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GAMES, INC.

FIRESTORM:

STAMPAFRONT

THE FOURTH CORPORATE WAR BOOK ONE



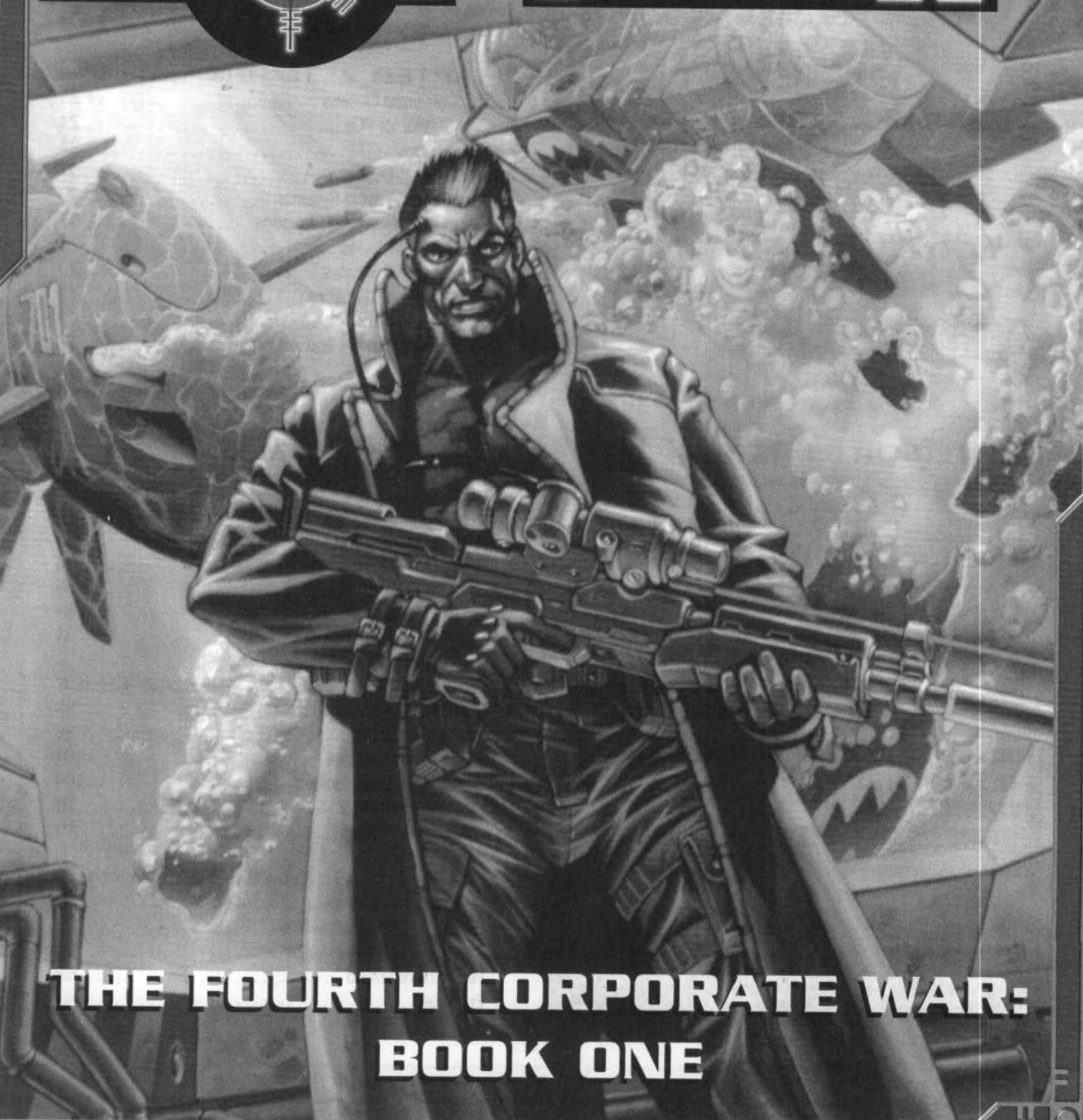
CYBER

THE CYBERPUNK WORLD FACES
ITS GREATEST CRISIS!!

THE

FIRESTORM:

STONFRONT



**THE FOURTH CORPORATE WAR:
BOOK ONE**

THE

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FIRESTORM: STORMFRONT THE FOURTH CORPORATE WAR BOOK ONE

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ISBN #: 0-937279-83-8

PRODUCT: CP3481

PUBLISHED BY R. TALSORIAN GAMES, INC.

P.O. BOX 7356, BERKELEY, CA 94707, USA

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REFeree'S INTRODUCTION

Welcome to *Stormfront™*, Book One of *Firestorm™*, a two-part series for *Cyberpunk 2020™*. This book is a watershed event for all you 'punks out there. As you'll soon see, *Stormfront™* lays the groundwork for the next generation of *Cyberpunk™* in a living, breathing, in-your-face format.

So What The Hell's Going On?

There's a storm coming, gatos, and the Edgerunners are going to get caught in the middle of it. Modern business has become savagely Darwinian, and one company (IHAG, a German nautitech company) has shown itself to be weak. And by the natural laws of economics, two of its predatory cousins (OTEC and CINO) are vying for the right to cull IHAG from the herd and claim the remains. And, although the weapons of choice are supposed to be stock shares, in this new age of corporate firepower neither side is willing to simply sit back and talk peacefully about it. In fact, each has contracted with major paramilitary concerns (Militech and Arasaka, respectively) to ensure their firm control of the negotiations.

The result is a typical 21st century war: Intense strikes by each corporation against the other, using small professional units to inflict as much damage as practical. Each mission is designed to destroy or disable key enemy resources in order to tie up money, panic employees and investors, and drain assets. The purpose of all this violence is to erode public and seller confidence in each opponent and thus weaken their economic position at the bidding table.

Because no matter how much blood gets spilled, it's still all about the money.

WHY A CORPORATE WAR?

Look, gato—There have been three major corporate wars within the last 16 years, right? And minor corporate shake-downs like this one happen all the time. By now you and your group have probably played hardball with the megacorps enough to realize that fights like the OTEC/CINO confrontation happen all the time. Let's face it, the big boys just never seem to learn. So no, the dark future isn't getting any brighter.

But it will get stranger.

You see, unfortunately, Militech and Arasaka start to lose some of their professionalism during this slapfest, as they take the fight bit-by-bit to each other. Like rival lions drawn to a kill by the hyenas, the battle soon becomes one of dominance, not food. By the time OTEC and CINO have come bloodily to terms (exactly how this is resolved will up to you, based on your individual campaign), the two security megacorporations have begun their own brouhaha that will

continue to offer employment and excitement to those daring Edgerunners who have the stomach for it.

And that's just in Book One.

How Do I Use This Book?

Stormfront™ is designed primarily as a sourcebook instead of a scenario pack. It focuses on the background, people, places, and things that form the first two phases of *Firestorm™*: the Ocean War and the Shadow War. It's packed full of data, just like a regular sourcebook, but we've coupled all that info with maps, adventure hooks, and NPCs, making this book a multi-purpose campaign tool. Although part of this book is presented in a linear format, *Stormfront™* is designed so that you can decide how it best suits your current campaign world without being forced to follow a single story line. If you don't like the scenarios, or something you find in the chronology doesn't suit your world, nobody's stopping you from changing it.

But we have to let you know, certain events from these conflicts are going to have long-term ramifications in the *Cyberpunk™* world. Where possible, we've tried to let you know what these are as you get to them, but be ready for some surprises as things develop.

As you read through the book, decide where your PCs enter the story. Will they begin at the beginning and play their way through the entire fight? Or would you rather dump them into the fray randomly? Or do they try to stay out of it, only to see the repercussions gradually hit the Street and change everything around them? For now, what we suggest you do is to read through the entire book once, then go back and decide where you want to go from there.

BACKGROUND BRIEFINGS

First, we give you a breakdown of the situation as reported by Merrill, Asukaga, & Finch financial analysts. This gives an overview of the situation at the beginning of the hostilities and provides likely courses of action for each side to take. This should give the Ref some ideas for activities and possible scenarios himself. How much of this briefing you share with the players is up to you, but be careful—in this situation, less is definitely more.

We then provide profiles on the corporations involved, including personnel dossiers on the fast movers and heavy hitters. This gives you insight into the minds behind the machinations and lets you bring the player characters face to face with the Big Movers in the Game, if you are so inclined. The corporate profiles can be useful to the players, but beware allowing them to see the personality profiles. That sort of info should come at too high a price for them to pay....



TECHNICAL BRIEFINGS

We next include an extensive look at the equipment and facilities of the two combatants, with nifty gadgets, newtech, new career types, and other goodies. These are the chapters your players will drool over, with new skills, weapons, and even new occupations to choose from. Note that *Stormfront™* may require your player characters to learn some new skills in order to be hip deep in the action. Here, we've included the training loops and rules to get them up to speed and on the firing line in record time.

These chapters also feature pre-made NPC teams you can use to shake up your PCs or pull their butts out of the fire. These are elite teams, but you can scale them up or down to suit the power level of your campaign.

ADVENTURE CHAPTERS

Each of these starts with a complete monthly chronology of the fighting as it progresses, a play-by-play analysis of the major events, and a way to keep track of where things stand. Many of these events are malleable, and you can rearrange them to suit your campaign. Just note that the overall course has a definite direction ... right towards serious trouble.

Each month comes with its own little hooks and major adventure opportunities. Several of these are outlined in a series of Mission Folios which give you typical adventure types to use as you wish while playing out the *Firestorm™* campaign.

All this is presented in a way so that you can throw your PCs into the fray anytime, anywhere. Yes, friends, regardless of what kind of character mix you've got in your mob, you can use the information provided to insert your PCs into the wonderful world of corporate warfare.

'Zat enough for ya, gatos?

ON THE SIDELINES

Now, it's entirely possible that you don't want to run your players through the actual events of the book, aquatic warfare and black ops not being particularly attractive to someone running a Fixer-or-Rockerboy-based campaign.

Hey, we aren't here to twist your arm. Even if you don't use the adventures, there is plenty of cool new tech, skills, and data here to add to any campaign. The underwater combat rules allow you to take your ops into the Big Blue. The covert war essays finally codify the typical types of the missions most Edgerunners are already handling. Now they can finally find out if they're doing them right.

In addition, the events in *Stormfront™* can be shunted to the background of your campaign, appearing in screamsheet reports and video sound bites. But the effects will still be felt throughout the Street as black ops activity picks up, resources vanish, alliances shift, and the tension mounts. As the Goliaths of Militech and Arasaka get rolling, the Street is going to feel it.

Stormfront™ is an chance to shake things up. We think that's one of the chilliest opportunities we can give you.

EXAMINING THE CORPORATE WARS

To understand how the corporate wars were fought (and how the current situation may differ), let's examine the previous three conflicts:

THE FIRST CORPORATE WAR (August 2004 - February 2006)

The First Corporate War began simply enough: EBM's leveraged buyout of the failing Transworld Airlines turned unfriendly after their initial deal with Transworld's CEO went sour. Orbital Air, foaming at the mouth to obtain TWA's air traffic facilities in the US, came to TWA's aid, blocking EBM's buyout attempt.

EBM struck first, dispatching terrorists to kidnap the OA negotiations team en route to close the TWA deal. The terrorists bungled, and EBM's anonymity was compromised. Orbital Air immediately went to work, recruiting Zetatech as an ally, who unleashed a massive wave of Net attacks against EBM. These attacks, though damaging, were quickly put down, forcing Zetatech out of the war.

EBM responded with a wave of attacks against TWA and OA facilities. Orbital Air met this challenge well, beefing up security and using their dominance in LEO to establish a blockade against EBM facilities. Orbital Air finally struck back with a wave of terrorism and piracy of their own. EBM answered this threat with an army of corporate solos and proxy Third World troops.

During this period, both companies changed allies as frequently as a joygirl changes partners. Hundreds of millions in Eurodollars were wasted, stolen, or simply destroyed as both firms attempted to cut each other's funding. In fact, at one point, both sides had to find financial supporters just to save their current allies from being wiped out.

There were only two major battles during the conflict. The first occurred when OA commandos captured a central EBM space station in response to a similarly large hijacking on that same day by EBM. Both sides were chastised by the European Space Agency, who lifted all the blockades and warned the competitors not to extend their fight into LEO again. The second battle didn't occur until a year later, when OA commandos attacked CEO Ulf Grunwalder's compound in Bavaria, capturing him and forcing EBM to surrender.

The ramifications of this war were vast. It was the first conflict of its kind. More importantly, it gave other companies the green light to use wholesale military tactics to obtain favorable business results. Although some smaller firms had engaged in petty armed squabbles in the past, nothing had ever matched the ferocity and size of this conflict. And it seemed only a matter of time before another one would come.



THE SECOND CORPORATE WAR (April 2008 - August 2010)

The Second Corporate War, probably the most globally devastating of the corporate conflicts, began as a misunderstanding between the oil giants Petrochem and SovOil.

Relations began to sour between the two firms when a merger deal fell through at the eleventh hour. A huge drilling accident at a Petrochem platform then brought the two companies to blows in a conflict the likes of which the Pacific Rim had not seen since World War Two.

Initially, SovOil enjoyed a string of military victories, although both sides had severely crippled each others' oil facilities within just a few weeks. Petrochem fought back hard, expending untold millions to regain the upper hand, at the cost of thousands of lives. Petrochem's success peaked with their surprise capture of the Spratty Island chain and their assassination of SovOil founder and CEO Anatoly Novikovo.

But it was still not enough. SovOil easily repelled Petrochem's follow-up offensive of October 2009, reducing Petrochem's forces in the Pacific to impotency. There was no formal surrender, but the war effectively ended with SovOil victorious.

The Second Corporate War had several ramifications. First, the war shocked the hell out of analysts and the public in general who believed that corporate conflict could never elevate past the point the first war had reached.

Second, this war marked the first time that a multinational firm actually publicly defied national governments.

SovOil completely ignored the word of nations and did whatever it wished. Both sides used the smaller PacRim nations as extensions of their own armed forces, actually replacing administrations in some cases and installing friendly ones. In fact, Petrochem's assassination of Novikovo was carried out with a squadron of modified Mirage III fighters on loan from Malaysia.

Worst of all, because of constant raiding by both sides against each other's oil refineries, drilling facilities, and pipelines, the war left most of the southern Pacific Rim badly polluted. The South China Sea, the focus of the conflict, became a lifeless chemical stew, all but uninhabitable to this day. Entire national economies were ruined, and although SovOil was forced to pay reparations, no amount of money could ever undo the damage.

THE THIRD CORPORATE WAR (February 2016 - November 2016)

The Third Corporate War was another milestone in corporate warfare because it was fought almost entirely in the net—almost

Hostilities began when financial examiners from the Los Angeles Chamber of Commerce uncovered a confidence scheme being perpetrated by certain investment counselors at Merrill, Asukaga, and Finch against private investors, using the Rothstein Fund (a subsidiary of the Bank of New York) as leverage. They notified the District Attorney's office, who began an investigation the next day.

The Rothstein Fund, angered by MA&F's duplicity and not wishing to get dragged down in the investigation, turned everything they had over to the DA's office. They also hired local street netrunners to begin probing MA&F's data fortresses in search of the truth.

MA&F's administration took this move by a former ally as a direct attack. They immediately countered by stepping up net security and unleashed their netrunners to launch an assault on the Rothstein Fund, first hitting Rothstein's financial targets. Then the MA&F strike teams turned their attention to actually destroying Rothstein computer systems, which escalated the fighting.

For several days, the situation was a confused melee. Data fortresses became armed camps as everyone nervously watched to see what would happen next. Netwatch responded by limiting net access and cracking down on computer crime, making several sweeps resulting in numerous arrests and flatlines.

Both the Rothstein Fund and MA&F decided to take it to the meat world; they began hiring mercenaries. During a 12-hour period, short pitched battles were fought in LEO and on Earth, all to destroy the physical locations of the

enemy's net communications gear. These battles ended with considerable loss of life and millions of dollars in material destruction.

The next six months consisted of endless net raids, most of them inconsequential and undecisive. Indeed, more damage was done during the 12 hours of actual fire fights (that ammo stuff is expensive, y'know) than during the entire remainder of the conflict. When it was over, the Rothstein Fund ceased to exist as single entity. MA&F turned the corpses of two of their executives who had started the whole mess over to the LA DA. They also got stuck with the bill for damages done in LEO and on Earth.

By this time, corporate conflict shocked no one, although a number of analysts were surprised the war lasted as long as it did. The way the war was fought, being based mostly in the net, was rather unusual, and it sparked a couple-dozen theories by various pundits that perhaps this was the new way corporate wars would be fought. Others maintained that, much like the infantry in military doctrine, solos will never go out of style.



1: THE OCEAN WAR



“Good morning citizens, and welcome to The Fredericks-Thompson Report. It is Saturday, November 20th, 2021. The time is 10:03. As always, this program is sponsored by Her Majesty the Queen, Hillard Trust Corporation, and Imperial Metropolitan Agriculture. Start each day with a delicious prepak breakfast from IMA’s new line of Great Morning meals. Every meal is low in fat and cholesterol, and made with genuine soysynth.

“Our top story this morning: the collapse of German shipping and nautitech giant, Internationale Handelsmarine AG. The European Community is still reeling after this past Monday’s declaration of bankruptcy by the company and the subsequent violence surrounding attempts by bitter rivals OTEC, the American oceanic firm, and the French multinational CINO to absorb the remnants of IHAG.

“The first acts of terrorism occurred on Tuesday, just moments before CINO executives arrived at IHAG’s Berlin headquarters to close a deal which might have saved IHAG and its founder, Torvald Fleiss, from ruin and disgrace. These “terrorists” kidnapped CINO negotiator Natalie Reseau and massacred her entourage, killing several citizens and two police officers in the process. A second commando team dispatched to the IHAG building failed to extract CEO Torvald Fleiss, who killed himself just moments after the attack.

“OTEC suffered their first loss on Thursday, as that company’s stock began an inexplicable slide when trading opened in New York. Netwatch officials announced yesterday that Net tampering was the cause. Unprecedented cooperation between Interpol and the United States Law Enforcement Division led to several arrests in connection with the incident. Programmers at the New York Stock Exchange are still attempting to eliminate the virus which triggered the crash. OTEC, meanwhile, is coping with the crash well, although OTEC trading was very heavy yesterday with 650,000 shares changing hands.

“With Internationale Handelsmarine stock selling at just under five Eurodollars, private investors are championing at the bit to dispose of their shares, creating opportunities for OTEC and CINO to grab IHAG stock as fast as it becomes available. Both firms are expected to announce offers of up to twenty dollars per share on Monday, a move which is guaranteed to create a frenzy of trading.



“The death of Torvald Fleiss raises additional concern. With Fleiss dead and panic among the executives, IHAG will have to be acquired piece by piece. As the two megacorps fight for control of the insolvent IHAG’s vast resources, the possibility for renewed violence becomes real. Already, rumors abound that both firms have begun hiring large numbers of freelance specialists, oft called ‘edgerunners,’ leading to fears that open corporate warfare may follow. Negotiations continue in Tokyo through this weekend as representatives from OTEC, CINO, the European Bank, and five other neutral investors’ groups attempt to avert a full-scale

corporate war.

“With a potentially explosive situation developing in Europe and abroad, the European Council’s Finance Commission today voted for the European Bank to take protective custody of IHAG facilities in Europe. While this stop-gap measure does not amount to actual ownership of these facilities, EuroBank will oversee operations at the facilities, and decide which if any will be temporarily closed. It is hoped that this move will reduce the risk of violence directed at these areas. Financial groups worldwide are being encouraged to do the same to discourage violence at other IHAG sites.

“In a related story, Militech Armaments International has announced a press conference to take place at noon today. Inside sources have told us that Militech will announce the signing of an extensive security contract with OTEC, intended to provide basic security and military backup services for the duration of the present crisis situation. Our reporters in the field have spotted Militech’s line infantrymen patrolling OTEC company grounds since early this morning. When asked whether the agreement allowed OTEC access to Militech’s special forces, a Militech spokeswoman offered no comment.

“In other news, Lloyd’s of London has filed suit against the French firm Biosmarte. The suit charges the biotech firm defaulted on its insurance agreement after an eco-terrorist incident aimed at Biosmarte seven months ago in Tyne-Tees resulted in property damage exceeding Biosmarte’s emergency coverage. Biosmarte is expected to counter-sue, and has filed an additional suit against Sternmeyer Security, which it claims was negligent in its security obligations...”

—BBC Morning Business News Program, November 2021



OCEAN WAR BRIEFING

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MERRILL, ASUKAGA, & FINCH CORPORATION

Summary file # 3094-series x

Date: November 23, 2021

Keywords: IHAG, OTEC, CINO, ocean war, nautitech

Title: *IHAG Crisis Analysis*

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Recent events have brought three major nautitech corporations into a imminent business conflict. Internationale Handelsmarine Aktiengesellschaft (IHAG), the German shipping and nautical technology firm, sank into serious financial trouble after an attempt to take on Ocean Technology and Energy Corporation (OTEC), the American-based maritime tech corporation, in crypropalan production and development. When the European Bank foreclosed on several of IHAG's massive emergency loans, they went completely bankrupt. Corporation Internationale Nauticale Et Oceanique (CINO), a French firm primarily involved with oceanographic and shipbuilding operations, and OTEC are now fighting over IHAG's assets. Eurobank and the participating firms have asked this firm to prepare this briefing document on the current situation.

BACKGROUND BRIEFING

For eleven years, OTEC, CINO, and IHAG have competed in the fields of ocean marine biology, nautitech, and marine fabrication. Specific fields include krill farming, marine-based biotechnology, and micro-fauna material fabrication. We will define each of those fields below.

Ocean Marine Biology: This field includes the study of marine life, including macro- and microorganisms. Commercial uses include pollution control, medical research, seafood harvesting, and cyberware development for human and non-human installation.

Krill: This is a shrimp-like organism, similar to plankton. Krill are collected and processed into a simple protein com-

pound used in food production. It is highly nutritious and is commonly processed into many different foods, sometimes referred to as "sea kibble."

Micro-Fauna: Many types of micro-fauna can be processed into an extremely durable material, with commercial uses such as industrial construction and textile manufacturing.

Each firm also provides a unique service the other two do not. We define each of these below by company.

- OTEC -

This firm has two outstanding traits the others do not. First, in addition to nautitech, OTEC is an energy company. They own and operate four tidal converter stations which generate energy via the tidal currents. A complex system of satellite power relays and converter stations provides power to areas around the western hemisphere.

Second, OTEC is the developer of and has the single patent on crypropalan, the original and best micro-fauna material available. Crypropalan is actually a naturally produced plastic. It is renewable, biodegradable, and exceptionally durable. It is used on all of OTEC's floating arcologies and stations.

- CINO -

This firm is the leading producer of nautical equipment and shipping technology. CINO made cargo sub transportation commercially favorable eleven years ago with the first successful line of cargo submarines. Until that point, cargo subs were simply former missile boats converted into cargo roles; many were unsafe. CINO holds the patent on several automated maritime computer navigation systems, making automated tankers, freighters, and gunboats a reality. CINO also constructs cargo subs and other vessels, which OTEC does not.

- IHAG -

This firm's business was divided evenly between vessel construction and actual commercial shipping. Sometimes referred to as "the dirtside Orbital Air," IHAG did a lucrative business shipping freight worldwide. They also handled specialized freight transportation, such as biohazardous material, live cargo, and other dangerous items. IHAG's contribution to marine biotechnology was minimal, although their Biomarine division was working on several products which held promise before the bankruptcy.

IHAG sank into serious financial trouble after a foolish attempt to take on OTEC in crypropalan production and development. To further fund their construction and biotechnology efforts, IHAG took out several very large loans from the European Bank amounting to approximately 500 million eurodollars. When their main ventures failed, IHAG's cash reserve was reduced to under one million eurodollars and they were forced to default on the loans. Bankruptcy proceedings have just begun.



Background: The Past Five Days

When IHAG announced its bankruptcy on Monday, OTEC and CINO both opened bids to begin acquiring the company. CINO was ready to present a buyout offer to IHAG on Tuesday morning.

However, Natalie Reseau, the CINO negotiator, was kidnapped outside the IHAG building as she went to deliver the offer. Her current whereabouts are unknown. Several civilians and two police officers were killed during this incident, creating political pressure to find the group or individual responsible. Torvald Fleiss, head of IHAG, was apparently the target of an extraction attempt while Reseau was being kidnapped. However, he killed himself before the extraction team could reach his office. Answering allegations brought by CINO, OTEC firmly denies it was behind both Reseau's kidnapping and the extraction attempt.

On Friday, OTEC stock began dropping dramatically in value. Financial experts could not explain this trend. Shortly after the drop began, NASDAQ New York registered a 911 call with the Netwatch who responded to find a battle taking place within the NASDAQ datafortress. Further investigation revealed that Net tampering on a wide scale had sparked the drop in stock value. Three arrests have been made so far.

OTEC has recovered since the stock drop, but it may take several weeks before OTEC credibility and overall value overcome the effects of this attack. Answering allegations made by OTEC, CINO denies responsibility for Friday's Net attack.

DEVELOPMENTS AS OF SAT., NOV. 21:

• **Development 1.** Yesterday, Militech Armaments International announced the signing of a comprehensive security services package with OTEC. Militech will assume security for OTEC personnel and facilities. OTEC troops will still be responsible for security at major OTEC centers, such as large underwater centers and urban offices. In these areas, Militech will provide supplementary troops and emergency backup elements, such as air support and fast response troops. In areas where Militech troops would simply be redundant, advisors will assist

OTEC security forces. Militech will also provide OTEC forces with all weapons, munitions, and supplies for the duration of the contract.

• **Development 2.** To match OTEC and supplement their own security, CINO met with Arasaka at 8:00 Monday morning to negotiate a comprehensive defense package. Effective immediately and pending formalization of terms, security forces at all major CINO facilities will be reinforced by Arasaka regular infantrymen. At sea, Arasaka air support elements, gunboats and attack subs are now on call at all times to assist an under-sea or floating platform facility. CINO offices located in urban areas will be reinforced by Arasaka security guards, depending upon size. An emergency response team will be assigned to each district to respond should an office call for assistance.

All offices and facilities will be assigned a contingent of five Arasaka security specialists who will act as commanders for Arasaka troops on-site. They will also direct security measures jointly with CINO personnel. CINO and Arasaka commanders will equally control operations, although Arasaka troops will still be considered subservient to CINO.

• **Development 3.** At the insistence of the EEC, The European Bank has taken temporary emergency custody of IHAG facilities across Europe. This is to prevent wholesale layoffs in the wake of IHAG's demise and discourage violence at or around these facilities. EuroBank will immediately surrender custody of these facilities to whomever makes rightful

claim to them as the need arises.

• **Development 4.** Two freelance programmers arrested late on Friday in connection with the NASDAQ investigation are currently in custody at an Interpol safe house. The Police have hopes that they may release information which may implicate one or more parties in that affair.

• **Development 5.** No further bidding is expected on IHAG by private investors. The current atmosphere of violence and uncertainty seems to have scared off independent speculators while most companies have no reason or desire to get involved.

Corporations with stock in IHAG are expected to sell to the highest bidder. The "highest bidder" may not necessarily mean the party offering the most cash per share. Most companies are very willing to arrange stock swap deals, bond negotiations, and other future investments, so the



opportunity to manipulate the bidding is very much alive and well.

Private investors, on the other hand, will probably be more than willing to get rid of their IHAG stock before it further devalues. Its current value is \$1.22 Eurodollars per share. OTEC and CINO are respectively offering 17 and 22 dollars per share. Because of the NASDAQ slide on Thursday and Friday, Standard & Poor reduced OTEC's bond rating from A to BB this morning. Although this rating is still good, this will devalue OTEC stock somewhat and make bidding more difficult for that firm.

• **Development 6.** OTEC began solicitations this morning in the Net-based JobBank, at no less than 312 employment and temporary agencies (including StreeTemps), and in Solo of Fortune and Rockerboy magazines. A general call has gone out for freelance "combat professionals, technicians, net specialists, and support personnel, including pilots, medtechs, and drivers" for "a variety of important security and reconnaissance missions."

Similarly, CINO has contacted dozens of talent agents across Europe, including the Cybercircle. Rumors suggest CINO may have also tried to contact the Angels in LEO. CINO denies this action and insists the group does not exist. CINO's job demands are almost exactly identical to OTEC's.

Both firms are also attempting to hire foreign individuals for work in their home countries, using talent brokers there as intermediaries.

CLASSIFIED NOTE: The analyses prepared here are classified. This document has been encoded so that its respective components may be read only by OTEC and CINO personnel to which the components pertain. Any attempt to view, decode or hardcopy an unauthorized section of this analysis is a criminal offense and considered a breach of contract with MA&F company.

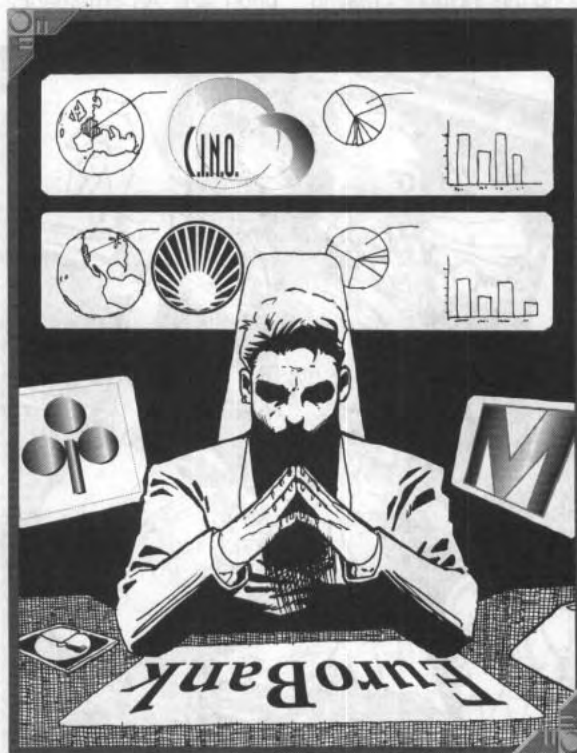
⊙: FUTURE OPTIONS

Both firms have advantages and disadvantages which they must recognize and master in order to develop a strategy. These are detailed below.

⊙: OTEC

DISADVANTAGES

- **Disadvantage 1.** This firm currently has the minimal share in IHAG (roughly 5% of all shares owned). Because of the drop in its stock value, bidding and trading will be that much more difficult. **Suggestion:** OTEC must decisively strike now in order to increase its stock value. A total share of 15% or more in IHAG must be obtained by the end of the month in order for OTEC to remain a viable factor in the disposition of IHAG. A stock-swap or similar deal with investors is strongly recommended. Be prepared to fend off attempts by CINO and its allies to thwart such an offer.
- **Disadvantage 2.** OTEC's own stock is currently devalued due to Net-based tampering on the NASDAQ Exchange. Net protocols have been stiffened, but investor confidence in currently low. Efforts must be made to restore public faith in OTEC's stability. **Suggestion:** The Militech security contract is a beginning, but, while it is not normally this firm's place to suggest more extreme action, proactive military strikes against high-profile CINO resources (particularly the open ocean facilities) might lessen public confidence in their stock and help remove attention from OTEC's situation.



ADVANTAGES

- **Advantage 1.** This firm's alliance with Merchant Bank of San Francisco gives it considerable investing weight. The Merchant Bank also provides 40% of OTEC's value per share. This should be marketed to the limit, even if the Merchant Bank must become directly involved in some stock deals. Investors will be that much more confident in an OTEC investment if they know such a trustworthy institution is behind it. **Suggestion:** CINO will certainly attempt to undermine or even destroy the Merchant Bank when it becomes clear how dependent OTEC stock value is upon the Bank at this stage. Vigilant financial, computer, and military measures should be taken to ensure the Bank's absolute security. The recent contract undertaken with Militech is an excellent first step.
- **Advantage 2.** OTEC is the leader in its various fields; its dominance in ocean technology extends to its energy production capability, particularly in its patented tidal converters. **Suggestion:** An aggressive marketing campaign focusing on



the superiority of OTEC products across the board is recommended. CINO products should be maligned in the mass media wherever possible. When CINO must operate in the western hemisphere, OTEC should use its power production capabilities to its advantage, cutting or downgrading power supplies to an area if it will hinder CINO operations. A total power outage to CINO facilities within OTEC's power grid is suggested. Absolute vigilance must be maintained against military threats to the power converters and other oceanic facilities.



DISADVANTAGES

• **Disadvantage 1.** CINO has not had a completely successful experience in the field of marine biotechnology. Research and marketing have had disappointing results in the past five years. This puts the firm at a disadvantage while competing with OTEC products. **Suggestion:** A campaign of industrial espionage should be planned with CINO's Security Division to enhance nautitech research. Military efforts should be made to slow and/or downgrade OTEC's biotechnology production. OTEC's tidal converters, an element which provides half their strength, should be destroyed. IHAG's Biomarine division should be obtained as soon as possible. If not, it is recommended that these facilities be looted for their technology and/or destroyed. Note that this action is extremely risky because of the European Bank's custodianship of IHAG facilities.

• **Disadvantage 2.** Because of anti-European sentiment in these places, CINO is unwelcome in the United States, Canada and Alaska, where OTEC is primarily dominant. Obviously, this will complicate operations in these places. **Suggestion:** Freelance operatives, particularly Americans, should be contacted to begin operations against OTEC. A myriad of freelance specialists are available in any major urban area and staffing should not be a problem. Despite anti-European sentiments, the lure of involvement in "Eurobiz" and the concept of career advancement should provide the elements needed to attract talented individuals. Generous benefits should always be offered. Contacts within the U.S. government should be established and strengthened, on both a federal and state level, especially in states and free states where OTEC has operations.

ADVANTAGES

• **Advantage 1.** This firm has over two hundred years of experience behind it. CINO is highly respected within the European Theater and holds considerable weight around the world. Its influence within the European Council is quite significant. **Suggestion:** CINO should use its pull within the EC and the European media to raise anti-American feelings against OTEC. OTEC products, services, and corporate personality should be slandered whenever possible. If possible, a trade embargo against OTEC would prove tremendously useful.

• **Advantage 2.** CINO holds the patent on advanced submersibles and other vessels which OTEC does not construct. Arasaka Security, now engaged in a security contract with CINO, also operates a sizable fleet of surface gunboats, light submarines, and some larger vessels. **Suggestion:** CINO's combined marine attack capability should be utilized extensively to defend company facilities and attack OTEC operations. Extreme vigilance should be maintained against a preemptive attempt to destroy this force. CINO's past experience as an industry leader with shipping technology, particularly with cargo sub advancement, should be strongly marketed. CINO should also contact its allies within this industry to prevent OTEC from purchasing new submersibles and other vessels, plus fuel and replacement parts to keep their current vessels operating.

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ENDFILE

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WANNA HEAR SOMETHING REALLY IRONIC?

As is often the case when conflict breaks out, there is room for compromise before CINO and OTEC come to blows. Unfortunately, neither side seems willing to acknowledge or explore that option.

CINO covets IHAG primarily for their newly-constructed shipbuilding and fabrication facilities, featuring top of the line custom-built equipment made by some of the best industrial manufacturers in the field. Although IHAG's previous R&D efforts had failed, CINO also wants IHAG's genetic labs and research records. In addition, CINO lacks facilities in Low Earth Orbit (they got into the space race a half-decade too late), and wants to take control of IHAG's space resources.

OTEC, meanwhile, is an oceanographic firm, but it's also a power company. They have no interest in shipbuilding, and their genetic marine research (although the public doesn't know this) is far superior to IHAG's. OTEC, happy with their cryopalan product, and secure in the knowledge that no old-school industrial fabricator is working on anything similar, isn't interested in the fabrication contracts IHAG holds. Instead, what OTEC really wants are the two nuclear plants IHAG owns in Poland to supplant their experiments with increased-output fusion energy. They also covet IHAG's dry-dock facilities along the eastern coast of the US.

In fact, industry insiders agree that the only real point of contention between OTEC and CINO is IHAG's space facilities. Both firms are sorely under represented in LEO, and both needed the orbital and launch facilities IHAG owns. To add fuel to the fire, IHAG holds several shipping contracts with Orbital Air, which offered to extend the contracts to the major shareholder.



THE BEST-LAID PLANS

In this section of *Stormfront™*, we provide you with an overview of the three major players along with a summary of their battle plans.



At a Glance: The European Bank
European Banking Combine
Headquarters: Paris

Regional Offices: Major offices in every capital of Europe, plus Tokyo, Washington DC, and Crystal Palace; branches in almost every large city throughout the world.

Name and Location of Major Shareholder: EuroBank Mutual Fund, under control of Mr. Jean Carnet, Paris, holding 58% of all shares.

Retained Earnings (2020): 11,049,292 Eurodollars (-1% from 2019).

Fiscal Year Ends: December 11, 2021

Total Stock: 934,230,421

Available On Market: 17,542,554

Par Value: 70eb/share common, 95eb/share preferred.

Selling Price: 110 Eurodollars

Employees Worldwide: 78,000

Troops: None (officially)

Covert: Interpol

BACKGROUND: The European Bank is the basis for most daily financial transactions worldwide, backing the Eurodollar and providing the standard for its basic value. EuroBank isn't a corporation, rather it embodies the public financial institution, with strong links to the government. This mix of Euro politics and Eurobiz shape the Bank's business approach, making it a

staunch, stolid company, reminiscent of Imperial Europe, with roots and traditions going back 200+ years.

EQUIPMENT AND RESOURCES: As a government peripheral, EuroBank has the backing and support of the EEC's police and military forces (hey, it processes all their paychecks) and also stores the famous reserves of Europe, plus other important material, in cavernous, heavily-guarded, tightly-secured, nuke-proof vaults the mountains near Salzburg.

OPERATIONS SUMMARY: IHAG's financial trouble gave the Bank a chance to break into the growing, lucrative world of marine biotechnology (aka nautitech). When IHAG applied for a loan in 2015, the Bank was happy to oblige. They began preparing a comprehensive plan to take control of IHAG if it didn't survive the loan period.

When IHAG announced bankruptcy, the Bank couldn't make a claim on IHAG until 2027, when the official loan period ran out. Worse, when IHAG started to falter, competitors began dumping their stock, further devaluing the Bank's share. Although the Bank would legally have the greatest share in IHAG, they wouldn't be able to completely absorb the company. So the Bank decided to let CINO and OTEC do their dirty work. Through fabricated stock tips, the publishing of "enthusiastic" material in their quarterly reports, and aggressive dogging by their financial advisors, the Bank convinced CINO and OTEC that the time was right to strike against IHAG. The Bank immediately approved loans to both firms and encouraged them to act quickly. Then they sat back and waited for the fireworks.

The Bank's plan of action is quite simple. They plan to support both sides vigorously, confident that neither firm can squarely defeat the other—but they could both prostrate themselves trying. Theoretically, both firms will have to borrow emergency capital (from the Bank), gradually placing both firms in the same position as IHAG. Then, the Bank can wait for the loan periods to expire and acquire one, two, or all three players on the market!

EUROBANK'S TRUMP CARD: Before the war began, the European Bank had worked out what their Operations Directive called "open-ended covert actions." These fill-in-the-blanks ops were designed so that they could be implemented at a moment's notice against any target company. A wide variety of mission parameters were worked out so that the Bank could (theoretically) achieve any goal it wished against any hostile organization.

None of these plans need be employed during this conflict because Director Carnet and his staff will be so directly involved in the day-to-day goings on of the war. However, feel free to use these plots as adventure seeds, particularly if you need to quickly hook the PCs into the story. Possible mission goals include assassination, kidnapping, burglary, blackmail, industrial espionage, netspionage, and various forms of social engineering.

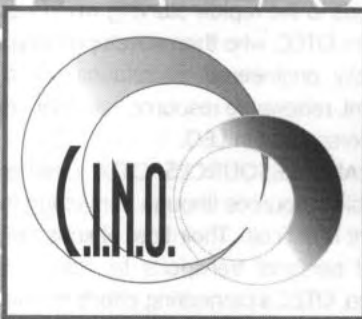


🌀 Incredible, You Say?

Behind-the-scenes manipulation by “benign” public institutions isn’t so farfetched. Despite their global dominance, megacorporations occasionally fall for a carrot dangled in their faces. Consider the First Corporate War: Most people considered EBM’s ally Weltgeschafsbanke a mere catalyst in EBM’s attempt to buy out Transworld Airlines. From the deal, Weltgeschafsbanke stood to gain loads of raw capital as well as affirmation of its alliance with EBM. Now consider that

before they considered buying out TWA, EBM was offered an extended credit line by Weltgeschafsbanke. Further consider that Weltgeschafsbanke still extended endless credit after the conflict with Orbital Air heated up, and never once asked where this money was going, or what EBM planned to do with it. Finally consider that at the time, Weltgeschafsbanke owned Dornier Aerospace, which stood to gain from OA’s defeat.

Strange stuff, neh? Just another reminder that when the deal’s too sweet to be true, always check who’s really pulling the strings, gato.



At A Glance: Corporation Internationale Nauticale et Oceanique (CINO)
Nautitech and Ship Construction

Headquarters: Le Havre, France

Regional Offices: Holy Loch, Murmansk, Sydney, Lisbon, Athens, Marseilles, Tokyo, Moscow, Havana, Anchorage, Trondheim, Rio de Janeiro, Liverpool, Groton, New York City, Panama City, plus offices in every European capital and facilities worldwide..

Name and Location of Major

Shareholder: Peter Nicholas, Le Havre, owning 12% of total shares.

Retained Earnings (2020): 123,493,229 Eurodollars (+3%, 2019) .Fiscal Year Ends: April 14th, 2022

Total Stock: 130,402,593

Available On Market: 32,554,627

Par Value: 98eb/share (common), 175eb/share (preferred) .Selling Price: 189eb/share

Employees Worldwide: 65000

Troops: 7200

Covert: 500

BACKGROUND: Originally a British shipping firm, CINO deals manly in the construction of shipping vessels and related navigation and shipping equipment. Construction is done at their huge dry-dock facility in Le Havre, or at Marseilles (their second largest facility). They have modest krill processing centers, a few seafarms, and dozens of undersea research labs. For ten years they’ve been unsuccessfully struggling to break into nautitech.

EQUIPMENT AND RESOURCES: CINO has access to state-of-the-art military vessels (since they build them) and can delay delivery of any of these vessels to take them on a “proving test” Each office has several AV’s for antisub work, assault, and cargo transport. They have contracts with Europe’s best hospitals, and can call on high-quality mercenaries.

OPERATIONS SUMMARY: CINO is a very modern company, subscribing to Eurobiz protocols but also maintaining required levels of style, sharpness, and mercilessness. CINO is also influenced by the society of France, adding an artistic edge to their corporate look.

CINO and IHAG competed for several years, but when IHAG’s expansion period began, CINO could only watch. CINO envied IHAG’s genetics subdivision Biomarine, which operated labs in Norway, Turkey, and the UK. IHAG also dared to invest in space construction, negotiating shipping contracts with Orbital Air and constructing a handful of small spaceports on Earth. CINO took no such risk, and suffered for it. Consequently, CINO sought control over IHAG’s dozen workshacks, autofactories, and Crystal Palace offices.

When IHAG started going broke, CINO began looking into buying them out (or at least snapping up parts of the Biomarine subdivision and shipbuilding operations). Several offers were made to CEO Torvald Fleiss, each less friendly than the last; all were unflinchingly turned down.

Then EuroBank stepped in and pitched the idea of a hostile buyout. Through intermediaries, CINO began purchasing IHAG stock and turned it over for needed cash. This went on for 18 months before EuroBank told CINO that IHAG’s loans were about to be called, and that if IHAG couldn’t meet their loan payments, the company would be dead in the water. CINO quickly assembled a procurement team to finalize the takeover of IHAG.



CINO's initial plan was financially straightforward; they'd negate IHAG's debts (which EuroBank was strangely accommodating about) in exchange for a total stock buyout. All employees and operations would remain "in place" until all details were finalized. Then CINO could divvy up the company and sell off unwanted IHAG assets.

When it became clear that OTEC was behind the Berlin attack, CINO's strategy underwent two changes:

1) With Torvald Fleiss dead, now they must purchase IHAG

shares slowly—not difficult, since the value of IHAG stock plummeted the day after Fleiss' death. When CINO offers to buy IHAG stock at half-par, small investors shouldn't hesitate to sell.

2) More importantly, CINO must hinder OTEC's stock-purchasing ability. Any OTEC offer must be countered immediately. CINO's first move was to covertly attack NASDAQ itself, artificially deflating the OTEC's stock value and ruining their financial rating.

But what to do next?



At A Glance: Ocean Technology & Energy Corporation (OTEC)

Ocean Sciences and Technology Firm

Headquarters: Aqua-Delphi One, Hawaiian Islands

Regional Offices: St. Petersburg, Manilla, Casablanca, Los Angeles, San Diego, Night City, Jacksonville, Miami, Reykjavik, Vladivostock, New Orleans, Panama City, Chiba, Sydney, Darwin, Groton, plus underwater arcologies and production facilities worldwide.

Name and Location of Major Shareholder: Amanda Russell, Aqua Delphi One, retaining 22% of all shares.

Retained Earnings (2020): \$122,402,997 (+/- 0%). Fiscal Year Ends: November 1, 2025

Total Stock: 112,785,989

Available On Market: 13,534,318

Par Value: \$110/share (common), \$150/share (preferred).

Selling Price: \$160/share

Employees Worldwide: 25000

Troops: 2000

Covert: 250

BACKGROUND: OTEC was formed in 1993, when billionaire playboy/investor Damon Russell began buying out bankrupt deep-sea oil drilling companies. Purchasing old "Star Wars" laser satel-

lites from the financially-strapped US, OTEC then linked these to their tidal energy converters to power cities around the world.

Their energy business was a huge success, and soon OTEC commercialized aquaculture and nautitech. The introduction of Krill-based foods to the rapidly-starving world was an economic and PR coup for OTEC, who then developed Crypropalan. Made from genetically engineered microfauna, it's a strong, lightweight, buoyant, renewable resource, used for construction and insulation undersea and in LEO.

EQUIPMENT AND RESOURCES: OTEC's pan-global presence grants incredible resources (though converting these to money and equipment is difficult). Their fleet of subs ranges from small explorers and personal transports to attack craft and cargo leviathans. Also, OTEC's pioneering efforts in undersea dwelling make each office self-sufficient, at least for short periods.

OPERATIONS SUMMARY: OTEC started the hostilities by disrupting CINO's initial bid for IHAG, but when CINO went out of their way to purchase IHAG stock, OTEC's administrators (were already making an offer for IHAG's facilities in LEO) sat up and noticed.

OTEC planners then sat down with the EuroBank subsidiary Atlanta Savings and Trust ("Your Business is Our Business"). They stressed the importance of taking action before CINO ruined everything. AS&T rounded up as many East-coast brokers as they could and began acquiring IHAG stock for their clients.

When Eurobank alerted OTEC that CINO was about to complete the takeover, OTEC assembled two Special Operations teams and launched the Berlin attack. The attack was supposed to disrupt CINO's deal (by kidnapping Reseau), and allow OTEC execs to offer Fleiss their own buyout deal by kidnapping him to Switzerland. It was later revealed that Militech was contracted to handle the aftermath.

Much like CINO, OTEC plans to take care of IHAG's debt in exchange for a majority share, and then disassemble the company bit by bit, keeping what they wanted and selling the rest. Unfortunately, Fleiss killed himself, so now OTEC has to fight for ownership of IHAG just like CINO.

OTEC's next move is to make stock swap offers to major IHAG stockholders, and devise a way to pry away CINO's IHAG holdings. As the finance division hurriedly prepares their stock offers, Infocomp and Militech planners have been brought in to revamp security procedures and second-guess CINO's inevitable response...



PERSONALITY PROFILES

So who's pulling the strings from the top? Here's a look at four of the heavy hitters who guide the actions of their corporations.

Peter Nicholas

CEO OF CINO — CORPORATE — AGE: 57



STATS: INT: 9 TECH: 4 REF: 5
COOL: 8 ATT: 7 EMP: 6 BOD: 6
LUCK: 5 MA: 5

SKILLS: Resources +10, Awareness +5, Human Perception +6, Education +4, Library Search +5, Oratory +5, Social +5, Persuasion +7, Stock Market +3, Accounting +4, Wardrobe/Style +5, Personal Grooming +5, Culture +4, Expert: Marine Technology +3, Expert: Construction +3, French +10, English +6, German +6, Japanese +6, Swim +4

CYBERWARE: Biomonitor

NOTES: Peter Nicholas took control of CINO in 2003 after his predecessor, London investor Steven McCafield, disappeared under mysterious circumstances during an in-flight accident. Nicholas started out in the company in financial planning and has spent the past thirty years ruthlessly plowing his way through the ranks. After McCafield disappeared, the company restructured in Nicholas' image and became centered in France.

Nicholas has always lived in Paris as a member of the ruling class. His family's aristocratic roots predate the Napoleonic era, but there's English blood in the tree because the family fled there during the French Revolution and again in World War Two.

Peter is a total aristocrat. He is aloof and patronizing to "underlings," while pleasant and conversational with "equals." He is a Frenchman first, European citizen second. Like many Parisians, he is keenly xenophobic about leaving France. In fact, he does not even like to travel far from Paris. The only place he feels more at home than Paris is the dry-dock facility at Le Havre, which he personally oversaw the construction of.

He loves to talk, and can readily capture any audience, be it a single individual, a boardroom meeting, or a full auditorium. This particularly aided him during his rise to power.

Peter is still an active partygoer and an avid tennis player. He is unmarried and has several mistresses. His age is beginning to slow him down, unfortunately. He dislikes cyberware and had the biomonitor implanted only at the insistence of his family after developing a heart condition three years ago.

Nicholas sees the current situation as a challenge, especially since he faces an American company. By his thinking,

CINO has every right to take ownership of IHAG, a European firm. OTEC's claim on IHAG is the height of American arrogance, which Peter is eager to put down. It's also rumored that he may have slept with Natalie Reseau several times, and that her kidnapping further angers him. Either way, Peter Nicholas is a true corporate power monger and a dangerous man to cross.

Amanda Russell

CEO OF OTEC — CORPORATE — AGE: 39



STATS: INT: 10 TECH: 5 REF: 7/8
COOL: 7 ATT: 7 EMP: 7/8 LUCK:
5 BOD: 5 MA: 7

SKILLS: Resources +10, Swim +6, Awareness +5, Human Perception +6, Education +4, Library Search +2, Social +6, Persuasion +7, Stock Market +5, Wardrobe/Style +4, Personal Grooming +6, Expert: Marine Biology +5, Biology +3, Chemistry +1, English +10, German +5, Japanese +3

CYBERWARE: Biomonitor, Skinwatch, Independent Air Supply, Adrenal Booster, Stress Chip

NOTES: Amanda Russell is the daughter of John Hanley, an investment banker and president of the Leviathan Merchant Bank of San Francisco. She was brought up in money and attended the best schools, where she prepared to enter the corporate world.

Amanda married OTEC founder Damon Russell in 2000, perfecting his corporate image: He had the backing of an entire bank behind him, a doting father-in-law, and a pretty young wife.

However, Damon was accidentally killed in 2006 during one of the century's first corporate extraction attempts. At 25, Amanda inherited the position of CEO—although for her first two years, she ran the show under her father's tutelage.

Thanks to her anger at Damon's death, Amanda changed the face of OTEC. The company is bit more belligerent than it used to be, a necessary trait in 2021, although OTEC is still nowhere near as violent as most of its contemporaries. In fact, Amanda's one and only overt act was to specifically destroy Unified Ocean Sciences, the company that tried to extract Damon. Ironically, once Amanda had squeezed the life (and resources) out of UIOS, it was sold off to IHAG(!).

Amanda is a serious, business-oriented woman. This is a direct result of Damon's death—she learned the hard way what sort of people she's doing business with. She hopes to double the size of OTEC by 2030.

Amanda Russell is not completely humorless, however. She constantly swims or goes deep-sea diving during her



downtime and she likes to explore shipwrecks. She also reads classic novels, and, like most corporates, she golfs.

Amanda doesn't take the OTEC/CINO conflict personally, but it touches a nerve with her in view of what happened to Damon, so she'll be touchy about security for herself and her executive board. She will also be distrustful of any peace overtures made by CINO or anyone else. Amanda would like to end this conflict as quickly as possible, but on her own terms.

Toshiro Hikaru

CORPORATE ————— EX-SOLO ————— AGE: 35



STATS: INT: 9 TECH: 2 REF: 8
COOL: 10 ATT: 5 LUCK: 5 BOD: 5
7 EMP: 5/6 MA: 7

SKILLS: Resources +7, Combat Sense +5, Awareness +7, Human Perception +6, Education +5, Social +3, Persuasion +5, Business Sense +5, Wardrobe/Style +2, Personal Grooming +2, Pistol +6, Karate +6, Melee +6, Rifle +6, Athletics +5, Interrogate +4, Stealth +3, First Aid +2, Heavy Weapons +2, Japanese +10, French +6, English +4, German +4

CYBERWARE: Processor, Inter-

face Plugs, Orbital Crystal Cyberarm, Biomonitor, Stress Chip

NOTES: On the exterior, Toshiro seems a good-natured, learned man, always polite and refined, though somewhat quiet and reserved (certainly not the type one would expect as regional head of Arasaka Security). His interior is far darker: A former cybersolo... a deleted past... over a hundred deaths.

Toshiro was born in Tokyo, where he attended excellent schools. From his 20th birthday, he served Arasaka, specializing in large-scale black ops. After ten years of outstanding service, Toshiro was offered a position as "security services manager." He accepted, and rapidly decybered his body, leaving only the options he felt were essential or stylish. The biomonitor is a job requirement; hooked directly into a company AI; several response teams will respond to a flatline or other trouble signs.

Toshiro has commanded Arasaka forces around the world, in addition to advising a dozen different governments and companies. He also spent five months redesigning the Vancouver police department after Arasaka took over the force.

Right now, Toshiro is regional manager of Arasaka security across France, Holland, Luxembourg, Germany, the Netherlands, and Denmark; the height of his career. CINO's security agreement with Arasaka brings Toshiro directly into the action.

CINO's security agreement takes up most of Toshiro's time, so for the most part he leaves subordinates in charge of his other operations. If hostilities heat up, expect him to become more determined than ever to fulfill his mission.

Willard Keaton

CORPORATE ————— EX-SOLO ————— AGE: 27



STATS: INT: 8 TECH: 1 REF: 10/11
COOL: 8 ATT: 7 EMP: 6
LUCK: 5 BOD: 9 MA: 7

SKILLS: Resources +5, Combat Sense +5, Awareness +7, Human Perception +5, Education +3, Social +2, Persuasion +7, Business Sense +6, Wardrobe +2, Grooming +2, Pistol +6, Brawling +7, Melee +6, Rifle +6, Athletics +6, Stealth +5, Leadership +5, Hvy Wpns +2, Intimidate +5, Streetwise +4

CYBERWARE: Biomonitor, Adrenal Boost, Interface Plugs, Cyberaudio (Phone Splice, Scrambler, Bug Detector, Wearman)

NOTES: Willard Keaton has West Point written all over him. A burly, clean-shaven man with a square chin and boyish features, Keaton is a high-level account executive with Militech.

Keaton comes from a blue-collar family in the midwest. Extremely bright as well as lucky, he entered OCS after his Army basic training. His performance there allowed him entrance into West Point. His father, a veteran of the Gulf War and the First SouthAm War, distrusted the military completely, but he was proud of the boy nonetheless.

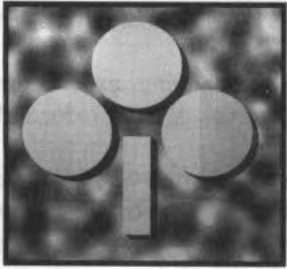
Keaton spent three years in the Army's 101st Cybercav, distinguishing himself in special operations around the world (including three in the U.S.) against terrorists, insurgents, bikers, and other psychos. Missions included POW rescue in Nicaragua, and counter-insurgency ops in Alaska.

After five years, Militech recruiters baited Willard with account managership, an aspect of the armed forces he was eager to learn about. Working first under another higher-placed exec, Willard soon inherited his own juicy accounts, including the management of the Atlanta Police Department, weapons and munitions sales to the Free State of Alaska, and security services for Biotechnica's Las Vegas facilities. Keaton has just been assigned to the OTEC account, his biggest yet. This makes him responsible for thousands of troops and nine hundred million Eurodollars in heavy equipment and supplies. The current fracas is sure to test his mettle.

Keaton is cocky, outgoing, and enjoys an active social life. He's notorious for dating one hypermodel after another. Liked by most of his co-workers, but hated by some for his self-assured attitude, Keaton knows the OTEC account is his first step into upper management, possibly right to the executive board. If the situation continues to heat up, Donald Lundee himself will likely personally examine Keaton's performance. Based on his previous success, however, Keaton is certain he cannot fail.



WHAT DO THE BIG BOYS WANT FROM ALL THIS?



SECRET SECRET SECRET SECRET SECRET
SECRET SECRET SECRET SECRET SECRET

WARNING! Unless you're the referee, don't read this!
Reading this section will only spoil the campaign for
you and your teammates! Get out of here!



Okay, now that they're gone, let's talk for a moment about Arasaka and Militech's involvement in the IHAG/OTEC/CINO fracas. As the storyline progresses, these rivals become directly involved with the fighting. The results of this will become evident in book two of this series, *Shockwave*.

Even in this book, however, you'll notice how both companies start to take the war personally after awhile, and just how close they come to a full-blown war themselves. As Arasaka and Militech work to fulfill their security contracts with CINO and OTEC, they will find themselves conflicting with each other's interests more and more, until finally the equivalent of border skirmishes between two mammoth nations begin to occur. (Of course, history dictates that border skirmishes between these sort of combatants usually lead to massive world wars, now don't they?)

Examples of this sort of thing follow: "We accidentally killed that Arasaka advisor because he wasn't wearing his corporate colors." "The planes strafed that patrol of Militech troops because they were defending the OTEC lab." "Sorry, but if Militech hadn't sent an AV-8 to support the OTEC troops, we wouldn't have launched a missile at it." "Hey, weren't those Arasaka markings on that gunboat? Oh well, too late now."

As you can see, these are petty concepts which shouldn't amount to anything in the grand scheme of things, but stuff like this tends to add up over time, especially when both parties distrust each other to begin with and are just itching for an excuse to start directly shooting at each other. Given time, these sort of events can give way to bigger "accidents" and provide convenient excuses for retaliatory operations, which lead to greater trouble.

Want some more examples? "Well, it's a small airbase, but Militech provides air support to OTEC forces from it. Send in someone to neutralize that position." "With the Arasaka garrison removed from the premises, the CINO lab should surrender without a fight." "If Crenshaw dies, the morale of Militech forces in the area will suffer. We should eliminate him immediately." "Arasaka's patrol boats and subs for this sector are based here. We propose to destroy the base, removing pressure from OTEC operations."

Get the picture?

In the beginning of the campaign, however, Arasaka and Militech have no real goals other than to fulfill their security contracts. Both firms are turning a tremendous profit from the contracts, which ultimately is the bottom line, but that doesn't matter as much as the free publicity the conflict generates.

The struggle over IHAG provides both companies with a platform to advertise their latest products and services. Arasaka and Militech seek to demonstrate how wonderful their security services are, while always looking to embarrass their competitor. In the beginning, this amounts to simply outdoing the other in foiling threats to their clients' property and personnel, while delicately assisting offensive operations. As time progresses, these efforts will become less subtle and more directly aimed at each other rather than their clients' enemies. This will not be obvious to the players at first.

The players should only become aware of what's really happening over time, as events too major to ignore begin to occur (see *The Shadow War*, pg.78, for the next part of the story). For now, however, consider Arasaka and Militech to be the big brothers of CINO and OTEC. They should weigh as a heavy factor, making PCs and other parties extremely cautious about getting involved. As the war drags on, start dropping subtle clues until it becomes apparent that Arasaka and Militech are starting to get personal. Stress the magnitude of this event, culminating in some sort of direct strike that can't possibly be excused or explained away as part of the OTEC-CINO fight.

Then watch the group sweat.

"NO, I DON'T REALLY TRUST KEATON OR LUNDEE—BUT I TRUST NICHOLAS EVEN LESS. WE NEED MILITECH TO MAINTAIN OUR LOCAL SECURITY WHILE WE CONDUCT MORE...PROACTIVE...OPERATIONS. NOW LET'S JUST DO WHAT WE HAVE TO SO WE CAN GET BACK TO NORMAL BUSINESS."

— AMANDA RUSSELL



NOT BLOOD, BUT MONEY

Although *Stormfront* is presented with a given storyline, you can alter history to suit your campaign world however you like. As the PCs complete various adventures related to the war, you may wish to show how their actions affect the overall conflict. Similarly, you might prefer to have the war run a random course so that the PCs are never sure what will happen from one day to the next, regardless of whether or not they can affect what's going on. (This option is especially useful for smart-ass players who read the sourcebook and think they know it all. It's doubly useful in that most information is given by the press, who can be inaccurate in reporting or assessment.)

Not Blood, but Money is a system which allows you to gauge who's winning the OTEC/CINO corporate struggle in your game world. The primary combatants are assigned various values which change according to certain events and die rolls. Using this system, you can determine a clear winner in your campaign and relay what's going on to the players—sure hope the characters weren't working for the losing side. Let's go over how this works step by step:

STEP 1:

VALUE DETERMINATION

How much is OTEC worth, anyway? Does CINO have the clout to manipulate the stock market before the opening bell? There are six values used to express a company's worth:

1. CAPITAL: This is a 2- or 3-digit number representing how many millions of raw dollars the company has at its disposal. This does not include assets which can be converted into cash, such as investments, trust funds, and equipment; this is a representation of how much actual cash is available immediately.

Modifiers: Random events, debt, operating expenditures, stock-for-cash deals, emergency situations which require cash.

2. DEBT: Just like Capital, this number represents millions of dollars. Debt is an expression of liabilities held by the company, such as insurance premiums, shareholder's divi-

dends, outstanding loans, and the like. This is counted against Capital, as you will see later.

Modifiers: Random events, operating expenditures, emergency or optional loans. Debt can also be reduced by committing cash.

3. LIQUIDATION: This is a number ranging from 1-24. Liquidation represents the number of hours it takes for the company to turn assets into raw capital, or match the value of assets against raw capital. This is particularly important during negotiations.

Modifiers: At the ref's discretion, the company may wish to purchase financial institutions or streamline their existing financial services to reduce the time it takes for them to liquidate assets. Or, hostile action from another company may muddle their financial operations, causing their liquidation time to drag along. Other than that, there is very little that can affect this value.

4. CLOUT: This represents the overall pull of the company and their ability to get things done. This +1~10 modifier is added to die rolls during Negotiations.

Modifiers: Random events, incidents (i.e., stuff the PCs do), embarrassing situations, prestigious actions. Most of these are discretionary or depend upon how adventures go.

5. SECURITY: This is a number between 1-10, representing the stability of the partnership between the company and its respective security partner (Arasaka for CINO, Militech for OTEC). A rating of 10 (or more) represents an exceptional business relationship, such as that enjoyed between Militech and the Lazarus Group. A rating of 1 indicates the partners are through with each other and the security contract is dissolved (which would be a disaster for OTEC or CINO ... can you see the adventure hooks already?). A rating less than zero represents the sort of enmity still seen between SovOil and Petrochem. Both sides start at 5, which means the partnership is strong and both sides are committed.

Modifiers: Random events, hostile influences, successful security operations.

6. CURRENT IHAG SHARE: This is what it's all about, representing (percentage-wise) the company's current share in IHAG. At the start of the war, both companies have a share of zero.



Here are the two company profiles with their initial respective statistics:

OTEC	CINO
Capital: 650 mil	Capital: 750 mil
Debt: 199 mil	Debt: 101 mil
Liquidation: 8	Liquidation: 8
Clout: +6	Clout: +6
Security: 5	Security: 5
Current IHAG Share: 0	Current IHAG Share: 0

Modifiers: Current IHAG Share is a special case. It is affected by Random Events and Negotiations.

Not much difference, is there? At the start of the war, both companies are fairly strong; they can turn assets into capital (and vice-versa) within one business day, and their security contracts are firm. It'll be up to you to alter these stats as the war drags on and relay this to your players. To determine the company's bidding power (see below), use the following equation:

$$(\text{Capital-Debt}/100 + \text{Clout} + \text{Security}) = \text{Bidding Power.}$$

Here's a walk through: Take the Capital and subtract the Debt. Divide that number by 100 (round decimals up to the nearest whole number). Now take that number and add it together with Security and Clout. There's your bidding power.

STEP 2: NEGOTIATIONS

This is the part where the system goes to work. Negotiations represents the ongoing series of deals and negotiations which occur as the war continues. During these talks, both sides attempt to influence investors, cut a better deal for themselves at the negotiations table, and undermine their competitors.

For each week of your campaign, roll 1D10 and add it to each company's bidding power—high number wins. Now subtract the loser's total from the winner's. The difference is added to the winner's Current IHAG Share. If the roll is a tie, the company with the lower Liquidation time wins the negotiations and automatically gains 1D6% to their Current IHAG Share. If both sides have the same Liquidation time, the negotiations are stalled that week and no shares are gained.

Before you roll for each week's Negotiations, however, you should roll on the **Random Event Table**. This is not required, but it is highly recommended to add an unknown element into the campaign. It also helps break up a no-win situation if one side is losing by such a margin that they can't win die rolls. Roll 2D10 twice (once for each company) and check the table in the sidebar.

RANDOM NEGOTIATION EVENTS

- 2 Enemy attack causes 1D10 million in damage. Add this number to Debt, or subtract from Capital. If rolled twice in a row, subtract 1 from Clout and 1 from Security.
- 3 Troops successfully repel attack from rival. Add 1 to Security. If rolled three times, add 1 to Clout.
- 4 Record losses this quarter. -1D10 from Capital (or add to Debt). If this is rolled three weeks in a row, -1 Clout.
- 5 Emergency shareholder's meeting. Roll Negotiations twice this week.
- 6 "Embarrassment" makes nightly news. -1 Clout.
- 7 Major enemy facility is destroyed. +2 to Security.
- 8 Company-aligned bank collapses (or is undermined by the enemy). +3 Liquidation.
- 9 EuroBank messes with negotiations. Roll twice on this chart; ignore results which negate each other.
- 10 Company scores major PR points. +1 Clout.
- 11 Company mole discovered; -1 Security.
- 12 Major company facility lost. -4D10 Capital or +4D10 to Debt; -1 Clout; If this is an enemy action, -1 Security.
- 13 Mole successfully planted within enemy corp. +2 Security.
- 14 Traitor within company is exposed and removed. +1 Security. If this happens twice in a row, +1 Clout.
- 15 Investor signs over IHAG shares for company shares. Add 1D10% to Current IHAG Share.
- 16 Enemy executive or scientist extracted. +1 Clout.
- 17 Foreign bank sides with company. -2 to Liquidation.
- 18 Record gains this quarter. Add 4D10 to Capital. If this rolled three weeks in a row, add +1 to Clout.
- 19 Government investigation and audit: -8 Liquidation.
- 20 Investors turn against company at weekly meeting. -10% to Current IHAG Share. -3 Clout.

NEGOTIATION EXAMPLE

OTEC and CINO have battled to the third week of December. Their respective profiles look like this:

OTEC	CINO
Capital: 560 mil	Capital: 600 mil
Debt: 225 mil	Debt: 150 mil
Liquidation: 10	Liquidation: 8
Clout: +6	Clout: +5
Security: 6	Security: 4
Current IHAG Share: 11	Current IHAG Share: 8

On 2D10, CINO rolls a 7; this adds +1 to their Clout, bringing it to 6. OTEC rolls an 11; this strains relations with Militech and reduces their Security rating to 5. The Referee might allow player missions to affect these ratings as well.

Now for the negotiations: CINO's bidding power is 15 [(600-150)/100 +6+4] and OTEC's is 14 [(560-225)/100+6+5]. Each rolls 1D10; CINO gets 7, OTEC gets 6. CINO's total is 22 vs. OTEC's 20. CINO wins by 2, gaining 2 points to its IHAG share (bringing it to 10). They're catching up with OTEC, but it ain't over yet.



Optional Rule: VICTORY POINTS

You may assign victory points to the scenarios presented in the book, and to the scenarios you write for your PCs. Victory points can be applied as a bonus during the Negotiation rolls.

Each scenario in the book has been assigned victory points to give you a rough idea how much different types of missions are worth. Whenever the PCs successfully complete a mission, add the victory points to that week's Negotiation roll. You can also add in victory points for the Other Side when the PCs fail or if the enemy successfully completes objectives.

Be parsimonious with this, however. Throwing around an abundance of victory points can make the campaign seriously unbalanced, or at least make the mathematics ridiculous.

By the way, you can also use the random event table to determine how else the actions of the PCs and other groups effects the war. For example, if the PCs wreck a major enemy facility, refer to entry # 7 on the table. When the enemy hits back with everything they've got, refer to # 12, then make the appropriate adjustments.

Optional Rule: CAPITAL CONVERSION

As the conflict drags on, both sides (particularly the losing side) will become desperate for capital they need to continue fighting.

The company has the option to convert assets into raw capital. Before the weekly Negotiations roll, they may add up to 1D6 x Clout to their Capital. This is not a permanent amount; it is used only for this week's roll. Immediately after the Negotiations roll for the week, this same amount is permanently added to the company's Debt.

By the way, it's not uncommon for a really desperate company to try a modern variation on an old insurance scam. Companies desperate for cash and willing to part with obsolete assets will sometimes arrange an attack on one of their own older facilities, often staging it so another firm, terrorist group, boosters, etc. appear to have been the attackers. The facility is destroyed for its insurance value, and whatever group they wish to implicate gets the blame.

Usually. The danger with this sort of thing is that if the truth ever surfaces, everyone involved in the operation faces immediate dismissal and prosecution. If the company is small enough, the entire company may face extinction. And don't think for a minute that the megacorps won't turn over their own employees in a heartbeat if this sort of thing comes to light.

STEP 3: MAINTENANCE AND CAPITAL UPGRADE

Fighting a corporate war costs money—lots of it. In addition to normal operating costs, you've gotta pay your troops and personnel overtime. Soldiers get hazardous duty pay. Insurance premiums go through the roof. Banks are less willing to extend credit as the war goes on. Equipment and buildings are destroyed and have to be replaced. Loans need to be paid off...you get the idea.

To make things worse, corporate war usually slows business substantially, even though the purpose of corporate war is usually to improve business conditions in some way for the companies involved. This makes other companies irate and less willing to do business with you. In fact, other firms may indirectly get involved in stopping the war because they're sick of it. Sometimes, this sort of thing will backfire and instead draw other firms into the fighting, expanding the conflict into a free-for-all where the original goals are often forgotten.

The worst part is, a company will often watch its monthly profits shrink while war-related debts mount, even if they're doing great business. To reflect this, update the company's Capital before you make the weekly Negotiations roll. This is done through a series of simple die rolls meant to reflect mounting debts and shrinking profits. Cost is subtracted from Profits, and the result is either added to or subtracted from Capital that week. All numbers are considered to be in millions of dollars.

Month of the War	Profit Die	Cost Die
November 2021	4D10	1D10
December 2021	2D10	2D6
January 2022	2D6	2D10
February 2022	1D10	4D10

Here's an example of how this works. Let's say it's the second week of December 2021 and you're making the Capital Update roll. For Profit, you roll a 2D10. The result is an 11. For Cost, you roll a 2D6. The result is an 8. $11 - 8 = 3$. Add three million dollars to the firm's Capital.

This brings up the importance of Maintenance. *Not Blood, but Money* is a mathematical system which relies on a couple of simple formulas to keep track of the war. In this system, there are a bunch of modifiers which affect the stats which you use in the formula. To keep the formulas accurate, you'll have to maintain the relevant statistics so that your weekly die rolls make sense and accurately depict what's going on. If you don't want to make that sort of commitment, just use this system for ideas and chart the course yourself. Don't sweat it; it's your game world, and you can decide who wins however you want.



GETTING THEIR FEET WET

NETPOST 275689.326

November 21th, 2021

- **Distribution:** Pacifica, Olympia, Rustbelt, and Eurotheatre Regions.

- **Contract:** Major security firm seeks freelance combat operatives for contract employment in a low-intensity combat environment. Contract is for the duration of hostilities (possibly 3-4 months, but extension is at the option of the client) with base pay and bonuses on an assignment basis. Top money is guaranteed, scaled to Hazard Level (using the Hobson Mission Threat Evaluation Scale). Transportation and standard equipment will be supplied as well as some specialized training. Personalized equipment must be supplied by the operative.

- **Specializations Sought:** Intrusion Experts, Diverated Combat Operatives (will train if your basic qualifications apply), Submersible Vehicle Pilots, High Threat Net Programmers.

Report to your nearest StreetTemps office or email your resume for background check and briefing.

Tools of Motivation

Okay Ref, so you know the score and who the big players are. Now you get to toss your players into all this. This conflict can be best appreciated by people who are "in the field", meaning (and this product is built around the assumption) that your player characters will be contracted by one side or the other, allowing them to participate directly in this aquatic conflict and (hopefully) affect the outcome of some of its events.

But why would a bunch of Street-runners want to jump into this war at sea? Isn't it a little out of their depth? (Sorry, I just had to use that.) Here are a few ideas to help you drag your team into the water.

- **MONEY:** The old stand-by. Most Edgerunners are adventurers by nature, ready to accept new challenges and try new things ... for the right eurobucks. These contracts pay well and are from top-flight, reputable (relatively speaking) corporations. If the characters have issues with both Militech and Arasaka, have the job posting be from OTEC or CINO. These smaller concerns have less intimidating reputations and are more likely to get the players to sign on. And once they've committed, then you can tell them who their partners are.

- **FAME:** This conflict is a Big Event in Edgerunnerdom. The OTEC/CINO crisis will be starting make an impact and all the movers in the Edgerunner community may be angling to improve their reputation on the Street by being part of it. Anyone who doesn't may look like a wannabe.

- **EXPERIENCE:** These contracts offer to train players in new environments and tactics. As professionals competing in a harsh market, this opportunity shouldn't be ignored. It's not every day you get offered a chance to learn Underwater Demolitions.

Big note here: Things happen blazingly fast in the Ocean War, with a lot of events occurring within a four month span. If your players have to go through training before they can leap into the fray, feel free to extend the war by a month or more, even into mid-2022 if necessary, so that you can get the maximum amount of scenario time in before things shift. Just be sure to adjust timeline dates accordingly.

- **IT'S PERSONAL:** The characters may have worked with or know someone on one side or the other who now offers the team a job. Or they may have friends or family who work for OTEC or CINO (or IHAG, for that matter) and want to protect/aid them during this crisis. This conflict is also going to present ample opportunities to get back at any of the participating corporations by siding with their opponents. Got a beef with Arasaka (who doesn't)? Then hire on and Militech will give you plenty of chances to kick black-clad booty. Had a sister killed by an OTEC industrial accident? CINO will be happy to help you reap revenge. Isn't it better when things get personal?

- **CAUGHT IN THE CROSSFIRE:** Perhaps the team is at the site of one of the early raids by either OTEC or CINO, (Reseau's kidnapping or the OTEC Net raid are good choices). It's unlikely they will just stand there while such juicy events are going on around them, or they may tilt the balance to one side or the other while simply trying to get out alive. And once they've helped one side, they've made an enemy of the other.

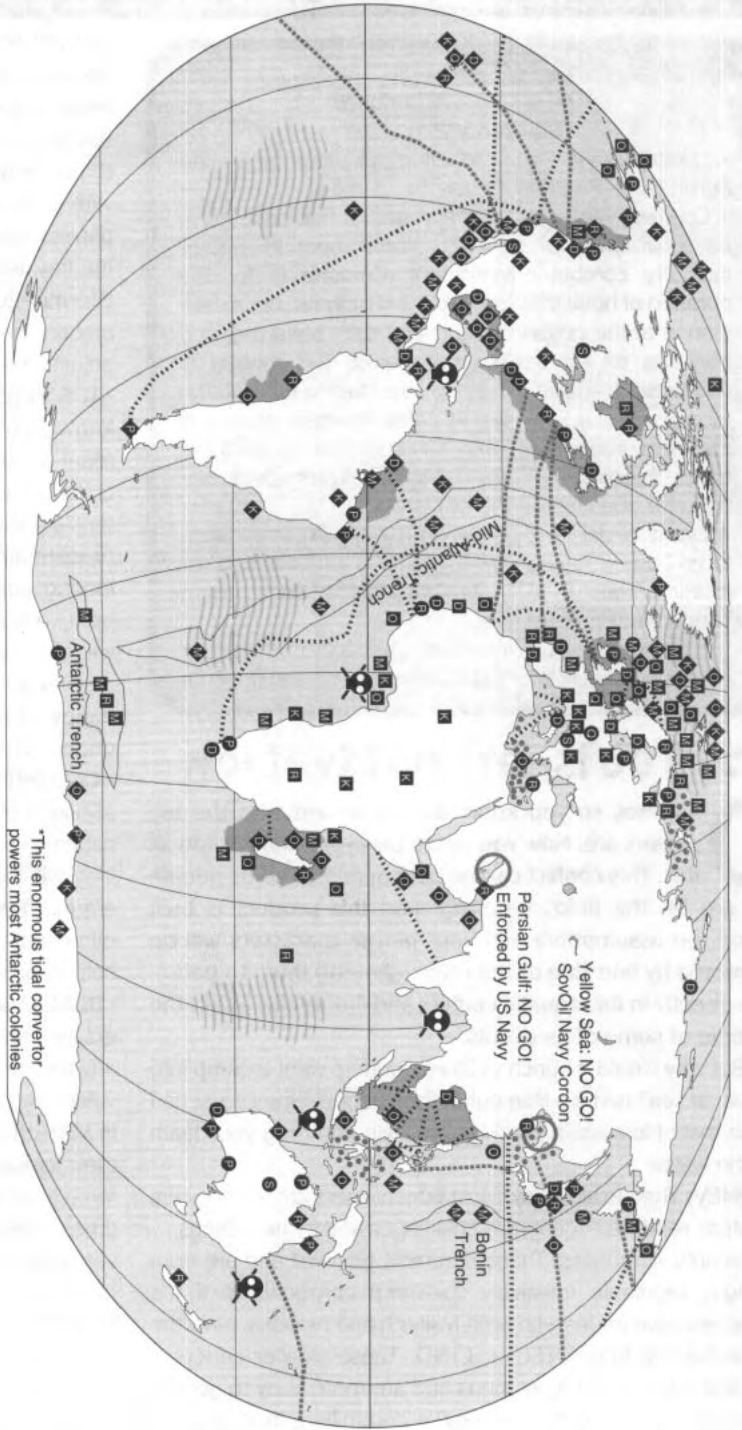
- **BLACKMAIL:** Okay, so you have to twist their arm. Do the players owe either of any of these corporations anything? Are there any dark secrets that the corps might have chanced upon? Any vulnerabilities the corps can exploit? In this instance, someone in Militech or Arasaka will have something on the characters (or their families/friends/nomad gang, etc.) that could be used to force them to work for the corporation "for the duration of hostilities". These two corps are mobilizing very quickly and aren't very picky about their recruitment tactics—think of this as a kind of corporate draft. Hey, it's *Cyberpunk*.

- **HIRED BY A THIRD PARTY:** They don't have to be hired by the two sides to get into things, other groups might get into this brouhaha as well. Green Peace and other, more militant, environmental groups have big issues with both OTEC and CINO. Some might hire their own forces to savage corporate operations during the war, even masking these hits as strikes by the other side. (You know: "Save the Whales: Kill the Corps!")

Who knows? The players might even get hired by Eurobank for a little sabotage job, only to find themselves caught up in events *way* beyond their control.



RESEARCH AND DEVELOPMENT



- M IHK Mining Colony
- O IHK Oil Processing
- R IHK Research Dome
- D IHK Drydock/Shipyard
- P IHK Large Port Facility
- S IHK Space Facility
- IHK IHK Headquarters

- M CINO Mining Colony
- R CINO Research Dome
- O CINO Oil Processing
- K CINO Sea Farm/Krill/Food Site
- D CINO Drydock/Shipyard
- C CINO Headquarters
- Major CINO Shipping Lines

- D OTEC Drydock/Shipyard
- M OTEC Mining Colony
- R OTEC Research Dome
- O OTEC Oil Processing
- P OTEC Powerplant/Tidal Convertor
- K OTEC Seafarm/Krill/Food Site
- O OTEC Headquarters
- Major OTEC Shipping Lines

Fertile commercial fishing area, well-patrolled & regularly swept by pollution control devices so as to be kept fresh & clean.

Surface fires due to oil slicks

Heavy Pirate activity

Extreme biochemical contamination area.

MAP: THE CORPORATE OCEANS



THE CORPORATE OCEANS

The oceans in 2021 are patchwork of gross abuse and neglect juxtaposed with newly revitalized zones of commercial aquaculture and industry. Up until recently, the waters were seen both as an endless source of raw material and a bottomless garbage dump. With the breakdown of international cooperation, the agencies that used to monitor fishing and pollution control have all but evaporated. Instead, the megacorporations have exploited the oceans, causing heavy pollution and species die-offs that make the rain forest rape look like conservationism.

Still, the corporations realize that the ocean's resilience isn't infinite. Commercial fish harvests are dwindling as populations are fished out or killed by pollutants. Oceanic biodiversity decreases every day, taking with it untold secrets in biochemistry and biology. Thus, the corps have actually started to reverse the damage their pursuits have caused over the past century. Prime fishing grounds are monitored and swept for pollution to maintain fish populations. Krill and plankton farms have been established to artificially increase the density of these basic rungs on the food chain. Even whales populations are being protected and "ranched", much as the last few elephants in Africa and India. All this has created an industry that has a vested interest in keeping the seas alive ... at least as long as it's profitable.

Corporations such as OTEC, CINO, and IHAG have dotted the oceans with elaborate facilities (on land and undersea), intended to further explore and exploit the aquatic environment. Most of these facilities are bioresearch labs, sea farms, factories and mining sites, designed to make money and grind out product for their parent companies. As public funding for oceanic research dried up, many marine biologists and other scientists were co-opted by these concerns, and their talents put to more "specific" use. These corporations have since created new material technologies and developed new foodstuffs using aquatic resources, refined modes of aquatic transport, and even toyed with seaborne colonization in the form of artificial islands. Entirely new technologies have blossomed in the recent years as they look for ways to delve deeper and farther.

Far-reaching as these developments may be, the bottom line is still all about money—OTEC and CINO have proven good at making it. IHAG, on the other hand, has stumbled, and its two sister corps are savaging each other over the remains. While surface craft have proved too vulnerable, entire fleets of advanced submarines, originally fielded to safeguard undersea facilities against terrorism and piracy, have been scrambled by both companies. The result is a feeding frenzy of smart torpedoes and pressure implosions, fought over the chum of precious resources and new technology.

The following pages are an overview of this new tech and the environment it's used in. Though by no means comprehensive, it will give you a clear picture. Dive on in, the water's ... fine.

DIVE SCHOOL FOR THE PLAYERS

When war comes, the Corps go hiring. Miners, researchers, and divemasters are too valuable a resource to toss carelessly into harm's way, and combat subs are only functional in certain roles. The Corps need people who are good with weapons, people whom they can pick off the street, throw into a suit, and turn loose on their enemy. You are these people. You and your edgerunner cronies make up a bulk of the divers used in any number of roles in this money fight, and despite the fact that you've gotten barely enough training to operate a suit, they expect you to dive for them in manual labor, defense, and assault.

PCs who want a change of venue can become divers, on OTEC's or CINO's expense account. This is not a career change, and the character's special ability will not be altered, nor will any of his current skills. To become a corporate diver, a character must have a BOD of 5 or higher and INT of 4 or higher, and a COOL of 5 or higher. Once a PC passes the physical and mental exam, he will then proceed through a rigorous six-week training course. At the end of this training, the PC gains 12 skill points to put into any of the following skills, with no more than +4 in any one skill:

Underwater weapons	Swimming (min +2)
Endurance (min +2)	Pilot: Hardshell/EVPA suit (2)*
Nuscuba*	Underwater survival (min +2)

* - character must put at least +3 in one of the suit operation skills

New Skills:

Nuscuba (INT): the knowledge of how nuscuba operates for use, maintenance, and emergency circumstances. Nuscuba is not Swimming, it is only learning how to use the equipment. A character must have Swimming or else they can't move easily (if at all), even if they can breathe.

Pilot: Hardshell/EVPA Suit (REF): Treat this skill exactly like any other vehicle piloting skill. Due to the complicated multi-role design of suits, often times advanced training must be taken in order to utilize them effectively.

Underwater Survival (INT): The ability to use anything and everything to assist in the case of mishap. The higher the rating, the better one's chances of surviving.

Underwater Weapons (REF): Familiarization with all types of underwater weaponry, from self-contained spear guns (SCSGs) to mini-torpedo launchers.



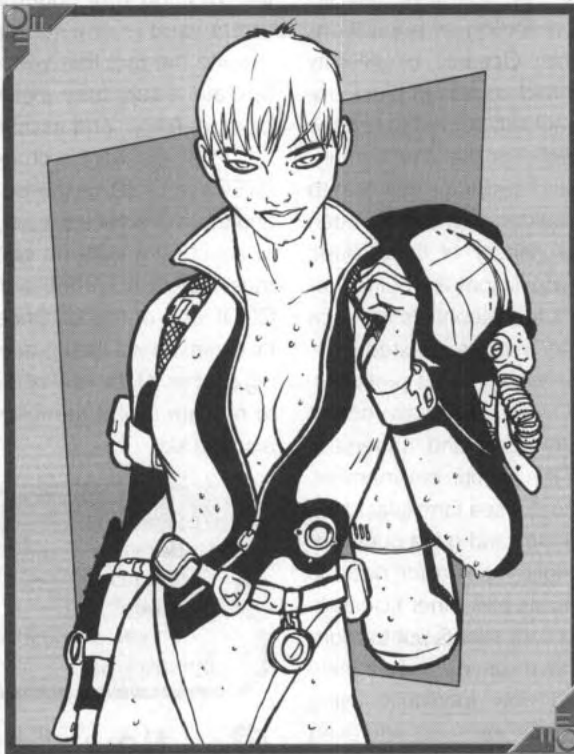
OCEAN WAR OCCUPATIONS

DIVERMASTER

Water baby, you were swimming before you could talk. During school, you always were fascinated by the ocean. Maybe you went to the islands a time or two, or maybe you spent a lot of time there in braendance as a teenager. Whatever the reason, you loved the sea, or more specifically, being a part of the world under the water. Everything there is quiet, serene, a peaceful habitat of nature so unlike anything back in the cities. Of course, the modern world was affecting things down here as well—and not for the better. Maybe if others could see what you've seen, things could change. Then again, maybe not.

You probably would have gone to college and studied marine biology, but you didn't want to risk getting stuck in some dingy lab somewhere. No, you preferred a hands-on approach, and instead went straight into working on the waves. First you were underwater support for a small fishing firm, helping them handle their nets and underwater tackle—while it was deployed. Then you tried doing your own underwater photography, hoping that you could make a living selling images of the beautiful world you saw.

But that beauty couldn't feed you or pay for your expensive equipment. So now you're working for the Corps. They've have turned this peaceful world into another product, just like everything else. They want to exploit, export, develop, and breed things that you don't want to even think about—new fish, new plants, new minerals, better alloys, all in the name of their bottom line. But they're the only game in town, having either bought up or crowded out any government or non-profit operations. You're stuck with 'em, but they do give you access to the best hardware, the benefits package is pretty good, and they're paying you to do what you love most. After all, you're the best divermaster money can buy, and you can use their job to relax with the ocean around you. Of course, the downside is that some things you've had to do on this job aren't very pretty. But then, big fish eating the little fish is part of life in the ocean, too....



Because of this lengthy exposure to the depths, Divermasters have the special ability of Aquatic Sense. Aquatic Sense is the ability to be keenly observant, and to be aware of things that characters new to the underwater world might miss. While underwater, Aquatic Sense translates to a bonus equal to the skill level in Awareness/Notice, and half the skill level in the form of an Initiative modifier. For Example, a +4 in Aquatic Sense translates into a +4 to underwater Awareness/Notice and a +2 to underwater Initiative.

DIVERMASTER

Special Ability: *Aquatic Sense*

Career Skills:

Swimming

Endurance

Human Perception

Leadership

Awareness/Notice

Nuscuba

Pilot : Deep dive suit (2)

Pilot : EVA Hardshell (2)

Underwater weapons

DIVERMASTER/MINER

Special Ability: *Aquatic Sense*

Career Skills:

Endurance

Awareness/Notice

Pilot: EVPA (2)

Pilot: Hardshell suit (2)

Pressure Suit Tech (3)

Operate Mining Equipment

Underwater combat (2)

Underwater survival

Underwater weapons

New Skills:

Pressure Suit Tech (TECH): Technical knowledge of both Deep dive and Hardshell suit systems. This skills assists in repairing, retrofitting, or designing pressure suits. Since suits are modular in design, a +2 is enough for general maintenance.

Underwater Combat (REF, 2): Knowledge of how best to fight hand-to-hand underwater. This usually involving grasping holds aimed at the neck or vitals areas (+3 to hold, grapple, and choke), Underwater combat is ineffective on land due to the extremely close-quarters style combat, and the viscosity of the water which forces slower motions.



⦿ SUBJOCK (SUBMERSIBLE PILOT)

As a Subjock, you're an underwater ace, part of a special ring of submariners who are elite amongst the lesser seadogs. You're perfectly acclimated to pressure changes, skilled at riding currents, familiar with every aspect of submarine operations, and can pull off the tightest maneuvers at depths that would crush a person into pulp. Whether you're a company man or you work freelance, you're the best of the best. You read the cryptic digital instruments of a submersible like most people read road signs, you know the depths of oceanic trenches like your apartment, and you move like a polyceramic shark as you get high on the rush of linking with your cybernetically-controlled submersible hotrod. By now, you and your craft have developed a "feel" for each other—she knows you as well as you know her. Riding on fiber-optics, instinct, and nerve, you push your sub to the limit every day, and you're damn proud of it.

Subjocks are a rare breed, and whether you come from a corporate background or a military one, you've got more in common with your peers than with anyone else in the world. Despite the fact that military subjocks are versed in a lot more combat techniques, everyone knows that the corporations tussle enough with each other to slip in some of those same tactics lessons for their own jockeys. In fact, thanks to ever-increasing cutbacks in military budgets (what with the gradual castration of national powers before the onrushing corporate age), civilian Subjocks often wind up seeing a lot more actual time in the water than their Navy brethren do! Still, sub-piloting training programs are universally difficult to enter; in order to qualify for Subjock training, a character must have an INT, BOD, and COOL of 6 or better. These demanding prerequisites are set by both military and corporate protocols, but once you're though, one of the elite.

Your abilities are manifested in the Subjock special ability called *Sub Tactics*. This represents your skill in sub pilot-



"SURFACE SHIPS? DON'T MAKE ME LAUGH! ANYTHING MOVING ON THE TOP DURING A WAR IS JUST WRECKAGE WAITING TO HAPPEN. IF YOU WANT SOMETHING MOVED DURING THIS FRACAS, YOU'RE GOING TO HAVE TO GO DOWN ..."

— RACHEL NGOTO, SUBJOCK

ing as well as the knowledge of the physical capabilities of your craft. More importantly, it is an understanding of cat and mouse tactics used by submersibles seeking each other in the deep by sonar and gut instinct. The skill level of Sub Tactics is applied with your INT when in sub combat (see pages 57-61), and half of the skill level is added to any Initiative rolls made while in command of a sub.

For example, if you have a Sub Tactics skill of +7 and an INT of 8, your total for outguessing your opponent in sub combat is +15 and you get +3 to your Initiative during sub dogfighting. Of course, your opponent will be using his skill, too ...

SUBJOCK

Special ability: Sub Tactics

Career Skills:

Awareness/Notice

Navigation

Pilot: Submersible (small/large)

Sonar Tech

Sub Tech (small/large)

Swimming

Underwater survival

Underwater weapons

Underwater heavy weapons

⦿ New Skills:

Pilot Submersible (large/small) (REF): The ability to pilot submersibles. Small subs: Multi-role work sleds or fightersubs; large subs: Gigantic behemoths that roam the deep.

Sub Tech (large/small) (TECH): The knowledge of how to repair, maintain, retrofit, or design subs with respect to their class (as above).

Sonar Tech (TECH): The ability to use, repair and maintain a variety of underwater detection equipment. It also allows the user to interpret the information they provide to assess and identify targets and anomalies. TECH-based.

Underwater heavy weapons (REF): Using such hardware as anti-sub, anti-ship, anti-platform, or area effect weapons such as vehicular railguns, torpedoes, and so forth.



MARINE BIOTECHNICIAN / UNDERWATER GENETECIST

Under the waves, deep into the reaches where even light does not reach, lies a world of undiscovered treasures. Much like the "Rainforest Rush" of the 2010s, recent discoveries involving research done on underwater platforms and new species of animals and plants had given rise to a secondary profit center—the research outpost. For biotech companies, even giants like Biotechnica, the relatively low cost of an underwater research outpost versus the cost of a LEO outpost is almost one to three (once the additional cost of transporting personnel, goods, and new modules have been taken into account). Given that there aren't new animals and plants to be discovered in space or on the moon, underwater ventures have recently gained favor on the budgets of corporations around the world—particularly OTEC and IHAG.

Of course, you biotechnicians have been there since the beginning—not that you intended it that way. When you first got your Ph.D., you leapt out to grab a government grant to pursue that world-saving research you had dreamed of... and fell flat on your face. The grants were gone, the government-funded research projects the dreams of a more affluent age. Only one source of employment beckoned: the corporations.

Reluctantly, you signed up.

It hasn't been easy. The corps aren't in this for abstract knowledge; they want marketable results, and they want them yesterday. But they also give you the best equipment, state of the art labs and computers, and direct access to the environment you seek to study: the ocean depths. You've cataloged new species, scanned thousands of new DNA samples, and learned more about the mechanics of life underwater than in the last twenty years. You've been stationed a variety of exciting oceanic facilities, including the platform cities in the Gulf of Mexico. Some of your work may even save a valuable species (especially if you bend the facts to prove their usefulness). So despite the deadlines, the corporate pressure, and the rabid commercialization of your science, this work still has its rewards.

Assigned to many small platforms, you often wind up becoming the much-needed on-site doctor. You need to be intimately familiar with not only the physiological limits of the human body, but have usually toured underwater long enough to know a considerable amount about equipment as well. Still, the main advantage of being a biotechie is to get access to all those new biotech gadgets that the corps keep sending.

They all keep ending at the beta-test level though...

The biotechnician is sort of an academic medtech who has chosen to specialize. Instead of the usual assortment of skills, a biotechnician may place his career points among the following skills:

MARINE BIOTECHNICIAN / UNDERWATER GENETECIST

Special Ability: Medtech

Career skills:

Awareness/Notice

Diagnose

Education

Library Search

Pharmaceuticals

Biogenetics (2)

Expert: Deep sea zoology

Expert: Psychology

Underwater survival



New Skills:

Animal Handler (EMP): This skill is used when a character deals with the care and/or training of animals; see *Chromebook 3* for more.

Biogenetics (INT, 2): The study of animals at their most basic level, Biogenetics is one of the new fields that have risen from nanotech, exotics, and other DNA recombination technologies. With Biogenetics, a character can, with the proper equipment, build viruses, recombine DNA, isolate specific genes, or mutate existing genes. Fortunately (or unfortunately), the equipment necessary for this kind of work is prohibitively expensive; as such biogeneticists are seen only in the largest of companies or start-ups with a lot of capital to throw around.



NEWTECH AND ENHANCEMENTS

When the extremes of full conversion to an Aquarius body (*Chromebook 2*, p. 67) or an exotic Aquaform (*Chromebook 2*, p. 108) just aren't necessary, but your cyberarm won't handle the crushing depths of 11 atmospheres (200 meters), what's a 'punk to do?

Answer: Get wetwired. By refitting his cyberware and coughing up for some new implants, a man can dive deeper, go without air longer, and generally have a better chance of survival. Needless to say, Aquarius full 'borgs are inherently wetwired and need no such retrofitting.

🔧: WATERPROOFING AND WETWIRING

While all cyberware is designed to fend off the occasional thunderstorm, most implants and enhancements aren't 100% sealed, and this means that vast sectors of biochips, myomers, and other sensitive components could be exposed to the corrosive effects of saltwater. While leakage isn't a problem for short, shallow swims, a lengthy dive to NuSCUBA depths can wreck havoc with everything from cyberlimbs to neural processors.

There's no easy solution to this problem. Traditional waterproofing incurs the fashion seppuku of bulbous sockets at the joints, on top of which is heaped the pain of regular maintenance, cleaning to avoid corrosion and damage, and a guarantee of only 100 meters' depth at the outside. Roll Streetwise vs. DIFF 20 to find a street clinic that can do this, and it'll run you 200% of the cyberware cost, AND limbs gain a cumulative +1 EV.

If non-waterproofed cyberware is exposed to saltwater for more than ten minutes, roll 1D6 + modifiers, then apply the result to a randomly-rolled cyberware item which is exposed (like audio, limbs, sockets & plugs, etc.— optics, totally internal implants and Bioware are unaffected). Use the table below.

The only other option is to have it all ripped out and buy Wetwired 'warez.

Wetwired cyberware is engineered with enough polyceramics, organic contacts, and newtech to run you 300% of the original cost, but it's completely submersible down to 200 meters with no adverse effects. The thing is, it ain't easy to find wetwired 'warez on the street (DIFF 25)—although in major port cities (Chiba, Galveston, Kawasaki, Kobe, Marseilles, Rotterdam, Seattle, Singapore, and Yokohama to name a few), it drops to DIFF 20. Consequently, Wetwiring is generally corporate fare.

🔧: Cyberware Notes

Gills (*Cyberpunk 2020*, p. 66): Cannot function in a salt water environment unless specified at time of purchase. Saltwater gills cost 600 eb, with the same stats.

Sonar (*Cyberpunk 2020*, p. 67): Usually used with a cyberoptic. The military model of Sonar implant costs 700 eb, is P availability, and is 95% effective.

Amplified Hearing & Enhanced Hearing Range (*Cyberpunk 2020*, p. 68): Count all Shockwaves (see p.61) as double for stun/shock rolls. 50% chance of cyberaudio failure if SW if equal to or greater than 5.

Level Damper (*Cyberpunk 2020*, p. 68): Reduces SW by 25% (round down) for stun/shock rolls. When used with Enhanced Hearing or Amplified Hearing, use only Level Damper.

🔧: NEWTECH

Modern innovations like implanted nictitating membranes, sinus reconstruction, Neo-lungs (*Chromebook 4* p. 21), and new enhanced lung implants have made diving less dangerous, easier to do, and even more enjoyable; enhanced skin-diving has become a popular sport for those with the euro, but dives past the 30 meter mark still require more gear, more experience, and as ever, more eurodollars. Read the next page and you'll see...

CYBERWARE vs. SALTWATER

- 1-2 You're safe for now.
- 3-4 System hangs, item is inoperable, but will be fine once dry again.
- 5-6 Circuit corruption: Item is inoperable until a Tech fixes it (Diff 15).
- 7-8 Severe corrosion: Inoperable until a Tech fixes it (Diff 20).
- 9 Biofeedback: Make a Stun roll, all rolls are at -2 until the item is turned off (if it can be, that is). Repair is Diff 25.
- 10 Catastrophic short circuit! As your nervous system dances, make a Stun roll at -3. All rolls are at -4, and after 1D6+1 game phases you'll pass out. The item does give a spectacular show though, with sparks leaping everywhere.

MODIFIERS:

Each additional 10 minutes: +1 Each 15m depth: +1



GPS MODULE**450 eb, N surgery, HC 1 (external: 600 eb, HC 1D6/2)**

This Global Positioning System takes full advantage of WorldSat's orbital tracking network, allowing determination of position to within 17 centimeters of exact. The internal version is linked to a cyberoptic Times Square or Times Square Plus to display coordinates (on the Times Square) or provide an actual map of the location (Plus). The external version includes a subdermal viewscreen implanted in the forearm.

NEURAL/AUDIO U.L.F. TRANSCIVER**200 eb, N surgery, HC 1D6/2**

The Ultra-Low Frequency Transceiver can send and receive voice or data communications at long ranges (15 km without antenna, unlimited with antenna). With the compression algorithms built into the Transceiver, audio can be sent near real-time (approx. 5 sec. delay, quality is low), but data takes some time to download (no, it can't be used for video or netrunning). Comes with 100m reel antenna which can be jacked into any interface plug, or be implanted in a cyberlimb space (costing 1HC).

IHAG NICTITATING MEMBRANE**300 eb, N surgery, HC=1D6/3**

Having hit the market before they went under, IHAG's NM is a must for skin divers and enhanced Nuscuba divers. With the NM, the user can see in difficult conditions (stirred up sand, salt, and other irritants) without problems. This cloned bioware is good to 50 meters, and usually must be replaced because of scarring every six to eight months of continuous use.

HYDROSUBSIDIUM "AQUAGOGGS"**200 eb, N surgery, HC 1**

For those cyborgs with cyberoptics, the Hydrosubsidium's cyberoptic shutters can be installed to provide protection similar to that of nictitating membranes. Available only for paired implants, these stereoscopic shutters take no option spaces from the optics and allow the cyborg to see in stirred-up sand, salt, etc. Unlike nictitating membranes, AquaGoggs are totally synthetic and will last longer than the cyborg's lifetime without ever needing replacement. Good to 200 meters.

OTEC EAR VALVE**150 eb, MA surgery, HC 1**

A pressure equalization system for the middle and inner ears and sinus cavities. Once implanted, divers can ascend or descend without suffering the effects of rapid pressure changes within the sinuses and ears. Good to 100 meters.

SINUS RECONSTRUCTION**1500 eb, CR surgery, HC 1D6/2**

This subrhinal re-engineering includes pressure equalization systems, is strengthened with a polycarb fiber mesh, and provides pressure escape for the inner ear. Good to 200m.

- BODYWEIGHT/R.M.C. ENHANCED LUNG SERIES -

Bodyweight and Raven Microcyb have teamed up to create a whole line of cybernetically enhanced lungs to assist in all forms of underwater functions. All models are available through authorized resellers.

EL SERIES ONE

A repackaging of Raven Microcyb's rebreather system (CB I p. 36). There are no effective differences.

EL SERIES TWO: 5000 eb, CR Surgery, HC 1D6

The ELS-2 goes beyond Raven Microcyb's Rebreathers, replacing the entire respiratory system with an enhanced synthetics/myomer architecture. This involves a complicated system of fibrous carbon-polymer chambers and lung reinforcements which reclaim exhalations and function as an air bladder within the diver (+2 to swimming skill). A diver with an ELS-2 may hold his breath up to 30 minutes at depths of 0-30 meters, 15 minutes at depths of 31-100 meters, and 5 minutes at depths of 100-200 meters. The ELS-2 automatically regulates tension and equalization pressures, rendering the diver immune to the effects of lung hemorrhaging (as described in the Underwater combat and adventuring rules), and also has a built-in air mixture regulator/filter. This renders the diver immune to the effects of narcosis and a multitude of other disorders not covered in this book (distention, etc.).

EL SERIES THREE: 7500 eb, CR Surgery x2, HC 1D6+2

The ELS-3 is the ultimate cyber-respiratory enhancement, but it is also the most radical. The entire respiratory tract is removed, the trachea is closed so that only food may pass to the stomach, and an active fluorine breather reservoir is implanted where the lungs used to be. The next step of the surgery installs the oxygen exchange units (gills) onto either side of the neck. Myomer synthmuscles power the gills, which are a mesh of synthetic and cloned membrane, flexing them so that water or air passes through them and oxygen exchange can take place. The result: Liquid air! The ELS-3 has been proven in computer models down to 1,000 meters, although nothing short of an Aquarius full 'borg can physically survive the pressures at those depths. ELS-3 users can breathe equally well in or out of the water, although in an atmosphere, the gills make a unique "hiss", similar to the sound of someone breathing with difficulty.

Note for all ELS models: This is still experimental cyberware—during extreme physical exertion, the lungs will "hiccup", equalizing pressure when there is no need to (3 in 10 chance during heavy physical labor, firefights, etc.). This results in shortness of breath (roll Stun at -3), as well as dizziness (-2 to all rolls for 1D6 minutes). In addition, if the lower abdominal region takes more than 5 points of damage, the air bladder will burst, causing an additional 1D6/2 damage and causing massive internal bleeding.



21ST CENTURY DIVING SYSTEMS

⦿ NUSCUBA

Ocean-related companies are always pushing to get more divers into the drink, and to get more out of the divers already down there. To these ends, they've funded new diving technologies designed around rebreathers, oxygen scrubbers, and oxy-extractor systems. The resultant "NuSCUBA" gear has been in use since the latter half of the 'teens, and since then has broken new ground by allowing divers to go deeper, stay longer, and suffer fewer side-effects.

However, not all Nuscuba suits are created equal—to dive beyond 100 meters, some pressurization, insulation, and sensors are needed. Therefore, all equipment has a manufacturer's recommended **Maximum Dive Depth (MDD)** rating. For each ten meters past the MDD, there's a 10% cumulative chance of failure—this grants some "buffer depth", but don't push your luck.

⦿ NUSCUBA Gear

CINO "ISLANDER" REBREATHER

150eb • P Availability (C in seaside resorts) • MDD: 30m

Popular with snorkelers and skin-divers, and available for rent or purchase at any seaside resort, this unit consists of a mouthpiece and a small backpack. A diver can "re breathe" his air for up to 20 minutes before surfacing to take a fresh breath (which also empties the rebreather unit). The self-cleaning mechanism ensures a lifetime of use, but who'd keep one that long with those hideous day-glow color molds?

HYDROSUBSIDIUM "AQUAMAX" TANK UNIT

500eb • C Availability • EV +1 • MDD: 50 m

The standard in recreational dive systems. Consisting of a single tank attached to a backpack frame, a mouthpiece, dive weights, pressure gauge, and fins, the Aquamax can provide a pre-mixed environment for 60 minutes. The tanks require special pressure chargers, and the air mix must be declared at time of charging. See page 57 for more information on air mixes and dive depths.

HYDROSUBSIDIUM "DEEPSTAR" TANK UNIT

2000eb • P Availability • EV +2 • MDD: 100m

A dual-tank array in an enclosed backpack with a full helmet (SP 15), an integrated HUD, a dive computer, and everything the Aquamax has. The dive computer controls air mixture, time left, dive depth, and has an audible alert feature that reads status information to the diver. All of this information can also be fed through an interface plug if the user has one. Standard configuration is one oxygen and one helium/oxygen/nitrogen tank—dive time with this tank is 60min at 30m, 120min at BE 50m, and 180 min at >50m.



CINO "BIG BLUE" REBREATHER**2600eb • R Availability • EV +2 • MDD: 100 m**

The Big Blue rebreather is an industrial version of the Islander rebreather system, and consists of a single helium/oxygen/nitrogen tank plus rebreather bladders encased in a hard-shell backpack (SP 15), an insulated kevlar wetsuit (SP 10), full helmet (SP 15) with HUD, and an advanced dive computer as well as the standard items (dive weights, fins, etc.) and an interface cable for cybernetic information relay. With this rebreather system, the user takes a breath of fresh mix every twenty minutes, which turns a thirty minute mixed tank into 10 hours' worth of breathable air, and an air release (bubble trail), only once every twenty minutes. These features make the Big Blue a favorite of SEAL and Covert Ops teams.

OTEC "DEPTH CHARGE" MULTI-ROLE DIVE SYSTEM**3250eb • R Availability • EV +3 • MDD: 200 m**

The Depth Charge MRDS is a completely insulated diving suit with a rebreather backpack similar to the Big Blue rebreather (SP 15), a pressurized kevlar mesh wetsuit (SP 10), full helmet (SP 15), HUD, computer, a cybernetic interface cable, and all the standard dive items. With the pressure suit, the diver can ascend or descend without suffering compress/decompress penalties, and the air mix renders the diver immune to narcosis.

BREATHING MIX TANKS

Oxygen tanks cost 20eb, Oxygen/Nitrogen costs 20eb, and Helium/Oxygen/Nitrogen mix costs 60 eb.

HARDSHELLS

By employing the combined advantages of alternative breathing mediums and reinforced exoskeletal submergence-suits, divers can venture well below the 200m Nuscuba limit. These MADDS (Manual Action Deep Dive Systems, or "Hardshells" as they came to be called) are central to the rush to exploit the as-yet unplundered treasures found as deep as 3000 meters underwater.

Air Alternatives

Liquid Breathing Medium (LBM) is a liquefied oxygen environment developed by the Hydrosubsidium to compete with OTEC's Fluorine Breathing Medium (FBM) technology. While similar in chemical composition, LBM's fluorine aids in the exchange of oxygen and carbon dioxide in the lungs; thus LBM has a much higher exchange rate and consequently requires less medium than equivalent FBM suits. The drawback is that 20% of the population cannot tolerate LBM, and 5% of those who cannot tolerate the LBM have a severe allergic reaction—so severe that they require immediate medical attention (Difficult Medtech or Very Difficult First Aid check to stabilize patient) or else die within 2D10 hours due to cardiac and respiratory seizures.

LBM is expensive—1250eb per liter! Each liter of LBM affords one half hour of oxygen exchange under normal conditions—this can be modified with special carbon monoxide scrubbers, O2 chargers, or external gill systems. For game stats on the LBM, see the Hydrosubsidium's dive suit in CB I p. 15.

Fluorine Breathing Medium, developed before the collapse for use in Navy operations, was purchased by OTEC in the early 2000s. OTEC bought the formula for use in their early deep-diving expeditions, and has since successfully marketed FBM as the de facto underwater medium for dives below 200 meters. While not as efficient as Hydrosubsidium's LBM, FBM only causes allergic reactions in an estimated 5% of the population, the effects of which are mild discomfort and labored breathing until the system is returned to normal (-2 to BOD and REF for 24 hrs.). Furthermore, FBM is substantially less expensive, costing only 250eb per liter, with each liter affording 15 minutes of oxygen exchange under normal conditions. However, FBM can only be recharged by a special oxygen catalyst technology (i.e., a refrigerator-sized unit that a diver plugs his tanks into) and cannot be scrubbed, charged, or replenished with oxygen like LBM can.

Sample Hardshell Suits**OTEC "RAHAB II": 13,500EB****MDD: 2500m • Life Support: 4 hours (+15 mins emergency supply) • SP25 • EV +3 • C Availability**

Named after the Talmud's rebellious angel of the sea, this Hardshell suit was developed in 2000, and as of march 2021, there are almost 17,000 Rahab IIs in service. Made of an insulated titanium alloy, and with two 8-liter tanks in its backpack pod, the Rahab II weighs a hefty 40 kilograms. Its communications suite is a Kendachi 1410 LSi (10km effective radius, with scrambler) and its data interface is a Kiroshi Model 12 (Targeting Scope, Times Square Plus, Thermograph). The Rahab II's maximum recorded dive depth of 3361.05 meters was set in late 2020, and its internal emergency backup FBM tank holds an extra 15 minutes of breathing time.

CINO/HYDROSUBSIDIUM "SEAGOD": 35,000eb**MDD: 3000m • Life Support: 5 hours • SP20 • EV +2 • R Availability (outside of CINO channels)**

Developed by the Hydrosubsidium and manufactured by CINO, this Hardshell suit was developed in 2013, and as of march 2021, there are about 3500 SeaGods in service. Made of a self-sealing polycarb ceramic, and with two 4-liter tanks in its backpack pod, the SeaGod weighs a modest 15 kilograms. Its communications suite is an IEC Supercom (24km effective radius w/ ULF channel and scrambler) and its data interface is a Bull-64 (Targeting Scope, Times Square Plus, and Thermograph). The SeaGod's maximum recorded dive depth of 3962.11 meters was set in mid-2020, and its special oxygen reclamation system and scrubbers increase the breathing time of the 8 liters of LBM by 25%.

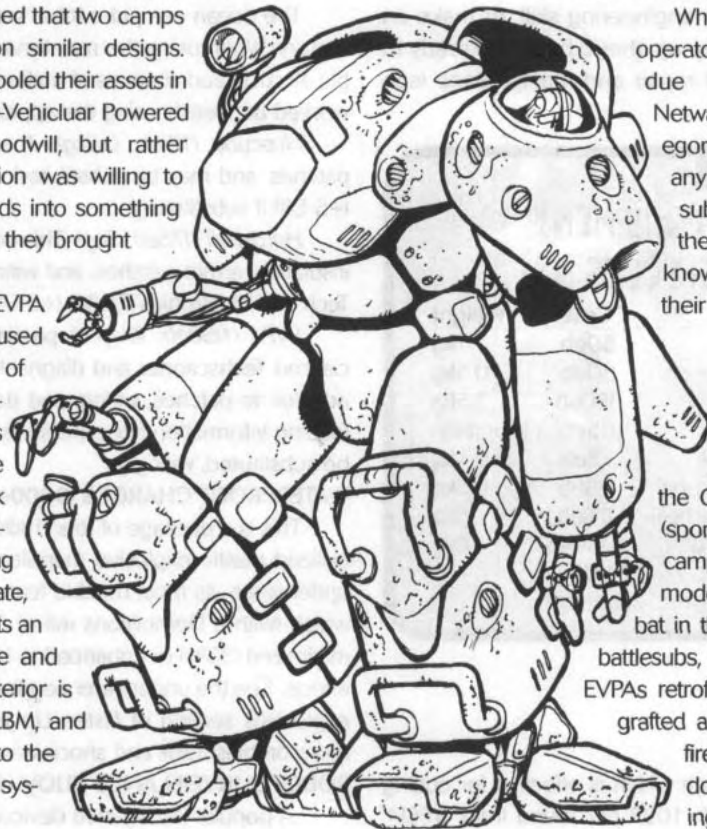


POWERED ARMOR

As demand has grown, the capabilities of ROVs and 'bots have proved too limited for full penetration of the ocean's depths. Thus was conceived not only the Aquarius, but also cybernetically-controlled, power-assisted diving suits. When the Advanced Linear Frame came along, the Hydrosubsidium refitted one of their Linear Frame designs with the new ALF. A week into the trials, a freak fire sank the Hydrosubsidium's only SWATH research vessel, along with the refitted suit. In the next week, the project leader disappeared (along with the blueprints), and the Hydrosubsidium mainframe suffered a massive crash.

Prior to their second quarter introduction, leaks from IEC and Militech confirmed that two camps were both busily working on similar designs. Eventually, the corporations pooled their assets in the development of the Extra-Vehicular Powered Armor—not because of goodwill, but rather because no single corporation was willing to invest such extraordinary funds into something that might not work! Together, they brought the EVPA project to fruition.

The design concept of EVPA is simple: An ALF chassis is used as the basic motive substrata of the suit, and a pressure-resistant superstrata of armor is built around the ALF. One design quirk is that distinct lack of any kind of "head" or helmet—because of the crushing depths at which EVPAs operate, the body surface instead sports an understated blister of passive and active sensors. The entire interior is flooded with either FBM or LBM, and the operator jacks directly into the suit's holographic processing system for full cybernetic control.



EVPA A.I. Systems

The oceanic industry explosion of the early 2000s pushed forward many new technologies. On top of alternative breathing mediums and EVPAs, the incredible hostility of deep ocean environments has prompted the pursuit of some computer system which could give people an edge over nature's threats. During this search, expert systems and interpretation black boxes gradually evolved into the auto-debugging biochip cortexes of metafinder inference engines known in 2021 as Pseudo-Intelligences.

With an effective INT of 3-5, the "PsI" proved to be just the thing underwater operatives needed. These personalized "virtual co-pilots" keeps an operator company and provide much-needed

assistance in sorting the data from sensor arrays. As well as determining which information is pertinent and which is useless to the operator, a PsI also serves as second set of eyes and ears. Programmed with heuristic pilot-preservation algorithms (or "instincts"), a PsI is constantly on the lookout for potential threats—which is absolutely vital in an environment where a pin-hole leak can become a hyper-pressurized, laser-like waterjet.

For the past several years, PsIs have been standard equipment on submarines in high-intensity roles (such as combat), but EVPAs are the first personal armor units to be equipped with such a system. In fact, field tests of EVPAs are generally focused less on the suits and more on the PsIs—they could grow to become standard a feature of ACPAs in the future.

While there have been reports of operators and PsIs not getting along due to "personality conflicts," Netwatch Turing Inspectors have categorically disproved that PsIs have any personalities at all. Still, most subjocks consider the PsI to be their trusty co-pilot, and have been known even to request a transfer of their PsI to any new unit they get.

2021 EVPAs

There are currently several EVPA designs on the market, but the Gorgon Heavy Construction suit (sponsored by the IEC/EBM/IHAG camp) is currently the most popular model. While most high-impact combat in the Ocean War is conducted by battlesubs, both sides have started fielding EVPAs retrofitted with handheld or surface-grafted armaments, smartchipped into a fire-control software module that is downloaded into the PsI's operating system.

HYDROSUBSIDILUM "GORGON": 78,912eb

Weight: 621kg **Hydraulics:** 24SDP **Exoplasting:** 35SP
Maneuver: -2 to REFlexes **Speed:** -2 to Wearer's MA
Strength: 28 (Lift 1750kg, Carry 525kg, Punch: 3D6-1)
Sensor Systems: HUD with Thermographics & Image Enhancement (+2 Awareness).

Equipment: Deep submergence sealing (rated to 3500m), Life support (good for 5 hours), Hydrojets rated at 20kph (MA 6), IR spotlight, Onboard PsI system (INT 3), Right Arm Micromanipulator (with mission-interchangeable toolkit mountings), Right arm Laser Welder (WA +2, range 1m, damage 5D6+2AP, 14 turns of use), Left arm Winch with magnetic grapple, Left arm BSS Silicon spray (WA-1, range 5m, 2 shots).



UNDERWATER GEAR

OCEAN EQUIPMENT

Most equipment, even when designed for oceanic use, fares poorly if not kept up after being exposed to saltwater. Knowing this, miners and divers have devised “scrub down” procedures to reduce the amount of residue from the ocean. However, less knowledgeable characters (read: the PCs) won’t know this unless they’re told, have a relevant skill of +4 or better, have a chemistry or engineering skill, or make an INT roll vs. Diff 15—if they screw up, they’d better be ready to cough up triple the effects of repair and maintenance (see *Chromebook 3* p. 120).

RELATED EQUIPMENT AND VEHICLES

Name	Cost	Weight
Cutting Torch	50eb	1kg
Cutting Torch fuel slugs	30eb	0.5kg
Emergency beacon set	150eb	2.5kg
Portable sonar set	95eb	3 kilograms
Marine Mastoid CommLink	75eb	0.1kg
Suit maintenance kit (Nuscuba)	115eb	0.5kg
Suit maintenance kit (Hardshell)	175eb	5kg
Suit maintenance kit (EVPA)	1,150eb	10kg
Waterproof charges (4)	3,000eb	4kg
Robot Surveillance Buoy	15,000eb	-

TOOLS

CUTTING TORCH (50eb, 1kg)

A flashlight-size cutting torch which is effective for cutting small metal pipes—cuts through 10SP per round (max 40SP), with enough fuel to cut 500SP. Fuel canisters must be bought for torch.

Cutting Torch removable fuel slugs (30eb, 0.5kg)

Small fuel tank for cutting torch (above). Snaps into torch handle.

EMERGENCY BEACON SET (150eb, 2.5kg)

Standard equipment on most platforms. A beacon set includes two transponders and a receiver set. Individual transponders can be bought at the cost of 25eb apiece. Effective range of transponders is 30 kilometers.

PORTABLE SONAR (95eb, 3kg)

Nicknamed the “Fish Finder”, this small hand-held sonar set has a pistol grip and a graphic display on the top. Range is 50 meters at best.

MARINE MASTOID COMMUNICATIONS LINK (75eb, 0.1kg)

A near-universal device used by divers to communicate underwater. Similar to a standard mastoid comms link, the marine version is worn inside a suit or helmet. It’s waterproof and is built to withstand considerable shocks. The powerful transmitters provide direct satellite communications down to 100m. IEC is the principle producer of these devices, but any oceanic firm can produce their own models (CINO’s recreational model is particularly popular in Europe).

DIVING SUIT MAINTENANCE KITS

The ocean can put a lot of wear and tear on equipment in a hurry. When using the maintenance rules (CB III, p. 120) double all costs and chances of malfunctions for suits unless they’re worked on weekly using the appropriate kit.

Nuscuba (115eb, 0.5kg): A simple toolkit with a load of patches, and may be substituted with a Tech Toolkit in a pinch (+5 Diff if substituting).

Hardshell (175eb, 5kg): This consists of specialized gauges, insulation, armor patches, and wiring. May be substituted with a Tech and Electronics Toolkit (+5 Diff if substituting).

EVPA (1150eb, 10kg): A package containing a robust, specialized Techscanner and diagnostic software for EVPA suits, in addition to patches, wiring, and datachips for uploading/downloading information from the suit’s internal systems. No, it can’t be substituted, wiseguy.

WATERPROOF CHARGES (3000eb, 4kg)

This is a package of four 1-kilogram blocks of C-6+, a specialized plastic explosive manufactured by Petrochem for use underwater—its most notable feature is its bi-layer composition, which (with a Demolitions roll of 20+) can be manipulated for minimized (33%) or enhanced (+100%) underwater shockwave effects. See the underwater combat section of this book and the explosives section of *Listen Up You Primitive Screwheads* for more on blast radii and shock waves.

ROBOT SURVEILLANCE BUOY (15,000eb, SP15, SDP33)

A popular intelligence device, the surveillance buoy is disguised as a standard commercial communications buoy. Outfitted with powerful antennae and satellite links, it can monitor enemy communications up to 150 kilometers away, scan for activity on specific frequencies, and can intercept messages on a broad-band sweep. Surveillance buoys are also equipped with decryption computers to decode scrambled communications on their own, but this process can take as much as a week (during which time the buoy can’t process other transmissions).

Surveillance buoys are always EMP shielded, and are equipped with redundant uplinks to their controllers so that they can provide real-time data streams of everything they intercept. While all communications to and from the buoy’s controller are scrambled and would take several days to decode, surveillance buoys are also equipped with recorders to store everything they



collect in case detection of their transmissions cannot be afforded. However, memory restrictions demand that the recorders must be cleared once every thirty days.

The data in this memory module can be purged and copied at any time via remote server—in fact, since this is a covert device, all operations are autonomous and all instruction is via remote control. The buoy's functions can also be changed at any time, again via remote operation, but the buoys must be serviced directly every six months for repair and maintenance. Operating on solar power, with a 72-hour backup generator, a robot sensor buoy can stay at sea for up to a year without being serviced.

Surveillance buoys are normally dispatched and retrieved via minisub or some other covert means, and are prominently marked with a neutral corporate markers to conceal their true use (WNS, WorldSat, and Internet are common choices). Finally, should all else fail, robot surveillance buoys are equipped with thorough self-destruct devices in case of tampering, capture or unacceptable detection.

Difficulties:

- *Recognizing a surveillance buoy:* Awareness vs. 30, Expert: Espionage vs. 25.
- *Detecting a buoy's transmissions:* Electronic Warfare or System Knowledge vs. 25.
- *Decrypting a buoy's transmissions:* Decryption or Programming vs. 25 (time = 100 hours, divided by skill level)
- *Physically tampering with a buoy without getting blown up:* Electronics vs. 30, Electronic Security vs. 25.

OCEAN WEAPONS

Man-portable weapons have become big business in the underwater wars. Militech's study of over thirteen anonymous platforms pointed out that while well-prepared anti-sub defenses were commonplace, anti-diver security measures usually come up short, and most crews are ill-trained in close quarters combat. Though the recent outbreak of hostilities between OTEC and CINO makes it likely that this circumstance will change, Militech still estimates that 56% of all damage to corporate submersibles and platforms will be inflicted by man-portable weapons. Therefore, arming a Hardshell strike team with portable firepower renders the enemy's copious (and expensive) passive sonar and anti-sub defenses ineffective, and gives your troops the ability scuttle a platform.



2nd-Gen Spearguns

Twenty-first century spearguns are advanced, high-precision weapons whose projectiles are made up of three main sections: The first contains a warhead (which is usually AP, API, or HEP) the second is a shaft approximately 40cm in length and filled with propellant, and the third is a catalyst engine and guidance fins. The launch reaction is started in the firing chamber by the gun's firing mechanism, after which the propellant catches and drives the spear toward its target. Because 2nd-gen spears are smaller and lighter, they can be propelled at incredible speeds underwater; the spear strikes in a single FNFF phase for ranges out to maximum.

OCEAN WEAPON TABLE

Weapon	Type	WA	Conc	Avail	Damage	Shots	ROF	Rely	Rng	Cost	MDD
Militech UAW Speargun	SMG	+1	L	P	2D6+1AP	10	3	VR	50m	1500eb	(500m)
Arasaka Stingray II Speargun	Rifle	+0	N	C	3D6AP	9	2	VR	100m	750eb	(200m)
Militech MTL-1 "Manhunter"	Heavy	+3	N	P	8D10	3+1	1	ST	1km	3500eb	(2500m)
Arasaka APW Mk IV	Rifle	+2	N	R	4D10API	9+1	2	ST	100m	6450eb	(5000m)
Multi-Torpedo Platform	Heavy	15/+2	N	P	9D10AP	3	1	VR	1km	10,000eb	(3000m)



**MILITECH UAW (UNDERWATER ASSAULT WEAPON)
SMG +1 L P 2D6+1AP 10 3 VR 50m 1500eb (500m)**

Developed by Militech for their Underwater Operations Division, the UAW is one of the few strictly paramilitary 2nd-gen spearguns available on the open market. Its frame is made of a durable, kevlar-doped ceramic derivative and it uses a sophisticated multi-chamber breech which affords 3-round burst capability. Each disposable rack of 10 spears takes 2 turns to reload.

ARASAKA STINGRAY II**Rifle +0 N C 3D6AP 6 2 VR 100m 750eb (200m)**

Given the brisk sales of Militech's UAW, Arasaka developed and marketed their own 2nd-gen speargun, namely the Stingray II. Bearing some similarity to H&K's old P-11, the Stingray II uses a helical-barrel array, and a breech loading pepperbox chassis. It's gained tremendous favor with sporters, reef divers, and civilian divers (and SEALs too... shhhh!).

 **Mini-Torps**

Since Militech's introduction of the MTL-1 "Manhunter" in 2010, several different mini-torpedo launchers have been introduced into the market bearing names like Arasaka, Militech, CINO, and Hydrosubsidium. As the first model on the market, the MTL-1 fired a scaled-down derivative of the self-guided torpedoes used by submersibles. Active, passive, high explosive... the abilities of these torps is only limited by the size of your wallet. Their disadvantage is that fightersubs (and even some of the larger subs) can either outrun or outmaneuver these midget weapons. They do, however, make excellent anti-platform weapons.

A few years later, Arasaka introduced their own Mini-Torp weapon, the APW MkIV, and it fired a smaller, faster projectile which was effectively an underwater variant of the popular MicroMissile. Usually loaded with a small API warhead, these streamlined projectiles use powerful oxygen reactant engines that propel them at high speeds. Used mostly against armored divers, they're known as "party poppers" because of the sound suits make as they decompress after being hit by a mini-torp.


MILITECH MTL-1 "MANHUNTER"**Heavy +3 N P 8D10 3+1 1 ST 1km 3500eb (2500m)**

The original—a one-meter, magazine-fed, over-the-shoulder monstrosity. This beast holds 3 shots plus one in the tube if you wish, and is easy to obtain (as military weapons go) because of the large numbers produced. The torps themselves move at 167m per turn, cost 300eb each and use passive sonar homing (hard to detect; -3 Awareness), but Memory Mapping (visual targeting using sonar and thermograph, impossible to detect) adds

1000eb to the cost. The hi-ex warhead can also be switched for a concussion charge (damage is 1/2 real, 1/2 stun, double SW value) for +50eb, a shaped charge (1/2SP, double damage for Target SW, and blast radius is halved) for +250eb, and any of these warheads can be proximity-modified (detonates within 5m of any metallic source) for +50eb.

ARASAKA APW MK IV MINI-TORP LAUNCHER**Rifle +2 N R 4D10API 9+1 2 ST 100m 6450eb (5000m)**

Designed as an underwater squad weapon, the Mark IV is about the size of a machine gun and has produced excellent results. Its clip holds 9 shots plus one in the tube, and its torps move at a shocking 1667m per turn! They cost 400eb each and use active sonar homing, but passive sonar homing (which allows limited course correction and is harder to detect; -3 Awareness) can be bought for an additional +150eb each, but reduces the maximum range to 75m. The API warhead can be switched for a cratering HEP charge (damage is 1/2 real, 1/2 stun, ignores armor and doubles SW value) for +100eb.

 **Automated Weapons****MULTIPLE-TORPEDO PLATFORM****Heavy 15/+2 N P 9D10AP 3 1 VR 1000m 10,000eb (3000m)**

MTPs, sometimes referred to as "proximity projectile mines," are automated defensive turrets with IFF subroutines. Operating on passive sonar, their arrays become active when a potential target is encountered. The IFF computer then analyses the target: If the target is identified as hostile, the MTP begins launching torpedoes (with a skill of 15) until the target is destroyed, and unidentified targets prompt an alert to a human operator for further data.

In this case, the operator may take direct control of the platform. MTP operators are trained to recognize vessels by their sonar signature, and may take direct control of a platform at any time (in which case, their WA is +2).

MTPs fire standard torpedoes with 100 pound warheads. Each platform can hold three torpedoes, but advanced models have been outfitted with Boomers and EMP weapons.

Multi-Torp Platforms are found mainly around the perimeter of an undersea facility which the owner cannot or will not dedicate extensive resources to patrolling, such as sea farms and small mining colonies. MTPs can be established in plain sight around the perimeter, but "pop-up" versions built into the seabed are very popular, and custom camouflage is also available; typical disguises include coral reef and sunken objects. These schemes are particularly dangerous because they're hard to spot unless scanned or visually inspected (Awareness vs. 25 to spot).



OCEAN WAR VEHICLES

COVERT HYDRO-SKI

While there are dozens of civilian models of the hydro-ski (popular as recreational craft), these tandem-seat, magnetic propulsion aquacycles are sure to come in handy during the war. Covert hydro-skis are favored by strike teams for their low-profile design, quiet operation and high speed, and can be used to make lightning raids and insert black ops teams—the ski has is hardly visible on active sonar, enabling two divers to penetrate deep beyond platform or sub defenses. (See page 35 for illo.)

A hydro-ski's engine is an MHD (magneto-hydraulic drive), which uses magnetic fields to push water through a funneled chamber at high speed, thus propelling the ski. This system was developed from Soviet experiments in the 1970's and 80's with "caterpillar" technology, which was supposed to render their missile subs silent. It worked, but the subs had to travel very slowly in order to keep quiet. However, corporate research with hydro-propulsion in the early 2000's made fast MHDs a reality, and they can be found in civilian speedboats and Aquarius full 'borgs alike.

While civilian MHDs aren't all that quiet, this covert model is extremely quiet even at maximum speed. At 3m or less, the craft is no louder than an air conditioner, and out to 20m, all that can be heard is a low hum (they do, however, generate large wakes). Hydro-skis are powered by two batteries in the rear of the sled-like hull, which must be recharged after four hours of operation.

Hydro-skis can be outfitted with basic weaponry, such as one or two machine guns, or a single explosive of some kind, such as a missile or a remote-controlled torpedo. The rider sits on a contoured seat, and the craft is steered via a set of handles almost exactly like those on a motorcycle. Note that the rider must have Nuscuba gear on to ride the unit submerged. Most models are outfitted for cybernetic control, and for precision use, the weapon systems are smartchipped separately. Unfortunately, there's virtually no protection for the rider, but the craft's excessive speeds make the hydro-ski very hard to hit.

Maneuver: -1	Crew/Pass: 1/1
SP: 5	SDP: 20
Weight: 80kg	Cargo: 100kg
Max Depth: 30m	Range: 50 n.mi.
Speed: 200mph	Accel/Decel: 30/30mph

Options: Machine gun, RCT, Smoke, Military Radio w/ Scrambler, Weapon Stabilization, Cybernetic Linkage, secondary weapon Link, MHD Propulsion.
Cost: 18,800eb (20,000eb retail)
Notes: -5 to Awareness checks to spot on Active sonar. -10 on Awareness/Notice checks to spot on Passive sonar.

"PELAGIC" MINING SUB

Of all the "working-class" subs currently in production, only the Pelagic is known world-over for its ruggedness and multipurpose capabilities. Designed by Hydrosubsidium to compliment their line of Deep Dive and experimental EVPA suits, the Pelagic outperformed the very groups that it was supposed to compliment in mining, retrieval, and storage. In fact, the Pelagic performed so well that it was rushed ahead of the EVPA program, and put into production nearly four years before the first EVPA hit the water.

The best way to describe the sub is "an underwater semi with arms". A small cab area at the front of the sub houses any gear which must be pressurized and/or protected from the outside environment. The rear "trailer" is an unpressurized, enclosed storehouse for raw materials and other finds that the Pelagic finds. Sixteen ducts along the sides of the rear compartment allow water in and out as needed in order to keep pressures equalized.

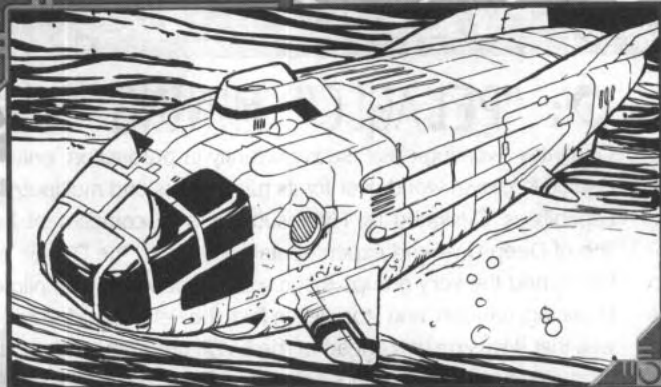
Mounted just behind the cab on opposite sides of the rear compartment, in protected universal joints are the manipulator arms. These ten meter arms fold in on themselves for storage while moving, and can be positioned just about anywhere, as each arm has three joints. One arm mounts a high-power laser drill used for cutting holes and rocks, and the other mounts a large three fingered "gripper" used for collecting loose objects to put aside or in the storage bay.

The modular design of this sub has led to many conversion. Mining companies often times mount larger props on the cab, and attach a rock crusher instead of a storage compartment. Biotech and exploration firms sometimes attach a specimen reservoir or a pressurized portable "lab". In any case, the Pelagic is, by and far, the most used and most respected working-class sub every to be produced.

Maneuver: -3	Crew/Pass: 1/0
Detection: -0	Signature: -0
SP: 60	SDP: 240
Displacement: 22 tons	Cargo: 220kg
Max Depth: 4000m	Range: 40 n.mi.
Speed: 33mph	Accel/Decel: 8/8mph

Options: Life Support System, Damage Control System, Escape Pod, Radio w/ Scrambler, Military Radio w/ Scrambler, Turbine Propulsion, IR Searchlight, Marine Sensor Suite (Sonar & Thermal Imaging), Advanced Sensors (Magnetometer, Telescopes, Laser Detector, Image Enhancement), Waldo Arms (80 SDP for each arm).
Cost: 2.4 million eb





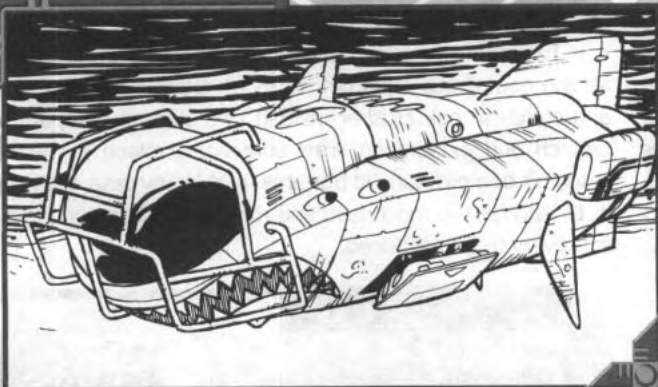
Maneuver: -2 **Detection:** -0 **Signature:** -2
SP: 100 **SDP:** 250 (engines 125 each) **Crew/Pass:** 1/0
Displacement: 26 tons **Cargo:** 260 kg **Max Depth:** 300m
Speed: 67mph **Accel/Decel:** 12/12mph **Range:** 40 n.mi.
Options: Life Support System, Damage Control System, Military Radio w/ Scrambler, Weapon Stabilization, Cybernetic Linkage, Robotic Control, (INT 3) twin MHDs in external armored pods, Searchlight, Marine Sensor Suite (Sonar & Thermal Imaging).
Weapons: 3 Smart Torpedoes (Skill-8/WA+1, Range 3.3 miles, 12D10), HEAT Subrocs (+0, Range 800m, 10D10AP, 100 shots).
Cost: 7.21 million eb

🔍 CINO "MORAY"

While physically smaller than most of the fightersubs currently in production, the Moray displaces a whopping twenty-six metric tons. The large magneto-hydraulic drive is a huge power-eater, but the inclusion of three Arasaka homing torpedoes and a belly-mounted anti-armor subroc battery for close-in fighting make this fightersub a dangerous foe.

The Moray, like all fightersubs, is completely pressurized down to 300 meters in an atmosphere. The sleek gray hull, made of ceramic alloys covered in multi-layered sound-absorbing panels, allows the Moray to dive through shockwaves that would normally render other fightersubs inoperative (+2 to all SW rolls).

The Moray employs "Fly-by-mind" control systems, thermograph cybervision, a full BUD (Brain-Up Display), and other instrumentation fed to the pilot for intuitive processing. He is assisted in this task by a Pseudo-Intelligence similar to that found in EVPAs (INT 3) which filters extraneous sensor data and then feeds the "friendlier" data to him through specialized neurochannels. With this system the pilot can do more in less time, and can even use the Psi to assist in targeting or piloting.



Maneuver: -2 **Detection:** +1 **Signature:** -1
SP: 105 **SDP:** 275 **Crew/Pass:** 1/0
Displacement: 20.5 t **Cargo:** 205 kg **Max Depth:** 300m
Speed: 56mph **Accel/Decel:** 10/10mph **Range:** 33 n.mi.
Options: Life Support System, Damage Control System, Escape Pod, Military Radio w/ Scrambler, Weapon Stabilization, Cybernetic Linkage, Robotic Control (INT 4), MHD Propulsion, Searchlight, Marine Sensor Suite (Sonar Telescopic, Thermal Imaging).
Weapons: 3 Smart Torpedoes (Skill-8/WA+1, Range 3.2 miles, 12D10), Dual AHUCS (+0, Range 850m, 10D10AP x2, 60 rounds x2, ROF 10x2) in external armored pods.
Cost: 7.93 million eb

🔍 OTEC "SHARK"

After a terrorist attack on their Pac-Nor Research Platform, OTEC consulted with Militech's top designers to produce the Shark. Designed primarily as a defensive gunnery platform, the Shark's heavy armor and rapid-fire weaponry allow it to dispatch other fightersubs with relative ease and stand a good chance of going head-to-head with some of the smaller combat submersibles.

Using many of the same design characteristics employed in the ATF-37B Thunderhawk, the fly-by-mind control system in the Shark is powered by a bank of three TransRISC processors—enough to make any Netrunner jealous—which forms the cortex of the onboard INT-4 Pseudo-Intelligence and provides the Shark's operator with a much-needed copilot.

Along with a trio of homing torpedoes, the Shark also debuts Militech's Advanced Heavy Underwater Combat System (AHUCS). Similar to second-generation spear guns, these slender, fin-stabilized projectiles are fired at tremendous velocities, allowing Shark pilots to engage a wider variety of targets—anything from a group of dive suits to combat submersibles.



HYDROSUBSIDIUM "ORCA" STRIKESUB

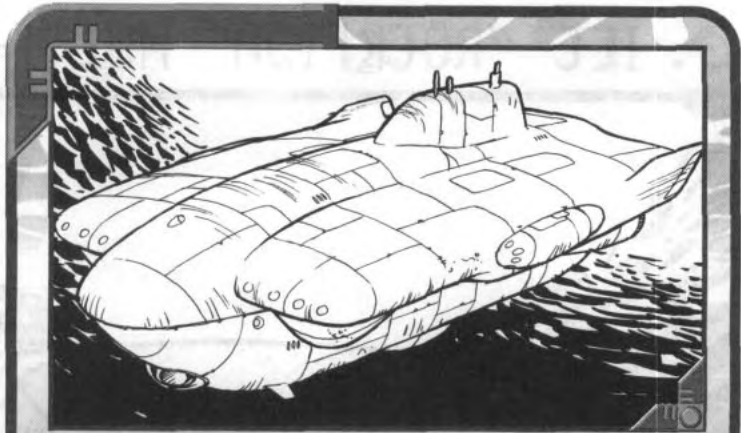
When the Orca hit the water in 2019, *Jane's* predicted that ocean-based warfare would be forever changed. In the year that followed, this battlesub rewrote the book on tactical naval warfare. At over 900 metric tons, the Orca is larger than standard commercial submersibles, but is still much smaller than the monolithic military subs. Its weapons and electronic systems, however, are top of the line. The computer systems, designed by EBM, are the fastest neuroprocessor systems found on a submarine anywhere. This system supports the Advanced Military Construct (AMC), an optimized version (INT 5) of standard PsI software which was written by a Russian EBM team—it's been hyped by EBM as "the tightest, most effective code ever produced".

One of the Orca's most interesting features, however, is its weapon control system. Each torpedo is guided independently by the AMC once out of the tube. Targeting algorithms and other safeguards prevent torpedoes from being targeted by the AMC at friendly ships without the Captain's override. The main benefit of the system is that the AMC can give chase to evading subs with the torpedoes. Both sides are using this and similar models in the war.

OTEC MULTI-PURPOSE SUB "HAMMERHEAD"

The Hammerhead is an example of the typical mid-sized "taxi" subs used throughout the oceans. Employed as a long-range Waldo platform and shuttlesub, it was never intended for combat, and has a notoriously "dirty" silhouette which makes it easy to spot on sonar. Still, it is functional and flexible, with two onboard Pseudo-Intelligences to assist the pilots and crew in their tasks.

Despite its apparent lack of combat utility, several H-Heads (and similar subs) have been armed with strap-on ECM/torpedo packs and pushed into the fray as stop-gap patrol subs. The subjocks who pilot these "torp-tubs" have developed a standard tactic of firing a spread of smart torpedoes at any hostile bogey as soon as it enters maximum range (20 miles). They then turn tail and head for their base, avoiding any possible close encounter with an undoubtedly better-equipped foe.

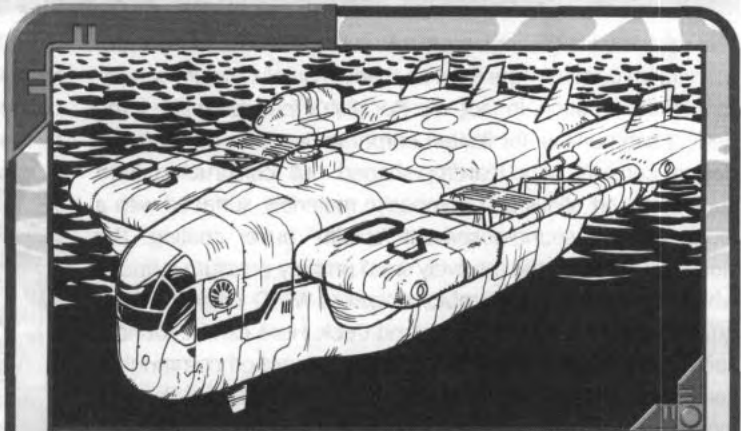


Maneuver: -6	Detection: +4	Signature: -1
SP: 100	SDP: 650	Crew/Pass: 5/15
Displacement: 914 tons	Cargo: 415 kg	Max Depth: 900m
Speed: 28mph	Accel/Decel: 5/5mph	Range: 1200 n.mi.

Options: Life Support System, Damage Control System, Escape Pods, Military Radio w/ Scrambler, Military Radio w/ Scrambler, Weapon Stabilization, Robotic Control (INT5, w/ Underwater Hvy Wpns, Navigation, Awareness, Large Sub Pilot, Tactics, EW, Subtech, Basic Tech & Electronics skills at +5), MHD Propulsion, Searchlight, 20km Sonar, Thermal Imaging, ECM Suite (incurs a -6 penalty to attempts to detect the sub and/or hit it with sonar-guided torpedoes), Anti-Sonar Stealth, Camouflaging (same as Militech Mirage Gear—see CB2, p28).

Weapons: Armored external AMC-Guided Torpedo Launcher (Skill-10/WA+2, Range 30 miles, 30D10, makes 1 attack per turn for 3 turns), with 4 bow tubes, 2 aft tubes, and a total of 12 torpedoes.

Cost: 18.315 million eb



Maneuver: -5	Detection: +2	Signature: -0
SP: 85	SDP: 560	Crew/Pass: 8/15
Displacement: 652 tons	Cargo: 315 kg	Max Depth: 600m
Speed: 33mph	Accel/Decel: 4/4mph	Range: 500 n.mi.

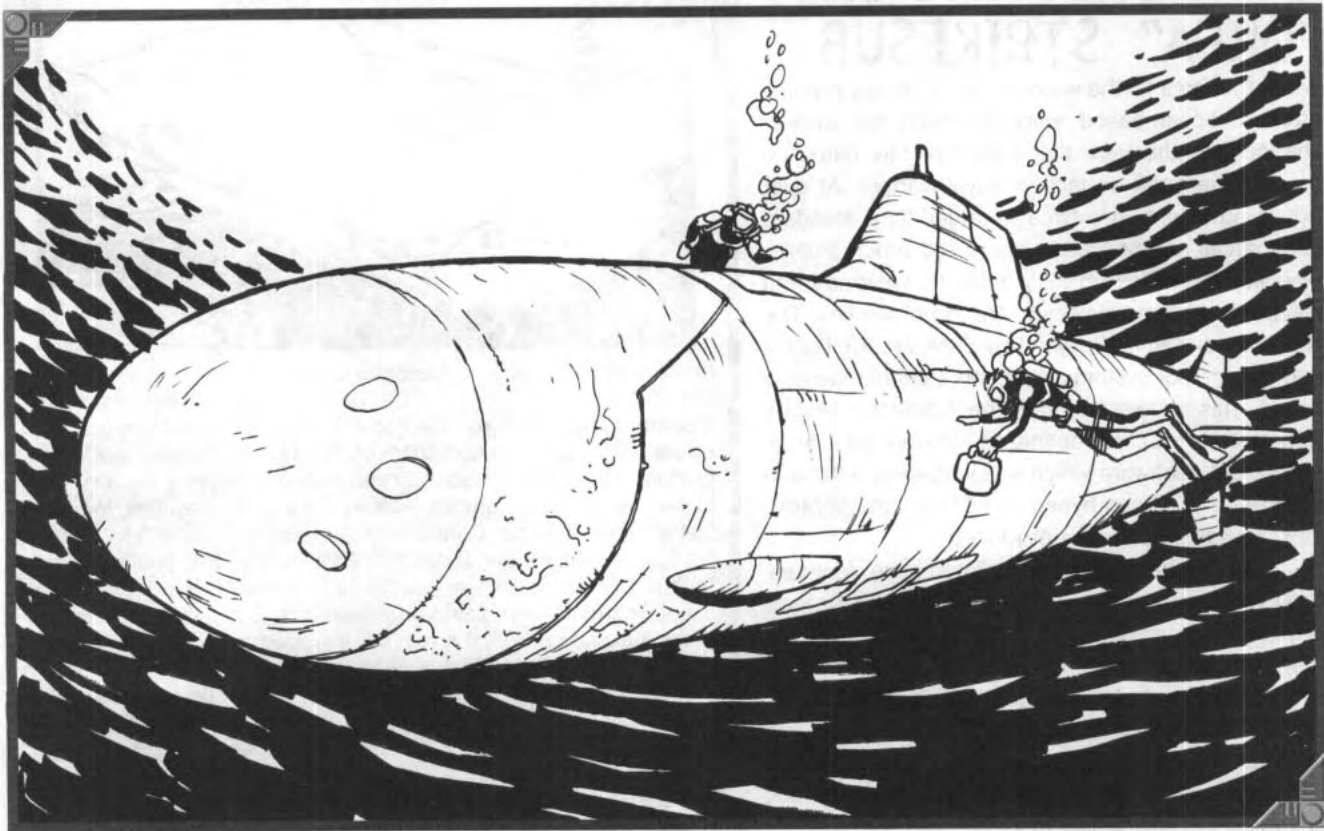
Options: Life Support, Damage Control, Escape Pods, Military Radio w/ Scrambler, Robotic Control (INT 4 x2, w/ Underwater Hvy Wpns, Navigation, Awareness, Large Sub Pilot, Tactics, EW & Subtech at +4), Turbine Propulsion, Searchlight, Marine Sensor Suite (Long-Range Sonar; 20 miles, Thermal Imaging), Waldoes (40 SDP each)

Weapons: Armored external torp-launcher (Skill-8/WA+0, Rng 20mi, 30D10, 10 shots), w/ 2 bow tubes & 2 aft tubes, ECM suite (incurs a -4 penalty to attempts to hit it with sonar-guided torpedoes).

Cost: 4.1 million eb (+2.3 million eb torpedo pack)



IEC "ROCKFISH" MULTI-ROLE STEALTH SUB



This relatively inexpensive multi-role submarine has taken a pre-millennium concept—the Russian-made Maritalia Midget sub—to its ultimate iteration. In fact, the Rockfish's features make it the perfect submersible for limited corporate warfare. The versatile design consists of a teardrop-shaped hull constructed from state-of-the-art alloys and composite materials, surfaced with a biotech-based, sound-absorbent "stealth" buffer coating. The sleek hull encloses the relatively small primary pressure cylinder, which contains the anaerobic, noiseless MHD engines, living quarters, and the central command deck. Here can be found a suite of the latest electronics, including encrypted communications, a cybernetic operating system, and an onboard Pseudo-Intelligence co-pilot (they're currently all the rage in nautitech).

Forward of the command deck, in the front half of the submarine, is a modular internal shell whose interchangeable structure can accept any of a number of mission-specific inserts that can connect to the main pressure cylinder. This interchangeable module can hold up to 9 passengers, can load 6 lightweight torpedoes, can serve as a dock for two submersible jetskis, can mount Dual AHUCS batteries, can support a 5-person frogman facility, can serve as a mine-deployment unit, or can even provide a hangar bay for an EVPA suit. This interchangeable cylinder module allows the Rockfish to serve a variety of roles, from mine-layer to small troop transport to patrol/attack sub, all depending on the module used.

The Rockfish's modular construction makes each unit slightly more expensive than other subs of its size, but its ability to change roles at the drop of a module make it a favored choice by many an aquatic ops team.

Maneuver: -2	Crew/Pass: 2/(can be up to 10)
Detection: +3	Signature: -2
SP: 80	SDP: 400
Displacement: 140 tons	Cargo: 605 kg
Max Depth: 400m	Range: 1500 n.mi.
Speed: 45mph	Accel/Decel: 5/5mph

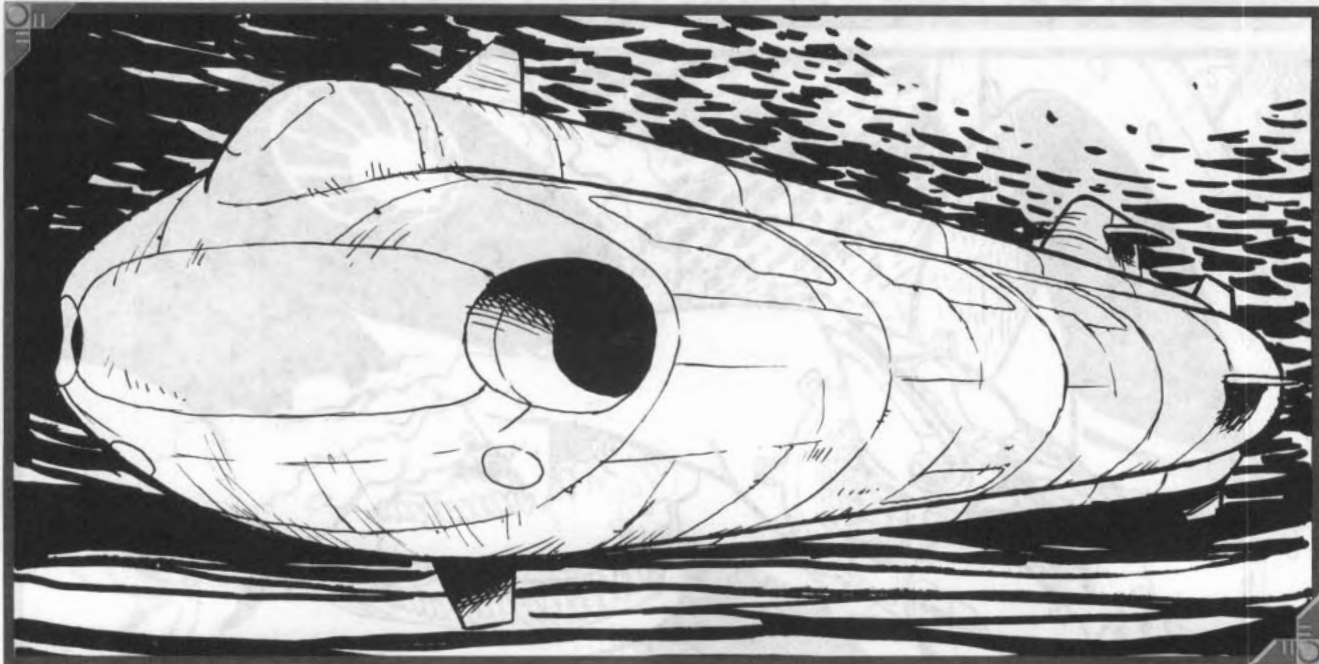
Options: Life Support System, Damage Control System, Escape Pod, Military Radio w/ Scrambler, Weapon Stabilization, Cybernetic Linkage, Onboard Pseudo-Intelligence co-pilot system (INT 4), noiseless MHD Propulsion, Searchlight, Marine Sensor Suite (Sonar, Telescopes, Thermal Imaging), Anti-Sonar "Stealth" surfacing.

Weapons: Interchangeable. Options include 6 Smart Torpedoes (Skill-8/WA+1, Range 3.2 miles, 12D10), Dual AHUCS (+0, Range 850m, 10D10AP x2, 100 rounds x2, ROF 10x2), or 18 mines in auto-deployment racks (15D10) in forward cylinder module.

Cost: 10.5 million eb (modules extra)



CINO "RELaCS" CARGO SUBMERSIBLE



The cargo sub is perhaps the closest thing that any corporation will ever own that even compares to the governmental "boomers." Over one hundred meters long and more than ten decks high, the CINO cargo sub is the largest cargo submersible currently in production. Designed by the Russians and affectionately known as the Really Exceptionally Large Cargo Sub (RELaCS), it is a fifteen-year-old design that has been refitted for the 2020s.

A smooth hull layered with sound absorption tiles and very large caterpillar drives makes the RELaCS an amazingly quiet sub (considering its size). Despite the ship's mass, it has a small crew—only 36. With the computer systems and numerous Pseudo-Intelligences on board, the need for warm bodies was cut down in favor of increased profits.

The brains of the operation, so to speak, are located in the Computer Operations Center, in the very center of the sub. Three TransRISC Massively-Parallel Mainframes house three separate PsIs. The main Pseudo-Intelligence, a.k.a. the Shipboard Intelligence (ShipIntel), deals in command decisions and has extremely high level fuzzy logic routines. The second PIs, Navigation and Piloting (NaPtel), is tied into all navigational and communications systems and assists the command crew in all aspects of piloting and navigation. The last PIs is known as the Weapons Control Intelligence (Wepcontel), responsible for internal and external weapons systems.

The ship's armament is defensive in nature, with more ECM suites than you can shake a stick at. In case the sub cannot evade potential predators, the PIs and command staff have access to PIs-controlled HEAT Subroc launchers for point defense to (hopefully) destroy incoming torpedoes.

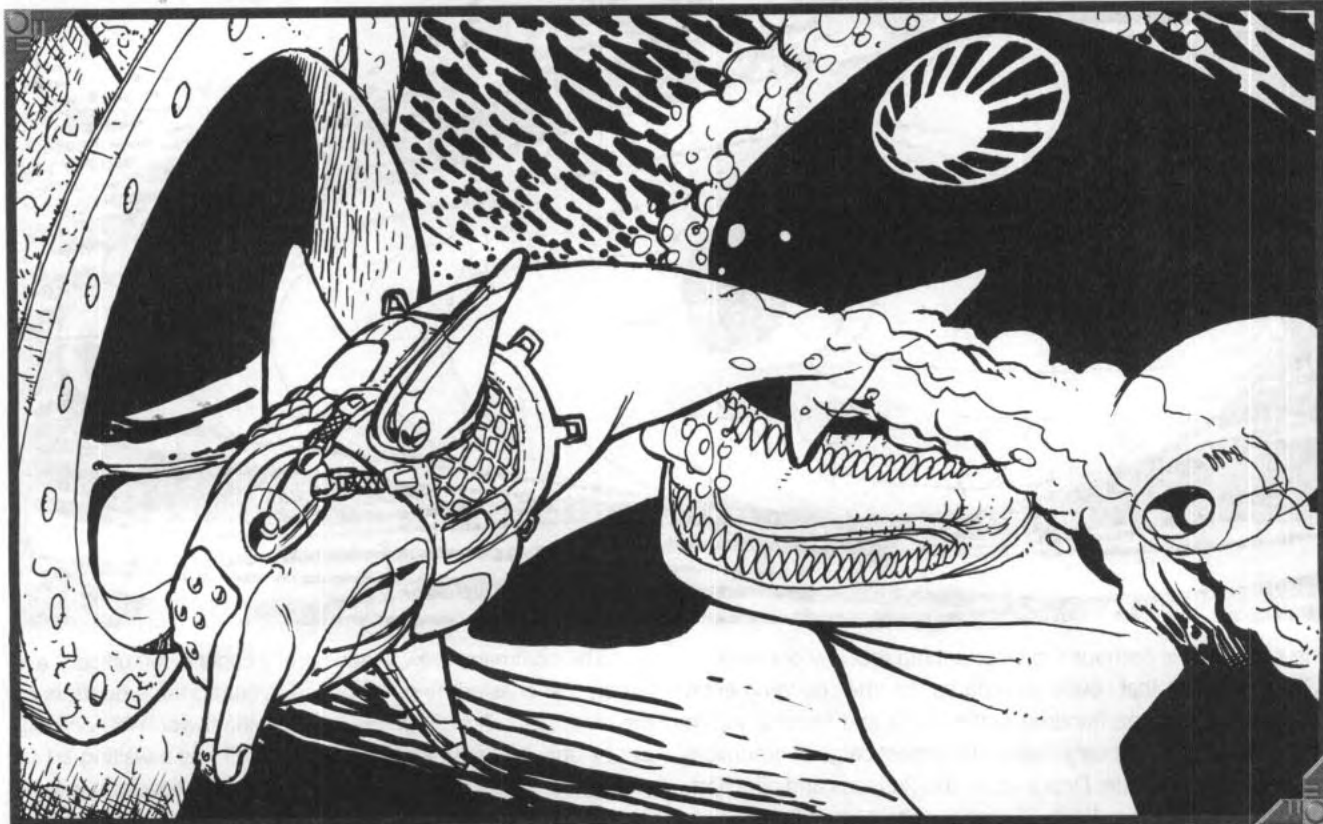
The command crew, made up of a captain, ten officers, and twenty-five enlisted men, is housed in comfortable quarters on the main deck directly below the conning tower. With one officer or only two enlisted to a cabin, CINO has a waiting list for ex-military sailors trying to get on board these spacious vessels. Ship watch is done in six-hour shifts, rotating 24 hours a day. At any one time, two officers and four enlisted are in the tower, as well as one officer and two enlisted in the Computer Ops Center.

Because of their quiet operation, select cargo subs have been outfitted with complex sonar gear, serving as underwater EWACS for important platforms. These subs can usually detect anything from a combat team being dropped in the water to a combat sub trying to sneak past.

Maneuver: -5	Crew/Pass: 36/4
Detection: +3	Signature: +2 (this thing's huge)
SP: 60	SDP: 4000
Displacement: 25,032 tons	Cargo: 22,105kg
Max Depth: 800m	Range: 3500 n.mi.
Speed: 56mph	Accel/Decel: 10/10mph
Options: Life Support System, Damage Control System, Escape Pod, Military Radio w/ Scrambler, Weapon Stabilization, Cybernetic Linkage, Robotic Control (INT 4 x3), MHD Propulsion, Searchlight, Marine Sensor Suite (Sonar Telescopes, Thermal Imaging).	
Weapons: 2 HEAT Subroc batteries (Skill-8/WA+0, Range 800m, 10D10AP, 100x2 shots, ROF 10x2) in external armored pods. Can be used for point defense.	
Cost: 30.47 million eb	



HERE THERE BE WHALES



Even before the Collapse, the Navy was experimenting with aquatic mammals for use in special operations, so it was only natural for the Corps to pick up where the government studies left off. By cybermetically enhancing dolphins, whales, and their kin, and providing them with supplemental neural preprocessors to make them “smarter,” aquatic mammals can perform basic recon and picket duties, seek and search, and human assistance. Unfortunately, even with the additional neuroboosting implants, dolphins and other aquatic mammals can’t hope to compete with the falling costs of cyberware and the proliferation of Remote Operated Vehicles (ROVs) and autonomous specialty ‘bots. Since 2015, when OTEC published a study proving the cost-ineffectiveness of keeping dolphins versus outfitting and training new employees, corporations have slowly been paring back on their cetacean operations (a.k.a. “fish”) budgets.

Still, despite these shrinking dividends, animal handlers and oceanic platforms are still using dolphins, orcas, and whales for Nuscuba-depth patrol in the Atlantic, Pacific, and Caribbean theaters. In addition, sharks (while not technically mammals) have seen extensive use as area-denial weapons, in the Caribbean and Atlantic. Because of their effectiveness in these roles, underwater mammals and sharks will have a continued job in underwater operations into the next decade at least.

As an interesting side note, two species of cetaceans have survived relatively intact into the 2020s: the humpback and the orca. The reasons for their survival are quintessentially corporate however. In 2015, organic compounds found in various internal organs of the humpback produced unique enzyme reactions. These pointed at the potential for the development of anagathic (anti-aging) drugs, new polymers, and even a hair restorative. This sent Biotechnica and others scrambling to get more of these chemicals for further research. Unfortunately, wild whale populations would have been eliminated in a year if they had been simply hunted down. Instead, Biotechnica encouraged aquatic corporations to “manage” the whale populations as they would cattle. Suddenly, “Whale Ranching” was economically viable. There are now eight prototype ranches established by CINO and OTEC to raise the whales for the biochemical byproducts and organic oil. Even the meat fetches a very high price in certain prosperous Asian countries. This commercialization of the whale has resulted in their herding and periodic slaughter—but has also assured their continuance as a species, since their populations are now being maintained artificially.

This industrial exploitation of the humpbacks has also given the orcas a second lease on life. They have proven effective (if expensive) “whale dogs” for the humpback herds. Originally, the corporations tried to chip each humpback individually to follow



orders, but that proved uneconomical (cybersurgery on whales is not easy or cheap). Instead, two orcas which are cybernetically equipped to be more tractable can control a hundred humpbacks. Those were numbers the corporations could deal with. The orcas' programming also keeps them from attacking the humpbacks (and the handlers). So, despite the drastic abuse the seas have seen, black dorsals and barnacle-clad flukes can still be seen splitting the waves. Of course, if you *do* see them, you're probably trespassing on corporate property....

Aquatic Animal Stats

Orca

STATS: INT: 3, REF: 6, COOL: 10, MA: 8, BOD: 80, EMP: -3, SP: 5, Awareness: 5, ASB: 10, Melee: 5, Damage: 1x3D6+12 cost: 25,000 eb if you can find a wild one.

Humpback Whale

STATS: INT: 2, REF: 4, COOL: 6, MA: 6, BOD: 100, EMP: +6, SP: 5, Awareness: 3, ASB: 5, Melee: 1, Damage: 1x2D6 fire ram or flukes, cost: 32,000 eb (For the meat; a live form is far more valuable)

Animal Operatives Stats

OTEC/CINO Sentry Dolphin

STATS: INT: 3, REF: 8, COOL: 8, MA: 10, BOD: 10, EMP: 7/9, SP: 3, Awareness: 5, ASB: 10, Melee: 3, Damage: 1D6+2.

CYBERWARE: Neural Processor, Olfactory boost, Chipslot w/ IFF chip, Recording Chip (2), Cyberoptic with Anti-dazzle, Thermograph, and low-lite, Cyberaudio with ULF Transceiver, Level Damper, and Scrambler/Descrambler.

Sentry dolphins and orcas are heavily enhanced, but their cyberware is completely camouflaged. The cyberoptic is designed to look like the real eye, and the ULF antenna runs along the length of the body, just below the surface of the skin (DIFF 25 to tell a sentry dolphin or orca from a normal one).

Sentry dolphins spend two months with their handler swimming along a "perimeter" before they are able to be deployed independently. This "breaking-in" period can be circumvented with a behavior chip, but such actions are ultimately detrimental to the mammal's ability to gather information (-5 to awareness rolls). A sentry dolphin swims along the perimeter much as a normal dolphin does, stopping occasionally, eating fish if the opportunity presents itself, and very casually covering the distance.

However, it will never deviate more than half a kilometer from the path it trained on with the handler.

Everything the dolphin does while on patrol is recorded onto the datachips for later review and analysis. If the dolphin encounters anything which the IFF chip determines is manmade

and not a friendly unit, the transmission is automatically scrambled and sent ULF to the platform. This process takes approximately 60 seconds at ULF frequencies; if the dolphin is killed or incapacitated before the transmission is complete, the entire transmission fails due to the scramble scheme.

OTEC/CINO CyberOrca

STATS: INT: 3, REF: 6, COOL: 10, MA: 8, BOD: 70, EMP: 0, SP: 5, Awareness: 5, ASB: 10, Melee: 5, Damage: 1x4D6+12

CYBERWARE: Neural Processor, Olfactory boost, Chipslot w/ IFF chip, Watchdog Chip, Behavior Chip, Cyberoptic with Anti-dazzle, Thermograph, and low-lite, Cyberaudio with ULF Transceiver, Level Damper, and Scrambler/Descrambler, Head Armor (for butting humpbacks back into the pack) 20SP.

As noted above, cyberorcas are used to guard and control humpback herds although a few are used as really big sentries as per the dolphins above. The Behavior Chip is designed to provide a more flexible set of reactions since the Orcas are more free-ranging than the dolphins, having to travel with the humpback herds. Note that whale-wrangling Orcas are not usually programmed to attack intruders unless they approach the humpbacks directly. Otherwise, they simply report the disturbance.

OTEC/CINO Area Denial Organic Weapon (ADOW)

STATS: INT: 1, REF: 9/8, COOL: 4/3, MA: 10, BOD: 10, EMP: 1, SP: 12, Awareness: 4, ASB: 10, Melee: 8, Damage: 4D6+2 AP.

CYBERWARE: Neural processor, Olfactory boost, Reflex Boost, Chipware socket with IFF chip and Behavior chip, GPS module, Cyberfangs, SkinWeave, Grafted Muscle, Cyberaudio with level damper and ULF Transceiver

The ADOW is a pure killing machine. Genetically engineered and cloned en masse, sharks in the ADOW program are taught early on to attack humans, other animals, and even submersibles on sight (or smell, as the case may be). Once they have reached full size, they are cyber-enhanced, put into an ADOW unit, airlifted to their deployment spot, and dumped into the water.

An ADOW is normally given a patrol area (or "territory") between 5 and 15 km, and is kept there by its implanted GPS module. Any shark that attempts to exit its assigned territory receives a coded activation signal to its pain center. ADOWs attack fish in order to feed, but they're programmed to ignore blood most of the time (EMP check DIFF 5).

Any human (or humanoid shape, such as a suit), submersible, or aquatic animal that meets the profile of a dolphin or whale will be automatically attacked unless they broadcast an acceptable IFF code. All ADOW units are networked to each through their implanted ULF Transceivers, and once one shark attacks, additional sharks in the area (roll 1D6+2), also respond.

Additional information on cybernetically enhanced animals can be found in *Chromebook 3*, p. 81. Also, the Animal Handler skill is covered on p. 83.



TYPICAL OCEANIC FACILITIES

FLOATING CITIES

There aren't many of these marvels of 21st century architecture, but they occupy a high-profile position in the public eye because they represent the epitome of oceanic technology—and the ever-larger role they will play in the world's socio-economic structure as time moves on. Most floating cities are effectively nation-states unto themselves, being located in international waters. This makes them hubs of international shipping and import/export, and only strict corporate control keeps most floating cities from becoming lawless no-man's-lands of piracy and larceny.

The most famous of the floating cities is AquaDelphi, the home and headquarters of the OTEC corporation (located near Hawaii). AquaDelphi was not the first floating city, but it was the first to be built with cryopropalan, the buoyant synthetic building material which is now the standard in super-oceanic architecture. AquaDelphi is small for a land-based city, covering only about 1.5 square miles, but this is huge for a floating city. Other floating cities, like Florida's Atlantis, are somewhat smaller, but all are beehives of activity, with a varied assortment of people coming from all ports of call. The amount of regulation governing the admittance and freedom of activity of these visitors varies depending upon the goals of the corporation running the city, but most have a three-tiered social strata: The executive masters may use any part of the floating city (sometimes even the people in it) at their leisure like a toy; the staff employed by the corporation to run the city live an orderly, comfortable, company-centered lifestyle; visitors, transients and expatriates form the underclass, an amorphous, ever-shifting population seeking fun, freedom, or fortune.

There is no standard in the construction and architectural styles of floating cities. AquaDelphi is made up of a forest of pyramid-like spires (similar to San Francisco's old TransAmerica Pyramid) of varying sizes which rise up into the sky, and are mirrored by similar structures which hang down below the surface-level "streets". On the other hand, Texas' New Galveston doesn't even float—it is firmly supported by the ocean floor, 1.5 miles off the coast, connected by a long bridge for auto-

mobile traffic. Other floating cities began as mere shantytowns, as is the case with the Offshore Colonies in the Gulf of Mexico (see *Land of the Free*, pages 71-77). Some are old oil rigs, while others are bobbing, heaving, Jury-rigged platforms made from abandoned, lashed-together oil tankers. This area is now a true no-man's land of free-living fringe-folk and a center of "pirate" (that is, seagoing Nomads) culture. Still, no matter what their design, all floating cities have their own transit networks, shopping centers, business districts, housing complexes, and some even have traffic grids—full-blown, self-sufficient arcologies on the waves. The difference is only in the size, affluence, and level of corporate control.

Floating cities are generally populated by anywhere from 1,000 to 500,000 people, give or take several thousand transients. All are equipped with numerous communications systems, docks, diving platforms and security measures. On top of such a city's exceptionally large and varied complement of subs, boats, aircraft, loading vehicles, and electric cars, there are always a mob of visiting ships and cargo subs coming and going.

Due to size and relative vulnerability, a floating city's defensive measures are not insignificant: A combination police/coast guard force is maintained, and they have access to patrol subs and combat boats defend the surrounding waters, and assorted VTOL aircraft to protect the city's airspace, supported by large surface vessels and air support units. Torpedoes, counterweapon systems, mines, and anti-air missiles.



Size: Varies from a large town to a small city.
SDP: Dozens of structures of 500 to 2000 SDP each.
SP: Outer walls SP20~30, inner walls SP10~20.
Sub Complement: Countless vehicles of all types.
Defensive Systems: Usually 10~30 MTLs, 15~40 Anti-torpedo countermeasures (4 decoys each, -3 skill each, range 500m).
Security Level: Varies from 0 to 3 depending upon size and level of corporate control.



UNDERSEA RESEARCH DÖMES

There are over 200 of these located throughout the world. Most are completely submerged underwater (in fact, very secretive ones are located deep in the Atlantic and Pacific trenches), but some located near the coastlines are partially visible. The domes vary greatly in size, depending upon their location and the type of research being conducted.

Typical research domes range in capacity from twenty people up to as many as 1500. Each contains living quarters, a command area, recreational areas, dry-docks, and, of course, research facilities. In some domes, the research areas are large sections of space, sometimes located away from the main dome for safety reasons. In others, the research area is divided into smaller labs, etc. One particularly large (and commercial) dome even has a small mall, motel, and even a micro-park. Living conditions vary greatly, ranging from barracks-like quarters to individual suites. Most domes have gymnasiums and "flood rooms," where personnel can practice scuba, swimming, and emergency evacuation techniques. All the domes are sanitary and basically comfortable (though often cold).

For security purposes, most domes are armed with simple defensive measures such as ground sonar devices, torpedoes and anti-torpedo systems (railguns and ECM). Each dome usually has a security contingent of at least 15% of its current population.

Domes have at least one submersible around. On smaller domes, these are multi-purpose craft (like Hammerheads) capable of passenger transport, research operations, cargo transport, etc. Larger domes have five or ten small patrol submarines, a complement of research and/or mining subs (up to thirty), and up to three full-sized cargo submarines (in the largest domes).

Every dome, regardless of its size, also contains an evacuation module - several, if necessary. These are essentially automated cargo subs outfitted to carry many passengers for short periods of time. If an emergency occurs, survivors report to the pods and begin boarding. When the pod is full, a program is activated by a simple voice comm and which launches the pod from the dome. The pod's computer then analyzes the surrounding area. If no threats, natural or otherwise, are detected on the surface, the pod surfaces and begins transmitting an SOS beacon. Otherwise, the pod dives as deep as possible and travels away from the dome at best possible speed until it is safe to surface.

Size: Varies from one house-size dome to several city block-size hemispheres.

SDP: 75 per level (~50 if old).

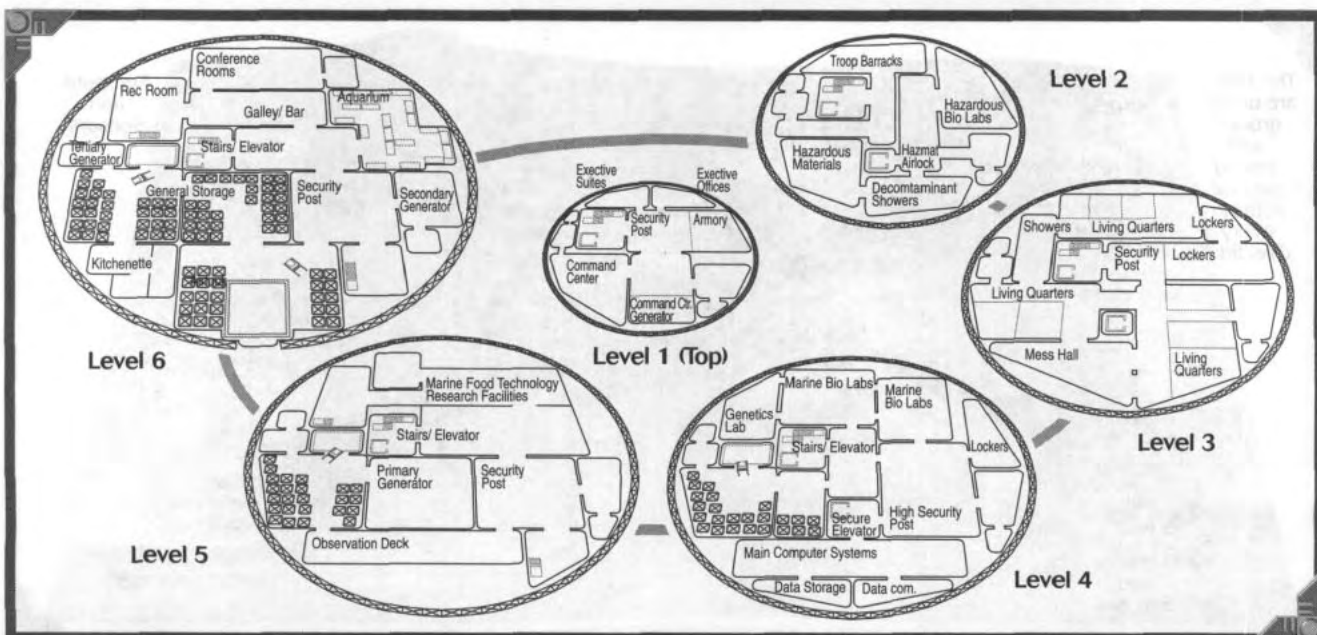
SP: Outer walls usually SP35 (~25 if old), inner walls usually SP15 (~SP5 if old).

Sub Complement: 1 multipurpose sub~10 patrol subs, 30 multipurpose subs, 5 large cargo subs.

Defensive Systems: 1~25 MTLs, 1~25 Anti-torpedo systems (4 decoys each, -3 skill each, range 500m), 8~100 mines (15D10, 50m radius), 3~15 anti-air missiles (2 shots each, Skill-20, range 1000m, 8D10).

Security Level: 1; varies depending on size and age.

Evac Modules: Number varies (max passengers: 50), SP 20, SDP 3 per person carried.



UNDERSEA MINING COLONIES

Many corporations recognize the value of the still-untapped resources lying under the seabed, and so most have at least a few mining colonies. For practical purposes, a "mining colony" also includes undersea oil drilling and refining operations. Mining colonies are very similar to research domes in design, although none are as comfortable. Generally, mining colonies contain up to a 300 miners in barracks housing. Other facilities include company stores (sort of like a large Army PX), recreational areas (including company-subsidized bars, braintance arcades and sometimes even a brothel), and the general operations modules.

The operations modules are located on the surface of the seabed. These modules include the command area, an infirmary adequate to service the population, living quarters, a dry-dock, and the mess area.

In the center of the colony is the "core," sometimes called "the shaft," "the drop," "the hole," or some other lewd nickname. This is essentially a series of huge high-speed elevators leading as deep as two miles under the seabed to the actual mines. The mines can stretch out for as far as three miles in any given direction. Here, workers in pressure suits (Hardshells or EVPA are the most common) toil daily at mining the seabed.

As you may have guessed, this is an extremely dangerous profession, although technology has made the work far safer than 50 years ago. The mines themselves are no longer dark, foreboding places constantly threatening to collapse. They are instead well lit, well-maintained corridors and chambers, with several pressurized "safe rooms" located in them as emergency shelters in case of injury or accident. Still, accidents at

these depths are often instantly lethal, which is one of the reasons miners are paid so incredibly well.

In the case of an oil refinery, the core holds a large drilling and pumping array rather than the usual elevators. Living conditions are similar, if not slightly safer because the miners don't have to actually travel into the mines. And on the surface, there's the refinery, usually a completely automated operations module.

Security at a mining colony differs greatly and depends upon who owns it. Most colonies have several utility vessels for the transport of cargo and passengers, plus two or three large cargo subs which regularly service it. If the area around the colony is dangerous, or the owners paranoid, attack subs and remote weapons drones may be placed around the perimeter of the colony, but very few mines have anything beyond basic defensive systems.

Size: Multi-acre complexes sitting on the sea floor like a post-industrial slug.

SDP: Six to 20 structures of 1000~6000 SDP each.

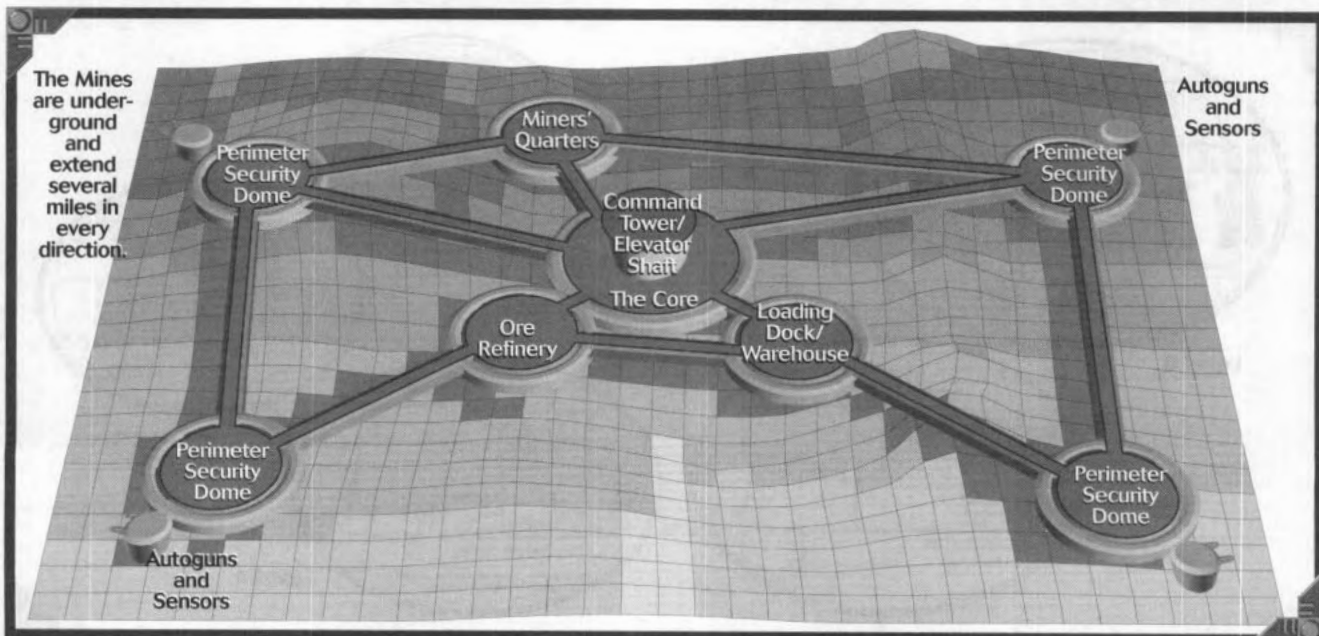
SP: Outer walls SP25, inner walls SP20.

Sub Complement: Usually 10-40 multipurpose subs, 1-3 large cargo subs (maybe 1~5 patrol & combat subs)

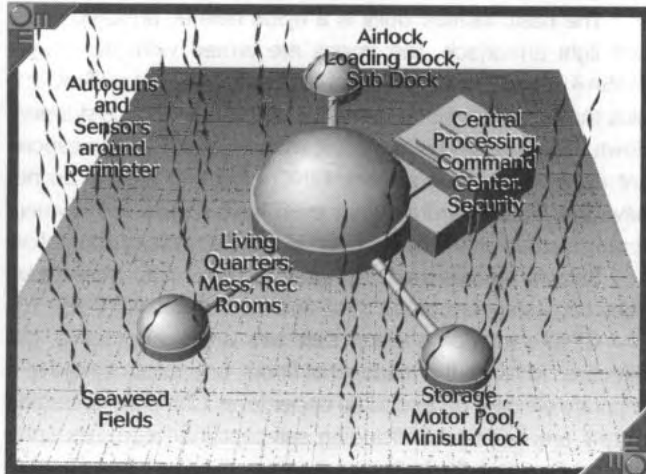
Defensive Systems: 1~4 MTLs, 1~2 Anti-torpedo countermeasures (4 decoys each, -3 skill each, range 500m), AHUCS anti-torp/personnel guns.

Security Levels: 1; 2 if the owner is the nervous type).

Evac Modules: Number varies (max passengers: 50), SP 10, SDP 2 per person.



SEA FARMS (GREEN, LUXURY & INDUSTRIAL)



There are hundreds of these facilities located around the world, keeping large portions of the population fed regularly. It is here that krill and crypropan, two essential items in 2021, are harvested and processed, in addition to more exotic seafood. There are three types of sea farms: green, luxury, and industrial.

Green farms are usually manned by under 50 people. These semi-submerged farms are composed of small modules meant to support the staff, surrounded by large expanses of seaweed fields (usually kelp) which are cultivated, harvested, and processed into delicious, nutritious kibble (says so on the box).

Or, alternately, the farms in Arctic or Antarctic waters may contain large collector filters which scoop up and process krill, the shrimp-like organism used as a food additive around the world.

Living conditions in a green seafarm are very communal, with little in the way of recreation. Supplies are limited and rationed. The only form of entertainment other than holovision or music chips are the braindance modules featured in everyone's living compartments to keep the staff from getting on each other's nerves. Green sea farms normally contain at least 10 submersibles to assist in farming operations. Larger farms have an additional processing module to form the seaweed and krill into a more edible forms, but most simply turn their crops over to cargo subs for transport to mainland factories. Security amounts to a few remote guns and sensors, and perhaps 3 peace officers. Patrols from the parent organization are possible if danger lurks.

Industrial farms are smaller, containing no more than two dozen people. They're submerged facilities composed of a single multi-purpose living, command, medical, and recreation module. Living conditions are similar to that of mining colonies. Industrial sea farms collect and process the microfauna used in the processing of crypropan or a similar product. Most are automated, requiring people only for maintenance, and to assist in collection. Industrial sea farms are usually well patrolled, with several exterior defenses, because of the nature of the product. They are serviced by cargo subs and usually have a few utility vehicles.

Luxury sea farms are usually located on the surface (often on land) and genetically create, cultivate, and process exotic seafood for those who can pay the premium price. There are about a hundred workers, with living conditions similar to a research dome. Security is surprisingly high because of the value of the product and the equipment needed to create it.

Size: Several square miles to several hundred, depending on the type of farm.

SDP: Five structures of 400 SDP each (green), one structure of 800 SDP each (industrial), three structures of 1000 SDP each (luxury).

SP: Outer walls SP20, inner walls SP10.

Sub Complement: 2~5 multipurpose subs (green & industrial), 1 patrol minisub (industrial), 8 assorted craft (surface) such as subs, boats or trucks.

Defensive Systems: Green: Automated antipersonnel mini-torpedo launchers (4 shots each, Skill-15, other stats as per Militech Manhunter) - Industrial: 3 MTLs, - Surface: 4 MTLs, or 4 multi-purpose missile launchers (2 shots each, Skill-15, range 500m, 8D10) and six Arasaka WXA robot machineguns.

Security Levels: 0 (green), 1 (industrial), 1 (surface).

Evac Modules: Number varies (max passengers: 50), SP 10, SDP 2 per person.

THE SCOOP ON KRILL

For all the jokes about its flavor and texture, krill is actually really good for you. It contains a wide variety of vitamins and minerals and even more protein, something lacking from the diets of most people in 2021. Despite public distrust of most agricorps and of mass-produced food, krill is far better for you than kibble (even seaweed kibble) or the equivalent.

Unfortunately, raw krill is not the most appetizing thing in the world, so in order to make it marketable, most companies add all sorts of unsavory ingredients. OTEC and others, however, are starting to introduce improved lines of krill products for the health-conscious consumer, especially since Petrochem Northeast is facing criminal indictment following the discovery that three of its five most commonly employed krill additives are heavily carcinogenic.

Still, krill is most plentiful in Arctic waters, making harvesting an expensive operation. Thus, both OTEC and CINO have patented gene-engineered versions of krill for growth in warmer (i.e. middle latitude, Pacific) waters. They have prototype farms online near Hawaii and Wake island. But the FDA has serious concerns about the safety of these gene-altered krill foodstuffs. While both companies have managed to obtain clearance to market their neokrill food, safety testing continues. Be a real tragedy if one version's test results showed it to be dangerous, huh?



OTEC & CINO CORPORATE OFFICES

OTEC & CINO follow the same basic office model as all corporations do in the 2020s: The lobby usually contains several security desks, a reception area and concierge, and elevators. The levels above cannot be reached directly from the first floor, as they house the various managerial departments: legal, accounting, and sales (as well as those shadowy, high-budget groups like the Special Forces division).

At the top is a restaurant, a small athletic spa, and a wet bar, all open only to upper management and security-cleared visitors. These services are provided for execs trying to woo new clients. An EMP-shielded computer and communications level is either in a subbasement in terrestrial buildings, or in the center of the building for aquatic structures. They are very heavily secured.

OTEC & CINO Offices

CINO CORPORATE DECOR

CINO's office design is understated ... perhaps even antique. Rooted in 200 years of business tradition, a CINO office means rich wood paneling, large windows, brass railing, and artifacts heralding back to the days when the firm was a British shipping venture. In fact, at the firm's main office in Le Havre, the wheel of the RMS Titanic (recovered in 2015) sits mounted on Peter Nicholas' office wall.

Paintings and statues by contemporary French artists can be found everywhere (not very valuable ... this is government-approved pabulum art).

CINO mixes this stolid decor with high-tech wizardry; the brass-and-oak doors slide electronically into the wall, dataterminals are adorned with polished wood and brass, etc. The company logo is conspicuously absent.

From the exterior, CINO offices are gray-marble slabs on the first two floors, capped with beige brick. The company name and logo are set rather passively into a gold plaque on the front of the building. (Outside Europe, the logo is laser-carved into a worthless stone slab. CINO may be stylish, but they're not stupid.)

In Europe, CINO does not build bars, restaurants, or other perks into their offices. Instead, they hold accounts with the finest spas, restaurants, clinics, and resorts across the world, open at any time to executives and their clients. This no-perk policy differs outside Europe, especially in very dangerous areas. For example, CINO's well-defended New York City office is completely self-contained.

CINO SECURITY

Security at CINO offices is quite good, although their forces may be understaffed. Each office is defended by 30 infantry troops and an additional 30 peace officers for internal security. The troops and guards are trained and by Sternmeyer and carry Sternmeyer hardware.

The basic infantry outfit is a nylon helmet, armored vests, and light armorjack. The troops are armed with Sternmeyer M95A4 assault rifles, Stakeout-10 shotguns, or the SMG-21, plus three fragmentation grenades. All troops carry a stripped-down, urban version of the basic military load. Heavy weapons are available from an armory. CINO offices in Europe do not have this feature, and may not even have regular infantrymen, relying instead on the heavy hand of the EEC military and police.

Security guards wear armored vests or light armorjacks. They carry standard police gear, and the Sternmeyer P-35.

CINO's interior building defenses are unimpressive, but effective. To reach the managerial floors, one must change to a separate elevator on a secured upper level. Computer locks and alarms are employed, including self-contained complex computer defenses in the high security areas. CINO eschews booby-traps or automated guns in its buildings, especially in Europe. They simply lock you out. Outside Europe, the grounds of a CINO office might be outfitted with hidden Arasaka WXA Computer Aimed Weapons loaded with Frag-Flechette rounds, although this is rare.

CINO ICE

CINO does not wish to appear belligerent. Therefore, their computer systems are not loaded with fatal software, psycho jacked-up sysops, etc. Most of their defenses are Gray, Level One, and Level Two programs, not very harmful... unless you're deep in the system.

Make no mistake, a run against CINO is no picnic. Security systems are redundant, and the alarms automatically log an emergency call to Netwatch and that city's Internet Crime Unit. Unlike some firms, CINO's legal department works with authorities for prosecution. Although the overall rate of convictions for Internet crime is low, more than one would-be deck jockey is rotting in lockdown for raiding CINO.

OTEC Offices

OTEC CORPORATE DECOR

OTEC's offices are decorated in the manner of their main undersea arcology at AquaDelphi One, near Hawaii. The entrance to an OTEC office has several large round portals set into a wall of transparent Plexsteel™. A constant flow of water cascades within the walls, making it look like you walk right through a waterfall.

OTEC enjoys the high-tech look. Bright lighting and blue neon is everywhere. The office furniture has no sharp corners, just smooth curves. Everything is marble, plastic, or cryropalan, and the chairs are leather. The OTEC logo can be found everywhere, even the toilet paper. Holograms of OTEC equipment, facilities and personnel in action are tastefully located around the building as interactive art.



The main lobby of most OTEC offices includes a complimentary wet bar for guests (negotiations always go better when your opponent has had a few drinks), as well as a restaurant open to the public.

OTEC SECURITY

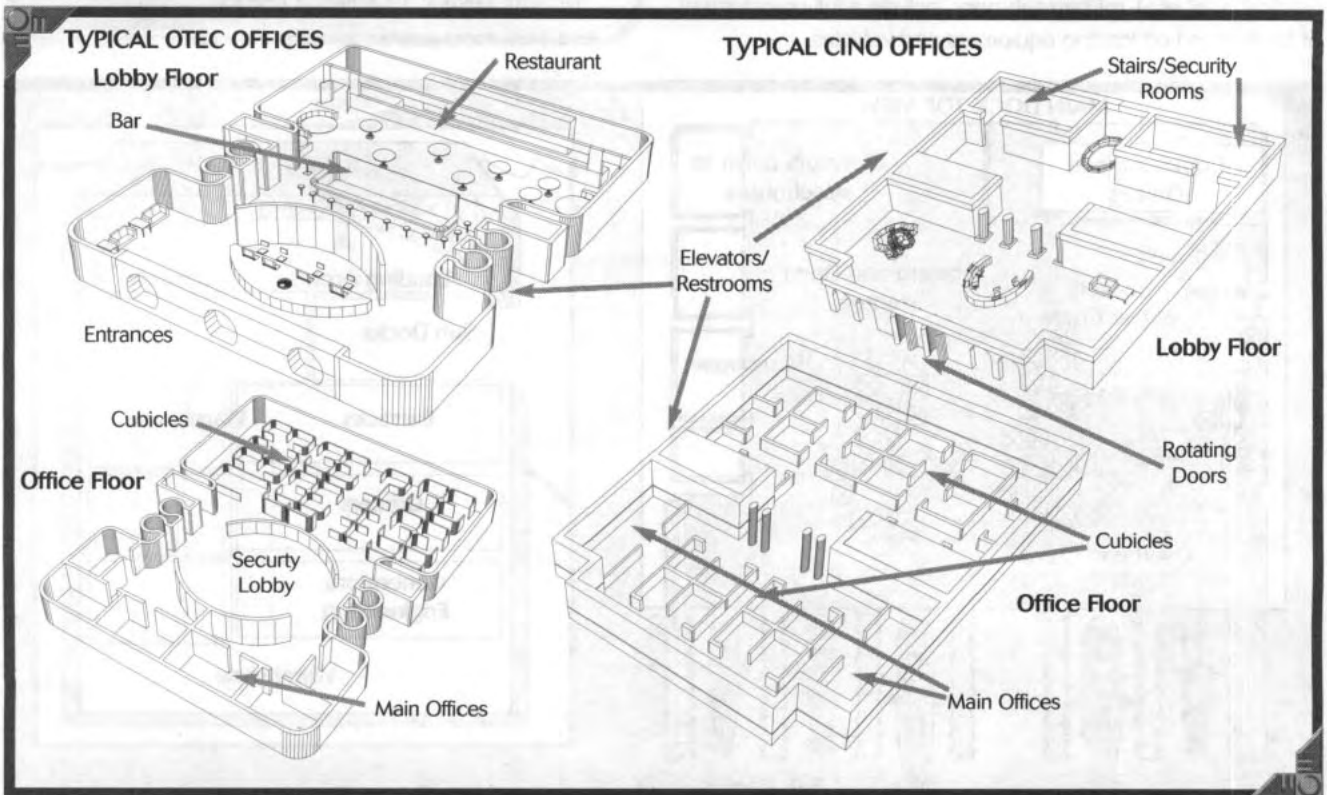
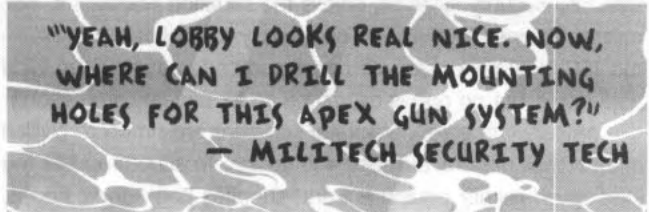
Security at OTEC offices is adequate, but not excessive. 50 multi-role infantry troops act both as cybergrunts and security officers. Each office has four AV-4 transports, two AV-6 attack vehicles, and two AV-7 luxury models (kept for execs who want to get somewhere in style, or just faster than the opposition's gunships). An Osprey-II can transport a platoon of troops around the city. A pair of AV-8 gunships support the Osprey. Ground vehicles include HMMV "Hummers" and Militech "Behemoth" APCs. Most guards are outfitted with a standard urban military load, including the Mk IV Assault Weapon, the "Avenger" Sidearm, the "Viper" SMG, and the "Renegade" SAW.

Interior building security includes keycard locks, computer locks, security checkpoints, etc; for example to reach the upper floors, one must pass through a security checkpoint in the lobby. Complex systems, such as vocolocks and motion detectors, are used in high security areas. APEX defense guns are located strategically throughout the building in strategic areas. AA missile batteries on the roof defend the landing pad. In short, unlike CINO, OTEC prefers to hit back, rather than turn the other cheek.

OTEC ICE

Amanda Russell's personal experiences with betrayal have colored OTEC's computer security policies; considering the history OTEC has had with espionage and infiltration, they do not take such affronts lightly—nor do they forget or forgive them. Still, a tip of the hat must be made to human rights and moderation, so OTEC's systems operate upon the principle of "gradated hostility". This approach means that while the outermost layers of an OTEC datafort are well-secured, they are relatively harmless—the really deadly stuff is only found in the darkest depths of the system, near the CPUs and the super-sensitive data storages.

While an OTEC datafort's ICE gradually becomes more and more dangerous, their detection programs are top-notch from top to bottom. What's more, most detection routines have redundant backups, and most systems are overseen by a Monitor program; since they tend to take intrusion personally, any traced Netrunner can expect to see an OTEC strike team long before Netwatch goons show up. OTEC employs a great many skilled sysops, and as a high-tech corporation, they also make heavy use of artificial intelligence throughout their operations.



SUBMARINE PENS

Structures of this type have existed since World War II. A sub pen is essentially a large hardened building where submarines are docked and outfitted. There are several access points for subs to enter. In 2021, there are two kinds of sub pens: civilian and military.

Civilian sub pens are located on the coast, often in or near a major city. These facilities are designed for commercial bulk shipping and, to a lesser degree, passenger transport. Most are owned or operated by one corporation or another, although some are at least partially government-owned or -operated.

Civilian sub pens usually contain an extensive array of shipping equipment: automated work drones (the Hyundai Worker Bee, for example), forklifts, cranes, and the like. At least one level of a typical sub pen is a large warehouse.

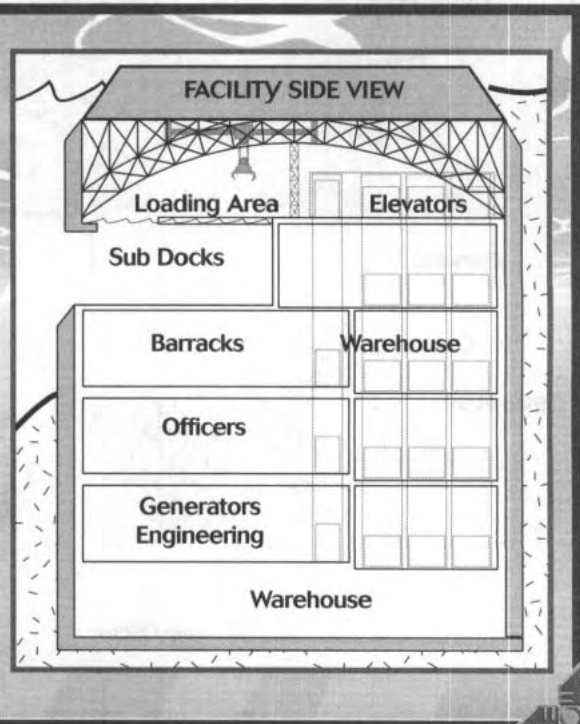
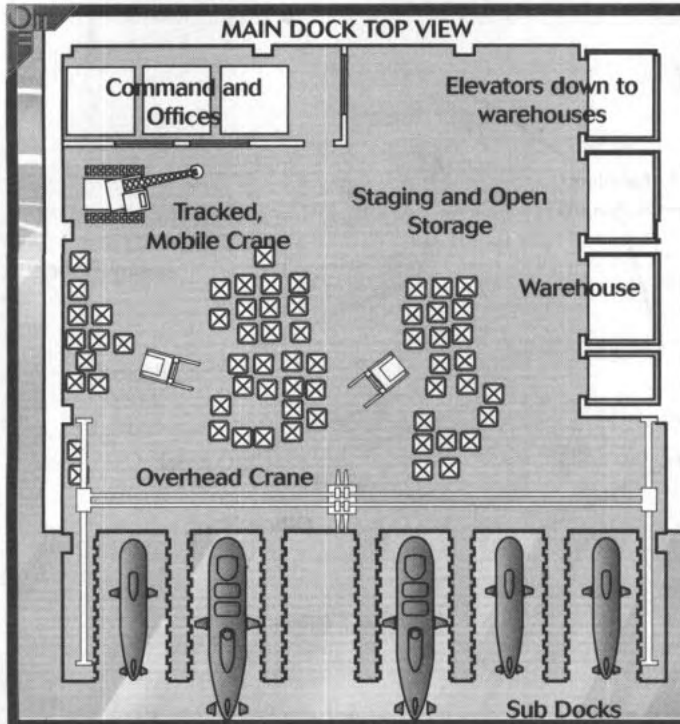
Security at a civilian sub pen is normally adequate, although not very impressive. Unless the owners can afford to field their own security force, the usual security firms are contracted to handle the job. There are no real defensive measures other than standard security systems, unless the situation warrants it. Still, military defense systems are not usually found here. (For example, IEC New York pens are heavily defended against the local population, but no one is expecting an air raid any time soon.)

Military (or secret corporate) sub pens are similar to civilian ones in their general purpose and design. To accommodate the loading of military equipment and supplies (torpedoes, troops, medical gear, etc.), military sub pens include a full complement of loading and off loading equipment and vehicles.

Not all sub pens of this nature are located on the coast. A number lie under the ocean's surface, making detection and attack almost impossible. And many are far from the public eye, often nestled in military bases or disguised as something else.

Needless to say, security at a military sub pen is massive. Full-sized attack subs patrol the surrounding area, supported by large surface vessels and air support units. A full complement of troops always patrol such a facility. Defensive measures include military-grade security systems. Most military pens can button up and unleash considerable firepower if attacked. Typical weapons include anti-torpedo weapons, anti-aircraft weapons, and a host of missile systems.

Size: Large! About the size of an aircraft hangar.
SDP: 2000 per sub (+1000SDP if in rock).
SP: Outer walls SP35 (up to SP200 if military), inner walls usually SP15.
Sub Complement: 1 to 6 full-size submarines, plus a host of patrol subs and boats (usually 10 per big sub).
Defensive Systems: 4 MTLs per sub, 6 Anti-torpedo countermeasures per sub (2 decoys each, -5 skill each, range 500m), up to 5 mines per sub (15D10, 50m radius), 2 anti-air missiles per sub (2 shots each, Skill-20, range 1000m, 8D10). If not military, MAYBE 1 torpedo launcher and 2 anti-torp systems per sub.
Security Levels: 1 Civilian, 3 Military.



OCEAN WAR TEAMS

With so many combat missions and so many hostile ops being thrown around, your player are bound to run into some other teams (like themselves), so here we offer a few teams who they're likely to meet—these guys might show up as enemies or as allies, possibly making the players' life difficult, or perhaps showing up to pull their butts out of the fire... Note that these teams are made up of very skilled, competent characters, so depending upon the level of experience of your players' characters, you might not want to throw the entire team at your players at once.

CINO OPS TEAM

CINO is an aggressive corp, so its Ops Teams are made up of ex-special forces and other ruthless characters, specialized around a designated role so as to maximize their effectiveness (although this does limit their ability outside of their field).

In the media-christened "Ocean War", CINO's Kraken Team has proven itself over and over. Kraken Team's official focus is scuttling enemy platforms, so almost every member has experience in heavy weaponry and demolitions.

"Coldstream"

CINO TEAM LEADER (DIVEMASTER)

STATS: INT 6, REF 9/1, TECH 7, COOL 8, ATTR 8, LUCK 6, MA 7, BODY 8, EMP 6/3.

SKILLS: Combat Sense +8, Awareness +8, Handgun +6, Aikido +6, Melee +8, Weapons Tech +3, Rifle +8, SMG +8, Athletics +6, Stealth +8, Swimming +5, Endurance +7, Aqua Survival +6, Nuscuba 4, Aqua Weapons +6, Leadership +8, Small Unit Tactics +7, Aqua Combat +6, Drive +3.

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, Pain Editor, Weapon Link, Interface Plugs, Chipware Socket), Right Cyberoptic (Targeting Scope, Times Square Marquee, Teleoptics, Thermograph Sensor), Sinus Reconstruction.

EQUIPMENT: Uniform, WSA pistol, "Depthcharge" system, Militech UAW (2 clips), handheld sonar, GPS, and Nav computer.

Notes: Hired out of British SAS, Commander William Tolls is a tall, regal man in his early thirties, lean of build, with finely conditioned muscles from years of service in all kinds of nightmarish places. Tolls picked up the nickname Coldstream (after the stiff, unflinching guards of Buckingham Palace) for his flawless operations, which he always ensured had top-notch timing, communications, and intelligence. This nickname followed him to his new career with CINO, where his record of success remains perfect. A stereotypical Brit, Coldstream is a man of honor, who values loyalty to Britain and then CINO, and follows orders to the word.



Saul Desgarde

2nd OFFICER/ASSAULT (SOLO/DIVER)

STATS: INT 5, REF 7/8, TECH 4, COOL 10, ATTR 4, LUCK 7, MA 7, BODY 12, EMP 7/3

SKILLS: Combat Sense +8, Awareness +6, Handgun +5, Karate +4, Rifle +8, Melee +4, Brawling +7, Heavy Weapons 8, Aqua Survival +9, Wilderness survival +9, Aqua Weapons +6, Aqua Heavy Weapons +8, Aqua Combat +5, Swimming +7.

CYBERWARE (all Wetwired): Grafted Muscle, Muscle & Bone Lace, Processor (Kerenzikov +1, Weapon Link, Interface Plugs), Nictitating Membrane, Sinus Reconstruction.

EQUIPMENT: WSA pistol, "Depthcharge" system, Arasaka Stingray II (4 spears), handheld sonar, GPS, & Nav computer, Uniform.

NOTES: This large, brooding Frenchman's years of skin-diving in the south of France and his combat experience in Africa with the Foreign Legion earned him his membership with Kraken Team. He was boxing champion of his unit in Africa three years in a row, and his skills soon got him promoted to serve as second man to the team's heavy weapons officer. Saul enjoys weightlifting and sports (which have only refined his physique), and his skin-diving proficiency has also earned him the nickname among peers as "The Lung".



"Junkers"

HEAVY WEAPONS OFFICER

(SOLO/AQUARIUS 'BORG)

STATS: INT: 6, REF: 10, TECH: 7, COOL: 8,

ATTR: -, LUCK: 6, MA: 10, BODY: 15, EMP: 9/?

SKILLS: Aquatic Sense +9, Awareness +6, Underwater Weapons +8, Melee +7, Brawling +7, Athletics +8, Swimming +8, Underwater survival +4, Swimming +9, Leadership +6, Pilot Submersible (Large) +4

CYBERWARE: Aquarius Full Conversion.

EQUIPMENT: Uniform (extra-large), Arasaka Stingray II (8 extra spears), Arasaka APW Mk IV (2 extra magazines)

NOTES: After a diving accident left him paralyzed from the neck down, German commander Brent Ungeremann was offered the option of full conversion. Eager to get back into action, he gladly accepted, and now Kraken Team is one of CINO's few teams to have a permanently-assigned Aquarius 'borg.

Junkers has adjusted remarkably well to his new body—while subject to occasional delusions of invincibility, he became



extremely active in the Roman Catholic Church, and his newfound stability through spirituality has astounded CINO psychologists so much that they are considering similar programs for other full 'borgs. On top of that, he was one of the first full 'borgs which the Church officially recognized as having a soul, which gave CINO free publicity and strong support among Catholics worldwide.

Despite being a Christian, Junkers justifies his missions through "Divine Right"; he thinks that he and CINO are favored by God, and therefore CINO's enemies are to be punished.

"Vibram"

DEMOLITIONS/ASSAULT (SOLO/DIVER)

STATS: INT: 7, REF: 6/9, TECH: 9, COOL: 6, ATTR: 5, LUCK: 8, MA: 7, BODY: 6, EMP: 3
SKILLS: Combat Sense +5, Awareness +8, Handgun +5, Brawling +7, Melee +4, Rifle +5, Athletics 3, Demolitions 8, Chemistry +5, Swimming +4, Endurance 3, Aqua survival 2, Nuscuba +4, Pilot: Deep Dive +3, Aqua Weapons +7, Aqua Combat +3, English +8, French +7, German +6, Japanese +8, Cantonese +8.

CYBERWARE (all Wetwired): Processor (Speedware, Plugs, MLink, Chip Socket), Saltwater Gills, Nictitating Membrane, Sinus Reconstruction.

EQUIPMENT: Uniform, WSA pistol, "Depthcharge" System, Arasaka Stingray II (4 spears), Militech MTL-1 (1 magazine), handheld sonar, GPS, and Nav computer, 2kg C-6, 4 detonators
NOTES: Vibram's real name is unknown, as is his history before joining Kraken Team; by all records, he just appeared one day and has been a major team member ever since. Vibram's background appears Anglo-Asian, and although he's fluent with multiple languages, his true love is explosives. He collects them, and owns an extensive collection of antique heavy weapons; from the first grenades to high explosive cannon shot, he has it all. Vibram has numerous tattoos on his body, all decorative in nature, but none matching any known markings.



Rich Willens

ASSAULT/MEDIC (MEDTECH/DIVER)

STATS: INT: 6, REF: 9/11, TECH: 7, COOL: 9, ATTR: 8, LUCK: 4, MA: 5, BODY: 5, EMP: 3
SKILLS: Medical Tech +6, Awareness +6, Handgun +8, Karate +4, Athletics +4, Endurance +4, Diagnose Illness +4, Swimming +6, Aqua Survival +3, Nuscuba +5, Aqua weapons +5, Pilot sub (small) +4, Aqua combat +3

CYBERWARE (all Wetwired): Neural Processor (Kerenzikov Boosterware +2, Pain Editor, Weapon Link, Interface



Plugs, Chipware, Saltwater Gills, Nictitating Membrane, Left Cyberoptic (Targeting Scope, Times Square Marquee, Micro-Optics, Anti-Dazzle), Sinus Reconstruction.

EQUIPMENT: Uniform, Arasaka WSA pistol (with 2 extra clips), Depthcharge Multirole Dive System, Arasaka Stingray II (2 extra spears), handheld sonar, GPS, and navigation computer, first aid kit

NOTES: Richard Willens started his career as a simple guard at Arasaka's docks during the early 2000's, and he has served the company with distinction in every post since. From the docks, he worked his way up to ship guard, platform security, and eventually landed a spot in covert ops, where he remained until hostilities with OTEC forced the deployment of Kraken Team, to which he was only recently assigned.

Willens, in his mid-thirties, is nearing the end of his career, but this doesn't mean he's less than qualified. In fact, he's a formidable fighter, a strong swimmer, and has experience with numerous waterborne vehicles. He is freewheeling, intelligent, and very likable.

"Hammer"

VEHICULAR OPS EXPERT (SUBJOCK)

STATS: INT: 6, REF: 10/12, TECH: 6, COOL: 8, ATTR: 5, LUCK: 7, MA: 5, BODY: 6, EMP: 7/1

SKILLS: Submarine Tactics +8, Awareness/Notice +8, Navigation +6, Pilot Submersible (small) +8, Pilot Submersible (large) +7, Submarine Tech +4, Swimming +3, Underwater survival +5, Underwater weapons +3, Underwater heavy weapons +7, Nuscuba +3, Endurance +5

CYBERWARE (all Wetwired): Neural Processor (Kerenzikov Boosterware +2, Vehicle Link, Weapon Link, Machine Link, Interface Plugs), Left Cyberoptic (Times Square Plus, Anti-Dazzle), Right Cyberoptic (Times Square Plus, Anti-Dazzle), Sinus Reconstruction.

EQUIPMENT: Skinsuit, jumpsuit, WSA pistol (waterproofed, 1 clip), E-book with nav information, uplink capability to Moray. Custom CINO Moray assigned

NOTES: While Punzio "Hammer" Groni's technical skills are useful, he is primarily the driver of the team's CINO-provided subs. While he's more at home in long-range submersibles (he's just overweight enough to have difficulty squeezing into most Moray cockpits), Kraken Team's influence and continued success has allowed Hammer to remain an active fightersub pilot. According to some sources, CINO has actually modified a Moray especially for him (which might explain the eternally jolly facial expression of this short Italian man).



OTEC OPS TEAM

Before the outbreak of hostilities, OTEC never had formal covert operations teams, they just had a pool of counter-insurgency personnel. Under the guidance of Militech, however, long-time loyalists (culled from OTEC's Search and Rescue Division) and freelancers with offensive ops experience were organized into units of the new Combat Operations division (COp). Figuring that their loyalists will keep the freelancers in line, OTEC has given direct control of the division to Militech.

Of the COp teams currently in service, the best is Team Eleven, who are creative in their methods and always successful in their missions.

John Neptune

TEAM LEADER (DIVEMASTER)

STATS: INT: 9, REF: 8/11, TECH: 5, COOL: 8, ATTR: 7, LUCK: 7, MA: 8, BODY: 9, EMP: 1

SKILLS: Aquatic Sense +8, Leadership +5, Swimming +6, Endurance +8, Awareness +8, Nuscuba +7, Pilot: Deep Dive +5, Pilot: EVPA +4, Aqua Weapons +9, Small Group Tactics +5, Interrogation +4, Intimidate +6, Resist Torture/Drugs +5, Aqua Combat +8.

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, Pain Editor, Weapon Link, Machine Link, Interface Plugs), Nictitating Membranes, Sinus Reconstruction, ELS-2, Sonar (military) Implant, Grafted Muscle, Pacesetter 2000 Heart, Muscle & Bone Lace, Nanosurgeons, Salt Water Gills, SP6 Skinweave.

EQUIPMENT: Tattered jumpsuit, skinsuit, Trident (3D6 AP, Melee), seaweed cammo suit (-2 to be noticed), 2 Arasaka Stingray II (4 extra spears are attached to the Trident)

NOTES: Even among the colorful members of Team Eleven, John Neptune is by far the most eccentric: His mild cyberpsychosis makes him think that he's the reincarnated king of the sea! Still, his record is impeccable, and his chiseled body has graced more than one OTEC recruiting poster. In person, the imposing Neptune is a moving sculpture. Through grafting and implants, he has mimicked the classic image of the Lord of the Sea right down to the beard. Very little of his pre-OTEC life is known, save that he was an orphan and was favored by OTEC's previous CEO. Rumor has it he's some kind of cloned bioweapon, but who'd buy that?



"Mac" MacDonnelson

"BOAT" DRIVER (SUBJOCK)

STATS: INT: 6, REF: 9/11, TECH: 7, COOL: 7, ATTR: 6, LUCK: 8, MA: 5, BODY: 5, EMP: 7/4

SKILLS: Submarine Tactics +8, Awareness +8, Navigation +4, Pilot Sub (small) +7, Pilot Sub (large) +7, SubTech (small) +6,

Swimming +5, Underwater Survival +5, Aqua weapons +4, Aqua Hvy Weapons +7

CYBERWARE (all Wetwired): Neural Processor (Kerenzikov Boosterware +2, Vehicle Link, Machine Link, Interface Plugs), Left Cyberoptic (Targeting Scope, Anti-Dazzle, Thermograph Sensor)

EQUIPMENT: Skinsuit, jumpsuit, 9mm Avenger (waterproofed, 1 clip), E-book w/ nav data, uplink capability. Rockfish assigned.

NOTES: Having served for years as the driver of an Ohio Class sub, James "Mac" MacDonnelson was known as the best driver in the Pacific by 2018 when he landed a job with OTEC. Assigned to Combat Vessel Development, MacDonnelson learned OTEC's combat boats inside and out. When the COp was formed, MacDonnelson volunteered, and was immediately assigned to Team Eleven. A lean figure in his late twenties, MacDonnelson's years of combat experience have made her constantly alert to his surroundings. He sometimes pilots a top-secret "Rockfish" stealth sub designed to deliver COp teams to their objective without discovery.



Malcolm Heathrow

DEMOLITIONS ENGINEER (DIVEMASTER)

STATS: INT: 7, REF: 9/12, TECH: 10, COOL: 6, ATTR: 7, LUCK: 8, MA: 5, BODY: 8, EMP: 5

SKILLS: Aquatic Sense 8, Swimming +6, Endurance +8, Human Perception +6, Leadership +4, Awareness +8, Nuscuba +8, Aqua weapons +6, Underwater survival +6, Demolitions +8, Aqua Demolitions +8, Handgun +5, Melee +3, Brawling +4, Drive +3, Chemistry +6, Aqua combat +5

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, Weapon Link, Interface Plugs, Chipware), Saltwater Gills, Nictitating Membrane, Sinus Reconstruction, GPS (external), Sonar (military) Implant, Muscle & Bone Lace.

EQUIPMENT: Skinsuit, jumpsuit, Blue rebreather, Militech UAW (4 clips), 9mm Avenger (waterproofed, 2 clips), 3 kilo C-6, 6 waterproofed detonators, Militech MTL-1 (1 magazine)

NOTES: On retainer with Militech prior to his signing with OTEC, Malcolm Heathrow's knowledge of underwater demolitions is unmatched—hence his nickname "Grand Mal" (a severe seizure). He has taken part in several underwater missions, including being part of Militech's highly controversial Underwater Platform Evaluation. Unfortunately, Malcolm suffers from an allergy to LBM and FBM, so he prefers to ride in subs. A fit Jamaican in his early thirties with short dreads, Heathrow is the most "normal" member of his team (rare among demolitions experts), which is why he prefers to be called an "Engineer".



Orlin Randall

SECURITY EXPERT (DIVER/NETRUNNER)

STATS: INT: 6, REF: 8/11, TECH: 5, COOL: 5, ATTR: 4, LUCK: 9, MA: 6, BODY: 5, EMP: 5

SKILLS: Interface +6, Awareness +4, Basic Tech +4, Education +3, System Knowledge +5, Composition +6, Electronics +6, Programming +2, Swimming +6, Endurance +4, Aqua survival +3, Nuscuba +5, Pilot: Deep Dive +4, Aqua Weapons +6, Expert: Bank Systems (Cayman) +5, Social +3, Human Perception +5, Persuasion & Fast Talk +3

CYBERWARE (all Wetwired): Neural Processor (Sandevisitan Speedware, Cybermodem Link, Weapon Link, Machine Link, Interface Plugs), Saltwater Gills, Nictitating Membrane, Sinus Reconstruction, Sonar Implant, Right Cyberoptic (Times Square Plus, GPS)

EQUIPMENT: Skinsuit, jumpsuit, Blue rebreather, Militech UAW (2 clips), 9mm Avenger (waterproofed, 1 clip), Kirama LPD-12 Cyberdeck (SPD +3, 20 MU Cell), assorted programs.

NOTES: Born into a wealthy family and having wasted his youth burning euro in the Virgin Islands, Orlin joined OTEC once his inheritances finally ran out—after all, his talents with computers, security systems, and automated defenses (in addition to his contacts with various banks in Grand Cayman) made him a shoe-in. However, it was his certification with Nuscuba and his years of diving in and around the islands that finally landed him the job—after all, few Netrunners will take a contract with years of underwater time. Orlin is a weathered, thirty-plus year old islander of South-African/Spanish decent, and his legs are covered with numerous scars after a run-in with a jellyfish when he was young.



Boosterware +1, Weapon Link, Interface Plugs), Saltwater Gills, Nictitating Membranes, Sinus Reconstruction, Right Cyberoptic (Targeting Scope, Teleoptics, Thermograph Sensor, Times Square Marquee)

EQUIPMENT: Skinsuit, jumpsuit, Blue rebreather, Militech UAW (2 clips), and Arasaka Stingray II (1 load in breach), 9mm Avenger (waterproofed, 1 clip)

NOTES: Hailing from Night City, Madison seems to have stepped right from a Sports Illustrated swimsuit-edition file. She joined OTEC when she was seventeen as a platform repair technician. During a terrorist raid, her combat instincts surfaced; her actions helped save the platform, and she was commended and promoted to Covert Operations. Within Team Eleven, her loyalty to OTEC surpasses that of even Neptune, being fanatical in nature. She feels as though she owes everything to the company for saving her from the hell-hole known as Night City.

"LIKE MY LEGS? THEN TAKE A CLOSER
LOOK ..." SMACK! THUD!

— MADISON

Calvert Grimmy

MILITECH LIAISON (SOLO)

STATS: INT: 7, REF: 6/8, TECH: 6, COOL: 9, ATTR: 8, LUCK: 8, MA: 7, BODY: 7, EMP: 8/3

SKILLS: Combat Sense +8, Awareness/Notice +6, Handgun +8, Martial Arts: Sambo +6, Melee +6, Weapons Tech +3, Rifle +5, Athletics +3, Submachinegun +5, Stealth +3, Small Unit Tactics +7, Leadership +8, Expert: Militech Operations +7, Expert: Arasaka Operations +5

CYBERWARE: Neural Processor (Kerenzikov Boosterware +2, Weapon Link, Dataterm Link, Machine Link, Interface Plugs, Chipware Socket), Skinweave, Right Cyberoptic (Targeting Scope, Times Square, Anti-Dazzle, Infrared)

EQUIPMENT: Militech Uniform, E-book with Militech software, cell modem into MilNet, chips with tactics, CINO and Arasaka equipment and vehicle specs

NOTES: Officially, Grimmy is responsible for all of Team Eleven's briefs, reports, and deployment actions, but he tends to let Neptune handle these so that he and his men can do their job. This wise decision has avoided potential problems on several occasions, but Team Eleven's distrust of Militech policy, Grimmy's corporate status, and his decidedly "by-the-book" attitude keep him an outsider. Still, Grimmy is an exemplary Militech officer, with outstanding service medals in addition to meritorious service awards. He is a certified diver, as well as a certified EOD technician. He's well-built, but being in his early forties, he has a finely lined face, graying hair, and he wears small wire-rimmed glasses when reading.

Madison

COUNTER-INSURGENCY EXPERT

(DIVER/SOLO)

STATS: INT: 6, REF: 10, TECH: 5, COOL: 9, ATTR: 10, LUCK: 6, MA: 7, BODY: 6, EMP: 7/3

Skills: Combat Sense +4, Awareness/Notice +9, Handgun +3, Brawling +7, Melee +6, Athletics +4, Submachinegun +5, Stealth +7, Swimming +5, Endurance +7, Underwater Survival +4, Nuscuba +4, Underwater Combat +3

CYBERWARE (all Wetwired): Neural Processor (with Kerenzikov



ARASAKA'S CINO OBSERVATION TEAM

As official Military Advisors, Arasaka's observer teams are the brains to CINO's brawn. They provide insight and planning, tactical analysis, and predictions of what the enemy might do. They're seasoned veterans who have earned the right to command. Because of the profile of the conflict, Arasaka has chosen only the best, even going so far as to pull promising commanders from current assignments and placing them on this one.

While CINO is overjoyed at having so much attention, they're beginning to realize that Arasaka is more interested in besting Militech than assisting CINO in their goals. Conjecture that this conflict may give rise to a more military-based campaign between Militech and Arasaka has many CINO executives concerned, but so far these concerns have been quieted by persuasive Arasaka Account Representatives.

Contract #AC-66451-CINO, the Pacific Operations Advisement contract, represents one of the sixteen main contracts between CINO and Arasaka's Security Consulting division. Although the operations are black in nature, for financial reasons, all contracts were written through the Security Consulting division. Below is a group of five experienced consultants to advise and prepare information for CINO combat teams detailed by contract 66451. Note that, while these people are nominally advisors, they often accompany CINO operatives into the field, sometimes acting as commanders.

Frederick Reiss

MARINE OS ADVISOR (DIVEMASTER)

STATS: INT: 7, REF: 9, TECH: 7, COOL: 9, ATTR: 6, LUCK: 8, MA: 6, BODY: 8, EMP: 2

SKILLS: Aquatic Sense +9, Swimming +8, Endurance +6, Human Perception +3, Leadership +8, Awareness/Notice +6, Nuscuba +8, Pilot: Deep Dive +7, Pilot: Hardshell +6, Underwater Weapons +6, Biology +3, Photography +3, Underwater Survival +6, Underwater combat +6

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, Weapon Link, Interface Plugs), Nictitating Membrane, Ear Valve, Right Cyberoptic (Image Enhancement, Targeting Scope, Times Square Marquee, Thermograph Sensor).

EQUIPMENT: Uniform, WSA pistol, Depthcharge Multirole System, Arasaka Stingray II (4 extra spears), Arasaka APW Mk IV, (1 magazine), handheld sonar, GPS, and navigation computer.

NOTES: An Australian man in his early forties, Frederick Reiss often comes across as brusque or even hostile. However, this is



due to his lack of contact with civilization more than any anti-social intent on his part. After all, before the CINO contract, Reiss had been on contract with the Australian Government to assist in marine biology dives near the Great Barrier Reef. During those years, he spent much more time with fish and cetaceans than with people.

Unhappy with his current contract, Reiss fails to hide his distaste for war. While he'll consult on diving, equipment, pressures, and possible difficulties, Reiss won't discuss weapons, conditions caused by fighting, or structural weaknesses of platforms and vehicles. This has caused conflict between CINO and the Arasaka Account Rep (Isamu Hiroshi), but Reiss is so skilled and knowledgeable that he's managed an uneasy acceptance by CINO.

Casey Barrons

OTEC OPS ANALYST (FIXER/DIVER)

STATS: INT: 7, REF: 6/9, TECH: 6, COOL: 9, ATTR: 9, LUCK: 8, MA: 7, BODY: 7, EMP: 8/3

SKILLS: Streetdeal +6, Awareness/Notice +5, Pick Lock +8, Intimidate +6, Persuasion +8, Expert: OTEC Operations +8, Swimming +5, Endurance +3, Underwater Survival +4, Nuscuba +4

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, Weapon Link, Dataterm Link, Interface Plugs, Chipware Processor), Toxin Binders, Right Cyberoptic (Color Shift, Times Square Plus), Left Cyberoptic (Color Shift, Image Enhancement, Digital Camera), Cyberaudio (Voice Stress Analyzer), Sinus Reconstruction.

EQUIPMENT: Jeans and shirt, WSA pistol, Depthcharge Multirole System, Arasaka Stingray II (4 extra spears), handheld sonar, GPS, and navigation computer, E-book with contact list and cell modem.

NOTES: It was Casey Barrons who originally helped Arasaka win the CINO advisement contracts. In fact, it's rumored that this fiery redhead could talk a robot out of its power pack. During Isamu Hiroshi's presentation, she assisted by providing detailed information on OTEC's operations and movements. Her sources are a mystery, but it's been guessed that Casey's former employment by OTEC has left her with a web of internal contacts from which she pulls the most relevant data for delivery to the client.

Casey is guarded by two of Arasaka's best at all times (even when she sleeps). However, at the same time OTEC's influence with Militech has resulted in a Spyder full 'borg being deployed to track her. It is unclear as to whether Arasaka is aware that the Spyder is there or is simply choosing to ignore it.



Garret Ward

MARINE WARFARE ANALYST (SUBJOCK)

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

SKILLS: Sub Tactics +8, Awareness +8, Handgun +6, Athletics +3, Expert: US Naval Operations +8, Expert: 688 Operations +8, Social +5, Leadership +8, Personal Grooming +3, Navigation +6

CYBERWARE (all Wetwired): Processor (Dataterm Link, Plugs, Chip Socket)

EQUIPMENT: Uniform, sunglasses, old-fashioned wrist-watch, various MRAM chips on tactics, OTEC and Militech equipment and vehicles. 9mm WSA in hip holster.

NOTES: A 688 Attack Sub captain for ten years, Garret was voluntarily extracted while driving home from Norfolk during leave. Tired of earning next to nothing for putting his life on the line, Garret found Arasaka's offer impossible to refuse.

Captain Ward is now in an unique position: U.S. Government agents have "advised" him not to divulge classified information to his employers, who are understandably tempted but are not yet willing to tempt the Sleeping Giant. Therefore, Garret's role as a consultant and advisor is limited to tactical analysis and advisement. In this role, Garret advocates the fightersub; he believes that large Ballistic and Tactical subs are a thing of the past, unable to respond quickly as hot spots flare up.

In his middle forties, Garret is still single because he loves the ocean—he becomes noticeably depressed when away from it for too long.



Angel, Ph.D

MATERIALS ANALYST (TECHIE)

STATS: INT: 10, REF: 6, TECH: 9, COOL: 7, ATTR: 8, LUCK: 6, MA: 5, BODY: 6, EMP: 6

SKILLS: Jury Rig +3, Awareness +4, Teaching +8, Education +8, Chemistry +8, Physics +8, Expert: Underwater Materials +10, Social +4, Grooming +2, Human Perception +3, Driving +2, Swimming +3, Animal Handling +5, Persuasion +4.

CYBERWARE: Processor (Tactile Boost, Dataterm Link, Plugs, Chip Socket), Chem Analyzer, Rad Detector, Toxin Binders.

EQUIPMENT: Expensive suits, a tidy lab-coat, black field-study webgear, complete access to any laboratory facilities on any CINO platform. E-book with cell modem and connection into Arasaka network. Chips with chemistry, alloy, polymer, and assorted other information.

NOTES: A Columbia graduate with degrees in physics and chemistry, Angel Ardale-Forbes (PhD) is renowned as an



underwater materials engineer thanks to Hydrocarb™, a polycarbon she created to grow stronger in saltwater. What's more, by infusing maintenance- and repair-nanites into Hydrocarb structures she created the first "healing" platform.

Now, Ardale-Forbes is working as a subcontracted advisor as a favor to Arasaka, who has sponsored more than one of her multi-million dollar grants. She is always professional, emotionally inscrutable, and lives in the Los Angeles area (far away from her ex-husband, who has custody of their three sons).

Though petite and decorative, Ardale-Forbes maintains an authoritative presence and never takes "no" for an answer.

Quincy Griffiths

WEAPONS ANALYST (SOLO/DIVER)

STATS: INT: 6, REF: 10, TECH: 5, COOL: 8, ATTR: 6, LUCK: 7, MA: 8, BODY: 7, EMP: 4

SKILLS: Combat Sense +6, Awareness/Notice +5, Handgun +5, Karate +3, Rifle +5, Athletics +3, Swimming +4, Endurance +2, Underwater Survival +2, Nuscuba +4, Underwater Weapon +7, Underwater combat +6

CYBERWARE: Neural Processor, Sandevistan Speedware, Pain Editor, Weapon Link, Machine Link, Interface plugs, Saltwater gills, Sinus Reconstruct, Nictitating Membranes (all wet-wired)

EQUIPMENT: Uniform, WSA pistol, Depthcharge Multirole System, Arasaka Stingray II (4 extra spears), Arasaka APW Mk IV (1 magazine), handheld sonar, GPS, and navigation computer

NOTES: A tall African-American, Quincy's affinity for water and adventure led him to Arasaka's Harbor Defense unit in Night City, where for the past six years he has safeguarded the ships and property of countless clients. During this assignment, Quincy logged more underwater combat time than any other Arasaka employee, and is experienced with almost every type of underwater weapon—if it pierces, bludgeons, adheres, grapples, explodes, scrambles, or mutilates, Quincy either knows about it, has used it, or has had it used on him.

Quincy was happy to transfer out of the Harbor Defense unit into the Consulting division, especially because of his appointment as Weapons Analyst to the CINO contract. He gets to play with cutting-edge hardware, and the increase in pay has turned Quincy into a big spender—he's always buying new diving equipment and weapons with his own funds or through company accounts, and being a man who thoroughly enjoys his work, he'll go to great lengths to demonstrate the latest and greatest in underwater weaponry.



MILITECH'S OTEC OBSERVATION TEAM

Militech never planned on supporting OTEC to the extent that they have. Through a series of contracts, Militech has become the mind of the OTEC military machine, orchestrating and directing actions throughout the OTEC Operations Division. Many OTEC employees are becoming upset that an external presence carries so great an internal influence, and rising tensions are making executives aware that something isn't right. Friction between OTEC and Militech, as well as too many written contracts, have resulted in miscommunication and less-than-well-planned actions, some of which have ended in disaster. With the Militech/OTEC Contract Consolidation Project, it is hoped that coordination will improve.

The Advisor teams are a prime example of how most Militech operations work. Professional, thorough, and experienced, they represent Militech's best chance of holding OTEC's combat operations together until communications are consolidated. These teams include Militech's most experienced Maritime Operations personnel. As with the Arasaka teams, advisors such as Advisory Team 2, Pacific Theater can be expected to step into the field on a regular basis.

RESOURCE REQUISITION

Whenever OTEC or Militech characters attempt to requisition resources outside of their area or outside of their normal operating parameters, roll 1D10 (Fixers and Corporates may add their special ability):

Result	Requisition
1	Nothing, period.
2-4	Sure, but it'll take a day or two.
5-7	1D10 hours before it'll be ready
8-9	No problem, but I'll need you to fill out these forms... in triplicate.
10+	Cleared, no questions asked.

Leigh Ralson-Jacobs

CHIEF ADVISOR (DIVEMASTER)

STATS: INT: 8, REF: 7/10, TECH: 5, COOL: 10, ATTR: 7, LUCK: 6, MA: 7, BODY: 6, EMP: 6/4

SKILLS: Aquatic Sense +7, Awareness +7, Handgun +5, Aikido +6, Melee +6, Rifle +5, Athletics +5, Stealth +5, Swimming +7, Underwater survival +7, Nuscuba +8, Underwater weapons +6, Underwater combat +6, Small Unit Tactics +8, Leadership +4, Expert: Naval Operations +7, Expert: Spanish +8, Demolition +4.

CYBERWARE (all Wetwired): Neural Processor (Sandevistan Speedware, GPS Module, Interface Plugs), Nictitating Membrane, Sinus Reconstruction

EQUIPMENT: Jumpsuit, Blue rebreather, Militech 9mm pistol, Militech UAW (with 3 clips), emergency beacon, portable dive computer, digital waterproof wristwatch, long-range comm (30 km)

NOTES: Born in Costa Rica as the child of a European executive, Leigh was raised on the Gulf of Mexico amidst the turmoil and instability of the Central American War. When she was sixteen in 2010, her family was forcibly evacuated during the collapse of the American effort, losing almost everything they owned. Upon arrival in the U.S., Leigh immediately allied herself with the most secure, powerful corporation possible: Militech. Her life would not be stripped away from her again.

Leigh has since become one of their premier Maritime Operations Specialists. She seems to have an extraordinary affinity for the water, resulting in her nickname "the Mer-mistress." At the same time, she is an accomplished tactician, with a calculating eye for the dynamics of ocean and submarine combat.

Her manner is somewhat abrupt and harsh, however, and she has little patience with the incompetent or the sluggish. Her operations are finely-honed, but at the cost of highly-strung subordinates. She takes this assignment to OTEC very seriously, and any defeat by CINO and Arasaka is taken quite personally.



Peter Campbell

MARITIME OPS ADVISOR (SOLO)

STATS: INT: 7, REF: 6, TECH: 6, COOL: , ATTR: 7, LUCK: 5, MA: 5, BODY: 11, EMP: 8/5

SKILLS: Combat Sense +6, Awareness +7, Handgun +5, Thai Kick-boxing +7, Melee +5, Weapons Tech +6, Rifle +8, Athletics +3, Endurance +3, Stealth +5, Swimming +6, Underwater survival +6, Nuscuba +8, Underwater weapons +6, Underwater combat +6, Small Unit Tactics +7, Leadership +4, Expert: Naval Ops +8

CYBERWARE (all Wetwired): Muscle & Bone Lace, Neural Processor (Sandevistan Speedware, Weapon Link, Interface Plugs), ELS-2, Nictitating Membrane, Sinus Reconstruction



EQUIPMENT: Jumpsuit, Blue rebreather, Militech UAW (with 3 clips), emergency beacon, portable dive computer, digital waterproof wristwatch, mirrorshades.

NOTES: Peter, in his late fifties, is perhaps one of the oldest divers still on the active roster with Militech. A SEAL veteran of more military campaigns than can be listed on a single page, Peter is a consultant of the highest order, subcontracted to OTEC through Militech. His clients include such megacorps as Hydrosubsidium, Orbital Air, IHK (now defunct), the U.S. Department of Defense, and, of course, Militech.

While not in his physical prime, Peter recently performed several surgeries which increased his muscle mass and strengthened his skeleton. This ensures that Peter will be diving well into his sixties, and probably beyond. In his currently role, Peter provides the "wish list" of things needed for any maritime action.

Peter is a relatively short man, with black hair and dark brown eyes, and his assorted enhancements and implants have resulted in a highly defined physique. Peter tends to come off brusque, as do most men who have been in the drink as long as he has. Fortunately, his clients know his opinion is worth the price they pay, and therefore tolerate him. He has, however, made more than a few enemies within the client Corporations.

Albert West

TECHNICAL ANALYST (TECHIE)

STATS: INT: 8, REF: 6, TECH: 7, COOL: 5, ATTR: 6, LUCK: 6, MA: 4, BODY: 6, EMP: 7/3

SKILLS: Jury Rig +5, Awareness +6, Basic Tech +4, CyberTech +4, Teaching +6, Electronic +5, Sub Tech +8, Pressure Suit Tech +8, Handgun 5, Swimming +3, Nuscuba +4, Underwater Survival +4, Leadership +7

CYBERWARE: Neural Processor (Machine Link, Dataterm Link, Interface Plugs, Chipware Socket), Left Cyberoptic (Image Enhancement, Times Square, Micro-Optics, Thermograph Sensor), Cyberaudio - (Bug Detector, Level Damper)

EQUIPMENT: Jumpsuit, Blue rebreather, Militech UAW (with 2 clips), emergency beacon, portable dive computer, digital waterproof wristwatch, basic tech toolkit, electronics toolkit, techscanner, various equipment maintenance kits as needed

NOTES: A well rounded, slightly balding, 5'11", African-American in his early thirties, West is a good tech and an excellent manager. He has worked on sea-going platforms and facilities since the age of fifteen, running the oil rigs off of Santa Cruz in the early 2000's. He's delighted at this opportunity to work with OTEC as he has admired their technical developments for years. Now he gets to talk to the technicians and scientists who created them.

Gifted with an incisive mind himself, he has won consid-



erable respect among the OTEC technocracy and his relations go a long way towards smoothing tensions between OTEC and Militech personnel. He's very much a team player, and builds his teams into a well run machines. He has received numerous corporate awards and several industry certifications. His current hobby is refurbishing an old WW II attack sub with a Sub club.

James B. Woollard

NAVAL WARFARE ADVISOR (SOLO)

STATS: INT: 9, REF: 5, TECH: 5, COOL: 10, ATTR: 6, LUCK: 6, MA: 5, BODY: 5, EMP: 8/6

SKILLS: Combat Sense +5, Awareness +7, Handgun +5, Expert: US Naval Operations +8, Expert: Naval Warfare Tactics +8, Expert: 688, Operations +6, Expert: Seawolf Operations +8, Expert: Ohio class Operations +7, Expert: Soviet Naval Operations +6, Oratory +7, Composition +5

CYBERWARE: Neural Processor (Machine Link, Dataterm Link, Chipware Socket, Interface Plugs)

EQUIPMENT: Tanaka suit, E-book, old style wristwatch, 9mm holdout pistol in shoulder holster, sunglasses, various chips about tactics, operations, and warfare

NOTES: When he retired from the United States Navy, Fleet Admiral J.B. Woollard knew his years as a military commander were just beginning. Serving with the Lazarus Group for five years before moving to Militech, J.B. is arguably one of the best Naval Commanders the world has ever seen.

Although much more of a theater operations strategist, Woollard's experiences commanding the combined arms of the sea (both subs and surface vessels) have given OTEC a distinct advantage. However, Woollard despises the corporate structure, and curses the logistics on an almost hourly basis. He has become increasingly disgruntled with the OTEC/Militech alliance, and has seen his vision of wealth and retirement fade away into a role as nothing more than a consultant.

Because of these personal issues, Woollard has become increasingly difficult to deal with. He demands absolute loyalty from the troops under his command, whether they be Militech or OTEC, and many of these men and women are unwilling to bend corporate and divisional loyalties for a bulldog.

"IF YOU SEND YOUR LIGHT SUBS IN THERE, THOSE ROUGH WATERS WILL TRASH THEM. YOU LISTEN TO ME... NO?"

FINE, CALL ME WHEN YOU DECIDE YOU WANT TO WIN THIS WAR."

— ADM. JAMES WOOLLARD (RET.)



UNDERWATER COMBAT & ADVENTURING RULES

Combat underwater is generally rare. Usually there's too much valuable hardware and resources at stake to start something. However, when tensions run high and the prize is big enough, underwater combat does happen. The results are neither pretty nor cheap, including losses of both corporate assets and life. There's always new people, but finding a budget to replace a multi-billion Eb platform isn't so easy.

Because of the different problems encountered at increasing depths, the rules are organized to match the dive equipment, giving the following categories: **Nuscuba** for depths of down to 200m; **Hardshell** for depths of down to 2000m; **Extra-Vehicular Powered Armor (EVPA)** for depths of over 2000m.

LONG DIVE, SHORT PIER

Swimming ain't like running; characters without extensive underwater experience suffer -3 on Initiative rolls and -1 on skill rolls while submerged—until they've adjusted to the environment. Adjustment time requires frequent underwater experience, either through actual exposure or simulation training, and usually takes from a week to a month, depending on time in the water, depth, and the instructor. Use the following guidelines for determining adjustment time, but all times are GM's discretion.

When at EVPA levels, PCs are either: A) in a pressurized platform or other structure, or: B) operating an EVPA suit. In both cases, the PCs do not directly interface with the water. For PCs that operate suits, the Initiative penalty drops from -3 to -1, with no skill penalty. This accounts for the power of the EVPA suits and PI assistance in translation of movement. This assumes the PC has *Pilot EVPA* skill. If not, things are considerably more difficult!

To determine the duration of underwater adjustment, roll 1D6, add or subtract the appropriate modifiers (as below), and then compare the result on the chart (also below).

MODIFIERS

- +1 if you have *Swimming* skill
- +2 if you have *Swimming* skill at +5 or more
- 2 if you have no *Swimming* or *Nuscuba* skill
- +1 for each defensive *Martial Art* of 5+
- +1 for a great instructor (e.g., veteran diver or SEAL).

ADJUSTMENT TIME

- 0: Sad. After a month, you still suffer -2 to Initiative.
- 1-2: Typical; it takes 1D6/2 weeks (min 1 week) to adjust; you suffer -1 to Initiative for another 1D6/3 weeks (fractions count).
- 3-4: Above average, it takes 1D6/3 weeks (1 week minimum) to adjust; no further penalty afterwards.
- 5-6: It just comes naturally; 1D6 days to adjust, with a -1 to Initiative for another 1D6/3 days (round up).
- 7+: Like a fish to water! Takes 1D6/3 days to adjust; no further penalties.

FNFF MODIFIERS

If everyone involved is in action within the same depth level, modifiers are considered as follows:

If everyone is in Nuscuba, hardshell, or EVPA suits, no Initiative modifiers, everyone's equally affected by the water.

Personnel inside a pressurized static environment (platforms, subs, etc.), or on the surface, gain +3 to Initiative and +2 to Hit any target less than a meter below the surface or outside the pressurized environment (sub bays, etc.). Firing at characters submerged between 1 and 3 meters is a -3. Firing at characters submerged greater than 3 meters, uses the Scatter chart. Submerged characters firing out of the water suffers -2 to Hit at depths of 3m or less, and when firing from water deeper than 3m, use the Scatter chart.

Submerged characters also suffer a -3 cumulative to-Hit modifier when firing at two or more targets.

EXAMPLES:

Example 1: Finhead and Viper (two experienced Hardshell pilots) move to engage three Hardshell suits intercepting them. Because everyone is suited-up in the water; no water-based initiative modifiers.

Example 2: Finhead and Viper, having broken through interceptors, are headed right for the platform. There, miners in the command center scramble to get automated defenses online. In this case, the miners receive +3 to Initiative.

Example 3: Cooper opens up from his patrol boat when he spots trails from a hydro-sled just below the surface (less than a meter). He receives +3 to his Initiative roll as well as +2 to Hit.

Martial Arts

Offensive-oriented martial arts (e.g., karate, kick boxing, etc.) are based on fast-snap movements which create undue resistance in the water. Besides causing minor difficulties for characters adjusting to underwater motion, any offensive martial arts used at Nuscuba depth levels face the following modifiers: Strike: -2, Kick: -3, Block: -1, Dodge: 0, Throw: (impossible), Hold: 0, Escape: 0, Choke: -1, Sweep: (impossible), Grapple: -1.

Defensive-oriented martial arts (e.g. aikido, tai chi, judo) are more useful when fighting at these levels; giving the following modifiers: Strike: -2, Kick: -2, Block: +2, Dodge: +1, Throw: (impossible), Hold: +3, Escape: +1, Choke: +3.

Using any martial arts at depths greater than Nuscuba levels is simply not possible because of the bulky dive suits and water resistance.

Note: For a really wild look at martial arts used underwater, check out the film *Jackie Chan's First Strike*.



Bangs and Booms

For most characters in a *Cyberpunk* game, "there's just no 'Punk without the guns." We certainly didn't want to leave anyone out, so here's weapons—from firearms to flame-throwers—work when used underwater. A detailed explanation follows, but below is the fast n' dirty summary:

Caseless weapons can be fired underwater with the proper ammo. Useable to 200 meters. Cased-ammo weapons are useable to 200 meters after waterproofing; make a reliability roll per five rounds fired underwater. Tasers don't work, Powersquirt won't, and Paintballs can't (too much drag). Dartguns, flechettes, crossbows, and EMP guns will work. Flame-throwers might (50% chance when loaded with phosphorus), explosives definitely will, while rocket launchers, auto-GLs, etc. have a 50% misfire chance per round.

CASELESS-AMMO FIREARMS: Because of their sturdy ceramic materials, lack of ejection port, and sealed construction, caseless weapons can be submerged for hours, even in salt water, then be removed and fired (with a barrel-clearing) without any loss of functionality. If the weapon is fired with a "wet" barrel, Reliability drops a category and range is reduced by 25%. The purchase of a barrel "cap" (70 eb) prevents water from entering down to 200 meters, and can be fired through.

Caseless weapons can take a lot of battering, so most (GM's discretion) can be exposed to Nuscuba (200m) depths without pressure stress. If, however, a caseless weapon is exposed to Hardshell depths, the Reliability drops one category each time it is subjected to such pressure and there's a 25% chance of a misfire (damage equals 1/2 the weapon's damage rating within a 1m radius). If weapon Reliability is reduced below UR, it is considered unusable, with a 95% chance of misfire.

But, technology comes to the rescue again—Tsunami Arms has a patented waterproofing technique that can guarantee a weapon's safety at depths up to 2000m! This is achieved by providing internal reinforcing structures and by encasing the more vulnerable parts of the weapon in Multiplasr-brand armor (-1 from ACC, add 1 kilo to the weight, and the weapon has an SP of 15).

If you plan to actually fire the weapon underwater, make sure to purchase sealed ammunition (2x cost, P availability). If you don't, the bullet's propellant block will dissolve within ten minutes. If the weapon is removed from the water before the cartridge has completely dissolved, a field kit, 1D10 minutes, and an Average (Diff 15) *Weapontech/Gunsmith* roll will extract the round from the weapon. If the propellant does melt away, the result is a sticky, gooey, explosive residue requiring repair facilities with the appropriate solvent (a field cleaning kit won't do) to remove. If a weapon is fired without being cleared of dissolved propellant, there is a 60% chance for every round fired of igniting the residue and causing an explosion (equal to the weapon's full damage within a 1m radius). If fired on full-auto, there's automatically an explosion.

CASED AMMO FIREARMS: Caseless weapons are considerably more resilient than their cased-ammo cousins, which are not usually waterproofed at all. While they may be subjected to depths of up to 200 meters, cased-ammo weapons lose one category of Reliability for every hour underwater until UR is reached. The complexities of waterproofing cased weapons makes finding a capable gunsmith very difficult (Diff 25 *Streetwise* check), and can cost anywhere from 65% to 200% of the weapon's original cost. When firing such a weapon underwater, roll against the Reliability table in *Cyberpunk* (pg. 96) for each round; a jammed round requires twice the normal time to remove underwater.

RECOIL: Another problem with using firearms underwater is the considerable increase in recoil impulse—when you fire underwater, you're not just pushing the bullet out of the barrel, but a lot of water in the barrel and in front of the gun is pushed out of the way, too! Therefore, when firearms are used underwater, the shooter suffers a cumulative -1 penalty for each shot fired per turn, or -1 per ten shots fired on full auto.

ELECTROTHERMALLY-ENHANCED WEAPONS: Firing these weapons underwater is an extremely dangerous procedure as you are discharging a plume of electrically-charged plasma into the water. This causes an charged steam explosion of approx. 1m width and 1-3m length. Anyone touched by the cloud (That's not hit by the bullet!) must make a BOD save or be stunned for 1D6 x 10sec.

EXOTICS: Microwavers can be used underwater, as long as they are properly waterproofed and tuned (200% of weapons cost, Diff 25 *Streetwise* check to find someone or Diff 30 *Weaponsmith* to do it yourself). Tasers should be self explanatory (want to electrocute everyone?!), and is about as useless as the Power Squirt. The Wombat and other paintball weapons are equally ineffective. Needleguns, flechette weapons, bows and crossbows are effective underwater. Needleguns need only be waterproofed (see waterproofing for cased weapons, above, for more information), and bows and crossbows are reduced to 25% range.

GYROJETS AND OTHER ROCKET-LAUNCHING WEAPONS: These are good underwater weapons, and suffer no recoil or accuracy penalties. The only concern with these weapons is the necessary waterproofing, which costs the same as for firearms (listed earlier). As far back in the 1980s, Heckler & Koch made and marketed an underwater-use rocket pistol which used a six-barrel, pepperbox arrangement (for H&K P-11 stats, see *Eurosource* pg.74).

FLAMETHROWERS: They work ... kind of. The igniter will not function, but if you can find a way to ignite the napalm base (flare, anyone?), the gel burns quite nicely. Because of their chemical base, they create a spectacular show—after all, how often do you see fire burn underwater?—but aren't very effective. Various people have also experimented with white phosphorus flame-throwers, with mixed results. Damage is halved and range is reduced to 5m.



GRENADERS, MINES, AND C-6: These all function normally (with a waterproof detonator). RPG, missile, and auto-grenade launchers have a 50% misfire chance per round. If you need weapons this big, get a submarine!

LASERS: While low-powered, multi-spectrum communications, rangefinding, and scanning lasers are common on underwater facilities, and high-intensity, close-proximity, slow-burn lasers make good torches and drills, the effectiveness of underwater laser weapons is constrained by current technology.

For any laser to be used underwater, the electronics and optics inside must be waterproofed in a clean lab, and its optics must be changed to be optimized for use underwater. All laser-based tools, communicators, and other systems listed come from the factory with waterproofing and optic adjustment.

⦿ RULES FOR SUB WARFARE

Submarines are a primary part of the Ocean War, acting as perimeter defense, patrol/attack ships and troop transport vessels. Even though most submersibles in the Ocean War are not dedicated combat craft, sub vs. sub engagements are common. While vehicle combat from either *CP 2020* or

Maximum Metal can apply, there are some unique aspects to battling in the Big Blue. We've streamlined these special conditions down to some basic situations. The following guidelines are cinematic and role-playing oriented, rather than detailed and tactical—more *Battleship™* than *Harpoon™*.

OK, first: Each round represent FIVE MINUTES of time.

⦿ Making Contact

Despite aquatic holo-dramas depicting subs zooming like fighters, most sub combat happens in murky depths through which only sonar can probe. The Subjock has become as much technician and strategist as pilot, scanning for that certain echo that says "enemy." Sonar is a tricky and idiosyncratic technology with many unique traits. One is that sound travels at about 1500m/sec in the water (it may take minutes to reach and return from a target), another is the Thermocline layer (at about 1000m depth) that can act as a sonar shield to subs below it. There's also the Baffles: the 60 degree arc of the vehicle's own tailwash in which sonar cannot be used. Investigating all of it are a variety of sonar systems: sonobuoys, towed arrays and others.

All these elements are reduced to a sub's **Detection Rating (DR)** which represents its basic passive systems (non-broadcast detection systems). Note that even installations can have DRs, usually based around seabed hydrophones spaced around its area. In addition, each sub is given a **Signature (Sig)** which measures its sonar reflectivity, propulsion method, noisiness, magnetic and thermal qualities, etc. The higher the Sig, the easier the sub is to detect (Sigs can be negative).

Detection roll: TECH + *Sonar Tech* skill + DR+ target's SIG - target commander's *Sub Tactics* skill.

Difficulty is based on the range to the target (this is obviously the Ref's secret, since the range will not be known before detection).



Distance	Difficulty
Short (0-3mi)	Easy
Med. (3-10mi)	Average
Long (10-20mi)	Diff.
Extreme (20-30mi)	V. Diff.
Converge Zones * N. Imp.	

*Convergence Zones are bands of sonar "rebound" (at 30, 60, and 90 miles) that allow detection within a narrow area at extreme ranges. This can be used with active sonar only.

MODIFIERS:

Active Sonar: Using this method adds +3 to sub's DR and Sig. If the attacker is using Active Sonar, the target sub automatically knows it is being tracked (though he will not know distance/bearing). On the other hand, if the attacker is using passive systems, the target must make his own Detection rolls to spot the attacker—but passive systems only reveal target bearing and type, NOT target range.

Silent Running: -3 to Sig, no active movement or radio broadcasts and can only use passive systems.

Target below Thermocline: And attacker above (or vice versa) adds +10 to Difficulty.

"Noisy" Area: Lots of background noise from surface traffic, storms, etc. adds +1 to +5 Diff.

OPTIONAL: SIGNAL IDENTIFICATION ROLL

Once a target has been *detected*, the attacker can try to *identify* the target signal. This can be VERY important if there is more than one sub in the area. Target Identification requires a Difficult TECH + *Sonar Tech* + roll.



🌀 The Approach

The attacker may now close or simply monitor. Monitoring requires a Detection Roll every three rounds at one range band lower than target range. Closing to a firing solution means that the attacker must establish an angle and range that will allow him to launch an attack. If the target has detected the Attacker, then he will be evading. Every two rounds, each sub commander makes an opposed roll of INT + *Sub Tactics* vs. INT+ *Sub Tactics*. Attacker success will decrease range by one range category and can put him in shooting position. Defender success can increase range. A Fumble on Attacker's part may result in turnover, allowing the target to set up for a shot. Most subs close to half the effective range of their weapons (2-3 miles) before firing.

🌀 The Shoot

Once one (or both) opponent(s) is positioned for a shot, they can fire. Standard weapons are torpedoes (slightly smaller than military types). Each torpedo has two modes of operation: *Operator-Guided* and *Homing*. *Operator-Guided* uses fiber optic links allowing the gunner to direct the torpedo. For targets at greater than 5 miles, the torpedo must be switched to *Homing* mode, using its internal system to track and attack its target. This is less likely to score a hit, but is the only way to attack at longer ranges. Note that, though most torps travel at 50+ knots, they may take more than one round to reach a target.

Operator-Guided To Hit (Out to 5 miles): Gunner's REF + *Underwater Heavy Weapons* + Bonus (if any) + target's Sig + target's Maneuver Rating vs. Difficulty (see below).

Homing To Hit (Beyond 5 miles): Torpedo's Skill (usually 5-8) + target's Sig + target's Maneuver Rating vs. Difficulty (determined by range and conditions, as below):

Close Range (300m-1mi)	Average
Effective Range (2-5mi)	Difficult
Long (5-20mi)	Very Difficult

Target can deploy *Countermeasures* (underwater equivalent to ECM), reducing torpedo To Hit rolls. Countermeasures do not affect direct fire weapons.

If first shot misses, a dogfight can occur, with each round's Initiative and Position determined by opposed INT+*Sub Tactics* rolls. High roll gets to decide first whether to shoot or disengage.

Disengagement requires an opposed roll: attacker's INT+*Sub Tactics* vs. the defender's INT+*Sub Tactics* - Sig. Defender's Success forces a new Detection Roll by the attacker. Critical Success reduces target Signature by 5. If the Attacker succeeds, combat continues with Initiative rolls.

Damage is handled normally, but if hull armor is overcome, a breach may result (see below). And even a near miss may result in a destructive shockwave (also see below) that can do as much damage as a direct hit (how depth charges work). Note that there few survivors of submarine sinkings, particularly if the combat occurs below 50 meters in depth....

🌀 THE NATURE OF THE DEEP

The ocean has a lot to be wary of; beware of Nuscuba's depth problems, beware of shockwaves, and beware of hull breaches! Actually just beware of anything you can't control. Is that paranoid enough for you?

🌀 NuScuba Depth Problems

Characters experience the most difficulty when at Nuscuba depths. Because of the lack of hardened protection, liquid breathing environments, and pressurized internal systems, the limited protection Nuscuba gear offers still leaves a diver open to the more dangerous effects of compression and decompression. While we can't cover everything here, we will cover the basics (narcosis and direct pressure). For more information, visit the NOAA Diving Manual web page, the URL of which is:

(http://uwsports.ycg.com/reference_library/noaa/)

As long as a character has Nuscuba skill, it is assumed he takes the proper precautions during normal ascent and decent. If a character should have to surface or sink suddenly (i.e., greater than 5m during an FNFF phase), have them roll against their BOD. If they fail, there is a 1 in 10 chance they will have a terrible ringing or roaring in the ears (-3 to Initiative and *Awareness* rolls) if they are ascending, as well as pain in the teeth irregardless of the direction. These effects are temporary (1D6 hours), although repeated incidents may lead to hearing loss.

If a character rises or sinks more than fifteen meters during an FNFF phase, have them roll against their BOD. If they fail, they suffer the effects above, plus a tremendous pain in the chest. Unless they wait 1D6 phases to equalize, the character's lungs hemorrhage, causing 1D6 damage internally (-3 stun/shock roll).

Note that all these effects are cumulative and incur a consecutive -1 to the BOD roll. For example, if a diver rises five meters per FNFF phase for three phases, he must roll his BOD-3 at the end of the third phase.

If a character is using a Nuscuba suit with an Nitrogen/Oxygen air mix at depths of greater than 30 meters, there is a very high probability of nitrogen narcosis. This happens regardless of the character's BOD stat, although if a character has *Resist Torture/Drugs*, they may try a Very Difficult roll to avoid the narcosis. While there are varying stages of narcosis, we suggest the following symptoms: hyperexcitability, impaired intelligence and perception, euphoria, and hallucinations. This is not a life-threatening condition ... until the character runs out of air. Helium/oxygen and helium/nitrogen/oxygen mixes do not run the risk of nitrogen narcosis, although all produce a slight euphoric feeling past 30 meters.

Note that OTEC makes Nitrogen Binders that can avoid some of these problems (see *Chromebook 4*, pg. 17)



Shockwaves

Bad things happen when explosives are used underwater—energy is transferred more easily through denser masses, and the deeper you go, the denser it gets. A grenade can burst eardrums at Nuscuba depths, and can cause major suit malfunctions at Hardshell depths. When any device (grenade, torpedo, bomb, etc.) is detonated underwater, the following applies:

STEP 1 - SHOCKWAVE (SW) VALUE: For D10 weapons, take the number of dice for a single round, charge, or kilogram; this is the SW value. Multiple charges, or more kg, do not increase the SW value, only the range of the shockwave (see below).

For D6 weapons, most grenades do SW2 (though sonic and concussion types do SW4), and SW1 occurs per 10 explosive rounds fired.

At Hardshell depths, SW ratings are doubled for grenades or larger, and halved for explosive rounds. At EVPA depths, SW ratings are tripled for grenades or larger, and negated for explosive rounds.

STEP 2 - RADIUS: Take the total damage done and divide by three; this is the radius of the shockwave in meters (the part that can cause serious harm or damage). For Hardshell and EVPA depths, multiply by two and by three, respectively.

STEP 3 - BLAST EFFECTS: Anyone inside the radius must roll *twice* vs the SW value. The first roll is a stun roll (BOD minus SW)—if failed, you're stunned for 1D6 FNFF phases.

Next, roll 1D10 vs the SW rating. If failed, the GM may roll on the chart below or choose a piece (or pieces) of the suit to fail:



Hull Breaches

Down here it's more dangerous than LEO—there are no “small leaks,” and goopballs are totally useless. Although Hardshell and EVPA suits are self-sealing, and platforms have redundant compartments and bulkheads, sometimes accidents happen...

When a Hardshell or EVPA suit is penetrated or damaged, roll 1D10: At Hardshell depths, on a 1, the self-seal system did not respond, and the suit is in the process of imploding (an excellent opportunity for roleplaying, with the character desperately struggling against nature herself). At EVPA levels, the chance is 2 in 10. In platforms or subs, every time a compartment is compromised, roll 1D10 on this chart:

- 1-2 It's a containable leak.
- 3-6 Compartment will collapse or flood in 2D6 mins; auto-containment systems seal it off.
- 7-9 Compartment collapses in D6 minutes with the sound of metal buckling throughout the whole platform.
- 10 The whole bulkhead has collapsed; make a V. Diff Athletics roll to get out before the place implodes! Water rushes into all adjacent sections, partially flooding them before containment systems activate. Decrease the die roll by two at Nuscuba levels, and increase the die roll by 2 at EVPA levels.

“IF THE SPEAR DON'T
GETCHA, MOTHER NATURE
WILL.”

—PETER CAMPBELL
MILITECH DIVEMASTER

SUIT DAMAGE CHART

- 1: Life support damaged; 1D6 minutes of Oxygen left
- 2: Cyber-assistance offline
- 3: Air mix regulator and main unit nonfunctional
- 4-6: Communications unit inoperative
- 6-8: Sonar or any onboard sensor package nonfunctional
- 9-10: Suit systems (external lights, hydraulics, etc.) damaged

Note: With the exception of military structures, most platforms and subs are subject to shockwave effects. If a platform or sub is within the affected radius, the GM is encouraged to play the situation for all its worth: major malfunctions, people reeling all over, and other fun chaos.

BY THE WAY...

Ever seen *Crimson Tide*? Go see it; there are plenty of examples of shockwaves doing their dirty deeds. The most noticeable is the destruction of a Russian Alpha boat following the detonation of a proximity nuclear warhead (betcha never knew they put nukes on torpedoes, huh? Nothing like a super-depth charge—heh, heh...), and the subsequent loss of all functions onboard the boat after she, too, gets caught in the shockwave. Of course, the PCs probably will never run into a nuke, but if they do, make sure to advise them to assume crash positions and kiss their butts good-bye.



3: OCEAN WAR ADVENTURES



The Ocean War is a high-powered example of 21st century corporate politics. As such, it is fast, ruthless and thoroughly covered by the media. The tactics are depressingly brutal. Each company is looking to acquire stock in IHAG, but they are too closely matched in buying power for one side or the other to gain a clear edge. So they decide to whittle down their opponent's resources and sabotage their attempts at stock acquisition through a series of gray and black operations, some covert, others hideously destructive and high-profile. The tone and violence of the war will escalate towards the end of February as even Arasaka and Militech start operations against each other.

Here are some of the events that were, and many that were not, reported over the four-month course of the conflict. Feel

free to alter or replace any of these to suit your specific campaign. (especially the IHAG stock figures, since yours may be very different if you're using the *Not Blood, But Money* rules). The exact resolution of the OTEC/CINO War itself is really up to you and your players. Indulge yourself. The only facts that should stay consistent are those that result in the growing friction between Militech and Arasaka as they take the conflict to the next level in the Shadow War (see the next section).

These events can be used as background and plotoooks for adventures or campaigns that don't deal directly with the war. This crisis can provide the ideal excuse to throw other companies into turmoil, increase the violence level of coastal cities, and generally screw with things. Just because you don't run your players in the Ocean War doesn't mean that it can't be a useful part of your campaign.



OCEAN WAR TIMELINE

NOVEMBER 2021

Monday/15th—Internationale Handelsmarine Aktiengesellschaft announces bankruptcy. European Bank calls IHAG loans. IHAG begins insolvency proceedings.

Tuesday/16th—CINO negotiators are intercepted en route to close IHAG deal by OTEC corporate terrorist team. CINO exec Natalie Reseau kidnapped by OTEC. Torvald Fleiss, CEO of IHAG, kills himself before an OTEC team can grab him.

Thursday/18th—CINO netranners execute a three-pronged attack against the stock market computers in Tokyo, Berlin and New York. Paperwork is altered at the source, virus is buried deep in the CPUs. OTEC stock begins plummeting when market opens that morning.

Friday/19th—CINO runners are traced during attack on NASDAQ New York. LED, NYPD make first arrests.

Monday/22nd—OTEC recovers from stock crash, but situation is still extremely unstable. Atlanta Savings and Trust extends emergency loans to assist OTEC (surprise, surprise). Value of OTEC holdings fluctuate wildly for days. CINO acquires 36% of shares outstanding in IHAG.

Wednesday/24th—Mercenaries attack Interpol safe house near Marseille, France, killing two captured CINO netranners ready to testify about Friday's stock crash. A number of agents and all of the attackers are killed. Outrage sweeps Europe for several days.

Thursday/25th—OTEC announces large shareholder's meeting on island resort of Antigua. Extremely generous offers made for IHAG stock.

Friday/26th—Shareholders begin traveling to Antigua. Guests include Michael Victor Durant (the "playboy CEO") and Senator Rufus Meaden (D, Georgia).

Cuba announces Black Flu outbreak in Caribbean. Immediate quarantine imposed across Central American Federation. Many OTEC shareholders detained across Caribbean basin. (In reality, this is all CINO's work.)

Saturday/27th—Working with Militech, mercenary operatives conduct a covert amphibious landing and rescue Michael Durant, Senator Meaden and a large group of other shareholders. Remaining detainees are released. Cuban warships attempt to sink the OTEC sub carrying shareholders. U.S. Air Force fighters intercept and sink two of the four destroyers. To salvage their image, CINO reprimands Cuba for taking such an action. Shareholders meeting successful; OTEC retains 17% in IHAG.

Monday/29th—The European Bank is pleased with initial developments, but is dismayed that CINO managed to grab such a large chunk of IHAG earlier this month without any help from EuroBank. In secret meetings, EuroBank's Operations Directive begins planning a reversal of fortune for

L'Corporation Internationale Nauticale Et Oceanique, to force them to mortgage themselves to EuroBank.

DECEMBER 2021

Thursday/2nd—US charges Central American Federation with acts of war. The CAF denies charges and denounces US for "terrorist activities" within the CAF. Blood purges within CAF follow for the next five months due to bungling of "Black Flu" affair.

Sunday/5th—Agents for EuroBank plant incendiary device at CINO's oil processing rigs in the North Sea. Huge fire destroys 60% of their industrial capacity at the site, incurring \$40 million in losses. OTEC denies responsibility for the fire.

Monday/6th—CINO rejects emergency loan offer from EuroBank. Losses are met with raw capital. Despite OTEC-inspired pressure from brokerages across the world, CINO retains 36% share in IHAG. OTEC grabs issues from some panicky investors and brings their share in IHAG to 27%.

Tuesday/7th—OTEC computers at AquaDelphi in Hawaii attacked. CINO runners attempt similar financial crash. The attack fails, but culprits are not traced. Still OTEC sets about tracking them down.

Wednesday/8th—OTEC and CINO begin a series tit-for-tat raids against each other's facilities for a period of three weeks. Most of the raids are inconclusive since neither side is willing to engage in total warfare, although some independent medias claim it is only a matter of time. Each company's stock value and hence purchasing power waivers as the strikes subtly shift the public's perception of each corp's stability.

Tuesday/14th—Arasaka black ops team kills the family of Brett Albridge, a Canadian investor planning to sell thousands of IHAG shares to OTEC in exchange for some preferred stock. Emotionally shattered, Albridge kills himself, and the shares are dropped on the open market, sparking a free-for-all by OTEC, CINO, and daring investors.

Tuesday/21st—A CINO commando team attacks and destroys a cargo sub leaving an OTEC facility near Los Angeles. The transport is carrying an experimental enzyme OTEC is using in advanced genetic research. During the fighting, Militech troops and Arasaka special forces "advisors" engage directly in combat. Tensions are high for several days and rumors of escalation run rampant, but eventually the situation quiets.

JANUARY 2022

Throughout the month, OTEC stock continues to rise, following continual victories in small-unit actions. Militech's value also enjoys a mild upward trend. Rumors begin to mount that Morgan Blackhand has signed on with Militech.

Monday/3rd—Amanda Russell announces an end to the "wasteful violence" of the past three weeks. OTEC's



FEBRUARY 2022

covert procurement people go into full swing, first identifying 23 major shareholders in IHAG. Plans are made to "persuade" as many as possible.

Tuesday/4th—EuroBank agents infiltrate a CINO research dome and sabotage it, killing 74 people. Simultaneously, mercenaries in Militech uniforms engage CINO's troops outside the facility; Arasaka immediately responds. OTEC denies involvement in the attack. CINO decries violence and labels Russell as a liar. Through a complex blackmail scheme, CINO receives 153,000 shares of IHAG from a German investor, bringing their total share to 43%.

Wednesday/5th—OTEC Cargo sub to AquaDelphi One is sabotaged and sunk with all hands near San Diego. Among the cargo was an advanced undersea ACPA model. Although this is CINO's work, EuroBank is delighted, because the insurance losses sap OTEC's reserves at Atlanta Savings & Trust. An emergency loan is rejected by OTEC, however. OTEC stock drops in value again, prompting the Wall Street Journal to dub it "YO-YOTEC." Furious at the attack, Militech launches a massive security sweep across southwestern U.S. and California to find the saboteurs.

Friday/7th—OTEC announces another shareholder's meeting, this time in Hawaii. CINO intelligently does not even attempt to interrupt this one overtly, considering its location and the ambient security. OTEC brings its share in IHAG to 39%.

Monday/17th—A bomb explodes at a weekly shareholder's meeting in Paris of CINO reps, investors, and their Arasaka advisors, killing several prominent investors and scaring many others away. The Red Flag Army takes responsibility for this attack, but most secretly pin the blame on Militech.

Tuesday/18th—Militech commandos, working with LAPD, locate the cargo sub saboteurs in the East L.A. Indian Housing Projects. A number of them are Arasaka agents. Arasaka sends help, prompting a battle with the city police and Militech which causes an uproar in the media. None of the saboteurs survive, although several bodies are found shot in the back.

During the battle, Net News 54 captures footage of extreme brutality against civilians in the projects by police and Militech troops. Although a number of these "civilians" are local boosters and agents provocateur, some of them are legitimately civilians.

Wednesday/19th—Tensions rise between Arasaka and Militech, prompting even OTEC and CINO to request that their allies back off their efforts.

Friday/21st—Minor, random stock brokering pays off; OTEC reaches 43% share, CINO now at 45%.

Wednesday/26th—When all of the weapons held by the submarine saboteurs turn out to be top-of-the-line Arasaka equipment, Militech sinks an Arasaka cargo sub as a warning.

Friday/28th—OTEC floating research platform is sunk by torpedo attack as Militech station chief inspects security. OTEC stock lowers when news of the hit is disseminated.

Tuesday/1st—Realizing that both companies are too close to a settlement, EuroBank makes a bold move—in the interest of "restoring peace and order to the business world," they impose a thirty day moratorium on the trading of IHAG stocks. This is legal, since they still hold de facto custodianship of the company. Shareholders are paid double-dividends to hold onto their shares, and no one is allowed to transfer stock. OTEC and CINO are warned not to pressure or persuade investors under the table. This stipulation is paramount, because although the stock's value has stabilized at \$2/share, private offers by the two competitors have inflated its value to over \$200!

Wednesday/2nd—OTEC and CINO both protest the Bank's move, OTEC more publicly so, since CINO must carefully watch what it says about the EC and its agencies. A delicate situation develops in the EC, and some nationalist hard feelings develop, especially since Carnet is a Frenchman, and CINO a French company.

Sunday/6th—Desperate to obtain what's "rightfully" theirs, CINO assault squads supported by Arasaka units attack IHAG's inactive Space Support facility in Baja California. Ugly battles are fought with a few EuroBank troops, in this case Mexican National soldiers; OTEC has Militech send in support units to "defend the neutrality of the site." The CINO attack fails, but OTEC refuses to remove its troops from the facilities. The Mexican government "insists" and Militech finally forces OTEC to relent.

Sensing a moment of weakness, OTEC also responds with a series of vicious attacks on CINO facilities across the globe. CINO responds in kind.

Monday/7th-20th—As the battles escalate, some governments take "protective custody" of more isolated (and more valuable) OTEC, IHAG and CINO facilities. A worldwide call goes out for the fighting to end immediately. This angers OTEC and CINO, which in some cases leads to direct conflict between government troops and their security forces. In addition, Militech and Arasaka secretly begin engaging in their own mounting covert war on the side.

Tuesday/22th—Four months after the start of the fracas, OTEC and CINO are forced to the negotiation table as conciliation talks begin. National and corporate armies stand down. A period of stabilization begins.

Although things have not gone exactly according to plan for EuroBank, their Operations Directorate looks forward to the negotiations with great enthusiasm. They immediately begin plans to manipulate the negotiations and retain as much of IHAG under their "custody" as possible. Anxious to secure the remaining IHAG shares, EuroBank defies its own edict and begins ultra-secret deals with bold investors to obtain IHAG stock.

Unfortunately, signs that Militech and Arasaka are not ready to end the conflict may complicate things for a while ...



SUBPLOTS IN THE OCEAN WAR

Hey, fighting the Good Fight just wouldn't be any fun if it were totally straightforward, right? What's a corporate struggle without the tragedy, waste and betrayal such an event usually breeds? Here are some lesser-known events from the OTEC-CINO conflict that didn't make the papers. Entangle the PCs however you see fit!

1. THE TRAITOR: In the early days, OTEC forces wonders why they are taking such a beating all the time. The fact is, there's a mole deep in OTEC's hierarchy.

He is Group Commander Frank Hiraga, a closely trusted officer in OTEC's armed services. Hiraga has been on Arasaka's payroll as an informant for some time, and when CINO takes Arasaka on as an ally, he begins a new career as full-blown traitor.

In the space of two months, Hiraga leaks important defense papers, reveals OTEC and Militech secrets, and generally does his best to make a muddle of OTEC security procedures without anybody noticing. Given his position, it's very likely that Hiraga is responsible for the deaths of several freelance operative teams (i.e., edgerunners, more properly known as PCs). Hiraga eventually meets his fate quietly and covertly, at the bottom of a krill vat. But for the first two months, he creates grief for many an unsuspecting freelancer.

Damn shame if the PCs work under him, hmm?

2. SUBSIDIARY RIGHTS: It seems that Hiroto Submersible Transport, Inc., a subsidiary of Arasaka, has a contract with OTEC to perform bulk cargo runs of simple items with which OTEC doesn't wish to tie up their cargo sub fleet. It annoys OTEC to have to do business with an Arasaka subsidiary, but hey, they were the lowest bidders.

The loss of "simple items" can eventually amount to considerable expenditures. Realizing this, CINO wishes to embark on a campaign of systematic shipping attacks against OTEC (at Arasaka's recommendation!). Unfortunately, by contract, Hiroto Submersible Transport must reflag their subs under contract as OTEC vessels. This technically makes them targets for CINO. Since Hiroto, Inc., is an Arasaka company, Arasaka has to restrain CINO (somewhat forcefully) from starting a destructive campaign against their own subs and personnel. This generates bad feelings between the two partners for a while.

Militech, meanwhile, has been planning a campaign of air strikes against Arasaka and CINO shipping, and though Hiroto

Submersible Transport would seem to be a very eligible—and easy—target, Hiroto is scratched from the list when OTEC decides not to cut off their source of office supplies.

Hiroto, Inc., becomes a sort of albatross; by default, they're an untouchable target, and soon all four companies in the war begin to use them to ship sensitive cargo or sneak people around. Subsidiary or not, Hiroto, Inc., honors their policy of discretion with their clients, and since the situation becomes a public joke, Arasaka decides it's best not to pressure their subsidiary to reveal secrets.

This means that targets have to be carefully researched before they are cleared for destruction. To destroy a Hiroto sub

just because it is or isn't flagged as an OTEC vessel could mean you sink your own supplies and replacements for the next month, not to mention getting some large corporation mad at you. The PCs should tread cautiously lest they affect the war (plus their own lives) in some disastrous way.

3. RAINBOW WARRIORS: EuroBank isn't the only group secretly interfering with the war. This conflict has stirred up a real hornet's nest of protest from the few remaining environmental groups. The collateral damage from the war will result in petro- and biochemical spills, ravaged sealife and general mayhem. While most ecogroups will simply lodge numerous pointless complaints, at least one wants to make a more "meaningful" statement.

TerraNostra, an euro-ecoterrorist group, will use this opportunity to strike at all three corporations—particularly CINO and IHAG—for what they see as crimes against the planet. They will primarily target deep sea and coastal facilities, sometimes purposefully causing massive ecological damage to generate public horror at the war. Not that the public will be able to do much about it.

They will have some of their best ops teams masquerade as a corporate strike team and conduct a relatively high-profile raid on an appropriate site, usually one where the media is in close proximity. They will do as much damage as possible while making their false identities visible. They will then retreat to a stealth sub or other fast and difficult to trace conveyance and disappear. They can then let the retribution roll.

One of these TerraNostra strikes might occur to a facility at which the characters are stationed. Or worse, they could attack a target which the characters are covertly sabotaging



OCEAN WAR MISSION FOLIOS

Here are some typical assignments given to freelancers and company teams during these hectic months. We've intentionally focussed these adventures on the aquatic environment since it is unique to the Ocean War. If you want to run your team on a more conventional (i.e. dry land) adventure related to the war (such

as the OTEC search for the CINO netrunners), look at the covert ops adventures in the next section for ideas.

These are left intentionally broad so you can mix and match targets or insert your own people and places depending on who the PCs are working for at the time. We provide suggestions for when in the timeline they might best be placed, and even list monkey wrenches for the GM to throw in for each adventure. But remember: How you use them is always up to you.

File 1: Net Tapping

MISSION TYPE: Intrusion for Netrunning

REQUIREMENTS: 3-6 person team containing at least one netrunner and one technician; escorting solos optional. Netrunning and electronic surveillance experience required. Must be SCUBA-trained and familiar with operations in the aquatic environment.

MISSION TARGET: Target floating city (choose one from appropriate side), 200 nautical mi. from Mazatlan, Mexico.

BRIEFING

For the purposes of offensive Electronic Warfare and Signals Intelligence, it is necessary to make occasional penetrations of secure computer systems. We hope to obtain data on sea traffic, commo traffic, security procedures and other community information and contingency plans as pertain to the potential active conflict to come. Analysis has identified the City Control and Communications computer system as a good target.

The team will travel by submarine equipped with facilities for "lock-out" extra-vehicular operations. Upon arrival within 2 km. of the target, the team will proceed via hydroski. The team technician(s) will be required to aid the netrunner(s) in gaining access to the data-line; the escort's role will be to allow the netrunner(s) at least 5 min. of uninterrupted action.

The secured system can be tapped into in two ways.

The first is outside of the city, via the floating trunk line running from the city's base to the ocean floor. The line passes through three separate depth zones: The Shoal Zone (the first 35 meters just beneath the city), the Pelagic Zone (the next 225 meters) and the Deep Zone (from 225 meters to the sea bottom).

The second method is to actually penetrate the enclosed artificial reef that surrounds the city, forming its "bottom." The line enters the base of this reef; running west along the fake bottom until it enters a main junction on the west wall. The reef is approximately 50 feet deep, and is camouflaged to look like a normal coral reef—rocks, plants and tropical fish.

Once the netrunner(s) has entered the system, they will proceed to the data storage areas of the City Control and

Communications System. Unless there is need for diversion in order to aid escape, the netrunners are ORDERED to avoid 'active' Subsystems and Controllers. Once there, they will extract city operational/security procedures and crisis-contingency plans. They will then place an active monitoring routine (daemon), which will allow us easier penetration in the future. **RESISTANCE:** There should be no active resistance; security will be standard for such a facility. Caution: The enemy is known to make extensive use of native aquatic life forms (with suitable enhancement/training) for local security and early warning around such communities. Do not take actions of local flora/fauna for granted!

Security in the Shoal Zone: Bioengineered sharks roving just beyond the city limits; they are used for "clean-up" and, since they are brightly-marked, as a "warning sign."

Security in the Pelagic Zone: The main threat are small submersible drones that sonar scan hourly for vehicles in the vicinity. Their staggered patrol schedule brings one unit in range of the trunk line every or 15-20 minutes, depending on a random delay built into their automatic pilots. These report in to a manned patrol sub that circles the city every 2 hours, approx.; it goes off shift for 15 minutes every 6 hours.

Security in the Abyssal Zone: There is no known operational security at this level, as the difficulties of effective functioning at these depths is restriction enough. This may provide an exploitable gap in the security arrangements.

Inside the City Reef: There are always tourists there; usually several dozen. The trick is whether you think the ever-present dolphin "lifeguard" patrols will consider someone with a cyberdeck to be "different" enough to warrant a report to the Security powerboat that patrols the Lagoon, or just investigate you yourselves.

WEATHER: The regional weather and sea conditions are normally calm at this time, but we are taking advantage of an advancing stormfront.

DAILY OPERATIONS: As this is an "in-out" operation. Submarine transport will stay submerged in order to avoid detection. Warning: in case of discovery or attack, your pickup vessel will evade pursuit and make rendezvous one hour later.



File 1: Continued

SUPPORT: You are free to carry whatever personal gear you wish on this mission. Any specialized technical equipment involved in the penetration of security and/or the tapping of the line will be provided for. Any sort of cyberware is allowed, except for explosives. Otherwise, there are no restrictions. Due to the covert nature of this mission, you cannot call for help should there be complications during infiltration. It is up to the team leader to make any "go/no-go" decisions in such a case.

PRE-MISSION: You will assemble at the company port facility in [Ref insert office nearest to PCs here]. There, your team will receive briefings and assemble necessary equipment.

Insertion: Within 24 hrs. of the briefing, the mission will load aboard its transport and get underway. Travel time to the target area—approximately. 50-65 hrs..

EXTRACTION: When the netrunner(s) signal "end," or, on discovery, the group will exfiltrate to its rendezvous point. After pickup, you will be debriefed and all data extracted will be compiled for burst transmission to HQ.

COMPENSATION: Pay will be per standard company rates. Equipment provided for the mission will be returned at this time.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Any time the shooting isn't too loud.

VICTORY POINTS: 10

COMPLICATIONS: "Get the Netrunner into the secure facility, then get him out." How many times have you done this? We guarantee you've probably never done it at 50-200 feet below! On the other hand, the team might trust to its Stealth and Social skills and enter the Lagoon ... but if something goes wrong, they're stuck in the middle of an unfriendly city with no way of quick escape! The situation here is not as much readiness to fight, as it is not being seen—or looking innocuous when you are. If suspected, the "lifeguard" dolphins will not attack the group, but will observe them and lead Security to them. With a storm coming, you ease the party's penetration of the Pelagic Zone, and then tighten security after the weather passes. Or force them down into the Abyssal Zone right away. If they insist on crossing the reef during the storm, show them just how dangerous that is (lots of Athletics, Swimming, maybe Small Craft rolls to avoid injury/equipment damage). They can't wait the weather out because they don't have enough air.

For stats on the "Area Denial" Cyber-modified Sharks and Dolphin "lifeguards", see pg. 41. The sharks will "eat" anything up to twice man-size that isn't wearing a particular color (HiVis Orange). PCs may notice that wet-suits, sleds, and hulls of small craft are ALL this color; which is manu-

factured only at the city. Bathing is done inside the artificial reef which forms a "moat" around the city. Numbers are usually 1D10+2.

In the Abyssal Zone, meet "Old Barney." Old Barney is a custom-frame, Kraken-type cyberform (robotic body/cerebronic brain) who has been "programmed" to hover around the base of the cable, in the "supposedly empty" zone. One of Barney's subroutines involves the detection of trace radioactive elements found only in (didn't you guess?) the HiVis Orange coloration used by city vehicles and wetsuits. He has been trained to "investigate aggressively" anything moving that doesn't give off those emissions.

"OLD BARNEY" KRAKEN CYBERFORM (see *Solo of Fortune 2* for details): 157kg, BOD 12 (12SDP Tentacles, 36SDP/48SDP disables/destroys Body), MA 10 naturally (MA 20 w/pulse-jet), REF 7, INT 2 (Initiative/Awareness 5)

Options: SP12 armor (tentacles), SP25 (body), short-range civilian radio, Extra Battery & Extended Life Support (48 hrs. endurance), Thruster Unit (This is a hydro-pulse jet that doubles MA.), 2x Taser units in the longest tentacles; attack is by combat grapple. Man-sized targets must make a Stun Save at -1 or be unconscious for 1D6 minutes, a drill-like power rasp replacing the natural "beak." 5D6AP, penetrating damage is not halved; armor is damaged 4SP/hit.

Programs: Zone Security (2 levels): This tells Barney to stay in the Abyssal Zone within a 200m radius of the cable, investigate man-sized or larger objects without the radioactive tracer; then attempt to capture them if they don't clear the area within a certain time IGM's call, and attack to disable if they resist capture. Barney will signal the Security force if he's captured something. Capture Skill/3 levels: Gives +3 to capture/entangling attempts with the tentacles. Attack Skill/3 levels: Gives +3 to touch attacks with the tentacle tasers or drilling attacks with the "beak". (+2 bonus if the target is entangled).

SUBMERSIBLE SECURITY DRONE: 70kg, SDP25/37 (disable/destroy), SP12, MA 20.

These drones are equipped with the equivalent of a hand-held sonar and a blue-green laser-illuminated TV camera. They are controlled by the security sub-section of the city system, and send info/receive instructions via self-reeling cable, which tethers to a series of neutral-buoyancy buoys spaced around the city.

The City datafortress is rated Level 2 on the citygrid defenses scale (Cyberpunk 2020, pg.145); they may have gone to Level 3 because of the war threat. They will definitely go to L3 (or maybe even Black Level) when the war goes "hot." Netrunners or sysops met inside will be Weefle-to Mid-level (*Bartmoss' Guide*, pg.151).



File 2: WHALE RUSTLING

MISSION TYPE: Sabotage of an Industrial Site

REQUIREMENTS: 2-4 person team containing at least two technicians. Should have RPV controller experience. All members must be trained in Nuscuba use and mini-sub handling.

MISSION TARGET: Sea Farm #7, approx. 290km. southwest of Wake Island, Northern Pacific Ocean. The farm is engaged in the experimental growing of bio-modified krill outside the usual Polar areas.

BRIEFING

It is the intention of this mission to disrupt one of the competition's sea-food processing operations. The farming site encompasses about 40 square kilometers of krill fields, with a large floating harvester/processor moving between them. About 8km away is currently a whale-herding operation of approximately 50 humpbacks (grown for food and chemicals), who are routed past the fields via an elaborate system of sonic fences. Your mission is to "cut out" all or part of the herd, using a pair of Orcas (a natural enemy), and drive it towards the farm. You will disable the sonic "fence" around the farm by electronic means. The team will then direct the herd into the krill fields. The herd will consume the material and disrupt farming ops, while hopefully being sickened by the modified krill, having a secondary propaganda effect in regards to the perceived quality of the commercial product.

RESISTANCE: The main threats to this are the Harvester and its satellite units. The Harvester supports one armed AV-4, two armed hydrofoils and a high-speed minisub. There will be about 20 crew, of which half will be scuba-capable, with spearguns and using sea sleds.

The whale herd has two real orcas of its own (Thwak and Thwok) who keep their charges in line, along with two minisubs equipped for herding with simple electric prods on articulated arms, and powerful, oversized sonars.

WEATHER: Seasonal weather patterns for this area indicate a strong sea swell, and winds in the 30-50kph range. No storms estimated for the period of the mission.

DAILY OPERATIONS: There are usually four farm staff active during a day; the minisub only sorties if there is something to be repaired.

At the whale herd, one of the minisubs is active for a 6 hour shift, then it trades off with the other. The crews operate from a twelve man surface vessel which tows the subs out from Wake Is. for 3-days-on, 4-days-off weekly duty. The herd moves every other day or so around a 'circuit' that's hundreds of km. long. Thwak and Thwok are active 6-12 hours a day, circling the herd and chasing strays.

SUPPORT: Technical equipment needed for comms and command of the cyberforms will be provided. The assigned d Orcas will actually be cyberforms (cerebronic brains/robotic bodies). For tactical mobility, the team will use a prototype "wet" mini-sub(s) constructed and disguised to simulate cetacean shape and motion. Weapons requested will also be provided as necessary; however, shoulder arms for self-defense should be sufficient. Special EMP boxes will be issued to deal with the sonic fence buoys.

PRE-MISSION: You will assemble at the company facility in [Ref insert office nearest to PCs here]. There, your team will receive briefings and assemble necessary equipment. You will be flown to a rendezvous with your primary transport in the Marshall Islands. The cyberforms and ceta-subs will already be in a holding facility on board your transport.

INSERTION: You will travel to the operational area via surface transport with suitable cover; transit time: 30 hours. The team will then "lock-out" with the sub(s). With the cyberforms as escort, they will infiltrate to a point between the two facilities, at which point the mission will proceed as directed by the team leader. Should complications arise during the approach, it is up to the team leader to make any "go/no-go" decisions.

EXTRACTION: Upon completion of the mission; i.e., the herd is inside the farm, the team will exfiltrate the area at least 40km and signal for rendezvous and pickup. **Caution:** All efforts should be exercised in order to cement the appearance of a natural incident! In order to maintain the appearance of a natural incident, any casualties on either side must be policed up, to either be removed with the team or disposed of with no chance of recovery. In the case that the cyberforms are captured, auto-destructs will be activated. The primary transport will return you to Hawaii. Debriefing will be on board.

COMPENSATION: Pay will be per standard company rates.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Early on, during a low-key part of the war when both sides have a ceasefire on.

VICTORY POINTS: 10

COMPLICATIONS: The true challenge comes at the Humpback herd. The party must avoid Thwak and Thwok, and get the herd started. The cyberforms will fool Thwak and Thwok provided they keep moving and limit their interaction (because of the covert nature of the mission, the techs may be forced to override the cyberforms natural instincts to "take out" the orcas). The party should close in only when the whales are in motion and has cleared their normal area; then they can take a more active hand in the direction of the herd. Fighting with the herding subs is a big No-No (unless it can be made



File 2: Continued

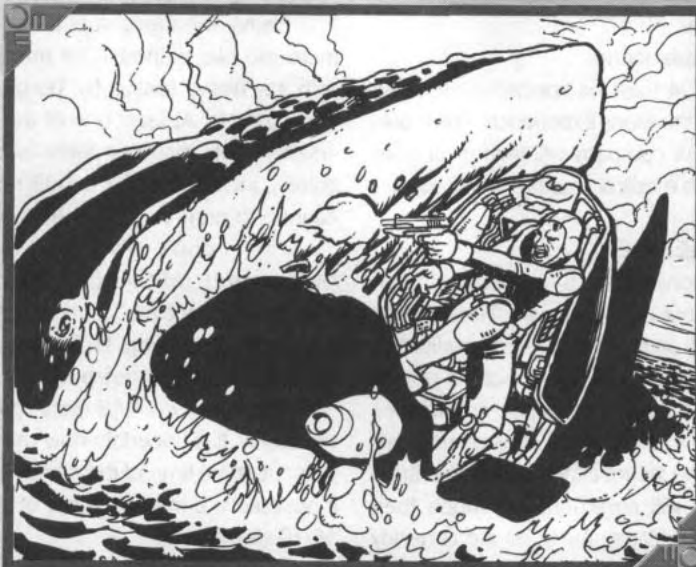
to look like a natural act. Although the cyberforms will have complete mission disks with herding skills, the technician(s) should stay nearby to help with any complications or unexpected situations via remote control decks in the subs. Complications range from older members of the herd sheering off in unexpected directions, to the natural tendency of the herd to return to its normal grounds, to sudden intervention by the herder crews.

Emphasize the covert nature of the mission, so that if it comes down to action, the party will use the cyberforms to harass and delay, in a natural manner, while they continue to drive the herd. The cyberforms' micro-torps should be revealed only as a last resort, or if the opposition must be removed (such as blocking the party's escape).

You can use the Pelagic Mining Sub stats (pg. 35), with a SDP of 150, SP of 20 and max depth of 300m. Basic divers can be per the Combat Teams, but stats reduced by 1 each and skills by 2-3 each. For stats on the "Smart-Orcas" and humpback whales, see pg. 41.

M-350-A CYBERFORM-KILLER WHALE: 1200kg, BOD 16 (32SDP/48SDP disables/ destroys Head/Tail, 48SDP/65 SDP disables/destroys Main Body), MA 25 cruising (MA 50 sprint), REF 10, INT 6 (Initiative/Awareness 15)

Options: "Lifelike Appearance" of a normal seven meter Orca. (A Very Difficult Awareness check to discern.), SP12 armor, short-range military radio, Hydrophone sonar-com unit, Compass/GPS Locator (10m radius), Extra Batteries & Extended Life Support (120hrs.), Stealth/Camouflage (Audio detection attempts are -3 to Awareness/TECH rolls), 2x extra cyberoptics (One on the dorsal fin with a 2m extension boom, and one on the tail section.), Ceramic-alloy Teeth (7D6 Bite; AP vs. soft armors. Damage is applied to two adjacent areas.), 4x Mini-Torpedo Launchers (2x Head, 2x Body. Share a single 12-round magazine of Arasaka APW Mk.IV mini-torps in the Main Body. All tubes can be fired at once, and fire can be split between two targets).

**Programs:**

Enhanced Olfactory Package (+3 on all olfactory Awareness rolls), Mass Herding Skill Package (herding large sea life for commercial purposes.), Bite Attack Skill/4 levels: +4 to melee attack with teeth, Torpedo Skill/4 levels: +4 to operator-controlled attacks with the micro-torps.

Notes: Two of the cyberform's optics, its sonar emitter, and two of its Micro-Torp launchers are in its head.

If the head is destroyed, all systems cease function. If the tail section is disabled, the Orca cannot maneuver, but can still change depth. An Orca can either charge to ram, or bite (but not both) in a single attack. Ramming does 8D6, but the cyberform takes 1/2 damage itself.

PROTOTYPE CETA-SUB (KILLER WHALE MODEL)

This submarine is the latest in a line of experimental submersibles designed to emulate the movement modes of aquatic creatures. Most of the hull is a flexible framework of wetwired myomers which can actually move and flex the hull in a whale-like motion, propelling the sub just as a whale moves. While technically complex, the technique is an amazingly efficient movement mode and provides excellent acceleration and maneuverability. Combine with a synthetic "skin" and an architecture that mimics a whale's bone structure, and you have the ideal camouflage. The negatives are that the "drive" system takes up most of the sub's interior, resulting in tight quarters—pilots must wear Nuscuba gear while in these vessels—and a very limited range.

Prototype Ceta-Sub (Killer Whale model)

Man. Rating: -1, **Detection Rating:** -2, **Sig:** -6, **SP:** 30, **SDP:** 120, **Crew:** 1, **Pass:** 1 (usually a tech), **Dis:** 15 tons, **Cargo:** 50 kg, **Speed:** 50mph, **Range:** 150 nautical miles, **Max Depth:** 80m, **Acc/Dec:** 12/12mph, **Cost:** Way too much

Options: 10 hour "plug-in" rebreather system that links to Nuscuba gear, Damage Control System, Military Radio w/ Scrambler, Cybernetic Linkage, Robotic Control, (INT 3), unique "whale tail" movement system, ROV control system (10 km range), Marine Sensor Suite (Sonar & Thermal Imaging). **Weapons:** Ram (4D6)



File 3: SABOTAGE

MISSION TYPE: Demolition.

MISSION TARGET: Cargo submarines.

REQUIREMENTS: A unit of at least six specialists including solos and technicians with demolitions experience. Applicants should be Nuscuba rated, but company will train or provide skill chips. One specialist with medical background desired.

BRIEFING

Critical shareholder negotiations will occur in 24 hours. Such negotiations are essential to our plan to acquire IHAG. During such an event, the principal parties are carefully audited to determine the value of their stock and overall bidding power.

The unit will destroy a group of cargo submarines loaded with expensive new equipment. This action will embarrass the enemy at the negotiations and incur large insurance expenses which will considerably reduce their ability to bid and negotiate. Because the subs are currently unmanned, there should be no repercussions for the company. The time to strike is now.

TARGET AREA: The submarines are docked at the enemy's shipping facility on the city's waterfront. There are six submarines, each one berthed on either side of three piers.

The facility is composed of two large warehouses, a small office tower, a small drydock, eighteen piers with unloading equipment on each, and a motor pool. In addition, there are a dozen guard bunkers around the facility. These are hardened buildings designed to withstand heavy bombardment.

The facility is surrounded by a twenty-foot security wall which is laced with razor wire, spotlights, automated machineguns and motion sensors. There are two main gates used for admitting freight traffic.

RESISTANCE: There are at least 50 (Arasaka/Militech) troops patrolling this facility. Because of the wartime situation, they are on alert at all times. An additional 25 (OTEC/CINO) company security guards patrol the office tower and the surrounding area.

The company guards are armed with pistols and shotguns. They wear light body armor. Primarily, they stick to the interior of the office tower and the small courtyard around it. They never leave the main facility, and they rarely stray from the office tower. Because the office tower is not near the piers, you should not encounter them.

The (Arasaka/Militech) troops, however, aggressively patrol the entire facility and make forays into the surrounding neighborhood if somebody threatens the facility. The troops are armed with SMGs, automatic rifles, and squad support weapons. Most carry sidearms as well. They wear full battle dress (SP 18).

Heavy weapons are readily available. For example, there are two trained TOW missile teams on hand to deal with any heavy assault by 'borgs, ACPA suits, vehicles, and other threats. At least one of the bunkers is a fully-stocked arsenal. Note also that there is a small mobile anti-aircraft battery, including radar and IR missiles, and a 20mm autocannon to protect against RPVs and AV assaults.

The troops travel in (Arasaka Riot-10/Militech "Behemoth") APCs and (Arasaka "Kuma"/HUMMVV "Hummer") vehicles. There are also a variety of trucks and cars typical of a cargo facility around, and some are used by the troops for light transport.

There are two AV-8 gunships and six AV-4 transports at the facility. It is uncertain how many of these vehicles will be present at the time of the attack. The troops can call for help if necessary, bringing a force of an additional 100 troops in 1D10+5 minutes.

Most of the buildings are outfitted with simple alarm systems, including computer-locked doors, motion detectors, and security cameras. The office tower has additional security measures which are not necessary to describe here. Do not approach this building.

SUPPORT: You will be provided with weapons and equipment for this mission. Only limited personal equipment may be carried and all must be water-proofed. The basic load for each team member is described below.

Weapons: 1 FN-RAL Heavy Assault Rifle, 1 IMI "Desert Eagle" Handgun, 3 fragmentation grenades, 1 monoknife.

Equipment: 1 personal medkit, 1 nuscuba suit w/rebreather, 1 marine mastoid commo link. Demolitions experts receive enough explosives and detonators to destroy all the subs, plus some extra charges to destroy additional targets if necessary. Technicians receive a standard electronics kit which can be used to a limited degree for B&E purposes.

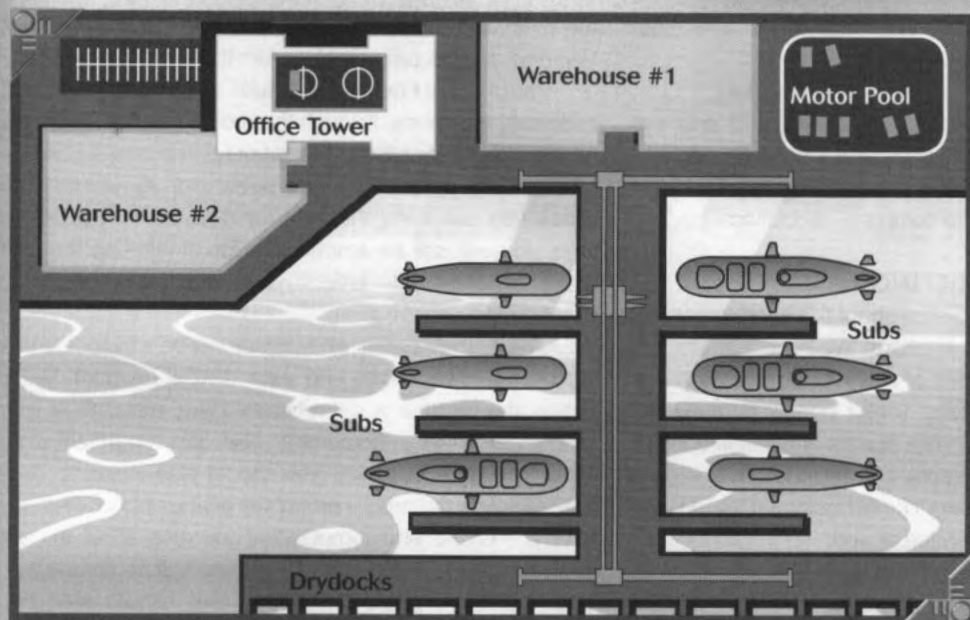
Cyberware: There are no restrictions. Operatives who do not have cyberware but rely on personal equipment will be provided with the proper hardware, exceeding no more than \$5000.

Protective Gear: Because most combat armor will not be practical in the water, you will be issued special protective gear. You will receive 1 standard wetsuit and 1 suit of Marine Combat Gear (SP 15, EV 0).

Marine Combat Gear was developed by SovOil for their Spetsnaz commandos. It is a light ballistic mesh designed for use underwater, very similar to a standard wetsuit, only slightly thicker. The suit covers most of the body, including the back and sides of the head. The suit does not come with



File 3: Continued



COMPENSATION: Each team member will be paid 10,000eb to upon completion of the mission. Half this amount will be paid if the mission fails. Team members will not be paid posthumously. Amounts are non-negotiable and no cash is available in advance.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Any time after November 30th as long as no cease fire is in effect. Logical targets are the CINO facilities near Gibraltar or the

scuba gear or any other equipment because it's meant to be part of an overall combat outfit.

As always, all equipment must be returned at the completion of the mission. Missing or damaged equipment will be subtracted from final retainer.

INSERTION: You will assemble at a company sub pen, where you will be briefed and suit up for the mission. You will then load on board a minisub, to proceed to the enemy facility.

The team will deploy outside of the facility. The minisub will drop to the sea floor and wait for the team to complete the mission.

Once deployed, you will swim to the piers and begin mining the cargo submarines. The piers and subs are patrolled, so a diversion elsewhere will probably be necessary.

EXTRACTION: Once the cargo subs have been mined, you will return to the minisub. The minisub will proceed away from the facility at best possible speed. Once clear of the blast radius, the explosives will be detonated, destroying the cargo subs. Once visual confirmation of the subs' destruction is made, the minisub will return to the company sub pen where you will be debriefed and compensated.

RULES OF ENGAGEMENT: You are free to engage enemy troops and targets during the course of the mission, particularly if creating a diversion. However, it is possible that other ships and subs will be present in the facility flagged to various firms and organizations. These should not be damaged under any circumstances. The company does not wish an unnecessary lawsuit.

OTEC facilities at Vancouver.

VICTORY POINTS: 15

COMPLICATIONS: The explosives might be more powerful than the PCs expect, potentially killing the PCs (or severely damaging their sub) when they go off. Perhaps not all the cargo subs are present; several may have mysteriously left mere hours before the team shows. Perhaps right after the first sub is mined, it departs (again a problem if its route takes it over the minisub). There may be eight subs present, none of which are currently flagged ... which ones are okay to sink?

The team might be used as a distraction by the corporation; they could leak the team's activities to distract security while they launch a direct attack on the office tower. Or, as the team approaches underwater, they detect a super-secret underwater base built by the competition directly underneath the sub pens (where better to camouflage something you want hidden, then just underneath a perfectly normal base of operations?). And, of course, the most obvious complication is to have Arasaka or Militech maintain a ten-man underwater patrol and an anti-sub net to guard against attacks of just this sort; unless the team kills them all very quickly and quietly, they can radio an alert. Then the characters will have plenty to think about as they mine the subs.

For an aftershock, the cargo subs might be loaded with some sort of bioweapon or explosive, which then causes horrible collateral damage or costs thousands of civilian lives. Nasty.



File 4: Sub Patrol

MISSION TYPE: Extended reconnaissance and submersible patrol.

MISSION TARGET: Enemy communication signals.

REQUIREMENTS: 3-8 person team containing at least two submersible pilots, two technicians and a security specialist. Electronic warfare and surveillance experience required. Must be willing to report directly to company officer if assigned.

BRIEFING

Maintaining updated intelligence about the enemy's current operations is vital to our war efforts. We have identified an area in the (insert large body of water here, the North and Baltic seas are good choices) where enemy communications, including radio traffic, Net signals and satellite feeds, are particularly dense and easy to intercept. We believe a plethora of useful information can be gathered via passive surveillance during an extended period.

The team will operate a modified attack sub (Orca or similar type) for a period of 30 days. This operation will have two phases.

Phase I will take about 72 hours. Once the sub arrives at the target point, the team will locate each of eight enemy communications buoys in the area. The team technicians will be required to gain access to each buoy, splice data shunts into their main antenna feed, and seal the buoy so there is no evidence of tampering. You will then deploy a surveillance buoy to capture transmissions sent by the shunts.

Phase II will encompass the remaining 27 days. Once the data shunts have been tested to ensure they are working properly, the team will oversee the monitoring of enemy transmissions from the eight buoys on a daily basis. Enemy transmissions will be collected, recorded, and transmitted to our research station in (insert nearest company office here).

RESISTANCE: There should be no overt enemy resistance. However, there are certain risks in the mission you should be aware of.

Self-Destruct Devices/Alarms: Each buoy may be equipped with self-destruct mechanisms or alarms which will trigger if the buoys are tampered with. These systems must be deactivated by the technicians before the data shunts are placed. Fortunately, buoys of this type are not equipped with automated weapons.

Maintenance Crews: Because these are active comm buoys, they are maintained regularly by the enemy. Maintenance crews are likely to appear several times during the mission. You may not interfere with them under any circumstances. In fact, you may be instructed during the course of the mission to remove the data shunts and wait for

the maintenance crews to leave before reinstalling them. You may also be ordered to collect the spy buoy.

Patrol Subs: Enemy attack subs and smaller patrol submersibles may come through the area. They will be actively on the lookout for attempts to sabotage the buoys. You may be warned in advance if such a patrol is on its way. If so, the attack sub can leave the area for 6-12 hours. During this time, you will still be responsible for monitoring the data shunt transmissions, unless you have been previously instructed to remove them.

WEATHER: The weather and climate will be a factor in maintaining the data shunts and your own equipment. In this region, the weather is still relatively calm, although at least one storm is likely. Remember also that temperature will affect transmission quality. You should plan ahead to dress accordingly in the proper protective gear as it becomes necessary. Weather and temperature will also affect the spy buoy. Regular maintenance of the buoy will be necessary.

DAILY OPERATIONS: The attack sub should stay submerged most of the time to avoid detection by enemy satellites and aircraft. You can surface three times a day in order to allow you to download transmissions from the spy buoy, transmit the data to our offices, and perform whatever maintenance jobs are required.

During the 30 days, you are expected to follow the company officer (if any, Ref's option) aboard the attack sub. For purposes of rank, you are all considered enlisted sailors, although you will each share semi-private cabins. For safety reasons, full maritime protocol and etiquette are in effect for the duration of the mission. Failure to comply will result in immediate termination of contract and total remission of salary. You may also be expelled from the attack submarine.

SUPPORT: You are free to carry whatever personal gear you wish on this mission. While on duty, you are expected to adhere to a naval dress code. Technical equipment will be provided for. Personal weapons will also be provided as necessary; however, you may carry no weapon larger than a very heavy handgun.

Any sort of cyberware is allowed, except for projectile weapons or explosives. This is due to safety considerations within the attack sub. Also, all cyberware must be wetwire upgraded.

The attack sub crew team should to assist any team members if something should happen while they are working at sea. However, no support is available for the sub itself. Due to the covert nature of this mission, you cannot call for help if you engage enemy forces.



File 4: Continued

PRE-MISSION: You will assemble at a company sub pen at (office nearest to PCs), where you will train for one week. During this time, you will live together on-site and practice working as a team. You will receive 1000eb compensation for this training time.

INSERTION: At the completion of the training, you will be briefed and loaded aboard the attack sub. The sub will then proceed to the target area. The trip should take five days.

EXTRACTION: At the end of the 30 days, team will sail the submarine to the sub pen. You will be debriefed and compensated. If the mission was aborted early, you will not be compensated for lost time.

COMPENSATION: Each team member will receive 6500eb immediately after debriefing. Equipment provided by the company must be returned.

REFEREE'S INFORMATION

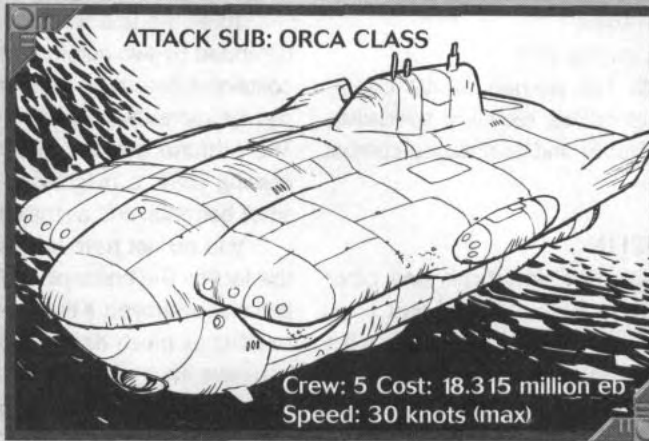
TIMELINE PLACEMENT: Any time. This is a covert op and can be covered up no matter what the war situation is. Of course, if they attack any enemy vessels, they had better make sure they aren't reported.

VICTORY POINTS: 5

COMPLICATIONS: Yeah, yeah, we know. There doesn't seem like there's much going on in this adventure, does there? Unless you want the characters to deal with buoys that are actually vicious automatic weapon platforms.

In the beginning, the operation goes without a hitch, making the characters wonder if they can stand the excitement. In fact, if the players get bored, run them through a braindance adventure. Most subs have extensive braindance systems to keep the crew from killing each other during extended operations. Either that, or have them sent on missions as a direct result of intercepted transmissions. And then you can throw them a few twists.

Twist One: What the PCs don't know is that the enemy knows they're out there, and they're actively being hunted. This isn't apparent at first, until enemy activity in the area increases to the point where it's obvious they can't be conducting standard operations. Eventually, this gets so bad, the technicians are installing and re-installing the damn data shunts three



times a day just to avoid enemy patrols. They might request a mission scrub, but the data they're pulling off the comm buoys is so good, the patron just can't resist.

After awhile, the sub finds itself constantly playing cat and mouse with the enemy's hunter-killer subs, perhaps even forcing them to sink one or two. This culminates in an air strike by

an enemy air patrol which happens to pass over the sub. A near miss with a very large bomb damages the sub, and sends the PCs scrambling for their lives. Meanwhile, the enemy's attack subs and other forces are closing in. Do the PCs attempt to recover the data shunts? How are they going to escape the encircling forces? And how badly is the sub damaged, anyway? (Really sadistic refs may wish to demonstrate what happens when a sub's oxygen scrubbers start to fail.)

Ever see *The Hunt for Red October*? *Das Boot*? Okay then. You get the picture.

Twist Two: One crewman aboard has been bought by the other side. His job is to allow the enemy to capture the sub about ten days into its mission by shorting out the electrical system, forcing them to surface at a particular point where they can be meet by enemy surface forces. Then the enemy gets access to all the current codes and bandwidths being used by the players' side, and since the sub is out of contact for a month, the loss won't even be known for three weeks. Can the characters ferret out the traitor before he can strike? Or is it one of *them*?

Worse yet: what if Group Commander Frank Hiraga (or his equivalent on the other side) is *commander* of the sub? Just think about it for a bit ... his own head is in the guillotine as well, so he might not take undue risks. On the other hand, he might surrender the vessel, thinking he'd be granted a position in Arasaka; or Arasaka might decide he's served his purpose and sink the sub, mole and all. Will the characters allow him to capitulate?

And just a note: In case the team decides to get cute and hijack the submarine, it has a failsafe device that will detonate after 60 days, hulling the ship and rendering it inoperable—not to mention killing the crew. They will not be told about it, and it can only be reset by the parent company.

Nothing like a little trust, huh?



File 5: FULL ASSAULT

MISSION TYPE: Preemptive strike.

MISSION TARGET: Surface staging area.

MISSION REQUIREMENTS: Full platoon of 40 troops, including regular combat operatives, technical specialists, and medical personnel. Airmobile and/or nuscuba combat experience preferred.

BRIEFING

Intelligence has brought back satellite images and other data which are quite disturbing. Based upon recent communications, we believe the enemy is preparing to launch a retaliatory strike against our various operations along the (big undersea trench) in response to our latest marketing campaign. We cannot allow this, especially at this critical time in the negotiations.

The satellite images confirm the enemy is massing a considerable strike force on and around an automated krill processing platform near (an island or country near the trench). Our goal is to remove the threat of attack before it begins. You will attack and destroy the processing platform along with any enemy forces you encounter around it. Any eligible target you encounter should be destroyed.

RESISTANCE: The enemy's presence here is expected to be massive. We will explain each axis of resistance here.

Platform Defense: Normally, only a small guard force is stationed here for the few months the platform processes its valuable product, but the war has made the enemy extremely paranoid. The processing platform is currently defended by 10 (OTEC/CINO) troops, plus a squad of 10 (Arasaka/Militech) troops. These are regular soldiers armed with rifles and some heavy weapons. They wear full battle dress. The troops normally patrol the perimeter of the processing plant.

The platform is outfitted with two AV-4 transports and an AV-6 attack aerodyne. The AV-6 regularly patrols a 10-kilometer defensive radius.

There are a number of automated defenses because the platform is normally deserted eight months out of the year. There are a series of 8 APEX defense guns outfitted for 7.62mm spread evenly around the perimeter of the platform. Each gun holds 100 rounds.

Access to the platform is provided by a small hardened pier under the center of the superstructure. The pier leads to three elevators which bring personnel to the main platform. The pier and the elevator are defended by three heavy autoguns firing 12.7mm rounds. They can be manually controlled, linked to a motion detector, or keyed to fire via an IFF computer. The autoguns are hidden within the underside of the superstructure.

There are four landing pads on the platform. They are defended by two automated missile batteries. Each battery contains 4 (insert AA weapon of choice here). The batteries can be manually controlled or keyed to an IFF computer. The platform consists of several buildings: the main processing plant, a machinery plant, a command building, a small barracks, and a small bar/rec area.

You do not have to destroy individual components of this facility. The entire platform should be mined for demolition and destroyed. If this is not possible, you should attempt to inflict as much damage as possible to the platform after you have engaged the main attack force.

Gunboats: There are eight PHM (patrol hydrofoil, missile) craft operating around the platform. They have been practicing maneuvers in the area for three weeks. We believe they will be a key element in the enemy's campaign. At night, six of the PHMs are docked in a prefabricated floating dock and fueling facility recently constructed near the platform. The other two patrol the nearby area.

At least six of the eight gunboats should be destroyed. The prefabricated dock and fuel tanks should be completely destroyed.

Submarines: There are three full-sized attack subs currently operating at the site. These vessels constitute a threat only during the insertion phase. Because it is unclear where these vessels will be at the time of the attack, you are not responsible for destroying them. Several hunter-killer subs will be brought in to destroy these vessels.

Mini-Submarines: Six mini subs are practicing maneuvers at the site. They will probably be used in attacks on our facilities. They may also be carrying covert troops on maneuvers. Unfortunately, these vessels almost never surface. All of their maneuvers are done submerged. At night, they are kept on the seabed for covert reasons. It would be very rare to find these vessels surfaced, although it does happen during loading and repairs. You should destroy as many of these vessels as you can find. Our hunter-killers will also be on the lookout for the minisubs and will destroy them wherever possible.

Training Ship: A large modified LST (landing ship, tank) is currently docked next to the platform. Satellite images indicate this is being used as an infantry training vessel. There are over 100 troops on this ship currently training in covert nuscuba operations, plus a fairly large crew complement.

The training ship is outfitted with a few defensive weapons, but these do not constitute a threat to you. There is a contingent of 20 (Arasaka/Militech) troops in full battle



File 5: Continued

dress defending this vessel. However, you should not have to actually board the ship. The troops carry SMGs, shotguns, and sidearms. Please be aware that this ship is also outfitted with at least twenty covert-model hydro-skis armed with torpedoes and machineguns. These vehicles will pose a serious danger to the team if they deploy.

The training ship should be mined for demolition and completely destroyed. Please try to avoid leaving survivors.

Floating AV Station: A prefabricated AV station has been constructed near the platform. The station contains AV-8 gunships, AV-4 transports and AV-6 attack aerodynes. The station also contains facilities sufficient to fuel, repair, and arm the AVs. There are some barracks for the pilots and support crews.

The station is patrolled by 10 (OTEC/CINO) troops in full battle dress. They are armed with rifles and sidearms. Although you do not have to board the station, you will be exposed to these troops while mining it. Exercise caution to avoid detection. The floating AV station should be mined for demolition and sunk. This should be done first to ensure the AVs do not escape to the skies.

Reinforcements: The enemy has several bases within operating distance of this platform. It is quite possible they may call for reinforcements once your attack begins. The extent of support the enemy can provide is unknown, but you can expect to see attack aerodynes, gunships, airmobile troops, gunboats, and perhaps larger vessels. This fact should illustrate the need for speed and efficiency during the operation. We cannot afford to support you in a prolonged battle.

SUPPORT: To support your attack, a flight of AV-8 gunships will join the assault after you have destroyed the floating AV station. In addition, the hunter-killer subs and your insertion vehicles are available to support you. However, it may take time for these vessels to reach your location. They will not be operating close to the training area because they will be searching for the enemy's hunter-killers and minisubs.

Each team member will be issued Ballistix Marine Survival Vests, full Marine combat wetsuits (see File 3), combat knives, marine mastoid links, a first aid kit, and full scuba gear. The platoon is arranged as a US Army rifle squad, so weapons and equipment will be detailed below.

Platoon = 1 platoon leader (heavy rifle), 1 subcommander (machinegun), +3 rifle squads

Rifle Squad (Modified): 1 Squad Leader (heavy rifle)

Fire Team One

- 1 Team Leader (heavy rifle)
- 2 Rifleman (heavy rifle)

- 1 Squad Gunner (support weapon or GL)
- 1 Technician (SMG + demolitions)

Fire Team Two

- 1 Team Leader (heavy rifle)
- 1 Medic (SMG, sidearm, med gear)
- 1 Squad Gunner (support weapon or GL)
- 2 Technician (SMG + demolitions)

INSERTION: You will assemble at our cargo sub loading pen (coastal city closest to PCs) where the platoon will be briefed and organized. Once this is complete, you will load aboard a modified cargo sub outfitted to carry passengers and AVs. The sub will travel to a point 50 miles from the target site, escorted by 2 attack subs. The sub will surface, and the platoon will deploy via AV. You will drop into the water 5 miles from the target site and proceed with the attack.

EXTRACTION: Once the target site has been destroyed, the platoon will proceed back to their insertion point, where the AVs will pick them up. The AVs will proceed back to the sub, which will then submerge and return to (city from above). Here the platoon will immediately be debriefed and compensated.

COMPENSATION: Each team member will be paid \$10,000 upon successful completion of the mission, 1/3 this amount if the mission fails. Amount is non-negotiable, terms of payment are open to contract.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Late January into February. This is a serious op which represents the ultimate escalation of the war. There's nothing subtle here.

VICTORY POINTS: 15

COMPLICATIONS: The team might be being used as a distraction which can disable (or temporarily neutralize) the anti-missile defenses, so that the patron can use SSMs to take out the platform. Indonesian pirates might make a surprise raid. Perhaps satellite surveillance detects that their strike force has already departed for their planned attack, forcing the platoon to either intercept them en route for combat on the open ocean, or else to intercept the enemy strike force as they "hit the beach" at the designated target zone ... an invasion invaded? Could get ugly!

For paranoia, have the entire platform deserted when they show up ... security breach? Bad timing? Or were they sent there under the cover of a military attack, but for some darker purpose, which they never would have agreed to? The Comlink is buzzing... You really want to get the players paranoid? Have their employer suit them up in outfits bearing the logo of their competitor (Arasaka/Militech). What's really going on here? Oh, nothing...



4: THE SHADOW WAR



Tokyo central megalopolis, Japan — Arasaka Tower
forty-second floor — 2:08:50 pm — Sunday,
January second, 2022:

Saburo Arasaka was not happy. His eldest son Kei could see it in the way he drank his noon tea; deliberately, accentuating each sip with an uncomfortable narrowing of his eyes. After thirty years, interpreting his father's movements was second nature to Kei, and this particular day Saburo's actions decidedly concerned him.

The other board members could sense the old man's dissatisfaction, and they feared it. Simply the fact that Saburo had ventured from the family compound indicated something was definitely wrong. He was obviously deep in thought, further worrying the gathered executives.

On the viewscreen facing the massive cherry-wood conference table, Saburo and the board of directors had just witnessed the live-feed destruction of an OTEC industrial platform defended by Militech troops. It was Sunday, a day of rest in western culture, and some of the troops had been on leave.

CINO and Arasaka commandos had suddenly surfaced from mini-submarines released by a new experimental cargo sub. A light assault team pinned down the Militech troops, giving torpedo teams time to launch their remote-controlled weapons. The platform's flotation elements were decimated and the facility sank within minutes. The strike team was gone by the time the rescue services arrived on the scene.

But there were casualties. Much of the light assault team had been wiped out, mostly by new automated guns installed under the platform. Two mini-subs had also been unexpectedly sunk by well-disguised submersible mines installed at the site. Intelligence had not expected the platform to be outfitted with such weapons. And, although surprised and outnumbered, everyone could plainly see that OTEC's and Militech's troops had fought with more tenacity and intelligence than the board members would have liked.

Saburo turned to the assembled board. "Give the daily report," he said plainly. Hiroko spoke first.

"The enemy platform was clearly destroyed, sir. Enemy losses are estimated at four million, two-hundred fifty thousand eurodollars, minus insurance expenditures. A total victory," Hiroko said with a confident smile, trying to raise the spirit of the meeting.

"I see," Saburo said, unsatisfied. "Continue." Now it was Saito's turn.

"Arasaka Security shares are up three points and selling well," Saito said. "With the publicity generated by our confrontation with Militech, we expect an additional \$13 million in revenue this month. That is a one percent increase over last month," he added matter-of-factly. "In addition, footage released of Arasaka equipment in action has nearly doubled our bulk orders for the year. Weapon sales revenue may increase threefold for the next 12 months." Saito politely bowed.

Saburo simply nodded. On to Norusaki, who had the most uncomfortable task of all: reporting losses.

"Sir. Monthly expenditures and losses total one-hundred twenty million eurodollars, including equipment and personnel lost to the fighting. Compared to last month's net income, that leaves a monthly profit of just—" Norusaki swallowed and hesitated for a moment—"fifteen million eurodollars." There was an obvious reaction in the room, although no one would vocalize it. Dreading every word of his report, Norusaki continued. "Five commandos were killed in the attack, and another seven were injured. They may be out of action for up to three months. Both mini-subs were unmanned and operating automatically when they were destroyed, each costing just over three million eurodollars."

Saburo sighed and contemplated his tea. "Thank you, gentlemen. That will be all. I wish to speak with Kei alone." The meeting adjourned abruptly as each board member stood, bowed reverently to the old man, and walked single-file out of the room.

Saburo turned to his son, who respectfully waited for his father to speak first. Saburo paused for a moment and waited for the door to slide closed so that he could be sure that the sound dampeners and microphone jammers that blanketed the room were again functioning. Finally he spoke. "Our losses on this operation were surprising. And our performance was ... disappointing."

The viewscreen on the wall switched from a video feed to a computer-imaged map. The map detailed Militech forces and installations responsible for OTEC security worldwide. Kei studied the map for a moment and instantly knew what his father would propose.

"I think, Kei, that it is time we demonstrate our force of will."



SHADOW WAR BRIEFING

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MERRIL, ASUKAGA, & FINCH CORPORATION

Summary file # 3099-series x

Date: November 2021-February 2022

Keywords: IHAG, OTEC, CINO, ocean war, nautitech

Title: *IHAG Crisis Analysis, Part II*

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The Ocean War is a tragic waste of life and property, a vicious example of corporate power playing itself out in a world without law.

But it's just the beginning.

Arasaka and Militech have been playing larger and larger roles during the course of the conflict. The percentage of "security operatives" on each side has grown astronomically over the past three months as has the commitment of material and technology. In fact, the war between OTEC and CINO has gradually taken a back seat to the contest of wills between the two largest private militaries on the planet. Whatever resolution OTEC and CINO manage to come to over IHAG has become secondary. The juggernauts of Arasaka and Militech are already on a collision course.

In this next phase of the conflict, Arasaka and Militech begin the "Shadow War". This is effectively the extreme escalation of the typical tit-for-tat and corporate espionage that has been going on for years. But now the gloves are slowly coming off as the operations grow in frequency and lethality. Each side now cares less about covering its tracks and preventing bad publicity than it is determined to damage its adversary. Blood is calling for blood as the Big Boys square off.

And when these giants decide to play in the Street, things are going to get very messy.

In this chapter, we describe the situation between these two megacorporations, profile the current bigwigs behind the scenes, and outline their probable courses of action.

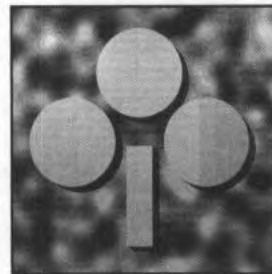
Part One: Introduction

This précis has been created at the request of Arasaka Corporation (Arasaka) and Militech Armaments International (Militech) because the possibility exists that these firms may be drawn deeper into the corporate struggle over Internationale Handelsmarine Aktiengesellschaft (IHAG) due to their respective security service agreements with Corporation Internationale Nauticale et Oceanique (CINO) and Ocean Technology & Energy Corporation (OTEC).

In this document we will examine the business practices of the principle requesters, analyze their current involvement in the conflict, and attempt to forecast upcoming events according to the requests of Arasaka and Militech.

CORPORATE SUMMARY: Arasaka and Militech are both leaders in the fields of corporate security and military hardware production. However, the firms conduct business in somewhat different manners; similarly, each firm has a different focus in its corporate mission which makes the firm unique. We discuss the businesses of each below.

- ARASAKA -



Under the leadership of Saburo Arasaka, this firm has grown into a multinational corporation of enormous proportions. Although Arasaka is best known for its outstanding security division, this company is involved with a multitude of different fields including weapons production, consumer manufacturing, and commercial banking. Their primary divisions are:

1. **SECURITY:** Arasaka is the largest and best-known private security company in the world. They provide security in five basic forms.

Their first service is uniformed, on-site corporate security forces. These are the paramilitary forces commonly seen on patrol in virtually any city in the world. They are well-trained and equipped to handle combat situations which are unfortunately common in today's business world.

Their second service is emergency paramilitary forces for short-term-contract operations ("one-shots"). These services are extremely popular among clients who need a specific special security service performed, but are either unwilling or unable to commit their own security force to such an action.

Their third service, personal security, sometimes known as bodyguard services, is extremely popular amongst high level executives and government officials, celebrities, and other indi-



viduals who require an armed escort at all times. Arasaka's bodyguard services are extremely flexible and can meet just about any request made by a client. This service is also considered a real status symbol in many circles.

Arasaka's fourth service is the leasing and selling of their security equipment. This category is broad and includes equipment such as vehicles, internal and external building security systems, and basic security items such as keycard lock systems. This category also includes lethal defense systems, advanced surveillance equipment, and other quasi-legal items. Computer security is also lumped into this category, and includes various computer security packages of varying lethality and effectiveness.

Arasaka also provides security consultants to clients who have no idea what their security needs are. These individuals specialize in recommending security measures, analyzing threats, and constructing an effective security package within the client's needs and price range.

2. POLICE SERVICES: Because of the dismal state of much state-sponsored law enforcement, Arasaka does a lucrative business operating and supplying local police forces around the world. Arasaka outwardly controls the police departments in San Diego, Cincinnati, Philadelphia, Singapore, Bangkok, Honolulu, Bucharest, Belfast, and every major city in Japan except Tokyo.

Note that although Arasaka is responsible for the daily operations and management of a police force, they do not supplement the justice system of the government in which they operate. Arasaka police forces are still expected to work amiably with the general public and within the limits of the law. To date, no Arasaka police force has ever blatantly defied this rule.

Because operating a police force is an expensive prospect, Arasaka receives hundreds of millions of eurodollars from these cities in exchange for excellent policing services. In some cases, Arasaka instead receives tax breaks and other government favors.

3. WEAPONS MANUFACTURING: Arasaka Corporation has three massive factory complexes near Tokyo which produce weapons and equipment.

For the most part, Arasaka produces all of the infantry weapons used by its troops and by its clients. They have just recently begun producing heavy weapons and exotics. Most of

Arasaka's weapons production runs to small arms, tasers, EMP guns, automated guns, and anti-personnel mines. They also manufacture a line of body armor and three very popular vehicles. Although their weapon sales are nowhere near that of Militech's, Arasaka's sales are brisk.

4. CONSUMER MANUFACTURING: Arasaka Corporation has been involved in consumer manufacturing since before World War II, but their Manufacturing Division was formed in the late 1990's. It is composed of several dozen smaller companies which ceased to exist after the Collapse. Each firm was cheaply bought out and then revamped by Arasaka.

Arasaka Manufacturing produces a host of consumer goods too diversified to be explained at length here. Typical products

from its subsidiaries include spaceplanes, four different automobiles, pharmaceuticals, various lines of clothing, computer games, prepackaged meals, and office equipment.

5. BANKING: Established by Saburo Arasaka in the 1960's, the Arasaka Bank provides the basis for much of Japan's economy and was responsible for its post-war prosperity in the 70's and 80's. The Arasaka Bank holds several prestigious accounts with many large corporations, and is the core of innumerable investments and trust funds. The Bank's primary business is corporate accounts, loans, and investments, although they also hold many high-profile personal accounts. Arasaka Bank was one of the first to invest in the Net and



cybernetics, so they hold royalties on several patents which continuously pay off.

- MILITECH - ARMAMENTS INTERNATIONAL

Militech was formerly known as Armatech-Luccessi International. That firm had been founded during the 1970's, and had established a reputation for itself as an innovative producer of excellent military small arms. The name change came in 2002, when Armatech founder and CEO Antonio Luccessi joined forces with General Donald Lundee, USMC (Retired), and the firm began a new life as a megacorporation. Today, Militech is the largest arms manufacturer in the world, in addition to one of the largest mercenary forces on earth. Militech's primary services offered are:



1. WEAPON MANUFACTURING: This is the meat of Militech, and it is where their roots lie. Militech produces a multitude of products which include the following.

Small arms: comprise a hefty chunk of Militech's production and sales, and they are certainly Militech's best known products. This category includes pistols, shotguns, rifles, submachine guns, sniper rifles, "exotic" small arms, squad support weapons, and full machineguns.

A major contributor to Militech's sales is the US Army, which uses the Militech Mk IV Assault Rifle as their standard infantry weapon. Via clever marketing, Militech enjoys a reputation as a consumer-oriented firm, with many options and styles of personal weapons available.

Heavy weapons: although not a big consumer seller, are a major part of Militech's production line. This category is broken down into four divisions.

Airborne Delivery Systems: This includes air to air missiles, SAMs, unguided rockets, smart bombs, retarded-drop bombs, and special delivery bombs.

Non-Projectile Ordnance: Includes land mines, grenades, various demolitions and charges, and specialized explosives such as plastique, gel and detcord. They also make warheads for the Airborne Delivery Systems and Artillery.

Artillery: Includes all field artillery such as cannon, long-range cannon, mortars, howitzers, grenade launchers, and AT rockets.

Light Projectile Weapons: Includes 20mm and 30mm cannon, very heavy machineguns, multi-barrel machineguns, mini-guns, and auto-cannons. Most of these products are mounted on vehicles or installed in batteries.

Vehicles: a staple of any modern military force, are also produced by Militech. This category is rather broad and includes a plethora of excellent products built by Militech or a subsidiary. Products include off-road vehicles and transport trucks, APCs, light tanks, MBTs, military hovercraft, surface ships and subs, minisubs, large vessels (they own one large shipyard), aerodynes, and fighters. Most of these vehicles are sold to national armies and corporations who can afford to stock up.

Accessories is a very diverse category, and could almost comprise civilian manufacturing, except for the fact that almost all of Militech's accessory items have some sort of military styling behind them. This includes Militech's line of military Personal Data Assistants, satellite mapping systems, and other portable electronics built to withstand lots

of punishment. Militech's other accessories include body armor, melee weapons, rations, and other survival gear.

2. MERCENARY SERVICES: Militech's other main industry is its large standing mercenary army which it hires out mostly to corporations, governments, and rich individuals.

Unlike Arasaka, the Lazarus Group, or Sternmeyer Security, Militech's troops for hire are neither special forces troops or paramilitary security types. They are basic front-line combat soldiers, well equipped and trained in a variety of different types of military operations (amphibious, airborne, urban, etc.). Though not as commonly seen in cities as Arasaka corporate security, Militech troops are often seen patrolling the grounds of various corporate

buildings in the suburbs or on the borders of the combat zone. More commonly, they are constantly in the media, distinguishing themselves in one engagement or another around the world.

Militech does have special forces, but normally they do not lease them for hire. Special forces troops are sometimes hired or loaned under special circumstances.

3. POLICE SERVICES: Like Arasaka, Militech also does a very successful side business of running and supplying city police forces. Like Arasaka, a Militech police force is expected to operate within the limits of the law, and once in the courts, Militech has no jurisdiction over prisoners. Militech is far more popular in the US than Arasaka's police services, although much to their consternation, they have not been able to take control

of any departments in Japan, while Arasaka controls several large US police forces. Militech is also known for being quite successful at legally hampering Arasaka operations in any city where Militech controls the police force, especially in the US. Arasaka also does this, although they are far less successful.

As with Arasaka, a Militech police force uses only Militech equipment. In some cases, the results can be very dramatic; citizens of Detroit were quite surprised last year to see a flight of AVX-9 "Viper" aerodynes pulverizing several notorious boostergang strongholds.

Militech operates the police departments of Seattle, Denver, Detroit, Kansas City, Cleveland, Melbourne, Toronto, Memphis, and the State Highway Patrols of Kentucky and West Virginia. It should be noted that Boston, Miami, and New York City have been screaming for privatization of their police forces for ten years as the situation in those cities has become intolerable. A bidding war is expected in the next two years.



Interestingly, Militech has also begun experimenting with correctional facilities. They now own and operate maximum security prisons and lower-security penitentiaries in Tennessee, Kentucky, Missouri, Illinois, and New Zealand.

Part Two: Contributing Factors

Unfortunately, the OTEC/CINO conflict is made additionally complicated by the bitter and deep-rooted rivalry between Militech and Arasaka. Here we will examine several factors which have occurred during the fighting to date and explain how they have brought the aforementioned further into the struggle.

1. Hiraki Edono: Hiraki Edono was heavily involved with Arasaka operations in New York State and was personally overseeing CINO security in that city. Edono's death on December 31st seriously confused Arasaka's operations in New York and caused extended chaos which made Arasaka extremely suspicious of Militech. Notably, Edono's death also opened up CINO facilities in the state to a series of terrorist attacks over the following weeks. Edono's death was met with Arasaka's admitted destruction of Militech ACPA prototypes, which sparked their eventually embarrassing security sweep across the southwestern US.

2. Direct-Command Tactics: When OTEC and CINO began a series of raids against each other in mid-December, Arasaka and Militech representatives insisted on commanding and advising these forces directly. After several of these advisors were killed during the fighting, both firms began directly involving their own troops to assist OTEC and CINO's raids. This brought the two firms directly into combat against each other in late December, which heightened tensions.

3. Morgan Blackhand: By hiring this world-renowned professional to lead OTEC security forces, we feel Militech invited Arasaka to up the ante. To be sure, Blackhand has so far performed excellently in this position. However, Blackhand's skill coupled with Arasaka's fervor to one-up his operations have only added fuel to the fire. Several raids executed by CINO corporation in the past 30 days have been obviously aimed at thwarting operations Blackhand is personally overseeing, even though CINO maintains these raids were launched as part of their overall war effort.

Part Three: Summary

It should be obvious to all that Arasaka and Militech are taking the IHAG conflict beyond their contractual obligations. We feel both firms are, to a limited extent, guilty of using the war as a platform to act on their grievances. Unless both sides are willing to cease conducting the war on a personal level, the result may be a larger conflagration neither side will be able to control.

It is our recommendation that the dispute between OTEC and CINO come to a conclusion immediately. MA&F, in conjunction with the European Bank, will offer its services as medi-

REF'S NOTE:

Okay, so the disclaimer was lying a little. The next part of the document is specially written for Arasaka and Militech. There are two different versions of this next part; in other words, they don't appear on the same document! Use whichever version your PCs will need to see.

ators during the next shareholder's meeting in five days. At this meeting, we plan to propose a stock distribution settlement which we hope will bring an immediate end to the fighting. Standard broker's fees will apply.

At the same time, MA&F will also offer overtures to Arasaka and Militech to begin a direct peace process between the two. We will expect both sides to reciprocate, at least during the initial talks. We will present terms which will end the security agreements with CINO and OTEC. This will, in essence, also end hostile interaction.

Part Four: Strategic Overview

*** UTMOST SECRET ***

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In the event that additional hostilities become necessary, we have been asked to provide a short summary of suggestions on how to approach the next 30 days. A précis follows:

- ARASAKA -

1. UPGRADE FREELANCERS: Because Militech has a larger military force to call on, Arasaka should utilize its "second army" of freelance professionals who work for the company on a semi-regular basis. These individuals have the added benefits of deniability and expendability which standing military forces do not. They should comprise a considerable chunk of Arasaka's strike force.



Recommendation: Extend contracts to freelancers already working for CINO. Offer generous benefits and the opportunity to join the "Arasaka team."

2. SURGICAL TARGETING: Engaging Militech in direct confrontation is not recommended because of their military superiority. Arasaka should use its covert ability to destroy weaker Militech targets directly connected to OTEC security. An overall widening of the conflict should be avoided.

Recommended targets include staging areas where Militech can support OTEC security forces, or production lines which directly supply units in the OTEC security force. Again, a general strike against all Militech installations is not recommended.

3. REMOVE/TERMINATE BLACKHAND: Currently, Morgan Blackhand is contracted with Militech to oversee their security operations with OTEC. His performance during this time has been truly outstanding. The failure of several ambitious Arasaka operations during the past two months can probably be directly attributed to him.

If at all possible, it is recommended that Arasaka Corporation open a bid for his contract. However, Blackhand's psyche profile indicates this would not be an easy prospect. Considerable restitution would have to be made to provide for Blackhand to part with Militech.

Alternately, you may wish to consider assassinating Blackhand, although this option is not recommended. This would be a difficult prospect at best, and should be undertaken only if all other measures fail.

4. TURN AFFILIATES/OTEC: One of Arasaka's greatest strengths is its ability to absorb smaller organizations quickly and expediently. Arasaka should target and acquire or destroy Militech subsidiaries in order to weaken their position. Arasaka may also choose to target OTEC itself, which, if successful, would effectively void the fight with Militech. Please note that this action also has the possibility of widening the conflict.

5. WEAKEN MILITECH FROM WITHIN: There is a potential schism in the Militech Board of Directors. One director in particular, Anderson Bennett, has made verbal (and possibly more direct) challenges to Lundee's position. If Arasaka can gain Bennett as an ally and aid in his ascension to CEO, victory would be automatic. This is considered a low-risk avenue with high potential benefits.

"AH, BENETT-SAN, IT IS GOOD OF YOU TO COME. WE OF THE CHERRY BLOSSOM CORPORATION ARE HAPPY TO HAVE AN HONORABLE LEADER OF 'AMERICA'S ARSENAL' AT OUR TABLE..."

"CAN THE RISING SUN CRAP, TATSUNAGA, AND LET'S CUT TO THE CHASE: YOU DO LUNDEE, AND I'LL SIGN THE CEASE-FIRE. KAPISH?"

—MILITECH S.V.P. ANDERSON BENNETT & ARASAKA EXECUTIVE AGENT OBURO TATSUNAGA

- MILITECH-

ARMAMENTS INTERNATIONAL

1. UPGRADE FREELANCERS: Because Militech employs its special forces sparingly, Militech should have a ready force of deniable professionals on hand to execute "dirty" operations which the company would rather not be associated with. We recommend forming special cadres of freelancers ready to move at a moment's notice should the need arise. At least one or two of these teams should be based in every major theater where fighting is currently taking place. These forces can also operate in conjunction with, but not be subordinate to, Militech forces dedicated to OTEC security.

Recommendation: Extend contracts to OTEC freelancers. Begin forming freelance special forces cadres around the world and ready them for action against CINO and Arasaka.

2. ARASAKA MANUFACTURING: Arasaka's major military manufacturing comes from a series of three large factory complexes near Tokyo. All of their war material for themselves and CINO comes from these three plants. Also, these complexes produce the bulk of Arasaka's yearly sales.

Recommendation: Although a direct strike against these facilities is out of the question, an air strike or some other strategic attack may be possible. This sort of action should be taken immediately, as Arasaka's defenses will only multiply as the war continues.

Rather, we recommend a campaign against Arasaka shipping. Cargo jets & AVs, zeppelins, automated freighters, cargo subs, and maglevs are all vulnerable to attack. Primarily, you should attack only those shipments which will be used to supply CINO forces. Further attacks against all Arasaka shipping is not recommended.

3. NET IMPROVEMENT: We find one of Militech's major flaws is its lack of focus on Net security. Although Militech's computer systems are adequately defended, Militech's presence on the net is minimal, for the most part.

Recommendation: Militech should seek to expand the war to the Net. Arasaka is expecting a series of typical military assaults, as is common from Militech.

Militech should seek to hire a Net specialist to oversee net operations as it has done with Morgan Blackhand to oversee OTEC security. Names that come to mind immediately are Spider Murphy, Edger, and the individual known as "Ware Wolf". This last, in particular, has an excellent reputation for breaking corporate software, meaning he (we assume the masculine gender) should be able to improve its security. Unfortunately, psyche profiles indicate most of these individuals are unwilling to work for a major corporation. This option will require considerable planning.

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ENDFILE

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PERSONALITY PROFILES

So who's got his finger on the trigger of the biggest guns in the shadows? Take a look, but don't stare—you just might make them nervous.

Donald Lundee

CEO OF MILITECH—CORPORATE—AGE: 71



STATS: INT: 8 TECH: 8 REF: 5
COOL: 7 ATT: 6 EMP: 5/7 BOD:
6/8 LUCK: 7 MA: 5

SKILLS: Resources +10,
Wardrobe/Style +5, Intimidate
+5, Leadership +7, Social +1,
Education +5, Expert: Soldier +8,
Business Sense +5, Expert:
Strategy +5, Expert: Politics +5,
Expert: Military Hardware +7,
Melee +3, Stock Market +2,
Brawling +5, Pistol +8, Rifle +4,
Weaponsmith +6

CYBERWARE: Neural Processor,
Chipware Socket, Muscle &
Bone Lace, Nanosurgeons,
Cyberoptic (Targeting, Times
Square, Micro/Tele, Low-Lite)

NOTES: Born to a military family in New England, Donald Lundee graduated top of his class from West Point academy and entered the Marine Corps in 1970. He saw combat in Vietnam, Grenada, the Gulf War, and the First Central American Conflict. His flawless record quickly elevated him to the rank of General, making him one of the youngest Pentagon chiefs in history. In 1998, after the FN-SAF fiasco, a disgruntled and disillusioned Lundee retired from the military. Then came the Collapse, crumbling the military contractors of the previous decades one by one.

Lundee realized that a modern arms manufacturer must be a streamlined, technological powerhouse, capable of providing superior products, and unfettered by political affiliation or government regulation.

Allying himself with Antonio Luccessi, Lundee expanded the fledgeling Armatech-Luccessi company into Militech and returned to the Pentagon in 2004—not as a chief, but as a salesman. The US was finally scrapping the FN-SAF, and they chose Militech's Ronin as its replacement. This boosted Militech to its current megacorp status, and Lundee has successfully continued as the CEO.

For Lundee, the battles over IHAG are a business opportunity. Realizing the potential for profit in the OTEC contract, he will take any steps necessary to ensure that Militech fulfills its terms.

Anastasia Luccessi

MILITECH ELITE AGENT—SOLO—AGE: 26



STATS: INT: 8 TECH: 7 REF:
10/11 COOL: 10 ATT: 11 EMP:
9/4 BOD: 8 LUCK: 4 MA: 8

SKILLS: Combat Sense +8
Awareness +6, Athletics
+10, Interrogation +8,
Leadership +10, Seduction +9,
Social +5, Expert: Special
Operations +7, Language: Italian
(Native) and English +8, Drive +4,
Pistol +9, Rifle +6,
Submachinegun +2, Demolitions
+3, Electronic Security +6,
Hide/Evade +5, Shadow/Track
+4, Wilderness Survival +2,
Aikido +5, Melee +5, Wardrobe
and Style 9.

CYBERWARE: Neural Processor,
Cyberoptic (Image Enhance, Low

Lite, Times Square, Tele-optics, Rippers (both arms), Cybersnake, Kerezikov Boost +1, Adrenal Booster, Smartgun Link, Chipware Socket, Contraceptive Implant, Toxin Binders.

NOTES: Anastasia Luccessi is the twenty-six year old granddaughter of Antonio Luccessi, who secured her a space in the Militech Special Operations training school. Rather than moving on into the business side of things, Anastasia took to the combat training, and, much to her grandfather's consternation, decided to make a career out of Special Operations.

Anastasia has become one of Militech's most dangerous agents. She is beautiful, merciless, and adept at several forms of combat. She has run infiltration, extraction, espionage, and assassination missions. Her loyalty to Militech is above question, and she has full clearance as a security expert. She is known by the codename "Sphinx", although many troops call her "The Bitch".

The Shadow War marks a new stage in Anastasia's career—she has been placed under the direction of freelancer Morgan Blackhand (see page 114). While Special Operations Director William Harris is still handling the campaign against Arasaka on a managerial level, Morgan is the "hands on" commander. Though not officially part of Morgan's team, Anastasia is working closely with him to absorb his techniques and tactics. She has been given another mission as well: To "remove" Blackhand if he threatens the campaign in any way. Anastasia recognizes the delicate nature of this assignment (not to mention the danger), and has started a campaign of her own to seduce Morgan. Whether her approach will work or not remains to be seen.



"SABURO ARASAKA IS THE MOST DANGEROUS MAN ALIVE TODAY."

—JOHNNY SILVERHAND (FROM AN INTERVIEW IN *CULTRA SCREAMZINE*)

⊙ Saburo Arasaka

CEO OF ARASAKA — CORPORATE — AGE: 102



STATS: INT 10, REF 1, TECH 4, COOL: 10 LUCK: 5 ATT: 2

BOD: 3 EMP: 5 MA: 1

SKILLS: Resources +10, Grooming +4, Wardrobe +4, Intimidate +7, Leadership +6, Education +10, Business Sense +10, Stock Market +10, History +10, Library Search +7, English +5, Expert: Economics +10

CYBERWARE: Processor, Chip Socket, Dataterm Link, Nanosurgeons, Optic (Times Square), Cyberarm, Audio (Phone Splice, Scrambler, Bug Detector).

NOTES: Born in 1919 to an enterprising industrialist, Saburo served in the Imperial Air Force during WWII until his crippling

injury in 1942 dropped him out of the war. In 1960 he stepped into his father's shoes as head of the Arasaka Corporation.

Realizing that information equals power, Saburo formed the Arasaka Security division, whose services came into demand as the world plunged into total anarchy. Forty years of study and careful theorization had allowed Saburo to predict the Crash and the Collapse long before they happened, so Arasaka weathered the storm handily. With all government regulation removed in 1997, Saburo began to exploit his dream of a new Imperial Japan by ordering the formation of the world's first corporate army.

A stroke in 2010 has confined Saburo to a wheelchair. Today, he is so physically worn that his body will not survive any more surgery. Saburo's son Kei is now the "hands-on" leader of the company, although Saburo is still very much in charge.

Saburo hates anything vaguely American and hopes that one day Arasaka Corporation will dominate the world. Though his body is frail, his mind is as sharp as ever; he works tirelessly to pursue his goal of Japanese dominance.

Initially, Saburo considers the confrontation to be mere business. As time goes by, however, he begins to take the fight personally—how dare the barbarian American cowboys of Militech challenge Arasaka's defense of a client! Where his hatred will take the company remains to be seen.

⊙ Kei Arasaka

SON OF SABURO — CORPORATE — AGE: 41



STATS: INT: 9 TECH: 2 REF: 6 COOL: 10 ATT: 8 EMP: 5 BOD: 8 LUCK: 3 MA: 7

SKILLS: Resources +10, Groom +5, Style +8, Leadership +6, Social +4, Awareness +2, Education +7, Economics +6, Business +10, Stock Market +7, English +6, Library Search +5, Pistol +4, Karate +3

CYBERWARE: Processor, Chip Socket, D-Term Link, Subdermal Armor, Smartgun Link, Nano-surgeons, Optic (Times Square, Target), Audio (Phone, Scrambler, Bug Detector, Voice Stress)

NOTES: Kei Arasaka is the 41-year-old son of Saburo Arasaka, and next in line for control of the

company. Kei has been bred since birth to fill this role, rigorously schooled, raised and disciplined in the traditional Japanese style Saburo insists on. He is aware of his father's plans for Japan and for the company, and he intends to pursue them after Saburo dies. However, unlike his father, Kei finds Americans amusing—good businessmen, but shamefully easy to deceive and manipulate.

What makes Kei more dangerous than Saburo is that he is not driven by hate. While Saburo's emotions get the better of him, Kei is cold and calculating. He thinks nothing of employing violence and torture to close a deal or solve a particular problem.

Kei considers himself of a man of action; in 1999, Kei amused himself by training at the Hokkaido facility, but when he took this training more seriously than his schooling, Saburo put a stop to it immediately.

Kei still keeps fit and occasionally practices some marksmanship and martial arts. Unlike Saburo, who almost never leaves home, Kei travels around the world and into LEO on business. In fact, he's abroad just as often as he's in Tokyo or at the family compound. He will seek a wife within the next ten years.

Kei is responsible for a great deal of the daily operations during the IHAG fracas. He views the fight like any other business operation and will never take it personally (unlike his father). However, in the Arasaka tradition, Kei will stop at nothing to make sure his side is victorious, and he will never step down from a direct offense to Arasaka.

Note that Kei's younger half-brother Yorinobu went rogue five years ago and now runs with a set of Tokyo's *Kotetsu no Ryu* (Steel Dragons). He has vowed to reveal the truth of Arasaka's greed and power-mongering to the public. Kei has vowed to kill Yorinobu, which makes the younger brother the perfect pawn for Militech should they decide to lure Kei into a trap



WHAT DO THE BIG BOYS WANT FROM ALL THIS?

In this part of the book, the fight between OTEC and CINO comes to an end, but Arasaka and Militech take their own private disputes underground and continue the fight. Arasaka and Militech have already started to take their battles beyond the scope of the conflict between OTEC and CINO.

Slowly but surely, the fight is devolving into a grudge match.

Although both sides are still fervent about fulfilling the duties of their security contract, now the fight becomes less of a business obligation and more of a convenient excuse for two competitors to blast away at each other secretly. These strikes need not be naked military strikes, which would in fact be too obvious; instead, these months are marked with a wave of covert sabotage, assassination, extraction, terrorism, economic and financial warfare, netspionage, political favoritism, and yes, even a few military strikes, all carried out in the guise of being important to their client's interests.

Arasaka has a lot more to prove than Militech. This may sound strange, since Arasaka is considered the larger of the two firms (if not physically, at least in their overall world clout). But the way Saburo sees it, the fight with Militech and OTEC may become the catalyst which launches his holy war against the west. Arasaka's—and by extension, Japan's—honor is on the line. Losing would mean a loss of face that would not be acceptable.

More than anything else, Arasaka wants to embarrass Militech. They want to see their American rivals belittled on the battlefield, in the media, and on the stock exchange. Arasaka wants the world to know that CINO relies on Arasaka's protection, and if that makes CINO invincible, it makes Arasaka doubly so.

Arasaka needs information to do this. They need to activate traitors and spies within Militech's hierarchy. They need to steal security papers, blueprints and other documents which will help them better understand their enemy so they may find and exploit every weakness Militech may have. (For example, although it's a closely guarded secret, Arasaka knows about the rift in Militech's executive board between Lundee and his Chairman, Roland Yee and Director Bennett. They would give a lot to help widen it, possibly even removing Lundee if they could.)

Arasaka's primary weapon is terror. Above all, this is what makes them such a potent force on the street: the fact that they can hit anyone, anywhere, and even if dealt a crippling blow,

"WAITASEC... YOU'RE TELLIN' ME THAT YOU GUYS AND MILITECH ARE TRADING BLOWS, BUT YOU'RE DOING IT QUIETLY? WHAT THE HECK'S THE POINT!? FEH!! CALL ME WHEN YOU CLONE YOURSELF SOME COJONES, FLESH-WEASEL!"

—ADAM SMASHER (FULL-BORG SOLO), SLAMMING THE PHONE DOWN ON AN ARASAKA RECRUITER'S CALL.

they return shortly with a vengeance. No one can hide from Arasaka, no one is safe from Arasaka. Fear keeps its subsidiaries in line and sometimes keeps Donald Lundee awake at night, wondering what Arasaka's next move will be. More than anything, the sheer psychological effect of what Arasaka is capable of

doing is enough to cause smaller organizations to fold. They are often seen as less of a corporation and more of a cult.

This is not something Saburo takes lightly, although it is a fact he certainly relishes. Through fear, precise planning, and applied brutality, Arasaka hopes to bring Militech, and eventually the world, to its knees.

Militech—particularly Donald Lundee—does not see the current situation in the same way Saburo does, as a corporate conflict or a contest of cultures. Rather, Militech views the war as a major opportunity to confirm their dominance as the military producer and corporate mercenary force of the 21st century (although, in reality, they grudgingly cede the latter title to the Lazarus Group).

Plainly put, Militech wants to steamroll Arasaka. Like their competitors, they do not intend to do this in a simply military fashion. Militech wants to expand on the stock market, on the Net, and in the media, crushing or acquiring anything that stands in its way. Militech's corporate base is rooted in the ashes of several brutal corporate wars Lundee initiated shortly after they grabbed the US Army contract in 2004, so this sort of thing is nothing new to them. If a news program maligns Militech's performance or favors Arasaka, Militech buys the network. If a bank refuses a loan, a strike team might move in and take out the board of directors. If a smaller company doesn't want to give in, it ceases to exist the next day. Brute force is Militech's greatest strength and most obvious weakness.

What Militech wants to do is totally defeat its competitor. They have no grandiose dreams of world dominance (yet), nor do they believe they can completely destroy Arasaka. What they can do, however, and what they aim to accomplish, is to squarely defeat their rival at every turn. Whether attacking Arasaka and their CINO allies, or defending an OTEC outpost somewhere, Militech intends to win every time, until the every other corporation realizes the futility of opposing them, and the power that comes from having Militech on your side.

Makes you wonder if Lundee and Saburo are actually all that different in their thinking ...



COVERT OPS IN THE SHADOW WAR

A CHANGE IN INTENSITY

The Shadow War has two of the biggest corps on the block starting to pursue a serious grudge match. They don't play small and they feel little compunction to obey any rules. The stakes have risen, with lethal force being applied in surgical, but all too effective, ways. The risks are greater, since both sides are on the alert and have moved past the point of wanting many prisoners. What's more, they both seem to be operating on a hyper-accelerated timetable, running as many ops against each other in a week as they previously would in a year. This makes for sloppy work, and the damage often spills over into the public domain.

Thus the Shadow War is a serious escalation of the kind of activity that is the typical Edgerunners' bread and butter. The problem is, it's also a very dangerous escalation, with the types and frequencies of the missions ranging into the extreme. Independent operatives are getting hired up left and right as both sides recruit to fill their ranks (even pulling in contractees from the OTEC and CINO assignments). And Street movement is high as power players vie for a access to the opportunities presented or split the program altogether in order to avoid getting caught in the crossfire.

Running the Shadow War may not seem all that different than your normal *Cyberpunk*™ campaign; just another series of missions, this time from a single patron. But there is a difference: these two corps are out for blood. The Edgerunners are simply soldiers to them—tools to be used and spent. The types of missions are often of the blackest kind: assassinations, infiltration's, and demolitions that are not too discriminate in their final body count. Your characters may think they know what they're getting into.

- They'll be wrong.

COVERT OPERATIONS

While many Edgerunners have handled covert ops before, they may not have ever been shown the fundamentals of implementing one. Here we give you and your characters some basic guidelines for getting in, doing the job, and getting out—hopefully all with out them knowing you were ever there.

Covert operations usually fall under the categories listed below—your characters are probably familiar with at least a few of these. Also note that many of these missions types can occur in the Net as well as in the meatworld. It's important to understand your mission type and goal before you can decide how to accomplish it.

- **Theft:** This was the first covert operation of mankind, that of sneaking in where you don't belong and leaving with something that's not yours. The stolen item can be an object, information, or even a person (this is properly kidnapping; see below). Theft involves bypassing or defeating the security around the target, and leaving with the target. Give attention to what you have to steal, and how to transport it.

The best theft is undetected. You can leave a fake in place of the original, or try to fake your target into believing you were there for something other than what you stole—the idea is that even if your break-in is discovered, don't let the

enemy know exactly what it was that you did.

- **Recon:** The second-oldest operation, spying. As a covert op, it means you're in unfriendly territory. Naturally, gathering the information is important, but making sure you're not detected is nearly as important, since the information you collect may be compromised if the enemy knows you were there.

This is generally considered the least exciting covert op, since it means hanging around the same target location, watching and listening. (Yes, police call this a "stakeout")

- **Exchange:** One of the easiest missions, this is simply meeting with another party to exchange something (information, an item, a person) without the exchange being detected. This is also risky, since two separate parties know the time and place of the exchange, giving opposition a larger chance of learning the facts



and showing up. The best way to combat this is by restricting the time/place facts to as few people as possible.

- **Destruction:** Ah, the classic covert op of fame and glory, sneaking into enemy territory to blow the daylight out of something. This mission involves the destruction of a specific target, and is more hazardous than it sounds, since this destruction alerts the enemy that something's wrong. This (and possible collateral damage) is why timed explosives are so popular. Fire is also popular, but advanced investigation techniques can demonstrate that a fire was arson and not just a natural disaster. This is one of the most common missions being assigned (particularly by Militech) in these months.

- **Kidnapping:** A variant of theft, kidnapping is distinguished by the fact that the target item usually is mobile, aware, and can actively resist. Special precautions are required to make sure your target doesn't run away! Note that if the target actually wants to be kidnapped by you, this is called an "extraction."

- **Sabotage:** This involves subtly damaging something. Remaining undetected is paramount, since knowledge that something has been damaged will invalidate the mission. Please note that this might involve adding something to a process instead of removing a vital part. These missions are also common in the Shadow War.

- **Assassination:** Killing a living target can be done close-up or from a distance. In the first case, the trick is to make the killing silent, undetectable or on a time delay to make sure you've already made your escape. In the second case, you can be noisy, but you have to have a lead on retaliation—either be moving fast (drive-bys) or be far away so you can outdistance pursuit. This is Arasaka's specialty, but Militech is rapidly getting the hang of it.

- **Infiltration:** This isn't just getting in quietly, this is the operation where you get in and stay there for a long time. These are moles. They have the unenviable job of setting up an alternate identity that'll bear scrutiny for extended periods.

Infiltrations are set up to 1) gather long-term information, and/or 2) position an operative within a target organization for a strike at a later time. The first goal is relatively simple. The second mission is merely a matter of waiting, either for a correct moment for the agent to act on his own initiative, or, more commonly, for an external operation where the mole does his mission of interrupting security, data theft, assassination, etc.

Both sides are conducting massive infiltration campaigns, installing new moles and activating long-standing ones.

STEALTH IS WEALTH

The art of covert operations is that of accomplishing a mission without being detected until it's too late. The perfect covert operation is never discovered at all. The trick is to avoid being identified as an enemy, either by masquerading as something else or by not being detected. Guile and stealth are your friends.

The classic method of infiltration is stealth. Sneaking past your opposition has the advantages of requiring less information and preparation on your target than infiltration by impersonation.

It's not as easy as it used to be, though—not only do you have to watch out for live opponents, but electronic sensors can detect the pressure of the most careful footstep or the passage of a solid object through atmosphere; they can see in the dark and hear a mouse fart.

Stealth requires that all clothing be as noiseless as possible. All equipment must be strapped down and muffled. Given electronic sensors, a full set of passive sensor receptors is essential to detect active sensors before they detect you. Finally, the best way to bollix a sensor setup is by telling the control computer that the sensors detect nothing (don't forget that netrunner!).

Impersonation means convincing your opponent that you're a friend. This is the method of choice in 2021, since it avoids the problems of sneaking past hard-to-avoid sensors.

Impersonation is easier than it sounds. Most installations don't feature security that can perfectly identify each and every person working there. Instead, identification usually relies on relatively simple measures—IFF transponders, security checks (palm-print/thumb-prints, retinal scans, passwords, voiceprints), and visual recognition. If you acquire the proper appearance and are able to pass the security checks (possible with cybernetics, cosmetic surgery, or Netrunner assistance), you can practically waltz in and out. Military installations are particularly susceptible, since most of them have lots of people running around in uniforms which can be stolen or imitated. (As *Raiders of the Lost Ark* fans will note, be sure you choose someone your size when you mug a victim for his uniform). The biggest danger is that of encountering someone who personally knows who you're supposed to be (or knows everyone in an area and might recognize that you don't belong; see the film *Real Genius*). And the biggest challenge facing many fashion-conscious street-punks? Getting that regulation haircut.

Defenses

Every installation has some defense, even if it's only a doorlock. The main defense types are covered below, along with how to defeat them. Most installations won't have too many different types of defenses, because they're expensive and get in the way of doing what the installation is set up to do.

STATIC DEFENSES

Static defenses are those which don't actively hurt intruders. Instead, they detect intruders or keep them out by increasing the difficulty of crossing (i.e., walls, fences, razor wire). To most special ops teams, detection is harder to overcome than mere barriers. Common detection methods (and how to overcome them) include:

- **Capacitance Grids:** A common security measure; a current is sent through wire, and when the circuit is broken, the alarm sounds. Cross-wire the circuit and then cut the wire so you can get in (Electronics or Elect. Security vs 15, once the



wires are found; some circuits may have narrow voltage tolerances, which require more careful cross-wiring).

- **Cameras:** security cameras that can monitor in the visible or heat spectrum. They can be covered up (suspicious), their sight angle can be avoided, or you can tap into their transmissions and substitute a "normal" picture to be viewed (Photography @ 25 to prepare and install a mock background as a shield, assuming you can get a picture; netrunning is often easier).
- **Pressure Sensors:** these are plates that register pressure where someone steps, or atmospheric gauges that measure a change in the air pressure, including movement. Pressure plates require bridges or nimble jumps to avoid (Awareness @ 20-30 to spot).
- **Atmospheric gauges:** can only be circumvented by not going where they are (and they're impossible to spot!), or by biasing the security computer.
- **Active Sonar:** a broadcasting sonar movement detection system, easily detected with a sonic detector. If you have time to discover the sonar's broadcast frequency, you can modify another sonar system to broadcast a harmonic that'll obscure your movement (EW skill, Difficulty 20). The Wutani Sensors Motion Tracker (*Chrome Book 4*, page 71) combines this with IR beams, below.
- **Radar/Microwave:** a radar version of active sonar, easy to find with a radar detector. Radar-absorbing materials and radar-deflecting architecture can defeat this.
- **Infrared Beams:** beams of IR light crossing a confined space. Awareness @ 20 to spot the emission lenses or the reflective "trip" prism. Though the beam is not detectible by un-aided vision they can be avoided. Mirrors can deflect the beam around you. (Basic Tech @ 15-25, depending on system tolerance).

The best advice is to get into the security computer that controls all the alarms and sensor reports. From there, you can dictate what the opposition's gadgets detect. This can be tough, because often installation security computers are internal networks, and not accessible from the Net, so you'll have to be able to access an on-site terminal.

ACTIVE DEFENSES

These are actually trying to hurt you. They are:

- **Minefields:** nasty and hard to disarm, leaving you vulnerable all the while. They're usually well-marked, put there to keep you away from that specific area. Finding a mine with a detector is Awareness or Basic Tech @ 15. Disarming a mine is Basic Tech @ 20 or Demolitions @ 15 for normal mines, Electronics @ 15-20 for the electronic ones. Warning: many mines may be booby-trapped. Anti-tank/vehicle mines are detailed in *Home of the Brave*, page 80. Anti-personnel mines are basically hand grenades, some of which explode when you put your foot down, others which blow when you lift your foot up, or even other, nastier ones which blow your buddy up when your foot comes down.
- **Electric Fences:** usually well-marked stretches of fence that might shock you, or try to fry you (2-10D6 damage,

armor is no protection). They can be defeated by cross-wiring with power cable, like cross-wiring a capacitance alarm (Basic Tech @ 15, Electronics @ 10. Do not fumble!).

- **Autonomous Weapons:** robot weapons rely on IFF transponders or other alarms. Defeat the alarm or have the correct IFF and they're no problem. The Apex weapons system (*Chromebook 1*, page 53) is a classic example. There are lots of variants, largely substituting bigger weapons for the small 9mm rounds; 5-7mm full machine-guns with improved reliability (VR) are common.
- **Traps:** Burmese tiger pits, steel doors to imprison, gas traps, electrocution traps, etc. If you're caught by one of these, you've set off serious alarms. Get out any way you can and abort.
- **Guards:** rule #1 is "don't be seen." If seen, try to avoid being identified as an enemy. Fast-talk your way through it if you can. Failing that, silence anyone who recognizes you, quiet and quick.

ID CHECKS

These are a category all to themselves:

- **IFF transponders:** Identification Friend or Foe radios that respond to one set radio signal with another set radio signal. They're nice, but a good ELINT operator (see next chapter) can find the code signals, or you can just steal them from the target's personnel. New systems operate on an electronic version of the old Enigma code, and are much harder to crack.
- **Passwords:** the only way to defeat a password system is to have the passwords. Steal them, eavesdrop with electronics, bribe them out of someone. Special programs such as Wizard's Book exist to generate thousands of random passwords per second and apply them to the system. Of course, a little legwork can go a long way towards narrowing down the selection. Once you have to correct passwords, it's a breeze.
- **Handprint/palmprint/retinal scans:** the print scans can be duped with either detailed plastic surgery or fingerprint/handprint gloves, super-thin plastic gloves molded with the ridges of someone who's cleared for access. Duplicating retinal scans takes expert contact lenses or custom cybernetic eyes, made to match the pattern of someone with access.
- **Voiceprint scans:** cybervocals and digital recordings have made this a less-than-effective security measure, but you may still find them in some low-tech zones.
- **Multi-media scanners:** The Telectronics Scanman (*Chrome Book 2*, page 22) is a good example of this sort of scanner. It's much, much tougher to fool without a full skin-job. The best way to scam it is to input your own data on board; this is a job for remote operators, who can sneak a tiny remote up to the unit to feed in the data you want it to recognize.

Electronic Intelligence (ELINT)

Wiretapping, eavesdropping, radio detection and interception, encoding, decoding ... These are the elements of ELINT, one of the newest forms of warfare. And in the electronic age of *Cyberpunk 2020*, it's one of the most practiced forms of covert operations.



In the previous century, this is the job that was typified by the innocuous panel van parked on the street, its cargo section full of electronic surveillance, a begoggled operator crowned with earphones leaning over a control panel. This picture still isn't too far from the truth, although now, with miniaturization and pseudo-AI computer-assist, the operator can fit his tools and monitors into the back of a car (or a powered-armor suit for that matter).

With the proper tools, an ELINT operator can monitor, record, and even interrupt every form of inorganic communication. The operator's task comes in two parts: establishing the apparatus, and monitoring. Establishing a monitor web is the real dirty work: Climbing poles or skulking underground to tap land-lines, setting bugs and listening devices, and establishing monitoring parameters with the monitoring computer.

This last is the most important step. Fortunately, with computer and AI assistance, the task is greatly simplified, so much



so that a single operator can handle over a hundred sources. The monitors are specialized versions of the Igor program (see *Chrome Book 4*, page 51), written to record and scan all kinds of information sources (vocal, data, and analog transmissions) for communications that have the proper key words/phrases in them. These are isolated for the operator's inspection. Because of these computers, ELINT monitoring is relatively easy.

Prepping for a Mission

Each and every covert mission is different. No matter the similarities, covert operators must think of each mission as a new experience. This keeps them from getting stale and complacent, or worse yet, making

incorrect assumptions.

There are a few hard and fast rules for every mission, though. These are less rules of how to behave on the mission than rules on how to approach each mission, an outline of the steps that should be taken before going into any assignment, no matter how trivial and easy that assignment might seem.

- 1. IDENTIFY THE OBJECTIVE:** This is usually done when the mission is assigned. The team is given information on what it's to do, where the target is, the time parameters, etc.
- 2. RESEARCH THE OBJECTIVE:** This is where the team's intelligence personnel swing into action. Even the best-intentioned employer seldom gives the team the complete story on the objective; after all, most of these missions are on a "need to know" basis. Often, certain useful facts are left out: such as the actual importance of the objective, etc.

Most people think all a team needs for this is a netrunner. Sadly enough, this is a waste of a good combat runner, who is more adept at breaking into systems than in combing archives for what may well be public information. In short, what the team needs is a good intelligence officer: or a good detective. Subtlety is paramount, because asking obvious questions may well reveal the mission before it ever gets started (not to mention that if it gets back to your employer, it might jeopardize your relations with them ... this process does indicate a certain lack of trust).

The benefits of this stage are more information on the physical layout of the target, some clue as to your employer's motives, and the first early warning of a double-cross, if any.

- 3. GATHER EQUIPMENT:** Take only what you need, and only what you trust. Those are the watchwords of covert ops.

ELINT EQUIPMENT

Nearly every surveillance-related gadget in all the *Chromebooks* is useful. ELINT operators definitely need a personal computer to route their monitor webs through and to run the monitor Igor program. Other useful equipment includes a vehicle to haul their stuff, lots of fiberoptic transmission cable (1 eb per meter), a pair of electronics tool kits (one big and bulky for impersonating repair personnel, the other small and slender for sneaking into places where it shouldn't be), a neural computer with datalink (essential!), and a neat set of electrician's/maintenance man's clothing (coveralls with a static patch so you can fit on different "embroidered" names and company logos, tool belt, insulated gloves, hat with static patch like the coveralls, work boots, note pad/invoice pad, etc.). Military radios, radio direction finders, and descramblers are good, too (see *Maximum Metal*).



Sure, there's a temptation to pack for every contingency, like the White Knight, and be bogged down. Instead, pack for your mission, and only your mission.

When you're choosing equipment, go with what you know. There's no quicker way to create a problem than trying to go into a clutch situation with unfamiliar equipment. If you're going to change equipment, take the time to completely familiarize yourself with every aspect of its operation, from use to cleaning to repair. Make certain that you have enough in the way of spares to repair vital equipment. Anything else can be abandoned if it breaks: remember that! Equipment, no matter how personally attached you might be to it, isn't worth your life. If it doesn't work, it's just dead mass, and you can always buy more.

Environmental equipment (special gear for specific environments like Arctic or Jungle gear) is always a problem. If you've just been issued the equipment, becoming familiar with it becomes even more of a priority. If used improperly, a failure with environmental equipment can kill more swiftly than the enemy.

4. RECONNOITER THE OBJECTIVE: Hopefully, you'll reach your operation location in time to do some nosing around first. No matter what you've found out about your objective ahead of time, there



are always inaccuracies, and the only way to find out the real story is to check it out first-hand. If your old information is too far off from the facts, start watching your back.

5. FORM PLANS: Only the most nebulous of plans should have been made before now, because, as certainly as the sun comes up in the east, you'll find information at the objective location that'll scrap previously-made plots. Only after you've gotten the real story will you have enough information to make real plans.

Always have one or two back-up plans, because if you don't, the main plan is certain to fail. And don't forget to include escape routines in these plans, for both orderly withdrawals and unexpected retreats.

Above all, remember the old military adage of KISS: Keep It Simple, Stupid. The simpler the

plan, the fewer variables that there are to go wrong.

6. EXECUTE PLANS: The time for planning is past. Just do it. And be prepared to improvise, because no matter how simple the plan (see above), something will go wrong. There is, after all, an enemy who will be doing his best to prevent you from doing what you intend to do. Don't underestimate him.

7. WITHDRAW: After the objective is achieved, bug out as quickly as possible. No sense in hanging around, neh?

"SAY WHAT?"

INSERTION: This is getting to the target area. Like stealth, the whole idea is to remain undetected; if you're detected, abort. Insertion can be fast, via aircraft or other vehicle, thereby minimizing the time the team is vulnerable in the operation area (the favorite is to land a relatively short distance off and walk in). On the other hand, a slow insertion through careful infiltration may be required to sneak into carefully-guarded areas.

EXTRACTION: AKA "Getting Out of Dodge," extraction is getting away from the operation area (the corporate term "extraction" is a euphemism for voluntary or involuntary kidnapping). There are two ways to do it: fast and slow.

Fast is the classic method, where you either acquire a vehicle or have transport coming for you. The idea is to leave the operation theater (being defined as the area limited by the operation radius of immediate pursuit) swiftly, to avoid pursuit. Bugging out to grab an AV or chopper, swimming back to the submarine, peeling out in cars or trucks; all these are fast extraction.

Slow usually means leaving the immediate operation area and fading into prepared cover roles in the general area, lying low until you have an opportunity to leave the operation theater. A favorite of spies, moles, and other espionage agents.



SMART CYBERPUNKS, FOOLISH CHOICES

Tools of Motivation

They say that black ops are an Edgerunner's bread and butter. This being the case, the Shadow War could be an all-you-can-eat buffet for your players! The question is, how do you get your players mixed up in this dark, secretive skirmish? Fear not—here, we've arrayed an assortment of sneaky, tricky methods for getting your players' characters to work for Militech or Arasaka and perform dangerous, illegal ops against the other. After all, Morgan Blackhand signed up for this war, and if it's good enough for the patron saint of Solos, it certainly oughtta be good enough for your players, shouldn't it?

From Oceans to Shadows: The easiest way to get your players involved in the Shadow War is to move them in from the Ocean War... but of course that requires them to have participated in the Ocean War in the first place. Provided that your players did participate in the Ocean War, it's entirely likely that they'll move on to work in the Shadow War. As the Ocean War settles down, CINO and OTEC will begin cutting back on their ops, and thus they'll begin reducing their numbers of operatives. At the same time, however, Arasaka and Militech will be making more and more moves against each other directly, which means that they'll be quick to hire any operatives dropped by the oceanic corps (if they worked for OTEC, they'll be recruited by Militech; if they worked for CINO, Arasaka will recruit them). After all, Militech's and Arasaka's advisors were all over the Ocean War, which gave them first-hand experience with the players' performance—so, as soon as the player-characters are through with the Ocean War, they're sure to get a visit from the local Militech/Arasaka military advisor, who'll make them an offer of employment. Welcome to the Shadow War!

A Surprise Offer: Another way of getting your players involved could be through an unrelated contract; they could have freelanced for Arasaka or Militech on an unrelated job, and having done well, they could get offered employment for the duration of the Shadow War. In fact, the same thing could happen even if they were doing a job for another corporation, because it could turn out to be a subsidiary of either Militech or Arasaka (both companies have numerous subsidiaries)! When the Shadow War heats up, the personnel departments of both corps are going to break open all their records, searching for talented freelancers they've used before. So, once again, a job well done could land your players employment for the duration of the 4th Corporate War.

Classified: Then there's always the old-fashioned way; your players could run across an advertisement on a BBS or in a screamsheet. To sweeten the offer, Arasaka and Militech both can be expected to offer all sorts of "employment incentives"—

"I'M TELLIN' YA, SANTIAGO! FORTY-NINE K, PLUS HAZARD PAY, MEDICAL, COMPANY DISCOUNTS, FREE AMMO... IT'S A SWEET DEAL!"

"OH MAN, CLUTCH... DON'T BE STUPID, CHOMBATTA, THE MAN NEVER CUTS A FAIR DEAL! IT'S A REDSHIRT JOB!"

—NOMAD SANTIAGO TO HIS JUNIOR CLAN COUSIN, CLUTCH (RIP 2022).

Shadow War freelancers can look forward to discount plans for cyberware, employee discounts with Trauma Team, deals on their employer's own products, stock options, etc.

We Want You: If the characters have impressive skills, and/or more importantly they have high Reputation values, they could be actually headhunted by Militech or Arasaka. In such a case, the corp would actually come to the players (or their Fixer) because they have the skills which the corps want for their Shadow War. Similarly, the players' Fixer could hear about the employment possibilities of the Shadow War and, like a good agent, make it known to the PCs (for a small percentage, of course).

The Hard Way: Instead of giving them a good deal (like above), you could simply screw your players. Face it: Almost every Edgerunner has cheesed off either Militech or Arasaka at some point in their career, which means that they could suddenly find themselves being blackmailed or extorted into signing on for the Shadow War! This method could be used for individual players, or if your team is a really close-knit group (hey, it happens) then you could drag all the player-characters in at once!

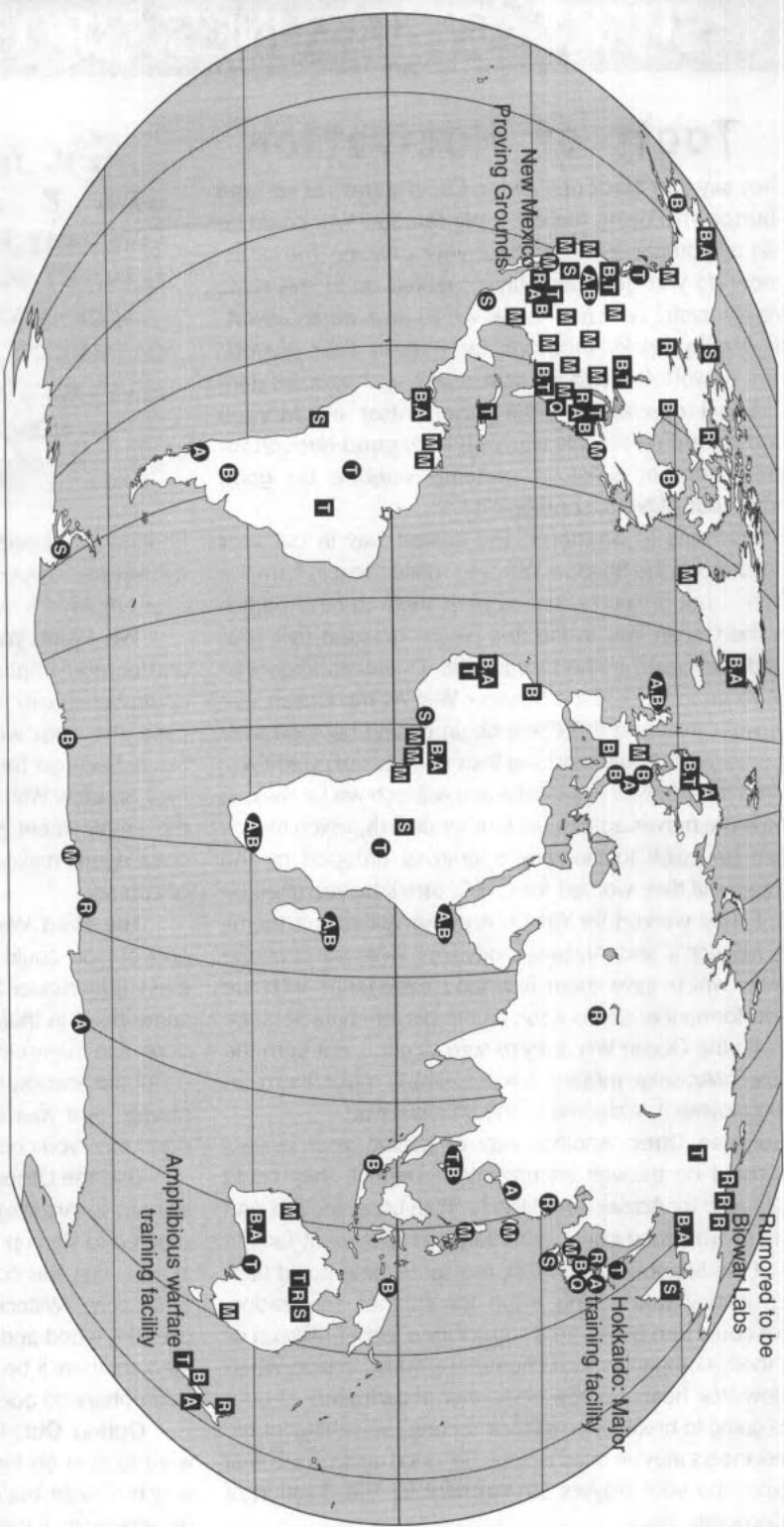
Use the Lifepath: If one of your player-characters opted to sell out to Arasaka or Militech in their Lifepath, they could be ordered to sign up for the war and have no choice in the matter at all. In fact, this could happen even if they've sold out to some other corp; Militech and Arasaka employees have contacts all over the world and in every corporation, and if they call in their markers there'll be mobs of executives who'd be willing to provide enhanced operatives.

Opting Out: Finally, it's possible that your players won't want to sign on for the Shadow War at all (which wouldn't be very profitable, but probably would be a wise move towards self-preservation). If this does happen to be the case, fear not. You can still base plenty of adventures around the Shadow War—see the "Hitting the Street" section for ideas on how to make use of this part of the book for players who aren't working for Arasaka or Militech.



SHADOWS IN THE DARK

- A** Arasaka Air Base **B** Arasaka Army Base **M** Arasaka Manufacturing **R** Arasaka R&D **T** Arasaka Training Facility
- A** Militech Air Base **B** Militech Army Base **S** Arasaka Space Facility **C** Arasaka Headquarters
- M** Militech Manufacturing **R** Militech R&D **T** Militech Training Facility
- S** Militech Space Facility **Q** Militech Headquarters



MAP: THE SHADOW WORLD



SHADOW WAR OCCUPATIONS

COVERT SPECIALIST

Some people think you're nothing more than a special ops solo. Nothing could be farther from the truth; you're not just a superbly trained combat soldier, you're half-prowler, half-ninja, all stealth.

Sure, you can shoot nearly anything and kick tail in hand-to-hand. You're familiar with odd and exotic gear, from Nuscuba and rebreathers to vacuum suits and zero-gee thrust packs and spacesuits. But you also trained to waltz in and out of guarded installations without raising an eyebrow ... sometimes you can even penetrate corporate boardrooms and ballrooms (and enjoy yourself while on the job!). You are fluent in two and maybe more foreign languages. You're adept at creating and maintaining elaborate cover stories to give yourself an identity that won't arouse suspicion.

That's where you differ from the run-of-the-mill solo: you're an expert at getting into places where you shouldn't be without the expedient of noisy and messy explosions. You realize that if you play your cards right, you could walk into any place in the world (or in orbit), and be accepted as belonging there! You've got the skills, you've got the savvy, and you've got the chill.

If infiltration isn't the ticket, then good, old-fashioned burglary is an option. You've hung from the outside of more than one corporate skyscraper, burning holes in armorglass to make yourself an entrance where none was intended. After being suspended upside down by a nylon cord 110 stories up for twenty minutes, taking out a few security guards seems like child's play.

Some say that you consider yourself above gunplay, a pale imitator of the Eurosolo elite. You know, of course, that they're wrong again. Sure, you adopt some of the same methods used by the Eurosolos; those are tried-and-true espionage ploys, but you're not afraid of combat. The difference is that, in your missions, combat is an admission that something's gone wrong. A fatal mistake, more often than not. Your detractors don't realize that to you, a successful mission means that the target doesn't even know you they were the focus of a mission!

The physical requirements for covert specialists place less stress on size and strength than they do on agility, endurance,

and skill. On average, you're smaller than the street gangers you see lurking in the shadows. A surprising number of covert specialists are average-sized and wiry; of course, there are a number of brutes among them, but less than might be imagined, thanks to cinematic portrayals of such missions. You appreciate those vids, too; everyone thinks you should either look like a superspy or a hulk with an Austrian accent. No, you and your fellow specialists look like very normal people. You're calm, collected, and utterly dedicated to the success of the mission. Your livelihood and reputation depend on your success rate, and you're prepared to do whatever it takes to accomplish the mission.

The practical minimum Reflexes for a covert mission specialist is 8. Minimum Movement Ability is 6. Your total of Body Type and Endurance must total 8+.

Your special ability is *Combat Sneak*, a hybridization of a Solo's *Combat Sense* and a Prowler's *Sneak*: It adds 1/2 its level to *Stealth*, *Hide/Evade*, *Awareness* and *Initiative*.

The Covert Mission Specialist career skill list below is slightly different than the normal career skill list. Primary and Secondary skills are listed; primary skills must be brought to a minimum level of +3. Secondary skills may be bought with Career points, but are not required, and may be bought at any level.



COVERT MISSION SPECIALIST

Special Ability: Combat Sneak

Primary	Secondary
Awareness/Notice	Demolitions
Athletics	Disguise
Handgun	Drive
Heavy Weapons	Electronic Security
Martial Art (choose)	Endurance
Melee	First Aid
Rifle or SMG	Hide/Evade
Stealth	Human Percept.
Swimming	Language
Wilderness Survival	Performance
Personal Grooming	Pick Lock
Pilot	Seduction
Persuasion/Fast Talk	Social



ASSASSIN

You're the ultimate trained killer. Where the normal specialist may change roles from time to time, such flexibility depending on the mission requirements, you do only one job: you kill. This demands a level of specialization that stands out even among the already elite covert mission specialties. You train for your job, honing your skills to the point of perfection, maintaining other skills only to enable you to get within range of the target.

Of course, you must also be able to carry your load and endure the same rigors as the rest of the team, which makes for identical physical requirements. The difference comes with the specialization.

You're adept at the silent, close-range kill. After locating and stalking the target, you close to killing range, take down the target, and leave, hopefully undetected. In this occupation, a bland appearance is a godsend; the more mundane you look, the better. That way it's tougher to identify you, since it's very difficult to arrange a killing where you can be certain that there were no witnesses, living or otherwise. A good knowledge of disguise techniques is also invaluable, as well as a working relationship with all methods and tools of assassination, from silenced firearms to poisons to mechanical sabotage (although the last really falls under the aegis of the covert technical specialist; see below). Fluency with multiple languages is a bonus, since they can act as part of a disguise as well as allowing you to converse in other countries (or any other area where the appropriate language is spoken).

You can snipe, too. Some think sniping is an easier job, since you only need to concentrate on getting a good shot at the target... and you know all it takes is one shot. You don't think it's that easy, though. In a close assassination, you can

walk up to the target and do the job. A sniping kill means setting up a considerable distance away from the target, in less than perfect conditions, and place one or two shots into the target from range, with unerring accuracy. Since the sniper's art is a noisy one - there is no way to do a long-range kill with a subsonic round, and it's physically impossible to silence the super-

sonic report of a round in flight - you usually get only one chance to kill the target before the inevitable alert sets retaliation into action. This takes inhuman patience, a great deal of skill, precision tools, and a well-rehearsed escape plan.

Like the normal Covert Specialist, Assassins have minimum statistics: The practical minimum Reflexes is 8. Minimum Movement Ability is 6. Minimum sum of Body Type and Endurance is 8+.

Again, the Special Ability is *Combat Sneak*.

The Assassin Occupation Skill list is similar to the Covert Mission Specialist list, with Primary and Secondary skills. Occupation skill points can be spent on both. Primary skills have the minimum skill level noted; Secondary skills may be bought at any level.



"DO I LIKE WHAT I DO? HEY, IT'S ALWAYS A CHALLENGE. EACH TAG'S A TWIST, WITH NEW PROBLEMS AND PUZZLES.

"DO I THINK ABOUT MY TARGETS? SURE—HOW THEY MOVE, WHAT THEIR GROOVES ARE. I HAVE TO HAVE THAT STUFF DOWN COLD TO TAG 'EM AND VAPE BEFORE THE HAMMER COMES DOWN.

"YOU MEAN DO I THINK OF THEM AS PEOPLE? NOT AND STAY SANE, JOHNSON ... NOW BOMB."

— MERCURY BULLET, FREELANCER

ASSASSIN

Special Ability: *Combat Sneak* 3+

Primary:

Athletics 3+
Awareness/Notice 3+
Endurance 2+
Handgun 3+
Hide/Evade 3+
Martial Art (choose) 3+
Melee 3+
Stealth 5+

Secondary:

Archery
Disguise
Electronic Security
Perform
Rifle
Shadow Track
Submachine Gun
Weaponsmith



COVERT TECH

Welcome to the wonderful world of covert ops toys! You're labeled a "covert technical specialist," a generic label indeed, encompassing several specialties. The ever-increasing complexity of the technical angle of covert operations has called for a number of fairly narrow specializations. These fields often intermingle, so it's not unusual to find a tech specialist with skills appropriate for several fields. You're no different, knowing that your employability revolves around how many things you can do. Sure, there are experts out there who are virtual wizards in their specialty, but do they ever do covert field ops? No way! They lurk back in labs and invent neat toys for you to play with! No, field techs like you are jacks of all trades and masters of none. And there are a lot of trades to learn:

Electronic Intelligence (ELINT): A great deal of information is transmitted electronically. Radio transmissions can be monitored, phone lines can be tapped, and cellular transmissions intercepted. Combined with visual, audio, and remote surveillance, you need a lot of equipment, and a lot of skill to manage all that equipment. "Smart" computers have made it a lot easier, but no machine can replace you (at least not in the price range). You might cross-train in Remote and Net Operations.

Remote Operations: In times past, Remotely Piloted Vehicles were considered toys with potential. In the 21st Century, improved control techniques and nano-machine assembly have produced RPVs that are the size of an bug, with full information-gathering capability! Scorpion-sized independent robots scuttle through cracks in defenses to spy and sabotage (the already venerable Arasaka RDAK from *Chromebook 2*, page 32, is the large end of this specialty; there are smaller models that don't carry weapons and cost about 2500 eb). Full-sized combat WADs (*Chromebook 3*, pages 88-92) can power their way to a target, using direct routes or sneaking in through sewers and ducts. You can haul enough machines in a simple back-pack to infiltrate an entire office building. Because of the cost of your "toys," you're expensive, and somewhat vulnerable because of your sense-blanking linkages (while linked into a remote, you're as helpless as a netrunner). But you're more

than worth it. You're probably also a netrunner, and will need a good deal of ELINT knowledge, too.

Network Operations: As a netrunner, you're as common in covert operations as the armed soldier. The best teams won't go in without you covering their butts, warning them of computer-operated defenses and alarms, and gathering valuable info from inside the target. You won't work without portable decks, Flip Switches, and a working knowledge of electronic security and wire-tap techniques (the whole idea being that it's easier to break through net defenses from inside the target's physical location ... besides, cellular transmissions can be tapped). You're probably knowledgeable in Remote, ELINT, and Intrusion operations.



Intrusion Operations: If someone can get out of a location, you can get in. A lock is still a lock, no matter how electronic or smart or tough or well-protected it is. You're a lock-breaker, able to get into (and out of) anywhere, either by picking the lock, or tearing it apart quickly and quietly. If you're a full specialist, you're also a Netrunner.

Demolitions: Destroying a person is easy. Destroying an installation is a lot harder. That's where the you come in. You have a thorough knowledge of architecture, explosives, and a passing knowledge of chemistry (for making explosives) and electronics (for detonators). Often crossed with Intrusion operations.

The occupation skills for techs come in two forms: The general skills known by all tech specialists (at their minimum levels), and the skills that each specialty may choose from. Techs may choose from multiple specialties (for instance, ELINT/Remote Ops/Netrunner hybrids are fairly common). Occupation skill points may be used on all of these skills.

COVERT TECH

Tech Specialist Occupation Skills

All:

Athletics +2

Awareness +2

Endurance +2

Martial Arts (choose) +2

Handgun or Submachine Gun (choose) +2

Basic Tech +3



ELINT Operations Occupation Skills

Electronics
 Electronic Security
 Expert: Electronic Warfare
 Photo & Film

Remote Operations Occupation Skills

Special Ability: Jury Rig
 Drive
 Electronics
 Electronic Security
 Operate Heavy Machinery

Netrunner Operations Occupation Skills


Special Ability: Interface +3
 Library Search
 Programming +3
 System Knowledge
 Electronics

Intrusion Operations Occupation Skills

Special Ability: Combat Sense+3
 Electronic Security +3
 Hide/Evade
 Pick Lock +3
 Stealth

Demolitions Operations Occupation Skills


Special Ability: Combat Sense +3
 Chemistry +2
 Demolitions +3
 Electronics +2
 Expert: Structural Architecture +2

 **New Skill**

Expert: Electronic Warfare, The ELINT Skill (TECH): This expert skill allows the specialist to use the proper equipment to detect, monitor, and interrupt communications.

ELINT Skill Test Difficulties

- Setting a wire tap onto phone/data transmission lines: Basic Tech 10+. Getting to the lines' physical location might be somewhat more difficult ...
- Locating radio transmissions: EW skill 10+, +10 if it's a multifrequency transmission.
- Monitoring radio transmissions: EW skill 15+. To intercept a tight-beam or laser transmission, you must be in direct line with it.
- Decrypting scrambled/encrypted transmissions: EW skill plus average of Programming and Mathematics skills, Difficulty starts at 15+ and goes up swiftly.

 **HARDWARE**
 **Guns & Bombs**
ARASAKA WSSX MULTI-ROLE SNIPER SYSTEM

RIF • +5* • N • R • 4D6 x1D3** • 13 • 1 • VR • 600m • 3600eb

*with Smartchipping; WA is +3 without.

**Frag-Flechette load; roll 1D6/2 to see how many flechettes hit (20/9mm APFSDSDU ammo also available).

The WSSX was developed to capture the market away from the Barrett-Arasaka Light 20 by capitalizing on the popularity of the WSSA; Arasaka hates to share profits. To that end, the WSSA was rechambered for the devastating Light 20mm shell of the Barrett-Arasaka model, making it attractive to any 'psycho squad. Peruvian CSWAT teams were the first to field the WSSX, and its recent use by Lima's police force was a great success. The target, a Brazilian Nomad gone cyberpsychotic, was picked off at 550 meters in an airport terminal from a sniper perched on the air control tower. A clean chest shot killed him instantly.

Like the original, the WSSX has excellent ergonomics and is made entirely from lightweight polymer composites (including a ceramic barrel), so any team member can easily hump it around. The weapon is equipped with a suppressor, a flash hider, a ported muzzle brake, mercury barrel shock damper, and comes smartchipped from the factory; it employs the WSSA's computer-enhanced Zeiss cyberscope, which grants a chipped shooter laser-ranging capability, low-light vision, and +2 to Awareness.

While the WSSX is an ideal 'borg-buster, Arasaka has made sure that it will also be popular among corporate enforcement teams and black ops units by designing a new ammo load: the Trisector™, which packs the wide-bore 20mm shell with three 3.5mm fragmentation flechettes. These are the same projectiles fired by the WSSA, but the triple-pack rounds increase hit probability, compound wound trauma, and because the flechettes are each of a slightly different weight and are staggered within the shell, windows won't affect their accuracy; the first flechette will punch a hole in a window and the other two will continue through with a flat trajectory. (Frag-Flechettes halve SP, but do full damage to flesh; see *Chromebook 2* p46 or *Blackhand's Weapons* p44 for more.)

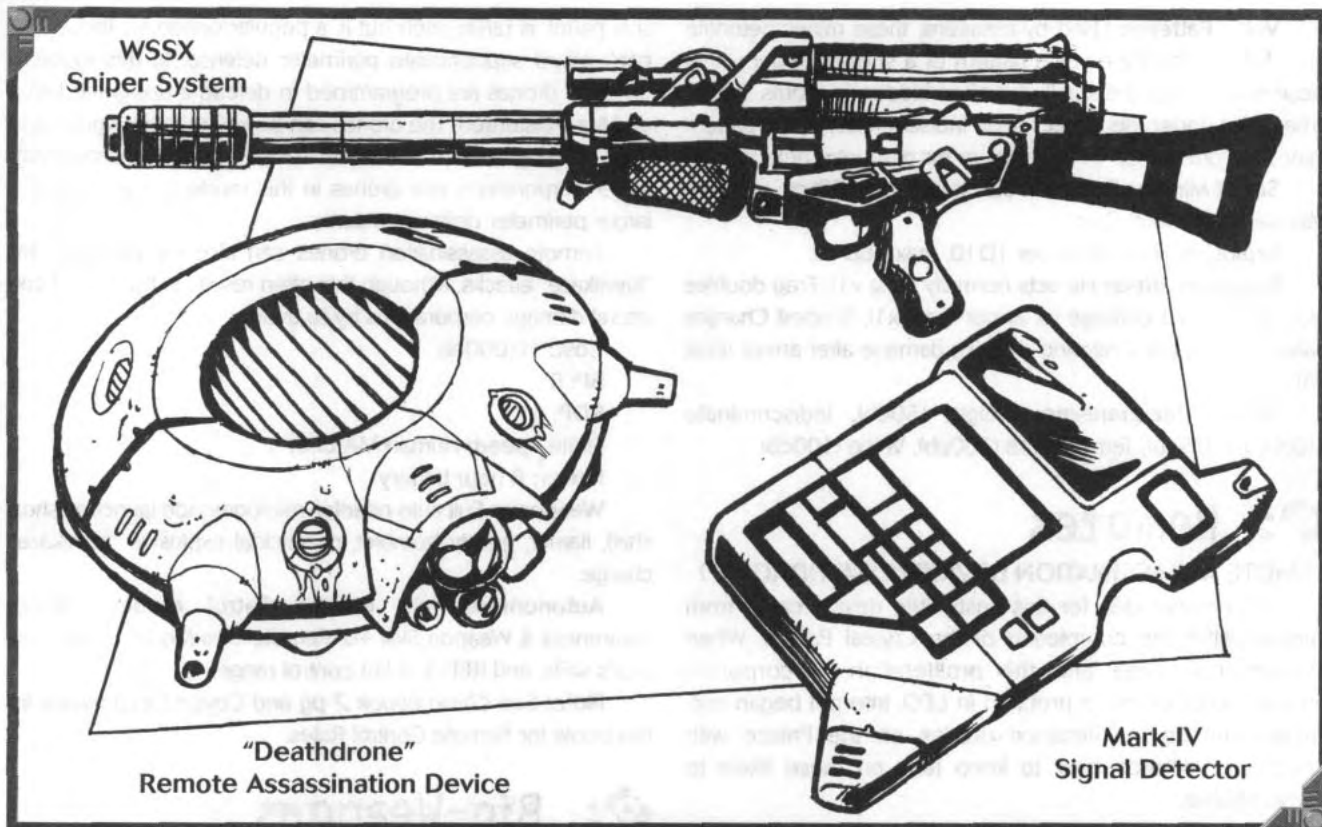
Arasaka also markets a marine version for their security forces in the CINO/OTEC conflict. This version of the weapon is completely sealed, waterproofed, and protected against the salt water and industrial corrosives found in the sea. It can even be fired while totally submerged (beware of recoil), but the magazine is sealed and cannot be removed until surfaced.

HECKLER & KOCH HK77SD3

RIF • +1 • L • P • 3D6+3 • 154 • 3/30 • VR • 250m • 880eb

Following a flood of customer feedback, the long-awaited domestic-release version of the British-model HK77UK (*SOF2*, p34), has been rechambered for 7.7mm Caseless (a smaller, high-velocity round with better armor penetration) and more effi-





ciently exploits the room in the buttstock, now packing in a self-loading hopper-box. With built-in optics and a lifetime-guaranteed suppressor, the HK77SD3 is an ideal black ops weapon.

BRIEFCASE COVERT SMG CONVERSION 4x cost of weapon (2x if already smartchipped).

This aftermarket conversion can be performed on any SMG, turning it into a jack-in-the-box o' death. Available through Arasaka, Fabrica de Armes, IMI, Malorian Arms, Mystic Technologies, Pursuit Security Inc., Tsunami Arms, and Rostovic, it integrates the weapon into an innocuous-looking, synthleather briefcase. This requires that the SMG be disassembled and its breach be floated on recoil-retarding rails, but the roomy new casing can accommodate an oversized 150-round ammo hopper.

For effective use, the weapon is smartchipped and fitted with an extra-slim cable leading from the handle up to a wristplug; the smartchip is also cross-linked with realtime video-feed from a microcamera aligned with the SMG's barrel. A port for this camera (and the muzzle), covered by a shutter in the front of the briefcase, can be opened through the cyberlink. Expensive models use a flap of memory-plastic instead of a shutter.

This weapon can be used instantly—without changing position or needing to open or rearrange the briefcase—by popping the shutter and firing the weapon via smartlink. If the shooter has a cyberoptic, he can even use the barrel-camera as a "third eye," so he can fire the weapon around corners without exposing himself (although the smartlink's +2 bonus is lost when this is done).

SMART MINES

Smart Mines are preprogrammed to detonate under certain parameters, such as the specific weight of the target, temperature differentials, or voice patterns:

Indiscriminate: These mines will blow when any object sets their detectors off, using any of the methods below.

Weight: When an object weighing within a certain preset amount crosses over the mine, it triggers the detonator; this way, armored vehicles, light vehicles, people, or anything can be chosen as targets. Most anti-personnel mines are set to explode between 45-350 kg; while this range may seem a little broad, it covers heavily 'borged soldiers and very light vehicles such as motorcycles.

IFF: Because personal IFF indicators are so common in the 21st century, many mines are set to trigger only if a target does not display proper IFF recognition. Though IFF devices can break down or be cracked, this mine is safer for the force laying them and can be used to set up some spectacular ambushes.

Temperature: Often used in arctic regions or unpopulated areas, these mines may be set to trigger at any temperature or within the temperature range the programmer wishes. In arctic regions, any heat source stands out against the cold background, unless the mine is an anti-vehicle mine set to detonate at high temperatures. Conversely, mines which detonate at low temperatures work well against 'borgs or heavily augmented infantry.



Voice Patterns: Used by assassins, these mines detonate only if they detect the voice pattern of a specific target within close range. They are small and often hidden in rooms, sometimes right under the target's seat. Indiscriminate voice pattern mines are often used by terrorists or for perimeter defense.

Smart Mines: ((Explosion Size x Explosion Effect) + Trigger Mechanism) = Total Cost.

Explosion Size: 10eb per 1D10, max 16D10.

Explosion Effect: HE acts normally (cost x1); Frag doubles blast radius, 1/2 damage vs. armor (cost x1), Shaped Charges halve SP (cost x3), Cratering doubles damage after armor (cost x3).

Trigger Mechanisms: Weight (50eb), Indiscriminate (20eb), IFF (75eb), Temperature (200eb), Voice (100eb).

Remotes

REMOTE ASSASSINATION DEVICE ("DEATHDRONE")

The original idea for this nasty little device came from Interpol, after the completion of the Crystal Palace. When international crime and the proliferation of corporate edgerunners became a problem in LEO, Interpol began outfitting common maintenance drones on the Palace with remote surveillance gear to keep tabs on those likely to cause trouble.

Eventually, the military got their hands on the design, and soon a new streetslang term was born: Deathdrone. A remote combat drone is an aerodyne-powered drone usually armed with a full auto needler. Other commonly used weapons include microgrenade launchers, shotshells, and flamers. The remote drone is generally deployed in one of three configurations: autonomous, remote manual operations, or passive patrol.

In autonomous mode, the drone can be deployed in an urban area near the target and disguised as maintenance 'bot, roaming media cam, or some other innocuous device. Before deployment, the drone is programmed to recognize a specific target its controller wishes to kill. The drone actively searches the area for the target. When the drone locates the target, it hovers, aims, and fires. The drone can adjust itself should it miss, but usually the target escapes or the drone is destroyed if the first shot misses.

In remote manual operations mode, the drone is again disguised as some mundane object and released into the target area. However, this time a human operator manually controls the drone from a distant location. This configuration is often used if the target's location or identity is uncertain, or if the technology in the drone is untrustworthy. This configuration is also used to destroy vehicles. On that sort of mission, the drone is equipped with a single gravity-guided, anti-armor bomblet (5D10AP).

Since many smaller corporate facilities have at most only one or two armored vehicles on hand, a number of corporate assaults begin with this sort of attack. A third mode, pas-

sive patrol, is rarely seen but is a popular option for those who can't afford sophisticated perimeter defense. In this mode, a group of drones are programmed to defend a designated area and fire if disturbed. The drones can be keyed to IFF signals and may be programmed to fire on specific targets. Occasionally, larger corporations use drones in this mode to supplement a larger perimeter defense system.

Remote assassination drones can also be equipped for "kamikaze" attacks, although this often results in the sort of collateral damage corporations try to avoid.

Cost: 10,000eb

SP: 5

SDP: 5

Flight speed: Human MA of 8.

Power: 8 hour battery

Weaponry: Full auto needler, microgrenade launcher, shot-shell, flamer, gravity bomblet, or suicidal explosive "kamikaze" charge.

Autonomous and Passive Patrol Modes: REF-8, Awareness & Weapon Skill +6. Remote Ops Mode: Uses operator's skills, and REF-3, 6 km control range.

Note: See *Chromebook 2* pg and Covert Occupations (in this book) for Remote Control Rules.

Bio-Weapons

FLAKED CARDIO-CYANIDE

1000 eb per dose

Based on the innovative design of flaked crystalline TNT (used for covert demolition purposes), comes this highly concentrated, enhanced variant of cyanide. Unlike its predecessor, it does not have the cliché "burnt almonds" smell, nor does it leave obvious signs in the victim. It takes effect within three hours, especially if ingested with food, and the victim appears to have died from a heart attack (effect takes 1D6 x30 minutes, and does 7D6 damage).

The flakes can be introduced (from a hollow cufflink, for example) into the target's food or drink; unless the target knows he's been poisoned and seeks an antidote immediately, there's no way to stop the process once the poison has started to take effect. Determining the true cause of death requires a detailed autopsy—and the pathologist has to know what to look for.

Cardio-cyanide is a popular black ops tool, and is highly illegal everywhere. The Philippines will hang anyone for simple possession, while in the US, possession of this drug always equals intent to sell, regardless of the amount. This can draw up to thirty years in braindance lockdown.

COVERT BIOHAZARDOUS WEAPON DELIVERY SYSTEMS

These are better known in the business as "plague bombs," and were inspired by cold war-era micro-dots: First, a biohazardous substance or tailored virus (depending on the statement



you want to make) is compounded into a microscopic dot. Then, an innocuous document is printed—in the world of corporate terrorism, an inter-office memo or customer receipt is a popular front, and despite what everyone would like to think, the “paperless office” is still fiction even in the 2020s.

The plague dot is then placed over a regular printed dot on the document, (a period, colon, semicolon, or dot over an “i” are often used for this purpose) and compressed against the paper. The dot’s true nature is completely invisible to the naked eye and to cyberoptics (unless equipped with micro-optics). Then the document is placed in a chemically-sealed envelope and delivered to the target individual or building.

When the unfortunate victim opens the envelope, it infects him or her and anyone else in the vicinity. By their very nature, plague bomb viruses must be airborne and quick in effect, so before long an entire office can become infected. The actual effects of a plague bomb vary, ranging from a bad flu (if you just want to scare your competitors), to a deadly neurological reaction which kills most of the accounting department within minutes! As yet, only AI-managed building ventilation systems have demonstrated much capability of defeating plague bombs.

COVERT OPS GEAR

**“ALWAYS BE PREPARED TO IMPROVISE!
THE FACT IS, THE ONLY THING YOU CAN
COUNT ON DURING AN OP IS THAT YOU’LL
NEED SOMETHING YOU DON’T HAVE. IF
YOU LET THAT SNAG YOU, YOU’RE MEAT.”**

— MORGAN BLACKHAND

Clothing

SURVEILLANCE CLOTHING

Though a little strange in nature, surveillance clothing is making a big hit in the intelligence community. A takeoff on the old “camera in the bow tie” cliché, surveillance clothes are articles of clothing with fiber-optic audio and video surveillance equipment rigged right into the fabric! Surveillance clothes come in all styles and colors, ranging from subdued business suits to teenybopper mallplex outfits. A typical outfit includes the following: a jacket with fiber-optic mastoid commo link built into the collar, digital sound recorder (good for 60 minutes) woven into inner pocket, digital camera and audio enhancer woven into sleeves, and Ballistix Woven Body Armor shirt (SP 15, EV 0, long & short sleeve versions available). Virtually any combination of surveillance gear you can think of is available on request, but beware—damage caused by bullet penetration and/or cuts and

tears caused by blades can shut down the surveillance systems (10% chance per bullet penetration, 20% chance per cut or slash done by a blade).

Surveillance gear was first developed by the Mossad around 2009, but the original designs were rather crude. French intelligence improved on the idea for Interpol, and successfully used it in their prosecution of Arasaka after the Yasubisu Affair. Never mind that the Interpol agents involved in the investigation disappeared soon after.

The CIA developed their own version of this gear a year later, and soon the corporations had caught on as well. The KGB has their own version of surveillance clothing, but like their cyberware, it’s notoriously unreliable, clunky, and obvious.

A common accessory for surveillance clothing is a pair of Mirrortec™ glasses. Mirrortec glasses are miniaturized smart-goggles disguised as regular mirrorshades. The circuitry and chips required to run the options are actually contained within the rims. A Difficult Awareness check is required to spot this equipment. Any four cyberoptions may be stored in these glasses; common choices are micro-tele, digicamera, image enhancer, and low lite.

Surveillance gear is available at any gadgetry or “spy” store. Each individual piece of the outfit sells for 5-7x the price of the same clothing, (depending upon its complexity). Sale and possession of this gear is not a felony in and of itself, but illegal use of the gear is. It’s just the thing every well-dressed covert agent should be wearing.

PETROCHEM “SPYTEX” RADAR-ABSORBENT MATERIAL

“Spytex” is the market name for Petrochem’s groundbreaking radar-absorbing material. An improvement on the material used to coat the US Air Force’s first stealth fighter, “Spytex” is now used in every industrial capacity, including paint, textiles, and construction.

The original radar-absorbing coating used on the stealth fighter absorbed radio signals so that a radar operator could not get a clear return signal indicating a solid object. However, improvements in AI logic defeated this technology by allowing the radar to detect that, rather than getting a return signal, radio signals were instead disappearing, indicating that something was interfering with them. This did not necessarily mean a stealth aircraft was about, but the radar’s operator was alerted, and standard procedure would be to deploy a patrol (or at least notify an officer). Later, logic sequences were developed which allowed a radar array to clearly paint a radar “picture” for the operator just by analyzing the pattern in which the radio signals were disappearing. This first became painfully evident in 2004, when the US lost its first Advanced Stealth Bomber over Peru. Rather than delivering its payload of four chemical weapons to a Peruvian infantry division, the ASB was blown out of the sky before it got anywhere near the target, detected by advanced radar arrays provided courtesy of the EEC.



Spytex is a bit different. Spytex is laced with magnetized nanocomputers which, much like the infamous GhostSuit technology, absorb the radio signals and then disperse them past the target, effectively "cloaking" the wearer. At closer ranges (1/100th the radar's range), this becomes harder to do, and a good return is possible. With its dark matte finish and laser-absorbent qualities, Spytex can absorb and disperse IR signals. It is also thermally treated, making it invisible to UV scans. Although this wasn't even intended by the original designers, the nanocomputers are partially effective against microwave signals as well.

Until 2011, Spytex was only used on fighters, bombers, luxury aircraft for VIPs, and certain aerodyne vehicles. Later, it was adapted for ground vehicles, including covert-model APCs (see below). In 2018, Petrochem introduced its line of Night Raider garments treated with Spytex, including body armor. These garments cloak the wearer from IR and UV scans. They're also thermally treated to interfere with IR sensors. Spytex can usually confuse ground-looking vehicular, hand-held, and implanted radar systems, as well as motion detectors, no matter their range or size. In fact, Spytex seems to work better at longer ranges.

Any clothing, armor, vehicle, etc. can be ordered with Spytex at 10x the standard price. (Yes, that means that a 400eb armorjack sells for 4000eb when treated with Spytex.) Spytex cannot be added to an existing object; it must be incorporated during fabrication. Spytex treatment is not illegal and is available in the United States, Japan, and Europe. However, the Spytex treatment is forbidden in Florida, the People's Democratic Republic of Wyoming, and the Free State of Texas. Spytex can also be ordered in conjunction with surveillance clothing (see above). This is a popular combination, particularly with LRRP troops and other corporate recon types or deep-cover op agents.

Miscellaneous (But Useful)

MICROTECH MK-4 SIGNAL DETECTOR 2400 eb

Released last year, Microtech's Mk-4 Signal Detector is an improved-model early warning system used by many edgerunners and paramilitary troops worldwide. They are the bane of police and security forces everywhere, making them illegal to possess in many cities. The Mk-1 detector, introduced twelve years ago, was a catchall device meant to detect thermo scans, IR lasers, radar signals and microwaves. The Mk-1 was tremendously popular, because it could accurately detect a wide range of signals.

The Mk-4 signal detector is a hand-held machine about the size of a paperback book. It weighs about 0.5 kilograms. The Mk-4 can detect IR, UV, microwave and radio signals 85% of the time at up to 350 feet. Past that, the Mk-4 can detect

these signals 60% of the time, up to 675 feet. Beyond that, the Mk-4 can detect signals 40% of the time, up to one mile away. Signals beyond one mile, can be detected 15% of the time.

The Mk-4 is outfitted with counter-electronics designed to resist jamming, but it can still be jammed 20% of the time. It can be armored up to 20 SP, but this adds an additional 1.5kg to its weight.

Mk-4 Signal Detectors are available at most electronic stores, Microtech outlets, or via mail-order. They are illegal to possess in Washington DC, Boston, Milwaukee, Los Angeles, Salt Lake City, Seattle, Denver, Philadelphia, Berlin, Munich, St. Petersburg, Moscow, Montreal, anywhere in Canada, anywhere in the UK, or anywhere in Japan. In addition, the BCF will dispense the death penalty immediately to those caught with this device within the confines of London or Belfast.

TECHJAGER F81 "PARADACTYL" VARIABLE-GEOMETRY CYBER-GLIDER 2300 eb

Weight: 14.3kg

Speed: 5~15mph coasting, ~35mph with a good tailwind.

Maneuver: +2 to Parachuting and/or Hang-Gliding skill (MRAM chips available)

SDP: 10 (At this point, it is rendered non-functional—and you know what that means ...)

Triangular-winged, hang-gliding microlights have long been staple black ops insertion devices. Through precision engineering, Techjager has force-evolved this classic to the next level. Constructed from superlight composites and Radar-invisible fibers, the F81 boasts a variable-geometry silhouette thanks to its cybernetically-controlled, myomer-actuated pseudo-skeleton. In other words, the ParaDactyl is a conformable stealth wing.

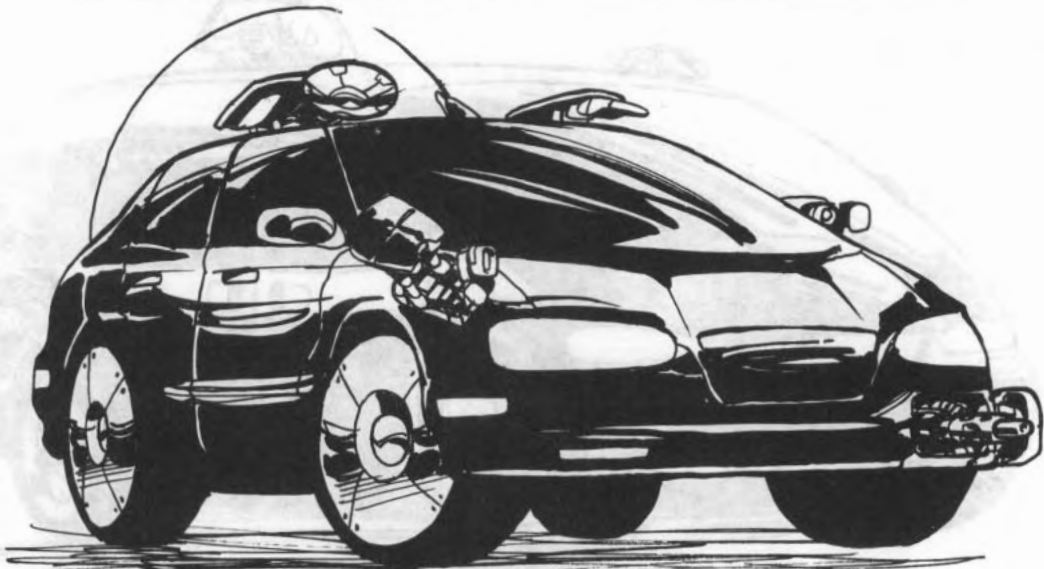
To use the F81, the operator must jack into its control processor via an interface cable (this processor has a dedicated chipslot which can be loaded with a Pilot: ParaDactyl skillchip). He can then control the shape and movements of the unit via neural impulse. The unit is normally stowed in a backpack form, with its composite pseudoskeleton collapsed and its StealthSilk™ wing reeled up; in this form, the ParaDactyl resembles a semi-rigid cape. For deployment, the operator mentally keys the myomers to telescope the frame, unspools the wing and takes the big leap.

The F81 has no propulsion capability; it can't "flap" to grant true flight, but its conformable profile allows hands-free operation and superior maneuverability. Through cybernetic commands, the operator can deploy the wing, control its actions to precisely reach the target zone, and then he can recollapse the wing into its capelike backpack form, all while keeping his hands free to operate sensory, communications, or weapons systems. The stealth properties of the F81's airframe and wing materials make it undetectable to most air-defense systems, and its compact "stowaway" mode makes it easy to store, hide or carry (-2EV in backpack mode).



SHADOW WAR VEHICLES

COVERT OPERATIONS CAR



This sort of vehicle is commonly used by government and corporate intelligence agencies worldwide (Infocomp has a literal army of these vehicles on hand). The covert ops car is disguised as a common civilian sedan, with the make and model depending upon where in the world it's deployed—the GRU often outfits Zil-99's (the luxury model for party members) for this sort of work, while the CIA likes to use the Nissan-Chrysler Omega (see *Cyberpunk 2020* p171). Most corporate intel services aren't as regionally biased and use whatever model is necessary. When operating in a foreign country, the model is always a domestic one, regardless of the agency. In places where there's no domestic model of auto, anything goes, although no idiot is going to drive a luxury streetboat through the slums of Rio or Calcutta.

Covert ops cars have several uses. They can be used as intel security vehicles, following a VIP around in a convoy or parade, for example. They are armored to take small-arms fire, and they have forward-facing micromissile launchers hidden behind the headlights. They can also be used for surveillance, a common application in intelligence work. Each car is outfitted with a satellite navigation system, so it can follow any target within its operating range. If the target vehicle (or individual) has already been painted with a tracker, the navcomputer can accept signals from the tracking device to update the target's position relative the car's current location. Should the hunters become the hunted, the car is equipped with a smoke screen generator. The car also has an intel radio (the intelligence version of a military radio), and a satellite uplink to home base, so they can call for help if required.

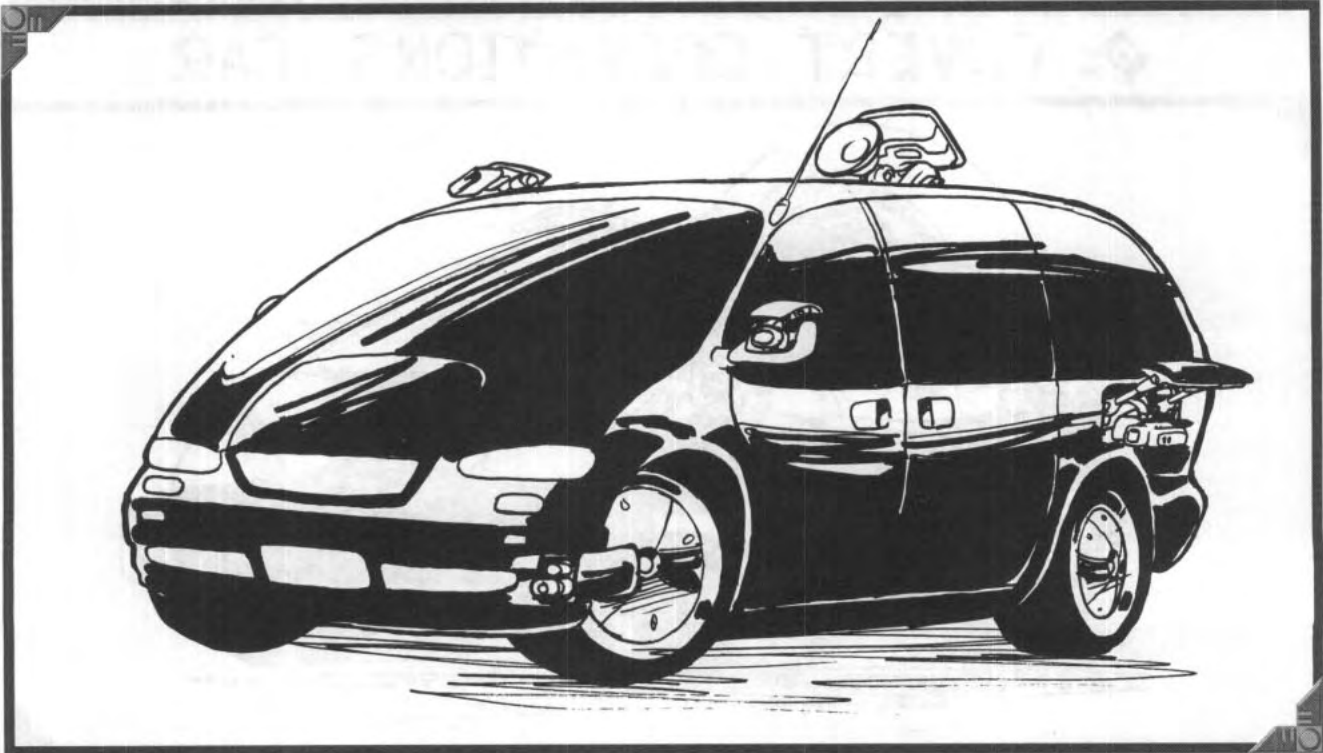
These cars may also be used for intelligence ops, assassinations and smash-and-grabs. The passengers need not worry about small-arms fire, and the micromissiles enable them to neutralize minor threats to an operation (such as bodyguards or soldiers). Most of the time it's used simply to insert and extract individual intelligence agents on a mission, but it's not uncommon to see four or five spooks come slithering out of one of these vehicles, silenced SMGs stuttering away, on a crowded street in Panama City or El Salvador.

The only thing this car cannot do is fill the covert combat role. This vehicle would be torn to shreds in a high-intensity combat environment. It is intended for intelligence work only.

Maneuver Rating: -2	Acc/Dec 40/40mph
SP: 20	SDP: 40
Crew: 1	Passengers: 5
Weight: 1.5 tons	Cargo: 100 kg
Speed: 150 mph	Range: 300 miles
Options and Weapons: Added Speed, Boosted Acceleration, Off-Road Capable, Navigation System, Twin micromissile launchers (4D6 HEAT), Crash Control System, Smoke screen, Cellular Phone Link, Intelligence Radio, Scrambler, Satellite Uplink, Weapon Stabilizer, Cyberlink, Image Enhancer, Radar Detector, Basic Security System w/Lethal "Shocker".	
Cost: 87,920eb (99,000eb retail)	



COVERT SURVEILLANCE VAN



This vehicle is a favorite among intelligence agents operating in a dangerous environment. It's also perfect for covert operatives assigned to "spy" duty, filling the intelligence roles which the covert ops car cannot. The covert surveillance van is lightly armored, so it's reasonably fast. A satellite uplink and intelligence-outfitted radio keep it in constant communication with the home office. The vehicle is outfitted with an array of electronics, including thermal imaging, IR sensors, and image enhancers, which allow its sensors to operate in any weather and any lighting situation.

The vehicle is even equipped with state-of-the-art ECCM equipment, making it all but impervious to ground electronic warfare! Like the assault covert van, the surveillance van is designed to absorb radar signals and confuse sensors. It's shielded against scanning, so an enemy would have to physically inspect the vehicle to determine its true nature.

The meat of the vehicle is the actual surveillance suite. The van is outfitted with long-range digital cameras, lasermikes, sound enhancers, and long-range microphones. The suite is also equipped to receive transmissions from surveillance gear already planted by covert agents. So, for example, you could plant a bug in the home telephone of the local marketing director, then park the van a mile or so away and safely monitor the transmissions for days. If the bug is somehow traced, the crew can rev up their engines and get out of there fast, easily outpacing most armored vehicles.

The surveillance van can also operate in place of, or in conjunction with, covert assault vans. In this case, the surveillance vehi-

cles act as scouts, while the main attack force waits for the green light in the assault vehicles. Covert assault vans are sometimes used by themselves to insert a black ops team or similar outfit, particularly if the insertion point needs to be especially quiet.

Like the covert car and the assault van, this surveillance model is not designed for heavy combat. While it will certainly stand up to a rioting crowd and can stop most small arms, it can't withstand anti-armor weapons. If a concentrated effort is made to destroy it, the van's driver is wise to get out of the area. The van is equipped with special "wreck & dump" equipment which destroys and jettisons the heavier surveillance gear to give the vehicle added speed (and add road hazards to pursuing vehicles). Maximum speed is 90mph when this option is employed.

Maneuver Rating: -3	Acc/Dec: 30/40mph
SP: 20	SDP: 75
Crew: 1	Passengers: 4
Weight: 2 tons	Cargo: 300 kg
Speed: 75 mph	Range: 100 miles
Options: Boosted Acceleration, Off-Road Capable, Damage Control System, Satellite Uplink, Intelligence Radio, Scrambler, Auto-Pilot, Cyberlink, ECCM, Image Enhancer, IR sensors, Low Lite, Navigation System, Radar, Radar ID System, Telescoping, Thermal Imaging, Surveillance Suite.	
Total Cost: 483,500eb, Retail: 550,000eb	



COVERT ASSAULT "APC"



The "armored personnel carrier" (which is actually an armored van) is designed to fill the role that the covert ops car cannot: Insert and extract covert military agents to and from the area of operations. It's best suited for larger covert operations, and is optimally designed to work at night.

Though AVs are the most commonly-used vehicle for dirty covert ops such as extractions, in a covert paramilitary op, an AV may not be your best method of insertion—especially if the enemy is particularly paranoid, or if AVs are not a common sight in the target area. While an unmarked AV could easily blend into air traffic over Night City or Manhattan, what about the deserts of Arizona, the Swiss Alps, or New Central Europe?

The covert assault APC looks like any 20-teens van, which makes it usable on an operation with many covert agents operating at the same time, but not necessarily in a full military capacity. The vehicle is painted with radar-absorbing paint and riddled with electronics hardpoints to confound scanners. It is usually painted black, gray, or some other drab, dull color.

This sort of vehicle has existed for over ten years, and the design concept has gradually developed and improved over time. The first classic example of covert APCs working successfully was at the end of the First Corporate War, when Orbital Air sent an attack force against Ulf Grunwalder's compound in Bavaria with orders to capture or kill the CEO. The bulk of the fighting force was transported to the site in "vans" painted over with Solingen GmbH markings. Rather than sneak around through the woods or fly over in AVs, the convoy sim-

ply rolled down the main highway—no one, not even the police or army units, gave the vans a second glance. When they arrived near the compound, the APCs simply parked at the side of the road while the main attack force unloaded, got into place, and waited for gunships to strike the first salvo. And we all know who won that one.

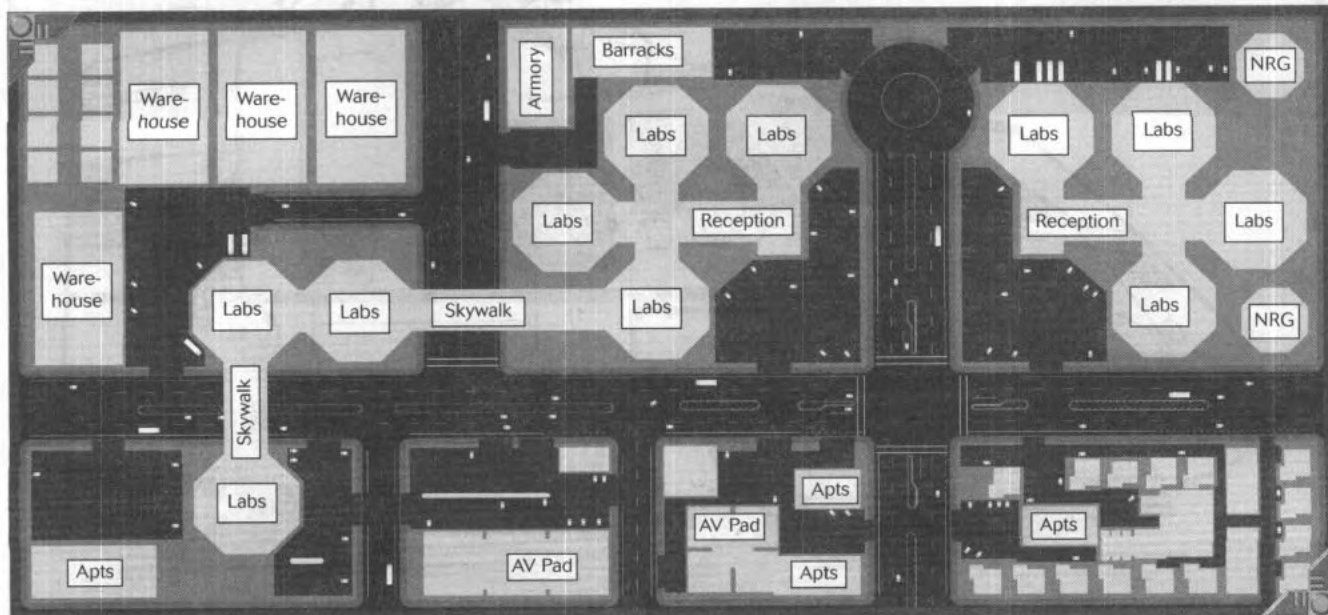
The covert assault APC can carry 9 soldiers. It's armed with several defense and emergency systems, plus a number of hidden, "pop-up" weapons to give it a nasty punch. It is not particularly fast or heavily armored, but it doesn't have to be since it's not a front-line combat vehicle.

Maneuver Rating: -3	Acc/Dec: 30/50mph
SP: 38	SDP: 75
Crew: 1	Passengers: 9
Weight: 3 tons	Cargo: 500 kg
Speed: 90 mph	Range: 300 miles
Options and Weapons: Boosted Acceleration, Off-Road Capable, 7.62 Minigun and 40mm AutoGL in pop-up turret, Damage Control System, Crash Control System, Environmental Containment System, Military Radio, Satellite Uplink, +4 Computer Targeting, Cyberlink, Scrambler, Image Enhancement, Auto-Pilot	
Cost: 386,500eb (450,000eb retail)	



TYPICAL CORPORATE FACILITIES

CORPORATE RESEARCH PARK



Research Parks are large facilities where high-level company R&D takes place. For Militech and Arasaka, most of this research deals with small arms, heavy weapons, vehicles, aircraft, chemical, biological, and orbital weapons.

Research parks are usually located in the middle of nowhere, never near major urban areas where they could be exposed to attack, surveillance, and a spillover of random violence and anarchy from the cities. There's nothing like having to tell your supervisor that eighty million in R&D expenditures just got shot to hell because a biker gang decided to go marauding.

By contrast, R&D parks are specifically built to hold many researchers, their families, plus support and security personnel and their families. The smallest R&D park, Petrochem's New Hampshire facility, holds about 200 people. Average parks hold about 1200-2000 people, while huge facilities such as Militech's New Mexico Proving Grounds house no less than 7500 people.

Research parks contain at least one, but usually a series of large laboratories dedicated to whatever sort of research is going on there. The labs are secure buildings with redundant security systems and a constant guard watch. These buildings are sometimes located underground to discourage an air strike.

Most R&D parks have a series of warehouses on-site for equipment and supply storage. Equipment here can range from experimental artillery rounds to fresh steak for the cafeteria. Like the labs, these buildings can be underground.

R&D parks are equipped with comfortable housing for the researchers, something along the lines of a Professional Apartment (see *Chromebook 1*, pg. 80). Support troops are usually assigned to coffin facilities, although unlike commercial "coffin hotels"

commonly found in slums, these buildings really are clean, comfortable and safe. Enlisted men, NCOs and support personnel with families may be provided with private apartments. Because of their remote location, R&D parks are also outfitted with necessary civilian facilities, such as a supermarket and a hospital.

R&D parks are usually not near a main road, although they sometimes have service roads leading to a main highway. Most R&D parks are reached via scramjet or aerodyne. Every R&D park has at least two or three AV landing pads and a motor pool, while larger ones have small modern airfields.

Security at an R&D park is usually pretty extensive: A patrolled outer fence, lined with monowire and watched by cybernetically enhanced attack dogs, motion detectors on the perimeter, between 50-200 troops (depends on the size of the facility), on-site air support, armored vehicles, and reinforcements available within 1D10 minutes.

Size: Facilities and housing for 1200-2000 people (can be as small as 200 or as large as 7500).

SDP: 8-20 of structures of 400 to 1500 SDP each.

SP: Outer walls usually SP30 (100SP if underground), inner walls usually SP15.

Vehicle Complement: 2-3 AV-4s, 2 combat AV-6s, complete motor pool (sometimes a small airstrip).

Defensive Systems: Cybernetic attack dogs, monowire fencing.

Security Levels: Varies by company. Net systems almost always have black ice.



🔍 CORPORATE MILITARY BASE

This is a base for the company's army, navy, or air force. With many corporations, their military bases are also their training facilities (it's financially expedient). Either way, security at these places is naturally colossal.

A military base is usually composed of several basic areas: the administration and command area, the officers' and enlisted barracks, recreational facilities (PX, movie theater, restaurant, gym), many motor pools or hangars, and the executive area.

The administration and command area consists of offices and command centers where base operations are coordinated. Many military bases also have a central "war room" where commanders convene to analyze and discuss a situation. These war rooms are often used to command fighting, oversee training maneuvers, or survey enemy operations. The officers' and enlisted personnel's quarters differ depending upon the base. Officers without families live in comfortable semi-private apartments, while those with families are assigned to small "Quonset hut"-style homes. Enlisted men without families live in standard military barracks; those with live in apartments. These buildings are generally clean and comfortable, but functional and styled to reflect the military way of life.

The recreational areas includes a wide variety of buildings, including movie theaters, convenience stores, sports complexes, and even markets (for the families). Other diversions may include braindance arcades, bars, and restaurants. It should be noted that although most military bases provide personnel with a wide range of television, holovision, satellite TV, cable, radio, and virtual entertainment, most of it is strictly edited by company censors.

"Motor pools" is a generic term used for the areas where the vehicles for the base are stored and maintained. Depending upon the type of military base, this could include MBTs in garages, F-28 Interceptors in hangars, or aircraft carriers in dry-dock(!).

The executive area is where corporate personnel are housed and entertained. Usually, company men are kept separate from military personnel. Corporates on-base have their own private clubs, gyms and restaurants to keep them happy. The quality of company housing depends on the seniority of the executive living in it, but all of it is at least comfortable, if not luxurious.

And of course, every military base has parade grounds, firing ranges, and other places where day-to-day military activities take place. If the company is large enough, there may even be a company tower on-site.

Bases range tremendously in size, housing anywhere up to an entire division of 20,000 men. Security at these bases is almost not worth discussing; even the smallest of bases have at least 500 troops on-site to respond to an attack, not to mention the constant patrolling by vehicles, aircraft and heavily armed squads. Basically, these are not the areas to assault full-on.

Physical infiltration via the formidable perimeter is always tricky. You will face some heavy-duty hardware in the form of ground-pressure sensors, mines, automated guns, sometimes even cyberhounds. On the other hand, most bases are broad and open, with low buildings, allowing easy sniper shots at targets crossing the compound from numerous sites off base. If you don't have to step into the lion's mouth, why bother?

Obviously, not many corporations have such bases of their own. Militech has a couple (the most obvious at Camp Patton, Texas) and even Arasaka has one. But the vast majority of military complexes at corporate disposal are government ones, usually in third-world countries whose politicians are amenable to monetary ballots. Thus both Arasaka and Militech operate out of several national army and air force facilities—Arasaka most noticeably in the Philippines and South America and Militech in China and, not surprisingly, Italy.

Such co-opted facilities may actually have worse security than strictly corporate ones. Wearing the right uniform and having some relatively simple ID can often get you just about anywhere you want. The downside is that you run the risk of pissing off an entire national military if you're caught. Not that there's much difference in being shot as a spy or as corporate agent ...



Size: Town-sized complexes housing as many as 20,000 people.

SDP: 15-40 of structures of 1000 to 4000 SDP each.

SP: Outer walls usually SP30 (80SP if armored), inner walls usually SP15. Vehicle Complement: Widely varies, but large—includes AVs, helicopters, cars, trucks, tanks, you name it.

Defensive Systems: Mines, anti-air missiles, automated machine guns, pressure or motion sensor grids on outlying perimeters beyond the monowire fences. Black Level dataforts.

Security Levels: Don't even think about it unless you're a major corporation or a moderate-sized country.



MILITECH OFFICES AND SHOWROOMS

Militech offices are all replicas of the main branch in Rosslyn, Virginia. Most towers range between 60-85 floors. On the outside, each tower is constructed of polished steel and chrome mirrorglass. The tower is always a square which takes up an entire city block. There are enormous concrete columns on the ground floor which support the rest of the tower, which overhangs the ground floor. The outside of each building is plain and unimaginatively decorated. It also looks deceptively unsecured.

The first three floors of each tower are large atriums open to the public. Tight security is maintained on each floor. Visitors are forbidden to carry weapons, and everyone is searched. The second and third floor contain open showrooms, a company cafeteria, wet bar, restaurant, a small museum, and Militech sales rep and recruitment offices.

The next twenty floors are administrative offices. Access is open to authorized personnel only—visitors must have 24 hour clearance before being admitted. Floors 24-50 are upper administrative floors which are strictly forbidden to outsiders. Executives may bring visitors for business purposes, but even they must be security checked. Other areas include conference rooms, a full satellite and Net communications center, world sit/war rooms, a central security office, and executive suites. These are usually located in different areas of each tower, mostly in the upper floors.

The roof of each tower contains landing pads for several choppers, AVs, private VTOL jets, and 2 Osprey craft. The roof is defended by a pair of AA missile batteries and four manned 30mm cannon bunkers which can be remotely operated if required. The underground levels contain parking garages, a large secured loading dock, warehouses, troops barracks, a firing range, and a surgery-capable infirmary. There are also two mess halls for the troops.

The interior of a Militech tower is intentionally lush and well-designed. Large portions of the hallways and atriums are filled with vegetation, while the offices are decorated with paintings and rich carpeting. The lighting is always soft and muted. On some floors are small man-made pools with waterways which span the entire floor.

For security purposes, every Militech tower employs a complex elevator system which restricts access to high-security levels. All of the elevator tubes are located in two large central cores in the center lobby. However, the elevators are divided according to which levels they will and will not stop on. Proper ID cards are required to access relevant elevators, and guards will be summoned if someone tries to go where they don't belong.

Each Militech office has about 100 uniformed guards within the building at any time, in addition to 50 fully-loaded soldiers. The guards wear SP14 body armor and carry

Militech "Bulldog" shotguns or Militech "Viper" SMGs, in addition to the Avenger sidearm. Troops wear full battle gear (SP22) and commonly carry Militech Mk IV Light Assault Rifles with "Avenger" sidearms. There are also squad gunners, heavy weapon specialists, and machine-gunners, although these weapons are normally not carried on routine patrols.

Not surprisingly, each Militech tower employs massive internal defenses, which is why their interior decoration is so complex. The rows of plants, paintings, and other decorations conceal the dozens of cameras, motion detectors, microphones, automated APEX guns, and IR lasers on every floor—even the "low security" ones. Militech takes security very seriously, because they feel any one of their towers could be the target of an all-out military attack, not just a standard extraction or smash-and-grab.

Each tower is also equipped with at least one Osprey, one VTOL jet, four AV-4 attack vehicles, two AV-6 attack vehicles, two AV-8 gunships, two helicopter transports, two helicopter gunships, and (very rarely) the AVX-9 Viper may sometimes be stationed at a tower.

Size: 60-85 floors.

SDP: 150SDP per floor.

SP: Outer walls SP50, inner walls SP25.

Vehicle Complement: 10 AVs (assorted 4s, 6s and 7s), 1 private VTOL jet, 2 choppers, 2 Osprey IIs, plus assorted cars and trucks

Defensive Systems: 4 30mm cannon roof bunkers, APEX automated gun turrets located strategically throughout building, 2 anti-air missile battery (4 shots, Skill-20, range 2000m, 8D10).

Security Level: 3; 150 troops; Net gray systems.

MILITECH SHOWROOM

The second most common Militech office is the showroom. The showroom is where Militech markets the bulk of their products to the public. Usually located in a corporate center or mallplex, showrooms are more like mini convention centers, changing their decor from day to day to appeal to whatever clientele they need. Showrooms can handle any size of sales presentation, whether there's just one customer or an entire army of corporate sales reps. Showrooms are open to the public and offer a wide variety of sales gimmicks to get people interested, including braintance demos and sexy "lethality modeling agents." Showrooms are also recruiting centers, where anyone may apply without an appointment.

The sales staff usually ranges between 10-50 salesmen and troops. Many of the sales staff are soldiers who show



promise as arms salesmen, and many can personally attest to the quality of Militech products.

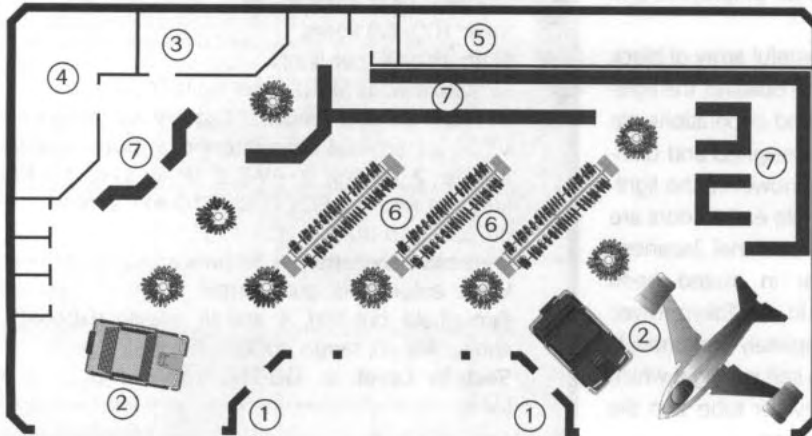
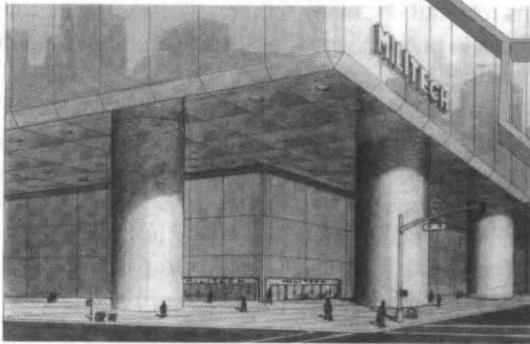
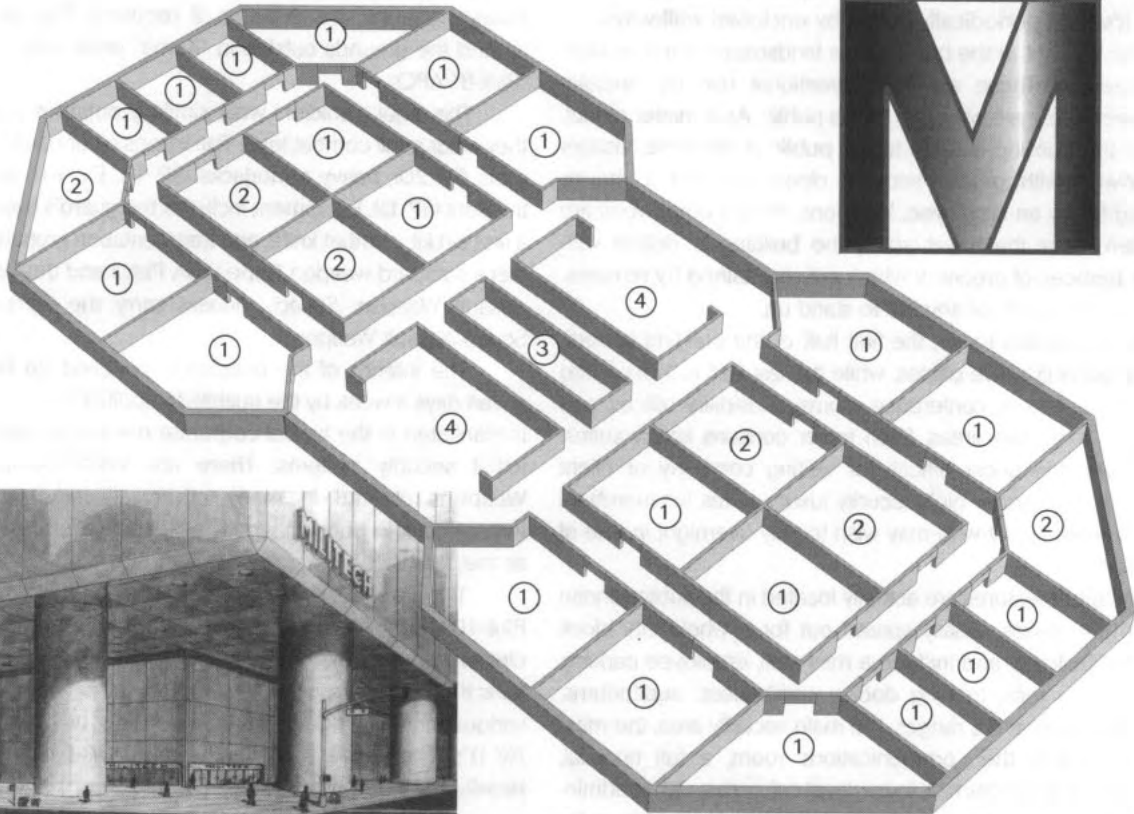
Security at the showrooms is obviously high, with several defense systems located around the store and fatal security systems in place at night. Shoplifting is vigilantly guarded against, and would-be thieves are sometimes "accidentally" killed, or at least beaten into a coma, by the troops, salesmen, or models. The resultant publicity boosts sales.

Size: About the size of a supermarket.

Vehicle Complement: 4 armored supply trucks, 1 armed AV-4.

Defensive Systems: 2 APEX automated gun turrets at the doors.

Security Level: Depends on the mall; 5-15 salesman/troops.



Map Key: Militech Offices

- 1. Offices
- 2. Conference Rooms
- 3. Security
- 4. Elevators

Map Key: Militech Showroom

- 1. APEX guns at front door
- 2. Vehicles for show (no fuel, batteries or ammo)
- 3. Office
- 4. Storage (more downstairs)
- 5. Shooting Range
- 6. Armored clothing racks
- 7. Counters with weapons under bulletproof "glass"



ARASAKA CORPORATE OFFICES

An Arasaka Tower is probably the most identifiable structure in the corporate world. Every tower is built the same way: black steel beams and completely opaque glass windows. Only the electric-white neon of the Arasaka logo breaks the blackness of the surface. Every tower is at least 100 stories, most ranging between 100-150 floors. The main tower in Tokyo is no less than 200 floors. Each tower is identified by its split-tower design. Towards the top 1/4 of the building, the tower splits into two portions, where it's then periodically linked by enclosed walkways.

The first 1/4 of the building has landscaped terraces filled with greenery. These are for recreational use by Arasaka employees—they are not open to the public. As a matter of fact, none of the building is open to the public at any time. Visitors are allowed with proper security clearance, and if they're vouched for by an employee. Weapons on non-employees are forbidden. After the tower splits, the building is dotted with smaller terraces of greenery which are maintained by remotes. These are too small for anyone to stand on.

In an Arasaka tower, the first half of the building is dedicated to administrative offices, while the last half is broken into upper management, conference rooms, subsidiary offices, and the luxury executive areas. Each tower contains luxury suites, penthouses and guest offices for visiting company or client executives, plus super high-security luxury suites for members of the Arasaka family who may wish to stay overnight in one of the towers.

The other features are actually located in the subterranean levels. These levels usually spread out for a whole city block under the building, and include a mini-mall, employee parking, tennis courts, spas, loading docks, warehouses, auditoriums, troop barracks, live-fire ranges, the main security area, the main computer room, the communications room, a full hospital, restaurants, troop mess hall, lower-level cafeterias, upper administrative cafeterias, and several bars. Interestingly, in addition for the troop barracks, there are racks of coffins for employees and lower executives to sleep in if necessary.

The interior of an Arasaka tower is a tasteful array of black marble and gold trim. In the lower levels of the building, the lighting is bright to suit a working environment, and decorations are sparse. Offices and work cubes are simply designed and uninteresting. As one goes further up the tower, however, the lighting becomes ominously dark and moody, while entire floors are covered in contemporary decoration and traditional Japanese artwork. Japanese symbols often appear in muted neon throughout the building, in unlikely places. In the Tokyo tower, the hallway leading to Saburo's office is completely darkened, lit only by dim purple Japanese symbols and a soft spotlight which actually follows the visitor between the elevator tube and the door. This design is copied in most of the towers.

Security at an Arasaka tower is naturally tight. Each tower holds between 100-200 uniformed Arasaka guards and 30-60 regular soldiers at all times. The uniformed guards are the infamous "Boys in Black" which made Arasaka famous. They wear black armored vests (SP 15), in addition to the rest of their imposing uniform. Other equipment includes a company medcard, mastoid comms, police utility belt, stripcuffs, taser baton, and an Arasaka WSA sidearm. Most guards carry either the Arasaka Assault Shot-12, or the Minami 10 SMG. Of course rifles and heavy weapons are available if required. The guards travel around the grounds outside in "Kuma" jeeps and, if necessary, "Riot-8" APCs.

The regular soldiers wear similarly ominous uniforms, only they wear a full combat load. The troops wear black-visored helmets (SP 20), heavy armorjacks (SP 18, EV +1), and armored trousers (SP 15). Equipment includes the guard's basic load, plus a first aid kit, combat knife, and fragmentation grenades. The soldier's standard weapon is the WSA Pistol and the WAA Bullpup Assault Weapon. Squad gunners carry the Sternmeyer M-5 Squad Assault Weapon.

The interior of the building is patrolled 24 hours a day, seven days a week by the guards. In addition, the entire building is blanketed in the typical corporate manner by redundant and lethal security systems. There are WXA Computer-Aimed Weapons planted in many otherwise indefensible points throughout the building where attackers can be mowed down as they advance.

Troops patrol the outside grounds in Kumas, Riot-8 and Riot-10 APCs. There are always a good number of these vehicles on hand, always combat-ready. In addition, each tower contains three Ospreys, a corporate VTOL jet, several helicopters of various models, and 5 AV-4's, two AV-6's, two AV-8's, and two AV-11's. The roof is equipped to handle all these vehicles and heavily defended with missiles and cannon.

Size: 100-150 floors.

SDP: 120SDP per floor.

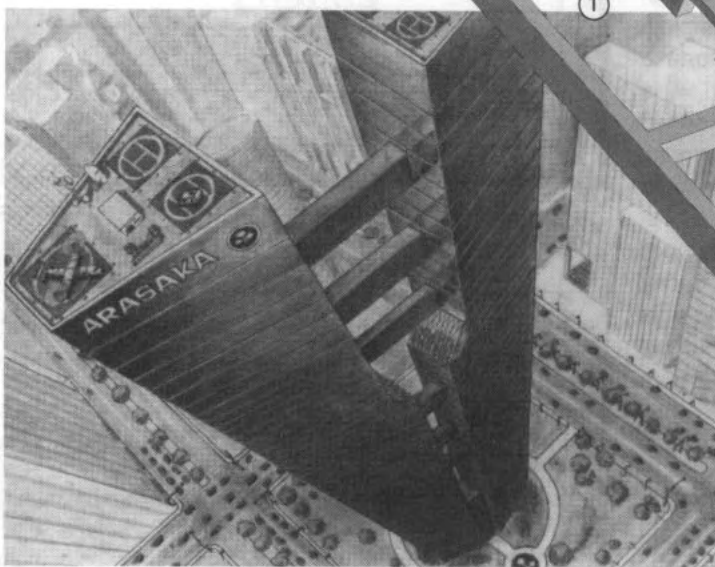
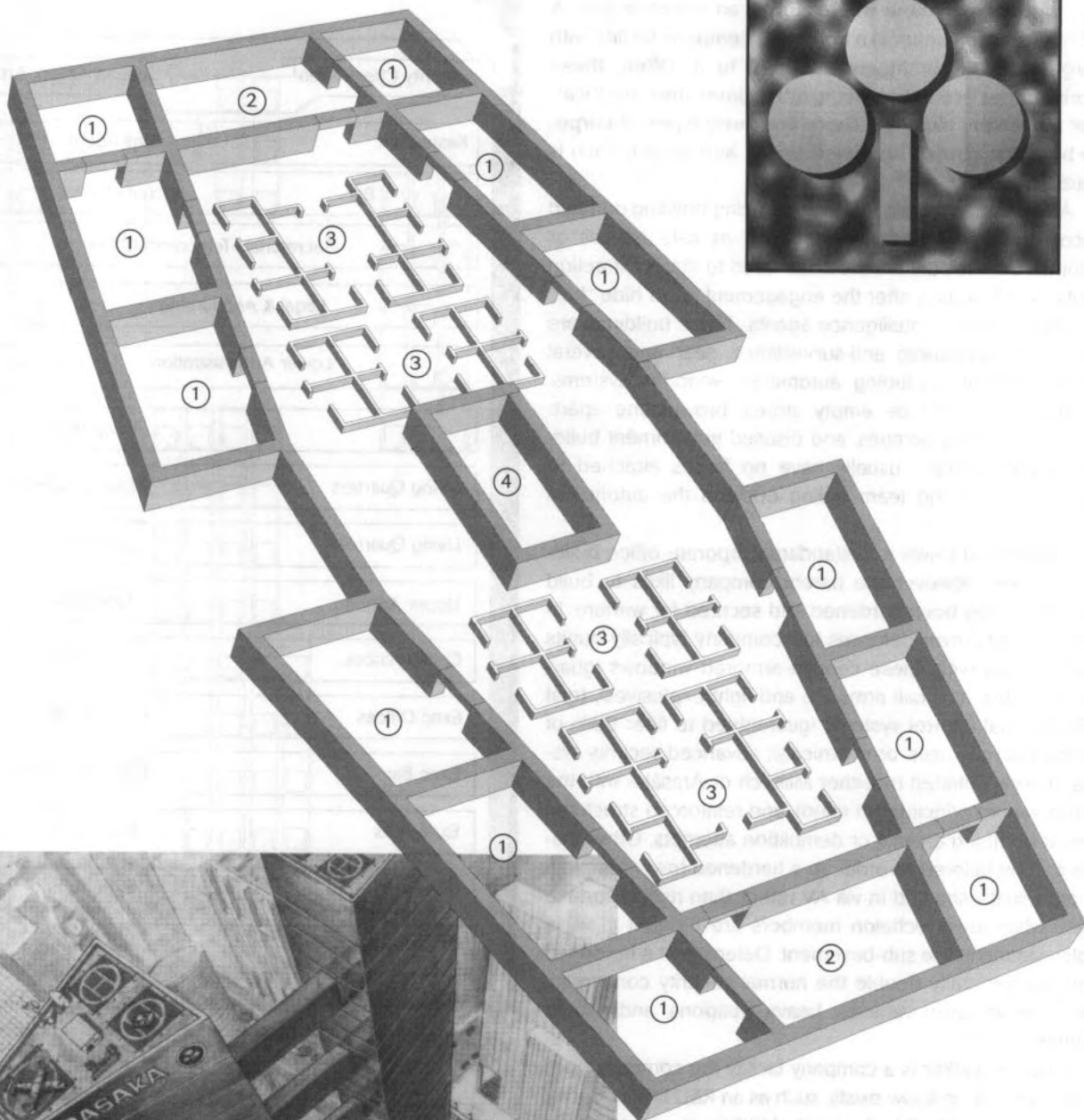
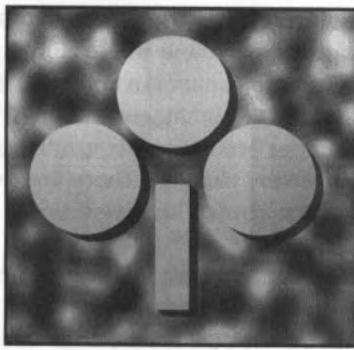
SP: Outer walls SP40, inner walls SP20.

Vehicle Complement: 3 Osprey IIs, 1 corporate VTOL jet, several helicopters of various models, 5 AV-4's, 2 AV-6's, 2 AV-8's, 2 AV-11's, 10 Kuma jeeps, 4 Riot-8 APCs, 3 Riot-10 APCs, plus assorted cars and trucks.

Defensive Systems: 6 30mm cannon roof bunkers, WXA automated gun turrets located strategically throughout building, 4 anti-air missile batteries (4 shots, Skill-20, range 2000m, 8D10).

Security Level: 4; 130-260 troops; Net black systems.





Map Key: Arasaka Offices

- 1. Offices
- 2. Conference Rooms
- 3. Secretarial Cubicles
- 4. Elevators



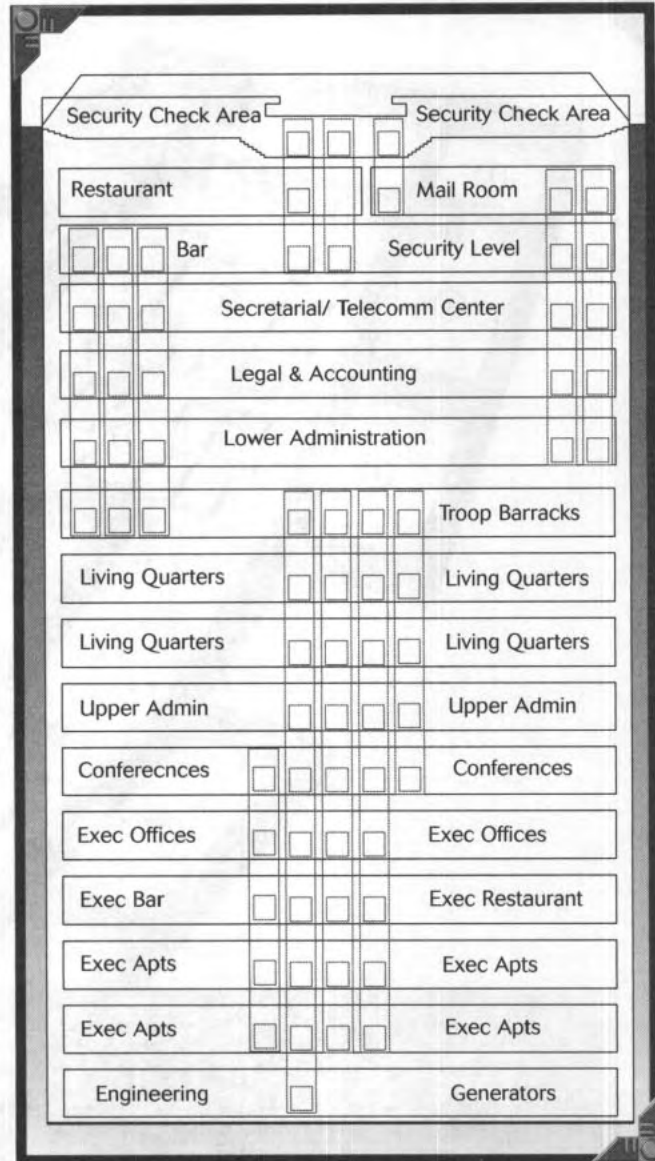
CORPORATE BUNKER

This is a relatively new idea in corporate military thinking, and only time will tell if it is an effective one. A corporate bunker is a hardened company facility with a large security contingent assigned to it. Often, these security forces are not obvious, other times they are located at a site very close by. There are three types of corporate bunkers: covert, hardened tower, and secret. Each is discussed below:

A covert bunker is a mundane-looking building outfitted for corporate covert operations (such as safe houses or hideouts). Covert bunkers are often used to stash extraction targets for a few days after the engagement, or to hide "hot" black ops teams or intelligence agents. These buildings are loaded with electronic anti-surveillance gear and several security systems, including automated weapons systems. Common fronts include empty stores, brownstone apartments, abandoned garages, and disused government buildings. Covert bunkers usually have no forces attached to them except for the team hiding out and the automated defenses.

A hardened tower is a standard corporate office building, designed however the parent company likes to build them, which has been hardened and secured for warfare. In addition to whatever defenses the company typically outfits their buildings with, these contain armored windows (guaranteed to stop all small arms fire and light explosives), total environmental control systems (guaranteed to filter 99% of harmful toxins, viruses, or chemicals), advanced security systems (usually outfitted by either Militech or Arasaka with the finest paranoid principles in mind), and reinforced structures to resist bombing attacks or demolition attempts. Other features can be tailored to order. In a hardened tower, employees are usually shuttled in via AV rather than risking surface transit, while lower-echelon members are brought in via a maglev station in the sub-basement. Defenses at a hardened tower are generally double the normal security contingent, plus some armored vehicles, heavy weapons, and anti-air batteries.

A secret bunker is a company facility the company does not wish anyone to know exists, such as an R&D facility. Secret bunkers are often built in the spirit of hiding one in plain sight (disguised as power converting stations and other humble establishments, they can go undisturbed for years); others are self-contained facilities located as far out of the way as possible. Security at a secret bunker varies by site, but it's usually extensive since the projects are so sensitive. Sometimes, where on-site security is not so tight due to space or covert ops constraints, a massive attack force lies somewhere near the bunker, ready to strike at a moment's notice, obliterating the site and all attackers in the area.



Size: House or small building (covert & secret), office building (tower).

SDP: 750-2000 (covert & secret), 200SDP per floor (tower).

SP: Outer walls usually SP75, inner walls usually SP30.

Vehicle Complement: 1 covert ops vehicle (covert & secret), 4 AV-4s and 3 Riot vehicles (tower).

Defensive Systems: APEX automated gun turrets, 2-4 anti-air missile batteries (tower only; 4 shots, Skill-20, range 2000m, 8D10).

Security Level: 4; 100 troops; Net black systems.



SHADOW WAR TEAMS

ARASAKA'S COVERT OPERATIONS TEAM

Arasaka's covert ops team is made up of loyal, proven professionals whose capabilities handily exceed those of military commandos the world over. Team operation is autocratic; team leader Kanawa

arbitrates operations, correlates all available information, and decides the team's actions. Constant communication is key to this method, so Arasaka's team is equipped with the best channel-skipping radios.



Covert Operations Team Leader: Haruko Kanawa

TEAM LEADER ----- **SOLO**
STATS: INT 10 REF 10/12 TECH 7 COOL 10 ATTR 10 LUCK 7
 MA 10 BODY 8/11 EMP 9/6 Save 11 BTM -5

SKILLS: Combat Sense +9, Athletics +7, Aikido +5, Awareness/Notice +7, Driving +4, Education & Gen. Know +3, Electronic Security +4, Fencing +4, Handgun +6, Hide/Evade +5, Languages (Japanese native, English +6), Leadership +2, Melee +7, Rifle +5, Seduction +6, Shadow/Track +3, Stealth +7, Submachine Gun +5, Swimming +3, Weapons Tech +3.

CYBERWARE: Light tattoo, basic processor with level 2 Kerenzikov boosterware, interface plugs, smartgun and dataterm link, chipware socket, nasal filters, contraceptive implant, improved muscle & bone lace, rippers, and a single cyberoptic with colorshift, target scope, image enhancement, and Times Square Plus.

WEAPONS AND EQUIPMENT: SP 12 bodysuit, smartchipped Arasaka WSA pistol, smartchipped Arasaka WMA Minami 10 with suppressor, monoknife, three clips for each gun, smartgoggles with low-lite, antidazzle, and thermograph, headset radio, Militech M96 Ghostsuit, 15 "ninja" smoke pellets, 1 flash-bang grenade.

NOTES: Having managed to avoid disgrace after the Clone debacle (see *Land of the Free*), Haruko was spared the fate of her late boss Seiji Okano. An excellent agent and loyal samurai, she has been reassigned as a covert ops team leader in the CINO/OTEC war. She is loyal and thorough, preferring to handle matters from a distance if possible, but she'll lead her troops into battle personally if need be. Haruko is tall, buxom, and classically cool-mannered, with short black hair and brown eyes.



Arachne Jones

INTRUSIONS SPECIALIST — — — — — **COVERT OPERATIVE**

STATS: INT 9 REF 9 TECH 10 COOL 6 ATTR 5 LUCK 4 MA 10
BODY 2/5 EMP 5/4 SAVE 5 BTM -2

SKILLS: Combat Sneak +6, Athletics +6, Aikido +4, Awareness/Notice +7, Basic Tech +4, Demolitions +4, Driving +3, Electronic Security +7, Endurance +2, Handgun +5, Language (English native, Japanese +3, Spanish +2), Melee +3, Pick Lock +8, Pick Pocket +4, Remote Operations +5, Stealth +6, Streetwise +5, Submachine Gun +3, Swimming +2.

CYBERWARE: Basic processor with Sandevistan boost, interface plugs, machine link, and chipware socket, contraceptive implant, nasal filters, improved muscle & bone lace, nanoptical upgrade.

EQUIPMENT: SP 12 sneaksuit, silenced Arasaka WSA pistol with three clips, 3 scatter grenades, B&E kit, 100 meters micro-thin rope with grapple (can be launched from pistol barrel), wrist-mounted cybernetic control deck, Arasaka RDAK remote.

NOTES: Arachne was a street kid with a knack for going where she wasn't welcome. When Arasaka security finally caught her, she was offered "a better life." *Zaibatsu* social conditioning has reworked Arachne into a faithful employee; she enjoys a life of deniable corporate theft. She took well to remote operations, and adores her RDAK (she calls it Charlotte). Arachne is small, with shoulder-length brown hair and hazel eyes, and lives for the thrill and challenge of her missions.

Mitsuko Taida

ASSASSIN — — — — — **COVERT OPERATIVE**

STATS: INT 6 REF 10 TECH 6 COOL 9 ATTR 9 LUCK 6 MA 8
BODY 4/7 EMP 9/7 SAVE 7 BTM -2

SKILLS: Combat Sneak +4, Aikido +5, Archery +4, Athletics +8, Awareness/Notice +6, Dance +3, Disguise +4, Driving +3, Education & Gen. Know +5, Expert: Poisons +4, Fencing +2, First Aid +3, Handgun +4, Hide/Evade +4, Human Perception +4, Interview +3, Languages (Japanese native, English +5, Spanish +3, French +4), Melee +4, Perform +4, Personal Grooming +4, Persuasion & Fast Talk +5, Resist Torture/Drugs +3, Rifle +6, Seduction +5, Shadow/Track +2, Social +4, Stealth +4, Swimming +4, Wardrobe & Style +3.

CYBERWARE: Basic processor with Sandevistan boost, interface plugs, chipware socket, contraceptive implant, nasal filters, nanoptical upgrade, improved muscle & bone lace, neural bridge, nanauditory upgrade, tailored pheromones, toxin binders, scratchers.

EQUIPMENT: Clothing for all occasions, SP 10 underwear (armored slip/stockings), Slamdance Spawnblade, Enertex AKM powered squirtgun with contact Biotoxin II ammo, Arasaka Arms Half-bow with 20 arrows, monoknife, Budgetarms C-13 with silencer and two clips, Towa Type 00 Kai sniper rifle with 30 rounds, disguised hand radio.

NOTES: Mitsuko, aka "Mitsi," is a true clan-bred ninja, born into one of the two remaining ninja clans. She was slated for Arasaka service since birth, and trained in classic female ninja style (as well as in contemporary operations). She is a combination assassin and spy—pretty, witty, cheerful, helpful, and immediately likeable, projecting a non-threatening naivete. She is just as cheerful when killing in cold blood, up close or at a distance. Mitsi is petite and classically Japanese in appearance. She isn't equipped for full combat—if she gets into a fight, she's already failed!

Lasky & Cheng

COVERT OPS SPECIALISTS — — — — **COVERT OPERATIVES**

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

SKILLS: Combat Sneak +5, Athletics +4, Awareness/Notice +5, Demolitions +4, Driving +4, Endurance +3, Fencing +3, Handgun +4, Heavy Weapons +3, Hide/Evade +4, Karate +4, Languages (Lasky: English native, Japanese +4; Kwan-Li Chinese native, English +4, Japanese +5), Melee +4, Rifle +5, Stealth +4, Submachine Gun +6, Weapons Tech +3.

CYBERWARE: Basic processor, +1 Kerenzikov boost, interface plugs, chipware socket, pain editor, smartgun and vehicle links, nasal filters, muscle & bone lace, Tuffbone level 1, cyberoptic with low-lite, targeting scope, Times Square Marquee, anti-dazzle. Typically chipped for Pilot: Gyro, Vectored Thrust, and Powered Armor at +3.

EQUIPMENT: SP 12 bodysuit, SP 16 combat vest, smartchipped Arasaka WSA pistol, WMA Minami 10 SMG (or WAA assault rifle) with three clips each, headset radios, monoknives, various grenades.

NOTES: Martin Lasky and Cheng Kwan-Li are the team's two "grunts." Trained in almost every sort of military activity and chipped for everything they don't already know, they are straightforward firepower and combat troops. If the team is rumbled and shooting starts, they will charge into battle with Haruko. Lasky is a compact man with light brown hair and blue eyes; Kwan-Li is tall and lanky, with black hair and brown eyes.

"Glass"

ELECTRONIC OPS SPECIALIST — — — — — **NETRUNNER**

STATS: INT 9 REF 9/11 TECH 9 COOL 10 ATTR 9 LUCK 4 MA 7
BODY 6/9 EMP 6/3 SAVE 9 BTM -3

SKILLS: Interface +7, Athletics +4, Awareness/Notice +4, Basic Tech +3, Cyberdeck Design +7, Driving +3, Education & Gen. Know +5, Electronics +5, Electronic Security +4, Expert: Electronic Warfare +5, Endurance +3, First Aid +3, Handgun +3, Heavy Weapons +2, Karate +3, Languages (English native, Japanese +4), Library Search +4, Melee +2, Photo & Film +5, Programming +4, Rifle +5, Stealth +3, Submachine Gun +2, System Knowledge +4.



CYBERWARE: Neural processor, +2 Kerenzikov boost, interface plugs, chipware socket, vehicle and cybermodem links, nasal filters, improved muscle & bone lace, cyberaudio with radio link, scrambler, bug detector, sound editing, enhanced hearing range, homing tracer, tightbeam radio link, wideband radio scanner, level damper.

EQUIPMENT: Modified Arasaka Portable Prototype deck (Speed +4, Memory 20MU; see *Brainware Blowout* pg94 for more details), SP 12 bodysuit, SP 16 combat vest, silenced Arasaka WSA pistol, Arasaka WAA rifle (3 clips each), monoknife, headset radio, Kiroshi remote cameras, Hybrid Wearable Computer Plus (outfitted to receive and record data from external sources), electronics tool kit, phone taps, trackers... all on his person! He has access to larger equipment; from an innocuous, unmarked van.

PROGRAMS: Tinweasel, Dwarf, Clairvoyance, Wolfpack, Flip Switch 2.0, Databaser, Invisibility, Soundmachine, Open Sesame, Hotwire, Dee-2, Crystal Ball, and Backup.

NOTES: No sooner had David "Glass" Truman left the battlefields of SouthAm than an Arasaka rep offered him a life he'd only dreamed of: career work, excellent pay with raises and perks, and a chance to work with the newest computers, all without the constant danger of warfare. However, David soon grew tired of office work, and eventually transferred to covert operations for the excitement and the ability to put his combat netrunning skills to good use. Glass is an average-sized black man with well-formed features (biosculpted to repair injuries sustained in SouthAm). He is always relaxed and calm, even during stress situations.

Colette Free

SUPPORT ENGINEER-----**TECHIE**

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

SKILLS: Jury-rig +7, Aero Tech +3, AV Tech +3, Aikido +2, Athletics +3, Awareness/Notice +4, Basic Tech +6, Cybertech +4, Driving +4, Education & Gen. Know +3, Electronics +6, Gyro Tech +2, Handgun +3, Intimidate +3, Languages (English native, Japanese +4), Melee +3, Pilot Gyro +2, Pilot Fixed Wing +3, Pilot Vectored Thrust +4, Rifle +1, Stealth +2, Submachine Gun +2, Weapon Tech +4.

CYBERWARE: Neural processor with interface plugs, vehicle and machine link, chipware socket, nasal filters, contraceptive implant, muscle and bone lace.

EQUIPMENT: SP 12 bodysuit, Arasaka WSA pistol (3 clips), monoknife, headset radio, mechanical tool kit, electronics tool kit, EBM PCX minicomp with techscanner program, Kiroshi Optics HUD monocle.

NOTES: Colette's family business was absorbed by the Arasaka *zaibatsu* back in 1998. She carried on the tradition, and has managed to make it into covert operations. She is a slightly pudgy African-American woman with short hair; her plain

appearance and take-charge manner serve her well in action; her favorite scheme is posing as a normal electrical worker for the appropriate local electrical authority and bullying her way into restricted areas.

Kagekaze

ASSASSINATIONS EXPERT ----- **JO-NIN SHINOBI**

STATS: INT 9 REF 13 TECH 6 COOL 10 ATTR - LUCK 4 MA 13
BODY 12 EMP 8/4 SAVE - BTM -

SKILLS: Combat Sense / Nindo +9 (see *Pacific Rim* p157), Aikido +7, PanzerFaust +5 (*SOF2* p69), Athletics +7, Awareness/Notice +9, Basic Tech +3, Cybertech +3, Driving +4, Education & Gen. Know +6, Electronics +2, Electronic Security +6, Expert: Poisons +5, Fencing +5, First Aid +5, Handgun +6, Heavy Weapons +4, Hide/Evade +8, Interrogation +5, Intimidate +4, Languages (Japanese native, English +6, German +4), Melee +6, Motorcycle +4, Pick Lock +7, Rifle +3, Shadow/Track +8, Stealth +10, Submachine Gun +5, Teaching +7.

CYBERWARE: Eclipse full conversion body (*Chromebook 2*, pages 71-72) with Dummy Facemask (*SOF2*, p69) and Dodgeball optics (*Chromebook 1*, p39)

EQUIPMENT: Kagekaze does not carry any equipment that he can't conceal within his legs (each has a 2"x2"x6" compartment). If pressed, he will carry an external gun, but doing so interferes with his Chameleon Covering and ECM Generator.

NOTES: When a patriarch of one of Japan's two remaining true ninja clans committed *seppuku* to atone for the failure of a favorite child, he was not permitted to die completely; Kei Arasaka ordered his brain preserved and installed in a full-conversion body. During his therapy and readjustment period, the man-turned-machine embraced the totality of zen in an attempt to retain control over his sanity.

It worked. Kagekaze (kah-geh-kah-zeh, or "shadow wind") is one of the saner full-'borgs in Arasaka's employ. He is not prone to irrationality, disobedience, or the "god complex" that usually takes hold of most 'borgs. Instead, he considers the ninja he once was to be dead and cremated; this new life is a shadow-life, existing as a spirit in a mechanical *netsuke* to continue to serve his *daimyo*—Saburo Arasaka.

Working with Kagekaze is like working under a monastic martial arts master; he will note perceived mistakes and offer corrections, and a co-worker may even be favored (?) with an offer of instruction, liberally peppered with zen wisdom.

On this mission, Kagekaze's interaction with the team is professional, except for Mitsui and Haruko. Kagekaze is from the same clan as Mitsui, and acts like a protective uncle towards her. He regards Haruko as a ninja wannabe; he respects her as team leader, but addresses her as "*kawaii samachan*" (roughly translated as "cute lil' boss lady"), simply to ruffle her feathers.

Kagekaze looks like any other Eclipse 'borg, but he sometimes wears a faceplate customized to resemble a grinning Japanese demon mask.



MILITECH'S COVERT OPERATIONS TEAM



Militech has plenty of covert operatives in-house, and can pull tons of additional support from the Lazarus group, but their ties to the U.S. government are so tight that the rest of the world distrusts Militech—they see the company as a "deniable" extension of U.S. policy. Militech therefore tapped the freelance market so that its Ocean War team would have a certain "deniability" of its own. Not that they went cheap; Militech coaxed Morgan Blackhand into the fray, at a cost that exceeds three such teams.

Morgan Blackhand

TEAM LEADER ----- **SOLO**
STATS: INT 9 REF 10/13 TECH 3 COOL 10 ATTR 5 LUCK 9 MA 9 BODY 10/12 EMP 8/5 SAVE 12 BTM -5
SKILLS: Combat Sense +10, Aikido +8, Athletics +10, Awareness +10, Basic Tech +7, Demolitions +8, Driving +8, Education +3, Endurance +9, Tactics +7, Fencing +6, First Aid +7, Handgun +10, Heavy Weapons +9, Hide/Evade +7, Intimidate +8, Melee +10, Pilot Boat +6, Pilot Gyro +8, Pilot Fixed Wing +7, Pilot Vectored Thrust +9, Rifle +10, Shadow/Track +7, Stealth +9, Strength Feat +5, SMG +10, Swimming +6, Tae Kwon Do +9, Weapons Tech +10, Wilderness Survival +7.

CYBERWARE: Neural processor, Sandevistan boost, smartgun and vehicle links, interface plugs, chipware socket, nasal filters, two cyberoptics (targeting scope, low-lite, infrared, anti-dazzle), right cyberarm (rippers, heavy SMG, microwave/EMP shielding, hydraulic rams), muscle & bone lace, nanosurgeons.

EQUIPMENT: Custom 12mm SMG in cyberarm (as MAC 14, but WA +2, ammo 20), Militech Viper SMG (smart, 4 clips), Colt AMT 2000 (smart, 3 clips), smartchipped Militech M31a1 with 3 extra clips, 24 mini-grenades). Hand grenades: 3 HE & at least one of every other kind. SP 24 vest, SP 18 bodysuit (total EV -4). Headset radio, first aid kit. All weapons accurized for additional +1 WA.

NOTES: Perhaps the most famous living soldier of the 21st century, Blackhand has come through hundreds of ops with flying colors. He got enough funding out of Militech to subcontract a group of highly skilled and motivated freelancers, making them answerable to him only (not to Militech).

Blackhand's covert ops technique is to delegate duties to mission-compatible pairs (when possible). These "mini-teams" each complete their part of the mission individually, with communications depending on code-words and burst-transmissions. Blackhand works independantly, joining mini-teams where he's needed most. While catastrophic failure could occur if one (or more) mini-teams bungles, Blackhand hires only the best.



Dexter Dobbs

ELINT SPECIALIST ----- **TECHIE**

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

SKILLS: Jury-Rig +10, Accounting +3, Aero Tech +7, Aikido +2, Athletics +3, Awareness/Notice +7, AV Tech +7, Basic Tech +9, Chemistry +8, Cybertech +7, Dodge & Escape +6, Driving +3, Education & Gen. Know +9, Electronics +9, Electronic Security +4, Endurance +2, Expert: Electronic Warfare +7, Programming +11, Expert: Robotics +8, Expert: Computer Design +9, Gyro Tech +7, Handgun +3, Heavy Weapons +4, Language (English native, German +6, Japanese +6, all computer languages +8), Melee +2, Photo & Film +4, Remote Operations +8, Powered Armor Pilot +2, Rifle +2, Stealth +2, Swimming +2, Weapons Tech +8.

CYBERWARE: Neural processor, interface plugs, chipware socket, machine, vehicle, and data links. Improved muscle & bone lace.

EQUIPMENT: SP 12 vest, Militech Avenger (2 clips), smartglasses (Times Square Plus, thermograph, magnification, low-lite, HUD). Pocket computer (capabilities of a Zetatech PS-4040 upgraded to INT 4, cellular modem, 45MU, gloves & goggles interface, all Zetatech Compumods, multi-tasker, Code Walls +12; serves as micro-frame and "turtle" netrunning rig). Van with complete electronic monitoring/jamming layout, backpack ELINT set (lasermike, boom mike, telescopic camera, recorders, assorted sensors), customized EW ACPA available.

NOTES: Dexter is a wild genius; he graduated from college at age 14 and has since worked for a series of high-tech firms, wowing them with revolutionary applications of new technology. Unfortunately, his grandiose and over-expensive ideas (and excessive laboratory expenditures) have bankrupted more than one employer. By age 21, he has a reputation as a long shot—if you hire him, he might make you rich, but will probably blow up your labs.

Dexter's not a covert ops man; he once hired Blackhand as his bodyguard, which is how he learned what little he knows of self-defense. Dexter has since assisted Morgan a couple of times, and helps fine-tune Blackhand's gear. When the budget allows (Dexter's power bills alone are astronomical), Blackhand occasionally brings him along.

Dexter is tall, with red hair and brown eyes, and always wears glasses (which are actually smartgoggles). He and his assistant Race Chapel operate as a mini-team.

Race Chapel

TECH ASSISTANT & BODYGUARD ----- **SOLO**

STATS: INT 7 REF 9 TECH 9 COOL 9 ATTR 6 LUCK 8 MA 7
BODY 9/12 EMP 7/5 SAVE 12 BTM -5

SKILLS: Combat Sense +7, Athletics +6, Awareness/Notice +6, AV Tech +4, Basic Tech +5, Driving +5, Education & Gen. Know

+3, Electronics +5, Endurance +3, First Aid +5, Handgun +5, Heavy Weapons +2, Karate +4, Melee +4, Operate Hvy. Machinery +3, Remote Operations +2, Rifle +4, Shadow/Track +4, Stealth +3, Swimming +4, Weapons Tech +4.

CYBERWARE: Neural processor (with Sandevistan boost, interface plugs, chipware socket, machine, data, smartgun and vehicle links), internal air supply, nasal filters, improved muscle & bone lace, SP 12 skinweave, toxin binders, nanosurgeons, nanoptical and nanosensory upgrades. Chipped for Aero Tech, Pilot Vectored Thrust, Chemistry, and Cybertech at +3.

EQUIPMENT: SP 12 fireproof bodysuit, smart Multiple-Ammunition Pistol (with assorted rounds), smart Federated Arms Light Assault 15 (4 clips, cookie cutter), headset radio, techscanner, tech's tool kit, electrical tool kit, first aid kit.

NOTES: Race has managed to make it this far as Dexter's assistant through natural caution that borders on paranoia (a survival trait around Dexter). He's a fair tech, and a good bodyguard. Blackhand recommended him.

Brenda "Fade" Melendes

CYBERSPACE OPS ----- **NETRUNNER**

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

SKILLS: Interface +7, Aikido +4, Athletics +4, Awareness +5, Basic Tech +4, Electronics +4, Endurance +2, First Aid +4, Handgun +6, Hide/Evade +4, Melee +5, Programming +5, Rifle +3, Seduction +4, Stealth +6, Swimming +3, Wilderness Survival +2.

CYBERWARE: Neural processor (Sandevistan boost, interface plugs, chipware socket, cybermodem and smartgun links), nasal filters, adrenal boost, improved muscle & bone lace, SP 6 skinweave, scratchers, cyberoptic (target scope, low-lite, thermograph, anti-dazzle), right cyberhand (probe link finger, 3 tool fingers). Chipped for Driving, Electronic Security, Pick Lock, and Submachine Gun at +3.

EQUIPMENT: Improved Net-Runner cybermodem sneaksuit (Speed +3, 25 MU, Datawalls +5), silenced and smartchipped Towa Type-13 pistol (5 clips), survival knife, Excaliber taser nightstick, scrambled suit radio, first aid kit, B&E kit.

PROGRAMS: Bartmoss Memorial Icebreaker (Cyfermaster, Killer IV, Dwarf, George); STR 4 Invisibility, Clairvoyance, Flip Switch 2.0, Databaser, Soundmachine, Open Sesame, Hotwife, Dee-2, Crystal Ball, Backup, Sword.

NOTES: Morgan knows better than to try to drag one of the Net elite like Spider Murphy or Dog into the Shadow War. Combat Netrunners are a special breed; Fade's not the best, but she complements Dexter's turtlerrunning and is a good soldier as well. Blackhand's unit rescued her when her family was massacred in 2008, and he's made sure she's had work ever since.

Brenda is a statuesque woman of Latin American descent, with brown hair and brown eyes.



Mike "M&M" McRae

COMBAT MEDIC ----- **MEDTECH**

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

SKILLS: Medical Tech +9, Aikido +5, Athletics +6, Awareness/Notice +5, Biology +4, Cryotank Operation +4, Cybertech +5, Diagnose Illness +5, Drive +3, Education & Gen. Know +5, Endurance +2, Handgun +4, Heavy Weapons +2, Human Perception +3, Melee +2, Pharmaceuticals +4, Pilot Vectored Thrust +2, Stealth +3, Submachine Gun +2, Swimming +4, Wilderness Survival +2.
CYBERWARE: None.

EQUIPMENT: "Medicgear" Armor, smartchipped Colt AMT 2000 pistol (3 clips), smartchipped HK77SD3 (2 clips), smartgoggles (target scope, low-light, anti-dazzle), headset radio, 4 smoke grenades, full medical kit, combat knife.

NOTES: "M&M" and Blackhand go a long way back. McRae was the field medic who amputated the shattered stump of Blackhand's right arm back in 2009. He went on to medical studies when he got back to the States, but Blackhand never forgot him. When Militech needed a good combat medic who could hold his own in a covert situation, Blackhand tapped "M&M" for the job.

McRae's been a steady conspirator ever since. He has his own practice in Tennessee, but he's more than willing to do a couple of missions a year with his old buddy. He knows that when Blackhand's called in on the job, there are going to be casualties.

Dash Panther

INTRUSIONS EXPERT ----- **COVERT OPERATIVE**

STATS: INT 5 REF 9/12 TECH 7 COOL 6 ATTR 4 LUCK 4 MA 10/18 BODY 8 EMP 8/4 SAVE 8 BTM -3

SKILLS: Combat Sneak +5, Athletics +8, Awareness/Notice +4, Basic Tech +3, Driving +4, Dodge & Escape +7, Electronic Security +6, Endurance +7, Handgun +4, Hide/Evade +5, Melee +3, Motorcycle +4, Pick Lock +7, Rifle +4, Savate +5, Shadow/Track +3, Stealth +7, Swimming +4, Wilderness Survival +2.

CYBERWARE: Neural processor (+2 Kereznikov boost, boostmaster, interface plugs, smartgun link, chipware socket), 2 cyberlegs (armor, corvette boost, stealth feet).

EQUIPMENT: SP 10 bodysuit, Gibson Sneaksuit (for night operations) or Militech M96 Ghostsuit (for lighted operations), smartchipped and silenced Militech Arms Avenger and Militech Viper SMG (2 clips apiece), combat knife, deluxe B&E kit, headset radio, three scatter grenades.

NOTES: Dash is a speed demon. He grew up in the fringes as Mark Laufer, depending on his speed and agility to get him out of trouble. In a more innocent time, he'd have been a track star... but this is the 21st century, so as a kid he

was tagged as a numbers runner, acquiring the handle Dash. He eventually caught the attention of a Militech recruiter and was brought into the corporate fold. He was enhanced with Corvette cyberlegs, trained as a hit-and-run intrusions operative, and changed his name again to Dash Panther.

Mark can fight if need be—he enjoys using his superior speed to outflank opponents. He has straw-blond hair and green eyes, and is characterized by his physical nervousness—he can't sit still, and is very jumpy when not preoccupied. He's tall and lanky, with legs just a little too long to be in proportion.

"THAT SPOOK FREAKS ME OUT, RACE... HOW DO WE EVEN KNOW IT'S REALLY JUST ONE GUY? I MEAN, IT COULD BE A DIFFERENT 'BORG EACH TIME! THINK ABOUT IT..."

"I THINK YOU THINK TOO MUCH, DEXTER."

—DEXTER DOBBS AND RACE CHAPEL,
REFERRING TO THE FACELESS MAN

The Faceless Man

INFILTRATION EXPERT ----- **COVERT OPERATIVE/GEMINI**

STATS: INT 5 REF 10 TECH 8 COOL 9 ATTR Var. LUCK 5 MA 10 BODY 12 EMP 7/4 SAVE - BTM -

SKILLS: Combat Sneak +6, Athletics +5, Awareness/Notice +5, Disguise +10, Driving +4, Fencing +2, Forgery +9, Handgun +5, Human Perception +4, Interview +5, Melee +3, Perform +8, Personal Grooming +2, Persuasion & Fast Talk +8, Rifle +4, Seduction +3, Social +4, Stealth +4, Streetwise +4, Swimming +4, Wardrobe & Style +6.

CYBERWARE: Gemini full body conversion with Disguise feature (*Chromebook 2*, pages 76-77), cyberaudio (radio, scrambler, tight-beam, level damping), cyboptics (low-lite, anti-dazzle, target scope), smartgun link, full-function NewThroat, stealth feet.

EQUIPMENT: Smartchipped and silenced Militech Avenger (2 clips), full disguise kit.

NOTES: The Faceless Man, as he is known, was once a freelance agent who did a lot of work for Militech. Even then he had a reputation for being unidentified, a master actor and disguise artist who had over a score of false IDs and who never allowed his real face and identity to be known.

Somewhere, someone caught up with the Faceless Man (the favorite rumor names a jealous husband who came home one night to find his double in bed with his wife) and tore his face off. The Faceless Man dropped out of sight for several years... then resurfaced as good as new.

Better than new, actually. Now he's truly a man without a natural face, a Gemini 'borg with the ability to disguise himself as any man with the same basic body shape. This is his strength, and the reason Blackhand hired him. The Faceless Man is skilled at imitating almost any man, capable of walking into places where he shouldn't be.



COVERT OPERATIONS TRAINING

Basic training for covert operations is a four-week course that takes the trainee through the very raw basics of such operations. It's fairly rough, and quite intense, designed to take a promising soldier and turn out a fledgling spy. This sort of training doesn't produce a finished product; that takes further training and field experience.

🎯: Week 1: Phys Ed

This is Basic Training with a vengeance. It's effectively the first week of commando training, wherein the instructors acquaint the trainees with the fundamentals of working behind enemy lines. The training begins as soon as the trainees arrive; they are outfitted with full kit, given weapons loaded with blanks and rigged with "laser-tagging" (MILES gear), and taken on a healthy three-kilometer run through a full-terrain obstacle course, complete with booby-traps and pop-up targets that have to be "hit" with the laser to deactivate. Often, these targets fire at you ... with .22 short plastic dum-dum ammo, so it doesn't do more than sting and leave flesh wounds.

As the days progress, the trainees are instructed in the use of demolitions, wilderness survival tips, and swimming. These periods of relative peace are alternated with more dreaded obstacle course runs, sometimes two to three a day. Furthermore, the runs are varied, taking the trainees along different routes through the training area, with more tests (including instructors waiting in ambush to sharpen the trainees' close combat skills). The Heywood range course in Night City (*Solo of Fortune 2*) is a good example of what such a run looks like.

The main purpose of this week of hell is the development of a sense of teamwork among the trainees. Many of the obstacle course runs have sections where the trainees have to work together without hesitation; if they don't, they won't complete the course.

Trainees gain IP in the following skills: 10 IP in Combat Sneak (which can, if you wish, convert your Combat Sense into Combat Sneak, or it can add to Awareness for those who don't have Combat Sense). 20 IP each in Wilderness Survival, Demolitions, Swimming, Endurance, HTH (Brawling,

Dodge/Escapes, Martial Art; your choice of allocation). 20 IP in Firearms (your choice of allocation) and Stealth. Sure, it's a lot of IP, but this is a lotta training.

🎯: Week 2: Spy Stuff

The second week of training is a complete departure from the first week as the trainees attend classes on the rudiments of espionage. How to search; how to hide stuff. How to code messages; how to recognize and break codes. How to interrogate or resist same. How to shadow or evade surveillance. How to recognize

when someone's watching you; how to spot watchers. And the tests aren't just given in class. The instructors set assistants to shadow trainees (or be shadowed by them). There are rooms to be searched for assignments and messages (like notes telling where and when the next class will be). Classmates are often set against each other, with one hiding something and the others trying to find who hid what and where.

This is really nerve-wracking stuff; the idea is to teach the trainees some paranoia. Of course, there are some practical skills learned along the way: 80 IP to be allocated between Hide/Evade, Disguise, Shadow/Track, Pick Lock, Interrogation, Interview, Electronic Security, Persuasion/Fast Talk, Resist Drugs/Torture, no more than 20 IP for any one skill; +20 IP in

Awareness/Notice, +10 IP in Combat Sneak (as above).

🎯: Week 3: Mini-Missions

Now the instructors start letting their students practice what they've learned. Small missions are set up, usually in nearby cities or towns. These missions aren't difficult or dangerous, no tougher than surveillance and shadowing of random passersby. The problem is trying to maintain cover while looking out for "counter-espionage" instructors, unknown personnel who jump all over the trainees if they blow their cover or botch the operation. The purpose of these exercises is two-fold: to give the fledgling trainees a little experience, and to reinforce their paranoia with the constant threat of "counter-espionage." This running-in period gives the trainees +40 IP to allocate as desired.



⦿ Week 4: The Big Practice Operation

This is the big one, the graduation test. The trainees are assigned a fake mission, normally something in the range of sabotage, information gathering/theft, extraction, or assassination. One of the instructors gives them a normal briefing on the mission, and they are left to formulate a plan and requisition equipment.

If the trainees have been listening to their instructors, they're going to realize that A) no briefing is ever complete, and B) it'll be a cold day in a very hot place when a requisition delivers everything you ordered. The first problem is really rather easy to deal with, since the camp's databases have plenty of planted information on the bogus target and site location. Please note that the instructors try to mirror the real world—some of the information is hard-copy, hidden in dusty library stacks, and some of it is "classified" and salted away in the base security area. This last is the best information, of course, and if the trainees can manage to lift it without being caught, so much the better.

Of course, the equipment requisition comes up short. Characters can deal with the problems of requisition means using two methods: ordering more than is needed, and/or "liberating" the appropriate equipment. These methods are not really forbidden—the trainees are just told they have to do things by the book, and the instructors wait to see if they exercise a little initiative and use some more proactive acquisition methods ...

The operation starts with the trainees and their packed equipment being airlifted (in a windowless aircraft) to a fairly nearby city, and deposited. From there, the trainees must proceed on their own to the local airport and catch a pre-designated charter flight (provided by the training camp) to the target zone. This is the first test, getting their gear and themselves through airport security. The airport security has not been warned that the trainees are anybody but normal passengers, and the trainees have to take their chances and sneak their equipment through like normal! In the event that they screw up and security nails them, one of the instructors will step in and bail them out. They'll be taken back to the camp, bawled out, go through intense refresher courses on equipment concealment, and then try again a day or so later at a different city.

Once in flight, the trainees are taken to the target zone (once again, the aircraft has no windows). The landing strip is usually a dirt track somewhere in the middle of nowhere. Cabs (or some form of transport—sometimes simply animal-drawn wagons) wait to take the trainees to the target zone.

The target zone is usually a real, isolated installation maintained by the training company; usually a small urban-style set-up housing several thousand people. They're

not actors; they're really involved in some sort of company operation! The target is located somewhere within the installation. All the trainees have to do is infiltrate the community, perform their mission, and get out. A simple task, really, so long as they successfully avoid the town's security forces—who do NOT know that there's a practice run going on—and the "counter-espionage" instructors (unknown training personnel who perform the lead roles of counter-espionage, and play most of the trainees' designated contacts).

Important note: the trainees are still operating with laser-designator firearms but **absolutely no live ammunition or real melee weapons!** After all, the people they're moving amongst are real employees, and it's generally considered poor form to have real employees killed as part of a practice run. Of course, the security personnel, who may also have to defend against a real attack, are armed with real bullets ... giving them fakes at this stage would defeat the purpose of the mission.

Once the mission has been sprung, whether the trainees are successful or not, the instructors alert the local security that there's been an exercise, and it's time for a general security exercise to try and trap the trainees before they can escape. Yes, the instructors are out to show the newbies just how nasty Murphy's Law can be. The trainees must then escape while being hunted by everything security can muster (naturally, the security forces block of the airport first. Hope the trainees set up a different pickup zone, or that they're good at sneaking in!!). At this point, security forces are armed with non-lethal gel rounds and tranquilizers; it's just an exercise, after all.

Either the trainees escape, or the local security captures them and has a good time subjecting them to interrogation (all the while never letting them know it's just an exercise). Once the mission is done, there is a de-briefing session, where the instructors take great glee in pointing out every dumb mistake the trainees made. On rare occasion, the trainees might have done something right; this might be mentioned. The whole purpose of the exercise is to give the trainees a chance to bungle big-time without the more permanent consequences of real-life screw-ups. For their considerable trouble and practice, the trainees get 30 IP to allocate as desired.

For referees with enough time and the inclination, you could have your players actually play their trainee characters through this scenario—which can be highly entertaining as well as instructive. This would give the PCs a chance to hone their newly-acquired skills before you stick them in the serious scenarios. You'll have to set up the target, the target area, and some of the main NPCs and situations, just like a normal adventure. The difference is that you don't even have to claim a vestige of impartiality, and you can have things go any way you like. In this case, IP are awarded for mission performance, just like a regular adventure.



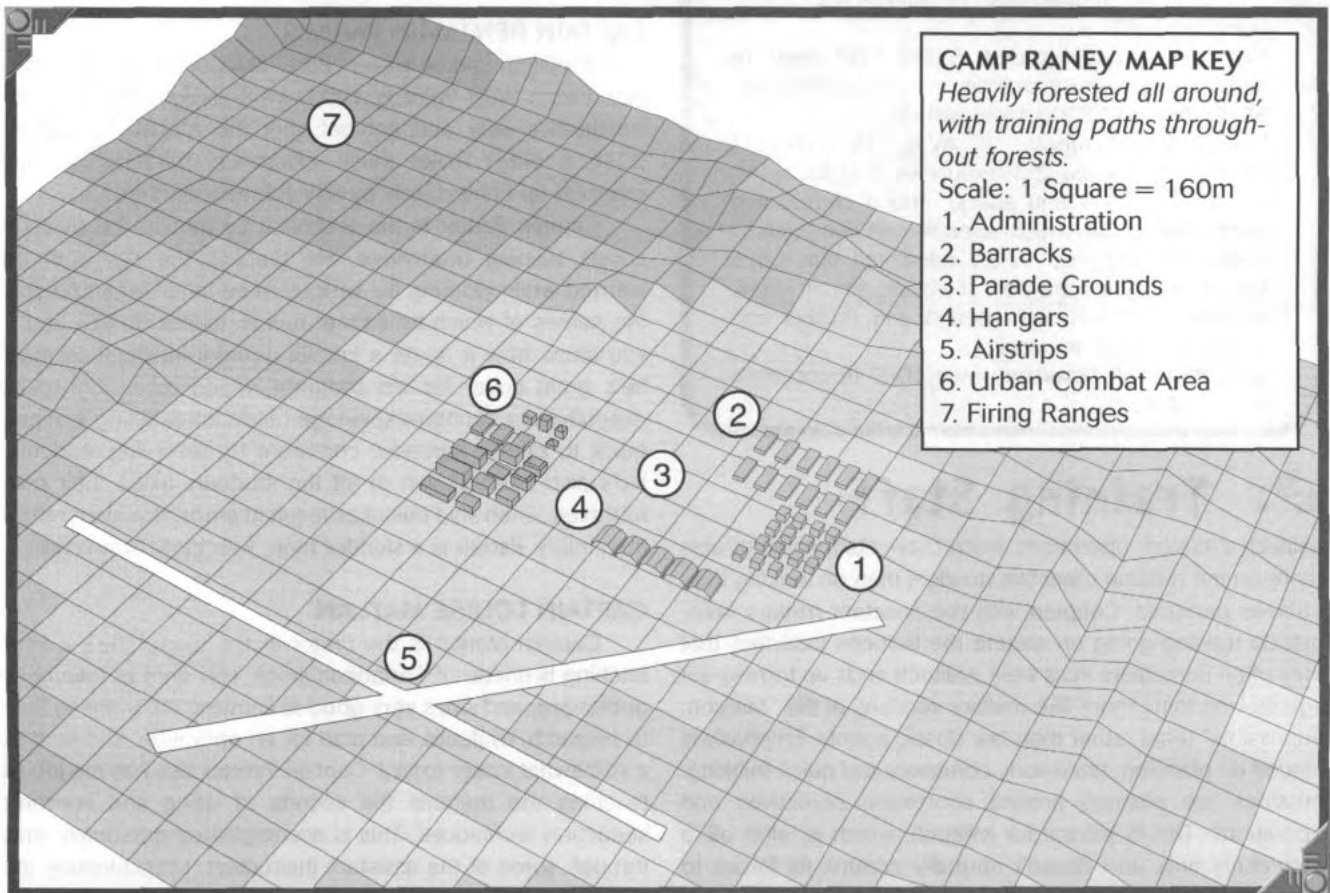
MILITECH'S OPS TRAINING FACILITY

When Militech trains personnel in special forces or special operations, they are invariably trained at the secret Camp Raney, in the wilds of Georgia. Camp Raney isn't secret the same way that Benkei Island is; the camp's location is fairly well-known. It's not on civilian road maps, but it's no great secret to intelligence agencies the world over. What is secret about Camp Raney are the operations that go on inside it. Militech maintains airtight security around the encampment, complete with lesser activities and training exercises as a screen to disguise the more sensitive actions. Internal security is maintained by "need to know" information handling, and subdermal ID chips implanted in all personnel that allow on-site, short-range (5m or so) monitoring of every person's position and current medical status.

As a matter of fact, the camp's security is so good that only a few are aware that the camp conceals a covert operations training program within the bosom of its other special and commando operations training programs. The "need to know" information handling method rests on a cell/squad structure (very much like Arasaka's), where each training group is instructed not to share information with anyone else unless absolutely necessary. In addition, administration is

also segmented, with admin and maintenance teams assigned to specific cell/teams, and not exchanging information with the rest of administration. Of course, there has to be a central coordinating unit. There is a Central Administration office—and it's a decoy, a spy-trap! The real coordination is secretly handled through the Library Data office. The camp's commandant and his administration handle a great deal of real work, such as budgets, relations with other parts of the corporation, and even some real personnel records. Most of the interagency and coordination work is done by the shadow administration working out of the "stacks" in the Library. Covert operations training is labeled "executive training," and a number of Militech executives do come through a variant of the course every year, training in how to recognize spies rather than be them. Thanks to this, the program is actually allowed its own areas and facilities inside the camp.

Camp Raney is fairly huge, covering over 500 square kilometers of Georgian terrain (mostly swamps and deteriorating farmland). The innermost areas of the camp are covered with barracks, administration buildings, the main airfield, and storage areas. This core is ringed with exercise



CAMP RANEY MAP KEY

Heavily forested all around, with training paths throughout forests.

Scale: 1 Square = 160m

1. Administration
2. Barracks
3. Parade Grounds
4. Hangars
5. Airstrips
6. Urban Combat Area
7. Firing Ranges



areas (firing ranges, simple obstacle courses, and combat courses). The rest of the camp's area is threaded through with remote exercise areas (for extended exercises) and half-hidden trails. External security (that is, security against attack and infiltration) depends on a combination of remote sensors planted near the camp's periphery, aerodyne patrols, and the troops being trained—at any given time, there are probably a dozen special operations training missions occurring in the outlying areas, and they're already paranoid about instructor attacks, so they're good watchdogs against outside intrusion.

The camp has about 6,000 staff personnel, including a brigade level "security" force made up of units rotated through the camp. Mechanization consists of at least 20 AV-9s, 16 A-01 attack aircraft, 1-2 dozen Ospreys of various sizes, 40+ AV-6s, usually 1-2 companies of main battle tanks and a company of light tanks, variable numbers of drones (recon and attack), and a company of mechanized artillery. The camp can call on its trainees to repel an attack, adding another 300-600 commandos to the mix.

CAMP RANEY STATS

Size: 500 square kilometers of swamps and deteriorating farmland.

SDP: Being underground, 5,000 SDP must be destroyed to collapse an area.

SP: Outer walls SP200, inner walls SP25.

Vehicle Complement: 20 AV-9s, 16 A-01s, 18 Ospreys, 40+ AV-6s, 2-3 companies of Tanks, assorted drones (recon and attack), and a company of mechanized artillery, plus assorted cars and trucks.

Defensive Systems: APEX automated gun turrets hidden throughout the area, secret anti-aircraft missile launchers and anti-tank cannon and rockets concealed about the grounds.

Security Level: Maximum; over 1000 troops; black ICE Net systems.

Training Staff

Militech's covert operations instruction staff concentrates more on the mission objective mindset than on making their trainees paranoid. Coupled with the constant military commando training going on around the trainees (activities that they often participate in as well), Militech ends up turning out agents who think more like military versions of the "Mission: Impossible" team rather than like classic agents. Emphasis is placed on planning, teamwork, cohesion, and quick thinking; missions are planned around short-term objectives and operations. This is natural for Militech, which is, after all, a mercenary firm, and doesn't normally commit its forces to long-term employ.

The training is rough, and the instructors aren't soft on their charges. Hesitancy is punished—if you don't act swiftly, the instructor says, "Bang! You're dead!" and piles on punishment duty. Likewise, stupidity is also punished, so the trainees (ideally) learn to make the right decisions, swiftly. Major Malthus concentrates on the military aspect of the training. Captain Parker is the main espionage instructor, and Captain Matlan is the operations instructor. The main and assistant instructors all wear standard Militech administrative uniforms (or field gear when in the field).

MAJOR KIRK MALTHUS, INSTRUCTOR

A gaunt man with steel-gray hair and a clipped mustache, Major Malthus could pass for an Englishman. His tight mid-western American accent dispels that image, though. Always seen in uniform, Major Malthus is one of the senior instructors at the facility. If it can be shot, detonated, swung, or stabbed with, he's an expert, and can teach others how to use the weapons without killing themselves.

On the books, Major Malthus is carried as an instructor. In actuality, he's the head of the covert operations school. He's an old soldier who's been through dozens of operations, covert and commando alike. In this school, he is the standard of excellence.

CAPTAIN BENJAMIN PARKER

Benjamin Parker (never "Ben," always "Benjamin") graduated from West Point in 1996, went straight into counter-intelligence duty, and got out after the Alphabet Purge of 2014. It didn't make much difference, because he was snapped up immediately by Militech headhunters.

Captain Parker is the technical partner in the Militech covert training triumvirate. He teaches the spy stuff he learned while working for various three-letter organizations, the names of which he cannot reveal, unless he kills you... you know how it is. As a known counter-intelligence man, he's great cover for the program, which ostensibly trains executives in counter-espionage. He's an exacting teacher, quick to offer a sarcastic comment to deserving students. He's also been known to let the students make their own mistakes, when said mistakes result in embarrassment rather than injury. Parker is a slender man, with curly brown hair.

CAPTAIN LOUISE MATLAN

Captain Matlan is the ringer in the team; she's a very fetching brunette of Caribbean stock. Her area of training is operations, and she's very good at showing the trainees how to research, evaluate, and plan for an operation. She (and to a somewhat lesser extent, Captain Parker) also has the job of teaching the trainees the secrets of using and resisting seduction techniques. This is accomplished personally, and through some of the assistant instructors. Unfortunately, it's not as fun as it sounds.



ARASAKA'S OPS TRAINING FACILITY

The Benkei Island Training Facility is located on a small tropical island somewhere in the vicinity of Indonesia. Its exact location is kept a secret, for although it's used to train very few people at a time, it's very important to the corporation's covert operations. Because of this secrecy, access to Benkei Island is highly restricted. People and supplies are brought to the island by submarine (although some may occasionally be air-dropped).

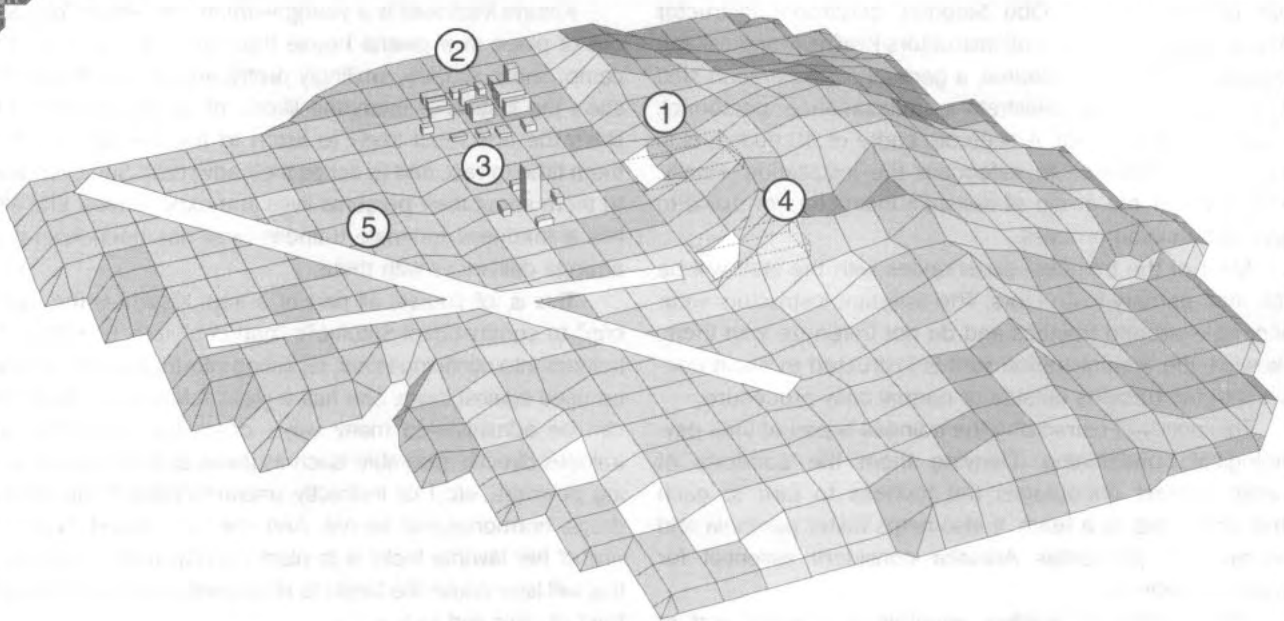
The facility itself is a tunnel complex built into the rock that forms the island. There are some surface buildings, largely for training, but they are camouflaged to look like an unimportant native fishing village. The tunnel construction serves the dual purpose of disguising the installation and protecting it from attack.

Its defenses are formidable. The installation deploys a complete set of detection sensors to scan surface and deep ocean to detect intruders. In addition, there are remote sensors scattered all over the island; if someone sets foot on it without permission, they'll be detected. (At least that's the concept. To date, there have been no successful intrusions.) The guards are always issued full combat gear (SP20 armor & assault rifles), and train rigorously to know every square centimeter of the island. In the event of an attack, their strategy is to draw the enemy into

one of the many fake tunnel entrances and blow the tunnel, burying the foe. In the event of lesser attack, the garrison has 4 AV-8s, 4 AV-6s, and 2 cargo Ospreys at its disposal. In case of naval or aerial onslaught, the garrison commander has the option of using a highly secret number of anti-ship/sub/aircraft missile launchers concealed about the island.

Benkei Island administrative staff and guards wear normal Arasaka uniforms and follow standard corporate procedures. To them, Benkei Island is no different from any other Arasaka covert facility: it's hardship duty with an absolute secrecy clause (and Arasaka is adamant about enforcing said secrecy). The training staff wear standard black martial arts training uniforms with sandals or sneakers. Assistant instructors wear masks to conceal their identities (this is part of the psychological training; see below). Trainees also wear the same costume.

Arasaka is aware of the danger of infiltration, so internal security is maintained by a social "cell" system—everyone on Benkei Island is assigned to a team, which is the work and social unit for all personnel. Each person in each team is to get to know the other members of the team, memorizing them and developing gestalt awareness for the other team



- BENKEI ISLAND MAP KEY**
- Island is tropical, with heavy jungle all over.*
Scale: 1 Square = 100m
1. Underground Facility
 2. Urban Combat Area
 3. Surface Facility
 4. Underground Hangars
 5. Airstrip



members. This way, should an infiltrator enter the picture, the other members of the team are quite likely to pick up on the substitution. Naturally, everyone who goes to Benkei Island is rigorously screened by Arasaka security before they're even cleared to go there.

BENKEI ISLAND STATS

Size: It's an island, Jim.

SDP: Being underground, 5,000 SDP must be destroyed to collapse an area.

SP: Outer walls SP200, inner walls SP25.

Vehicle Complement: 4 AV-8s, 4 AV-6s, 2 cargo Ospreys, plus assorted cars and trucks.

Defensive Systems: WXA automated gun turrets hidden throughout the complex, secret anti-ship, -sub, and -aircraft missile launchers concealed about the island.

Security Level: Maximum; over 1000 troops; Net black ice systems.

Training Staff

The main instruction staff at the Benkei Training Facility consists of commandant Obu Satomei, classroom instructor Metane Tekara, and general instructors Kissimi Morokasi and Kagekaze. There is, of course, a general administration staff of 23, including administrators, maintenance personnel, cooks, technicians, etc. A separate cadre of 40 guards is in permanent residence to safeguard the installation. Finally, there is a variable group of assistant instructors on hand to assist the training process.

Most of the trainees' experiences with the staff will be with their primary instructors. The assistant instructors wear facemasks around trainees and do not fraternize with them. Likewise, the administration staff is instructed to avoid contact with the trainees outside of normal daily procedure.

This policy of ostracizing the trainees is part of their psychological conditioning. Denying them the comforts of human contact encourages the trainees to turn to each other and bond as a team. It also helps foster paranoia and caution, two properties Arasaka considers essential for covert operations.

This practice of building paranoia is a major part of Arasaka training. Trainees are never safe the whole time; assistant instructors can ambush and harass them any time, any place. Often commandant Satomei actively participates in this, students soon learn not to turn their backs to him, for fear of being whacked upside the head. When students start maneuvering themselves to always have a wall behind them, and start rigging their sleeping quarters with alarms and booby traps, the staff knows that their efforts have paid off.

COMMANDANT OBU SATOMEI

Obu Satomei is a middle-aged, plump, bald-headed man who directly oversees the training. His apparent age and rotundity are a lie; he's an old warhorse who frequently leads his students through the obstacle course runs (or he lies in wait to ambush unwary students along the way). Gruff, laconic, and harsh, he's quick to discipline poor performance with a blow from the bamboo staff he carries with him. He's a good teacher, if quick-tempered; those who pay close attention to what little he says can learn a lot.

TECHNICAL INSTRUCTOR METANE TEKARA

Metane Tekara is a mild-looking man in his mid-30s; unlike the other instructors, he wears white shirts and black pants as though he were administration staff. His arena is the classroom, where he teaches the cerebral aspects of covert operations. He's a master at almost everything; far too valuable to waste in the field. Unfortunately for the poor students, he drones in a soft monotone, no matter what he's saying, and it's easy to lose concentration. And lose track of the lesson, too—Metane has a bad habit of digressing during his lectures, and then switching back to the main lesson without shifting his vocal tone at all.

INSTRUCTOR KISSIMI MOROKASI

Kissimi Morokasi is a young woman who would look less out of place in a geisha house than she does in a training camp. Short, shapely, smilingly pretty, and always exuberant, she's the instructor everyone likes... of all her counterparts, she's the one most likely to listen to the trainees, to allow them time to rest, and to act as their advocate. She even talks to them about their personal lives and experiences. She also has a fondness for male trainees, and has been known to arrange dalliances with them.

This is, of course, all part of a trap. Kissimi is the "good cop" to commandant Satomei's "bad cop" role. She lures the trainees into confiding in her, revealing information that will later be used against them. She has a great selection of drugs that can be administered many ways, drugs that can make the trainees directly miserable (such as laxatives and emetics, itching powders, etc.) or indirectly uncomfortable (mind-altering drugs, hormones, and so on). And she's an expert hypnotist; one of her favorite tricks is to plant post-hypnotic suggestions that will later cause the target to do something embarrassing in front of class and instructors.

INSTRUCTOR KAGEKAZE

If the player-characters are working for Arasaka, they'll meet the cyborg Kagekaze as a temporary instructor here. His instruction technique focuses on remaining as invisible as possible, tagging along with the trainees as a ghost and revealing himself when most appropriate. For more information, see page 113.



b: SHADOW WAR ADVENTURES

Good morning citizens, and welcome to The Fredericks-Thompson Report. It is Monday, February 28th, 2022. The time is 10:03. As always, this program is sponsored by Her Majesty the Queen, Hillard Trust Corporation, and Imperial Metropolitan Agriculture. Why not take home a delicious prepak chicken dinner tonight? Each variety of IMA's new Sunday Dinner line of meals will satisfy your family Sunday night and every night. Every meal is low in fat and cholesterol, and guaranteed to be made only with choice genetically bred livestock.

"Our top story this morning: the signing of the peace accord between OTEC corporation and L'Corporation Internationale Nautical Ocean. The negotiations, which wrapped up at 21:00 o'clock Paris time last night, bring to an end over four months of destructive conflict over the assets of Internationale Handelsmarine Aktiengesellschaft.

"How did it round out? In with a 50-50 split, that's how. In a landmark deal, Merrill, Asukaga and Finch will assume proprietary custody of IHAG's resources, while OTEC and CINO, as equal liability owners, each get choice picks of their desired resources, under the supervision of MA&F. Negotiators said this morning that 'strict safeguards' had been emplaced over the coming resource draft distribution to ensure another round of hostilities does not erupt. OTEC CEO Amanda Russell and CINO CEO Peter Nicholas embraced at the close of the negotiations to thunderous applause from the assembled representatives (film footage). Russell had the following to say (more film footage): 'Today ends a wasteful and belligerent chapter in the histories of our two companies. We look with enthusiasm to the future as we share the benefits of good business with our friends at CINO.' Militech and Arasaka reps were not present



at the close of the negotiations, and offered no comment.

"In related news, CINO executive Natalie Reseau was released this morning from an OTEC safehouse near the base of the Mid-Atlantic Trench. Reseau, abducted by OTEC commandos at the start of the war, was kept as a ward of the company for the duration of the negotiations. Reseau was in good health, and described her captors as 'gracious, but ominous.' She further noted she was 'glad to be home.'

"Now the world wants to know whether the fighting will stop, or will it continue between Arasaka

Corporation and Militech International Armaments? Rivals for over 20 years, their involvement in the OTEC-CINO fighting has heightened tensions amid rumors of secret wars fought over the past four months under cover of the OTEC-CINO conflict. No word so far from either firm, but signs are not encouraging, particularly with this morning's news that Morgan Blackhand has been retained for an additional extended security contract with Militech. The details of the contract were not disclosed. Will the Dragon of the East bang heads with Uncle Sam's Arsenal?

"Today's weather: steady showers, heavy at times, with light acidity. Expect smog levels steady and tolerable without a respirator. Citizens' advisory: flooding expected in South London and the Outer Perimeter, please plan accordingly.

"After this break, a new virus alert means increased revenue for many software producers. Skalderviken S.A. has announced an extended production deal with Phaser CD Products, Ltd., to meet the demand. We'll speak with..."

—BBC Morning Business News Program, February, 2022



SHADOW WAR TIMELINE

NOVEMBER 2021

- Thursday/11th**—EuroBank leaks information about IHAG's impending crash to CINO. Atlanta Savings & Trust slips OTEC the same information. OTEC is goaded to stop CINO at all costs; retains Militech advisors.
- Monday/15th**—IHAG crashes. Militech begins planning OTEC offensive preparations
- Tuesday/16th**—CINO's IHAG deal intercepted by OTEC. Militech advisors active in this operation, although no Militech personnel are directly involved.
- Friday/19th**—In the wake of CINO's Net counterstrike against OTEC, Militech begins recruiting combat netrunners.
- Tuesday/23rd**—CINO announces total security package deal with Arasaka valued at \$290 million. Soon, Militech and Arasaka security forces are in place at OTEC and CINO facilities. A paranoid cold war erupts between the two firms as both sides nervously eye each other as closely as they eye their clients' competitors.
- Saturday/27th**—OTEC and Militech work jointly on rescuing shareholders trapped within the Central American Federation during the "Black Flu" affair.

DECEMBER 2021

- Tuesday/7th**—CINO net intrusion against OTEC fails. While covering with reports that the runners were not traced, Militech organizes a raid to grab Arasaka netrunners in order to learn more about how Arasaka is directing CINO's Net ops. Few can or will provide pertinent information.
- Wednesday/8th**—OTEC and CINO begin series of retaliatory raids. Militech and Arasaka are heavily involved in this process, providing guns, advisors, vehicles, and equipment. Eventually, Militech and Arasaka both begin sending troops directly, first by providing extraction vehicles or air support.
- Friday/10th**—Arasaka and Militech are both warned by Netwatch to curtail their net activities. Internet (the corporation) drives this point home with a 12-hour communications embargo on both companies. Operations slow to a crawl.
- Sunday/12th**—Arasaka completes successful data shunt insertion against Militech, compromising their secure communications.
- Tuesday/21th**—Arasaka and Militech troops come into direct contact as a Arasaka advisory team, working with a CINO team, attack an OTEC sub carrying Militech security forces.

JANUARY 2022

- Monday/3rd**—Militech signs Morgan Blackhand as Acting Director of OTEC Security Operations.
- Wednesday/5th**—Unknown group sinks a cargo sub carrying prototype Militech marine ACPAs. Militech launches security sweep across southwestern seaboard.
- Thursday/13th**—Arasaka covert agents are captured in

Arizona attempting to flee to Mexico. Their interrogations reveal Arasaka's complicity in the sub attack and lead Militech security forces to the East Los Angeles Indian Housing Projects.

Tuesday/18th—Militech troops engage terrorist elements at Indian Housing Projects. Arasaka sends reinforcements and ends up battling the LAPD. Civilian atrocities are reported from all sides. None of the terrorists are captured alive and the incident is a media embarrassment for all involved.

OTEC and CINO both formally request that their allies begin withdrawing themselves from the war.

Tuesday/25th—At Mexico City airport, an Arasaka agent is captured smuggling illegal equipment by Mexican troops. He is retained by Militech as a prisoner. Arasaka quietly protests.

Friday/28th—Arasaka launches a purge of known Militech agents across the Pacific Rim. Thirty-two of Militech's coverts are killed and fifteen are "arrested" by local authorities. A wave of "terrorist" car bombs and other violence plague Militech offices in Asia for the next 48 hours. The opening shots of the Shadow War have been fired.

FEBRUARY 2022

Tuesday/1st—EuroBank exercises its custodial power over of all IHAG stock to ban further activity—first to impede OTEC and CINO, but secondly because Militech and Arasaka's involvement throws EuroBank's entire plan off, and they need to reassess the situation. Last of Militech's covert agents are evacuated from the Pacific Rim. Militech suffers a major intelligence setback.

Wednesday/2nd—Arasaka assists in CINO's recuperation from the previous four months of fighting, and rabidly prepares for another round with Militech during this same time period.

OTEC intelligence warns Militech that they believe CINO may be planning some large operation. Militech takes this information under advisement, but their own intelligence corps is currently in chaos due to Arasaka interference.

Sunday/6th—CINO troops launch their attack to capture IHAG facilities in a move even Kei Arasaka calls "insane." Enraged, Arasaka troops place several of CINO's special forces facilities under "house arrest" and begin dismantling their security operation. Realizing the scope of this move, CINO wisely does not fight Arasaka. OTEC secures several IHAG facilities in the US, meeting with token resistance.

Monday/7th—OTEC and CINO open another period of tit-for-tat raids.

Thursday/17th—A sealed envelope containing a "plague bomb" is delivered to Arasaka's regional office in Chiba. The director of operations unfortunately opens the envelope. Ninety-eight employees are killed by the bug and another four-hundred are hospitalized before an army biohazard team can contain



the building. Unfortunately, Japanese army troops clash with the notoriously territorial Arasaka security forces, causing chaos in the city for a day.

Sunday/20th—Peace talks begin at the encouragement of EuroBank, who have seen things run out of their control. While OTEC and CINO actively barter for control of IHAG, it is obvious that the Arasaka and Militech reps are less and less interested in the peace talks. Peace talks are suspended due to the security reps objections and rhetoric.

Tuesday/22nd—OTEC and CINO abruptly announce the termination of their security contracts. Peace talks continue.

Wednesday/23rd—Revolutionary activity abruptly begins in Chile against the Arasaka-run government security forces.

Sunday/27th—OTEC and CINO sign a peace accord in Paris.

MARCH 2022

Thursday/3rd—Arasaka completes research on Soukkiller 2.5, a revamped version of the program Alt perfected in 2012.

Sunday/6th—As a test, Arasaka plants a sample of Soukkiller 2.5 in the vehicle smartlink processor of a mid-level Militech executive. He dies horribly as his mind is transferred to a distant database via cellular transmission.

Monday/7th—Data raid on Militech's Night City office using passwords gleaned from the late executive. Militech and Arasaka now begin a series of black ops and counterops directly against each other which will characterize this Shadow war for the next three months.

Monday/14th—Chilean guerrillas bomb Arasaka facilities across the country.

Saturday/26th—Frustrated at the continuing Chilean violence, Arasaka steps up its commitment to the campaign and launches several fierce airstrikes with AVs.

Monday/28th—Hiraki Edono assassinated in Washington DC. Iron Sights gang member indicted and executed before he can testify. A chaotic two-month gang war erupts between Arasaka and their former gangster allies. Shipments of weapons are regularly intercepted by patrols on the Potomac as the LEDiv frantically attempts to slow the war down.

Thursday/31st—Militech asks Rache Bartmoss for his help against Arasaka. Bartmoss is adamant at first against working for a corporation no matter how tenuous the connection, but Blackhand prevents him from attacking Militech in reprisal. Militech then contacts Alt, who is willing to help them destroy Soukkiller, especially if it means taking a shot at Arasaka. Alt convinces Bartmoss to join her in the effort. Militech agrees to stay

completely out of Bartmoss' way (even in their own dataforts) if he'll help in the hunt for the main Soukkiller 2.5 program.

APRIL 2022

Tuesday/5th—Militech again attempts to extract key programmers from Arasaka with no success. Several bloody battles are fought, raising tensions but accomplishing nothing else. Several days later, Arasaka and Militech begin pointless terrorism against each other, resulting in the death of a dozen Arasaka operatives and a Militech station chief.

Saturday/9th—While exploring Arasaka databases, Bartmoss takes control of some Arasaka killsats in LEO and uses them to destroy unmanned Arasaka autofactories and OTVs. Pressed by Militech for an explanation, he says, "If you can't

stand the chill, stay out of the freezer, drekbreath! Go away!" This raises a commotion in space, sparking the ESA to impose a 24-hour blockade on all space traffic. Other non-European aligned groups protest the move and openly defy the blockade.

Wednesday/13th—Insurgent activity begins in several Caribbean countries which (with the cooperation of wealthy American tourism companies) have retained Militech security forces.

Tuesday/19th—Rache Bartmoss discovers the location of Soukkiller 2.5's master program. Elated, he also goes on a Net crime spree against Arasaka and several other non-involved corporations.

High-ranking Militech combat programmers are kidnapped and executed gang-style in Washington DC. Iron Sights gang members are accused.

Monday/25th—Miller Johns, an Arasaka executive at its San Francisco office, is killed at his desk by an unknown sniper firing a high-powered, armor-piercing rifle. The main mystery is how he was targeted, since the office windows are reflective to visible and IR light. Arasaka puts all its facilities on full alert.

MAY 2022

Tuesday/ 4th—An Arasaka ops team tries to hijack a Militech prototype spy plane from its Stockholm test facility. The team fails, but escapes after destroying the prototype.

Thursday/6th—Militech reprises with a series of bombings killing over sixty Arasaka employees. Arasaka puts out a web of operatives assigned solely to locate Rache Bartmoss.

And the Shadow War continues to escalate...



SUBPLOTS FOR THE SHADOW WAR

It had to happen. The long-standing grudge match between Arasaka and Militech has started boiling over—everyone knew it would, right? So now, there's a "Shadow War" on and the big, bad corps are hiring Edgerunners away from the Street like Black Ops are going outta style. Short of specwar agents, panicked businessmen are throwing around megatons of Euro in a scramble for survival and possible promotion. There's money to be made in this atmosphere, but around every corner you think you can hear the sound of silenced gunfire... the sound of lives being snuffed out at 750 rounds per minute, cyclic.

"THIS IS NOT GOOD, CHOMS. I'VE GOT SIX BLACK OP CONTRACTS COMING IN FROM BOTH A AND M, AND THEY'RE NOT TAKING NO' FOR AN ANSWER. IF I DON'T GET THEM SOME STREET MUSCLE AT GIGA-SPEED, I HAVE A FEELING THE NEXT CONTRACT IS GOING TO BE ON ME ..."

— MANTIS, FIXER AT LARGE

The Shadow War is big—too big to be ignored, especially by the Edgerunner community. In fact, this frenzy of smash-and-grabs, extractions, assassinations, and other covert ops will have a much greater impact upon the Edgerunner community than on that of "ordinary" citizens. Even if your player's don't sign up with one of the sides, they're bound to feel the heat of this firestorm; they'll run into complications they usually wouldn't have to worry about, they'll encounter opportunities not usually open to them, and whole adventures can be based around taking advantage of this unique situation.

Shadow War Complications

When Arasaka needs to hire freelancers to keep up with its backlog of black ops, you know the stuff's hit the fan. Between the Boys in Black and Militech, just about every Edgerunner in town (any town) is being kept very busy. This means that the Edgerunner community's structure is going to be heavily disrupted. All sorts of resources—everything from equipment to services to people—are going to be in short supply. Contacts whom your players may normally rely upon might not be available; said contact might have signed on with one side or the other and be busy participating in the Shadow War, or they might be have gone to

ground to hide from the conflict, or they might have become a casualty of it. Similarly, the Shadow War creates a super-increased demand for all types of Edgerunner supplies such as weapons, ammo, armor, disguises, IDs, software, decks, drugs, medical gear, etc.. With these things selling like hotcakes, they're tough to find... and when found, they'll be at insanely inflated prices. Worse yet, both Militech's and Arasaka's goons, both on the Street and in the Net, are going to be ultra-paranoid and operating on "kill-first-ask-later" mode. Be sure to steer clear.

Shadow War Opportunities

The Shadow War isn't all bad news—a smart operator on the outside can turn this situation to his advantage. For instance: Got a lifepath complication involving Militech or Arasaka? Use the Shadow War to put that ghost from your past to final rest. If you've got an enemy working for one side, sell 'em out to the other side! Or, if someone within one of the corps has it in for you, hack into the other side's outgoing orders; then you can redirect one of the many hit teams to assassinate your enemy! In fact, with this same trick, redirect corporate teams to do your freelance jobs for you—change their orders to hit targets you've been hired to hit, but still collect the payment yourself! You'd usually have a hard time getting away with this, but the current chaotic atmosphere makes it easier. In fact, it makes lots of Edgerunning easier. With all the trouble being caused by the big corps, the cops and Netwatch are way too busy to be bothered with small-time crimes that you're likely to perpetrate. Furthermore, the frequency of covert ops pulled on each side's offices has resulted in the establishment of Free-Fire Zones around all Militech and Arasaka offices—and a smart guy can get away with a lot in a Free-Fire Zone in the middle of corporate downtown!

Shadow War Adventures

As the Referee, you're more than capable of applying the events of the Shadow War creatively. So your players don't want to sign on with Arasaka or Militech to help them pull each others' hair? Clever them. That doesn't meant there aren't adventures to be had. After all, both corps have a lot of employees—more than they could ever afford to provide bodyguards for. That means that there'll be a lot of nervous suits who'll be willing to pay outta their own pockets for some decent protection—and while you're on the inside, you can use your position to lift equipment, information and other prizes to sell on the Street.



If your players are part of the growing number of anti-corporate terrorist types, they could have a blast messing with one or both of the big boys, scrambling communications, sabotaging covert ops, and just plain being pests. On the other hand, the more mercenary player groups would probably jump at the chance to jump corporate strike teams for their gear. Its easy—just stake out one of the rooftops around an Arasaka or Militech office. A team is bound to show up sooner or later, then you jump 'em for their gear and weapons. Ya gotta love those megacorps, handing you bleeding-edge hardware for free like that!

Either way, as the Shadow War heats up, you should definitely throw some twists at the players to keep them on their toes. Here are a couple of possible subplots to keep 'em guessing:

ADVENTURE SUBPLOT 1: The Kings of DC

When Hiraki Edono is killed in Washington, it creates a public stir and gets Arasaka ready to fight. What confuses the screamsheets, however, is that Edono's assassin is a member of the Iron Sights. As everybody knows, the Iron Sights members often do corporate terrorist jobs in cities across the U.S. for Arasaka.

The reality of it is that the assassin was set up by Militech agents in a double-bluff. The assassin was told that Edono was defecting to another company. Then, Arasaka was leaked false information that the Iron Sights chapter in DC had been compromised. This launches a two-month gang war between the two groups.

While Arasaka and their former allies go at it, other gangs in the city take the opportunity to grab turf from the Iron Sights, which adds to the chaos. The city finally clamps down hard after a subway station turns into an open war zone one night when an Arasaka security team (posing as cops hunting for gangers) and a large group of Iron Sights bump into each other on the Number 6 train. Until then, however, the war provides the usual opportunity for enterprising punks, as well as the standard uproar on the street, in the underworld, and in City Hall.

By the way, this doesn't have to occur in Washington. Transfer the situation to Night City or wherever your punks' stomping grounds happen to be ... when they're taking the Number 6 train.

ADVENTURE SUBPLOT 2: Police Action

Here's a little blurb that never sees the light of day. Since 2016, Arasaka has been fighting an on-again, off-again guerilla war down in Chile. It seems the company displaced a few hundred thousand of the great unwashed when they demolished the mammoth, sprawling slums around the capital of Santiago and built an extensive company protectorate, complete with luxury housing, swimming pools, landscaped parks, corporate towers, gunships, the whole nine yards.

So the great unwashed masses took to the surrounding jungle, got their hands on some guns, and start to shoot up the place. The EEC pays this no attention until the rebels stop killing their countrymen and start killing foreigners, particularly those unwelcome Europeans and Japanese. After a passenger zep full of VIPs is shot down just outside the protectorate, Arasaka starts to complain.

As might be expected, Arasaka has the full support of whatever dictator happens to be in power at the time. Unfortunately, Chile's armed forces are fairly incompetent despite a steady influx of new hardware from Europe, so Arasaka has to do the job of counter-insurgency for themselves.

On the other hand, Militech does everything it can to arm the insurgents with heavy weapons, modern rifles, cyberware, medical supplies, technology, etc. Before long, both sides are actively hiring freelancers, and the situation

develops into a corporate version of Viet Nam, and the body count grows.

So if the Player-Characters are looking for work, and they don't mind the warm climate, send them down South America way. Hey, they're all grown up, and if they don't know the inherent risks in working down there by now, they never will.

Want to add an ironic twist? The rebels capture Santiago and become the new government. After an ugly period of executions and purges, Arasaka begins doing business with them. They even pick up the contracts of freelancers working for the insurgents who were dropped by Militech when the rebels won. When in Rome



SHADOW WAR MISSION FOLIOS

Freelancers and company teams involved in the Shadow War will have a broad range of assignments, but here are some typical missions which the Referee can use randomly, or string together into a mini-campaign. These are left intentionally broad so you can mix and match targets or insert your own people and places depending on who the PCs are working for at the time.

Note that, unlike the previous 5 scenarios, all of these are black ops. Anything can and will go wrong, the characters are

completely deniable, and the mission goals are all dirty, so if your PCs have a shred of morality left, this isn't for them. No fooling around here when two giants duke it out.

If you're not the Referee, stop reading this. It will only ruin the surprise and spoil the story for yourself and your fellow 'punks. Plus, if the Ref finds out, he might get pissed at you, and that's something you really don't want. Having witnessed a referee unceremoniously drop a plummeting AV on a character who started acting way out of character, please believe me.

File 1: Assassination

MISSION TYPE: Personnel Termination

MISSION TARGET: Enemy executive board member

MISSION REQUIREMENTS: Cohesive team with experience in personnel removal; one expert marksman required, team support elements (medic, security, technician) highly recommended.

BRIEFING

A member of (Arasaka/Militech's) executive board will be visiting their (pick city nearest to PCs) office this week. He will be carrying with him documents directly from (Saburo Arasaka/Donald Lundee) detailing upcoming operations against us. This board member is a driving force behind their war effort and a valued member of the company.

The team will pinpoint the executive during his visit and assassinate him. There is a bonus if the team can recover the documents he is carrying. This will strike a crippling blow to the enemy's executive board and confuse their operations.

RESISTANCE: The target will be traveling with the usual security entourage of eight security agents, plus a staff of six. The six staff members are low-level corporates and pose no threat. In addition, the usual (Arasaka/Militech) response teams will be on hand should the target or a member of his group call for help.

With the target's impending arrival, the enemy has stepped up their security in this city. The frequency of all their security patrols have been increased, and the bulk of the enemy's response teams are on alert during all shifts (rather than one team per every eight hours). This means that if the enemy fully mobilizes, several hundred troops—including elite forces—will be available to hunt the team down. Extreme caution is recommended. The city police have also been alerted and are on the lookout for any threats.

Enemy security agents are typically equipped with heavy handguns and/or light submachine guns. They carry

shotguns, grenades, and rifles in their vehicles. They are equipped with mastoid comms, combat knives, first aid kits and handcuffs. Generally, they travel light, because they are not meant to operate in the field for an extended period of time, and if real trouble happens, standard procedure calls for heavy security forces to respond.

The agents are always dressed in business suits clearly marked with the enemy's colors. Some suits are lined with light armor (SP 12, EV 0), but these can't be worn during warm weather. Other times, the agents wear heavy ballistic vests (SP 14, SP 0, torso only), sometimes coupled with armored trench coats (SP 18, except head). If wearing the trench coats, most agents carry concealable shotguns, heavy SMGs or light rifles outside of their vehicles.

TARGET SPECS: The target normally travels around the city in an unmarked luxury AV-7, with two AV-4s riding escort. The AV-4s are loaded with quick-response troops. If the skies are deemed unsafe, the target and his entourage travel in two cars (pick luxury auto suited to region), and the two AV-4s and response troops will still escort the cars.

The target is staying in the enemy's office tower. There are penthouses on the top floor where visiting executives may sleep. Attempting to infiltrate the office tower is not recommended.

Company intelligence has confirmed the following schedule for the target during his visit:

Monday: Target arrives at (insert city's airport) via company jet at 2135 local time. Target is immediately brought to enemy's office tower and welcomed during a short dinner at the tower. Target spends the night in tower penthouse.

Tuesday: Target meets with local managers during the morning. Lunch at 1335 local time with regional manager at restaurant within enemy tower. Target generally works until 1800. Target is free to spend evening as he wishes.

Wednesday: Target travels to smaller office in midtown and meets with managers there until 1400. Eats lunch at that



File 1: Continued

office and returns to main tower at 1700. He is required to speak at 2000 to the assembled managers and probably will not leave the tower for the rest of the night.

Thursday: Target presents the new plan at 1100 local time. He works with the local managers until early evening, when the main office in (Tokyo/Washington DC) holds their noonday meeting. He conference calls with them until around 2100 local time. At 2200, a date has been arranged for the target with an undisclosed braindance celebrity. Dinner is planned at The Fox Hunt Club, an exclusive restaurant. There are no known plans after this time.

Friday: At 0930, target will be brought to (airport from above) via AV-7 with escorts. Target has 1015 flight via company jet back to (Tokyo/Washington DC).

SUPPORT: The team is granted a 7500eb stipend from which to select any needed equipment, which you will choose during your briefing. All equipment must be returned for disposal at the completion of the mission. You will receive no other support which may link you to the company.

INSERTION: You will initially report to our tower in the downtown area one week before the target's visit, where you will be briefed and equipped. You will then assemble at the Metropolitan Hotel (a local coffin facility), where you will live together, learn to work as a team, and formulate a plan.

EXTRACTION: Once the target is eliminated, you will each follow a series of "cutouts" which will lead you to a company safehouse in the suburbs. Each team member's cutout instructions will be different. You will also be issued emergency cutout instructions should something go wrong. Once at the safehouse, you will be debriefed and compensated. Equipment will be returned; any pieces which cannot be accounted for will be subtracted from your final retainer (see below).

COMPENSATION: Each team member will be compensated 5000eb, minus penalties, immediately after debriefing. Bonus Compensation: If the team manages to destroy the documents the target is carrying, each team member will be paid an additional 5000eb. If the team manages to recover the documents, each team member will be paid an additional 7500eb. However, all salary will be completely rescinded



if the target escapes alive, even if the documents are destroyed or recovered.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Anytime, since this kind of thing will be ongoing.

Ref's notes: The meet is a filthy flophouse. All sorts of things could go wrong in this dump (see *Chromebook 1*, page 78, for an example). If this operation takes place in a city where the patron corp controls the police, the police are more than willing to look away, and in fact may discretely accommodate the PCs mission. On the other hand, if the target corporation controls the police, they will be as draconian as the target's security forces... At least the streets will be safe for a week.

COMPLICATIONS: First of all, never overlook the wonder of environmental disruption. Traffic jams, construction, power outages, fires, parades, riots, any of these can screw up an overly-detailed operation. There can also be a gang war at the coffins, or the characters could have stuff stolen. But if you really want to put a kink in the team's plans, here's a few of truly different ideas: The plane has a mechanical (or pilot) failure and ends up crashing in the mountains. Can the team get there before the emergency rescue teams do? Probably not. Can they still assassinate the guy? Possibly, but not without attracting a lot of attention.

OTHER POSSIBILITIES: The executive's plane gets hijacked, and ends up stranded on the tarmac at a remote airport, with crazed ecoterrorists threatening to blow everyone up! Great, the mission's done, right? Wrong. Because the terrorists surrender. Or, unknown to the team, the other corporation on their side (OTEC if they're with Militech, or Arasaka if they're with CINO) has a team out to abduct the executive and steal his papers. The executive could even turn out to be a character from a player's lifepath, and/or an incredibly attractive person ...

For a weird twist, the executive could be an AI, being transported in a self-contained computer system. No one knows this, because he always communicates electronically, and so always has a human appearance (computer-generated). To kill him, the characters must destroy the computer. To get the files, they must extract one of the crystal hard drives. Or they could just grab the whole thing and let their employers sort it out.



File 2: Extraction

MISSION TYPE: Personnel Extraction

MISSION TARGET: Enemy programmer

MISSION REQUIREMENTS: Cohesive team of combat-experienced professionals. Team should include combat-experienced professionals, with experts in the technical, medical, and netrunning fields. Professional drivers with combat experience also useful.

BRIEFING

A high-level programmer working for the enemy may have deciphered the logic algorithms which keep our datafortresses secure. Rather than threaten this individual, we have chosen to extract and employ her before she can reveal these secrets to the enemy. Her knowledge of the enemy's computer operations will prove invaluable in the days ahead.

The team will attack her secured apartment complex in the suburbs of (pick city nearest to PCs), remove the enemy's security force there, extract the programmer, and bring her to a company safehouse for debriefing.

RESISTANCE: The enemy realizes the target is on the verge of a major breakthrough, and therefore has posted an increased security force at the target's apartment. There are 10 plainclothes (Arasaka/Militech) agents present in and around the complex at all times. They wear SP20 armored overcoats and SP10 vests and are armed with sidearms and Briefcase-Converted SMGs (see the Hardware section of this book). Most also carry mini-grenades, and all are enhanced with assorted cybernetics such as optics, motion detector implants, limbs, and pop-up weapons (but there are no full 'borgs).

There are also two heavily-armed soldiers stationed inside the building's security office, located adjacent to the lobby. These two wear clearly marked uniforms, with flak jackets and helmets, and their kit includes assault rifles with grenade launchers, combat knives, personal medkits, military radios, and motion detectors.

Two plainclothes guards perform regular patrols around the complex in a Covert Assault Van, with a modified armament suite (the 40mm GL has been replaced with a multi-role missile pod, holding four smart missiles which can engage ground or air targets; Skill-18, range 1000m, damage 8D10+20).

Be advised that the enemy has a small office near these suburbs, with a heavily-armed AV-4 on standby to provide air support and discourage air strikes and incursions. Twin remote SAM launchers have also been placed on the roof of the target building, in addition to the twin APEX guns regularly found there. The roof's landing pads can accommo-

date five vehicles at any one time.

TARGET SITE: The target area is a corporate residential suburb just outside the city. A corporate ID card, in addition to a residential pass, is required to enter the area, but you will be inserted as local security forces. The suburb consists mostly of split-level one-family homes on neatly-manicured landscapes.

In this area, there are regular patrols by Sternmeyer Security guards, who are armed with SMG-21s and Type 35 sidearms. The guards usually carry a standard police load (baton, radio, handcuffs, etc.) and wear light armored jackets in addition to the standard uniform. They are clearly marked as Sternmeyer guards. The guards travel in BMW 2020 Urban Patrol Vehicles.

You should have no reason to engage these guards, although they may respond to your attack with force. If so, defend the target and yourselves, but please try to keep casualties to a minimum. Do not provoke additional hostilities with these troops.

TARGET BUILDING: The target lives in a three-floor luxury apartment complex at the end of a main street. The apartments are the "Professional" design, built by Security Services Inc. Security within the building consists of ultrasonic sensors which flood the rooms of the apartment with a field of sound. A silent alarm triggers if the field is broken. In some apartments, there are IR beams at all the doors and windows; breaking the beam triggers an alarm. Pressure plates are also optional, and will trigger an alarm if more than 2 kg are placed on them.

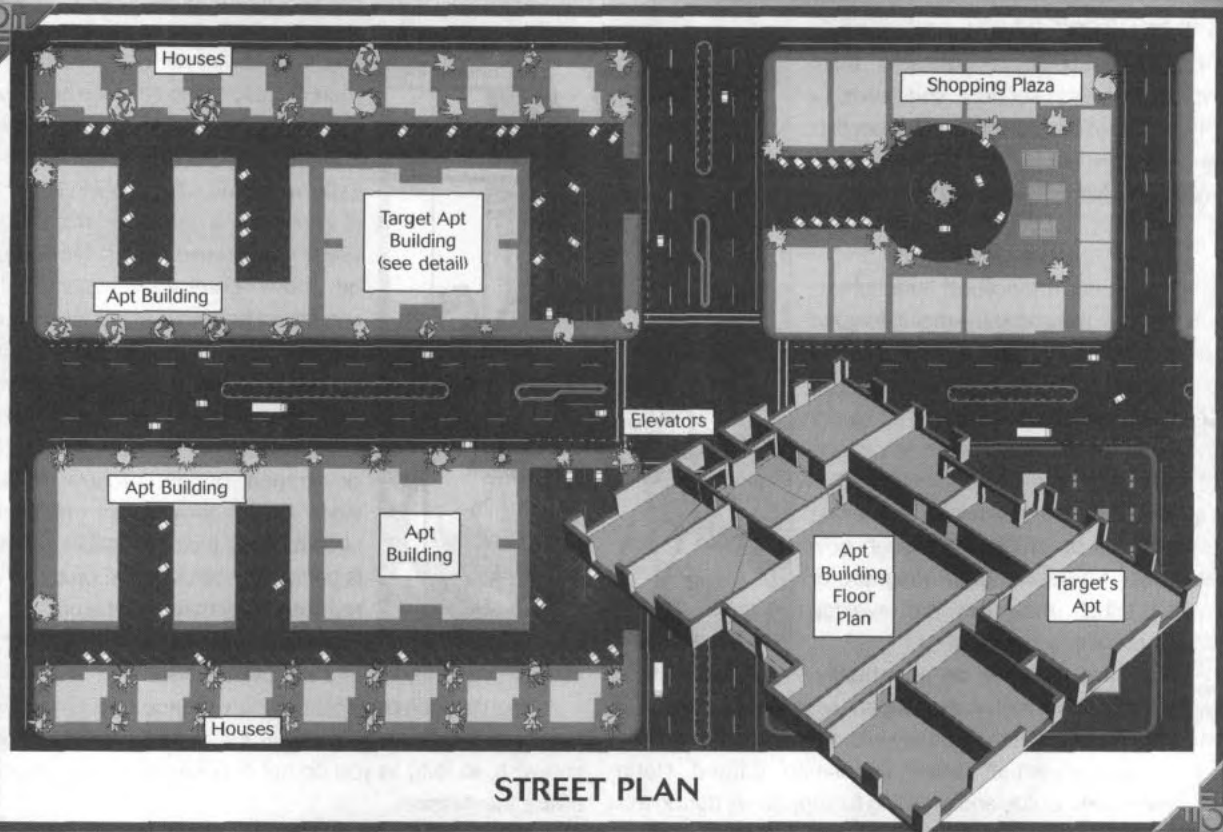
The building's computer security systems are not connected to the Net and are not accessible to the team netrunner. The netrunner may access the building's phone, fax and satellite links which are prevalent in every apartment. The technicians will have to defeat the security systems if desired. The target is located in a studio apartment on the third floor, near the southwest corner of the building. See *Chromebook 1*, pg. 80, for more information on this sort of building.

SUPPORT: Equipment or weapons produced by this company may not be carried during this mission because of its sensitive nature. The team is granted a 10,000eb stipend from which to select equipment and weapons—please inform your drill instructor of your equipment choice at least two days before the mission begins for verification and acquirement. This equipment should be returned after the mission, and any lost items will be deducted from the team's pay.

INSERTION: The team will assemble one week before the operation at our training facility near (pick small town nearest to PCs). There you will train for one week and integrate



File 2: Continued



as a team. At the completion of your training, you will be officially briefed and equipped. You will then load aboard a BMW 2020 Urban Patrol Vehicles.

The team drivers will bring you to the suburbs. You will be provided with documents identifying you as replacements for the Stermeyer forces. Your vehicle will be identified as a Stermeyer vehicle. You should arrive at the target complex shortly before midnight, when the platoon is changing shifts. You will then deploy and begin the extraction.

EXTRACTION: Once the target has been extracted, you will proceed at best possible speed away from the target site to a location twenty miles outside of the suburb's wall. You will abandon the BMW and board an unmarked AV-4, which will be waiting for you there. The AV will destroy the BMW and deliver you to a safehouse within the city. You will be debriefed and compensated. All equipment must be returned for disposal; penalties apply for unaccounted material.

COMPENSATION: Each team member will receive 10,000eb at the completion of the mission, minus penalties. 1/3 these amounts will be paid if the mission fails. All salary is rescinded if the target was harmed as a result of an action by the team.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Anytime after February, although its unlikely recruitment will be an option past April. By then, things have gotten too bloody.

COMPLICATIONS: Stermeyer may have altered their security system, or, worse yet, the target corporation may have taken over the subdivision's security until the runner completes her work. That'll put a kink in any plans.

If you prefer a major complication, the whole operation can be a decoy operation, designed to bring Stermeyer into the fray so that the PCs' employer can put the screws to them. The PCs' employer leaks the agents' location over the police scanners for a minor violation, Stermeyer moves in, and a big fracas gets under way at the target building, which turns out to be owned by the PCs' employer! Corp agents and confused characters alike end up fighting Stermeyer all across the subdivision, and the PCs' employer accuses Stermeyer of breaking their security contract and siding with the opposition. Stermeyer, which has been trying hard to stay out of this, suddenly finds itself in a bad situation, especially since their actions are being paraded in the press as having caused a lot of damage in this affluent suburb.



File 3: THE MOLE

MISSION TYPE: Political espionage

REQUIREMENTS: A cohesive team which includes security specialists, a medical specialist, a company executive, and a technician.

MISSION TARGET: Government bureaucrat

BRIEFING

Due to the current political atmosphere, it is vital that the company maintain good relations with local governments wherever we do business. Conversely, any chance to use local authority to hinder the enemy should be taken advantage of. Vigilance against calls for nationalization must also be maintained as the war takes its toll on civilians. Although governments are easy enough to ignore or replace, such measures are avoided unless absolutely required.

We have identified an opportunity to pick up a high-ranking informant within the (Japanese if the PCs are with Militech, American if the PCs are with Arasaka) government. He is an influential senior statesman named (John Davies/Hiroaki Goto), and is willing to support us during this conflict in exchange for a regular retainer and several industrial contracts which his nation will reward him for acquiring.

The team will be flown by to (Washington/Tokyo) contact (Davies/Goto), and activate him as a mole. The details of the meeting (time, place, etc.) will be planned and arranged by the team, who will be provided with the number of a secure line to (Davies/Goto)'s cellphone. It would be wise to meet Goto in a public/semi-public place (restaurant, transit terminal, hotel lobby, etc.) and then take a convoluted path (with cutouts, double-backs, decoys, etc.) to a safe, secured, private place where his activation will be performed.

To show his sincerity, (Davies/Goto) will turn over some sensitive documents detailing the enemy's dealing with his government. You will verify the accuracy of this information before (Davies/Goto) is officially activated. If the information proves to be false, you will execute (Davies/Goto) immediately. This should send the proper warning to his government and to the enemy. Hopefully, this measure will not be necessary.

(Davies/Goto) should be inspected for boobytrap implants within his body or hidden in his cyberware. (Davies/Goto) has a biomonitor, a chipware socket, and a basic processor. To his knowledge, he was not outfitted with such a device. He should be informed of these implants after you



locate and remove them, if there are any. Knowledge of his own government's duplicity should make him more than willing to comply with our wishes. Furthermore, while inspecting his Cyberware, you will implant in his neural processor a feedback microcircuit which we can use against him should he prove unreliable. Naturally, he should not be aware of this installation.

RESISTANCE: There are many hostile agents you should be aware of who may attempt to intercept your mission. First and foremost, (Davies/Goto)'s government performs regular surveillance on all their senior members. Unfortunately, their intelligence service is particularly efficient and brutal when required. They may even be ordered to execute (Davies/Goto) and members

of the team if they witness an obvious meet.

You must divert whatever surveillance agents you witness trailing (Davies/Goto). You may employ any methods you wish, so long as you do not expose yourselves or jeopardize the mission.

Their intel agents rarely wear protective gear heavier than armored trench coats coupled with kevlar vests. Usually, only the vest is worn, if any armor is worn at all. Typical armament rarely exceeds pistols of varying caliber and Briefcase-converted submachine guns, although these are usually smartchipped. Furthermore, rifles, shotguns, exotic weapons, and explosives are certainly available to them upon request.

Their agency's vehicle of choice is the Lincoln Mark-X SE (one model of Covert Ops Car; see the Hardware section of this book) outfitted for intelligence work. It is an obvious and telltale sign of their presence, especially when they operate in dangerous areas.

(Militech/Arasaka) may also attempt to intercept your mission. They will probably use company or freelance edgerunners like yourselves. Although we obviously cannot provide specifics, be prepared to identify known enemy agents and monitor their activity. You may need to engage and negate these forces before meeting with (Davies/Goto). It is known that at least one (Militech/Arasaka) team is in the city, but their current whereabouts are unknown.

SUPPORT: The company will provide the team with up to 10,000eb in equipment, protective gear and weapons. It is recommended that team members other than security agents



File 3: Continued

not carry any weapon larger than a very heavy handgun or a light, concealable SMG, while security agents should feel free to carry any range of handgun, any concealable small or medium submachine gun, or any collapsible and/or concealable shotgun. Fully automatic shotguns are not recommended.

Small-to-medium sized knives or monoweapons would be reasonable, as well as any number of non-fatal defensive weapons, but large knives, swords, powered blades, and other "street" weapons are too distinctive to be wise. Various chemical deterrents and models of tasers are highly recommended, especially for non-combat elements of the team.

A full range of surveillance and counter-surveillance equipment, including jammers, bugs, bug zappers, laser microphones, mini-cameras, and the like (*Chromebook 3* has an example of a good all-purpose surveillance kit on page 18) will be vital. Various "knowledge" chips on the operation area (see *Chromebook 1*, pg. 73-74) are available upon request.

The technicians will probably need a cybernetics repair kit, a standard techscanner, a pocket computer to run the system on, and an all-purpose repair kit. Specific equipment may be ordered within the 10,000eb limit.

Security officers may wish to employ motion detectors, useful especially while on bodyguard duty. Standard "police" equipment can also be provided upon request; recommended items include stripcuffs, taser batons and "Drug-A-Thug" canisters to incapacitate hostile persons without killing or injuring them.

Medical specialists will find the following useful: An advanced medscanner, cybernetic surgical kits (used to safely operate on patients with advanced cybernetics), pocket computer to coordinate the equipment, and a large first-aid kit filled with trauma equipment and slap-patch drugs to deal with injuries to team members.

Individual team members are free to dress as they like, provided they blend into the surroundings of the operational area (Ref's note: In Washington and Tokyo, that's a really broad statement). Gibson Battlegear is recommended for those going for the casual look; for the business suit types (often employed by security agents), armored trench coats perhaps coupled with kevlar T-shirts are a popular combination. Paramilitary combat armor such as MetalGear, or full military dress would simply invite trouble.

Special Support Note: The team leader will be issued 2500 eurodollars for expenses, and an additional 2500 eurodollars on a company expense card. Expenses will be carefully audited at the completion of the mission: any unnecessary expenditures will be deducted from each individual team member's retainers!

INSERTION: The team will initially assemble at our (pick large city nearest to PCs) office a week before the operation for your briefing. Once you have integrated as a team, you will be transported with your gear on a commercial flight to (Washington/Tokyo). A hotel suite will be arranged for your initial base of operations.

EXTRACTION: Once (Davies/Goto) has been activated or eliminated, you will split up. Each team member should have a pre-set series of "cut-outs" to follow for leaving the city—you should also have a set of alternate emergency cut-outs should the operation fail. The team will reassemble at the (use office from above) office for debriefing and compensation. As always, any equipment provided by us will be returned at this time.

COMPENSATION: Each team member will receive 7,500eb eurodollars at the completion of the mission, minus penalties. Half this amount will be paid if the mission fails. No cash is available in advance. Amounts are non-negotiable.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: Anytime after Arasaka's purge of Militech's Pac Rim resources, although the earlier, the better.

COMPLICATIONS: The easiest (and least predictable) problems are to give Davies personal problems that relate to nothing at all. Right in the middle of negotiations, he says he'll back out unless the team helps him to get a sex change. Will that cause a problem with him—er, her being a mole? Or perhaps he's a pedophile, or he takes a liking to a female character and wants to hire her as his secretary.

There could be an opposing mole in the enemy security forces, which can cause all sorts of problems as the security forces react excessively (or so it appears). Worse yet, miscommunication within the players' employing corporation could result in another team having been assigned to this same mission! This team would probably be placed at a hotel near the operational area, and be composed of two solos, a technician, a netrunner, a driver, and a company agent. They could easily mistake the player characters for enemy agents and try to take them out, and/or both teams could bump heads while trying to deal with the government agents assigned to Davies. There could even be a three team pile-up as all corporate teams converge on Davies (and his shadows) at the same time!

Finally, and most obviously, Davies could be a plant. He (or his wife, or his kids) could have been fitted with a cortex bomb by the enemy and told he'd blow up if he didn't help entrap the team. He could pass the message somehow, but then how do the characters defuse the situation before someone Davies values blows apart?



File 4: Net Espionage

MISSION TYPE: Net sabotage

MISSION REQUIREMENTS: Cohesive team including one or more Netrunners, one or two technicians, and at least one security specialist. Experience required.

MISSION TARGET: Enemy system CPU.

Special Note: Throughout this adventure, references will be made to *Rache Bartmoss' Brainware Blowout* in the format (BB p##).

BRIEFING

The enemy plans to release a new line of ASVD (automated submersible vehicle, drone) attack platforms during the next fiscal quarter. These are expected to be the next hot military item. We cannot allow the enemy to release this product before our own superior line is ready for release. The enemy will unveil the ASVDs in two months at an exposition for military buyers.

The team will penetrate the enemy's R&D computer at the facility where the ASVDs are undergoing the final stages of development. You will enter without detection and plant a virus in the main CPU. The virus will slowly replicate itself, wrapping around the CPU's programming. The virus is tailored to trigger during the exposition, which should spark an accident which destroys the ASVDs and hopefully results in collateral damage. This action will discredit the enemy and severely hurt their sales during the next quarter.

RESISTANCE: The R&D facility is located not far from the enemy's main office, behind defenses which would be too heavy to crack without a major assault. Because this operation must go completely undetected, you will operate from a disguised fishing trawler anchored five miles off the coast.

The facility's datafortress is located within the (Tokyo/Washington DC) grid and uses Cloak (BB p66) so that Netrunners will pass right through it without knowing it's there; if a Netrunner isn't aware of the fortress, and the cyberdeck doesn't recognize it, he can't enter or interact with it. However, we have discovered an apparently inactive LDL which seems to go nowhere, but is actually the first gate into the datafortress.

Game-Related Netrun Details: To access the gate, the user's ICON must emit the proper recognition symbol or the system will not activate the gate (this is a Shrouded Gate, BB p67). Once the user has passed through the gate, the fortress becomes visible and tangible, and the Netrunner will find himself in a perfect square with four redundant codegates requiring a recognition code and the proper password (these are Cortical Scanners, BB p89). If two attempts to pass through a gate are failed, a Vacuum Link (BB p74) is activated.

This will dump the Netrunner back at the LDL and sound an alarm which alerts a battery of numerous black ICE programs. These programs are controlled by the central processor, whose data storages are loaded with black programs which it randomly selects for deployment to any square within the grid (namely, the point where an alarm sounded).

The four gates lead to four Zones, each with its own subprocessor: Security Zone, Research Zone, Admin Zone, and Maintenance Zone. The central processor is located in the Control Subgrid, a "pocket fortress" accessible only through another Shrouded Gate LDL in the Security Zone. Each Zone's subprocessor is linked to the Control Subgrid's central processor via simple data buses utilized for maximally efficient processing. This penta-processor datafortress would be INT 15 but for the fact that the Cloak software reduces its effective INT to 10 (which also keeps it below AI levels). All Data Walls in the fortress are Shotgun Wires (BB p88; anti-personnel STR 5).

Each system element (each data storage, terminal banks remote, and processor) is defended by a Guard-Dog (BB p44). The Guard-Dogs, if tripped, are set to launch a Shadow (BB p45) and alert the central processor to rezz a black ICE program like the Vacuum Links do.

There is always a sysop at the CPU, overlooking all system operations—in fact, the enemy has hired Dieter Esslin (BB p102) to secure this extra-sensitive fortress. In addition, he has three free-roaming "Blood Cat" AI constructs (BB p91) which constantly patrol the fortress. Also, during business hours, there will be a number of users on-line utilizing various system functions.

A complex LDL (a Nerve Labyrinth, BB p89) in the Admin Zone filters phone, satellite and Net communications to and from the fortress. This LDL leads to a secure Subgrid which actually deep within the enemy's main fortress so that signals can be security scanned and processed by a dedicated AI. It would be unwise to attempt to navigate this LDL.

SUPPORT: The team's Netrunner is welcome to provide his/her own cyberdeck and custom programs as they see fit. In addition, up to 25,000eb of hardware and software will be provided to the team on request. However, this equipment will be returned at the completion of the mission. Please provide us with your requests at least 24 hours before the mission begins.

In terms of personal security, equipment, and armor, each team member is allowed a 35kg pack of any gear they desire, provided it does not interfere with the operation. Armor and attire are up to the individual team members, as the atmosphere on the trawler will be intentionally casual.



File 4: Continued

Your vessel is a covert surveillance ship disguised as a fishing trawler, and as such you are expected to maintain your cover. The company will not send reinforcements or an evacuation vehicle if you attract attention.

However, should you need to travel to the mainland in order to do preparatory technical work (installing data shunts, cutting power lines, etc.), four Covert JetSkis (see Ocean War Hardware section) can be used to transport you safely back and forth.

INSERTION: You will assemble at our computer R&D facility in (pick city nearest PCs), where you will collect your equipment, a detailed schematic of the datafortress, and other technical details. You will then be flown to (Spaceport Tokyo/Dulles Intl. Airport), where a company AV will transport you to the trawler. You will be on a private company jet, so you need not worry about customs or papers.

Once at the trawler, you will have 30 days to analyze the schematic and plan the intrusion. You may request additional hardware or software at any time, but any request exceeding the initial 25,000eb must first be cleared by the company. All requests, regardless of dollar amount, are subject to account clearance. After you have formulated a plan, you are free to execute it immediately. Overall, you have no more than 45 days to complete this project.

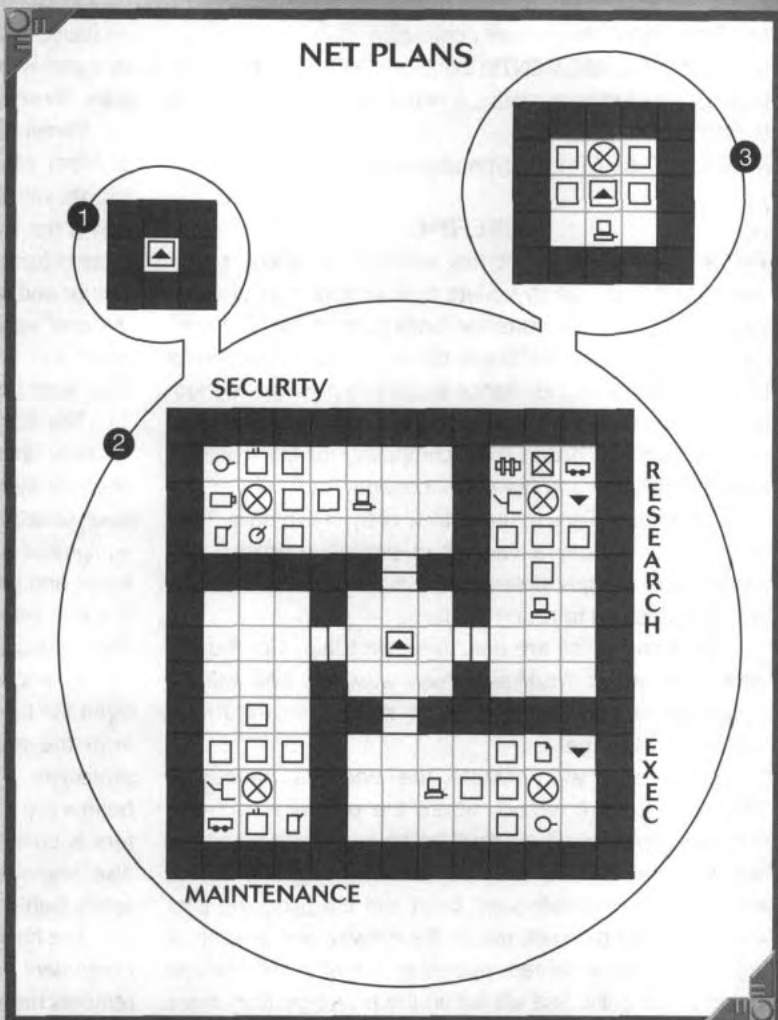
Any later intrusion would not allow the virus sufficient time to imbed itself in the CPU.

EXTRACTION: Once the operation is complete, you will pack your gear and load a company AV which will return you to our regional office. You will be debriefed and compensated there, and equipment will be returned. You will each be issued Orbital Air tickets to any destination you wish and dismissed.

COMPENSATION: Each team member will receive 10,000eb eurodollars at the completion of the mission, minus penalties. 2,000eb will be paid if the mission fails. No cash is available in advance. Amounts are non-negotiable.

REFEREE'S INFORMATION

TIMELINE PLACEMENT: While this is a flexible one, March is a good time for this, since a lot of Net fighting is going on.



COMPLICATIONS: The fact that the characters are using a craft which is disguised as a fishing trawler can be used to give them a lot of humorous grief. People could try to employ them for a private deep-sea fishing charter, buy their catch for resale, or use their ship to smuggle drugs. They could run afoul of the government, which, due to recent fishing legislation, needs new licenses or bans them from the area.

By the way, the ship is also outfitted with a remote self-destruct device should the PCs really screw up and attract lots of attention.

When the runner cracks the system, he might find that the prototypes are already built, and their software downloaded. To infect the systems, he'll have to do it himself, or, worse yet, the team will have to infiltrate the establishment and download the viruses manually. Eeek.



File 5: Industrial Theft

MISSION TYPE: Equipment acquisition

MISSION REQUIREMENTS: Cohesive team of combat professionals including a medic, a netrunner, and at least one technician.

MISSION TARGET: Prototype spy aircraft

BRIEFING

The Swedish government has decided to select a new stealth ELINT aircraft to update their current fleet of aging spy planes. They are currently running test trials. The contract represents an additional billion eurodollars worth of business, as well as the chance to sell to a prestigious, modern army which is not bound to buy EEC products. There are no less than two dozen firms competing for this contract, including this firm and our current enemy.

The enemy plans to unveil their entry in two days. Their prototype is actually a very good product—because it is based upon designs stolen from this firm ten months ago. We have decided to return the favor.

Currently, there are only three prototypes of the aircraft. Two are in (Hokkaido/New Mexico), and will be destroyed in one hour via an air strike. The third is in Sweden for the trials.

Your team will infiltrate the enemy's hangar at Stockholm Central Airport, where the prototype is being held. An experienced pilot will be traveling with you. Your team's technicians will prep the aircraft for flight while the security personnel safeguard them and the pilot. The pilot will then board the craft, taxi to the runway, and take off. A flight of company fighters operating out of a submersible carrier in the Baltic Sea will escort the prototype from there on out.

RESISTANCE: The enemy has a two full platoons encamped around the hangar, plus a group of security guards who patrol the interior. In addition, the ground crews are always at work in and around the hangar.

The troops are standard (Arasaka/Militech) soldiers armed with sidearms and rifles. In this environment, heavy weapons could cause a disaster, so they are not issued. The troops carry light urban pacification loads (knife, med-kit, stripcuffs, radio), and wear medium armorjacks and standard helmets. They travel in (Arasaka Combat10/Militech "Behemoth" APCs), and a pair of pintle-mounted LATGMs, each mounted in a jeep, are on-hand to tackle a major threat.

The security guards are standard guards employed by the enemy around the world. For hangar duty, they carry heavy handguns and light SMGs or shotguns only. They're

equipped with standard police gear (radio, baton, mace, etc.) and wear light body armor. They patrol the hangar in pairs. There are about 20 guards on patrol at any one time.

Penetrating Stockholm Central Airport should not be a problem. You will be provided with papers identifying you as tourists with the proper entrance visas. Security at the airport is not very tight, although a well-armed and equipped security force of Sternmeyer Security patrol the entire area, interior and exterior alike. The guards travel around in EEC "Airjeep" vehicles. They are armed with Type 35 pistols, and either the SMG-21 or the "Stakeout" 12-gauge shotgun. They wear light armor under their uniforms.

The hangar itself is equipped with standard security systems, including computer-locked doors and keycard entrance systems in important areas. The hangar is a three level structure: A large ground level where aircraft and equipment are kept, a second level where the machine shops and pilot's lounge are located, and a third level which is a mini-office for company reps, the main security office, and a small lounge for executives.

In addition, a temporary IR beam-web array has been set up around the prototype. Other than rappelling from the ceiling, it will be impossible to approach the prototype without deactivating the beam web. If the beams are disturbed, an alarm sounds and general quarters is called. Sternmeyer's security forces will probably also respond. Of course, the beam array equipment is safely behind the beams.

The hangar also is chock full of drums of AvGas, fueling equipment, maintenance gear, and there are several remotes here which are controlled by the airport computer. Plenty of stuff to hide behind, but beware that it's not marked "flammable"!

COMPUTER SECURITY/DEFENSES: While the technicians are prepping the aircraft for takeoff, the team Netrunner should deactivate or otherwise fool the computer defense systems around the hangar and the rest of the airport. This is to allow the pilot to escape with the prototype without getting blown out of the sky instantly. A quick way to bypass the airport's security system is to penetrate the air traffic control computer and add the prototype's flight to the takeoff roster. Adding a fake air traffic ID signal and then encoding the prototype's air traffic computer to emit this signal (the technicians will have to do this) would complete the ruse perfectly.

However, note that the Stockholm Central Airport and the hangar itself are both well-secured systems with redundant detection, alarm, and anti-system software. The air traf-



File 5: Continued

fic control computer is a level three system with AI algorithms. It probably employs one or two black ICE programs in secret. Use extreme caution.

Support: As always, your personal equipment load should be tailored to the operation. In this case, the team netrunner is granted up to 15,000eb in equipment to fill out their kits, but requests should be specified prior to the mission and all equipment should be returned upon completion.

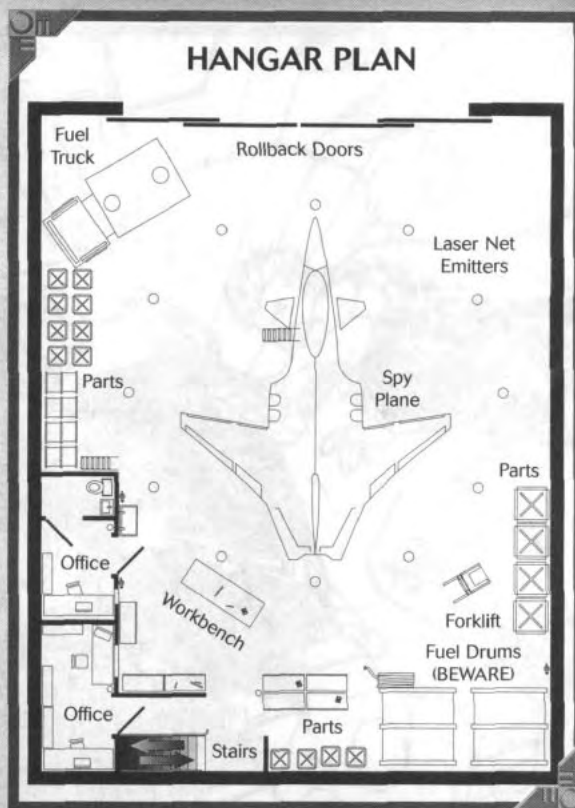
For this mission, it is recommended that each team member bring a wide array of covert weapons, including suppressed sidearms and/or SMGs, knives, or other small bladed utility-weapons, and some non-lethal suppression devices. Team members may work with our Ordnance Dept. if they wish to mix-and-match specific weapons or ammo loads, and heavy weapons may be available on request if proper need is shown.

For all members, a full outfit of armored clothing is strongly recommended, including helmets. Tight-band communications links, personal medkits, and motion detectors are highly recommended. In addition, any technicians will need an alarm removal kit, a techscanner, a basic repair kit, and an electronics kit (all will need to be minitools, so as to minimize clash and clatter). Any medics would be wise to bring an advanced combat medical kit which includes emergency surgical gear and the proper pharmaceuticals.

INSERTION: The team will assemble at our hangar in (airport nearest to PCs) where you will be equipped and briefed. You will then be flown to Stockholm on a commercial flight. We will arrange passage for you into Sweden without problems. You will arrive at the Orbital Air terminal, pick up your equipment, and suit up in a hangar there we are renting under a subsidiary's name. You will deploy just before dawn, when the midnight patrol is changing shifts and is at their lowest level of awareness.

EXTRACTION: As previously discussed, the pilot will escape with the prototype aircraft under escort to the submersible carrier waiting in the Baltic. The rest of the team will have to secretly vacate the enemy facility and make your way back to our subsidiary's rental hangar without being seen or followed. There, you will return your equipment, undergo debriefing, and receive compensation. Immediately following, you will each be issued Orbital Air "tickets to anywhere" and dismissed.

COMPENSATION: Each team member will receive 8,000eb, minus penalties, at the successful completion of the mission. No compensation will be paid if the mission fails.



REFEREE'S INFORMATION

TIMELINE PLACEMENT: May is the obvious choice (that's when we set it), but any time is cool.

COMPLICATIONS: The prototype may be a manual-only vehicle, while the pilot is only compatible with fly-by-mind through a cyberlink. Or, to be even more obnoxious, the pilot's interface plugs, cables, or vehicle link coprocessor is incompatible with the one on the plane.

The destruction of the other two prototypes can cause the enemy to go on full alert for just such an attack as this. Bad timing on the part of the team's employers.

For an interesting kink, the pilot could be an old lover, friend, rival, or enemy of one or more of the PCs, or have various roles from various players' lifepaths! Her presence would be sure to wreak havoc with the team's cooperation.

Another possibility is that the prototype's wings are not currently attached, having been removed so that the prototype could be hidden in a very small hangar; the enemy planned to reattach them shortly before their demonstration. Oops.



FILE B: DARK ERRAND



"I'M ACTUALLY ENJOYING
THIS AND IT DEEPLY
DISTURBS ME."

- DILBERT SUMMARY

The team is assigned by their benefactor to eliminate a Netrunner who has been giving the corporation a big problem over the last few months. It doesn't matter in this case whether the team works for Arasaka or Militech, the Netrunner has been giving both of the security corporations a case of hissing fits... not that either of them know this about the other, of course, because no one is willing to fess up that their best dataforts have been laid waste. That's right folks, one person, one lone psycho is behind it all. One expert-class netrunner, who, due to an unforeseen bit of extremely bad luck, has let himself get traced. And now he's going down.

The Briefing

The team's usual contact pulls them in for yet another black ops mission, telling them that time is urgent.

"As you take your seats, you notice that your liaison is grinning like the Cheshire Cat. He scans a few papers and says, "For the last few months, we've been having problems with a pesky little netrunner. The cretin's been snooping all through our dataforts, cracking our ice, blowing a few sysops— er, systems, and leaking really annoying details to the public and the opposition. However, last night we had a stroke of luck, because fortune favors the prepared mind. I won't go into details, but we got a trace on the runner's signal, and after a few hours work running cross-checks on the phone access records, we've got the sucker pinned. We want you folks to take this bugger out.

"The runner is holed up in an upper middle class sort of conapt building rather conveniently close to the edge of the Combat Zone. There's a lot of corporate types in the building, and we'd rather avoid getting a lot of other companies angry at us, so we need this hit to be as clean and quiet as possible. But given the choice between blowing away a few ineffective middle management suck-ups and letting this run-



ner get away, well, the runner's death overrides every other consideration. The Board is upset enough at this guy that we can get you pretty much whatever gear you think you'll need—We can even get you heavy milspec gear. If you can, avoid using something like a rocket launcher; let's try to keep this a cover op, okay? We'd like you to go tonight, the sooner the better, because if this runner is as prepared as he is skilled, he'll probably figure out real fast that he's been traced. Ten thousand euro, once the runner is killed or captured. Questions?"

The liaison doesn't know anything about the netrunner, other than s/he's an expert consolejock with hot programs. No weeffe or wilson here. He speculates that it might be a wanted runner, perhaps even someone as high as Edger or Digital Dana, in which case the team is welcome to whatever reward has been posted (one of the up sides of being a deniable group). Rental records show the one-bedroom apartment has been leased to Fred Schneider for the last two months (unknown to them, the netrunner changes lease names every so often).

The liaison doesn't expect much in the line of resistance, since there haven't been any other vacancies in the last few months, and the apartment couldn't comfortably hold more than two or three people. Although the liaison will never admit it, the trace was purely accidental, and had nothing to do with the skill of the corp's sysops. Not to give them no credit; someone took notice of the coincidence, and several people put in long hours of grunt work correlating data, but it still boils down to a chance observation. The timing of the mission is not open to negotiation: go tonight, or not at all. The price? Well, the team can squeeze their liaison out of a lot more, because frankly the Board of Directors will pay a lot of money to see this guy go down.

The team can plan their own attack. Since they don't have adequate prep time, the liaison suggests they fall back on the tried-and-true methods of high-density housing infiltration: Posing as delivery jocks or repairmen. Again, although it is not known, these methods will fail miserably, for reasons explained below.

Then comes time to execute the plan. The team experiences no difficulty getting close to the building without being seen, because no one knows they're coming, and there's no special security... outside. But, as is often said, it's what's inside that counts!

A Building of Civilian Drones

This apartment building is one of the netrunner's secret projects, one of several he has never mentioned to anybody, not even in the most elliptical fashion. The project has been going on for over ten years, and, except for minor details, it has been operational for the last three (yes, this guy plans way ahead).

Basically, everybody in the building is a corporate worker. Almost all of them are programmers, but every single one of them has a neural processor. This is no coincidence; the netrunner has arranged by various ways to get everyone who didn't have a neural implant to leave the building. This he accomplished through a combination of credit destruction, police file tampering, posting rewards in bounty hunter magazines, and even getting other businesses to offer incompetent people outrageous employment opportunities. In short, he manipulated a lot of people in a lot of ways (you didn't think netrunners spent all those countless hours in the Net just surfing, did you?).

At the same time, he located suitable people for his project. A suitable person was a corporate worker, good but not too bright, who had a neural processor and not a lot of friends who didn't. One by one he took these people and slapped them with a customized anti-personnel program of his own design. While it didn't erase or replace their entire personality, it overlaid a part of their subconscious with his own directives. These directives included being a model citizen, a hard worker, socially private if not reclusive, and jacking in to the Net each and every night (and at this point, autonomous programs downloaded some nifty passwords and dataformat schematics... which in part explains his great successes).

These victims all moved in to the apartments which had been vacated. This wasn't terribly difficult for the netrunner to do; he'd just give them a subconscious command to move as soon as an opening became available. Soon everyone in the apartment building was a person with a hidden subconscious personality program. The netrunner moved in to the building and began serious reprogramming of these unwitting drones, as well as giving them all subcutaneous transmitters to allow the to unknowingly send messages to him at any time (so long as they're in the building). Now everyone in the building knows each other on sight. Strangers are immediately recognized as such. To prevent infiltration, each of the drones communicates with each other through a complicated enigma-code version of small talk; to the outsider it may seem like nothing, but to the drones, the difference between "How are things?" and "How're things?" is as great as night and day.

Now you might assume that when an outsider is detected, that the enemy netrunner would have his drones go into full combat mode. Nope. He's smarter than that. The people are allowed to go through their lives largely unmolested. He knows that the residents will order pizza, that the meter reader from the power company will stop by, or that someone may just stop in to get out of the rain while they read a map. He doesn't want to attract attention with indiscriminate homicide. Instead, the drones offer their assistance, and if none is needed, they radio him. He then uses subsonics to activate the intruder code in other residents in the building. The result is that while individual people come and go, there is always someone within line of sight of the intruder. It may be the woman from 3b getting her mail, or a guy in the hall who spilled his laundry, or a teenager going from door to door selling subscriptions, but someone is always watching.



This same alertness goes on at night. Neighbors stand in the hallway and talk, people do laundry or nip on out to the 24-7, but someone is always in each hallway. When no intruders are around, someone simply stands in the opposite corners of the building; they only spring into action when someone strange comes in. Of course, everyone is programmed in such a way that they don't consider this abnormal behavior.

In case you hadn't figured, no one invites guests over.

Basically, think Twilight Zone meets Leave It to Beaver here. Nice, congenial, helpful people who aggressively yet passively and helpfully resist anyone intruding into their apartment block. No way to get in without being seen. And if the team knocks someone unconscious, another person steps into the hall almost immediately, thanks to the transmitter/subsonics system. Pretty soon, we expect the players will start to wonder what in the world is going on. Twilight zone? Alien doppelganger hive? New mind control experiment? They can ask all the questions they want; it'll get them nowhere. "Cult? Of course not! We're just friendly concerned people here. We believe in building a community, a real neighborhood. Well, gotta run— Oh, hi Brad! I think these people have the pizza you ordered!"

To further aggravate your players, give them what they (while under cover) ask for, without giving them what they want. If they pose as servicemen, someone tells them the problem is fixed. No worries! Delivery people are invited in for a cup, while the supposed pizza recipient just happens by. Be so friendly the characters want to kill everyone. At some point, the team is going to have to pull guns or get violent to push past the apartment manager, who insists he's going to have to call the police if the characters don't get off his property immediately. And when they get violent, well, that's when the fun starts.

At the first sign of violence, everybody in the building gets their guns. Everybody. They don't come charging out guns ablazing, though, nosirree. Marge Simpson appears, carrying a fresh-baked pie with oven mitts... which conceal a small pistol. "I made this with fresh apples. Just smell that aroma. Mmmm..." BLAM! Well, actually, the sound is more of a Pfft! because all the drones have silenced weapons. We're serious about being low-key here. (See page 141 for stats.)

Of course, once the fighting starts in earnest, everybody in the apartment building abandons all pretense and starts fighting viciously... in their own 50's retro sort of style. It wouldn't be out of character for a teenager to zip down the hall lying on his back on his smartboard, firing a silenced pistol in each hand. Gas grenades get tossed, zip guns fire, and, just to keep the characters off balance, an attractive young woman comes bursting out of a door holding her hands over her ears, panicked and sobbing. No guns in her hands—just two grenades held under her armpits, which she'll release as soon as she reaches the characters.

If any of the characters are foolish enough to take the elevator at this point, they get dropped into the base-

ment (damage depends on height, but there are nice pointy spikes at the bottom).

Eventually (we hope), the teams makes it to the runner's inner sanctum: Apartment 333.

The Rumpus Room

The netrunner is holed up in the center of a seven-story brownstone conapt building in a well-off section of town. His apartment is in the center of the building, and is heavily-armored. It will take heavy ordnance, a cutting torch, or a patient locksmith to get through the SP50 door. The walls are easier, being only SP40. Cutting in from below is tough, because there's a lot of reinforcement to hold up all his gear—count it as SP100. The ceiling is the weak point, being only SP25. Of course, it'll still take a lot of bullets to blow a hole in anything large enough to get a man through.

You finally make your way into the netrunner's hole. It's crammed full of gear; a generator, wires and cabling everywhere, a few personal robots scurrying around, but no furniture in the normal sense of the word. You can see the netrunner's Bodyweight Data Crèche through the open door to the bedroom off to your left.

If you've done your job right, your players will get in just as another horde of corporate zombies comes charging down the hall. Worse yet, the players will discover (the hard way) that several of the personal robots are actually automated weapons systems, and have a whole mob of friends in the form of armed remotes, mini-cyberforms, and a slow but deadly WAD (Working Assistant Drone)! See the next page for stats. Bumblebee & RDAK are from *ChromeBook 2* p31-32; Tarantula & Centipede & Beetle from *ChromeBook 3* p90-92; the Newport MkII WAD is from *ChromeBook 3* p113/118; Remote Assassination Drone from this book's hardware section. And don't forget about Death Wish! (See page 141 for stats.)

All this harassment is to give the team as little time as possible to think before they blow the netrunner away. However, once they manage to enter the room, it's easy to kill him. Just put a few rounds into his Crèche, and he's a goner.

...Or so they think. Like many netrunners, this guy habitually uses a Crèche, but the obvious one is a decoy. He has actually camouflaged his real Crèche to look like the refrigerator, and with good reason. If the team blasts the Crèche and then inspects the job, they find nothing in it but a group of five frozen black cats.

If the players have a techie on the team, he'll know that the netrunner has to be in the room due to the power usage there. They can search around to find him: The biggest clue is that Death Wish (whom you can grant nine lives or more) makes his last stand atop the refrigerator. Of course, all this searching and/or perception will have to be done in the midst of a swarm of rabid drone-thingies!



THE ROBOTS

ADREK ROBOTICS "TARANTULA" ROBOT

STATS: SDP: 6 SP: 6 INT: 7 REF: 8 MA: 10

SKILLS: Awareness 3, Sting Attack 2, Athletics 1, Stealth 4

EQUIPMENT: Needle/stinger with six doses (+1 Acc, treat as needle gun round coated with poison).

ADREK ROBOTICS "CENTIPEDE" ROBOT **STATS:** SDP: 15 SP: 15 INT: 7 REF: 10 MA: 8

SKILLS: Awareness 3, Mandible Attack 2, Athletics 2, Air Gun 3.

EQUIPMENT: Advanced Air Gun (Exo+1•NA•NA•Drug/Poison•30•3•VR•50m) and Micro-missile Launcher with 4 shots (CP2020, pg. 91-2)

ADREK ROBOTICS "BEETLE" ROBOT

STATS: SDP: 10 SP: 10 (30 vs. lasers) INT: 7 REF: 10 MA: 5

SKILLS: Awareness 3, Buzz Saw 2, Athletics 3, Laser 2.

EQUIPMENT: Laser (Exo+2•NA•NA•2D6+2•5•2•UR•250m) and Buzz Saw (1D6+1AP damage)

NOTE: Each of these are small, insectiform, robots that will attack autonomously. They require no outside controller

THE REMOTES

BELL "BUMBLEBEE" HELICOPTER REMOTE

STATS: SDP: 25 SP: 6 REF: 8(Use's + Modifier) MA: 15

SKILLS: Awareness 4, SMG or Heavy Weapons 5.

EQUIPMENT: IR sensors (+2 Awareness), Built-in Sternmeyer SMG 21 (SMG•21•L•E•3D6•150•15•VR•200m) or Militech Urban Missile Launcher (Hvy•+1•L•P•4D6•12•2•ST•200m)

ARASAKA RDAK SPY AND ASSASSIN REMOTE

STATS: SDP: 10 SP: 10 INT: 7 REF: 8(Use's + Modifier) MA: 12

SKILLS: Awareness 5, Melee 3, Stealth 7,

EQUIPMENT: Needle/stinger with five doses (+1 Acc, treat as needle gun round coated with poison).

NEWPORT MK.II WORKING ASSISTANT DRONE

STATS: SDP: Torso: 19, Main Legs (4): 13 each, front Arms (2) 7 each. SP: 10 REF: 8 (users + Modifiers) MA: 4 WT: 322kg.

SKILLS: Chainsaw 2, FlameThrower 2.

EQUIPMENT: STR 25 Linear Frame (Lift 1250 kg), Chainsaws on each arm (5D6 each, AP vs. soft armors), Flamethrower (Hvy•2•N•R•2D10•1•ST•50m).

NOTES: This is a large industrial robot that has been refit for "defensive" use (if you can call a flame thrower defensive). The Netrunner controls this, the Bumblebees, and the RDAKs as per remotes.

THE INHABITANTS

TYPICAL BUILDING DRONE

STATS: INT: 5 REF: 5 TECH: 6 COOL: 10 ATTR: 4 LUCK: 4 MA: 6 BODY: 6 EMP: 4

SKILLS: Awareness 6, Handgun 4, Rifle 3, SMG 4, Stealth 3, Make inane conversation while keeping the characters busy 6.

CYBERWARE: Neural processor (2x plugs, CLNK, chipsocket), Biomonitor, *Maybe* REF boost of +2, Smartgun, and Cyberoptics.

EQUIPMENT: Way too conservative clothing. Usually either two handguns, an SMG or and assault rifle. Some of the women may carry monoknives and try to get close to the characters.

NOTES: While these guys aren't combat gods, they make up for it in numbers and surprise. It may take a while for the characters to realize that *everyone* in the building is out to kill them.

DEATH WISH

Death Wish is the netrunner's pet cat, which waits in his room. It's solid black, and outfitted with a very nasty set of titanium rippers in its mouth and on all four paws, and it's got the programming to use them. The cat attacks anyone who enters the room. Anyone.

The cat is not particularly lethal, especially when its intended victim is wearing full powered armor, but hey, it's a distraction, and a surprise, and it may cause someone to be taken down by friendly fire. Also, the cat is brilliant, in an animal sort of way. The combat programming for Death Wish is a confusing mix of feline instinct, martial arts techniques, and plain old Jackie Chan bizarreness. Play the cat however you like. Just make it good and dirty. Who knows? It might even rub itself on someone's leg so they'll bend over and pet it, bringing their eyes down to the cat's level, so that they're much less difficult to claw out. And one other thing: it's a tom cat, so don't forget that evil combat spray...

Death Wish plays smart, never panics, and never falls for tricks or bribes. When on a human (i.e., ripping and biting his face), he can jump away as though the human were mere furniture instead of a panicking, flailing lump of self-mobile cat food. Yes, Death Wish is godlike for a house cat, even a cybercat. However, the most frightening thing is that when Death Wish attacks, he purrs instead of growls.

DEATH WISH, THE CYBERKITTY

STATS: (See *Chromebook 3*, pp. 81 - 87 for Cyberpets) INT: 3 REF: 12 COOL: 10 MA: 8 BOD: 2 EMP: 4 SP: 10

SKILLS: Awareness 12, Combat Animal Sense Bonus 8, Melee 8 (2 attacks, d10+3 damage), Stealth 10

NOTES: If Death Wish can bodily jump on someone, it gets four attacks. People shooting or swinging at Death Wish have a -2 to their die roll due to the cat's size, speed, and agility.



Still, if the players open the 'fridge, they see that the interior is not separated into normal refrigerator and freezer segments, but is one compartment which is full of ice. The frosty shape of a person can be seen within, along with a lot of wires.

They may now blow away the netrunner freely. If they still don't catch a clue, have a stray shot shatter the ice. Whatever happens, though, you must make the runner's death showy:

Crack! Crack! The bullets strike the ice in the fridge. It shatters, blowing out in a hellish cascade. A cut hose sprays liquid across the floor, freezing everything it touches. The body of the runner, with wires still attached, slides out among the shards of ice. It's a small male, curled partly into a fetal position, covered in frost and shards of broken ice, a rictus grin of pain or maybe pleasure frozen on his features, one hand half-raised...

Suddenly, a set of red flags whip up next to the fridge and start waving mechanically. An old-fashioned bell by the door starts ringing loudly, and a red light flashes over a printer next to the bell. The printer spits out three pieces of paper as strains of Beethoven's Ode to Joy start booming from the stereos throughout the conapt. All the firing suddenly stops as confetti explodes from the ventilation ducts, and a small arachnoid robot drops from the ceiling, clutching a high-density datachip in its limbs. It says, "Have a cookie. You have thirty seconds before the grand finale"

The team has indeed thirty seconds to scam before the building is destroyed by a series of plastique charges. All the corporate zombies run back into their apartments to grab party hats and noisemakers and really heavy weapons before they leap out of the fire escapes and into the street.

If someone grabs the three papers from the printer on their way out, the first one reads "Congratulations! I am now apotheosized! Expect changes under the new management." The second, printed in Japanese, says "Learn to read English already, Arasaka toady." The third says "Receipt: One Rache Bartmoss. Take your damn reward, but beware the fiscal tubeworms before they eat your brain with sharp prog-nathous jaws leaving nothing but flagellating orgiastic gleep-ods decomposing where your soul used to wrestle

screaming against the chains which bound you to your pathetic Weltanschauung. Yes, of course that's a German word. I love Nietzsche. So go smoke your kimono."

The HD datachip is a huge database detailing every aspect of the OTEC-CINO war, and how EuroBank was directly responsible for it all. In short, this is *the stuff*. You can even give your players this book, let them read all about it, and figure out what to do.

After thirty seconds, the building explodes—or, more correctly, implodes as the interior structure is eviscerated by shaped charges placed strategically throughout. Hopefully, the players will be out on the street by this time (though for fun you could make them run through collapsing hallways full of burning zombie corporates as the building begins to self-destruct) and can watch the fireworks. The former tenants who make it to the street, applaud and otherwise act like it's new year's eve, with party hats and noisemakers. It's up to you whether or not the murderous program kicks back in, or they instead stand around in shock, realizing that their lives have been manipulated for years.



Debriefing

What can we say? Rache Bartmoss is dead (again). The liaison congratulates the survivors on a job well done, gives them their pay, swears them to secrecy regarding the corporation's involvement in the attack, then sets them free to try to collect the reward for Rache's death.

Collecting the reward is an adventure in and of itself, for not only must they dig out the body from the conapt, but they must do so before the police completely seal off the area, as well as before someone else comes in to jump the claim. Then they just have to run around with an eminently-recognizable corpsicle in the back seat (which drips frosty water everywhere), and convince the authorities that it is definitely Rache and they're the ones that did it, all without incurring the fines that are sure to be levied for the collateral damage. Even proving Rache is dead is harder than it sounds, because Rache has spored lesser versions of himself in the Net (prototype Rache Bartmoss virtual clones built using something like Soullkiller).

If they succeed, they'll be rich and famous. And several thousand Bartmoss groupies are gonna be coming after them. Hope their backs are covered ...



AND IF THEY FAIL?

Sorry, but Rache is still going down.

If the team fails (or realizes who they're targeting and stop their attack), Rache may just take himself out, since his cover's been blown and he can't relocate quickly.

Or the parent corp takes a hand. The team has confirmed the presence of the target at the site, so they'll just take out the whole building ... from orbit.

As the characters watch (it's assumed that they'll be either dead or driven from the building at that point), an Orbital Artillery satellite will launch a two meter pro-

jectile which will come plummeting down to shatter the entire third floor of the building. Quite a sight ... assuming you're not ON the third floor at the time.

This is the first time such a weapon has been used by a corporation, demonstrating just how badly they wanted Rache dead. But don't worry—the characters will see a lot more Ortrillery (as its called) in the next book, *Shockwave*.

Either way, Rache is shuffling off this mortal coil—in style!

THE ALL-OUT WAY

If the team is working for Militech, you have another option: The team might be sent on a counter-intrusion mission. In this scenario, Morgan Blackhand contacted Rache through mutual friends, and hired him on as a freelancer. Rache, never needing more than an excuse to go after the Boys in Black, accepted. Contractually, of course, he has no restrictions; he's a fifth columnist in the Net, working more or less along the same lines as Blackhand's crew. There isn't even really a contract (Rache insists that all contracts be electronic only; that way he can modify them as he sees fit after the fact).

Rache did his usual massive amounts of damage, along with some collateral damage to Militech incurred while he was idly snooping about their dataforts waiting for Blackhand's assistant to jack in. That Rache, he just can't keep his hands in his pockets, if you know what we mean. Anyway, during the course of one run, his line got traced, and suddenly both Militech and Arasaka knew where he was.

Arasaka, of course, sends a massive strike team to take Rache out in style. Blackhand, desperate to save an asset and friend, moves Militech forces to protect him (who, of course, also plan to extract him afterwards, haul him off to a Militech covert ops base—for his own security—and not-so-incidentally get themselves in a position of being able to blackmail his frozen body). The characters are, of course, the rapid reaction force assigned to save Rache.

In this scenario, it's a big ol' scrap between Militech and Arasaka forces over the king of all netrunners. Feel free to use full-out 'ACPA, weapons platforms, even a squadron of AVs on each side. After all, Rache is a prime target; no sense pussy-footing around with a covert ops van and a few guys in trench coats, right? Have a major field day with all-out war in the city, cops a-coming, and collateral damage galore.

IMPORTANT: Choreograph things so that some full 'borgs or power-suited troopers are running around on the roof of the apartment building. Anyway, just as the characters are on the verge of winning the day, a powered suit—it could be an active Arasaka suit, it could be an inactive one killed by the team, or worse yet, it could be one of the players—finds itself falling as the roof below its feet gives way!

Ka-CHUNK! The suit (and assorted rubble) falls through to the next floor: Ka-CHUNK! It falls again, taking a waterbed with it: Ka-CHUNK! Again and again it falls, as often as you like, taking with it big, heavy, teak furniture and spilling water and someone's oven and whatever other weight you feel you need to toss in to perpetuate the slow motion fall until...

Ka-CRUNCH! The hapless powered suit falls squarely on the refrigerator, shattering the ice as described. Water from above spills into the gap, setting sparks to going, and the system burns itself out all around, while inside the gaunt and frozen man with the demonic grin... Oops.

I bet they can't wait to explain to Blackhand how this happened.

AFTER DARK ERRAND

Will EuroBank Get Away with This?

Woah hey. The characters now have definitive proof that EuroBank was the instigator of the entire OTEC-CINO crisis, the root cause of a shadow war between Arasaka and Militech. They pulled strings to enhance their holdings, the world danced, and the grunts in the trenches died.

What can the characters do? Not a whole hell of a lot.

Even when the characters drop the shoe, it won't make a splash; it will make more of a small "blub" as all the evidence disappears like a pebble into a pool of crude oil.

Why? Because EuroBank is too big. In taking down EuroBank, the resulting scandal would trigger another Collapse. For all of Europe, it would be like shooting your parents before you're out of grade school: How are you gonna eat now?

Let the characters try. Those few reporters stupid enough to take the story vanish at the hands of Eurosolos, with nary a trace. And the characters get to wonder if they're next.

Kinda sucks, don't it?



EPILOGUE

▼▼▼ Intelligence Transmission
 SecC: Most Secret
 Intd: 27Mar22 19:32:56 +0400
 Srce: Anonymous Forwarding Daemon
 City: Tripoli, Afrikani
 Locn: Tracing
 Kywd: Spider, Edger, Dog, Dana, Rache,
 Phoenix, Clown
 Rtnq: Net Security, Archives (Operation
 Phoenix, Date, Most Wanted)
 Copy: Saburo, Kei, Phoenix-1
 To: redegg@anon.penet.fi, dogbreath@stinky.e
 du, dana@digital.com
 From: jackie@bab.com
 Date: 27May22 19:32:55 +0400

Edger, Dog, Dana:

I assume you've heard by now that Rache was killed last night. But there's something more ... I don't know what to make of this — I rarely do, with Rache — but I want you to know. Pass the word to the others, too, please. Even those not in the Net; maybe Morgan or someone will have a clue what this might mean.

I was doing some programming yesterday afternoon, when I was interrupted by Rache's annoying little mail alert program — the one that blocks your vision with a fat sausage 'B' and Virtual Vickie's voice saying "You've got a male... ohgodohgodohgoditscoming NOW! YES!"

I swear, I am so tired of that man. Sorry. little pet peeve of mine. He knows I hate it.

The message was simple: "Foxbat 1."

That's one of the many codes Rache and I worked out to arrange clandestine meetings in chat rooms and the like. It's a code he's never used. Because it was **THE code; the holy mother of God it's all happening NOW** code. Even when he got flatlined, he only used his 'thought you might be interested' code to let me know his heart had stopped.

I'm sorry, I'm not usually this scattered, but I didn't sleep well last night. I was kind of nauseous. I just kept thinking. It scares me that I'm starting to write a bit like Rache.

Okay, I promise I'll stick to the subject now. I sped off to meet him as fast as I could. He was standing there, in the chat room, calm as could be, and I came crashing in with all my icebreakers and killer utilities loaded, demons flying point, the works. I think I gave some of the net users there a cardiac.

"Sweetheart, I'm so glad you could make it," he said, sounding perfectly normal. None of his standard psychosis even made a cameo in the timber of his voice. It gave me the

creeps. I mean, imagine Rache as, gosh, I don't know, Mrs. Claus or something. Then he said, "Have I ever told you how much I love you? Come on, they just loaded this romantic little VR at the Dunes. Let's go, just the two of us!"

"Okaaaay..." I said nervously. Just hearing him talk like that — that tone, those words — soul-chilling.

We went somewhere in Asia; I'm not sure where, for reasons you'll understand in a moment. It was the middle of Net nowhere. And suddenly this icon appeared: a simple matte black ball.

"Every year I come here," he said, sounding calmer than I've ever heard him. "And every year I reset this." Then he looked at me, right in the eyes, and I swear he was close to tears. "But I'm through, Arabella." A wry smile. "My cookie is goosed, I suppose I'd say. And I wanted — well, I didn't want to do this alone. Someone has to see it. I wanted you to be here." He paused, took a deep breath. "Well. Here goes."

He looked at the ball. He waved his hand. A ping, and it changed to a globe. He shook his head. A whistle, and it changed to a switch. Then it squeaked into a big red button. "No, that's not it, either." Then there followed this flurry of noises and icons flashing by, a madcap, almost cartoon stream-of-consciousness series of images. A car. A bomb. A kid. A navel. A galaxy. A teardrop. A wallaby. A cream pie. An air filter. All accompanied by a cacophony of grunts, pops, screams, barks, chimes, farts, you name it.

This went on for like thirty seconds. "Oh, frag it all," he said finally, covered his eyes, and thrust his forefinger at the shifting icon. As it hit, the icon froze. His finger ended up sticking into the nostril of a clown's head. As it pushed in, there was a squawk, like one of those sick squeeze-bulb horns the retros put on their bikes. Haawnk.

He turned to me and smiled, half relief, half psychosis. He pulled his finger from the happy clown's nose, trailing a gigantic booger which clung to his finger and whimpered.

This was at least moderately familiar turf. "What have you done?" I asked.

My deck crashed right as he answered, jamming the IG transform signal and trashing my tracer routine.

"What have I done? Just wait, Spide...", he said with a demonic smile.

"Wait, and you'll see you'll see you'll see you'll see you'll see you'll see you'll see you'll see ..."

Sign off: 27May22 19:33:21 +0400
 End Com... BUARRRRRRRRRRPPPP!
 ... nication. ▼▼▼



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CP3481 • ISBN# 0-937279-83-8



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