

"It all started with a simple extraction..."

"Take some scientist's daughter from New York to Night City. Simple, Neh?

But soon things started going wrong, dead wrong."

Land of the Free is ultimate *Cyberpunk*. From the mean streets of New York, across the country to the familiar, yet deadly, Night City. Does your team of hardened edgerunners have what it takes to get from one coast to another, while pursued by enemies that hound your every step, and are willing to kill for a secret you don't even know about. . .

- A campaign designed for all skill levels, Novice through Veteran.

Includes:

- 120 page adventure book.
- 2' X 3' map of the United States in 2020 showing the condition of every major city and the various ecological disasters.
- 2 cardstock vehicle sheets for use with 25mm figures.
- Various clues, business cards, and other props to confuse and confound your players.



"There's a cool million in this story at least; now all we have to do is get her, and us, to Night City alive."

—Satchel Sabo, Net 54.



A CYBERPUNK
SOURCEBOOK

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CYBERPUNK®

LAND OF THE FREE

CAMPAIGN BOOK • BY WILL MOSS



R. TALSORIAN
GAMES, INC.

San Diego, 2019:

Dr. Francis Young, a brilliant researcher makes a quantum leap in the science of bio-regeneration. His work is quickly hushed up by the Corps, and he is moved to more "secure" quarters to work with his daughter to perfect the technology.

New York, 2020:

Dr. Young's daughter continues her father's work in quiet isolation, waiting for the day that it can be made public. But her knowledge is dangerous to her corporate masters, and they have arranged a special "visit" for her to the company HQ.

Night City, 2020:

Satchel Sabo waits by her phone, bag packed and travel arrangements already made. The fleeting information she has been given, plus her own instincts, tell her that this story is possibly the biggest to ever come across her desk. To get the scoop of a lifetime, all she needs to do is help a bunch of edgerunners get some scientist's daughter into Night City.

How hard could it be?

Land of the Free, a cross-country adventure for Cyberpunk.

LAND OF THE FREE



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This project is the result of much hard work and harsh words; most of which came from the people listed above. However, there are some people I would like to thank that don't fit into the Categories above:

Mike Pondsmith, The founder of the feast.

Frank Kaehler, Who taught me that work could be fun.

And especially Dolores MacDonald, Thanks mom, you give me hope for the entire bloody species.

EDITORIAL:

Ok, kiddies, it's fourth wall time. I'm sure you know what that means, but if you don't, then I'll tell you. It's a literary device wherein the "author" (me) directly addresses the "reader" (you, the referee of the adventure.) The "fourth wall" should only be used in extreme circumstances, so you don't see it very often. Personally, I kinda like it, so a big "pbhht" to all you literary critics. Anyway, this rant has a reason, and I'd better get to it.

I would like to talk to you about the adventure that you are about to read (and hopefully run.) First, the America that you're players are about to traverse is yours, not ours. If your game world differs from the one presented here, change the adventure. The US map is big enough to write on, so feel free.

Secondly, this is supposed to be fun! It is a game, and should be treated as such. There are a few points that deny belief, but that is the nature of fiction and entertainment. For example, we could not present every possible route to cross the Country, no book is big enough for that.

And what happens, if after all of the work you put into the game, the players simply bypass everything, and manage to book a new plane flight to the coast?

If they did, they would bypass most of the adventure and ruin the story. You might as well ask why Dr. Kimble didn't move to Mexico and snuggle up with a frisky señorita.

The answer is suspension of disbelief. It's your job as the referee to make it fun enough and fast enough for the players that they only think about "what if..." after the fact. Some groups might have some trouble with this, so we have sprinkled the text with helpful "nudges" to keep the group on track.

Lastly, expect to do some work. We did as much as we could to set you up, now it's your turn. The more work you put in, the more enjoyment you (and your players) will get out.

Michael MacDonald

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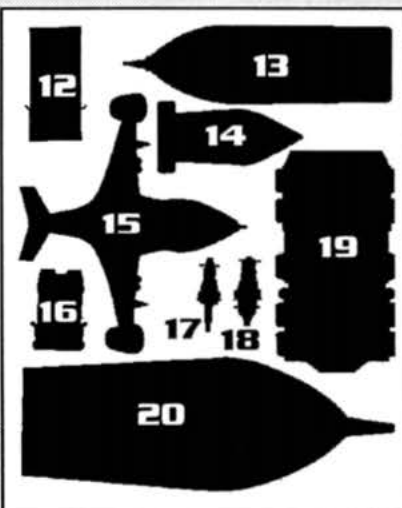
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