

Mount Graham Correctional Facility



The difficulties involved in imprisoning superpower criminals were demonstrated early in the first age of superheroics, after the capture (and subsequent escape) of the Russian agent known as **the Untouchable**. Not all "supervillains" were as difficult to imprison as a man who could become intangible, but enough were able to strain the abilities of the authorities to cause numerous sleepless nights. There were many attempts to create methods of incarceration which could handle these challenges, but for every success, such as those used to hold **De Damp**, there were many more of which the best could be said that they only failed without creating *more* menaces to society.

But the successes accumulated, and in 1981, the United States Federal Bureau of Prisons announced that they would be constructing a special prison in New Mexico which was intended to hold both federal and state prisoners who had demonstrated that they could not be held by more mundane facilities. Various events too well-known to be discussed here delayed the opening of this facility, nicknamed Tartarus, until 1986. While Tartarus suffered many escapes during its twenty years of operations, they were far enough between to keep the Department of Justice and the executive reasonably satisfied ... until 2006, when the entire facility was destroyed during the coup attempt that year.

Plans for a replacement facility were begun almost immediately, using the same theories as the original but incorporating advances in technology that had been discovered in the interim. However, the decision was made not to base the installation in New Mexico, but rather Arizona, within the Pinaleño Mountains, specifically their High Peak, or Mount Graham. Exactly why this decision was made is the subject of a two-hundred-page proposal too complicated to be

summarized here. Conspiracy theories hold that the area was chosen to take advantage of certain properties of the mountain, considered sacred by the Western Apache Nation.

Since its establishment in 2008, the Big Rock (as it is known, taking inspiration from the famous nickname of Alcatraz) has not seen any successful escapes¹, and the number of *attempted* escapes has dwindled since the installation of Korean power suppression technology in 2012. That said, the prison staff are not complacent, and 2022 saw a further advance in their resources, with the introduction of a new set of powered armor employed by the guards, manufactured by **Cadmus Enterprises**.

Unfortunately, a disturbingly high number of those guards work for **Saturn**, as do many of the prison staff. Warden Daniel Collins is notably not one of these, but he is aware of them and believes that the only reason that he has not been assassinated by his supposed colleagues is that they are uncertain that one of them would be chosen as his replacement. Therefore, he does little to impede the activities of this conspiracy, which are at least not threatening law-abiding citizens. Besides, he also has frequent nightmares about **the Emperor of Korea** deciding to whimsically shut down the power suppression gear, and about the *other* **Pythonian** inspired group among the prisoners, and -- he is not a happy man.

Mount Graham Correctional Facility

Size Colossal; **Toughness** 16; **Features** Communications, Concealed 3, Fire Prevention System, Hangar, Holding Cells 3, Infirmary, Isolated, Library, Living Space, Personnel, Power System, Security System 3 - 27 points

Noteworthy Inmates

Azazel

Count Deimos

Dusty Devil

The Etherian

Friar Dark

Gunsmith

Hanzo

The Omnivore

Patnum

Railgun

Señor Cagim

¹ This is only accurate as far as the staff are aware. In fact, when the **vampire Carmilla** found herself imprisoned here for several weeks in 2011, during a brief interlude when she had been temporarily rendered a living vampire, she was able to fake her death after she once again became undead and thus escape.

Prison Guards -- PL 9/MR 8



Abilities:

STR 8/1 | STA 1 | AGL 3/1 | DEX 2 | FGT 5/3 | INT 0 | AWE 1 | PRE 0

Powers:

Spartoi "Fylakas" Powered Armor: Removable (-19 points)

* **Armored Shell:** Impervious Protection 8 - 16 points

* **Chest Lamp:** Environment 1 (light) - 1 point

* **Comm System:** Radio Communication 3 (regional), Subtle - 10 points

* **Cybernetic Controls:** Enhanced Agility 2; Enhanced Defenses 6 (Dodge 3, Parry 3); Enhanced Fighting 2 - 14 points

* **Rocket Boosters:** Flight 8 (500 MPH) - 16 points

* **Sealed Systems:** Immunity 10 (life support) - 10 points

* **Sensors:** Senses 10 (accurate extended 2 radio, direction sense, distance sense, infravision, ultravision, time sense) - 10 points

* **Weapons Systems:** Array (16 points)

- **Chest Lamp Flare:** Cone Area Cumulative Affliction 8 (Resisted by Dodge, Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense - 16 points
- **Cybernetic Muscles:** Enhanced Advantage 2 (Close Attack); Enhanced Strength 7 - 1 point
- **Mounted Blaster:** Ranged Damage 8 - 1 point

Advantages:

Power Attack, Ranged Attack 2, Teamwork.

Skills:

Close Combat: Grab 2 (+7/+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 4 (+4),

Intimidation 6 (+6), Investigation 2 (+2), Perception 2 (+3), Technology 4 (+4).

Offense:

Initiative +1

Unarmed +7/+3 (Close Damage 8/1)

Grab +9/+5 (Close Grab 8/1)

Mounted Blaster +4 (Ranged Damage 8)

Defense:

Dodge 9/3, Parry 9/3, Fortitude 3, Toughness 9/1, Will 3.

Totals:

Abilities 18 + Powers 76 + Advantages 4 + Skills 11 + Defenses 6 = 115 points

Offensive PL: 9

Defensive PL: 9

Resistance PL: 3

Skill PL: 1

Complications:

Professional--Motivation. Alternatively, Power--Motivation. Maintenance. Others as Needed.

Update 2023: Unfortunately, no record ever remains unbroken forever. In November of the previous year, there was a major breakout at the Mount Graham, with many of its prisoners escaping and causing significant damage to the facility. While some of the escapees have since been recaptured, many of the most dangerous ones have not.