

## ACT IV - FREEDOM

*"There is a better future, you just gotta fight for it!"*

*The crew fights all odds to take freedom for the baby, Angela, and themselves.*

### SCENE ONE: CAN'T KEEP US DOWN

The jail is undamaged, but clearly affected by a lack of care and use. Rust covers the walls in ugly orange-and-black splotches, and dying lights flicker, constantly sending the place into moments of darkness. There are no windows; an oppressive grey fills all.

In the BRIG, the members of the crew are each in separate cells. The doors are metal bars, with no chance of being forced open by hand. The cell doors are controlled by one electronic key, which Jason has in his left pants pocket. The cells are next to each other in a line, so they can hear but not see each other. However, if the guard, Jason, overhears talking or shouting, he will be distracted by the loudest person and go to the offender's cell and threaten to go in and beat them with a baton. He will stay out of any character's reach, however.

#### MAKE A PLAN

The crew can whisper to each other to figure out a way to escape the prison, at the risk of angering the guard.

**Crewmember Dice Pool: PHYSICAL + SNEAK**  
**Gamemaster Dice Pool: PHYSICAL D8 + NOTICE**

**D4**

**Possible Assets: Not So Bad**  
**Possible Complications: I Got My Eye On You**

#### EXAMPLE RESULTS:

- **Failure to Raise the Stakes:** The crewmember who failed the roll is heard, and the guard shouts at them to shut up. He focuses all of his attention on the cells now, never looking away.
- **Raise the Stakes:** The crew manages to talk to each other without getting the guard's attention.

- **Extraordinary Success:** The guard is surprised by how cooperative the prisoners are being, and wonders if they're really as bloodthirsty as Jack says. This can be used as an asset in any attempts to persuade Jack later.

Jason is a family man, proud of his role as a defender of the peace and of the community. However, the murder of his beloved captain, who he revered as a kind and helpful leader and personally knew, has filled him with frustration and anger at the alleged murderers. He is itching for a chance to carry out righteous justice, and barely holds back on Jack's orders. Despite working for the man, Jason does not care for Jack or his violent nature, and certainly does not approve of his treatment of Angela or her imprisonment. Jack's order to not harm the prisoners can be easily overridden by anger.

#### HOOK LINE AND SINKER

A crewmember can try to provoke Jason into coming into their cell, saying whatever is reasonably infuriating based on Jason's thoughts.

**Crewmember Dicepool: SOCIAL + TRICK, SOCIAL + PERFORM**  
**Gamemaster Dicepool: MENTAL D6 + FOCUS D4**  
**Possible Assets: You're Trapped Here With Me, Blind Rage**  
**Possible Complications: Stop Talking, My Beating Stick**

#### EXAMPLE RESULTS

- **Failure to Raise the Stakes:** Jason ignores them.
- **Raise the Stakes:** Jason goes into the cell, ready to beat someone with his baton.
- **Extraordinary Success:** Jason will be so infuriated that he will go into the cell without his baton, preferring to try and beat them with his own bare hands.

If a crewmember succeeds in tricking Jason to come into their cell, they can fight him. If they have a baton, the fight die is D6. If they are weaponless due to their rage, their fight die is a D4.

#### WAIT 'TIL I GET MY HANDS ON YOU

**Crewmember Dicepool: PHYSICAL + FIGHT**  
**Gamemaster Dicepool: PHYSICAL D8 + FIGHT D6/D4**  
**Possible Assets: A Cuffer in Cuffs, Knocked Out Cold, The Key**  
**Possible Complications: Hell of a Beating**

#### EXAMPLE RESULTS

- **Failure to Raise the Stakes:** The crewmember is beaten and now has the complication: Hell of a Beating.
- **Raise the Stakes:** Jason is subdued and put in cuffs, but still conscious enough to speak.
- **Extraordinary Success:** Jason is knocked out colder than a frozen fish in a frozen river.

With the key, the rest of the crewmembers can be freed. If subdued and still conscious, Jason will resist all attempts at interrogation or influence; his perception of the outsiders as no-good bloodthirsty slickers has only been strengthened by the assault. If subdued or unconscious, his weapons – a pistol and a baton – can be taken from him.

A crewmember could try to reason with or gain sympathy from Jason, if they strike the right chords. Appeals regarding the man's value of family or his dislike of Jack will work best. No matter what, he will not voluntarily give the crew any of his weapons.

#### DO YOU HAVE A FAMILY

**Crewmember Dicepool: SOCIAL + INFLUENCE**  
**Gamemaster Dicepool: SOCIAL D6 + FOCUS D4**  
**Possible Assets: My Lips are Sealed, The Key, Know Your Enemy**  
**Possible Complications: I Ain't Falling for Your City-Slicker Ways**

#### EXAMPLE RESULTS

- **Failure to Raise the Stakes:** Jason will not listen to any other attempts at persuasion.
- **Raise the Stakes:** Jason will be persuaded, and let the crew members out.
- **Extraordinary Success:** Jason lets out the crew for a heroic cause and shows them the prison layout and guard spots.

Note that players may attempt to take Jason's clothing and disguise themselves. This will always fail, because the guards have known each other for years and there hasn't exactly been a surge of new recruits. Whether the DM decides to tell this to any scheming players is up to them.

If unconscious or locked up or persuaded, Jason will not raise any alarms. If conscious but subdued and not locked up, he will eventually find a way to raise an alarm after the crewmembers leave.

## SCENE TWO: GET OUTTA THE WAY

In HALLWAY A, Anna stands guard, facing the exit. She became a security officer because she thought it would be a job where she wouldn't really have to do anything. The recent excitement and demand of her time is very annoying and she would rather just go home.

A player must have a successful roll to sneak up on her, at which point they can subdue her or threaten her with a weapon.

### SURPRISE

**Crewmember Dicepool: PHYSICAL + SNEAK**  
**Gamemaster Dicepool: PHYSICAL D4 + NOTICE**

D4

**Possible Assets: One Less Guard, Watch Your Step, Know Your Enemy**

**Possible Complications: Alarm!**

### EXAMPLE RESULTS

- Failure to Raise the Stakes: Anna notices the crew and runs to hit a nearby alarm button, making all able guards run to her location.
- Raise the Stakes: Anna surrenders quickly, as she didn't want to be here in the first place.
- Extraordinary Success: Anna gives up and will tell them the prison layout and guard locations if they did not get that from Jason. She will also warn them of a tripping hazard in hallway B in an attempt to please them.

Anna will offer no resistance to being cuffed or moved anywhere. If conscious and not locked up, she will raise the alarm after the crewmembers escape.

In Hallway B, some tiles are loose and the bundles of loose wires beneath them are scattered across the ground, making for an easy-to-miss tripping hazard.

If the crew has the asset Watch Your Step, no rolls are made.

### WHOOPIE DAISY

**Crewmember Dicepool: PHYSICAL + MOVE > 8**

**Possible Assets:**

**Possible Complications: What was that?**

### EXAMPLE RESULTS

- Failure to Raise the Stakes: A crewmember falls onto the ground, making a loud noise that has the guard in the Confiscation Room come over and investigate.



- Raise the Stakes: The crewmember catches themselves, making no noise.
- Extraordinary Success: The crewmember catches themselves and does a few one-handed push ups for good measure, what do you want?

The guard stationed at the CONFISCATION ROOM is Dominique, and he has served with Jack in the military. He is completely loyal, and no attempts at negotiation will succeed. He is a hard and vicious man who was always more sympathetic to Jack than the captain, and is just itching to lay a beatdown on any outsiders wandering about.

Dominique is standing in the doorway facing the hallway, so a player cannot walk into the room with him there unless they want to fight. If one player rushes him, Dominique will not use his gun; his sadistic nature will seize the opportunity to beat down the lone outsider with his baton. If this is the case, it is a fight roll.

### BEAT HIM BACK

**Crewmember Dicepool: PHYSICAL + FIGHT**  
**Gamemaster Dicepool: PHYSICAL D8 + FIGHT**

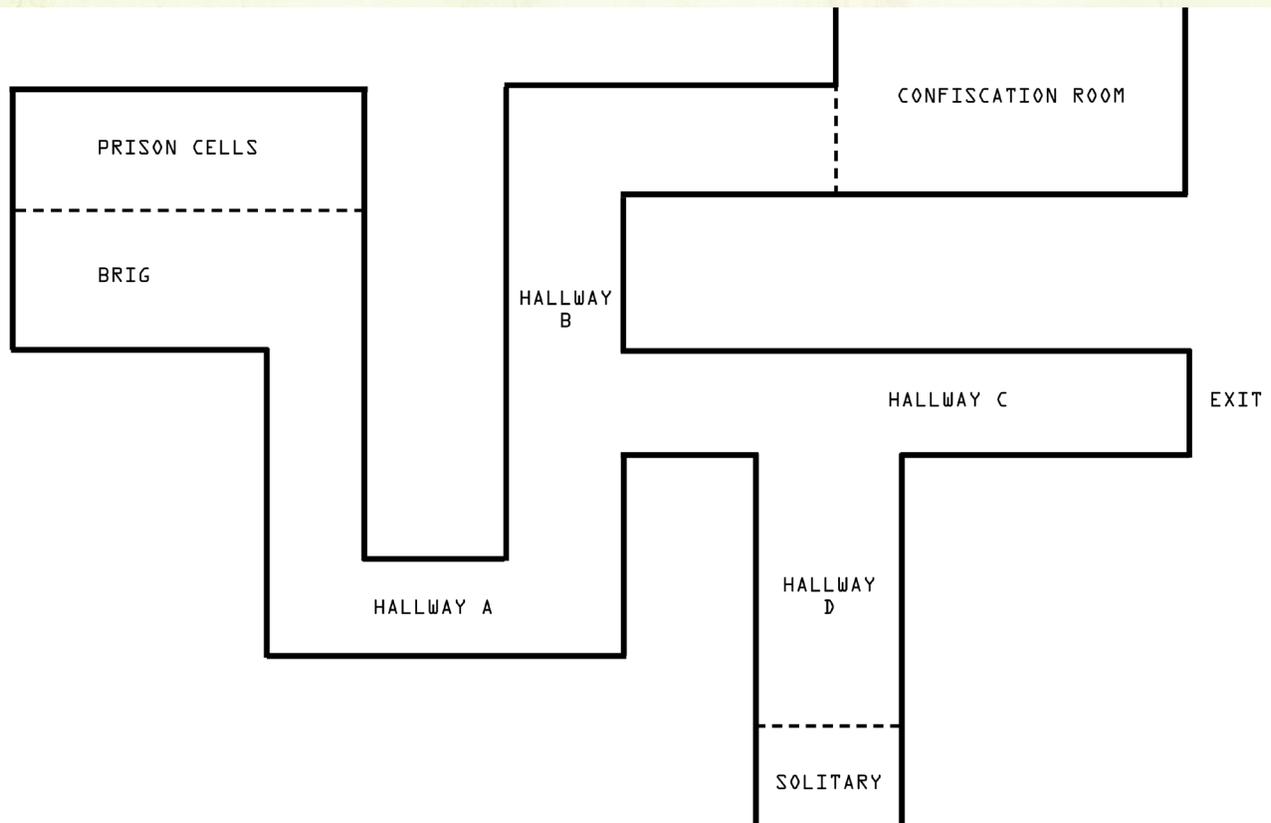
D8

**Possible Assets: One Less Guard**

**Possible Complications: Hell of a Beating**

### EXAMPLE RESULTS

- Failure to Raise the Stakes: Dominique beats the crewmember with a baton.



- Raise the Stakes: Dominique is subdued, but still conscious.
- Extraordinary Success: Dominique lays unmoving on the floor, from either unconsciousness or death.

If multiple players rush him, he will draw his gun and threaten to fire. If they continue rushing, he will fire. This will attract the attention of all guards.

#### BULLRUSH

**Crewmember Dicepool: PHYSICAL + SHOOT, PHYSICAL + MOVE, PHYSICAL + FIGHT**  
**Gamemaster Dicepool: PHYSICAL D8 + SHOOT D8**

**Possible Assets: One Less Guard**  
**Possible Complications: Alarm!**

#### EXAMPLE RESULTS

- Failure to Raise the Stakes: The crewmembers are injured, and the alarm is rung.
- Raise the Stakes: The crew manages to dodge the gunfire and subdue Dominique.
- Extraordinary Success: At least one crewmember gets to him so fast they take him out before he can fire off a single shot, preventing any alarm.
- Players can also distract Dominique with any plausible method, such as making a noise. When he comes over to the distraction, the players can subdue him.

IM OVER HERE

**Crewmember Dicepool: MENTAL + TRICK**  
**Gamemaster Dicepool: MENTAL D6 + FOCUS D8**  
**Possible Assets: Surprise!**  
**Possible Complications:**

#### EXAMPLE RESULTS

- Failure to Raise the Stakes: Dominique is not distracted and does not care about the noise.
- Raise the Stakes: He is distracted and the crew get the jump on him.
- Extraordinary Success: Dominique comes over and is immediately knocked out, no fight rolls required.

If subdued, Dominique will stay silent if threatened. If not unconscious or locked away by the time the players leave, he will activate the alarm at some point after they leave.

With Dominique out of the way, the players can retrieve all of their confiscated weapons from the lockers within the room. Nothing else of interest is within the room.

## KIM AND TIM

From around the corner of Hallway D, crewmembers can see the hallway leading to the Solitary, a cello with no bars or large openings, just oppressive grey walls and 2 keyslots. Guarding it are Kim and Tim.

Kim and Tim are twins, male and female, who became guards out of genuine interest in protecting people. They work well together and adored the foreman, who they saw as a wise and benevolent leader. His murder fills them with grief and the desire to protect the rest of their people from the savage outsiders.

They see Angela's actions as traitorous and dangerous to the community. However, the twins are also easily distracted.

When the players find them, Kim and Tim are talking to each other about the situation with the Foreman, expressing their grief. They are distracted; they don't believe that some imprisoned outsiders could have sneaked past or stealthily got rid of all the other guards. Ironically, these guards are not on guard.

A successful sneak roll can be used to sneak up on them. Roll for each twin. A fight roll can be used to subdue them. Roll for each twin. If one twin is subdued or threatened with a weapon, the other twin will stand down.

### GOTCHA

**Crewmember Dicepool: PHYSICAL + SNEAK or PHYSICAL + FIGHT**

**Gamemaster Dicepool: PHYSICAL D4 + NOTICE D6 or FIGHT D6**

**Possible Assets: Two Less Guards, Surprise!**

**Possible Complications: Alarm!**

### EXAMPLE RESULTS

- Failure to Raise the Stakes: Kim and Tim notice or beat down the crewmembers and activate a nearby alarm, calling other prison guards to come over.
- Raise the Stakes: Kim and Tim are subdued.
- Extraordinary Success: Kim and Tim are flat-out knocked out flat on the flat stone floor.

There are two keys for Solitary, held by Kim and Tim, and they must be turned at the same time.

## I'M NOT STRONG ENOUGH

When the door opens, Angela walks out, shaky and stone-faced. She walks forward for a couple of steps before collapsing, hopefully into the arms of someone who will catch her.

She is quiet with a perpetual frown on her face. When the crewmembers talk to her, she speaks tersely in an exhausted tone.

Angela feels unable to care for her child. She tried to protect him and give him a better life, but everything only turned out worse. She has lost hope in herself and the future.

The crewmembers know that they can only leave if the hangar is open, which only Jack can do, so they need to stop him. Not only that, but they need to find the baby. If the players have not figured it out yet, have an NPC crew member, or Angela, figure out the following plan: They also remember the intercom Abraham often used, and see that if Angela can testify to the whole colony through it, it would take away Jack's credibility and control.

Unfortunately, Angela expects only failure in her hopeless state, and doesn't see the point. She refuses to even try.

With the possibility of using whatever assets they have with Angela, the crew must talk with her and help her find the strength within herself.

### YOU ARE STRONG

**Crewmember Dicepool: SOCIAL + INFLUENCE + EARNED ASSETS**

**Gamemaster Dicepool: SOCIAL D6 + FOCUS D4**

**Possible Assets:**

**Possible Complications:**

### EXAMPLE RESULTS

- Failure to Raise the Stakes: Angela remains unconvinced. Multiple attempts can, and should, be made until she believes in herself.
- Raise the Stakes: Angela realizes the importance of what she's done, that she started this whole chain of events for her son, that she had the strength to be brave and she has the strength to finish what she's started.
- Extraordinary Success: Same as Raise the Stakes.

Zoe also talks to Angela, giving her a heart-to-heart in which Zoe confesses that a lot of the spite toward her was undeserved. More importantly, she talks about how strong Angela is, and how strong Angela can be. She's been trying so hard to fight for this child, despite all of the danger, and Zoe respects that. She inspires Angela to not give up, and to fight against Jack.

Before they leave, Angela suggests locking Tim and Kim in solitary if the players have not done so already. At this time, the GM should check the condition of all of the guards. If any, besides a persuaded Jacob, are conscious and not locked away, they will trigger the alarm sometime after the players leave the prison. When, is up to the GM.