerks who serves great coffee), a hard-liquor bar (hard alcohol and Arasaka-approved designer drugs dispensed on a quota basis), a table tennis set, one magnetic hockey table (somewhat like air hockey, but using magnetic polarity in order for the puck to hover), a CD jukebox, several soft couches, chairs and an entertainment vid-screen. This place is rarely quiet and rarely empty.

1-3 ADMINISTRATION OFFICES:

This area is the administrative nerve centre of Sub-Attica that oversees the progress of the different projects, maintains prison records, sends detailed reports on ore mining quotas, progress of Diamite harvesting and other information to be sent back to the mainland or to be received from there.

• A: The private office of Warden Byron Jurgens:

This small cramped office space belongs to the warden. The only thing of note in here is his personal computer that contains the files on the progress of the Bio-Labs and the scientists themselves. Dr. Pak reports his findings and progress directly to Byron, who in turn relays the information to Arasaka through his wall-mounted video screen. This is the only place apart from the communications center that can contact the surface, something only the office workers know about.



• **B: General Administration:**

In here are located four desks used by the four different clerks that handle various aspects of Sub-Attica business (General Accounting, Receivership & Supply, Prisoner Information and General Maintenance). Located on one side of the room are a computer-fax, a photocopy machine, a paper shredder and a small cabinet for office supplies.

• **C: Fileroom:**

This room contains hard copy files (printouts) of all Sub-Attica transactions over the past decade. The information is also held in the file-room computers, which is linked to a 'black box' unit in case the information is destroyed in an emergency or the facilities are somehow destroyed through flood or fire.

1-4 BATHROOM:

A general use one room bathroom.

1-5 GYM:

A staff gym that holds 14 different pieces of exercise equipment and a section for free weights. Arasaka encourages its employees (Christmas euro bonus attached to the paycheck) to exercise in order to help alleviate depression.

The entire room is covered with mirrors and charts defining muscle groups and exercises to complete.

1-6 COMMUNICATIONS ROOM:

Manned by a Security Guard at all times, this room is responsible for not only receiving and sending out communications to the dry side, but its responsible for the television feeds to the different rooms and internal communications by either telephone, PA system or the wall communication units. It does not have anything to do with private communications used by Security or Mining details.

The room also contains a private cubicle for anyone who wishes to contact somebody on the surface via satellite (long distance charges are deducted from their paycheck as the communique is routed through Arasaka security on land and monitored).

1-7 SECURITY STATIONS:

These four rooms are used by Security forces to enforce law in Sub-Attica. Only Life Support and Security are permitted to enter these restricted areas.

• **A: Security Offices:**

This is the working station for security where they fill daily activity and situation reports. It contains 4 desks for general use, one desk for the Duty Sergeant, one for the Supply Clerk and one for Head of Security.

• **B: Supplies:**

Security is one of the few sections that maintains its own supplies. This room contains the kind of weaponry that would make the most docile convict drool with envy. It is also the hardest room to get into; the doors and wall are reinforced to 40 SP (the equivalent to an emergency bulkhead).

• **Weapons List:**

30 Militech Arms Avenger Medium autopistols.
10 Sternmeyer Type 35 Heavy autopistols.
5 Colt AMT M2000 autopistols.
40 Arasaka Minami 10 Medium submachingsuns.
10 H&K MPK-11 Heavy submachingsuns.
20 Arasaka Rapid Assault Shot 12.
10 Avante P-1135 needleguns w/either Sleep or Bio-toxin I.
5 Arasaka Nauseator riot control device.

**None of the ammo found here is tough enough or damaging enough to pierce a Bulkhead or an outside wall*.*

Also found in this room is a PADD deactivation unit. It sends a signal out to the PADD to deactivate, though it can only be used on one person at a time in the immediate area.

• **C: Prisoner File Information:**

Security itself is in charge of maintaining and updating prisoners files. As such, this room is allocated to keeping hardcopies of any and all prisoners, past and present, in Sub-Attica. This includes everything known about them from their general background to their prison record, rap sheet, psychiatric and medical profile.

The information is also kept on computer for immediate information retrieval in cases of emergencies and for monthly updates sent to Arasaka Security Central via supply ship (as stated before, Sub-Attica is kept as far away from the net as possible in order to avoid outside tampering).

• **D: Surveillance Room:**

This area is used to monitor the prison through the security cameras. 4 officers are responsible for 10 monitors each (40 total) that pan through the over 100 cameras located throughout Sub-Attica. Because the cameras are equipped with motion sensors, it makes it a little easier for Security to watch only those areas with personnel or prisoners in them.

Also located here are three small work stations that only sound when there is an emergency. The first receives signals from the prisoner's PADDs, the second station is connected to the Palm Scanners and activates when someone either makes an attempt at entering a certain area when they are not cleared for that level of security or when the unit is tampered with. The third station is linked with Life Support and the Emergency Procedures System when an alert arises such as a fire, station breach or bio-hazard leak.

1-8. HABITAT WING:

The Habitat wing is considered to be a different section from Level 3. It is comprised of 6 floors in itself with 15 one person apartments located on each floor to accommodate the 83 staff members.

The apartment block is L shaped with apartments on 4 sides. One side has 7 apartments, the next has 4 while the third and fourth side have 1 and 2 apartments with a shared corner apartment.

The apartments are connected to one another through a grailed walkway that bears resemblance to a fire escape with an overlook to see the other apartment floors. The top floor is indicated as floor #1 and is the only level that exits into the main building at two different points. The rest of the levels are connected to one another through stairs.

The apartments themselves are 25ft by 25 ft units and equipped with a bed, desk, bureau, night table, closet, shower, sink and toilet. Each room is also wired with a television feed linked to Arasaka's Entertainment Satellite. Compared to the prison cells and even habitation units landside, these apartments are quite comfortable.



LEVEL 4 GENERAL/BIO/LIFE SUPPORT

Because of the sensitive nature of Life Support and Bio-Labs, this entire level is kept off limits to most prisoners except to those on the duty roster for General Maintenance. General Maintenance is located in a separate wing on level 4, thereby making it easier to seal the corridors leading to Bio-Labs and Life Support.

This level is also smaller than the ones above or below it. It is for this reason that this level was chosen for Bio-Labs: the entire area could be shut down and bypassed without affecting the running of the Prison. Initially, Arasaka was considering transferring General Maintenance to the fourth agri-dome, but the flooding of the basement and subsequent transfer of supplies has made it necessary to postpone those plans.

2-1 GENERAL MAINTENANCE:

Whatever needs to be done at the prison that does not fall under the scope of the other departments is relegated to General Maintenance. The duties of this division cover matters dealing with anything from general upkeep and janitorial work to housecleaning duties.

• A: Offices:

Of all the different sections, General Maintenance probably has the poorest office and space considerations. Carry Smithers and the three other GM personnel use this cramped, smelly and paper infested space as a work office. Prisoner detail in GM is often dreaded as many a Rec time invoice has gotten lost in the shuffle of papers. It is easy for convicts here to steal invoices, office supplies or tidbits of general information since its absence would not be noticed for a long time, if ever.

• B: Laundry Units:

One of the job areas delegated to 'mercies', Laundry detail is about as unpleasant as Kitchen duty and is a required 2 week stint for prisoners not on the mining or foundry programs. This area contains 10 gigantic washers and dryers as well as constant piles of clean and dirty laundry scattered about the place in huge stacks. The prisoners here are also required to press-iron the clothing using two pressing units.

The noise level in this area is incredible from the constantly working machines. Because of the stream of laundry that comes through this area, it is not uncommon for the laundry staff to misplace what article of clothing belongs to who. The prisoners do not really care since their uniforms are the same (except for height and weight) and have become used to wearing someone else's garb.



- **C: Supply Room:**

This area is filled with general upkeep equipment such as plungers, mops, brooms, detergents, cleaners, sponges, gloves, etc. The room is kept under lock and key to prevent prisoners from stealing certain detergents and cleaners in order to construct home-made bombs. Only the staff is allowed in here.

- **D: Waste Room:**

Despite the airtight door, the smell from this room always manages to seep out and raise a stench in the area. This room is used to store the prison's waste until trash day once a week. Head of Security Audrey Molloy has also been known to place prisoners here overnight to rethink their position on matters.

This room is infested with fruit flies and tiny maggots from the kitchen trash that thrive off the humid bacteria-ridden atmosphere.

- **E: Assignment Room:**

While the prisoners are not working, they are kept in this room, waiting to be assigned. Equipped with a table, several benches, poor lighting and an air processor unit that flickers on and off, the prisoners have learnt to come equipped to deal with the boredom of staying here, though, thankfully, there always seems to be a need for somebody in General Maintenance (even though it might be sweeping up the bathroom or carrying trash in from the kitchen).

2-2 LIFE SUPPORT:

The largest wing of the level, this division is in charge of heating, lighting, running water and most importantly at Sub-Attica, continued upkeep of air and atmospheric pressure within the prison. Most of this section takes up two levels. The entire wing is dedicated to a plethora of twisting and interlocking pipes, ducts, conduits, vents, valves, tanks, generators, pistons and flashing sub-monitors, all geared towards keeping Sub-Attica operational. Most people would find themselves lost in what seemed to be a dragon's belly filled with vented steam and the chrome and steel innards that branch out like a perfectly designed tree. Located here are the water distillation units and pumps, the central heating processor, the primary and secondary emergency generators, the air recycling units and pumps, air pressurization tanks as well as the emergency air supply designed to refill the entire base at the proper atmospheres. All of this is hooked up to the bases' nuclear generator.

Unless an emergency arises, this section only has 2 personnel on duty in the Control Room since the rest of the LS staff are checking on machinery or helping the GM staff in repairing humidity damaged equipment.

- **A: Control Room:**

The only aspect of Life Support recognizable to most people, this room is visible only by the window set in the wall that is located

one story off the ground as well as the fire escape stairs leading up to a door beside it. Inside the room is a bustle of activity if only from the nest of computers and sensors that dominate 3 of the four walls (the fourth one is where the window is located.) There are 5 separate units that monitor the Life Support systems and sub-systems and a sixth responsible for overriding the other systems for emergency procedures that is linked up to the Security Station (it is this unit that Corry reprograms in order to run the system-wide diagnostics and lock out all other commands). Each unit has its own hardcopy printer, emergency wall light and a siren megaphone that can be heard throughout the level (just in case).

- **B: Main Office:**

This small office space is used by Patrick N'gui. It shows that the office is rarely used since Patrick would rather wander around the labyrinth of metal innards and keep a personal eye out on matters there. The office is only used to fill out the daily activities log, the monthly updates to be sent to Arasaka by Supply ship or when Patrick wants to spend some time alone. Apart from the desk, computer, filing cabinet (filled with LS hardcopy information) and two chairs, the room is Spartan in decor.

- **C: LS Lounge:**

Since a technician is required to be present in Life Support at all times, this lounge is used by LS staff during slow periods or at night. It is furnished with a coffee table, wall TV unit, LS readout marquis, small fridge, pull out sofa and chair. One person can always be found here, whether awake or asleep.

- **D: Nuclear Generator:**

Found in this chamber is a small nuclear generator used to power the entire base. The generator is an old power source (though it is still usable and highly efficient for at least a decade) installed when the base was first being constructed. Despite the influx of newer and safer equipment into the market, the installation of a better power source would be impossible because of the required minimum of 2 months to properly affix such a unit and conform the entire base to its use. Such a process would shut the foundries down as well as most of the prison.

The chamber is sealed airtight and lined with alloys that keep some of the low-level radiations from escaping the chamber (key word here is 'some'). The room itself is dominated by the generator mounted from floor to ceiling and the hodge-podge of piping and cables affixed to it.

2-3 BIO-LABS:

Apart from the Medical wing on level 5, the Bio-Labs are one of the few places that has remained clean, sterile and devoid of the ambient moisture so prevalent throughout the rest of the facilities (dehumidifier units were specially ordered). At one time this section was set aside for General Maintenance to use as they saw fit, but the need for the Bio-Labs forced GM



into more crowded accommodations with the bulk of their supply moved to the basement (and later to agri-dome #4), while this area was rebuilt.

Because of the restructuring, the labs are equipped with state-of-the-art equipment and considerations. This wing has the most amount of free space available in order that the scientists can freely move around and not be hampered by physical restrictions.

In cases of emergencies, each section of the lab can be hermetically sealed and kept airtight. For just such an emergency, each of the labs is equipped with a special vent hooked up to individual air cells and purifiers that will prevent any airborne virus from penetrating the prison through the air ducts.

- **A-E Private Offices:**

Because of the importance Arasaka places on the project, virtually no expense was spared in insuring the comfort of the scientists. The offices are all equipped with a Microtech IIKL-4 Workstation mainframe computer (see *Chromebook II*, p. 15), geared towards lab work and information which in turn is linked to a wall video unit, an information black box (see *Geared for the Deep* section) into which all data downloaded into the Microtech Mainframe is immediately recorded on the black box, stereo system, couch, modern work table with special chair (designed to alleviate back stress), potted rubber plant and a verbally activated light intensifier. Every month, the black box is replaced and all the information is taken by the supply sub back to Arasaka R&D.

- **F Main Lab:**

The Bio-Labs are equipped with several labs designed for a variety of functions. The Main Lab is the nexus point for the smaller labs since all information received from the adjoining areas are displayed on 6 video wall units. In here, a scientist can monitor the progress of his experiment while completing another function. This lab is built with several work areas for a variety of functions including compiling of data and general analysis (using equipment such as the electron microscopes, chemical reaction tests, etc).

- **G Gene Sequencing Lab:**

This entire lab is outfitted with a computer mainframe and a wall video unit, all geared towards the Human and Animal Genom Projects. The mainframe unit is crammed with the map of human and some oceanic life's entire genetic sequence. This mainframe is linked to the other workstations and video monitors for the scientists to use regardless of where they are.

- **H SCACE Labs:**

This lab is filled with 20 SCACE Units (see Christmas List section for more information) that each contain a sedated animal or prisoner (the Bio-Labs have been borrowing prisoners

and not returning them). The SCACE tubes are all filled with a variety of liquids, from pure seawater, to liquid breathing mediums and chemical baths. Some of the subjects (those in the chemical baths and some of them in the sea water) are breathing using air tubes linked to outside tanks while the rest are breathing using the liquid breathing medium.

The subjects within the SCACE units are connected to various wires and tubes that lead to outside racks above each tube. The racks hold nutrient bags, life function monitor relay boxes, chemical injectors for new batches of viruses or just anaesthetics. The test subjects are kept in place via restraining clamps set into the side of the tubes.

The different tubes are connected to cables that run to the observation room next door. The only entrance to this chamber is through the observation room door or the bay-sized window overlooking the project.

- **I Observation Room:**

Also equipped with a mainframe, this lab is designed to monitor the life signs of the subjects within the SCACE lab, control their nutrient intake, control the atmospheric parameters of each tube, record the incoming data, adjust the anesthetic, drug or viral feed to each subject and alert the other labs in cases of a change in the subjects' condition. Set into the wall of this lab is an observation bay window designed to withstand heavy punishment and a video wall data screen set opposite from the bay window.

- **J Chemical Lab:**

Anything pertaining to chemical or compound analysis and separation can be found in this room. The room can be called a Med-Tech dream since it holds the top line in ultra powerful electron microscopes, spectrophotometer, mass spectroscopy, ultra centrifuge and gas chromatograph units. All the equipment in here is geared towards analyzing chemicals and compounds, and separating them.

Information in here can be immediately uploaded or downloaded into a mainframe computer present, which in turn can access the video wall units in the Main Lab or Private Offices.

- **K Refrigeration Room:**

This room is lined wall to wall with close to 15 different-sized refrigeration units. Each fridge keeps the contents stored within it at various temperatures. Anything can be found here from tissue and blood samples, various chemical compounds, drugs and medicines to the batches of Bio-Warfare canisters found aboard the scuttled Russian ships.

Also found in here are genetic samples from several different species of sea-faring life.

- **L Biopsy Lab:**

This area is used to dissect and analyze the remains of those test subjects who have perished. The room contains an autopsy table

with all relevant equipment, as well as a freezer wall unit that holds the vivisectioned remains of dead humans and animals. The Biopsy Lab may be used to operate on some live test subjects, but that is rarely done.

- **M Animal Kennel:**

The lab uses a wide variety of mammals as test subjects and oceanic life forms as genetic stock for gene grafts. The kennel is a totally automated area that cares for the animals' base needs of food and warmth, while disposing of waste material. In here, a variety of creatures can be found, from dogs to lab rats, simple angel fish to large containers storing jellyfish, squids and octopi.

- **N Culture Lab:**

In this lab, gene and viral growths are stored in a carefully regulated containment unit (the unit holds different self-contained cells where the samples can be stored) that allow the different cultures to propagate. The room is divided into two areas and sealed off by an airtight fibreglass wall in which is built a waldo unit. This enables the scientists to manipulate some of the cultures without coming into direct contact with them.

It is here that the scientists are learning what the various effects the augmented bio-warfare viruses have on the different samples of genetic material. Some of the lab animals are also brought to this area to study the effects of some of the viruses on mammals.

This room is built with a mini portable SCACE unit used to clone certain genetic material.

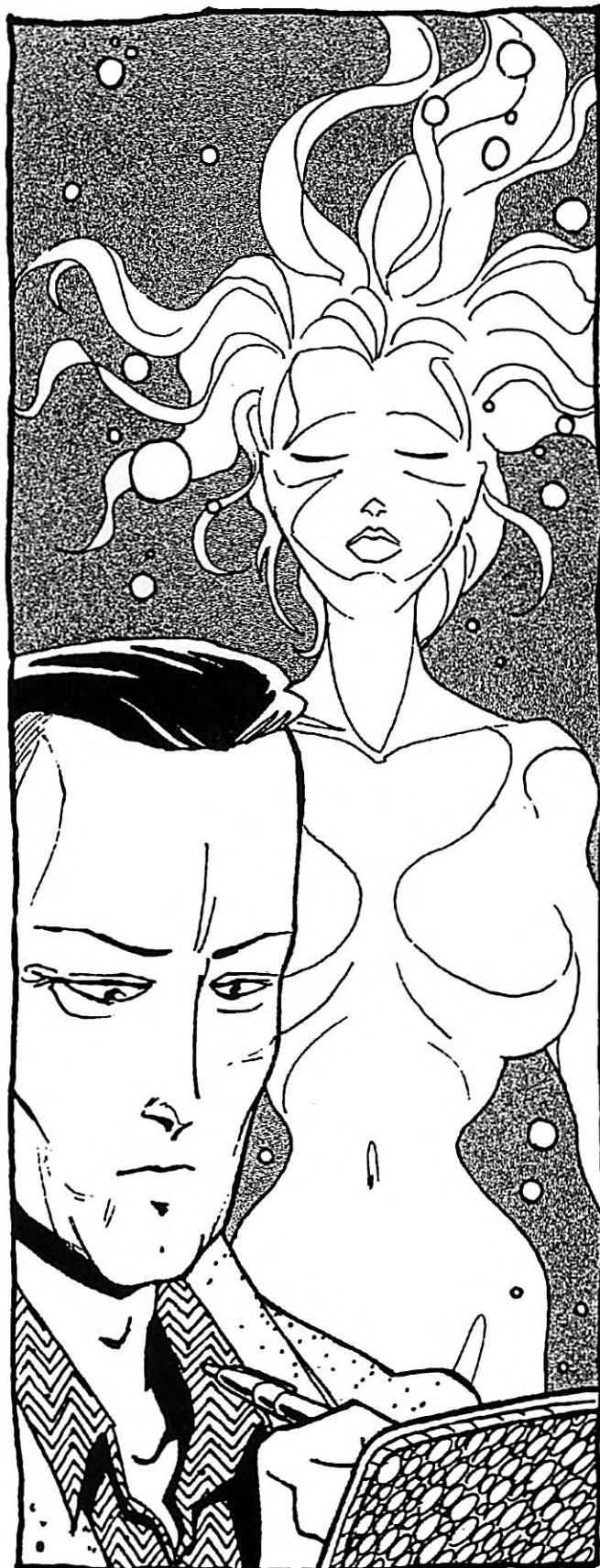
- **O Supply Room:**

Any equipment, chemicals or drugs that do not need refrigeration or special storage considerations are kept here. The waste transfer containers can be found here for shipping of dangerous waste products to Arasaka.

- **P Generator Room:**

In cases of emergencies, the Bio-Labs are equipped with their own power generators that allow the labs to continue at 50% original capacity. This is used primarily to power ongoing experiments and to keep the SCACE units from shutting off and killing the test subjects (not a humanitarian concern; it would just set the project back by a few months).

This room also holds a waste disposal incinerator. Most materials used in the labs are destroyed while refuse chemical compounds and viral cultures are shipped to Arasaka to be specially handled.





LEVEL 5 PRISON LEVEL-RECREATION/ MEDICAL

This floor is referred to as the Prison Level for two reasons. The first is because this floor connects up to the Prison Cell Blocks which are also located separately from the main structure of Sub-Attica and is the only level with an exit from the cell blocks into Sub-Attica. The second reason why this is considered the Prisoner level is that with exception to specially designated elevators, most of this level is open access to the prisoners.

3-1 CAFETERIA:

This is one of the few rooms whose ceiling was heightened to include the floor above it. This was to incorporate a catwalk above the cafeteria where the guards could oversee the prisoners' meals.

The cafeteria can hold over 300 prisoners per meal with 18 rows of bench tables, a serving line where the prisoners line up for their meals and a window to hand in plates and utensils.

3-2 KITCHEN:

Considered to be noisier than the mines and foundries, the kitchen is rarely quiet; cooks are constantly mass-cooking food over huge stoves, gigantic ovens and heating pads. Dishwashers seemingly toil away at mountains of dishes, cutlery, trays, pots, pans and cups for the entire day as the busboys serve the food to screaming convicts and carry dishes to and from the dishwashers. All this noise is dwarfed by Bernie Menerez screaming and barking orders to all the personnel in order to get the food right or have all the dishes washed for the mealtime rush.

3-3 FREEZER:

An enormous walk-in freezer is used to store all the meats and other perishables until the next supply ship comes around.

3-4 REFRIGERATION ROOM:

This room is used to store items that require refrigeration but not freezing. This includes produce, desserts (served only on Saturday), drinks, dairy and poultry products, etc.

3-5 STOCKS:

The stockroom is used to store all the non-perishable items that do not require refrigeration. The stockroom is always kept at a minimum of half full by the time the next supply ship arrives. This is to prevent a shortage of food if one of the supply dates gets pushed back or a ship never makes it (which has happened).

3-6 & 3-7 SHOWERS:

Sink and shower area for the prisoners.

3-8 - 3-10 & 3-13 - 3-18 CLASSROOMS:

Rooms designated as classrooms for any courses a prisoner or Activities Counselor may wish to teach or they can be used for any interest group that wants to meet. The rooms are one of the few carpeted areas, and filled with chairs, desks and a blackboard. Some of the classes taught are English literature, world literature, mathematics, arts and crafts, mechanics and electronics (theoretical only), body & fitness training etc.

Some of the groups include a support group to cope with the pressures of protracted living in an underwater prison (not in great attendance), a women's group and a group or social club for the disabled (since 'mercies' are often picked on or abused by other prison inmates).

3-11 A-I CONJUGAL ROOMS:

9 small rooms with a bed and nightstand for prisoners that would like some private time together for intimate moments. Access to these rooms can only be obtained by Security, who checks to prevent anyone with a history of sexual assault from using the rooms, and from Medical, which certifies the lack of STDs (sexually transmitted diseases).

3-12 WEIGHT ROOM:

Like staff, the prisoners are encouraged to keep fit during their own free time. The weight room is solely equipped with free weights and is in constant use during Rec-Time. The walls are not mirrored in order to prevent broken glass from being used as a weapon, and constantly supervised by either a prisoner or one of the Rec Staff.

At the end of each year, a contest is held for physical fitness with categories like "Best Body", "Most Improved", "Strongest in Certain Category" and such. Winners are awarded various prizes that include trophies and gifts (nice 'hardsell'). The contest is fairly popular with the inmates and competitions are even held between Security and Convicts.

3-19 & 3-20 MINING LOCKERS:

These two rooms are locker areas where the prisoners on Mining Duty change into their work clothing. The lockers are fairly tough to break into (Difficulty Roll of +20; the lockers themselves have an SP of 10 in order to batter one of the doors down).

3-21 MOVIE THEATRE/ REC-ROOM:

During the week, this room is used for simple recreational activities such as chess, boardgames and even an RPG. On saturday, however, the area is converted into a movie room that shows 2 movies in the evening before lights out.

3-22 & 3-23 REC OFFICES:

These are the private offices of the 4 recreation staff members who share 2 per office. These are not readily accessible by the prisoners.

3-24 COUNSELLING ROOM:

This room is divided into two sections by a partition screen that splits the room in half. It is used by the 3 counsellors to hold workshops and group help sessions to assist both the prisoners and staff members in coping with whatever ails their psyche. The staff and prisoners never share a session together.

The room itself is simple in design, with only a carpet and a circle of chairs that grace the room.

3-25 & 3-26 PRIVATE OFFICES:

These are the private offices of the counselors. Two members share one room while Dr. Elisa Baboinne has her own private office. Here the prisoners can have one-on-one sessions with their counselors in a relaxed atmosphere. The rooms are warmly decorated to remove the cold metallic harshness of Sub-Attica and take the patients' minds off their surroundings. This includes a carpeted floor and pictures of landscapes on the walls. The florescent lighting has been dimmed to provide a more intimate atmosphere and there is a comfortable couch on which the patient can lie.

3-27 MEDICAL WING:

This entire section is one of the only areas not readily accessible to the general prison populace with exception to the front office. If the prison seemed cold and sterile, the medical wing only amplifies that sensation. The lights here are brighter and harsher as they illuminate and shine off the cold metal floors and walls. Even the walls are shinier, more antiseptic under the bright white lights. The smell of cleaning chemicals and medicine permeates the air and sticks in the nose like saturated cotton.

• A: Reception:

This is the only place in the medical wing the prisoners are allowed to enter unescorted. The room holds 1 sofa, 3 chairs, a table and some news magazines (3-4 years old) for reading. There is always at least one prisoner in the waiting room.

Across from the door is a shatterproof plexiglass window (15 SP) behind which sits a receptionist (a prisoner) in a small room. The door leading to the interior of the medical wing can only be opened from the other side or if the receptionist buzzes the person in.

• B: Head Office:

The office of the head doctor, Dr. Hassan, holds all the personnel and prisoner medical files on computer. Dr. Hassan has attempted to alleviate the sterile feel of the prison by including

wallpaper for his office, carpeting, several holo-pictures of architectural wonders from around the world and a stereo system that plays soft classical tunes. It comes as no great surprise then to learn that the doctor spends most of his time in his office.

• **C: Receptionist:**

This small space is outfitted with a simple window that overlooks reception, a desk, chair and buzzer to open the door to the medical wing. It is usually occupied by a prisoner who receives the prisoners and relays their problems to the doctor (it provides the prisoner working there with a small bit of useful information to trade from time to time).

• **D: General Offices:**

This space is shared by the two remaining doctors of the facilities. It is sparsely decorated, except for the filing cabinets holding medical histories printed up into hardcopies.

• **E: Scan Unit:**

This room contains the MSU 550, a complex scanning unit that fulfills a variety of functions from X-ray to Cat Scans. The unit has a chamber in which the patient is placed, an exterior control panel, a viewscreen to view the results of the scan and a print unit to give the doctors a hardcopy of the completed scan. This unit has a feed to one of the viewscreens in the surgical unit for any information downloaded into the MSU 550.

• **F & G: Examination Rooms:**

Both rooms are allocated as general examination rooms with a variety of versatile equipment to cover various aspects of the medical field. With exception to surgery or very specialized cases, these rooms are equipped to handle anything from general dentistry to optometry, general check-ups and physicals, etc.

• **H: Pre-Op:**

Located here is the room where the doctors change into surgical garb and scrub up before their operations. This room also holds a computer that can download any information in order to display it on the operation room's viewscreens.

In the corner of the room is a minor incendiary unit to destroy any soft materials used during the operation. If necessary, this area can be sealed off. It is also equipped with a sterilization unit to clean used surgical equipment in-between operations.

• **I: Post Op & General Infirmary:**

Any prisoner that requires observation, hospitalization or is in post-op, is placed in the infirmary. This area is capable of bedding 30 patients at one time with little trouble. There is always one prisoner here keeping an eye on the patients at all times (one of the only night-shift jobs) from their observation desk at the end of the room.

The beds are equipped with restraints for the more troublesome patients. The ceiling is also mounted with tracks for privacy curtains for some patients (available only for staff members).

• **J: Staff Lounge:**

A small lounge for the prisoners and staff on duty equipped with a coffee maker, a small fridge for snacks, a couch, a table, a small T.V. and several chairs. Since the prisoners who work here are carefully screened and must earn the trust of Security by being model prisoners, the use of the lounge is a major bonus to those few who work in the medical wing.

• **K: Operation Room:**

This rather spacious area is a multi-functional operation room equipped with a variety of equipment designed to deal with most situations. The walls of the room are covered with three large screens keyed into the computer in the pre-op room, the scan room, the lab and some of the exploratory equipment used in surgery (the screens can also display information received by surgical nanites armed with a transmitter). The viewscreens are used in surgery by the doctors for any information needed during the operation. This includes bio-monitors, 3-D scans performed on the patient, information from a medical catalogue detailing all known procedures, ailments and treatments.

The fourth wall of the room holds a refrigeration unit that stores a variety of blood plasma for transfusions during the operation. The room itself can also be sealed hermetically from the rest of the wing to avoid the risk of bio-hazards.

• **L: Medical Supply:**

Stored here is a variety of medical supplies needed for as wide a range as possible in the treatment of the prisoners. The room is used to store everything from clean linen to gauze bandages, from binding tapes to sterile containment units for surgical equipment. Supply also holds two special units. The first is a refrigeration unit for storage of items like regenerative tissue bacteria, medicinal cultures and special drugs that require cold storage. The second unit is a secure cabinet (SP 10, alarm link-up to Security, /DL 20/ on lockpicking to open) which holds a variety of drugs and medicines. Only the doctors have access to either unit.

• **M: Analysis Room:**

Like the Scan Unit room, this area is dedicated to one machine that fulfills a variety of lab tests on tissue, urine/stool and blood samples. It is also equipped with a printer, a display and a link-up to the surgical viewscreens.

• **N: Morgue:**

Simply put, this room is used to perform autopsies and to store the dead bodies until they can be shipped out. The wall unit is airtight and can store up to 6 people as well as chilling their bodies.

PRISON CELL BLOCK

This entire wing was built separately from the main facilities in order to limit and thereby better supervise prisoner movement. There are 2 large corridors that connect the Prison Wing to Level 5 of the main facilities that are sealed up at night after lock-up.

The cell block is a multi-level area much like the Habitation wing for the staff. There are six levels that contain a total of 52 cells each, with the 2 corridors to the main facilities located on the 3rd floor. In the center of each level is a balcony that looks down or up at the adjoining levels as well as 6 sets of stairs joining the various floors.

Starting from the top, Levels 1 & 2 are designated as the Women's Cell Unit, Level 3 is used for those prisoners with physical disabilities (since this level has the two corridors to the main facilities and does not require the use of stairs) while Levels 4-6 are the Men's Cell Unit.

The bottom floor, or Level 6, does not have the balcony set into the floor, rather it has a ramp leading down into a pit area. The pit holds the Solitary Confinement units. There are 10 cubicles shut away from the prison by a windowless steel door set in the pit wall. These cubicles act as sensory deprivation units in that they are light and sound proof.

On the floor of the pit are 4 tubes covered by a heavy grate. The tubes are filled with water, cold enough to cause discomfort, but not enough to kill or render a prisoner unconscious. The tubes are small (standing room only) and are used on those convicts that do not seem to learn their lesson after several stints in solitary confinement. If the tubes fail to break even the hardest of criminals, then there is always the waste disposal room located in the General Maintenance wing. Most prisoners reform their ways by the time they have gone through the tube once or twice (time spent in these areas is GM's discretion).

In terms of the cells themselves, each one contains a bunk bed for two prisoners, a toilet, a small desk and two storage chests.





LEVEL 6 MINING AND SUPPLY LEVEL (NOW PARTLY FLOODED)

This final level of the prison was dedicated to storage and supply before the flood. It is built deeper than the other levels in order to accommodate some of the high ceiling storage bays. Because of the amount of equipment the prison uses, this last level is the largest section in the entire facilities. With exception to a few specific areas, most of this level is left unmapped because it is virtually a gigantic maze of criss-crossing corridors and storage bays.

Because the larger storage bays are three levels high, some of the corridors go up or down a couple of levels in order to access the storage bay openings. Some corridors are wider than others in order to accommodate the various level catwalks overlooking the ground floor. Other levels are either half or completely flooded as stairs vanish into oily sea water and emergency lights can be seen dimly glowing in the murky pools.

When the flood hit this level, the first 25% of the basement was completely inundated. The only accessible routes through this area are through some of the 3rd level catwalks that are untouched and some second level catwalks whose railing still breaks the surface of the frigid water.

After this area, the level 1 corridors are either completely or half flooded while ankle deep water rests in the level 2 tunnels and catwalks. The remaining 25% of the basement level is dry except on the ground floor where some flood water might be knee high.

What makes it difficult in trying to pump out the water from the flooded sections is that it was necessary to seal the corridors to the breach point using AKT 'Plugs' and Resin bombs in order to properly equalize the pressure of the basement before the work teams could be sent in. Because the area damaged contained access valves and ports for the flood tubes, the waste disposal airlock and the emergency evacuation airlock, the closest place to pump the water out from was the mine shaft waste disposal airlocks. There was an idea to pump the water out from the Type #2 elevator shafts which were equipped to hold and flush water, but it was decided to properly fix the breach before the purge was done. Some areas are being reclaimed, but mass purging of the damaged sections are on hold out for fear that more pressure changes in those sections could result in an entirely new breach.

This a great place for the GM to play mind games with the players if they are not careful of the direction they are headed in and end up by getting lost. Half-filled passages of freezing water, dim underwater lights that exude a sickly green glow, the occasional fish that got trapped here and now darts in-between the legs of wary party members, rollings from submerged catwalks that barely break the surface, bubbles of air forming on the water surface from a slow valve leak, the tentacles of Morgan that briefly caress the surface as he swims in flooded corridors, the soft eerie lapping of water against the metal walls or the slurping sounds of water being sucked in and out of a vent. This is a fun place for the players to confront Morgan or Lisa, both of whom are completely comfortable in the water (Morgan and Lisa are the result of Dr. Pak's experimentation; for more info on them read the NPC's section).

STORAGE BAYS :

Most of the storage bays in the basement are either sealed and cannot be reached because of the water level, flooded with its contents either removed or in the process of being removed or were never touched by the water, but empty because the contents are being transferred to the agri-domes. These are generic rooms used for standard storage that affords the GM an idea of what some of the rooms are like if a party member decides to investigate them.

The only areas readily open are those that are completely or partially flooded and whose contents have been emptied out (much like the garages). Those rooms sealed airtight with their contents intact are inaccessible because the surrounding corridors are still flooded or Security has locked out access until the rooms can be emptied.

4-1 MINING SECTION:

Most of this section was spared the flooding, though some storage bays were still hit with water. The area is now a series of empty corridors, offices and cargo bays whose personnel and contents were transferred to agri-dome #4. Even the power grid in this area has been turned off, casting the place into uncertain shadows.

• A: Vehicle Garage:

This 2 story high storage bay was built as the garage and storage facilities for most of the mining vehicles. When the flood hit, all the vehicles and tools was transferred directly up to agri-dome #4, leaving this bay empty. The only things left behind were the chains and winches still dangling from the ceiling, the 40 or so empty and darkened alcoves in the walls (vehicle bays) and the greasy pools of oil and water.

• B-E: Empty Offices and storage rooms.

• F-L: Empty cargo holds

Empty cargo holds that used to store all the various mining supplies before they were transferred upstairs. They vary in height from one to two story level bays.

• M-?: Sealed Cargo Holds:

Most of the storage bays beyond this point are either flooded and inaccessible or sealed off by Security until its contents can be removed.

4-2 COLD STORAGE:

The Supply division has mostly cleared out from this area with exception to one place, Cold Storage. This chamber is a 3 level cargo bay that accesses the watervator. The chamber is filled with cold seawater for the first 2 levels while the 3rd level is dry and holds a catwalk just above the water that extends from one side of the room to the other. This catwalk has two stairs leading into the water for the divers to use.

This chamber is used as a mass refrigeration unit to store chemicals, supplies and explosives not normally stable when in warmer temperatures. The supplies are sealed away in special waterproof containers when in agri-dome #1 and brought down using the watervator. After it clears the watervator airlock (still filled with water but shielding the area from anything happening in the watervator shaft), divers take the containers and place them in their assigned slots.

It was thought that the chamber would also be useful in storing dangerous chemicals in that the water would negate any damage brought about through chemical leaks or toxic fumes. The chamber, as a side effect of the freezing water, is cold since precipitation forms from breathing. Except for the temperature variant, the players may mistake this room to be another flooded chamber.

It should be noted that Morgan and Lisa use the air duct over the door for the catwalk to get into this chamber. The watervator doors can be opened manually and are not hooked up to the Security console (who figured that no one would be suicidal enough to use the watervator for transport).

4-3 DR. PAK'S SECRET LAB:

This cargo bay was one of the few open areas left in the basement. Arasaka was not comfortable with the new prisoners being processed through agri-dome #1, and thought it would be better to install a prison transfer area closer to the base. This section of basement was the choice for that transfer point and a new airlock was to be built here. The plans got shelved until after the flood damage was cleared up.

What attracted Dr. Pak to this section were the different advantages it held. First of all, this section was one of the few

empty areas left in the prison that could be accessed through the air ducts. Secondly, there was only one corridor linking this chamber to the rest of the basement because it was an outlying cargo hold. Thirdly, the area was not sealed like all the other cargo bays, which meant that during a flood, Security would not come and investigate this section of basement since nothing was supposed to be here and it would be assumed that the hold was flooded.

Minutes before the air tanks blew up from the excess pressure, the corridor was blocked using resin bombs placed at various points in the passageway. This isolated the chamber completely, which can now only be accessed through the air ducts that open up inside the bay. Because Morgan and Lisa swim around the basement from time to time, they use some of the basement air ducts (above water) to exit and leave. Corry has insured that a couple of the air ducts were left unblocked (though they do not register as such at Life Support) in order for people to move in and out of the secret lab. The air ducts around that bay were supposedly sealed in order to prevent water from flooding the rest of the air ducts. However, since there is no water in that bay, the vents can be left opened and the alarms will not sound (there is not the threat of water entering).

The air ducts in and around the bay that have remained unflooded (3rd & 2nd level vents) have had their grating loosened for Morgan and Lisa to use. When any player is passing a grating in that area, they may make a Perception/Notice roll to see if they spotted the grating slightly out of place (Very Difficult /DL 25/). Fiddling with one of these vent grates will automatically reveal that they have been loosened.

Once inside the air ducts, the players can use them to enter the lab (if they can find their way around). There is a 2 in 10 chance that they come across a glowpowder trail leading from Elevator #1 to the lab (see The Great Escape section).



The bay that holds the lab itself is a large area, 3 stories high and dripping with moisture. The equipment present in the room is dwarfed by its height, but the thrum of the machinery fills the space with a low-keyed buzz. The cargo bay holds all the charm of a crude, roughshod and scrapped together Ripperdoc lab. Strewn about the area are two oxygen reclamation units used to keep the air fresh, one unused AKT- 'Plug', a crate next to a portable freezer unit, a work table, three SCACE Units, two of which are filled with an unusual-looking soup (the chemical bath of Batch 487-D & Batch 35-K) and the third more portable unit being used to grow genetic samples (Morgan's tentacles and Lisa's tail). Also found in here is a crude cot covered with blood (operating table), a flood light positioned over it with a stand (operating light) and a table filled with various minor medical equipment, including a micro-centrifuge. Located next to the table is a tank connected to an air hose and mouthpiece (the anesthetic). The small crate contains the four N-4 Emergency Resin bombs, a can of Resin Solvent spray, an empty canister of NT-Glowpowder and various odd tools, clamps and screws. The fridge holds one canister of Batch 487-D, and one of Batch 35-K, three LMN Pump each holding two variant 2 nanites, blood and tissue samples and three plasma bags.

The work table has a notebook and a variety of looseleaf handwritten notes torn from the book involving mathematical formulae, genetic sequences, equipment lists, supply ship timetables, progress of implants coupled with genetic altering, reactions, possible side-effects to the research, etc.

• Important:

The most relevant piece of information in the notebook is a current timetable of the prison breakout (the GM may or may not wish to include this gem of information, depending on the progress of the players and whether they can deduce the events without the book, or if they are totally lost).

All the machinery is hooked up to three portable generators using cables strewn haphazardly around. In the corner of the bay are two cots with heavy blankets soaked in water and a variety of magazines collected on the floor around them. These are the resting places of Morgan and Lisa, who use the wet blankets to keep their skin and appendages moist. The combination of blood, chemical and wet blankets adds to the distinct odor that even the oxygen purifiers are hard pressed to be rid off.

Any Med-Techie who examines the area will realize that the lab is missing certain crucial equipment if in fact it is a crude operating and genetic manipulation lab. The reason why the doctor does not need such equipment as electron microscopes, gene sequencers, spectrophotometer, mass spectroscopy, ultra centrifuge and gas chromatograph units (equipment used in the analysis and separation of compounds) is because he uses the Bio-Labs to secretly analyze his results or prepare the more advanced compounds.



Day to Day Adventures

This section covers some of the adventures that can occur while working in Sub-Attica. Some are red herrings to preoccupy the players while in Sub-Attica, while some other adventures are designed to progress the situation along to the point of the escape. In order to best use the situations in here, the GM may wish to interspace the players in terms of where they are assigned work.

The section is broken down into three separate areas. The first deals with the mini-adventures designed to afford the GM some scenarios in which the players encounter certain situations or are forced to overcome specific obstacles. The second area of this section, the General Rumours list is designed so that the GM can use it to supplement information the players may receive from the various prisoners they speak to. The third area of this section covers specific NPC and what clues they know or can give the players in order for their characters to have a fighting chance of surviving the events of the break-out.





GENERAL ROUTINES

In Sub-Attica, most of the prisoners are used in the foundries and other hard labour jobs around the prison (mining, sanitation reclamation units and off-loading). The prisoners are used as cheap labour in maintaining the upkeep of the facilities. Normally, the head of any of the prison staff is a civilian, while their help is someone serving time who would be best suited to the task he might be helping in.

Some prisoners are given permanent jobs helping in the kitchen, recreations, medical, janitorial or administrative section. These positions are usually delegated to 'Mercies', a derogatory remark aimed at those prisoners unable to complete the heavy physical labour requirements of the prison.

The only areas where the prisoners are not allowed access are the Bio-genetic labs, the agri-domes when a ship arrives or the security enforcement offices.

Because most of the people sent here are lifers, alleviating boredom is a major factor. Therefore, work quotas are established where the amount of work you do dictates the amount of recreation and days off you receive. This system encourages better work out of the prisoners as even the most headstrong of convicts gets bored.

The system base for the work quota is for every two hours of good solid work, the prisoner receives half an hour recreation time.

The prisoners go according to a 10 week rotation schedule. During this time they are required to serve eight weeks in mining and foundry detail, one week in an area of their choice (pending approval by department heads and administration) and one week in the kitchen (hell duty).

Once each prisoner has been given a work schedule for the next 10 weeks, they are assigned to one of the staff members working in their area. When reporting for work, they must sign in with their 'supervisor', who then escorts the group of convicts under him or her to their assigned work areas.

The prison schedule begins at 6:00 a.m. (kitchen staff wakes up at 5:00 a.m. and begins preparing breakfast by 6:00 a.m.) when the prisoners wake up and begin gearing up for the first work shift. By 7:00 a.m., the prisoners have already eaten and are on their way to their designated work areas.

At 12:00 a.m., the prisoners are fed lunch and allowed a half hour off. Those prisoners that work in the mines or agri-domes have their meals transported to them in order not to waste

another half to two hours waiting in transport. They then work from 12:30 p.m. to 4:30 p.m., and allowed a half hour to wash up before dinner is served at 5:00 p.m.. After that, those prisoners with time from successfully completing their work quota are given recreation time to enjoy outside their cell before lights out at 10:00 p.m..

Those prisoners who do not have recreation time to spend are escorted back to their cells to spend the rest of the evening there.

The prisoners are given one day a week off where they have unlimited rec time available (based on availability of certain activities) and the evening is capped off by movies brought in from the surface.





SITUATIONS

The following are nine mini-adventures or situations to put the player through in their quest to learn more about Sub-Attica. One of the options the GM may wish to pursue in order to have the players more involved with the actions of the adventure, is having them present or involved with the events of the floods and the subsequent salvage work to remove supplies from the flooded sections. This may put them in contact with NPCs like Pak and 13, who need a few specially marked containers or supplies from the flooded stores as per the mini-adventure *Smugglers Gauntlet*. It would also involve them more directly in the events of the prison. That is an option that GMs should be aware is available to them.



"GOING FISHING":

This is one of the more enjoyable ways of obtaining information from different sources (at least from the GM's point of view). It is also one of the primary ways people do business down here and is somewhat akin to a scavenger hunt.

It begins when the players need information from someone, but the person the players wish to trade with wants the information in exchange of a specific item. The problem now rests with the prisoner who has the item the players need will only part with it for something else, something that a third prisoner has. It is almost like bureaucratic red tape, but amongst convicts.

This scenario is good for the players' initial contacts in the prison since they would probably have little to nothing to negotiate with initially for information. The term 'fishing' implies an errand boy or someone doing favours in order to barter.

Here is an example of how the sale of information would go:

Sweet D is one of the prisoners working in an area the players do not have access to but want info about (except Bio-Labs, Life Support and Security). Seeing as how the players do not have the "hard sell" (see *Slang* section) to trade the information with, Sweet D is going to cut them a deal. The players have to collect a debt owed to Sweet D by Shank, one of the kitchen help. Shank owes Sweet D two cartons of cigarettes and he wants them now!





Shank does not have the cigarettes because the person he is supposed to collect them from, Rich Ricky, is currently serving time in solitary. Shank can not get the cigarettes because he does not know where Rich Ricky hid them. The only way to find out is to talk to Geek, Rich's cellmate whom Shank does not get along with.

Geek knows where the cigarettes are, but he wants the players to do him a favour in exchange for the cigarettes first. Him and Rich are tight, so he knows that Rich is probably going nuts without his smokes right now. Geek wants the players to sneak Rich some smokes into solitary. Geek tells them the only way to do that is to do lunch duty, and the person in charge of the lunch roster is Crispy, one of the cooks.

Crispy will place the players on lunch duty for that section if they get for him the October issue of Playchrome with the pin-up of Alicia Digitexxx.

After some searching, the only person in the prison with that issue is Rough Sally (she only likes the magazine for the articles). She is willing to part with the magazine in exchange for some extra recreation time the players may have (she will start haggling at 7 hours, but can be brought down to 4). In order for them to transfer rec time, they will have to talk to Ryerson, one of the only prisoners working the rec time duty roster.

Ryerson will help the party if they help him get a date with one of the other prisoners, Marlena Napoli, someone who Ryerson really likes but does not have the courage to ask out. Marlena may or may not agree, depending on how far the GM wishes to carry this.

This should afford the GM a basic idea of the work involved behind getting some information. The information could even be useless since the party has to start back from square one in obtaining information.



"BLACK WIDOW"

This scenario is a bit of an unusual situation. It involves a woman named Deirdra Hollins who is in prison for several counts of manslaughter. Deirdra is a black widow in that she enjoys making love to men, then for some reason feels betrayed at having been 'taken advantage of' and sets out to kill that person. Most male prisoners have found out about her in time and will not go near her.

When the party first arrives at Sub-Attica, Deirdra will attempt to seduce one of the players with high Cool (5+). It first

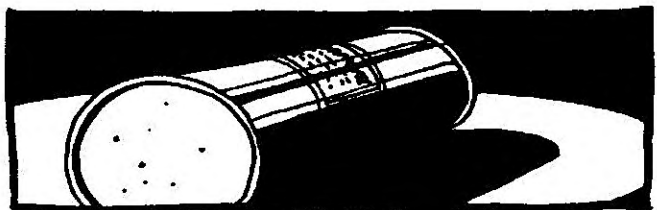
begins with flirting, but if she sees she can go further (all this she will try to do when they are in private since all the men she has attempted to seduce thus far have been warned away), she will start coming on to the player.

Times when she will be alone will be during rec time, when she remains in her cell. She will mostly refuse to go out in 'public' and ask the player not to tell anyone that he talks to her (she will claim one of the other prisoners is her boyfriend with a lot of friends and highly jealous). Throughout this time, Deirdra will play hard to get, letting the player know she is interested, but waiting for the right time.

It finally comes down to the movie evening when most everyone else is at the movies and Deirdra leaves a note for the player to meet her one of the conjugal rooms which she borrowed the key for. The evening will go smoothly, but after that, Deirdra will feel betrayed and refuse to speak to the player, using illness as an excuse.

The next movie night, Deirdra will reinvite the player back to the conjugal room to 'apologize' for her behavior. It is then that she will attempt to kill him using a homemade knife.

If the player is warned off of her before anything ever happens, she will ignore him and drop all contact, pretending the interest was never there.



"SMUGGLER'S GAUNTLET"

The player in this scenario is assigned to Supply detail. This can cover a number of duties including assisting with off-loading the supplies after the supply ship

leaves, inventory of current stock, delivering supplies to the various departments (never to Security, Bio-Labs, Life Support or Medical), inventory of supplies damaged in the flood, etc.

In this case, it is close to the end of the work week in supply detail when the player is sent to help with inventory of articles damaged during the flood. One of the storage rooms in the basement was half flooded when the bulkheads activated and sealed off the section. Unable to approach the room from the flooded corridors, the work crews accessed this area through the flood tubes and managed to pump most of the water out. The area stored tools, equipment, spare parts, nuts, bolts, sealant, etc., for General Maintenance.



The area is still knee-deep in sea water, since a lot of the contents from the supply containers spilt out and are now floating in the room. General maintenance has been unable to pump out the remaining sea water without the loose supplies getting sucked up into the water pumps and clogging the system up. The player is included in part of a work detail to clean the room out, which is expected to take two days.

As the supply detail is removing the remaining supplies from the room, the player has to make an Awareness/Notice /DL 20/ in order to see one of the prisoners, Riprap, pocketing a canister of sealant. From then on, the player notices /DL 15/ that every once in a while, Riprap will steal a small tool here or there and pocket it.

If the player chooses to remain silent about the affair, at the end of the work shift when the prisoners leaving the work detail are searched before being allowed to leave, the player will notice that when the guards search Riprap, he turns up clean.

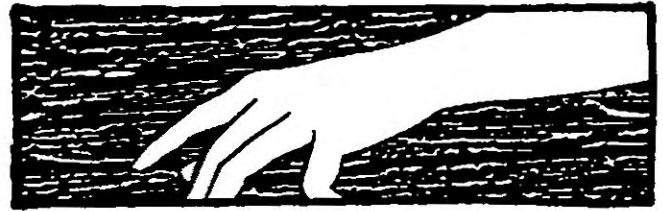
If the player decides to 'nark' on Riprap (tell the guards what he is doing), he will still come up clean and Riprap may arrange through 13 to make the players' lives miserable (if Riprap knows it is the player who squealed on him).

What Riprap is doing is this: he has been asked by 13 to steal certain tools that Dr. Pak needs in order to repair some of his equipment. Knowing that the prisoners are searched after supply work detail, Riprap has been hiding the stolen material by sliding it down one of the adjoining flood tunnels whenever he reaches a specific junction. Later, Corry Rivka, the Life Support Engineer, goes into the flood tunnels on the pretense of maintenance work and retrieves what was stolen. He then uses the air ducts to deposit the tools in Dr. Pak's secret laboratory.

If the player confronts Riprap alone and demands a piece of the take, Riprap will discuss it with 13 and either bring the player in on the deal (though he will not say who the material is being stolen for) or might try and arrange an accident to happen to the player if they do not trust him or her.

A second option for this scenario is not involving Riprap and having 13 directly approach the player with the deal. It involves the player doing the same thing as Riprap in stealing canisters of emergency watertight sealant, a pentorch and a lightweight toolbox. The player is also instructed to secretly slip the materials down flood tunnel G-7 while moving the supply boxes through the tunnels. The tunnels are small enough to allow only one person going through them at one time.

In exchange for the player's cooperation (that means the player was valued more dead than alive), either Riprap or 13 will supply them with some 'hardsell', within limit of course.



"AN OLD FRIEND"

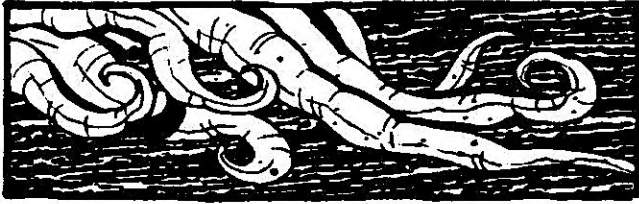
Have the players ever been responsible for getting someone imprisoned or caught by authorities? Maybe someone trying to escape trouble up on dry-side has been forced to serve a stint in Sub-Attica until the smoke blows over and it was the players who got him or her in that pot of boiling water. Another option is that the players may have previously thwarted the plans of someone in Arasaka and, as punishment, that Arasaka corporate headhunter or solo the players embarrassed is now back at the bottom of the corporate ladder and forced to claw his way back up again. What is the bottom of the Arasaka corporate ladder, you ask? Why Sub-Attica, of course.

Whatever the circumstances, this NPC has discovered that the players are in Sub-Attica and now has a chance of striking back at them. It may start with the NPC spreading rumors about the players to other prisoners. Such rumors may include accusing them of being Arasaka spies, the perpetrators of some really vile crimes (the prisoners are convicts, but even they have standards), in possession of some really nice 'hardsell' (some people would prefer to steal as opposed to trade), etc.

After a while of this minor badgering, the NPC would move on to sending the party on wild goose chases if he discovers they are asking questions, getting them to enter restricted areas to pick up illegal items or trade information then never show up and inform Security where the players are, planting illegal merchandise in their rooms (makeshift weapons, drugs, stolen supplies, etc.) and again informing Security to search their quarters. Finally, the NPC will resort to having the players attacked or ambushed whenever one is working alone or off to the side. This will eventually lead to the player having a fatal working accident such as getting pushed into the foundry, faulty belt on mining hand bore unit (wicked backlash), air unit they are using to breath has faulty filters, etc.

Throughout the entire process, the NPC will try not to reveal his or her presence to the players until the absolute last moment before the player is about to die. The NPC will have about 3-4 other prisoners working with or for him.

If the table is somehow reversed and the NPC is the one who ends up getting killed, the players will make a friend of several other prisoners who did not like the NPC. This could lead to the players getting more information.



'WET DREAMS AND SCARY MONSTERS'

Dr. Lo Pak and his experiments use the air ducts of the prison to go from place to place. On one evening, Morgan Bannister (the experiment with the implanted Man-O-War stingers) is traveling through the air ducts while transporting loose supplies he scavenged from the flooded supply rooms. Though fairly quiet when he moves, he does have a chance of awakening one of the players whose cell he shuffles past /DL 15/ using Awareness/ Notice. What the player will see when he awakens is a whitish trail of tentacles moving through the duct.

The rest depends on the player. If he decides to tell Security, they will blow it off as a bad dream. If he starts talking about what he saw to other prisoners, consult the Rumors #6 table for some of the stories he will hear.

If there is one thing that the players should learn through their questioning, it is that most prisoners have become superstitious about the flooded basement, and treat it the same way little kids talk about the bogeyman under their bed. The more rational convicts think that some sealife got trapped in the basement below before the hole got plugged up, while others think that the creatures down below were secret experiments dumped there by the labs.

Regardless of their conjectures, one thing is agreed upon: the basement has something floating around down there.



"ANGEL ROW"

Once the mainstay of the prison, mining duty has lessened over the past two years and only a few details now mine the tunnels of the third artery. The third artery itself is a hive of tunnels and shafts interconnected to one another or stopping at dead ends.

The player or players are assigned to work in one of the mining details with a group of 1-4 convicts (depending on the party size) and a staff member in one of the distant tunnels. Their only link back to the elevators through the latticework of tunnels are the glowrods set into the walls to mark their way back home. It is something the convicts call Angel Row.

Arasaka recently procured Arach-MK 2 & 4 units (see *Media Junkie*, *The Final Cut* module for more details) and has decided to send them to Sub-Attica Bio-Labs for study and possible field testing. In order for a comprehensive field test, Dr. Pak has convinced Security to allow him to use them in the main mining level for testing on prisoners in order to fully understand their workings.

Four Arach-MK 2 and two Arach-MK 4 units have been equipped with a tracking device and nanite bio-monitors in order for the Bio-Labs to gauge their response times and reaction capabilities. Security has insured that only one work detail is present in the tunnels that day (the one the players are in).

The adventure begins after an hour of work when the staff member excuses himself to go to the bathroom, leaving a party member in charge. At this point in a game, players become suspicious as to why events occur and may insist on tailing the staff member. For this, the GM can set up a red herring by having one of the other convicts present with the party (make sure the group has at least one NPC present, preferably a real psychopath) starts talking about how that moment is a great opportunity to make a prison break.

His plan is to jump the staff member when he returns, kill him, cut off his hand to use on the palm scanners, make their way up to agri-dome #1 and wait for a ship to arrive. Since ship traffic is almost a daily occurrence, they can highjack one of the ships, modify the atmosphere make-up to ensure the PADDs do not detonate and make their way to a friendly port where he knows people who can remove the PADDs. One of the flaws in the plan is that he does not know how to pilot a sub, but he figures "how difficult can it be?" Another problem is that Security would remote detonate the PADDs once they try highjacking a ship.

As stated before, the convict's banter is a red herring to distract the attention from the staff member while delaying the party. The staffer is backtracking his steps to the elevator while removing the glowrods along the way and keeping them until they can be dumped in an abandoned shaft or pit. In essence, he is removing the mining detail's lifeline back to elevator shaft.

While he is doing this, the Arach-MK units are released from their remote-controlled containers located throughout the passages of nearby tunnels. The lights throughout the level are then shut down (only the work areas are equipped with flood lights which are connected to a generator in one of the tunnels), leaving the party in darkness. The group will now notice that their clothes do not have any glow powder on them (especially removed for this) and their safety helmet flashlights are devoid of batteries.





The group is now flying blind and must make its way back in the darkness to the elevators and safety. The players may make Intelligence+Tracking skill rolls to remember some of the tunnels leading back (Very Difficult Task /DL 25/). If the party decides to use the cables on the walls leading to the generator, this will only take them deeper into the web of tunnels. The GM should have a general idea of the heading of the elevators and the location of the party. Whenever the group moves somewhere, draw out a map so that eventually they might be able to trace back wrong turns, link up tunnels and passages and reach the exit.

To determine what occurs while the party is trying to find its way back, roll 1D10 and consult the chart below. Every tunnel has 2 in 10 chances of hiding an Arach-MK 2 unit and a 1 in 10 chance of hiding an Arach-MK 4 unit.

- 1: GM's choice.
- 2: Straight passage.
- 3: Passage that turns left.
- 4: Passage that turns right.
- 5: Intersection that goes straight and left.
- 6: Intersection that goes straight and right.
- 7: Intersection that only goes left or right.
- 8: 4 Way intersection.
- 9: Dead end.
- 10: Pitfall (1d6=10 ft. 1d6 falling damage per 10 ft).

Security will be waiting by the elevators in order to determine the damage the Arach-MK units inflicted on the players. If they survive, the players are escorted to the medical wing where Dr. Pak will ask them questions about the efficiency of what they encountered. The players will be told to keep quiet about the 'unfortunate' accident that occurred or Security will insure their silence. Dr. Pak will recommend keeping the players alive in order to use them in further testing against the Arach-MK units in the future. He will bribe the players by telling them they may earn their freedom if they assist in these experiments.

If the GM wants another go at it, a second series of tests will be set up using water-capable Arach-MK units down in the inundated basement of the prison. This time, the players have to go from point A to point B while surviving the small units in the water. If Dr. Pak is impressed with the abilities of the players, he may find a way of incorporating them into the escape as extra muscle.

Because the Arach-MK units are specific to this scenario, their stats are included here for easier access.



ARACH-MK 2

STATS

INT: 2 REF: 7 COOL: 4 MA: 12 BODY: (8) SAVE: 8 BTM: -3
DM: +1

DESCRIPTION

Height: 1'4" Weight: 5 lbs Eye Color: Greenish red

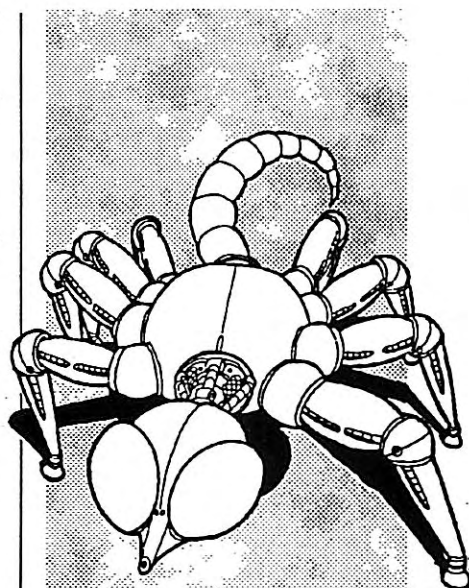
Distinguishing Features: Small round body with eight metallic legs and a 2' long segmented tail. Walks on walls due to molecular adhesive on tip of legs.

SKILLS:

Skill	Level	Skill	Level
Awareness	+4	Hide/Evade	+8
Brawl	+4	Stealth	+4

PROGRAMMING:

As the scouts of their hive, these creatures hide and wait in dark places, ready to pounce on anyone who passes near them. Once they do, they try suffocating their target (1d6 damage damage per turn) using their tail. They cease functioning when having suffered 2x their Body Type in damage.



ARACH-MK 4

INT: 4 REF: 9 COOL: 6 MA: 10 BODY: (10) SAVE: 10 BTM: -4
DM: +2 INIT: +2

DESCRIPTION

Height: 4'4" Weight: 95 lbs Eye Color: Red

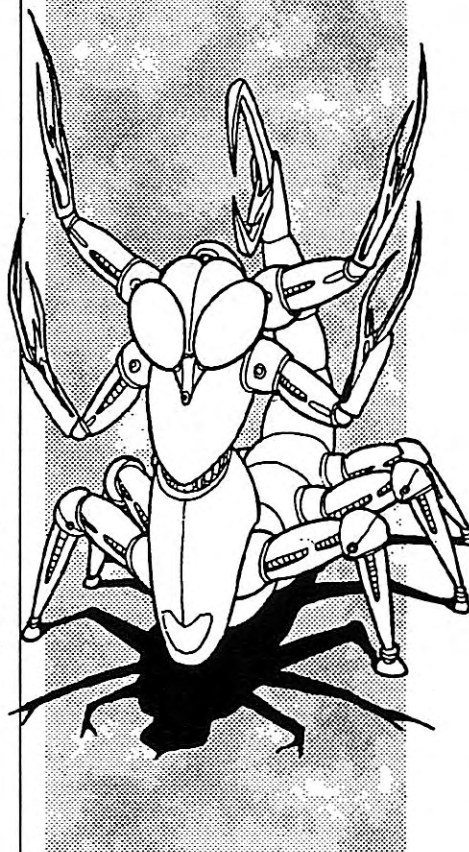
Distinguishing Features: Covered in hard chitinous shell, half scorpion-like body with six legs and a four armed torso (claws on each of the four hands) with an insect-like head.

SKILLS

Skill	Level	Skill	Level
Hide/Evade	+4	Awareness	+6
Stealth	+4	Brawling	+6

PROGRAMMING

Because these units are not controlled in the same way as in Media Junkie, The Final Cut, they will simply wander the tunnels, trying to find the scouts. Anyone whom they come across will be attacked for 1d6/2 + DM per claw. These creatures will be destroyed after taking three times their Body Type in damage.





"BLINDSIDED"

Along with "De-Compression", this is one of the most lethal adventures in this section, depending on where the player is situated during this scenario. The best seat in the house for this adventure is in agri-dome #4.

It begins in agri-dome #3 as the foundries kick into full gear while melting down a batch of ores brought in from the mines. A mistake occurs during this time when one of the technicians in the control booth fails to observe standard operating procedure and mass vents the water heating up in the cooling pipes in order to bring in more cold seawater to cool the foundries. The hot water is dumped into the cold ocean, heats the surrounding water and rapidly rises to the surface (hot water is less dense than cool water and will therefore rise above it).

The failure to observe standard operating procedure comes from the fact that the technician did not check to verify whether or not a sub was presently near Sub-Attica. Very much due to unluck, a sub was circling Sub-Attica, waiting for the docking port in agri-dome #1 to be cleared before it encountered the column of warm water.

The ship -an old sub with a wide wing span design on which the turbines were located- gets hit on the left wing by the rising column of water. The pilot tries to compensate by increasing power to the other turbine, but only succeeds in overloading the stabilization gyroscope causing the right wing turbine shuts off from the strain. Without the gyroscope to keep the sub level, the right wing turbine out of commission and the left wing turbine operating at full, the sub spins out of control and goes careening into agri-dome #4.

This causes microfractures in the dome's honeycomb structure that result in a cell collapse under the pressure of water. The result is another breach that begins flooding agri-dome #4 with a rush of thundering water.

Imagine the player's surprise when security alarms begin issuing throughout the complex and all eyes look up at the dome. There they see the sub, seconds away from impact, before it slams into the agri-dome with a dull thud and falls away in a burst of electrical fires and bubbles of escaping air. The muted sound reverberates inside the dome for a moment before everything goes silent under the hush of held breath. Then it happens...

A tiny vein appears in one of the cells of the dome's thick honeycomb structure. Within seconds, it spreads out into a

latticework of veins, a cobweb of rapidly spreading lines that resounds with the crack of ice that has been stepped on. Almost immediately, the fractured cell breaks away like shattered glass and cold seawater comes cascading with a raucous thunder into the agri-dome... It's time to run.

15 seconds (5 turns) after the breach, the emergency procedure system activates. The agri-dome begins shutting down access section by section (see Emergency Procedures under Security Measures and Emergency Bulkheads under Guide to the Facilities). Anybody caught in the agri-dome after the area seals up is dead.

It is up to the GM to determine how far away from the exit the players are at the time based on their movement ability. Anybody caught within 20 meters of the breach point (ground level) is going to be swept off his feet and crushed by the incoming water. The GM may want to consider not placing the players there since the pressure behind that column of cascading water is equivalent to well over a ton... 1.7 ton of continuous piledriving sea water falling from 30 meters high from a 1 meter wide hole. Within 20-25 meters of the breach point, players must make skill checks based on Reflexes and any Athletic skill to stay on their feet /DL 20/. Failure means that the player loses one action scrambling to his feet in an effort to escape the deluge. The flooding will spread out from the original 20 meters area at a rate of 15 meters per turn (yes, an avalanche of water is fast). The water spread is broken down as such for the various turns, taking into account the maze of equipment that water breaks through or seeps around.

Turn #1:

20 meters of floor space get hammered under the incoming sea water and begins spreading outward.

Turn #2:

Initial flood wave now reaches the 35 meters mark.

Turn #3:

Flood wave hits the 50 meters mark.

Turn #4:

Flood wave hits the 65 meters mark.

Turn #5:

Initial flood wave now reaches 80 meters mark and the bulkheads begin to close (requiring 5 seconds to properly seal).

Turn #6:

Flood wave now reaches the 95 meters mark before the bulkheads finally slam into place (the first section of the tunnels inbetween agri-dome #2 & #4 is completely flooded while the first section of tunnel inbetween agri-dome #1 & #4 is waist-deep in water).



Anyone with a Movement Allowance over 3 (15 meters running) can stay ahead of the initial flood wave. Anybody caught within the initial 1 meter mark of a flood wave must make a Reflex check using relevant skills to stay standing and running (DL 15/ though a success still reduces the players Movement Allowance by 1). Within 3 meters of the initial flood wave, the player must make a Reflex check using any necessary skills to remain standing and running (DL 20/ though a success still reduces his Movement Allowance by 2). For every 2 meters into the flood wave beyond this point, the player's rolls are increased in difficulty by 1 task level /DL +5/ and reduced in Movement Allowance by 1.

The player may have more time to escape the flood if they can react before the sub hits the dome. Reacting before the sub hits affords them 2 extra turns of action while reacting after the sub hits but before the actual breach enables the player to react with 1 extra turn of action. The GM may also add in an extra scene or two as the players, if they begin moving before the actual breach, might have to assist a friend who is paralyzed by shock.

If the GM thinks the player might escape too easily and wants to up the ante, he can do one of two things:

1) *Who says the run to the exit is a straight line? The player may have to weave in and out of a maze of equipment, stacked boxes and supplies in order to escape. To randomize the maze, roll a 1d10 to indicate the amount of passages at an intersection:*

- 1: A straight line.
- 2: A side corridor to the left.
- 3: A side corridor to the right.
- 4: T-intersection with a break to the left.
- 5: T-intersection with a break to the right.
- 6: A 4-way junction.
- 7: A dead end.
- 8: An open area.
- 9: GM's discretion.
- 10: This means that the player knows exactly where to go at that point in order to escape.

For this setup, the GM should know what direction the player is headed in and keep tabs on the different turns he may have taken.

2) *In a panic of escaping, one of the other prisoners/staff twisted his ankle and can not run. They plead for the player to help as he or she runs by. Helping them will cut their movement in half, but could get the player in favourable standing with someone important. Deserting them could result in new enemies if either the person gets lucky and escapes or if someone saw what happened and starts informing everyone else.*

From the moment the dome breaks, it will take 30 seconds to fill the dome 1 meter high full of water, and 10 minutes to fill it completely up.

After this incident, the base will suspend mining operations for a month and the prisoners are given a vacation of sorts from mining and supply details (for obvious reasons). During this time there will be an increase in supply traffic while both this breach and the basement are repaired in order to get the station fully running again. During the initial week after the incident, Dr. Lo Pak will make his bid to escape using the high amount of new ship traffic in the area. If the players save someone in this situation, it may be a good place for them to learn the final clues that they may need to escape.



"CHRISTMAS LIST"

Dr. Pak had compiled a list of things he needed in order to run his secret lab. He gave copies of the list to Hairy Jake, 13 and Corry. This list has become known as the 'Christmas list' amongst the convicts, who do not know what it is for, but know that it has items on there that they can trade for nice 'hardsell'.

One of the prisoners named Tight has photographic memory. He had the chance to see the list once while it was in 13's hand and has since copied it down. He's been selling the list to various convicts for small boons and gifts (who believe the price to be worth it).

13 hears about Tight's little venture and tries to nip it in the bud by having Tight knifed in the showers, since Tight likes to take showers at times when it is not crowded with convicts (he's modest). One the players could be going for a late shower or simply hear the cry for help and discover Tight bleeding to death.

Tight will not die if he receives immediate hospital help or first aid (Average Difficulty roll /DL 20/ to stop the bleeding). If the player does so, he has made a new friend in Tight and will also get a chance to see the infamous 'Christmas list'. That means that the player will also have made an enemy in 13, and that could be dangerous.

This adventure should be used as one of the last scenarios before Dr. Pak makes his move. The reason for this is because the list contains equipment that a techie could use to determine what the items needed are for. The items needed on the list are included in third area of this section on the different NPCs and the clues.





"DE-COMPRESSION"

This scenario is a good place for the players to learn about the little-known fact of the rapid increase in pressure destroying the PADD sensor in the ear. It is also a very difficult scene to play out since it does involve someone's death scene.

It begins when one of the players enters #2 elevator bound to the agri-dome. The only other occupant is Terrance the First, one of the 'mercies' working for supply. Terrance is fairly well liked due to his surprisingly friendly demeanour and is named the 'First' because he is one of the longest inhabitants of Sub-Attica and the first Terrance to reside there (there are several other Terrances in the prison). Terrance is now limited by age and partial paralysis brought on by a previous stroke.

When the elevator is over 3/4 of the way to the top (less than 100 more feet left), a freak explosion occurs during the transfer of equipment on nearby #3 (freight) elevator (the explosion occurs when a mislabeled container holding explosives is jostled during transport). This activates 'Emergency Procedures' (see *Security Measures* section) and shuts down the elevators.

Though the elevators are supposed to be airtight, a small leak develops in the floor section of #2 elevator due to the concussive impact of the nearby explosion. The elevator begins filling up with cold sea water. This will take less than an hour to fill up completely. There is an emergency hatch in the ceiling, but that will instantly flood the elevator. If opened, the player may then swim to the top of the shaft and hope the doors are either open or there is a small air pocket at the top remaining.

The problem with that plan is Terrance. Terrance cannot survive the swim or the chamber flooding because of his asthma (brought on through severe lung damage which barely gives him 10 seconds of held breath), the crushing damage the water will do when it floods in and the hypothermia brought on through the freezing water (regardless of what happens, Terrance is dead!) Terrance has been in prison long enough to know that he could die here. The problem rests with the player.

Will the player wait with Terrance in the cold freezing sea water as their strength gets slowly robbed by the minute (and reducing the player's chance of swimming to the top) or will the player opt for abandoning Terrance and flooding the chamber.

The elevator has no emergency lines and rescue is over an hour and a half away after they determine the nature of the

chemical spill. That means that the elevator will be long flooded by that point.

Opening the emergency hatch will bring in a flood of freezing seawater. That will cause 4d6 points of damage and the player must make a Stun Save vs being slammed unconscious by the water. The player is allowed one extra save on Stun for every 3 points in body he has (the cold water shocks them awake). For every 15 minutes that passes in the elevator before the hatch is opened, the damage incurred by flooding the elevator decreases by 1 die.

Because the water seeping in is fresh sea water, the temperature of it is currently 7 {degrees} C or 45 {degrees} F. Normally that means that an unprotected person immersed in water will die of freezing within 1 hour, but because the water is seeping in slowly (comparatively), the player can survive longer and lose strength at a slower rate (once the water reaches waist level, the player must make a Stun save every 15 minutes in order not to fall unconscious). Remember that the player has less than 100 hundred feet to swim in order to reach the top.

Terrance will die of heart failure from the freezing water after 25 minutes (that is chest level by then).

When the player reaches the top (the elevator door at the top is submerged and can not be opened), there is an air pocket there as well as the support structure for the elevator's pulley mechanism and an air unit that recharges the elevator's air supply whenever it reaches this level. The player can rest there out of the freezing water until help arrives. It is up to the GM to be particularly nasty and make it difficult for the extremely weakened player to pull themselves up (but that is just a thought).

After it has been determined what caused the explosion, the rest of the elevators are brought back on-line as the elevator makes its way to the top. Once the doors are opened, the water will come flooding out along with Terrance, and the player can drop down through the open hatch if they still have the strength.

After all this, what is the reward for the player surviving this encounter? Nothing if he left Terrance before he died and simply flooded the chamber. If, however, he remained to the end with Terrance as he was dying, Terrance tells him some information that could save the players later, something that this incident reminded him of.

He tells them about the time when he and another prisoner were using the elevators to transport supplies from the agri-dome to the basement. Through a fluke accident (he never discovered the reason why), the elevator malfunctioned and began descending without bothering to slow down for proper pressure equalization. The pressure in the elevator rose faster than the two prisoners could adjust to as they both began suffering from Squeeze (a condition where contracting air in an airtight enclosure begins to shrink and squeezes the surrounding tissue, causing pain and tissue damage).

By the time the elevator had reached the bottom, the other prisoner had died when the cyberwear that powered his heart malfunctioned under the increasing pressure, compressing tight all the air pockets in his cyber-unit. Terrance, on the other hand, barely survived, though he did suffer from severe lung and ear damage that relagated him to 'merc' duty.

While in emergency treatment, Security was adamant about re-initializing his PADD after the doctors were finished with him. It was then that Terrance realized that the PADDs could break down under rapid pressure increase and the risk of detonation was negated. Terrance believes that a rapid increase in pressure will cause the PADD to malfunction and shut down, though he does not know how much of a change is required.



'LAST BUSINESS'

This scenario is to be played at the end of the adventure after the sequence of events involving Dr. Pak's attempted break-out.

This adventure can be run in one of several ways depending on who sent the players to Sub-Attica. Regardless of the player's employer, the end product is that the emergency dispatch that Warden Jurgen sends to the surface for help will be received and a team is sent to aid the prison, albeit too late to really help. The message is also intercepted by a sub in the region either spying on the prison for Hiro-Assad or a Ridgerunner sub (see *Slang* section for explanation) looking for an easy mark.

The result is this: the sub arrives after the supply ship leaves and docks in agri-dome #1 under the pretence of assisting in any way they can. After scouting around the perimeter, they realize that most of the personnel on board are dead or trapped somewhere (some personnel will survive; check *Sequence of Events* section further down) due to a prison escape (they spotted the supply sub earlier, but were unsure of the situation to stop it).

If the sub is from Hiro-Assad, they will tear through the base as rapidly as they can in order to procure the information they need. Whether or not the party was hired out by Hiro-Assad, the boarding team is told to leave no witnesses. They will open fire on anyone they come across and attempt to access the information from the computers. First of all, they know the layout of the base due to their previous ownership. Second of all, the people dead or left behind are obviously not in the know of things, or they would have escaped with the supply

sub that was seen leaving, therefore their existence is superfluous. The areas the Hiro-Assad team will hit will be Administration, Security, Medical and eventually the Bio-Labs when they discover their existence.

If the sub is a Ridgerunner sub, it is one of the groups hired by Arasaka to haul in the cargo of the scuttled Russian ships. After docking and discovering that the base is nowhere near able to defend itself, they set about to scavenge as much as they can before they leave. This means that they will start with cargo in the agri-dome and spread downward from there. One place they will be bound to attack is the Security offices in order to procure some nice hardware.

In either case, regardless of who arrives at Sub-Attica during those two hours prior to the Arasaka 'rescue', the entire prison is going to be a riot zone: the survivors will be armed with the weapons found on dead security guards in order to protect themselves. 7 men and women from either Hiro-Assad or the scavenger sub will be assassinating anyone they come across as they scour the base.

In addition to that, Arasaka rescue is under orders to ascertain what happened and after relaying the information, to scrap the entire facilities, including any survivors (unless, of course, the players work for Arasaka). It will be listed later in the papers as a tragic accident.

The base has 30 survivors between the staff and security (it is up to the GM to determine who). 14 of the survivors are armed (see *Security Weapon's Supplies*) while the remainder either flock around the armed individuals for protection, or are hiding from them.

The boarding team consists of 4 women and 3 men, all of whom are armed and cybered (use Security Archetypes #1 & #2 for stats). The remaining survivors run the gamut from Archetype #1-#6; it is up to the GM to place who where.





RUMORS

Despite the various situations and scenarios the players may become involved with prior to the escape, anything that the characters learn is up to GM discretion. Unlike many C-Punk adventures, the players do not have the opportunity to obtain information by netrunning or through interrogating captured opponents. In this scenario, the players themselves are the captured opposition and therefore must find a way around the circumstances. Because of that, information here is word of mouth and the price is not euro or credits, but cigarettes, dirty magazines, sweets, drugs and, most importantly, recreation time.

In order to understand what some of the words being used in the following rumors mean, it may be necessary to consult the *Prison Slang* section.



RUMOR # 1: BIO-LABS

Difficulty: Easy (+10)

When Sub-Attica changed paws from bastards #1 (Hiro-Assad) to bastards #2 (Arasaka), all prison personnel were changed over, even some of the cool ones, and replaced with Ara-saki nubes. New security measures were also installed. Like this place didn't need more dog chains.

Difficulty: Average (+15)

A lot of new Christmas toys were put into the new Arasaka playground, at least that's the talk from the boys in the 'Golden Road'. None of us dregs could play with these new high tech toys, but I don't feel bad, Security wouldn't let anyone touch them and had to do all the hard work themselves. Helps work off the old donut gut I say.

Difficulty: Difficult (+20)

From what I heard from certain sources, before the new security measures had been installed, a couple of the convicts in my cell block managed to sneak a peak into the new sections. From what they saw, it looked like some new high tech labs were being built.

Difficulty: Very Difficult (+25)

The new section is definitely some sort of ripjob lab. I saw some of the pieces of equipment being brought in and I know what a micro cryo-stasis unit is. You know, a micro cryo-stasis unit used in the storage of tissue sample.

I think that Arasaka is using this place as a new Body Bank, you know, using us as stock. I even heard that some convicts have been seen entering the labs and not returning.

Difficulty: Nearly Impossible (+30)

What was built is a Bio-Lab, I've worked in enough of them to remember the stench of the preserving gels or the whirl of the cryo-stasis units. It's obviously hush-hush to even other staff here since I haven't seen a single genengineer come outside those labs. You know what, I bet you they've got JFK's body on ice in there, waiting 'till the right time to clone him, you watch.

RUMOR # 2: SALVAGE OPERATION

Difficulty: Easy (+10)

Diomite harvesting my cyber-scavenged butt! The profit yield on harvesting that crap can't keep this place open even if they are continuing the mining operation. You can't tell me those Stingray and Ridgerunner class subs are being used for Diomite harvesting either.

Difficulty: Average (+15)

Less than a quarter of the incoming ships aren't being used for Diomite harvesting, they seem to be smuggler lowlife... Then





again, I should talk. I do know that they are bringing in oddly marked containers. Whatever they're dumping in here has got to be important enough for Arasaka to sink money into this place.

Difficulty: Difficult (+20)

Do I look like I can read fraggin Ruskie, that's what the canisters were marked with. At least I ain't dragged enough not to know the international symbol for toxic waste. You want proof, just scope out the toxic sensors that were placed all over supply and in the elevators. The larger drums are bound for the mines, but the smaller ones are only handled by those secret nubes working in the new section.

Difficulty: Very Difficult (+25)

I used to think that the only thing I could thank my parents for was bringing me into this hell, but I gotta thank them for beating Russian into me. Those canisters being brought into the mines sure as hell ain't Diomite, and if my Russian is still good, it reads "Danger, Chemical Hazards". That, at least, is what the larger ones read, the smaller ones I never saw cause they're taken directly to the secret section after the flood.

Difficulty: Nearly Impossible (+30)

Today's 'hardsell' word of the day is Bio-mutagenics. Can you say that with me brothers and sisters. This evil stew of creation is top dog these days and somebody in those Bio-labs is paying a sidebet against his home team. Just ask 13, he'll tell you right before you get A-locked.

RUMOR #3: THE FLOOD

Difficulty: Easy (+10)

The official story is that overpressurized tanks were stored too close to heating ducts g-17-19 and the resulting explosion was enough to punch a hole in the station. No! The basement hasn't been flushed out yet and nobody knows why, so quit asking me questions, I have work to do and so do you.

Difficulty: Average (+15)

For an accident, it seems to have done more good than bad. An accident you say? Then again, you probably thought the sinking of the Titanic wasn't a conspiracy, am I right? Somebody wanted the basement flooded and now Arasaka's too scared to fix it up. Makes you wonder what they're hiding down there.

Difficulty: Difficult (+20)

The explosion was intended. Somebody wanted to get their hands on the canisters stored in the area. Some of the convicts got nice gifts after they helped move the canisters to the Agri-Dome and pilfered a few along the way. Corry Rivka, one the Life Support guys seems to be doing alot of the 'gift' distribution for a third party.

• Difficulty: Very Difficult (+25)

The divers on recovery detail for the flooded basement were paid some handsome 'hard sell' (see SLANG) to ignore one of the sections in the flooded basement as well as pilfering some of the smaller canisters and bringing them to Corry Rivka. Even more strange was that 13 sanctioned it all.

• Difficulty: Nearly Impossible (+30)

The section the divers ignored in the basement was a wall made of hardened resin from the seal bombs designed to protect one of the sections from the flood. Some people working in supply said that the bombs were taken by 13 who was buying it for someone else. Probably Rivka, the Life Support Engineer.

RUMOR # 4: PILFERING SUPPLIES

• Difficulty: Easy (+10)

Me...steal? Never, that ain't my thang. Since Arasaka stepped in, stuff's been vanishing alot more, gettin to be that you can't trust anyone anymore. Never know if your Main C gonna be the chump to smooth you.

• Difficulty: Average (+15)

Before Arasaka, pilfering was for chump change for small timers. Prisoners scrambling around like rats and all that, trying get a little 'hardsell' from the small stuff they could steal. Now the game's gotten bigger with word that somebody is paying nice 'hardsell' for really big items. A lot of science equipment supposedly went down when the flood hit, but some people say they saw some of the equipment being moved into the air ducts.

• Difficulty: Difficult (+20)

Prisoners are talking about the 'Christmas shopping list'. It's a list held by some mysterious Life Support Engineer and 13 with the names of some items they're looking to pick up. The harder the item is to obtain, the bigger the payoff.

• Difficulty: Very Difficult (+25)

Hard times? Naw man, it's easier down here than dry-side. I need some 'hardsell' to trade for a doggie treat, all I do is talk to my man Corry or 13. You get them the stuff they're looking for on their shopping list and they get you want you want, nice neat and no guns.

• Difficulty: Nearly Impossible (+30)

Don't bother listening to everybody else, just listen to my words and treat them like Bible. You want to know about stealin stuff to get by, go talk to Corry Rivka, 13 or Hairy Jake. They'll do you right if you can get them what they want.



RUMOR #5: CORY RIVKA, 13 & THE CHRISTMAS LIST

- **Difficulty: Easy (+10)**

Christmas list? Ya man, I'd like to see Santa float down one of them flood tubes... WHOOSH! I heard talk about some list, but it's like Santa man, it just doesn't exist.

- **Difficulty: Average (+15)**

Quiet with that word Chomba. Calling Christmas around here in the wrong season'll get you A-locked by 13. A man don't have a list like that without a plan in mind.

- **Difficulty: Difficult (+20)**

What's in it for me? Well maybe I did see the list when I was 'sessin' with 13, but a smart man knows when not puke everything he saw. I can't be clocked for tellin you that the list I saw was a techie's dream. You know you didn't hear that from me. That and with half the 'hard sell' crossed off on that list, he had help from the hips in the restricted areas. I just gotta wonder one thing... where does somebody stash all that grab.

- **Difficulty: Very Difficult (+25)**

Definitely a list with some heavy duty items. Half the stuff on there, 13 wouldn't know about. He had major help in name of



somebody in science or med and definitely someone by the name of Cory Rivka helping him with the transport. Transport to where... the basement is where I figure.

- **Difficulty: Nearly Impossible (+30)**

Divers paid to ignore flooded sections, stolen material passing everybody's hand like kleenex before it vanishes down side, creepy monsters floatin around. I tell you something, there's a secret somewhere down there

in that basement and both Cory and 13 are in on it. Problem is, I think they're working for somebody.

RUMOR # 6: SCARY MONSTERS

- **Difficulty: Easy (+10)**

Monsters?... Say, ain't you the same fool that wuz talkin about Santa Clause and his Christmas List? Get outta my face fool!

- **Difficulty: Average (+15)**

I heard about some stuff. My grandma used to talk about ghosts and spirits, never believed it till I saw that floating... Thing in the mines that one time. I tried tellin people about it, but they say I was getting narked off bad air. Still man, I here the mine's haunted.

- **Difficulty: Difficult (+20)**

Forget the \$\$\$@&!* mines and the \$\$\$@& kiddie time ghost stories floatin around, the strange \$\$\$@& going on is in Sub-Attica's \$\$\$@& air ducts. \$\$\$@& thing with \$\$\$@& tentacles is \$\$\$@& creepin around the \$\$\$@& prison at \$\$\$@& night and disturbing my \$\$\$@& sleep. Next time I see that ugly \$\$\$@& or \$\$\$@& hear that \$\$\$@& slurping noise, I'm going to \$\$\$@& kill it.

- **Difficulty: Very Difficult (+25)**

Monsters indeed, I know a human when I see one. Near as I can tell, it looks like a bio-sculpted human with jelly fish like appendages for one thing. I have to admit it's a bit unsettling. Why use the air ducts... what better way of travelling for one place in the prison to the other. I think it's travelling from the flooded basement to the new section. It has to reside in the basement, how else would you explain all that sea water in the air ducts being left behind in oily puddles.

- **Difficulty: Nearly Impossible (+30)**

I can even give you the name of this unholy fiend of hell... It's name is Morgan... Thought I was going to say Satan, didn't you. Well it might as well be, that poor boy sold his soul to the devil and now looks like one of his spawn. Satan even gave him a new domain to rule called the basement and wife to procreate with called Lisa.



PRISON SLANG

A-Locked:

A reference to airlock or being killed.

B.A.:

Before Arasaka came in.

Bastard #1 & #2:

A reference to Hiro-Assad and Arasaka (in that order).

Big:

In trouble.

CB2:

Cell Block 2. Because Sub-Attica only has one Cell Block, CB2 means something that doesn't exist or a falsehood.

Clocked:

Being accused of something.

Dog-chains:

Security measures or precautions. Anything that limits the convicts (which, in their opinion, is everything).

Doggie Treat:

Earning the privilege of using the conjugal room.

Dragged:

On drugs or out of it.

Dry-Side:

Land or dry land.

Fishing:

Running errands or doing favours in exchange for something.

F.O.:

Stands for Federal Offense or an important person (coined for prisoner 13).

Grob:

Loot or stolen items.

Hard Sell:

A tangible commodity such as candies, drugs, smokes or magazines that can be used to trade.

Headache:

A PADD detonating.

Hips: Hypocrites.

A reference to the staff who the convicts joke about being as much of prisoners as they are.

Moin C:

Best friend or Cell mate.

Mercies:

Prisoners unable to fulfill the high work quota due to a medically certified reason.

Nubes:

Corporate idiots or mindless corporate zombies.

PADD'ed Down:

Having a PADD installed.

Pez:

Mini-Torpedoes or a small person that packs a wallop.

Pocket:

Shut up!

Puke:

Reveal everything you know, spilling everything.

Rich:

Plastered out on drugs.

Ridgerunner:

Pirates and smugglers.

Ripjob Labs:

Labs specializing in body parts, cloning, cyber-replacements, etc.

Sessin:

Talking to, having a conversation.

Skoolin:

When several individuals join together to bring down a larger target.

Slip Side Up:

The surface or feeling good.

Slip Side Down:

Sub-Attica or not doing well.

Smilies:

Dirty magazines.

Smooth:

To steal from, to rip off.

Toobin:

Being punished by spending time in the 'tube'

Uncooked or Vegetarian:

A reference to raw meat or having your cyber equipment stripped off.

Very Big:

In really deep trouble.





NPCS (WHO THEY ARE, WHAT THEY KNOW) AND OTHER CLUES.

This is the third and final part to the *Day to Day Adventures* section that covers specific prisoners and staff, who they are and what they know.

NPCS stands for non-player character support or the support that the players meet and interact with. Because of the size of the prison and the amount of personnel, it would be close to impossible as well as impractical to include statistics on everyone the players met or talked to. Therefore, those NPCs with stats are included in a later section and are those characters involved directly in the planning of the escape (Pak, Lisa, Morgan, Corry & 13). Also included in the later section are 7 generic character archetypes.

General information and descriptions of the various prisoners and on-duty staff members will be given along with a character archetype number designated to indicate which of the 7 statistic archetypes the NPCs fit into.

Remember that the players must understand what is happening in order to have a fighting chance of surviving during the break-out attempt. The different areas within this section are designed to help the players learn all they can before Dr. Pak makes his move to escape.

The 5 main NPCs know exactly what is going to happen when Dr. Pak decides it is time to break out. 2 of them, Lisa Catrall and Morgan Bannister, are not readily accessible and are under orders to dispose of anyone who discovers their existence. The remaining three, 13, Corry Rivka and Dr. Pak, will not discuss their escape plans with anyone (the more people in on the escape, the less of a chance it has of succeeding). The only person in on the escape, but not privy to the details, is Nadine Bouchra, and her invitation comes solely due to her skills in piloting seagoing vessels.



• Nadine Bouchra
Female

Prisoner
Archetype 6

Nadine is serving time for her career choice as a sub pirate. Generally antisocial, Nadine is not readily eager to engage in casual banter with anyone. Her one weakness, however, is an addiction to sniffing the fumes generated by a sealed can of molecular adhesive. The effect induces feelings of euphoria and displacement. A few people are aware of her addiction, including Hairy Jake, who acts as her supplier in exchange for sexual favours.

Nadine is being used to pilot the highjacked supply ship during the escape, though she has not been told anything apart from 'Be ready'.

-She is to be the pilot for the highjacked Shuttle when the prison break occurs. She does not know the specifics of the plans, only that once she is contacted, she is to make her way to 13's cell and he will escort her to the escape site.

-She also knows that Dr. Pak is the mastermind of the escape and head of the Bio-Labs (yes, she knows about the Bio-labs), but is not aware why he would have a reason for escaping. She does know that Dr. Pak has a way of deactivating the prisoner's PADDs and will do so before the escape.

-Nadine is aware that both Hairy Jake and Corry Rivka have been helping in procuring stolen materials. She knows that Corry will be accompanying the escape group, but not Hairy Jake, whom she thinks does not even know about the escape (which she is glad for; she hates Jake).

-She is completely unaware of both Morgan and Lisa, the two experiments.



• Hairy Jake
Male

Supply Personnel
Archetype 3

Jake is one of the two staff personnel who trade 'hardsell' with the prisoners. For a price, Jake can arrange for a prisoner to get



whatever he pays for (except firearms) and overlook it in the supply manifest when doing inventory. He has been the main supplier for 13 and Dr. Pak in obtaining some of the harder-to-get items like storage containers, electrical equipment and the mining sealant bombs. He suspects that 13 and Lo Pak had something to do with the flooding, and knows they used the sealant resin canisters to do something in the flood, but he does not know what.

What makes 13 and other unwilling to use him is his big mouth. For the right price, he will even sell information about past buys and sales.

-13, Corry and Dr. Pak are all working together on something big. The equipment they pilfered through him is not just simple 'hardsell', they are up to something they do not want Arasaka knowing about.

-The equipment they have taken is either medical or hard tech stuff. He knows that Dr. Pak is head of the Labs and even knows them as Bio-Labs. He just can not figure out what the Doctor would need with similar equipment to the stuff in the Labs just for himself.

-Jake knows that the flood in the basement was no accident. He figures that Pak and 13 were behind it all and are using the N-4 Resin Bombs to seal up something during the flood, possible a cubby hole somewhere in that flooded labyrinth.

-Jake also suspects that Pak and his bunch are going to make a prison break since they seemed very interested in knowing the supply ship's timetables and who amongst the prisoners was a good pilot (it was him who recommended Nadine to them).



• **Riprap**
Male

Prisoner
Archetype 7

Nicknamed Riprap for his annoying habit of talking incessantly at breakneck speeds, Riprap is considered to be the gopher of the prison. If you need anything done, he will volunteer to do it. He is constantly attempting to make friends with people seeing as how nobody can really stand him. Get into a conversation with him and you are likely to be spending hours trying to get rid of him if you are anything but blunt.

If there is one thing he excels in it is stealing things under the nose of Security. Nobody is sure how he gets away with it, but he usually squirms and fidgets during body searches while engaging in his usual banter. The guards are always a bit too hasty in dispatching him on his way.

-Riprap has been one of the primary errand boys for 13 and is therefore aware of most of the items on the Christmas list.

-He thinks that 13 and Corry have been planning a breakout. He is a bit irritated at the fact that he is not in on it yet and will either try to prove his worth to them in any way or will betray them out of spite.

-Riprap knows that 13 and Corry are following instructions from a Dr. Lo Pak, though he has never seen this doctor.

-The flooding in the basement was also planned in order to secretly procure more supplies and to create a haven in which this doctor operates a hidden lab from.

-13 let it slip once that they had a way to de-activate the PADDs using nanites, though he never explained how or when.



• **Tight**
Male

Prisoner
Archetype 7

Tight is a classic example of a prisoner surviving on his wits rather than brawn. Already intelligent to begin with, Tight's photographic memory makes him one of the best instructors at the Rec classes, where he tutors prisoners in a variety of fields. Tight tries not to involve himself in the prison's more seedier trades, but his memory, coupled with the fact that gossip is a number one pastime at the prison, makes it hard for Tight not to be regarded as an information broker. He is usually careful with whom he talks to and why, but his indiscretion over the 'Christmas List' could prove to be his downfall.

-His number one bargaining chip is his photographic memory and the fact that he knows what is on the 'Christmas List'.

-He knows that the only way to obtain most of the items on that list is to go through a staff member, and he thinks that Hairy Jake is that very person who has been supplying 13.

-Tight does not figure 13 to be the type of person who knows about half the equipment on the list. He thinks that 13 is the muscle for the brain behind the project.

-Tight has already figured out how to use the elevator to pressurize an area in order to disrupt the PADDs. He ascertained this technique after talking to Terrance the First (see De-Compression mini-adventure).



• Audrey Malloy
Female

Security Chief
Archetype 1

Her no-nonsense attitude, coupled with her handling of the Riker's 2017 Riots, won her Arasaka's admiration. That translated to a great paying job as Head of Security for Sub-Attica. The recent slew of problem at the facilities has proven to be a great thorn in her side and her disciplinary methods are increasingly brutal. This, coupled with her already harsh work ethics, has not made her friends to many.

Audrey is tough, she likes to be in control, she is blunt and at times, unnecessarily rude. Despite all this, she is a superb tactician and logical to a fault. Do something illogical or something she does not expect and she will do everything in her power to humiliate the person responsible for making her look foolish.



• Marlina Napoli
Female

Prisoner
Archetype 5

Marlena is one of the few people who actually does not belong here. She was a Netrunner set up by Hiro-Assad and framed into being sent here. When Hiro-Assad later contacted her and told her that they would release information exonerating her from the crime if she would help them find out what Arasaka was up to, she told them to drop dead. Hiro-Assad has left her in the prison to rot.

Marlena is a beautiful woman, heavy set and headstrong. She only becomes friends with people who are genuinely friendly around her (she senses when people are being fake, it's a skill).

-Something bizarre is going on in the prison. Hiro-Assad is desperately trying to find out what Arasaka is doing in Sub-Attica. Whatever it is, it has something to do with the new increase in sub traffic at the prison.



• Sweet D
Male
Hidden implants

Prisoner/Spy
Archetype 2

Sweet D is an Arasaka agent keeping an eye out on things. The problem is that he does not do so very well and is generally suspect to many of the prisoners. It is for this reason he is not informed of very much or given the wrong information.

What Sweet D is used for is to obtain good 'hardsell' that he gets through his contacts in Security for information trades. The information he receives is usually titbits and scraps of info; however, nothing or close to nothing deals with 13, Corry or Dr. Pak.

Sweet D will try to make friends out of the players when they first arrive in order to try and secure some steady sources of info. If the players deal too much with Sweet D, this could alienate them from some of the other convicts and the information they hold.



• Crispy
Male

Prisoner, Cook
Archetype 4

Not a very pretty nickname for Alan considering his disability. Crispy was badly disfigured in the foundries when a fellow convict took objection to Alan's sarcasm and whipped some half-melted ore nuggets into his face. In an effort to remove the burning liquid from his face, Alan destroyed all his fingers on one hand and two on the other. He now wears gloves and a plastic mask in order to hide the scars, and works permanent position in the kitchen (which he actually does not mind since he does get along with the head cook). Crispy is still sarcastic and generally dislikes people.



• **Geek**
Male

Prisoner, Librarian
Archetype 6

Geek is Rich Ricky's cellmate and best friend. Geek is an avid reader and is currently assisting the activities coordinators with teaching Literature classes. For being a model criminal, Geek is also allowed to operate a small library during rec hours which anyone can use. Geek is one of the few prisoners, apart from those escaping with the Dr, that has met Dr. Lo Pak and been on friendly terms with him (not friendly enough, however, for the Doctor to disable his PADD when the escape occurs).



• **Dr. Hassan**
Male

Head Doctor
Archetype 3

Dr. Hassan was one of the few prison staff members not changed over when Arasaka began running Sub-Attica. He is aware that the prisoners are being used for some experiments, but the money he sends to his family land-side is too good to turn down. Dr. Hassan is normally quiet and rarely offers conversation to even his fellow doctors. He is a bit of a cold fish.



• **Deirdra Hollins**
Female

Prisoner
Archetype 5

The infamous Black Widow of Sub-Attica. She has yet to mate and kill one of the prisoners in Sub-Attica due to the close eye

kept on her by both the prisoners and Security due to her reputation. Apart from that, she is virtually isolated from the prisoner rumor vine and knows little to nothing about the events going on inside the prison.



• **Byron Jurgens**
Male

Warden
Archetype 3

Byron is the current facilitator of Sub-Attica. He was brought in when Arasaka installed their Bio-Genetics facilities and they needed a cover man to handle the day to day mundanities while shielding the new labs from the outside. Jurgens dislikes working in Sub-Attica, but recognizes it as a launching point for a permanent and lucrative position with Arasaka. He rarely associates with the prisoners due to his disdain for them.



• **Needle**
Male

Prisoner, Tailor
Archetype 7

Needle's actual name is Adrian. A bad accident left him without legs and he is now forced to work as a 'mercie' in the prison's laundry room. This does not bother him terribly much as he is also a tailor and usually spends his time fixing people's clothing. This has given him a unique view into things because he can see from the clothing he repairs who has been sneaking around the air ducts when they are not supposed to, who has blood on their sleeve when one of the prisoners had a small accident last night, etc. He usually keeps his mouth shut about that, unless someone bribes him with chocolate (his weakness).





• P-Top
Female

Prisoner
Archetype 5

Every prison has one, the one person everyone turns to for their drugs. That's P-Top, the resident drug distributor. Her drug source comes from some of the personnel working in supply who smuggle drugs to her from the outside in exchange for sexual favors. Because of her trade, P-Top tries to be neutral by not stepping on people's toes. She is therefore the epitome of a business person: calm, collected, rarely belligerent and always keeping her opinions of people or matters out of her dealings.

-Some of the 'hardsell' that 13 has been distributing has been drugs (from the Bio-Labs, courtesy of Dr. Pak) not in normal distribution and are definitely home-grown lab quality.



• Mary Potkins
Female

Administration
Liaison to Supply
Archetype 3

Mary is a bit of a quiet person. She gets the job done and speaks her mind, but when it comes to her private life, she is fairly withdrawn. The one person she despises at the prison is Hairy Jake, with his childish attempts to come on to her. The problem is that she has to work with Hairy Jake as Administration Liaison, but that has proved helpful in that she is ready to lay charges against Hairy for stealing supplies once inventory is back online (with the flooded basement and all).



• Rich Ricky
Male

Prisoner
Archetype 6

Like his name implies (see SLANG section), Rich Ricky is constantly high or fixated on something. If it isn't one kind of drug, it's another, or it's cigarettes or it's glue. Despite his addictions, he still watches out for Geek, his cellmate, whom he gets along with. That is not to say that he would not sell Geek out if he were in dire need of a fix, but Geek would be the last person he would do that to. Because he is high in one form or another, Rich Ricky can be in a variety of moods depending on what drug he has taken before people talk to him (GM's discretion on his attitude or reaction to the players).



• Rough Sally
Female

Prisoner
Archetype 4

That is a nickname that was not assigned to a demure person. Sally likes to do everything with a lot of noise, usually in an abrasive manner. She eats, talks, gestures and moves like a Mack truck bulldozing its way through a crowd of people. The funny thing is that her stature as a petit woman does not seem to fit her personality, yet few people point that out to her. She loves fighting and claims to act like a man because "other men aren't man enough for her", so she has decided to take their roll. "Stand up or get out of my way" is her general motto.



• Ryerson
Male

Prisoner
Archetype 5

One of the few convicts who has been lucky enough to gain enough trust to land a good permanent job, Ryerson is in-charge of updating prisoner rec time allowances. As such, he rarely lets people slide by, actions which have earned him an enemy or two (a matter he rectified by giving a few other people extra rec time to bodyguard him). Ryerson is curious and for that reason alone, he will talk to new people. He has a crush on Marlana Napoli and has been secretly adding extra time to her rec period, something she has noticed but been unsure as to whether she should broach the matter or not.



• Shank
Male

Prisoner
Archetype 4

Shank is not the most popular of convicts. He owes a lot of people small favors, but nobody wants to break his limbs in order to collect since it will irritate the other people he owes. Shank usually manages to repay people at the last second before they are about to pound on his face, but whoever comes to collect a debt better do so with more than one person. Shank is large and has won the Fitness competition in the past.

Because it keeps him away from the other convicts a good deal of time and under the watch of staff, Shank volunteers time in the kitchen and now works 5 weeks out of the 10 week cycle there.

Shank is normally suspicious of people and their motives and will only help them if they do him a favor first.



• Teeth
Male

Prisoner
Archetype 5

Ever know someone with the perfect smile and flashing teeth? Well Teeth was it until Rough Sally knocked most of them out (after she heard about how many women Teeth married and killed for the insurance). Teeth now wears a bandanna over the lower part of his face, much like a bank robber from the old west, and sticks to a small gang for protection (especially from Rough Sally). He will stay away from most women since most know his reputation and he knows Rough Sally is watching him like a hawk (she did claim to make amends one time and try and set him up with Deirdra Hollins, AKA 'The Black Widow').



• Toad
Male

Prisoner
Archetype

Toad is one of those characters who fall in-between the cracks. He is not strong enough to be an Archetype 4, not good looking or cool enough to be Archetype 5, not smart enough to be Archetype 6 and is not an information broker to be Archetype 7. Toad is one of those convicts everyone ignores because they do not think he has enough to offer. For that reason, Toad sticks to himself, rarely talks to anyone and minds his own business. Anyone who attempts to talk to Toad is going to have to be very patient since he will initially regard them with suspicion, then slowly begin to talk to them (though he will still be careful around him).

One thing that people do not really realize about Toad is that he may not know the specifics of the rumors or clues in the adventure, but what he does know is who to talk to in order to find out. Toad is good for sending the players off in the right direction.



THE CHRISTMAS LIST:

The list was created by Dr. Pak and 13 when they brainstormed over what tools would be needed to build the labs, deactivate the PADDs, access the computer programming for the Life Support unit, what equipment would be needed to secretly move around the base and any other extra items. Since the list was drawn up way before Corry ever entered the formula, the list included some of the things that Corry has since been able to do since, like reprogramming Life Support and finding a way of moving around the base secretly. The list possessed by 13 is the old list even though many of the items have been marked off. This is the list that Tight is familiar with from his photographic memory.

For the intelligent player, the list could provide insight into many different things dealing with the escape. Admittedly, many of the tools are generic in use, but some are specific in what function they fulfill. Here are some examples of items on the list and the functions they can be used for. Not mentioned here, but included on the list are mundanities such as electric screwdrivers, wrenches, bolts, nuts, hammers, pliers, etc., and medical tools such as a field operating kit, portable freezer unit, portable flood light and a list of medically used chemicals.

OXYGEN RECLAMATION UNITS:

Portable purifiers that maintain a standard quality of air. It is primarily used in the mines. Used by Dr. Pak to keep the air in the hidden lab fresh.

N-4 EMERGENCY RESIN BOMB:

An emergency container slightly larger than a grenade. It is designed to fill a small area with a resin or foam-like substance that solidifies when in contact with air. Primarily used to seal small passages airtight when threatened with flooding. The resin can form a wall with 20 SP, 30 SDP against normal damage (value is halved against weapons fire). Used by Dr. Pak to prevent the laboratory from flooding during the basement inundation.

RESIN SOLVENT SPRAY:

A canister with a spray nozzle that contains a liquid solvent. The solvent can disrupt the molecular bond of the N-4 Resin bomb at a rate of 1 SDP per minute without damaging the surrounding object. Needed by Pak to dissolve the resin used to gummy up the turbines of the Supply ship.

AKT- 'PLUGS':

Listed as an alternate to Resin Bombs, these units are portable, inflatable plugs that can detect variations in air pressure and seal up a mine shaft or tunnel to maintain the current pressure of the sealed section. They are used in conjunction with Oxygen Reclamation Units.



NT-GLOWPOWDER:

A powder sprinkled on mine worker clothing that cannot be washed off and glows in the dark. Provides limited illumination for a 5 ft area around the user. Used on the miners' clothing in case of power outage in mines. The powder is being used to illuminate the lab and to mark a trail from the lab to elevator #1 using the air ducts (once the lights in the facilities go off).

KAITLIN HAND HELD PROGRAMMER:

A small unit that can be attached to any computer terminal, access the programming and allow the user to reprogram the equipment in question. The tool is not held at Sub-Attica, but is not needed anyway since Dr. Pak now has Corry to directly access the Life Support Unit.

BATCH 487-D:

One of the Bio-mutagenic batches that Dr. Pak is using in his research. It is part of the Bio-Genetic bath used to alter the DNA of the experiment (see *Genetic Remodelling* section at the end of the module). Not very many people know about it except those that can identify the markings on the canisters (see *Rumor #2: The Salvage Operation* for an indication of who knows Russian).

BATCH 35-K:

The second Bio-Mutagenic strain used to replicate the DNA sequence of whatever organism it is exposed to (see *Genetic Remodelling* section at the end of the module). Same parameters as Batch 487-D for identification.

PORTABLE GENERATORS:

A generator used by the miners to power some equipment deep in the mines. Used by Dr. Pak to power his mini-lab.

NANITES VARIANT 2 & 3:

Small drones, invisible to the naked eye, designed to enter the human body to perform a variety of tasks. The variants are only known to those that work with Nanites. Variant 1 is used to perform bone and skin weaves, Variant 2 is used on machinery or cyberwear for internal micro-repair (this batch is being used to deactivate the PADDs) while Variant 3 is designed to monitor the body for specific responses and respond accordingly (this variant is being used to detect excess oxygen in the blood and surrounding tissue and inject a toxin into the brain that will induce comas in the prison staff).

SCACE UNIT:

(Self-Contained Atmosphere and Controlled Environment) A containment unit used by researchers and the medical field to

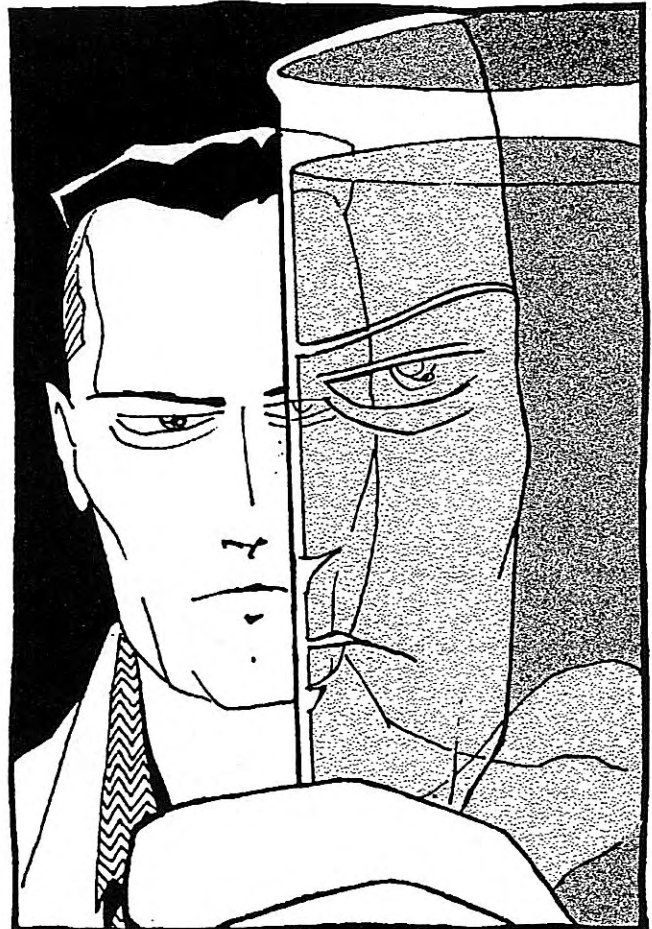
place a human subject within a self-contained environment. The unit has a variety of uses, including flooding the chamber with a tissue-regenerative solution to treat burn victims, a pre-cryo unit to lower bodily functions in order to slow the effects of poisons or certain types of tissue degeneratives, post-op nutrient-rich treatment bath for major bio-sculpt jobs or a transport unit for a quarantined patient. It is being used by Dr. Lo Pak to administer the Bio-bath to Morgan and Lisa.

LMN PUMP:

(Liquid Medium Nanite Pump) This unit is designed to fit over the ears or the nose and fill the sinus cavity with a liquid in order to deliver nanites. The reason for this is that most nanites can only function in a liquid medium. It is used by Dr Pak to deliver the nanites into the sinus cavity where they will disable the PADD transmitter.

MICRO-CENTRIFUGE:

This piece of hardware is a portable unit used to separate compounds as well as blood samples. It is standard in almost any lab dealing. It is being used by Dr. Pak in order to test the new chemical baths and blood samples of Lisa and Morgan.





The Great Escape



This section covers in detail the events of the escape. As stated before, this can be played out by the GM at any point during the adventure which he feels is the right time.

Before any of it begins, the pre-events described in the Sequence of Events section should already be in play. They include the nanites being introduced into the food of the staff, the Life Support system being reprogrammed by Corry, the glowpowder being placed in the air ducts in order to find the route between the secret lab and the elevators and the special nanites being already programmed to seek out the PADDs and disable them.

If, during the adventure, the players do something that Dr. Pak feels might threaten his escape plans (like stumbling across his secret Lab or confronting Morgan and Lisa in the basement), Dr. Pak will start the sequence of events for the escape (without destroying the communications equipment) and have Corry radio for a rescue sub to 'help' once oxygen is fed back into the base. Once the sub arrives, his party will hijack it using the weapons confiscated from Security.



START COUNTDOWN

T-2:00 HRS:

The supply shuttle arrives at Sub-Attica. At this time, the agri-dome is cleared of prisoners and is sealed off from the other sections, and elevators #1-3 are brought up and kept there until the transfer is complete. Present in the agri-dome are three security guards helping with the transfer of supplies and the two men present aboard the supply shuttle.

They begin unloading the supplies.

T-1:50 HR:

Morgan and Lisa swim out using the # 4 water transport elevator shaft to the agri-dome where the supply ship is docked. Using an N-4 Emergency Resin Canister, they secretly gummy up one of the turbines on the supply ship and wait for Security to radio in the completion of supply transfer.

T-1:45 HR:

Corry makes his way into the Communications Room of Sub-Attica under the pretense of calling a family member. He kills the communication officer on duty with a blow to the head using a wrench, then dismantles the equipment, including internal communications (the wall units, telephones and PA system). He is sure not to touch the television feeds for the different rooms in order not to arouse suspicion.

The unit will require a minimum of 4 hours work /DL 25/ using the Jury Rig skill to repair.

Corry locks the room up by propping a chair against the inside door handle and makes his way out using the air ducts. The door can no longer be broken through and will require to be opened with either blowtorch or minor explosives.

T-1:30 HR:

The supply ship discovers that one of the turbines is blocked and delays departure. While the two members of the supply vessel stay on board in order to ascertain the problem, Morgan and Lisa come out of the water using the crates and equipment in the crowded bay as cover. They then ambush and kill the officers on duty and take their weapons. Morgan swims back down to the lab to retrieve equipment for Dr. Pak while Lisa boards the ship and takes the crew hostage.

T-1:20 HR:

Using elevator #4, then going through the flooded hallways of the basement, Morgan arrives at the hidden lab where Pak and the other escapees (13 and Nadine) have just arrived through the air ducts from their rooms/cells. Pak begins disarming the PADDs.

T-1:15 HR:

Corry arrives in Life Support for his shift and secretly activates the maintenance routine cycle on the life support systems. He then dismantles and takes away some computer relay chips from the Life Support unit and pockets them before entering the flood tubes (the computer relay chips are the onsite bypass for the system. With them gone, nobody can override the maintenance routine at the source. The other LS engineer on duty was told by Corry to rest while he took the first shift). The routine initiates the hidden program.

Notes on the Hidden Program: The five steps taken by the hidden program are listed in the Sequence of Events and indicated as Hidden Step #1-#5.

• Hidden Step #1:

The first thing that happens is a shut out of all systems, including the security override. The system now begins running a 1 1/4 hour long diagnostics program. With the bypass chips gone and system override shut out, the only way to stop the system from running its routine is to shut the entire system down for a reboot.

• Hidden Step #2:

At T-1:00 hr, the system detects a false flood breach in the basement area and begins sealing off the base by closing all emergency flood bulkheads. The problem is that the routine running the system is sending out the same recognition code from the initial breach that flooded the basement. That means that the flood indicated on security sensors fits the exact parameters as the last flood. Security recognizes the flood as false and begins using the flood tunnels to investigate the different areas for signs of trouble while Life Support scrambles to repair the Life Support unit.

T-1:00 HR:

Corry uses the air ducts to arrive at the hidden lab just as the false flood is detected and the base is sealed. The group takes all relevant information dealing with Dr. Pak's experimentation before entering the air ducts and following the glow powder trail.

Security recognizes the flood breach as false, but cannot override the system. They immediately begin sending personnel throughout the complex using the false elevator shaft and the flood tubes.

• Hidden Step #3:

As a member of Life Support, Corry is aware of Security procedures in times of emergency such as now. At T-0:55 minutes, the routine registers elevator #4 (the watervator) as being trapped between levels. As per operating standard procedure, the water in the watervator is drained into the flood tunnels in order for a work crew to repair it. Though standard operating procedure dictates that the water vent to the outside remains closed during this time, the routine overlooks the open vent and begins filling the flood tubes while keeping both vents open.



T-00:55 MINUTES:

The Watervator begins filling the flood tubes with water on levels 3-6. The water rushes through the tubes and can be heard throughout the entire complex. 14 Security members get caught in the flash flood and die. Random sections throughout the complex get flooded from the open flood tubes that were being guarded or used by Security in transit (the air ducts in those areas immediately seal, though they do not register on the Life Support mainframe).

The flood tubes are filled under five minutes.

• Hidden Step #4:

The only way to travel about the base unhindered now is by using the flooded basement or through the air ducts, both of which were falsely listed as sealed off and inaccessible by the maintenance program. This is to enable Dr. Lo Pak and his team the opportunity to move around the base and to reach elevator #1, located now in the basement level of Sub-Attica in one of the unflooded sections. The route they take is marked with mining glowpowder, all the way from the lab to the elevator (this also means that the players have a chance of following it).

T-00:50 MINUTES:

Dr. Lo Pak and party exit from the air ducts and arrive at the elevator. They wait for a few moments for Lisa to send the elevator down. Lisa engages the #1 elevator to reach the basement level and pick the group up while Morgan uses the #4 elevator to swim to the top (after ensuring that the flooding of the tubes has stopped).

T-00:45 MINUTES:

With the agri-dome secured and sealed, Morgan and Lisa dive into the water to begin freeing up the turbine of the supply ship using a chemical compound that slowly dissolves the resin.

Security blows open the door to communications and discovers the dead communications officer and the destroyed equipment. Warden Jurgens sends an emergency call to the surface and though help is sent, it will not arrive for another 3 hours. Another sub in the area picks up the call (see *Last Business* in the *Dat to Day Adventures* section).

• Hidden Step #5:

At T-00:15 minutes, the life support units begin decreasing pressure slowly by 2 atmospheres before the change is noticed by the computers and more air is pumped in to equalize the base. However, the hoses connected to the emergency air tanks were switched with the emergency oxygen reserves by Corry earlier. Life support systems begin to pump more oxygen into the facilities, thereby raising the oxygen count in

the air. Due to an already low count of oxygen in the air (see Life Support section for further details), a higher amount of it was needed in order for the nanites to detect the oxygen saturation level in the blood and tissue as well as for the PADDs to register the change.

It will take 10 minutes for Life Support computers to decrease pressure by 2 atmospheres before the emergency oxygen dump is started. Oxygen saturation countdown will begin at T-minus one minute after the 2 atmosphere drop is reached. After that, the atmosphere will rise at a rate of one atmosphere per every 2 minutes (4 minutes total).

T-00:15 MINUTES:

Life Support systems begin decreasing air pressure in the station and the pressure starts dropping. Security now realizes that the air vents are still open and tries using them to travel about the base.

As the air pressure is dropping, the effects will be virtually unnoticeable (/DL 25/ Awareness/Notice roll). Anyone who notices the pressure dropping will hear so through a slight creaking noise in the surrounding walls and supports, or may see it where the water is in contact with the ocean (flood tubes, basement level, etc.) as the water level rises slightly.

T-00:05 MINUTES:

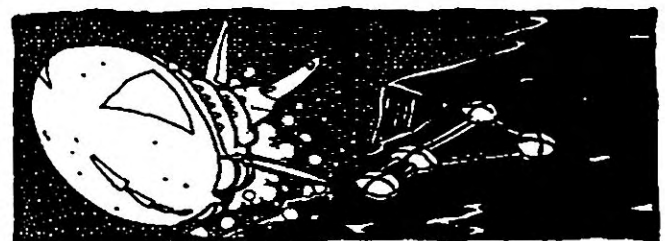
Maximum air pressure drop of 2 atmospheres is reached and the system begins pumping in oxygen. Morgan and Lisa succeed in freeing up the turbine well enough for it to function while Dr. Pak and the group arrive at the top and the ship is prepped for launching. The hostages are tied in the hold of the vessel in case Dr. Pak needs them later.

T- 00:03 MINUTES:

The supply ship leaves docking and proceeds to head out to the open sea. Dr. Pak successfully escapes with Nadine, 13, Corry, Morgan and Lisa.

T-00:00:

Air pressure reaches standard atmosphere level as the PADDs detonate and the nanites in the staff members activate. The diagnostics program ends on the Life Support Unit and everything is brought back online.



AFTERMATH

If Dr. Pak is successful with his sequence of events, the following occurs:

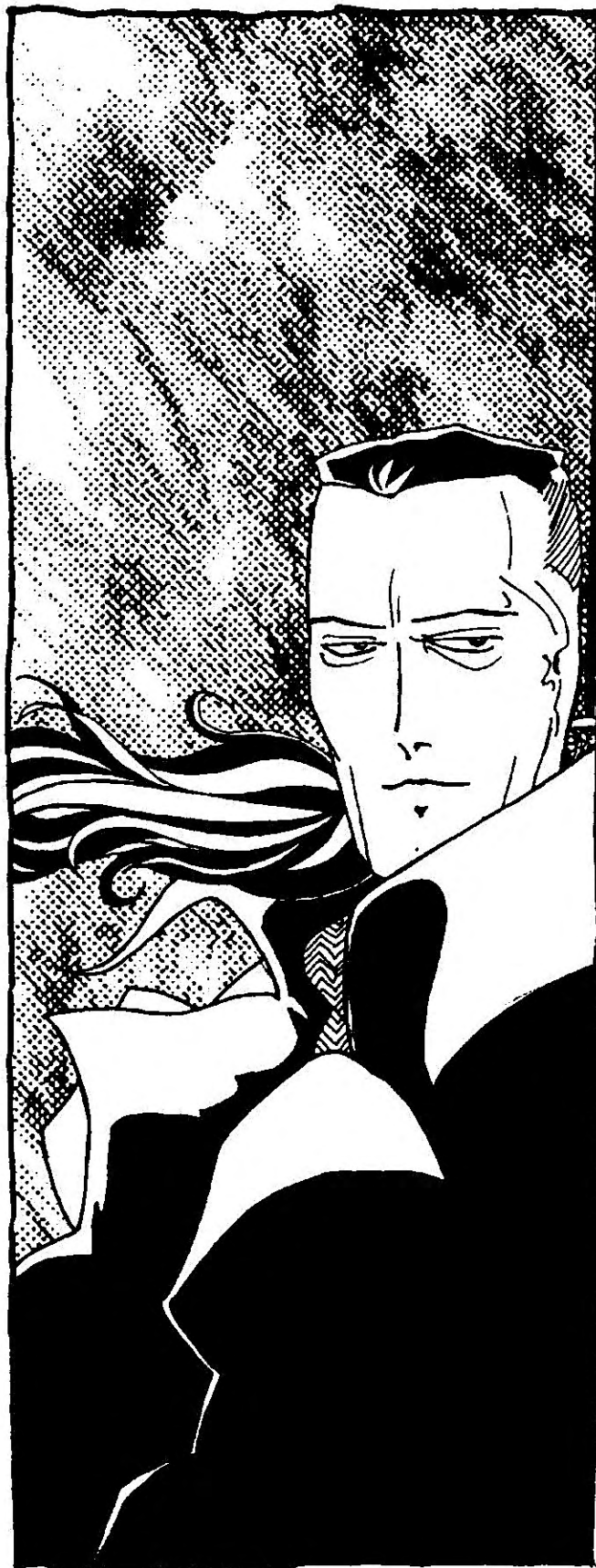
1) 30 people survive, excluding the players. 24 were prisoners whose PADDs somehow malfunctioned due to faulty equipment or because they ascertained what was occurring and used Scuba tanks to keep their air normal (i.e. lower oxygen count) until they could reach Security to deactivate the devices. Some poor fools in medical used a freezing liquid spray and injected it up their nostrils in order to destroy the PADDs.

The remaining 6 survivors were staff members who either were never infected by the nanites because they were not present at that lunch period or they accidentally borrowed somebody else's glass that was already used.

2) Dr. Pak and his team vanish in the world. After Arasaka takes a tally of who escaped and who did not, they use their spy network in an effort to find the escapees (could include the players if things worked out well for them). Eventually they only find 13 and Nadine, but Dr. Pak vanishes in one of the cities.

3) Lisa and Morgan die from accelerated cancer brought on by the experimentation (see the Genetic Remodelling section at the end of the book) within a year and Dr. Pak realizes that this avenue of genetic manipulation is a dead end.

4) After the playing out of the Last Business scenario in the Day to Day Adventures section, the media sends out ships to the area when they hear about the prison's distress call. In order to cover up their activities at the prison, the remaining survivors are killed and Arasaka claims that the entire incident was the result of a violent prison break which went bad. With most of the staff either dead or held hostage, the warden chose to flood the entire facilities to prevent any escapes. The facilities are cleaned out and locked down until Arasaka has further use of it in the future.





WAYS THE PLAYERS CAN SURVIVE:

This is a very important section on how are the different ways the players can survive the detonation of the PADDs once oxygen is flooded into the base. Some of the solutions (AKT 'Plug', Elevator and Medical Station solutions) should be 'obvious' to the techies based on their skills. See if the players can come up with the solutions on their own before allowing them a roll.

In any of the solutions involving the rapid increase of pressure, the only way to deactivate the PADDs is to double the pressure in that area, thereby compressing the air in the ears to half its original volume. At 15 atmospheres (500 ft), the person would need to rapidly descend to 30 atmospheres (1000 ft). At 30 atmospheres, the increase will only work at 60 atmospheres (2000 ft). That means in using the elevators for rapid descent, the players would have to start from the agri-dome and travel to the first mine artery to affect the PADDs or start from mine level 1 or 2 and travel down to the prison in order to get the same effect. Using the third mine artery will not help.

DISASSEMBLY:

The players could use the equipment in Dr. Pak's secret lab that he used to disassemble the other PADDs. He still has 6 nanites geared towards dismantling the PADDs located in the sinus cavities. The nanites are held within a liquid filled capsule (standard issue and recognizable by any techie) that can be inserted into a LMN Unit (see *Christmas List* under *Clues*). The process of inserting the capsule into the LMN unit, placing the unit over the nose, waiting for the nanite to be injected and begin working on the PADD will take a total of 10 minutes. It will be another minute before the PADD is deactivated.

AKT- 'PLUGS':

An AKT 'Plug' or two can be used to seal off a tunnel or section, thereby making it airtight (providing there are no vents in the sealed section or no outlets for the air to escape). By disabling the emergency vent unit on the AKT 'Plug' and by using several Scuba tanks to rapidly release more air into the section, the air in the area will become compressed as the atmospheres increase. Provided the area is small enough for the air tanks to make a difference, the pressure will hopefully rise high enough to dismantle the PADD.



SECURITY STATION:

The Security Station is equipped with a PADD deactivation unit stored in Security Supply. Though it only takes a minute to deactivate someone's PADD, it can only do so for one prisoner at a time. The problem is trying to reach it past the security personnel, especially since Security itself is limited access, as is the level it is located on. One option is to use the air ducts to get into and out of Supply (this option was discounted by Dr. Pak since he thought the theft of guns would bring too much attention to them or be too risky during the mayhem of the escape).

ELEVATORS:

The Type 2 elevators are airtight and equipped with emergency air tanks. By sealing the purge valve that releases excess air, the air in the elevator is kept from escaping. By holding an airtight container such as a cup over the air sensor of the elevator, the sensor can be fooled into believing that the air supply in the elevator is limited. Because of this, it pumps in fresh air from the tanks. Much like the AKT 'Plug' solution, the rapid air pressure buildup in the elevator should be able to crush the PADD.

The second solution with the elevators is to set the elevator for cargo transport only (this can be done by breaking into the elevator access panel on either the agri-dome or mining levels and reset the function parameters). This will result in the elevator not bothering to slow down from proper equalization, thereby re-enacting Terrance's accident (see *De-Compression* mini-adventure for further explanations).

MEDICAL UNIT:

One of three things can be covered here, all of which are terribly unpleasant. The first is using some of the surgical equipment such as a laser scalpel or bone scrapper to clean out the inside of their sinuses. This will cause permanent sinus damage that will require cyber replacements to repair. In order to do this, the player must make a courage roll under their Cool and succeed by at least 2 over their Cool stat in order to either do it themselves or have it done to them. Anyone pursuing this action will suffer 1d6 points of damage. Having a Med Techie perform this procedure will reduce the damage roll by half (1d6/2).

The second way is a little less gruesome but equally as damaging and painful. Most surgical units are equipped with a modulated cold spray unit that numbs an area via a jet that sprays the tissue with a freezing liquid medium. By opening the flow regulator of the spray jet and directing it up the nostril, the jet fills the sinus with a freezing compound that totally destroys the sinuses, but eliminates the PADD transmitter as well. The damage suffered is smaller compared to the use of sharp objects (1d6/2) as the required roll under the Cool stat is done at no penalties.

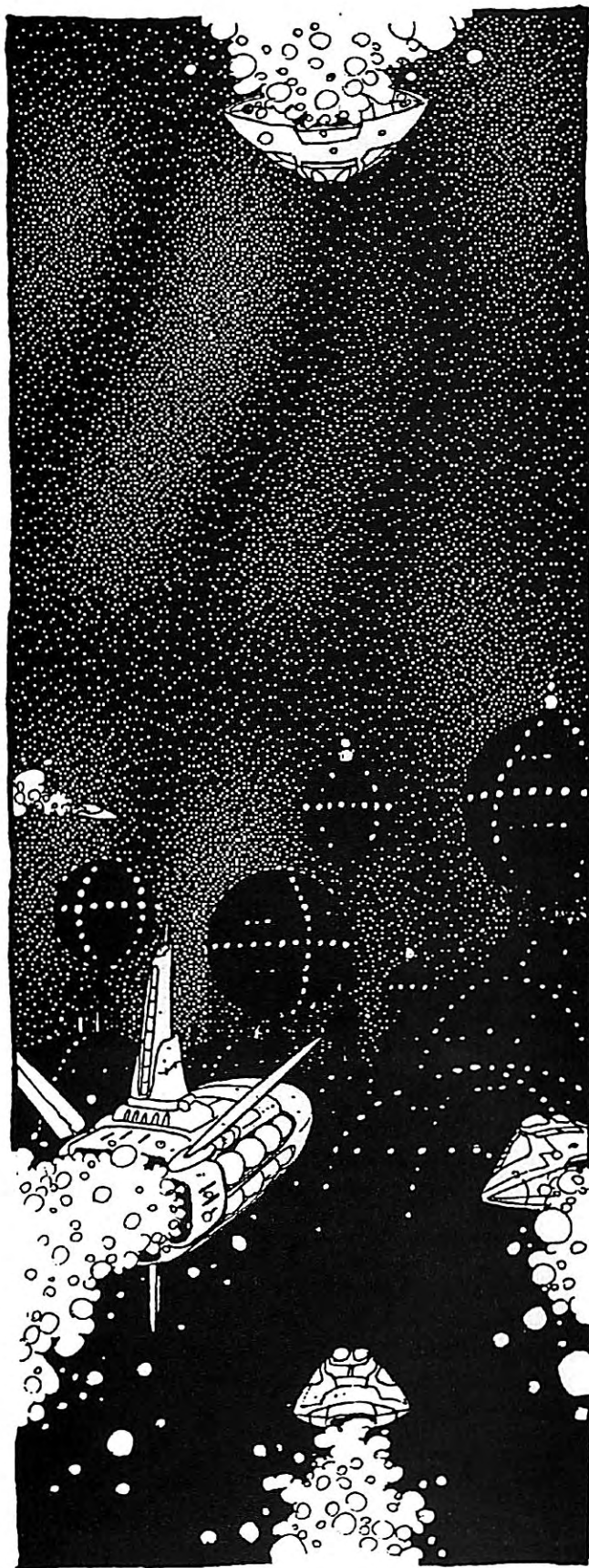
The third procedure uses shock needles. The needles are used to pierce flesh and bone and directly administer a mild electro-shock to the heart in cases of Cardiac arrest. The needles can be inserted in the nostrils and an increased voltage will disable the PADDs. The problem with this method is that shock will do damage (1d6/2) and a subsequent muscle spasm will cause the needles to cut and lacerate the sinuses (1d6/2).

After any of these procedures, any skill checks involving olfactory senses is increased by two difficulty levels until the damage is repaired.

SCUBA TANKS:

Because the air stored in the Scuba tanks of Sub-Attica are filled with the same mixture as the prison's atmosphere, it is possible to delay the PADD detonation by using the Scuba gear and clipping the air coming through the nose (most regulators are equipped to fit only over the mouth, masks are what covers the nose). This will prevent the excess oxygen from reaching the PADD for at least 2-4 hours (tank's air supply) and allow the players some extra time in trying to dismantle their units.





So you're interested in running a campaign in the deep. Visions of SeaQuest DSV, The Abyss, Leviathan, Deepstar 6 and Voyage to the Bottom of the Sea have shown you that the realms of Cyberpunk go further than the attractions of Night City or Orbitville. Here, governments and corps exist beyond the 3 mile territorial waters only in fortified city-states, separated far from their mainland head quarters. It's like the pioneers of the old west, only the wagons are made from reinforced hyper titanium alloys and the trigger to your six-gun is a button that fires off bullets called torpedoes.

It's back to the time of settlement towns, freeports and city states, where the law you make is written by the weapon you hold. This is life in the underwater worlds of Cyberpunk. Here you learn the lessons of survival from the sharks and barracudas, you smell your prey from miles away, you strike hard and fast and the only thing you leave behind is their blood, that is, unless you can find a buyer for it. You know the dry-side is far beyond saving, but here... here is where the new frontiers are being forged, here's where your skills might be able to make a difference. Here you don't play at being a cop but a self-appointed lawman.

The following sections are designed to enable a GM to run the underwater-based campaign of Sub-Attica. The information contained herein is a brief view of the developing underwater world in which the prison is located.



BOUNTY HUNTER

The following NPC is one that has recently appeared since the inception of the underwater communities.

The Bounty Hunters of the marine world are part Solo, part Cop. They work alone to enforce the law where there is none written and are trained to handle themselves in tough situations. What being a Cop didn't teach them, working alone on the streets has. Bounty Hunters are used by the corps and governments to handle those individuals beyond the reach of the colonies and installations. The Law may have a long arm, but the Bounty Hunters have a wider grasp.

The Bounty Hunters are either driven by profit or by an undying sense that the wrongs of the world can and must be righted. In this role they either die or improve. It's an either-or situation for them. They usually live out of their subs, going from one port to another to download current 'Hunted' files, checking out the going price for bringing a wanted perp in, taking care of repairs on their ship, 'cashing in' on a captured perp or just spending some free lonely hours with some company. Being a cop down here doesn't mean a thing when the various installations and bases use their own security and therefore aren't trusting enough of their rivals (big surprise) to establish a unified security force. Neither do they want to show weakness by admitting that someone raided their complex. The perps know that too. They're aware that they can commit a crime in one station, go to a second base or port and walk in without a hassle (unless they have a record there as well). That's where the Bounty Hunters come in.

The Bounty Hunters have become the unofficial law of the oceans. The different corps and government outposts, colonies, ports, etc, have begun using the Bounty Hunters to track down wanted perps because the Bounty Hunters have no affiliation or allegiance (except to their own cause) and are therefore less likely to be stopped from entering a rival colony to find their mark.

COLONIES: A BRIEF OVERVIEW

Three quarters of the Earth is covered by water. That means that 75% of the mineral rights and raw resources have yet to be exploited by mega-corps and companies. That was until 2 decades ago, when new projects shifted their focus beyond the overcrowded cities and battle-torn countryside to the cool serenity of the ocean. This began mass migrations of people

and families trying to flee the surface world in order to carve out a section of the new frontier for themselves. The new lands of the ocean floor were meant to be a spiritual renaissance for the world, something to show the everyone that the human race still had endless possibilities in front of her.

The dream ran headlong into cyberpunk, however, and was smashed into a million fractal pieces. The ocean became the new wild west where you took what you could get and rarely got what you deserved. Pirates, marauders and scavengers began assaulting and attacking supply lines and the weaker facilities. Outposts even began hitting one another in petty raids. Corporations and governments began building their installations close by to one another for defense purposes, so close, at points, that they could be connected by service tunnels or travel tubes. After the initial projects were built, settlers began arriving and asked permission to settle alongside the installations. Many of the companies agreed to the settlers proposals of mutual protection in exchange for starting a community and supplying the company workers with a way of alleviating the boredom and loneliness.

This began the birth of hodge-podge settlements coined as 'Bubble Towns' (the Bubble structures were always the easiest to transport, the easiest to attach to one another and the easiest to use to build the foundations of "portable towns"). Soon after the appearance of 'Bubble Towns', underwater establishments began being built with community support in mind. Shops, bars, movie houses, family apartments, brothels and the like were all incorporated into the designs of whatever project was being built to support the workers and their families. Currently, there is not an installation built under the sea that is not designed for protracted habitation. Most of the colonies and sub ports built that are open ports of call are located at above 500 feet on the Continental Shelves. In most of these facilities, it is illegal to carry a side arm or any other weapon that can rupture the hull of the station. Some facilities are equipped with the proper detection devices to prevent somebody from sneaking a weapon on board, some are not. Regardless of the station, there always seems to be someone who has found a way around their anti-weapon measures.

Private run facilities, secret projects and governmental/corporate military outposts are located at depths of 1000 feet and beyond (in an effort to limit public access). The FAPS sub base in the Phillipine Trench, the Waste Management facilities in the Hudson Canyon and Sub-Attica are prime examples of this.



SOME COMMUNITIES OF NOTE

SOUTH CHINA SEA COLONY:

Regarded as the largest 'Bubble' town to date, the SCS Colony is located on the South China Sea Continental Shelf in-between Borneo and Indochina, at a depth of 250 feet beneath the surface, just north of the equator. The initial facilities built was a mining outpost under the dominion of the Far Asian Prosperity Sphere. The area rapidly grew under a successful mining operation that began attracting people from nearby overcrowded Philippines and Hong Kong. Now the SCS colony is a free trade port being equated as the Night City of the oceans. The colony supports over a million different bubble structures, mostly connected with another, that contain over 100,000 people (at last count, the numbers continually change). The area is declared a neutral zone between various factions and pirates, mauraunders, bounty hunters and others of their ilk can be found patronizing such bars as the Milk Fish and the Tiger Sam's. This is a good place to either start a career as a Ridgerunner, a Bounty Hunter or as shark bait.

KEY WEST BAFFLE RIDGE PROJECT:

This new facility is prime example of gearing a complex for underwater community life. Supported by Hydro-Subsidium and Dynalar Technologies, the project consists of a series of experimental bafflers and dams located just northwest of Key West, at a depth of 200 feet. The dams and bafflers are designed with a twofold purpose in mind, the first of which is to redirect cooler water to the surface. It is thought that because the formation of hurricanes is caused by higher surface temperatures, redirecting cooler water to the surface could cut down on the amount of hurricanes generated per season or at least decrease their intensity. The second purpose of the dams is to utilize the currents in the Gulf of Mexico to provide the coastal cities with a new source of electricity. The KW project supports a small community of 100 workers and their families with the proper facilities to house and supply them with more than just the basic niceties. The structures are more permanent than their South China Sea counterparts.

CORAL FOREST ESTATE:

Most underwater settlements do not even regard the Coral Forest Estates as a part of the oceanic community. The rich and affluent of the world now consider it to be trendy to have a lodge in Switzerland, a penthouse in Tokyo and an underwater mansion on the Great Bahama Bank. You heard correctly, the Coral Forest Estate is a series of specially designed mansions located just 30 feet below the surface on the Great Bahama Bank, north of Nassau. All the mansions are built with a minimum of 15 rooms at a starting price of 3 million Eb per estate. They are designed with huge bay windows to

see the outside ocean, 'surface towers' equipped with a covered dome and docking platform to receive guests from land, all of which is surrounded by a carefully 'cultivated' coral garden. The area is currently home to 50 such estates and is protected by state-of-the-art security measures as well as by a private firm that employs 100 security agents trained in marine vehicle use and underwater combat. They have at their disposal 5 Lamprey subs and 3 helicopters on constant patrol. Ship traffic in the area is heavily monitored and routed away from the estates.

DEAD ZONES:

These pockets are termed 'Dead Zones' due to the years of toxic dumping and waste mis-management that have taken their toll on the ecology. The Hudson Canyon south of Long Island, the waters north of Japan (Russian waste dumping in the area has fueled more than one skirmish), and the Norwegian Basin north of the British Isles are all examples of pollution that has killed all the sea life in those regions and even changed the property of the very waters. These regions are marked by warning buoys to prevent divers or subs from entering those poisoned areas.





LIFE IN THE DEEP

Welcome to the deep abyss, to a place that has always inspired humanity's visions of mystery, enchantment and danger. It is one of the few places left in the world that holds an alien landscape unfamiliar to most. It is a place of muted light and eerie-displaced silence. To understand the nature of this world, one has to understand its laws and dangers. This following section is designed to familiarize the reader with the general nature of living in the oceans and hopefully allow the GM more leeway in the running of Sub-Africa and the inherent dangers. Needless to say, being able to enjoy the mysteries of the deep depends on whether or not a player has the Swimming skill. If the player has no skill in swimming and decides to take a dive, he must roll under his Cool Stat for every 10 seconds he decides to stay in water and not panic while floating there. He fails his roll and down under he goes.

A player with the Swimming skill is able to move normally about water at 1 meter for every level of swimming he bought per turn. If the player wants to sprint the distance, his swim movement is equal to his Swimming skill x2, but his breath is more quickly depleted (see *Body Types* under *Breathing* section further down for explanations).



FLOATING

An object floats based on whether or not it weighs more than water. As a whole, people tend to float in water despite their weight for several reasons.

1) BODY:

The human body is comprised of 70% water. It is for this reason that when in water, everyone can reach a certain point of neither sinking nor rising. A state where they just float.

2) WEIGHT:

Obviously, the build of a person has a great deal to do with buoyancy or floating, but not in the way many people believe. A heavier person is more likely to stay afloat than a skinny person. This is because fat weighs less than muscle tissue or bone.

3) AIR:

Often referred to as a built in buoyancy adjuster, anyone who swims knows that by exhaling you sink, while inhaling air causes you to stay afloat. Who has not rested on the surface of water by just lying there? The reason for this is because the human lung is capable of holding 1.7 gallons of air when you inhale completely. This produces approximately 12 pounds of buoyant force.

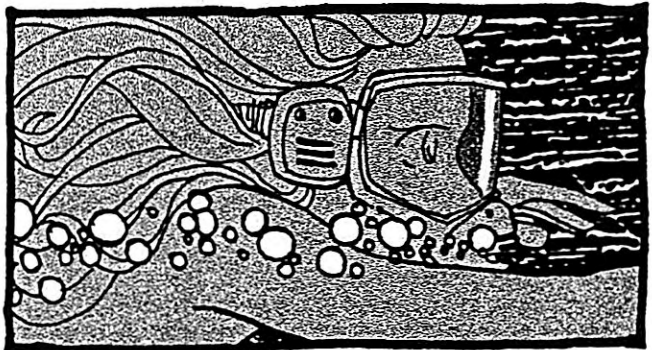
4) WATER:

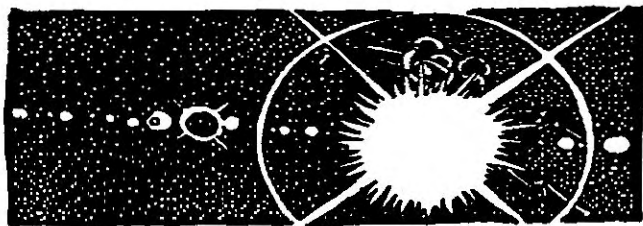
The density of water also plays a factor in buoyancy. Because of the dissolved salt in it, sea water weighs more than fresh water. Consequently, it becomes easier to float in sea water. The heavier the liquid, the easier it is to float (as seen by the heavily salt-saturated Dead Sea). The same also applies to temperature, where cold water is more dense than warm water (because the water molecules are closer together in cold water).

5) DISPLACEMENT:

An object in water tends to displace water and push it away. This factors in with wet suit and BC units (Buoyancy Control vests) that weigh little, but manage to displace more water. That means that they displace more water than adding to your weight, thereby making you lighter in water. A diver wearing a medium size, 1/4 inch thick wet suit can provide 18 pounds of buoyant force.

To compensate for all the buoyant force being generated by different sources, it becomes necessary for the diver to wear a weight belt to counteract the forces that might keep him stuck at the surface. The weight belt should provide enough counterweight for the diver to become neutrally buoyant (where he can float just at the surface of the water and sink when he exhales and rise when he inhales). Obviously, the weight of the belt varies according to how deep the diver plans on going down. The deeper the diver descends, the less weight he will need to remain neutrally buoyant at lower depths. The weight belt can also be ditched in cases of emergency when the diver needs to ascend quicker (which entails a series of problems).





SENSES

SIGHT:

Underwater, what people see with the naked eye is blurred due to the way light moves in water. Light travelling in water is bent at a wider angle, therefore the eye is unable to compensate properly for the light received and the image becomes blurred. The face mask provides the proper protection the eye needs to receive the image, though there is a slight side effect to that. Because the eye needs air to properly refract an image clearly, the mask provides that necessary pocket of air. However, the light is refracted an additional time by the glass of the mask before the eye ever receives it. Because of that, the image is already slightly distorted and what is seen is 25% larger than normal.

TURBIDITY

is another factor water vision. Underwater light can be scattered and absorbed by floating particles. Water containing these particles is called turbid and extreme turbidity can seriously cut down on visibility. Depending on the degree of turbidity, 3/4 of all light rays (artificial or otherwise) are absorbed and diffused by the waterborne particles within 20 feet of that light source. Water also cuts down on the spectrum of light as it travels deeper beneath the surface. Reds disappear after 10 feet underwater, oranges vanish after 15-20 feet, yellows after 25-30 feet, greens vanish after 50 feet while blues vanish beyond 60 feet. The following indicates the penalties or bonuses a player will receive while working underwater to sight-based skills (taking aim, Awareness/Notice, reading, etc.). Remember that the effects of this could be cumulative (the player is working both without a mask and the water is extremely turbid) or could work to offset one another (player wearing mask while in mildly turbid water).

WITHOUT FACE MASK:

Any action involving working underwater without any sort of water visor or mask will increase any Difficulty level by 1 (+5 added to the rating). With Face Mask: Because the size of objects is increased by a factor of 25% underwater with a mask, it improves the Awareness/Notice skill by reducing the Difficulty level by 1 (-5 added to the rating). It also penalizes any skill involving weapon fire and the chance to hit by -2 since the object appears larger than normal. Turbidity: Be-

cause turbidity varies, so would the penalties to any sight-based skill. The greater the turbidity of the surrounding water, the greater the difficulty in trying to hit the target. It is up to the GM to determine the penalties incurred during an underwater fight.

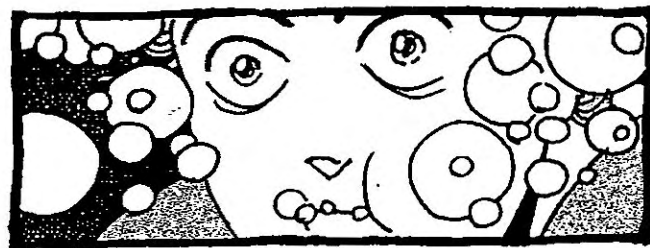
LIGHT SPECTRUM:

Loss of color will not affect the difficulties of any of the rolls unless the players are at least 60 feet below the surface. After that, unless the player is using an artificial light source to illuminate the way, the player is engulfed in utter night and suffers -5 to any aiming rolls. If they are using a light source, most of the light is diffused by particles after 20 feet (some light sources are built to project a bright field of light; those can reach a maximum of 40 feet). Remember that if the player is using a light source, he becomes visible to the opponent (again, depending on the turbidity of water).

HEARING AND VOCALIZING:

Put simply, sound travels four times faster in water than it does in air. This does not improve your hearing since sound does not travel well from air to water and vice versa. This does make it difficult to determine the source of any sound generated.

Normally, above water, people can determine the source of the sound based on which ear receives the sound waves first and which one receives it second. Underwater, the minute time differential between the two ears is virtually eliminated, making it difficult to locate the source of any vibrations. This makes the underwater domain a very unsettling place.



DANGERS OF DIVING

The dangers inherent in diving can be one of many ways a player can land in deep trouble. Some dangers like exposure, breathing and water pressure are all things a GM knows when to take into account and when any of these will pose a danger to the player. Other matters such as air embolisms, nitrogen narcosis and the bends are all factors based on a failed skill or task check. When ascending or descending, each player must possess a skill in Scuba Diving in order to prevent certain problems from occurring. Any player who tries to wing it must succeed in making a 'Nearly Impossible' Task roll /DL 30/ in order to use the equipment correctly and not suffer the

effects of the deep. If he fails, the GM is free to use his imagination to the fullest in telling the player whatever fate he thinks befits the PC.

For any player with the Scuba Diving skill (see *New Skills* section), he must make two rolls while Scuba Diving. The first roll is in order to determine whether the player descended properly while the second roll is to determine whether he ascended properly. The rolls are of Average Difficulty /DL 15/ using Intelligence and the Scuba Diving skill. If the diver fails a skill check while descending, a number of problems may occur. Nitrogen narcosis, oxygen poisoning and squeeze are three immediate situations that could arise. A failed skill check while trying to ascend could be more dangerous because the diver could suffer from embolisms or even the bends.

EXPOSURE

The creation of the wet suit came about more through the need to keep the diver insulated rather than the need for buoyancy. Ever jump into a pool of supposedly warm water and find yourself shivering? Water conducts heat away from the body about 25 times faster than air. Eventually, the body adjusts to the heat drain by constricting the surface blood vessels, thereby reducing the flow of blood and the heat loss (which also accounts for why people look blue when they come out of the pool). If the body fails to stay warm and reaches a certain temperature, the muscles start shivering as a way of generating heat.

Hypothermia is a dangerous thing. The heat drain from the body can cause a loss in strength, make it harder to think, cause difficulty in fine motor control and even trigger muscle cramps. A diver who succumbs to the heat loss will die if not rescued.

The following chart shows how the cold will affect the player and the added difficulty of operating in the cold.

• Temperatures:

Normal Body Temperature: 98 {degrees} F. or 37 {degrees} C.

Skin Temperature: 93 {degrees} F. or 34 {degrees} C.

• Unprotected Diver

Cold: 88 {degrees} F or 31 {degrees} C. At this point, a diver at rest will feel uncomfortable. +5 difficulty added to any Reflex and Intelligence-based skill.

Shivering: 86 {degrees} F or 30 {degrees} C. At this point the diver will begin shivering. +10 difficulty added to any Reflex and Intelligence-based skill, Body gets lowered by 1 point.

Chills: 78 {degrees} F or 25 {degrees} C. The diver will chill in 1-2 hours. +15 difficulty added to any Reflex and Intelligence-based skill, Body is lowered by 2 points.

After 1 hour in this temperature or lower, the player must make a Stun save vs the cold every 15 minutes or lose all Body and fall

asleep. If the player remains awake, he still loses a point of Body every 15 minutes that he is awake. The number of times that the player is allowed to make Save vs Stun roll is equal to his Body Types (Very Weak = 1 roll, Weak = 2 rolls, Average = 3 rolls, Strong = 4 rolls & Very Strong = 5 rolls).

The player may extend the amount of time spent in cold water conditions if engaging in physical activities.

Below 60 {degrees} F, the player may properly operate and work in cold conditions based on...

Current F temperature X 2 = amount of minutes the player can comfortable work before suffering from Hypothermia.

Once the player passes that mark, every point of Body the character possesses gives them three extra minutes of activity based on the Chills explanation of Unprotected Diver at Work. Beyond that point, the player must make Saves vs Stun every 5 minutes or go unconscious.

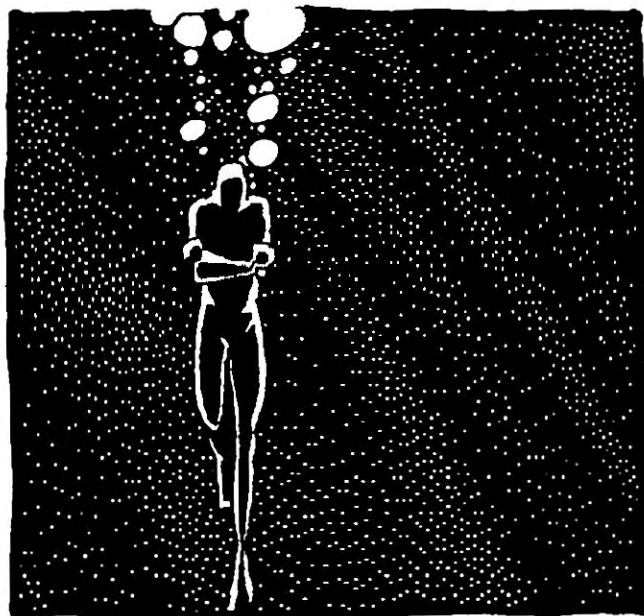
• Protected Diver

Diving suits afford the diver a certain amount of protection against heat loss based on the style of suit. The suits listed below indicate the temperatures that each diver can withstand while wearing that suit. For every 5 {degrees} below suit's standard (in Fahrenheit), the player uses the time limit chart for the "Unprotected Diver" that is listed above.

Wet Suit: Affords protection from 70-60 {degrees} F or 21-16 {degrees} C with no penalty to actions.

Dry Suit: Affords protection from 60-45 {degrees} F or 15-7 {degrees} C with no penalties to actions.

Hot Water (Unisuit): Affords protection from 45 {degrees} F and 7 {degrees} C all the way down to the freezing point of either sea water or fresh water with no penalties to actions.



BREATHING

One of the first things children learn about breathing air is that we breath in the good clean oxygen and exhale to dirty old carbon dioxide. Carbon dioxide builds up when there is no fresh oxygen coming in. This can have several side effects such as muscle cramp, fatigue, lack of breath, and even unconsciousness. A lack of oxygen in the blood is called hypoxia, and that can result in nausea as well as heavy breathing and unconsciousness. The amount of time a player may hold his breath underwater is dictated by his Body Type and the type of activity he is engaged in.

• No Activity

Body Type*	2-4	5-7	8-9	10
	1-2 min	2:30-3:30 min	4-4:30 min	5 min
*30 seconds x Body Type				

• Normal Activity or Swimming

Body Type*	2-4	5-7	8-9	10
	0:40-1:20 min	1:40-2:20 min	2:40-3:00 min	3:20 min
**20 seconds x Body Type				

• Hyper Activity or Sprints

Body Type*	2-4	5-7	8-9	10
	0:20-:40 sec	0:50-1:10 min	1:20-1:30 min	1:40 min
***10 seconds x Body Type				

Every ten seconds that passes after the player runs out of air, he must make a successful saving roll against Stun or fall unconscious and drown. The reason why the save is vs Stun and not Death is because the player will die from drowning if he goes unconscious, but that does not mean that he cannot be saved once he goes under. Every 30 seconds the player remains unconscious, he suffers 1 point of permanent Intelligence loss. Once 4 minutes have passed or when the player goes unconscious, he must make a successful save vs Death every 30 seconds. Every time the player is required to make either a Stun or Death Save roll, he does so at an increased difficulty of -1 against his Body Type number.

The time underwater can be extended by 30 seconds if the players use controlled hyperventilation. Through this, the diver breathes in deeply and exhales completely 3-4 times before going underwater. This drops the carbon dioxide count in the lungs and fools the body into staying under longer. The reason for this is because the regulatory center of the brain activates breath whenever there is an excess level of carbon dioxide. This practice, however is dangerous and not usually recommended for continuous use. Controlled hyperventilation is also mentioned as a skill in the *New Skills* section. Though anyone can naturally saturate their lungs with air for increased time, those people with the skill can stay under for even greater amounts of time. Remember that the brain will suffer damage after 4 minutes if it does not receive fresh air.

WATER PRESSURE

Pressure in salt water increases at a rate of 1 atmosphere for every 33 feet the diver descends. This amounts to 14.7 pounds per square inch (sea level) for every one atmosphere. The easiest way to describe this effect is by imagining the air and water being stacked on top of the diver. 60 miles of air pressure above us equals 14.7 pounds of pressure being exerted on people or the equivalent of 1 atmosphere. Because a cubic foot of salt water weighs 64 lbs, it becomes understandable why pressure increases the deeper a person dives. It is the weight of all the cubic feet being stacked on top of the diver.

For every point in Body Type a person or object holds, it can function easily underwater in an atmosphere value double to its rating (i.e. Mark has a Body Type of 3, which means that he can work freely under 6 atmospheres). A person can survive up to four times his Body Type rating in atmospheres before they begin to suffer 1 point of damage for every 5 atmosphere levels they go beyond their maximum (ie. Mark with the Body Type of 3 can withstand up to 12 atmospheres before he begins taking damage).

In determining the SDP of an object and how well it can survive in the deep, that actually is variable since SDP is not so much a factor of thickness, but of the alloys used to give an object its durability. In this case, it is GM discretion as to what object can survive at what depth. Just remember that the 'Aquarius Sub-Marine Full Body Conversion' (see Chromebook II p. 67-68) can withstand depths up to 16,000 ft or 485 atmospheres worth of pressure (71,695 PSI). A good rule of thumb might be that objects can survive the deep depths if they are built for that endeavour, but something with equal or more SDP than 'Aquarius' like 'The Swan' (65 SDP car; see Chromebook II p. 90) would get crushed in the ocean because it was built to handle a different set of circumstances.

SQUEEZE

Squeeze is a reference to the shrinking volume of air in the body as the diver descends deeper. Normally, the diver can equalize the pressure in his body by descending slowly and allowing the pressure in the body to acclimate to the outside pressure. There are certain cases where the air is trapped and as the air volume decreases; it results in an internal squeeze. An example of this is sending down an air-filled airtight can. As the air volume in the can decreases, the air becomes more and more compressed, the can begins to get crushed and it collapses in on itself. This stops once the internal pressure is equal to the exterior pressure.

There are several different types of squeezes that occur from air trapped in the body. They include ear squeeze (water pressure against your eardrum; yawning or swallowing will place equal air pressure on the other side of the ear drum), tooth squeeze (air trapped in a filling), intestinal squeeze



(gases from food in the intestines) and mask squeeze (air in the mask). Most of the time the squeezes will merely cause pain and require a slow ascent. Other times like ear squeeze (where the air passages are blocked due to a cold) can shatter the ear drum (extremely rare) or mask squeeze can damage the tissue around the eyes.

Squeezes are more likely to inconvenience a diver than seriously affect them. Any player trying to complete an action under these conditions suffers penalties to his difficulty level (+5 modifier).

For those players using non-aquatic cyberwear while diving, if they insure that their equipment is airtight, then there is going to be trapped air in their gear (unless they took special precautions to vent the air). What this means is that the shrinking air pockets in their equipment could wreak havoc with the circuitry. Could you imagine the effects of a neural plug squeeze or cybereye squeeze? Unless equipment is specifically protected or a diver is within a self-contained environment, these are the chances based on percentile that the player is going to suffer a malfunction with his gear if the cyberwear or equipment contains a good deal of circuitry (hydraulic systems such as Linear Frames or limb implants are spared due to minimal circuitry).

3 Atmospheres or above (66feet), air volume is reduced to 1/3 original capacity, with no effect. Beyond this, the equipment begins to suffer a 5% cumulative chance of malfunctioning per additional atmosphere (33 feet per atmosphere).

EMBOLISMS

During an ascent, if air is held in the lungs and not vented, the expanding air could rupture the lungs as air escapes into the blood stream. The air bubbles then make their way into the heart, and from there into the vessels supplying blood to the brain, where they will eventually get caught in small capillaries or arteries and halt the blood flow to the brain. This results in unconsciousness and death if the patient does not undergo immediate recompression in a special chamber. The symptoms for this include weakness, chest pain, blood in the mouth, partial paralysis, convulsions, dizziness and cessation of breathing. Once the rupture occurs, the GM rolls a 1d6 to determine the number of minutes before the effects take place. After that, the player must make a successful Stun Save every minute he is conscious in order not to fall unconscious. The maximum amount of times the player may make this roll is equal to his Body Type. Once the person goes unconscious, he must receive first aid treatment or begin suffering brain damage after 5 minutes of unconsciousness (1 point of intelligence loss every minute). After that, he must make a Death Save every hour until taken to a recompression chamber and treatment begins.

Another type of embolism that is not as lethal, but is dangerous is called mediastinal emphysema. This is where air bubbles pass in-between the lungs, near the heart and wind-

pipe, expanding and squeezing the areas in question and causing faintness, chest pains and difficulties in breathing properly. For this, the player must make Stun Saves every 15 minutes in order not to faint from pressure on the heart (unlimited amounts of time) until he can be treated in a recompression chamber.

NITROGEN NARCOSIS

Often referred to as the 'Martini Effect', it occurs when nitrogen in the body is compressed and becomes somewhat toxic at higher pressures. To the diver, it is as though he has become intoxicated and begin suffering loss of his faculties and judgement. Getting 'drunk' while diving is not considered a good thing. Though different pressures have been known to affect people differently, the rule of thumb is that at...

At 100 feet (stage 1), the diver may not be able to think clearly and may suffer from loss of judgement ("look at the little fishies, bet you I could swim without gear too").

At 150 ft (stage 2), the diver may begin suffering from dizziness ("I can't tell which direction is up any more, maybe if I go this way" as he heads further down). At 200 ft (stage 3), he may be unable to communicate clearly or establish fine motor control or thought ("Whrrzz buzzbegrlwheee!").

At 250 ft (stage 4), the diver will be unable to do anything and prove to be more of a menace (Dan Quayle time).

Those players without the necessary skills to deep dive (see Scuba Diving skill), those that failed their rolls and those that did not use special breathing mixtures (low nitrogen, higher helium count) below 100 feet will suffer from these effects.

Anybody who begins suffering from nitrogen narcosis can fight the effects long enough to head back up to the surface slowly, thereby removing the nitrogen's toxic effects. This requires a Cool check based on the stat roll for the player to be level-headed enough to get out of that situation (roll a 1d10 under the character's Cool stat). At stage 1 of the toxic side effects listed above, the player suffers no penalties to his Cool check. At stage 2, the difficulty is increased by 1 (i.e. the player is treated as having one point less of Cool). At stage 3, the difficulty is increased by 2, while at stage 4, the difficulty is increased by 3 (or a 3 point drop to Cool until the player recovers). If there is nobody around to help the player back up to the surface when he becomes incapacitated, it's 'adios muchachos' for that character.

OXYGEN POISONING

The problem with using pure oxygen mediums to breath with is that at 2 atmospheres (33 feet underwater), oxygen becomes toxic. Unmodified breathing mediums using normal air also becomes toxic at 297 feet (10 atmospheres). Symptoms of these would be nausea, twitches, fatigue, confusion, laboured breathing, anxiety and loss of fine motor control. In order to overcome





these symptoms, the diver needs to make a Cool check using his Cool stat and roll under that number using a 1D10. A failure indicates that panic, fatigue or confusion are clouding the judgment of the mind while the diver heads down deeper (where they could die if someone does not help them), or he ascends too quickly and get afflicted with the 'Bends'. To alleviate these symptoms, the diver need only to return up to the surface or reduce the oxygen mixture in the air supply.

THE BENDS

Of all the dangers known to divers and non-divers alike, this one is the most recognized. Also known as decompression sickness, the 'bends' occur when a person goes from a high pressure environment to a low or normal pressure environment. The reason for this is that gases entering a liquid will do so proportionally to the partial pressure of that gas (i.e. if you double or triple the pressure of nitrogen, which is what happens to it between 33-66 feet below the ocean's surface, then the amount of nitrogen that blood and tissue absorb is also tripled).

Because the human body is constantly absorbing and releasing gases from the blood stream into the lungs, a sudden decrease in pressure causes the nitrogen to expand, forming tiny bubbles in the blood and tissues. This will occur if a diver ascends too quickly (also note that overweight people are more at risk because fat absorbs five times more nitrogen than blood or tissue). Once a diver is hit with the 'bends', it will take 1D10 hours for the symptoms to manifest. Once that occurs, the GM should roll a 1d6 for location of excess nitrogen pockets. Consult the table below for the number rolled and its effects.

• Bends Table

1- Brain:	<i>The player will be afflicted with blindness, paralysis, dizziness, convulsions and unconsciousness.</i>
2- Joints, Muscles or Bones:	<i>Pain is experienced if pockets of nitrogen form in these areas. This will increase the player's ability to perform anything by 2 Task levels because he is encumbered by severe pain.</i>
3- Bloodstream:	<i>Nitrogen in the bloodstream will block circulation and could render certain areas useless (GM's discretion as to where the blockage occurs and to what effect).</i>
4- Spine:	<i>This will result in loss of sensation as well as paralysis.</i>
5- Lungs:	<i>Nitrogen bubbles in the lungs will cause choking and even death by asphyxiation.</i>
6- Skin:	<i>Bubbles will form rashes and itching on the surface of the skin (reroll for secondary symptoms, though this symptom could be used as the warning signs of further complications).</i>

A person afflicted with the 'bends' can recover if he is taken to a recompression chamber in time. However, for every hour that a person has decompression sickness (including the 1d10 hours of grace period, where he is not aware he is afflicted with it), he suffers a 5% cumulative chance of having permanent effects (based on percentile dice using 2d10).

NEW SKILLS



BODY TYPE SKILL:

CONTROLLED HYPERVENTILATION:

If the GM wishes, this could be used as an expansion on the Endurance skill. With this skill, the diver can maximize the air he can maintain in his lungs and increase the amount of time he stays under without outside help by making the most out of 'Controlled Hyperventilation'. Members of the Navy SEALs and pearl divers would be examples of people who would have this skill. At +2, the diver can remain 1 minute extra, at +5 it increases to 2 minutes, at +8 it increases by 3 minutes, while at +10 it increases by four minutes. These extra minutes are added to the 'No Activity' category of breathing based on Body Types, and will suffer the same penalties of greater air consumption during activity.

In order to use this skill, it requires a minimum of 1 minute of controlled breathing before attempting the dive. Every attempt made after that will require an additional minute per previous dive using this skill (i.e. Mike has already used this skill twice, and wishes to use it a third consecutive time; this means that he will need the base 1 minute preparation as well as an additional 2 minutes for the previous dives).



REFLEX-BASED SKILL

SUB-PILOTING:

This skill is broken down into either Surface Water and Submersible Vehicles category. With this skill, the player can pilot and steer either a surface or submersible vehicle. This cannot be used to pilot any air or ground vehicle. At +3, the player knows the basics and can travel around with some confidence. At +6 level of skill, the pilot can handle bad situations like violent storms, running an underwater canyon

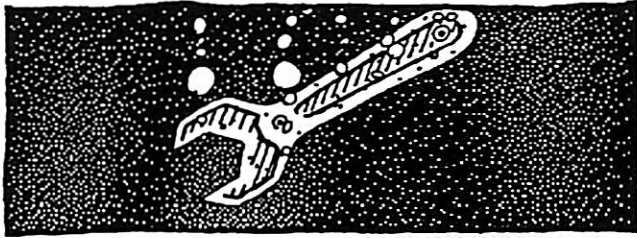




and engaging in combat scenarios. At +9, the player is an old saltlick, a veteran of combat and any situation the sea decides to throw at him, including fresh water sinkholes, the Bermuda Triangle and even that odd prehistoric tentacled beastie that almost got him that one time.

WATER COMBAT:

When fighting underwater, any person without this skill will suffer penalties of -4 to any combat skill he knows (with exception to the Wrestling skill, which suffers -2). Those possessing this skill learn a new way of fighting that is only useful in an aquatic environment. The style is superior to the Wrestling Skill in that it takes advantage of the nature of water and slow speed at which punches and kicks travel. Key Attacks include Leg Holds (using the legs to wrap around the waist of the opponent), Chokes, Elbow & Knee Strikes, Escapes and Grapples.



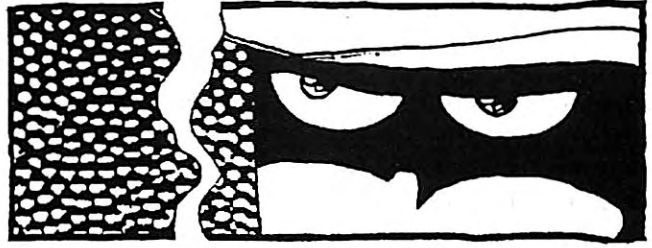
TECHNICAL SKILL

MARINE TECH:

With this skill, the player can repair and fix any surface or submersible faring vehicle, from luxury yacht engines to the turbines on a Manta class sub. At +3, the skill enables the player to perform light maintenance tasks and repairs. At +6 the player can disassemble and reassemble any engine that needs fixing, while at +9 the player can redesign engines and build a more efficient ocean faring craft from his own designs.

SCUBA DIVING:

The skill enables the player to become familiar not only in the different underwater breathing apparatus and how to use them, but they also know how to dive properly without placing themselves in danger. At +2, the player is a qualified sports diver, with the skill and knowledge to dive at depths up to 30-40 feet. At +4 the player can now deep dive to depths up to 100 feet. At +6 the player can become a qualified rescue diver as long as he has the First Aid skill in conjunction with this one. At +8, the player can now ice, salvage and cave dive without putting himself in danger. At +10, the player now knows how to dive beyond depths of 100 feet and can pretty much dive in any environment as long as he can preplan what he will need.



SPECIAL ABILITIES

RECOGNITION

This specialty skill is almost equivalent to Authority used by Cops. This skill indicates how well known the character is and the level of cooperation afforded when he/she comes to visit a complex. Because Bounty Hunters are regarded as a necessity in hunting down perps and because the installations may have need to hire them, Bounty Hunters are sometimes given a wide berth when they come to visit. Recognition is almost a mark of their 'fame'.

At Level +3, the Bounty Hunter is beginning to make a name for himself. Contracts at this level are few and usually dealt with one at a time. At +6, the character has multiple contracts to fulfill and is usually welcomed in several facilities due to work and reputation. He has become one of the established hunters. At Level +9, the character is listed as one of the top 10 Bounty Hunters on all the Corp lists — the player better have a damn good reason for having his skill at this level.

This skill can also work as a curse. With Recognition, people may challenge the hunter to build up their own rep, members of private Security forces may not like his presence in their territory, or the perp he's hunting happens to work for the facility that has eagerly welcomed him for a "special dinner".

BARTER

The Ridgerunner is an enterprising individual, and as such, he can usually turn up some Euro with whatever junk he stole, stripped or found beneath the waves. The Barter skill enables the Ridgerunner to know who to go to for the best prices or trades, what's a hot commodity and how to turn the trash he may be holding into enough Euro to finance his next outing.

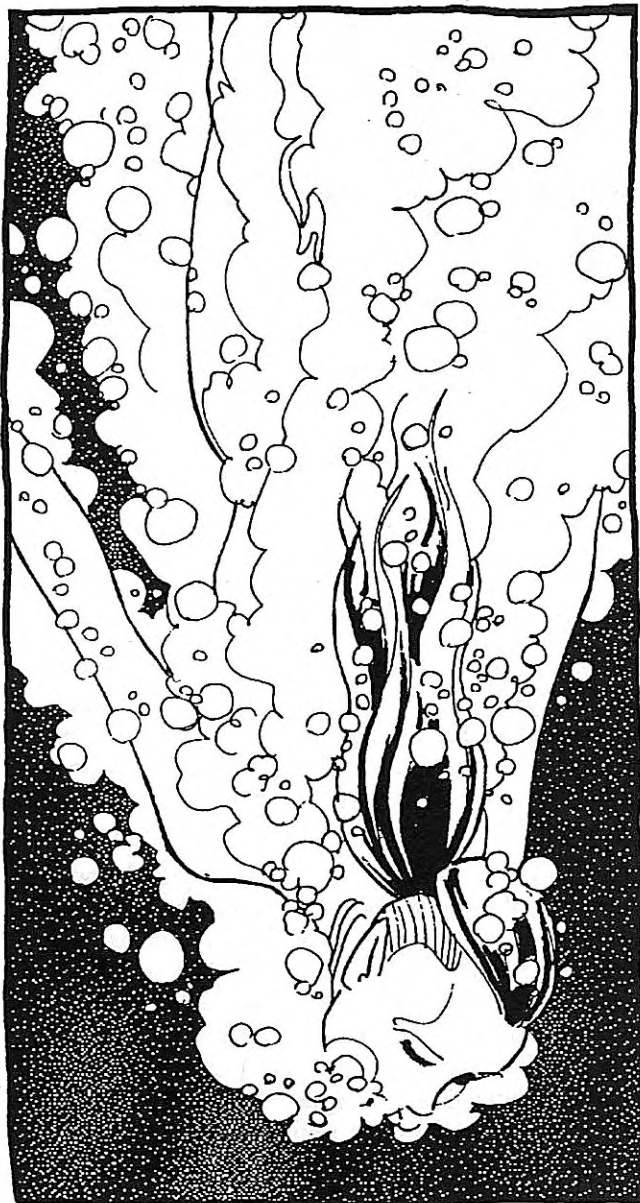
At Level +3, the Ridgerunner can haggle well and knows some big players, though he has yet to properly establish his own network. At Level +6 the Ridgerunner is good enough to know what's worth taking or leaving behind just by looking at it; he is well recognized and sought after to run missions and has a list of contacts and sources to use. At Level +9, the Ridgerunner can strip the plastic insulation off a few wires and make enough euro off of it to rebuild his ship's engines. At this level he has at least one contact that he knows or has heard of in every port around the world, and is good enough to get into trade deals with them, usually on the better side of the bargain.



GEARED FOR THE DEEP

The following items are some devices used by those who make their mark under the surface of the oceans. This equipment is new and does not include items already listed in 2020 and Chromebook I and II which are still popular and widely used. Check the following books for some underwater gear or converted equipment already covered (see list at right).

Since Sub-Attica is a prison facilities, the players are unlikely to encounter most of this equipment. However, several items are used by the prison staff and/or the various persons (friendly or hostile) that come in contact with the facilities.



CYBERPUNK 2020

- P. 70:** *Chemskins & Synthsins can be ordered to become water reactive (changes designs and such based on water currents, temperatures and partial pressure).*
- P. 73-74:** *Gill Implant: can also be equipped with toxin filters for additional 200 Eb. Operates for 1 1/2 hour only.*
- P. 74:** *Independent Air Supply: larger implants available for double the cost and duration of air supply. Humanity cost is the same.*
- P. 74:** *Sonar Implant: range boosted to 200 m. due to water properties.*
- P. 77:** *Image Enhancement: modified for underwater use, image focus only on solid objects.*
- P. 80:** *Web Foot.*
- P. 82:** *Micromissile Launcher: can be converted to fit micro-torpedoes. Same stats and damage.*

CHROMEBOOK

- P. 8:** *Sonar Scanner: marine capable models are now available.*
- P. 15:** *Hydro-Subsidium Diving Suit.*
- P. 31:** *Kiroshi OptiShields: also acts as an effective mask in water, though special models are available to equalize the air and prevent mask squeeze.*
- P. 36:** *Microcybernetics Rebreathers: capable of functioning underwater, though beyond 2 atmospheres, the oxygen becomes toxic. High helium mixtures available for dives.*
- P. 38:** *Gyro Stabilizer: also functional underwater.*

CHROMEBOOK II

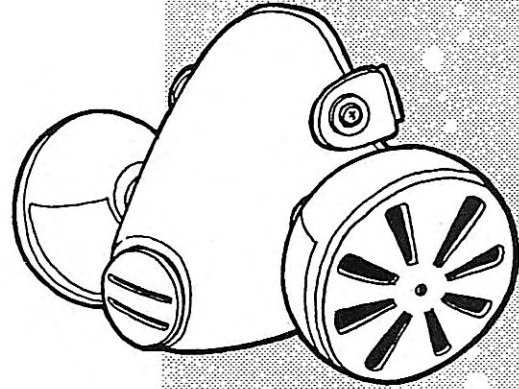
- P. 5:** *Cytech Custom Cyberhands: yep, webbed fingers can be ordered and used to increase swimming speed by three times if used in conjunction with webbed feet.*
- P. 31:** *Bell "Bumblebee" Remote Rotorcraft: water model available named the "Aquabee". Slower speed (20MPH) and range limited to 2 miles.*
- P. 67:** *Aquarius Full Body Conversion.*
- P. 108:** *Aquaform Exotics.*



TAV UNIT

- 430Eb, 10 Eb to replace the filters.

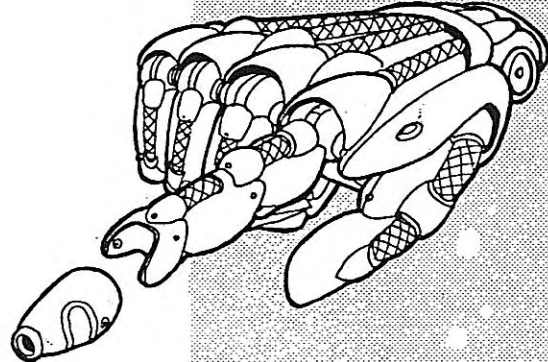
"Tankless Air Valve Unit: Just when you thought it would never arrive, this lightweight and affordable piece of hardware is designed for you sport diving fanatics or for those who just don't want Cybergills installed. This unit is equipped with a mouthpiece attached to a flow regulator. The regulator takes in water from its flow valves and removes the air from the water for the diver to breath. With its dual flow mechanism, the diver controls his own breathing rather than waiting for the unit to supply him with air, its that simple. The unit comes equipped with a Diamite filter that allows for continuous diving up to 12 hours at a time before the filter needs replacing. Because the air mixture extracted from the water includes nitrogen, it is recommended that the unit not be taken any deeper than 50 feet underwater to prevent the deadly effects of nitrogen narcosis."



CYBERFINGER OXYGEN TANK

- 250 EB

"This cyberfinger unit is often called a life saver by those divers who miscalculated their air supply and needed one last breath of air to reach the surface. Already serving the sub-surface community for a decade now, our newest model of detachable finger is designed to give the diver one punch of compressed oxygen-rich air in order to kill the carbon dioxide count in his blood and resaturate his lungs with air. Our unit provides you with an additional 30 seconds of breathing time. When it's your breath one the line, we care."

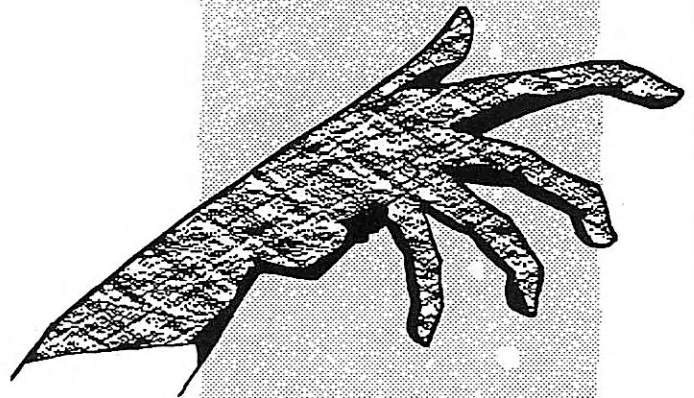


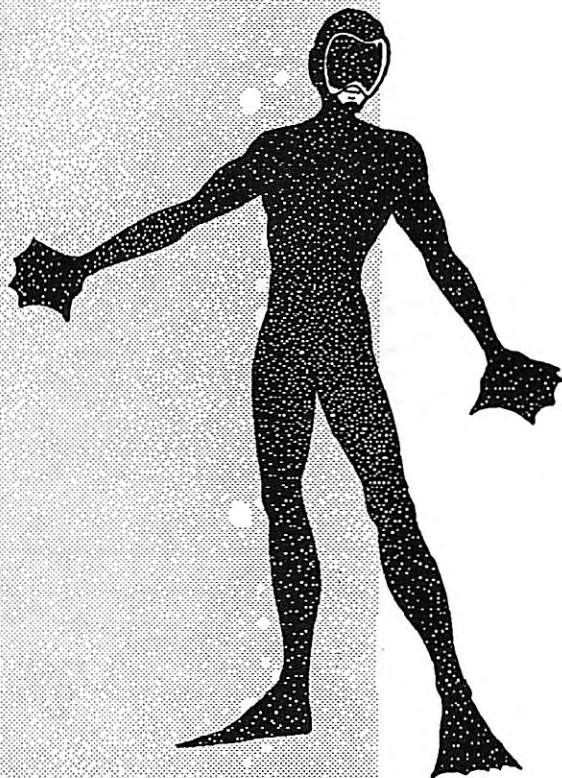
SHARKWEAVE

- 12,000 EB (Full)4,000 EB (Partial)

"Tired of tattooed flesh, plastic weave, squeaky clean chrome? Why should Mother Nature have all the built-in defenses? This avant-garde concept hot from the Orient has become the rage of ocean scavengers. It's a new Skinweave enhancement that grafts diamond-shaped micro-scales onto certain parts of the body (arms are popular). The micro-scales act like a serrated surface capable of damaging anyone who scraps against your new skin. Gratted cheese anyone?The damage from the scales is 1d6/3 (some scavengers have been known to treat their scales with mild toxins). Very few people have been known to get full body conversions, those that do are treated as having 12 SP with a Humanity Cost of 3d6.

Sharkweave is available in a number of bright colors including skin tone. Get yours now!"





OCEANIC STEALTH DRYSUIT

• 4000 EB

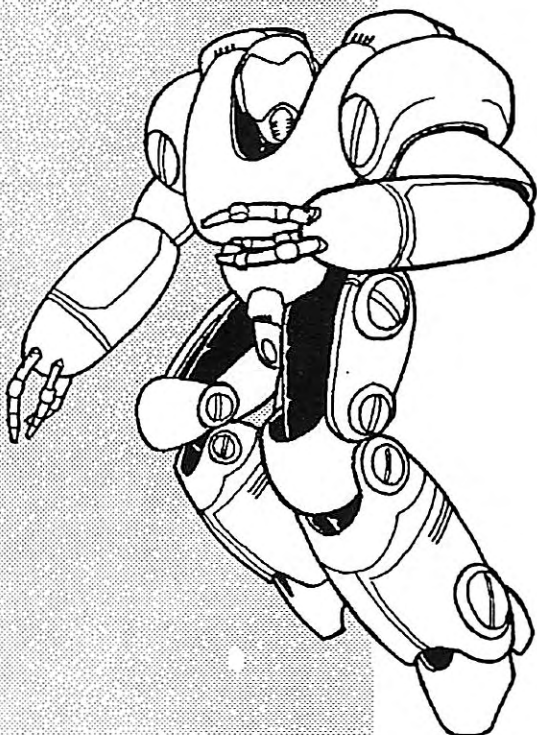
"Ladies and Gentlemen, our company has always prided itself on delivering to you, the consumer, the newest in black-ops technology. We are now proud to present to you, the O.S.D. or Oceanic Stealth Drysuit. This suit operates off the same fiber-optic technology used in the Militech M96 'Ghostsuit' (see Chromebook II, p. 27), but with simpler parameters. The suit is designed to take into account depth, light dispersal, water currents and turbidity to mimic the surrounding water. The suit's light pattern can even flow slightly according to the current and the surrounding particles while the diver remains in place, giving the effect of moving water. The suit's use of fiber-optic cells allows it to be used at virtually any depth and is also designed with Sonar absorbent material that prevents the suit from being detected.

We will now begin bidding at 1,750,000 eb for exclusive contracts on the O.S.D."

The O.S.D. provides the diver with an additional +4 to Stealth rolls or -4 to any Awareness checks made against him. The suit provides no SP protection, but is considered to be in the Dry Suit category of protection. The one piece suit is equipped with mini-flippers to help the swimmer paddle faster, and a face mask to allow for better visual acuity under water. The only thing the suit does not take into account is air. Though there is an opening for the mouth, whoever uses the suit has to do so using either Cybergills or a Sponge Lung. Any outside equipment will show against the suit's field.

UNDERWATER LINEAR FRAMES

• 10,000 EB (base cost, +2,000 EB for every 2 point upgrade in strength)



Much like their land counterparts, the underwater frames are designed to augment a person's strength and lifting capacity while enabling them to withstand the pressures of the deep. The Omega, Beta and Epsilon frames were designed for land use and were therefore unequipped for sea duty. The Gamma, Delta and Pi frames are not only as strong as their land-based counterparts, but are equipped with back and chest ballasts in order for the diver to achieve neutral buoyancy and bio-luminescent paint that glows in reaction to water. The frame itself is equipped with its own air cell for use in either maintaining the buoyancy of the frame or in serving as an emergency pack should the diver suffer problems with his air use. Because the unit is designed to take advantage of the decreased weight underwater, the frames can be built using lighter alloys.

Frame	Strength
<i>Linear Gamma</i>	12 underwater, 10 above water
<i>Linear Delta</i>	14 underwater, 12 above water
<i>Linear Pi</i>	16 underwater, 14 above water





INFORMATION BLACK BOX

• 1,000 EB

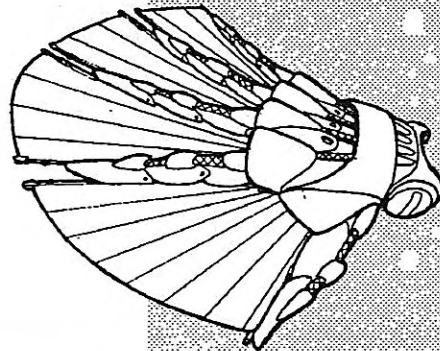
When in the deep, very little is taken to chance. This unit is a modified version of the flight recorder used on air vehicles and on subs to record flight information. The Black Box is designed to be hooked up to any computerized equipment through an adaptable port and can download whatever information it receives to the system it's attached to. The Box itself is specially designed to withstand the rigors of the deep through use of the newest fibreglass technology that prevents the internal components from getting crushed. The sturdy exterior is developed from the same fibreglass design and state of the art alloys used in many of the submersible vehicles (25 SP with a 20 SDP). The box is also built with 'Smart Voice', or a transmitter designed to release a homing beacon only after it receives a predetermined series of sonar echoes (much like a secret knock). Though the Black Box is equipped to download 40 MU worth of information, its only function is to upload or download whatever is in its files. It cannot be used as a makeshift computer. Because the incoming data is transferred onto chips once the Black Box receives it, the information can be held indefinitely.



CYBERLIMB WEBBING

• 600 Eb

Much like the Web Foot, this design extends a flat surface web in-between the toes and fingers. In addition to augmenting swimming speed, these specially designed limbs include an extra setting that extends the webbing to one inch beyond the fingers and toes (like an open fan). In this form, the sharply honed edges can be used as a slicing weapon in hand to hand combat, delivering 1d6 points of damage to the target. When either setting of webbing is activated, the fingers and toes are splayed fully open. In addition to that, the hands cannot close into a fist until the web edges are retracted.

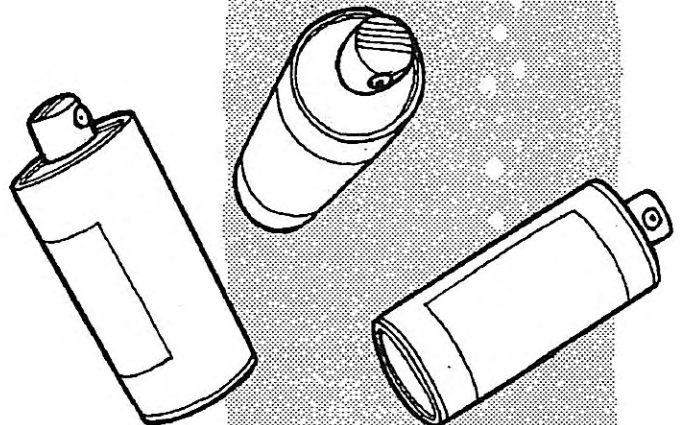


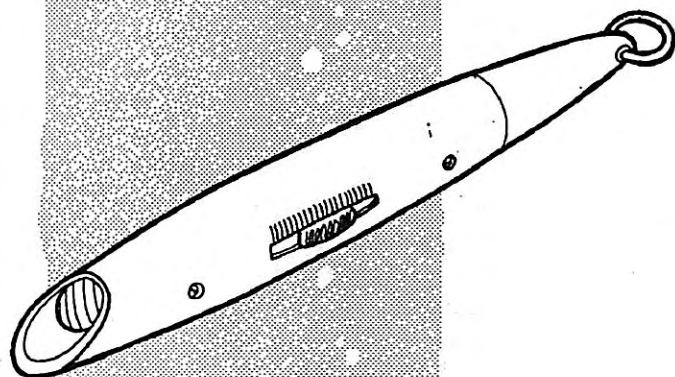
FEEDING FRENZY JUICE JET

• 50 Eb

This close range high powered 'juice' spray canister is an underwater weapon despite its innocuous appearance. The spray cannister is loaded with a liquid bottled under a high-powered gas mixture. The gas is able to expel the liquid contents up to a range of 10 feet underwater (50-60 feet range in an air medium). The liquid itself can be any form of toxin or acid usable in water. The original liquid that arrives with the cannister, however, is a pheromone-based chemical designed to drive sharks into a feeding frenzy. Anybody hit with the feeding frenzy juice is going to attract sharks within a 3 kilometer radius. Any sharks in the area will first attack the object or person with the smell, or else anything in the area of the smell (yes, even the user of the cannister is in danger unless he hightails it out of the area).

It costs 15 EB to refill either the gas mixture or replace the feeding frenzy juice.

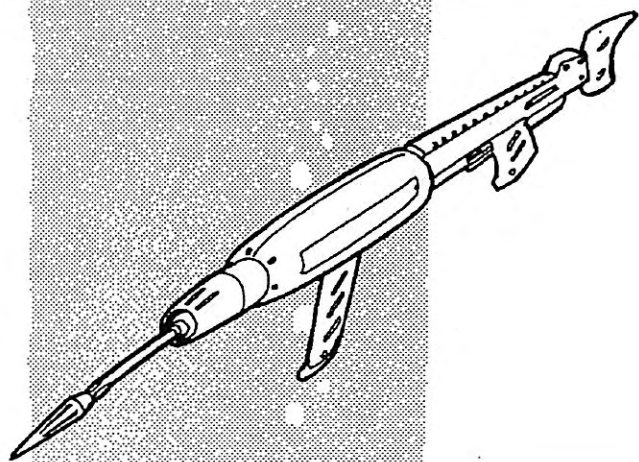




SOUND WAND

• 600 EB

The Sound Wand is a flashlight-sized, multi-purpose piece of equipment. The wand is capable of creating noise from low to high frequency, thereby producing a variety of effects. At the different settings, the wand can generate low frequency vibrations (the same kind that attract sharks to wounded fish, within a range of 5 kilometers), it can establish a sonar homing ping (10 kilometers range), can generate a cacophony of pings to confuse any sonar being used in the area (-5 to any sonar-based tracking equipment reaching the wand's area) and it can be used to set up an ear-piercing high-pitched whine that affects a 20 foot diameter around the wand (-5 to all actions done within that area, and causes 1d6 hours of deafness after 3 turns use; the target must make /DL 20/ under Cool and Resist Torture/Drugs skill in order to stay within the area). This affects anyone in the area unless he is wearing Noise Dampeners or special headsets/ earplugs.

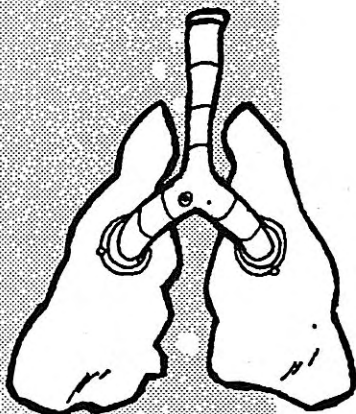


HYPO-SPEARGUN

• 200 EB — 20 EB per arro

Unlike regular spear guns, this spear gun is mounted with a hollow shaft spear, pressurized with either pure nitrogen or oxygen. The shaft is designed to release the pressurized gas through the spearhead into its target upon impact (if it can bypass the SP rating of whatever is shielding the diver). The nitrogen and oxygen are compressed based on the pressure of the surrounding water. Therefore, in the case of pure oxygen, it is best effective at below 2 atmospheres, while nitrogen is effective at 4 atmospheres and below.

Regular damage of the speargun is 1d6, with a range of 40 meters, in addition to oxygen or nitrogen poisoning (see either nitrogen narcosis, the bends, oxygen poisoning or embolisms for what could occur to the target; GM's discretion based on the contents of the speargun).



LUNG WEAWE

• 4000 EB

This unusual cyber-enhancement was developed to overcome one of the inherent problems linked to the use of liquid breathing mediums. The problem with the use of these was the subsequent irritation of the lungs that assailed the divers. The liquid medium was limited in use per month and, therefore, did not make a good option for deep sea living. That is where the use of Lung Weave was implemented. Much in the same way Skinweave enhances the resilience of the skin, Lung Weave protects the lungs from such irritants as liquid breathing mediums (though it cannot affect tiny aerosol particles) while remaining pliable enough to allow the lungs to expand and contract normally. Anyone who does not use this enhancement when using liquid 'breathers' will suffer from lung irritation. Immediate subsequent use of the liquids (within three days of the last use) will suffer from 1 point of damage on the lungs. This will reduce any endurance tasks by one point in Body Type and double the amount of damage inflicted by aerosol projection weapons (tear gas, KO gas, etc). The Humanity Cost for this surgery is 1d6/2.



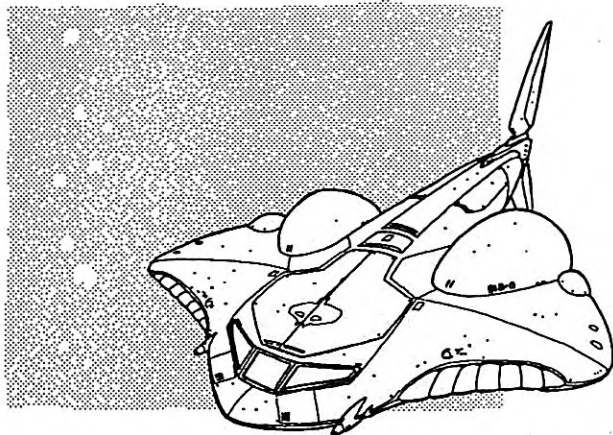
Marine Transport Vehicles

The following craft are just three examples of submersible vehicles in use beneath the ocean waves of the future. These ships are in wide use as either transport vehicles, supply craft or assault subs.

Most subs are equipped with recognition transponders that immediately hail and identify the sub, its owner and designation. A sub traveling with its transponder down is recognized as a pirate sub, though it is possible to send out a fake transponder signal. This requires many hours in the hangar trying to get at the transponder and reprogramming it (Average Marine tech task check /DL 15/ to locate the transponder and remove it without causing damage; Difficult Programming task check /DL 20/ when rewriting the transponder signal).

The mini-subs all utilize avgas as a fuel source while the larger war ships use nuclear reactors to power their systems. Most subs also use, as their primary weapon's systems, torpedoes that come in several types and sizes. The parameters for a torpedo detonation can vary from point of contact to detonating after a certain range or depth, from timer based to Sonar and Transponder lock-on. The size of a torpedo varies according to its payload, which can be from 20 kg (mini-torpedoes or 'Pez') to 500 kg (the big boys). Torpedoes do damage equal to 1D10 per every kilogram of payload weight a torpedo holds. Anything caught within 1/2 kilogram weight of the payload in meters of an explosion underwater takes half the damage in concussive shockwaves.





MANTA CRUISER CLASS

"The most widely used class of mini-sub working beneath the oceans, now it's your turn to discover why many Bounty Hunters and Ridgerunners can be found behind the cockpits of these vehicles. Their easy handling, arms reach navigation and sonar systems literally make this class of sub a one person vehicle. Developed by Dynalar Technologies, the sleek, wide wing-span exterior of the craft makes it a favorable first sub purchase for many people who want to make their mark in the ocean. Don't you think it's time to find out why Bounty Hunters and Ridgerunners only come together when they rave about the Manta?"

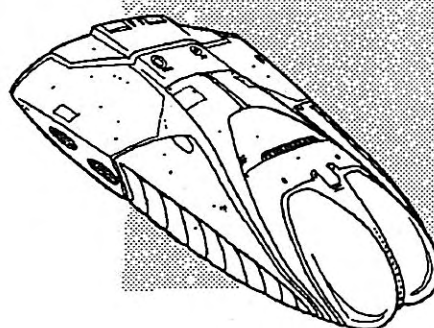
Maneuver Speed:	20 knots.
Acc/Dec:	5 knots per phase.
Top Speed:	46 kph
Fuel Efficiency:	2kpg
Passengers:	5
Fuel Capacity:	600 gallons avgas
SDP:	200
Maneuverability:	+2 to all rolls.
SP:	30
Maximum Depth Dive:	6,500 ft
Maximum Air Time:	40 hours
Cost:	1,250,500 EB (new)

Special Equipment:

Sonar; Radio; Satellite Link-Up; Fire Extinguisher; 2 person Escape Pod; Auto-pilot (Skill level +4); Computer Navigation; Spotlights; 1 Mini-Torpedo Bay w/4 mini-topedoes (20-30 kg payloads)

Game Notes:

The mini-torpedoes used can be affixed with most detonation parameters available (Timer, Contact, Range, Depth) except for Sonar or Transponder Lock. The sub can also transport 0.5 ton worth of cargo in the belly hold, though the hold is not able to fit large pieces of equipment.



THE LAMPREY

"Tired of pirate raids? Sick of paying premium protection for antiquated equipment? Well then, sink your teeth into the future, behold the reality of the Lamprey. Now I know what you're thinking, but unlike its marine counterpart, this sub is anything but a sycophant feeding off others. The Lamprey is the newest in sub technology, the latest ocean going defense and assault vehicle. The subs are designed to be short range vehicles used in immediate response situations. They are fast, beaten only by the larger subs, and capable of turning on an underwater dime. Because we care for you, the Lampreys, developed by Aquanox Enterprise, are sold only to governments and corps for their security needs and yours. If you see a pirate in one of our subs, we'll send you your money back!"

Maneuver Speed:	25 knots.
Acc/Dec:	6 knots per phase.
Top Speed:	60 kph
Fuel Efficiency:	2kpg
Passengers:	4
Fuel Capacity:	400 gallons avgas
SDP:	325
Maneuverability:	+3 to all rolls.
SP:	25
Maximum Depth Dive:	7,500 ft
Maximum Air Time:	20 hours
Cost:	2,700,000 EB (new)

Special Equipment:

Sonar; Radio; Satellite Link-Up; Fire Extinguisher; 4 person Escape Pod; Auto-pilot (Skill level +5); Computer Navigation; Spotlights; 1 Mini-Torpedo Tube w/6 mini-topedoes (20-30 kg payloads); 2 Torpedo Tubes w/4 torpedoes (100-300 kg payloads); ECM; Rear Chaff Dispenser; Sonar Jammer.

Game Notes:

As stated previously, the Lamprey is a short range rapid strike sub piloted by 2 personnel and capable of carrying two more. It has no cargo transport capabilities, but is well armed for a sub its size. The larger torpedoes can be fitted with any detonation option including Transponder and Sonar lock.



CYCLOCEAN CARGO VESSEL

"The only thing this sub is designed to transport are supplies. When you're tired of shrinking supply routes or handing over most of your business to pirates, consider the Cyclocean. Sure she's heavy, slower than most and maneuvers like a dead sea urchin. Sure she's just like mom, but if you want something delivered safely, the Cyclocean is your best bet. Designed to travel deeper than most pirates would ever dare dive, the Cyclocean follows the old motto "The best way to survive a fight is not to be there."

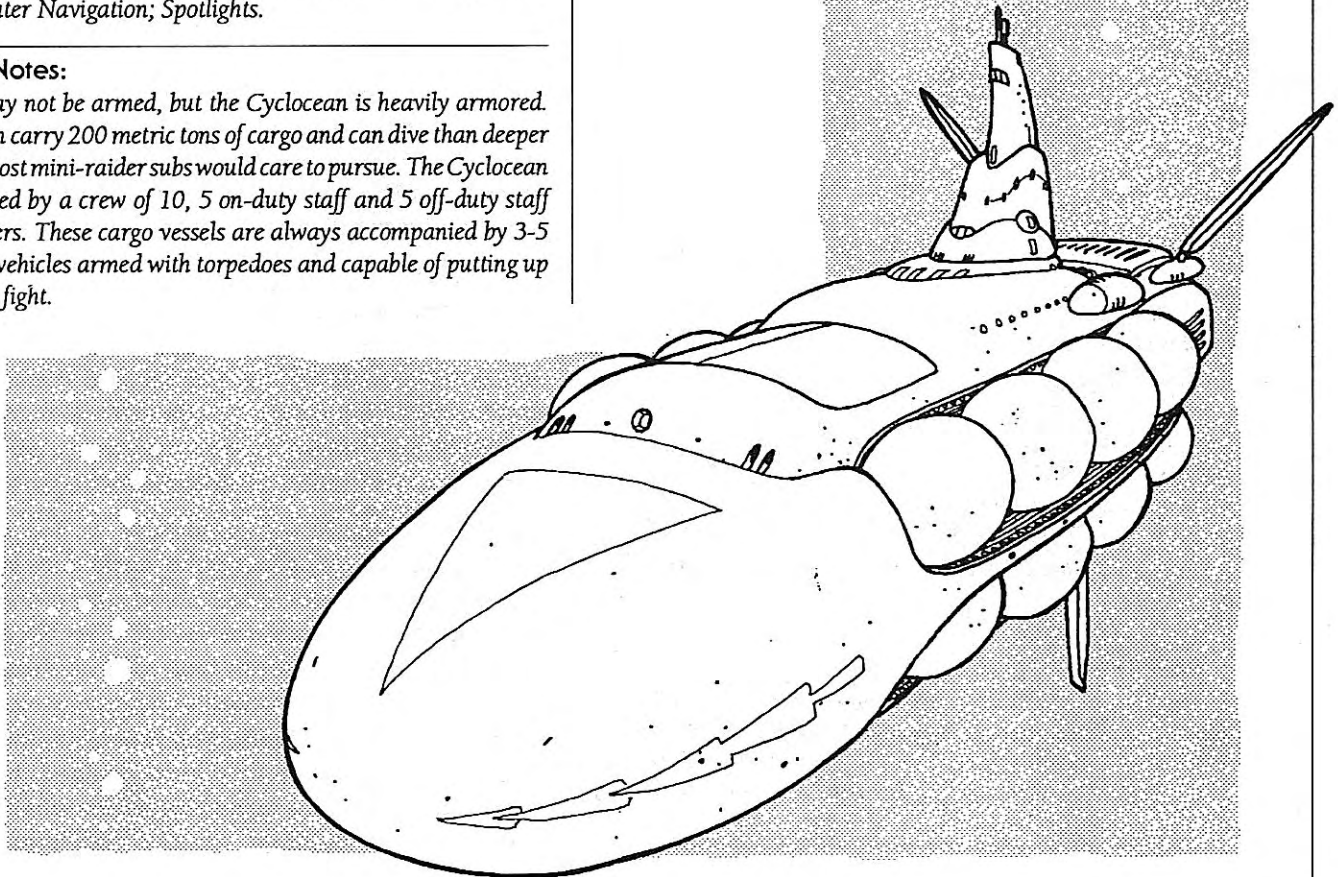
Maneuver Speed: 16 knots.
 Acc/Dec: 1 knot per phase.
 Top Speed: 40 kph
 Fuel Efficiency: 5kpg
 Passengers: 10
 Fuel Capacity: 1000 gallons avgas
 SDP: 500
 Maneuverability: None.
 SP: 50
 Maximum Depth Dive: 12,500 ft
 Maximum Air Time: 70 hours
 Cost: 7,500,000 EB (new)

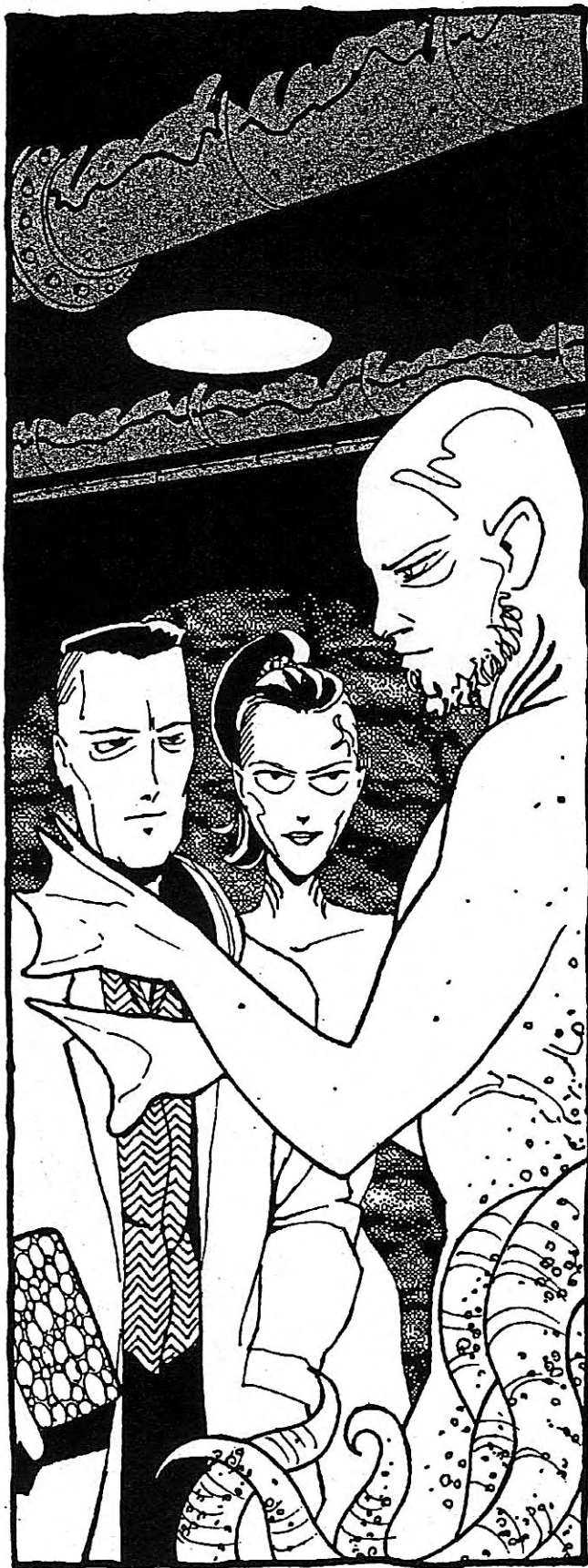
Special Equipment:

Sonar; Radio; Fire Extinguisher; Two 5 person Escape Pod;
 Computer Navigation; Spotlights.

Game Notes:

She may not be armed, but the Cyclocean is heavily armored. She can carry 200 metric tons of cargo and can dive than deeper than most mini-raider subs would care to pursue. The Cyclocean is piloted by a crew of 10, 5 on-duty staff and 5 off-duty staff members. These cargo vessels are always accompanied by 3-5 escort vehicles armed with torpedoes and capable of putting up a good fight.





GENETIC REMODELLING

Even within the highly futuristic world of CyberPunk where science threatens to become as understandable as magic and almost anything seems to be within the grasp of humankind's desperate grasp for more, the science of genetic splicing still falls short of expectations. Science then cheats and performs bio-sculpts and implants in those people willing to change the very nature of their being to mirror what they believe is their true heart. Even then, however, it is still not what is sought after by those who believe genetic splicing to be the road to humanity's future evolution. It is for that reason that companies like Arasaka place great importance in R&D projects and ventures that are beginning to stray away from the concept of Cyberpunk in an effort to discover a totally biological way of augmenting their chosen subjects.

Interspecies genetics is not as difficult a task in achieving as trying to compensate for the problems brought about through cross-species genetics, such as trying to splice the DNA of a warm-blooded organism with a cold-blooded one, or an invertebrate with a vertebrate. Heaped on top of that is the difficulty brought about through trying to alter a genetic structure in a fully grown person — like a prisoner — without the body totally rejecting the changes made. That is where Dr. Pak comes in. Dr. Pak theorized that in order to alter the genetic structure of an already grown and developed being, the changes made would have to be ones that harkened back to some primitive state that humankind existed in at one point along the evolutionary scale. A state of being which was still present in our genetic makeup and could somehow be re-activated. The body would therefore have a far lesser chance of rejecting the changes brought about.

Dr. Pak began to explore the possibility of activating that part of the DNA structure responsible for allowing the human embryo to grow a tail and gills up to a certain point of development in the womb. His research finally uncovered the exact DNA sequence necessary to activating the growth of tails and gills, but now a new set of problems began to arise.

The changes introduced would have to find a way of rewriting the genetic pattern of the whole body in order for the entire body to become acclimated to the changes. In the case of a tail, the body had to be able to rework part of the nervous system in order for the brain to be able to control the actions of the tail. That is when the bio-mutagenics came in. The Russians had been working on several advanced strains of Bio-mutagens before they were dumped, highly rare strains that would have taken Arasaka millions of Euro for R&D to hope to duplicate. Arasaka discovered from the

netrunners that raided Sovspace what some of the properties of the Bio-mutagens were, and it fit in perfectly with their project (after a little reworking of course). After successfully working on extracting certain strains from the Bio-mutagenics, Arasaka found their vehicle of delivery for their DNA code changer. The result was a Bio-bath created from two different designer bio-strains. The first bio-strain was designed to lower the body's natural defenses and the chances of rejection syndrome (when the body rejects new transplants). The second strain was a virus that took the properties of whatever genetic material it was introduced to and then replicated it at a rapid rate.

The initial tests were unsuccessful and the test subjects died from the shock of their body rapidly shedding old genetic waste to create room for the new. Or if they survived that, they perished from any disease present in their body when the bio-strain replicator augmented the disease and it spread throughout their system (Sub-Atica is completely unaware of how close the Bio-labs came to wiping out everyone when one of the prisoners became a walking viral factory and almost escaped his containment unit; his body and the containment unit were destroyed using the foundry).

Currently, Dr. Pak has found a way past these problems. He now introduces the test subjects with a small sample patch to determine whether or not the effects would harm the patient. This is where the nanites are used, to monitor the body and analyze any chemical change inside the host organism. If the body reacts favorably to the treatment, they then progress to the second stage. The viruses have also been altered so that they only replicate the genetic pattern they were programmed with initially.

Dr. Pak has kept these latest developments a secret, though he gives Arasaka a small nibble from time to time in order to alleviate their suspicion. He is now promising them a great breakthrough within a month (a promise he does not intend on keeping with his upcoming escape). With his current research, Dr. Pak is using a combination of grafting appendages to Lisa and Morgan while using the virus to introduce minor changes in the genetic makeover of the two of them. The changes are currently minor in scope compared to what Dr. Pak wishes to do in the future.

Most of the implants used can be defined using Exotics from Chromebook II (p. 101-110). Some additional paraphernalia include:

• Muscle Pouch:

A small pouch is built near the base of the spine. The pouch holds a small set of grafted muscles attached to the spine through crude nerve receptors for limited 'tail' control. The primary purpose of the pouch is to enable the subject to either retract or extend their tentacles from the pouch, or to create a special holding place for toxin producing glands (1d6 Humanity Cost, MA surgery, 1500 EB cost).

• Tentacles:

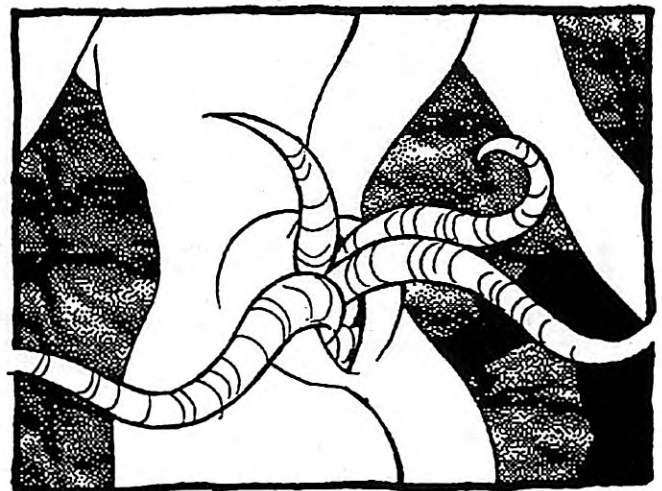
Like the tails grafted onto Exotics, tentacles based off the jellyfish species cost the same humanity loss and price. They are also mobile, but weak (able to exert under 1 lbs of pressure), but can be equipped with nematocysts (or stingers) that carry a toxic punch. The tentacles of the Sea Wasp are 12-15 ft in length, transparent and can cause death (Bio-Toxin I, CyberPunk 2020 p. 97). The tentacles are stored in the subdermal muscle pouch at the base of the spine for movement outside the water and to keep them moist. They also slow a person's MA by 1 since they provide drag when free floating.

• Black Ink:

Taken from the octopus, ink-secreting glands are grafted onto the body using the muscle pouch built near the base of the spine. Once the ink is released, it is capable of clouding an area equal to a hex. The ink can be toxic, though rupturing the pouch during combat can kill both the carrier and the attacker (unless they are far away).

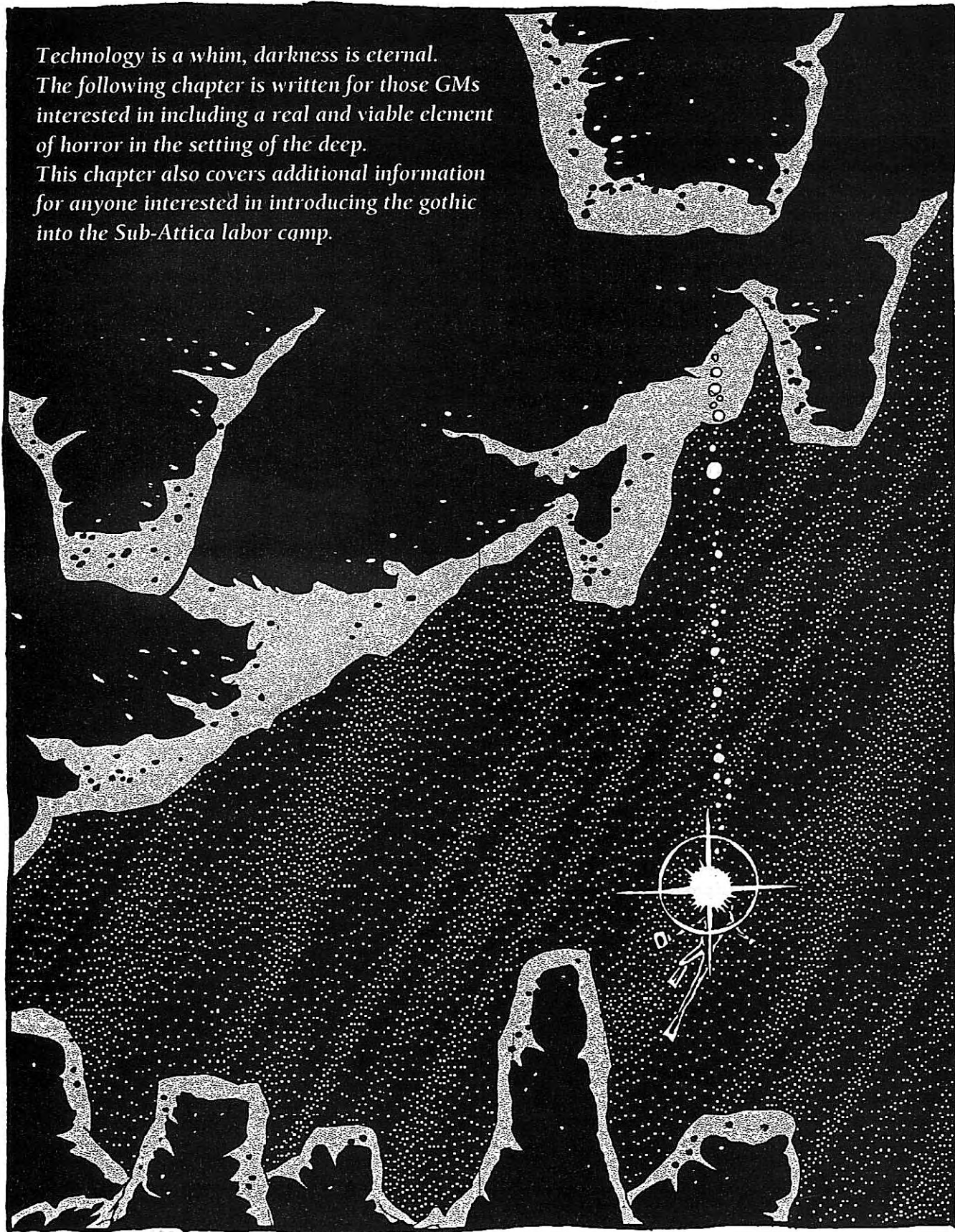
What Dr. Pak will not discover until much later is that this line of research will eventually lead into a dead end. The viral replicator is designed to keep replicating the DNA strands even after the body change is complete. This causes an eventual reaction in the body where cell growth continues unabated and the subject dies from various cancers brought on by highly malignant tumors.

Maybe Mother Nature was never meant to be tampered with...





Technology is a whim, darkness is eternal.
The following chapter is written for those GMs
interested in including a real and viable element
of horror in the setting of the deep.
This chapter also covers additional information
for anyone interested in introducing the gothic
into the Sub-Attica labor camp.





GAMING HORROR (ROLEPLAYING TIPS)

The problem with horror and the deep has been the proliferation of ideas and stories concerning the mysterious oceans. Myths of the Kraken and other tentaded beasts have always been used to stir the imagination of frightened children. Tales of Davy Jones, The Flying Dutchman and other ghost ships have been the source of many maritime tales. Alluring mermaids and sirens who beckon sailors to their doom have been legends told since the days of Jason and the Argonauts or through the travels of Ulysess.

The problem, then, presents itself to the GM to spin new stories of horrors, ones never heard before, ones that do not seem so trite and reused from legends of old. The tales and monsters of yesteryear have been used so often they have a familiarity that is almost comforting. Good horror and thriller movies and books rely on one thing, the element of suspense. Often the appearance of the creature or monster stalking the victim is anti-climactic compared to the slow buildup leading to that scene. Once the creature shows its face or the mystery surrounding its nature vanishes, the viewer relaxes. The monster before them is no longer an unquantifiable entity. Keep the party on their toes, don't let them learn everything in one shot, rather tantalize them with small bits of information here and there. The less the players know about the surrounding circumstances, the more likely they will be on their toes and the easier it will be to roleplay the tension in the air.

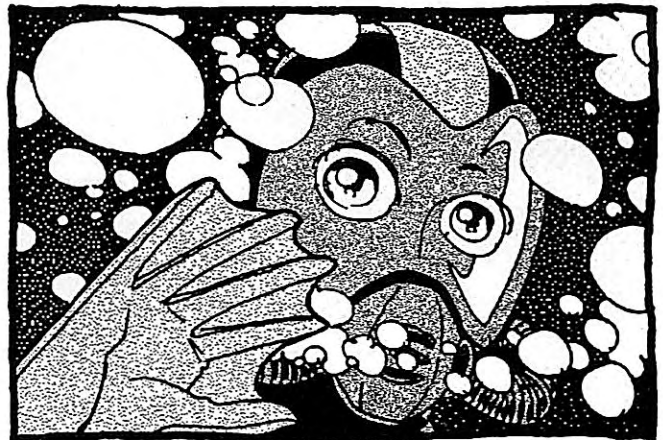
The combination of Cyberpunk and Night's Edge presents the GM with a very rare opportunity in horror, the aspect of multi-level mystery. What this means is that the GM should use the aspect of cross-genre (ie. cyberpunk and horror) to keep the party guessing. Is what they are facing technological in nature, supernatural in being or perhaps an amalgamation of both? Herein lies the source of new tales of horror, new stories for a new breed of children. The movie called Split Second with Rutger Hauer is a fun example of horror in a cyberpunk world. Scientifically based thrillers are also as potent as any 'bogey-man' tale. Alien, Aliens, Alien 3 and even Jurassic Park will testify to the heart pounding scares brought about through pseudo-science monsters. Amalgamations of such would include movies like the Hellraiser series, where the boundaries between magic and a demonic form of science is almost non-existent.

Here are some hints in running horror-based material that can apply to any campaign... Don't reveal the monster or

opponent completely; use shadows and obstacles as a cover while the thing taunts the party or conducts hit-and-run raids. If the antagonist of the party is alone, why should it confront a group larger than itself, it would use hit-and-run strikes against the group or play with them the same way a cat does with a mouse. The best example of this would be the movie Predator.

Don't use opponents and adversaries as cannon fodder. Most of the time, the players will be attacking their opponents on their foe's turf. The enemy should know its territory fairly well, so use that to their advantage. The most important aspect of horror must be the mood set during the game. As always, the right music can enhance a game to no end, but more importantly, some of the best tools in setting the mood are the very descriptions set forth by the GM. In your descriptions, give the players a moving snapshot of what they see before them. Think of yourself as a director shooting a scene. Describe the lone shaft of light that stretches across a darkened room from the slightly opened door. Take the time to describe the way the wind gently causes the curtains to move and dance. Talk about the faraway noises that rumble lightly in the air from a distance. Remind them in your descriptions that they seem all alone in this place, and when describing scenes, lower your voice in order to draw the players closer to you.

One last recommendation in enhancing the mood of the game is try not to break the flow of the game once it has been established. Enforce Striker's Rules (where what the player says, even in jest, is said by the character, regardless of circumstances). Often, rolling dice to determine action can also disrupt a game, so the best option would be to roll perception and even some combat dice before the game and record them on paper. The GM may then use these rolls to determine what the player sees or does not see without having to break the flow of the roleplaying.



HORROR IN SUB-ATTICA

Suppose the earth was infested with the seeds of darkness known as Vampires, creatures shunned by the light of day and forced to take refuge from the blisterous sun. What would Sub-Attica mean to some of them? Sanctuary.

The introduction of Vampires into Sub-Attica presents an interesting added twist to the machinations already at play in the prison. Their very existence would change several variables surrounding the creation of Sub-Attica, the prison life structure, the escape of Dr. Lo Pak and the aftermath. The following sections are addenda that the GM may wish to take into account if using the supernatural in his campaign. The three sections each introduce a new NPC within Sub-Attica, their stats, their involvement in the prison and possible encounters involving them.



VAMPIRIC ADVENTURE: ELIJAH THORNE

Before Sub-Attica, there was the New Hope project, an attempt at creating an underwater farming community. One of the principle financiers for that project was Elijah Thorne, a reclusive philanthropist. Elijah Thorne backed the project not because he believed it to be a bold new step for the future of mankind. Rather he supported New Hope because of the possibilities it presented for himself.

Elijah Thorne is an old Vampire that has existed since the days when Portugal, Spain and England sailed the seas under heavy cloth sails and the banners of Kings and Queens. As time progressed and the past slowly gave way to the future, Elijah and many other of his ilk began to realize the dangers of radiation and the monsters that they became beneath the sky's wilting gaze. A sailor long before the day of his becoming, Elijah knew that he could escape the mounting devastation that radiation heaped upon his body by living in the near darkened world beneath the ocean's surface.

Pooling all his available funds towards what he considered a 'life saving' venture, Elijah began funding the New Hope project. The seed that Elijah planted, however, proved to be fruitless and the project swiftly drained him of his resources. When some of the backers panicked and withdrew from the project, in stepped Hiro-Assad and purchased the property with aid from the U.S. Provisional government.

Despite the number of growing settlements that began appearing throughout the oceans, Elijah refused to see his dreams and hopes be taken away. During the construction of Sub-Attica, Elijah decided that the only way to live in the project was to replace one of the staff members. After learning who was assigned as staff, Elijah killed Grant McDonnal, one of the prison therapists and took his place. A Netrunner employed by Elijah secretly broke into Hiro-Assad and replaced all of Grant's vital information, pictures, palmprints and retina scans with those of Elijah. When Sub-Attica opened, Elijah moved to Sub-Attica as Grant McDonnal and began working there.

A decade passed before Sub-Attica changed hands once again. This time Arasaka stepped in for custodialship of the prison. As Arasaka started replacing most of the staff, Elijah realized that he could not use the same methods to infiltrate Arasaka's operation as he had with Hiro-Assad. Still headstrong and unwilling to part with what proved to be an effective haven, Elijah retreated to the abandoned mine levels of the prison and hid there. In order to feed, Elijah caused technical glitches in some of the electronic sensors that were left behind and fed a little off the repair crews sent up to repair the problems.



CURRENT STATUS

After the flood of the basement level of the prison, the Russian cannisters were moved into the mines. Elijah did not realize that some of the containers were leaking radioactive waste until he began suffering from acute radiation poisoning.

All the efforts he had made into preserving his physical form over the past 20 years was practically for naught and Elijah rapidly deteriorated into a visual monstrosity. By the time he was able to sneak out of the mining levels without attracting attention, he looked like a walking burn victim, a moving corpse whose stripped flesh seemed ready to fall away at the slightest provocation.

During the reshuffling of all the equipment from the basement to #4 agri-dome, Elijah used the opportunity to move into the flooded sections of the basement. He has discovered the secret lab of Dr. Lo Pak and has even been keeping an eye on his progress. His is unaware of what Dr. Pak truly plans.

Elijah is currently feeding off some of the work crews trying to clear the basement. He has avoided making contact with either Lisa or Morgan, the two experiments who swim around the basement, and is on the verge of sinking into a suicidal depression.

ENCOUNTERS

These are the various ways the players have of encountering Elijah Thorne. Remember that any time they do, Elijah looks like a monster and may not be in the kindest of moods. The encounters are likely to occur in the basement of Sub-Attica or within the Flood Tubes (since a few are open to help the work crews move around completely flooded areas of the basement).

• Encounter #1:

The players may be helping with the relocation of equipment or just snooping around the basement when they come across strips of skin left behind by Elijah as he continues to peel from the radiation poisoning. If they show someone the skin, like 13, Corry or Dr. Pak (if they somehow know him), the three would mistake the skin for that of Lisa or Morgan and take appropriate measures (GM's prerogative on how they would react towards the players).

• Encounter #2:

While the players are snooping around the basement on the 3rd story catwalks (to stay above the flooded corridors), they can see a bloated figure (having been in the water so long, Elijah is now bloated from the water and his skin is cracked) swimming swiftly past one of the underwater lights before vanishing into the water's murky darkness. The movement is so swift that they could even mistake Elijah for a giant fish.

Encounter #3:

One of the only times the players might manage to fully see Elijah is when he appears before one of them in order to sate his thirst. If he is able to capture a player and feed, he will use his abilities to make the player forget the incident. A good way to run this scenario is to roll the required numbers beforehand for the player to notice Elijah's ambush, the use of Elijah's power over the player to capture him and to make him forget the incident. If this succeeds, then just inform the player that at one point that he seemingly had a slight dizzy spell and felt really weak afterwards. Then inform him that he seems to be missing an hour of his time. This should set the player's curiosity in motion.

REACTIONS DURING THE ESCAPE

Once the escape of Dr. Pak begins, Elijah will begin exploring the base via the Flood Tubes to ascertain what is happening. Though he manages to avoid the security forces, he does get hit in the flood tubes and is pinned down by the inundation. By the time he manages to escape the Flood Tubes via the watervator, he sees that the PADDs have been activated and both prisoners and staff are dead.

This is when Elijah finally lets go of his dreams, having seen everything spiral down over the past year. His money and fortunes are gone, his looks forever destroyed beyond the hope of repair, his safe haven is slowly being torn apart and his will to live faded. He will make his way up to agri-dome #1 via the watervator, then use the sub channel to swim into the ocean. Elijah will then float up to the surface and let the sun claim him, body and soul.

HUNTER ADVENTURE: EDWARD BRACKENSHIRE

Edward Brackenshire is a rarity: he is what people call an 'Esper' or a human with psychic abilities. Edward's entrance into Sub-Attica comes after Arasaka's takeover of the prison facilities. Though he poses as a prisoner, Edward's real identity is hidden behind a few facades that he himself put in place in order to carry out his mission.

With the mass exodus of people escaping from the overcrowded surface world to the oceanic communities, many vampire-hunting organizations began to realize that the Vampires and other creatures of the supernatural would immediately follow suit. One such group, the Sun Knights, decided to take the initiative and entrench themselves in the underwater community before the Children of the Night did. With the establishment of the aquatic arm of the Sun Knights, many began posing as Bounty Hunters in order to travel more freely from one underwater installation to the other. Edward Brackenshire is a Knight with the division and has used his contacts with the various corps (as well as his Esper skills, which few know of) to garner a name for himself. Most believe it to be for this reason that he was set



up for the murder of an Arasaka CEO in the Landford Seaweed Harvesting project off the coast of California. Only a few close allies know that Edward did commit the murder in order to gain access to Sub-Attica, and once his mission is completed, they will come forward with the evidence that will exonerate him. Edward wanted to be placed in Sub-Attica because he suspects that Vampires are hiding there. Arasaka has been so adamant about prohibiting visitors that Edward's curiosity was piqued.

Edward has now been serving time at the facilities for the past 4 months, trying to locate the Vampires. He has a few suspects in mind already, including Constance Patrovitch, but feels there may be more.

CURRENT STATUS

Edward is serving his prison term quietly. He picks one target and keeps tabs on that person for a few days. This behavior has not gone unnoticed by a number of people who have become suspicious of his motives. People are already reticent to talk to him and some even believe him to be a spy because of his past record as an effective Bounty Hunter. The two attempts made against his life, however, failed miserably and those responsible were hurt in one way or another in freakish accidents soon after. These incidents have done much in keeping people out of arm's length of Edward wherever he is. Most regard him as bad luck and those who do not still stay out of his way "just in case".

ENCOUNTERS

Here are a number of ways that the players may meet or encounter Edward. Because he is a prisoner, he follows the same 10 week work shift that most do and can, therefore, be placed wherever the GM has a need for him.

• Encounter #1:

Guess what, it's the players' turn to be scouted out as possible suspects. Edward will begin watching the players since some of them share the same work shift with him. He will even test certain situation stimuli on the players (through the use of his power). The test could include... For objects to accidentally fall on the player to either determine reaction time and speed if the player catches the falling object, or durability of the player if the object hits him. Determine strength of the player by using matter manipulation to make the object heavier than it is.

He will wear a cross in order to see the player's reaction to it and even cut up garlic around the player if they are sharing kitchen duty. Edward may even cut himself in order to see the PC's reaction to spilt blood.

• Encounter #2:

If the players start asking questions about Edward and he hears about it, accidents will begin plaguing them when Edward is in the area. The accidents will get worse if the players threaten or try to confront Mr. Brackenshire.

• Encounter #3:

The players see Edward scouting someone else out and looking intently at that person just before an accident happens (he is concentrating on using his ability)..

REACTION DURING THE ESCAPE

This has been the opportunity that Edward has been looking for. He knows exactly where the weapon stores are and will make his way there via the air ducts (he noticed the fact that air was still circulating through the base, which meant that the air ducts were still open). Once he has taken the weaponry he needs, he is going to begin scouring the base, finding those suspects on his list of possible undead. The first shot he does will be to wound. If they vamp out, he will kill them. Needless to say, he is going to leave a lot of wounded people in his wake.

Edward will survive the detonation of the PADDs. The reason for this is because after he realizes that the atmospheric pressure is rising, he uses his Matter Manipulation abilities to disintegrate his PADD (he will suffer from a nosebleed, but that is on par for him). After that, he will kill whoever survives for two reasons: either they survived because they are Vampires or because they are going to end up as Vampire snacks or recruits.

It is up to the GM to place Edward where he wants, but his presence should prove to be a dangerous nuisance to both the players and the boarding party of Scavengers/Hiro-Assad team (see *Last Business* mini-adventure).

VAMPIRIC ADVENTURE: CONSTANCE PATROVITCH

Like most Vampires, Constance is from this century, a Cyberpunk. Her introduction into Sub-Attica comes after Arasaka's takeover of the prison system, but not as a prisoner, rather as a prison guard. Constance is completely head over heels in love with Audrey Molloy, the head of Security, who is unaware of Constance's desire. Constance first served under Audrey during the Riker's 2017 riots and was secretly instrumental in quelling the riots and making Audrey look good (that is not to say that Audrey could not have done the job; it merely facilitated matters).

Since then, Constance has followed Audrey around, protecting her, watching over her, acting as a loyal lieutenant, gaining her trust. When Audrey Molloy was offered the job as head of Sub-Attica Security, Constance was one of the people Audrey chose to be a part of security task force.

CURRENT AGENDA

Constance has been serving well under Audrey's leadership for the past year. She is not greatly liked by the other security or staff

members since she has ignored the men's attempts at seducing her and treats other women as rivals.

Constance feeds off the other female prisoners, then makes them forget the incident through her ability. At most times, Constance can be found near Audrey, assisting her in some manner, finding some work that requires her to be around her love.

Apart from that, Constance is fully aware of Sub-Attica's secrets (but not the machinations of Dr. Pak) and will be keeping a watchful eye out for Audrey. Because Constance has proven herself to Audrey and is probably one of the few people Audrey trusts in, Constance is considered to be Audrey's enforcer and right-hand woman.

ENCOUNTERS

Because of Constance's main focus, she is almost always found around or near Audrey. There are few times when she is not.

• Encounter #1:

If a PC is female, then she could be awakened one night by movement outside her cell. Upon peering out, she sees Constance enter one of the jail cells, remain there for at least 10 minutes, then reemerge. If the player makes an Average skill check in Notice/Awareness /DL 15, she may see a trickle or spotted dark stain on the shirt of Constance near the collarbone as she emerges (in her haste to feed, she spilt a little blood). One thing is for sure, regardless of whether the player notices the stain or not, Constance sees the player spying on her. She will merely smile at the PC, with a brief flash of fangs, quick enough to either be real or a trick of the light.

• Encounter #2:

This should be done after the first encounter. Within a few nights of the Encounter #1 incident, the female PC will wake up one night to find Constance in her cell, lulling her in a soothing voice to fall back into slumber. The player will immediately wake up with a start and discover it was all a dream. This should occur over a period of several days, each time the player waking up from the dream in a sweat. What the dreams mean is that Constance is using her Hypnological abilities to test the player. With each dream she will edge slowly towards feeding on the player without making it a frightening experience. If the player accepts being fed upon or eventually treats it as a dream progression, she will visit the player for real one evening and actually feed on her as the next step of the dream.

• Encounter #3:

This encounter has nothing to do with the previous two. During this encounter, Constance was taking care of certain duties in agri-dome #4 when the sub crashed into it (see Blindsided mini-adventure). While the players are scrambling to reach the emergency doors, one or two of them may see Constance bounding over high crates and moving like wildfire to reach the

exit. She will reach safety, but the players will know one thing for sure: there is something extremely strange and powerful about Constance.

REACTIONS DURING THE ESCAPE

As indicated earlier, Constance's first instinct is to protect Audrey. She will therefore remain in the Security Station during the commotion while Audrey coordinates the security teams. Because the bulkhead to weapon storage is sealed, nobody will notice Edward sneaking in and stealing a few weapons.

When Security finally realizes they have access to the airducts, Audrey and Constance remain behind to coordinate the security members through the complex. When the atmosphere control units pump in more oxygen into Sub-Attica, Audrey collapses into a coma due to the toxin-injecting nanites in her brain. Constance panics, realizing that Audrey could die, and brings her up to the active mine level in order to hide. After waiting an hour to see what happens to her, Constance finally turns Audrey into a Vampire and waits out the remaining day while Audrey recovers.

Later, when the Arasaka rescue team is sent in to kill everyone, Constance steals the Arasaka rescue sub and escapes with Audrey. After this point, it is up to the GM to decide what he wishes to do with Audrey and Constance. Though not lovers (much to Constance's chagrin), they are friends, a friendship now stronger due to their common link.

ADVENTURE HOOKS

For any party playing Vampires that wish to become involved in Sub-Attica.

Hook #1:

The players are hired by a Coven to go after Edward. They will be informed that Edward is a psychic individual and an experienced Sun Knight. His current incarceration could be of great benefit in that he may not have access to all the tools of his trade and might therefore be easier to take down. The players will be replacing criminals bound for Sub-Attica, but it will be necessary to 'PADD' the players down to alleviate suspicion.

Hook #2:

News of an impending Inquisition has the Vampiric community in a panic. Rumors abound that an ancient Vampire named Godfroi is turning against his own kind, but the rumours need to be substantiated. The only one that ever knew Godfroi was Elijah Thorne. The players are requested to seek Elijah out and bring him back so that the main Covens may question him. His last known location was Sub-Attica, but nothing has been heard from him in over a year. The players will be brought to Sub-Attica in the same manner as Hook #1.



HORROR IN THE DEEP

Venturing beyond the reinforced walls of Sub-Attica will bring you in contact with the oceanic communities of the dark future and the even darker shadow of the horrors of the deep. As humanity began to retreat into the ocean for all its seemingly unlimited possibilities, fast on their heels were the Vampires, who saw the new feeding grounds explode. Now Vampires can be found anywhere where there is ample blood, but that is not to say that they are the only creatures who use the oceans as stalking grounds. Forget everything you have heard about sea-monsters and mermaids, they died out ages ago. The new horrors of the deep are not so obvious, so direct. The new horrors of the oceans are ones new to the human race and to the children of the night. Here are a few of the new breed that the GM can pit the players against.

THE COLONY

The basic premise behind the entity known as the Colony is that it is an organism with a hive-based mentality that is slowly bringing creatures into its fold and under the control of the hive. It all began with the discovery of an unusual series of coral growth off the Arabian coastline in the Arabian Gulf. Similar to Fire-Coral (the tips of the coral are equipped with stingers and a mild toxin), this type of coral seemed to be able to produce a toxic ink from ink sacs growing in the place of the numatacyst stingers.

Upon further investigation, it was discovered that the coral would spray fish that ventured close to it. At first, the sea life exposed to the toxin did not seem to react adversely to the properties of the poison, but soon after it was discovered that exposed sea creatures began to act differently than the conventional norm. When the researchers stepped in to remove samples of the coral, the 'infected' sea creatures began to attack the science teams with a suicidal vengeance. Unable to get close to the coral growth, the researchers noticed that all the different species of fish that attacked the team seemed to operate in a similar fashion despite the fact that many were of varying species and genus type.

After several failed attempts, samples of the coral were finally acquired, the remaining coral was ordered destroyed to avoid an infestation, and the problem was considered solved.

THE ADVENTURE

The adventure begins when a brief distress signal is intercepted by the party from the BIOSMaL (Biotechnica Oceanographic Institute for the Study of Marine Life) station (located on the edge of the Cayman Trench some 4,200 feet under the ocean, just north of Jamaica) before all communication is lost.





Completely baffled about the origins of the coral, the BIOSMaL research station decided to grow the coral under supervised conditions. One of the divers tending to the new growth of coral snagged and ripped his wetsuit on the coral outcroppings and was exposed to the toxic inks secreted by the Colony.

Viewing this as a tremendous opportunity to study the effects of the toxin on a living being, the BIOSMaL scientists soon learned that the toxin destroyed certain parts of the brain that allowed for independent thought. The coral itself was somehow telepathic and would control the now lobotomized being. What they did not discover until it was too late was that the telepathy was also a means for the coral to learn and become more intelligent. The coral not only controlled the diver (who was now quarantined) but also had access to his knowledge.

This proved to be a fatal miscalculation on the part of the scientists, who believed that the coral and the now-controlled diver operated on nothing more than an animal-level intellect. The diver was able to escape his confinement area and began infecting the rest of the station's personnel by carrying the toxin from the coral in a hypo spray gun and injecting whoever he came across.

THE CHALLENGE

The base is now predominantly under the control of the Colony with 14 station personnel infected and 4 dead from the skirmishes. The remaining 6 personnel have managed to lock themselves into a secured section and are awaiting rescue (hopefully). The Colony is planning on expanding the hive by infecting the nearby stations and is making preparations to do so. The distress call came from an uninfected station scientist who was subsequently captured after the call was made.

WHAT IS THE COLONY

The origins of the Colony is unknown and a GM's toy to fool around with. Ideas about its creation range from a side effect stemming from the biological, bio-chemical and chemical disasters that befell the region amidst the 1990s and year 2000 Gulf Wars, to the rumors that the Colony that was found in the Arabian Gulf was a minor infestation compared to the ones reported off the Australian coast.

All that is known is that the Colony is a sentient form of coral and is capable of using a neuro-toxic ink that destroys parts of the brain and allows for telepathic control of the living creatures infected. Whether or not it is following a specific agenda is unknown, but it is thought to be intent on spreading its control over a greater range.

The Colony can also use its telepathic abilities to learn the information present in a creature that it controls. Its intelligence levels are, therefore, variable. When confronting the Colony, the greatest danger the players are going to face come from any

creature or human that the Colony now has control over. The Colony has no power save its toxins and the telepathic manipulation. The major weaknesses of the Colony are...

- 1) *Its immobile state; the coral makes it an easy target to fire on. Destroying half of the present coral mass will eliminate the mental control it has over its victims, while destroying over 75% of the coral mass will kill the coral. If, however, the entire mass of coral is not destroyed (95%+), it will regrow and begin again at INT level 1. In order to determine the amount of damage the Colony can take, assign the coral an SDP rating of 2d10+10.*
- 2) *Due to the mental control that the Colony exerts, the reaction time and speed of a dominated life form is greatly hindered. To determine how fast the Colony reacts in matters such as initiative, use only a 1d10 without the additional bonus of using the REF stat. Skills based on REF are halved, with fractions rounded up.*
- 3) *Because the Colony thinks as a hive-based life form, the creatures under its control act uniformly or in a similar manner. In high-action situations, the Colony has not yet developed the ability to 'multi-task' its servitors. In other words, because of the influx of information from all the controlled organisms, the Colony will dispense with independant actions that might save one life form such as dodging or taking cover. In combat situations, if the Colony has more people or creatures than its current INT rating to control, the controlled creatures will begin attacking en masse, opening fire en masse, running en masse. To a normal observer, their actions would appear to be suicidal or fanatical. The minute the Colony begins controlling less people or creatures than its current INT level, then it becomes more sneaky, relies on various skills, multi-tasks its servitors and acts on more tactical-based decisions.*

Those subjected to the toxin (against bare skin or injected with it) must make a succesful Death Save or lose half their INT stat and forget half their skill levels (fractions are rounded up). A total of 4 rolls are required before the toxin no longer affects them. Those who hit an INT of 1 are now considered controlled and effectively dead. Even if the control of the Colony is removed, the freed organisms and humans now possess the mental faculties of a newborn baby.

Characters who managed to make at least 2 succesful Death Saves can recover their lost INT through regenerative brain surgery. Their lost skills will have to be relearned, though, at a fraction of the original cost (GM prerogative).

As a final note, the Colony increases its INT level by one point for every 10 points of INT it gains through its servitors (i.e. for the Colony to increase its INT by one, it would need to control 20 Goldfish or 10 dogs or 2 average people or 1 gamer or 50 politicians). For every point of INT the Colony possesses, the range of its mental control is increased by a one mile radius.





RIPTIDINGS

What is it called when a Vampire feeds off a drunkard, becomes bamboozled himself, then decides to have a little fun? The answer is called a terrible mistake.

It is uncertain how Riptide was born into being, though the above explanation is the most accepted theory. The story goes that a young punk Vampire named Chains got blitzed while drinking the blood of a drunk companion and decided to experiment with the local sea life. The stories differ as to whether this occurred in the Bahamas or California and how Chains did it, but the end result was the same. Chains managed to draw some sharks into the area (some say he killed fish and waited for the sharks to arrive, others say he possessed the powers to control animals and forced the sharks to appear) and began trying to feed off one. The recipient of Chains' bite was an adult tiger shark that proved to be too overwhelming for Chains. Instead of feeding off the tiger shark's blood, Chains himself was ripped apart during the ensuing feeding frenzy.

It is said that the tiger shark, called Riptide, was the only shark in the feeding frenzy that assimilated enough blood to be turned into a Vampire. Then again, that is only a rumor.

WHAT IS RIPTIDE

Its origins matter little. What is known is that there is a Vampiric tiger shark stalking the oceans. What scares people is the fact that Riptide (as it has been baptized), is proving to be an extremely bright tiger shark and is capable of wielding some Vampiric abilities, to a limited yet efficient degree.

Riptide has already been clocked at traveling at higher speeds than normal, ramming objects using a kinetic thrust to bowl over small surface vessels and even disabling smaller submarine craft. Fishing boats are reporting finding dead dolphins and porpoises that have been torn to shreds in their nets and new fears are arising that Riptide may possess the ability to summon other sharks to its vicinity. Already, the Amity Resort in the Galapagos are reporting a sharp rise in the amount of shark attacks in their region.

CONCLUSION

Hopefully, the material contained throughout the preceding pages will be the source of many interesting adventures for both the GM and the party. As a GM, if you find yourself in need of more ideas and possible storylines, there is a wealth of good concepts and possibilities in the different entertainment mediums. Movies such as the Abyss, Deepstar 6, Leviathan and even the sci-fi flicks like Outland, The Fog and the Thing can be a great source of campaign adventure material. Television series such as SeaQuest DSV are filled with great future and present day possibilities concerning the oceans. Good books to read would also be Micheal Crichton's Sphere or The Andromeda Strain.



Prison Archetypes & Npcs

ARCHETYPE 1

Role: CopSpeciality: Prison Security

STATS:

INT: 7 REF: 9 TECH: 5 COOL: 7 ATTR: 5 LUCK: 5 MA:7
BODY: 9 EMP: 4 BTM: -3

SKILLS:

Skill	Level	Skill	Level
Authority	+7	Athletics	+6
Awareness/Notice	+5	Basic Tech (Weapons)	+3
Brawling	+4	Education	+7
Endurance	+6	Handgun	+5
Human Perception	+2	Interrogation	+4
Intimidate	+5	Leadership	+5
Melee	+6	Rifle	+3
Scuba Diving	+2	Streetwise	+3
Swimming	+3	Water Combat	+6

EQUIPMENT:

Mastoid Commo; Handcuffs; (any weapons Security uses are listed in the Security Supply inventory); Harness Control Transmitter (controls the Harness unit in Security Measures section).

CYBERWEAR:

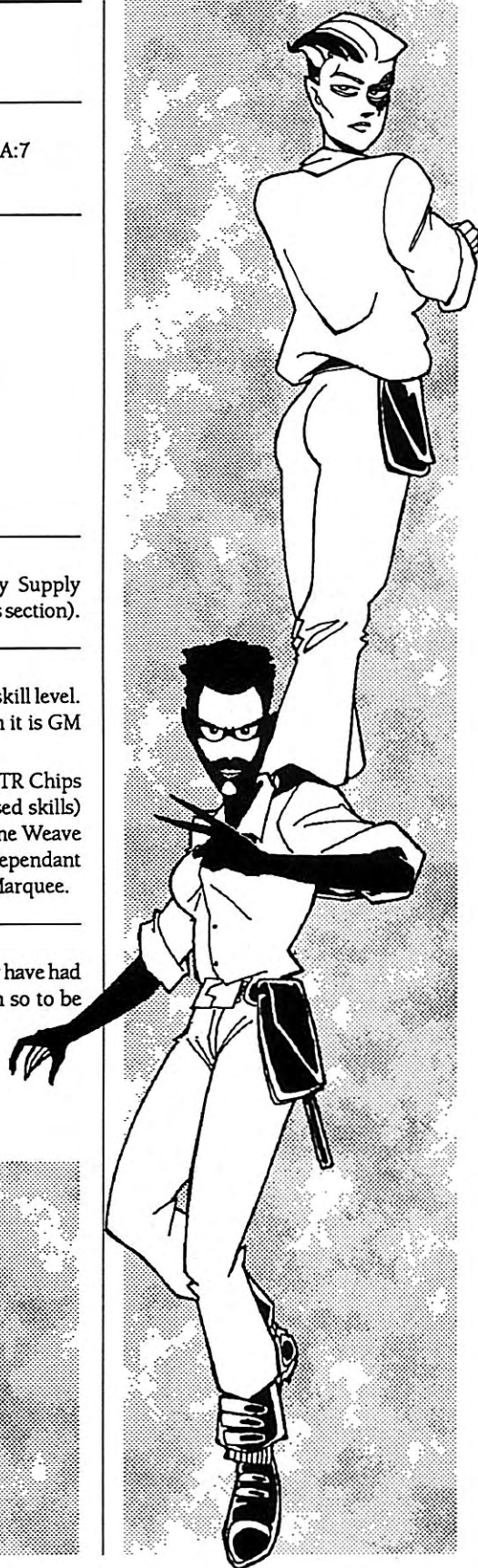
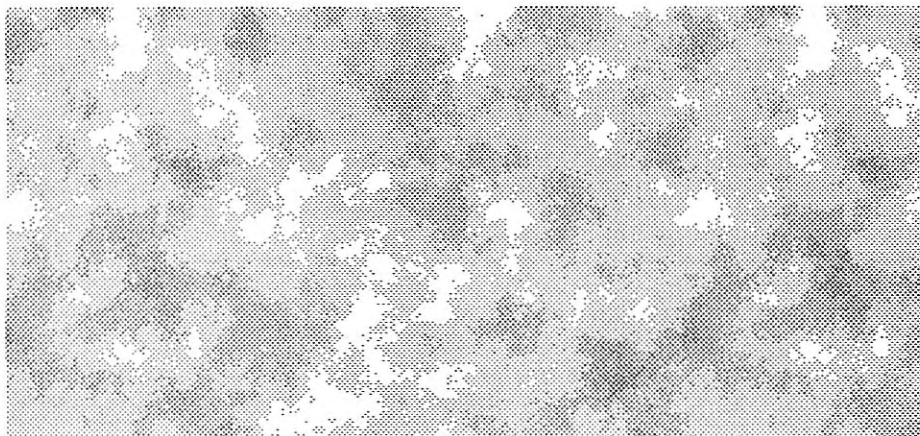
Any enhancements that the cyberwear offers is not listed in the stats or included in their skill level. Cyberlimbs and the different options are not listed because of their variety; once again it is GM discretion in outfitting certain individuals.

Neuralware w/ Speedware, Pain Editor or Smartgun Link; Chipware Socket with 7 APTR Chips (+1 to +3 with any skills relating to Reflex), 2 MRAM Chips (+1 to +3 with any Int-based skills) & 1 MRAM Database Chip (prisoners at Sub-Attica); Grafted Muscle or Muscle and Bone Weave (+2 to Body Type); Skin Weave (SP12); Lung Weave (see Geared for Deep Under); Independant Air-Supply or Gills; Cyberoptics w/Infrared, Image Enhancement and Times Square Marquee.

BACKGROUND:

Archetype 1 are those personnel in Security and have been formally trained as such. They have had experience on the field and are generally well versed for situations under fire, enough so to be competent on the level of the players.

The GM may wish to alter stats, add levels to better match this category to the level of the party. In terms of Sub-Attica Security, there are 8 personnel including Audrey Molloy who fit within this category.





ARCHETYPE 2

Role: Cop or SoloSpeciality: Security or Random Staff member

STATS:

INT: 5	REF: 8	TECH: 4	COOL: 6	ATTR: 5	LUCK: 5	MA: 6
BODY: 8	EMP: 3	BTM: -3				

SKILLS:

Skill	Level	Skill	Level
Authority or Combat Sense	+6	Athletics	+4
Awareness/Notice	+3	Basic Tech (Weapons)	+4
Brawling	+4	Education	+5
Endurance	+6	Handgun or Rifle	+5
Interrogation	+3	Melee	+3
Scuba Diving	+2	Swimming	+2
Water Combat	+2		

EQUIPMENT:

Mastoid Commo; Handcuffs; (any weapons Security uses are listed in the Security Supply inventory); Harness Control Transmitter (controls the Harness unit in Security Measures section).

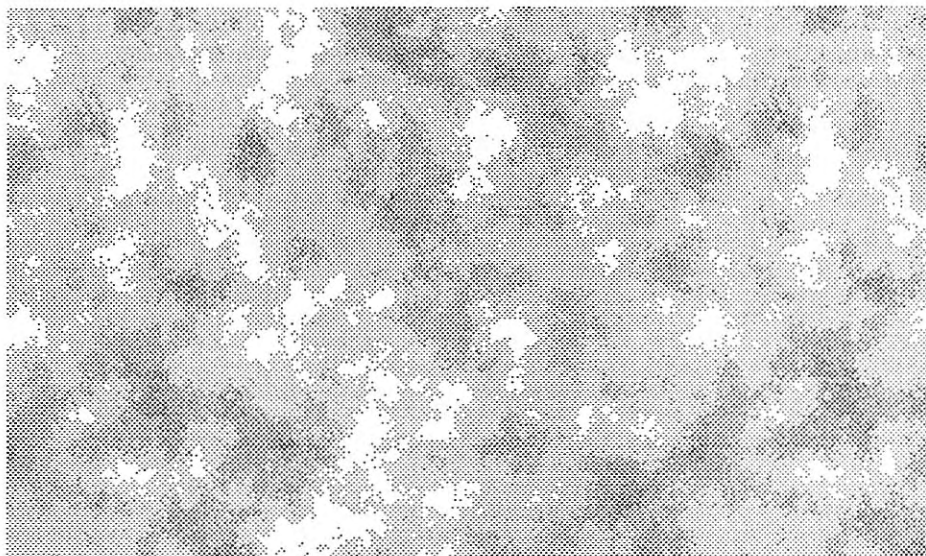
CYBERWEAR:

Any enhancements that the cyberwear offers is not listed in the stats or included in their skill level. Cyberlimbs and the different options are not listed because of their variety; once again it is GM discretion in outfitting certain individuals.

Neuralware w/ Kerenzikov Boosterware or Smartgun Link; Chipware Socket with 4 APTR Chip (+1 to +3 with any skills relating to Reflex), 1 MRAM Chip (+1 to +3 with any skills relating to Intelligence) & 1 MRAM Database Chip (prisoners at Sub-Attica); Grafted Muscle or Muscle and Bone Weave (+2 to Body Type); Skin Weave (SP12); Lung Weave (see Geared for Deep Under); Independant Air Supply; Cyberoptics w/Infrared & Time Marquee.

BACKGROUND:

Those people in this category are the remaining Security Staff or those few on-base personnel with training, a bit of experience and cyberwear to be able to handle certain situations. They may not be as well versed as the players in terms of their experience, but that does not mean the players should discount their ability to add to their woes.



ARCHETYPE 3

Role: Corporate or TechieSpeciality: General Maintenance, Medical, Administration, Life Support or Bio-lab staff.

STATS:

INT: 9 REF: 4 TECH: 10 COOL: 5 ATTR: 7 LUCK: 4 MA: 4
BODY: 6 EMP: 9 BTM: -2

SKILLS:

(all personnel have Swimming 4, Brawling 2 and Handgun 2 from Arasaka Basic Training)

ADMINISTRATION

Skill	Level	Skill	Level
Resources	+5	Awareness/Notice	+4
Education	+7	Human Perception	+7
Library Search	+4	Personal Grooming	+6
Persuasion	+5	Social	+7
Stock Market	+6	Wardrobe & Style	+6

LIFE SUPPORT & GM

Jury Rig	+7	Awareness/Notice	+6
Basic Tech	+9	CyberTech	+5
Education	+8	Electronics	+5
Marine Tech	+7	Teaching	+2
Any 3 Tech Skills*	+8		

*(Gyro, Aero, Weapons, Elect. Security)

BIO-LABS AND MEDICAL

Med Tech	+8	Awareness/Notice	+6
Basic Tech	+8	Cryotank Operation	+5
Diagnose	+4	Education	+8
Human Perc.	+2	Library Search	+4
Pharmaceuticals	+9	Any 2 Human Science Skills**	+9/+6

** (Genetics, Zoology, Biology, GP, Neurology, Bio-Chemistry, etc.)

EQUIPMENT:

Pocket Commo; Techscanner & Flashlight (both Life Support and General Maintenance); Tech Tool Kit (General Maintenance); Electronic Tool Kit (Life Support).

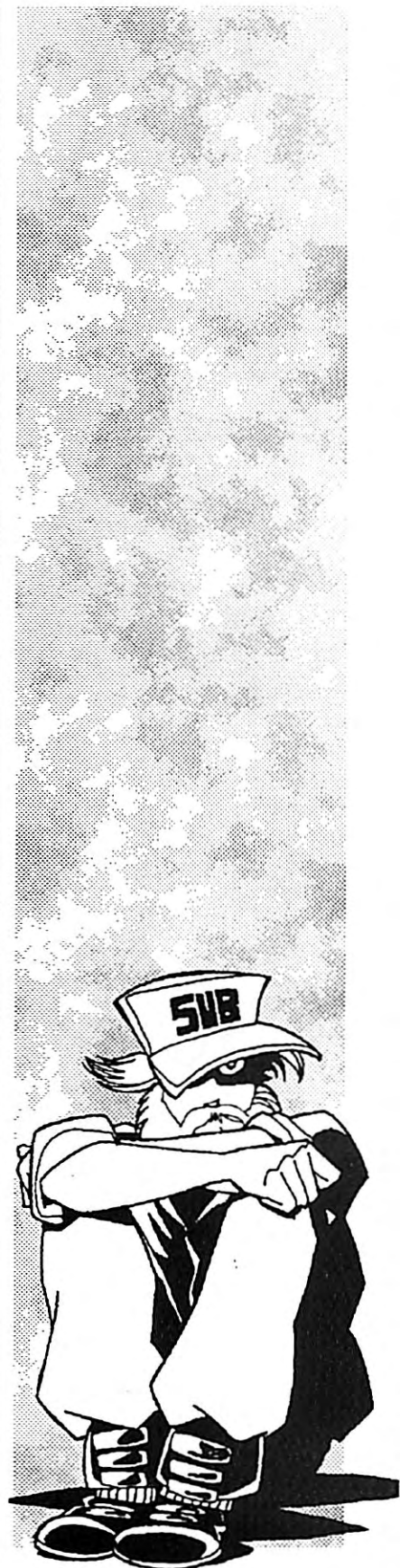
CYBERWEAR:

Any enhancements that the cyberwear offers is not listed in the stats or included in their skill level. Cyberlimbs and the different options are not listed because of their variety; once again it is GM discretion in outfitting certain individuals.

Biomonitor; Neuralware w/ Cybermodem Link, Dataterm Link (administration) or Machine Link (Life Support or General Maintenance); Interface Plug; Chipware Socket w/1D6+4 Chips (adds +1 to +3 on Intelligence or cognitive based skills); Cyberoptics w/Time Square Marquee, Micro-Optics (Medical or Bio-Lab personnel) or Low-Lite (GM or LS personnel); Cyberaudio w/Sound Editing or Level Dampener (GM or LS personnel who work around loud equipment or a sadistic doctor).

BACKGROUND:

More comfortable with a hypo-spray or briefcase in hand, members of this archetype are better trained for office or lab work than life on the streets. It does not mean that they were not required to go through the Arasaka Self-Defense Training courses, merely that they are better outfitted to handle scientific or business problems.





ARCHETYPE 4

Role: Solos and NomadsSpeciality: Variable

STATS:

INT: 6	REF: 9	TECH: 6	COOL: 8	ATTR: 5	LUCK: 4	MA: 5
BODY: 10	EMP: 4	BTM: -4				

SKILLS:

Skill	Level	Skill	Level
Combat Sense/Family	+6	Athletics	+8
Awareness Notice	+3	Brawling	+6
Endurance	+7	Handgun	+5
Martial Arts*	1d6+2	Melee	+4
Prison Streetwise	+3	Rifle	+2
Scuba Diving**	1D6+4	Stealth	+3
Strength Feat	+7	Sub-Machine Gun	+3
Swimming	+2		

*(Choose one; can also include Underwater Combat)

** (1 in 10 chance)

BACKGROUND:

Being physically fit and strong is a necessary skill for this Archetype. Being a prisoner in a system of survival of the fittest has only made them harder and more difficult to control. They are usually the ones to run the underground market, head the gangs or be equipped with a harness device (see Security Measures). That is not much of a deterrent for these convicts, only an incentive.

ARCHETYPE 5

Role: Rockerboys and CorporatesSpeciality: Variable

STATS:

INT: 7	REF: 7	TECH: 6	COOL: 10	ATTR: 8	LUCK: 6	MA: 4
BODY: 6	EMP: 7	BTM: -2				

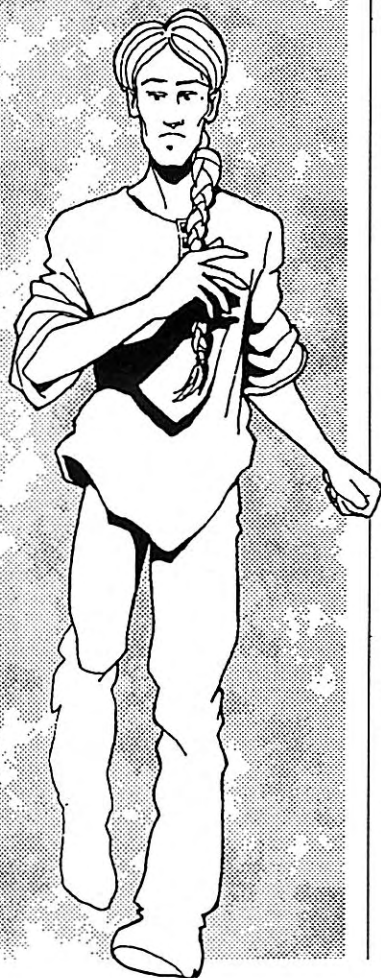
SKILLS:

Skill	Level	Skill	Level
Charismatic Leadership	+6	Awareness/Notice	+6
Brawling	+3	Dodge & Escape	+5
Composition	+7	Oratory	+5
Perform	+6	Persuasion	+8
Play Instrument	+3	Prison Streetwise	+4
Scuba Diving*	1d6+3	Seduction	+5
Social	+4	Swimming	+3

*(1 in 10 chance)

BACKGROUND:

This set has gotten by on their looks and attitude alone. People follow this type for their natural charm, their bravado, their humour, their style and cool. They never seem to get into trouble because they always know the right thing to say and to whom. They always know when not to be there or the right time not to notice things.





ARCHETYPE 6

Role: Techie or Netrunner Speciality: Variable

STATS:

INT: 10 REF: 5 TECH: 8 COOL: 4 ATTR: 4 LUCK: 5 MA: 6
BODY: 6 EMP: 8 BTM: -2

SKILLS:

Skill	Level	Skill	Level
Jury Rig/Interface	+7	Awareness/Notice	+4
Basic Tech	+6	Brawling	+2
CyberTech	+7	Cyberdeck Design	+4
Composition	+2	Education	+4
Electronics	+6	Programming	+7
System Knowledge	+5	Teaching	+4

BACKGROUND:

Brains over brawn quantifies this breed. They are ultra smart, know how to make interesting things with the limited tools around them and know how to share information for just the right price. Forget the science nerds, these guys are in Sub-Attica because they knew how to use their skill on the street and who to sell it to. In their eyes, it is better to be alive to exact revenge another day than die in a display of stupid machismo under a hail of bullets.

Their strength lies in knowing who to ally themselves with and for what benefits.

ARCHETYPE 7

Role: Fixer & Media Speciality: Information Broker

STATS:

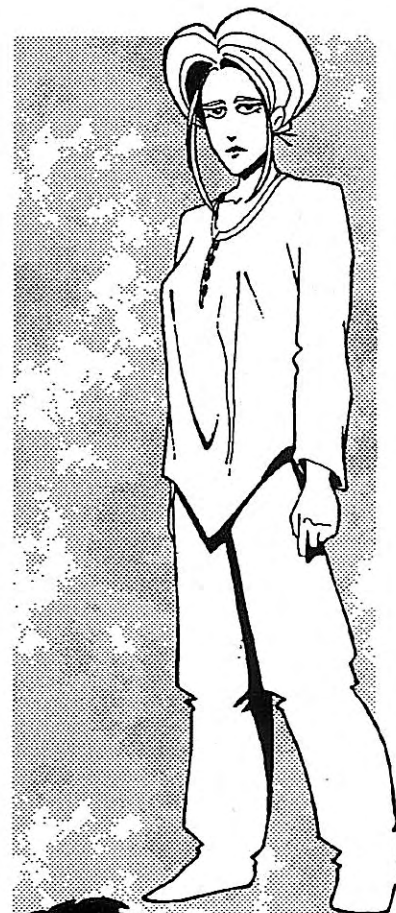
INT: 6 REF: 8 TECH: 5 COOL: 10 ATTR: 7 LUCK: 9 MA: 5
BODY: 7 EMP: 8 BTM: -3

SKILLS:

Skill	Level	Skill	Level
Streetdeal or Credibility	+8	Awareness/Notice	+7
Brawling	+3	Composition	+4
Forgery	+6	Handgun	+3
Human Perception	+6	Interview	+5
Intimidate	+4	Melee	+3
Persuasion	+6	Pick Pocket	+5
Pick Lock	+5	Streetwise	+7

BACKGROUND:

Forget brawn, good looks or intelligence, this breed works off the smarts found on the streets. Living by the tip of their wits, trading and dealing in information, developing a good nose for sifting through the trash and discovering what the real truth is. The best weapon is the information you can use against people by having them do your dirty work for you.





STREETNAME: NONE, REAL NAME: DR. LO PAK

Role: Medtechie Speciality: Geneticist

STATS:

INT: 10 REF: 5 TECH: 8 COOL: 6 ATTR: 4 LUCK: 6 MA: 4
BODY: 4 EMP: 1 BTM: -1

DESCRIPTION

Sex: Male

Age: 40's

Ethnic Origin: Vietnamese

Hair Colour: Black

Hair Style: Short cropped with long tail and receding hair line.

Facial Hair: None

Height: 5'7"

Weight: 140

Eye Colour: Green (implants)

Dress and Style: Lab smock or 1930s pulp style formal wear (out of prison).

Distinguishing Features: Missing an ear (shoot off during 'questioning' by authorities).
No cyberwear (he disdains their use).

PSYCHOLOGICAL

Motivation: Science and research

ExMode: Friendly, inquisitive.

InMode: Conniving, probing.

Attitude: Life has no meaning, it is just one gigantic experiment waiting to be conducted, researched, quantified and understood. To do that you have to go to the basics and change the initial parameters, hence genetic manipulation. In the pursuit of that, anything goes, including humanity. After all, since life was just an accidental creation, imagine the results of deliberate creation.

SKILLS: (Dr. Pak is a brilliant man if not mad).

Skill	Level	Skill	Level
Med Tech	+10	Awareness/Notice	+7
Basic Tech	+8	Biology	+7
Diagnose	+9	Education	+10
Forensics	+8	Genetic Engineering	+10
Human Perception	+7	Library Search	+6
Medical Tech Operation	+7	Neurology	+9
Pharmaceuticals	+8	Surgery	+10
Zoology	+8		



EQUIPMENT:

Techscanner; all the equipment listed in the lab; private labs around the world; a virtual fortune in Euro currency.

CYBERWARE:

Though he dislikes the use of cyberware, Dr. Pak does have Toxin Binder Nanites and Nanosurgeons implanted on him ("to avoid deadly lab accidents").

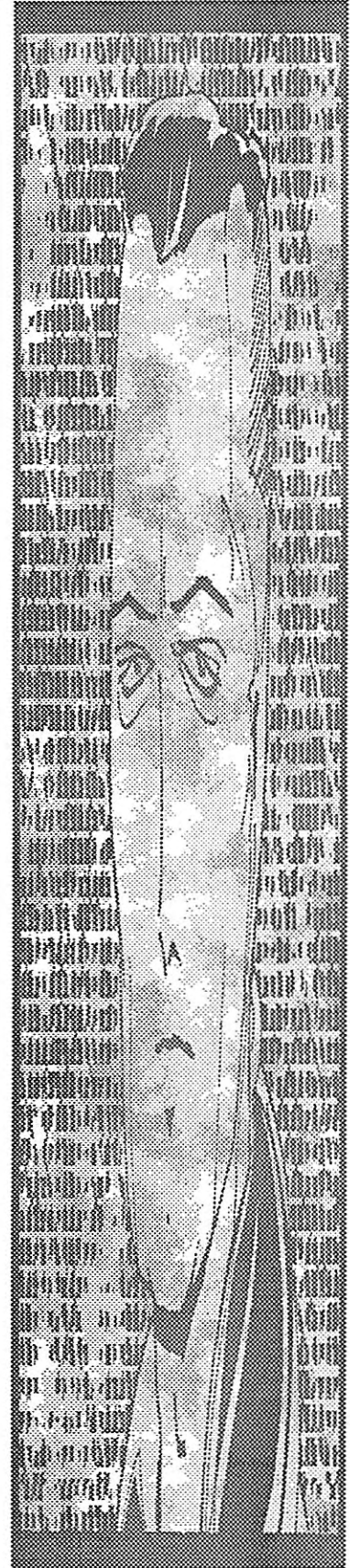
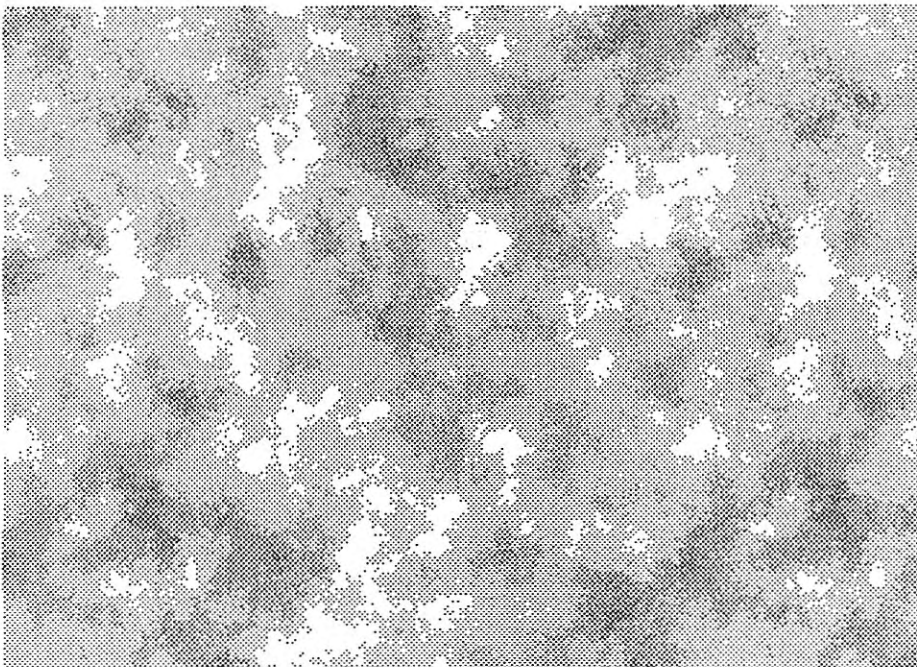
BACKGROUND:

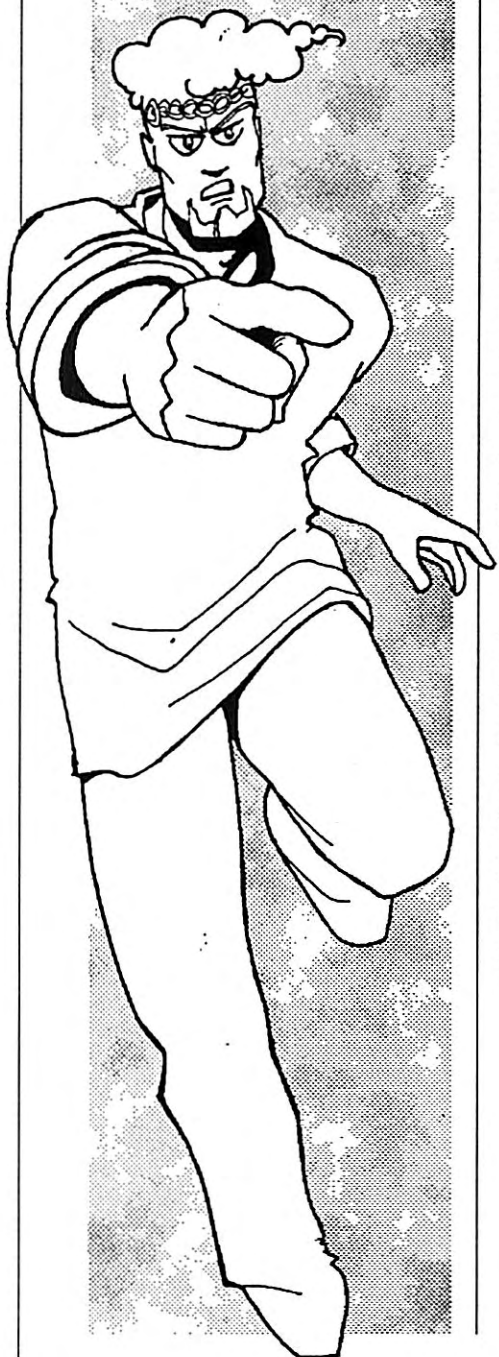
Very little is known of Dr. Pak's background; his fingerprints have been acid washed and no records (medical, birth, or school) have been found. It is thought that his parents might have been influential members of a far east Asian drug cartel that chose to vanish into the woodwork and erase everything known about themselves and their family. They even say that Dr. Pak is probably a fictitious name and that the face he wears is a bio-sculpted job to hide his real identity.

All that is known is that he began appearing as Dr. Pak at the turn of the millennia, working for different sides during various global conflicts, always using bio-genetic weaponry to further his studies of the human gene pool. During the use of his 'research' against the American forces in the Second South American Conflicts, he earned the reputation of a mass murderer as well and gained the animosity of the US.

After the collapse of the 'Gang of Four' (Columbia, Ecuador, Peru and Venezuela), Dr. Pak reappeared briefly after vanishing in the wave of reform that swept South America, this time during the Brush Fire wars in Eastern Europe. Rumors began flying about this time that it was no longer the same Dr. Pak, but somebody else who looked differently, acted differently and was even younger in appearance by 20 years. Before the rumors could be founded, Dr. Pak vanished once again. Some time later, however, news surfaced that he had been captured back in South America and was being sent to Mexico City to be tried for crimes against Humanity.

There has only been one certainty in all this: Dr. Pak is an enigma that has chosen to remain silent, and, according to the world, he was executed a year ago in Mexico City.





STREETNAME: 13, REAL NAME: ANDREW FAELIN

Role: FixerSpeciality: Drug smuggler

STATS:

INT: 6 REF: 6 TECH: 4 COOL: 8 ATTR: 5 LUCK: 3 MA: 7
BODY: 10 EMP: 3 BTM: -3

DESCRIPTION

Sex: Male

Age: 34

Ethnic Origin: Caucasian

Hair Colour: Bleach white

Hair Style: Tight curls.

Facial Hair: Thin goatee

Sides are shaved with fade to flattop

Height: 6'2"

Weight: 240 lbs

Eye Colour: Light grey to blue.

Dress and Style: Prison clothing.

Distinguishing Features: Celtic knotwork crown stretching across his forehead, multiple face and body piercings.

PSYCHOLOGICAL

Motivation: Escape and power.

ExMode: Quiet, threatening, arrogant.

InMode: Bigot, superiority complex.

Attitude: My family line can be traced all the way back to the Warrior-Kings of Ireland while my father and his before him and his great grandfather and all those that preceded him were with the IRA. Now the new battlefields to conquer in this new world are on the street and I don't plan on rotting in here for much longer. I don't care that I need that little Gook to help me, it's only the ends to a mean and so is everyone else.

SKILLS:

Skill	Level	Skill	Level
Streetdeal	+8	Awareness/Notice	+8
Brawling	+5	Forgery	+6
Handgun	+5	Intimidate	+4
Melee	+7	Persuasion	+6
Pick Pocket	+3	Pick Lock	+2
Streetwise	+8		



CYBERWARE:

Harness Unit (Security Measure); Muscle and Bone Weave (+2 to BT already included); Skin Weave (12 SP).

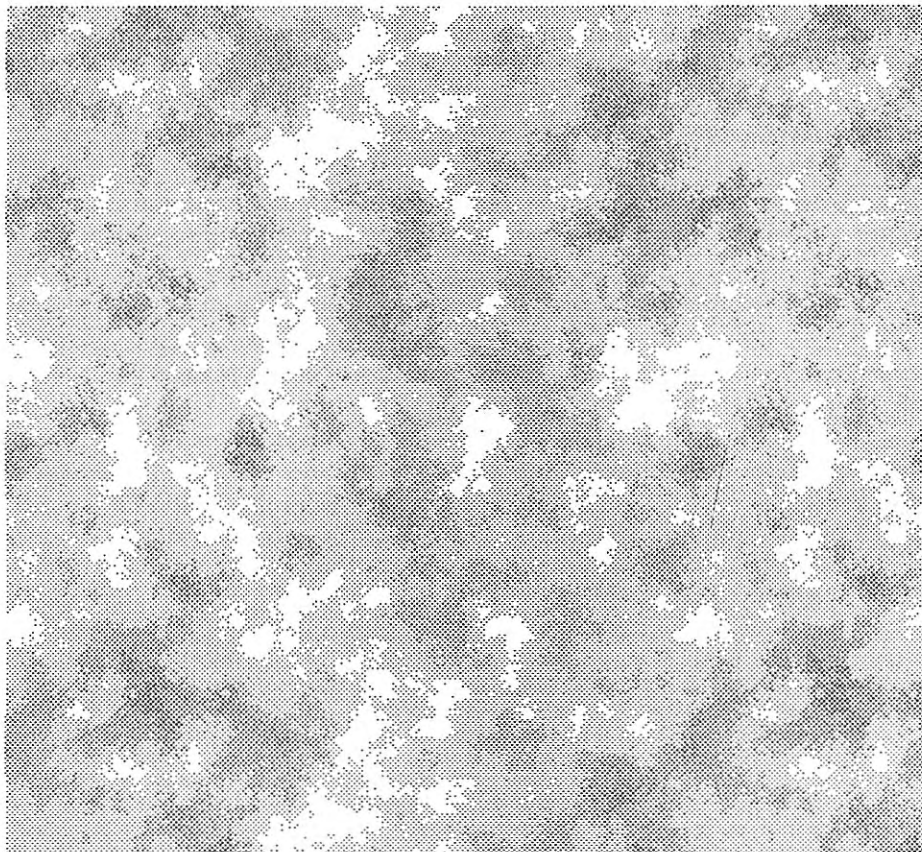
BACKGROUND:

Andrew was a first generation American, after his mother (who was pregnant with him) moved from Ireland to New York following the death of Andrew's father. His mother wanted him to grow up away from the violence that plagued Belfast, but found that her son was soon engulfed in the street violence of America.

In 1993, his mother later died of radiation sickness when New York was hit with a tactical nuke. Rather than becoming a ward of the court, Andrew hit the streets and began prostituting himself to survive. He swiftly became bitter and angry until the day he murdered a customer for his money. Now realizing that he had the power to take what he wanted rather than working for it, he began pursuing a life of crime. Along the way, he was caught several times and sent to prison, but each time he managed to escape or vanish back into the streets.

By the time he was finally arrested and sent to Sub-Attica for 13 consecutive life terms (for the bombing of Judge Marking's home and the death of his family), Andrew had set up a small fortune based on drug trade.

During his incarceration, Andrew has been idolizing his father more and more, falling back on the heritage of his ancestors and their struggle throughout history. He now believes it to be his destiny to follow in his ancestor's footsteps and fight the establishment (a misinterpretation of what his ancestors stood for). This is his justification for carrying on with his drug empire and for his general dislike for anybody non-white.





STREETNAME: NONE, REAL NAME: CORRY RIVKA

Role: Techie Speciality: Life support engineer

STATS:

INT: 8 REF: 4 TECH: 9 COOL: 5 ATTR: 6 LUCK: 3 MA: 5
BODY: 4 EMP: 3 BTM: -1

DESCRIPTION

Sex: Male

Age: 27

Ethnic Origin: Caucasian-Israeli

Hair Colour: Brown Hair

Style: Straight, marine cut, receding hairline.

Facial Hair: Constant 5:00 o'clock shadow.

Height: 5'8" Weight: 180 lbs

Eye Colour: Brown

Dress and Style: Techie overalls, constantly smudge or dirt covered, a slob.

Distinguishing Features: Unappealing body odor, filthy clothing.

PSYCHOLOGICAL

Motivation: Revenge, wants to get out.

ExMode: Obnoxious, Superiority complex.

InMode: Selfish, thoughtless.

Attitude: Corry is a loner, a private person who does not really want much to do with other people. He believes himself to be mentally superior to most and will therefore treat them of ignorance. Whenever he speaks with people, he will assume they will not understand him, and will therefore begin explaining matters to them as though they were children. If Corry is embarrassed or humiliated, whether in public or private, he will do his best to strike back at the person responsible. He hates feeling foolish or being treated as one. The only person at the base he remotely respects is Dr. Pak.

SKILLS:

Skill	Level	Skill	Level
Jury Rig	+10	Awareness/Notice	+4
Basic Tech	+9	Brawling	+1
CyberTech	+7	Education	+9
Electronics	+8	Handgun	+2
Marine Tech	+8	Programming	+9
Scuba Diving	+2	System Knowledge	+7
Swimming	+2	Teaching*	+1

*(not patient enough to teach)





EQUIPMENT:

Techscanner; Electronic Tool Kit; Flash Light; Pocket Commo; Basic Tool Kit.

CYBERWEAR:

Neuralware w/Machine Link; Chipware Socket w/7 MRAM Chips (5 are dedicated to +1 to +3 on Int or Cognitive skills /GM's choice as to allocation/, 2 are databases on Sub-Attica Life Support Systems and Marine Technology); Cyberopectics w/Time Marquee, Lowlite, Image Enhancement & Micro-optic options; Cyberaudio w/Radio Link & Level Dampener.

BACKGROUND:

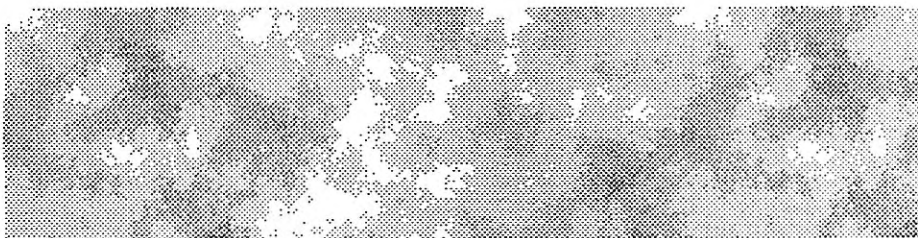
Corry's parents were one of many ex-soviet families escaping to Israel after the collapse of Russia. Like many of Jewish refugees of that period, they were forced to live in settlement camps until they could be relocated. Problem was that they never were relocated and ended up by living their lives out in these 'temporary camps'. Corry was raised in a somewhat hostile environment where he was not liked by the children around him and was always in the way of his parents. To pass his free time, Corry began reading, trying to prove his worth with his intelligence.

He began seeing himself as more intelligent than the people around him, viewing everybody (including his parents, who had little formal education) with contempt at their blatant stupidity. With this attitude, he grew up alienated from most people until the time he was accepted, with a scholarship, at the AUB (American University in Beirut).

After several lonely years in University, Corry graduated with honors and went on to work for the Brito-Cypriot Consortium, a group trying to establish a sea colony in the Mediterranean. After 2 years of working on their Life Support systems, they released his contract due to financial cuts. Corry took the research and information he had developed for them and approached Hiro-Assad for a job at the newly-opened Sub-Attica. They refused his work and Corry was forced to take menial jobs (according to him) in order to support himself.

When Hiro-Assad later sold Sub-Attica to Arasaka, Corry was contacted by Arasaka, who wanted him to upgrade their Life Support systems based on the designs he had initially contacted Hiro-Assad with (they have eyes everywhere). He agreed to sell them the info if they would hire him to work at the facilities, though he was talked down from Section Head to support staff.

After working at Sub-Attica for under a year, Corry's superiority complex landed him in deep waters with certain staff and the Section Head. After one public confrontation where Corry was told that his contract was not going to be renewed, Corry snapped. He swore that Arasaka would pay for not placing him as Section Head and that everyone else would suffer as well. His little tantrum was witnessed by one of the Life Support engineers (whom Corry later apologized to, claiming cabin fever as an excuse and ensuring his silence with a bribe) and several scientists from Bio-Labs. It got back to Dr. Pak, who later began talking to Corry and testing the waters. They both discovered their mutual dislike for Arasaka and began formulating their escape/revenge.





-114



CYBERWEAR OR BIOWARE:

Most of the implants are natural and the result of a combination of genetic manipulation as well as grafting, though they can be described as having the same properties as their cyberware counterparts.

Gills; Tentacles from the Sea Wasp w/Neurotoxin; Muscle Pouch (see *Genetic Remodelling* section for the two previous items); Webbed fingers and toes; Muscle and Bone Weave (through the use of nanotechnology); Augmented Lung Weave (lacing that was used on all the sinuses and lungs to allow for water storage during deeper dives); Natural Film to cover the eyes (equivalent to Custom Tacts).

BACKGROUND:

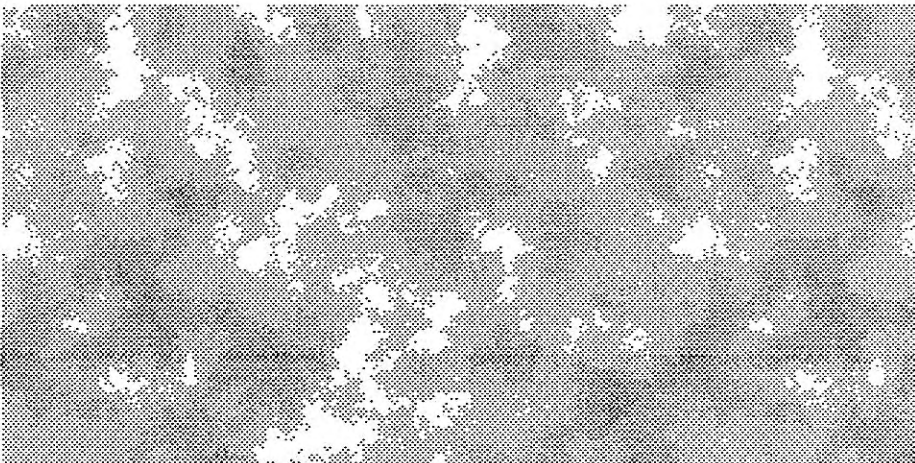
Morgan Bannister was one of many families forced out into the streets and on the roads as Nomad packs, moving from place to place in order to survive. His family and he have been travelling on the road for so long that he has forgotten what city or part of the country he came from.

Morgan's difficulties came about through the pack leader, his own father, a very abusive individual who tolerated no infractions or insubordination against himself or the pack as a whole. Nothing was ever good enough for his father or the needs of the pack. Morgan was raised by his father alone, a man who was never satisfied with the actions or attempts that Morgan made to please him.

One day, while trying to escape from the law outside of St. Louis, Morgan killed two officers who were trying to arrest his father. When Morgan saw how pleased his father was when he disregarded personal safety for the pack, Morgan's actions became more reckless and he began doing anything to help the pack (thereby pleasing his father). This continued for a number of years when the pack was finally ambushed by an Arasaka Strike Unit (the pack had interfered in Arasaka interests). The pack was close to wiped out as Morgan and few others remained as the sole survivors. Even his father had died.

Taking this as his personal quest, Morgan attempted to strike back at an Arasaka security firm for destroying his pack, but was woefully underprepared for their defenses. He was wounded, caught and sentenced to Sub-Attica to serve out the remainder of his years for the murder of the two police officers.

While in Sub-Attica, Morgan met 13 and began working for him as one of 13's enforcers. When Dr. Pak approached 13, he recommended they use Morgan for the experiments because Morgan could easily be manipulated due to his desire for attention and the need to feel wanted.





STREETNAME: BLACK ANNIE, REAL NAME: LISA CATRALL

Role: Netrunner Speciality: Corporate Sabotage.

STATS:

INT: 5 REF: 7 TECH: 7 COOL: 4 ATTR: 6 LUCK: 3 MA: 6
BODY: 5 EMP: 5 BTM: -2

DESCRIPTION

Sex: Female

Age: 23

Ethnic Origin: Caucasian-European

Hair Colour: Black Hair

Style: Sides cropped sort, long tail in the back.

Facial Hair: None

Height: 5'2"

Weight: 125lbs

Eye Colour: Dark brown.

Dress and Style: Prison clothing

Distinguishing Features: Burn scar on right temple, disheveled appearance.

PSYCHOLOGICAL

Motivation: No options left.

ExMode: Quiet, disapproving attitude.

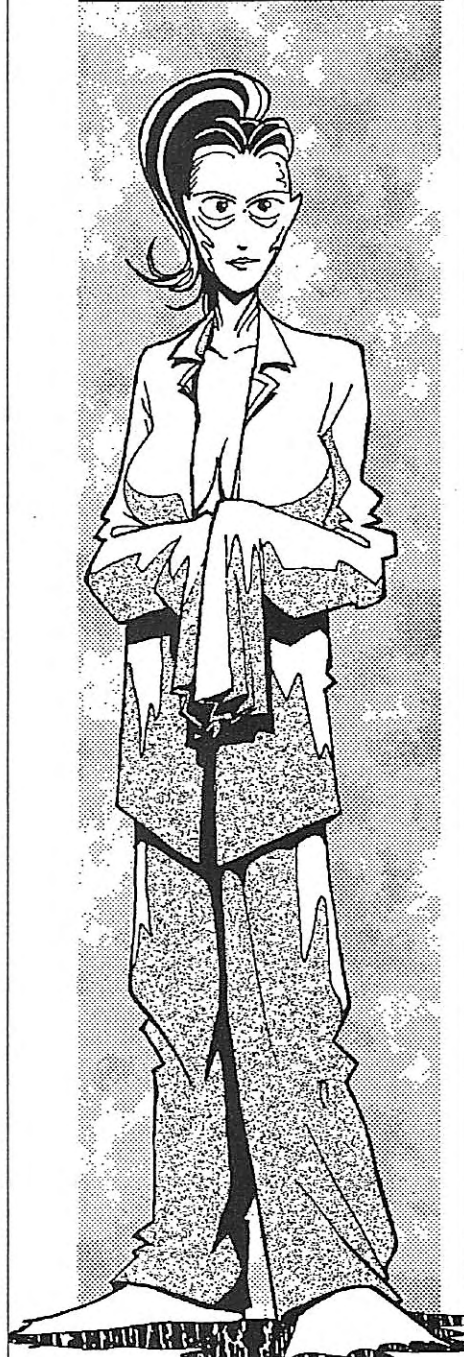
InMode: Angry, free-spirited, suicidal.

Attitude: The thrill, the juice that boiled in her veins came when she could jack onto the Net and start breaking some data-heads. Now after the accident, the main love of her life is gone, people started controlling her future and she does not like it. Her options are being taken from her and her decisions are being made by others. Now with a chance to leave Sub-Attica, she is going to ensure that nothing gets in the way. It is either leave or die. Either way it is the last opportunity to wrest her life back from being controlled, the last chance to dictate her own destiny. It's do or die time.

SKILLS:

Skill	Level	Skill	Level
Interface*	+0	Awareness/Notice	+6
Basic Tech	+8	Brawling	+2
CyberTech	+7	Cyberdeck Design	+6
Electronics	+7	Programming	+8
Streetwise	+8	System Knowledge	+4

*(due to the accident)





CYBERWEAR OR BIOWARE:

Most of the implants are natural and the result of a combination of genetic manipulation as well as grafting, though they can be described as having the same properties as their cyberware counterparts.

Gills; Biotoxic Black Ink; Muscle Pouch (see *Genetic Remodelling* section for the two previous items); Webbed fingers and toes; Muscle and Bone Weave (through the use of nanotechnology); Augmented Lung Weave (lacing that was used on all the sinuses and lungs to allow for water storage during deeper dives); Natural Film to cover the eyes (equivalent to Custom Tacts).

BACKGROUND:

Life for Lisa was always fun. Nothing mattered enough to get in the way and she made sure nothing did. Formal education wasn't available to her or to most kids of her generation. She learned everything on the street when her mom was stripping for a living or from her dad when he would use her as a lookout while fencing stolen goods.

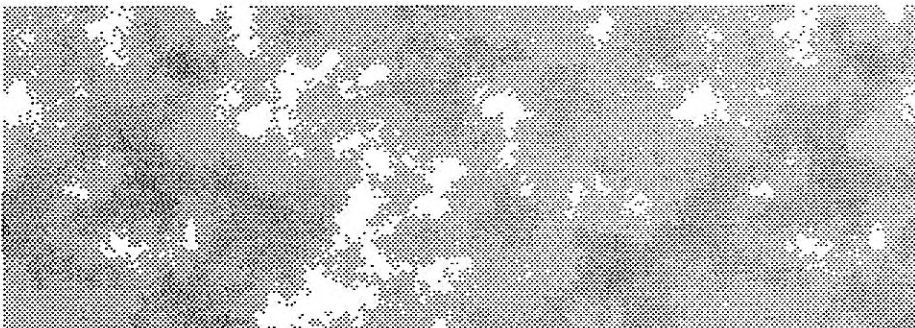
It was at her 16th birthday party that her dad got Lisa her first cyberdeck and from her mom that she got her neuralware implanted at some hole in the ground ripperdoc lab. She now worked with dad; he would steal the hardware and she would steal the software, he would make tracks and she would cover them. They made a good team until the wanderlust caught up to her at 18 and she decided to join a Nomad pack travelling through.

The pack moved throughout the countryside and Lisa always kept them abreast of potential hits or trouble areas. Eventually, Lisa ran across Netwatch during one of her raiding escapades and paid the price for having her neuralware implanted at a cheap lab. The Flatline program used against her fried her neuralware, burning a hole in her skull.

Unable to help her, the Nomad pack ditched Lisa at a nearby hospital and ran. The doctors who treated her told Netwatch when they showed up that it was lucky that Lisa never died from the short circuit. At that time, Netwatch was under a great deal of fire to deal with cyberhacker criminals. Lisa was arrested and charged with various crimes (including false charges that Netwatch was being pressured to solve). The maximum sentences were handed out in order to use her as an example, and she was carted away to Sub-Attica.

While in prison, to cope with the loss of her freedom and her ability to fly on the Net, Lisa resorted to drug use in order to escape the pain. 13 thought her to be a good candidate for Dr. Pak and got Lisa addicted to the doctor's drugs.

Currently Lisa is forced to undergo the experiments and pain in order to get her fix (the drug induces pleasant hallucinations at the cost of slow memory loss, though it has not become that bad yet). The one thing that keeps Lisa going at the moment is the thought of escaping. If she cannot escape, she is desperate enough to kill herself.





CONSTANCE PATROVITCH

STREETNAME/ALIAS: NONERREAL **NAME:** CONSTANCE PATROVITCH

Role: Cop/Vampire**Speciality:** Araska Security

STATS:

INT: 6 REF: 7 TECH: 4 COOL: 8 ATTR: 9 LUCK: 6 MA: 7
BODY: 8 EMP: 4 BTM: -4 PSY: 8

DESCRIPTION

Sex: Female

Age: (App/Real) Early 20s/35

Ethnic Origin: Eastern European.

Hair Colour: Auburn **Hair Style:** Bald.

Facial Hair: None

Height: 5'7"

Weight: 120lbs

Eye Colour: Sharp green.

Dress and Style: Arasaka Security uniform or paramilitary gear.

Distinguishing Features: Tattoo of a snakehead covering one eye while the snake body goes behind the ear and loops around the neck.

PSYCHOLOGICAL

Motivation: Infatuated with Audrey.

ExMode: Perfect soldier, follows orders, quiet and watchful.

InMode: Completely in love with Audrey, will do anything to please her.

Quirks: Very Attractive (+2 Attractiveness), pouring Holy water on her will destroy her, cannot enter Churches.

Attitude: Always picking what she can't have, Constance seems to thrive off the agony of not being able to engage in a relationship with someone she falls for and not willing to use her powers to get them. She uses her Hypnological abilities on other women when they are sleeping to act out her fantasies for what she feels for Audrey. Constance would hurt herself first rather than allowing Audrey to get injured in any way. She would sacrifice herself for Audrey if she needed to (besides, it might elicit some favorable reaction from Audrey).

SKILLS:

Skill	Level	Skill	Level
Authority	+8	Athletics	+3
Awareness/Notice	+7	Brawling	+6
Education	+4	Handgun	+5
Human Perception	+5	Interrogation	+6
Martial Arts*	+8	Melee	+2
Piloting**	+2	Rifle	+6
Scuba Diving	+2	Swimming	+4

*(Water Combat)

** (Submersible Vehicles)



PSYCHIC POWERS:

Hypnological	+7	Mental	+4
Mental Assault	+5	Psychic Focus:	+4

BACKGROUND:

Constance Patrovitch was one of the few lucky children to escape war-torn Bosnia. Her luck, however, was not enough to save her parents, who died in that brutish affair, and Constance was brought to France to live with her uncle.

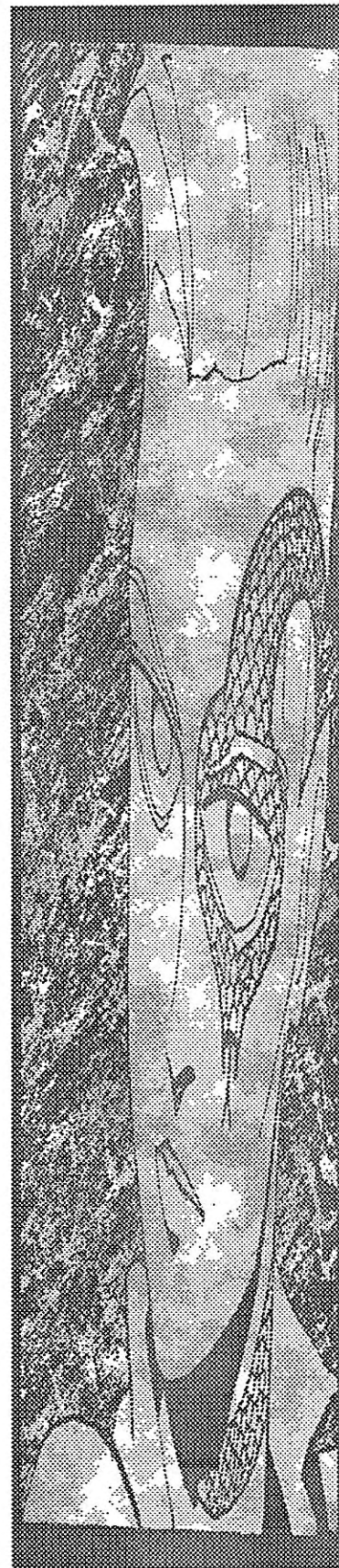
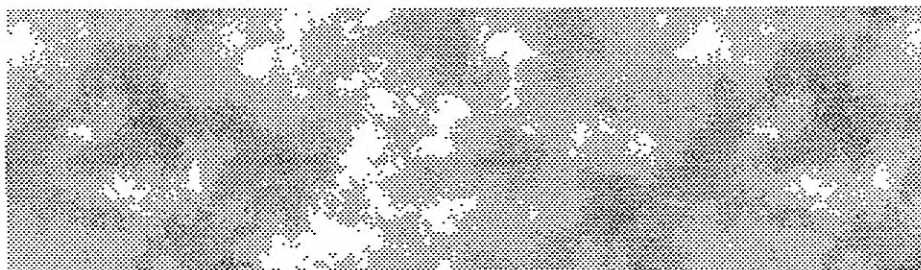
Her uncle treated her well and never left her wanting for anything if he could help it, but Constance grew up pining for something she could never get back, her mother. This left Constance empty, a feeling she tried to cure by wandering the roads of Europe, by joining the French military for a number of years and even traveling to North America, always searching for something that she herself was unsure could not clearly identify.

Eventually, she found someone, a woman by the name of Leila with whom Constance had a brief but dynamic love affair. It was during this relationship that Leila revealed herself to be Vampire and Constance (completely infatuated with her) decided she wished to spend the rest of eternity with her. She managed to persuade Leila to turn her into a Vampire, but upon recovering, discovered that Leila had vanished.

She eventually received a note from Leila telling her that relationships were never meant to last an eternity, so it would be better for Constance to discover who she truly was and live a few lives before being ready to give herself to one person for the rest of time. When she gained enough experience from life to understand what Leila had gone through over the past century, then she could come looking for her and, perhaps, they could start anew as equals.

Constance took the advice to heart and began trying to live out her new life. She tried various jobs and eventually discovered that the Riker's facilities were looking desperately for new guards following the escalating level of violence in prisons. Constance managed to procure a nighttime interview with Head of Security, Audrey Molloy, following the acceptance of her application (based on her years in the French Forces as Military Police).

Though she first treated the job application as a lark, it was not until she met Audrey that she found herself interested in another woman, something she thought would not happen after Leila. Because of her fascination with Audrey, Constance did her best to land the job. She initially used her abilities to always ensure she had the night shift, but after Audrey saw how well she handled herself, she quickly got promoted and was given the night shift without question. It was during the 2017 Riker's riots that Audrey was thrust into the spotlight (Constance used her powers to quietly quell some of the riot zones and eliminate the riot leaders so that Audrey's job was that much easier). After Arasaka approached Audrey about heading security for Sub-Attica, she insisted on naming Constance as one of her team members since she had proved invaluable in a number of occasions. Arasaka did not object heavily and the two are now rarely seen without one another.





EDWARD BRACKENSHIRE

STREETNAME: LIGHTHOUSE **REAL NAME:** EDWARD BRACKENSHIRE

Role: Bounty Hunter **Speciality:** Sun Knight

STATS:

INT: 6 REF: 9 TECH: 5 COOL: 9 ATTR: 4 LUCK: 3 MA: 6
BODY: 7 EMP: 8 BTM: -3 PSY: 6

DESCRIPTION

Sex: Male

Age: 32

Ethnic Origin: Oriental-Indian

Hair Colour: Black

Hair Style: Monk cut (roundtop)

Facial Hair: Full beard, mustache and sideburns.

Height: 6'1"

Weight: 190lbs

Eye Colour: Grey.

Dress and Style: Prison garb.

Distinguishing Features: Never cracks a smile, face is cast in stone, compact, sleek build. Face is also scarred due to failed attempt at cyber-implants.

PSYCHOLOGICAL

Motivation: Driven by a personal quest.

ExMode: Silently judgemental, severe, harsh.

InMode: No-nonsense, direct, to the point, blunt.

Attitude: Without God there is no direction. Without direction, life becomes meaningless. Everything in life has a purpose or serves one. Nobody can claim to idly stand by and not choose sides, for by doing that, they have already chosen the wrong side. The truth is universal, therefore those who deviate from that course cannot claim ignorance or blindness. Truth surpasses all that and allows for no argument or misinterpretation. Follow the path. It is not meant to be easy and failure is not treated lightly.

SKILLS:

Skill	Level	Skill	Level
Recognition	+6	Athletics	+5
Awareness/Notice	+5	Controlled Hyperventilation	+3
Brawling	+4	Education	+6
Handgun	+4	Human Perception	+7
Interrogation	+8	Martial Arts*	+6
Melee	+6	Piloting**	+5
Religion	+9	Scuba Diving	+3
Streetwise	+4	Swimming	+5
Vampire Lore	+9		

*(Water Combat)

** (Submersible Vehicles)



PSYCHIC POWERS:

Kinesis	+4	Matter Alteration	+5
Psychokinesis	+4		

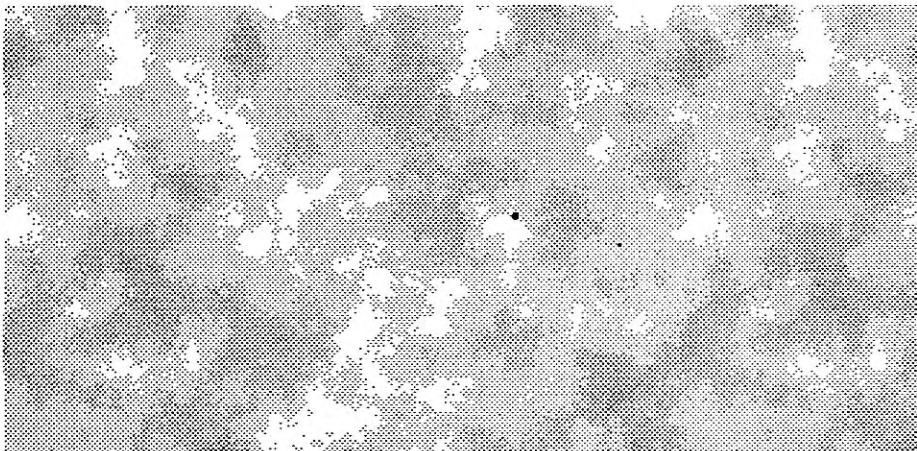
BACKGROUND:

As is indicated from his personality, Edward is not an easy person to get along with. Truthfully he is downright difficult to deal with. Edward was born near the turn of the century and raised in the undercity of Chicago. He spent more time on the streets than at home, as his mother had a habit of marrying abusive men. Like many of his peers Edward saw that he did not have a direction. His life was heading towards a wall and he knew he would die when he finally hit it. It was this realization that made Edward enter a suicide pact with a group of his friends who believed in the same things Edward did. They would all commit suicide when the first of their lot reached 16.

The time eventually came that one of them reached 16 years of age and they gathered in the basement of a friend's house. By this point, Edward's powers had slowly begun to emerge, powers of brief telepathy and some matter control. The choice of death was ingesting a poisoned drink, something they all partook in. What they had not counted on was the parent of their friend returning home early and summoning emergency services to save the group.

By the time they were taken to the hospital, four of them had died and three were saved, including Edward. It was during the point that the drugs were taking effect that Edward felt his friends die in his mind. It was then that he grew scared and realized he did not want to die. Upon recovering, Edward's mother sent him to get religious counselling and it was there that Edward found the drive to live that religion gave to him.

Edward later confided to his counsellor and mentor about his now-growing abilities. After many discussions on the possible benefits the powers could bring to people, Edward's mentor escorted him to watch a very special event. Edward was taken to a rooftop where a group of people, including Edward's mentor, were waiting for the sun to rise. Also present was a woman, seemingly dead with a stake through her chest. Before Edward could ask any questions, the stake was removed just as the sunlight cleared the rooftops. Edward watched his first Vampire die and saw his quest crystallize before him. Edward was inducted into the Sun Knights through his mentor, and has been one ever since. Edward is currently somewhat noticeable since his face was visibly scarred after a failed attempt of implanting cyberwear. Edward has proven allergic to the implants and has also discovered it inhibits his psychic abilities to a drastic degree. The implants have been since removed.





ELIJAH THORNE

STREETNAME: GRANT MCDONNAL, **REAL NAME:** ELIJAH THORNE

Role: Solo/Vampire Speciality: Sailor

STATS:

INT: 8	REF: 9	TECH: 4	COOL: 3	ATTR: 0	LUCK: 3	MA: 7
BODY: 10	EMP: 4	BTM: -5	PSY: 13	SKIN STP: 4		

DESCRIPTION

Sex: Male	Age: No longer discernible/220 yrs
Ethnic Origin: Caucasian-European.	Hair Colour: Black
Hair Style: Growing in tufts, wetted down.	Facial Hair: None
Height: 5'9"	Weight: 160lbs
Eye Colour: Dull black. Lackluster.	Dress and Style: Tattered and shredded clothing always wet or damp.

Distinguishing Features: Elijah has suffered from the ravages of radiation poisoning and now bears the appearance of a walking burnt corpse. His prolonged contact with water has made him purplish and bloated in appearance.

PSYCHOLOGICAL

Motivation: Slowly fading away, close to suicidal.

ExMode: Acting as the monster he appears to be

InMode: In pain, physically and psychologically.

Quirks: Very strong (+2 Body), stake through the heart will destroy him, decapitation with a shovel will destroy him, awakens earlier than usual.

Attitude: At one time he felt like he had cheated Time and Death by becoming immortal. This gave him an unswerving drive to pursue matters and stick with them (since he had all the time in the world to accomplish whatever he wanted). Now he realizes that Time was never tricked and merely destroyed what was around him rather than himself, while Death killed him in slow measures since it could not do so in the swift and gentle way it claims most of humanity. Elijah believes his time of passing has come, but he cannot bring himself to part with his final haven, at least not until after the events of the escape.

SKILLS:

Skill	Level	Skill	Level
Combat Sense	+5	Athletics	+7
Awareness/Notice	+4	Basic Tech	+3
Brawling	+6	First Aid	+2
Handgun	+4	Leadership	+9
Marine Tech	+4	Martial Arts*	+7
Melee	+9	History**	+10
Persuasion	+8	Rifle	+3
Sailing	+9	Scuba Diving	+8
Stealth	+9	Swimming	+10

* (Underwater Combat)

** (Oceanography)





PSYCHIC POWERS:

Electrokinesis	+3	Mental	+4
Mnemonic	+7	Sensory	+4

BACKGROUND:

Elijah Thorne was born in 1785 in London, England. He was conscripted into service for the Royal British Navy at the age of 15. At the age of 20, on Oct 21, 1805, he was involved in the Battle of Trafalgar against the Spanish and French naval armada.

As the ships returned home from their victorious endeavour, Elijah was assigned to tend to the wounded in the ship's belly. While many men died or lay close to death, his attentions fell on Christopher Rensford, a comrade with whom he had served for the past year. Chris lay dying of a stomach wound that would bring about a slow and painful demise. Elijah did his utmost to keep Chris comfortable, though Chris was undaunted, constantly speaking of a means of escaping death. Upon arriving in England, Chris instructed Elijah to seek out a man named Godfroi, an old ally of his family that would help cure Chris.

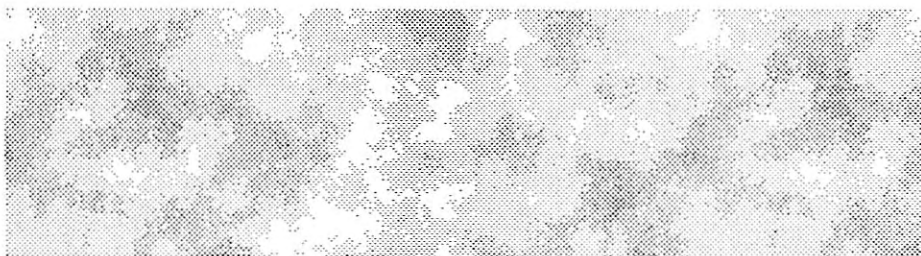
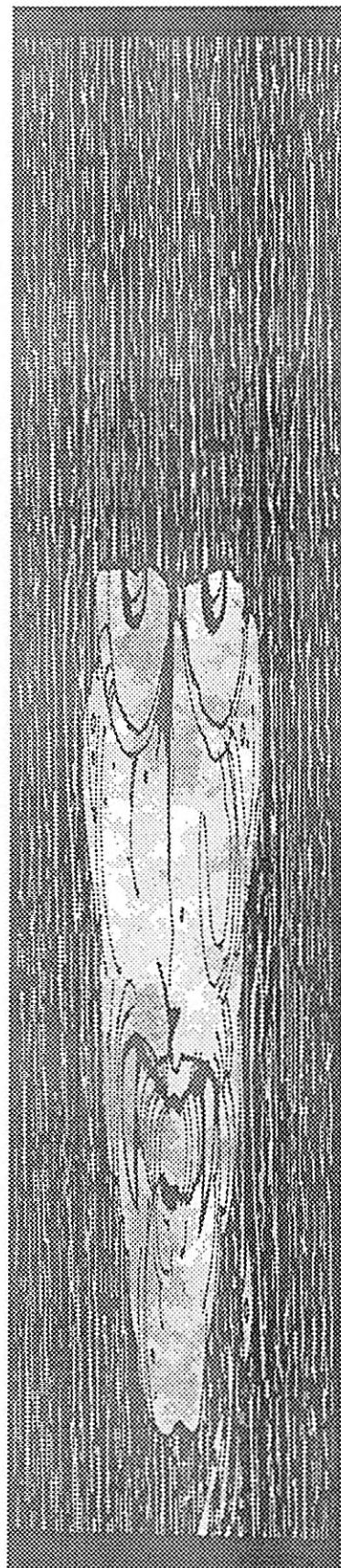
Elijah did as Christopher instructed and brought Godfroi back to the ship. Godfroi saved Chris' life by turning him into a Vampire, and Chris repaid Elijah's kindness by giving him immortality.

For the initial century, Elijah lived out his existence with a thrill-seeking kind of zeal. Since death no longer threatened him, he could enjoy all the ventures he had been scared to do before, take all the risks that normal people would rarely take. This, however, proved to be lacklustre for Elijah since his attentions fell back to his love that he held for the sea. Only the pounding surf and unquieted oceans thrilled him more than blood.

As the 20th century passed, Elijah took every expense to live by the sea, to follow the explorers of the sea and to privately fund their endeavors. He closely followed the reports and works of men like Otis Barton, Anton Frederik Bruun, Maurice Ewing and Jacques Cousteau. To Elijah, these men were visionaries who would one day colonize the ocean's floors, and much to Elijah's satisfaction, no matter the date that it would happen at, he would be there, death be damned.

Matters took a different turn, however, as the 20th century progressed. Though Elijah saw his dream coming closer to fruition, he also saw humanity's slow spiral into chaos. He saw friends become horribly disfigured from something called radiation and knew he would be affected next. He began to realize that the price of cheating personal death was watching death claim everything else around him. Elijah's quest of living beneath the waves became a panicked attempt at escaping the horrors of the surface world, escaping the entropy that pervaded everything. It became Elijah's quest for Eden.

It is for this reason that Elijah refused to abandon his New Hope project, it is for this reason he took up residence in Sub-Attica. However, after the radiation began taking its toll and Elijah saw the control he once had slip swiftly away from his hands, he slowly realized that his Eden had become tainted and that Death touches everything, including the soul.





RIPTIDE

NAME: RIPTIDE

Role: Tiger Shark/Vampire

STATS

INT: 3 REF: 9 BODY: 11 BTM: -6 PSY: 9

DESCRIPTION

Quirks: Highly psychic (+4 PSY); fresh water immersion will destroy it; stake through the heart will destroy it; awakens earlier than usual; cannot cross running fresh water*; efficient digestion.

* The sea has events that are called sinkholes. They are pockets of fresh water trapped in the ground that are fed by underwater streams. When a pocket is exposed to saltwater, it begins rising to the surface and creates a stream of freshwater. Any submersible vehicle caught in that stream will sink like a rock since the vehicle is calibrated to be neutrally buoyant for saltwater and not the lighter fresh water.

PSYCHIC POWERS:

Skill	Level	Skill	Level
Animal Telepathy*	+4	Kinesis	+6
Psychic Focus	+7	Regeneration	+4

*(sharks only)

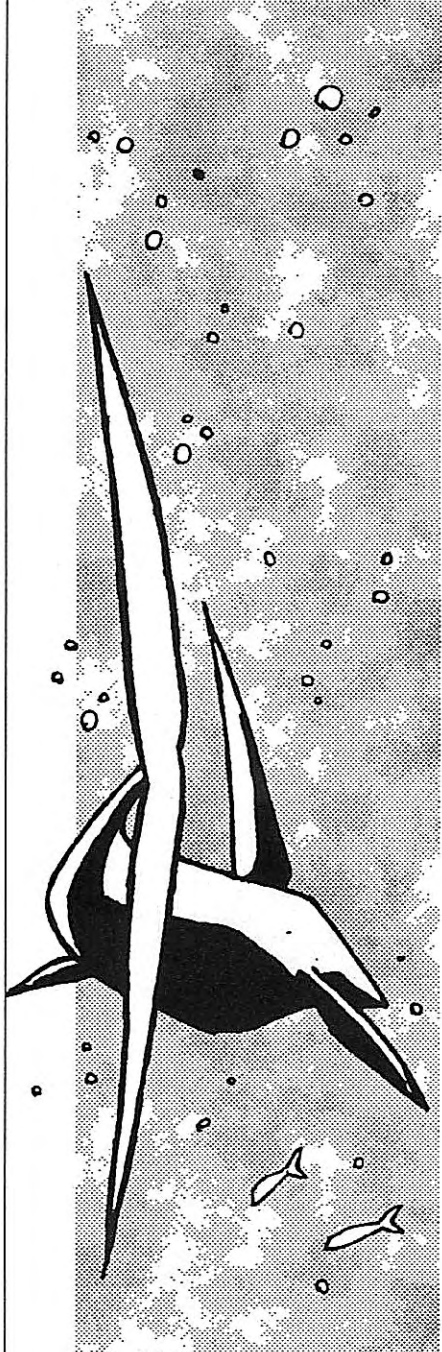
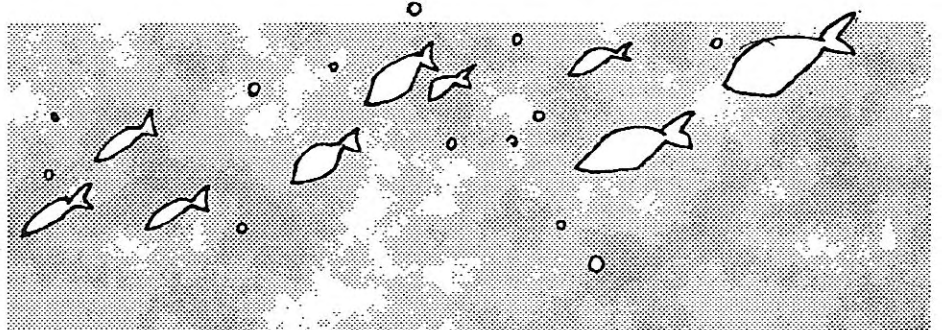
NOTES:

Riptide is an adult female tiger shark, 15 feet in length. Like most tiger sharks, Riptide has razor sharp teeth, a highly acute nervous system that allows it to accurately pinpoint its prey, is capable of rapid bursts of speed in excess of 30 miles per hour and has a rather nasty disposition.

Riptide's ability in Psychic focus allows it to increase its movement by 2 mph (though the points spent in that power are still dependent on the difficulty modifiers outlined in Night's Edge).

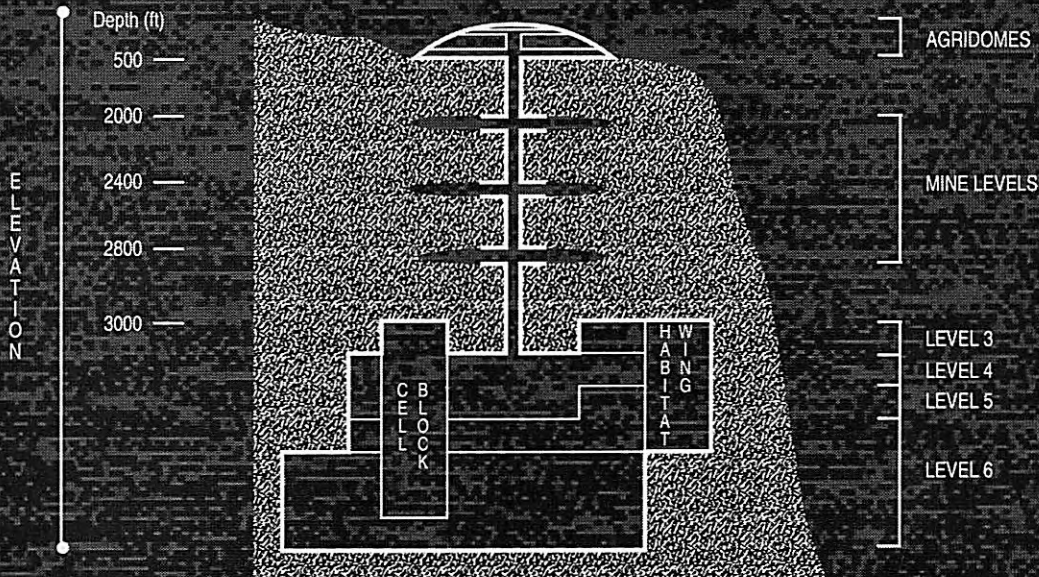
In attacks, Riptide will first use its Kinesis to attack targets larger than itself or will accelerate to blinding speeds and clip smaller living targets. Its jaws are capable of delivering 1d6 of damage in a bite-lock and a subsequent 2d6 in tearing and rending damage when it shakes its head from side to side.

Because Riptide is still an efficient eater, it chooses to assimilate the blood of a target once it is inside Riptide's stomach.

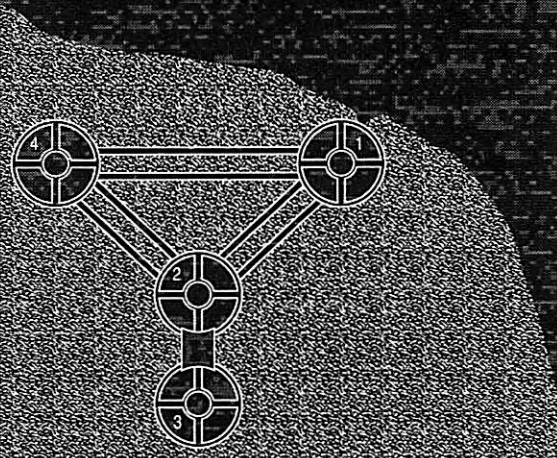


MODULE DISPOSITION

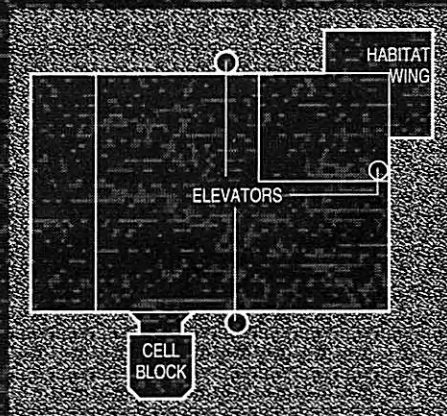
SUB ATTICA



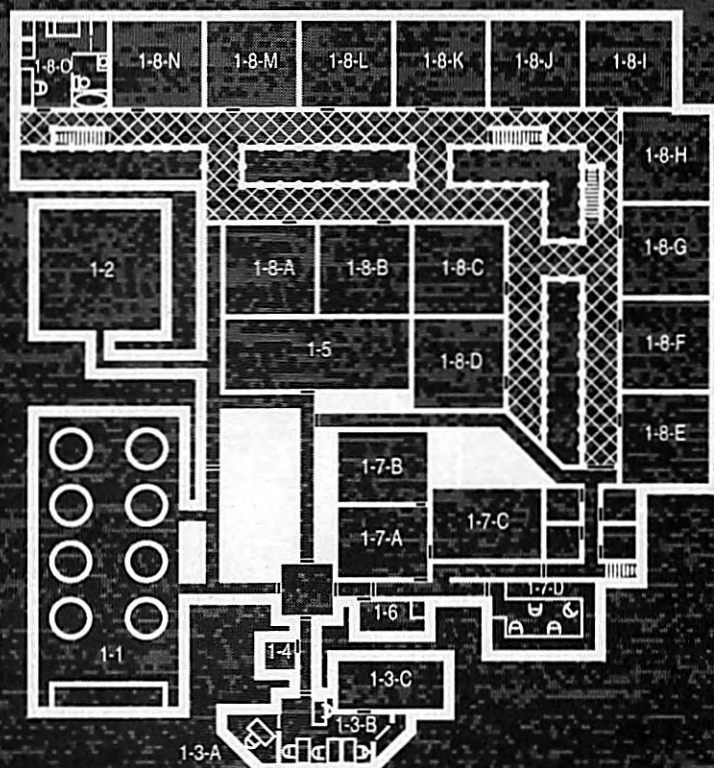
AGRIDOMES



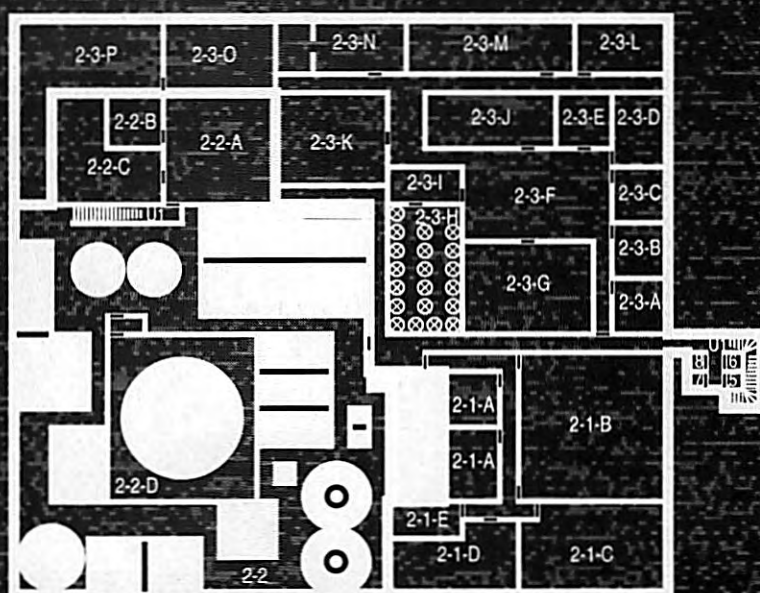
TOP VIEW



LOCATION
SUB ATTICA - ADMIN. / ENVIRON.

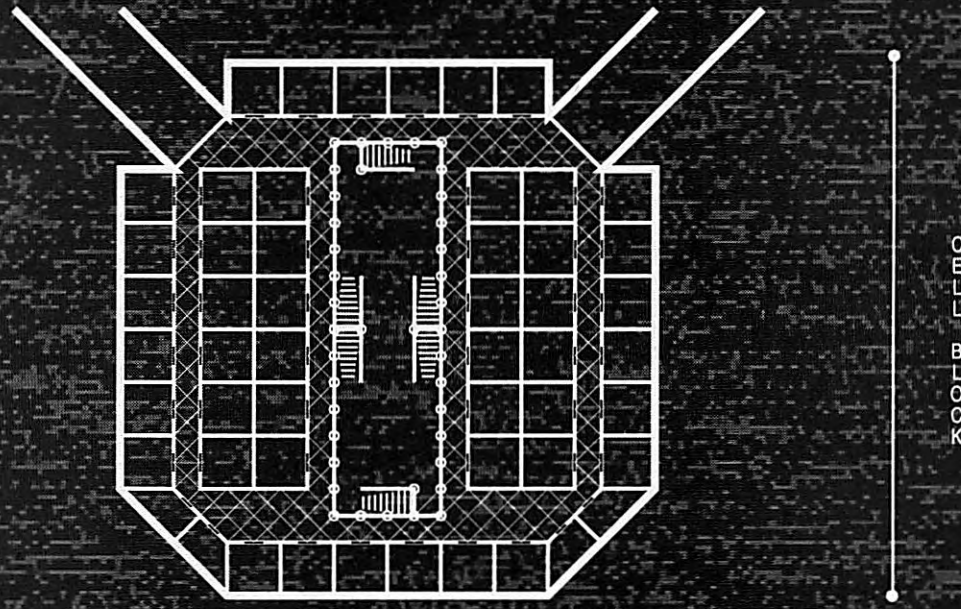
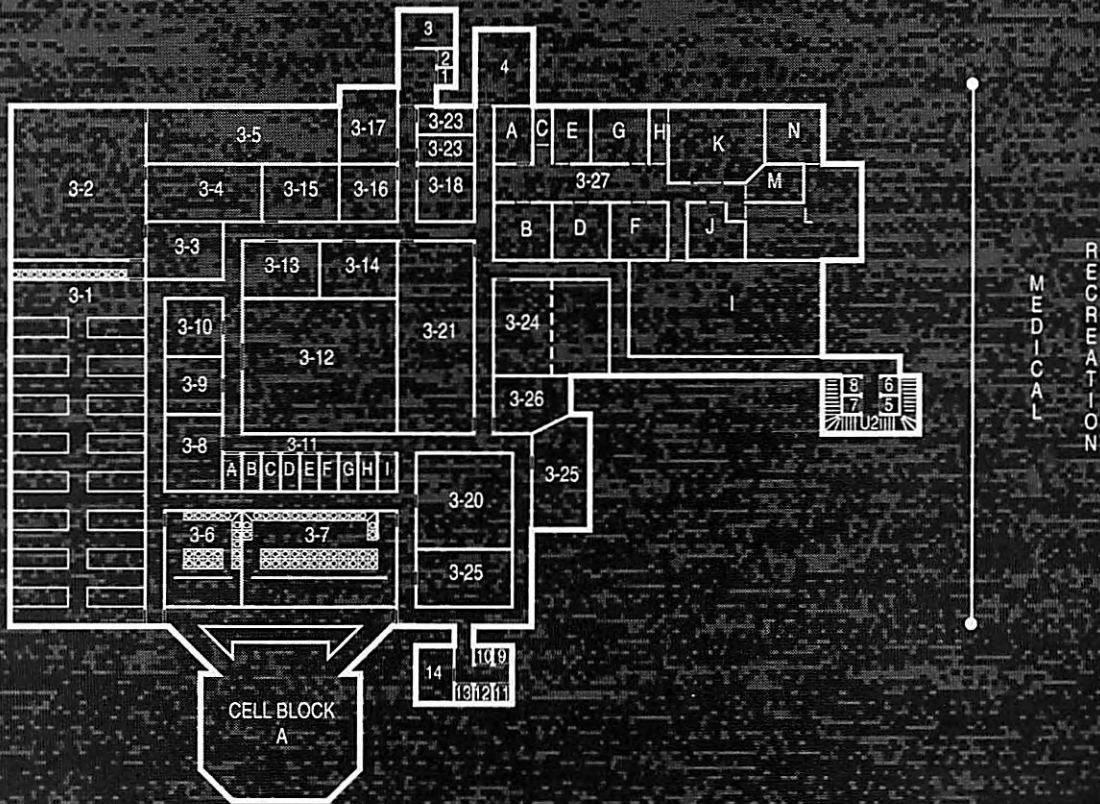


HABITATION
SECURITY
ADMINISTRATION

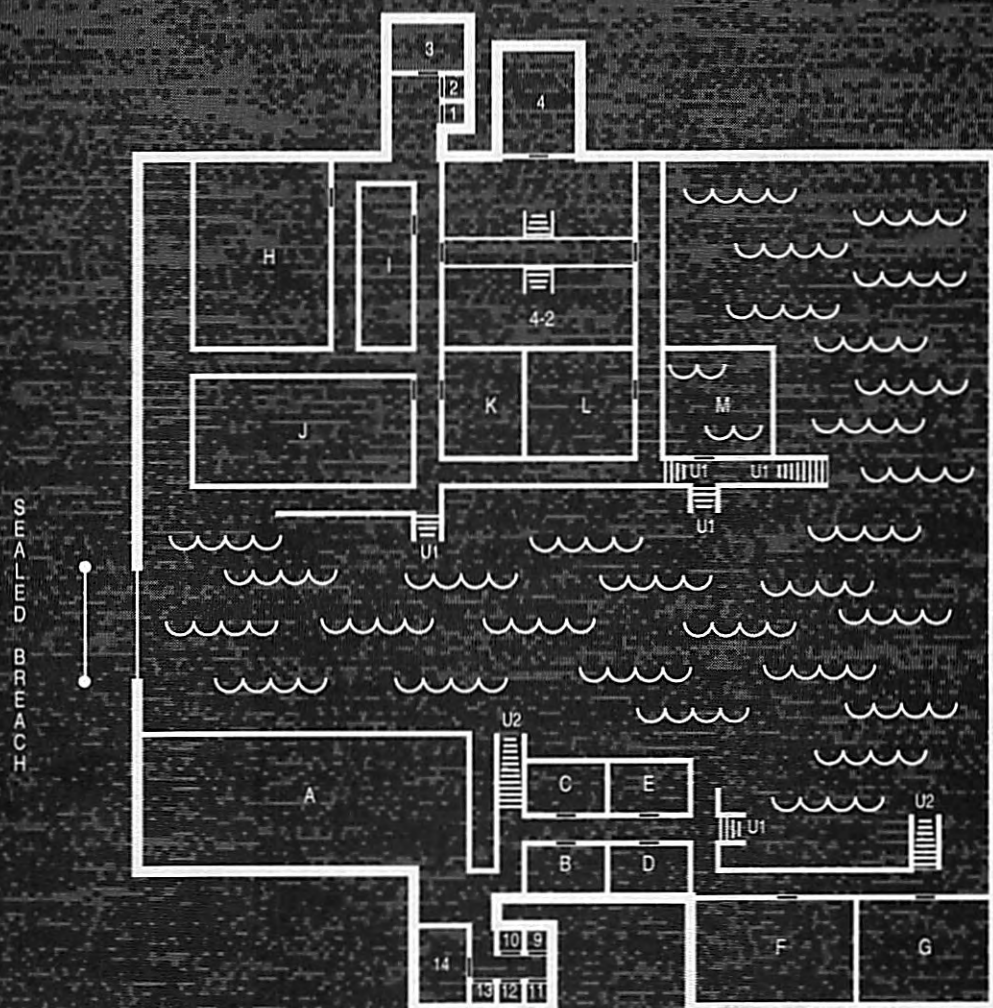


BIO LABS
LIFE SUPPORT
GENERAL MAINTENANCE

LOCATION
SUB ATTICA - MEDICAL / PRISON



LOCATION
SUB ATTICA - MINING & SUPPLIES



MAP KEY

- | | | |
|--|--|------------------------|
| | | Grilled Walkway |
| | | Life Support Equipment |
| | | Scave Tube |
| | | Flooded Area |
| | | |



IANUS GAMES

29 feet under the surface of the ocean, light begins to fade and colors slowly vanish. Red is the first to go.

33 feet below the ocean's surface, pure oxygen becomes toxic under the pressure of 2 atmospheres.

40 feet under sea level, yellow and orange vanish from the spectrum and your world begins to look like a black and white silent film.

100 feet below sea level, you might start suffering from nitrogen narcosis.

297 feet under the surface of the ocean, the pressure is now equal to 10 atmospheres and even normal air becomes toxic to breathe.

500 feet and plus below the ocean's surface, the continental shelf drops off into the deep abyss.

1200 feet below sea level, the temperature can go as low as 33 degrees F or 0.5 degrees C. That's right above the level of fresh water freezing.

4500 feet below the surface of the ocean... At four thousand feet below the surface, no light reaches you and hope is a forgotten word. Welcome to the Sub-Attica labor camp... Pray you die quickly.

Sub-Attica is a Cyberpunk ARU sourcebook loaded with information about the dreaded Sub-Attica underwater detention center, with complete layout and full NPCs stats. It also contains eight mini-adventures designed to make the players' life miserable.

RECOMMENDED FOR MATURE READERS

IANUS PUBLICATIONS, INC.

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Alternate Reality Sourcebook

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