

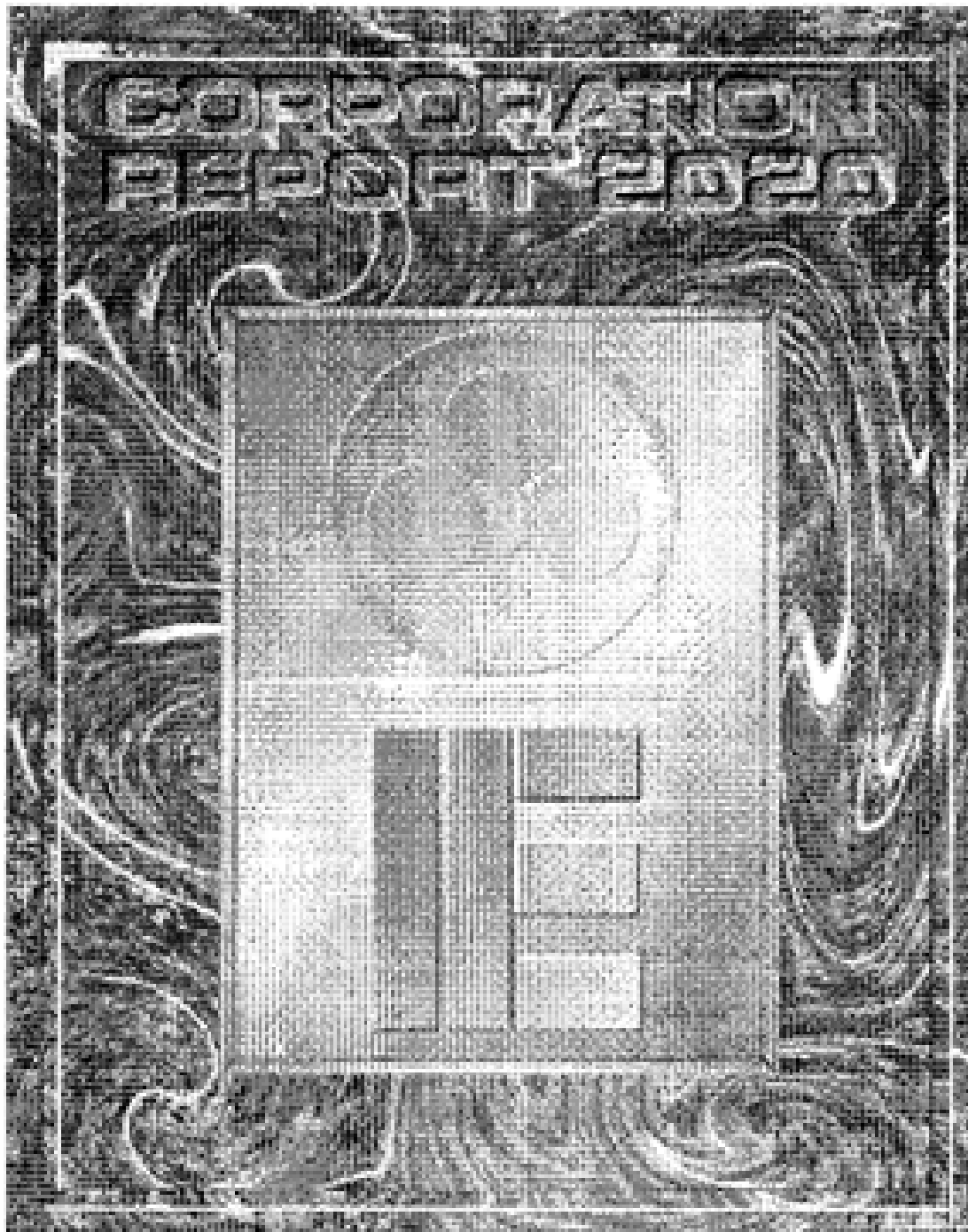
CORPORATION REPORT 2020



IE

CYBERFUNK®

R. TALSORIAN
GAMES, INC.



A SOURCEBOOK FOR

CYBERPUNK®

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INTRODUCTION

Corporations. Shadowy monoliths of the *Cyberpunk* world, using their immense wealth and merciless power to control nations, governments and criminal organizations. From their towering skyscraper headquarters, the Corporate Elite engage in hostile takeovers, deadly power plays and crushing betrayals. They're the heavy hitters in a vicious world; a world where Big Business meets Big Brother for the best two out of three.

And it's closer than you think. Even as I'm typing this in mundane 1991, the headlines are full of the activities of a certain Bank of Credit and Commerce International (or BCCI for short), a prime candidate for a *Cyberpunk* megacorp if ever I wrote one.

Imagine: a world-wide banking cartel run by shadowy sheiks in distant lands, with operations spanning 62 countries. In just a few short and exciting years, this rogue bank from hell bought senators, laundered drug lord money, helped dictators loot national treasuries, traded arms to third world nations and possibly subverted the CIA and the National Security Council.

BCCI even had its own black operations squad, the now infamous Black Network—a cadre of over 1,500 dedicated spies, thugs and enforcers with access to the most advanced surveillance techniques and weapons, and a licence for bribery, kidnapping, extortion, and murder.

And you thought the Corporations in *Cyberpunk* were unbelievable.

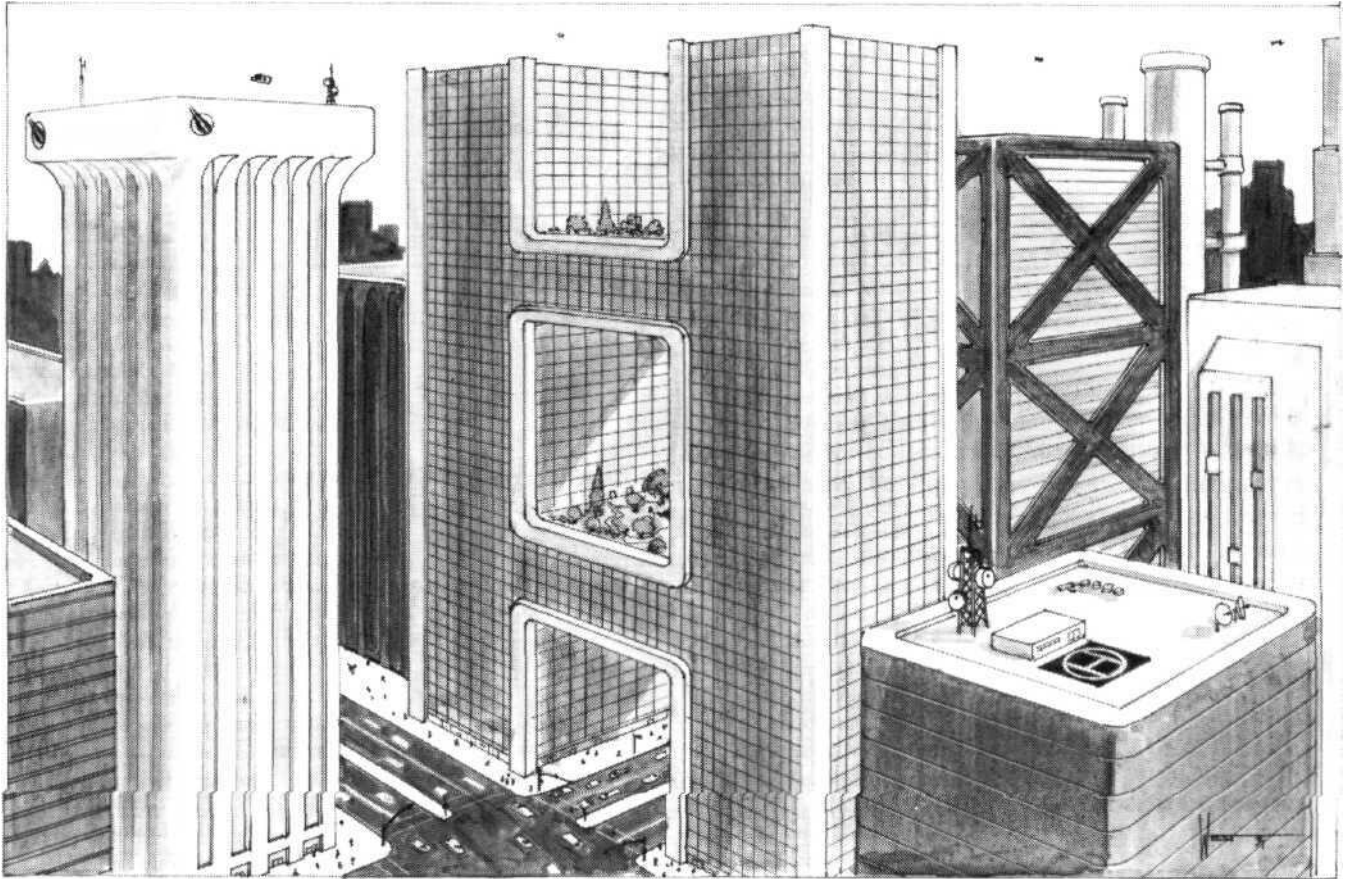
It's said that Truth is indeed stranger than Fiction, chombatta. But until BCCI decides to spill the entire story to the R.Talsorian staff, we'll all have to settle for the unreal thing. In this volume, the first in our CORPORATE REPORTS Series, we'll immerse you into an equally shadowy world of corporate deception, murder and intrigue. The players on this stage are at least as bad as BCCI. The first is ARASAKA, the infamous world-wide security agency with a secret plan to dominate the world, led by its hordes of black suited thugs and enforcers. The other is IEC, the International Electric Corporation, major military supplier and a nasty commercial in fighter in its own right. Both are perfect examples of corporate nastiness gone rogue; and the information in this report will give any ambitious *Cyberpunk* Referee hours of fun tormenting his hapless players. So lock, load and grab your briefcase—its time to engage in Combat Capitalism!

Mike Pondsmith

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A NEW JUNGLE



THERE IS A NEW JUNGLE.

It is a living thing, thriving in an environment where most other organisms would wither and perish. It is a canopy of glass and steel rising from black ground fertilized with the dust of a collapsed age. It is populated by only one kind of animal, a chameleon creature rapacious and predatory. This denizen inhabits all the niches once filled by a million species in the new jungles vanishing name-sake: it is bright and obscure, brash and silent, swift and slow...the hunter and the hidden. There is no mercy, there is no quarter.

WELCOME TO THE CORPORATE WORLD OF 2020.

After the world stock market crash of 1994 and the subsequent self destruction and collapse of many economies and governments across the world, including the US, there was only one type of organization with the ability to exert power on a global scale: the international corporation. Of course the collapse was a disaster for most corporations, and many went under along with the national economies, but it also acted as a kind of purge, with the strongest conglomerates surviving, feeding on the fallen. Those companies that made it through those tumultuous years reaped unexpected benefits. With most national governments irreparably enfeebled, and much of the commercial competition obliterated, the surviving corporations were left to fill a huge power vacuum.

Naturally, there was some disagreement between the surviving corporations as to how to divide the spoils of survival amongst themselves. The result was the series of wars that erupted as each corporation attempted to destroy its competition physically and economically and concentrate as much power as possible in its own hands. The most recent widespread conflict has only been over for a few years. Smaller conflicts, covert and overt, continue to this day, with full scale war threatening to resurface at any time.

The development of new technologies and world situations during the nineties also made the post crash period a key time for new companies to develop. Venture capital was scarce in the wake of economic upheaval but there were still enough investors around who had survived the collapse, and even played it to their advantage, to pump funds into a few promising, infant industries such as cybertechnology, biotech, independent military contracting and technology, artificial intelligence and net-tech, and so on. The general economic confusion of the years from 1994 to 2016 was increased as these new companies incorporated, and attempted to establish footholds and stake their claim in the new order.

The Third Corporate War, when corporations fought over power, information and access in the net, was the last great shakeup in the world commercial hierarchy. Those corporations which couldn't use or compete in the Net have evaporated or been consumed by their more adaptable rivals. In the wake of that war came the power structure and world situation you already know.

The world of 2020.

The world of *Cyberpunk*.

WHY CORPBOOKS?

Since corporations wield the bulk of the power and resources in the *Cyberpunk* world, they figure in many *Cyberpunk* campaigns. More often than not, your characters will find themselves working for or pitted against a corporation...or both if they're having a particularly bad day. (And in *Cyberpunk*, you're *always* having a bad day, even if you're having a good day.) In the original *'Punk*, and in the current 2020 edition, we provided capsule write-ups on many of the important corps of the *Cyberpunk* world. We left you, our players and GMs, holding the bag when it came to fleshing those descriptions out. That was alright for getting things started, but its been a while now and,

with corporations playing the large role that they do in *'Punk*, we wanted to give you something you could really sink your vampires into. This is it.

Corpbook One is the first book in a series dedicated to bringing you detailed descriptions and breakdowns on the major players in the *Cyberpunk* corporate world. We've picked corporations that offer excellent opportunities for roleplaying and intrigue because of the importance of their major products and services in the dark future, the playability of people who work for them, or the nefariousness of their covert goals. Some of them will be organizations you already know and love, (or hate) such as the Arasaka Corporation. Some of them will be all new creations. All of them should be easy to integrate into your campaigns, and offer plenty of interesting and life threatening situations for characters to explore. The level of detail in the Corpbooks should make designing campaigns, characters and character histories around the corporations easy work.

WHAT'S IN CORPBOOK ONE?

A whole lot you can use. Each corpbook is devoted to two corporations. The corporations are connected by some sort of thematic link. In this book, for example, we present breakdowns on the Arasaka Corporation which you are already acquainted with, and International Electric, which is new. These corporations are both connected in some way with the contracting paramilitary operatives and the manufacture of military and security equipment. Down the line we will be releasing books devoted to other types of corporations. Although the corporations in each book are connected by a common theme, they are also as different as night and day. International Electric is primarily an equipment contractor, while Arasaka contracts people. The two corps have different goals, produce different characters, and are usable in different ways in your campaigns and adventures. Don't worry about seeing one type of corporation written up four times with different names!

Corpbook One is laid out so that you can easily find the information you're looking for. Each corporation is treated individually, with each write-up broken into sections for easy reference. The sections for each corporation in order of presentation are:

- History
- *Main Products and Intent*
(corporate goals-public and covert)
- *Current Market Strategy*

- (and public relations)
- Key People
- Offices and Key Facilities
- Uniforms, Equipment and Personnel
- Resources and Stock
- Tips on running the corporation
- A short capsule adventure.

All sections are clearly labeled and headed so you can move around the book easily.

HOW TO USE THE SOURCE MATERIAL?

This may seem like a ridiculous question, but its pretty common for people to read source text, and then immediately forget about it if there aren't any numbers or tables attached to it. Since only you know how your characters or campaigns work it is up to you to figure how to integrate this sort of material into your game, but you should find that its not that difficult. Some of it is straightforward. If you're running a campaign with Arasaka, you can look at the *Uniforms and Equipment* section of the Arasaka write up and see what your players are liable to run into if they get into a fight with Arasaka guards or soldiers. Likewise, if you're playing an Arasaka agent, you'll know how you're likely to dress and what kind of hardware you're liable to carry. You'll also be able to exchange knowing glances with any other Arasaka player you may run into.

OK, that's pretty straightforward, but what about using material like the *History* or *Current Market Strategy* sections of each write up? There are three primary reasons for background like that (and a host of lesser ones). The first one is to provide ideas for adventures, or parts of adventures. Looking through this type of source material, you'll see lots of opportunities for conflict, cross purposes and subterfuge. Turning these little incidents and events into adventures or components of adventures should be no trouble at all. The second reason is to provide motivation for characters and NPCs. Its a lot easier to explain why a corporation is doing something if you have an idea of the precedents and ultimate objectives at stake. An example: Militech wants to extract a researcher from another corporation. Well, its one thing to have your team of solos and corps bust up that extraction just because they're paid to do it. It becomes a little more

interesting if, when you know a little about Militech, you deduce that this extraction was part of a larger scheme, the ultimate goal of which may be something extremely evil, or otherwise involving. The third reason for this type of source is this: in an imagination based game, like any RPG, the illusion is only as good as what the player can imagine, or knows about the fantasy universe in which the game takes place. Every little thing you can get to stack the deck in favor of the richness of the game makes it that much more fun. In this book there's just that much more *Cyberpunk* for you to enjoy.

These hints may be old news to most of you, but somewhere out there is that one person who just read the preceding paragraph and is now having a revelation. The explanation was for that one person.

The capsule adventures are a little less abstract in application. They are short, one shot runs designed for beginning characters, and serving as basic introductions to using that particular corporation in a game context. They are not solo adventures, and must be run by a GM. If you are a GM, it may also give you further ideas on how to implement the corporations into your own adventures. Remember, our suggestions are just that...suggestions! Never feel bound by them. Go ahead and alter the information in this book however you wish in order to make it conform to your campaign or character conception.

A NOTE TO PLAYERS

Before you read this book cover to cover, check with your GM! If he or she is using this book, there may be some information in it that they would rather you discover during the course of an adventure or campaign! Never irritate a *Cyberpunk* GM!

A NOTE TO GMs

You may notice, depending on your campaign power level, that the NPCs in this book run towards the potent end of the spectrum. I do that to give the players a run for their money. Feel free to modify them if you wish.

Well, that's all you need to know before you go exploring the dangerous and cutthroat world of *Cyberpunk* corporations. Remember, whether you're working for the corps or against them, keep chipped and tight, because death is cheap and swift, and in *Cyberpunk* they never give an inch... •



ARASAKA



PRECIS

ARASAKA

Corporate security, Corporate police, and various suboperations

Headquarters: Tokyo

Regional Offices: Osaka, Kyoto, Madrid, Geneva, Helsinki, London, Paris, Rome, Bangkok, Singapore, Hong Kong, Tokyo, Seoul, Mexico City, Night City, New York, Los Angeles, Chicago, Honolulu, Washington, Montreal. Suboffices throughout the world.

Name and Location of Major Shareholder:
Saburo Arasaka of Tokyo, 19.9%

Employees:	World Wide	1,000,000
	Troops	100,000
	Covert	5,000

WHEN MOST PEOPLE
THINK OF ARASAKA THE
PICTURE IN THEIR MINDS
IS THAT OF THE BLACK-
CLAD GUARDS EMPLOYED
BY SO MANY
CORPORATIONS,
BUSINESSES AND
POWERFUL INDIVIDUALS
THROUGHOUT THE
WORLD.



HISTORY

In 1942, over Guadalcanal, American Grumman F4F fighters engaged a flight of Japanese Betty bombers out of Rabaul Island. The Zero fighters escorting the Bettys broke out of formation to engage the attackers, and a pitched air battle followed. One of the Zero pilots was Lieutenant Saburo Arasaka, the twenty-three year old scion of a wealthy family descended from *samurai* lines. Despite his young age, Arasaka was a respected pilot and ace, with over twenty confirmed kills to his name. He fought with the spirit and dedication of his *samurai* ancestors, driven by fierce pride in his country and undying loyalty to his Emperor.

Unfortunately, that day was to be the last of Arasaka's career as a pilot and soldier. While the young Lieutenant was weaving in pursuit of one of the F4F Wildcat fighters, aiming for his second kill of the day, he passed through another American plane's line of fire. Saburo wasn't vulnerable long enough to be shot down, but several bullets smashed through the canopy, shattering his left arm and driving splinters of perspex and metal into his left eye and skull. Barely conscious, he let his fighter plummet towards the ground fifteen thousand feet below.

Precious seconds later Saburo struggled back to awareness only to see the ground rushing towards him. Despite the punishing pain and the loss of the use of one arm he pulled back on his stick, leveled his plane and regained control with only a scant 2000 feet to spare. Then, patching himself up as best he could, he began the long haul back to Rabaul, fully believing that he would die somewhere over the 560 miles of ocean he had to cross. Though he had to fight the excruciating agony and encroaching unconsciousness all the way back, he did not die over the ocean. Nor did he crash while landing. Only after delivering his report to the base commander at Rabaul did he allow himself to pass out and be taken to the hospital. He was back in Tokyo before he regained consciousness.

In a Tokyo hospital the worst blow fell. Saburo was told that he was permanently blind in his left eye and that his left arm, although not amputated, was damaged beyond use. He would never fly again. He was summarily discharged from service and returned to the Arasaka family compound outside of Tokyo. He spent his days brooding over his loss, wishing that he had died in the skies and been prevented the humiliation of crippled survival.



Lt. Arasaka at SW Pacific base, late 1942

On August 15th, 1945, the Emperor broadcast the edict of surrender and renounced his divinity. Saburo was thunderstruck. He was on the verge of suicide in the compound's cherry tree grove when he had a moment of epiphany. Although Japan's economy and industry were in ruins, Saburo saw a future where Japan would be strong again, not militarily but commercially. The country would be a blank slate, waiting for the person with the correct resources to redraw it in a new image. His father, Sasai Arasaka, was a shrewd man who had foreseen the downfall of Japan at the end of the war. Sasai had capitalized on wartime industry, but against Saburo's impassioned urging, he had made sure that the bulk of the Arasaka fortune was covertly protected in concealed overseas assets and accounts. Now, in the cherry grove, Saburo saw the wisdom of his father's actions. As family scion, that fortune would soon be his to control...a fortune that, if wielded correctly, would permit a clever man to push Japan back towards a position of power from which it could dominate the world politically and economically. The children of Amaterasu would prevail, if not under the Emperor, then under another deity: commerce. Saburo drew the half-inch dagger that had penetrated his abdominal muscles before the vision had stayed his hand and returned to the household. That night he began the

studies of politics, economics and history that continued until his fathers death in 1960.

In 1960 the 41 year old Saburo stepped into his late fathers shoes as the head of the Arasaka Corporation. At the time Arasaka was still a relatively small organization, just re-establishing itself in international commerce. Saburo's father had been slowly retrieving the capital and resources secreted during the war. Now Saburo himself continued that task. Saburo also began shaping the development of the Arasaka Corporation to his own ideals. He was not content with the power that came from purely financial and commercial strength. If his goal of Japan as the world military and economic superpower was to be realized he would have to exert unseen political control in Japan and across the world. It would be a long, arduous task, but he was the man to do it.

Saburo knew that the key to power in the modern world was information. What he needed was an organization that could obtain that information freely and easily, without arousing suspicion. With that in mind, he created the Arasaka Security division of the Arasaka Corporation. The new division specialized in high quality personal and corporate manpower, electronic, and computer security and protection. Slowly, over twenty-five years, Arasaka Security developed a sterling reputation as the most potent company of its type in the world. By the mid 1990s Arasaka guards were employed by thousands of powerful individuals and corporations around the world and Arasaka intrusion countermeasures and computer security experts were retained by many others. It wasn't long thereafter that the Security corporation was one of Arasakas three most powerful holdings, equalled only by the Arasaka Bank and Arasaka Manufacturing.

Saburo's dedication to study (and his personal genius) enabled him to foresee the world market crash of 1994 and the US collapse of 1996. Forearmed against the disaster the aging, but still able, Saburo was able to take the appropriate steps, and, through his shrewd manipulation and investment, make the Arasaka Corporation one of the few commercial institutions to profit from the crash. Arasaka had been big before the crash, but in the period afterwards it assumed gigantic stature, becoming one of the largest corporations in the world.

The post-collapse world of corporate control and deregulation was the answer to all of Saburo's dreams. He exploited the new world order with a vengeance. In 1997

Arasaka Security moved into paramilitary contracting and began training one of the world's first corporate armies at the corporations guard and agent schooling facility in the forbidding northern wastes of Hokkaido. An age of ruthlessness followed, with Arasaka destroying or absorbing as much of its competition as it could and buying out any non-competitive company that Saburo thought would make a good asset.

The years from 1997 to 2020 have seen the Arasaka Corporation continue to diversify and strengthen. Its major functional arms are still the Arasaka Bank, Manufacturing and Security groups. Although the corporation is astoundingly wealthy and powerful, and Saburo is one of the wealthiest men in the world, he has not forgotten his original goal. Saburo is now 101 years old. He has had a great deal of body reconstruction and his destroyed arm and eye have been replaced by modern cybernetics. Nonetheless, he is confined to a wheelchair and rarely leaves the impregnable family compound outside of Tokyo. Despite his physical limitations, his mind is still as sharp as ever. Although his son Kei is now the nominal head of the Arasaka Corporation, all major decisions and policies are still subject to Saburo's discretion. Saburo is grooming his son for eventual complete control, and the realization of his private goals, but for the time being he remains undeniably in charge.

MAIN PRODUCTS AND INTENT

SECURITY

Although the Arasaka Corporation is quite diverse, one of its arms is more visibly omnipresent than the others, especially in Europe and the United States: the Arasaka Security division. When most people think of Arasaka the picture in their minds is that of the black-clad guards employed by so many corporations, businesses and powerful individuals throughout the world. Even if their guards aren't visible, the Arasaka logo is prominent on many of the weapons, computers and other equipment used by corporations and groups with their own security personnel. Arasaka is the most obvious force in the world of corporate and private security contracting. It is widely accepted throughout the world of 2020 that the best way to secure your proprietary interests is either by spending several years and millions of eurobucks training and equipping your own force, or by simply contracting from Arasaka.



A typical Arasaka bodyguard in action.

Arasaka contracts and leases its security services in several ways. The most obvious, and widespread is corporate manpower security—the ubiquitous black clad armed guards. In the world of 2020, where corporate assaults and extractions are commonplace, the old-fashioned coffee-slurping night watchman or desk-security is woefully inadequate. Corporate manpower security means having on-site forces capable of repulsing assaults, extractions and industrial sabotage attempts with quick response combat capability. Not all corporations or groups have the power, money or inclination to assemble security forces of their own. The alternative, if these groups wish to stay afloat on the stormy seas of modern competition, is to contract these forces from a third party. Arasaka is not the only corporation offering this service, but it is the biggest and it has the best reputation. Arasaka combat security personnel have the reputation as the best trained and most capable available. They don't come cheaply, but the investment is widely considered worthwhile. The size of the force required is of no consideration. Arasaka will contract guards in groups of from one to one thousand agents per contract. Service is twenty-four hours, and the guards can be billeted, at the contractees discretion, privately, on site, or at the local Arasaka office. All Arasaka guards are fully trained in security procedures, equipment use, armed and unarmed urban combat and close quarters fighting. Depending on how much the contractee wants to pay per guard, several levels of armament and specialization are available, from unarmed desk men to fully armed and armored quick response combat teams.

There are a number of options available on any manpower contract at varying expense. The client can order all-male or all-female guards, or a specific ratio of sexes, or, as Arasaka contracts its services around the world, clients can order guards fluent in Japanese, German, Spanish, English, Ital-

ian, Chinese (Mandarin and Cantonese), Korean and French. All guards are required to be conversant, although not fluent, in English. Bilingual guards are available. Guards specializing in heavy weapons, unarmed combat, and specialized terrain are available for contracts that call for varied situations. Different levels of security force concealment can also be ordered, from completely discreet and invisible to ostentatiously threatening. If the security forces are visible, clients can choose to have them be unidentified or clearly identified as Arasaka Troops. Only in rare circumstances, such as when a little misdirection is called for, will Arasaka troops actually wear the uniform or logo of the contracting corporation, or a third party.

Arasaka also contracts out its paramilitary forces for one-shot operations, such as extractions. This type of contract can be extremely costly, due to the loss of expensive men and equipment. But if there's a tough operation that a corporation needs done, Arasaka can handle it for the right price. When Arasaka troops are contracted for this type of military action they always operate unmarked or in the markings of a third corporation or military that the client wishes to have blamed. Naturally, the board of directors at Corporate Headquarters in Tokyo have enacted policies ensuring that an Arasaka team never attacks an installation or corporation owned by Arasaka or protected by an Arasaka contract. Exceptions are made if there is some greater benefit that can be reaped by Arasaka.

Another type of protection that Arasaka provides is personal security in the form of bodyguards, escort teams and household security. The service is expensive, but popular amongst celebrities, wealthy businessmen, and the politicians of several nations who no longer trust their respective Secret Service agencies. As with corporate guards, there are several options, including gender, number of guards, dress style, age, visibility, race, nationality, level of armament, training and services performed. It is considered very chic in some circles to have one good looking, full-time Arasaka bodyguard of the opposite gender on one's payroll. These single bodyguards usually work solo or manage other non-Arasaka personnel retained by their client. Many a braindance star or other celebrity is never seen without two or three stylish but watchful bodyguards in tow. Often, they'll proudly tell you that "their people" are Arasaka. It's one of the most practical status symbols available in 2020.

In addition to supplying trained men and women to corporations, groups and individuals, Arasaka also leases and sells the security equipment that it manufactures. Typical

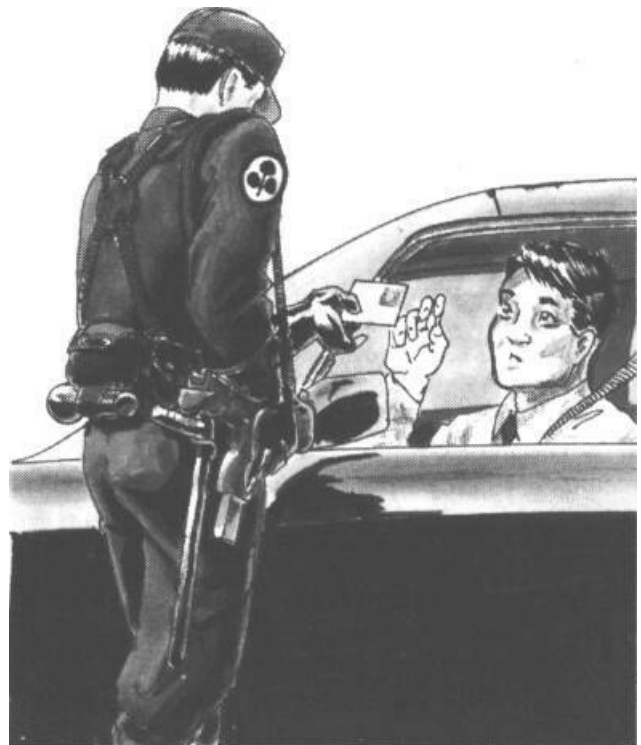
items include cameras, perimeter detection and surveillance equipment, computerized security offices and networks, fire extinguishing systems, and computerized personnel access systems. Also available are more exotic items such as weapons and bomb detecting equipment, booby traps and other "lethal deterrence systems". Computer security is another product available from Arasaka. Proprietary Arasaka ICE systems, white and black, are also available for installation into client's computer systems. Arasaka will train non-Arasaka personnel in the operations of all of the security systems that it sells, but it's more typical for clients to buy a package that includes both the equipment and Arasaka-trained people to run it. An exception are the ICE programs, which are only operated out of systems run by Arasaka personnel. As proprietary information, Arasaka will use those programs to protect you, but it won't let you see them.

The last type of personnel that Arasaka contracts out are security consultants. If you want good security run by in-house people, but you don't know what the best way to implement it would be, you can have a team of Arasaka Security Consultants inspect your facilities, and do an analysis of the capabilities of your potential enemies. The consultants will use that information to make a recommendation on the type and strength of the security forces you should maintain, and the kinds of equipment and countermeasures you should install. Consultants will operate on any scale, from personal bodyguarding to worldwide corporate protection.

With competition being what it is in 2020, the Security Division of the Arasaka Corporation continues to do brisk business, and it remains the most visible arm of its parent. Any characters operating in the Cyberpunk universe will eventually bang heads with Arasaka Security. They'd better be on their toes when that time comes or they'll end up being just one more statistic in the long list of Arasaka's successful defense of its clients.

POLICE SERVICES

As a division of its security arm Arasaka runs an extensive police contracting service. Police services are similar in many respects to security services, but the personnel receive slightly different training and equipment, and clients are cities and counties rather than corporations. As they are required to work with the public, Arasaka police officers are much more prone to have good interpersonal skills than their dour counterparts who work in private security. Most weapons and equipment are the same, but Arasaka



managed police departments will have police-fitted cars and vans at their disposal and, for most situations, will be more inclined to use these than the heavy riot vehicles favored by the security departments.

Arasaka police, like all corporate police, are required to work within the limits of civil and federal law with regards to police procedures and ethics. Of course, as is always the case with corporate operations, they are more likely to circumvent these standards for convenience than public police departments. Too much violence in the public sector is bad for PR. though, and, by and large, an encounter with Arasaka police is much less likely to be fatal than an encounter with Arasaka security. Countless towns, counties, arcologies and cities around the world rely on private police forces. Among those serviced by Arasaka are San Diego, Cincinnati, Philadelphia, Honolulu, Bucharest (Rumania), Belfast (Ireland), Singapore, and several major Japanese cities including Hiroshima, Nagoya, Yokohama, and Sapporo. Tokyo, interestingly enough, is still using a public police department despite Arasaka pressure.

Arasaka police services, like those of other corporations, tend to be retained by cities and arcologies which don't

have the money or resources to revamp decaying or corruption ridden public departments or who's police departments simply don't have the manpower and equipment to cope with local problems (i.e., Belfast, Philadelphia). In cases where corporations take over from a public police department many of the original police officers and employees are hired by the company and simply retrained and re-equipped. Any undesirables will be cast out and the department will be bureaucratically streamlined and run 10 corporate standards. In some cases the corporation simply starts over from scratch.

It is worth noting that most corporations, including Arasaka, do not always demand payment for establishing and maintaining a police department. The corporation may take non-monetary compensation, including a hand in local policy making, land and real estate, or shipping and free port rights, or it may reap other advantages such as complete police and security control of an area near sensitive corporate facilities or an advantage over competitors who have offices in the same area. (An example; the Arasaka factories in Yokohama are protected by Arasaka Security and a municipal police force run by Arasaka. Double jeopardy for anyone who tries to cause trouble.)

MANUFACTURING WEAPONS AND SECURITY EQUIPMENT

Under Sasai, in the Thirties and Forties, Arasaka had been an industrial combine, thriving off the prewar and war efforts. In the postwar years, due to the bombings and occupation, Arasaka's manufacturing capability was severely foreshortened. When Saburo began rebuilding the corporation in the 1960s he moved the manufacturing away from the heavy industry that it had been devoted to for the war years. Instead, he concentrated on products that would support his future brainchild, the Security Division. Consequently, for several years, Arasaka Manufacturing produced police equipment and weapons, material for Japan's tiny defense forces, and security items. In the late Sixties Saburo also jumped on the high tech bandwagon. Shortly before the stock crash and world market collapse came he also bought interest in several overseas heavy and light weapons manufacturers.

After the crash, in order to exploit world political and commercial destabilization, Saburo tied Arasaka's manufacturing capabilities together. He consolidated the security and high tech manufacturing, and brought the weapons production back to Japan from overseas. Now, in 2020, the Arasaka Corporation makes the best personal and

corporate security equipment available. It also makes small and medium sized computer systems, largely devoted to security or defense applications. The weapons factories produce all of the armaments used by Arasaka troops except for specialized systems and exotic weaponry. Although it does not move the volume that Militech, or other weapons exclusive companies do, Arasaka also does relatively brisk business with its weapons sales. Most of the weapons are small arms and non-lethal items such as tasers and EMP guns, and security related weapons like automatic, computer controlled guns and mines. Arasaka also makes personal armor of several types, and three vehicles.

Note: See the *Uniforms Equipment and Personnel* section for some equipment breakdowns, including several Arasaka products.

GENERAL MANUFACTURING

Another thing Saburo did in the post-crash expansion was rebuild Arasaka's general manufacturing and heavy industry holdings. With many other manufacturing companies and combines knocked out by the collapse there was a huge bounty of floundering companies, mothballed factories and excess raw materials available at bargain basement prices. Under Arasaka's skilled management these new holdings were transformed back into profitable ventures, manufacturing items from commercial airliners to medical equipment to toys. Unlike the weapons and security equipment, most of the items manufactured and sold by these second generation subsidiaries don't sell under the Arasaka name, but under their original brand names or under the names of other Arasaka subsidiaries. Nonetheless, they are part of the web of corporate ownership spun by Saburo, and integral components of the Arasaka empire. With the power and income generated by weapons and general manufacturing, Arasaka Manufacturing is one of the three core companies of the Arasaka Corporation.

BANKING

The last core section of the Arasaka Corporation is the Arasaka Bank. The Bank is not widely visible to the public because it tends to deal exclusively with corporate and business accounts. The Arasaka Bank was established by Saburo, with help from his government contacts, in order to exploit the Japanese economic growth boom that he was predicting for the nineteen-sixties, seventies and eighties. The bank used a portion of the sizable Arasaka fortune in order to establish a capital base. Then, starting small and working up, it began taking corporate accounts, and, under the genius of Saburo's guidance, making high quality

loans and investments with corporations destined for growth and expansion.

Under Saburo's expert touch, the Bank has turned a steady profit since its inception. Saburo's choice of loans and investments allowed the bank to remain on an even footing, even during the early nineties when several Japanese financial institutions were on shaky ground. There was a tight period during and after the '94 crash when several supposedly choice loans and investments went bad, but a little foresight enabled the Arasaka Bank to survive with minimal financial damage while many other institutions went bankrupt. Adroit management in the post-crash market kept the Bank turning a profit through those tough years.

Now, in 2020, the Arasaka Bank continues to do good business. Saburo was one of the first people to invest heavily in the cybernetic and Net related industries, and the returns from those transactions have padded the Arasaka accounts quite well. The Bank continues to deal primarily with corporate accounts, loans and investments, but it does handle some personal accounts, including those of the Arasaka family and several wealthy businessmen, celebrities and politicians from around the world. So far, business shows no sign of slacking.

SABURO'S PLAN

Saburo's goal is simple; he wants Japan to re-ascend to imperial glory, exerting its military and economic power freely across the Earth and in space. He also wants a return to the conservative values of personal honor, duty and imperial piety in his homeland. Saburo is, however, a progressive thinker. He foresaw the dawn of the information age when he took control of the Arasaka Corporation, and he knew that in order to achieve his goals an information age weapon would be necessary. Saburo has fashioned the Arasaka Corporation into that weapon.

Simply due to its size and wealth, the Arasaka Corporation wields a tremendous amount of power through financial control and political special interest. Since legitimate power, no matter how widespread, was still not enough for Saburo to achieve his goals, he has been spreading his personal influence across the world by nefarious means since he first took control of Arasaka. The first black operations were running within a month of the death of his father.

Saburo's most effective tool is the Security Arm of the corporation. It is the most potent information gathering operation on earth, far surpassing the capabilities of other

corporations and national governments. The sad fact is, you can't hide your secrets from the people you've hired to protect them. Arasaka's sterling record in security, and the subtle means by which it applies the information it acquires have all but prevented any detection of its activities. Deep under the Arasaka Research Complex, on the rocky shores of northern Honshu Island, is a tremendous database in which is stored all of the information that Arasaka has had access to through its thousands of security contracts. Also in that database is all information obtained by industrial espionage, surveillance and company black operations. Teams of trusted analysts work on the database twenty-four hours a day.

Saburo does not go around blithely selling other corporation's and individual's secrets to each other, that would lead to quick discovery, exposure, and the ruin of Arasaka. Instead, he uses his illicitly attained data in the most subtle of ways, influencing his business decisions, investments, and application of force based on trends and developments he sees in other corporations and organizations. With speculation unnecessary, Saburo is able to guide acquisitions, investments and black operations with unerring accuracy. He uses dummy corporations to run many of the transactions, further obscuring the link to Arasaka. By this means, Saburo and the Arasaka board of Directors continue to consolidate the corporation's power worldwide. This process has been continuing since the early 1970s, but it skyrocketed in the post-collapse, information based, deregulated world.

The Arasaka Bank has also proved an effective tool for Saburo's influence peddling. Many struggling corporations and individuals have provided Arasaka with key information, or performed services of a questionable nature for the corporation in gratitude for a key investment or a low interest loan. In addition, the bank is an important part of the money laundering system by which Saburo is able to disguise financial connections between Arasaka and its dummy corporations. Shrewd management by Saburo's executives, and a little private influence, has kept all of the bank's illicit activities above government scrutiny.

The third tool used by Saburo to expand the corporation's influence is black operations, including extractions, assaults, assassinations and blackmail. Most of these are connected with the Security arm of the corporation, and are performed by operatives trained in that branch. Blackmail and bribery are by far the most common means used by the corporation's black ops department. Arasaka's sur-

veillance and countersecurity capabilities have enabled its operatives to unearth dirt on prominent politicians, spiritual leaders and corporate executives across the world. Usually, the price demanded is not money, but actions that will benefit some Arasaka interest somewhere. The corporation always takes pains to make sure that there is no direct connection between these types of operations and the Arasaka name. Although corporate warfare and black ops are commonplace in 2020, Saburo wants to ensure that no one outside of the corporation's inner circle figures out his master plan, or discovers just how far Arasaka's influence extends.

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Occasionally someone puts the pieces together and gets a clue as to the true nature of Arasaka's goals and power. When the corporation gets wind of someone sniffing around in the wrong place, or when someone finds out something they shouldn't, the local Arasaka office will arrange for them to have an accident. If it is a particularly sensitive mission the home office in Tokyo will be contacted to prep a special operation to deal with the problem. By and large, most local offices are more than adequately equipped and staffed to handle such tasks.

Typically, great pains will be taken to see that a black operation is not connected with Arasaka unless, as sometimes happens, the corporation wants to make an example of the target. There are, however, times when Arasaka goes out of its way to advertise its involvement in an operation. This is usually when it is retaliating against some person, group or other corporation that has publicly infringed against it. Arasaka also has a policy of visibly assassinating individuals and assaulting corporations that breach security at installations protected by Arasaka contracts. In these situations Arasaka is powerful and ruthless, maintaining its reputation as a persistent and deadly adversary.

Arasaka's black ops and political and financial influence have come of age in the world of 2020, giving the corporation far reaching influence across the world. Hundreds of influential politicians and agents at all levels of government and in every important country in the world are in Arasaka's pocket. Thousands of influential and wealthy private citizens, police departments and corporate executives are also under Arasaka's control, some willingly, some under duress. Saburo and the Board of Directors in Tokyo have been using these puppets to further the Arasaka master plan of Japanese economic and military dominance. In Japan, the constitutional clause prohibiting large scale armament was trashed in 1996 by Arasaka owned politicians. Saburo has been working on the reconstruction of national armed forces ever since. Other ultra conservative corporate leaders, many under Arasaka influence, are also taking up that cry. Arasaka already has more financial power in the industrialized world than any other single corporation. If weren't for other corporate alliances arrayed against it, it might be the single most powerful factor in 2020.

Within the corporation only Saburo, his sons, the hand picked board of directors and a few select analysts, executives, and operatives know the true extent of Arasaka's goals and influence. Among employees information is distributed on a strictly need-to-know basis. The highest priority for Arasaka employees is loyalty. This is especially true in the Security arm where most of the sensitive operations are handled. Arasaka Security agents will lay their lives on the line for the corporation first and the client second. Troops are required to demonstrate unquestioning obedience when they are dispatched on missions, although they must use initiative and intelligence on assignment or in action. Agents and executives who show signs of wavering loyalty, or fail badly in their assignments are dismissed. Those who betray the company, or cause it damage are eliminated.

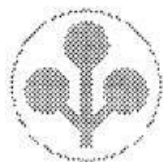
ENEMIES AND ALLIES

Predictably enough, Arasaka has many enemies throughout the world. These range from other corporations who compete against Arasaka for business or have fought with it, to powerful individuals who suspect that their black-mailers are connected with Arasaka, along with law enforcement agents around the world who suspect the extent of Arasaka's illegal operations.

Among the corporations that Arasaka has conflicted with are Infocomp, which has investigated Arasaka's history and holdings several times for their database, Network News 54, which has lost several reporters who were investigating Arasaka for exposes, and Militech, who competes with Arasaka in the world of security hardware and weaponry. Infocomp is tiny compared to Arasaka, and receives little attention. Arasaka avoids direct confrontation with Net 54 and other news services in order to minimize negative publicity. Militech and Arasaka, however, have come to blows several times, and continue to fight regularly. Law enforcement agencies are frustrated not only by the demise of their agents, but by the skill with which Arasaka conceals its conflicts of interest and illegal operations. In addition to keeping their black transactions and operations extremely covert, Arasaka has made sure that for every one of those secret, illicit operations there are tens of perfectly legal, high profile transactions and projects to keep the world's attention.

One perpetual thorn in Saburo's side is the Tycho mass driver on the moon. Few people have forgotten the rock that dropped onto Colorado Springs during the orbital wars of 2008. Saburo knows that if Arasaka is ever to steer Japan into its destiny of conquest on earth and in space he will eventually have to subjugate or destroy the mass driver. He has no doubts that the Tycho colony would shoot a rock right into the Arasaka headquarters in Tokyo if its leaders thought that the corporation, or the country under its guidance, was a threat to space.

Despite long odds and widespread adversaries, the ancient Saburo continues to work for the fulfillment of what he sees as the ultimate destiny for his corporation: to bring about the rise of a new Imperial Japanese Dynasty under the name Arasaka.



SABURO ARASAKA



Although he is ancient and physically decrepit, Saburo Arasaka remains the genius he was in his younger years. Consequently, he has never relinquished his control over the Arasaka Corporation. His eldest son is Chief Executive Officer, but Saburo remains chairman of the board and the true power behind all major corporate decisions.

Due to his advanced age of 101, Saburo is confined to a wheelchair. Doctors have informed him that his body can stand no further cybernetic or organic replacement. As a result, he seldom leaves the Arasaka family compound near Tokyo, and he never ventures outside of his beloved Japan. He makes occasional trips to the Tokyo headquarters and to the research facility in northern Honshu, but most of the time when he participates in board meetings and executive conferences he does so via two-way holographic projection or in a braindance universe where he appears as a feudal Japanese lord. Often, his eldest son Kei serves as intermediary. Saburo's private office at the compound has

a terminal linked with the R&D computer. From this he can consult the database or the analysts who work on it.

Saburo is megalomaniacal and obsessed. He considers himself the most adept man to have ever lived, and sees it as his duty to elevate Japan to what he sees as its former glory. To this end he works tirelessly. Some in his family believe his dedication to his task is what keeps him alive. Saburo concentrated so hard on building his empire that he did not even begin having children until he was in his sixties. He believes firmly in traditional Japanese values and enforces them rigidly at the compound. He also maintains a classical decor there, shunning any non-functional modern appointments.

Saburo intends to have his personality downloaded to an AI at the moment of his death. The equipment to do this stands ready twenty-four hours a day at the Arasaka Headquarters infirmary in Tokyo. A special team is on call to transport Saburo if he becomes ill, or suffers any sort of trauma.

ROLE: Corp.

STATS: INT 10, REF 3, TECH 4, COOL 10, ATTR 2, LUCK 5, MA 1, BODY 3, EMP 8/5, SAVE 3, BTM-1.

SKILLS: Resources 10, Personal Grooming 4, Wardrobe and Style 4, Intimidate 7, Leadership 6, Education and Gen Know. 10, Expert International Business 10, Expert Economics/Stock Market 10, Expert History 8, Library Search 7, English 5, Elect. Security 8.

CYBERWARE: Basic processor, chipware socket, data-term link, nanosurgeons, basic cyberoptic, Times Square Marquee, basic cyberarm, cyberaudio, phone splice, scrambler, bug detector. Relies on powered wheelchair.

KEI ARASAKA

Heir apparent to the Arasaka empire, Kei is Saburo's eldest son, and most trusted confidante. Kei has been rigorously schooled and groomed to inherit the corporation. His expertise in matters of business, finance and investment is second only to his father's. Although Saburo still makes the most critical decisions, Kei, at age 40 is already official CEO of the corporation, and he has many years of executive experience under his belt. Kei is fully aware of his father's methods and



the scope of the corporation's power. He shares in Saburo's nationalistic dreams and has every intention of following them through after his beloved father dies.

Kei is not as driven as his father is, but he is calculating, cold and efficient. Whereas Saburo's spirits rise and fall with the fortunes of his brainchild, Kei maintains a detachment he considers imperative to objective decision making. The only time Kei demonstrates any emotion is around his family and most trusted friends. Kei is devoted to his father and younger half-sister and does his best to ensure their happiness and comfort at all times.

While Saburo is a virtual prisoner of the Compound, Kei travels the world and near orbit ceaselessly, arranging meetings, consolidating business and making contacts. He always travels under heavy escort. Kei is, as yet, unmarried, although he knows he'll need an heir eventually.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 2, COOL 10, ATTR 8, LUCK 3, MA 7, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Resources 10, Personal Grooming 5, Wardrobe and Style 8, Leadership 6, Social 4, Awareness 2, Education and Gen Know. 7, Expert Economics/Stock Market 8, Expert International Business 8, Expert Administrator 5, English 6, Library Search 5, Handgun 4, Karate 3.

CYBERWARE: Basic processor, chipware socket, data-term link, smartgun link, subdermal armor, nanosurgeons, basic cyberoptic, Times Square Marquee, targeting scope, basic cyberaudio, phone splice, scrambler, bug detector, voice stress analysis.

HANAKO ARASAKA

Conceived when he was eighty, twenty-one year old Hanako Arasaka is Saburo's youngest child, and the apple of his eye. Hanako was born to Saburo's third and last wife, Michiko, who died shortly thereafter due to complications caused by the birth.

Saburo was charmed by his little daughters stunning beauty, and he decided to raise her in the sheltered confines of the compound to protect her from the scarring traumas of life in the exterior world. Hanako received her schooling at the compound through trusted tutors. Although she is a grown woman now, Hanako still only leaves the compound about once a month, and then only under heavy escort. Cut off from the outside world, she learned how to travel and explore the Net instead. Saburo made sure that Hanako was never made aware of the darker side of the corporation, but, through her Net explorations, Hanako is just beginning to suspect the horrible truth.

Hanako is a sweet, intelligent woman. She has been chafing under her father's well meaning restraint for several years, but she has not voiced her complaints. She knows that her father wants to arrange her marriage in order to solidify a corporate alliance, but she secretly dreads the day it happens. Hanako does not want to hurt her father, but she has sworn to live an independent life after he dies. Hanako's relationship with Kei is strained. Kei dotes on Hanako, but she finds him cold and threatening.

ROLE: Netrunner.

STATS: INT 8, REF 9, TECH 5, COOL 4, ATTR 10, LUCK 2, MA 5, BODY 7, EMP 9/8, SAVE 7, BTM -2.



SKILLS: Interfaces, Personal Grooming 6, Wardrobe and Style 6, Human Perception 3, Social 6, Awareness 4, Education and Gen Know. 4, System Knowledge 6, English 4, Programming 7, Dance 5, Aikido 6, Play Koto 7.

CYBERWARE: Basic processor, interface plugs, chipware socket, basic cyber eye, Times Square Marquee. Cyberdeck.

YORINOBU ARASAKA

The day after 21 year old Yorinobu Arasaka graduated from Todai, Saburo brought him to his private chambers at the compound. There he explained to his youngest son the true nature of the Arasaka Corporation. Rather than agreeing with his father's vision, as Kei had, Yorinobu was secretly appalled. That night, after a celebratory dinner given in his honor, Yorinobu slipped out of the compound and vanished into the Tokyo night.

Now, four years later, Yorinobu has gathered about him a cadre of tough Tokyo nomads: *Kotetsu no Ryu*...the Steel



Dragons. Together, they have sworn to expose and destroy Arasaka. At night they prowl the canyons of the city, harassing Arasaka men and unearthing information on Arasaka black operations. Yorinobu's knowledge of Arasaka facilities and corporate procedures gives the Steel Dragons some advantages, but they still lack the power or information to make serious headway against the corporation. Yorinobu is, however, able to tread the world of the street and the corporate tower with equal facility. When he is not riding with his men, he is travelling the world, meeting with other enemies of Arasaka, looking for funds and equipment. Slowly but surely his operation is growing.

Saburo is greatly saddened by his youngest son's disloyalty and acknowledges that Yorinobu must be destroyed. Kei, who hates Yorinobu for his defection, has sworn to kill his half-brother. Hanako, on the other hand, still loves her brother. Yorinobu was Saburo's only other child by Michiko, and he has always felt a special bond with his sister. Although Hanako is unaware of it, he has sworn to free her from her father's clutches. Once a month Yorinobu and Hanako secretly communicate through the net, reaffirming their fraternal love for one another.

ROLE: Rockerboy.

STATS: INT 9, REF 8, TECH 4, COOL 8, ATTR 9, LUCK 6, MA 7, BODY 7, EMP 8/6, SAVE 7, BTM -2.

SKILLS: Charismatic Leadership 8, Personal Grooming 2, Wardrobe and Style 4, Oratory 5, Streetwise 7, Social 4, Persuasion and Fast Talk 5, Awareness/Notice 6, Education and Gen Know. 4, Hide/Evade 5, English 3, Handgun 6, Submachinegun 2, Stealth 3, Driving 5, Aikido 5.

CYBERWARE: Basic processor, Kerenzikov level 1, smartgun link, data-term link, interface plugs, chipware socket, basic cyberoptic, Times Square Marquee, targeting scope.

Note: Yorinobu is a rockerboy in the rabble-raising, charismatic leadership sense, not a musician.

SHINTARO TAKAYAMA

Reputed to be descended from *ninja* lines, fifty-two year old Shintaro Takayama is director of security at the Arasaka family compound and personal martial arts trainer to the Arasaka family. He also developed the personal combat section of the Arasaka troop training regimen. Shintaro has long been a vassal of Saburo, and is trusted with many of the Arasaka Corporation's secrets. Shintaro owes his life to Saburo and is very loyal.

Shintaro lives at the Arasaka compound. When either Saburo or Hanako leaves the compound Shintaro accompanies them. If they travel separately, but at the same time, Shintaro goes with Saburo and Katsuo Iwashima, weapons specialist and second in command of compound security, escorts Hanako.

Shintaro is enamored of Hanako and treats her as if she was his own daughter. Any threat to her is taken most seriously by Shintaro. Hanako is aware of Shintaro's loyalty, and considers him, next to Yorinobu, her most trusted friend. She loves to listen to Shintaro spin tales of ancient Japan. Shintaro, like Saburo, is a traditionalist. Unlike Saburo, Shintaro eschews all cybernetics.

ROLE: Solo.

STATS: INT 8, REF 10, TECH 5, COOL 10, ATTR 4, LUCK 3, MA 6, BODY 9, EMP 7, SAVE 9, BTM -3.

SKILLS: Combat Sense 9, Endurance 5, Strength Feat 4, Resist Torture/Drugs 5, Intimidate 4, Awareness/Notice 7, Expert Martial Arts (history and Lore) 10, Expert Japanese History 8, Expert Security Procedures 5, Expert Storyteller 6, Hide/Evade 9, Stealth 7, Shadow/Track 6, Wilderness Survival 7, Athletics 6, Fencing (Japanese Style Swordsmanship) 8, Stealth 8, Electronic Security 6, Handgun 1, Karate 8, Aikido 9, Melee 7.

CYBERWARE: None.

Note: Player characters would do well to tread lightly around Shintaro if they encounter him, as he is one of the most dangerous men they will ever meet.

KATSUO IWASHIMA

Katsuo is Saburo's young weapons expert and second in command of compound security. Katsuo is a fiery young man, consumed with his job and his duty. He considers Shintaro a hopeless anachronism and covets Shintaro's job as chief of compound security. Katsuo is, however, smart enough, however, to treat Shintaro with open respect and deference.

Katsuo is secretly in love with Hanako but he keeps his feelings hidden. He knows that if word of his emotions got out, he would be discharged by Saburo and possibly damaged by Shintaro.

ROLE: Solo

STATS: INT 6, REF 9, TECH 8, COOL 6, ATTR 8, LUCK 5, MA 9, BODY 7/9, EMP 8/4, SAVE 9, BTM -2.

SKILLS: Combat Sense 5, Personal Grooming 2, Wardrobe and Style 4, Intimidate 3, Awareness/Notice 6, Expert Weapons Systems 6, Expert Security Procedures 5, English 3, Driving 3, Handgun 7, Rifle 8, Submachinegun 5, Heavy weapons 6, Demolitions 5, Electronics 3, Electronic Security 6, Weaponsmith 5.

CYBERWARE: Basic processor, Sandevistan speedware, vehicle link, smartgun link, interface plugs, chipware socket, muscle and bone lace, basic cyberoptic, Times Square Marquee, targeting scope, infrared, image enhancement, basic cyberaudio, amplified hearing, phone splice, level damper, chrome right cyberarm with toolhand.

BASIC ARASAKA GUARD/SOLDIER

These are the typical, black uniformed Arasaka guards and soldiers seen around the world.

ROLE: Solo.

STATS: INT 6, REF 8/?, TECH 5, COOL 8, ATTR 6, LUCK 5, MA 7, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Combat sense 5, Awareness/Notice 5, Expert Security Procedures/Soldier 4, Expert Specialty Security Ops/Combat Skill (i.e. Maritime Security for guard, Demolitions for soldier) 3-5, Local Language 1-6, English 2-8, Athletics 3, Handgun 4, Submachinegun 5, Rifle 4, Karate 4, Stealth 4, Elect Security 3, First Aid 3.

CYBERWARE: Various

VARIATIONS: For Special Ops Troops/Solos: INT 8, REF 9, COOL 10, Combat Sense 6, Awareness/Notice 6, two specialty skills 4-8, +2 to weapons/martial arts skills, +6pts in various other skills.

BASIC ARASAKA CORP

These are the men and women that fill the Arasaka towers, and whom the players are likely to bump heads with out on the streets. Much of the communication that takes place between the corporation and players will be through executives such as these...undistinguished, unmemorable, just efficient cogs in the machine.

ROLE: Corp.

STATS: INT 7, REF 7/?, TECH 5, COOL 7, ATTR 6, LUCK 5, MA 6, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Wardrobe and Style 3, Education and Gen Know. 4, Local Language 2-8, English 2-8, Expert Arasaka Corporation 3, Expert Executive 5, Pistol 1-5, Karate 1-5, One Specialty Field (i.e. security or logistics or accounting or advertising/PR,, etc.) 3-8.

CYBERWARE: Various.

Note: This is supposed to serve as a framework. GMs may want to tailor the skill levels and equipment of the guards and soldiers to the levels and abilities of their players, or to their particular campaign conception.

NON-KEY INDIVIDUALS

Other NPCs that GMs may wish to design and implement into their games are: powerful regional executives and security directors for whatever areas their player characters are operating in, basic guards and agents for the power level of the game, local police officials and agents for corporations working against Arasaka and Arasaka deep cover agents that the players might encounter. These characters are left to the GM to design as they should be tailored to the individual game or campaign.

CURRENT MARKET STRATEGY

Arasaka may ultimately be no more than a tool for Saburo's grand scheme, but in the meantime it has to function, at least partially, as a legitimate and profitable corporation. In order to do this it has to consistently sell its services to the professional community. All of Arasaka's advertising is designed and managed in-house by special departments, tailored to individual nations and regions, and run from offices in the towers. The Tokyo office handles international advertising and public relations. There are discreet tactics for marketing the three core branches of the corporation.

ARASAKA SECURITY

Arasaka's most profitable and widespread division is its Security arm. The Security arm is also Saburo Arasaka's most functional tool. Consequently, most marketing effort is concentrated upon the sale of security services and contracts. The key factor in the marketing of those security services is Arasaka's continuing reputation for excellence. Rated number one in the protection of property and proprietary information by "C" Magazine¹, it is widely accepted that there is no one better than Arasaka in the business of contract security.



General director's meeting L to R: L. Matsumoto, H. Mikimoto, Y. Tomino, M. Nagano, A. Otomo, B. Terasawa, M. Anacleto, K. Sonoda

There are several reasons why Arasaka continues to maintain an outstanding reputation. First, it really is the best in the business. Despite the inflated claims of some other security services, it is widely known that there is Arasaka and then there is all the rest. The only reason why anyone would use another service, assuming they had no in-house security, is because they are enemies of Arasaka or because they can't afford Arasaka. ("You get what you pay for" has always been the firm belief of most corporate insiders.) Fortunately for some, there are enough individuals and organizations who fall into one of those two categories to keep Arasaka's legitimate competition afloat.

The second factor keeping Arasaka's name on top is the limited guarantee that comes with every security contract: if security provided by Arasaka is ever breached or if Arasaka manufactured security hardware fails to perform as warranted the Arasaka Corporation will compensate the client for the full value, as assessed by Lloyd's of London, of all materials and information removed or compromised. The guarantee is void if the breach can be traced to the failing or interference of the *client's* employees, or if the breach is due to the failure of non-Arasaka equipment. For

bodyguarding contracts the Arasaka Bank insures the life of the client for between one million and 100 million Eurodollars, depending on the contractee. The full text of the guarantee is thirty pages of 2020 legalese but Arasaka seldom refuses to honor its promise.

The third facet of Arasaka Security's reputation is the corporation's penchant for hunting down and killing people responsible for breaching its contracted security installations. Whether the transgressors are mercenaries, solos, cops, or agents from other corporations, Arasaka will, if at all possible, exact retribution from them.

As far as actual advertising goes, Arasaka tends to actively market its security services in two different ways: general visibility and upscale promotion. The general visibility campaign is designed to make sure that the populace-at-large is constantly reminded of the scope of the Arasaka Corporation. This involves large numbers of billboards, motionboards, holo-ads, network promo spots, and signs that feature little but the corporate logo, and possibly a short motto. Advertising of specific services is left to high-end periodicals and information systems largely exclusive to specific target audiences. Ads touting the commercial security services appear on corporate computer nets and in periodicals such as "C" Magazine. The ads tend to be minimalist, relying largely on reputation. Ads for the bodyguard services are more stylish and text oriented, featuring glossy photos and details of options. Depositions from famous persons who use Arasaka bodyguards are sometimes included.

Corporations or individuals who are intrigued by the ads can request a free prospectus detailing the services they are interested in. The prospectus is a multi-media presentation that can be ordered in optical disk with brochure, braindance or virtual reality form. A knowledge skill chip containing a list of the Arasaka Security's services, options and prices is also available for 100 eb. (+3 Knowledge of Arasaka Security Services Available.) The chip contains no information usable for penetrating Arasaka security. It is intended for use by corporate executives who want to contract from Arasaka and need to make presentations to their superiors.

THE ARASAKA BANK

The Arasaka Bank advertises only in corporate periodicals. Its services are exclusive enough not to require widespread publicity. Information on financial services can be obtained by appointment with the corporation only, and is not available on any publicly available information retrieval system.

More often than not, the Arasaka Bank directly approaches people and organizations that it wants to business with.

ARASAKA MANUFACTURING

Arasaka Manufacturing advertises in a fashion similar to the security arm: in periodicals and information nets tailored to specific target clientele. Weapons systems are promoted in police periodicals and military journals and security equipment is advertised in electronics magazines, corporate journals, and publications serving wealthy individuals. As with the security services, multi-media presentations and chips are available detailing the advantages of all Arasaka manufactured systems. No sensitive or proprietary information is included with the presentations or chips.

Arasaka does not usually interfere with the individual marketing tactics of its smaller subsidiary companies, but it does monitor promotions and advertising campaigns to make sure that they fall within the broad guidelines established by the corporation.

PUBLIC RELATIONS

Public relations has always been somewhat problematic for Arasaka. The corporation suffers under an image of brooding, ominous power. Jokes are made about Arasaka's omnipotence and omnipresence, but there is a ring of truth that drains the humor from these witticisms. Arasaka has attempted to cast the best light possible on itself, extolling the virtues of its security department, touting the philanthropic work of the bank, and explaining how its manufacturing arm and subsidiaries form the backbone of an economically sound Japan. True as this might be, it has not helped much to overcome the dark images associated with the corporation. There are too many rumours and memories adrift in the public consciousness. Nor does the company's somewhat intimidating public appearance do anything to endear it to the public. People will respect Arasaka, people will need Arasaka, people will occasionally thank God for Arasaka, but there will always be an undercurrent of fear tempering their attitude towards the corporation.

1 "C", The Magazine for the Corporate Executive. Twelve issues a year detailing current styles, services and equipment available to the successful corporate exec, with articles on successful companies and interviews with prominent corporates. Only 112 eb. a year. On disk, chip or paper. *Not* available at news stands.

UNIFORMS, EQUIPMENT AND PERSONNEL

As one might expect, Arasaka has definitive rules and policies guiding corporate dress, uniforms and equipment. There is little freedom for variation except in the uppermost echelons of the corporation, and amongst bodyguards and undercover operatives. Employees of subsidiaries owned by Arasaka but not bearing the Arasaka name are not required to conform to the same standards as employees of Arasaka itself. Except at the family compound, where all the security is male, Arasaka guards, soldiers, and agents can be either gender and any race.

EXECUTIVES

For corporate executives and staff the watchword is *conservative*. Expensive is permissible, but ostentatious is frowned upon. Arasaka defers to the styles of the times, but only within the borders of what the home office considers tasteful. Men and women may wear suits and ties, preferably with dark colors. Women may wear skirts and dresses, but sexually provocative attire is tolerated only in the lowest echelons of the corporation, and then only to a certain extent. There are exceptions for special circumstances. Corporate officers, both male and female, are expected to dress in a manner befitting their position. Although it is not required, most executives wear a silver Arasaka logo pin on the left lapel, and those executives who used to be soldiers wear a silver chrysanthemum pin with the Arasaka logo superimposed. Most visible cyberware is considered acceptable unless it covers the face.

All white collar Arasaka employees receive an Arasaka company account Trauma Team card as part of their benefits. When off the job and away from company infirmaries they are required to keep this card on their person at all times. Arasaka also manufactures its own portable computers and weapons, and it is considered poor taste to use non-Arasaka equipment when company-made products are available.

When Arasaka executives require a sidearm they use the Arasaka WSA pistol. The company cars and limousines are obtained through a special service exchange contract with Toyota/Lexus. Arasaka retrofits these automobiles to security standards.

CORPORATE GUARDS

Guards are the most visible manifestation of the Arasaka Corporation. Consequently, Arasaka usually makes sure that their guards are immediately recognizable. Guard uniforms and equipment vary depending on the assignment, but the typical non-undercover Arasaka guard wears the black uniform considered so ubiquitous in the corporate world. This consists of black boots and gloves, a black jumpsuit, a black armor vest (SP 18, torso only, EV +0) and a black cap with the Arasaka logo in silver. The guard's rank appears on the left arm and right collar wing, and the Arasaka logo on the right arm and left collar wing.



All guards carry an equipment belt including a company Trauma Team card, a belt-pack for the standard issue headset communicator, a mini light, a monoknife, identification, handcuffs, and an Arasaka WSA pistol with three magazines. Optional equipment on guards may include more extensive body armor, nightsticks, the Arasaka Assault Shot 12, the Arasaka WAA assault rifle, or the Arasaka WMA (Minami 10) sub-machinegun. Uniform variations include plain clothes or various camouflage motifs. Special client requests are also honored but are too numerous to list. Equipment variations include special weapons such as grenade launchers, flechette

weapons, or non-lethal weapons, and special items such as night vision goggles, EMP guns and cellular communications. Cybernetic options are permitted on guards except when prohibited by a client. Guards can earn cybernetic enhancement from Arasaka by meritorious service, loyalty, and recommendation. They can also purchase cybernetics on their own, if they can afford it.

CORPORATE SOLDIERS

The basic uniform for the Arasaka soldier is similar to the guard outfit, but soldiers wear their names on their uniform breasts and have a chrysanthemum logo above their rank markings. In combat, soldiers also wear more extensive body armor than the standard guards, including visored helmets (SP 20, EV +0, flash protection), armor on the torso and arms (SP 18, EV +1), and special trousers (SP 4, EV +0). All Arasaka soldiers are promoted from the guards. This is the reverse of some other corporations, such as IEC, whose soldiers consider guard duty a promotion.

Arasaka soldiers use many of the same items as the guards do, but they also have wider access to more specialized equipment such as heavy weapons, vehicles and so on. For use in special operations, many are also fitted by the corporation with custom cyberware. Among the equipment used by Arasaka soldiers are the AV-4, the V-24B Osprey combat variant, the Sternmeyer M-5A squad automatic weapon, and various specialized explosives and exotic weapons. Soldiers tend to forego the monoknife in favor of metal blades, which hold up better under battlefield conditions.

BODYGUARDS

Arasaka bodyguards dress however the client requires it and carry whatever equipment the client is willing to provide or lease from Arasaka. This leads to tremendous variation as Arasaka provides bodyguard services for all sorts, from heads of state to rock stars. Almost all Arasaka bodyguards, male and female, are distinguished ex-soldiers.

SPECIAL AGENTS

Arasaka special agents can requisition whatever uniforms, resources and equipment they deem necessary to accomplish their mission. This equipment is usually not traceable to Arasaka. Arasaka maintains a large stock of weapons and equipment manufactured by other companies and purchased by dummy organizations for use by special agents and strike teams in black operations. As with bodyguards, most special agents are former soldiers who have distinguished themselves and been promoted and retrained.

SERVICE EMPLOYEES

Arasaka service employees suffer the most stringent guidelines of all. On the job dress for them is a uniform consisting of a baggy white jumpsuit and cap with white accessories. This is the same for all types of service employees. The only way one can tell the difference between maintenance, custodial, messenger and other service level employees is by the color and shape of the logos on their shoulders and caps, their I.D. badges, and the equipment they carry. In Japanese office buildings service employees show deference by bowing in the presence of executives. Failure to comply with this protocol can result in dismissal. This rule is not applied in Arasaka offices outside of Japan.

One unusual thing about Arasaka service employees is that, unlike those of many other corporations, they are allowed to carry weapons on the job. On some posts, they are even required to. In cases where a sidearm is required the service employees will have rudimentary security training.

VEHICLES, EQUIPMENT AND WEAPONS

Arasaka prefers to use its own equipment as much as possible. Of course, the volume of special operations run by Arasaka creates a demand for specialty equipment which falls outside the corporations manufacturing purview. The following are descriptions and stats on some of the equipment manufactured or commonly used by Arasaka executives, employees and troops. Some of this information also appears in *Cyberpunk 2020* and *Cyberpunk Chromebook*. Costs are included so that characters may purchase any of these items.

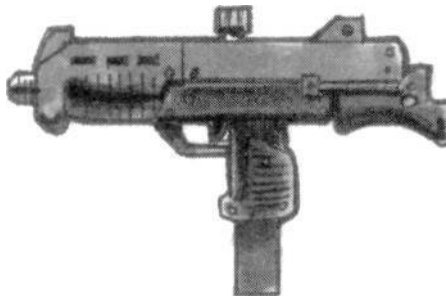
ARASAKA WAA BULLPUP ASSAULT WEAPON

A typical bullpup assault rifle. Like all Arasaka weapons, it is tough, reliable and comes chipped for smartgun use. It has an integral optical sight and can take 5, 15 or 30 round magazines. Standard issue weapon for Arasaka soldiers. 800eb
RIF +1 N C 5D6(5.56mm) 30 30 VR 400m



**ARASAKA WMA SUBMACHINEGUN
(MINAMI 10)**

The 'Minami', as seen in *Cyberpunk 2020*. Standard issue weapon for Arasaka security troops. 500eb. Also comes in a silenced option, weapons accuracy-1, concealability L. 700eb. SMG 0 J E 2d6+3(10mm) 40 20 VR 200m



ARASAKA WSA AUTOMATIC PISTOL

Standard issue sidearm for all Arasaka troops, as well as executives who want to pack a little punch. 400eb. P 0 J C 2D6+3(10mm) 15 2 VR 50m



**ARASAKA WCAA ASSAULT SHOTGUN
(ASSAULT SHOT 12)**

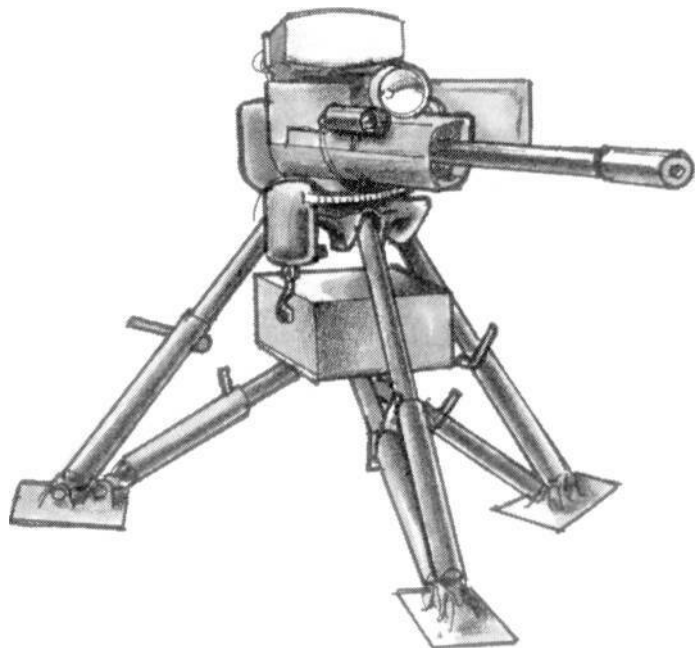
The Assault Shot 12 as seen in *Cyberpunk 2020*. A close quarters weapon common as an option among Arasaka security troops, especially in Maritime and confined situations. Also known as a 'poser hoser' because of its use by police gang squads. 900eb. SHT -1 N C 4d6(00) 20 10 ST 50m

**STERNMEYER M-5A SQUAD
AUTOMATIC WEAPON**

Arasaka does not produce its own SAW, but it purchases a fine one from Sternmeyer Waffenfabrik. The M-5A is a bipod mounted, belt fed 7.62 weapon common to Arasaka soldiers and special ops teams. Can be vehicle mounted. Fires the same belts as the WXA, cased or caseless. 1000eb. HVY -1 N R 6D6+2(7.62mm) 200 20 ST 400m

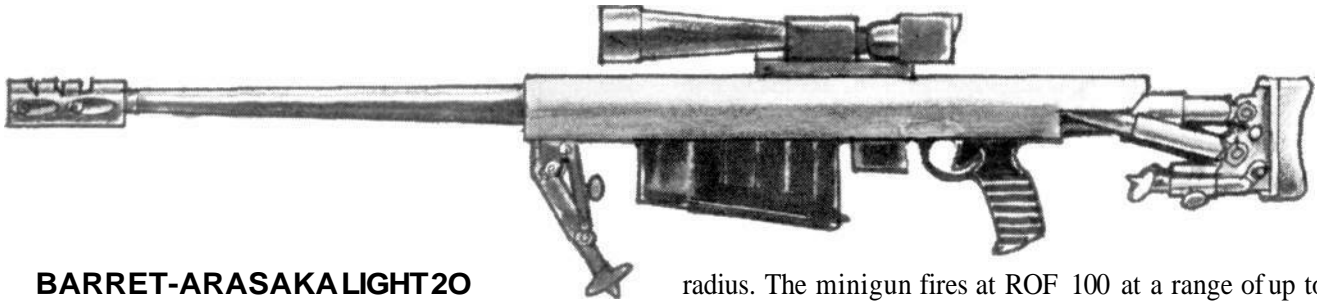
**KENDACHI
MONOKNIFE**

From *Cyberpunk 2020*. Crystalline blade combat knife. Not usable as a tool. Favored by security troops. Soldiers tend to use standard knives. 200eb. Melee +1 N R 4D6 NA 1 VR



**ARASAKA WXA
COMPUTER AIMED WEAPON**

One of the security manufacturing departments 'lethal deterrent systems', the WXA is a belt fed, computer aimed and fired machine gun. It can be programmed to key on motion or heat, fire in any arc from 10 to 360° and any range from 400m to 2m. It operates in all light conditions. The WXA requires an external power source, but its computer is integral. WXAs can be remotely monitored, aimed and triggered. The gun's to-hit roll is 10 + 1D10. It is subject to all to-hit modifiers. WXAs can be programmed to recognize friendlies if the friendlies are wearing a small IFF radio pulser. The pulser is about the size of a pen and broadcasts a code which can be set by the gun's owner. This prevents unauthorized pulsers from disarming the guns. The WXA weighs 50 kilos, is the size of a squad automatic weapon mounted on a small crate, and can be free standing or mounted in a structure. A recoil buffering system keeps the guns from shifting much when fired free-standing, but the manual recommends bolting them down as a safety measure. The guns are not designed to detach from the base or to be hand operated. 3000eb for gun, remote monitor, and 500 rds of disintegrating belt ammo (cased or caseless). RIF 0 N R 6D6+2(7.62mm) 500 20 VR 400m



BARRET-ARASAKALIGHT20

From *Cyberpunk 2020*. Long range sniping weapon common to special ops teams. Also used as a 'borg stopper by police forces. 2000eb. HVY 0 N R 4D10(20mm) 10 1 VR 450m note: heavy 20mm shell reduces armor 2pts/hit

ARASAKA RIOT 8 LIGHT URBAN ASSAULT VEHICLE

From *Chromebook*. The Riot 8 is an urban crowd suppression vehicle capable of rapidly delivering eight fully armed troops to the sight of a disturbance. The Riot 8 has a fire resistant hull and boasts 200 SDP and 30 SP Weapons include a water cannon which can deliver a stream of water over 30m, or steam over 10m, from a turret traversing 360°, and a grenade launcher on the cab which will fire a grenade 300m in a 180° arc from the front of the vehicle. Water supply is 10 minutes continuous use. The cargo area is partially enclosed, giving the troops inside 75% cover while allowing them unrestricted firing opportunities. Top highway speed: 120mph. The vehicle is cyber-capable, has a satellite uplink for remote operation, and takes a crew of two. 750,000eb.

Note: water does no damage, but resisting the flow is a strength roll vs. 17 difficulty. No actions are possible if the roll fails. If the roll succeeds, all actions are at -5. Steam is 1D6 per turn damage to exposed skin, and a Cool roll to perform actions without a -5 modifier.

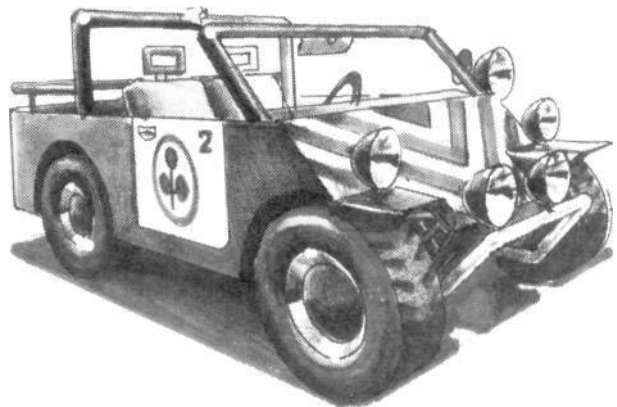
ARASAKA COMBAT 10 HEAVY ASSAULT VEHICLE

This is the Riot 8's big brother. The Combat 10 is an eight wheel all-terrain vehicle capable of delivering ten armored troops into the middle of fierce combat. The Combat 10 is cyber-capable, boasts the satellite uplink system, and takes a crew of three. Weapons are mounted in a 360° traverse turret and include a minigun and a light cannon. Troops inside the Combat 10 are fully protected, but can not fire out. The hull and turret are SDP 250, SP 50. Tires SDP 50, SP 30. The vehicle can move on as few as four tires, depending on which ones are destroyed. Top highway speed: 80mph. The light cannon fires a projectile up to 1000m. The projectile does 8D6 over a circle with a 5m

radius. The minigun fires at ROF 100 at a range of up to 500m. Treat it as an area effect weapon. The operator attempts to hit a 3m area. Any exposed characters in that area take 1-10 6D6+2(7.62) hits unless they make a phenomenal dodge roll. The minigun has a 5000rd capacity and is ST reliability. Beware, it will kill characters. As if this wasn't enough, the Combat 10 also has smoke and gas ejectors, and takes a squad automatic weapon on a coaxial mount by the commanders turret hatch. 1,500,000eb.

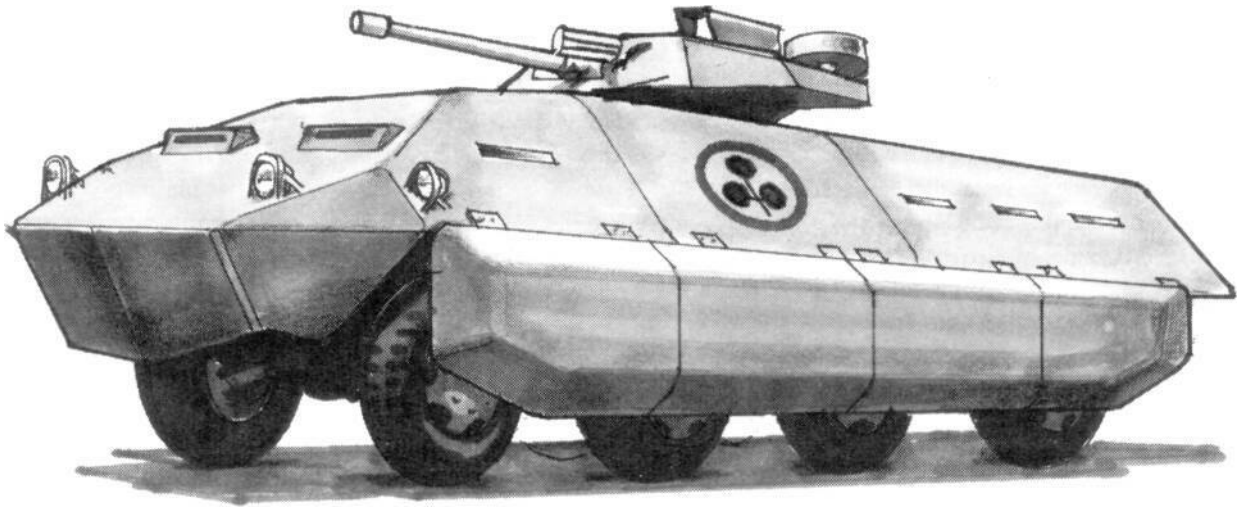
ARASAKA KUMA LIGHT TROOP VEHICLE

The *Kuma* (Bear) is a small, four wheel drive vehicle, similar to a jeep, and favored by security troops and soldiers alike. It seats four, and has a roll bar with a coaxial mount for a squad automatic weapon and fittings for floodlights. Agile and fast, it is a favorite item for urban solos who need a vehicle that can handle ruined neighborhoods impassable to more luxurious cars. Top highway speed: 90mph. Occupants are only at 25% cover. SDP50, SP20. 15,000eb. Available to the public.



LEXUS ZS-5000SR (SECURITY RETROFIT)

This is the standard executive car for Arasakas top men. The car is delivered stock from Toyotas Lexus factory and retrofitted to security standards by Arasaka. The 5000SR, in coupe and limousine variants, sets high standards for luxury and security. The appointments are rich and impres-



Combat 10 HAV

sive, the security fittings discrete and effective. The 5000SR boasts an independent air supply (4hrs), bulletproof windows, an armored engine, body and underbody, smoke and gas ejectors, oil ejectors, solid tires, power to spare, and performance suspension. The car can drop ten proximity mines behind itself. The mines detonate when another vehicle comes within 1m, and do 6D6 damage. Body SDP 150, SP 30. Tires SDP 30, SP 20. Top highway speed: 140mph. 600,000eb. Available to the public.

BOEING C-25 CARGO AIRCRAFT

This is an eight engine subsonic jet airplane capable of hauling either 500 fully armed men, six AV-4s, four combat tens, two dismantled Ospreys, or various combinations thereof across intercontinental distances. Top speed: 600mph. Range: 8000 miles. Crew: 4. SDP 500, SP 25. High SDP is due to its enormous size. Cost: 7 5,000,000eb.

TOSHIBA PRC-10 TWO-WAY RADIO

This is the standard issue radio for Arasaka soldiers and guards. It is worn as a belt pack and uses a headset earpiece/

microphone that can be integral with a helmet. The radio can also be linked with cyber audio and video via interface plugs. The PRC-10 can broadcast and receive on ten channels, allowing for several levels of command and coordination. Transmissions are encrypted by a modular chip which can be changed in the field. The cyphering chips are locked, and will not translate unless the control display shows the correct 5 digit code. This makes for complete transmission security, even when the radios are captured. Range is about one mile, with more powerful, less mobile units available as options. Cellular versions exist too, but are not as secure. These radios are issued to guards at most Arasaka security offices and contract sites. Cost: 300eb per unit. 50eb per cypher-chip. Cypher chips can be re-encoded and are re-usable.

Also common, but not detailed here are the AV-4, the Bell-Boeing V-series Osprey type aircraft, and various large cargo planes and ships. Specialty items, such as mace and EMP guns, which should be used at the GM's discretion, are not detailed here, but can be referenced in *Cyberpunk 2020* and *Chromebook*.

OFFICES AND KEY FACILITIES

Arasakas towers, like those of many corporations, are impressive places, projecting a large part of the corporation's public face. The larger the corporation, the more their offices and towers become a beacon of wealth and image. In keeping with Arasakas monumental size and reputation, their towers are not only widespread, appearing in major cities across the globe, but standardized so they are instantly recognizable. The special facilities, such as training camps and factories, don't follow the strict image guidelines applied to the towers as they are less visible to the public

ARASAKA OFFICE TOWERS

ARCHITECTURE

The benchmark Arasaka building is the Tokyo headquarters, and that tower is more or less representative of the larger Arasaka installations around the world.

The most obvious standardization of Arasaka towers is their exteriors. They're known as the Boys In Black for more reasons than their uniforms; the towers are always black. Dark, tinted glass and black steel beams are typical. Arasaka designers eschew stone or unpainted metal. The only deviations from black surfacing are the white, backlit Arasaka logos which appear near the tops of the towers, and the landing areas and recreational terraces (see below).

The second most obvious common denominator is size. Those Arasaka towers that aren't *the* tallest building in their city are almost always *among* the tallest. Anywhere from 100 to 130 stories is common, with some of the largest towers reaching 150 stories. In these super tall towers a good portion of space is usually occupied by the headquarters of some Arasaka subsidiary corporation. Distinctive architecture is also common to Arasaka supertowers. Commonly, as in Night City and Tokyo, the split design is used. About fourth of the way up the tower splits in two. The twin spires continue up in tandem to the building's full height. The twin towers are joined at regular intervals by enclosed skyways. Most of the skyways have windows and exposed walkways on their roofs, but those between the upper floors are usually windowless for security

reasons. Both towers will usually have landing pads on them for AV series craft, Osprey type airplanes, and helicopters.

Frequently there are small landscaped areas of greenery on sheltered terraces on the towers, or on the roof of the lower section from which the split towers emerge. These areas are for recreational use by Arasaka employees, and are not open to the public. Arasaka usually maintains landscaped plazas around the base of its towers. Plazas can extend anywhere from 25 to 100 yards from the base of the tower, and are generally divided only by the main entrance concourse, various paths, and entrances to underground vehicular areas. Plazas are open to the public but tightly patrolled and regulated. Keep off the grass.

Most Arasaka towers have subterranean levels. These are not usually very deep, but they can encompass a lot of area, since they typically extend beneath the entire plaza. Underground installations can include employee parking zones, loading docks, storage areas, auditoriums, firing ranges, training areas, and other facilities requiring more room than is available in the tower.

A system of freight and personnel elevators connects all levels of the towers, subterranean and elevated. Most personnel elevators do not run to all floors. In buildings the size of its major offices, Arasaka, like most corporations, uses a system of express and local elevators. Express elevators stop every ten floors and local elevators handle the intervening area. These restrictions can be overridden in an emergency or with executive clearance.

INTERIORS AND FACILITIES

Tower interiors are elegant and well appointed. The black theme isn't as severe inside the buildings as out, although synthetic and natural black marble is common in the nicer areas of the tower interiors. Main lobbies are stylish and spacious, but functional. Decoration is a tasteful blend of modern and contemporary Japanese artwork and sculpture. Beyond the lobbies most areas tend to be designed for functional elegance, with true luxury appearing only in the upper executive areas. Generally, except for the lobby and public areas, the higher you go the richer it gets. Of course, this is true of most corporate offices, not just Arasaka. There is a great range between the simple, stark functionalism of the lower employee areas and the lavish elegance of the upper executive offices.



Arasaka Main Tower, Tokyo, Japan

Facilities inside the towers include gymnasiums, cafeterias, mechanical shops and computer engineering areas and surgery capable infirmaries staffed by company medical personnel. There are also barracks for troops and guards, coffins for lower executives and employees to sleep in if necessary, and suites and penthouses for upper level executives, special guests, and Arasaka family members who need to stay at the towers.

VEHICLES

All vehicles can be transferred between installations at the corporations whim, but typically each office has a standard complement available to it. These can include three or four Osprey type aircraft or helicopters and six to eight AV series vehicles. Usually, one or two of each can be seen parked on the roof pads of the towers, but, because of the maintenance and fuel facilities required, the craft are usually based out of a nearby airport. AV-4s can use underground vehicle areas, but rarely do so because of the difficulty of running jet engines in enclosed spaces.

Each office has a large contingent of company cars and trucks. These vehicles are stored in the underground parking areas and loading docks. Most company owned cars and limousines are dark colored Lexus ZR-5000 security retrofits, but several other makes and models are kept on hand for incognito use. Some company cars are unmarked, and some have the Arasaka logo as a hood ornament or on the license plate. Trucks range in all sizes and types, from minivans and small pickups to giant cross-country freight-haulers. In keeping with their diversity, the trucks come from several Japanese auto manufacturers, and are not limited to any single brand. Marked trucks are black and have white Arasaka logos on the doors or side panels. "Unmarked" trucks come in a variety of colors, and some have misleading markings on them.

Towers also have a variety of the Arasaka manufactured vehicles at their disposal for sales and for company use in combat action and crowd suppression. These are stored in

restricted parts of the underground vehicular areas. The number of combat vehicles on hand depend on the sales volume of the local office, as well as its history of combat and defense requirements, but typically available are fifteen to twenty Kumats, ten to fifteen Riot 8s, and about five Combat 10s. These are *combat ready* company vehicles. Vehicles prepped for sales are kept at warehouses in industrial areas, along with security equipment and weapons for sale. In a pinch, all sales equipment can be activated for combat. There are always one or two sales prepped units of the combat vehicles on hand at a tower, but these are used for advertising displays in public areas.

PERSONNEL

A tower contains the top Arasaka officials for any given region, including the National Directors and Regional Vice Presidents. Beneath the Regional VR will be the Regional Security Director, Regional Sales Director, and Regional Bank Director. Chain of command for the individual departments proceeds downwards from Region to Area, Local, District, and Site. The Tokyo tower has the offices for the corporation President (Kei Arasaka), executive vice presidents, board of directors, and other top officials. All large offices also have R&D departments for developers either not cleared for the Honshu R&D facility, or who need to work in a specific area of the world for one reason or another.

Guards and soldiers are quartered and trained at specialized facilities around the world and throughout Arasaka served countries. Sizable contingents are always billeted and maintained at major towers for purposes of on-site security, quick response and firefighting. An Arasaka tower should have between one and two hundred guards and fifty and one hundred soldiers billeted on site at any given time, although not all of those will be on duty or available. Larger contingents of guards and troops intended for client rotation are maintained in barracks located outside of major cities. Most of the soldiers and guards available will be typical contract types, but some will be elite solos.

The total number of people who work out of an Arasaka tower will be between five and fifteen thousand, but, again, not all of those will be on-site at a given time.

SECURITY

Security at Arasaka towers is, of course, rigid. Quads of armed guards and soldiers patrol twenty-four hours a day. Sensitive installations are under 24 hour manned protection. Special response teams are on call at all times, prepared to scramble in defense of the tower or any Arasaka

client requesting aid. Redundant security systems monitor computers, access, and traffic control. Netrunners are on duty at all times, scanning for intrusion from the Net. Air defense systems under computer and human control can be activated at a moment's notice. Special security centers deep in the subterranean areas of each tower monitor and coordinate the individual security systems and teams.

LOCATIONS

There are major Arasaka towers in Tokyo, Hong Kong, Bangkok, Sydney, London, Hamburg, Paris, Madrid, Rome, Geneva, Stockholm, Rio de Janeiro, Montreal, New York, Los Angeles, San Francisco, Chicago, Night City, Honolulu and Nairobi. Smaller offices exist in almost all major cities.

SPECIAL FACILITIES

RESEARCH AND DEVELOPMENT, NORTHERN HONSHU.

This is the highly secretive installation where the five customized Microtech SARTA™ supercomputers containing the huge Arasaka database (thousands of MU) are located. It is also where the most sensitive research and development of new weapons and security systems and techniques is carried out. It is a sprawling complex of three large, unmarked, three-story white buildings. The buildings sit in the center of 5000 fenced acres of non-arable coastal land procured from the government after the world economic collapse of the 1990s. A subterranean structure extending five levels beneath the earth links the three buildings.

**IT'S NOT RARE TO FIND
A FEW MAIN BATTLE
TANKS OR EVEN A
FIGHTER PLANE OR TWO
PRESENT AT ANY
GIVEN TIME.**

If security at the towers is high, security at the R&D site is hellish. The surrounding land is mined and monitored and patrolled by crack teams of soldiers accompanied by attack dogs. Military air defenses monitor the skies for unauthorized traffic. Veteran quick response teams led by experienced solos are on call 24 hours a day. A total of 150 soldiers are billeted on site and available at all times. In the event of an emergency, more troops can be parachuted in from the Hokkaido training facility within 45 minutes. More than one curious youngster from the nearby fishing village has disappeared without a trace after going on an exploration of the hills surrounding the R&D facility.

THE HOKKAIDO TRAINING CAMP

Nestled in the cold wilderness of the forested mountains of central Hokkaido is Arasaka's main troop training facility. There, on a wide expanse of inhospitable land, several thousand potential guards, soldiers and agents go through tough courses in combat, security techniques, survival, infiltration, counter infiltration, espionage and counter espionage. Seasoned veterans run all aspects of the secretive training, pitting guards, soldiers and agents against each other in endless, harrowing exercises. Guards train for four months, soldiers train for eight months and special agents and bodyguards train for as long as deemed necessary. There are always several levels of training in progress at any given time. Seminars on loyalty to the Arasaka Corporation are also required study at the camp. Graduates are shipped out for assignment or on-site and special training. Those who fail the courses are shipped out in disgrace.

The Hokkaido camp's personnel facilities include an administration building, an officer's and trainers billet, and barracks for trainees. Aircraft land and take off from a full sized runway capable of handling heavy transports. Other buildings include two gymnasiums, a mess hall, four classroom buildings, and mock towns and tower sections for simulation training. Athletic fields, firing ranges, a hospital, hangars and storage buildings round out the camp.

The Hokkaido camp is not fenced, and there is little security other than a standing watch over the buildings, vehicles and automated air defenses. Any unauthorized intruders who disobey warnings to desist are shot or captured and interrogated. Counter infiltration is handled at the candidate recruitment stage back on Honshu. Any military attack will face the single largest concentration of Arasaka troops and hardware anywhere on earth. The only sensitive information on site are some equipment perfor-

mance parameters and the identities of undercover Arasaka agents and solos. The inhospitable terrain surrounding the camp is a barrier to ground attack and the mountainous area limits air approaches to two directions.

At any given time 5+1D6 thousand soldiers and guards will be at the camp, along with two C-25 cargo planes, 100 Kumas, and fifty each Riot 8s and Combat 10s. Other standard vehicles include 1D10 Ospreys, 2D10 AV-4s, 1D6 helicopters, and, perhaps, one of the corporate jets if anyone from the home office is present. Any other variety of exotic military hardware from other manufacturers may be present for training purposes. It's not rare to find a few main battle tanks or even a fighter plane or two present at any given time. Installation air defenses include a radar net, and SAM missiles.

OTHER TRAINING FACILITIES

Arasaka maintains other, more specialized training facilities in several areas around the world. The four month courses in specialized combat and security techniques are given at these schools. The Maritime Security and Combat school is in Yokohama, the Jungle Operations School is in Brazil, the Winter Operations Camp is in the Rocky Mountains in Colorado, the Airport Security School is located near Narita Airport, and the fledgling Space Operations School is at Crystal Tower, where it is run under strict watch by the ESA. Most Arasaka Towers maintain basic training facilities in or near their home cities, but those agents and troops who wish to advance within the company eventually ship out to the secretive Hokkaido camp.

WEAPONS FACTORIES

There are only three large factories for weapons sold under the Arasaka name, and all are located in one complex in the industrial city of Yokohama on Tokyo bay. One factory produces the *Kuma*, Riot 8 and Combat 10 vehicles, one produces Arasaka weapons and personal armor, and one produces electronic security devices. The factories sit on 500 acres of portside industrial land acquired in a post-Crash corporate take over. The vehicle factory is immense, containing assembly lines for all three vehicles. The security equipment and weapons production buildings are somewhat smaller, but still huge. All remaining space is devoted to warehouses, garrisons, rail tracks, piers, an administration building, and the Maritime Security School building.

Since Militech has attacked the Arasaka factories in the past, the factories are now protected on a military scale.

Troops are garrisoned there full time, with access to AV-4s and Combat 10 vehicles. Patrols are constant, guarding against infiltration and sabotage, and air defense is stiff. The total on-site complement is about 1000 troops, not including the 500 Maritime School students. Since little sensitive data is stored at the factories there are fewer elite solos on site than at the R&D complex. Solos can be delivered within minutes, however, as it is only a short hop by air to the Tokyo tower.

Arasaka has several smaller factories for component and accessory manufacture around the world, principally in Indonesia and Southeast Asia, and factories under subsidiary names many other countries.

THE ARASAKA FAMILY COMPOUND

The Arasaka family compound sits on twenty acres of hideously expensive land outside of Tokyo. It is a tiny haven, walled off from the light and chaos of the city. Here Saburo Arasaka maintains his feudal-style mansion and several acres of meticulously tended grounds. The twenty acres are divided among the main house, a gymnasium and health facility, Shinto shrine, cherry grove, pond and stream, rock garden, pavilion, landing area, and three small guest cottages. A network of smooth paths make all areas accessible to Saburo's wheelchair.

Security at the compound is run by the scrupulous Shintaro Takayama, and all manpower is comprised by elite, veteran solos. The house security staff is thirty individuals, and all servants, male and female, are trained to assist in security procedures. The thirty guards live at the compound, half of which are on duty at any given time. If any of the security detachment need to leave the compound they are replaced from the pool of 100 Arasaka solos with compound training and privileges. Only individuals held in the highest trust and confidence by the Arasaka family are allowed within the compound walls.

An Osprey sits ready at the landing site at all times, prepared to evacuate family members at a moments notice, or to transfer Saburo to the Tokyo tower infirmary if necessary. There is an underground attack shelter with an emergency escape tunnel leading outside the grounds for use in emergencies where the Osprey is disabled, or when many people need to escape quickly. In case the tunnel is unusable the underground shelter has a communications link with the Tokyo tower and supplies for ten people for one week.

ARASAKA AND THE NET

Arasaka is, by nature of its information base, heavily tied into the Net. All Arasaka offices and installations around the world communicate through the Net, and there is always a large amount of activity centered out of the corporation's data processing, storage and control centers. Arasaka also has some of the tightest Net security to be found anywhere in the world. The corporation is well known among netrunners for its liberal use of black ICE, much of which is developed in-house. Also, Arasaka uses more of its own netrunners for security purposes than almost any other corporation. All of this makes penetrating Arasaka computer systems a formidable task indeed.

Of special note is the security surrounding the northern Honshu R&D facility's database. The legend among netrunners is that the security programs and intrusion countermeasures on that particular subgrid have claimed the lives of more netrunners than any other single installation. It is not known if anyone has ever penetrated to the data core without authorization.

Note: Except for the capsule adventures, it will left up to the GM to design all Net subgrids, since they should be arranged in accordance with the conception and power levels of individual campaigns. The preceding section should serve as a framework for your designs; Arasaka subgrids should be tough as lethal, and frequently, but not always, patrolled by corporation netrunners.

RESOURCES AND STOCK

Arasaka is one of the largest and wealthiest corporations in the world of 2020. Its diverse holdings and assets span the globe. The Arasaka board of directors have access to wealth and resources which pale that of many small nations. With those resources come power in its most potent form. Arasaka, like all of the great corporations of 2020, is one of the few organizations capable of influencing its will upon the world, filling a void left by collapsed national governments. The following is a breakdown of the wealth and assets which compose the dark giant.

VALUE OF THE CORPORATION

Arasaka's total value in assets is 475 billion eurodollars. Along with two or three other big corporations, Arasaka is reaching for the half-trillion eurodollar mark. Only Euro Business Machines is larger.

IF SOMEONE DISLIKED BY ARASAKA APPEARS TO BE TRYING TO AMASS A PORTFOLIO LARGE ENOUGH TO GAIN A POSITION OF POWER ON THE BOARD A BLACK OPS TEAM WILL BE DISPATCHED TO "RETIRE" THAT INDIVIDUAL.

Of that 475 billion eurodollars dollars, 175 billion is the Arasaka Bank. Much of the bank's assets consist of debts owed by corporations and governments on Arasaka Bank loans. 200 billion represents the value, accounts and durable and liquid assets of the security and manufacturing arms. The remaining 100 billion represents the value of subsidiary corporations owned by Arasaka, secret cash reserves, and the personal 10 billion eurodollar fortune of Saburo Arasaka, and the Arasaka family.

STOCK

Arasaka is a public corporation, at least in name, and has 560 million shares of common stock on the World Market. In reality, the Arasaka family, composed of Saburo, Kei and Hanako, controls 54% of the corporations stock. Another 15% of Arasaka stock is held by the board of directors. The board is composed of nineteen of Saburos most trusted allies. (Kei holds the twentieth seat.) Saburo, as major shareholder, is chairman of the board. Hanako, although a principal shareholder in name, does not participate in the board.

The remaining 31% of Arasaka stock is traded openly on the market. Arasaka stock is, of course, consistently strong, and considered a reliable investment. The value has fluctuated between 100 and 140 eurobucks on the World Market. Since 31 % is a powerful share of stock, the corporation keeps a close eye on large purchases. If someone disliked by Arasaka appears to be trying to amass a portfolio large enough to gain a position of power on the board a black ops team will be dispatched to "retire" that individual. Sometimes a wealthy person or other corporation will amass enough stock to exercise considerable power in the Arasaka shareholders' vote. Sometimes these people vote against the board. This is tolerated for image reasons. When, however, these shareholders get too nosy about the voting, and the exclusivity of the board and its goals, they are 'persuaded' by a black ops team to divest themselves of

their interest in Arasaka. Alternatively they are destroyed or bought out. Whichever is cheapest at the time.

RESOURCES-MANPOWER

Arasaka and its subsidiaries employ over a million people worldwide. Three quarters of these are corporate executives, researchers, and various white and blue collar labor for Arasaka and its many sub-corporations. The rest are troops of one sort or another, including guards, soldiers and agents. The troop types break down roughly as follows: 100,000 of these are Arasaka soldiers and special ops combat teams, 200,000 are Arasaka contract industrial guards, bodyguards and consultants and 5000 are deep cover agents, assassins and spies.

RESOURCES-HARDWARE

Arasaka, not counting subsidiaries, owns 250 V-series Osprey type aircraft and over 250 AV-4s. One fourth of each type of these vehicles is used by the corporate offices. Three fourths belong to the Arasaka guard and military forces. Naturally there is some cross-traffic, but the Military versions tend to have combat hardware and paint jobs, and are less luxurious than their executive counterparts. The corporation also owns twenty Boeing C-25 heavy cargo planes. These planes can carry paratroops, heavy equipment and freight over intercontinental distances. Other aircraft owned by Arasaka include several small executive jets and helicopters. These are unarmed, but fast and luxurious. The jets have intercontinental range, the helicopters are strictly local.

The airlift services provided by the C-25s is aided by Arasaka's three large container ships. Sato Commercial Shipping, an Arasaka owned subsidiary in Yokohama, runs several other large ships including containers, tankers and submarine freighters. These give Arasaka a considerable sealift capability.

Arasakas military and guard forces own a number of the in-house produced vehicles. In use around the world by Arasaka guards and soldiers are over 2000 each of Riot 8s and Combat 10s, and countless thousands of Kumas and security retrofit Lexus cars. Another 2500 of each of the combat vehicles are spread throughout warehouses in Japan, Europe and America. These are units waiting to be shipped to sales clients, but they can be activated for combat at relatively short notice.

In addition to all of this standardized hardware, Arasaka also draws from a pool of other equipment too diverse and numerous to itemize. Included are heavy military weap-

ons, personal weapons and equipment, specialized aircraft and ground vehicles, supercomputers, linear frames and so on. Use your imagination. If it needs to appear in a campaign, its probably justifiable.

RESOURCES-BLACK

Arasaka has a hidden resource that is more powerful than all of its vaunted forces: its secret influence over powerful people and corporations around the world. Unfortunately, the details of this particular resource are much too intricate and far reaching to list here. GMs should use their creativity in working out the specifics and applying them to their campaigns.

SUBSIDIARIES

Arasaka has more subsidiaries than almost any other corporation in the *Cyberpunk* world. This is part of the reason for the phenomenal number of people who can, through one path or another, trace their employment back to Arasaka. Only EBM has more subsidiary companies. Militech and International Electric are close behind, with some of the media, manufacturing and petrochemical corporations completing the list of those corporations with huge subsidiary rosters. Arasakas subsidiaries, like those of most large corporations, are connected by a complex web of cross-ownership, loans and investments, business and trade links and co-directorships. Arasaka Security, the Arasaka Bank and Arasaka Manufacturing are the core companies, and all are under the aegis of the Arasaka Corporation. Despite the cross-ownership system, Arasaka is not a *keiretsu*. In a *keiretsu* there is no large concentration of power in any one branch. At Arasaka, the whole corporation is immediately answerable to the directors of the Arasaka Corporation and those of the major core companies.

Just a few of the Arasaka Corporations hundreds of subsidiaries are: Arasaka Security, The Arasaka Bank, Arasaka Manufacturing, Arasaka International, Arasaka America, Arasaka Eurogroup, Arasaka Police Services, Arasaka Chemical, Sato Commercial Shipping, Kanshiro Micro-Electric, Barrett-Arasaka Engineering, Nagoya Transportation, Japan Air Lines, Korusu Commercial Aircraft, Kyoran-MediaStorm Entertainment, Lubcheck Structural Materials, Pan-Mediterranean Communications, The Glaser Modeling Agency, Ito Pharmaceuticals, All-American Pictures, Krieger Beer, Scandia Aerospace, Matsura Food Products, Kiddy-Kingdom Toystores, the Tokyo, Miami and Los Angeles Adventureland Amusement Parks and Tender-Love Babycare Products.

Note: For details on Arasakas towers and other real estate resources see the "Offices and Key Facilities" section on Arasaka.

RUNNING ARASAKA



IF GMs WANT TO GIVE THEIR

NIGHTMARES THEY HAVE
THEM MAKE AN ENEMY OF
KEI ARASAKA.

Arasaka was designed to be used as a kind of omnipresent villain, like the Nazis, but just as the Nazis don't appear in every World War Two adventure, Arasaka shouldn't appear in every *Cyberpunk* run. Characters should generally not know the extent of Arasakas plans or power, but they should know that Arasaka is involved in plots around the world, and has a reputation for ruthlessness. Consequently, the corporation should always be a looming threat.

Because of Arasakas omnipresence, most player characters will cross paths with them at one point or another, and they shouldn't be surprised when they find that Arasaka the ultimate force behind some shady plot that they're caught up in. These confrontations will usually be unfriendly. Remember, Arasaka likes to hunt down people who give them a hard time. This can make for follow-up fun for a long time. Having characters who used to work for Arasaka in your game is a good way to get the corporation involved.

Typical day to day encounters will include such things as penetrating installations where security is provided by Arasaka, attacking or extracting people with Arasaka bodyguards, unearthing Arasaka spies, and thwarting Arasaka extractions and black operations. Campaigns could involve a character falling in love with Hanako and attempting to free her from her father's clutches, or just extracting her from the compound for some reason. Alternatively, contact Yorinobu Arasaka and run with his group foiling Arasaka operations around the world. If GMs want to give their players recurring nightmares, they have them make an enemy of Kei Arasaka. For a truly grand, long lasting campaign, tie all of these elements together, and have the player characters attempt to behead the beast and bring Arasaka to its knees. A lesser campaign could involve several Militech characters running ops and infiltration against Arasaka.

Of course, some people will want to play Arasaka corps and solos, and this is perfectly alright as long as these people play to the conception of the corporation. In fact, there's no reason why a game shouldn't involve a whole team of characters who work for Arasaka, as long as all of the players want to be 'bad guys'. Remember, only the very highest echelon of the corporation and a few very special opera-

tives know the whole story behind the corporation. Everyone else is just loyally doing their job, although suspicions abound. If a someone is playing a mid-level Arasaka corp or solo that character won't know the full story, although he or she may have an inkling, or some suspicions. Players who have read all the information on Arasaka will have to make sure that they play according to what their *characters* know. It is for this reason that I suggest in the introduction checking with GMs before reading straight through the book. Of course, excess knowledge can be worked around with a little good gaming. A good campaign for people who want to play heroes working for Arasaka can be having the characters slowly discover the extent of their employers evil. Then, righteously incensed, characters can work against the corporation from inside. If there are any Arasaka loyalists in the group, a little friction might erupt. Intra-group fireworks always make for exciting gaming.

That's all the advice we can give on using Arasaka. Remember, never feel constrained by what we say. If you want to turn Arasaka into a saintly, benevolent organization in your game, we applaud your originality. On the whole, however, we hope Arasaka causes *Cyberpunk* characters hours of frustration and anxiety!

THE HIRAGA PAPERS

AN ARASAKA MICRO ADVENTURE

The minimum players needed to effectively accomplish this mission: at least two solos, one techie with some security electronics skill and possibly a netrunner.

PART ONE PLAYER INFORMATION

It is early evening. The players are relaxing at a their favorite hangout when they are approached by a fixer known to them. The fixer will inform the characters that he has recommended them to a potential client, and it sounds like a good deal. For ten percent he can set the whole thing up. When pushed, he will only say that the client is a Japanese gentleman of high repute in the streets, and it involves an operation to be run that night. Probable take of at least several thousand per character. If the characters agree to pursue the fixer's lead, the fixer will



tell them to meet him on a corner in the Japanese area of town at seven PM.

If the players show up at the appointed time and place they will find the fixer waiting for them. He will lead them through the thronging crowds into a tiny hole in the wall Japanese restaurant. There, he and the characters will be seated Japanese fashion on the floor. A waiter will appear and take orders, if any. He will also mention that a gentleman will be joining them in a few moments.

Minutes later, a handsome, young Japanese man, with long hair drawn back in a ponytail, and dressed in a black leather overcoat will appear and ask permission to be seated with characters. He will introduce himself as Yorinobu Arasaka. Depending on the players' reactions and questioning, he may or may not discuss his relationship with the Arasaka Corporation. (See Yorinobu in the Arasaka *Key People* section.)

After explaining his acrimonious relationship with the corporation, he will tell this story to the characters:

"Since I consider the Arasaka Corporation to be a bastion of evil, I work wherever I can to undo their operations. I am aided by covert factions across the world. I have many contacts right here in Night City, some within the corporation, some outside. Recently, in a counter-insurrectionist sweep, several of my local contacts were taken prisoner, interrogated and executed. One of them was a liaison named Hiraga who knew the identities of several of my high ranking contributors and agents in Japan. Arasaka doctors removed Hiraga's suicide tooth, and, before he died, he broke and revealed several names to his interrogators.

"Those names were to be entered into the international database today, so that the headquarters in Tokyo could order their assassination. Fortunately, a contact of mine inside the Night City tower intercepted the data and destroyed it and the source disk on which it was stored. He was traced, and had to commit suicide to avoid capture.

"The only other duplicate of that information is a hard copy in possession of the regional security director, Iwasao Koremichi. Koremichi plans to FAX it to Tokyo at midnight, when the board of directors will be having a Friday afternoon meeting. That, I hope, is the error which will give me the time to destroy the information. The hard copy is in the safe at his house outside the city. It is guarded, but I think a good team could penetrate the estate. Since all but two of my Steel Dragons are in Japan, I must hire an independent team this evening."

Yorinobu will offer each player character 5000eb for one night's work: penetrate the house and get the hard copy. There can be some bargaining if necessary. If the players agree to take the job, half of the fee will be paid up front, the other half on completion. The fixer will take his 10% out of the characters' advance and leave. Next comes stage two: the plan.

PART ONE GM NOTES

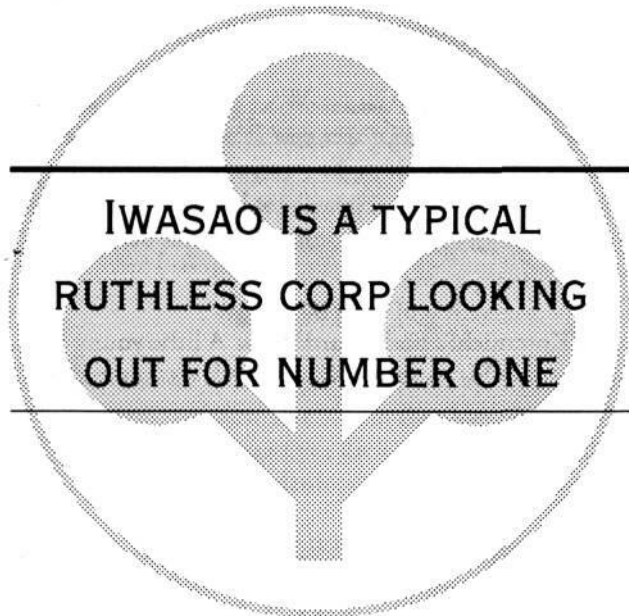
Everything is pretty straightforward in Part One. There is no duplicity on the part of the fixer or Yorinobu. If desired, the fixer be a player character and included throughout the scenario, but you'll have to have a little roleplay session for his first encounter with Yorinobu.

Since this is *Cyberpunk*, it's possible that things could get hairy during the negotiations in the restaurant. Yorinobu mentions that he has two of his Steel Dragons with him in Night City. They will also be at the restaurant during the negotiations, watching from a booth behind and across the aisle from the PCs. If things get violent they will intervene to protect Yorinobu (see the Steel Dragons' stats below). Characters who make awareness rolls over 15 will spot the Steel Dragons, due to their motorcycle dress. If they are mentioned to Yorinobu he will merely point out that they are his other assistants for the evening. In the unlikely event that hostilities break out in the restaurant, the written scenario will terminate. You'll have to wing it. Under no circumstances should you allow Yorinobu to be killed unless you want to remove a major dimension of adventuring with Arasaka from your *Cyberpunk* game.

PART TWO PLAYER INFORMATION

Once the deal has been consummated Yorinobu will brief the characters on the plan and timetable. He has obtained a rough schematic of the house which he will use to illustrate his ideas.

As it stands, the plan is quite simple, leaving a lot of room for improvisation. In three hours, at ten PM, the players will use their netrunner and techie to disarm the alarms. Then they will silently penetrate the grounds, incapacitate the guards, crack the safe and retrieve the papers. Yorinobu will provide the players with a transmitter. If things look hot, a signal from the transmitter will alert Yorinobu. He and the Steel Dragons will then launch a diversionary assault on the front gate. The disadvantage to doing that is that if any alarm is raised, an Arasaka strike team from the Night City tower will be on hand to investigate in under ten minutes.



To the best of Yorinobu's knowledge the security staff at Koremichi's house consists of six regular Arasaka guards patrolling in pairs, one man monitoring the cameras and coordinating, and two Arasaka class-A bodyguards (see stats below) who keep close watch over Koremichi. If open battle breaks out Koremichi may try to send the FAX right away. Yorinobu will stress that he cannot be allowed to do that.

That is the extent of Yorinobu's plan. Everything else is up to the players.

PART Two GM NOTES

From here everything is pretty much up to the players. If the players are detected during any stage of their infiltration an alarm will be sent to Arasaka's Night City tower unless all communications lines from the house have been disabled. If word does get out, true to Yorinobu's word an AV-4 with 8 Arasaka soldiers will show up 5+1D10, minutes later. If open battle breaks out and Koremichi feels that either his life or the Hiraga document is threatened he will try to FAX the information immediately. Once again, this can be prevented if all communications lines are disabled, or if Koremichi is killed. Remember, even if all lines are cut off Koremichi may try to use the cellular phone in his Lexus ZS-5000SR in the garage to phone for help, or he may try to escape in that car with the documents.

If the players call for Yorinobu to make his diversion, he and the two Steel Dragons will start a firefight at the gate and attempt to draw off some of the guards. If the players ask why he and his men are not aiding in the infiltration, Yorinobu will reply, truthfully, that he and his men are not equipped or prepared for infiltration. If open battle breaks out at the house the Steel Dragons may come in even if not signalled (50% chance). Regardless of whether he is signalled or not Yorinobu will appear once either all resistance has been quelled or the papers have been obtained. He will pay off the characters and then coolly burn the papers. At that point, the characters have succeeded, and the scenario is over.

SKILL CHECKS

- Here are some ideas on the basic skill checks that might be necessary to penetrate Koremichi's estate. For anything not listed use your ingenuity.
- Penetrating estate main gate: Elect. Security roll over 20
- Disarming/climbing estate wall: Elect. Security roll over 20, Athletics roll over 15.
- Cracking house windows or doors silently: Elect. Security roll over 15, Stealth roll to beat Awareness/Notice roll of any nearby Arasaka guards or solos.
- Eluding estate security cameras: INT roll over 15, stealth roll to beat awareness roll of guard(s) monitoring cameras.
- Cracking safe: Elect. Security roll over 20 or Demolitions roll over 20 if appropriate equipment is brought.

MAPS AND NPCS

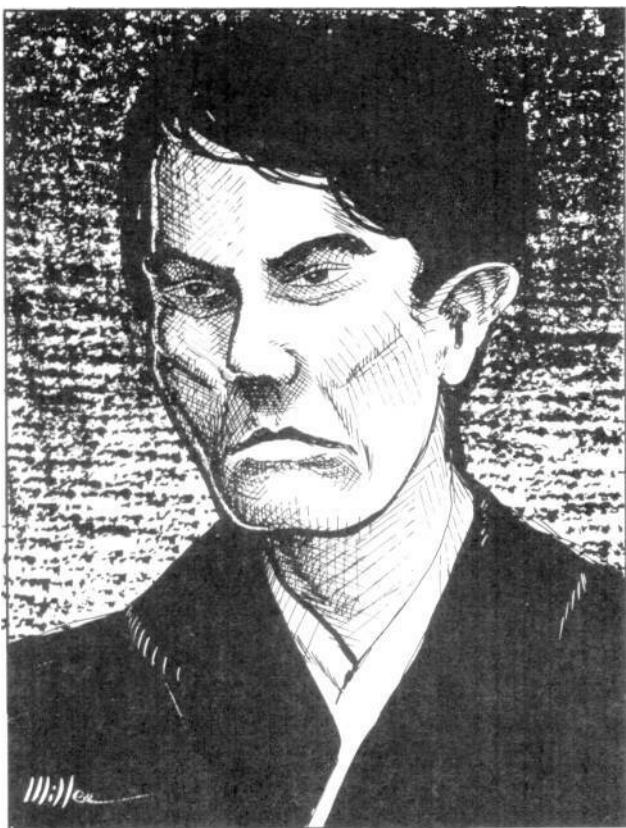
YORINOBU ARASAKA

See *Key People* for Yorinobu's stats and skill.

Weapons and equipment: Kendaichi monoknife, receiver for diversion signal, sawed off Sternmeyer Stakeout 10 under his long coat, Kawasaki KZS-1000 Kamikaze motorcycle. (SP 10, SDP 50, top speed 120mph)

IWASAO KOREMICHI

Iwasao is a typical ruthless corp looking out for number one. He is a handsome man in his fifties, and will be dressed in slacks and a smoking robe when the players appear.



ROLE: Corp.

STATS: INT 7, REF 6, TECH 5, COOL 8, ATTR 8, LUCK 6, MA 5, BODY 7, EMP 7/4, SAVE 7, BTM -2.

SKILLS: Resources 7, Interrogation 4, Persuasion & Fast Talk 6, Awareness/Notice 3, English 5, Pistol 5, Karate 6.

CYBERWARE: Basic processor, interface plugs, chipware socket, subdermal armor, basic eye module, Times Square Marquee, targeting scope, Micro Video optic.

GEAR: An Arasaka WSA pistol (see *Uniforms, Equipment and Personnel*). This is kept in his night stand with two spare magazines. He will get it if any alarms sound or once combat becomes obvious.

SHO

One of Koremichi's bodyguard/solos. A lithe young man, somewhere in his twenties. Wears black leather and has a fiery temper.

ROLE: Solo.

STATS: INT 8, REF 10/9, TECH 3, COOL 6, ATTR 9, LUCK 3, MA 8, BODY 8, EMP 8/4, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 5, Hide/Evade 3, English 2, Shadow/Track 3, Karate 5> Pistol 6, Submachinegun 3, Stealth 4.

CYBERWARE: Basic processor, interface plugs, chipware socket, smartgun link, adrenal booster, basic cyberoptic, targeting scope, Low-Lite™, basic cyberarm with BigKnucks™ and Superchrome®.

GEAR: Armor jacket (SP 18 arms and torso), cyberarm BigKnucks™, Arasaka WSA pistol smartchipped, Arasaka Minami 10 Submachinegun, Toshiba PRC-10 radio, tuned to all other house security guards.

FREEMAN

Koremichi's other solo/bodyguard, an English Euro solo trained by Arasaka. A very large man in his forties with salt and pepper hair, he wears silk suits and looks like a big corp.

ROLE: Solo.

STATS: INT 6, REF 10/9, TECH 5, COOL 10, ATTR 8, LUCK 5, MA 7, BODY 10, EMP 7/3, SAVE 10, BTM -4.

SKILLS: Combat Sense 6, Endurance 5, Intimidate 5, Awareness/Notice 6, Japanese 2, Shadow/Track 3, Driving 5, Handgun 6, Rifle 5, Savate 7, Stealth 4.

CYBERWARE: Basic processor, Sandevistan speedware, interface plugs, chipware socket, smartgun link, vehicle link, rippers in both hands, basic cyberoptic, Times Square Marquee, targeting scope, infrared, basic cyberaudio, amplified hearing, radio link, bug detector.

GEAR: Torso vest SP 18, two smartchipped Armalite .44s in shoulder holsters with 2 magazines each, Toshiba PRC-10 connected to his cyberaudio by interface plugs.

YOSHITSUNE AND OKIYO

These are Yorinobu's Steel Dragon sidemen. They are throw-away NPCs, and can be tossed into the line of fire when necessary, or used to propel any plot device you like. Both are young Japanese men dressed in black biking leather and sunglasses (of course). Since little individuality is required, they are written up together. You can modify them for individuality if you wish.



ROLE: Nomads.

STATS: INT 7, REF 9/8, TECH 5, COOL 8, ATTR 7, LUCK 5, MA 8, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Family 4, Streetwise 6, Awareness/Notice 7, Hide/Evade 4, English 2, Driving (Motorcycle) 8, Karate 4, Handgun 5, Submachinegun 3, Rifle 2, Motorcycle Tech 4.

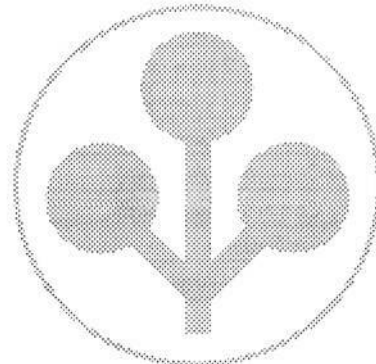
CYBERWARE: Basic processor, interface plugs, chipware socket, rippers (Okiyo only), cyberarm with thickened myomar (Yoshitsune only), basic cyberoptic, image enhancement, targeting scope, basic cyberaudio, radiolink.

GEAR: Both carry Militech Avenger pistols with two magazines, regular knives and wear SP 20 jackets. Both are riding Kawasaki KZS-1000 Kamikaze bikes.

ARASAKA GUARDS AND SOLDIERS

See *Key People* for the typical Arasaka guard/soldier Stat/Skill write ups. Of the six guards, one will have cyberarm with thickened myomar, two will have targeting scopes, and one will be smartchipped to his gun.

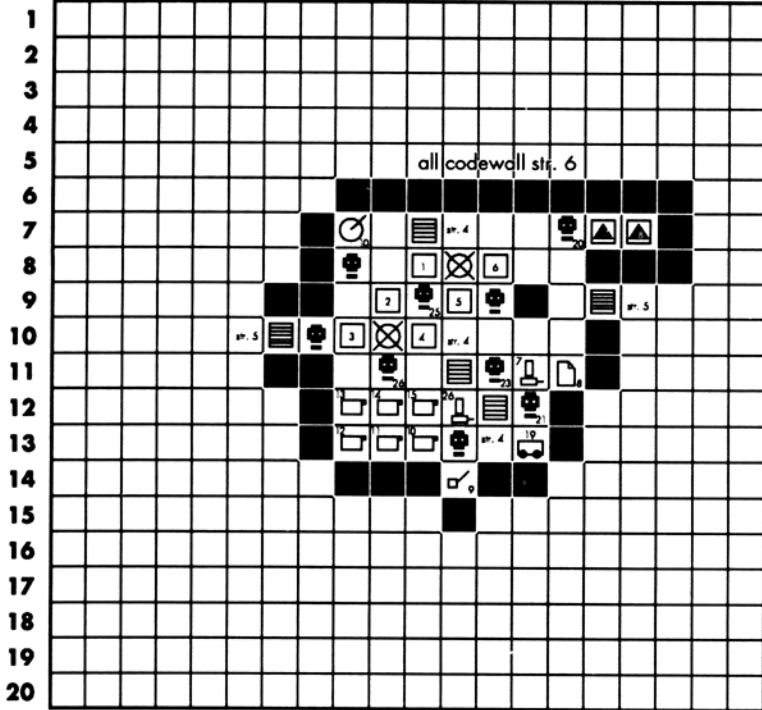
GEAR: The house guards and any soldiers that arrive will wear their standard equipment packages as described in the *Uniforms and Equipment* section. If the eight soldiers do arrive, six will carry the basic weaponry and two will carry the Sternmeyer SAW-5A machine gun. •



MERRILL, ASUKAGA & FINCH

KOREMICHI ESTATE COMPTER SYSTEM MAP ARASAKA 2.9

a b c d e f g h i j k l m n o p q r s t



Location

Owner

CPU's INT I-face

AI? AI Icon
 Personality

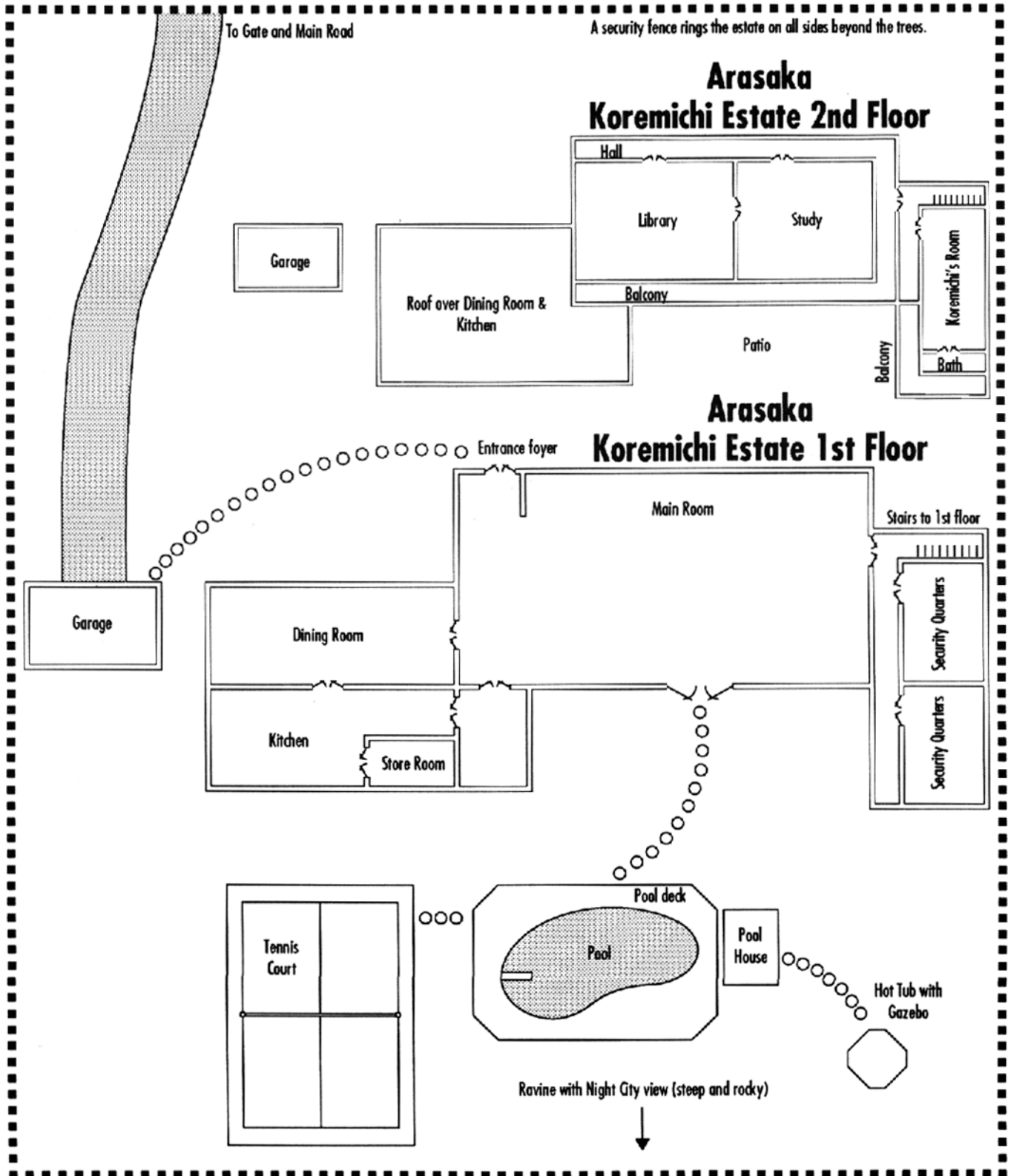
DATA WALL CODE GATE Mainframe

Notes

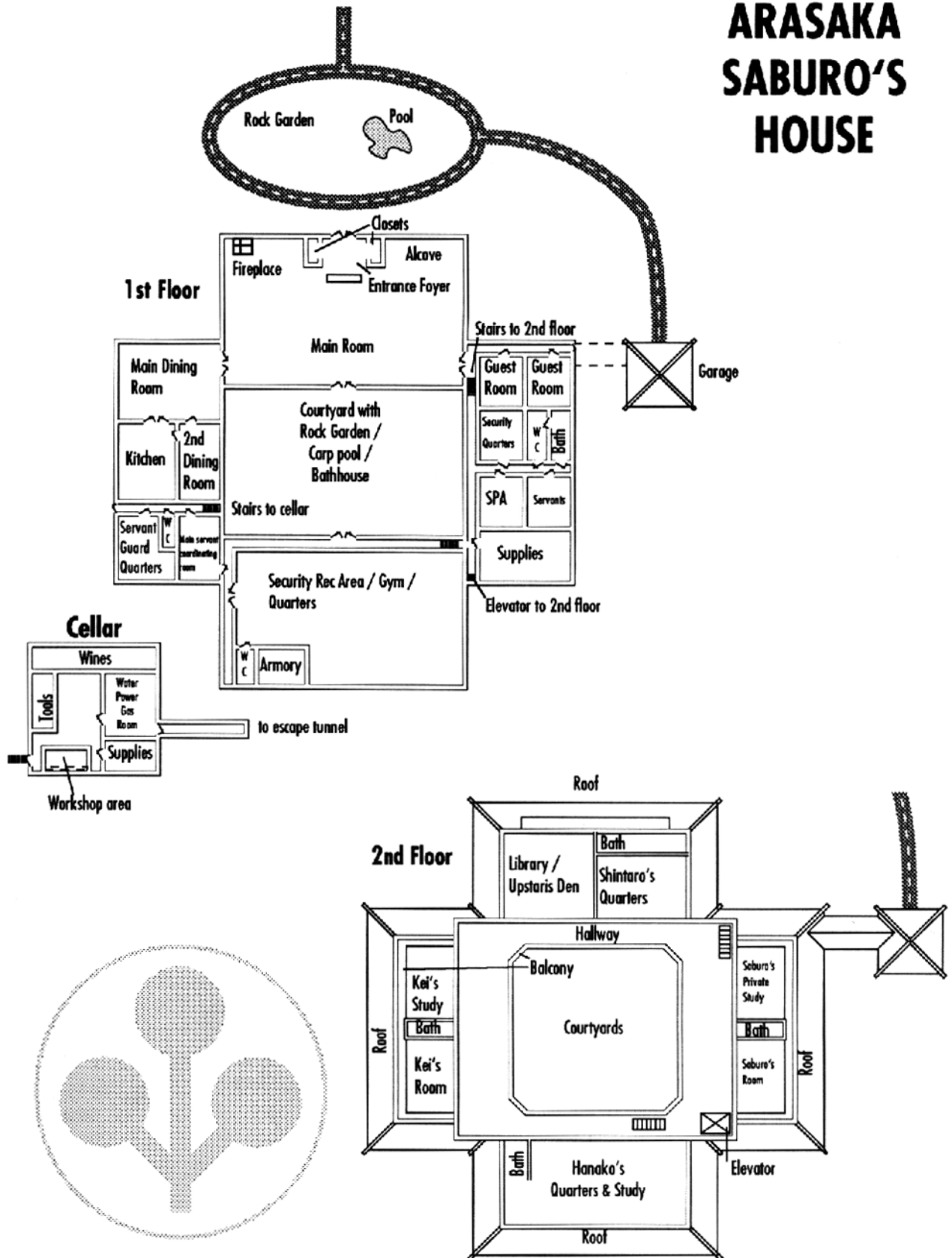
Net ICON

Skills			
		18	Long Distance Link-Fax machine
		19	Lexus 25-5000 SR Remote operation station
		20	Flatine
		21	Watchdog
		22	Hellhound
No.	Information	Mu	
1	Personal Files- Iwasao Koremichi		23 Brainwipe
2	Local Security Account Information		24 Hellhound
3	Local Security Account Information		25 Brainwipe
4	Arasaka General Information		26 Deck-Krash
5	Estate Information / Security Management		27 Lich
6	Iwasao's Personnel / office file tr. N. City Tower		28 Knockout
7	Iwasao's study terminal		29 Entrance Gate Str. 5
8	Study terminal printer		30 Entrance Gate Str. 5
9	Entrance Gate		31 Security room terminal
10	Security Camera 1 (see map)		
11	Security Camera 2 (see map)		
12	Security Camera 3 (see map)		
13	Security Camera 4 (see map)		
14	Security Camera 5 (see map)		
15	Security Camera 6 (see map)		
16	Extra Alarm Systems		
17	Long Distance Link-Arasaka Network / Gen. comm.		

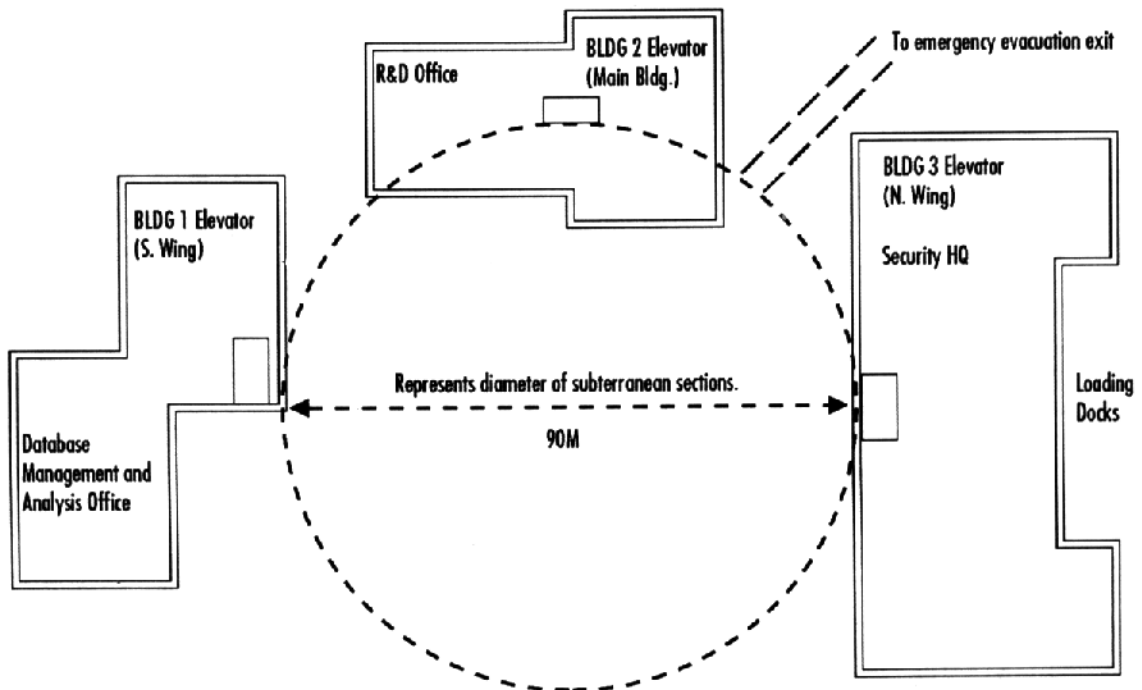
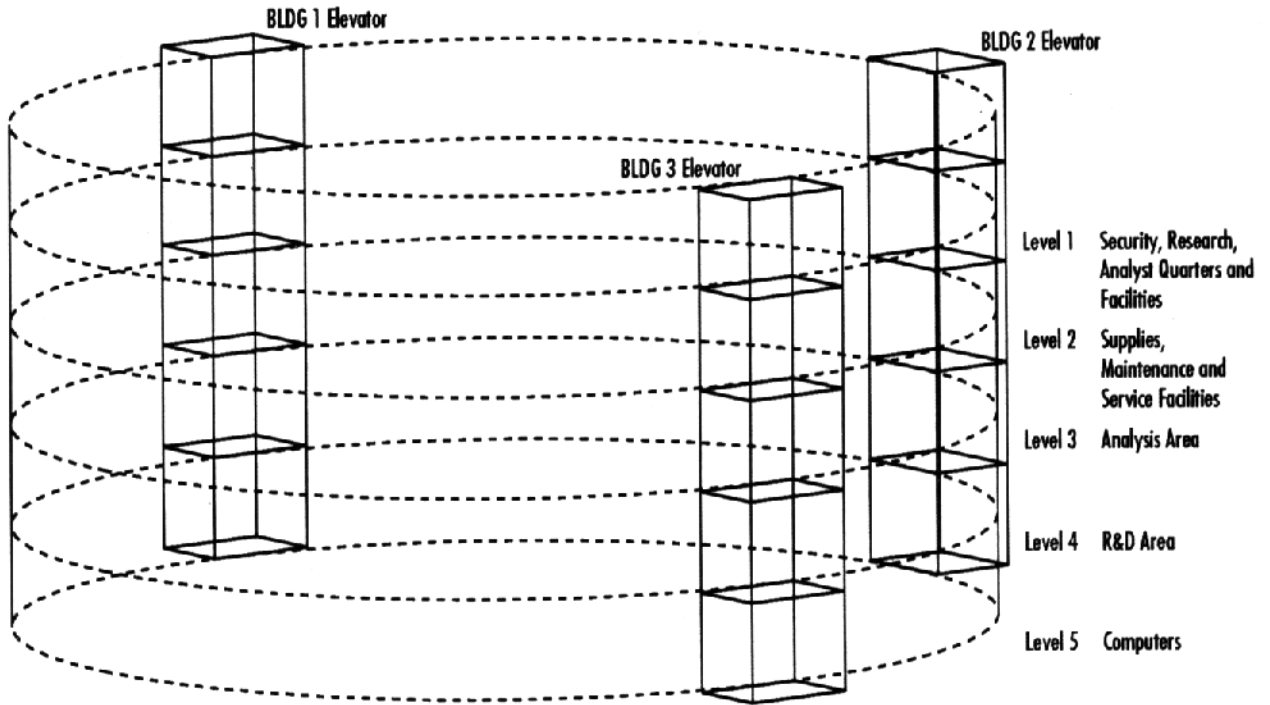
Arasaka Koremichi Estate



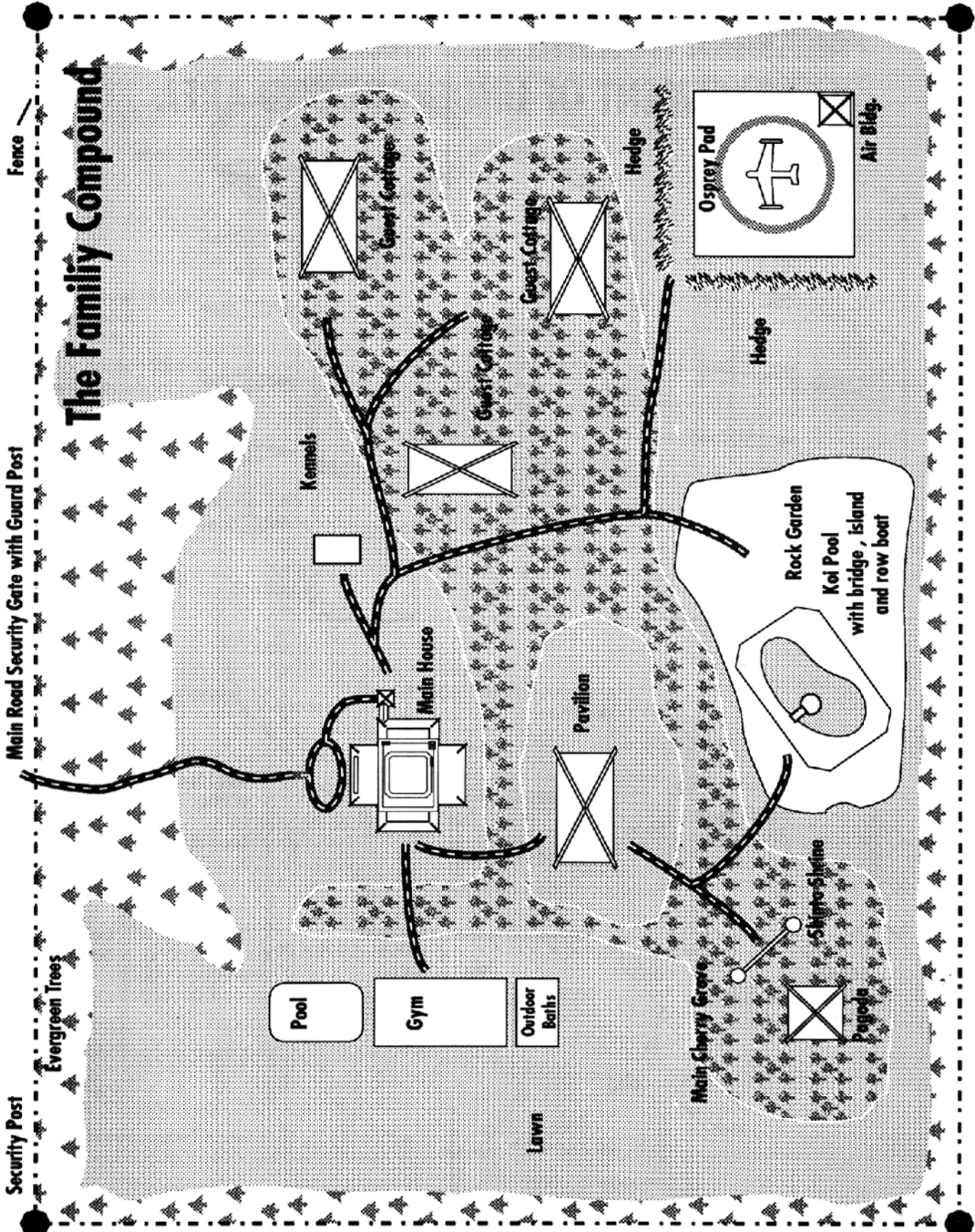
ARASAKA SABURO'S HOUSE

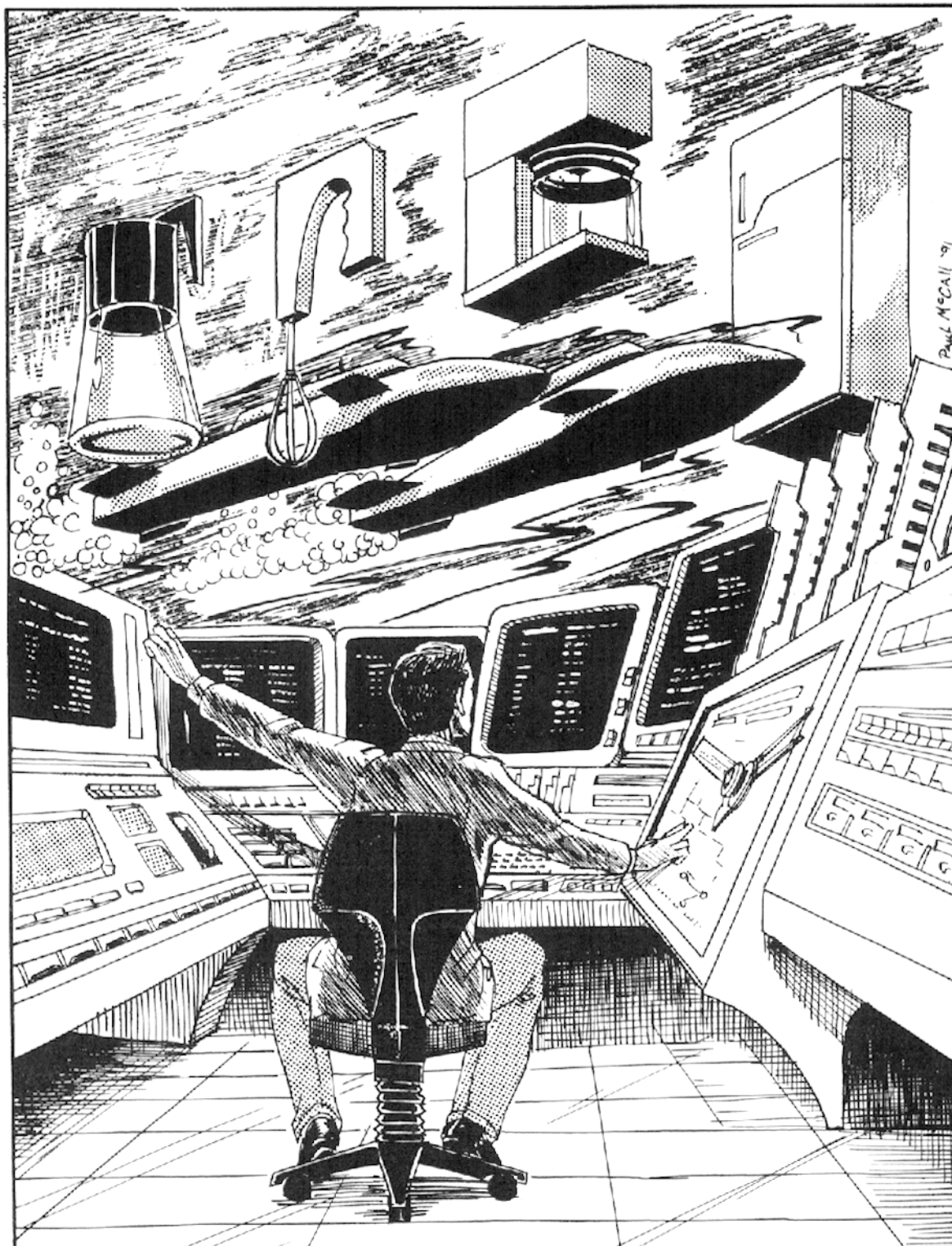


ARASAKA HONSHU R&D FACILITY SHOWING PLACEMENT OF UNDERGROUND AREA



The Family Compound





**INTERNATIONAL ELECTRIC
CORPORATION**



PRECIS

IEC

Electronics contracting and general manufacturing

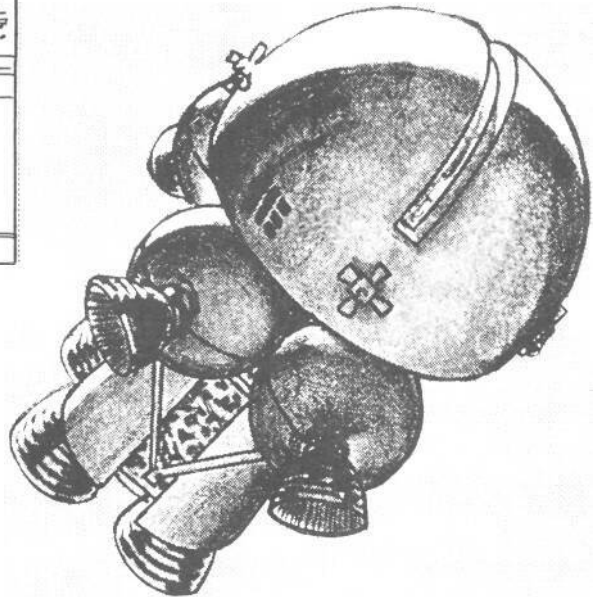
Headquarters: Spandau/Berlin
Regional Offices: Hamburg, London, Paris, Rome,
Stockholm, Moscow, Algiers,
Bombay, Bangkok, Singapore,
Hong Kong, Tokyo, Seoul,
Brisbane, Santiago, Brasilia,
Caracas, Mexico City, Night City,
New York and others.

Name and location of Major Shareholders:

Erich Kessler of Berlin, 8X; in conjunction with the Berlin
Industrial Investment Group, 38%.

Employees:	World Wide	800,000
	Troops	50,000
	Covert	1300aorox.

IEC IS IN A RATHER UNIQUE POSITION IN THAT, WHILE IT HAS FEW ALLIES IN THE TRUE SENSE OF THE WORD, ITS RELATIONSHIPS WITH MOST OTHER LARGE CORPORATIONS, ARE AT LEAST CORDIAL. THIS IS BECAUSE IEC SUPPLIES CRITICAL COMPONENTS WHICH MOST OTHER CORPORATIONS NEED FOR THE MANUFACTURE OF AT LEAST SOME OF THEIR PRODUCTS.



HISTORY

Howard Murchison slammed his fist down on his desk in frustration. The six advisors seated around his office flinched at the uncharacteristic demonstration of rage and frustration from a man renown for his calm pragmatism. "Dammit, I could build a fire the size of this building with the resume's and references in this room and not one of you bastards can offer any suggestions as to how to deal with this situation." He leaned over the desk. "Let's go over it one more time," he snapped.

"Sir, we've been going over it night and day for a week. Unless a white knight shows up this company is finished. We just can't afford to keep running. You know how far down the hole we've sunk since ninety-two. We've got to sell those assets, piecemeal or in bulk, to the first bidders, whether or not they want to preserve the structure of our corporation."

Another aide spoke. "I've been on the phone since Thursday. There isn't going to be any white knight. No group with the pull to bail us out is interested in a restructuring. They all think our goose is cooked. Anyway, most of the other old corporations and investment groups are as screwed up as we are right now."

Murchison chuckled drily and turned to look out the corner window. Manhattan sprawled out before him, dark and wet. Rain ran in rivulets down the glass. A sea of shimmering lights, except for the water and the area in the Bronx that had been levelled by the Colombian terrorist nuke in ninety-three. A sigh. "No friends in business, only allies of convenience. That's what they taught me. I guess these are inconvenient times."

The intercom on Murchison's desk beeped. Murchison touched the line open button. His secretary's voice spoke out. She sounded cool and calm. *She's not worried about the corporation, Murchison thought to himself. Good secretaries are hard to find. She'll still be working somewhere long after I and all my well dressed friends here are ashes littered on the path of corporate progress.* "A Mr. Powers here to see you sir. He says you've been expecting him, but he doesn't have an appointment." *Christ, Murchison thought. I knew it would come to this, I just hoped it wouldn't be so soon.*

"Send him in, Margaret. I've been expecting Mr. Powers for some time. Some time indeed." The intercom clicked off. Murchison waived off the aides. "Take five, boys I'll call you if I need you. If you don't hear from me within



Colin Powers observes his handiwork.

twenty-four hours start photocopying your resume's 'cause it'll all be over." The six men filed glumly out of the office. Murchison watched them go and then he turned back to the window and watched winter rage over New York. *Only six years ago we were one of the biggest, most solid corporations on the face of the Earth. Within a day we'll probably be just a memory.* Awry thought struck him. *So much for the factory warranties on all our products.* Murchison reached deep into his jacket pocket for the little packet he had bought that afternoon. Slowly, he tore it open. *Not for ten years. I guess this is as good a time as any to start again.* He put one of the cigarettes into his mouth, lit it and inhaled. A spasm of coughing shook him before his lungs settled down. The next puff went in and out without a hitch. Just like the last one, when his late wife had made him quit.

Murchison heard the office doors swing quietly open, followed by muted footsteps on the carpet. He waited a few seconds before he acknowledged the sounds. "Hello, Mr. Powers."

"Howard, Howard, always so formal. Call me Colin, like you used to." Murchison turned around and looked at the man who had once been his protegee. At six foot three,

Powers towered over his old mentor. Broad shoulders filled out his double-breasted grey silk suit. His hair was slicked back into a tight pony tail. A cipher-lock briefcase hung at his side. Even though it was dim in the office Powers wore wraparound glasses, hiding eyes Murchison knew to be flinty and cold.

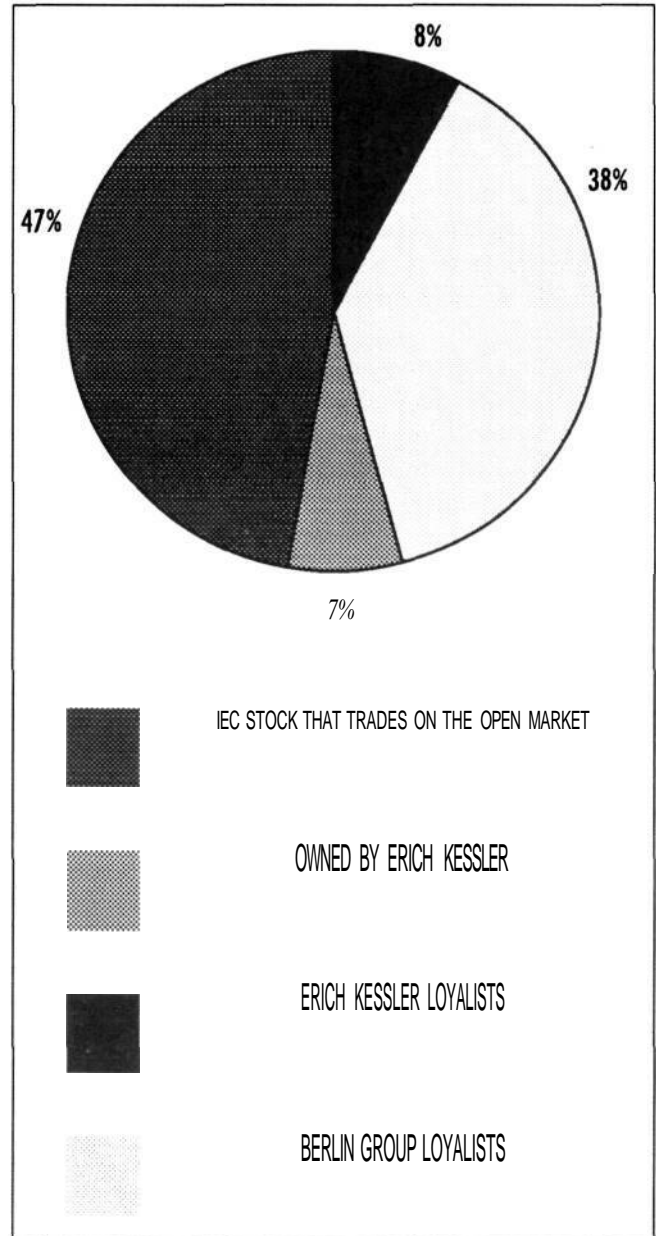
"Have a seat, Powers."

"Why, thank you, Howie." Powers took a seat in one of the recently vacated chairs and set the briefcase on the floor beside him. "Now I know you're a busy man, so I'll get straight to the point. You're finished, Howie. Your corporation is dead. Almost half of your holdings have been sold off at bargain basement prices. Your sales have plummeted. Your people are rioting because they've been laid off. It doesn't look good. Do you want to know what your problem is?"

For the first time in two hours Murchison dropped into his seat. "Why don't you educate me, Colin?" Only sarcasm kept the edge of exhaustion out of the words.

"It's the times, Howard. Your company is a victim of the times, and its own inertia. It's 1998, time to abandon that 20th century thinking. The old methods don't work any more. There were two ways to exist after 1992, Howard, as a victim or a predator. You and the rest of the board here didn't have what it takes to be a predator in the nineties. You were too humane, too rational..." then with spite, "too soft." Powers stood and walked around the office, fingering the various pieces of art and memorabilia which Murchison had collected over the years. He paused when he got to a particularly fine piece of jade, carved in the shape of a stylized tiger. He picked it up and scrutinized it. "Beautiful. Early Ch'ing dynasty. Seventeenth century." He looked up at Murchison. "Priceless, yes?" Murchison declined to answer.

Powers continued his examination of the piece, strolling over to the office's hearth where the waning glow of a fire permitted him to see better. "You see, Howard, the twenty-first century will require a new philosophy. The days of regulation are over. The governments have ceased to be a factor since the ninety four crash. The corporations have become the law, and will continue to remain so, answering only to themselves and each other. The only groups surviving out there..." he gestured out the window "...are the ones who have exploited this new order by becoming ruthless and efficient. The survivors are the ones who will do anything it takes to further their goals. Fight, buy, kill,



IEC stock distribution

scavenge..." he dropped the tiger. It shattered into dust on the flagstones of the hearth. Murchison flinched "Destroy anything without remorse." Powers strolled over to the desk and leaned across it. Murchison saw his own face reflected in the mirrored wraparound glasses, distorted into a compressed parody of itself. "Howard, your undoing was your ethics. Your board was soft, complacent, merciful. Your corporation became a victim. Now you're at the mercy of others, waiting for a savior or sinner to buy you out and let you reorganize your assets or take you apart piece by piece." Powers paused, and then, grinning like a shark "Well, here I am."

"Back off Powers," Murchison snapped, "I know who you represent. The *Berliner Industrie Kapital Gruppe*, the Berlin Industrial Investment Group. Goddamned vultures and murderers. I won't sell out to you. I knew when you left to join them that you'd be back to haunt me." Murchison blew a stream of smoke into Powers' face. "I don't know where you went bad, Colin, but it sickens me that I ever liked you. Or trusted you."

Powers laughed through the smoke. "There are those pesky morals again, Howie. I warned you about them. As for the smoke..." he removed the mirror shades, revealing two silver orbs where grey eyes once were..."they're artificial. See at night, never get irritated. One of the benefits of working for the *Kapital Gruppe*. They own several of the front runners in cybernetic development, you know." The wraparounds went back into place and Powers reached for his briefcase. "I'll be blunt, Howard. Its already too late for you to save your conglomerate, even just from us. We've had our sights set on you for several years. Most of those holdings and subsidiaries you thought you sold off to diverse buyers really went to us. They're all doing quite well, now, by the way, except for the ones we've cannibalized. As for stock, earlier today my associates persuaded several of your associates on the board to part with their interests in the corporation in return for...fair payment. You're the only one left." Powers pulled a document from his briefcase and handed it to Murchison. This contract here will tender your share of this corporation's stock to my group in return for a fair sum of money. All you need do is sign on the proverbial dotted line."

"Forget it, Powers. I still own a major chunk of this company, and I intend to use that influence to thwart you and your employers however I can."

"Bad plan, Howie. Let me explain how the New Corporate Methodology works." Powers took a Sony Video walkman from his briefcase, pressed play and set it in front of Murchison. The screen flickered into life. Murchison's hands clenched convulsively into fists. A young woman was tied into a chair, wearing a narrow blindfold. Behind her was a featureless grey wall. A hand holding that day's New York Times extended from the right of the screen. Powers reached over and turned the unit off. "Yup, your daughter, and heiress to your portfolio. Now, she hasn't been harmed, and she won't be, although I'm afraid her fiance" got in the way of our men and had a fatal accident. She doesn't even know why or by whom she's being held. Help her out. Just sign the papers and call it a deal and she's free."

Murchison slumped, beaten. "Bastard. How do I know you'll release her if I sign?" Powers smiled. "Howard, I said survival required ruthlessness, not waste. She can't identify anyone. It would be an unnecessary risk to harm her if you comply with our wishes. Besides, she is very obviously pregnant. We're not that cruel, at least not needlessly. Be forewarned, however, that we will be watching you. Any attempt to make public this incident or to inform the authorities will result in severe repercussions against your family and friends." Powers pulled a small cellular phone from his briefcase. Before you sign would you like to speak to your daughter and confirm her condition?"

Murchison shook his head. "I know you Powers. I'm quite sure you wouldn't kill her before I sign." He pulled a pen from his pocket and looked ruefully up at Powers. Then, wordlessly, he reached for the document and signed it without reading. He had no doubts that it was nothing more than what Colin Powers had said it was. He handed the signed contract back to his nemesis. Powers tore a page loose from the bottom and handed it back to Murchison. "Your copy. Always keep a receipt." Then, as Murchison cradled his head in his hands. "Don't take it so hard. Your daughter will be free within an hour and tomorrow morning several million dollars will journalled to your Swiss bank account. Well, so much for business. Join me for a drink?" Murchison shook his head. Powers smiled again, and returned the papers and the videotape to his attache" case. "In that case, have a pleasant evening. Your daughter will be at your house in one hour." That sharkish grin again. "Remember, that New Methodology." He strode out of the room and closed the door behind him.

Murchison took a last pull on his still smoldering cigarette and realized that it had burned down to the filter. Looking around, he realized that he no longer had an ashtray. *Idiot*, he thought. He ground the stub out on his copy of the sale contract. Then he clicked the intercom. "Margaret, draw two weeks pay for yourself and call it a night. We're finished here. For good." He clicked off before he heard a reply. Slowly, he started gathering his personal possessions. Twenty minutes later he was in his car, pulling out of the parking garage.

As Murchison drove along the street on which his luxurious upper east side flat was he noticed a figure hunched on the front steps of the building. As he drew closer, he saw that it was his daughter, alive and apparently unharmed. The tension left his body in a wave, and he began to chuckle, and then to laugh. He was still laughing when, as he pulled up in front of his building, his car exploded violently.

A block away, Powers put the radio detonator back into the pocket in his briefcase. For a few moments he watched the fire, the flames reflecting on the glasses he still wore. Then he leaned up to the chauffeur. "Kennedy airport, Bill. No big hurry." As the limousine got rolling he pulled out the small cellular phone he'd had in Murchison's office and punched one of the preset buttons. A voice answered in German. Powers spoke into it in English. "All business completed *mein herr*. The American conglomerate is now fully in your control." Behind him, on the steps of the apartment, Murchison's daughter, fatally injured in the blast, went into premature labor. The twin babies survived.

And so it was that, in 1998, ownership of the largest American electro-industrial conglomerate moved offshore, to the control of Dr. Gerhard Kessler and his Berlin Industrial Investment Group. Kessler was a ruthless German industrialist and investor who had been consolidating manufacturing companies and resources from around the world, forming what would become by 2020 one of the largest mega-corporations in the world. Like Saburo Arasaka, Kessler preyed upon companies that had been weakened by the world and American economic collapses, cannibalizing the resources and holdings of corporations and companies financially ruined in the crash. Among some of his victims, Aerospatiale, General Electric, Fukuoka International Industries, Korea-Pacific Steel, and many other companies which had seemed indestructible before the collapse.

Kessler's methods were evil but his management and selectivity were impeccable. Under his guidance, and that of his close cohorts, the diverse holdings were molded into the *Cyberpunk world's* largest general manufacturing conglomerate, the International Electric Corporation. After Kessler's death in 2012 his son and heir Erich continued the skilled management of International Electric and its core company, the Berlin Industrial Investment Group. In 2020, IEC is a major contender, competing with the likes of Arasaka, Militech and EBM in the sale of items ranging from household kitchen appliances to toys to military weapons. IEC is, in fact, the second largest military contractor in the world, surpassed only by Militech, which sells more defense related items but which is less diversified. The Kesslers have always shunned alliances with other large corporations, choosing to remain aloof and cast their lot with none. Now, in this time of growing tensions between the other mega-corporations, it remains to be seen if IEC can remain uninvolved for long.

MAIN PRODUCTS AND INTENT



Many of the corporations in the *Cyberpunk world* can trace their power and influence to some particular specialty; some product or service at which they are better than all the rest. International Electric is a little different. Its main strength lies not in any specialty, or the monopolization of some service, but in its sheer diversity. IEC boasts holdings and markets in consumer products, defense industry, heavy industry and durable goods, raw materials, computers, and in media. Ultimately, there can be no doubt that manufacturing is the principal milieu of IEC, but so many different products come out of IEC plants and so many different markets are reached that it is difficult to simply say that it is a manufacturing conglomerate and leave it at that. IEC's non-manufacturing holdings include a media company, a bank, and various diverse retailing and service subsidiaries, but these assets amount to little when compared to the enormous bulk of the IE manufacturing empire.

MILITARY INDUSTRIAL CONTRACTING

International Electric is equal to Arasaka in terms of overall diversity, and second only to Militech in military and defense-related sales and manufacturing. (It is for these reasons that IE is included in this book.) The thing that separates IE from Militech, and keeps them from each other's throats, is their particular specialties. Militech specializes in finished weapons and defense systems: vehicles, aircraft, guns, ordnance and so on. IE specializes in components. Whereas Militech makes the aircraft, IE makes the engines, or perhaps only the turbine fans, the avionics, and the instruments. When Militech makes the vehicle, IE makes the supercharger. When Militech makes a lasersight, IE manufactures the laser element. When Militech makes the bomb, IE manufactures the fuse and the radar

systems. When Militech makes a tank, IE makes the turbine engine and armor...and so on.

IE's true strength is in the electronic components that go into weapons. Some of its specialties are radar systems, avionics, audio/video information systems, tactical computers, special materials, propulsion systems and components, military telecommunications and military cybernetics. IE does also manufacture some complete systems however, and in this respect it is in limited competition with Militech. Products include ordnance, artillery, and heavy projectile weapons (especially electric cannon and miniguns).

IE also produces some items which are outside of Militech's capabilities. Militech maintains a shipyard but has only the capability to manufacture small ships and minisubmarines. International Electric is one of the world's leading producers of full-sized submarines plus military and civilian ships. IE is also a leader in beam weapon technology. Currently, they are working on practical orbital defense systems using high energy particle beams and x-ray lasers. This work is kept extremely secret for reasons which will be detailed later (see The Growth of IEC subsection below). IE is also working on more practical and efficient versions of the man-portable laser weapon. Militech does research work on beam weapons but so far it lags behind IE in development and lacks the specialized manufacturing capability necessary for full scale production of these types of weapons.

IE does not manufacture small arms or complete land vehicles or aircraft (except some for industrial use), limiting itself instead to production of essential components for sale to corporations already established in these areas. One exception is in rockets and launch platforms and space transportation and recovery systems. See the Space Technology subsection below for more information.

HEAVY INDUSTRY

International Electric is a leader in heavy industry and raw materials. One of the principal products in this area is metals. IE maintains steel and aluminum production facilities around the world and ships millions of dollars worth of raw and finished metal stock everyday. The corporation also maintains facilities for advanced metallurgical and polymer research and is one of the principal innovators in alloy and composite technology. IE ceramics, composites and alloys find their way into buildings, aircraft, satellites, personal armor and onto military vehicles as heavy armor.

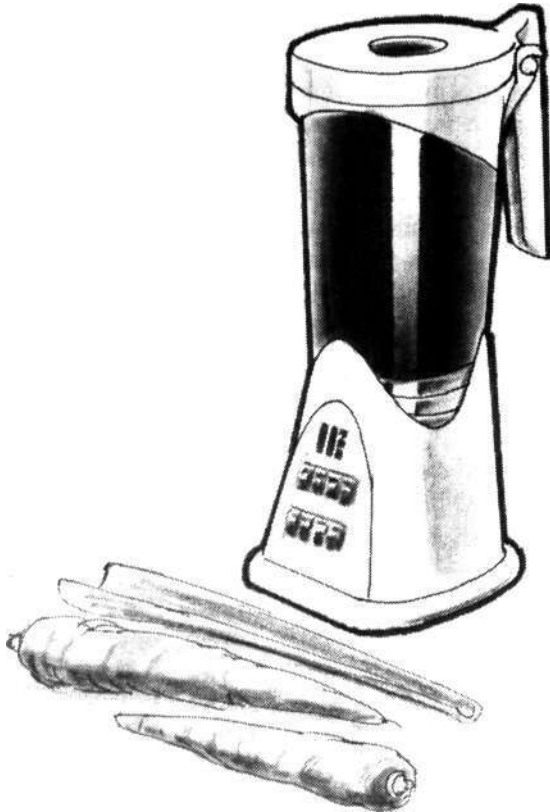
Nuclear engineering is another important facet of IE's heavy industry capability. IE manufactures fission reactors for use in energy production for civil and space purposes and for use as power plants in nuclear powered ships and submarines. IE is on the forefront of fusion technology too, and considers a viable fusion reactor to be only a couple of years off. Special IE research facilities work full time on the development of fusion power systems. IE believes that fusion power will allow hundreds of power plants to convert away from CHOOH_2 , freeing millions of acres of land for food production. It could also make deep-space travel a viable possibility, opening up a whole realm of new frontiers. IE has no interest in the philanthropical values of these ventures, rather it is concerned with the commercial and public relations opportunities.

Some of IE's other heavy industry products include CHOOH_2 and gasoline engines of the internal combustion and turbine varieties, civilian and military jet and turboprop engines (including the most common engines on the popular V-series Osprey aircraft, replacing the obsolete Allison engines), manufacturing and fabrication equipment such as lathes and laser mills, furnaces, cable products including fiber-optical, metal and ceramic element cables for use in terrestrial and submarine telecommunications and power transfer purposes, oil rigs, mining equipment and building and roadwork construction elements and tools such as cranes, graders and surfacing panels.

CONSUMER GOODS

By far the thing that IE is most well known for, and most visible because of, is its huge line of consumer products. IE is truly a giant in the manufacture of consumer products, making and selling items as diverse as lightbulbs, toaster ovens, refrigerators and cybernetics. Few and far between are the houses or apartments that don't have a few, if not several, IE items inside them. Even when you discount lightbulbs and fluorescent tubes upon which IE has virtual monopoly, almost every urban residence in the world has one product or another made by IE. Some of their more common items are clothes washers and dryers, televisions and stereos, electric razors, personal computers and newsdecks, watches, telephones and fax machines. It takes some imagination to associate the light bulb in your illuminated garden gnome with the two screaming Sidewinder jet engines in the AVX you saw quelling that riot in the combat zone last week, but the connection is there.

IE does not showcase its goods like Militech does, there are far too many for that, but it markets them through stan-



One of the many IEC consumer products.

dard retail outlets around the world. IE's products have their ups and downs, but by and large they are of good quality, reliable and reasonably well built. In addition, most of them are fairly well warranted. The future is only disposable if you're poor. If you can afford good products, you'll darn well buy them.

In the consumer electronics markets, IE competes with the likes of Braun, Klemperer AG, Sony, Mitsubishi, Whirlpool and so on. Its a big market but its crowded with a lot of big names. IE has a lot of marketing punch, however, and it is a solid competitor. It remains the single largest manufacturer of household and personal electronics in the world.

CYBERNETICS

IE is one of the largest and most successful manufacturers of cybernetics in the world. This is partly because the Berlin Industrial Investment Group, which assembled IE, also owned part or all of several of the firms which pioneered cybernetics research. IBs share of the cybernetics market has been slipping however, due to stiff competition from new Japanese and Korean developers and other established corporations. IE remains on the cutting edge in the devel-

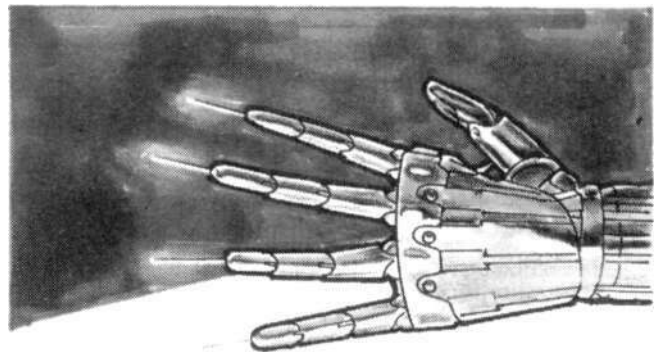
opment of civilian and military cyberware, but competition over the next few years promises to be stiff.

IE currently holds the U.S. military cybernetics contract. This has been an irritation to the Militech corporation, but for reasons which will be explained later in this section Militech has been loathe to take any hostile action as a result.

COMMERCIAL SHIPPING AND THE SUBMERSIBLE TRANSPORT

As an offshoot of its ship production facilities, IE maintains a large fleet of huge container cargo ships. It uses these ships for its own purposes, but it also does transcontinental shipping for several other companies and corporations. IE ships do not sail under the IE name, but under that of a subsidiary; Kessler North Atlantic Shipping. Despite the name, the shipping company operates in all oceans worldwide. The ships are registered in Germany however, and hence the North Atlantic designation. Kessler NA runs both surface and submarine tankers and cargo ships.

The nuclear powered submarine transports, developed by IE in conjunction with All Nippon Technologies and the Arasaka Corporation, are a relatively recent innovation in transcontinental shipping. Cargo submarines, which can be as long as 250 meters and run as deep as 750 meters below the surface, allow clients to ship large amounts of cargo across oceans without exposing the transports to attack from the air or from other surface craft. Thus the worries of maritime sabotage, corporate attack or modern day piracy can be largely eliminated, for a cost. The cargo submarines are detectable using sonar and thermal satellite imaging but they are impossible to individually identify by either of these methods. Since there are almost always several running in any given sea at any given time a potential enemy might find it nearly impossible to identify the cor-



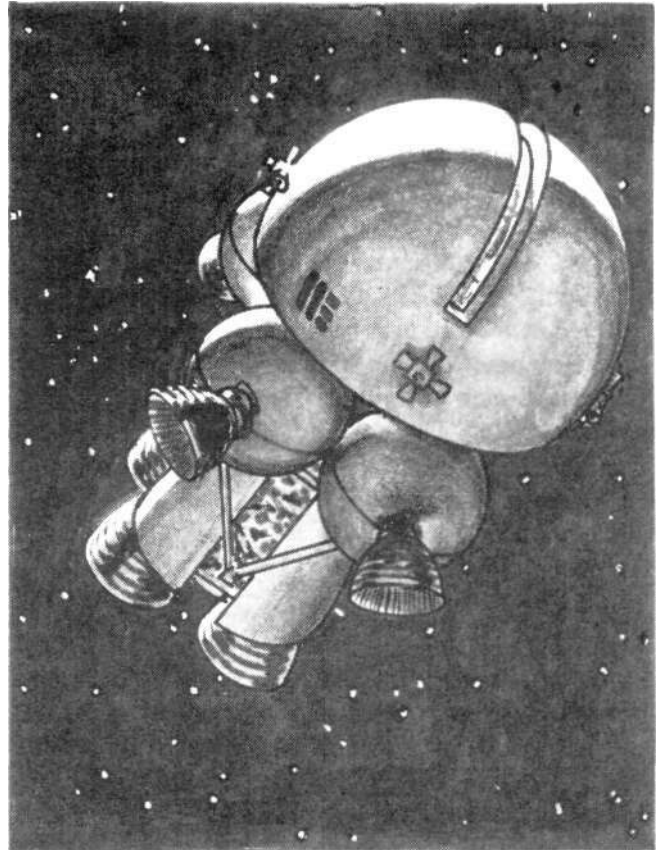
rect target, even if they had the means to attack. Submarine shipping is expensive (2x normal shipping cost), but it is safe. The subs require only standard docking facilities, although, due to their deep draught, some harbors need to be dredged out to receive them.

So far, only IEC, All Nippon Transport (a subsidiary of All Nippon Technologies) and Sato Commercial Shipping (a subsidiary of Arasaka) own and run submersible transports. Many corporations buy shipping space on these craft however, and they have been a profitable venture. Currently, other corporations in Korea, Japan and Germany are producing designs for their own submersible transports, but none have created a serviceable design yet. The current models use an All Nippon Technologies hull design, an IEC nuclear power plant and Arasaka developed anechoic (silencing) technology. Both All Nippon and IEC manufacture the craft; All Nippon in Korea and IEC in Germany. There are a total of thirty-two full sized submersible transports in operation worldwide. For additional information see *Uniforms, Equipment and Personnel*.

SPACE TECHNOLOGY

Gerhard Kessler firmly believed that space had only been exploited to fraction of its commercial potential. Now that he is dead, his son Erich continues that philosophy. Consequently, the Kesslers and other directors of the Berlin Industrial Investment Group have devoted a great deal of IE's resources towards the development of an aerospace engineering department. IE's aerospace department has developed several unmanned satellite and cargo boosters, most of which have been sold to the Orbital Air Corporation, NASA or to the European Space Agency. Although the ESA mass driver at Kilimanjaro and Orbital Air spaceplanes account for most commercial low orbit lifting, some payloads must still be lifted by rocket. IE has several classes of single and multi-stage disposable boosters that can be used to carry a variety of payloads into low earth or high geostationary orbits. IE has no launch facilities of its own, so these boosters are produced strictly for sale.

As with military weapons, IE's prime contribution to space vehicles comes not through any complete lifting system manufactured by the corporation but through the components and sub-systems sold to other manufacturers. Almost all other lifting systems in wide operation, including the spaceplane, NASA shuttle Mk II, ESA Hermes (see *Near Orbit*) and the Kilimanjaro mass driver, use IE manufactured drive, avionics or control components. Key prod-



The AR Model of OTV produced by IEC.

ucts include the Tornado 2 Hypersonic engines which drive the spaceplane in the critical period between when its standard jet drive cuts out and when the French-made rocket system which propels it in open space cut in. IE also makes the avionics package, including the proprietary computer system which allows the spaceplane to compute trajectories for successful re-entry and navigation without assistance from ground stations. An IE nuclear plant powers the Kilimanjaro mass driver and the original French magnets and magnetic control systems were refitted in 2012 with updated models designed and manufactured by IE.

Other than the rockets, only one group of space-related products is manufactured to completion by IE. These are orbital transfer vehicles. IE maintains a plant in low Earth orbit where it manufactures orbital vehicles using raw materials sent up from Earth via the Kilimanjaro mass driver and IE heavy boosters or from the Moon via the Tycho mass driver. Different types of vehicles manufactured at the IE orbital workstation include unmanned cargo sleds, small unpressurized personnel craft and full sized, pressurized shuttle vehicles capable of flights between low orbit and the moon and all points in between. IE and Orbital Air are co-developing a series of

second generation craft which will allow travel to the furthest reaches of the solar system. IE is designing the propulsion units and electronics and OA is developing the hull and interior design. The project is being carried out in deep secrecy, and no completion date has been announced.

Finally, IE has a large hand in making accessories for use in space. IE manufactures many of the essential components in the current ESA standard spacesuit, small maneuvering unit and manned maneuvering unit (see *Near Orbit*). IE is not responsible for final assembly of these products, but its contributions are essential to the design. Specialties include life support components, power systems, communications and computer packs and the in-helmet heads-up data display system for use by individuals without cyberoptic links.

MEDIA

IE owns the Seward Entertainment Corporation, a large media conglomerate which, in turn, owns several broadcasting networks, a movie studio, a large recording label and a braindance label. While the Seward Corp. is not as large as any of the dedicated mediacorps, such as NET 54 or DMS, it is a major force in international media. IE obtained the media corporation as rider in the acquisition of a much larger industrial conglomerate. Recognizing the value of an in-house media group for P.R. access, the IE board decided to retain Seward intact. Seward was also well run, and had shown a profit for several years before the acquisition. Not wanting to meddle in an already successful operation, the IE board allowed the management of Seward to continue largely unmolested. They have, however, made extensive use of Seward's production resources as well as its catalogue of artists, music and multi-media entertainment in a shrewdly constructed advertising and public relations campaign. DMS and NET 54, the two major worldwide media conglomerates, would both like to get their hands on the Seward catalogue, but both realize the folly of irritating the vast International Electric. IE's relationship with the giant mediacorps has been acrimonious at best, however. Both of them were in the running for Seward before it was acquired by IE. This doesn't stop the media-corps from using a wide variety of IE products, however. Practicality prevails.

THE GROWTH OF IEC

At the core of IEC is the Berlin Industrial Investment Group, the company which formed IE and which owns it and most of the companies considered to be IE subsidiaries. Firmly

at the helm of the Group is Erich Kessler, son of founder Gerhard Kessler, and chairman of the IE board. Erich Kessler, the IE board of directors and the major investors in the Berlin Group have all had a firm hand in guiding the growth, development and politics of the corporation.

IEC has been managed purely as a commercial venture. Kessler, unlike Saburo Arasaka and some of his other contemporaries, has no hidden political goals, at least, not of any international consequence. He merely wants IE to continue to grow and flourish. Kessler is, like his father, willing to go to any lengths to acquire some company or resource which he thinks would be an asset to his corporation. Even if a target company is not for sale, Kessler will, through IEC's covert operations arm, bribe, blackmail, assassinate, or do anything else necessary to get to a target on the market. He will do the same to make sure that he outbids all other prospective buyers. Of course, he's only doing what most other corporate directors would do to get an acquisition through in the *Cyberpunk* world.

One thing Kessler does have in common with Saburo Arasaka is a keen interest in space, but Kessler's motivation springs from a different source. Saburo sees space as a possible extension of his empire, but mostly he is concerned with the Tycho Colony's interference in his plans for the domination of the Earth. To this end, he would like to see the Tycho mass driver destroyed or incapacitated, or have the control of the Tycho colony fall into the hands of his associates. Ultimately, this means military control of space. Kessler sees space as a vast, untapped wealth of resources, and a potential market down the line. Ultimately, Kessler would like to exert *commercial* control over space. He too, however, lives under the onus of the Tycho Colony. In Kessler's opinion, the Colony managers take too strong a hand in managing the affairs of Earth and free space. He, like Saburo, would like to see the Colony's teeth pulled. Whereas Saburo wants the colony destroyed or under his control, Kessler only wants its main weapon rendered useless. This is why International Electric is so active in the research of orbital defense and high energy beam weapons. (As mentioned above in the Military Industrial Contracting subsection.) Tycho can loft all of the rocks it wants if IEC-controlled beam weapons vaporize those rocks before they even reach the atmosphere. Kessler doesn't feel that there is any particular danger in removing the shadow of the rock. He feels that, in the 2020s, a Euro-American nuclear exchange is about as likely as an Avon call from Jesus Christ. The success or failure of Kessler's plans for terrestrial and orbital expansion remain to be seen.

ENEMIES AND ALLIES

IEC is in a rather unique position in that, while it has few allies in the true sense of the word, its relationships with most other large corporations, even the notoriously stand-offish Arasaka, are at least cordial. This is because IE supplies critical components which most other corporations need for the manufacture of at least some of their products. One thing IEC has done in order to protect its market is to ensure that it is the sole source of several important technologies. Other corporations are forced into maintaining a good relationship with IE since it is too large to take over, and if it was outraged by an attack or hostile politics it might choose to embargo key components, thereby causing serious economic damage to the offender.

Another reason why IEC has few open conflicts with other conglomerates is that it competes directly with very few of them. Because of that very tendency to manufacture critical parts for other corporations' products. IEC items usually aren't competing for sales with many Militech, Arasaka or EBM goods. Since these are the only other corporations large enough to cause IEC any serious trouble, there is little friction. What competition that exists between these corporations and IEC is taken with uncommonly good spirits for *Cyberpunk* companies.

Things may change eventually, however. IEC deals with both Arasaka and Militech, and both of these corporations have expressed indignation at having to buy from a company which also does business with its main competitor. If that long awaited fourth corporate war between Arasaka and Militech does erupt it is anyone's guess as to whether IEC will get caught in the middle and trampled underfoot, or whether it will ride the tide and emerge the most powerful of the three conglomerates after the rivals have savaged each other. The IEC board keeps its collective ear to the ground, always gauging the tension between the other two giants. In anticipation of an eventual conflict, IEC has been beefing up its army. Historically, Kessler has kept IE's army fairly small, a number sufficient only for guard and defense duty and limited combat operations. With IEC's generally good relations with the other mega-corps, and Kessler's penchant for using duplicity and black operations rather than open combat, that is all that has been necessary. Recently, the board has been buying more large weapons systems and recruiting more troops. If war erupts, Kessler intends for IEC to be able to defend itself and assure its position in a new order.

The other potential enemy of IEC is the Tycho Colony. The government of the Colony has long had its suspicions of both Arasaka and IEC, but the two corporations have managed to conceal any long range lunar plans. Nevertheless, Kessler suspects the Colony's paranoia, and IEC security is always on guard against espionage by Tycho agents. Although the Tycho colony uses IE products and IE uses raw materials purchased from the Moon, there are indications that tensions between the Tycho government and the IE board are increasing.

KEY PEOPLE

ERICH KESSLER

Erich Kessler is Gerhard Kessler's only child, and the current chairman and CEO of the International Electric Corporation, as well as director of the IEC core investment company, the *Berliner Industrie Kapital Gruppe*. Gerhard Kessler raised his son in the corridors of corporate power and saw personally to his education, always intending for Erich to inherit the mantle of power and responsibility upon his father's death. When Gerhard Kessler was assassinated in 2012, thirty-eight year old Erich took control of



his father's controlling share of the IEC corporation. However, certain other members of the IEC board had their sights set on the CEO position and the directorship of the Investment Group. These individuals saw Gerhard's death as an opportunity, and a fierce power struggle ensued. There was a year of chaos during which assassinations and recriminations were rife within the upper levels of IEC and the Berlin Industrial Investment Group. Ultimately, however, the years of training and discipline under Gerhard paid off as, with help from his father's ally Colin Powers, Erich wrested control away from his competitors.

When the dust kicked up by the power struggle finally settled, Erich was firmly in control of IEC, laying claim to the combined tides of Chairman of the Board, CEO, and director of the Berlin Industrial Investment Group. This combined power put him in nearly absolute control of the International Electric Corporation and its resources, making him a member of that elite club of corporate men and women who can claim to be the most powerful individuals on earth.

Erich Kessler is now forty-five years old, and he has been firmly in control of the IEC family of companies ever since the turbulent days of 2012-2013. Kessler is a meticulous and intelligent man, fiercely proud of his Prussian heritage. He is handsome, tall and muscular, with graying hair and finely chiseled features. He is also cosmopolitan and well travelled, fluent in English and French and conversant in Japanese. He regularly lives in a Berlin penthouse but he maintains villas in the German Alps and the French Riviera and apartments in New York, London and Tokyo. He is currently grooming his sixteen year old son Peter, now studying at prep school in Germany (see Peter Kessler below), to take control in his own time.

ROLE: Corp.

STATS: INT 10, REF 6, TECH 4, COOL 10, ATTR 10, LUCK 4, MA 5, BODY 8, EMP 7/5, SAVE 8, BTM -3.

SKILLS: Resources 10, Personal Grooming 7, Wardrobe and Style 8, Leadership 6, Awareness/Notice 3, Education and Gen Know. 8, Expert Manager 9, Expert Investor 7, Expert International Business 10, European History 5, German History 6, German (Native), English 8, French 7, Japanese 4, Stock Market 9, Fencing (Epee, Saber) 8, Driving 2.

CYBERWARE: Basic processor, data-term link, chipware socket, basic cyberoptic, Times Square Marquee, MicroVideo Optic, basic cyberaudio, radio link, phonesplice, bug detector, micro-recorder link.

COLIN POWERS



Colin Powers graduated Magna Cum Laude from Harvard Business school. He was immediately hired on by Howard Murchison, who saw in the youth the potential for a brilliant corporate career. Murchison began training Powers, molding the young man into a brilliant manager and executive. But the relationship between the two men began to sour as time went by. Powers began developing his own theories on twenty-first century corporate management. He considered Murchison's methods too outdated and inefficient, too merciful and humane for a cutthroat world. Murchison, in turn, thought that Powers was turning into an immoral savage with no regard for human suffering. It wasn't long before the two had a falling out. In 1995, with Murchison's company reeling from the World Stock Crash, Powers accepted an offshore offer and jumped ship to work for Gerhard Kessler's Berlin Industrial Investment Group.

Kessler and Powers found that they were kindred souls, with similar methods and philosophies. Within months Powers was Kessler's number two man. In 1998 Murchison and Powers crossed paths again when Powers forced his old boss to cede control of his company, now fatally crippled by the bad management and the U.S. collapse, to Gerhard Kessler and his Investment Group. Powers killed Murchison before returning to Berlin to cover his tracks (see *History*). Powers remained loyal to Kessler and to the new IEC conglomerate. When Gerhard died Powers helped his son Erich retain control of the IEC directorship. As a reward for his services over the years Powers was made executive vice president of the Berlin Industrial Investment Group and CEO of IEC America, the stateside branch of the mighty IE corporation. He has remained in that position ever since.

Colin Powers is an intelligent man, but also a hard and cruel one. He has no concern for the sufferings of others and will trample underfoot anyone who interferes with him or IEC America, or who stands between him and some goal. He has no qualms about eliminating enemies or individuals who might merely inconvenience him. His reputation as a merciless killer and ruthless boss have earned him a nickname in international corporate circles: the Butcher. Although Powers has almost no true friends he remains loyal to Erich Kessler; one of the few men who has earned and kept his respect. Powers is, however, planning to edge out Erich's son Peter for control of the company if Erich should die while Powers is still with the company.

Powers is now fifty years old. He has used bodysculpting to maintain his appearance and still looks like he is in his mid-thirties. He, like Kessler, is a large, powerful man, with broad shoulders and stern features. He keeps his dark hair tied back in a trademark ponytail. He also wears mirrored, wraparound glasses almost constantly. He does this to hide his prototype artificial eyes which he has had since 1998. The eyes are metal, and Powers likes to expose them for dramatic effect, preferring to keep them hidden until the appropriate moment.

ROLE: Corp.

STATS: INT 9, REF 8, TECH 2, COOL 8, ATTR 7, LUCK 7, MA 7, BODY 8, EMP 5/3, SAVE 8, BTM -3.

SKILLS: Resources 9, Personal Grooming 4, Wardrobe and Style 6, Intimidate 7, Accounting 5, Education and Gen

Know. 7, Persuasion and Fast Talk 10, Expert Executive 9, Expert Business 8, German 7, Stock Market 7, Handgun 6, Boxing 5, Driving 5.

CYBERWARE: Basic processor, chipware socket, interface plugs, Mr. Studd™, skinweave, basic cyberoptic (both eyes), Times Square Marquee, anti-dazzle, Low-Lite™.

HANS RAEDER

Hans Raeder is a Eurosolo, a longtime associate of Erich Kessler, and the chief enforcer and black operations coordinator for International Electric and the Berlin Industrial Investment Group. Raeder cut his teeth in government service, running covert operations for the EEC. Erich Kessler became acquainted with him in 2010, and considered his talents wasted in government service. Raeder has been a fixture of IEC ever since.

Raeder handles those hands-on black operations which are considered to be too critical or sensitive to assign to standard black ops teams. He is an expert solo, and a tough, efficient man. He is also an excellent diplomat and negotiator and he is frequently sent with corporate negotiating teams as insurance, or dispatched to handle diplomatic missions himself. Raeder is in the highest confidence of both Erich Kessler and Colin Powers, and he spends much of his time jetting back and forth between Germany and the United States, handling assignments for both men. Raeder is also the commander of IEC's standard black operations troops, and he organizes and trains many of the teams and plans most of the important missions himself. Black operations at IEC are kept completely separate from standard military operations. Consequently, Raeder and Max Von Bruckner (commander of IEC military forces—see below) seldom rub shoulders.

Raeder is German by birth and has always lived in Germany. When he travels internationally he usually stays out of the country only long enough to complete whatever his assignment is. When abroad he usually doesn't stay at company lodging, choosing instead to travel on expense account and stay at fine hotels. Because of his excellent record IE will indulge him to any extent necessary. Raeder is a large man in his late thirties. He has a great deal of cyberware, but he keeps it camouflaged under RealSkinn™ and realistic sculpting. He is well versed in black operations and armed and unarmed combat.

ROLE: Solo.

STATS: INT 8, REF 10, TECH 8, COOL 10, ATTR 7, LUCK 1, MA 8, BODY 9, EMP 8/3, SAVE, BTM -3.

SKILLS: Combat Sense 8, Wardrobe and Style 6, Swimming 5, Interrogation 7, Intimidate 5, Streetwise 3, Awareness/Notice 6, Education and Gen Know. 7, Expert Black Operations 7, Hide/Evade 5, German (Native), English 7, Shadow/Track 6, Wilderness Survival 4, Athletics 5, Heavy Weapons 4, Tae Kwon Do 6, Melee 7, Handgun 6, Rifle 7, Submachinegun 5, Driving 6, Stealth 6, Motorcycle 4, Teaching 5.

CYBERWARE: Basic processor, vehicle link, smartgun link, chipware socket, interface plugs, basic cyberoptic, Times Square Marquee, Low-Lite™, teleoptics, infrared, basic cyberaudio, amplified hearing, phonesplice, radio link, enhanced hearing range, level damper, homing tracer, wide band scanner, two cyberarms, left ripperhand, right toolhand.

THE MURCHISON CHILDREN

Rory and Lea Murchison are the fraternal twins born on the front steps of Howard Murchison's apartment on the night he was murdered by Colin Powers. Rory and Lea were delivered by Trauma Team paramedics. Their mother, Howard Murchison's daughter, died moments after the delivery was completed. The twins were delivered into the custody of Howard Murchison's son Roy—their uncle.

Rory Murchison was a struggling musician at the time of his father's assassination. Ironically, although IEC murdered Murchison, the corporation completed payment for the stock that they extorted from him before his death. This ensured that the sale went through legally and possession of the portfolio went to the Berlin Industrial Investment Group. Between that payment and his already fairly large personal fortune, Howard Murchison left a fair estate behind when he died. All of this was legally inherited by Roy Murchison, Howard's only surviving child. Roy used the money to raise Rory and Lea in comfortable surroundings, and to ensure that they attended good schools. For several

years Roy kept the children insulated from the truth about what happened to their parents. Then one day, when the twins were sixteen years old, Roy revealed the secret in a fit of drunken depression. The children were astounded and enraged at the revelation, and each vowed to even the score in their own way.

Rory Murchison shared his uncle's predilection for music. A guitarist of no small talent by his sixteenth year, he vowed to use his music as a weapon against International Electric. Now, in 2020, Rory is only twenty-two years old, but he is already one of the most successful rockerboys in the world. Rory has assembled a band whose members all have some gripe against major commercial corporations. Rory's band has toured several countries under the name Vengeance Word, attracting huge crowds in the combat zones of cities in the U.S., Japan and Europe, and splitting the bill with famous rockerboy bands like Blood and Ice and Pervert Cupid. The music has a strong anti-corporate bent, specifically targeting IE, Arasaka and NET 54, each of which has wronged some member of the band. The band also uses the touring as a cover for launching sabotage missions against agents and facilities belonging to these corporations. Not being solos, however, the effects of these endeavors have been more cosmetic than anything else. The band has weathered several assassination attempts and all of its gigs are carried out under the constant threat of disruption and attack. Of course, that's exactly the kind of thing that attracts a combat zone audience.

Rory Murchison is a fidgety and energetic young man, tall and thin with long polychromatic hair. He's a guitarist and singer by trade and also handles much of the song writing duty for Vengeance Word. Rory is congenial and personable most of the time but he has a tendency to get moody and sullen, especially when asked about his family. He is a fiery performer, renowned for his energy and stage antics. He has also been known to flip out and start destroying objects on the stage completely at random—a tendency which keeps his bandmates on their toes at all times. For this reason, stage crashing at a Vengeance Word concert is considered a poor proposition. More than one unlucky soul who tried this has been batted into instant unconsciousness with one smack from Rory's guitar.

Lea Murchison is the other end of the spectrum from Rory in almost all respects, although she bears a distinct physical resemblance to her brother. When Lea learned the truth about the fate of her family she resolved to take the

fight to the enemy. She immediately sought training in combat and infiltration, studying under private instructors and spending a three year stint in a Lazarus Group special operations cadre. After honing her skills as a solo, Lea began to wage a private war against IEC. Some sleuthing allowed her to discover the identity of her fathers assassin and the assassin's employer. She has since revealed to her brother the parts played by Colin Powers and the Kesslers in their fathers death.

Lea has sworn revenge against Powers and Erich Kessler. She also realizes that she will be awhile in fulfilling that vow as both of these men are well nigh unassailable targets. In the meantime she has obtained private funding from various other enemies of IEC, and hires her services out to individuals and corporations who wish to run operations against IE. She also does straight up solo work to keep the bills paid. At twenty-two, Lea is young for an established solo, but her competence and reputation have earned her a reputation on the street.

Lea is a deliberate and intelligent young lady, even tempered and cool under fire. She is not given to wild swings of emotion, and she is wont to consider even the most troubling of situations dispassionately. She can be aloof to the point of coldness, an attitude which has earned her the street nickname Ice Princess. Always one to take things in stride, Lea wears the nickname like a badge of honor. Her trademark outfit is white leather. Lea is also extremely beautiful, with the same soft features, naturally dark hair and slim build as her brother. Unlike her brother, Lea keeps her hair short and has not altered its natural color. Many a street romeo has been attracted to Lea only to find himself nursing a black eye, busted head or broken limb after pushing the issue a little too hard. Lea has some friends, but they are a select and very small circle of people.

Although they have different personalities and lifestyles and see each other only rarely, the twins love each other deeply. They feel like they are joined by a special bond which transcends their fraternal relationship. Both of them claim to have had flashes of prescience where they seemed to see and feel through the other's body. Whether this is some paranormal phenomenon or merely a psychological trick caused by their unusual history and deep affection for each other is unknown. Both of the twins pay occasional visits to their beloved uncle. Roy Murchison lives a life of seclusion on a ranch in the Rocky Mountains. He stays hidden from IEC in order to avoid being taken hostage by them and used as weapon against the twins. Once a year,

usually in the summer, both twins visit the ranch at the same time to check on their uncle and reaffirm their family bonds. Lately there has been some talk between Lea and Rory of working together for a while, but no definite plans have been made.

RORY MURCHISON



ROLE: Rockerboy.

STATS: INT 7, REF 8, TECH 9, COOL 7, ATTR 9, LUCK 10, MA 7, BODY 7, EMP 10/8, SAVE 7, BTM -2

SKILLS: Charismatic Leadership 8, Wardrobe and Style 8, Streetwise 7, Seduction 4, Persuasion and Fast Talk 6, Perform 9, Awareness/Notice 2, Composition 7, Expert Musical Performance/Recording Equipment 8, Brawling 6, Dodge and Escape 5, Pistol 6, Motorcycle 7, Driving 5, Electronics 7, Play Guitar 9, Sing 8.

CYBERWARE: Light tattoo, techhair, basic processor, interface plugs, smartgun link, chipware socket, contraceptive implant, audio/video tape recorder, AudioVox, basic cyberoptic, targeting scope, color shift, Times Square Marquee, anti dazzle.

LEA MURCHISON



ROLE: Solo.

STATS: INT 9, REF 10, TECH 5, COOL 10, ATTR 10, LUCK 4, MA 8, BODY 7, EMP 10/5, SAVE 7, BTM-2.

SKILLS: Combat Sense 8, Streetwise 5, Seduction 6, Awareness/Notice 7, Expert IEC 6, Hide/Evade 6, German 9, Shadow/Track 4, Wilderness Survival 5, Athletics 5, Driving 4, Handgun 7, Rifle 6, Submachinegun 6, Aikido 5, Melee 7, Pilot Vect. Thrust 4, Stealth 4, Elect. Security 6, Weaponsmith 6.

CYBERWARE: Basic processor, Kerenzikov level one, smartgun link, vehicle link, data-term link, interface plugs, chipware socket, rippers (both hands), basic cyberoptic, Low-Lite™, Times Square Marquee, image enhancement, teleoptics, basic cyberaudio, amplified hearing, level damper, radio link, phone splice, wide band scanner.

COLONEL MAXWELL VON BRUCKNER

Colonel Maxwell Von Bruckner is the commandant of the IEC regular military forces, a position he has held for over ten years. He is also the man responsible for the expansion and redesign of the IEC forces. A competent and distinguished military officer, Colonel Von Bruckner had a fine record with the German contingent of the Euro Defense Forces. Hardened in battle in his youth, his mind was honed first at the German Institute of Engineering at Stuttgart, then at the Euro Defense War College in Paris, and finally at the elite Lazarus Military Studies Institute in Bethesda, Maryland (see the Lazarus Group *Main Products and Intent*).

Max Von Bruckner is the odd man out in the IEC upper echelons. He continues to work with IEC because he enjoys the challenge of restructuring their forces, he has many friends at IEC and, most important, he is contractually bound. He is secretly disgusted with the methods employed by the Kesslers and their associates in furthering the goals of the company. He especially despises the compassionless Colin Powers, and the relationship between the two of them has always been icy. Von Bruckner keeps his distaste hidden to all but a few trusted friends. He is secretly considering shopping around for an extraction client or jumping ship, but only if he can find a suitable organization to work for. Currently, the Lazarus Group is at the top of his list. Colin Powers, who suspects Colonel Von Bruckner's intentions, has secretly argued for his dismissal or liquidation. Erich Kessler values the Colonel however, and has refused to act against him. Kessler considers Powers' motives to be rooted more in personal matters than company welfare. Currently, a fierce behind-the-scenes influence war is being waged between Powers and Von Bruckner.

Colonel Von Bruckner is fifty-one years old, with grey hair and a salt-and-pepper moustache and beard. He is short and stocky, but extremely powerful. He rigorously trains his body, sending part of every day at the track and in the gym. As part of his respect for his body Von Bruckner

eschews all cybernetics. The Colonel has a gruff personality and a reputation for a short tolerance when it comes to incompetence or insubordination. He is also compassionate and forgiving, and his troops and friends, to whom he is devoted, are fiercely loyal. This loyalty and support is one of the things that has enabled the Colonel to survive and persevere in his struggle with Colin Powers.

ROLE: Solo.

STATS: INT 9, REF 7, TECH 9, COOL 10, ATTR 5, LUCK 5, MA 6, BODY 10, EMP 9, SAVE 10, BTM-4.

SKILLS: Combat Sense 7, Wardrobe and Style 5, Intimidate 8, Leadership 10, Awareness/Notice 8, Education and Gen Know. 9, Expert Military History 8, Expert Structural Engineering 6, Expert Tactics 9, Expert Strategic Studies 6, German (Native), English 7, Mathematics 5, Driving 4, Handgun 5, Rifle 5, Submachinegun 2, Heavy Weapons 6, Pilot Fixed Wing 5, Aero Tech 6, Demolitions 7, Weaponsmith 4.

CYBERWARE: None.

PETER KESSLER

Peter Kessler is Erich Kessler's sixteen year old son, and the heir apparent to the IEC empire. Currently Peter is studying at an exclusive prep-school near Friedrichshafen in the German Alps, being prepared for the tough German college entrance exams. The tests are probably somewhat extraneous for Peter as, even if he were to fail, his father could, through influence, gain him acceptance to any of several prestigious institutions around the world. This guarantee is probably for the best as Peter is something of a renegade, chafing under the oppressive hand of preparatory education. He is also extremely spoiled and rather selfish. Erich is worried by his son's demeanor and is considering sending the youth into the Euro Defense Forces for a couple of years and having some discipline hammered into him if necessary.

The young Kessler is always under strict (but discreet) protection as he is considered a prime target for extortion or terrorism. Peter makes a game out of ditching his guards, and being assigned to him is secretly considered punishment duty among IEC solos. So far no one has ever attempted anything against the boy.



Peter is tall for his age, and handsome, with classic Aryan blond hair and blue eyes. He is active on athletic teams at his school, and keeps in fine shape. His looks, fitness and wealth make him a prime target for the local young girls, which is one of the reasons he is so fond of ditching his security.

ROLE: Future Corp?

STATS: INT 7, REF 10, TECH 3, COOL 5, ATTR 10, LUCK 8, MA 10, BODY 8, EMP 9/?, SAVE 8, BTM -3.

SKILLS: Resources 5, Personal Grooming 4, Wardrobe and Style 6, Endurance 7, Seduction 6 (only against girls his age), Social 4, Persuasion and Fast Talk 8, Awareness/Notice 4, Education and Gen Know. 2, Hide/Evade 8, German (Native), English 5, Japanese 3, Athletics 6, Karate 2, Rifle 3 (hunting rifles only), Driving 3.

CYBERWARE: Young Peter has not yet been permitted to have any cyberware installed except for a basic processor, chipware sockets

and a data-term link. After he is eighteen, he may do as he pleases.

BASIC IEC SOLDIER

These are the general infantrymen who serve in all basic IEC defense and guard purposes. They are not as well trained nor as diverse as soldiers serving in the armies of corporations specializing in military applications. This is one of the things which Maxwell Von Bruckner has been hoping to change.

ROLE: Solo.

STATS: INT 7, REF 8/?, TECH 7, COOL 8, ATTR 7, LUCK 5, MA 7, BODY 8, EMP 8/>, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 5, Wilderness Survival 3, Athletics 3, Brawling 4, Dodge and Escape 5, Pistol 4, Rifle 6, Submachinegun 5, Driving 2, Stealth 3, possible specialty skill such as Pilot (various types) *or* Demolitions *or* Elect. Security *or* Heavy Weapons *or* Tech (various types) 2-6.

CYBERWARE: Various.

Possible Variations for Officers: INT 8, Leadership 5, Education and Gen Know. 5, Expert Small Unit Tactics *or* Support/Logistics 4, +2 to any specialties. For Solos/Special Ops Troops: Combat Sense 6, Interrogation *or* Intimidation *or* Streetwise 4, Awareness/Notice 6, Hide/Evade 4, Shadow/Track 5, Various Martial Arts 3-6, Melee 5, +2 to weapons skills. For Corporate Guards: Expert Security Procedures 5, Elect. Security 2-6.

BASIC IEC CORP

The typical paper shuffling IEC desk jockey. One of the most common corporate passports is an IEC one. Upper level IE corps do a lot of international travelling, especially between European countries and between Europe and the United States.

ROLE: Corp.

STATS: INT 8, REF 7, TECH 5, COOL 8, ATTR 7, LUCK 5, MA 7, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Wardrobe and Style 4, Education and Gen Know. 5, Expert Marketing *or* Expert Management *or* Expert Analyst *or* Expert Executive *or* Accounting *or* Expert Sales *or* Expert Design 2-8, Native Language, German 1-8, Drive 2, Pistol 4.

CYBERWARE: Various.

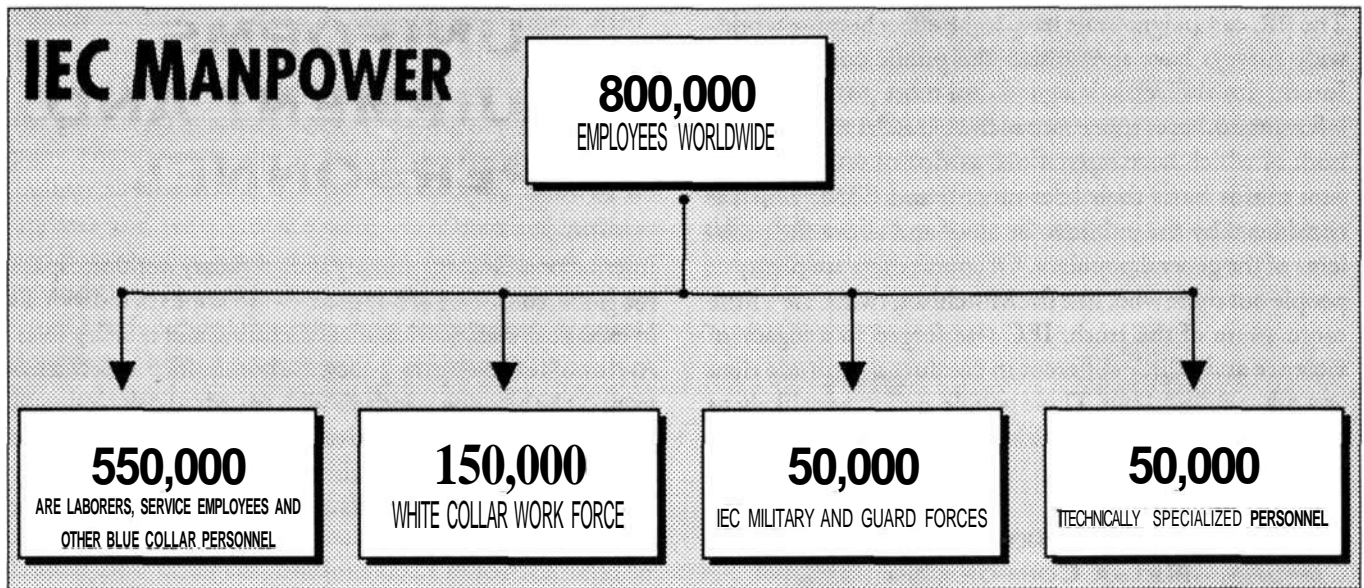
CURRENT MARKET STRATEGY

SELLING THE PRODUCTS

Because of the IEC's dependence on retail sales, and the number and diversity of the products they manufacture for sale, marketing and advertising play a huge role in the success of the company. Realizing that successfully managing international advertising campaigns for its multitude of products was a chore above and beyond the abilities of any in-house department, International Electric has long retained the services of the prestigious international advertising/P.R. firm of World Media Design.

World Media has designed an extensive, ongoing advertising campaign for IEC. Ad programming and styling is tailored individually to each target nation and region, but the national campaigns are also designed to interlock in such a way that international travellers can always recognize IE advertisements instantly anywhere in the world. In this way, true global coverage is attained. International marketing of IEC's endless stream of products is no small task. World Media must constantly judge which products and departments need the most support, and how that support should be created. The final products range from ordnance and weapons ads in the military periodicals to TV and media ads for general consumer products to corporate demo packages for big ticket items such as ships and network systems to national lobbying for things like nuclear power plants and dams...all of which are done in varying national and regional styles and in languages from English to Tagalog.

There are some recurring themes in IEC advertising. Most common and most visible are the general and household products ads. These tend to emphasize how much easier and more comfortable your life is made by IEC appliances,



electronics and cyberware, and how much cozier and homier your house or conapt becomes because of them. In the rootless world of 2020, where people are frequently short of this kind of comfort, this campaign is a big hit. As an example, an ad currently running in both photo and TV/holo/video billboard variations goes as follows. Scene/photo/holo one shows a typical, beautiful young couple (of the local nationality and race) standing pensively in a nice looking but starkly empty room—no furniture, appliances or decoration. The light shining through the window is harsh and bright. Caption reads or narration speaks—"EVEN THOUGH YOU'VE SIGNED THE PAPERS IT'S STILL ONLY A HOUSE." Scene/photo/holo two shows the same room, now filled with nice furniture, with pictures on the walls, curtains muting the light, and several prominent IE products spread liberally around. (Stereo, television, computer, servo-bot, newsdeck etc.) The man and woman are now reclining on a couch in each other's arms. They are watching a video on a large IE screen (presumably a Seward-produced show) and laughing cheerfully. Caption or narration—"NOW IT'S YOUR HOME. IEC PRODUCTS: THE DIFFERENCE BETWEEN LIFE...AND LIVING." On the video/holo versions the spot runs as a commercial with voice over. In print it runs as an ad using two full opposing pages with scene one on the left and scene two on the right. The caption is at the bottom along with the logo and slogan.

Since it is impossible to advertise for all of IE's products World Media has designed the corporations ad campaign to primarily support new products and specialty items. Old standards, like lightbulbs, are largely left to sell on their own momentum.

However each IEC manufacturing department, no matter how mundane, receives an individual quarterly advertising budget that it can use to plug its products independently of the main World Media campaign. All departmental advertising is subject to the scrutiny of both World Media and the IEC public relations department to make sure that it matches company standards and does not conflict with any other ongoing marketing strategy.

The net result of all this is that IEC is one of the most visible corporations in the world. Its advertising is so well coordinated and so widespread, especially in corporate areas, that it is hard to envision the urban scenery or the airwaves and Net untouched by them. Private analysts have speculated that IEC has the largest advertising budget of any corporation in the world. Militech might be a close second.

PUBLIC RELATIONS

World Media Services and IEC's in-house public relations firm have worked together to create an extensive public relations campaign to back up the product advertising. This campaign promotes the image of IEC as a peaceful corporation working for worldwide technological progress. It also paints the picture of the industrious, benevolent corporation who's products form the backbone for the manufacture of other companies' goods. Except for the benevolence part, this second image is not far from the truth. The PR. campaign is used to aid in advertising and lobbying, as well as generally helping put the best spin possible on the corporation.

The PR. campaigns must have some effect because worldwide surveys have shown that the public conception of International Electric is a good deal more positive than it is for some other corporations such as Arasaka and Militech, both of which have reputations as violent warmongers (not that it hurts their sales much), and EBM, which is considered by the public to be aloof and above the problems of the general populace. Of course there are plenty of people out there who, like the Murchison twins, are a little more aware of the truth: IEC was forged in a legacy of violence and is little different in conduct or attitude than any other corporation. These people are not very likely to be dazzled by IEC's advertising and P.R. campaigns, no matter how slick they are.

THE SEWARD MEDIA CORPORATION

The Seward Mediacorp is, as mentioned previously, one of IE's large subsidiaries. Ownership of a mediacorp, especially one as successful as Seward, is an advertising and PR. boon for the corporation. World Media Services has gone to great lengths to see that IE's ownership of Seward is exploited to the utmost. Since Seward owns broadcast and cable stations around the world there is a wealth of practically free air time (at least the money stays within the corporation). Also, music from the Seward catalogue is used to back IE commercials and special media presentations. Seward's multi-media production facilities are used to create IE advertisements, presentations and P.R. oriented programming, and Seward-produced movies and braindance, while not blatant advertisements, tend to prominently feature IE equipment and products.

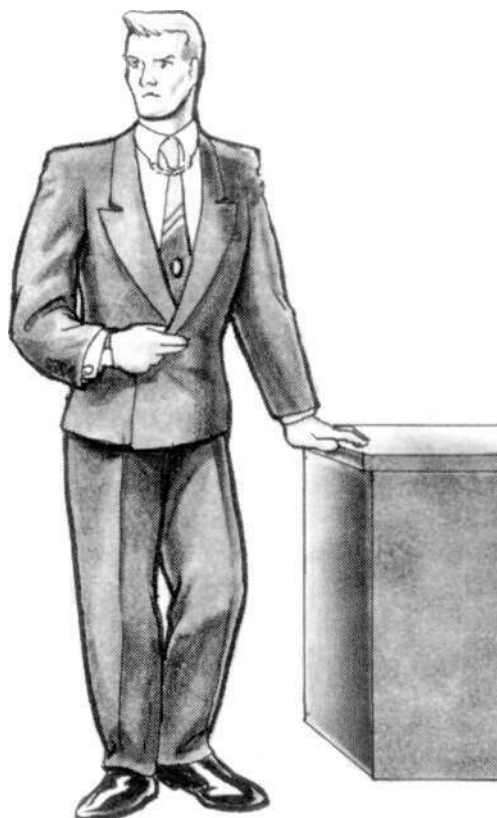
IEC is well aware of Seward's value as a house organ. The mediacorp is one of the most jealously guarded of IE holdings. IE owns 100% of Seward stock and holdings and personally oversees Seward security. It is worth noting that IEC contracted Arasaka Security to design and install all of the security measures and develop the security procedures at all Seward facilities. Seward security staff is provided by IEC however, and not Arasaka. Nonetheless, as is always the case with an Arasaka designed system, Arasaka secretly has at least partial access to most Seward information and facilities. Since the two corporations are currently on good terms Arasaka hasn't used its access to harm or hinder IEC in any way, simply adding any information it gains to its already prodigious database and salting Seward with a typical selection of Arasaka deep-cover agents to be activated perhaps down the line. IEC has no clue yet that this is happening.

UNIFORMS, EQUIPMENT AND PERSONNEL

International Electric's primary and subsidiary workforce spans the globe, consisting of hundreds of thousands of individuals in executive, staff, service, manufacturing and military roles. As part of IEC company policy, the home office in Berlin has set only the broadest standards with regards to dress code and equipment. National executive and manufacturing divisions are allowed to set more specific standards. Only the Military branch of the corporation falls under one all-inclusive code for dress and equipment.

EXECUTIVES

Although national directorates are given a great deal of latitude in establishing dress, behavior and equipment codes for their employees there are some obvious generalizations that may be made. Naturally, most branches



require executives to dress in appropriate business attire. Because of the German origin of the corporation it is common for IEC executives around the world to dress in the current Eurofashion style, following the lead of company employees in the home office and in the Berlin Industrial Investment Group. These styles tend to be updates and redesigns of traditional European business and formal styles. These are much more dynamic than the practically unchanging American styles but less racy than those produced by the extremely *avant garde* Japanese designers. The current popular style is based on a double-breasted double-vented pattern by Banner of Zurich (yes, vents are in again).

There are no required accessories for IEC executives. Like all other corporations IEC makes company logo jewelry. Unlike most other corporations IEC's executives tend to steer clear of the lapel-pin style. More often, a company issued I.D. bracelet is worn. The bracelet serves in a dual role of style and function. It is fashioned (in silver or gold plated steel) into an IEC logo and has the wearer's name, department and position engraved on the back. It also has a chip imbedded in it with the wearers complete medical record and employment history encoded on it. The chips may be read by any Trauma Team, IEC company doctor or IEC department chief. Upper level executives may have their bracelets coded so that certain information can be read only by authorized personnel. There are also necklace, brooch, lapel and tie-clasp versions of this item but the bracelet remains by far the most common. The bracelets are not required but they are worn by most executives, staff and service level employees. Only executive-level employees may wear bracelets with gold plate. All other employees must wear silver ones. See below for more information on IEC-manufactured electronic corporate fashion accessories.

All IEC executives may join the company Trauma Team account for a nominal annual fee. Weapons are permitted in non-secure areas only if in the possession of someone with an IEC corporate firearms license. Any executive may receive this license by attending a week long class in company firearms policy and firearms safety. This requirement is unique to IEC, and has resulted in them having a much lower incidence of firearms accidents among their executives than many other corporations. There are no restrictions on executives with regards to what brand of equipment that they carry. IEC (naturally) and Sternmeyer are, respectively, the most common brands for accessories and weapons.

GUARDS AND SOLDIERS

IEC guards are a detachment of the IEC military forces and therefore fully trained in military weapons and procedures. IEC uses an Arasaka-designed course to train selected soldiers in security procedures. These soldiers are then delivered in platoon or squad-sized units to their assigned facilities.



Because IEC believes in subtlety when it comes to corporate security the company's corporate guards wear suits and carry concealed weapons. This makes them a little less threatening looking than their counterparts at other corporations. They are, however, just as dangerous. The well-dressed, visible security guards (both male and female) are always backed up by an on-call team of soldiers in full combat outfit. These special response teams are always in the building but kept safely out of sight until needed. The suited guards wear body armor under their clothes (SP 10, torso only) and carry 11 mm pistols, knives and hidden PRC-type communicators. They are recognizable as security by their navy blue suits, lapel pins indicating rank, a small logo patch under the breast pocket and because their company I.D. bracelets are anodized black aluminum, not gold or silver plate. These individuals have the same training

as those held for special response and they will rotate duties periodically. Guards at those facilities offlimits to the public or in restricted areas shun the suit and wear full combat kits.

IEC soldiers, special response security guards and guards at non-public facilities wear the same basic kit. This includes urban camouflage fatigues with grey webbing, PRC type communicators, steel blade knives (not monoknives), torso armor (SP 18), black anodized I.D. bracelets (required for troops in place of dog-tags), and Sternmeyer Type 35 pistols. There is some accessory variation between guards and soldiers. Soldiers wear a kevlar helmet (SP 20) with flip down visor (SP 12 eyes and upper face only, anti-dazzle) and carry the Sternmeyer M-95A4 (CG-13B) advanced assault rifle or the Sternmeyer SMG-21 Submachinegun. They also carry a field kit with equipment and supplies for extended combat. Guards wear a cap instead of the helmet and are more likely to carry the SMG-21 or Sternmeyer Stakeout 10 Shotgun than the M-95 rifle.

Among IEC soldiers, guard duty is considered more desirable than field duty as there are more opportunities for advancement into executive positions and the pay is higher. IEC guards operate in the same chain of command as IEC soldiers but a site security supervisor has ultimate jurisdiction over local security matters, even in the presence of a field officer of higher rank. In conflict situations the site supervisor becomes directly accountable to the regional security chief who is always of colonel rank as well as high executive standing and therefore at least equivalent in power to any field officer. Only a with a direct relief order from the regional security chief can a site supervisor turn over management of local security matters to a field officer. This system has been implemented to make sure that lower ranking security officers are not relieved in times of crisis by excited field officers with higher ranks but less experience in security tactics and systems.

STAFF

IEC staff-level employees are bound by the same dress and weapons codes as executives, which is to say that they have a pretty good amount of freedom. They tend to be a little less likely to stay glued to the current Eurostyle however, and tend to exhibit more flamboyance and individuality, if a little less class, than their executive level counterparts. There is much more regional influence to be found in the dress of the staff. American employees wear American fashion and casual outfits, Japanese employees commonly wear the radical Japanese designs, and European employees wear elements from all three continents. Staff level employees are permitted to carry weapons

in non-secure areas but they must take the same course as executives and register themselves as weapons-carriers with the corporation (something executives need not do) before receiving permission to do so.

SERVICE EMPLOYEES

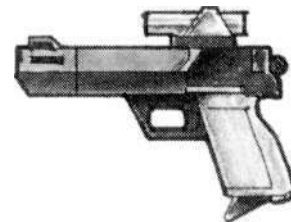
At manufacturing plants and other facilities offlimits to the public, service-level employees have great freedom in dress. They may wear casual clothes of their own choosing as long as they wear their company photo I.D. badge. Only custodial and maintenance employees have set uniform requirements. These are blue or brown jumpsuits or denim pants and a blue or brown shirt; blue for custodial, brown for maintenance. Service level employees are not permitted to carry weapons on company facilities. If they need to carry a weapon on the way to work they must check it at the guard station at the site at which they are employed.

VEHICLES, EQUIPMENT AND WEAPONS

These are some of the items used or carried by International Electric guards, soldiers and executives or manufactured and sold by IE.

STERNMEYER TYPE 35 PISTOL

As seen in *Cyberpunk 2020*. The standard issue sidearm in the International Electric military and guard forces and the pistol of choice amongst IEC executives. 400eb.
P 0 J C 3D6(11mm) 8 2 VR 50m



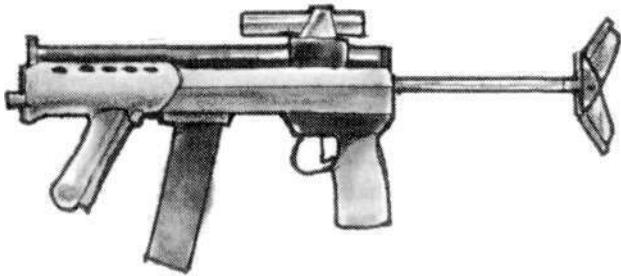
STERNMEYER TYPE 41 PISTOL

A lighter pistol common among IEC executives who want something a little easier to handle and with a greater magazine capacity than the hefty 11mm Type 35- 425eb.
P 0 J C 2D6+3(10mm) 12 2 VR 50m

STERNMEYER SMG-21 SUBMACHINEGUN

As seen in *Cyberpunk 2020*. A heavy duty SMG with a collapsible stock and rugged construction for use in adverse conditions. The standard issue SMG for IEC security guards and IEC Army noncommissioned officers. Capable of firing in single shot from a closed bolt for accuracy or in three shot burst or full auto from open bolt for firepower. Unlike other open bolt designs, such as the Minami, the Sternmeyer does not have a fixed firing pin. When fired singleshoot from closed bolt the WA rises from -1 to 0. The gun also has mountings for an optical sight for use in the single shot mode. A tough and versatile weapon at a good price. 500eb.

SMG -1/0 L E 3D6(11mm) 30 15 VR 200m



body, modular sight system, improved heat dispersal system and true magazines instead of the old G-11 descended disposable box pour-in system. Magazines for the A4 resemble the old A3 and G-11 boxes, but instead of merely storing ammo the entire box slides into the receiver over the barrel. It makes for a little more susceptibility to contamination from dirt but it also makes reloading easier and quicker under combat situations. The magazines are high impact plastic and are disposable. They can not be reloaded. The modular sight system allows quick-changing from telescopic to powered optical to laser sights without tools. The basic rifle comes with a 4 x telescopic sight. An optical sight and laser sight are available at 150eb each. For a complete writeup on the stats and history of the M-95 series see *Sola of Fortune*. The M-95 can wo/fire 5.56 cased ammunition. 750eb.

RIF +1 N R 506(5.56 Caseless) 90 30 VR 750eb.



STERNMEYER M-95A4 (CG-13B) CASELESS ASSAULT WEAPON

As seen in *Solo of Fortune* and *Cyberpunk 2020*. This is an advanced assault weapon firing a caseless 5.56mm round. It has seen limited service in special contingents of the U.S. Armed Forces and Eurodefense Forces. IEC is the only corporation using this weapon insignificant numbers. The M-95 series fires a caseless round which is coated with a special lacquer to resist moisture and to prevent propellant oxidation from exposure to air. The lack of a casing makes the round much lighter and smaller to comparable cased rounds. As a result a soldier can easily carry 540 rounds (six 90 round magazines) in his personal kit. Refinements to the M-95A3/CG-13A series for improved military applications and release as the A4/13B model include a tougher

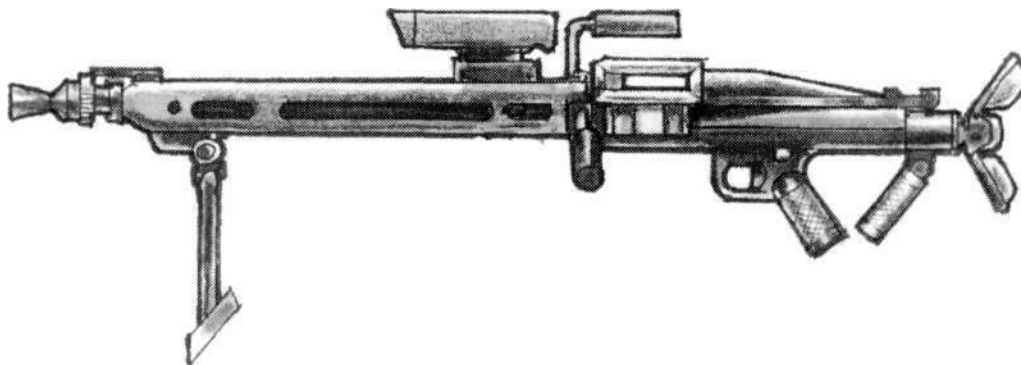
STERNMEYER STAKEOUT 10

As seen in *Cyberpunk 2020*. A light assault shotgun common with certain detachments of IEC security troops. Tough light and cheap. 450eb.

SHT -2 N R 4D6(OO) 10 2 ST

IEC CONTAINER TRANSPORT SUBMARINES

As detailed in main products and intent. These are the giant, nuclear-powered cargo submarines manufactured in conjunction with All Nippon Technologies and Arasaka Manufacturing. IEC manufactures them at its giant shipyards and drydocks at Bremerhaven, Bremen, Germany. (All Nippon also manufactures the same craft at a shipyard



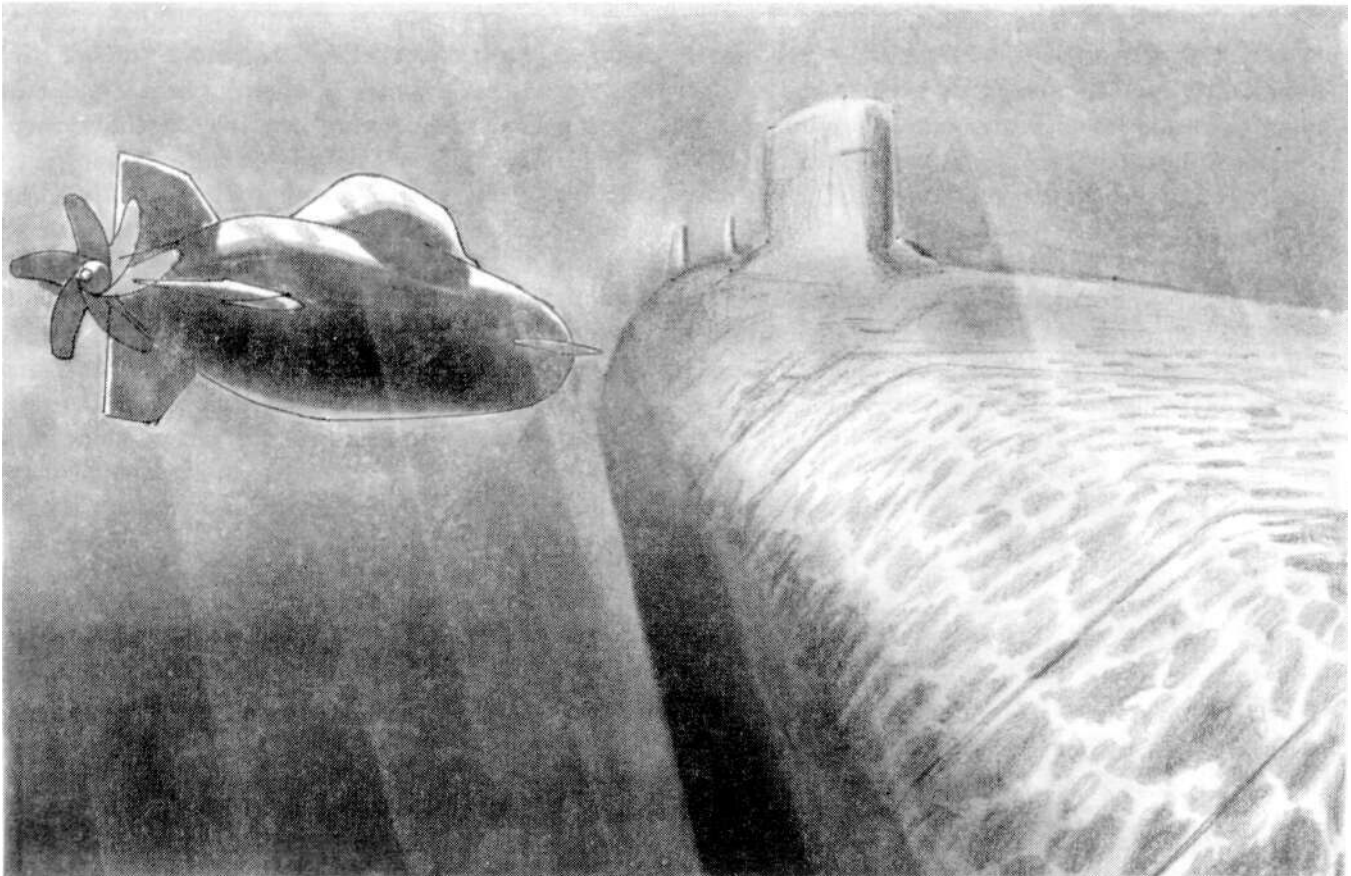
in Pusan, South Korea.) These craft range from 200 to 250 meters long with crews of between 30 and 100 individuals. They can dive as deep as 750 meters below the surface. Periscope depth is 30 meters. Top surface speed is 70km/hr. Top submerged speed is 60km/hr. Top silent submerged speed is 40km/hr.

Cargo submarines are wide, squat-looking affairs. Their cross section resembles a rounded rectangle more than a circle. Where normal military submarines might have one, or at most two screws, cargo subs can have as many as four, as well as front and rear lateral jets for harbor maneuvering. Cargo submarines have conning towers about two-thirds of the way towards the stern. The conning towers have enclosed bridges with windows. These windows are covered with pressure shields when the submarine dives below 200m. At lesser depths the windows are unshielded, permitting underwater viewing. When the sub is surfaced the windows permit accurate conning and harbor piloting as well as supervision of cargo loading and unloading from the shelter of a fully enclosed bridge. The subs boast 5000 SDP and 80 SP. The conning tower is SP 50.

Although the submarines seldom take more than a couple of weeks to run a transcontinental load, they can be provisioned for up to a year away from port and need nuclear refueling only once every five years. The submarines can carry 75% of the cargo weight and volume that a surface ship of similar length could carry. The extra volume is occupied by the twin pressure hull system, ballast tanks and the huge, watertight cargo hatches which make top-loading of standard cargo containers possible. As a safety measure, cargo can be shipped in special watertight cargo containers. This can preserve the cargo for later salvage should the submarine lose hull integrity or sink. This hasn't happened yet.

Shipping by submarine is expensive, but it has several advantages. Sensitive cargoes are virtually invulnerable to attack from surface ships and aircraft. Proprietary anecdotic technology makes the submarines extremely quiet, and even if located they are equipped with mines, torpedoes and sub-launched sea to air missiles for defense. They can also take shorter or safer routes than many surface ships, travelling beneath the North Pole rather than through the Panama

Rendezvous at tea. between mini and cargo submarines.



Canal, or underwater when passing through the disputed Dardanelles Straights or through piracy ridden Indonesian waters. For these reasons, the submarines do brisk business in sales and transport contracts. For more information see the *Main Products and Intent* section for IEC.

IEC TACTICAL MINISUBMARINES

IEC produces several models of small submersible craft, including both open and pressurized designs. The most widely used is a 10 meter long model powered by a small nuclear reactor. This craft is shaped like a miniature version of a full-sized submarine. The conning tower is an elevated enclosure which allows the captain to look through waterproof windows for harbor piloting or underwater viewing. It takes a crew of three and can carry up to six additional passengers or 400kg of cargo. The sub has a range of 1800km, all of which can be travelled while submerged.

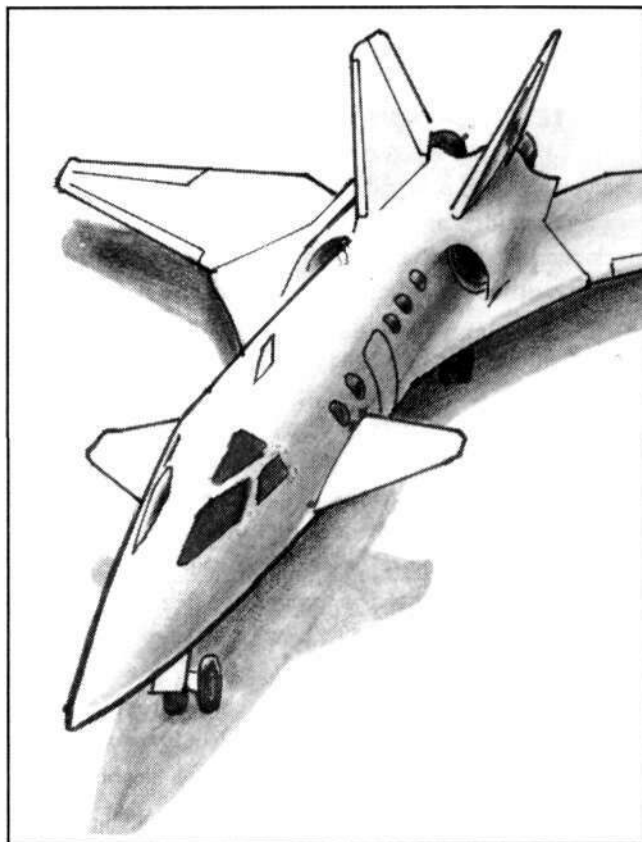
The IEC minisub has full active and passive sonar capabilities. Top speed on the surface is 50km/hr. Top speed submerged is 25km/hr. Top silent speed is 20km/hr. Maximum dive depth is 200 meters, periscope depth is five meters. On board weapons include a scuttling charge and ten mini-torpedoes doing 10D10 damage each. There is an airlock hatch which permits divers to exit and enter the sub while it is submerged. The subs are armored to SP 60 and have SDP 300.

ROLAND EXECUTIVE SST

The Roland ESST is a new supersonic corporate jet designed and built by Roland Aerospace, a subsidiary of EBM. The jets use two engines and a swing-wing design unique to executive aircraft to achieve a speed of Mach 1.5 and a range of 10,000km. The jets have flight crew of two and can have up to twelve passengers and two flight attendants. IEC is among the first corporations to use the new aircraft, but this is understandable since Roland uses several IEC components, including engines and avionics, in the construction of the ESST. The jets have SDP 100 and SP 25.

IEC CORPORATE SMARTFASHION ACCESSORY LINE

These are the chipped bracelets and other jewelry items mentioned above. IEC manufactures them as a product line and makes them available to other corporations. The jewelry can be fashioned into any logo design that a client wishes, in the form of a bracelet, pendant, brooch, lapel pin or tie-clasp. Bracelets are most common. Each bracelet has



The Roland ESST

a steel band and a centerpiece formed in the shape of the client corporation's logo. In necklaces the pendant is in the shape of the logo, and in brooches, tie clasps and lapel pins the logo makes up the exposed portion. The jewelry can be in gold or silver plated steel or in black anodized aluminum. In the back of each piece is engraved the name of the wearer and up to fifty characters of other information. Inside is an EPROM chip with up to 10k of storage space. The client can store any information he wishes in this chip. Information on the chip can be retrieved by attaching a small adapter to any standard set of interface cables and connecting the micro-socket in the jewelry to a computer terminal, cyberoptics or a newsdeck type datareader. Information commonly encoded includes health history or problems, employment records, resumes and so on. The chips can be coded for access by authorized personnel only. Currently many corporations are using these systems as a supplement to magnetically encoded photo I.D. cards. The bracelets are difficult to forge and the information storage capability can provide extra security. Private citizens can also order these pieces in a variety of styles. They make a useful tool for carrying around small packages of data and have all but replaced old-style medic-alert bracelets and pendants. Solid

gold, silver and platinum versions are available for an extra cost. Cost is 50eb per unit.

IEC VENOMHAND CYBERNETIC ENHANCEMENT

The Venomhand is a cyberhand option designed for military applications and available on the illegal cyberware black market. To all examination the Venomhand looks like any other cyberhand. It can be Superchromed®, Realskinned™ or left as is. A mental command can cause a thick hypodermic needle to be extend from one finger or from all four. Each needle is connected to an individual bracket within the forearm. The brackets are designed to take a standard sterile medical reservoir cartridge from 1 to 5cc in volume. Each reservoir can carry a different drug or toxin. When the needles puncture the skin of the target, a second mental command will cause anywhere from .1 cc to all 5 to be injected into the target. The needles are thick and exceptionally resistant to breakage. They are also armor piercing, doing 1D6-1 damage to 1/2 normal SP in an attack. If the attack penetrates, the needles pierce the skin. The needles do little damage to flesh, however, doing only 1/2pt of damage per needle if used as a weapon without toxin. Any liquid drug or toxin may be loaded into the brackets. The needles are automatically sterilized through ultrasound each time they are withdrawn into the fingertips. Replacement needles cost 10eb a piece on the open market, 20eb on the black market. IEC recommends changing them every six months, more often with frequent use. This item is popular not only with solos and assassins but also with posers, dorphers and chromers who like to shoot up at concerts and at parties. The hand makes smuggling drugs into secure surroundings easy. Detection can be made only if the forearm structure is examined visually or by x-ray. Each time an injection is attempted roll 1D10 for each needle used. Injection fails on a roll of 1. Drug costs as listed in Cyberpunk 2020.

IEC Venomhand N VH 600eb 2D6 H. Loss.

IEC PHASE 4 INFRARED LASER SIGHT

This is a laser dot sight which can be mounted on any rifle, pistol or Submachinegun with standard dovetail or modular mounts. It imparts a standard +1 modifier. What makes it different from other laser dot sights is that the laser uses a beam in the infrared spectrum instead of visible light. This makes the dot invisible to the target, eliminating the possibility of advanced warning. It also makes the beam and source glow invisible, so the beam can not be traced back to its operator. In order to use this sight, however, the user must have IR cyberoptics or wear a special pair of IEC

IR imaging glasses. Also, the dot and the source will be visible to anyone else with IR vision capabilities, so the system is not completely foolproof. It is, however, a good deal less obvious than comparable visible light systems, and a favorite among solos and soldiers who need to make accurate quick acquisitions or pistol sightings with the maximum amount of stealth. An ultraviolet system is also available for use in situations where IR is likely to be detectable. The sight and the glasses both run off of integral batteries and both are rechargeable: four hours of use per charge, eight hours to recharge. Cost is 250eb for the sight, 75eb for the glasses.

IEC MICRO-MATE BLENDER

It's a blender. You know: Chop, Puree, Liquefy, Frappe, etc.—common in kitchens around the world. One and a half liter capacity. It's a totally unremarkable item. We just want to establish the fact that IEC makes plenty of mundane items too. Available in designer colors. Matching microwave, mixer, food processor and electric knife also available. 35eb. One year warranty.



KEY OFFICES AND FACILITIES

In the Spandau district, on the outskirts of Berlin, is a group of buildings covering twenty city blocks and overlooking the waterway between Tegler See and Wannsee. This area is known as IEC City and it is the sole property of the International Electric Corporation. The IEC City is the hub of the corporation, housing not only the IEC main office, but also those of its core companies and many of its subsidiaries. Those IE subsidiaries with head offices outside Berlin have regional offices in the IEC City. On the bank of the waterway, rising out of the center of the IEC City, is the building which fulfills the dual role of IEC and *Berliner Industrie Kapital Gruppe* headquarters.

THE HEADQUARTERS BUILDING WAS CONSTRUCTED TO BECOME PART OF THE CANAL BANK AND UTILIZE THE WATERWAY FOR BOTH DECORATIVE AND FUNCTIONAL PURPOSES.

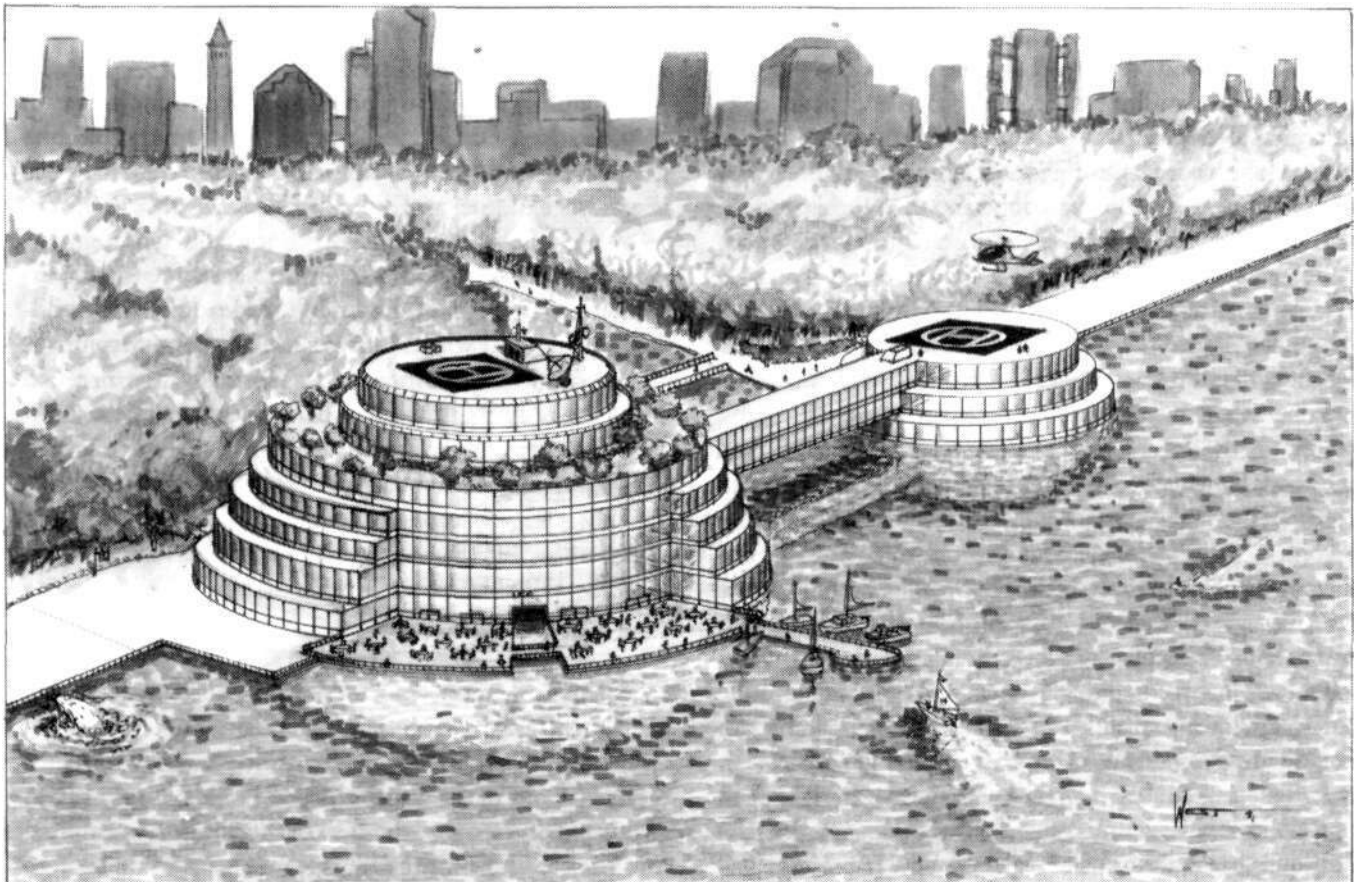
THE IEC HEADQUARTERS BUILDING

LOCATION

The IEC Headquarters Building is on the banks of the canal connecting the Wannsee and Tegler See lakes, on the northwestern fringe of Berlin. The tower is on the eastern edge of the IEC City, but between the City's northern and southern extremities. IEC owns land only on the western bank of the canal. The opposite shore is occupied by a park and residential areas. Several bridges cross the canal north and south of the headquarters building.

ARCHITECTURE

Since the IEC City contains headquarters and office complexes for many IE subsidiaries, the actual Corporation Headquarters Building doesn't need to be very large. The Headquarters houses offices only for the Berlin Industrial Investment Group, the International Electric Corporation (the actual core corporation for which the whole group is named) and a coordination and management department which oversees the relationships, trade, management



and cross-ownership of the IEC subsidiaries. Since it plays a limited role, the IEC Headquarters is not a tower but a low, wide building of only seven stories. Many of the other buildings in the IEC City are taller than the Headquarters.

The Headquarters Building is constructed in a two-tiered, two lobed design. The first tier defines the major lobe and the overall shape of the building. It is five stories tall and round. It is connected by a two-story subsection to the second lobe, a much smaller structure on the north side of the main building. The second lobe is also round, but only three stories tall. Only the main lobe has a second tier. The second tier covers a much smaller area than the first and adds the final two stories to bring the building up to its full complement of seven floors. The second tier is also round, and concentric with the first tier. Also, every floor of both tiers and both lobes has a slightly smaller radius than the one below it. The indented areas are used as balconies. This construction makes the building look like a round ziggurat with a small Siamese twin. See the illustration for an idea of how the whole structure looks.

The two-tiered design of the main lobe leaves a great deal of fifth floor roof area exposed. This area has been landscaped into a garden for recreational use by executives and staff in the IEC Headquarters Building. It has some small fountains, shallow ponds and picnic tables and is criss-crossed by a network of walkways. The eastern quarter of the roof overlooks the canal. This area is for executive use only. The smaller second lobe has no landscaped area. The seventh floor roof of the second tier of the main lobe and the third floor roof of the smaller lobe both have landing facilities for Ospreys, helicopters and vectored thrust vehicles.

The most interesting aspect of the architecture of the Headquarters Building is its relationship to the canal. The building was constructed to become part of the canal bank and utilize the waterway for both decorative and functional purposes. The eastern edge of the building projects a short way out from the bank into the canal. This section of the building is constructed on a concrete foundation which extends into the canal and down to the bedrock. Opening onto the water is a cutaway area fifty meters long, thirty meters deep and four stories high. This cutaway allows the water to project about ten meters into the building. A small harbor is built into the cutaway, allowing small boats to tie up at the building. An exclusive open air cafe is constructed at the edge of the water, within the sheltering arms of the building. The cafe is open to the public, as is the entire bottom floor of the main lobe of the headquarters building. The cafe is popular among IEC

employees and local residents. Reservations are required for everyone except IEC executives (more for security reasons than crowding). The cafe is closed in the winter when the canal is frozen, but it is popular in the spring and summer, especially in the morning when the sun shines on the eastern side of the building.

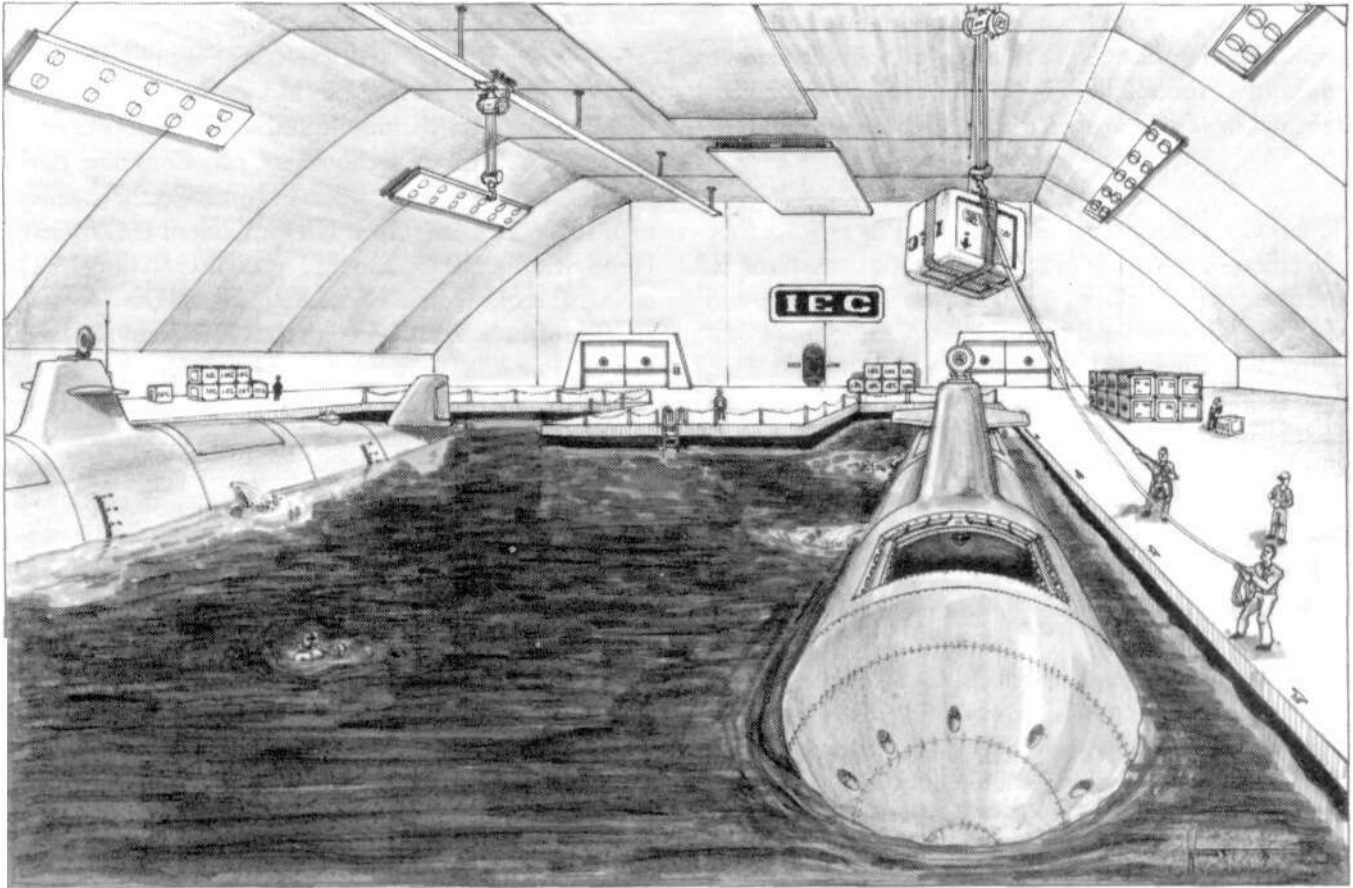
The building is surfaced in white concrete and tinted glass. The IEC logo appears on the main lobe only, over the main entrance and the canal cutaway.

THE SUBMARINE CHAMBER

As part of the unique construction of the building, sections of the structure extend into the concrete foundation below both the ground and water levels. The canal has been dredged to a depth of fifty feet for large boats. Thirty feet below the surface of the canal, just to the south of the cafe cutaway, there is a pair of large, pressure tight doors set into the concrete wall of the foundation. These doors (normally kept open) lead into a large underground pool which is connected to the IEC building. The pool chamber is kept pressurized to two atmospheres to keep the water from flooding it. Cargo and personnel airlocks connect the chamber to the rest of the building. Frogmen and small, pressurized minisubmarines can be launched into the canal from the chamber without alerting anyone on the surface. A dummy outflow pipe empties a continuous stream of water into the canal over the hatch, covering any bubbles that might be released by operation of the heavy doors or the passage of men and submarines.

The chamber is used for moving extremely sensitive personnel and cargo into and out of the Headquarters Building and IEC City while eluding surveillance and espionage agents from other corporations. Normally the men and submarines exiting the chamber travel only a short distance before transferring their cargoes to surface transportation, but on several occasions IEC minisubmarines (see *Uniforms, Equipment and Personnel*) have travelled from the chamber into the canal, then via the Havel River into the Elbe and all the way into Hamburg or the North Sea without detection.

In an experiment one minisubmarine sailed all the way to the North Sea while submerged and rendezvoused with an IEC transport submarine. The minisub was piloted directly into one of the transport's giant holds. The hold was evacuated of water and the crew of the minisub transferred into the crew areas of the transport. They and their cargo



Special submersible chamber, artists conception

were submerged all the way from Berlin to New York, where the minisub carried out a black operation. Then the entire process was repeated to bring the minisub home. Throughout the round trip mission the team was never once above the surface of the water. For routine transfer operations IEC minisubs and transport subs have mating hatches that allow passage of crew and materials between the vessels without the hazardous and expensive process of flooding and clearing a cargo hold.

The chamber and submarines are one of the most closely guarded secrets at IEC. No one outside of the company's highest executive or security echelons is aware of it. There is a matching hidden pool at the IEC shipyards in Hamburg.

INTERIORS AND FACILITIES

The entire bottom floor of the main lobe is open to the public. It contains the main reception area, offices for individuals who must deal regularly with the public, an IEC company store, an auditorium, security offices and, of course, the harbor and Canal Cafe". The lobby is finished

in a classy, modern style, although some people have complained that it lacks personality. The center of the ground floor is a sunken, enclosed courtyard with an artificial fish pond set in the center. This is connected to the canal by a small waterway. The floor of the courtyard is contiguous with the cafe" and the harbor. The bottom floor facilities are arranged in a ring around this courtyard. In winter a large sliding glass wall isolates the courtyard from the canal. The upper floors of the main lobe contain the offices of the International Electric Corporation. The secondary lobe, which is completely off limits to the public, is the offices of the Berlin Industrial Investment Group. The three story connection between the two buildings has no windows.

Because of the buildings small size it contains few of the special facilities common to other corporate head offices. There is a separate infirmary/hospital building in the IEC City which handles all of the Headquarters medical needs as well as those of other local IE buildings. Gymnasiums, barracks and storage functions are likewise handled by other buildings. The Headquarters does have its own cafeteria (not to be confused with the Canal Cafe") and sleep-

ing facilities for executives. There is no subterranean vehicular area for the building. Parking is in a fenced area to the north of the building. There is a small, two-door loading dock in a secure area on the south side of the building.

PERSONNEL.

The IEC Headquarters Building houses in its main lobe the offices of the Board of Directors of the Corporations, the office of the CEO, the offices of the Directorship and staff of the International Electric Corporation Core Company, and offices for liaisons from all IEC subsidiaries, international branches and major holdings as well as supplemental offices for the chiefs of the IEC military and Special Operations forces (Hans Raeder and Colonel Von Bruckner) and staff liaisons. The secondary lobe houses the offices of the director, members and staff of the Berlin Industrial Investment Group. Naturally, many of the most powerful men in IEC have offices in both lobes.

There are always about a hundred IEC guards and solos on station at the IEC headquarters building. Only a third of these are on duty at any given time, but many hundreds more are on call or quick response duty around the IEC City and can be on station within minutes. About 1000 people work full time at the headquarters building.

SECURITY

Security at the Headquarters Building is subtle but tight, with plainclothes guards patrolling public areas twenty-four hours a day. These guards are patched into a special response contingent within the building and to the IEC City Security Center across the street. Large numbers of guards and soldiers can be on station within minutes. The off limits areas of the headquarters buildings are patrolled by guards in full combat kits. The secret submarine dock is continuously guarded by a special group of solos.

Other buildings in the IEC City have similar security arrangements. The streets and open areas of the IEC City, which are open to the public, are patrolled 24 hours a day by a special detachment of IEC security troops trained in police procedures. Within the IEC City their authority supersedes that of the Berlin Metropolitan Police Force, although IEC police are officially required to adhere to German national and local laws and police codes. Guards patrolling the city wear a special grey uniform which is official looking but less threatening than the urban camouflage worn by military troops. The IEC City police force has three hundred officers and detectives working in three 75 man shifts plus reserves. Swat duties are handled by IEC special ops troops.

OTHER BUILDINGS

Other buildings in the IEC City include the headquarters of IEC Shipping, IEC Maritime Construction, IEC Space Technologies, IEC Military Technologies, IEC Consumer Products, IEC Power Systems (nuclear and hydroelectric engineering), IEC Raw Materials, IEC Distribution, IEC Military Forces, IEC Special Operations Forces, IEC Security Headquarters/Security Forces School, Research and Development, an office of the Seward Corporation, an IEC Consumer Products department store (public), the German Industrial Bank (*Deutschlander Industrie Bank*—an IEC subsidiary and core company), and several other less important buildings such as fire stations, barracks, vehicular parks, warehouses and so on. None of the buildings is taller than 30 stories. 30,000 people work daily in the IEC City.

REGIONAL OFFICES

Like most other corporations in the *Cyberpunk world* IEC has regional offices in cities around the world. Since none of these has to function as a divisional headquarters, and few of them have large troop reserves, IEC regional offices tend to be smaller than those of corporations like Arasaka and Militech. Most IEC regional offices are not larger than twenty or thirty floors. Many of them are three or four-story buildings in industrial parks. The larger offices tend to be located in cities near major IEC manufacturing or testing facilities, or in the capital cities of nations with which IEC carries out a great deal of business. IEC has major regional offices in Hamburg, London, Paris, Rome, Stockholm, Moscow, Algiers, Nairobi, Bombay, Bangkok, Singapore, Hong Kong, Tokyo, Seoul, Brisbane (Australia), Santiago (Chile), Brasilia, Caracas, Mexico City, Los Angeles, Night City, Chicago, New York, Rosslyn/Washington D.C., Detroit and Toronto. Smaller offices dot the world.

SPECIAL FACILITIES

IEC manufacturing and raw materials facilities span the world. Thousands of plants are connected with IEC or IE subsidiaries. Only a couple of the most major ones will be mentioned here, along with a few of IE's most important non-manufacturing facilities.

IEC MARITIME CONSTRUCTION YARDS AND ELECTRIC BOAT WORKS

This is the immense shipyard and drydock complex on the banks of the Elbe river in Hamburg. It consists of twenty huge drydock/construction pens, and cargo crane-equipped

piers and moorings for loading and unloading up to ten additional full sized cargo ships, submarines and tankers. Half of the drydocks have ships or submarines under construction in them at any given time. The other half are kept free for repair, maintenance and refit work on existing vessels. There are currently five of the huge transport submarines under construction and in varying stages of completion. The most advanced is only a couple of months away from sea trials. The newest has barely had her keel laid.

Other buildings at the yards include freight and supply warehouses and container areas, a rail yard, maritime fabrication shops, the IEC Maritime Propulsion Laboratory, the IEC Propeller Fabricating Shops, an office and administration building, construction buildings and boathouses for smaller vessels such as minisubs and patrol boats, and barracks for the local security force. The shipyards employ nearly 30,000 people and cover three square kilometers, dwarfing those of Arasaka and Militech. Only All Nippon Technologies has facilities of a similar size, and they are in Korea, not Japan. Much of the construction workforce is provided by lower class Germans but there is also a sizable group of ultra cheap immigrant laborers working at the yards. Most of the immigrants are from Southeast Asia or the destroyed Middle East.

Security at the shipyards is as tight as it can be under the circumstances. The area is fenced and patrolled and all employees are required to show identification at all times, but with so many workers there there are bound to be lapses in security. To compensate for this there is extra tight security in sensitive areas such as the Propeller Shops, the administration building, the Propulsion Laboratories and the pens in which the transport submarines are being built. The site security force numbers 1000 individuals with an extra detachment of 50 special ops troops in reserve for emergencies.

THE KENYA ROCKET ASSEMBLY PLANT

West of Kabete, just a few miles from the ESA and Orbital Air offices in Nairobi, are IE's rocket construction facilities. It is here that parts shipped in from around the world are assembled into finished rockets and booster engines capable of lifting satellites and other cargoes into precise low Earth or high geosynchronous orbits. Finished rockets are shipped in sections to clients around the world. Since many IE rockets are used by the ESA and OA the Kabete plant also assembles many of the boosters to completion. Some of these are shipped on special trucks to the ESA launch center on the edge of Kilimanjaro in northern

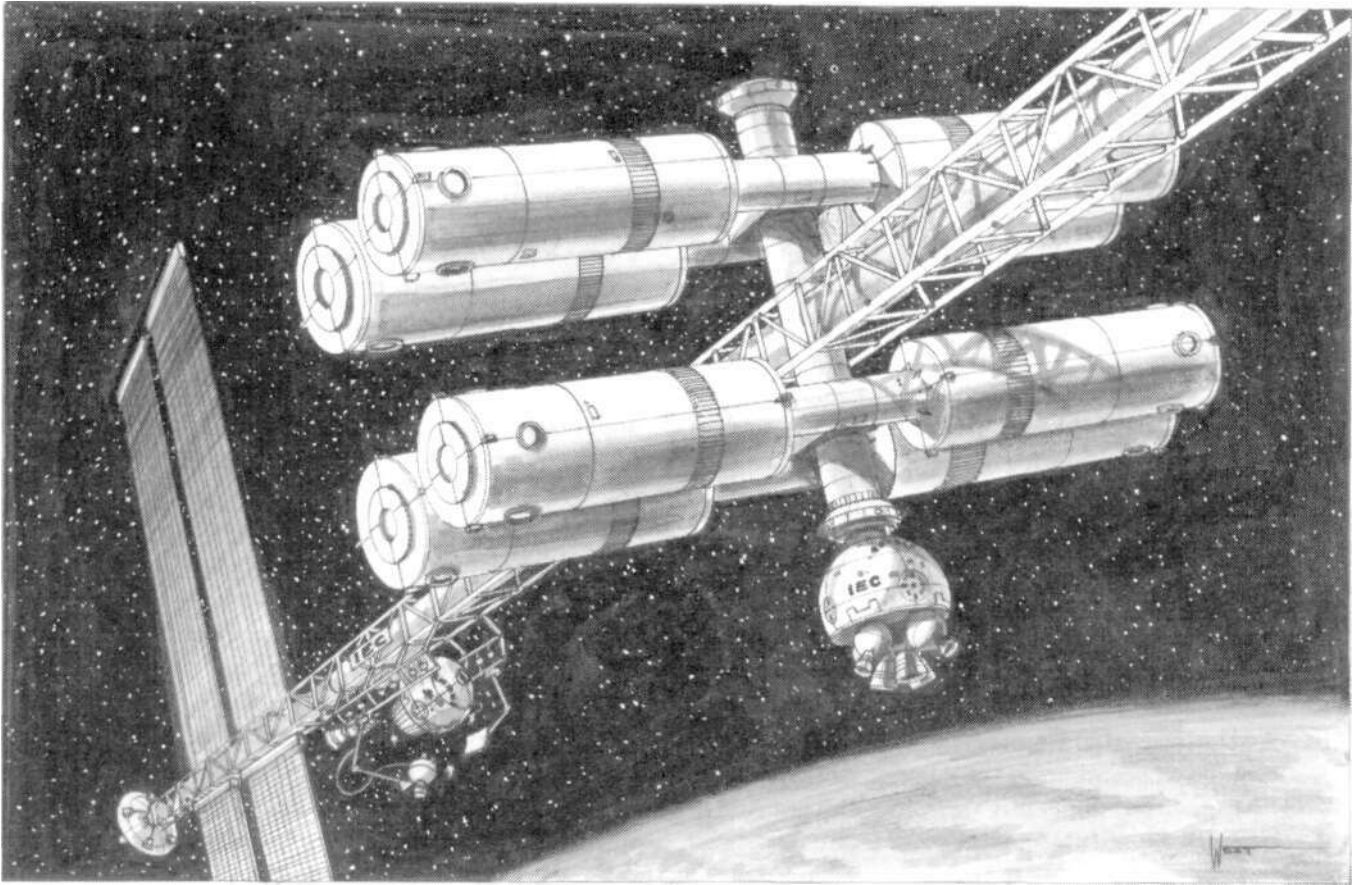
Tanzania, 240km to the south of Nairobi. Others go to the OA launch center on the Yatta Plateau, 100km to the east of the assembly plant. The assembly plant also serves as a receiving and storage center for IEC manufactured parts for the ESA mass driver at Kilimanjaro.

Buildings at the center include the main assembly building; a huge, enclosed structure with four crane-and-scaffold units for individual rockets, the parts warehouse, the propellant warehouse (well removed from everything else), a booster engine testing area (also well removed), an administration/security building, a research laboratory, barracks, an airfield and, a rail yard connected to tracks leading all the way to the Kenyan port of Mombasa on the Indian Ocean.

Because of the sensitive nature of the work carried out at the Kabete plant security is kept extremely tight. There are only 1000 executives, staff and workers at the plant, but there are 500 security men on site. Because of the nature of the terrain surrounding the plant and the types of threats which the plant is liable to face the site security force is under IEC military command, *not* security force command (see *Uniforms, Equipment and Personnel* for an explanation of IEC security and military command relationships). Fully trained in security procedures, the Kabete troops also have access to armored vehicles and aircraft for defense purposes and carry weapons typical more typical of IEC military troops than guard units. Additional troops are kept on call at the IEC office in Nairobi.

IEC TROOP TRAINING CAMPS

IEC has two large troop training camps, one for the European/African divisions, one for those assigned to the Americas. Troops for the rest of the world are drawn in equal numbers from the pools of men of men and women trained at these camps. The camps are virtually identical in training and facilities. The exception to this rule is that the German camp is in the Alps, and thus the site of all of IEC's snow and forest training, and the U.S. camp is in Arizona, and therefore where all IEC desert training is done. Except in times of crisis, only special ops troops receive terrain specific training. The IEC Special Ops School has buildings at both camps, and all special ops troops must spend time at each one. IEC line infantrymen receive only basic training and need attend only one of the two camps. Since IEC security troops are drawn from the IEC military ranks, they may have trained at either camp. All IEC security troops must also go through additional training at the Security School at the IEC City in Berlin.



OTSCS. Picture taken from approaching work sled

Facilities found at both training camps include firing and heavy weapons ranges, barracks, auditoriums, gymnasiums, administration buildings, vehicle parks and airfields. The Arizona Camp also boasts the IEC weapons and vehicular proving grounds where ordnance and propulsion systems receive thorough workouts before being placed on the market. These camps are relatively small when compared to the likes of Lazarus and Arasaka. Each one has roughly 2000 troops, about 75% of which will be in various stages of training. Since IEC has only enough troops to serve its own purposes there is little reason for large numbers of trained men and women to be billeted at the camps. Trained troops are almost always needed at some facility or office. Security is fairly light at both of the camps since there is little of value at either one. The exceptions are the Proving Grounds in Arizona and the airfields at both camps, all of which have tight security.

The German camp, known as IEC EuropaCamp (E-Camp), is south of Munich, near the town of Gmund in the foothills of the Bavarian Alps. The American Camp, known as IEC AmericaCamp (A-Camp), is located in the northeastern corner of Arizona, near the town of Rough Rock, south of Black Mesa.

SPACE FACILITIES

IEC has an extensive space research program which is run by the Berlin based Space Technologies subsidiary. Ongoing research includes such subjects as special materials, effects of space and weightlessness on biological systems, space maneuvering and propulsion systems, space construction techniques, and field testing of IEC manufactured space equipment. IEC's space facilities include an orbital research station, a construction station where IEC orbital maneuvering vehicles are assembled, a lunar mineralogical research base and sales station adjunct to the Tycho Colony and a small store and representative department on the Crystal Palace.

The orbital research station is code named SuperLink. It is a ten module frame array in geosynchronous orbit over Europe. Its hundred person crew receives weekly supply/transport shipments from the assembly station via OTV. There is also an emergency evacuation OTV kept on site at all times. Individuals are rotated out of the research station every six months. Every person receives a seven day liberty on the Crystal Palace or the Tycho Station every five weeks. Ten of the one hundred

people on board are security troops specially trained in space operations. SuperLink is under the command of its head research scientist, Dr. Elena Abramowitz.

The lunar station is known as Copernicus. It has a staff of fifty people: thirty researchers and twenty sales and equipment experts. It is supplied via the regular commercial runs to and from Tycho. Its security is provided by the Tycho Colony Militia, an arrangement which chafes IEC but which is unavoidable. As a countermeasure, at least ten of the fifty IEC personnel at the station are trained in espionage and special ops. Copernicus is under the command of Dr. Andrus Bradley who is both an experienced metals engineer and a black ops specialist.

The IEC delegation at Crystal Palace also numbers fifty people. It is mostly sales staff and recreational liaisons for IEC space workers on leave. As with Copernicus, several members of the Palace staff are secret agents working under cover. Unlike either Copernicus or SuperLink, the Palace contingent is under command of an executive, not a researcher, an experienced Corp by the name of Gunther Beckmann.

The most important IEC space facility is their OTV Construction Station in low Earth orbit. This is a giant frame station with over fifty modules, spaceplane and shuttle docking pens and remote workshacks. It is powered by a full sized nuclear reactor. OTVCS manufactures orbital transfer vehicles for sale to other nations and corporations. There are over three hundred and fifty workers and 100 security troops at OTVCS. It is the only IEC space facility under military command. The commander is a Lazarus trained special operations Colonel by the name of Wesley Gage. Gage is also in charge of the Space Operations School for IEC security and military forces. Roughly half of his one hundred men are in some stage of training.

OTVCS is the hub for all IEC space operations. It is supplied from Earth twice a week, once for raw materials by mass driver and once for personnel and supplies by OA spaceplane or ESA Shuttle II. There are also weekly OTV flights to SuperLink, Tycho and Crystal Palace. The crew rotation and liberty system is the same as that for SuperLink. There is a fleet of roughly ten company OTVs on site at any given time as well as those under construction for sale.

IE has plans to build an even larger station with complete drydock (pressurized) work areas. This station will be used for research on and, ultimately, construction of deep space vessels. Completion is several years off.

For more information on space weapons, vehicles and stations in the *Cyberpunk* world see the supplement *Near Orbit*.

RESOURCES AND STOCK

International Electric is, without question, one of the big boys. Its huge diversity of holdings and subsidiaries have a combined worth and power that is more than adequate to establish IEC as a leader in the corporate world of 2020. Brilliant management and direction by Erich Kessler and the members of the Berlin Industrial Investment Group has kept IEC healthy and growing and ensured its sovereignty and security in the turbulent, violent *Cyberpunk* world. Competition is fierce, however, and the corporation's directors must be ever vigilant if IEC is to maintain its standing in the years to come. Militech has its eye on that number five slot, and IEC is next at number four. If both Arasaka and Militech were worth more than IEC it could bode ill for the corporation if the two rivals went for each others throats.

VALUE OF THE CORPORATION

IEC's total value in assets and holdings is 450 billion eurodollars. This puts IEC squarely in the number four slot in the world corporate hierarchy, making it the second most potent Eurocorp on the planet. EBM is the only European corporation worth more. Of the other top five corporations, two are Japanese and one is American. The number five Japanese corporation is in danger of losing its spot to Militech within a year.

IEC's wealth, like that of all other 2020 mega-corporations, is divided amongst a variety of subsidiaries, assets and holdings. Particularly important segments of the corporation include the core Berlin Industrial Investment Group, which holds large shares in many IEC subsidiaries and properties, the IE Corporation (the group namesake), which holds title to most of the corporation's industrial facilities and plants, and the Seward Media Corporation. Most of IEC's real value can be traced to state of the art manufacturing facilities, a huge portfolio of profitable real estate and financial investments and subsidiaries, and IEC Shipping's ultra modern fleet of cargo vessels. IEC also owns a wealth of land rich in valuable raw materials and precious metals and is one of the few companies actively involved in the exploitation of space resources for commercial purposes.

STOCK

IEC is a public corporation with 511 million shares of stock on the WorldMarket. Although the two core groups are linked, stock shares are applicable to the International Electric Corporation, not to the Berlin Industrial Investment Group. Erich Kessler owns 8% of IEC. Twenty-five other major member individuals and groups affiliated with the Berlin Group account for another 38%. There is another 7% in the hands of individuals loyal to Erich Kessler but not affiliated with the Berlin Group. This combined ownership covers 53% of IEC stock, protecting the management of the corporation.

The remaining 47% of IEC stock trades on the open market. Although it has never intervened in the public trading of IEC stock the Berlin Group monitors all significant transactions. Although some other corporations and individuals own portfolios containing as much as 2 or 3% of IEC stock, there has been no attempt to interfere in the structure or management of the corporation. IEC would use military force to prevent any unapproved individual or company not affiliated with the Berlin Industrial Investment Group from amassing enough stock to sit on the inner circle of the IEC board of Directors. Membership to the Berlin Group is awarded strictly on an invitational basis.

RESOURCES-MANPOWER

IEC and its major subsidiaries and sub-groups account for over 800,000 employees worldwide. If IEC follows through on its plans to increase its military strength this number may increase to close to 900,000. Currently, 150,000 of these people comprise IEC's white collar work force. 550,000 are laborers, service employees and other blue collar personnel. 50,000 are IEC military and guard forces. The remaining 50,000 are technically specialized personnel such as special ops troops, sailors, pilots and so on.

RESOURCES-HARDWARE

IEC's vehicular resources lean towards the commercial and corporate and away from the military. This may change somewhat in accordance with IEC's new policy of military enhancement. Current corporate stocks include 200 V-series Osprey type aircraft, 175 AV-4 and AV-6 aerodynes, 100 Bell NOTAR executive helicopters and 30 Roland ESST-5A intercontinental SST jets. IEC's in-house commercial airlift capability is limited. For bulk transport IEC usually leases from commercial aviation companies. IEC shipping does own five C-25 aircraft and five of the new McDonnell C-181 SST transports, but these are always in demand and spread rather thin. IEC also has a trial group of twenty Militech AVX-9A assault aerodynes on order.

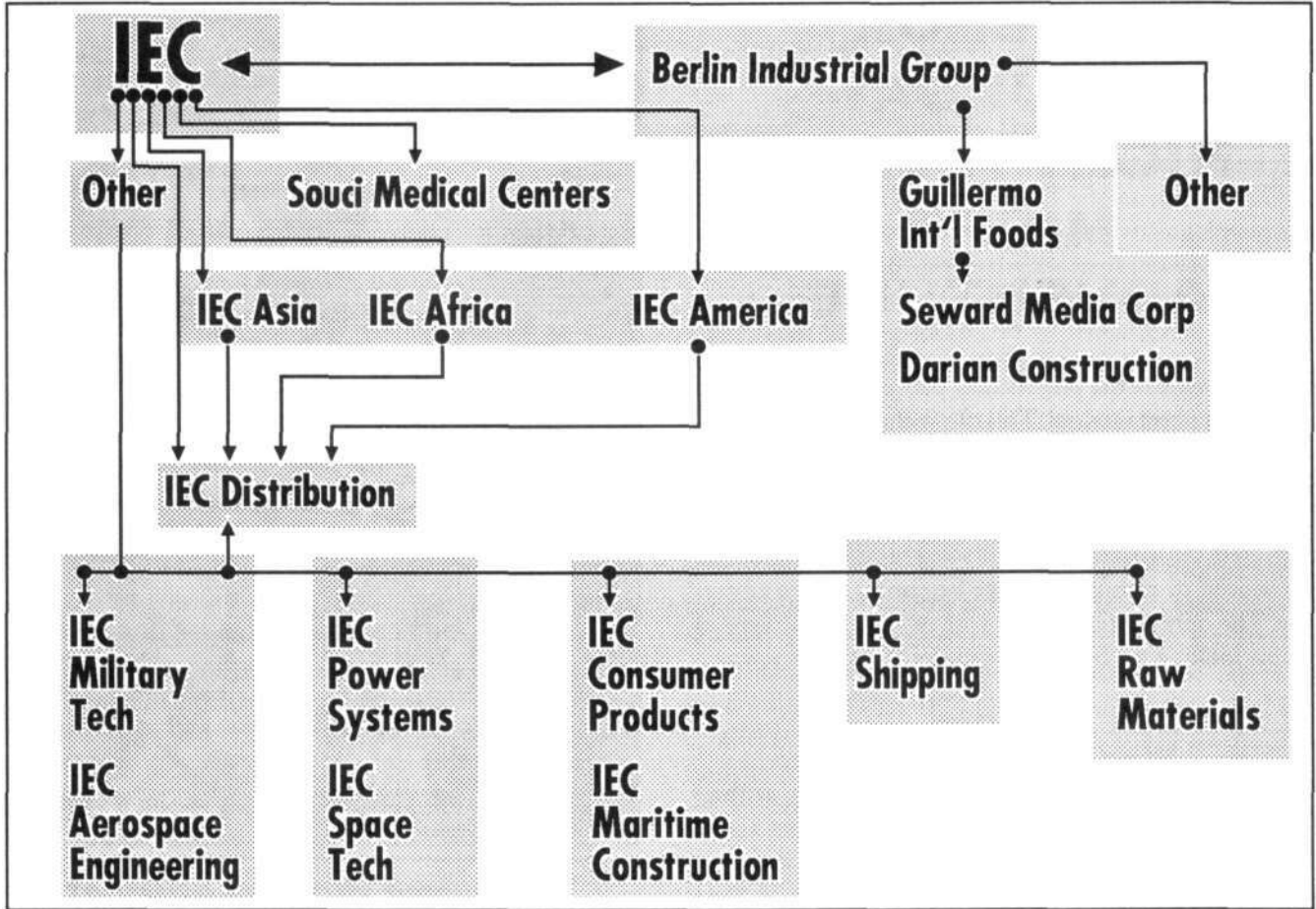
For commercial shipping and military sealift IEC Shipping maintains thirteen of the giant submersible transports. Two more are on order for company use. IEC Shipping also owns thirty other full sized tanker and container cargo ships, as well as four cruise ships on lease to Pacific Venture Vacations. Most IEC Shipping vessels are contracted out for use by other corporations. Some sail dedicated IEC cargo routes, transporting raw materials and finished products for the corporation. IEC owns over fifty of the pressurized minisubs manufactured by its maritime construction subsidiary.

SUBSIDIARIES

The organization of IEC is a little unusual. The group under the legal name IEC does not represent the highest level of management. As it stands, the actual International Electric Corporation is the body which owns most of the holdings and resources associated with the corporation. It is also the body which is represented by the corporation's public stock. The group which financially and administratively manages the International Electric Corporation, and which owns the majority share of the corporation and owns outright many of the corporations peripheral assets is the Berlin Industrial Investment Group. The corporations board of directors is composed almost exclusively of members of the Berlin Group. The Berlin Group's industrial assets are linked to those titled under IEC by a typical system of cross-ownership and cross management. Ultimately, the Berlin group *is* IEC, and vice versa. When the term IEC is used it commonly refers to the entire conglomeration, including the Berlin Group and its holdings.

A few of IEC and the Berlin Group's subsidiaries are IEC America, IEC Asia, IEC Africa, IEC Shipping, IEC Maritime Construction, IEC Raw Materials, IEC Military Technologies, IEC Space Technologies, IEC Power Systems, IEC Consumer Products, IEC Distributing, The Seward Media Corporation, IEC Aerospace Engineering, Darian Construction, Souci Medical Centers, Akagi-NeoDyne Telecommunications, ChibaRock Nightclubs, Cleo's (upscale boutiques), Guillermo International Foods, Molecular Mechanics Inc., and many others.

As a point of interest, the Seward Media Corporation's subsidiaries include Andrew Seward Music, Raindance Music, Seward Braindance, STV Television Networks, Redline Pictures, Erian Productions, Kitahama Music. The Austin-Shimura Modelling Agency, NetStar Graphics, and several others.



RUNNING THE INTERNATIONAL ELECTRIC CORPORATION

IEC is the least specialized corporation in Corpbook One, and the one least likely to be involved in any grand schemes. Arasaka and Militech are giants on the threshold of war. Against this maelstrom of conflict, IEC is a neutral Eurocorp, profiting equally from contracts with all of its counterparts.

Despite its lack of obvious motivation, IEC does offer some unique opportunities for corporate roleplaying situations in the *Cyberpunk* universe. The corporation provides a framework for Corp adventures against the dramatic backdrops of space and sea. Consider integrating IEC into your Near Orbit run and playing the corporation off Orbital Air or the Tycho

Colony. Alternatively, the giant transport submarines offer a dangerous and claustrophobic setting for a truly lethal *Cyberpunk* run. Run a game where the players are a troubleshooting team on one of the submarines and get them in and out of trouble both at sea and in port. For specific situations get your characters involved in the power struggle between Colin Powers and Max Von Bruckner, or if you're feeling particularly savage, assign your IEC solo team to guard young Peter Kessler for a couple of sessions. This should cut them down to size. For players fighting IEC there are many opportunities for rockerboy or solo adventures using the twins Rory and Lea as focal characters.

IEC is also well suited to general Eurotheater adventures. The Berliner Industrie Kapital Gruppe creates the perfect backdrop for an adventure fraught with high level international intrigue, corporate espionage and power brokering. GMs who have Eurosolos in their games will find that IEC can make either a wonderful foil or a perfect employer for their player characters. Remember, the management of IEC are going to be the quintessential group of well mannered, civilized, ruthless Eurocorps.

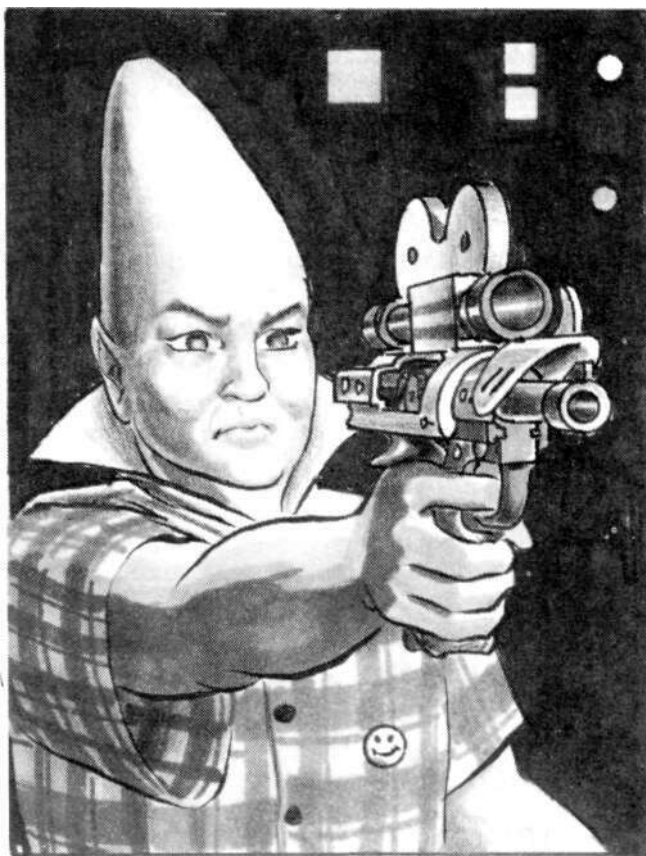
JUKEBOX SATURDAY NIGHT-AN IEC MICRO ADVENTURE

In this adventure the players may play any assortment of competent street samurai. This can include Combat Zone solos, nomads looking for a job, tough rockerboys or any other type of character with the ability to succeed in this adventure. Depending on how the run is arranged, the characters can already be a cohesive group or they can be introduced to each other at the beginning of the adventure. The only restriction is that they must be the type of people looking for freelance work south of the freeway.

PART ONE PLAYER INFORMATION

As is ever the case, the players will be relaxing at their favorite hangout in the Combat Zone. The club has a large dance floor. On the dance floor is a particularly stunning woman demonstrating some provocative moves in time with the surging beat of the chromatic rock. She is dressed in white leather and has a shock of short, dark hair. If any of the characters make advances towards the girl, they will be gently rebuffed. An educated guess will put her age at around 23, maybe less.

As the characters watch the girl in white dance, they will see a large, tough looking poser approach her. The characters will recognize him as a member of the KoneHedds, a violent poser gang which affects the appearance of the old Saturday Night Live Coneheads. The poser will appear to ask her something, and the reply will be a shake of the girl's head as she continues dancing. The poser will gesture sharply at the door. The girl will stop dancing, and appear to be warning the man off. Then she will resume dancing. The poser will grab the girl's arm and yank. The characters will be surprised to see the girl perform what appears to be an Aikido move. The abusive gang member will drop to his knees clutching his dangling, broken arm. The girl will go back to her dance. Apparently, she doesn't see the injured KoneHedd pulling a large weapon out of his cassock. The weapon has been adorned with fins and little antennae, giving it a comic, science fiction appearance, but sharp



"Consume mass quantity of bullets.. Mmbeep!"

eyed players will be able to discern the very un-humorous shape of a large-caliber pistol under the gimmicks. The girl is apparently oblivious to this. If any of the players wish to take action against the KoneHedd, they may. He is about seven meters away from their table. If the players choose to remain uninvolved, or if they are not fast enough to get (he jump on the poser they will be amazed to see the apparently unaware girl produce an Arasaka WSA pistol from under her jacket with lightning speed. There will be a boom, and the KoneHedd will slump to the floor with the top of his pointed head blown off.

The characters will barely have time to go back to their drinks however, as the evening's trouble is just beginning. Other members of the KoneHedds have seen what has happened to their compatriot, and they are working themselves into a killing rage. Throughout the club, robotic cries of Mmmbeep! Mmmbeep! and Ha...Ha...Ha...Ha can be heard. The other patrons are beginning to look distinctly uncomfortable in the atmosphere of impending chaos. The

girl, however, is still gyrating away on the dance floor. Three KoneHedds with drawn guns converge on her. Just before they open fire she vaults over the bar and out of sight. Suddenly, the air is full of flying lead, glass and blood as patrons and KoneHedds start going at it throughout the club. Just another jukebox Saturday night in the Combat Zone.

PART ONE GM NOTES

This whole section of the adventure is merely the hook. Its not really plot important, but it provides the framework for the recruitment of the characters by Lea Murchison, and makes it more interesting than just having her walk up to them and ask them if they want a job.

Have the characters make awareness roles to get a clue as to what's happening between Lea Murchison and the poser and to discern the nature of the weapon that the poser is using. These won't be very difficult. If the characters decide to intervene when the poser goes for his weapon the outcome will be strictly based upon when the characters decide to act, and whether or not the poser makes his awareness role to realize that he faces another threat. It is also okay if one or several of the players have decided to have their characters intervene at an earlier stage, but the poser will continue to take offensive action until he is killed either by Lea Murchison or one of the characters. This is because the ultimate goal of this whole section is to create a firefight between the posers and the club patrons, including our heroes. As the characters will shortly learn, this is part of Lea Murchison's recruitment scheme.

The key in this section is to accelerate the action into the critical stage before the characters get wise and decide to bail-out all together. Count on Lea Murchison's good looks to keep the men in the party in the club while things are escalating. If the characters to decide to try and make an early getaway, have a large contingent of KoneHedds enter the front door and start milling agitatedly about the entrance. The characters will have to pick a fight then and there, or head for another exit. If they head for another exit, the action will be in full swing long before they get there. Once the firefight gets started, play things out to their natural conclusion. There are about thirty-five KoneHedds in the club, along with fifty or sixty other generic patrons. Eventually, the KoneHedds will be wiped out or retreat. Club patrons will have suffered about a 30% casualty rate. How the characters fare depends on how they fight. Give them a tough time.

PART Two PLAYER INFORMATION

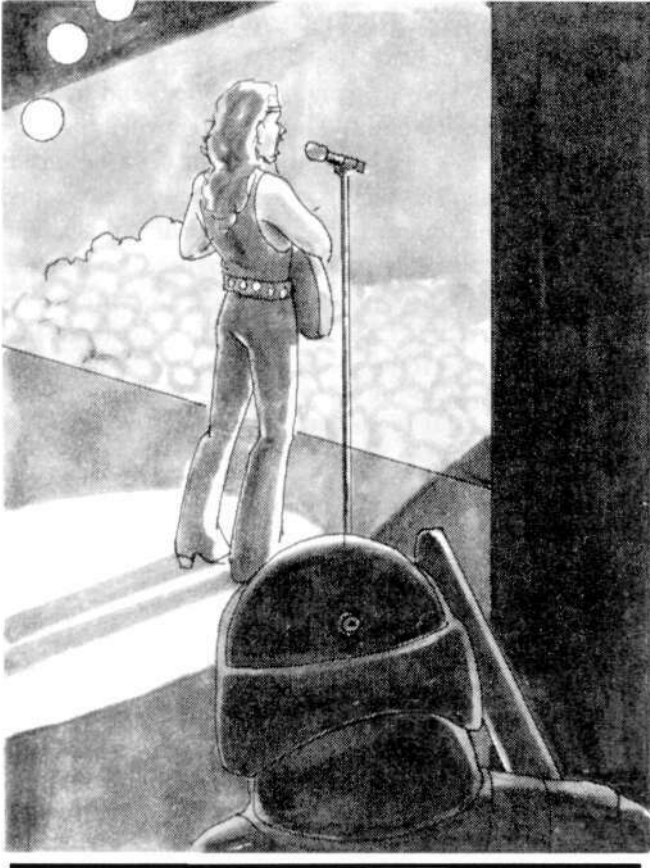
The KoneHedds have finally been routed, and have retreated to lick their wounds. The characters will most likely decide to skip the scene before the city cops arrive and start hassling people. The players will retreat to their second choice hang out joint. Just as they are settling down, and counting their blessings that there weren't more KoneHedds in the previous club, they will be joined by the white-leather clad girl who kicked off the whole melee in the first place. She will ask to be allowed to have a seat and speak with the characters.

The girl will have a seat and introduce herself as Lea Murchison, the Ice Princess. She will explain that her brother is Rory Murchison, rockerboy and leader of the band Vengeance Word. She will also explain that her brother's relationship with the mighty IE Corporation is...tense, at best. She will tell the characters that she, too, works against IEC for personal reasons. Her sources close to the company have indicated that IEC plans to run a hit against her brother at the Vengeance Word show at the Firestorm club tonight. She has been unable to dissuade him from playing, so she is trying to recruit a few street-samurai to supplement the normal concert security and to help protect her brother. She allowed the firefight in the club to take place so that she could evaluate the clientele. The characters were the most impressive group she has seen. She will offer them 1000eb a piece for one night's work (half now, half when the band is safely out of the city). For Combat Zone freelancers, this is a pretty good wage for one night's work. If the characters agree, she will take them to the house at which her brother and the rest of the band are staying.

PART Two GM NOTES

It is possible that the characters will notice that Lea is following them from one club to the other. If they do notice, and decide to confront the girl, she will merely take it from there rather than waiting for the characters to get to their next hang-out.

If the characters are initially reluctant to associate with Lea after the violence at the previous club, she will whet their interest by dropping a pack of 100 10eb bills (1000eb total) on the characters' table. That should catch the interest of anyone who hangs out south of the freeway, our player characters included. If the characters are reluctant to accept the job, Lea can be bargained up as high as 1500eb per character. That is all she can afford, however.



**Rory Murchison—
The Last Concert???**

If the characters grill Lea on the morals of provoking a firefight in which innocent bystanders could be killed just so she can evaluate people's talent she will respond by suggesting that, although she was provocative, the KoneHedds did initiate the violence. Also, no one in the Combat Zone is innocent. Its called the Combat Zone for a reason. If you're not prepared to deal with the consequences of hanging out in the neighborhood then you shouldn't be there in the first place.

It is possible that some or all of the characters could be aware of Lea and Rory Murchison by reputation (20% possibility). It is also possible, considering Vengeance Word's popularity and reputation, that the characters were planning on attending the gig that evening (40% possibility). As further incentive to take the deal, have each player roll 1D10. On a 1 or 2, that player's character has run up against IEC before. If the roll is 1 then that player's character has a personal grudge against IEC and is quite happy to take any job that involves disrupting their operations.

FOR PLAYERS WITH A GRUDGE, ROLL AND ADDITIONAL D6.

- 1: IEC responsible for the death of some of the characters' friends.
- 2: IEC defaulted on a deal.
- 3: IEC attempted to kill character at some point.
- 4: Character ran a previous operation against IEC, and IEC has been hassling the character ever since.
- 5: Faulty IEC equipment caused the character or someone close to the character to receive some injury.
- 6: Character was affiliated with a company that was taken over or destroyed by IEC.

If the characters ask why a band as well known as Vengeance Word needs extra security, Lea will tell them that because Vengeance Word is rockerboy band, hiring slick, full-time security would undermine their image. Anyway, the roadie crew handles most threats without any problem. Unfortunately, they would be no match for an IEC hit team, and the Firestorm club security is geared more towards controlling unruly gangs then handling crack special ops squads. Lea relies on her information network for advance warning on IEC attacks and deals with each threat independently. If the characters ask why IEC is waiting 'till gig time to attack, Lea will reply that they are at a safe house and the band travels in secrecy. IEC won't know where they are until gig time. If the corporation is going to strike it could happen any time from when the band first pulls up until they leave the city. Of course, it might be a false alarm.

PART 3 PLAYER INFORMATION

If the characters have accepted the job, Lea will take them to the house where her brother and the band are waiting for gig-time. There, introductions will be made all around.

Lea will explain the plan. The band is due on stage at eleven that evening. They should arrive at the Firestorm club at ten thirty. There will be standard club security at all entrances and the roadies will stick with the band. The characters may supplement and rearrange the security however they like (as long as they consult with Lea), and they should also maintain a personal guard on Rory at all times. When Rory is actually on stage the characters should wait just off stage. Lea considers it unlikely that the hit will be made while Rory is actually performing as the resulting riot could easily claim the life of whoever perpetrated the hit.

The characters will be introduced to the roadie/band-security crew. These are seven burly men lead by a stout fellow named Cavanaugh. Cavanaugh is also the band's general road manager. Cavanaugh is somewhat distrustful of the characters but he is ready to cooperate. The band's equipment was set up and soundchecked earlier in the day by Cavanaugh and the roadies. Three Vengeance Word roadies are guarding the equipment at the club along with the Firestorm security people.

Everyone will set out for the club at ten P.M. in three separate cars. The cars will arrive at ten twenty. The first band will be on stage, playing to a rowdy crowd. They are slated to perform until a quarter of eleven. After arriving, the band will kill time by wandering around the backstage area and examining the green room facilities. There will be a great deal of tuning up, warming up and drinking going on. At ten forty-five the opening band will come offstage and the roadies will rush to get Vengeance Word's equipment prepped for the eleven o'clock kick-off time. At eleven o'clock the band will hit the stage. They are planning to play for two hours.

From the moment the convoy reaches the club it is up to the characters as to how they arrange themselves for security purposes. They can monitor the entrances, stay glued to the band, mingle with the crowd, whatever. If they go on stage while Rory is playing they do run the risk of becoming victims of the famous Murchison passion and being hit by a guitar.

PART THREE GM NOTES

The attack will come, naturally, when everybody was sure it wouldn't...when the band is on stage. IEC wants to make an example of Rory Murchison and is quite willing to risk a special ops team to make sure that his death happens while he is performing before an audience. At approxi-

mately 10:35 PM a four man IEC special ops team will be landed on the roof of the building adjacent to the Firestorm. Whereas the Firestorm has only two stories (roof level about forty feet up to allow for the dance hall), the neighboring building is over ten stories tall. The tower is a commercial office and it is not unusual for it to receive air traffic at any time of the day or night. What the people in the Firestorm don't know is that, due to renovation of the landing facilities, the tower's roof pad won't be officially cleared to receive traffic for another week. This means that the IEC aerodyne won't be disturbed as it is off-loading its troops. These troops plan to rappel from the tower down to the roof of the club, which is normally left unguarded. From there, the plan is to penetrate the club and blow Rory Murchison to smithereens from just offstage with a Militech U-55 Cowboy grenade launcher. This should prove both dramatic and final.

In order to avoid raising any warning, the IEC men will wear black leather outfits instead of combat fatigues and carry their weapons in duffel bags. They will also be wearing forged Firestorm/Vengeance Word all-access back stage passes. They would rather not have to pull them until they have Murchison in sight, but they are more than willing to kill anyone who gets in their way. They are carrying silenced Militech pistols and submachineguns, and carry no IEC identification. Only the mission commander has a grenade launcher.

Once Rory Murchison has been liquidated in front of a captive audience it is the IEC team's plan to retreat out of the backstage entrance to the alley, where a getaway van has been pre-positioned since that afternoon. The van looks completely unremarkable but it does not exist in any registration files. The team will drive approximately five miles, to the outskirts of the city, where they will be picked up by the same AV-4 which dropped them off.

Whether or not the characters spot the IEC men depends solely on how and where they position themselves and how alert they remain. The IEC men do look vaguely suspicious, but their dress and passes will have a good chance of fooling both the roadies and club security men. Certain things the characters could implement which will make flushing the IEC men easier include searching everyone in the backstage area for unauthorized weapons, having a guard on the roof, grilling everyone backstage on where their authorization comes from and checking anyone who looks even vaguely suspicious. Close examination of the IEC men's passes may reveal that they are forged. (When

confronted, they will claim that they are scouts from an underground chip-recording label and that their company obtained the passes. This explanation will not hold up to close scrutiny.) It will also be to the players advantage if they use radios to keep in constant communications with each other and Cavanaugh and the club security director.

If the IEC men are detected they will still attempt to fight their way to the stage and complete their mission. If they are not detected, no one will know what is going on until the mission leader pulls out his grenade launcher and takes aim, or if no one sees that, until the explosion goes off at Rory Murchison's feet. If the IEC men succeed in shooting at Rory the rockerboy will be blown into the crowd. At this point, the only thing the characters can do is attempt to kill the special ops team out of retribution and pry Rory's mangled body out of the clutches of the crowd. If Rory is hit he will miraculously live, but he will be convalescent for several months. The adventure is successful if the IEC men are detected and killed before they can reach Rory.

OPTIONAL SITUATIONS/UNFORSEEN PROBLEMS

These are a couple of potential variations which could expand the adventure or alter its outcome.

Lea Murchison recruits the characters individually, and the KoneHedd incident happens as she is briefing them together in a club. This will allow the GM to assemble a group of unrelated, beginning characters.

The concert is somehow disrupted and the crowd starts to get ugly. This will mean that the players may have to contend with a riot in addition to everything else.

The characters fail, but Rory survives. They are retained to help fake his death and guard him to keep him safe from IEC while he recovers. This could lead into a possible campaign.

Run the adventure from the other side and have the characters be the IEC special ops team. Their mission: to assassinate Rory Murchison while he is on stage.

If the IEC team escapes, have a vehicular chase through the streets of the combat zone.

The IEC team succeeds and escapes, Lea Murchison and the roadies are suddenly very peeved at our characters.

Now the PCs may have to worry about saving their own skins from their former allies.

Members of the KoneHedds have discovered the identity of the girl who caused them to be humiliated and/or the identity of the characters. They show up at the gig looking for trouble.

Lea Murchison gets romantically involved with one of our heroes, or if there are female characters, Rory gets involved with one of the characters.

If the players seem totally clueless about how to arrange themselves and the other security men, drop them some clues via Lea Murchison.

SKILL CHECKS

- Here are some of the skill checks which the characters will have to make during the run.
- Notice Lea Murchison on dance floor: Awareness roll over 15.
- Know Lea Murchison's reputation as the super competent Ice Princess: Streetwise roll over 17.
- Know the history of IEC and Vengeance World: Streetwise roll over 20.
- Realize that the KoneHedd's goofy looking weapon is real: INT roll over 12.
- Spot forged passes on IEC men: forgery roll over 18 or direct comparison of real pass with fake one *and* INT roll over 15.
- Detect that the IEC men are lying about their background: Human Perception versus IEC men's EMP/Persuasion and Fast Talk (if any) or a knowledge of the music industry. (Roadies, band members, managers and club employees all have a 50% chance of having Expert Music Industry 1-8.)

- Realize that the roof is a likely point of entry: INT roll over 19 or players announce that they are covering/inspecting roof.

MAPS AND NPCs

CAVANAUGH

Cavanaugh is the chief roadie, a stout fellow with years of backstage experience. He is gruff, tough and streetwise. He is also the band's road manager.

ROLE: Techie.

STATS: INT 7, REF 9, TECH 10, COOL 10, ATTR 3, LUCK 3, MA 8, BODY 10, EMP 7/5, SAVE 10, BTM -4.

SKILLS: Jury Rig 7, Intimidate 7, Awareness/Notice 6, Expert Music Industry 6, Expert Music Performance/Recording Equipment 8, Brawling 10, Dodge and Escape 5, Melee 7, Handgun 7, Motor-eye^, Expert Agent/Manager 8, Driving 8, First Aid 4.

CYBERWARE: Basic processor, chipware socket, smartgun link, pain editor, right cyberarm with hydraulic rams.

GEAR: Two smart-chipped .44 magnum revolvers, headset communicator, steel knife, brass knuckles, armor jacket.

ROADIES

These are the ten roadies that work permanently under Cavanaugh. They obey him without question.

ROLE: Techie.

STATS: INT 6, REF 8, TECH 8, COOL 7, ATTR 6, LUCK 4, MA 7, BODY 10, EMP 8/>, SAVE 10, BTM -4.

SKILLS: Jury Rig 5, Intimidate 5, Awareness/Notice 4, Expert Music Performance/Recording Equipment 7, Brawling 7 or Karate 5, Dodge and escape 4, Melee 6, Handgun 5, Submachinegun 3, Rifle 4, Driving 5-

CYBERWARE: Various. A lot of cyberlimbs with weapons.

GEAR: Mostly heavy pistols, clubs, teargas spritzers etc. Also headset radios and armor jackets.

FIRESTORM SECURITY PERSONNEL

These are the men and women who patrol the front and backstage area of the Firestorm Dance Club.

ROLE: Solo.

STATS: INT 6, REF 9, TECH 5, COOL 8, ATTR 7, LUCK 4, MA 8, BODY 9, EMP 8/?, SAVE 9, BTM -3.

SKILLS: Combat Sense 5, Intimidate 5, Awareness/Notice 6, Brawling 7 or Karate 5, Dodge and Escape 4, Melee 5, Pistol 6, Submachinegun 4, Rifle 5.

CYBERWARE: Various.

GEAR: Auto pistols, small submachineguns, shotguns, clubs, teargas, radios, armor jackets.

THE KONEHEDDS

The posergangers from the beginning of the adventure.

ROLE: Gang members.

STATS: INT 5, REF 8, TECH 5, COOL 7, ATTR 5, LUCK 5, MA 8, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Intimidate 4, Brawling 6, Dodge and Escape 6, Handgun 6, Submachinegun 4, Rifle 4, Melee 5, Drive 4, Motorcycle 6.

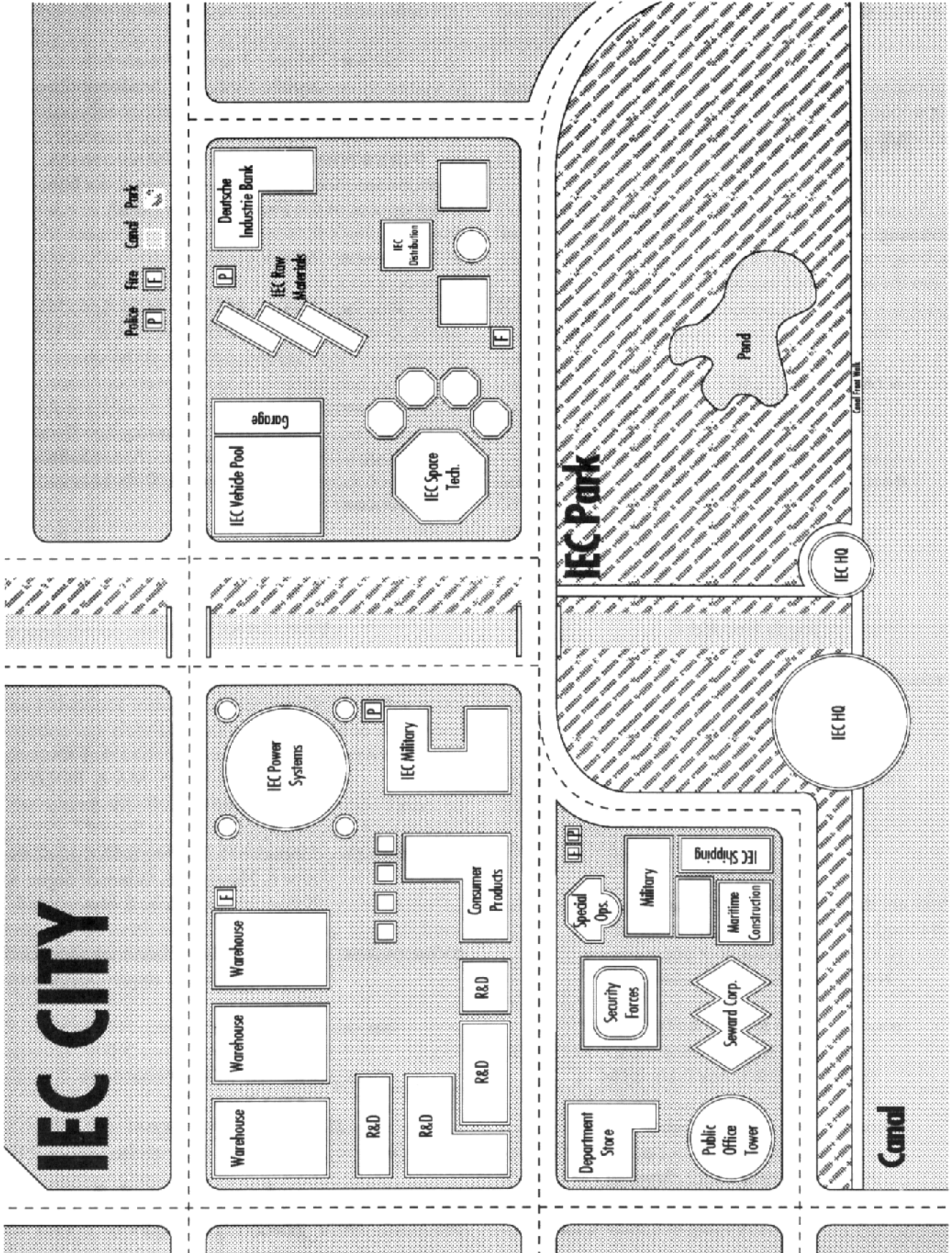
CYBERWARE: Skullcaps shaped like cones and covered with Realskinn™, rippers, various.

GEAR: clubs, pistols, knives.

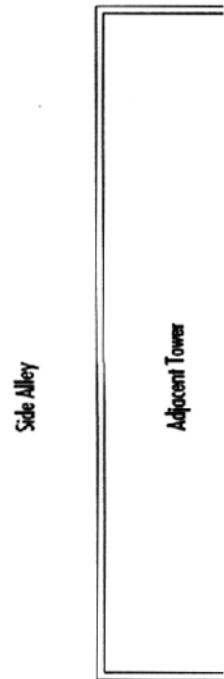
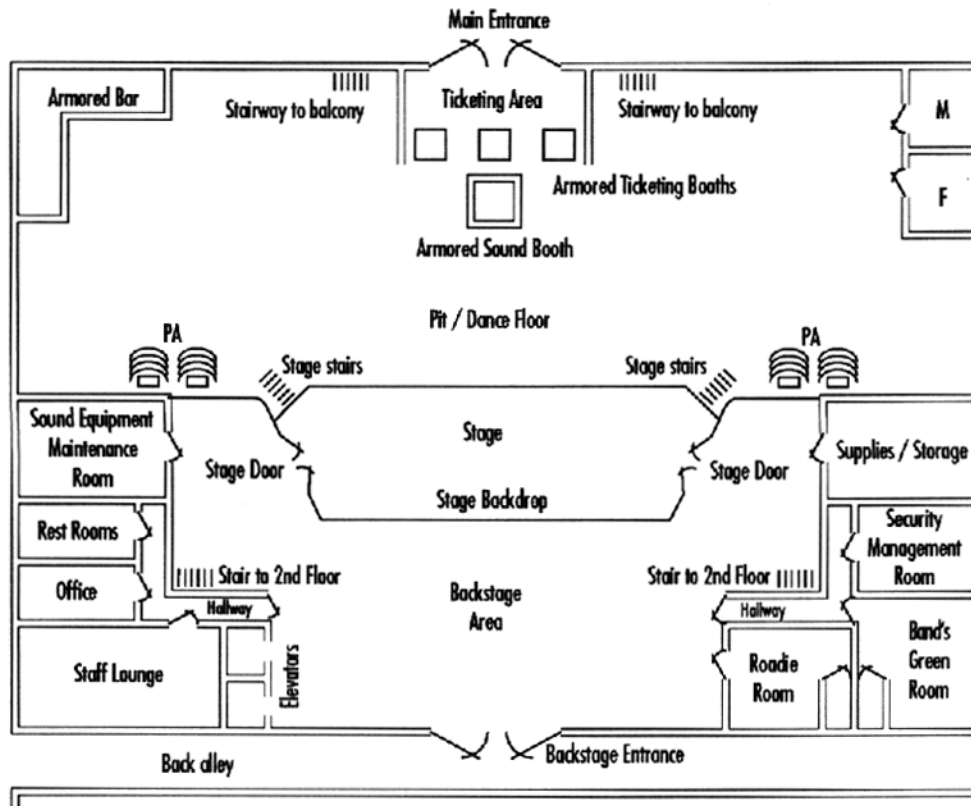
RORY AND LEA MURCHISON AND THE IEC SPECIAL OPS TEAM

See the *Uniforms, Equipment and Personnel* section for IEC.

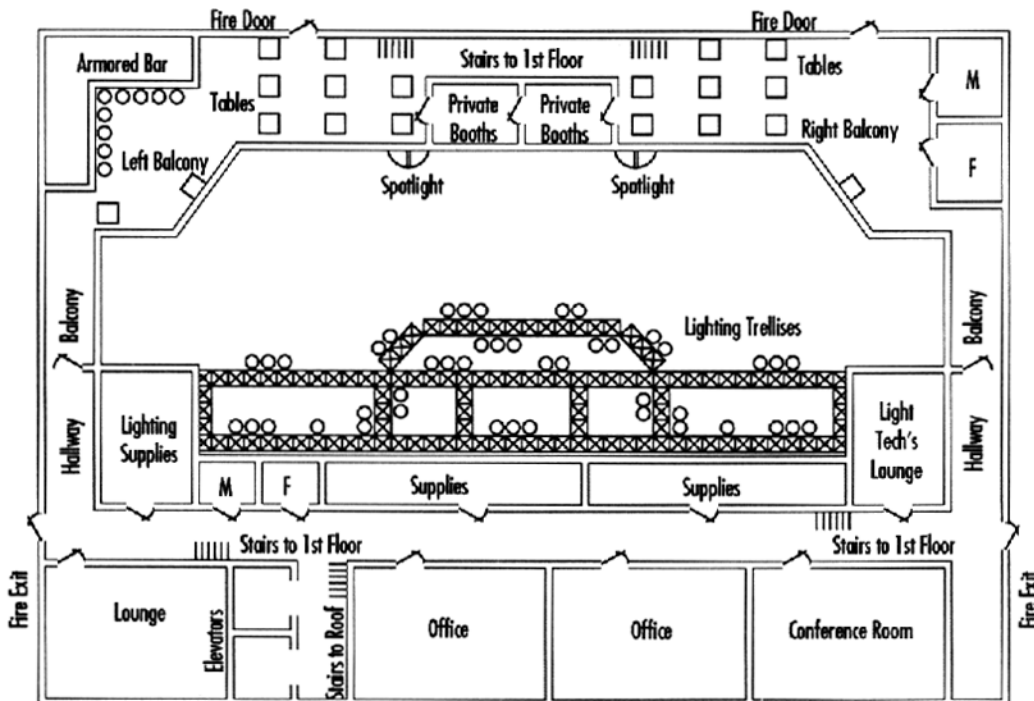
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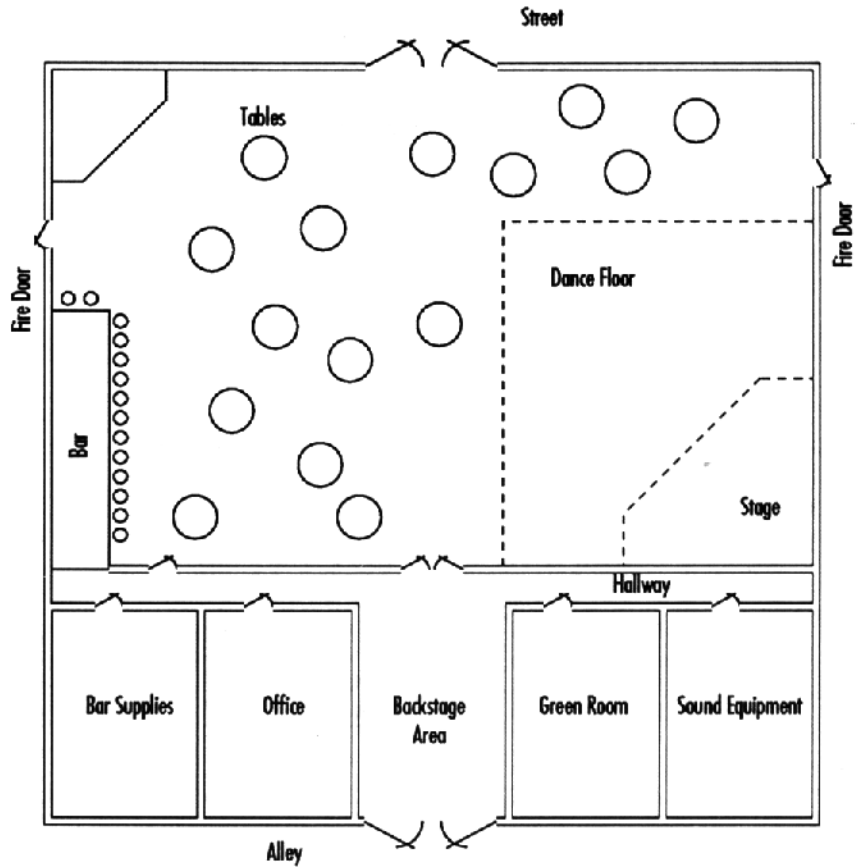
IEC Firestorm Club 1st Floor



IEC Firestorm Club 2nd Floor Lighting Racks

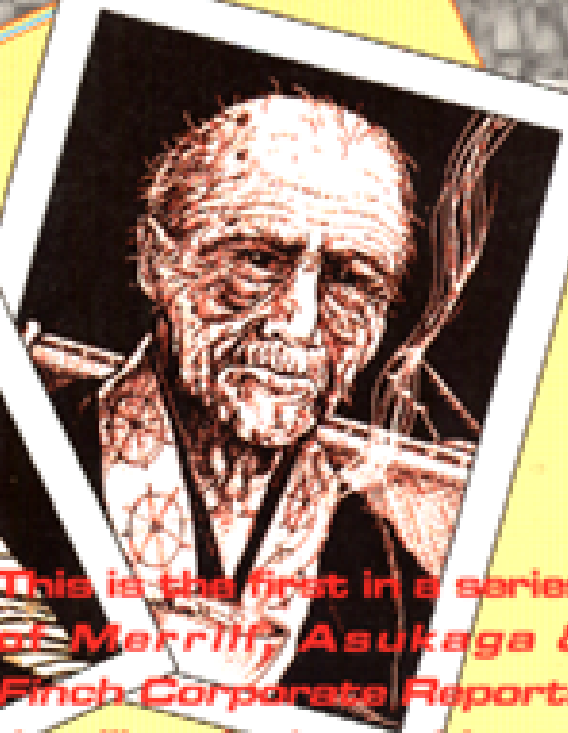


Kone Hedd Incident Club



CORPBOOK 1: ARASAKA, IEC

CORPORATION REPORT



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