

The
NEO-CITY
プロジェクト
Net.Book

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Welcome to the Neocity Project Net.Book. In your hands is a project that has been ongoing since 1998, the efforts of three years of development at the time of this writing. In the beginning, the book was a group effort, with submissions by dozens of people. Unfortunately, the ideas from others quickly dried up. However, I have trudged ahead on my own in the development of this book, expanding it from 40 pages to its current 96 page form, developing new rules for ship construction, revising curent rule to better apply to the neocity environment, finding illustrations, etc. I won't say "I hope you appreciate the effort". I already know that the vast majority of you already do.

Anyway, though it may look close to finished, there is still quite a bit to do for the project. There is a big expansion for the ship rules coming very soon (the first tidbits are already obvious in this edition), along with some alternate character generation rules. And of course, there are always new places, businesses, people and adventures cropping up all the time, meaning the book will never truly be finished. Thankfully, being a PDF, I can regularly update the book without difficulty. After all, there were 3 Word and 2 PDF predecessors to this edition.

One very important note to make is **This Book Isn't For Children!** Cyberpunk is a literary genre targeted toward adults or mature readers, and the games in the genre should have been similarly targeted. This is probably the only material written for Cyberpunk 2020 that tells you it's for mature readers. Got it?

As always, your submissions are always welcome. Just post them in the neo-city mesage boards on the cyberpunk contraband website. They'll likely make it to later edition of the sourcebook.

There will always be a download for this book available on my website, <http://www.cyberpunkcontraband.com>. You'll be able to find it either in its own section or on the downloads page. And to answer a frequent question, if you want to make a donation, go to <http://www.cyberpunkcontraband.com/donations.asp>.

They still saw themselves as sailors, he thought disgustingly. They'd adopted the mannerisms of an earlier age to signify that they were different, somehow better. They worked on the water, not on land. These two were alleged engineers. They wore blue suits, perhaps the same color as real engineers wore, but these were tailored, three piece, Italian, maybe. Korean more likely. They worked in a spotless control room, operating computers but still said 'Aye, Sir' to their supervisor. Sickening really.

"She sure stood out", said one of them. The other nodded vigorously. "Pretty as an Admiral's daughter", the first went on. Fletcher forced a smile to cover his wince. Focus on the job and get off this mobile desert, that's what he'd promised himself.

"What color was her hair?", he asked.

"Blond", said one with a speed that showed he'd never stopped imagining it splayed on a pillow.

"Just below the shoulder", added the other.

"Eyes?", this threw the men into a quandary, they looked at each other for help.

"No!" Fletcher shouted, "I don't need a consensus, either you know or you don't, understand?"

"Aye, aye, sir", one responded. This time Fletcher couldn't hold back a derisive snort.

"Anything unusual you remember?"

"You can't miss her skipper, just follow your instincts, if you know what I mean", said one with a leer.

Fletcher knew exactly what he meant but didn't dignify it with a response. "Clothing?"

"Shorts, and a T-shirt", responded the more talkative. It never failed, ask a man what a woman was wearing and they always mention what was below the waist first. Always.

"Thanks for your time", Fletcher stood and walked out without looking back. Hurrying alongside was 'CB', his name was actually David something-or-other but Fletcher thought of him as 'Corporate Bod'.

"Useful?", CB asked.

"No, those guys have taken what they actually saw and plastered it onto their fantasies." He stopped walking. "Still, she was blond."

"And unmistakable", chimed in CB.

"Unmistakable in shorts and a T-shirt. Not wrapped in a grimy blanket on a street corner in the lower levels". CB acknowledged the point. "How many levels are there here anyway?" Fletcher asked.

"About thirty below the 'tween depending on where you look, twenty-four in the 'tween and a lot on top."

"Damn big ship; not really a ship at all, more like a city." Fletcher was looking around him at the remarkable sights of this huge place.

"Bigger," CB said, "no city in the world has this much useable area."

"So how do you police it?"

"I thought you were supposed to tell us how to do it," CB commented with a smile.

"Lay off, I got here less than twenty-four hours ago."

"What do you think of Neo-City then, first impressions?"

"Hate it," Fletcher almost spat out the words.

"That's a bit strong for twenty-four hours isn't it?"

"Not really, I hate everywhere when I first see it."

CB smiled, "so how long does it usually take before you stop hating a place?" Fletcher looked at him as if thinking, "I don't know, it's never happened."

Fletcher had reflected at some length on Cera-Plastic since his arrival at Neo-City. There was, after all, a great deal of it to reflect on, half a billion tons or so. The most curious thing seemed to be that the huge corporations with the money to design these substances were headed by people who didn't want to be around them. The spacious office on the top floor of the Corporation Tower was constructed of Cera-Plastic but this was far from obvious. Everything was covered with expensive organic material, hardwood was everywhere. In the center of the room was a large circular table and Fletcher and CB were sitting at it looking across at some very serious people.

An unusually tall man called Damon Reed had taken the chair. Fletcher didn't know what position he held or even in which company he held it, but it was clear from the fact that CB instantly accepted his chairmanship that this was an individual to be respected. There were a series of almost identical men in dark suits occupying the other positions at the table.

"What progress have you made so far?" Reed began without any preamble. He didn't even introduce the other people at the table.

Fletcher was caught by surprise, he'd expected far longer to marshal his thoughts. He stood, "I haven't had much time yet, but here's how I see the problem."

"Crime, it's a crime, not a problem," one of the identical suits interrupted.

Fletcher rounded on him, "Emotion undermines perception, for the victim it's a crime, for the investigator it's a problem." He stopped, aware he may have stepped over the mark. Glancing up he noticed a slight smile on Reed's face, seeing this he steeled himself and continued.

"We know the apartment security systems were compromised. This much was obvious since the owner had been found murdered. We don't know exactly when the crime took place however." One of the suits made a movement as though he was going to speak. Fletcher bulldozed on, "yes, we know the security system was disabled at 19:00 on Saturday evening, that does not tell us when he was actually murdered, the body was not discovered till much later. The building security sweep identified that his security was off. That wasn't until 07:30 on Sunday. By the time a security guard had actually seen the body it was 08:00."

"Assuming that the murder had taken place by the time the system sweep started that still leaves a twelve and a half hour window during which the murder could have taken place." There were slow nods from around the table. "We have a possible suspect," Fletcher grimaced, remembering the pseudo engineers he'd had to interview, "a young woman of striking appearance entered the building via an access route from the engineering deck below the transport level under the tower. We know this because she passed two inconsequential engineers at around 07:30 on Saturday. The engineers say she didn't return that way and, as it happens, I believe them." Oh yes, Fletcher was sure they would have noticed.

"The timing of her entry tallies well with the daily building security system sweep, she'd have entered just after it finished, giving her twenty-four hours before the next system wide scan. Here, however, we have a problem. We're asked to believe that she entered the building by 08:00 on Saturday, but didn't commit the crime until after 19:00 on that evening. So right now I have a question which I don't know the answer to, what was she doing for those eleven hours?" Fletcher stopped waiting for comments.

Finally Reed spoke, "Do you know why he was killed?"

"No, do you?" Fletcher said and immediately regretted it, everyone leant back in their seats as if to distance themselves from him. Reed didn't seem ready to attack so Fletcher rapidly covered the rest of his thoughts.

"Let's look at our victim. Forty-five years old, highly successful, a director of Digital World Corporation and earning a huge salary. Bit of a loner, not much for the social scene, no known predilections that would cause problems. I understand he was well respected by his peers."

"Definitely," said Reed in a manner which made it clear that in a greatly divided world, the victim had been 'one of us'.

Fletcher nodded quickly, "he was beaten to death with a hard-wood cudgel, a table leg ripped from the small dining table in the kitchen. Two blows were struck, both on the head; the first was on the back of the crown causing minor damage. The second was the fatal blow, struck extremely hard on the back of the head, breaking two vertebrae and the base of the skull. Death was almost immediate after that. The murder weapon was left beside the body and an analysis shows plenty of residual traces of the victim but none from the murderer. I have yet to define a motive for the crime, but before we get into that, I'd like an opportunity to examine the scene, the apartment."

Reed stood, "David will take you at once."

Fletcher looked embarrassed, "Not at once, please, I need some sleep so please excuse me." The suits nodded and seemed to relax and Reed nodded and smiled. Fletcher walked out with CB in tow.

Reed looked around the room from where he stood at the conference table. "Who was that masked man?" he asked. He was pleased by the ripple of laughter which followed his comment.

CB had a car, unusual in this well organized, carefully planned city. It was electric and manufactured by Ford UK. On major traffic routes the car lowered two metal wheels which made continuous, rolling contact with two charged metal strips set into the roadway. Fletcher had been worried when he first heard this but CB assured him that the PD was only thirty-six volts. It was sufficient to run the small motor without draining the battery. The car had a respectable top speed of around fifty miles per hour. The trip was short and CB dropped Fletcher off at his hotel, a large plush affair in the district known as Inboard Port.

The scale of the ship was difficult to come to terms with but one of the symptoms of this was the great size of Fletcher's room at the Hotel Atlantis. Ships, in Fletcher's mind were supposed to be cramped, claustrophobic affairs, this was over eighty foot square with a modern entertainment system which was totally beyond Fletcher's understanding. Fletcher poured himself a stiff drink and climbed into an unreasonably luxurious bed. He read a few pages of his current paperback but quickly gave up. He'd been given some photographs of the victim's apartment earlier and something was bothering him about them. He looked at them again but soon felt drowsy and slipped into a restless sleep.

Fletcher woke at about six, he always did, first night in a strange room. When he went downstairs to have breakfast he found CB sitting in the lobby waiting for him.

"Don't you ever sleep?"

"Not a great deal," CB answered.

"You look unnaturally well groomed for this early."

"I've been up for a while, had my first coffee."

"Well come and have your second with me at breakfast, we need to talk."

Despite these words Fletcher appeared to show no willingness to talk over breakfast at all. He ate a large and time consuming

meal and it wasn't till he was finishing off his second cup of coffee that he looked up to see CB fidgeting slightly opposite him. "Itching to go, aren't you?" he asked. CB couldn't quite hide his anxious look. Fletcher grinned, "have you been to the apartment yet?"

"No, I've seen some pictures, the ones you saw."

"Something about them was bothering me last night, did you notice anything odd at all?" Fletcher spread the photos on the table in front of CB.

CB racked his mind, he felt as though he was facing an exam of some kind, and failing badly. "I'm sorry," he admitted finally after another look, "I can't think of a thing."

Fletcher looked disappointed, "well, never mind, I'm sure it will become clear when we visit the tower."

The 'tower' was a large corporate building with offices of a number of corporations in it. At the top was a series of luxury apartments and Miles Rocan had rented one. At the ground floor entrance there was a large lobby containing a beautiful fountain, tastefully spilling water over rough-hewn rocks into an irregularly shaped pool. Beyond, against the far wall was a semicircular desk, behind which sat a stocky, well-dressed young woman. Fletcher glanced at her for a few seconds. Not unattractive and elegant in appearance she had a hardness around the eyes, a clinical, detached look which betrayed to Fletcher that she was professional and not as a secretary. No doubt there were others within easy range, the building was not inhabited by those short of the means to purchase the services of such people.

She recognized CB at once and waved him through, relaxing slightly as she realized she wouldn't be called upon to brutally slay the pair of them. Fletcher followed CB through an archway into a wide paneled hall at the end of which were a series of lift shafts. CB called the lift and at once a set of polished doors opened leading into a plush car. The lift car was well carpeted and the back wall was transparent, with water flowing freely down it causing wonderful patterns of light to be thrown into the car. CB selected the top floor and inserted a small card into a slot beside the panel to allow access to that level. As the lift started to move, the number of each floor appeared in the water flowing down the glass. A still patch which did not ripple outlined the number. Fletcher stared in amazement at this marvel. CB noticed his interest.

"There's a custom static field which can grip the water in any pattern you choose, it's clever, isn't it?"

"Not just clever, beautiful. Are many buildings like this?"

CB looked almost shocked. "There are other buildings of this," he stumbled for a word, "magnificence, but that particular effect is unique, as far as I know."

The ride was so smooth and the acceleration so gentle that Fletcher was surprised to hear the doors open behind him. He turned and stepped through into the security annex. This was common in these corporate buildings, an area where a visitor could be screened and, if necessary, confined while awaiting the arrival of security. Often these expensive systems had some form of active deterrent as well, soporific gas, perhaps or something deadlier. CB quickly opened the door to the main apartment and stepped through. Fletcher took a moment to clear his mind and followed.

The apartment was extremely large and this main reception room was dominated by a large window, curved to follow the edge of the building and running all the way from ceiling to floor. Fletcher walked over to look out onto the city. "A strange choice of view for such a wealthy man, don't you think?" The window looked out over the airfield section of the city.

"If you wait for an hour or so it'll be different, the whole top of this building slowly rotates." CB looked amused, whether by Fletcher's lack of knowledge or the opulence around him was not clear.



Only through the decadence of the rich and powerful can you have a table made of a living woman.

"Impressive, this place would cost me about a century of salary." Fletcher was almost envious it seemed. "Where was the body found?"

"Just where you're standing, a few feet from the window."

Fletcher flinched and slowly stepped back, he felt as if he'd invaded somewhere private. "Has anyone checked for witnesses in other towers, a window this big could show a great deal."

"We thought of that, the window is actually one way, from the outside it appears black."

Fletcher nodded absently, then slowly started to look around the room. Miles Rocan was certainly a fairly solitary man. There were no coffee tables or open areas laid out for entertaining guests, no bar in the living room, not even a coat rack. Around the room were quite a large number of plants, withered and dead after a week of inattention. "Aren't there automatic waterers and things for plants?" Fletcher asked.

"There are, but Mr Rocan preferred to do it himself if he was at home." CB's expression showed he didn't really understand why a man would take on such a task when a machine could do the job. Fletcher could understand easily, he kept cats. There seemed to be little to see in the apartment so Fletcher sat at a terminal in the bedroom and accessed the security logs. He looked at them for a few seconds then leapt to his feet. "I can't believe I never asked, stupid, stupid."

"What?" Said CB with a decidedly puzzled look on his face,

"What have you seen?"

"Look at the time the apartment security system was deactivated on Saturday."

CB looked, "19:00, we knew that, I don't see..." he tailed off.

"Not 19:00, I mean yes 19:00 but look at the time man, look closely at the time." On the screen it appeared as 19:00:00.00, "Nineteen hundred hours to the hundredth of a second." Fletcher paused triumphantly. He looked up at CB who nodded but slowly, unconvinced. "The significance is that only a preset computer program would have done it that accurately, someone pre-programmed the computer here to turn off the sensors at 19:00, the computer has no concept of approximation, so it carried out its orders exactly. No human being could have timed it that accurately and the odds of it happening by chance are millions to one. It means our killer is long gone from Neo-City." Fletcher sat down, he seemed almost deflated.

"It must be an alibi, yes," CB said quietly. "Whoever set this program didn't do it in order to commit the crime, it was to mislead us, that person expected to be off Neo-City by that evening."

Fletcher spent the rest of the morning poking through the apartment looking for the answer to his strange feeling he'd had when looking at the photographs the previous day. After a while

he took the pictures from CB and stood where they were taken, comparing them with reality. He still felt something was wrong but he couldn't put his finger on it, the apartment had nothing particularly odd about it and the pictures were exactly as the apartment looked. They could have been taken an hour ago. If it wasn't for the fact that he'd come to trust his feelings above all else, he'd have dismissed it out of hand. He finally sat down hunched against the wall to think, resting his forehead on his knees. An hour or so later CB suggested they have some lunch and they set off to a restaurant nearby.

"I wish we had a time of death, it would make this process a lot easier, didn't the autopsy show anything?" Fletcher had finished eating and was sipping his tea thoughtfully.

CB started, then recovered, "I'm sorry, we did have a time of death from body temperature but we discounted it, it was before 19:00 on Saturday." Fletcher nodded so CB went on, "The pathologist suggested Mr Rocan had died at around 09:00 on Saturday morning, 23 to 24 hours before the body was found." CB paused, "could the analysis be that accurate?"

"In a climate controlled apartment it could, absolutely." Fletcher's brow creased. "How about biologicals, parasites?"

CB grimaced, "nothing lived in there except people and plants. Fully computerized." He paused, thinking, "So we're looking at our mystery girl again, the time's about right for her, she keeps cropping up." CB took a sip of his water.

"I think we're in a position to decide what happened that night," Fletcher said, "She entered the building at around 07:30, took about an hour to defeat the internal systems and make her way through the building and then killed Rocan. After that she set a program to suggest to us that he had been killed much later and quickly left the building. She then made her way to the airport and left Neo-City so she could have an alibi in case DNA traces were found or anything pointed to her committing the crime." Fletcher looked down at the table, "We still don't know why this young woman would want to kill Rocan, what possible motive could she have?"

CB thought for a moment, "Robbery?"

Fletcher shook his head, "no, I don't see it, she had control of the building systems, she could have used his own sensors to tell her if he was in the apartment. She must have known he was in there, no robber would intentionally enter an occupied apartment. She must have wanted to kill him, the question is why?"

"Could she have been hired as an assassin, perhaps by a business rival?"

"It's not impossible, CB, but I doubt it. She's a risky choice for such a mission. In fact, don't take this the wrong way, but you're the ideal choice for such a job."

"What, me?" CB looked shocked.

"You could easily make an excuse to enter the apartment, no doubt you have people in your company who could find all the pass codes you'd need to break his electronic defenses and I'll wager you've been taught all the skills needed to kill. You're loyal to the Corporation and can be trusted to see the job through and never, ever reveal what you know. If you were then placed in charge of the investigation and suggested the inclusion in the team of an independent investigator who, perhaps, you can guide to the wrong conclusion, you could easily be considered above suspicion." CB had begun to look angry, "no, don't object, I know you couldn't have done it, you didn't get back to Neo-City until 16:00 hours on Saturday and we've established that the crime was committed well before that."

CB looked shocked, "I see you've checked my movements as well."

Fletcher didn't look embarrassed, he smiled as he replied, "sorry, it was the very first thing I checked. In corporate investigations you always suspect the person they team you with."

They stood to leave, CB authorized the bill on his corporate account and they walked down to the parking level to reach CB's car. Fletcher quietly said to CB, "I'm serious about the corporate angle, a professional security man may be involved here."

"Or security woman perhaps," replied CB.

It had, of course, been CB's idea to bring Fletcher in on this case. CB had been a high flyer in corporate politics when he'd made a mistake. The mistake wasn't very large, but it cost the corporation money, an unforgivable sin. Memories were long, he'd been quietly and gently put onto a slower, easier career path never to have a shot at the big leagues again. To his surprise CB found that he rather liked the eddy in the stream of corporate existence which was Internal Security. CB had found a place he was comfortable, there was less pressure than in some divisions, the work was intellectually stimulating and it held a technical fascination. When this murder was given to CB to investigate he leapt in with enthusiasm. He soon found that he had been poorly prepared for the technique and the challenge of investigation, none of his expensive training had actually forced him to out think an opponent who'd had time to prepare the ground. His general security duties included devising defenses against corporate espionage but these always allowed him time to set the traps the way he wanted. Arriving at the scene of the crime, CB encountered a situation in which the criminal had set the traps. CB was out of his depth. CB had known exactly what to do to solve that problem, he'd looked for a consultant.

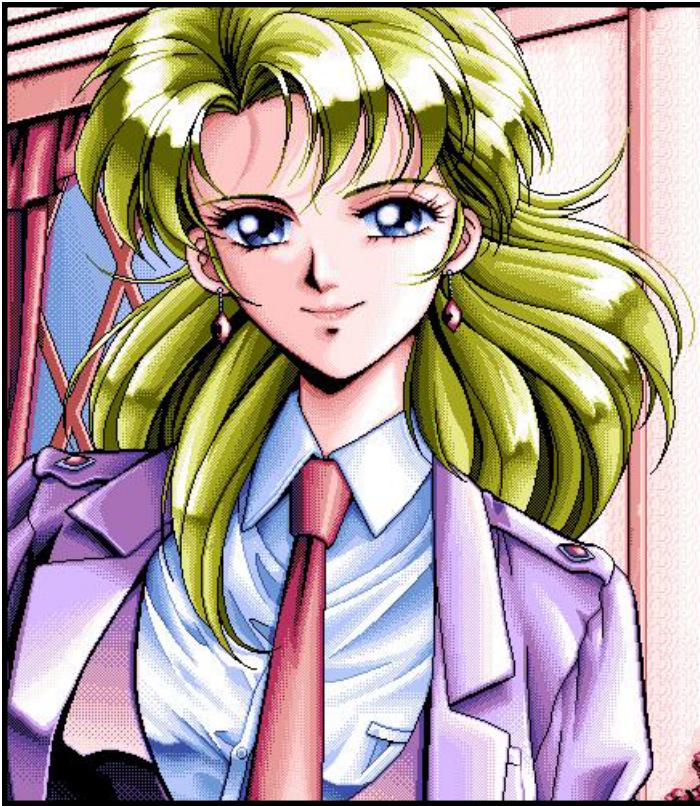
Less than an hour's work had provided CB with the names and contact numbers of over six hundred independent security consultants. CB needed someone with experience of detection and investigation so he narrowed the search to those with Police experience. He decided that he needed to restrict the selection to those with no major corporate connections, people who could be considered to be genuinely independent of all influence. The remaining options were less daunting and CB started to read about them. After an hour or so he decided on Fletcher and informed Damon Reed of his choice.

Fletcher had been a policeman for over ten years rising to the rank of Detective Chief Inspector at Scotland Yard in London. The world was changing and state sponsored police were becoming a thing of the past. For several years Fletcher had refused to move to the private sector despite the financial rewards, a matter of principle it seemed. Finally Fletcher's daughter was reaching an age where she was getting expensive and he reluctantly moved out to work for Intersec in Manchester. He lasted less than a year, the corporate environment not suiting his tastes at all and he set up on his own as a private consultant. While he might not be the richest or most successful option from the list he could be seen to be reliable, you might pay his fee but that didn't buy his soul. CB got in touch at once and Fletcher wasted no time in flying to Neo-City.

Fletcher had become convinced that the key to the mystery lay in the photographs of the crime scene. He decided to stay at the hotel to study them in the hope of illumination. This left CB at something of a loose end so he went back to the Corporation Tower and appraised Reed of the progress he and Fletcher had made. Reed was unimpressed, the data was valuable, certainly, but he needed to know they were on the trail of suspects. CB explained that they had what might appear to be a suspect but they had not had time to examine her movements closely yet. Reed encouraged him to make time; CB left the Tower at a trot.

CB felt that there might be information of value to them at the exit terminal on the airfield, all passengers were filmed and when their handprints were taken a small DNA sample was lifted from the skin surface at the same time. If they could get that kind of information they might be able to catch this mystery woman. After calling Fletcher and finding out by the most direct method possible that he wasn't answering his phone, CB drove to the terminal building.

The airfield sat atop the starboard hull of the city, Fletcher had been awe-struck when he'd arrived a few days earlier, its size



The Assassin who killed Rocan

was overwhelming. Nearly six kilometers long and half as wide, large runways crossed each other in an amazing pattern designed for maximum efficiency for taxiing. There was no need to worry about passengers being left with that uncomfortable feeling of being out of place when at a major airport, the terminal was totally integrated with the main city, part of it even being sunk into the 'tween decks.

CB was received with appropriate deference by the terminal security manager and quickly shown to a well-equipped and comfortable office suite and left to get on. CB had access to a powerful computer which could examine the DNA sample taken from the subject and use it to build a model of the person's appearance at several stages through life. Since he also had a database of pictures of these people, he could allow the computer to compare the two. Anyone with a match lower than average could have been biosculpted to resemble someone else or to hide or improve their appearance. He set the program to look for people with a match of less than fifty per cent. This revealed no individuals, so he raised the margin to sixty per cent. There were three matches at this level but all could be quickly eliminated. When CB raised the margin to seventy per cent he found over five hundred matches. He got himself a drink and sat down to work through them.

He'd been working for no more than five minutes and barely begun to eliminate people when his phone rang. "David Redmond," he answered into the mobile.

"Hi CB, it's Fletcher, get over here right now, I've finally seen what's wrong with those pictures."

"Was it worth the wait?"

"CB, it's dynamite, I'm not joking, it changes absolutely everything."

CB was not entirely sure he believed that this news, whatever it was, would change everything, but he found himself driving a little more quickly than normal to the hotel. He was even amused to find himself walking a little more briskly than was his habit as he approached Fletcher's room. He knocked at the door and waited.

"It's open," Fletcher sounded exhausted. As CB opened the door he saw Fletcher slumped in a large chair on the other side of the room. CB quietly entered the room and sat down waiting for Fletcher to start talking. It took several minutes.

"You see," began Fletcher, "it was the pictures, I couldn't see it for so long." He stopped and closed his eyes. A few seconds later he opened them again and continued. "I thought I'd understand when I visited the apartment but the scene there looked exactly as it did in the pictures, it took me all this time to realize, that was the point, it shouldn't look the same." Fletcher smiled a slightly ironic smile, self-mocking.

CB noticed that Fletcher wasn't going to continue for a moment so he ventured an opinion. "Apart from a couple of investigators, nobody's been in there, it should be the same." Fletcher seemed to come alert, "What about the plants then?"

"They were dead, a week of no attention, the air is fairly dry in the climate-controlled spaces."

"Look at the plants in the picture, CB, they're dead here as well, don't you see?"

"Perhaps he didn't look after them for a while?"

Fletcher snorted, "no, absolutely not, Rocan took the care of his plants seriously, thought of himself as something of an expert perhaps. Those plants were killed quickly. I thought someone might have poisoned them but I couldn't think of any reason at all. Finally I got it, the plants were cooked."

CB looked confused, "cooked?"

"Baked dry, they were baked dry because the temperature in the room was set much higher than normal. Probably to about thirty-five Celsius. From the time of the crime to the morning, nineish, the body was artificially kept warm to deceive your investigation."

"So when was the crime committed?"

"I'm sorry CB, there's no way to tell for sure. Probably during the middle of the night, Friday night." Fletcher got up and started to pace around the room. "The crime scene was supposed to make us think that the crime was committed at about the time our obvious young lady was in the building. This was not the case, however."

"Is there a way to catch the criminal anyway?"

Fletcher grinned broadly, "of course there is, the old fashioned way."

"Sorry, what's the old fashioned way again?" CB was eager to start the chase.

"Before we had liquids analysis, genetic profiling, holistic pathologists and computer modeling there were still crimes, some of them were even solved." Fletcher walked towards the door, "we follow the things we do know, and we start with the mystery woman."

CB groaned inwardly and as they started the journey to the airfield he outlined the problems he'd had earlier in trying to trace her.

Fletcher listened carefully and couldn't help laughing at the end. "Don't worry, CB, I have a talent for persuading computers to tell me what they know."

CB spoke up, "can we be sure that she left the city at all, or if she did, that she left by the airfield?"

"Yes, we can, her best course of action is to leave the area quickly and get some quick surgery. She must have used the airfield because she couldn't be absolutely sure that we wouldn't issue her description within hours. She couldn't take the risk of being caught on a slow moving ship or sub; there's nowhere to hide on a space station. She must have flown."

They arrived at the airfield and once again were shown to the operations room. CB went to collect a couple of drinks from the refreshment machine in the corner while Fletcher sat down at the terminal. After a couple of seconds Fletcher looked up. "There she is, they were right CB, she's a stunner." CB turned around quickly and stared at him.

"How did you do that so quickly?" CB came over to look at the screen. "My word, a exceptional young lady."

Fletcher laughed, "distinctive, even."

"So how did you do it?"

"I felt we were probably dealing with a professional, someone who could afford to pay for both a complete biosculpt job and get some engineered genetic material implanted into the palm of the hand. This material would have been designed to generate an individual looking like her current appearance. It occurred to me that she might have a set of DNA which generated an appearance exactly like she actually looked. There are differences in the way people look. Many have been altered, some carry childhood scars, eat more than they are genetically disposed to or unexpectedly turn prematurely bald. I simply set the system to look for the best match, not the worst. She had a match of 99.3 per cent, that is an incredible number, none of the others who came through that day had a match over 94 per cent, the mean was around 81. Her genetic mock up was too accurate."

CB looked amazed, he studied the picture, "she's very beautiful, why make herself so obvious?"

"I don't know for sure but two reasons spring to mind. She was acting as a professional decoy, being obvious as you put it probably helped. The other reason is simple vanity, maybe she enjoys looking like this, it's not unheard of."

"So how do we catch her?"

Fletcher looked at CB, "I fear I'm about to destroy any illusions you may have of my infallibility as an investigator, we don't catch her, sorry but she's long gone."

"Then all this was a waste of time."

"Absolutely not, CB, we've eliminated a lead."

"Our only lead."

"Not our only one, we haven't even looked at motive yet, that may be our next job. Tell me about the executives of Digital World, which of them have offices on Neo-City?"

"Mr. Rocan had a deputy, now acting in Mr. Rocan's stead, his name is Karl Ventner, presumably he'll take over Mr. Rocan's position permanently."

Fletcher nodded, "are there any other senior people on the boat?"

CB flinched at having his home so described but shook his head, "no, Ventner's the only one."

"I think it's now time to get some help from Damon Reed, he'll know about this man, let's go."

CB threw back his drink and then followed Fletcher towards the car.

Fletcher was kept waiting with CB outside Reed's office for over half an hour. He found himself becoming increasingly irritated by this though CB seemed quite content to wait. When they were finally invited to enter and offered a seat in Reed's luxurious chairs CB seemed determined to bring Reed up to date on the progress of the investigation at once. Reed asked a number of questions and the process took nearly an hour.

Fletcher's mind began to wander and when Reed asked him a question he had to gather his wits quickly to avoid embarrassment.

"You had a problem I can help with?" Reed asked.

"Yes, thank you, we have now closed off our major avenue of enquiry and we need to concentrate on another. I need information on Rocan's deputy Karl Ventner."

Reed inhaled slowly, "Frankly it doesn't surprise me that you ask, many of us felt he could be involved in some manner."

Fletcher noticed the use once more of the embracing 'us', obviously Ventner was not included in this social circle. "Why do you say that, have you any evidence?"

Reed took a sip of water. "No, not exactly, Ventner is an unusual individual in corporate groups, it has been suggested that he rose to his current position through the employment of, shall we say, somewhat unusual tactics. He has been suspected of violence and corruption on a large scale. To me it seems that he has few attributes which would make his advancement explicable by normal internal procedure. Rumor would suggest that he operates a crime syndicate in the city. I must caution you, he's a man with an unsavory reputation, if you choose to investigate him, please take care."

Fletcher looked interested. "Will his promotion cause problems around here for you?"

Reed looked worried for the first time since Fletcher had met him, "It could be catastrophic, he'll have access to the information we discuss in conference, a man like him could do great harm in such a position."

"If he runs this crime syndicate as you say, he could probably get that information anyway, couldn't he?"

"Perhaps, but just giving it to him, watching him smirk as he notes down the information in front of us. Terrible."

Fletcher nodded, he understood well enough, spies are always more palatable than traitors. "We'll go then. This evening we're going to start investigating Ventner."

CB followed Fletcher out into the lobby. He noticed Fletcher chuckling to himself. "What do you find funny in this situation?"

Fletcher turned to look at him, "You're actually afraid of Reed aren't you, he scares you."

CB looked slightly flustered, "He's very important."

Fletcher narrowed his eyes, "No, that's not it, you're important compared to many. You know that importance is a matter of money and position. It must be power, what kind of power does he have?"

CB Sagged slightly, "He runs the Council, for all intents and purposes he is the ruling class of Neo-City. He's the high and mighty king."

Fletcher nodded, the subject was obviously satisfactorily closed. "If I attack someone, steal their money and run away, who tries to catch me?"

"What, here?" CB looked around him, obviously shocked.

"No, outside, maybe in the lower levels."

"Well if all goes according to plan, one of the commercial security companies would try to trace you."

Fletcher started to walk away. "We need to find an honest copper in this town." He paused, "more accurately, you need to find me an honest copper."

The 'Police Station' as it was known was a small structure slotted between two giant engineering structures near the stern of the city. It was almost precisely equidistant from each hull and if it were any lower in the vessel you'd be able to look straight down onto the water. In faded letters was a sign reading - 'TechSec - You pay us to care, and we do'. Just below it someone had scrawled - 'Translation - give us money or go away'. Fletcher had no confidence that this hadn't been written by an employee. Once inside it became obvious that the station was quite well cared for, the floor and walls were clean, shiny hard plastic furniture littered the waiting room but it too was clean. The air was extremely hot, hot and humid, behind a counter at the rear of the room a man in a bulky jacket slept soundly.

Fletcher woke him on the third try and explained that they wanted to see a senior officer. The man led Fletcher and CB to a back room and ushered them into a tiny office. In the office was a small desk and behind it sat a young, fit looking woman. She was dressed casually in a short sleeved shirt and shorts, typing on a computer. After a minute or so she looked up.

"Where's your property?"

Fletcher was already lost; he saw this as a bad sign so early in a conversation. "What?" proved to be his best response.



"The place you need protecting, where is it?" The woman was looking impatient.

"I have no place," Fletcher finally caught up with the conversation, "I need to see you on a different matter."

"If it's a complaint then fill in a form."

"No, I need some information."

The woman sat back, "New in town?"

"Yes, why?"

"If you'd been here more than a few days you'd realize that we are not a source of information, we are a source of complaint, a source of amusement and a target for ridicule. We are the most famously inefficient, incompetent idiots ever to grace this floating cesspool. You don't want anything from us."

Fletcher grimaced, a sympathetic gesture. "You've got to let ninety per cent of what comes across your desk go because you've got no money and when you do find something you can chase, the evidence gives out or a technical error is made in procedure or you're told you can't take it to court but you're never told why. It seems as though you're running in the dark bumping into things and nobody, absolutely nobody cares."

The woman looked surprised, "You're a cop." It wasn't a question. She glanced across to CB, then looked back. "I'm Officer Jones, Tarla Jones. How can I help?"

Fletcher handed her a photograph, "This is Karl Ventner."

Tarla inhaled sharply. "I know who he is."

Fletcher nodded, "Does he have any connection to crime in Neo-City that you know of?"

Tarla chuckled softly, "What I know or what I can prove?"

"What you know."

Tarla sat back in her seat, marshalling her thoughts. "Well, he runs a series of dodgy operations, gambling, prostitution, sharking. They're legal but nasty. Then there are the more serious problems: blackmail, protection, fraud and all backed up with a hefty dose of violence. He maintains a small group of well-trained thugs who do the dirty work. Once in a while we catch one of his people. We never have a chance to prove any link between Ventner and the suspect because an hour later a team of briefs turn up with a budget about ten times ours. He's got a little piece of every game in town, even the cops. He buys them, controls them and if necessary discredits them."

Fletcher didn't look surprised, "We feel that he may be connected with a murder."

Tarla nodded, "Rocan, yes, if he didn't do it then he knows

who did, nothing illegal on that scale happens around here without him knowing about it."

"Would he talk to us, do you think?"

Tarla grinned, "No."

"Succinct," CB interjected.

"But I do know something which might be of use to you," Tarla looked triumphant, "One of our officers saw the crime committed. It

Fletcher was shocked; it took him several seconds to regain his composure. "Saw it?"

Tarla was looking very smug. "Yes, he didn't know it at the time, but when the news came out about the murder, well he put two and two together."

Fletcher's mind was still racing. "What, I mean how does he know he saw the murder?"

Tarla was happy, enjoying the upper hand. "I'll tell you the story. About half four on Saturday afternoon one of our guys was walking the weather deck when he noticed a bright flash at a window high up in a building. He'd only seen it out of the corner of his eye, so he looked closely. He expected it to be one of those animated adverts you see plastered all over office buildings, but this was a residential building, at least primarily, and the window remained black. When the news of the murder was released he knew it had to be the muzzle flash from the murder weapon." She paused, "Impressed?"

CB started to say something but Fletcher waved him silent.

It was about half an hour later that the two of them walked slowly to the car.

"Well that was a waste of time," CB said.

"You think so?"

"Mr Rocan wasn't shot so what the policeman saw couldn't be a muzzle flash and it's unlikely he'd be indulging a passion for photography while he was dead."

"The information about Ventner was useful, and it's possible someone was in there with a camera." Fletcher climbed into the car. "Anyway, we have work to do, lots of it."

"What kind of work?"

"You need to follow the money trail, find out if Ventner is the only possible material beneficiary of Rocan's death. The money is the only unturned stone in this investigation and it's time we disturbed the beetles underneath. I have to return to Rocan's apartment, something's still bothering me about that place."

CB dropped Fletcher off at Rocan's building and drove off to his office.

Minutes later Fletcher was in the apartment again. He wandered over to the computer console and peered at the system logs, after a while he walked to the huge window which dominated the side of the main room. He pulled up a chair and sat looking out of the window. He was still there three hours later watching as the sun slipped from view.

When it was completely black outside Fletcher stood and walked out of the apartment.

In the morning Fletcher went through his normal routine and then walked to the breakfast room. CB was still at his office chasing decimal points down paper mazes. As Fletcher finished eating one of



the obsequious staff approached.

"Sir, there's a call for you."

Fletcher took the proffered handset and raised it to his ear.

"Fletcher."

"Mister Fletcher, you don't know me and you never will. I have a film for you to see."

"What's on the film?"

There was a pause before the man continued. "Ventner and a woman, you'll recognise her. The tape's been left at the front desk, tell them you need the package left for Paul Abel." Immediately the line went dead.

Fletcher walked to the front desk and collected the tape. Inserting it into his suite's entertainment system took only a second, working out how to make it play took a little longer. The tape was short, only just over a minute, but the quality was high. Fletcher watched Ventner handing a small white envelope to a young woman. She was unmistakably the woman who visited Rocan's apartment soon after he died. Fletcher needed to verify the tape's authenticity and he had no means to do so himself.

CB arrived a short time later with a final word on the money trail. It seemed clear that only Ventner had any financial interest in the murder. The noose was tightening. CB was able to help with the video; he took it away to his office to get it tested. Fletcher went to the restaurant in the hotel for lunch, then returned to his room.

It was about 16:00 when CB finally returned. Fletcher climbed into the car and waited for CB to brief him. CB started at once.

"Firstly, your tape checks out, it's genuine. Probably someone in his organization was looking for a quieter life. Secondly, I have secured a warrant to arrest Ventner today, we're going to join the team at his hideaway."

"Team?" Fletcher enquired mildly.

"Specialists, you see Ventner has a compound underneath the bow of the 'tween, it's quite defensible and frankly I expect him to fight."

The people gathered near Ventner's compound amazed Fletcher. There were thirty or forty corporate suits standing around looking important. Three large armored vehicles had been parked close together and a number of heavily armed military men were standing by them talking quietly. He turned to CB, "Planning to start a war?"

"End one." CB strode briskly over to a small van parked to one side and pulled out two sub-machine guns. He handed one of them to Fletcher.

"Not really my scene," Fletcher said with a smile.

"I'm not asking you to lead an assault, but there may be things in there you need to see, I'm not letting you in unarmed."

Fletcher took the gun and quickly checked it. CB looked on approvingly. "You've handled one of those before."

"I did a few years of assault duties to further my career a while ago. I've done my share of live firing."

CB nodded, "You won't actually need it today, I hope."

It was obvious to Fletcher that CB was very much in charge of the operation. He indicated when the jamming signal was to begin and then waved the troops forward. The jamming would disable any devices attached to the outer wall which might be sensing the approach of the assault team. The vehicles moved slowly toward the solid wall which connected the decks together. At the front of each vehicle was a large rectangular door, heavily armored and secured by explosive bolts. Around the door was a ridge, raised a metre or so from the door surface and mounted on the face of the ridge was a loop of plastic explosive. The explosive had a thin metallic guttering pressed into its surface to shape the explosive force for best penetration. The three vehicles moved forward until their frame charges were pressed gently against the wall about fifty feet apart and there was a moment of quiet.

Fletcher didn't see the signal given, but there must have been one. All three charges detonated at the same instant, a deafening noise. In the aftermath the explosive bolts releasing sounded like an echo and the crash as the armored doors fell outwards was inaudible.

Teams of armed men ran through the vehicles and into Ventner's compound. It became clear that there was resistance from within, rapid automatic fire began at once and within a minute two of the assault team had been pulled out through the back door of one of the vehicles, obviously seriously injured. After about five minutes, with the fire slackening, CB selected a vehicle to enter through and ran towards it. Fletcher followed and ran behind CB through the assault vehicle and, using the armored door as a bridge, into the compound.

The air was smoky and smelled unpleasantly of burnt explosive. Fletcher crouched against the corner of a building while he tried to get a picture of what was going on. To both his left and right there was intermittent firing.

CB ran off to the left and Fletcher followed, staggering his run a few meters behind CB and on the other side of the corridor. The corridor led to an open space filled with vehicles, crates and bulky equipment. A small fire burned on a patch of oil in one corner and to Fletcher's left was a damaged area where one of the assault vehicles has made an entrance. There had been serious fighting earlier in this area, a dead soldier was draped over a pile of discarded wheels, so CB crept cautiously into the open and stayed low. He got less than a second's warning. There was a noise from directly in front of him and he threw himself behind a large storage crate. The shot fired at him missed by inches.

Fletcher could see the place the shot had come from, a narrow, high window in a long storage building built along one side of the open area. Fletcher knew what to do. When CB turned to look at him he pointed for CB to continue round the end of the crate. Fletcher could see that in order to get another shot, the hidden gunman would need to cross the window. CB began to move forwards, a shadow flicked across the window and Fletcher fired. The three round burst stitched a line across the narrow opening and immediately afterwards there was a solid sounding thump.

Fletcher ran, vaulting CB's crate and diving in a roll through the doorway to the storage building. As he stood he noticed his target stretched full on the ground with his skull crushed by two bullets. Fletcher quickly put the matter beyond all doubt by placing another three rounds into his chest.

CB ran in behind him. "So this is not really your thing?"

"No."

"Well don't worry, I'm sure you'll eventually find something you're good at."

CB's communicator beeped, he opened it and listened for a

second. "They've captured Ventner, perhaps we should leave the cleanup to the soldiers."

Fletcher smiled at him. "Well I hate to leave a party early, but we need to speak to Ventner about a few things." He walked swiftly to the opening in the wall made by the assault vehicle.

As soon as they were outside the compound, CB asked one of the suits where Ventner was. He was told that Ventner was already on his way to interrogation at the Corporation Tower.

CB wanted to drive off at once but for Fletcher it was all rather a let down. Essentially his job was over, they would never get Ventner to admit to murder, but that didn't matter, they had more than enough evidence to convict him without a confession. Though the feeling was a little hollow, it still felt rather good, by all accounts Ventner was an evil man, manipulative and violent, in general it was a good result to pin a man like that down for murder.

Finally Ventner faced a charge he couldn't buy his way out of. Fletcher felt that whoever actually committed the crime was irrelevant, conspiracy to murder would put Ventner away, that was all that mattered.

CB drove a quiet Fletcher back to his hotel, Fletcher watched the news in his suite until the story came on, he didn't have to wait long for it. It simply announced that Corporation Security had arrested Karl Ventner for alleged involvement in the murder of Miles Rocan.

Fletcher went to sleep happy.

The following morning Fletcher was quite pleased with himself, not only was the case closed but it only took him fifteen minutes to find the news channel on the entertainment system. Nothing appeared to have changed so Fletcher took a shower, got dressed and went downstairs for breakfast.

After he'd eaten it occurred to him that he'd never had the opportunity to see the sights of Neo-City so he wandered out of the hotel and walked towards the bow.

On the surface of the deck there was a feeling of space which contrasted sharply with the claustrophobic atmosphere below, even when compared with walking in the valleys of concrete found in other cities there was a similar oppressive sense. Fletcher had finally found something he liked about Neo-City. Another was waiting for him further down the street.

A square opened up ahead with elegant buildings forming three sides and an open space on the other. The square was covered by a gently curving dome of some transparent material and people were walking through large sliding doors on the side of the dome. Intrigued, Fletcher followed.

There were two doors, automatic and transparent like the dome and they formed an airlock. As Fletcher made his way through he could see other doors dotted around the dome's perimeter. In front of him was a large hole. Fletcher was standing on a walkway which ran around the inside of the dome. There was a railing along it and a number of people were leaning on the railing looking into the hole. Fletcher walked over and looked down. The hole was perhaps half a mile square and two hundred feet deep. The bottom consisted of forest and garden and smelled wonderful. Every hundred feet or so along the walkway there was a cage lift to enable people to descend to the garden. Fletcher used one and didn't come up again for two hours.

When he had wandered through the park for a while Fletcher went back to the surface and walked forward to one of Neo-City's tourist attractions. Mounted on the forecastle was a small building, very elegantly designed, with a queue of people waiting to go in. Fletcher joined the queue and ten minutes later he was on the bridge of the giant ship. The room was spotless and had around twenty busy-looking engineers and sailors checking computer screens. After a while spent watching, Fletcher collared one of the tour guides and asked

whether the ship was really being controlled from here. The answer, as he suspected, was no. All of the ship's functions could be controlled from the room but in fact that had never happened. The Captain used this bridge as a monitoring station. In actuality the work was being conducted several decks below in much cheaper real estate.

Fletcher felt this was analogous to Neo-City itself. Theoretically the whole place was controlled from the Corporation Tower, in fact men like Ventner had the reins in their grasp, hidden in dark corners. Fletcher headed aft on public transport and looked for a bar. He finally found a bar which didn't look too clean. There was a television showing some indecipherable local sport, which seemed to consist of throwing a boomerang around a pylon to land as close as possible to the center of a target. As he was finishing his drink the news came on. The headline was electric; Karl Ventner had confessed to the murder of Miles Rocan. Fletcher left the bar and walked aft once again. Shortly he found a cluster of tourists standing by a rail looking over. He joined them and looked down. Below there was water, lots of water. The huge engines were running and the sea for over a hundred meters was in tumult. The water was hypnotic, this far above the surface there was almost no sound and no spray at all but the foam and waves were fascinating to watch. Fletcher wondered if, on some distant island, a sudden wash of breakers was being heralded as the work of some great God, the Wavemaker. Fletcher had to decide whether or not he was going to make waves, somehow he felt that the decision would be easy when the time came.

CB was still delighted and exuberant as he drove Fletcher to the airport, Fletcher had been paid, but even that didn't make him entirely happy. As the two waited in the lounge CB told how he felt when he heard Ventner had confessed. As he finished he held out his hand to Fletcher. "I hope we can work together someday, it's been a pleasure."

"Not for me, I'm afraid I'll never want to work with you again."

CB looked surprised, he withdrew his hand. "Why?"

"Ventner didn't kill Rocan, you know it as well as I. Assuming he wanted to kill Rocan he had an army of thugs to use. Why would he confess to something he didn't do? Anyway, Ventner didn't have a motive. Rising up the corporate ladder is something you might aspire to but not Ventner. His power derived from a different source."

CB nodded. "What about the tape?"

"Again Ventner had no need to run monkey missions himself, he'd have sent someone else. In any case, we've already established that Ventner didn't have a motive."

"So who killed Rocan?" CB leaned forward.

"CB, do you realize something, that's the first time I've ever heard you call him Rocan and not Mr. Rocan. The evidence is overwhelming, the killer will probably never be found, but I know who organized the murder." CB was now alert, excited. "CB, you arranged for Miles Rocan to be murdered."

"I have never organized a killing, Mr. Rocan or anybody else."

Fletcher sadly shook his head. "CB, there's too much evidence. Firstly when we went to Rocan's building the woman at the desk recognized you and waved us in. You told me you'd never been there. I think you'd been there on a number of occasions; certainly often enough to get quite used to that marvelous lift. Secondly there's that gunshot. After we left the police station it dawned to me that light couldn't leave the building anyway. That window was turned black. The only way the police officer could have seen the flash is if the window had changed color suddenly, just like those advertisements I see all over the place. I went back to the apartment to see which direction the building would have been facing at the time. I made a discovery; do you realize that the top of the tower doesn't rotate any more?" CB shook his head.

"Yes you do, it was part of the building system trick that was pulled by the murderer or their accomplice. The window faces

the airport now. The flash happened at 16:00. At 16:00 you were in this lounge having just got off your flight.” Fletcher looked through the tall windows and could clearly see Rocan’s building. That flash told you that the mystery woman had done her job. As soon as you saw it you went to pay her, she got on a flight shortly afterwards. That transaction you filmed and took it to the Corporation labs to get it modified so later you could have it passed to gullible old me.”

Fletcher sat back with a smug smile on his face. “You got the fake authenticated by the people who faked it, clever I admit.”

CB was thinking fast. “But you keep going on about motive, what motive could I have?”

“That was the part I had most trouble with, if it hadn’t been so obscure I’d probably have worked all this out much earlier. Today I suddenly realized that we’d been investigating the wrong crime. Rocan was incidental, anyone in a similar position might have done. The objective from the start was to frame Ventner; first a crime had to be committed which he could plausibly be accused of. The murder of his boss was the obvious choice. I saw Ventner’s compound, I know how difficult it would have been to kill him directly, all you needed to do was to bring the law into it and you would have the support of anyone you needed. Nobody objects to an armed assault if the police carry it out. You manipulated an entire city. The funny thing is, I actually respect what you did. Ventner was a genuinely evil man and if you had to kill a good man to get rid of him you probably raised the average goodness in the city. After all, I doubt Rocan was a saint.”

“Interesting theory, it seems you’ve thought it through rather carefully. What are you going to do now?” CB was tense; adrenaline seemed to flow in him.

“Nothing, I’m going home. I can’t prove any of this and, as I said, I don’t begrudge the removal of Ventner from the world scene. I am curious to know whether I’m right though. Am I?”

CB relaxed and smiled. “You’re very close actually, there’s only one piece you haven’t got in your jigsaw. The murderer.” Fletcher was amazed. “Who was it? Not your boss, he wouldn’t get involved.”

“Miles Rocan was murdered by Miles Rocan. He isn’t dead, the body was a biosculpt. The victim was hired to make himself visible while Rocan went off to a mistress, a lady of dubious reputation and exotic taste. When we needed a crime it was too good to pass up. I don’t even know the poor man’s name.”

Fletcher was speechless, CB grinned at him, finally able to show Fletcher how easily he’d been deceived. At that moment the call for boarding on Fletcher’s flight came over the public address system. CB escorted Fletcher to the departure gate and wished him a warm farewell. As he walked away to the lounge to watch the plane take off he could only imagine how frustrated and powerless Fletcher must feel. It must really grate on an old fashioned policeman to let a murderer get away, however much he admired the skill of the crime.

In fact Fletcher was feeling quite good as the plane took off. He accepted a drink from the dispenser in front of him and smiled to himself as he looked down at the recording disc held safely in his hand. The clever ones were always the easiest, they can’t wait to show you how clever they are.



A BRIEF HISTORY OF NEOCITY

A developer by the name of Lewis Marks, a rival of Richard Night, announced the start of construction of a new city, a true jewel of America, shortly after Night began his bid to create what would eventually become Night City. Like Night, Marks targeted a shoreline, but chose a region a bit more developed; the Norfolk Virginia region. With an existing tourist trade, military, and growing business interests, the region seemed fit for this massive development. New Eden, City of the Future, meant to be the cleanest and safest place in the country, a place where tourists and businesses could feel at home.

Early on, Marks snagged several key investors, namely Merrill, Asukaga & Finch, as well as World Insurance, EBM, Orbital Air, and several of the old US corporations that still existed at that time, like Ford, Chrysler, Compaq, Nokia, Motorola and General Foods. As the city was constructed, Night managed to lure away many investors one by one for his Coronado Bay City project on the west coast. Funding faltered and construction ground to a halt, the city half completed. Marks then turned to others to assist him. The city of New Eden became a massive money laundering operation for various illegitimate organizations for several years needed to complete the city as Marks worked very hard to find funding for phase two of his city, the Gulf Stream Platform.

The Gulf Stream Platform was to be the crowning achievement of New Eden, a jewel glimmering upon the waters of the Atlantic. Initial funding came from some rather rich private groups, but simply wasn’t sufficient. Marks turned to the government at last for help and found it from the USAF. While Marks saw the Gulf Stream Platform as an engineering marvel in the creation of new artificial land masses, the USAF saw something else. An efficient means of creating an off-shore orbital launch platform. The Gulf Stream Platform was then al-

tered, divided into two distinct sections; the City Module and the Aerospaceport Module. USAF and Army engineers worked over the plans, turning the Aerospace Module into an immense oceangoing vessel. It could be loaded with supplies for dozens of launches while docked with the City Module, then detached and floated down to the equator to reduce launch costs. Once all the launches were completed, the Module could then be floated back north for refurbishing and new supplies.

Needless to say, things did not go as planned. Interest in New Eden waned with the growth of Night City. Marks, furious that his grand project was looking ever more doomed to failure, hired a hitman to murder Richard Night. The USAF funding of the Gulf Stream Platform was one of the major contributing factors to the Collapse. New Eden and the Gulf Stream Platform lost steam and once more construction began to grind to a halt as even the US government, the richest sovereignty on the planet, could no longer afford to fund a project of this immense size. Marks then located his next batch of investors; the construction companies that took over after the Mafia pulled out.

A consortium of six corporations gained complete control over the Gulf Stream Platform, Advanced Molecular Materials Ltd., Jorgenssen Plastech A/S, Petrochem Industries, Van Liene Alloys, Soherdahl Metallix AG, and McIntoch Shipyards Ltd. These six companies abandoned New Eden’s ground-bound side and focused exclusively on the Gulf Stream Platform, and renaming that portion of the project Neo-City.

It is no coincidence that most of the companies are based in northern European and Scandinavian countries, almost all of the companies involved had significant previous experience of constructing large mobile floating structures, mostly oil and gas drilling plat-

forms.

The two development companies involved (AMM Ltd. and Jorgenssen Plastech A/S) were both relatively small, but highly specialised concerns, which did not have the resources or capacity to produce the volume of material required for the project. To meet the staggering demand for their products they licensed production to larger corporations. In the case of Jorgenssen Plastech A/S the licensee was Petrochem Industries, who are rumoured to have paid 3 billion eb for an exclusive ten-year license, there was little serious competition for the license due to Petrochem's domination of the plastics industry. AMM Ltd. was able to choose two companies as licensees, Van Lienen Alloys and Sohderdahl Metallix AG, both of whom are hi-tech manufacturers of very high grade industrial metals, and as such were well placed to introduce the necessary production facilities and methods. The final member of the consortium was McIntoch Shipyards Ltd., a well-established Scottish company renowned for its drilling rigs, deep-sea mining submersible platforms, and numerous support vessels. McIntoch was the obvious choice for construction given their prior knowledge and experience of building some of the world's largest rigs and also their previous associations and working relationships with Petrochem, Van Lienen and Sohderdahl.

All of the component parts were made in the ISA, Germany and the Netherlands, then shipped to the East Coast of Scotland for assembly. The two hulls were constructed on land to the point where the outer shell had been completed from the keel to the base of the platform (240 metres above the keel). They were then launched and then sunk to the seabed in the required positions for the fitting of the platform structure. When the entire structure had been assembled it was re-floated, and all of the remaining shell was fitted, although at this point large sections were left off to allow access to below deck areas for the insertion of the major systems.

The power plants, propulsion systems, computer cores, water treatment and desalination plants, and sewage and recycling/reclamation facilities were all assembled in the hulls and installed. Then, and only then, was Neo-City officially launched. At this point the entire hull structure was sailed to various coasts around the world for the fitting of specific equipment, before finally arriving off the eastern seaboard of the ISA, where much of the remaining work was carried out. Some of the intervening stopovers included:

Iceland - Renowned for the quality of their workmanship when fitting out cruise liners, the Icelandic ship fitters were chosen to install the more exclusive living quarters, the officers' lounge and banquet halls.

Japan - A country which has long possessed some of the world's best marine engineers, and also has a history of designing structures to cope with natural phenomenon such as earthquakes and tsunami. The Japanese were asked to develop most of the surface buildings for the main platform, and their teams were given real-time data from the sensors on-board for every pitch and roll of the hull from the moment it was launched. Due to the uniqueness of Neo-City, nobody really knew what forces the structures would be subjected to, hence this unusual approach.

All of the companies involved in the consortium now maintain extensive corporate and technical facilities on Neo-City. There is a limited capacity to produce the Cera-Metal and Cera-Plastic materials on-board predominantly for maintenance and repair purposes. The nature of these materials means that these manufacturers have a monopoly on production, and their staff have undergone a lengthy training program in order for them to be able to work with the materials, and understand the molecular bonding techniques involved.

Construction of Neo-City continued, eventually moving ahead of schedule as lost investors began to return to the project after the Neo-City Consortium explained the true potential of a floating city in the middle of the Atlantic Ocean. Construction was completed on the Neo-City platform in 2018. After nearly 19 months of refurbishment and supplying the vessel by its numerous tenants, the platform launched in Late March, 2020, just in time to face its first hurricane season at sea.

Meanwhile, through the collapse, New Eden was flooded by the thousands upon thousands of people who poured into the city as people relocated to the city. The jewel rapidly lost its shine as overcrowding became common and crime skyrocketed, as it was doing all across the country. Neo-City was originally planned to return to it's docking facility offshore of New Eden every five to seven years, but with the collapse of New Eden into an immense combat zone, the floating city is never expected to return, the docks collapsing slowly into ruin with the harsh abuse done by the forces of nature, the ocean and the weather.

Since the launch, Neo-City has undergone a great deal of change. The Neo-City Consortium, made of the six manufacturers of the city, immediately established the city as an ocean-going nation with a totalitarian, utopian society dedicated to the betterment of the corporations that call Neo-City home. For roughly a month, there was a great deal of rioting and rebellion in the city which was quelled by a massive augmentation of the available troops Arasaka had in the city. This forced utopia then brought about the rapid formation of the Free Zone from the losing survivors of the rebellions.

Over the next eight months, the Free Zone grew and expanded as the level of corporate occupation and use increased, with the Mafia moving in and taking control over a great deal of business in the zone by bloody means. Additionally, piracy has been a growing problem as well, as ships headed to or from Neo-City are raided for cargo, and on three separate occasions, pirate fleets have attempted to invade the city, possibly with the backing of a number of foreign governments that would like to rule over Neo-City and its lush prospects.

To counter these two problems, Neo-City itself has changed on the corporate side, becoming more and more like a living example of the Orwell novel 1984 or the movie Brazil, than a free pseudo-Bohemian counter-culture that the travel ads frequently portray. To counter the Free Zone, an expansive secret police force has been established to deal with the problems that crop up, primarily through the use of extreme violence and assassination. To counter piracy, the city has developed a very well-equipped military force, ranging from a huge force of ACPA troopers to its own highly capable navy and air force.

PLATFORM STRUCTURE

The main platform of Neo-City spans a catamaran hull each of the two hulls is 5800 meters long and 1870 meters wide. When afloat the waterline is 180 meters above the keel line, and 160 meters below the platform surface. The central span between the two hulls is 100 meters thick, leaving a clearance of 60 meters above the waterline. When sitting at this level the two hulls displace almost 2.5 billion tons of water.

The structure itself is constructed from a combination of Cera-Metal alloys, which are both very strong and very stiff, whilst being relatively lightweight. There is a major structural beam running amidships, one fore, and one aft, these beams span the entire width of the vessel, and are continued around the perimeter of the hulls. These beams are crossed with identical beams running from stem to stern along the keel lines to form an outer grid, with matching internal bracing beams. The beams at each end of the two hulls are further strengthened to improve integrity. This frame is augmented with intermediate lighter beams and struts every 100 meters. The intermediate beams also form the skeleton of the watertight bulkheads that serve to further decrease the likelihood of a disaster at sea. The top deck of the platform is a honeycomb Cera-Metal section sandwiched between Cera-Plastic top and bottom plates, each plate is 1500mm thick, and the honeycomb section is 5000mm thick. The reason for this substantial thickness is the fact that the deck forms part of the load-bearing structure substantially increasing overall rigidity. All joints are interlocked and pinned, then "welded" with molecular bonds, so that in effect there are no joints between components.

The shell of the hull and platform is a Cera-Plastic composite which again is extremely strong, but allows the shell to flex minutely which distributes wave and current forces over the hull surface, this material is also reasonably lightweight. The "fabric" is laced with several layers of filament mesh to provide additional resistance to long gashes characteristic of impacts in the ocean environment. As with the internal structure all joints between hull plates are interlocked, then bonded at a molecular level, creating, in essence a one piece skin, breached only by the several airlocks, water inlets and outlets. This shell is then pinned to the major and minor structural beams of the internal frame, and utilizes molecular bonding techniques to fully secure it.

Both the shell and the internal structure becomes significantly more robust towards the lower decks to withstand the considerable pressure at those depths. From the top of the platform to the waterline the hull thickness is 1500mm, this then increases to 2500mm at the keel. Despite the use of these advanced materials the entire structure has a total mass of 213.1 million tons.

The overall hull structure is designed to retain its integrity even when sunk to the point where waterline rises to the surface of the platform. It is also capable of withstanding the effects of the wide variation of current directions and strengths acting on it at any particular moment in time.

In the bottom of each hull are a series of watertight tanks, which serve a dual purpose. Firstly, they act as ballast providing additional stability especially during rough weather, and fine control over the level of the waterline; and secondly they provide the city with its supply of filtered sea-water and reservoirs of fresh water produced by on-board desalination plants. The total capacity of the tanks is 100 million tons.

Also mounted externally on the underside of each hull is a series of anchoring points, the system is modular and is designed to

be easily replaceable if pods become detached. Each anchor point is loaded with a pair of directional launch tubes capable of firing the "anchors" into the sea-bed as much as 250 meters below the keel line. The anchors can be deactivated in 15 seconds and retrieved in as little as 10 minutes. This system is of limited use due to the fact that it can only be deployed where the speed of the current is no more than 5 knots. If the current is flowing any faster than this the stresses on the anchor points and local hull beams exceed the safety levels of the design, and the propulsion systems must be used. Each anchor is fitted with a sensor to detect the speed of the current and each hull anchor point is fitted with a stress sensor, finally the hull is covered with an array of both devices. Should a sensor reading reach 4.8 knots or 90% of the safe stress level an alarm is sounded, then at 4.9 knots and 95% of the safe stress limit, the anchor fires a compressed air charge into the sea-bed and releases itself automatically. If all anchor points surrounding one point have released, that one point will also release to protect against a sudden increase in hull stress. As a further safety feature the whole of the modular anchor pod will shear off without damaging the hull integrity, this is due to the design of the system, which makes the mounting point on the pod the weakest location. A supply of pods is kept on-board and it is a simple matter to remove any remains of the previous pod, then "bolt" on the new module.

The anchoring system itself is considered complementary to the ability of the navigation and propulsion systems to achieve accurate station-keeping. There is a GPS system linked into the navigational computers, which allows Neo-City to be positioned to an accuracy of 1 meter, although for normal stationing purposes the system allows drift of up to ten meters from the specified location.

POWER SUPPLY

Neo-City's main power plants were supplied and fitted by The Hillard Corporation. There are two identical HPJ (Hydrogen Plasma Jet) Fusion Reactor Arrays, one situated in the aft section of each hull. The fuel used by these reactors is liquid hydrogen, which is extracted from purified water produced by the water purification plants (see below), then stored in on-board fuel tanks. Integrated with each array is its own fuel purification plant, and storage facility. Should either HPJ Array go off-line the remaining HPJ Array is capable of powering the entire city, including sufficient propulsion for station-keeping and sustained low speed cruising. Each purification plant is cross-linked to both fuel tanks, as are both arrays, it is therefore possible to maintain power to the entire city with only one of each component of the system. Both the power plants and the fuel storage tanks are, in effect, submerged in the sea water ballast tanks. This positioning has a number of advantages; the arrays are shielded from external environmental factors, water used as coolant becomes very hot and can be piped to the city, and in the unlikely event of an accident the water acts as a shield for the rest of the city.

Hillard Corporation HPJ Fusion Reactor Array Model 25k

Length:	500 metres
Width:	250 metres
Height:	100 metres
Mass:	25,000,000 metric tonnes
Power Output:	25 Terawatts
Fuel Consumption:	430 metric tonnes/hour

Hillard Corporation Hydrogen Extraction Plant

Length:	30 meters
Width:	30 meters
Height:	20 meters
Mass:	3600 metric tons
Power Consumption:	30 Megawatts
Output Capacity:	500 metric tons/hour

PROPULSION SYSTEM

The propulsion systems that provide Neo-city with the ability to travel the oceans of the world are based on the hydrojet principle. Vast scoops in the hulls draw water into the propulsion plant, where it is mixed with superheated steam vented from the fusion plants. This mixture produces a huge explosion in pressure, which when forced through the exhaust creates large amounts of thrust. One oddity of this system is that when the propulsion system is at flank speed clouds of steam can be seen rising from the water behind the city, due purely to the sheer quantity of thermal energy being released into the ocean.

WATER SUPPLY

The water supply for the whole of Neo-City is provided by two pairs of water treatment plants, one pair being situated in each hull. Water is drawn into the plants via a large pair of "fuel scoops" in the sides of the bow of each hull, it is then passed through the initial filtration and cleansing process. This first stage removes any solid matter from the water as well as filtering out toxic and heavy metal deposits. The second stage is a process of desalination achieved by using excess heat from the fusion reactor arrays to super-heat the water, then before it is condensed out, the steam is passed through a series of filters. These filters remove any microbial organisms, bacteria, and mineral impurities. As with the power plant system above, the water treatment facilities incorporate full fail-over redundancy. Due to the vast quantities of water being processed the salt extracted, and also some of the more valuable mineral elements are collected, further processed, packaged and sold.

Water Filtration and Treatment Plant

Length:	50 meters
Width:	100 meters
Height:	25 meters
Mass:	250,000 metric tons
Power Consumption:	12.5 Gigawatts
Output Capacity:	420,000 metric tons/hour

Water Purification and Desalination Plant

Length:	150 meters
Width:	50 meters
Height:	50 meters
Mass:	250,000 metric tons
Power Consumption:	12.5 Gigawatts
Output Capacity:	420,000 metric tons/hour

Fuel Scoops

Surface Area:	1000 meters square per hull
Width:	50 meters
Height:	10 meters
Flow Capacity:	435, 000 metric tons/hour

WASTE TREATMENT AND SEWAGE

The waste and sewage treatment plants were designed by Redmayne Reclamation Inc. and Biotechnica, then manufactured and supplied by Redmayne. Redmayne Reclamation inc. is one of the world's foremost authorities in the field of waste product reclamation and recycling. They produced their contract tender in association with Biotechnica who provided biochemical and microbiological research resources. This collaboration was necessary in the case of Neo-City due to the need for a treatment facility that was highly efficient in terms of size, throughput and power consumption.

Unfortunately for Redmayne and Biotechnica, the plant was never put on-line initially due to a later proposal by Darkness Blooms. Darkness Blooms proposed a waste management system that would cost the city only two-thirds the price tag of operating the Redmayne facilities. Though Darkness Blooms was initially considered too small a corporation to effectively invest in Neo-City, the city's image as a technological showcase, as well as their proven track record of waste management in many other cities worldwide, the company won out in its bid. The Neo-City Consortium terminated the Redmayne/Biotechnica contract and signed up with the Darkness Blooms proposal. For roughly 16 months, Darkness Blooms functioned flawlessly. Then the city's population reached a point that the corporation's secretive waste management system could no longer handle, resulting in the subcontracting of Redmayne to reopen its Neo-City facilities. With a reorganization of both waste management systems, Darkness Bloom's Neo-City label fungal products are deemed the safest on the market. Now with the revised waste treatment system, there is a plant in each hull, just as there is with all the other utility systems aboard ship. The Redmayne plants first extract heavy metals from the waste, then use microbial/nanotech filtration to remove the majority of toxins. At this point the waste is diverted to the Darkness Blooms fungi generation tanks where it provides rich nutrients to the full range of their products. Some of this cleansed waste is also diverted to plankton and algae tanks, where it feeds the bottom of the food chain. When Darkness Blooms have leached the nutrients from the waste it rejoins the remaining effluent, all of which is subjected to further treatment. It is passed through a stream of plasma vented from the city's fusion reactor arrays. This breaks apart all of the large chain molecules into their atomic components. Magneto-Electro Resonance fields of various frequencies are then applied in order to produce pure elemental molecules and small molecular compounds such as water, nitrogen and carbon dioxide. Some of these compounds can now be released back into the environment, whilst others are put to use in the city or packaged for resale, as are various substances resulting from the water treatment system. Petrochem are also involved at this stage, with a plant that takes various of these components to create the city's supply of CHOOH₂ (Chew Two), as well as aviation fuel substitutes.

Redmayne/Biotechnica Waste Treatment Plant

Length:	500 meters
Width:	360 meters
Height:	150 meters
Mass:	36,000,000 metric tons
Power Consumption:	45 Gigawatts
Throughput Capacity:	240,000 metric tons/hour

PetroChem Fuel Production Facilities

Length:	500 meters
Width:	200 meters
Height:	400 meters
Mass:	280,000 metric tons
Production Capacity:	6,000 gallons of automobile gas 230,000 gallons of Jet-1A jet fuel

PLATFORM MOBILITY

The propulsion systems that provide Neo-city with the ability to travel the oceans of the world are based on the hydrojet principle. Vast scoops in the hulls draw water into the propulsion plant, where it is mixed with superheated steam vented from the fusion plants. This mixture produces a huge explosion in pressure, which when forced through the exhaust creates large amounts of thrust. One oddity of this system is that when the propulsion system is at flank speed clouds of steam can be seen rising from the water behind the city, due purely to the sheer quantity of thermal energy being released into the ocean.

Neo-City's sheer enormity means that although it is mobile, and can manoeuvre extremely accurately with a GPS-linked navigation system, it is not a very agile vehicle. Each and every change in speed and direction has to be carefully planned and executed. Acceleration is achieved at a rate of approximately half a knot per minute, with the initial half a knot taking almost ninety seconds to reach. Deceleration is a more critical procedure, with the rate being inversely proportional to the speed of the vessel. At higher speeds it is impossible to use the full braking force of the propulsion system, and initially the vessel is allowed to coast in order to bleed off the first few knots. After the speed has been reduced slightly the propulsion systems are put into reverse, with a computer controlled power feed increasing the braking force as the vessel slows.

This mobility allows Neo-City to move out of the direct path of storms at sea, providing the weather forecasting is accurate enough to give six hours notice of the location, direction and speed. However, Neo-City is only moved as and when it is necessary. Its aerospace facility has to remain in a predictable location for it to be a viable destination, and the city has a location beacon on-board that broadcasts on all shipping and aircraft frequencies, announcements are also broadcast to all incoming traffic, aerospaceports and seaports. The task of locating the city when it is on the move is also made far easier by the fact that the movement is relatively slow, hence the geographical location does not alter dramatically.

Should Neo-City be caught in the path of a storm it is equipped to deal with the consequences. The hull can be sealed, all of the aerospaceport's hangar lifts, the hull runway doors, the submarine pens, and docks can all be closed and storm-sealed, and in addition reserve ballast tanks in the lower hull can be flooded to sink the vessel slightly which provides increased stability. All of the buildings on the surface are capable of withstanding winds of over 150 miles per hour. All road traffic is halted and ordered to be garaged, all aircraft are placed in hangars, and all pedestrians are ordered inside when a storm warning is issued. Such a warning is given 30 minutes before the scheduled arrival of the storm front, with stiff penalties being applied to those that fail to comply with the surface curfew. If these measures seem draconian, it is because they are the result of the City Council's attempts to reduce the number of accidental deaths during storms. This action was taken after a series of incidents where people were apparently washed and blown over-board whilst "storm-watching", a pastime that had become popular with tourists and visitors. As a further precaution, the upper levels of taller buildings can be evacuated, although this has only ever been the case when severe hurricane warnings have been issued.

If a worst case scenario were to ever happen and Neo-City were to sink there are procedures and equipment for the evacuation of personnel. However, during the design phase it was accepted that with a vessel capable of housing upwards of 15 million people it was not realistic to expect to be able to evacuate everyone on-board. The equipment consists of clusters of survival pods mounted on the inside of the hull throughout the vessel, their total capacity is 5 million people. There are also an additional 10 million places in inflatable rafts.

It is hoped that should this event ever occur, the design of the hulls and platforms would allow several hours to remove personnel, including removal by air, and any vessels using the docks and submarine pens.

TRANSPORTATION SYSTEMS

The Subway System

The transport subway system runs through deck one, with two main lines that twist and loop back on themselves. Each line consists of two tracks, one running clockwise, the other anti-clockwise with the stations being staggered by 100 metres and connected by mover belts. The resulting network of lines and stations means that no point is more than half a mile from the nearest station, and 80% of addresses are within 400 metres of a station. The subway is fully automated with trains running at 90 second intervals throughout the day and night, unmanned and computer-controlled. The maintenance and storage facility for the subway rolling-stock is located in the aerospace hull, where full repairs and rebuilds can be carried out as well as the more routine repairs and maintenance.

Two decks below that lies the express subway, which connects the seaport and aerospaceport facilities with the corporate plaza, emergency facilities and six of the transport subway line stations. The express subway exists as a means to eliminate the lengthy travel time between various facilities in the city which result from use of the transport subways.

Supporting Transport Methods

To support the network of subways and increase the number of closely linked locations throughout the city, there are a network of skywalks, mover belts, escalators and elevators. The mover belts connect all of the major corporate buildings and corporate accommodation blocks to the subway stations, a variety of other important locations including all of the governing council's offices, entry and exit points onto the city (the Aerospaceport, the docks and submarine pens) are linked by the mover belt system. The mover belt system is also used to connect the elevator and escalator systems that connect the decks, interlinking it all with the subways.

The mover belts are five metres wide and have ten metres of headroom, with both personnel and cargo elevators at regular intervals along their routes. An additional five meter wide non-moving floor space is provided, running parallel to the belt ways. This enables the majority of items to be carried to all sectors of the city by these means, and also allows for people to use personal transports along the belts. The use of personal transport on the mover belts is restricted to one-person vehicles with a maximum speed of 45 kilometres per hour, many people use (human-powered) bicycles and tricycles, or electric carts on the system, it should be noted that the use of chew two vehicles is banned, due to insufficient ventilation on the lower levels. For the few larger items (mainly components for plants and infrastructure) there are large access shafts leading from the docks and the surface directly to the main internal locations, as well as vehicle transport corridors on the industrial decks. These are used exclusively for these purposes and are not routinely available to the personnel and companies on-board, except for the major megacorporations.

The Aerospaceport

The surface of one entire hull is dedicated to the aerospaceport, and the facility also occupies several of the upper decks of the hull. There are a total of three runways, two on the surface, and one running the entire length of the hull and beyond.

The two surface runways are used by all private and commercial aircraft. Due to the size of Neo-City, it is stable enough for all aircraft designs dating back as far as 1940 to land here. These craft have no need for the normal modifications that are a requirement of

most sea-borne landings such as arrester hooks or reinforced landing gear. Even in moderate storm conditions it is considered safe to carry on normal field operations, with only minor restrictions based upon the age of aircraft used.

The internal runway is reserved for the landing and taking off of orbital aerospacecraft. These craft have relatively little wing area for the weight, they are specifically designed in this manner to increase their ability to withstand multiple re-entries. The result of this design is a very high minimum airspeed, hence the requirement for such an extensive runway, although it is rumoured that the next generation of aerospacecraft may incorporate improved atmospheric flight dynamics, hence requiring shorter runways. The runway is constructed in two sections, each of which is 5000 metres long. The two sections can be retracted into the hull, where they rest one above the other, hull doors are then closed to seal the environment from the external elements. This, along with the internal passageway, creates a runway roughly 15,000 meters in length and over 150 meters wide. The runway sections are made to the same specification as the platform surface with cera-metal beams running the length of each side. The side beams, the top and bottom surface plates, and the honeycomb section are all formed with the top in tension and the underside under compression. When the sections are supporting their own weight they lie almost perfectly straight, with the end being only 2 metres below the height at the hull entrance, and even under the impact of an orbital craft landing it only flexes by another metre.

While many think the runway lengths tend to be ridiculously oversized, most folks are still groundpounders and dirtball residents who do not realize that aerospacecraft that land at speeds approaching the sound barrier require 2, 3, 4, even 5 times the runway length of traditional atmosphere-bound aircraft, even the supersonic models. After all, aerospace aircraft enter the atmosphere at 25,000 mph and typically must glide to a safe landing speed with only limited means to safely decelerate through certain phases of descent. The shortest of runways that the original US Space Shuttles was landed on was nearly 3 miles long (4.6km) and 100 yards wide (92 meters), with an additional 1000 feet (305 m) of paved overrun space at each end.

The Docks

Neo-City has docking facilities capable of berthing twelve vessels measuring 400 meters by 50 meters internally, as well as numerous smaller craft. Any larger craft that wish to dock at Neo-City must use the external docks located under the 'Tween between the two hulls, capable of handling up to another 30 ships under 400 meters. There they can be provided with full loading/unloading facilities, and extensive repair and maintenance equipment that is lacking only when compared to dry-dock facilities. Additionally, Neo-City incorporates a series of tugs, subs and floating docking barges which are capable of doubling the docking capacity. These small vessels have a separate docking/staging facility separate from the ship bays. The only excessively sized vessels that visit the floating city are the supertankers that bring in various aviation fuels and aerospace propellants to meet the fuel demands the city's own production capabilities cannot meet. For these vessels, the city has deployable external moors on the catamaran hulls on the outward facing sides. In addition, there are numer-

ous boom-mounted retractable tender hoses for pumping fuel out of the docked ships.

The Submarine Pens

There are two sets of submarine pens in the base of the hull under the Aerospaceport, the entrance to which is in the inner side of the hull. The decision was taken to place the doors in the side, as opposed to the underside, due to the substantial depth of Neo-City's keel line. It was felt that it could place too great a restriction on access, and would be inefficient with respect to the surface access to the vessels. The bays lie on the waterline with 40 meters below the surface and 20 meters above.

Each set of pens is capable of berthing six full size submarines as well as an additional six smaller craft. There are full dry dock maintenance facilities in the forward bays, and full cargo loading/unloading equipment in the aft bays. Both sets of bays have standard refuel and re-supply machinery present for routine stopovers, in addition to basic repair facilities.

It is also possible to accommodate larger submersible drilling/mining rigs by reconfiguring the layout of a set of bays. If such a vessel is berthed it results in a corresponding reduction of capacity for other craft, typically reducing the number of full size submersibles that can be docked. This is only a rare occurrence, but has happened at least five times in the city's history, with two occasions being emergency situations.

At either end of each set of submarine bays is a small bay dedicated to mini-submersibles and divers, there are also several other such bays along the outer sides of the two hulls. It was decided to separate these facilities from the main bays due to the greater quantities of traffic using them, and the danger to the small craft of being in close proximity to the larger vessels.

Neo-City Submarine Bays

Length: 300 meters
Width: 400 meters
Height: 60 meters

Surface Transportation

The surface of Neo-City is crisscrossed with a network of roads covering the city hull and much of the 'Tween. The roadways extend no further than this due to the presence of the Aerospaceport. The major roads are all dual-carriageways with an automated traffic flow system to control all junctions. The most common forms of transport seen on these roadways are small electric-powered cars, and bikes, as well as the more common Chew Two vehicles. There is also a bus service that runs on the surface, the entire operation is fully automated, sharing its control system with the subway.

It is mainly corporate employees and higher level personnel who live and work just below, on, or above the surface that use the surface transportation systems. Many of the more exclusive hotels and apartment complexes provide courtesy vehicles to transport their guests and residents. Due to the cost per volume of property on Neo-City the road system and garage provision for surface vehicles is a luxury only affordable by the wealthier residents and visitors.

BLACK WATER RECORDS/ RADIO UNDERTOW

Black Water Records was established shortly after the city finally began to have a stable population base. The mysterious owner, known only as Vy, bought a warehouse in a very low-rent district - at the end of the runways near the airport. Because of it's less than spectacular location, he was able to make a very sweet deal, and buy the rights to the building, as well as the area around. Vy quickly pumped a rather considerable (as far as Neo-City goes) amount of money into soundproofing the building, and bringing in product. Black Water Records is one of North America's, if not the world's, shipper of recorded music of all types. Vy has modified the entire store to be a sealed environment, so as to protect the more delicate vinyl albums from the elements. Black Water soon became known the world over for dealing in rare formats (like vinyl and cassette), as well as bootleg releases dating all the way back to the 1960's. Black Water is also for its disdain by most of the current releases which have come out in the last twenty years or so - it is almost impossible to find anything by any of the current entertainment megacorps in their bins. Not to say they won't deal with groups fronted by these corps, but they usually only deal in bootlegs or rare imports. If Black Water doesn't have it, they can get it, in time. Because of it's location, Black Water does most of it's business through mail order and black market channels, meaning they don't have to deal with a lot of on-site customers... thus, security is relatively small.

However, during one of the initial renovations of this building, it was discovered that underneath the warehouse was an unused access hatch to the underside of the city - apparently, the architects had forgotten about it's location. Upon further exploration, it was discovered that this hatch led to a series of unused access tunnels and staging areas - apparently, the presence of the airport had rendered the original purpose of these corridors and rooms forgotten. Not long after this discovery, Radio Undertow began broadcasting. Because they are located on Neo-City, they are not relegated by any federal regulations, and have become one of the biggest pirate radio stations ever. The fact that they have a vast array of music to draw upon, courtesy of Black Water Records, makes them even better. As well, Neo-City authorities aren't too interested in shutting them down... mostly because they aren't really harming anyone, and they can't be bothered trying to find them. The station is powered by it's own wave-powered generator, as well as a small tap off the city's main wave generators, in case of trouble. As well, they broadcast via a wide-band antenna they have patched into the airport systems, and a series of hacked satellite uplinks, so that they can easily reach most of the mainland US's west coast, as well as parts of Japan, China, Indonesia, Canada and Russia. Plus, they can occasionally be received father afield, when piggybacking on satellite signals

Radio Undertow is a truly avant-garde station, playing everything from classics to the newest new wave of chroma rock. They have also been known to 'smuggle' hot bands off the mainland to Neo-City for live performances. They even ran a very successful rave under the city, without ANYONE knowing. As for Black Water Records, it is entirely Vy's baby. Once a month, a large shipment of product will come in, either via water pirates, or a private AV-6 airlift. Black Water has extensive contacts at both the airport and docking facilities, which they use to receive and export product.

EMPLOYEES

K2: Radio Undertow's chief technician. He's the elder states-

man of the group, at 34, and is responsible for keeping Undertow's mishmash of ancient equipment in working order, as well as maintaining power and keeping the antenna in working order. He is also responsible for setting up any live shows the station may run.

SUPrUNown: Radio Undertow's chief netrunner. Responsible for hacking satellite uplinks, keeping the on-site computers running, as well as maintaining Black Water's stock and customer database.

Jafo, Jön, Raz, and Savage: four of Undertow's hottest DJ's. Jafo and Jön host GUMBO, a techno/alternative/industrial mishmash, and Raz and Savage host NRG, a house/techno show.

Keenan: Radio Undertow's head of security. Instantly recognizable by his lanky frame, black trench coat, and black mohawk slicked into a pony-tail, Keenan always wears mirrorshades, is always quiet, and is ALWAYS packing. Many a foe has underestimated this mysterious ex-solo, to their misfortune.

Jigger: Radio Undertow's head media correspondent. Jigger is responsible for conducting interviews with visiting bands, as well as preparing the advertising for Black Water Records.

Pascal: manager of both Radio Undertow and Black Water Records. The 'respectable' member of the whole ensemble, this former corp has his hands full dealing with all the various aspects of both operations.

fisHEAD: chief employee of Black Water Records. If it's in the store, he knows where to find it, how much it costs, and how to get it if it isn't there. The only man who knows the store's product better is it's owner.

Vy: mysterious owner of Black Water Records and Radio Undertow. Nobody really KNOWS Vy.... he occasionally blows in and out of the complex, but rarely speaks to anyone. Only Pascal has a relationship with him. Nobody knows who he really is, or where he got his money, but it's his money that keeps everything rolling. He knows EVERYTHING that his store maintains, and knows half the customer list by memory. Some say that he is related to a rock star from before the collapse, but nobody knows for sure. Nobody even knows where he lives.... although he maintains a mailing address in Night City, London... and Tibet.

HEAVEN'S GATE BAR & GRILL

"Reach Your Comet the Easy Way"

Situated right next the surface entrance to the aerospaceport, right at the front door of the AeroMall, this small bar and grill irreverently pays tribute to the cult that would not die. Since the mid 1990's a small cult, called Heaven's gate has been slowly doing away with itself with every comet that flies by the sun. The group of Nihilists commits suicide in hopes of 'boarding a spaceship cloaked by the comet' and fly off to another universe. The owner of the bar, Frank Silvantri, lost his wife and son in one of those ritual mass suicides about 10 years ago. In his anger and grief, he opened this restaurant.

The bar offers several means to get to a comet. First and foremost is various portions of the menu, including such fine fixings as the comet-burger and star-burst sundaes. The various celestially named dishes are 'unique' in taste and appearance, to say the least. Frank is a retired biochemist who worked for almost 10 years developing artificial flavorings for the food giants in the industry.

There are two other offerings to reaching comets; you can get skunked to the point that you can't uncross your eyes from all the drinks you've downed, including a REAL pan-galactic gargleblaster (another victim of Frank's chemistry :) and the bar has a small office

for a travel agency in one corner, which can help you book flights into orbit (they specialize in selling off the 'dead seats' on flights at the last minute).

SEASEARCH, LTD.

Established in 2014 with an antique Cessna 172 and a vaguely seaworthy USN surplus patrol boat, SeaSearch has evolved into a moderately successful business venture which has managed to maintain competitiveness with other rescue companies such as REO Meatwagon & Trauma Team International through concentration solely on marine-based search and rescue (SAR).

A small company, SeaSearch does not participate in commercial advertising but instead relies on word-of-mouth and opportunity business. A spotless reputation among locals as a fair company whose owner is "willing to work with you" has enabled SeaSearch to gradually expand its equipment and personnel inventory to encompass submerged rescue and marine recovery.

Recent influxes of investment funding from South American sources have permitted enhancement of SeaSearch's marine recovery and salvage operations. Included in these enhancements are the acquisition of a state-of-the-art recovery/salvage vessel and competent marine recovery-specific personnel.

While maintaining SAR operations is SeaSearch's first priority, the company's current project involves the research and recovery of an W.W.II era XXI-class U-boat (although SeaSearch is withholding specific details of the venture at this time).

The company is a sole proprietorship owned by Charles DeVris. Corporate Resources: Neo-City Office, New Eden port facilities, 1 Lockheed-Cessna Gull, 1 Cessna 172, 1 WW2 vintage USN PT boat, 3 C1100 Vittoria Rescue Watercraft, 23 employees.

Average SeaSearch Rescue Personnel / Diver

Hybrid Stats; PRE = COOL/WILL.

INT: 6 PRE: 5 EMP: 7 TECH: 5 REF: 6 DEX: 6
BOD: 7 CON: 6 STR: 6 MOV: 6 ATT: (var)

[Basic]

Survival (Aquatic): +5

Expert: Marine Rescue: +6

Marine Tech: +4

Scuba Tech: +5

Med Tech: +4

Pilot (Watercraft): +5

Athletics: +6

THE SILVER BULLET

The Silver Bullet is a solo bar in the underbelly of the free zone, set amidst the most combat active section of the city. The bar, owned by one Robin Sinclair, a retired SAS trooper and survivor of the second War of the Falklands, runs a tight ship. The bar is to Neo-City what the Forlorn Hope is to Night City. This is the place where the best solos in the city gather, providing themselves a support network that even the corporations cannot match. Robin acts as liaison for most of the missions offered up for the patrons, taking a small cut but ensuring that his regulars, his family, get the support they need. In the past, Arasaka and Militech field reps have been doing the majority of the hiring, though Robin has banned both organizations from recruiting during the corporate war to prevent the possibility of friends being forced to shoot at one another. The number of job offers hasn't slacked off, though. A wide variety of intelligence and security firms, from Infocomp to Tactical Networks to Initiative Stealth Systems, Lazarus to Borgman Industries to Sphere, have been hiring constantly in order to take up the slack and fulfill the contracts breached by Militech and Arasaka.

Arms dealing is also a major business in the bar. A retired solo turned fixer, going by the name of Blue, seems able to obtain virtually any weapon system made on the face of the planet. His prices are extremely high, considering the effort required to smuggle weapons into the city.

THE CASTLE

The Castle is a large three story building, owned by Jean Giraude a fashion designer who currently lives in this building. He has become quite popular among the local artists, allowing them to show their work on the bottom floor. This leaving the second floor for showings and workshops, which he sometimes rents out to people he knows. The third floor contains his "life" as he calls it, and guest rooms for private artists. The first thing you see when you come in is a full wall picture of Andy Warhol, one of Giraude idols. He usually can be found staring at it when he needs inspiration. If Giraude is not at The Castle then he is plying the streets of Neo-City getting that in-depth view of current street fashion. Last year he was the first person to put out holographic T-shirts showing small clips of movies or dancing cans of Campbell's beans. This caught on in a big way, and has captured the public's imagination. An original Giraude design, moves in the price range of a luxury AV, being well out of reach of the normal executive.

His parties are the place to be in the world of fashion, drawing supermodels, rockers, and the cream of the fashion industry right into Neo-City. These parties have become an annual event lasting a week at the end of July, with contacts forged, and local talent being shown. This event starts at The Castle, with an opening speech by Jean, and ends in a party, which grows out into the festival outside. A strict dress code is issued for this event: nothing used, and nothing garish. This has caused quite a stir in the beginning with reporters and critics being thrown out by fashion police, but people caught on, and now clothing sense is a must to go to this event. Locals have picked up on Giraude's original event, and has grown into a type of fashion festival, as put by last years commentator: "...like a Venetian festival held in the light of a Parisian catwalk."

THE GREEN DRAGON

This restaurant is quite busy since it is located at one of the main boulevard. This restaurant can hold up to a thousand people, and at about 12.00 it is impossible to get a place, since it is filled with lunching sarari men and local business workers. The restaurants prices at that time are half price, causing the above mentioned crowding. In the evening the menu is divided into time zones, since that is when they get a new delivery of fresh sea creatures (octopus, blowfish, etc.). The today's special is highly recommended. A four star restaurant.

Above Uncle Feng's is a small neat office that can be reached from the Green Dragons kitchen area. This office is the home to Edmund So, who is of Chinese Irish decent. This small portly gentleman is the main information broker in Neo-City, if anything happens in Neo-City he will know about it, and if not he will get back to you in 5 minutes with the information. He also has many contacts in the rest of the world, and will usually be able to hunt up information pertaining to the customers information wants. Although one usually has to pay quite a lot for information from him, he will sometimes have you owe him a favor instead of the usual money deposit of a couple thousand eurobucks to his Swiss bank account. This deal of course has its downsides, but for some information you get a powerful ally! No one really knows how he got into this business, or what ties he has with the other criminal organizations, but he seems to be respected by them. That is considering that the Green Dragon is sometimes used as a neutral ground to take care of business between these organizations. The Green Dragon is of course owned by Mr. So, and running it seems to be his hobby.

CORPORATION TOWER

This structure is the true heart of the city. Much of the building is corporate offices for a number of smaller firms which couldn't afford the expense of building their own tower in Neo-City. The upper floors contain some of the most posh apartments and penthouse suites in the city. But what makes the building so important is that at its very core, on the lower floors and extending belowdecks, is the very heart of the city itself; the offices of the City Management Bureau. This bureau is in charge of the operations and maintenance of the city. From these offices and conference rooms, as well as a control deck on the uppermost floor of the tower, the city is guided slowly and purposefully across the Atlantic Ocean. The bureau handles weather forecasting and analysis, city stationing and positioning, repair and refurbishment, and resupply porting.

Additionally, the Department of Emergency Management is also housed in the tower and from their offices, they run simulated disasters, training for the day they may have to face such catastrophes for real. The DEM, in such instances, is empowered to immediately take charge of all emergency, law enforcement, and military services and assets within the city in order to contain and control the damage of a disaster. The DEM is most often activated during the rare occasions the city cannot dodge a hurricane.

HOTEL ATLANTIC

The Hotel Atlantic is simply the finest hotel in the entire city, the only one in the world rated at six stars. The 40 story structure, located bowside in the heart of the Inboard Port District, is the home for most dignitaries and high-level executives visiting the city. The hotel is decorated with thousands of priceless works of art and historical artifacts, as well as being staffed by the most professional service staff possible, both contributing to the average 30,000eb. per night price of the rooms. Unlike most of the rest of the city, the rooms are spacious suites, often the size of a dozen or more Class 4 family apartments on the belowdecks. The staff aims to please, and is willing to satisfy any needs the guest may have, no matter how outlandish or expensive.

THE CONNORS HOTEL

Owned by Nakajimo Imports out of Night City, this is one of the most luxurious hotels in Neo-City, second only to Hotel Atlantic, and attracts the jet set on vacation, the corporate upper echelon, and anyone with enough money and taste to stay here. It houses a large elegant casino, designed to resemble those of Monte Carlo, a 5-star restaurant, and a popular nightclub catering to wealthy. The Connors is made up of 3 buildings, with the Casino and restaurant making up one, with the nightclub situated on the roof, an athletic building next to it, with a full gym and a swimming pool and hot tub located on the roof with transparent walls and floors so they are in full view of the gym, lobby and bar. The athletics building is one floor lower than the nightclub, to provide a nice view. The third building is the hotel itself, with the roof containing a helicopter and AV pad and bay, and a walkway extending around the roof for guests of the hotel. This building is by far the largest, at 35 stories it towers above most of its brethren.

Grand parties are often thrown here by the upper class, and this glittering building is heavily featured on post cards and is one of Neo-city's most famous landmarks. Security and Confidentiality are the main concerns of the establishment, although they often clash. And for those in the know, The Connors also unofficially employs a full stable of high priced professional escorts, both male and female, and an in-house drug dealer.

Basic room rates are 300eb per night up to 500eb for larger rooms, and 700eb for a penthouse suite. For extended stays discounts of up to 60 percent can be arranged. Reservations must be made at least 24 hours in advance for both the hotel and the restaurant.

(Guests of the hotel are automatically considered to have a reservation in the restaurant, and will be seated ahead of others.)

THE MAZES

In every sector of Neo-city, there exist the mazes. Made up of ventilation shafts, maintenance tunnels, areas still under construction and the like, these are the areas in between the levels of Neo-city. While some of these areas are nominally patrolled, with some even having tight security, most are not. The level of danger associated with these areas depends on where in the city you are. In the corp sector these areas are used by children as a vast playground, in the Free Zone, they take a much more dangerous aspect, as the predators make this unnavigable series of tunnels, walkways, and pipes their stomping ground. It has been said that in one Section of the Free Zone alone, an estimated five out of six people who enter the 'Mazes' are never seen again.



The lucky survivor of an attack in the mazes, if only for the fact that she is still breathing.

Entering the 'Mazes' without proper authorization is illegal in every section of Night City, and offenders are usually sentenced with at least one week incarceration, repeat offenders are considered suspicious characters and are prosecuted more harshly. The governing bodies of Neo-city are currently debating ways to effectively deal with the problem.

THE SHOOTING STAR

The Shooting Star is a top-end dance club situated on the edge of the corporate plaza, known for the appearance of all the most famed musicians and other performers of the age. The club frequently hosts shows by Kerry Eurodyne, Jonny Silverhand, and many others known for their music and political statements. The large club consists of an upstairs dining balcony, able to seat 200, a rear bar, able to seat another 100, and the huge dance floor between bar and stage, which normally handles thousands of dancers every night.

For non-musical performances, the club will close for several hours, turning the dance floor into seating for nearly 2000 more people.

Though they originally granted the club its business license with exuberance, the city council is beginning to question its own judgment in the matter, as the dance club often becomes the only outlet for outside dissent against the city council to which the citizens have regular and unrestricted access.

PLAY ARMOR

Play Armor is a small business established by Borgman Industries in a warehouse facility two levels below deck. The facility takes up from the old Lazer Tag ranges of the last century and



The interior of Vicky's Arcane Occult Shop and the proprietor

updates the concept for the expensive tastes of Neo-City. The business owns hundreds of ACPA suits of any and every model it can obtain. The suits are specially modified with a variety of inhibitors and sensor systems, while the real weapons are replaced with a variety of specially manufactured replica light or paint weapons. Patrons can visit the warehouse and pay for play time, allowing them to put on ACPA suits and fight in one of many environments. The company sponsors a number of team leagues, where various ACPA piloting teams square off on a weekly basis, to a daily free-for-all, to unscheduled duels between small teams, to fighting in special holographic simulator rooms against a very wide variety of foes in countless scenarios.

The company also maintains a smaller facility in the Aeromall, about the size of a small department store. The Aeromall facility also operates as an equipment sales shop and paintball arena for those not ready for the ACPA experience.

RAPID RICKSAW

This business evolved from the crowded, yet limited nature of Neo-City and the space it occupies. The streets are always too crowded to allow regular travel by cab or bus, forcing people to rely on the subways and other mass transit systems. Eventually, rickshaw and motorcycles became a means of transportation about the city, but the streets became even too clogged for that. Finally, someone got the bright idea to strap what amounts to a phone booth with a stool onto the back of an ACPA and use that for highly mobile transportation from doorstep to doorstep. The idea sprouted almost simultaneously throughout several cities around the world, leading to the construction of a few specific ACPA suits for the task, manufactured mostly by IEC. Rapid Rickshaw is the corporation that evolved out of the new transportation fad. Owning a fleet of nearly 400 assorted models of Rickshaw ACPA suits, the Neo-City branch is continuing to expand, indicating that quite possibly, rickshaw ACPAs aren't just a short-lived fad in this city, but becoming as ubiquitous as Combat Cab is to other cities.

A Rickshaw ACPA can be hired for 5 eb per kilometer, plus weapons expenses. Most executives in Neo-City have an account with the company for its utility as emergency transportation to virtually any site in the city.

THE AEROMALL

Everyone, regardless of their level of city citizenship or lack thereof, has access to the aerospace module, affording them a readily available means of transportation to and from the Neo-City. Mr. Cabe Williams, a rich land developer, took advantage of that fact to establish a 'free trade zone' in Neo-City, where everyone could mix, mingle, and shop. The AeroMall is right by the main checkpoint entryway between the aerospace module and the rest of the city. It is a relatively large complex, cutting through several decks to various extents and providing hundreds of shops.

The AeroMall has several very point of interest in and of itself. On the three deck, it extends far enough forward that a large observation area and food court was added, allowing folks to sit down, watch aircraft land and launch, and chat over a cup of coffee. Near the center of the mall, stretching from the surface down six decks, is a multi-tiered amusement center, filled with rides, mid-way games, VR simulators, and arcade machines. The surface level also includes an expansive park/courtyard facility. The greenery also spread to the rooves of the various buildings making up the surface level of the city.

VICKY'S ARCANE OCCULT SHOP

Located in the AeroMall, Vicky's Arcane Occult Shop is a strange, smoky little shop, where one can buy incense, objects of power, tarot cards, and books on the occult and other supernatural subjects. Along with these sorts of things, Vicky is also a broker in many items forbidden in the city, particularly those small in size, especially hand guns, weapon parts, special munitions, and drugs. If she doesn't have it on hand, give her a week.

Contrary to what might be expected, Vicky's shop does

not have the dark, smoky, cluttered interior one would expect of such a store, instead, the shop is bright, friendly and well organized, as would be expected from a woman who takes her business seriously.

NEO-CITY DEEP

Neo-City Deep is a midatlantic undersea station established by the city council for a variety of purposes. The station houses several pressurized domes interconnected by a series of floodable tunnels. The facility was initially constructed by Maximum Restraint to function as a prison facility. The prison, a spartan affair, can currently house up to 2000 inmates and 300 guards, plus service staff of 200. The prison also consists of several docking domes and farm domes in an attempt to keep the prison as self-sufficient as possible.

The city council later decided to add mooring facilities for the city to dock to an extent. The mooring system consists of 360 small domes with tethering lines which can be floated up to the surface and fastened to the city, allowing the city to maintain a fairly stationary position for certain maintenance requirements.

Once the mooring was done, several deposits were discovered in the vicinity of the prison, leading to the establishment of three oil drilling domes, an underwater tank farm, and four mining domes, all of which maintain a small regular technical staff and are worked by prisoners. Several prospectors' domes were constructed at this time as well, sponsored by the oil corporations, providing a small underwater town to create a base at a stable location for prospecting teams. Prospector Town is as deadly and dangerous as the boom towns of the American West one and a half centuries earlier, the modern day equivalent of Tombstone or Dodge City.

The last addition is Hotel Atlantis, established and constructed entirely by the owners of Hotel Atlantic. Hotel Atlantis is as posh as its surface sister facility, providing luxury and undersea tours unequalled anywhere else in the world.

THE LION'S PRIDE

The Lion's Pride is an LEO transfer station owned by Neo-City and used by all the city's transorbital traffic. The facility provides as posh an experience for orbital travelers as Neo-City provides for its corporate upper echelons. Lion's Pride is one of the largest structures in low orbit.

Functioning officially as a way station to flight outbound and inbound from the various High orbit facilities and the lunar colonies, the station bears a very dark secret, since its actual function is to act as a base for the city's Aerospace defenses. The facility is a heavily armed battlestation, which is used to control an entire network of orbitery satellites and anti-satellite satellites. The facility also hosts a force of 10 deltas as well as numerous orbital transfer vehicles.

HYDROSTATIC

"Gear Built to Last."

Before retiring to "the island", as Neo-City is often termed, Louis Garand was a lead engineer for the Naval Warfare Research Center, where he worked for years on "Non-invasive" technologies. Rebreathers, communications gear, and other sorts of support equipment technology were his specialties. Now in his 50's, after retirement from the Navy, he packed up and headed out to start his own business - a life long ambition.

Initially, Louis had some extremely tough encounters with local organized crime, as well as extraction attempts by EBM, CINO, and numerous visits by OTEC agents (although they wanted to hire him away, not steal him). His storefront has been thoroughly

trashed more than once (five times, in fact, since its opening), but somehow Louis gets everything back in short order. These days its rumored that Louis' shop has better security than the Pentagon, and is better armed too, but so far no one has tested it.

Louis sells, repairs, designs, customizes, and creates aquatic gear for his customers. Everything from handheld ULF transponders to tuned laser sights for underwater use. His skills are unmatched, but then again, so are his prices...

On average, there is a 40% base chance that what the customer needs is in stock. If not in stock, Louis can have it be tomorrow, so long as payment is made up front (plus 10% cost for overnight fees). Also, Louis is never happy with the stuff he gets in, therefore, very little in his shop is truly "straight from the factory" - he makes minor changes, swaps parts, and fine-tunes every piece of equipment that comes in or goes out of his shop. The result? X2-X4 the cost (Ref's discretion), but increase reliability one category. Louis has a money-back guarantee on his equipment, although he'd probably take it personally if anything of his ever broke.

Customized equipment, new designs, and special creations should be done sparingly. Louis only does these for a select few clientele, and the characters may have to find someone who will recommend them for addition to Louis' "List" before he'll do any special work for them. Once they are in the know, make sure to use numbers liberally. Louis isn't cheap, but all his equipment is top of the line. On average, customizing will cost 10 to 20 times list, new designs start at 50k eb, and special creations he charges at 150eb/hr plus parts.

Louis has become an extremely powerful man within the edgerunner circles in Neo-City. Many people on the street refer to him as "Vulcan" - because of his extreme intelligence, and after the blacksmith of the gods. At any time, day or not, Louis is protected in his shop by a customized security system. Four APEX systems with API provide firepower, and two cyberdogs constantly patrol. In addition, he's got radar, laser, motion, voice, ultrasound, and sonic detectors everywhere. Not a thing happens within a block radius of his shop that he doesn't know about. Some might call this paranoid, but after Louis' initial run-ins with the Corps and the Mafia, it was better to be safe than sorry.

Furthermore, because of special favors Louis has done in the past for the local police, they are exceptionally quick to respond - day or night. Rumor also has it that has hired an Eclipse borg who went rogue on Militech, but no one has seen anything to substantiate this...

NOVAJA ZEMLJA

This is a company, owned and operated by Sergei Ivanovitch, that exports and deals in Russian technology, since most of it is either illegal or not available. Try finding spare parts for that surplus Russian cyberarm, an adventure in itself. This company is quite off the beaten track, quite near to the undeveloped places taken over by the local squatter population. The shops interior is quite cluttered with samovars, matrushkas, and other strange bits of souvenirs from mother Russia. The people who frequent this place are solos, mechanics, and local Russians who want that something special. To find most of the equipment you want, you will have to ask Sergei himself, and you will have to get back to him in a couple of weeks. The price for such equipment is on a seesaw, one week you might have to pay only a couple hundred for the replacement part for your arm to several thousand. This price goes up with the size and availability of the wanted goods (obviously smuggling a tank is going much more difficult than a than an AK-47). The store is open 24 hours a day, and Sergei can always be found in it.

FROCK-IN-A-BOX

Owned by the Church Channel, these franchises are popular, drive through confessionals. Much like the old FotoMat parking lot kiosks that were common in the 1960's to the 1980's, they provide ultimate convenience. Adherents can drive up or walk up to the window, confess into a microphone, and after receiving their penance instruction, can go on their merry way. Most adherents use the boxes in order to follow along with the weekly confessions the Church Channel uses to stimulate tithings.

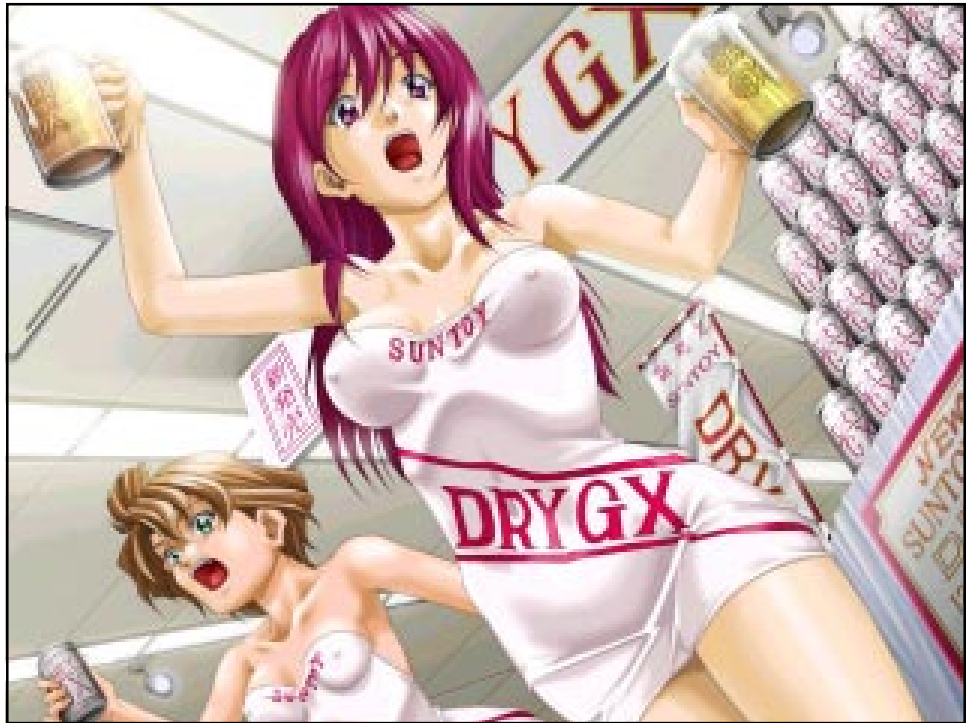
The boxes are all connected to a number of AIs which function as the priests used. They record every confession and filter the confession data against local news events to connect the confessor to his crimes for future use. In addition the tithings of the confessor are also tracked, as tithings are part of all penance instructions. The AIs will dispatch "Christ Cops", the Church Channel's muscle, to collect from those who regularly short or ignore tithing demands.



The Club Nine Hostess Bar on Lingerie Night and giving a new beer a spin.

THE DERBY

The Derby is a high stakes poker game that has floated about the major cities of the world for well over a century. Known for drawing in reknowned criminals, power mongers and businessmen alike, most cities were nervous to learn the Derby had come to town due to the risks it posed. Now the game has moved to the one true haven it has, Neo-City. With many of the regular attendants of the Derby now residing in Neo-City, it wasn't hard for them to arrange for a semi-permanent home for the game. Part of the pot actually goes to pay for a \$5,000 a day penthouse suite and professional security forces. The Derby runs anywhere from one to fifteen nights a month, depending upon the whims of the rich. On any given night the game operates, at least 10 million eb can be expected to change hands. Occasionally, when the criminal element composes the dominant portion of the players, the Derby will move somewhere down into the Free Zone, a sort of extra thrill added to the high stakes already the norm for the game.



to fads, like the spring water bar and oxygen/aromatics bar.

CLUB NINE

Located on the ninth floor of Arasaka's corporate tower, Club Nine is the only Japanese hostess bar in the city. Established for the convenience and comfort of high-level Arasaka executives, the club had immediate popularity with executives from other Japanese firms. It has also enjoyed growing success with executives of other nationalities as well.

First and foremost, patrons consider the club a safe place to relax. The women are attractive and discreet, the drinks and food pure and real, the entertainment top notch and the atmosphere always seems to be appropriate for each patron's needs. The club is also known for its karaoke facilities, and its adherence

THE DOMINO WAREHOUSE

This is the warehouse used by Fats as his base of operation. While it appears to be the dilapidated facility of a company barely squeezing by, its appearance is quite deceiving. Behind the corrugated tin panels lie walls of layered reinforced concrete and stainless steel plating, designed to stop even the blast of a medium anti-tank weapon (SP 70, SDP 350). The structure supports a single vehicle bay door through which all egress is made, by vehicle or foot.

Immediately through the doors is the parking garage, with slips for the four cars and a large delivery van. The four cars are Chevy 17s, thoroughly souped up and armored in order to deal

with any trouble in the immediate area. The delivery van is also similarly altered. To the left side is a doorway into an office and the right bears a doorway into the warehouse area.

Entering into the office, it is quite obviously a security area, with a surveillance monitoring station, small weapons locker, vending machines, table and several chairs. Normally, three men can be found here, one operating the surveillance equipment, the other lounging. Beyond, in other rooms, one can find a medical center, a kitchenette and a lavatory, along with a small, open elevator to the upper floor. The upper floor contains bunks, storage, Fats' office, and access to the guard gallery.

Entering the guard gallery, it is merely a five foot wide corridor running along the front wall of the building, the side wall of the parking area, and the wall of the office section, with bars isolating it from the warehouse area. From here, guards have a commanding position over the entire warehouse area, able to quickly put an end to an escape or burglary attempt with a quick burst of gunfire. Two lifts in the upper gallery provide access to the lower gallery.

The lower gallery is two separate corridor areas, built beneath the upper gallery as it runs along the front wall and the office wall. Both can only be accessed from the lifts to the upper gallery. Unlike the upper gallery, these galleries have no bars, but solid walls of armored paneling (SP 40, SDP 100) with gunports. The office gallery also stores much of the ammunition available to the guards. Here one can find dozens of loaded magazines for Colt AMT 2000s, Militech Avengers, H&K MP-2013s, MAC 14s, and a wide range of grenades, all covered by a flak blanket (SP30, 10 ft by 10 ft area).

The warehouse area is where the paydirt is. The area spans floor to ceiling, the second floor only existing for the office space and guard galleries. Within the space, there are a broad number of clear lexan cylinders (one of the materials frequently used for bulletproof glass, SP 50, SDP 200), which stand upon a block of machinery and topped by another similar block. Hoses run along one side, entering the cylinders at various points. The cylinders themselves are split into two, providing an upper and lower level, as made obvious by the rubber-rimmed hatches. These tanks are used to store Fats' primary trade goods, where they are kept on an intravenous feed of suppressants and sedatives, while they float in liquid breathing medium LBM. The LBM is used as an extra security measure, since anyone who may happen to escape on their own would have to stop and purge the fluid from their lungs before they could reach an exit. The warehouse area also has a forklift which provides access to the upper tiers of the cylinders. There are 40 of these cylinders in the warehouse area, providing storage space for 40 of Fats' onshore sales goods. Lastly, the warehouse area has a small open area which contains a bed, rack and bureau of clothing, and an open shower. In this area, the trade goods are cleaned up, prepared, and trained as needed before being sedated and exported.

AUTOMATIC MAIDENS

The name seems strange to visitors of the city, but many a well-off person knows exactly how important this shop is. What this shop offers are extremely well made, artificially intelligent personal defense automatons. In other words, robotic or android body guards.

The maidens are very well made, based on a custom-built Gemini full conversion borg frame. The organics support systems are removed, freeing up a great deal of weight and space, and the AI and additional power systems are installed. The frame and some internal armoring is also added.

While the body is important and crafted with all possible care, a great deal of work goes into the construction of the android's personality, ensuring the bot has absolute loyalty to its master. To date, no automatic maiden has been turned on its master.

The company makes a wide variety of basic models. There is the Data, a male unit that functions primarily as a personal assistant and secondarily as a bodyguard. Next is the Hand Maiden, another servant unit that functions primarily as a maid and secondarily as a bodyguard. The third unit is the Catgirl, a combat oriented model operating as a bodyguard. Fourth up is the replicant, a humanoid unit designed as a task master, focused on the successful completion of a specific task or skill set. Fifth is the Boomer, an overt bodyguard/combat unit. Next is the Steel Angel, a body guard unit that is designed to operate as a personal companion as well. Finally is the most advanced unit, the Automatic Maiden, which is so well designed, that it frequently easily passes as human on psyche exams. Prices on the system range from 170,000eb to 1,750,000eb. The automatic maiden models are detailed in an appendix to this book.



The Automatic Maidens Shop Display Window

HONEST BOB'S SURPLUS SECURITY SYSTEMS

Honest Bob has his main office in neocity, where he can conduct his business pretty much with impunity. What he sells, he identifies by the rather deceptive term of 'surplus security systems'. What he actually sells are weapons. Big and small, new and used, personal and military.

Honest Bob does business in neocity, but actually stores his merchandise in eastern africa, where it is all kept at a number of heavily guarded compounds and a single private airfield. Whatever weapons you may wish to buy, he can easily supply. Bob has supplied a significant amount of materiel to the various military and law enforcement forces of neocity.

The Free Zone. Mingling with the industrial sectors of the city far below the surface deck of Neo-City is an ever-changing sprawl where anyone can quite literally buy anything. Looking for a weapon? You can buy one here, even though they're illegal in the city. Looking for a hit of your favorite drug. Just find the right corridor junction and meet with a resident dealer. Even the uppermost crust can be found here, seeking out the most illicit of goods, such as exotic love slaves or assassins for hire. The Free Zone is filled with not only enterprising individuals without affiliation to the corporations and no legitimate business within the law, but with refugees from the system, fugitives guilty under the twisted laws, stowaways who came here seeking a better life and found nothing, and outsiders who snuck away to escape their troubles on dry land.

The Mafias

The Mafias have been a part of Neo-City since the early stages of construction when Lewis Marks brought in the Italian Mafias to finance the construction of Neo-City through money laundering schemes. Since then, they have meshed themselves into the city, becoming free traders, acquiring, bartering and selling anything and everything. After the launch of Neo-City, the influence of the Italians waned and the Russians took over. For a few brief months, a violent war was waged in the heart of Neo-City, unbeknownst to the outside world, as the Russians consolidated their power and stuck their thumbs in every pie they could find.

Each of the many mobs still in power within Neo-City has its own style of doing things. The Russian Mafia still abides by the oldest and most reliable of Russian strategies; brute force and superiority in numbers. They saying undersides goes "if they have the accent, they're Russian Mafia". No one is quite sure, but the corporations have estimated that as many as 70% of the eastern European citizens in Neo-City may have some sort of ties to the Russian mafia.

The asian crime lords rely on skill. They employ the best, with the hopes that every one of their men is worth at least 10 of any one else's men. While this theory has been holding water for them, they are outnumbered by their many opponents by far more than 10-to-1 odds. An interesting twist recently has been the loss of numerous traditions amongst them, especially the Tongts/Triads and Yakuza, both known to one extent or another for their identifying tattoos. The last mob war decimated both these organizations, as they were easy marks to spot. Unfortunately, since then they have taken to filling their ranks with whatever muscle they can get. This means the typical member is now little better than a streetpunk for the most part, often hopped up on some drug or addiction or another and usually useless in the overall scheme of things for the organization.

The last significant group is the Sicilian Mafia. La Cosa Nostra. "This thing of ours". This organization has long prided itself on having a ruthless finesse about how it deals with the others. The Russians operate by trying to kill all of one's opponents, from the ground up. The Asians tend to operate by taking one block at a time, regardless who holds it. But the Sicilians go after the top dogs. By killing your enemy's leaders, you keep that enemy in disarray. They cannot muster the organization to effectively compromise your position. Additionally, they are the most skilled as far as running it as a business is concerned. By no means are they afraid of obtaining qualified, confidential help.

Typical Mobsters (identified by some generic stereotypical monikers):

Enforcer - This is the typical grunt of the organization. The knee breakers and thugs at the lower end of these organizations. These are the men who do most of the dirty work that needs to be done. Most of the work they do involve individuals outside the criminal organizations.

Common Skills: Driving, Brawling, Knowledge: Crime Organization, Stealth, Handgun, Shadowing. Typically, such skills will range from +2 to +5.

Additional Skills: Normally only a Martial Arts skill or additional weapons skill.

Cyberware: Cyberware will be light, typically little more than a neural processor, set of plugs and vehicle or gun links.

Hardware: A low caliber handgun (usually in 9 mm), some sort of steel baton, and a hefty wad of cash or WORM credsticks.

Hitman - These are the professional killers used by these organizations. They are the ones used in inter-gang wars, much like a corporation hiring solos to stage an assault on a competitor. In peaceful times, they are relegated to either freelance work or operating as enforcers.

Common Skills: Driving, Brawling, Knowledge: Crime Organization, Stealth, Handgun, Shadowing, Interrogation. Typically, such skills will range from +4 to +8.

Additional Skills: Many have some sort of military training. See Home of the Brave for details.

Cyberware: These individuals will have a fair amount of cyberware. A complete gun set-up (neural processor, cyberoptic w/ targeting scope, gun link, interface plugs) is common, as is a chipware socket. Many also use armor of some sort, from subdermal plating to skinweave. Most also make use of reflex enhancers as well.

Hardware: These are professional killers and outfit themselves as such. They will carry the intended killing weapon, along with a pair of backup firearms, a knife and a collapsible steel baton.

Bagman - These individuals deal heavily in financial matters of the organization. They travel about, making collections and pickups from various businesses and individuals who owe money to the crime organization. They also frequently handle bookie operations or loan sharking.

Common Skills: Driving, Brawling, Knowledge: Crime Organization, Local Knowledge: Neo-City, Handgun. Typically, such skills will range from +2 to +5.

Additional Skills: Most will possess some sort of at least rudimentary accounting or book keeping skills.

Cyberware: Neural processor and a chipware socket for data storage. They'll have very little else.

Hardware: A low caliber handgun (usually in 9 mm) and a hefty wad of cash or WORM credsticks. Oh, and that's along with whatever daily receipts they may be carrying.

Corporate Operatives

During the Mafia War, the Corporations tried hard to eliminate the formation of the Free Zone before it could fully form. It was an effort that failed miserably and cost hundreds, if not thousands of lives. Inevitably, business sense prevailed and the Corporate Operatives Corp was founded with the mission of covertly manipulating the underworld of the city, and its black markets for the further benefit of the corporations. The methods of manipulation vary widely, from arrang-

ing to supply certain goods to black marketeers to arranging the assassination of certain uncooperative inhabitants of the zone.

The COC is an incredibly useful tool to all the corporations of Neo-City, effectively providing an incredibly cheap training facility for their security personnel. The COC typically has upwards of 2500 agents in the field at any given time, demonstrating the use the corporations have for such an organization. The agents use their tenure with the COC to train in a wide variety of fields, from surveillance, to data analysis and management, to even the occasional assassination, extraction, or armed intrusion.

The COC is both effective and ineffective. It is effective in that the corporations have been able to amass an incredible amount of information on their targets and opponents within the Free Zone, enabling them to keep many critical things, such as arms dealing and slave trade, in check. Unfortunately, the turn around on the corporate agents is incredibly high. The COC, as mentioned earlier, is used as a training facility. Once an agent reaches a certain level of aptitude, his corporate employer will inevitably reassign him to a location they need his skills at.

Streetgangs

As with any city, there is a tendency for the youths to band together, be it from boredom, emotional need, peer pressure, or the sheer thrill of it. Here in Neo-City, the gangs are just as diverse as they are in the dryland cities, if not more so. The gangs run the spectrum of posers, chromers, boosters, dorphers, zoomers, and vigilantes. In addition, Neo-City's Free Zone is also inhabited by other sorts of gangs of far more sinister natures, such as nihilist cults, Mafia fronting groups, slaver gangs, and the like. Unlike most cities, the gang structure and territories are extremely dynamic and fluid. In the environment of Neo-City and the Free Zone, they have adapted to the ever-shifting nature of the city, moving with the flow of their potential victims. We'll detail a few of the more significant gangs in the city below.

The Tong Association

Neo-City also has an incredibly active Tong Association. The highly public organization follows more of the traditional ways than their North American ilk. The Tong Association operates as a publicly financed protection agency. Businesspeople invest (or more appropriately, flat out pay) the Tongs on a weekly or monthly basis. In return, the Tongs police the communities, moderate or settle disputes, and act as the swift blade of vengeance when required. For the most part, this arrangement is fairly amicable for everyone involved, and puts the Tongs on a higher level of public acceptance than any other group in the Free Zone.

Typical Tong Member - The Tongs take care in ensuring the training of their members in Neo-City. a trained and experienced soldier is one who can survive.

Common Skills: Typically, they are well trained in martial arts, but few other skills. They will have one martial arts form at least +6, or two at +4, along with one or two 'people-oriented skills' (anything from interrogation to seduction), ranging from +3 to +6

Additional Skills: Most will possess a fair level of area knowledge or transportation skills

Cyberware: Augmentation isn't anything in an extreme. Typically, they'll have bioware or nanotech based enhancements, with the occasional cyberlimb specialized to maximize the effectiveness of their chosen martial art form.

Hardware: Tong members typically carry melee weaponry appropriate for their martial arts. About one in five also carries a firearm and one in ten carries some serious form of firepower.

The Guild of Beggars

Unfortunately, for every good side to a coin, there is a bad.

For Neo-City, it is the Guild of Beggars. These nasty bastards are pure and simple the worst public nightmare you can imagine. They follow a traditional line, dressing in rags and faking injuries, acting as panhandlers to bilk the crowds for donations. However, this is merely a diversion for more lucrative practices for their pickpockets and muggers. They are also one of the most powerful information sources in the city, only outdone by a few sources, such as Tactical Wetworks or the COC.

Typical Beggar - Though they look like they dress in rubbish, the beggars are quite ready for trouble. Most wear at least armored clothing (SP4-10) beneath the rags and carry some weaponry.

Common Skills: Beggars are well skilled in their chosen field. They will all have pickpocketing, shadow, stealth, hide/evoke, and brawling ranging from +2 to +6.

Additional Skills: Most will also have some experience with light firearms, mostly concealable pistols or SMGs.

Cyberware: With the Guild of Beggars, augmentation is a rarity. Very few have any cyberware beyond the occasional optic or limb to replace something lost to accident or violence. The Guild does maintain its own small hit squad, which is quite effective at dealing with the gang's more dangerous opponents.

Hardware: All beggars carry a number of concealed weapons, from bludgeons, hammers, and knives, to pistols, hand flamers, and concealable SMGs.

The Middle Fingers

The Middle Fingers are another well-known gang in Neo-City. They act as the ultimate anarchists, raising absolute hell, wherever they go. They constantly instigate brawls, riots, looting, and any other form of chaos they can imagine. English soccer fans who don't need soccer games to be hooligans. They do this in order to instigate major confrontations with the police, with the goal to injure as many cops as possible. The composition of this gang shifts almost as often as waves lap against the city's hull.

Typical Finger - The Middle Fingers are typically easy to identify. They're always dressed in leathers and have weapons in hand. Of course, that's if you stick around long enough to see them, since you can hear them firing their weaponry from a fair distance.

Common Skills: The skills are fairly typical for a bunch of hooligans. Brawling, brawling, and brawling, at least at +6

Additional Skills: While they make a fairly heavy use of firearms and melee weapons, most are essentially unskilled and as likely to hurt themselves as they are their targets. They'll possess melee at +2 or +3, and one or more firearms skills, rarely higher than +1.

Cyberware: Augmentation is fairly common. Typically, arms are replaced with cyberlimbs bearing concealed weapons. Another favorite is cyberradio with editing to defeat sonic induction nausea generators, and an assortment of nasty hidden weapons, such as eyes with darts, cybersnakes, etc.

Hardware: For a bunch of louts, this group is fairly heavily armed and armored. They usually wear armored vests and carry high caliber pistols and SMGs, or make use of assault rifles, particularly surplus from the Central America conflicts.

The Gatekeepers

The Gatekeepers are another strange gang. They are the masters of the mazes, watchers of the labyrinths of service corridors, pipe conduits, and other interwoven tight spaces between decks and bulkheads belowdecks. The gang is rather fickle in its 'lordship' of the mazes, one day being as beneficial as a vigilante gang, the next rampaging like a boostergang. The only thing they are reliable for is overpriced safe conduct through the mazes. here them to guide you and you're pretty much guaranteed to reach your destination safely. Don't hire them, and you're as likely to end up another corpse on the monthly

tally as you are to find your way out. Rumor has it that the gang is actually financed by one of the information or security corporations stationed on the city.

Typical GateKeeper - For a 'mere gang', the GateKeepers are amazingly well organized. The gang keeps itself smartly dressed, well armed, and well informed. The Keepers tend to wear robes that hide their personal possessions from view quite well.

Common Skills: The most crucial skills in the gang revolve around hunting. They are all quite skilled at tracking, hide/evade, stealth, and shadowing, possessing these skills at between +3 and +6.

Additional Skills: The GateKeepers must maintain their dominance over the mazes, so they are known to regularly train in a variety of combat skills, from hand-to-hand combat to firearms use. Most members have two or more of these skills, at roughly +3.

Cyberware: Though common, cyberware isn't overly obvious with the GateKeepers. The keepers use a great deal of cyberware which aids them in their travels through the dark, shadowy passages of the mazes; audio and optical enhancement. Cyberlimbs with grappling or extension capabilities are also prized in the gang, to enhance mobility in vertical shafts between levels.

Hardware: The Keepers are usually armed with fairly light weaponry; knives, spawnblades, and pistols. The heaviest weaponry in their arsenals are a variety of pistol grenades, including custom made chemical weapon models. The most important piece of gear they each possess, however, is a sophisticated PDA containing maps to the entire Maze. These PDAs are programmed to erase should they cease receiving a signal from the ganger, transmitted from an implanted chip within the ganger's body. This PDA lends credibility to the claim that the gang is funded by a corporation.

The Bringers of Retribution

The Bringers of Retribution are a fairly typical combat gang, skirting the line leading to becoming a boostergang. They've chosen their name because they hire themselves out on 'vengeance missions'. If someone has done you wrong, they'll be more than happy to beat the hell out of them (or worse) if you can meet the gang's fee. Their slogan is 'no target or fee too large' and have been known to go after law enforcement officials and high ranking corporate executives. They're held responsible for about 15 deaths a week in the Free Zone.

Typical Bringer of Retribution - The Bringers are relatively easy to identify. They wear black and red leathers, covered with metal plates, spikes, and barbed wire.

Common Skills: These brutes do not possess any widespread skills of importance. Their leader, however, apparently has a good sense for business.

Cyberware: Augmentation is widespread and greatly varied, as most gang members are on the brink of cyberpsychosis.

Hardware: While the gang may be considered quite brutal, the vast majority of its hardware is for melee use. The gang possesses very few ranged weapons, but the few it does have are heavy weapons like anti-tank rifles, grenade launchers, and the like.

Dirty Rotten Bastards

Dirty Rotten Bastards is the street name given to a gang of dorphers known to plague the concourses and businesses belowdecks. They are named such due to their endless crime wave of thefts, muggings, and burglaries to support their habits. The gang isn't quite a gang, as such, but more a loosely organized band of druggies who get together for the occasional common cause and victimize the more honest citizens of the city.

Typical Dirty Rotten Bastard - They look rather like the beggars, but not as clean.

Common Skills: Let's face it; these are nothing but a bunch of drugged

up dorphers. If they ever had any skills of importance, they're reduced to uselessness now.

Cyberware: In this bunch, there are a lot of missing body parts, probably hocked for drug money. Only a few still have the sense to keep their cybernetic body parts, and most of those bear black listed hardware to dish out maximum harm on their victims.

Hardware: Very few possess any personal belongings beyond their clothing. Just about everything they steal is sold or pawned in order to raise money for drugs. As with cyberware, a few have the sense to keep a gun or blade, knowing these things can still be useful and more profitable in the long run when used for muggings.

The Masters of Destruction

The Masters of Destruction are debatably the worst gang in the city. A combat boostergang, they are well known for causing widespread mayhem, death, and destruction on virtually a daily basis. Everything they go up against is nothing more than a plaything to be toyed with, then destroyed. After the demolition of a major topside support power relay station, a city council placed a bounty of 2500 eb on the heads of each and every member of the gang. Thus far, in the months that have passed since that decree, only 15,000 eb has been collected and over 200 would-be bounty hunters have paid the ultimate price for their efforts.

Typical Master of Destruction - These guys typically are confused with the Bringers of Retribution. The Masters use more metal plating and don't wear red.

Common Skills: These apes are a combat gang of borderline cyberpsychos. They each possess an assortment of skills useful in killing people and destroying property. These skills range between +2 and +7.

Additional Skills: They have more skills for the same purposes as their common skills, but at the bottom end of the spectrum, usually +1 or +2.

Cyberware: Augmentation? If you've got more flesh than metal, you're out of the gang, or so it seems. These gang bangers use every piece of cyberware they can rip off from their victims.

Hardware: The hardware utilized by this gang varies as much as their cyberware and skills. It is also a determining factor in the mayhem they cause. When they score a decent load of weapons or explosives, they go out and cause maximum damage to the infrastructure of the city, spreading terror far and wide. Otherwise, they're limited to anti-personnel fun, spraying crowds with assault weapons and the like. Most of the time, they only carry small arms; pistols and the like.

Slayers

Unfortunately, the Masters of Destruction have quite a bit of competition for the title of 'baddest gang in the free zone'. Their biggest opponents are the Slayers, a boostergang well known for its cyberpsychotic behavior. The Slayers, however, have maintained enough sense to avoid the damage of public property, thereby limiting governmental attention to their existence. Primarily, the Slayers stick to spreading bloodshed amongst the various gangs in the city.

Typical Slayer - The Slayers consider their gang a lifetime career and try to carry themselves as such. They tend to dress in a gothic leather fashion, though their clothing and appearance are well-kept.

Common Skills: The Slayers actually train, showing how seriously they consider contending for the title of the badest gang in town. They spar regularly, resulting in a relatively high level (+5 to +7) of skill in an average mix of melee and hand-to-hand skills.

Additional Skills: Most are well trained in hustling people. Some are intimidators, some are muggers, others are con men. They will have the skills appropriate for their particular personal brand of hustling, ranging between +2 and +4

Cyberware: The Slayers dabble rather heavily in the field of cybernetic augmentation. The average member has about \$45,000 of combat grade cyberware installed, from limbs, to implants, to bioware and nanotech.

Hardware: The Slayers aren't big on firearms. They do own a few and won't hesitate to pull them when the going gets too tough. Maybe 1 in 3 members carries a heavy pistol or SMG.

Cyberwolves

Now, moving into the more eccentric gangs, there are the Cyberwolves. Law enforcement can't make up its mind whether to label this as a poser gang or a boostergang. To be safe, most operate under the assumption that the group is a boostergang. The gang's cyberware is mostly limited to various augmentations, enhancements, and bodysculpting to give them the appearance of wolfmen or werewolves. The gang is said to have inducted a staff of techies that regularly experiment on their own gang members to try and develop cyberware which will allow a transition between human and wolf forms. The gang is fairly responsible and operates on a pack mentality. When one goes berserk, the others will attempt to put the failing ganger down before law enforcement arrives.

Typical Cyberwolf - The typical Cyberwolf is a lunatic, pure and simple. They're constantly caught trying to get to the upper deck on the full moon, bite people, sleep in dog houses, etc. Aside from their rather hairy implants, there is little else to string them together with.

Common Skills: Surprisingly, the Cyberwolves' most important skills are tech skills; cyberware repair and design, mechanics, etc. Typically, they pay for their experiments with stolen car parts. Stealing an entire car is almost impossible in Neo-City, which has led to the wave of parts theft that has reached epidemic proportions. Tech skills for most members range from +2 to +4.

Cyberware: Cyberware runs rampant in this group. They all have various fangs, scratchers, and biosculpting implantings done in order to make themselves look more like wolves, as well as subdermal plating, skinweave and the like to enhance their survivability, as they are the most easily recognized gangers in the city.

Hardware: The gang spends most of its time and money on tech, not guns. Most carry small, concealable pistols of various calibers.

The Baby Squad

The Baby Squad is the second of the truly odd gangs. A very small gang, it is made up exclusively of full conversion cyborgs. They take their name from a custom modification to their biopods, unique to their gang. Their biopods are altered and affixed with limbs and some rudimentary sensors, allowing the pods to literally be passed off as babies. These modifications are functional, allowing the biopod itself to hear, see, and synthesize speech, as well as allow limited mobility, equivalent to that of a baby crawling. The pod mods were made to facilitate a quick, last-ditch escape route for these gangbangers after they go toe-to-toe with a police execution squad. Typically, each member of the gang has several cyborg bodies available, at least one of which will be customized for combat.

Typical Baby Squad Member - We're talking FCB here. Each one has at least two bodies for use. Along with an alpha body, their numbers include 5 Dragoons, a dozen Aquariuses, 6 Spiders, 2 Enforcers, a Wingman, and several other unspecified models.

Common Skills: Most of the members are professionals that delved off into the realms of cyberpsychosis years ago. Most possess relatively high levels of ability in those careers (+5 to +9) and may even still practice some perverted form of that profession.

Additional Skills: Over the years, these FCBs have found it necessary to handle their own medical needs. Most have a variety of medical and technical skills they practice, ranging from +1 to +4.

Cyberware: Geeze, what haven't they augmented? Each one is a

custom model, put together with financing from a wide variety of sources; some are bloodsporters, others worked for organized crime or megacorporations, others are retired from government service.

Hardware: The gang keeps a carefully hidden cache of weaponry. These weapons are, of course, small arms to them, but heavy weaponry to the meat they're used to tenderize. As a matter of fact, they're also weapons used to tenderize metal as well.

The Rogue Angels

The Rogue Angels is a combat gang of vigilantes. They are self-appointed saviors throughout the more darker portions of the free zone, operating in teams of three to five team members. A ragtag bunch, the gang numbers about 80 members, and will stop or interfere in any and all crimes they encounter.

Typical Rogue Angel - The Rogue Angels are fairly average in their appearance, usually identified by a pin or patch on their clothing, even when operating in groups. For 'formal' occasions, they dress in white and red.

Common Skills: These gangers try to act responsibly, and thusly do train and educate themselves. They are Rhodes Scholars in comparison to most of the other gangs, most are graduates or still in the school system, and all train regularly in a variety of combat skills, mostly for scuffling with the criminal elements. These skills are average, running from +3 to +5.

Additional Skills: As mentioned, these folks are educated. Most will have a small number of useful, career-related INT or TECH based skills, ranging from +4 to +6

Cyberware: Augmentation is limited to about the same range as the general population. A few of their less stable heavy brawlers have started heading down the road toward cyberpsychosis, taking on a number of cyberlimbs, armor, implanted weapons and the like. While the gang is usually ignored by police due to its current beneficial nature to the city's society, these brawlers are in rather high positions and could corrupt the gang.

Hardware: Typically, they would remind most living antiques of the street gangs back in the 1950's. Motorcycles, chains, and baseball bats. There are only a few handguns or shotguns in the group, as well as a few other, more exotic melee or ranged weapons.

The Service Crew

The Service Crew is classified as a gang, though it really is more of a labor union than an unorganized gang. The group's membership consists exclusively of techies and netrunners, with a few medtechies and solos inducted into the group. The Service Crew exists to serve its own ends and no other, engaging heavily in electronic crimes and black market activities (designing, selling and/or installing blacklisted cyberware as contraband, creating false identities, stealing from bank computers, etc.)

Typical Service Crew Member - These folks are the computer geeks of the future. And they look the part. 'Nuff said.

Common Skills: These folks are professionals, banded together to protect themselves from the nature of the Free Zone. As such, their primary career skills will range from +3 to +8, while secondary skills will run from +2 to +5.

Cyberware: Augmentation varies widely, and is often selected for its value in career development and advancement. Techies will have low grade stuff to enhance their skills, solos will have combat cyberware, nomads tend toward vehicle linking, etc.

Hardware: Like cyberware, the hardware will be very career specific and usually quite expensive, top-of-the-line, state of the art stuff.

Terrorists

Since the rebellions, terrorism and guerrilla warfare have been the primary weapons of the surviving losers of the uprisings. In the

Free Zone, these survivors mingle with the blanks, gangs, Mafia and others in relative safety from corporate retaliation. These people have become extremely resourceful, learning to manufacture explosives and equipment from surplus equipment and supplies throughout the city. The Terrorist attacks are generally relegated to the Free Zone and industrial sectors of the city since the corporate sectors are so difficult to enter unobserved for the blanks and refugees who make up the terrorist cells. Getting caught entering the corporate sectors would be a sure death warrant.

Free Zone Independence League

Deep within the bowels of the Free Zone, two dominant groups of terrorists operating. First is the Free Zone Independence League. This is an organization cobbled together from the remnants of many of the rebel groups that tried early on to overthrow the corporations. Even though the many groups were decimated, their goals never changed. They still want the city they labored so hard for to give them the same freedom they would have in any other city in the world. Currently, the Frizzies, as the group's members are known, operate heavily in sabotage, while slowly recruiting new members and stockpiling weapons of all types. Unfortunately, the COC has managed to infiltrate the group twice, resulting in serious setbacks in their operations.

GreenWar

The second group is GreenWar, a fringe element of Green Peace which uses violence to obtain its ecological goals. They currently operate within the confines of the city by spreading true terror; driving everyone out of the city will allow them to accomplish their goals far easier than they might with a crowded city. To this end, they have repeatedly made use of chemical and biological attacks within the city. Their crowning achievement thus far has been the spread of the bacteria *Legionella pneumophila* (the source of Legionnaires' Disease) through a significant portion of the city's water system, forcing almost a third of the city to import water by tanker truck for more than six months as the entire infected section of the water system was replaced. The city was also forced to install protections for the water supply, including a superheating system and a UV irradiation systems in the storage tanks. Eventually, the organization plans to run the city aground. No sense in sinking perfectly good human habitat.

The members of each organization are fairly typical and try to operate on either the resistance model from World War Two or the terrorist model of the 70's and 80's. This means an organization of small cells of 4-6 people, with little in the way of communications between one another. Communications are managed by coded messages published in advertising sections of screamsheets, or by encoded radio transmissions between groups. Face-to-face contact is a no-no, since one compromised group can lead to the compromise of another. When the cells operate, the operations are typically carried out by a single cell, though with diversions possibly arranged to be performed by other cells. Between these two groups, the city sees one terrorist act approximately every two months.

"The Red", Eco-Terrorists

It was bound to happen, Eco-terrorists, enraged due to the death of marine life caused by Neo-city have begun small acts of sabotage against the city. This has come to head with the information release that whales swimming deep and then trying to come up for air under Neo-city have drowned, or gotten caught up in the intake valves of the propulsion mechanism.

The group, calling itself "The Red" started out innocently enough, when one morning 6 dead dolphins were found piled in a heap in the center of the main concourse. Other similar acts followed each getting more and more outlandish. Then things took on a more

dangerous note, when first a bomb was detonated in one of the intake valves, shutting down power to an entire section of Neo-city for 12 hours, and causing 4 million dollars damage and a month and a half to repair. After that the Mayor's AV was destroyed, the mayor escaped only because the bomb went off prematurely, killing his driver, and 2 of his bodyguards.

Since then security in Neo-city has been severely tightened, and tour groups which once used to include a visit to the engineering levels have been diverted. Still at least one act of terrorism is performed every two months by "The Red", although the level of violence has, at least temporarily, decreased. "The Red" identifies itself by means of a spray painted tag depicting a dead whale being stepped on by a spiked foot.

Mercenaries

In the roughly 4 cubic miles of space that Neo-City occupies, more espionage occurs than anywhere else in the world. The towers of rivals stand side by side since hundreds of companies around the world bought into the freedom Neo-City offered them in a multitude of ways. And all that espionage, sabotage and spying creates an incredible job market for enterprising experts of a variety of trades. In Neo-City, one may find himself working for a new employer on a weekly or even daily basis thanks to the astounding number of missions waiting to be performed. Pay is normally in accordance to reputation. The better your resume, the better and more stable your pay. But when you fail, you'll find yourself fighting with the rats for your next meal somewhere in the lowermost bowels of the Free Zone. The term 'mercenary' applies to anyone for hire; solos, netranners, fixers, techies, etc. In the military use of the term, there no organized mercenary units in Neo-City other than those actively employed by various agencies in the city. A few mercenary groups and combat corporations maintain small offices throughout the city to take advantage of the relative legal freedom they can get, but that is the extent of their representation in the city.

Scavengers

Neo-City contracts several organizations to manage and maintain the city's waste problems, mainly through the incredible effort at recycling. But as good as the recycling is, there is always something left over that simply no one wants, or so it would seem. This is where the scavengers fit in, sifting through the remaining waste in search for the last tidbits of potentially useful material, living in the squalor of refuse as they attempt to harvest and sell off the last trickles of reusable and recyclable material left in the trash heaps before incineration.

The Horrors of the Night

Too many know the Free zone is a safe haven for anyone wanting to vanish. Walking amongst the unsuspecting inhabitants of the zone are the boogie men of modern day.... Stalkers, serial killers, spree murderers, mass murderers, organ jumpers, drug addicts, rapists, hate gangs, and all the rest, all seeking the next victim upon which to vent their depraved lusts and desires. Down dark alleys and corridors, in shadowy corners and doorways, these people prowl, seeking their latest victims in an ongoing cacophonous orgy of eventual self destruction. These are the individuals you must be truly wary of, for they are the most dangerous. No amount of common sense, logic, or persuasion shall set them away from their self appointed task. If they mark you as a target, so you shall be unless you eliminate them first.

A Day in the Free Zone

A day below decks. No tourist can truly call himself adven-

turous unless he ventured forth to explore the illicit and illegal underbelly of Neo-City which the NCC tries so very hard to hide. Getting into the Free Zone is fairly easy enough, if you know who to talk to. Getting out, especially alive, is the hard part.

Once in, the first thing you will notice is the stench. Sweat, chemicals, refuse, exhaust, and poor ventilation create a haze that hangs over everything and clings to whatever you wear. In every room, every corridor, every bay in the Free Zone sectors, the odor is prevalent, inescapable.

Once you adjust to the malodorous air, it is time to begin your tour. Take a good look around at the regulars here. There's plenty of them to observe. Everywhere you turn, you'll see people, since the Free Zones are dangerously overcrowded. In fact, the Zone is so overcrowded, the corporates often launch search and destroy missions into the area to eliminate some of these excess personnel. No one knows exactly which causes more death here; the corporate raids or the panicked stampedes that those raids initiate. This all make the inhabitants a bit edgy and easily provoked. Violence has become a way of life here in the bowels of Neo-City.

As you observe the people, take notice to those ones you see sitting about. You know the type, dressed in rags or otherwise looking pitiful. These are the beggars, too lazy and prideless to struggle like the rest of us for our daily survival. Be wary of them, for more often than not, their begging is merely a distraction so that another of their kind might steal something from you. They're starting to gather, noticing your quality gear. Better get moving.

Down the wide passage, you struggle to make your way through the traffic. From a side corridor, reminiscent of the dark alleys in any big city, you hear some noise. Peering down the alley, you can see a bunch of street toughs, thugs in leather and gang markings, beating some poor shop keeper senselessly. Even here, the old ways still run rampant, as it is easy to see that the old man they beat must have tried to skip payment for protection. Best to keep moving, rather than get your nose caught up in that business. You're only here for the day, after all, and even the locals who live here merely quicken their step and hurry on their way at the sounds of struggle.

You've been walking awhile, trying your best to avoid looking too much like a tourist to prevent yourself from being accosted. You've done a fair job so far. You smile to yourself with that thought as you notice a small electric transport wagon parked near a corridor junction, a woman standing beside it, looking about somewhat nervously as she sorts through the contents in the back. The woman must obviously be a fixer, and from her rather nervous demeanor, she must be an independent operator working in Mafia territory. She's a nice enough looking girl, and you silently wish her luck as you continue on your way.

Time to eat. You stop at a vendor cart operated by a Chinese man. No hot-dogs here, but some decent Chinese cuisine instead. You settle down with your stir fry as you notice everyone starting at a group of four people eating at a burger cart a little down the 'road'. They look all too rich, dressed in the latest and most expensive designer fashions and flanked by a couple of the biggest, most heavily armed solos you've seen in a very long time. As their meal nears the end, a pack of thugs bursts from the crowd, weapons drawn and firing on the solos. The gunfight is fast and furious, the solos going down, as does one of the rich men. The thugs lost eight men, but still have that many still standing. Quickly, the thugs strip down the corpses and rob the remaining rich man. Then they leave, dragging the three rich women along with them, beating the girls into silence as they go. The Chinese chef tells you that you just witnessed a slave extraction by one of the slaver gangs. Those three women will be raped, beaten, and sold off into prostitution or slave labor, though it is likely that the youngest and prettiest of the three will be sold as is to some drylander as a sex slave. Joyriding in the Free Zone tends to be hazardous for the health of the Corpzoners.

It has been a very long day. Being inside the ship, you've completely lost track of time. The interior lights are cycling down for nighttime emulation. The Free Zone's jury-rigged lights and signs slowly come on, one by one, advertising the wide variety of shops that line the small rooms throughout the decks. Yet the crowd does not seem to thin. The feel of the Zone changes with this artificial nightfall, tension thickening, adding to the clinging haze as an occasional scream punctuates the air. The horrors of the night have risen and begun walking among the inhabitants, murderers and rapists out to get their fix of whatever perverse experience they call a 'drug'.

As you head back toward the Corporate decks, far above your head, you pass a brothel and overhear a young prostitute arguing with her pimp about the quality of the contraceptives she was supplied. The girl storms off looking for her last client, hoping to convince him to take her as a concubine. Unfortunately, she will be found in the morning only a few blocks away, with several internal organs missing and strange symbols craved in her flesh, the markings of one of the doom cults festering here in the zone.

Finally, you spot the staircase back to the surface. Once again, you spy the fixer you saw earlier, but she's without her transport this time. She looks frantically about as you watch, panic clearly written on her face as she runs. Suddenly, there is a loud crack, the report of a gunshot, and her chest explodes in a spray of blood and gore. She falls down, raggedly gasping for breath as you move toward her, wishing she wasn't between you and the stairs. You draw your gun as you approach, wary of anyone near you, and spy her assassin. The man steps from the shadows near her and walks over to her, pointing the gun at her head. Calmly, you approach, trying to decide whether or not the girl is worth saving for the favors, professional and personal, she would owe...

On the Waves

Neo-City, with its labyrinth of endless corridors and lost chambers, happens to be a true paradise for pirate radio and television stations. All of them operate through the Free Zone, most using portable transmitters and mobile studios. The stations run the range of music, the talk, to news, providing a wide range of uncensored information which can often be picked up throughout the city. By and far, Radio Undertow is the most well known of the stations, able to remain on air constantly and able to broadcast throughout the Atlantic Rim and well beyond, reaching to the Pacific coasts of Asia and North America as well.

KTEK: This is a pirate television station that has grown out of the espionage of Neo-City. This station broadcasts technical information and specifications of products still in corporate R&D.

STATION X: This pirate station operates on both the airwaves and the radio waves. The channel broadcasts the latest conspiracy theories about the city and the world, using remote transmitters and taped broadcasts.

RADIO FREE NEO-CITY: This station is operated by the terrorists of the Free Zone Independence League. Currently, it is the most powerful tool they possess, tapping into the city's own communications network to orchestrate massive signal jackings across the spectrum of cable, broadband, and radio broadcasting. They are also responsible for cracking the dataterm systems for propaganda purposes.

STATION DISAVOWED: This station is rather interesting. It broadcasts at the most only one day a week, but from the content, one would think it was a regular station broadcasting with the blessings of the city government. However, on closer inspection, one will notice that while familiar faces are doing the broadcasts, the stories are ones

that were never aired. Apparently, the mysterious force behind this pirate station steals footage of stories killed by censorship from all the networks and airs them for the city's populace to see.

This chapter details the numerous corporations that operate offices in Neo-City. These many corporations compete in numerous areas, making the city a hotbed of intrigue and industrial espionage. This puts the city in a constant state of alert, a sort of 'simmering' war, a cold war of spying and assassination that is constantly on the very edge of turning to a hot war, even though this is entirely against the city's charters.

For each corporation, we list details on the company's Neo-City operations, and if it is a new corporation being presented for the first time, details about the corporation's worldwide operations as well. Second we provide details on the corporation's Neo-City and/or worldwide assets, and lastly, any details that might be warranted, such as enemies, corporate rivals, internal problems, or special operations that might help a GM in regards to espionage-based games.

A brief distinction about Personnel Resources in Neo-City: Troops are troops and armed security forces, Covert operatives are covert operatives (freelance employees used to maintain control over the corporation's internal secrets and/or conduct espionage against competitors), and employees are everyone else working for the company that doesn't fit into the previous two categories. Nowhere in any Cyberpunk sourcebook have I seen anything to explicitly state how to read the corporate employment data, so that is how I read it.

The "Owners", a.k.a. "The Neo-City Consortium"

Advanced Molecular Materials Ltd.

AMM Ltd. was formed in 1999 by Andy Wiseman and Ian Stringer. The two met whilst at the University of Kent in Canterbury, where they were both studying for Chemistry degrees. Following their graduations in 1992 Ian joined Metalliform International Ltd. as a researcher, and Andy moved to Durham where he completed his PhD in Inorganic Molecular Design in 1998. The two met again at a conference later that year, between reminiscing and discussing the conference seminars they realised that they were both working in similar fields. Shortly after this time they formed AMM, with Andy driving the molecular design, and Ian creating the production techniques. The corporation produces advanced metallic compounds and alloys.

The company has grown slowly, but steadily, and even before the development of the Cera-Metal alloys both men were millionaires. Their product portfolio has always been highly specialised, hi-tech, high cost components and equipment, previously used in deep sea vessels, orbital and military craft, and racing cars. Being highly specialized, low demand items, these products maintain low production levels, frequently so low as to be on the verge of custom component fabrication, which keeps the company small.

The corporation maintains offices on a single floor of the Entrepreneurial Tower in Neo-City's Corporate Plaza, along with its headquarters in Cambridge, UK, with resources shuffled between locations as required.

Worldwide Corporate Assets: One AV-4, One AV-7, Two Fei Lien 100 Aerodynes (all are modified to maximize flight range). 120 employees, 10 troops.

Van Lienen Alloys

Van Lienen is one of the Netherlands oldest industrial corporations, formed in 1927 it was owned and run by three generations of the van Lienen family before being floated on the stock market in

1976. It is still owned by the various shareholders and has an appointed board. The corporation makes a wide variety of forged metals and alloy high grade products. Van Lienen frequently works in conjunction with AMM Ltd., producing products using the alloys created by AMM Ltd. Like the majority of the Neo-City Consortium members, Van Lienen Alloys maintains a few offices in the Entrepreneurial Tower.

Worldwide Corporate Assets: Five AV-4s, One private jet (based in Groningen), Three Me-214 Wyverns, Five Helicopters (One per office). 300 troops, 21 covert operatives, 12600 employees. Offices in Groningen, Amsterdam, Rotterdam, Dusseldorf, Antwerp.

Sohderdahl Metallix AG

Founded in 1924 by the partnership of two industrialists Fritz Schulte and Peter Kracht. They ran the company until it was taken over by the Nazi state of Adolf Hitler. Following the Second World War the remnants of its assets were taken over by East Germany's Communist regime, and it was not until the mid-1990's that it once again became a private company. It was rundown and in desperate need of modernisation. Private investment and government grants generated by the flotation gave the necessary impetus to launch the organisation into its current market sector, producing forged metals and alloy high grade industrial products.

Worldwide Corporate Assets: Offices in Leipzig, Bonn, and Munich. Offices in the Neo-City Entrepreneurial Tower. Three AV-4s. A private jet based in Munich. Two helicopters based in Leipzig and Bonn. One limousine in Leipzig. 210 troops, 20 covert operatives, 8450 employees

Jorgenssen Plastech A/S

Steinar Jorgenssen founded the company in 1989 supplying raw and moulded plastics to the Scandinavian nations. An astute businessman, he very soon realised that in order to survive the increasing competition he would have to offer a rare or unique product or service, his next step was to begin R&D into cutting edge composites, formulations, and moulding techniques.

The company grew strongly for the next two decades when Steinar was killed in a plane crash over Norway. His two children then took over the helm and have continued to steer the company on a successful course. In 2018 the first molecular level Cera-Plastic composite was produced as a lightweight heat-resistant shielding. Since then a large product portfolio with 17 different classes of composite has been built up. Jorgenssen products are now used world-wide in hi-tech applications, but their use is restricted by the high costs involved. The corporation produces plastic-based high tech composites.

Worldwide Corporate Assets: Offices in Vagnharad, Oslo, Copenhagen, and Edinburgh, as well as minor facilities in the Neo-City Entrepreneurial Tower. One private jet, Four AV-4s, Three AV-7s, Two BAe/Westland Wyverns, 6 Four-Seater Aerodynes. 55 troops, 5 covert operatives, 2100 employees.

Petrochem

Petrochem's presence is obvious. Deep beneath the seas lie the last of the oil fields to be discovered. And Petrochem, the largest producer of CHOOH2 and petroleum based products in the world, intends to find them all. Well situated equatorially, Neo-City



is the base for Atlantic Rim prospecting operations. From Neo-City, Petrochem searches the depths of the Atlantic for new resources to plunder. While Petrochem does maintain moderate offices in Neo-City, the bulk of the office personnel compose the prospecting teams which are usually off-city for extended periods of time.

The presence of Petrochem in Neo-City is the source of the city's greatest rivalry. While most would expect the rivalry to be between Militech and Arasaka, as it is in most cities, the rivalry here is between the oil companies. They are all in heavy competition not only to locate new petroleum resources, but to develop plastic and petroleum alternatives as well. The rivalry is strongest between Petrochem and Biotechnica due to the added burden of the CHOOH2 licensing.

Neo-City Office Assets: 2 AV-4, 1 AV-8, 1 corporate jet, 3 Bell UH-9, 50 Dynalar Mantas, 170 Dynalar Lampreys, 2 Shirikawa Type 1 Submersibles, 20 SNB Fast Patrol Boats, 800 Hydrosubsidium Diving Suits. 1500 troops, 78 covert operatives, 5800 employees.

McIntoch Shipyards Ltd.

McIntoch Shipyards, a Scottish corporation, was responsible for the construction of most of the latest generation of floating oil rigs in the North Sea, as well as a substantial number of the newer, faster triple-hulled oil tankers plying the world's seas. McIntoch was chosen to assist in the fabrication of Neo-City. McIntoch was responsible for laying down the initial two hulls for the city, as well as constructing numerous floating construction platforms, then towing the various vessels to America. From there, McIntoch personnel built the great hull which would later become Neo-City. Most of the construction platforms still float off the Virginia Coastline near New Eden. Since then, McIntoch has experienced unprecedented growth as they become involved with an ever-increasing number of similar high seas construction projects.

McIntoch Shipyards maintains shipyards in Edinburgh, Neo-City, and New Eden, as well as ship building or repair facilities in those locations, plus Seattle, Galveston, Deluth, Antwerp, and Danzig.

Neo-City Assets: 3 AV-11s, 4 Lockheed-Cessna Gulls, 2 RC-560 Earnes, 8 tugs, 3 M-2018s, 50 Shirikawa Type 1 Submersibles. 200 troops, 6 covert operatives, 1300 employees.

Worldwide Corporate Assets: 300 AV-11s, 20 Lockheed-Cessna Gulls, 70 RC-560 Earnes, 80 tugs, 200 M-2018 Coastal patrol Boats, 300 Shirikawa Type 1 Subs, 8 WW2 Vintage surplus Soviet Cruisers converted for salvage operations, 20 high seas construction platforms. 14,000 troops, 230 covert operatives, 173,000 employees.

ESPIONAGE WITHIN THE NEO-CITY CONSORTIUM

The consortium itself is supposed to engage in very little espionage. The members deal with one another in an extremely easy-going, business-like manner, in which there is no chasing after one another's secrets. They will, however, do everything necessary to maintain an adequate level of peace and safety on the city, engaging in all manner of shadow warfare to accomplish this. The problems of one are the problems of one, but problems of the city are problems for all.

As one looks over the corporate profiles for the members of the consortium, there is little or no real need for the members to engage in espionage against one another. One is a product development shop for metal-based products, two are metal manufacturers, one is a plastics development firm, one a plastics manufacturer,

and the last a ship building firm. In addition, two thirds of the consortium only maintain a minimal commercial presence in the city, so there is likely little in their city offices in the way of worthwhile espionage targets.

Major Investors

EBM

The goal of EBM's three major stockholders is to



consolidate as much high-tech manufacturing under their banner as possible, by any means. The potential of orbit has not quite escaped their attention. The Neo-City office was established as a staging area for EBM's eventual big push into orbit. It is here that the corporation stockpiles supplies and equipment for a planned sudden and massive launch of an orbital subsidiary. The Neo-City office exists exclusively for that task. Along with a 15 story tower in the corporate district, the company also owns nearly 15% of the warehouse space in the city.

Neo-City Office Assets: 1 AV-4, 1 Corporate Jet, 2 Bell UH-9s, 6 armed deltas, 2 Hermes spaceplanes, 4 HL-25 Shuttles, 1 KosmoSov Shuttle. 220 Troops, 6 covert operatives, 850 employees.

Espionage: EBM has numerous rivals, but isn't a corporation greatly known for covert ops. Or perhaps their operatives are just that good at what they do... Their rivals would include most of the electronics firms, such as Zetatech, Raven Microcyb, IEC, and many others, an impressive number of which have established important offices in Neo-City.

Network News 54



The Network News 54 facilities were established to put satellite development on-site with efficient launch facilities. Network News

54 is also responsible for the city's news distribution, as well as the Neo-City Consortium's censorship mandates. In Neo-City, it is illegal for any TV or radio station to broadcast a new story within the city or about the city without first clearing the story with NN54's censorship bureau. NN54 also maintains full broadcast facilities in the city. The NN54 tower is the tallest in the city, reaching 50 stories and topped off with a wide variety of landing pads, broadcast antennae, satellite uplink dishes, and the like. Several of the upper floors are open hangar bays for the numerous aircraft the office uses throughout the city.

Neo-City Office Assets: 1 AV-4, 20 Bell Spy-Eye 18 helicopters, 6 Bell Evil-Eye 19 helicopters, 4 Bell UH-9 Helicopters, 40 Honda Metrocars. 30 troops, 2 covert operatives, 1200 employees

Espionage: NN54 is constantly at odds with the many other news and media corporations, all vying for their vital ratings and market shares, which bring in more advertising revenues. When you broadcast information via radio or television, all your money inevitably can be traced back to your advertising sales. To this end, the industry is cut-throat, quite literally. Newscasters and media personalities are regularly attacked, stations bombed, and other acts of open aggression regularly occur between the corporations. NN54 it most often at odds with World News Service and Diverse Media Systems.

Orbital Air

Orbital Air's presence was expected from the beginning, as Neo-City is the ultimate equatorial launch facility. The Neo-City



office is one of the most vital of the corporation's assets and is located on the aerospaceport module of the city, with a 28 story tower aboveground (the top 3 floors monitor and control the air traffic for the aerospaceport), and an additional 16 floors below

ground, as well as extensive airport terminal facilities.

Neo-City Office Assets: 1 Hermes spaceplane on standby, 1 corporate jet, 2 Bell UH-9 helicopters, 1 AV-4, 1 Boeing C-25 on standby, 2 Osprey IIs, 15 Spider ACPAs. 125 troops, 10 covert operatives, 680 employees. Troops are supplemented by 350 ESA security officers and 45 ESA special agents.

Espionage: With the backing of the European Space Agency, Orbital Air faces very little in the way of espionage. Thanks to the ESA, they maintain an overwhelming monopoly on space flight. Typically, Orbital Air suffers waves of espionage, usually in the form of terrorist attacks sponsored by rival corporations or foreign governments dedicated to destroying the ESA's monopoly and control of space travel. Orbital Air will then typically engage in counter-espionage activities with the goal of exacting vengeance upon the perpetrators. Orbital Air covert operations usually last months, tracking down first the actual criminals that attacked their facilities, then chasing a money trail back to locate the conspirators and instigators, who are then also made victims of a proper lethal response or other appropriate espionage activity or black op.

Infocomp

Infocomp.

When your own spies don't cut the mustard,

you can always hire Infocomp's to do your dirty work for you. Neo-City, with all the intrigue and competition, is a godsend for the company, which has opened it's largest office to date in Neo-City, contained in a 15 story tower.

Neo-City Office Assets: 1 Osprey II, 1 Fed-Boeing Falcon, 2 UH-9 Helicopters, 2 AV-4s, 15 troops, 22 covert operatives, 280 employees.

Espionage: Infocomp is not the victim of typical physical acts of espionage, but virtual ones; the Infocomp mainframes and datafortresses are amongst the most heavily assaulted in the world. Were someone to successfully raid one, the data they retrieve would most likely set them up with riches for life... and make it a very short life indeed. Infocomp keeps a great many secrets, as well as immense databases of publicly available information (searchable by paid access users). Infocomp itself also engages primarily in virtual espionage as well, gathering much of its secrets by raiding corporate datafortresses. They also employ small strike forces which also engage in more physical acts of espionage when warranted. Infocomp doesn't actively target any other corporation for its covert operations unless contracted to obtain information on an individual or company. Infocomp itself is a target, even though the corporation does not yet realize such.

WorldSat Communications Network

WorldSat owns a virtual monopoly on orbital communications, owning most of the comm satellites in orbit. Neo-City was an obvious place to establish an office, allowing for satellite development, launch facilities, and a secure negotiations center to be established in the same area. WorldSat is another corporation with its offices on the Aerospaceport Module rather than in the Corporate District. WorldSat is situated in an 18 story tower on the

hull rim. because of the importance WorldSat holds in regards to worldwide communications, it is one of the few corporations permitted to establish heavily armed forces for the protection of its facilities in Neo-City.

Neo-City Office Assets: 1 AV-4, 2 Militech AVX-9C Vipers, 1 Bell UH-9 Helicopter, 1 Bell AH-99 Gunship, 4 Militech A-20 ACAVs, 1 F-33 Wasp, 2 A-01 Blitz. 500 troops, 75 covert operatives, 3,000 employees.

Espionage: This is a complicated situation. WorldSat has a ruthless monopoly. It sets the rates on intercontinental communications and if you question it, you get cut off. The media companies and many other telecoms would like to dislodge WorldSat from that perch and put their own satellites into orbit. So I would guess that the media firms like Network News 54 would be engaged in espionage to either covertly establish free service on some of WorldSat's equipment or attempting to steal technology in order to engineer their own satellites. On the flip side of that coin, WorldSat would be working hard to undermine or disrupt any alternative means of global communications, either preventing the placement of comm. sats, destroying underwater comm. cables and the like. Obviously, that makes the Neo-City office a crucial espionage ops staging platform in the Atlantic region for the company.

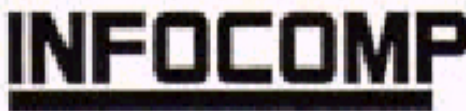
CyberDyne Enterprises

CyberDyne Enterprises is a holding company established to create cooperative research facilities between Dynalar Technologies, Kiroshi, Raven Microcybernetics, and Bodyweight Life Preservation Systems.

The company is a unique situation, since the days of joint ventures by corporations seemed to have ended in the early 2000's. But the four corporations involved with this venture are all fairly specialized in certain areas of cybernetics and saw the formation of their holding company as a means of creating efficient new research facilities by sharing space. CyberDyne is exclusively involved in research, with all production of consumer models occurring on dry land at the proper corporate facilities.

Neo-City Office Assets: 8 Bell UH-9 choppers, 20 BMW Burowagen HSRs, 350 troops, 10 covert operatives, 2200 employees.

Espionage: Espionage is the one true failing of CyberDyne. The members 'fight' amongst one another, steal each other's secrets and employees. rather than existing as the profitable research facility it was meant to be, the facility has instead become nothing more than an involuntary hiring hall for the corporate head hunters, who extract employees and ship them off to research facilities on dry land, well away from the prying eyes of the competition at CyberDyne.



Biotechnica

Biotechnica, the grandest mystery of Neo-City. Why are they here? People hear the name Biotechnica and think CHOOH2. Thinking along that line, most people think wheat doesn't grow on the high seas and Biotechnica doesn't belong here. Biotechnica is another corporation that maintains research facilities in Neo-City, taking full advantage of the lack of laws governing their biological experiments as well as the relative security the city offers with its physical isolation in the middle of the Atlantic Ocean. Biotechnica isn't situated in a single building in Neo-City, but in a variety of locations throughout the city. They maintain a 5 story office building on the surface, plus several centers in the industrial sector. These industrial areas are where they can procure test subjects with relative anonymity from the blanks inhabiting the Free Zone, They also maintain a facility down in waste management, where they attempt to compete with Darkness Blooms, and finally, several exterior underwater facilities built on the exterior of the hull for marine life research and experimentation.

Neo-City Office Assets: 2 Bell Spy Eye 18 Helicopters, 6 Dynalar Manta Submarines, 2 Dynalar Lamprey Subs, 100 Hydrosodium Diving Suits. 300 troops, 12 covert operatives, 1500 employees.

Espionage: The corporation always seeks to undo its one great blunder; the selling of a license for CHOOH2 to PetroChem. The licensing fees Biotechnica gets are a mere pittance of the riches earned from CHOOH2 sales. With the expiration of Petrochem's license in the near future, the face of the corporate landscape will be irrevocably changed. One way or another, Biotechnica will begin earning its dues. In addition, Biotechnica has another target for its efforts, a bit of a pet project or prieve (depending upon how you look at it) of the current CEO. Biotechnica wastes a significant amount of money each year in efforts to destroy Borgman Industries, all due to events that transpired nearly 10 years ago, disrupting the current Biotechnica CEO's rise to the top by a good five years. The man simply won't put his revenge aside now that he is at the top.

IEC



International Electric Corporation is the shining star of the space revolution. Over the past several years, they have worked to move most of their operations offworld in the expectation of an Earth/Orbital war which would likely destroy the majority of the ground-bound megacorporations. The Neo-City office is rapidly becoming the primary earth stationed facility for the corporation, handling a substantial amount of order processing and product shipping. As with the other Orbital Corporations, IEC maintains its offices in the Aerospaceport module, maintaining extensive terminal and warehousing facilities, along with a 5 story administrative building on the surface.

Neo-City Office Assets: 1 AV-4, 5 UH-9s, 8 Shuttle IIs, 2 Aries II spaceplanes, 3 C-25 Cargolifters. 50 troops, 1300 employees.

Espionage: The IEC, the great, monolithic giant of the corporate world, even outstripping Arasaka in financial power. Almost surprisingly, IEC engages in apparently no espionage in Neo-City. The facility simply isn't that important, functioning as little more than a way-station for the company's shipments. In the time



BIOTECHNICA

the office has been operational, all espionage it has suffered were reaction exercises conducted by IEC's own security forces.

Mitsubishi/Koridansu



This corporation started the space craze with the original workshack design. The company maintains extensive launch facilities which they have added to with their Neo-City office. Neo-City is essentially a waystation for M/K, rather than a heavily used facility. The landbound launch facilities owned by the company are used to put cargo in orbit, while Neo-City is used as a secure facility for the movement of personnel on and offworld. The 18 story corporate tower they maintain in the corporate district of Neo-City is a residential structure with a few floors dedicated to administration.

Neo-City Office Assets: 2 AV-4s, 2 Aries II spaceplanes, 1 Shuttle II, 1 HL-25 Shuttle, 3 Fed-Boeing Falcon Corporate Jets. 100 troops, 80 regular employees, 50-300 transient employees at any given time.

Espionage: M-K is an orbital corporation, no more, no less. It conducts its espionage in orbit, where it does all it can to protect its monopoly on the fabrication of workshacks and other orbital living and work facilities.

Terra Nova



Terra Nova is the construction company of the stars. Specializing in space environment construction, they assemble and position a significant amount of the new orbital facilities being built as the megacorps move into orbit. Like Mitsubishi/Koridansu, Terra Nova's Neo-City facilities are used mainly to house transient employees. The office functions as an administration and recruitment center and is located below decks on the aerospace module.

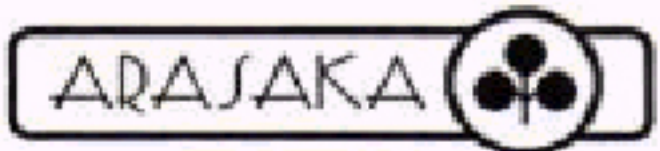
Neo-City Office Assets: 2 UH-9 choppers, 2 Aries II spaceplanes. 25 troops, 130 permanent employees, 50 to 200 transient employees.

Espionage: Terra Nova engages in none. The corporation handles orbital construction and offers a service, rather than competition and rivalry for a final product. Terra Nova's workforce often supplements M-K's on-site workers in workshack and habitat construction, as well as frequently being employed to construct the immense O'Neill cylinder space stations.

Arasaka

Everyone knows Arasaka, the giant in corporate security. In Neo-City, Arasaka supplies most of the manpower and equipment to the city's law enforcement and military forces. Additionally, Arasaka, like EBM and IEC, has been actively pursuing the effort to move operations into orbit. Arasaka is headquartered in a 22 story tower on the aft side of the corporate district. They control 8% of the storage facilities in Neo-City in their own preparations to move into orbital operations.

Neo-City Office Assets: 4 AV-4 assault aerodynes, 1 Osprey II, 2 Bell UH-9 Helicopters, 12 Riot-VIIIIs, 200 nauseator



Riot Control Devices, 10 Daikanis, 200 Arasaka Standard B ACPAs, 100 Type-17k Guardian ACPAs, 3 Space Shuttle IIs. 2,100 troops, 62 covert operatives, 970 employees.

Espionage: Arasaka does espionage. It does its own espionage. It does espionage for others. It does espionage internally. Espionage is a backstabbing way of life around Arasaka, and it maintains the corporation's dominance in the security industry. The operative Arasaka employs are among the very best available. Typically, sanctioned espionage is engaged against Arasaka's rivals, such as Militech, Lazarus, and other security agencies, though its agents can be hired out to conduct covert ops by anyone with a bank account large enough to payroll such operations.

Nokia

While WorldSat Communications Network owns a monopoly on orbital and worldwide communications, Nokia own the monopoly on the technology WorldSat uses. Over a period of about 25 years, starting in the very late 1990's, Nokia merged, bought out, or raided dozens of telecommunications corporations, eventually reaching a point where it rivaled the mighty EBM in size. Nokia stumbled during the second corporate war and lost the majority of its orbital network to WorldSat. Nokia still maintains the majority of its earth-based communications network, as well as the orbital technology that WorldSat controls. The Neo-City office was opened due to Nokia's intent to reclaim its lost orbital network, either by stock takeover, launching a competing network, or plain and simple sheer brute force.

The Nokia offices in Neo-City are small considering the size of the telecommunications giant, filling a 7 story building on the interior edge of the corporate district. The building holds Nokia's Cyberdeck Research Division, responsible for the development of several popular cyberdeck models. Nokia is also the primary financial support for the Neo-City University, employing or having employed roughly 70% of the students at one time or another.

Neo-City Office Assets: 2 AV-4s, 1 UH-9, 1 Spy Eye 18, 1 Shuttle II, outfitted for transorbital operations. 150 troops, 16 covert operatives, 850 employees.

Corporate Assets: Employees: 248,000 worldwide, 12,000 troops, 2300 covert operatives. Every office has the usual surgical suite and 1 UH-9 and 1 Spy Eye 18 or Evil Eye 19. The company is headquartered in Finland with regional offices in London, New York City, Los Angeles, Seattle, Tokyo, Beijing, Bombay, Cairo, Moscow and Hong Kong.

Espionage: The primary target of Nokia's espionage is WorldSat. Nokia wants to regain what it lost. In a more benign manner, Nokia also engages in espionage against its clients in an effort to stay ahead of the curve of demands for new technology or increased communications capacity.

Utopia Corporation



The largest corporation in orbit also requires representation on the surface. While the few other earth offices handle marketing and product distribution on the surface, the Neo-City office is where the wheeling and dealing occurs between corporations, as UC licenses out rights to products or is contracted to develop new goods. The Neo-City offices are the smallest facilities maintained on earth by the company, spanning a single floor of the Entrepreneurial Tower.

Neo-City Office Assets: 1 AV-7, 1 Corporate Jet, 30 troops, 28 covert operatives, 120 employees.

Espionage: Utopia is on the edge; on the edge of becom-

ing one of the giants in the corporate world or becoming a snack to one of its more substantial competitors. To this end, Utopia engages in extensive espionage to learn what its rivals know of it, as well as what its rivals plan for the company. In maintaining a low profile, Utopia's espionage focuses on information gathering, rather than creating havoc or any other activities that might garner the corporation more attention than it desires.

US Allied Constructionworks

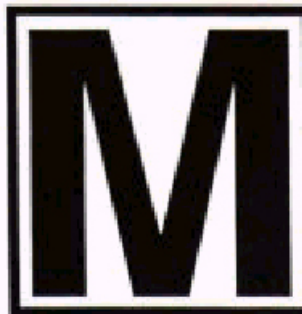
This 'corporation' is the shell corporation used by the East Coast Italian Mafias as part of their money-laundering network. The corporation is a network of construction firms and supply companies which launder money through overcharging for labor and equipment. The corporation is represented in Neo-City as part of the agreement to continue supplying personnel, supplies, and equipment to assist in Neo-City's development after the Consortium took over.

Neo-City Assets: 2 UH-9s, 1 S-M Dragon, converted for sky crane duty, 1 corporate jet, 10 Goliath Heavy Construction ACPAs. 10 troops, 20 covert operatives, 300 employees.

Corporate Assets: 350 S-M Dragons, 700 UH-9's, 50 AV-4's, 2 AH-99s, 12,000 Goliath ACPAs, 155,000 assorted construction vehicles. 12,000 troops, 1,138 covert operatives, 1,453,000 employees.

Espionage: Well, one wouldn't exactly call it espionage. Black Ops by USAC tend to be... overt. Someone gets a job USAC was after, they certainly won't exist long enough to finish it. Supplies and equipment will be stolen, workers beaten and hospitalized, and executives murdered. All in a day's work for the mafia bosses.

Militech



Militech's presence here on Neo-City was created as a foil to Arasaka's pervasive presence in the city. Militech owns several properties throughout the city, providing the corporation with a downtown showroom, business facilities, aircraft service center, and a mid-ocean port facility for its ships. Additionally, Militech also handles a significant amount of corporate security within the city, able to procure a large number of smaller security contracts by undercutting Arasaka fees.

Neo-City Assets: 3 UH-9s, 3 AV-6s, 4 AV-11s, 4 AV-9Xs, 3 AVDs, 100 Commando ACPA, 20 War Commando ACPA, 1 DD-128 Destroyer, 2 DD-129 Destroyers. 1,000 troops, 80 covert operatives, 3500 employees.

Espionage: Well, who would have guessed it? The primary target of Militech's espionage activities is Arasaka. The directors of Militech want nothing more than to topple their giant rival. But like Arasaka, Militech employs some of the best covert operatives and freelancers available, and has no policy against renting them out to their contracted employers. As with Arasaka, anyone could end up a Militech target.

SovOil

As with Petrochem, SovOil also uses the city as a base of operations for their Atlantic Rim prospecting operations, as well as a mid-ocean facility for the numerous military class ships in its armada. As with the Arasaka-Militech rivalry, tensions are strong between Petrochem and SovOil as well, providing a significant level of employment opportunities to enterprising edgerunners. SovOil is known to work closely with Petrochemicals LTD and has



been making overtures toward Biotechnica now that the Petrochem license to produce CHOOH2 is nearing its expiration and renewal date. Should SovOil manage to procure the license at renewal, the worldwide balance of corporate power could very possibly be tipped irrevocably to SovOil's favor and easily ignite another corporate war.

Neo-City Assets: 6 Mi-50 Aerodynes, 3 Mi-52 Aerodynes, 2 SU-441 Tiltrotors, 2 Mi-32

Hitters, 1 S-M Dragon, 4 Destroyers, 1 Cruiser, 70 Dynalar Mantas, 100 Dynalar Lampreys, 30 Shirikawa Type 1 Submersibles, 30 Shirikawa Type 2 Submersibles, 40 Model 2018 High Speed Coastal Patrol Boat, 1200 Hydrosubsidium Diving Suits. 5500 troops, 200 covert operatives, 15,000 employees.

Espionage: SovOil is at constant odds with petrochem, as the two control the vast majority of the world's transportation through fuel assets. Each covets what the other owns, since their independent reserves could easily double the lifespan of the other company.

Lesser Investors

Petrochemicals, Ltd.

This company created from the former oil union workers during the Collapse. It is one of the bigger corporations in refining petrochemical products, it got interested in the floater concept, and in the vision of having a movable oil rig, refinery, and a general town to let the oil workers have some R&R. While fusion is wide spread, and combustible gases are no longer in general use, the company has gone into plastics. This company is also responsible for the safety of the oil rigs. Also, this company is in control of a minor subsidiary company, which is responsible for deep sea exploration, and the finding of oil deposits.

The Board is formed from the oil rigs leaders, or delegates, who choose the CEO and key trustees, each delegation has one vote. They convene at least once a year, and during times of crisis, or if new oil has been found.

Espionage: The corporation does not engage in regular espionage. typically, outside operatives are employed when action is required against Petrochem or SovOil.

Western Prosthetics Manufacturing

This is a family company that specializes in the creation and application of custom prosthetic limbs for people who have lost them due to disease or accidents. The two people who are in charge of most manufacture and running of this company are Daisy and Mark Turing, who are a youngish couple who have been known to be quite active in the charity circuit.

They do some quite fine work, and among trauma cybernetics manufacture are quite noteworthy. However, they do not do augmented cybernetics, considering it to be less sophisticated and just plain disgusting (so if you want that chain saw situated in your hand to replace the one you lost, you are going to have to go to a different place). This creation of custom made cybernetics is relatively expensive, but rather they bill you according to your income (so for some one who quite low income might get it quite cheaply, while the section head might have to pay double or triple the price of a normal customer).

Unknown to everyone, Daisy and Mark are in actuality rogue AIs making use of full borg conversion bodies. They are quite fascinated in humans and have taken it upon themselves to study the human condition. The company is actually a front designed for other AIs. They actually sell holidays for these AIs, who will give

away several million eurobucks for the chance.

A usual 'holiday' lasts the day which consists of a lecture given electronically a few minutes before on how to behave among humans, how to walk and how to talk. It usually starts off at the corporate plaza and works its way through some of the major attraction at Neo-City, ending with dinner at a busy restaurant. These 'travel groups' are under constant chaperoning to prevent their cover from being blown, and in case of emergencies the chaperone will take over control of the android body and try to repair the situation. For an extra expense an experienced AI can rent a body by the hour and need not be stuck with a group allowing him to explore his surroundings at his leisure.

The reason that they are situated on Neo-City are two fold; one is to stay away from the company that they escaped from, and second to run their little business, in which other AI's get to feel what it is like being a human in a safe environment. Besides being exceedingly illegal, this activity would be viewed as an exceedingly big security hazard where a company could hold another company literally hostage.

Worldwide Assets: Office and surgery suite in Neo-City, 3 BMW Burowagen HSRs, 1 corporate jet.

Espionage: The company engages in no espionage, nor is it worth engaging in espionage against it.

Schrenk Data Processing

Schrenk Data Processing is a rather small information broker and computer security service established just a few years ago by retired german netrunner Maximillian Schrenk. The company has since been a forerunner in developing new net technologies, from software to their experimental LEO datafortresses. The company is developing orbital datafortresses for use in Low Earth orbit (LEO) satellites. Their new shielding techniques have given the datafortresses virtual immunity to solar flares, which offers cross-marketing capability as shielding for military electronics and cyberware. Unfortunately, the folks at SDP haven't yet quite mastered the fine art of orbit management and their datafortress satellites have yet to last more than a few weeks at a time.

One the dark side of business, Schrenk Data Processing also provides services as data wranglers, sneaking into target datafortresses and stealing a copy of every last byte of data they can locate. In the freelancer netrunner community, SDP is known to be one of the best sources of hot software around. Anything they can't sell to a client is frequently sold at bargain prices to pirate television stations like KTEK and premium prices to Infocomp and Tactical Networks so that SDP subsidizes their data recovery efforts and maximizes the mission profit margins.

Schrenk Data Processing moved to Neo-City for a variety of reasons. First and foremost is that the heat was too high in Germany. It was only a matter of time before law enforcement officials shut down the company. Raids on SDP facilities lead the corporation to start sinking its mainframes into the concrete flooring while setting up dummy systems for confiscation. The company went with Neo-City in order to more efficiently develop their LEO datafortress technology. The company has a contract with Orbital Air, providing datafortress security in return for Orbital Air launching their satellites for them. The deal has been quite successful, with Orbital Air's datafortresses being impregnable (as in no one has since broken in) and SDP launching satellites monthly. Schrenk Data processing operates out of a warehouse near the aerospaceport.

Corporate Assets (all based in Neo-City): 1 Cessna Gull, 1 UH-9, secure satellite LDL, 100 troops, 5 covert operatives, 45 employees.

Espionage: I think the corporation's description covers the whys and hows of that, correct?

Darkness Blooms, Inc.

Darkness Blooms is a small company that operates on two fronts. One is the face known to the average consumer; a food services corporation. Darkness Blooms produces and sells almost half the world's assorted fungi; truffles, shitake mushrooms, and so forth. No one quite knows how the company manages to produce such high volumes of produce without any of the massive facilities many other corporations find necessary for such production.

About 10 years ago, Darkness Blooms opened up its auxiliary division which it has carefully kept hidden. After genetically engineering special fast growth versions of most of the fungi they produce, they began bidding for and contracting waste management services for cities world-wide. Suddenly, sewage treatment facilities, landfills, and the like became huge mushroom fields producing the very hungry fungi. The situation is almost laughable. Darkness Blooms is paid to dispose of waste, which in turn is a free renewable resource for its crops. And most of the maintenance costs for old waste management facilities is eliminated as the facilities are no longer used! The profit margin for the company is immense, paying dividends measured in eurobucks rather than cents per share every quarter!

When the Neo-City Project was reorganized by the Neo-City Consortium, Darkness Blooms saw an excellent opportunity. They purchased an entire deck of the Neo-City, as well as contracting for the waste management. Now the fungi grows even faster in the humid, hot pitch blackness of that deck a hundred feet beneath the waves. Early on this system was able to handle the city's waste management needs, but in recent months, Darkness Blooms has been forced to subcontract the operators of the original waste treatment facilities, Redmayne Reclamation Inc., as well as shipping the sludge and sewage to land-bound landfills and facilities under their control.

As good as things sound, Darkness Blooms is occasionally a victim of the distant past. Occasionally, illegal dumping from the 1960's to the 1990's haunts the company as the fungi absorb toxic wastes that were illegally dumped in a variety of facilities decades ago. This fungi gets onto the market on occasion, leading to short-lived epidemics of world-wide poisonings by heavy metals and other toxic substances. To counter this problem, DB finances a 'terrorist organization' and a 'religious cult' which usually claim responsibility for the poisonings as part of their 'campaign to destroy the heretics who defile their sacred mushrooms'. In the world of 2020, they're just another bunch of lunatics fighting for their timeshare of the evening news.

Darkness Blooms has also begun investing in a variety of recycling facilities to compliment their waste management programs.

Neo-City Assets: Deck 48 of both hulls, Offices in the Entrepreneurial Tower in the Corporate Sector, Lockheed-Cessna Pinto. 50 troops, 700 employees.

Corporate Assets: Offices in Los Angeles, Night City, Philadelphia, Boston, Washington, Houston, Dallas, Montreal, London, Paris, Berlin, Moscow, and Istanbul, waste management facilities in 430 cities worldwide. 200 AV-4s, 650 UH-9s, 6 Corporate Jets. 14,000 troops, 63 covert operatives, 310,000 employees.

Espionage: Darkness Blooms works very hard to protect its secrets. To that end, the company regularly engages in clandestine warfare against its competitors in both the waste management industry and the food industry. About a quarter of the corporation's annual budget is dedicated to maintaining a very powerful veil of secrecy and eliminating those who breach that veil. Most frequently, the organization DB finances to cover up the occasional mass poisonings is employed to attack its rivals as well.

ISS, Inc. / Initiative Stealth Systems, Inc.

ISS, Inc is a new corporation, founded shortly after the Neo-City was launched. The owners realized that the floating city, with its unique corporate interactions, represented an environment unlike any other. On land, you can always run from your problems. On most islands, you can evade your problems until you escape. But Neo-City poses a newer challenge, supposedly being too small to hide or run without being caught. This means you now need to avoid being caught in the first place, which means avoiding detection in the first place. ISS, Inc. leads the industry in the development of cutting edge stealth equipment and spy gear, from cameleon suits to the latest in cutting edge anti-security technology.

Corporate Assets in Neo-City: 2 AV-4s, 6 AV-3Is, 1 F-33 WASP, 1 corporate jet. 500 troops, 120 covert operatives, 600 employees.

Additional Assets: Corporate Offices in London, New York, Sidney, Night City, Rio de Janeiro, Tokyo, and Hong Kong. All are similarly outfitted to the Neo-City Office.

Espionage: ISS engages in extensive espionage activity against its competitors, both to discover what their rivals are developing and to conduct field trials on prototype products. Arasaka, Militech, Lazarus, Secure Systems, and numerous other corporations are regular targets of ISS agents. And with the corporation's growing market share, it is also a prime target of its competitors. One could say that the espionage equipment industry is the industry most prone to espionage.

SecureTek, Inc.

On the other side of the spectrum is ISS, Inc.'s sister company (though very few know this secret), SecureTek, Inc. SecureTek works hand-in-hand with ISS in the development of security measures which can defeat ISS's latest commercial products. No ISS product reaches the public marketplace until SecureTek has a product developed which will eliminate the ISS advantage. SecureTek's products hit the marketplace between 4 and 14 months after the ISS product which they eliminate. Both corporations sell a substantial amount of equipment to other corporations and private consumers alike, thus controlling a large segment of the city's free market.

Neo-City Assets: 5 AV-6s, 1 corporate Jet. 300 troops, 200 covert operatives, 1000 employees. Other offices located in Paris, Boston, Los Angeles, Buenos Aires, Tokyo, Hong Kong, and Sidney.

Espionage: With SecureTek, there is an interesting circle of espionage revolving around SecureTek, Arasaka, and SecSystems. All three are strong competitors in the security equipment field and would benefit from the demise of the other two. The activity in this circle tends to focus on data theft, but has in the past opened into more violent saboteur activities, especially around the launch of a significant new product. SecureTek also engages in an orchestrated mock espionage campaign with ISS, its sister corporation.

Trauma Team International



Trauma Team International took the bull by the horns in Neo-City. Not only did TTI contract to handle the city's ambulance and paramedical services, but they also contracted the management of the city's health facilities, including two hospitals, a primary care facility on the surface, standing some 30 stories tall, and a trauma center located in the industrial sectors. This contract was a major market victory for TTI over its primary competitor, REO Meatwagon.

Neo-City Office Assets: 12 AV-4R's, 1 Fed-Boeing Falcon, 1 Osprey II, 3 SM-Dragons (customized to handle large scale emergency operations in catastrophes), 30 Ambunaughts (serving belowdecks), 100 Tb/O Lifeline ACPAs. 300 troops, 3100 employ-

ees.

Espionage: TTI typically engages only in the overt espionage act of claim jumping. In cities where it has competitors, the rivals do everything they can to answer the others' emergency calls and overbill those particular clients while offering them a reduced fee policy. With no rivals in Neo-City, other than ripperdocs and the like in the Free Zone, TTI engages in no known espionage activities on the city.

Borgman Industries

Borgman Industries is a young corporation which was founded in 2014 by a rockerboy named Chuck Sweager. At that time, he was embroiled in the scandalous exposure of a Biotechnica secret project which accidentally unleashed a genetically altered artificial life form on Night City that year. The braindances that resulted from the pursuit, stalking, capture and kill of the beast brought an amazing amount of fame and fortune to Chuck, who topped things off by helping uncover Biotechnica's involvement in the beast's creation and release. Though the city breathed safe, Chuck wasn't so fortunate. Biotechnica wanted him and his associates dead and nearly pulled it off. Chuck went into hiding and formed Borgman Industries, a company dedicated to producing state-of-the art police equipment on a low profit margin. The company nearly faltered early on thanks to a price war between BI's PowerGear ACPA series and Raven Microcyb's Viper ACPA series. Eventually, BI won out in that war by expanding their PowerGear line and producing the least expensive suit possible, Putting out the Light PowerGear ACPA with a sticker price of under 7,000 eb, less than a third of the price of the average police cruiser. Since then, Borgman Industries as vastly diversified, delving into cybernetics, vehicle production, small arms, and orbital manufacturing and security. Their greatest achievement has been the successful management of the Philadelphia-Camden Metroplex since 2019. Beyond this, Borgman Industries has done an exemplary job in keeping its nose clean and avoiding hostilities with other corporations.

The Borgman Industries office in Neo-City actually represents several corporate subsidiaries as well, including Bodytech Enterprises, Riley Research, Play Armor and Borgman Industries Orbital Initiatives, LLC. Neo-City functions as the corporation's primary earth-orbit relay center, handling the transport of products, personnel, and data between planet and orbit. Additionally, the facility also now houses the entirety of BodyTech Enterprises cloning and research facilities for security purposes.

Neo-City Office Assets: 2 AV-4s, 3 AV-3Fs, 2 AV-3Is, 50 CityBreaker ACPAs, 10 CityBreaker II ACPAs, 3 BorgMasher ACPAs, 500 PowerGear Monster ACPAs, 2 Fed-Boeing Falcons, 1 Shuttle II, 1 Aries II spaceplane. 700 troops, 50 covert Operatives, 1100 employees. This does not include the staff of subsidiaries.

Corporate Assets: Offices in Night City CA, Philadelphia PA (headquarters), Boston MA, Washington DC, London, Berlin, Hong Kong, Tokyo, Singapore, Paris, Moscow, Neo-City and Crystal Palace. 30 AV-4s, 200 AV-3s of various models, 48 UH-9, 6 AH-99, with 56,000 troops, 480 covert operatives, and 280,000 employees. In orbit, 22 Deltas, 3 Shuttle IIs, 7 workshacks, 23 autofactories, 1 500m O'Neil Cylinder, small Lunar facilities with 30,000 troops, 1200 covert operatives, and 58,000 employees.

Espionage: As a consistently growing corporation, Borgman Industries is a prime take-over target for its many rivals in numerous fields. As a preventative measure, Borgman Industries engages in regular espionage activities against dozens of rival corporations in numerous fields. Of primary focus are Arasaka and Biotechnica. Arasaka is the strongest competitor in the security field BI has been operating in, making a powerful enemy indeed for the growing corporation. Biotechnica is a target due to the ac-

tions of its CEO in efforts to resolve his personal vendetta against Borgman Industries' owner. Other targets focused upon include Militech, Raven Microcybernetics, and numerous firms developing genetic engineering techniques or new paramilitary technologies, particularly in the ACPA market.

OTEC / Ocean Technology Energy Corporation

OTEC's offices here are established only to monitor the city's performance. OTEC produces the floating synthetic plastic known as Crypropalan. Made from the remains of genetically engineered micro-fauna, it is what many of the floating coastal cities rest on. Strong, incredibly bouyant, light and derived from a renewable natural source, it was a breakthrough in construction science. Unfortunately, The development of newer and better materials for the construction of Neo-City greatly threatens OTEC's position as an industry leader. OTEC monitors the city's environment very carefully, hoping some chink in the armor will expose itself which OTEC can capitalize on to restore its reputation. OTEC also secretly maintains an extensive force of covert operatives who carefully study the city. If OTEC can't find legitimate cause to ruin Neo-City, they'll simply sink it by other means.

Neo-City Office Assets: 3 AV-4s, 1 Transport Sub. 50 troops, 379 covert operatives, 200 employees.

Espionage: OTEC's focus in espionage is against CINO and the Neo-City Consortium. The corporation wants nothing more than to see the city sink, killing hundreds of thousands of innocent bystanders and ruining the consortium members' reputations forever.

Tactical Networks

In the 1980s, after two full decades of very public and political assassinations, the age of the 'lone gunman' came to a close. Security increased and the odds of a single individual, be he a sniper, bomber, or saboteur, returning successfully from a mission were virtually nonexistent from that point forward. Solitary black ops had become suicide missions for the mission specialists.

With the age of corporate domination growing through the first twenty years of the twenty-first century, Tactical Networks was an inevitability. The corporation will perform any and all manner of black ops against any target for a fee, guaranteeing complete anonymity for its clients. Fees are exuberant, but Tactical Networks has a perfect success record.

The company was founded by Kevin Burlington, a solo and long-time conspiracy theory enthusiast who did an intensive study of existing operations, both black ops and counter ops, to formulate a successful business plan. That business plan turned operational philosophy and the company's name was coined. The company is based in Neo-City due to the city's lenience toward corporate operations and the complete lack of extradition treaties with any nation on the planet. The company works entirely out of its 34 story tower in the corporate plaza.

To give you an idea of how the concept of tactical networks functions, use the US Secret Service as an example, in it's Presidential bodyguard detail. To protect the US President when he travels, agents research the NCIC databases for possible troublemakers in the region, while others research the local news, both current and old, for more possible trouble in the region. And advanced team arrives days to weeks ahead of the scheduled visit in order to secure facilities and travel routes, coordinate with local law enforcement, and to detain or neutralize the more troublesome and serious threats to the President's safety. Then and only then is the President's trip finally approved.

These same techniques can be applied to greatly enhance black ops of all sorts. Researchers prepare intensive back-

ground reports on the local region the op will take place in. Surveillance teams are dispatched to verify the background reports and to gather first-hand supplementary information for the mission. Analysts prepare mission profiles and directives. Fabrications experts build untracable gear or duplicate equipment to create red herrings. Finally, advance teams move into the area, securing facilities and preparing escape routes before approving the mission. Even then, the mission specialists that actually perform the black ops aren't left without support. The specialists know that Tactical Wetworks has extraction teams ready to pull them out of harm's way, provide additional support, and help cover his tracks whether things go right or wrong.

Tactical Wetworks employs over 5000 personnel, assigning roughly 500 personnel to each mission the company is contracted to perform. All employees are cross-trained as troops, though only about half are professional soldiers and covert operatives used for field duty on the missions. The remaining staff are primarily support personnel, working administration, research, analysis, and fabrications. Additionally, Tactical Wetworks employs an internal security force of about 1200 troops, watchmen to ferret out rogue operatives and to protect corporate property from retaliation.

As far as espionage goes, Espionage is the stock in trade at Tactical Wetworks. If you pay the bill, the company will do your dirty work. But with growing focus in the intelligence and information fields, Tactical Wetworks has been developing an espionage program aimed at destroying Infocomp. This ongoing program involves first producing an in-house archive system and knowledge, then corrupting Infocomp's information resources with false data. With the downfall of Infocomp, Tactical Wetworks would then be able to safely expand and monopolize the intelligence and information markets. With this goal in mind, TW is taking a preventative course. What they do to others can be done to them as well. To that end, TW is developing what they call WORMbase, a computer hardware/software system in which all operating software is hardcoded into the computer's motherboard and all data is stored on a write-once media. Rather than a single record being appended to correct a mistake, a new, corrected record is instead added and referenced back to the bad record. The result is a system that is slower than competing products, but incorruptible since data entry from external sources is incomprehensible to the hardware.

Corporate Assets: Tactical Wetworks maintains its one and only office in Neo-City. At the corporate tower, they have multiple medical suites, as well as a half dozen AV-4s. Additionally, in the aerospace module, the company maintains its manufacturing and fabrications facility, where anything can be constructed. From here, the company turns out dozens of vehicles and hundreds of weapons and thousands of other items for use by its field operatives each and every year. Also at this facility are several older Boeing 767s that the company uses to deliver personnel to a mission site en masse. Like most TW vehicles, these planes are heavily modified (though not outwardly apparent) and are as capable of protecting themselves in the air as Air Force One.

TechSec

TechSec is a security firm which was contracted by the city to provide a higher level of law enforcement. While Arasaka and the like can provide grunts to do the bulk of the policing, these troops simply do not have the skills or expertise to investigate numerous crimes, such as murder or extortion. This is where TechSec steps in. By providing a force of trained investigators, TechSec handles those numerous 'high crimes' with a fair amount of finesse.

Unfortunately, TechSec is an ineffectual joke in Neo-City. As the question goes in response to inquiries, 'You want what I know or what I can prove?'. The staff at TechSec know the ins and outs of the

criminal communities of Neo-City but can never prove anything, due to lawyers with budgets ten times that of TechSec, corrupted officials, and the word passed down from higher up to forget a case even existed. The company is caught between a rock and a hard place with no way out.

Neo-City Assets: The corporation has offices and jail facilities in the aft portion of the city, though their police force isn't very substantial. The corporation employs about 100 beat cops and close to 300 detectives in various departments. Each officer is issued a Honda Metrocar in order to do his duties in the city. Additionally, the corporation deploys 20 forensics teams. Each team is a squad of 4 men using a pair of BMW-2020's for evidence collection.

Espionage: The corporation doesn't engage in 'espionage' per se, but rather in surveillance in accordance with traditional police practices. Or, perhaps, this is instead the most devious kind of espionage one can engage in - legally sanctioned espionage.

Digital World

With DMS losing access to Neo-City, thanks to NN54's bid for censorship control, room was made for a second media corporation to fill the entertainment needs of the masses while NN54 dealt with the news, television broadcasts, and censorship issues involving the city's information infrastructure. Digital World was established to fill that particular void.

The corporation was established originally as a production house, creating studios for locally produced television shows. Rapidly, the need for more entertainment media was realized and the corporation did its damndest to keep up. The corporation expanded, establishing a record label and then entertainment complexes before finally branching out as exclusive distributor to the Neo-City television and movie markets, charging exuberant amounts of money to show outside media on its television channels and in its entertainment complexes.

For Digital World, the entertainment complexes are by far the most profitable. Each of the 6 complexes includes a dozen movie theaters, none of which will be showing the same movie. They also include extensive arcade and gambling facilities, as well as book stores and virtual suites, where virtual reality, holographic-interactives, and brandances can be played out in privacy. Estimates indicate the entertainment complexes generate at least 250,000eb. each per day in revenues. Television is also fairly lucrative for Digital World, as their advertising rates to reach a very exclusive clientele is quite high.

Neo-City Assets: The corporation owns a 12 story tower in the corporate plaza, as well as several warehouses converted to stages in the industrial regions. The corporation recently purchased property in California in order to establish a primary dry land studios to work from as well. They own a number of warehouses in a number of cities worldwide, which they use as stage facilities for local productions in those regions. The corporation employs 6 AV-4 and 2 AV-7s, along with several twentieth century vintage Chinook helicopters purchased from US military surplus (use stats for the S-M Dragon). The corporation has 230 troops, 50 covert operatives, and 6800 employees.

Espionage: Espionage is limited to star extractions and talent jumping in order to improve market share outside Neo-City. Any media corporation could potentially be a target if their stars and top performers are doing well in the box offices or album sales.

Network Nine

Network Nine was established in Night City by a group of Edgerunners looking to cultivate some of their hard earned money into substantial retirement funds. The network offered quite a bit of diverse programming for the local residents, including a substantial number of investigative reporting type shows. The network proved

popular and grew quickly, adding offices and broadcast facilities in at least two new cities each year.

When Neo-City started converting into a corporate haven, the owners of Network Nine knew they had to get in on the action, since such a place would surely become a hotbed of espionage and corporate wrongdoings. The network bought a warehouse to use as studios and built a broadcast tower on the Aerospace Module. This decision has proven highly profitable, as while much of their news on Neo-City cannot be broadcast in Neo-City, it provides them with a great deal of broadcast material they show to the outside world. In addition, much of their censored footage can be seen on certain pirate stations.

Neo-City Assets: Along with the studios and broadcast tower, they also own a block of apartments used by their media staff. The company also owns a number of vehicles, ranging from motorcycles to an AV-4, all of which are available for reporter use. The Neo-City offices employ a staff of 200, a pool of 18 respected journalists (part of a larger pool that rotates the reporters from city to city), and 85 troops.

Worldwide Assets: Offices and apartments in 53 cities worldwide, plus a similar mix of vehicles at each office. One corporate jet. Employs 11,200 worldwide, 3400 troops.

Espionage: There is an ongoing effort in Neo-City for competitors and city officials to determine the hows and whys of censored footage ending up in the hands of pirates. Given the network's roots, it is a prime suspect in the distribution of that censored footage.

Church Channel

The pinnacle of television evangelism, the Church Channel is the world's first incorporated, for-profit religion, though they avoid letting their followers know about the 'for-profit' part. The religion itself is a bizarre fusion of various fundamentalist forms of Christianity, with a sizable dose of Scientology thrown in. Broadcast worldwide, the religion claims it has over 400 million adherents worldwide, greater than the population of the United States of America!

Along with broadcasting its Church Channel programming, the company also broadcasts a companion station, the Faith Shopping Network. On this station, they sell a wide range of religious items, plus 'sanctified products', which are nothing more than the average contents of your local department store, but with the Church Channel 'seal of approval', which supposedly designates the products as coming from a virtuous manufacturer.

Obviously, one has to wonder how such a horrible thing could end up a part of Neo-City. The answer to that is quite simple; several high ranking corporates and other officials in the city happen to be adherents of the Church Channel, and petitioned to allow the Church Channel to operate there.

The most insidious part of the Church Channel are the "Christ Cops", a division of the company's security forces. It is a sizable force that gets sent out through the world 'converting' those who don't cooperate with the Church Channel's doctrine. Rumor has it that they frequently make use of braindancing in their conversion process, and have eliminated those who oppose them. Even in Neo-City, the "Christ Cops" are able to operate, normally working the Free Zone, but they do occasionally make house calls to various execs and other important people in the city.

Neo-City Assets: Along with a broadcast tower on the Aerospace Module, the company maintains modest office and studio facilities in the corporate plaza, amounting to about 6 floors of the general corporate tower. They also maintain dozens of Frocks-in-a-Boxes about the city. They employ roughly 200 individuals, plus another 700 troops, most of which are "Christ Cops".

Worldwide Assets: The city maintains a central production

facility in the Mojave Desert in SoCal. In addition, they also maintain an automated rebroadcasting facility in most major cities. The company has roughly 80,000 employees, plus 170,000 troops.

Espionage: Edgerunners see the Church Channel for what it is, A corrupted concept used to scam multitudes of poor, deluded fools of millions of ebs. Many edgerunners tend to attack the Church Channel as a hobby at their own expense. Their "Christ Cops" are frequently targets of revenge, though they travel in groups large enough to deal with any such attempts.

BioWorks

Because of the obvious opportunities presented with a floating facility, BioWorks moved some of their research operations to Neo-City late in 2020. Their Office is located in the Corp zone overlooking the ocean, the lobby is flooded with whale song and blue tinted lights giving it a very "oceanic feel".

The onsite director of the research facilities is Frederick Meer, a renowned bioengineer and biologist. While here the researchers have managed to use seal, dolphin, sea otter and other sea mammals DNA to produce genetically enhanced hybrids (AAs for short) that are used for exploration, rescue, salvage, and other underwater tasks.

Otto Meer is Frederick's personal assistant/body guard. He is a 7' tall altered Sea Otter trained as a corporate operative who was Frederick's first construct here in NeoCity.

Any corp. interested in purchasing an Altered Being will need to put in an order. BioWorks bioengineers will assemble the DNA to the client specs, after 2 months the AA is ready to be removed from the lab, either the client or BioWorks can train the AA. Clients choosing to train the AA will be given a discount, but no guarantee of the creature's behavior.

Land dwelling mammals are also offered at the facility though they are usually produced on the mainland and shipped in within the first month.

Neo-City Assets: Overall the research facility is rather small, which consists of 45 bioengineers, 5 computer lab operators, 15 sales/public relations people and 35 security personnel (10 of which are BioWorks creations).

Espionage: BioWorks is a strong candidate for espionage, due to the corporate influence in the legal structure of Neo-City. Within the city exist at least a half dozen genetic research facilities, each and every one a target of the others for the scientific and corporate secrets they bear. Like the other genetic research facilities, BioWorks is subject to regular and frequent invasive covert operations. The "perversion of nature" also makes it a frequent target of eco-terrorists as well.

Maximum Restraint Facilities, Inc. / MaFRI

Maximum Restraint Facilities, Inc. is a private security firm specializing in the one major area of security and law enforcement that few others will touch; incarceration management. The company manages a number of corporate and government prison facilities worldwide, adhering to a broad range of inmate rehabilitation theories. They run braindance attitude adjustment facilities, work camp/boot camp programs, and permanent incarceration prisons. It is a fairly profitable and privately owned corporation.

Their most infamous facilities are the prison blocks in the desert of the southwestern United States. These prisons are immense walled structures, within which are a few tents filled with bunks. The walls of the structure are nearly impenetrable, consisting of 20 foot thick reinforced concrete, standing about 40 feet high, surrounding the facility's 150m x 100m courtyard area. Inmates are walked up an external stairway to the structure's one guard tower, from which they are then cast into the prison's courtyard. The single tower also handles

delivery of foodstuffs to the prisoners, with a net full of cheap supplies lowered down to the prisoners. By using a net, any prisoners trying to ride the net back up to the tower without authorization can be exterminated. Frequently, these structures are built in pairs, some 10-15 meters between them, allowing a command tower to be built between them, providing security over both facilities from a single structure.

They are also infamous for their efforts to establish the Death Valley Free Prison. The DVFP will be a titanic expansion of their prison block concept, dedicated to permanent prisoners. The plan is to encircle the entire valley with a reinforced concrete wall, 50 meters thick and 50 meters high, lined with a significant number of heavily armed guard posts. Any and all underground facilities will be filled with concrete and an underground barrier. The structures within the valley would remain, and a number of tent camps would be set up as well. Prisoners would be introduced to the facility by a single gate, taking whatever personal possessions they please with them, excluding any weapons other than hand combat weapons like knives or swords. The prisoners would be left to their own ends to establish their own societies within the prison. Think "Escape from New York" and "Escape from LA", except in the middle of the desert, where the outside environment is as likely to kill you if you escape as the inside of the prison was. MaFRI is working long and hard to get this prison project off the ground.

However, MaFRI is a corporation, and like all others, has its deep, dark, dirty secrets in the form of Project Deep Water. PDW is a series of high security prisons placed on the ocean bottom. These facilities are used to make people disappear, or to imprison the most dangerous of criminals, in exchange for receiving a very high fee. The facilities are also used to storing sensitive materials securely as well. The PDW facilities are numerous, with no one person knowing about all of them. One facility might be dedicated to publicly known government prisoners (criminals), another might be for unknown government prisoners (spies, traitors, and criminals who abused the legal system), and yet another might be used by private corporations to make certain valuable people 'disappear' for any number of reasons. This avoidance of excessive widespread knowledge is why the rates for use of these facilities is so high.

Aside from this, MaFRI also dabbles in the construction business. To ensure the quality of construction of its facilities (and reduce overall construction costs), the company builds its facilities itself. However, the demand for new facilities isn't sufficient to keep the construction department employed full-time in the building of new prisons. Therefore the company also frequently bids on roadwork and the construction of small commercial facilities to maintain a full schedule for the construction department.

In Neo-City, MaFRI has an exclusive contract to handle the city's long-term prison facilities, where anyone incarcerated for a year or longer will be stored. They were also contracted to handle the establishment of the city's short-term prison facilities, which dangle from the underside of the city. A MaFRI warden runs the short-term prison, but it is staffed by Neo-City employees.

Neo-City Assets: MaFRI owns about 70% of the Neo-City Deep complex, which it uses as one of the 'government facilities' in the Project Deep Water program. In addition, it owns the underwater short term prison facilities of Neo-City as well. It employs about 800 personnel in various positions, functioning as administrative, technical, and maintenance workers in regards to these facilities, plus about 300 guards at Neo-City Deep. They also maintain a pair of Dynalar Manta subs, each of which has three full crews for nearly round-the-clock use if needed.

Worldwide Assets: MaFRI is headquartered in Albuquerque, New Mexico. In addition, they also own and maintain over 400 boot camps, 150 braindance centers, 1200 prison blocks, and 13 PDW facilities around the world. They employ 6800 regular employees, plus

a security staff numbering 18,500, mostly functioning as prison guards rather than corporate security. The construction division employs another 850 workers in various construction trades.

Espionage: MaFRI isn't quite a company likely to be subjected to espionage. Their main concern is worrying about the discovery and extraction of their secret prisoners.

Entrepreneurial Businesses

Despite the fact that most of the new city is made of 'Big Business', this floating paradise has managed to create a few small start-ups who have fulfilled specific niche rolls within the limited economy of the 'island'. These niche companies typically fulfill very specific needs and/or serve a clientele that may not be high on the 'Big Business' agenda. Often times, these companies are extremely discreet, and form substantial relationships with their customers. It's a good way to keep customers, and people in the know always are aware of a potential source for goods.

MLW Salvage Co.

Owner/Operator- Martin "Marty" L. Wilson

MLW Salvage Co. is a fairly large company for being small business. It is located on the north edge of the city. Its primary purpose is to salvage just about anything from the ocean. (For a small percentage of course). Marty has 6 employees, all with some diving and boat experience. Several boats and a small 3-man sub help the team in their salvaging operations. MLW Salvage Co. secondary expertise is Extraction and smuggling. Marty's employees also can handle bringing people to the city or helping people make a quick escape. They will also smuggle some items.

Marty usually will not smuggle hard core criminals off the island. (If you just murdered half a dozen people, don't come to Marty to get out of town). And he will NOT smuggle drugs.

Weekend Warriors

Weekend Warriors is an edgerunner owned employment service, providing highly skilled, experienced, semi-retired edgerunners for the most demanding of jobs. Any potential employer can come by the office and post an available job to the system. Potential candidates can then review the offered position and put their name on the list. After a week or two, the employer can review the candidate list and make their selections.

The Weekend Warriors office then collects its finder's fee and escrows the edgerunners payment until completion of the job. By working through Weekend Warriors, an edgerunner is greatly protected by contract terms. In case of death in a failed mission, half the pay is paid out to the edgerunner's family while the remainder is reimbursed to the employer. In case of death in a successful mission, the full pay is given to the runner's family. In case of failure, edgerunners are reimbursed expenses plus 10% of the pay, assuming they provide the employer (via Weekend Warriors) a detailed report on the mission's events and target security. Also, the Weekend Warriors corporation offers its edgerunners death and dismemberment insurance for free to the amount of 25,000 eb.

Eyes Alpha

Located in the Free Zone of Neo-City, Eyes Alpha is a well regarded security firm. Considering their location, one would expect little more than a rather seedy office of a private detective team. This, however is far from the truth. Eyes Alpha is a top-notch security company, serving the needs of all who can pay their price. The clients they serve are the rich and powerful who wish to avoid the monolithic, faceless, impersonal service of agencies like Militech, Lazarus, or Arasaka.

As such, Eyes Alpha has a very busy schedule, serving

primarily media figures and powerful businessmen. They also frequently serve corporations and richer businesses in regards to secret projects which pose a significant market impact, hopefully preventing industrial sabotage. To date, no extraction attempt or act of espionage or sabotage has succeeded against the clientele of Eyes Alpha.

What few know is that Eyes Alpha is a front company established by the British government. Fully funded by a top secret program, the company staffs some of the finest agents of Mi-5, and supplies its agents with the finest equipment. The purpose of Eyes Alpha is espionage. The staff is under a constant directive to collect any and all information that may be pertinent to the security of the British Isles. This information includes any economic data or internal memos that might point to aggressive or perhaps violent corporate activities within the country, evidence of ecological crimes committed by business, evidence of anti-government activities by media figures, and even the occasional theft of a technological secret that could help the nation or government in the pursuit of goals.

The second directive under which Eyes Alpha operates is the sanctioning of Tactical Networks. While there is thus far no verifiable proof, the British government has strong suspicions that Tactical Networks has undertaken a fairly significant number of missions that have been linked to detrimental changes in the nation's political and economic stability. This infiltration has proven difficult due to the subtle efforts of the recruitment branch of Tactical Networks, which not only checks the provided references, but also hunts down additional individuals for feedback. Sabotage of TW facilities in Neo-City have proven far more successful.

Eyes Alpha has also done an exceptional job infiltrating city services. The company has headhunted some of the finest personnel employed by the city, offering part time positions within the organization. By utilizing a manner of organization similar to the terrorist cells of the twentieth century, Eyes Alpha has been able to engage in extensive corruption of the city's services without itself being discovered. Only the uppermost management, the personnel department, and the zero-band operatives know that the company is just a front for British spies.

Operations are subdivided according to skills. Alpha Band are the bottom rung, agents culled from the city's population and government security agencies. Though used as the primary source of security guards for physical presence, these individuals are employed in order to pump them for information. The next level is the Zeta Band, which consists of the skilled agents culled from the city. These agents are competent operatives, frequently used not just to provide a security presence, but to also engage in covert activities. Third is the T Band, which consists of the technicians. The actual technicians responsible for care and maintenance of equipment are trained and supplied by the British government, while the installers and field operators are hired from the city's work force. Fourth is the Administrative Branch, consisting exclusively of agents of the British government. The personnel department is actually part of the Administrative Branch. Last is the Zero-Band, which consists of anywhere from 30 to 100 agents at any given time. These agents are some of the finest trained and most experienced spies working for the Brits. These are the agents responsible for conducting the bulk of covert ops Eyes Alpha engages in.

Eyes Alpha has access to a wide range of security and surveillance equipment, all of which is on the bleeding edge of technology, in a few cases even being prototypes that will extend that edge. Each zero-band operative is kitted out with a wardrobe of armored clothing, an auto-ejecting sleeve holster with a L2017 .177 derringer based on the Colt 66 .25 semiautomatic pistol with exploding rounds and 2 spare clips, an accurized pistol of choice (+3 WA) in a shoulder holster with 4 magazines, and a gadget watch of their choice.

Eyes Alpha employs two offices and a warehouse. First is the Free Zone office, where the bulk of the agency's activities are planned and initiated from. The office structure is an armored building providing about 30,000 square feet of office space, primarily dedicated to a communal office area where Alpha, Gamma, and T-Band agents write their reports or requisitions. Zero-Band and Administrative agents have private or joint offices in the building. Also in the Free Zone is a small warehouse used for record storage. In this facility, documents are converted to electronic format, then delivered back to the Free Zone office as well as back to London, while the original records are destroyed. The facility does also handle actual import/export services to and from the British Isles. The last office is a vehicle storage facility on the AeroSpace Module. In this facility, Eyes Alpha keeps a number of vehicles for agent use, in particular a number of high speed, long range aerodynes, as well 'James Bond'-ish, tricked out ground vehicles and hovercraft.

Uncle Feng

Information Broker

INT 8 REF 5 TECH 6
 COOL 6 ATTR 4 LUCK 7
 MA 4 BOD 4 EMP 8

Streetdeal +5, Persuasion +6, Forgery +2, Interrogation +3, Awareness +8, Interview +6, Library Search +2, Human Perception +6, Education +3, Pilot AV +4, Handgun +2, Martial Art: Kung Fu +4, Cook +6.

Cyberware: A single Dynalar finger to replace one he lost many years ago due to a bad deal with the Yakuza.

Weapons: Stermeyer Type 35 [P - 0 - J - E - 3D6(11mm) - 8 - 2 - VR].

Vehicle: An AV-4 converted with a propane stove and several refridgerated compartments. Flies at about half the speed of a stock AV-4.

The Chicken Killer

Solo

INT 6 REF 8 TECH 8
 COOL 7 ATTR 3 LUCK 4
 MA 4 BOD 6 EMP 2

Combat Sense +5, Handgun +3, Brawling +5, Melee +2, Awareness +5, Weaponsmith +6, Rifle +1, Athletics +6, SMG +1, Stealth +7, Endurance +7, Hide/Evade +6, Shadow/Track +6, Electr. Security +6, Heavy Weapons +6.

Cyberware: Cyberoptic w/TA, TS, AD, Neural Processor, Smartgun Link, Kerenzikov, Interface plugs.

Weapons: The Chook Launcher [HVY - 0 - N - Unique - 5d10AP - 1 - 1 - UR - 120m], Bushmaster SMG [SMG - 0 - N - R - 4d6(5.56) - 30 - 20 - ST]

Charlie "Stork" DeVris

Aerojock

INT 7 REF 10 TECH 9
 COOL 8 ATTR 3 LUCK 4
 MA 7 BOD 6 EMP 8

Aircraft Sense +8, Pilot AV +6, Pilot Fixed Wing +10, Pilot Gyro +8, Awareness +7, Handgun +6, Rifle +1, Athletics +5, Heavy Weapons +7, Navigation +8, Expert: WWII History

Uncle Feng

Uncle Feng is an old chinese man with a long white beard, looking not unlike a wise man from Chinese history. He runs a fruit stand/chinese restraunt from his AV (think 5th Element). Unlike many other street vendors his food can only be bought with black market currency, he complains that as an old man he has not the time or the inclination to learn 'the ways of youngsters'. All the food is prepared while you wait, which he actually makes from real organic food stuff, and according to uncle Feng has been grown in his small garden, which he tends to in his spare time. He will usually take it as an insult if a customer says his food is synthetic. His usual customers are neo-luddites, anarchists and ecoists who balk at the use of synthetics and the general evils of technology, while not having enough money for blackmarket organics. When not tending to his customers or his garden he will usually be found on good days teaching Tai Chi or Confusian philosophy at the park. He has become quite a personality among street folk, and his tendency to cause traffic disturbances are usually overlooked by those law enforcement officials who have come to deal with him.

When new in town, Uncle Feng is the first person an edgerunner should look up. With access to all sections of Neo-City, and his popularity with the populace, Uncle Feng knows the ins and outs of wheeling and dealing in the city. If you're looking for someone or something, he'll know where to send you to get it, for a small fee of course. He can fill you in on all the details of whatever is going down in the city as well. Uncle Feng definitely pays attention to the gossip around his flying Chinese restaurant.

Along with his flying restaurant, he also leases some warehouse space and landing pad on the aerospace module, in the aft area, in an area the airport doesn't currently use. After all, that AV can only carry enough to feed a few dozen people, so he typically needs to restock between meals.



Uncle Feng

The Chicken Killer

Every professional needs a 'signature' to truly give him a reputation. In american football, it was the victory touchdown dance. Basketball had 'patented moves'. Boxing had a 'trademark punch'. And Professional killers have signature methods of killing. The Chicken Killer of Neo-City is by no means an exception. Working world-wide, with most of his victims having been residents or visitors killed in Neo-City, the man is rapidly growing in infamy. Well known, but regarded as an urban myth, The Chicken Killer is contacted by a message service out of Boston, Massachusetts. Beyond that, none know what he looks like, nor has anyone met him in person.

What makes the Chicken Killer, aka Chookie, unique, is his means of murder. All his victims have died of severe trauma caused by being struck by a frozen cornish game hen traveling an near supersonic velocity. It is theorized that during the Collapse,

the Chicken Killer managed to appropriate one of the cannons used in windscreen and engine testing by the U.S. Federal Aviation Administration. In tests, frozen chickens were capable of completely destroying an engine or able to penetrate bulletproofed glass, as well as the pilot's seat, electronics and back wall of the cockpit. Using that as a guide, he then developed a manportable version which he now uses for his assassinations. The weapon is suspected to be a two part system, consisting of compressed air supply in a backpack and the weapon itself, handheld and roughly the size of a bazooka. The weapon fires frozen cornish game hens at roughly the speed of sound. Beyond this, nothing is known about the man.

Charlie 'Stork' DeVris

An accomplished pilot, Charlie has seen mercenary service in over a dozen countries including Columbia and anti-government actions in Kenya and Nigeria. While 'serving' in Kenya, Charlie rescued a severely burned, amnesiac 10 year old boy whose village had been flattened by government forces napalm. Charlie spent every dollar he possessed in the pursuit of the boy's medical attention and recovery. Charlie named the boy 'Seth' (who has no recollection of events before regaining consciousness in the hospital) and they have been inseperable ever since.

Haunted by the atrocities he witnessed during his Africa campaigns, Charlie abandoned his mercenary career and immigrated to New Eden with his 'adopted' son to establish a new way of life. He founded SeaSearch LTD, a search & rescue company, in 2014 and has achieved moderate success with his endeavor.

Charlie is afflicted with a terminal, carcinogenic, blood disease (which he insists, without proof, he acquired after government forces in Nigeria utilized a bioengineered bio-toxin on opposing forces). This disorder interferes with the blood's ability to clot (Hemophilia) and at times causes the afflicted person severe pain. Resulting in reduced endurance and susceptibility to disease.

Due in part to his disorder (and nightmarish memories), Charlie is a heavy drinker. Only on a "bad day" or while receiving medical treatment is he not intoxicated. Remarkably, his habit does not appear to interfere greatly with his skill at operating/repairing aircraft and he is known by locals as possessing the ability to "fly a plane lit-to-the-gills better than most folks can walk sober".

Charlie is an outstanding pilot and can operate most forms of aircraft. Given a choice however, he will avoid vectored-thrust vehicles due to his inherent distrust of any aircraft "without some kind of wing". A skillful mechanic as well, Charlie repairs his own vehicles exclusively and refuses to allow anyone (besides Seth) within 50 feet of them. He has spent the last five years of his free time restoring and refurbishing to operational status a WWII era German Stuka Dive-Bomber (his most prized possession). Whenever he flies, Charlie wears a WWII leather pilot's helmet (which he considers lucky) and will not go into the air without it.

Although not suicidal, Charlie's disease is never far from his mind and will willingly (almost cheerfully) sacrifice his own life if he is certain innocent lives will be spared. Charlie is a loyal friend (to those he calls friends) and is honest almost to a fault. The temporary ATT of 3 is due to healing skin grafts (He was recently injured/burned while rescuing a family from a pleasure-yacht fire). The owner of the yacht, a Brazillian investor, was so grateful to Charlie for the rescue that he has invested heavily in SeaSearch LTD (Charlie vehemently refused a "gratuity"), allowing for the purchase of much-needed equipment and a new rescue watercraft.

Charlie is a white male, 38 years of age, standing 6'1", with brown eyes and hair. His build is a bit above average.

Additional Information from Ocelot™s Character Gen System

SP Ability Description/Mod Net SP: +5

+5 Ambidextrous [no off-hand skill mod]

+5 Balance +1 Zero-Gee Manuever / +2 Disorientation Sickness roll / +1 Athletics (balance)

+2 Direction Sense [average Awareness to determine facing]

+4 Technical Apt. +1 AeroTech / AVTech / Gyrotech

+4 Vehicle Zen +1 Pilot / Initiative rolls

-5 Drug Addiction [Alcoholic]: -2 (all skills) when intoxicated / drink once per day or -1 (all skills)

-6 Hemophilia [rare blood disease]: 1 pt damage per round due to bleeding until stopped

-4 Honor May sacrifice life if mission will be accomplished (innocent lives saved)

+6, Electronics +5, Basic Tech +6, Aero Tech +9, AV Tech +4, Gyro Tech +8, Marine Tech +7, NuScuba +5, Hvy Weapon Tech +6, Paramedic +6, Pilot: Watercraft +4.

Cyberware: None. Medical condition prohibits non-bioware cyberware.

Weapons: .357 magnum Revolver [P - +1 - J - C - 2D6+3(.357) - 5 - 2 - VR] w/4" barrel, rosewood grips.

Gear: "airman`s" over-shoulder holster, (commonly) Tattered jeans, T-shirt, jean-jacket (sleeves removed), Brown genuine alligator hide cowboy boots, WWII era leather pilot.s helmet, small silver ankle flask
Vehicle: Lockheed-Cessna "Gull", detailed in Appendix A.

Seth "Cinder" DeVris

No Role

INT	8	REF	7	TECH	6
COOL	6	ATTR	7	LUCK	4
MA	9	BOD	9	EMP	6

Marine Geology +6, Marine Survival +7, Gamble +4, Seduction +6, Streetwise +5, Aero Tech +5, Gyro Tech +4, Marine Tech +8, NuScuba +8, Sonar Tech +5, ParaMedic +6, Pilot: Gyro +5, Pilot: Fixed-Wing +6, Pilot: Watercraft +7, Motorcycle +7, Melee Weapon +6, Rifle +6, Heavy Weapon +4, Martial Art: Tai Chi +5, Athletics +6

Cyberware: IR/UV nano-optical Upgrade, Nictitating Membranes, Ear Valve, Sinus Reconstruction, NeoLungs, Hemotological Replacement, Muscle & Bone Lace, Flashlite Implant.

Weapons: Stainless-Steel Ithaca Model 87 pump Shotgun (compact) [SHT - 0 - L - C - 4D6(12g) - 5 - 1 - VR - 30m], Stainless-Steel Remington Model 700 .308 Win Rifle [RIF - +2 - N - C - 6D6+2(.308) - 5 - 1 - VR - 500m], Diver.s Knife in thigh sheath [MEL - 0 - P - C - 1D6+1]

Gear: flourescent diving shorts, ripped-up T-shirt (if at all), white sneakers, "Aquamax" NuScuba Tank Unit (EV +1 / MDD 50m)

Vehicle: Mitsuzuki MSX900 "Bakushin" Cycle (Top Speed: 192mph / Maneuver +3 / Accel: 25 / Decel: 45 / SDP: 15)

Mikko Nevalainen

Techie

INT	9	REF	6	TECH	10
COOL	4	ATTR	6	LUCK	6
MA	3	BOD	5	EMP	7

Jury Rig +8, Basic Tech +5, Cyber Tech +8, Teaching +2, Education +6, Electronics +7, Expert: Robotics: +7, Composition +4, Brawling +4, Handgun +3, Programming +6, Social +4.

Cyberware: Neural Processor, Vehicle Link, Machine Link, 2 sets Interface Plugs, Chip Socket, selection of assorted musical instrument playing chips.

Weapon: None; he'll hire a bodyguard for that instead or call in a favor from someone he repaired.

Gear: His band and a workshop full of techie tools. In his warehouse space, one can often find a wide assortment of broken down borg parts and robotic or cyberlimb components.

Typical CoLeKtiV Member

AI-Controlled Aquarius Borgs

INT	*	REF	11	TECH	*
COOL	*	ATTR	0	LUCK	0
MA	10	BOD	15	EMP	0

** varies by AI Unit.*

Swimming +8, Underwater Combat +5, Underwater Survival +3, Awareness/Notice +5, Handgun +5, Rifle +4, Melee +3, Athletics +5, Underwater Weapons +5, Heavy Weapons +3, Underwater Heavy Weapons +5, Aqua Survival +2, Pilot: Submersible +6, Education +4, English +6, Japanese +6, German +6.

Cyberware: Stock Aquarius Full-Conversion Borg Body.

Weapons: Usually Cyborg Rifle for out of water missions (& gren launcher), Arasaka APW MkIV Mini-torp Launcher & Militech MTL-1 "Manhunter" as a heavy weapon.

Vehicle: Hydrosubsidium "Orca" Strike Sub owned by group.

Mariner

Solo

INT	7	REF	9	TECH	5
COOL	6	ATTR	4	LUCK	7
MA	9	BOD	7	EMP	4

Combat Sense +7, Awareness +5, Handgun +5, Melee +4, Rifle +5, Heavy Weapons +4, Athletics +4,

Seth 'Cinder' DeVris

Seth is the "adopted" son of Charlie DeVris. Brawny, gregarious, and quick-temper, Seth is known as somewhat of a ladies man by locals. Very few people who know Seth do not possess an opinion of him (good or bad, depending on to whom you speak). He has been the cause of multiple brawls in defense of his father (should someone dare to call Charlie a drunk), although he is secretly ashamed of his father's problem. An adequate pilot, Seth excels at marine tech and diving. Supervision of most sea-side SeaSeach Ltd operations is his responsibility.

Still a youth, Seth would much rather be "tear-assing" around town on his MSX900 or "picking up inputs" than supervising the day-to-day at SeaSearch. He is, however, proving to be a shrewd businessman, saving the struggling company on several occasions by orchestrating "deals on the side". Seth has no conscious memory of his childhood prior to age 10 due to a traumatic incident. He is, however, prone to flashbacks of the devastation of his village if under duress or subjected to extreme stress.

Additional Information from Ocelot's Character Gen System

SP Ability Description/Mod Net SP: +1

+4 Danger Sense +2 Awareness

+5 Lady Killer +3 Seduction

-3 Bad Temper (var) Save vs COOL under certain conditions

-3 Close Personal Tie (Charlie DeVris)

-2 Flashbacks (childhood) Save vs COOL @ -1 or stun / one round

The Droids

This a new band that has recently appeared on the club scene in Neo-City. The band's creator and assembler is Mikko Nevalainen, a retired robotics engineer for Nokia, and an avid music listener. He admits that music has been his life and has been rolling the idea in his head for quite sometime about creating a complete robot band. When he started, it was just his expertise and an apartment with which he could create the necessary parts for his dream. In three years his dream was finally realized with their debut in the Equinox cafe. While not going on international tours, the "one man band" has obtained quite a reputation locally at being quite avant-garde.

Mikko Nevalainen creates the robots on site after having them shipped in from the warehouse that he rents with the proceedings of the showings. The on site creation causes for the configuration not to be quite the same each time, creating that new sound so many people seem to flock to the concerts for. Usually the music is electronically inspired rock, but sometimes Mikko does not program a music selection into them, rather letting them just jam together trying to top each other in their musical abilities. This is not done that much anymore since it puts a serious strain on the parts, which are not cheap, and on the listeners when the music goes beyond human comprehension, or hearing. A usual setup is that of a comp. guitarist (humaniform, twelve fingers each hand, four hands, built in mixer and radio communicator for vocals and relay to the speakers, "AI" system), a drummer (three feet, eight handed octopus style appendages, "AI" system), a bassist (two hands, seven fingers, right-hand fingers 10cm, left-hand fingers about 8cm, radio communicator for vocals and relay to the speakers, "AI" system), and a solo guitarist (humaniform, twelve fingers each hand, four hands, built in mixer and radio communicator for vocals and relay to the speakers, "AI" system).

There are of course others, like a trumpet player, and a praying mantis styled cello player. Most of the robots look quite inhuman, without bothering on putting any kind of skins or anything to make them seem more human. They also look, or are made from scrap pieces, wires showing, no covering up of mechanics; the use of different shape pieces, coloring, and age, with their bandanas and scarves making them look truly like a motley crew of scavenged pieces that have been assembled in some inhuman logic.

To earn additional money on the side during lean times, Mikko rents himself out as a techie, specializing in robotics and cyberware repair. He is most useful as an under-the-table borg repair technician.

CoLeKtiV

The CoLeKtiV is a group of AI's who have undergone the CCDAI process (Aquarius borgs & 1 vehicle host). Their original's had them created so they each had

part of themselves in the 'real' world. Unfortunately for the originals the CCDAI copies decided to have nothing to do with their originals and broke off all contact. A hit was arranged by one of the Net versions which resulted in the loss of the original 'host' shell (the borg shell was severely damaged but the CCDAI data-crystals were already transferred from the shell). The result of this was that the CoLeKtiV became obsessed with destroying their originals, making full use of their inside knowledge of the originals computer systems and locations.

They are in Neo-City making repairs to themselves (2 shells are partially damaged - one missing it's legs, the other an arm) after destroying the last remaining original at a deep-sea research station. It is but a matter of time before they discover available assistance at Western Prosthetics Manufacturing from fellow AI-Borgs or from Mikko the Techie, who built the band known as Droids.

Mariner

Mariner is a semi-retired solo/diver who was more interested in sailing when he was working. And since retiring has done exactly that. His tri-hulled, sail powered boat is his home which he lives on even while at Neo-City. He is also a smuggler of sorts and can occasionally be the one who gets characters near their unsuspecting targets. Occasionally he'll meet a osprey in the middle of the ocean and then turn up unexpected almost anywhere, with his cargo to or from being completely unknown. Mariner is an ex-navy diver (some say SEAL) who has been working the Atlantic for nearly 20 years, in and out of the navy.

Sergei Ivanovitch

Owner of Novaja Zemlja, this man should be in the glass case instead of his merchandise, among the chromer population and his regulars there is an on-going betting on how old he is. His appearance is that of a grizzled war veteran, having half his face replaced with metal (including eye), a pneumatic arm, and a wheel chair which looks like it was built from spare tank parts. He speaks very poor English, and has a tendency to throw in Russian idioms in his speech. Sergei sometimes hires people to help him move his merchandise, especially if it is large, or difficult to handle by himself. Some opportunistic punks have tried robbing this place, and have not walked out alive. Most self respecting nuts steer well away from this place, and the syndicates consider him a thorn in their side (since he refuses to die, or pay his dues).

David Redmond

David Redmond is the current chief of the Internal Security Bureau. Along with coordinating the activities of the corporate sector law enforcement, he is the man in charge of the behind-the-scenes activities and cover ups the ISB engages in. No one is arrested, harassed, or assassinated without his say-so, or so his job description specifies. Of course, this has no bearing whatsoever on internal corporate matters among the various corporations. The man is good at what he does, which is why the council foreman, Damon Reed, chose him for the job.

David Redmond understands the power he was handed and abuses it to his own personal benefit. He makes use of his men to procure blackmail information, arrange extractions-for-hire, and assassinate enemies and rivals, as well as muscling in on the underworld on occasion. The only organization in the city that poses problems for him is Tactical Wetworks. The company is incredibly secure and secretive, leaving him to speculate about them since his agents have been unable to learn any more about the company than it wishes known.

Damon Reed

Damon Reed is the first foreman of the Neo-City council. Under his guidance, Neo-City's corporate sectors have become the state of totalitarian utopia the city currently exists in. His influence has been fairly wide and pervasive in forming the city's various policies and he has no intention of losing his control over the city to anyone else. Many of the high ranking officials have been selected by him for their ruthlessness and apparent loyalty to him. The city is his in all but name only. Damon Reed is an executive with Orbital Air.

Karl Ventner

An executive with Digital World, Karl Ventner is a man with an agenda. He is a

Swimming +8, Underwater Combat +6, NuScuba +6, Underwater Survival +7, Aqua Weapons +6, Endurance +5, Stealth +4, English (natural).

Gear: Tri-marran with hidden storage areas (& more), Hydro-ski, NuSCUBA gear (several sets), basically loads of stuff.

Sergei Ivanovitch

Fixer

INT	7	REF	9	TECH	5
COOL	6	ATTR	4	LUCK	7
MA	9	BOD	7	EMP	4

Stretdeal +8, Awareness +4, Forgery +4, Handgun +2, Brawling +1, Melee +3, Pick Pocket +1, Pick Lock +6, Intimidate +2, Persuasion +6, Electronic Security +5, Heavy Weapons +5, Expert: Neo-City Smuggling +4

David Redmond

Corporate

INT	8	REF	5	TECH	6
COOL	8	ATTR	9	LUCK	5
MA	5	BOD	5	EMP	7

Resources +9, Awareness +5, Human Perception +7, Education +5, Library Search +5, Social +4, Persuasion +4, Stock Market +3, Wardrobe & Style +4, Personal Grooming +5, Driving +4, Handgun +4, SMG +2, Electronic Security +3, Forgery +4, Interrogation +5, System Knowledge +2, Shadow/Track +1, Local Knowledge: Neo-City +5
Cyberware: Neural Processor, Chipware Socket, Vehicle Link, Interface Plugs, Cyberaudio with Radio Link, Phone Splice, Scrambler, Voice Stress Analyzer, Tight Beam Radio Link.

Weapons: Militech Arms Avenger [P - 0 - J - E - 2d6+1(9mm) - 10 - 2 - VR]

Damon Reed

Corporate

INT	9	REF	4	TECH	5
COOL	10	ATTR	10	LUCK	6
MA	3	BOD	4	EMP	6

Resources +12, Awareness +7, Human Perception +7, Education +5, Library Search +3, Social +6, Persuasion +3, Stock Market +5, Wardrobe & Style +8, Personal Grooming +7, Driving +2, Forgery +2, Rifle +4, Seduction +4, Oratory +3, Intimidate +2, Leadership +7.

Cyberware: None. He can pay people to wear cyberware for him.

Weapons: 1 Enforcer FBC as a body-guard.

Karl Ventner

Fixer/Corporate

INT	7	REF	6	TECH	3
COOL	9	ATTR	7	LUCK	3
MA	6	BOD	6	EMP	4

Resources +7, Awareness +4, Human Perception +5, Education +4, Library Search +3, Social +2, Persuasion +5, Stock Market +2, Wardrobe & Style +6, Personal Grooming +5, Streetdeal +4, Forgery +7, Handgun +3, Driving +3, SMG +3, Local Knowledge: Neo-City +3, Gamble +4

Cyberware: Skinweave SP 8, Neural processor, Chipware Socket.

Weapons: Colt AMT 2000 [P - 0 - J - C - 4D6+1(12mm) - 8 - 1 - VR]

Tarla Jones

Cop

INT	7	REF	8	TECH	4
COOL	7	ATTR	8	LUCK	5
MA	6	BOD	5	EMP	4

Authority +4, Awareness +7, Handgun +4, Human Perception +5, Athletics +5, Education +3, Brawling +6, Melee +4, Interrogation +7, Streetwise +5, Intimidation +7, Local Knowledge: Neo-City +7.

Cyberware: Cyberaudio with Radio link, cellular link, scrambler, Neural processor, Chipware Socket, Sandevistan speedware with Boostmaster chip, assorted A/V recognition chips.

Weapons: Colt AMT 2000 [P - 0 - J - C - 4D6+1(12mm) - 8 - 1 - VR] Militech M-31a1 Assault Weapon w/GL [RIF - +2 - N - R - 4D6AP(4.5mm) - 150 - 30 - ST/VR] [UB(GL) - -1 - N - R - varies - 4 - 2 - ST]

Vehicle: Torpedo Police Intercept Cycle

The Red

Solo

INT	7	REF	10	TECH	9
COOL	10	ATTR	4	LUCK	5
MA	10	BOD	12	EMP	2

Combat Sense +5, Awareness +4, Brawling +7, Weaponsmith +4, Athletics +4, Stealth +6, Handgun +7, Melee +5, Rifle +7, SMG +4, Heavy Weapons +5, Demolitions +4, Elec-

ruthless backstabber, making serious inroads into the world of organized crime. Among the various organizations, his is one of the most powerful, competing hard against the Mafia, Yakuza, Triads and Tongs and holding its own.

Ventner's organization is threatened only by law enforcement. TechSec knows about everything the man does, but cannot do anything about it under orders of the ISB. David Redmond, unknown to all, has plans of his own for Ventner's organization, particularly plans which bring him into control of the organization.

Tarla Jones

Tarla Jones is the commanding officer of TechSec, the organization hired to provide detective services to Neo-City. Originally, Tarla looked forward to bringing her small firm to Neo-City, seeing it as a means to bring herself prestige and reputation



Tarla Jones

which would expand her corporation's influence and market share.

Unfortunately, her dreams and hopes have been crushed by the reality of Neo-City. In the short time the city has been operational, her corporation has stumbled into difficulty after difficulty in its efforts to control crime in the metropolis. Her detectives are all extremely proficient at their jobs, able to often solve a crime within a matter of hours or days, fingering a culprit with a great deal of ease. They build strong, solid cases which never see the inside of a courtroom. Before a case goes to trial, evidence or key witnesses vanish, paperwork mysteriously becomes error-ridden, or word comes down from higher up to drop the case.

All of this results in an overworked police unit which no longer has the morale to do its job properly. The end result is that a lot of hard working cops have become the laughing stock of the entire city, no matter how hard they try to do things right. On the typical day, approximately 8% of the scheduled work force shows up for work, in order to make minimum requirements to continue getting their paychecks. With every passing day, they employees become more and more lax in their duties. Tarla works hard, attempting to reverse the undeserved fate of her corporation, or to find a loophole to bet out of the contract with the city.

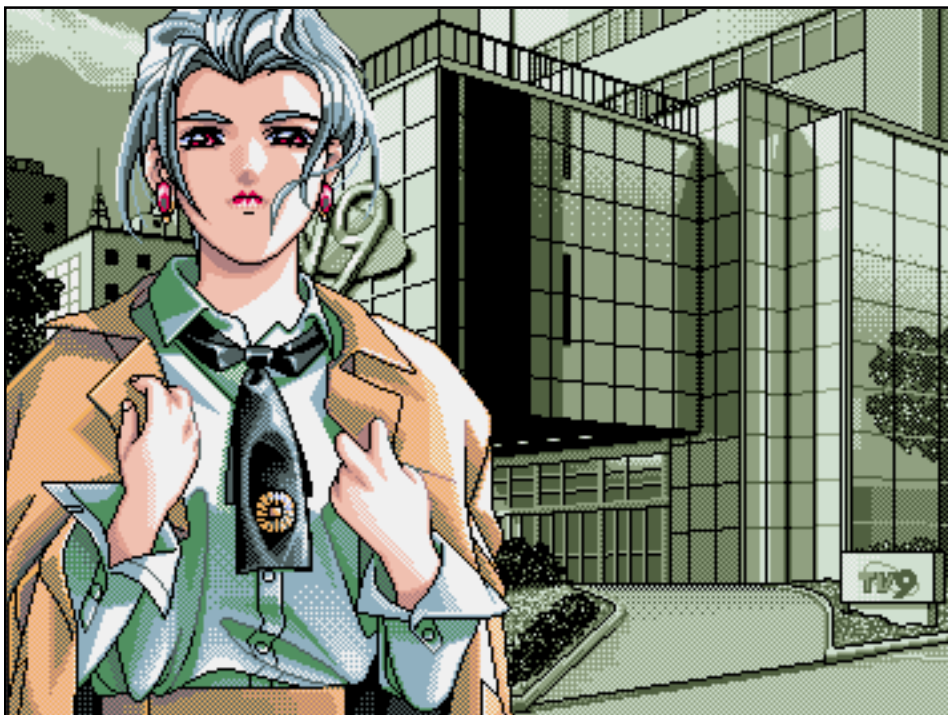
Tarla does make a lot of money for the company by selling off case files and other information collected during the course of duty. She may know more about what goes on in the city than even David Redmond and with all the corruption in the city, who would notice her selling off secrets to keep her business afloat? Besides, the council has given her very little loyalty, so Neo-City's founder sure as hell don't deserve hers.

"The Red", Eco-Terrorist

This is the man behind the eco-terrorist cell of the same name. Not much is known about him, aside from his habit of dressing in red, probably to play up the image of his group. In his vid appearances, his clothing seems a bizarre cross between that of a viking warrior and the garb of a ninja. While such might look silly on an average man, it is strangely intimidating on this giant of a man.

The Red condones the use of extreme violence against the corporations of Neo-City in retaliation for 'crimes against nature'. For a period, the violence was ever-escalating, reaching a point in which the safety of Neo-City itself was threatened. The resulting crackdown on all terrorist groups then caused The Red to go into hiding. Now many analysts seem to think that The Red is preparing a new campaign of terror, but rather than focusing on extreme violence, may be aimed at eliminating the city's governing bodies.

The Red has been cornered several time, by both bounty hunter and the city's agents of the law, only to manage to escape every time. As with his acts of terrorism, these encounters have always been brutal, bloody battles that left behind high body counts on the side of the good guys. The man doesn't leave much in the way of survivors, leading some to speculate that he's a cyberpsycho. The fact that the few survivors of the encounters say bullets just bounced off of him add some credibility to the theory. Along with charges for more than 40 acts of terrorism, the Red is also wanted on 28 counts of murder of a peace officer.



Rebecca Rose

Rebecca Rose

Rebecca Rose is the premiere investigative reporter for Network Nine and one of the network's founders. Though she is young and seemingly fragile, she is one of the most determined and credible reporters anyone could hire. Only 22 years of age, Ms. Rose was basically raised on the edgerunner culture; she claims her father was a solo who was bodyguard to her mother, a fixer. Her personal skills and connections seem to bear truth to her claim.

Along with developing Neo-City related stories for Net9, Ms. Rose is greatly displeased with the censorship she faces, as any good media personality should. Well over 90% of her stories are denied airtime on Neo-City's airwaves. Many believe she is a sponsor of Station Disavowed, as most of her censored stories end up airing on that pirate station, more often than any other media. She denies this sponsorship. She is also the VP in charge of news services for the Neo-City branch, giving her an executive position that can keep the city council from ordering her from the island. Though she

tronic Security +5, Cadre Tactics +4, Rhetoric +8, Expert: Terrorism +5
Cyberware: Surprise, he is a Gemeni Full Borg Conversion. No extra cyberware, however, though he has had armor plating installed internally in the spaces available for internal option. Consider all areas armored to SP35, excluding the head.

Weapons: Nova Arms Arno [P - +1 - J - P - 6D6+3(.454 ET) - 6 - 2 - VR - 100m], 10 Fen Dz 25 "Det Card" [HVY - +0 - P - P - 1d10 - HE - 1 - 1 - ST - 0.25m], 2 Militech PDU-3 [HVY - +0 - P - P - 2d6+5 - 1 - 1 - ST - 5m], Thermite-In-A-Tube [HVY - +0 - P - P - 4d4x3, 15x3 turns - 40ft - 1 - VR - .5m], 6 Radio-Detonated Blasting Caps [HVY - +0 - P - P - 2d10 - 1 - 1 - VR - 1m], 6m of Detcord [HVY - +0 - P - P - 6d10 - 1 - 1 - VR - 1m], 1 Blast Satch [HVY - +0 - N - P - 8d10 - 1 - 1 - ST - 10m]

Rebecca Rose

Media

INT	9	REF	3	TECH	8
COOL	8	ATTR	8	LUCK	4
MA	5	BOD	4	EMP	9/8

Credibility +8, Awareness +6, Education +5, Interview +6, Streetwise +6, Composition +5, Human Perception +6, Library Search +4, Persuasion +7, Photo & Film +6, Oratory +8, Seduction +4, Language: Japanese +4, Language: Romantic: +3, Driving +2, Handgun +3, Electronics +5, Disguise +3, Resources +4 (corp special ability)

Cyberware: Neural Processor, Chipware socket, Advanced Biomonitor, Skinwatch, SP6 Toughened Skin, Corporate Visual Recognition Chip, Custom-made Neo-City VIP Visual Recognition Chip, Enduro Chip, Maximum Lover Chip, Appetite Suppression Chip, Stress Chip. Remaining 4 slots used for up to four of the fistfull of language chips she normally has in her pocket or handbag.

Weapons: Colt M1911B2 .45ACP Pistol [P - +0 - J - R - 2D6+2(.45ACP) - 8/50 - 2/20 - ST]

Vehicle: 1967 Ford Mustang GT-500 Shelby Cobra, fully restored, except for the high performance fuel cell electric engine (original engine and drive components are stored in a garage in Mary-

land)

**Amanda Chase,
The Rubber Maid
Med Tech**

INT 7 REF 6 TECH 7
COOL 5 ATTR 8 LUCK 5
MA 5 BOD 6 EMP 8/6

Medical Tech +6, Awareness +4, Diagnose Illness +5, Cryotank Operation +1, Pharmaceuticals +8, Human Perception +4, Basic Tech +3, Education +5, Library Search +4, Zoology +2, Biology +5, Chemistry +8, Seduction +7
Cyberware: Midnight Lady, Retractable Vampires, Scratchers on left hand with Stingers

Weapon: Colt Model N [P - P - U - 1D6(.22) - 6 - 2 - ST - 25m]

Vehicle: None. She uses cabs, mostly.

Fats

Pimp

INT 5 REF 6 TECH 6
COOL 8 ATTR 3 LUCK 7
MA 4 BOD 8 EMP 5

Streetdeal +7, Awareness +5, Persuasion +6, Handgun +4, Melee +5, Brawling +3, Seduction +4, Diagnose Illness +3, Intimidate +6, Education & General Knowledge +4

Cyberware: Mr. Studd, Wolverers in right hand, Subdermal Pouch in right leg.

Weapons: At least 3 big, burly bodyguards carrying automatic weapons.

Vehicle: He has a BMW Burowagen HSR to entertain his high-end clients in, but otherwise tends to remain holed up in his warehouse.

holds such a position, she primarily relies on a number of managers to handle the needs of her office. However, the position does provide her access to resources most reporters would have to beg or backstab for. (This gives her the corporate exec's special ability of Resources, though she is primarily a reporter.)

Off camera, Rebecca Rose has one great failing. She is an absolute and total klutz. If not standing in place, you can expect something to fall down, be it her or something she bumps or otherwise accidentally unsettles. She also has a bad habit of wasting large amounts of her money on rare, collectible, high value items. While she is forced to live out of a very small apartment due to this, she does own a 1967 Shelby Cobra Mustang GT-500, which she has had converted to operate on first electricity, then a fuel cell system, and a rare Colt M1911B2 Airman's Pistol, a full-auto capable M1911 variant issued to air crews during World War Two.

The Rubber Maid

"My body loves rubber and rubber loves my body," is what she's most fond of saying. Amanda Chase is known all over the Free Zone for her incredibly sensuous rubber and vinyl wardrobe. Born in Wilmington, DE, her father was one of the countless construction workers who worked on Neo-City only to be abandoned to the Free Zone with the city's launch. A year later, by her sixteenth birthday, both her parents were dead and she found herself suddenly homeless and penniless.

Quick to fight back at the circumstances of her life, she used her natural good looks and aptitude for medical knowledge to land herself a job assisting a ripperdoc as a corpse butcher. It was here that she developed her love of rubber. With her rubber wardrobe, promiscuous behavior, and a fairly sizable paycheck, she started clubbing and fell into the drug scene, leading her to become a celebrity of sorts in the Free Zone, at least amongst the men due to her loose morals. When she wasn't partying, she was busy getting a medical education as best as she could. While she has a poor understanding of the workings of the human body on a macro scale, she did pick up on the chemistry of the body with blinding speed.

This lead to the next evolution in her career as she started experimenting to create stronger and better recreational drugs. This worked well as she fell further from grace and began working on her greatest creation - retroviral drugs. These are drugs meant to have a specific effect on a long term or permanent basis by making genetic alterations in the user. Most attempts have been failures, but there are a few people in the city now in a permanent state of euphoria. Not all her work has been for the drug world, however. Her drug contacts lead her to associations with a number of terrorists, which has lead to very profitable work creating custom bacteria and virii. It was her work



The Rubber Maid

that was used to contaminate half the city's water system with Legionnaires' Disease.

These days, her dubious status as a celebrity proves useful for her, as she uses her countless lovers as guinea pigs for her experimental drugs and more lethal projects. At some point, she usually drugs her lover into unconsciousness, then implants a small subdermal tracking unit and customized remote biomonitor, then injects her experimental substance into the man or occasional woman.

Fats

Operating out of the Free Zone, Fats is the foremost procurer in Neo-City. He spends quite a bit of time selecting women from the populace of the Free Zone who would be receptive to the possibility of employment in the skin trade, be it as an exotic dancer, a porn star, or a prostitute. However, most of his money comes from obtaining high quality sex slaves for clients living on land. Though he primarily deals in 'employees for the sex trade', he isn't beyond delving into other areas of enterprise. Fats is also fairly well known in the underside for his ability to obtain cyberware, compatible body parts, and weaponry and ammo.

Fats works out of what appears to be a rather dilapidated warehouse structure deep within the bowels of Neo-City, in the industrial layers. This building is actually the heavily armored and armed fortress that Fats and his associates work out of. He employs a number of solos and streetgangers as guards and personal protectors, and a number of other enterprising fixers as sales reps and talent scouts.

Pat "Fats" Futzman lives up to his name. Imagine Santa Claus dressed up as a retro 70's street pimp, complete with the polyester leisure suit, tinted mirrorshades, and feathered wide-brim hat. If your input has gone missing, odds are Fats knows what happened to her, even if he had nothing to do with it.

Kaitou no Aounabara

The Mysterious Thief of the Blue Sea. Not much is known about this mysterious person, aside from the fact that she appears to be a young woman or teenaged girl of between 16 and 20 years of age. She is a reknowned thief within Neo-City, with a strong reputation for recovering (stealing back) stolen items. Her level of skill for her age is astounding, easily making her competitive with the world's best. She is also a masterful prestidigitator, often using small magical tricks, special effects and theatrical props in her getaways. She uses these stunts and tricks in place of a weapon, making her quite a rebel of the times. Though she wears no mask, no one has ever clearly seen her face. Between her many parlor, stage and other magical tricks, as well as the flashy costume she wears, it is no wonder no one ever seems to be able to concentrate on her face. And even if they did, few would be able to recognize her through her disguise of brilliant red hair. How she selects her jobs is also quite a mystery, since none of the individuals has ever contacted her to their knowledge. From her choice of professional name, it is rather obvious that she has to be a resident of Neo-City. And most people expect that she will be a Japanese national.

The truth is that Kaitou no Aounabara is actually a 14 year old girl named Vanessa Reynolds. Her mother was a magician's assistant for many years, and though skilled enough to be a master of the art, never quite managed to break into the male dominated entertainment industry of magic. Vanessa's father was once a reknowned jewel thief until he was caught and forced to spend many years working in government circles conducting anti-espionage raids. Apparently, the two experienced love at first sight when mom caught dad hiding in her closet after one of his raids ran afoul and Vanessa is the history. Though she spent most of her years as a resident of the United States, the family relocated to Neo-City when her father accepted a very comfortable and well paying position with Tactical Networks as an espionage researcher and data analyst.

Quite the studious girl, Vanessa easily mastered the trades of both her parents and since has started forging her

Vanessa Reynolds, Kaitou no Aounabara

Prowler

INT	5	REF	6	TECH	6
COOL	8	ATTR	3	LUCK	7
MA	4	BOD	8	EMP	5
PSY	5				

Sneak +6, Awareness +4, Hide/Evade +4, Stealth +3, Pick Lock +6, Handgun +1, Athletics +7, Electronic Security +4, Disguise +2, Melee +2, Brawling +1, Education +2, Driving +1, Motorcycle +3, Sleight of Hand +6, Expert: Curse of Confusion +4, Expert: Curse of the Two Left Feet +3, Expert: Curse of the Crossed Eyes +4, Expert: Victory Blessing +6, Expert: Flight +2, Expert: Winds of Winter +3, Expert: Magician's Pocket +6. See the Naughty Tentacles Sourcebook for Spell Descriptions.

Cyberware: None

Weapons: None

Vehicle: None



Kaitou no Aounabara ready for work



Vanessa Reynolds out bowling with her friends after school.

**Vicki
Fixer**

INT 5 REF 6 TECH 6
 COOL 8 ATTR 3 LUCK 7
 MA 4 BOD 8 EMP 5

Streetdeal +8, Awareness +5, Handgun +3, Melee +1, Pick Pocket +4, Persuasion +7, Forgery +8, Brawling +1, Pick Lock +2, Intimidate +7, Driving +3, SMG +1, Expert: Logistics +6, Tarot Lore +5, Voodoo Divination +2, Astrology +6
 Cyberware: Neural Processor, Chipware Socket, range of visual recognition chips, personal database chipc, and language chips.

Weapons: Sternmeyer 35

Vehicle: Mitsuzuki MSX900 Bakushin

**Samantha, the Naked Gun
Assassin**

INT 5 REF 8/13 TECH 6
 COOL 8 ATTR 3 LUCK 7
 MA 6/8 BOD 8/11 EMP 5

Combat Sneak +6, Athletics +5, Awareness/Notice +5, Endurance +4, Handgun +8, Hide/Evade +5, Melee +3, Stealth +6, MA: Karate +5, Personal Grooming +7, Rifle +3, SMG +3, Disguise +4, Shadow/Track +5, Pick Lock +6.

own legend in the annals of crime and magic. She chooses her targets with the vindication that no one should be bullied. Her typical client is an individual or small business that has been swindled by a gang or a corporation. With plenty of access to data services in Neo-City, she doesn't have too much trouble finding new business either amongst the editorial pages of the news systems or on speak-your-mind message boards.

This character was added for those Referees who make use of the psychic/magic systems presented in Night's Edge, Dark Metropolis and other Cyberpunk compatible publications by Ianus Publications/Dream Pod 9. Her use of magic tends to illusions or hallucinatory magics, plus various prestidigitations and typical parlor tricks. A number of her skills are magical spells, and are detailed in a different sourcebook I have written, *The Naughty Tentacles Sourcebook for Fuzion*.

Vicki

The owner of the only occult shop in Neo-City, Vicki uses the shop as a cover for her operation as a black marketeer and fence. While the shop is a cover, it is also a valid business, as she is quite skilled at the use of astrology and tarot reading.

As a fence and black marketeer, she specializes in small goods, importing handguns, weapon parts, special munitions, explosives and drugs within her many shipments of shop supplies and books she receives every month. In addition, she also specializes in exporting high value goods, disguising them as occult items, even simply shipping gemstones as crystals.

Through a number of agents, she keeps track of who's who in the city, making her probably the only individual possessing a complete list of city employees, which renders her shop safe from

stings meant to catch her for smuggling, drug dealing, or fencing. As secure as that makes her shop, there have been instances where she has been forced liquidate city agents who got too close to the truth.

The prices for both legitimate and illegitimate goods in her shop are quite reasonable, considering the difficulty in smuggling goods into the city. For most goods, the markup is less than three times retail price, definitely not unreasonable, since most goods experience a 50% to 80% markup over the retail costs in continental shops.

Because of her place of business, Vicki would be another reasonable candidate for the use of the supernatural if such applies in your campaign, much like the Mysterious Thief of the Blue Sea.

The Naked Gun

The Chicken Killer isn't the only assassin famous in Neo-City. There is another, a woman known as the Naked Gun. When one hears that a female assassin uses her body to kill her target, one automatically assumes that she has seduced the targets and made the kill in the bedroom. Not so with the Naked Gun. When she uses her body to kill, she is busy fulfilling her exhibitionistic tendencies while she terminates her target. Dressed in her trademark stylish white and black ensemble of trenchcoat, gloves, stockings, garter belt and knee-high boots, she will confront her target, pop open her trenchcoat to draw her pistols and expose her naked body, then blast away at her target, who is often too shocked by her actions to react. In an instant, she then vanishes into the crowd, her trench buttoned up tight as a trigger fired through her neuralware shifts her blonde techhair wig to black, swaps her shiftacts to another color, release hormones into her bloodstream to trigger her latest choice in chemskins, and a button pressed on the trench collar causes it to shift to black as well.

While this manner of assassination may seem extremely risky for the assassin, the Naked Gun is a savvy woman who has given a great deal of thought to her tactics. Her first line of defense is her high tech trenchcoat. The outer layer is made of polylog, programmed in her white & black, all black, grey, and tan. The trench is also heavily armored, with two layers of 4-layer kevlar piling separated by a fine stainless steel mesh to which hundreds of one square inch tiles of anti-ballistic ceramics have been attached (SP 22). Lastly, the small light panels on the epaulats are actually strobe lights capable of blinding anyone without anti-dazzle. For the users of antidazzle, the small button on the left breast of the trench is actually hiding a pepper spray dispenser which can fire a stream of pepper spray up to twenty feet (6 meters). The inside of the



Samantha, The Naked Gun

jacket holds armpit pockets for 4 magazines for her main weapons, plus a lower side pocket for the PDA that carries her target information. The sleeves are also carrying some secrets, including lock picks secured in the cuffs, a knife in the left sleeve, and a 4 shot .22 semiautomatic derringer in the right (with explosive rounds). She also wears armored stockings (SP6) and boots (SP10). For her second line of defense, she relies on her cyberware. Along with a neural processor, smartgun link and Smartgun 2 Smartplates for the most efficient use of her guns, She has gotten a muscle & bone lace, speed grafts, SP 4 Subdermal skull armor, SP 8 Subdermal torso armor, and SP 8 skinweave.

Having a killer rep and a killer bod, The Naked Gun, or Samantha as she calls herself when she's not on the hunt, is a pinup model, posing in the annual calendars of a number of weapons and automotive manufacturers.

This character is what R Talsorian gets for the stupid damned "die roll number nine". You know it. In the life path section, under the Dress & Personal Style table. Entry #9: Nude for a style of dress. They couldn't select something else, like "anachronistic" which would have characters dressed in period clothing. No, they chose "nude", the one entry that every last player will ask to reroll, and not a single official RTG-published NPC will ever represent. Statistically, the table implies 10% of the people in the game world will have a buff dress code. But I don't see any of them represented in the illustrations, not a single one. Well, hell with that! Now there is a single NPC, the only character of any sort in the game world, that represents that damned die roll. So go ahead and bitch, but the Naked Gun is here to stay. Games for mature audiences (like cyberpunk 2020 obviously is) should not be dumbed down and neutered for the sensibilities of parents worrying about their 12-year-olds. Let the parents take the books away from their kids instead. If you don't like it, skip printing this page!

Cyberware: Neural Processor, Sandevistan Spedware, Boostmaster, Adrenal Gland, Smartgun link, Smartgun 2 Smartplate Weapons Link on each wrist, Muscle & Bone Lace +3, Speed Grafts, Subdermal Skull Armor SP4, Subdermal Torso Armor SP8, Skinweave SP8, Dornier-Bauer Neural Bridge, Circulatory Sphincters, Autoinjector, with three hormone doses for chemskins and two doses of speedheal, Livewire in left forearm, Oral Cybersnake, Vaginal Cybersnake.
 Weapons: 2 Colt AMT-2000 loaded with alternating incendiary, exploding and teflon AP rounds, a 4-shot .22 semiauto pocket pistol, Knife.
 Vehicle: a motorcycle, a new one acquired for every job.
 Armor: Head - 12, Arms - 30, Legs - 16, Torso- 34.

Neo-City is a city that needs law and order due to the impossible environment it must survive in. Should too much chaos erupt, too much violence occur, all at once, the survival of the city is sorely at risk. Rioting belowdecks could kill thousands. Arson could kill millions. Crime is crushed at all opportunities, hopefully using public example as a deterrent and educational tool.

The first step in legal enforcement is controlling who can or cannot enter the city. The sea port and aerospace facilities are very heavily guarded, with egress through only a few carefully monitored checkpoints. Those entering will undergo an intensive background check for criminal tendencies. Additionally, they must have a valid passport and tourist, military or business visa. Anyone who has a history which would categorize them as troublemakers are denied unless they are given corporate sponsorship (in other words, a particular corporation needs the individual in neo-City to perform some specific duty which the corporation's local personnel cannot handle). All tourists are issued an emergency alert bracelet. While told it is used to summon law enforcement officials, it is actually meant to track their movement, limit their access to vulnerable areas, and provide identification data.

Security is a vital thing in Neo-City. While the city can fairly trust the participating corporations to keep their collateral damage to a minimum, the trouble lies in the terrorist organizations of the world. Even the city itself plays host to a number of these groups. Starting in the 1990's the world learned that terrorists were moving past their small scale operations meant to make political statements or attain small goals and into the realms of what has come to be known as media terrorism.

Most of us are familiar with what is known as modern terrorism. The Palestinian car bombs in Israeli marketplaces. IRA bombings and assassinations in Ireland and Britain. Attacks on airports and clubs throughout Europe. Airline hijackings through the 70's and first half of the 80's. Kidnappings in Lebanon. Terror on a small scale, meant to victimize a few and shock a nation. Used to make a political statement or arrange a situation to hopefully reach some goals through demands for hostage releases. Strangely, the attacks against interests and citizens of the United States have always been the most brutalized of victims. 312 dead in bombings against Marines in Lebanon. Pan Am flight 103, 270 dead. Oklahoma City, 168 dead, 500 injured. The 1993 WTC Bombing, 6 dead, but 1,024 injured. The East African embassy bombings, 263 dead, 5000 injured. The USS Cole Attack, 17 dead, 39 injured. The 911 attack, 5000-6000 dead, 3000 injured. In the course of 11 terrorist attacks on the United States' interests, a total of more than 15,000 casualties. Terrorists are managing more than 1400 casualties per attack against the US! Only the Japanese have suffered so much due to peacetime terrorism, with the 1995 Tokyo subway sarin gassings which killed 17 and injured (crippling many) more than 5,000.

Media terrorism is a carefully planned act designed to shock the entire world. The world first experienced the concept with bombing of the World Trade Center in NYC, which killed only a handful, but injured thousands. This media terrorism event was a failure, since the towers survived the blast. The story took over the airwaves for a day, but was quickly relegated to the regular evening news. The next two acts of media terrorism were foiled. Plotted by the masterminds behind the first World Trade Center attack, these plots involved hijacking aircraft to collide with targets around the US, and crashing a dozen trans-pacific flights into the ocean. Three years later came

the Oklahoma City bombing in 1996. A bomb was detonated with an intent to not simply destroy the building, but to shed blood and take lives as well, leading to days of nonstop media coverage. With no one taking claim for the attack, the coverage expanded further. Prior to this, there had been similar uncredited attacks, but those went mainly unnoticed by the media, only maintaining media attention for a week or so in the nightly national news. The concept was further expanded upon by the film 'The Siege', where terrorist acts were scheduled and planned to play out in front of the news cameras. In the film, the use of media to display the attacks to the world but not take credit was meant to generate an ever increasing sense of fear in the populace that would lead to the establishment of martial law. We saw another brutal act of media terrorism in Africa in 1998, when two US embassies were destroyed simultaneously. This too remained a part of the nightly news for many weeks. Then came the Millenium plot, in which coordinated attacks were planned against NYC, Washington DC and Seattle WA. This was another plot disrupted before it could get very far. Again, the plan was for coordinated, simultaneous attacks, which weakens the concept of media terrorism.

The concept reached its current pinnacle with the terrorist attack on the World Trade Center on September 11, 2001. Terrorists hijacked two transcontinental flights from Boston and collided them into the twin towers starting at 8:48 AM. The second plane struck 15 minutes after the first, once the news cameras were trained on the raging inferno near the top of the first tower struck. Less than two hours later, both towers had collapsed, and instant, apocalyptic graveyard for over 5,000 trapped souls. News coverage was nonstop. No terrorist organization claimed responsibility for the attack. As coverage continued, fear grew. A third airliner had been hijacked and flown into the Pentagon 55 minutes after the first plane struck in New York. At 10:05, one tower in NY collapsed. Five minutes later, part of the Pentagon collapsed, the same moment a fourth hijacked jet crashed in southwestern Pennsylvania. By the end of the day, all air traffic in the US, Canada, and Great Britain had been grounded. Military aircraft patrolled the skies in the northeast corridor. The horror of New York was began to be revealed like an iceberg with the announcement that 266 people died on the assorted airliners and about 500 firefighters, police officers, and emergency medical personnel were missing in NYC. Still no one claimed responsibility for the crime. And things weren't finished yet. And you still can't escape the story.

As the first week continued, 35,000 federal soldiers and airmen were mobilized to provide emergency relief workers, airport security, and airliner security. 4500 state guardsmen were mobilized to assist in NYC. Additional targets for failed hijackings were listed for Washington, Langley VA, Chicago, and San Francisco, indicating that as many as 10 airliners were targeted for suicide missions. The United States of America declared war on terrorism, and warned several nations that their harboring of terrorists in the past put them at risk of a declaration of war as well. NATO, for the first time in its 56 year history, invoked Article Five, meaning that war for one member meant war for all members. Australia followed with it similar treaty with the US. 50 people were arrested inside the US for their connection with the terrorist acts. Iran, a long-time foe of the US, announced support for the US military actions against terrorism. Military recruitment rose significantly. Aid services like the Red Cross and United Way collected over \$1 billion in the following weeks, more than the annual operating budgets of either agency. Con artists started swindling the families of victims. The FBI issued an alert about the poten-

tial use of emergency vehicles as rolling bombs. Hate crime incident rates exploded against Muslims in the US. The US airline industry began collapsing under the strain of existing financial woes and the sudden loss of immense amounts of incoming revenues due to awakened passenger fears of hijacking. Past acts of terrorism are re-examined in order to determine if the previous analyses were correct. Still no one claimed credit for the crimes.

Media terrorism is a very volatile crime. The first acts of media terrorism were relative failures. The first World Trade Center attack was an overall failure as even the immediate goal of destroying at least one of the twin towers wasn't met. The second only truly changed a single city. Then along came 'The Siege', which may very well have taught terrorists how to conduct acts of media terrorism, since from that point on, media terrorism occurred in a much larger scope. The next act of media terrorism, the embassy bombings in Africa, were relative failures as well. The death toll was high, but the events were simultaneous. There was no chance to capture and maintain the media fascination with the event. There was a single instant to do so, and then nothing but aftermath to deal with. The terrorists seemed to be under the impression that the more they can do at the same time, the greater the media coverage will be.

It wasn't until September 11, 2001 that they finally started to get things right. They coordinated, but obviously planned to stretch events out over a 3-4 hour long period. Their acts of terrorism were coordinated to span a period of time, starting with hijackings at roughly 7:45 AM. Another plane 15 minutes later. As that second plane leaves the ground, the hijackers take control of the first aircraft by most likely murdering the flight crew. This turns the trip into a suicide mission for the passengers and flight attendants regardless whether or not the passengers overpower the terrorists. Evidence of the time of hijacking and elimination of flight crews can be seen by their flight paths; each has a clear point where flight began to be plotted by landmarks rather than normal navigational means. 45 minutes later, the first plane hits NY. 15 minutes later the second strikes, while another targeted airliner launches from Newark NJ. 10 minutes later, another hijacking target launches and strikes its target within 20 minutes. The tower and Pentagon collapses couldn't possibly have been timed, since striking such buildings with aircraft isn't exactly commonplace. The last hijacked jet, which crashed in Pennsylvania, would have reached its Washington DC area target by 11 AM. Had the FAA flight ban not occurred, the targeted flights for Chicago and San Francisco would have been hijacked and crashed 11 AM and 12 PM respectively. The other possible attacks against the Empire State Building and United Nations Building in NYC, The White House and Capitol in Washington DC, and CIA headquarters in Langley VA would have occurred between 10AM and 12 PM as well. Even if these planes had been stolen and empty of crew and passengers, and the buildings empty, the attacks would have riveted the world due to timing, with one thing happening after another, the media struggling in its attempts to keep up or even anticipate the next move.

In one way, even though the terrorist operation was more than half aborted, it was successful. Media coverage was nonstop for four days. Only on Saturday did regular programming begin to reappear on the independent stations and most cable networks. Regular broadcast network programming didn't return until the following Sunday. Even now, more than a week later, the coverage is still widespread, with every cable news network spending at least 30 of every 60 minutes covering some aspect of the terrorism, regular programming is constantly interrupted by press conferences and breaking news, and most networks broadcast full-time coverage during the overnight hours. In another way, the operation was a failure. Rather than striking absolute fear in the US populace, or destroying our way of life through martial law, the attacks galvanized the world. Twenty nations have effectively declared war on terrorism

through NATO and related treaties. Cold war enemies like Russia, Cuba and China have expressed support for US action against terrorism. Even the most bitter of foes, Iran, has expressed support for the US plans to stamp out terrorism.

Now the questions comes; will terrorism still exist 19 years from now? Certainly, the next few years will see some horrendous acts of media terrorism will occur, likely one or more will equal or surpass the acts of September 11, 2001, the 911 attacks. And we will see astounding acts of heroism and violence by the United States. But in the end, I expect that terrorism will revert back to its 'modern terrorism' form consisting of small attacks to make political statements. No one will again be so foolish as to raise the ire of the nation willing to hunt down the estimated 100,000 international terrorists around the world. However, as will always happen with government, some of those terrorists will escape through the cracks.

The next step in escalation for terrorism will be to move to true weapons of mass destruction. Looking at some of the casualty tolls for previous attacks against Americans, one might think the East African embassy bombings, Oklahoma City bombing, and the World Trade Center attacks in both 1993 and 2001 were attacks with weapons of mass destruction. They weren't. The first four are simply typical car bombings performed with some thought for placement. The 911 attack, on the other hand, is questionable. Is a airliner a weapon of mass destruction? It is certainly unconventional, but it isn't a weapon of mass destruction. If the airliners crashed in the middle of Central Park, for instance, the death toll would have been similar to other such airliner crashes. However, a weapon of mass destruction used in Central Park would still kill thousands in the surrounding area.

Inevitably, it seems terrorism always springs from a single source; a diseased mind. That diseased mind takes a religious or political ideology and twists the intent of it. Then come the weak minds that can be manipulated into following that twistedness. Islamic extremists twist their religion to such an extent that the forbidden act of suicide becomes a gateway to divinity because it is taking action rather than accepting inaction. In the IRA, the most violent splinter factions were invariably lead by those with a predisposition for committing acts of violence before they joined the IRA. The Aum Shinrikyo was lead by a madman who professed religion while trying to destroy the Japanese government by poisoning with sarin gas the three subway lines that ran beneath the governmental hub of Tokyo. Jimmy Jones engineered the Jonestown massacre in a fit of delusions of persecution. David Koresh destroyed his cult with dreams of a coming doomsday. And let's not forget Heaven's Gate, a cult in which its leader was able to convince people that suicide was the most appropriate means of boarding a alien spacecraft hiding behind a passing comet millions of miles away from earth. And the Hijackers of flight 77 (crashed into the Pentagon) and flight 93 (crashed in Pennsylvania) chose airline food for their last meal, as they waited until breakfast was concluded before taking control of those aircraft. As I said, lunatics find weak minded people they can manipulate into doing their bidding. They think they are fighting FOR a cause, but instead are only fighting to destroy their cause.

Then again, not necessarily everything that is classified as an act of terrorism is an act of terrorism. Pan Am flight 103, for instance, can be classified as a military operation conducted in retaliation for US bombings in Libya, which had been retaliation for an improperly credited terrorist bombing of a disco in Germany. The Pan Am bombing was an operation conducted by Libyan intelligence agents. Perhaps the attack was ordered by a father grieving a lost child. Or maybe it was the only act of military retaliation that would have any chance of success, given the disparity of quality between the Libyan and American military forces.

Getting back to Cyberpunk 2020, there really isn't any significant mention of terrorism in the books, aside from the use of a nuclear

weapon on NYC in 1993 (core rules) or 1994 (Home of the Brave), focusing on Rockefeller Center, and eradicating a significantly larger chunk of central Manhattan in the middle of the week. Affected were listed in the game books as the UN buildings and Carnegie Hall.

This indicates an immense chunk of Manhattan was obliterated, cutting across the entire width of the island. The list of landmark casualties, either destroyed or damaged, include the lower third of Central Park, The Bloomingdale's building, St. Patrick's Cathedral, Columbus Circle, the city's Visitor Center, the Museum of Modern Art, Radio City Music Hall, Grand central Station, the NY Library, Times Square, De Witt Clinton Park, the Chrysler Building, and the Port Authority Terminal. Most of the Garment District and Theater District would be flattened. Lincoln Center and the Empire State Building would have suffered a great deal of at least cosmetic damage as well.

Rockefeller Center is positioned in such a manner that the gutted UN Headquarters indicates a blast powerful enough to create ruins spanning the entire width of the island. Thankfully, with all the concrete and steel used on the island, the radiation blast radius would only reach out to an area about 25-30 block north and south of the plaza. East-west, with the physical damage, would irradiate the NJ harbor coast area and parts of the Bronx. Then there is the downwind fallout.

All this damage is nearly instantaneous. Done in the middle of the work week, 9,000 alone would have died at the UN. In the real world, at least 5,000 died in the collapse of the twin towers of the World Trade Center, and people had up to two hours to get out of the buildings after the first plane struck. 15,000 dead (core rules) is a disgustingly understated casualty rate for irradiating half of Manhattan. I wouldn't, for an instant, hesitate in raising the death estimates for that nuclear weapon by a factor of 10, 20, even 50. At the very minimum, 150,000 people would perish in an event like that. The wounded would easily bring the total up to at least 1.5 million overall casualties, 100 times the death rate given in the rules.

So, by 2020 we can assume one of two things from the lack of mention of terrorism we can remember from the book; either terrorism has been stamped out in outrage of the NYC nuclear attack, or it never escalated again into the realms of media terrorism or weapons of mass destruction terrorism, thereby relegating terrorism back to the small-scale operations of modern terrorism. The game provides enough indicators to suggest that terrorism does indeed still exist in the scale of modern terrorism. After reviewing the timelines for the books, there are a few other mentions of terrorism that easily escape one's notice. I suspect that after 60 years of modern terrorism, authors had become jaded to the concept.

With Neo-City, the threats from terrorism are even greater. The city floats in the middle of the ocean and is designed in a catamaran configuration. Only one hull needs to be breached to sink the damned thing. That would kill millions the first day, and millions more while the survivors waited and prayed for rescue at the float aimlessly in the sea. Atop those hulls are dozens of towers, all as vulnerable as the World Trade Center and all a potential danger to the city's hull integrity. Making matters worse, over on the other hull is a honking huge aerospaceport. That's worse than an airport. Not only is a huge amount of jet fuel present between the airport's storage facilities and the aircraft present, but there is also rocket fuel in great quantity as well. That'll cut a building to pieces like a welder's torch, rather than incinerate the place enough to make it collapse. This makes the need to maintain security against terrorism tantamount.

Through very strict emigration controls, much of the threat to the city is eliminated before it can worm its way into the city's society. However, that leaves plenty of room for homegrown terrorism to develop. The city is infected by three such native terrorist groups already. One group is 'freedom fighters' unhappy with the citizenship class system that the city operates upon. This group en-

gages in the sabotage and vandalism of corporate property and isn't considered that significant an organization. The other two, however, are environmental extremists, one with a penchant for bioterrorism and the other with a love of violence and mayhem that comes with modern terrorism. Together, their death tolls easily top 1,000. It is expected it is only a matter of time until one group or the other can finally swing the funding to afford a campaign of media terrorism that could easily result in the destruction of the city. Both groups sit high on the bounty lists of the city and are the primary targets of the city's counter-terrorism agencies. And the city employs a huge number of people in its anti-terrorism efforts, over 2,000 intelligence agents and 500 troops, all dedicated to keeping the city safe from those who would destroy it. They keep it safe at all costs.

In fact, the entire world setting for Cyberpunk 2020 is filled with high-risk targets for media terrorism. There are hundreds of high rises, skyscrapers, and towers, corporate, government, and civilian. Each one of them is capable of generating casualties numbering from the hundreds to the tens of thousands. Arcologies are even worse, though much less common. They are beacons to those willing to use WMDs (Weapons of Mass Destruction); the population of an entire city packed into an area as restrictive as the interior of a skyscraper. Hundreds of cities are open targets for any number of types of terrorism, and the orbital structures, each and every one, a potential target that could end up resulting in up to tens of thousands of deaths with ease. Fortunately, in Cyberpunk 2020, the terrorists are apparently not smart enough to generate huge amounts of collateral damage or are simply not dedicated enough to their causes to die for them. I could continue for dozens of more pages, but I will leave that for a different sourcebook.

Now, let us get back to detailing Neo-City.

NEO-CITY CODE OF JUSTICE

In Neo-City, justice is swift and brutal. The city simply cannot afford to be soft on crime. Being soft could destroy the city. While brutal, justice isn't necessarily lethal. The city maintains a massive undersea prison facility. This facility produces a broad range of raw materials and foodstuffs vital to the city's economy, as well as maintaining a state of self-sustenance. Every prisoner added to the facility is one less paid worker the city needs to employ.

Assault & Battery: Any unprovoked attack on another person. Punishment: 1d6 months in prison

Dispute Assault: Any provoked attack on another person. Punishment: 1d4 months in prison for both parties.

Assault with Deadly Force: This is assault that can kill. Punishment: Exile, 2d6 years in prison, or braindance.

Burglary: Entering a private property with intent to steal. Punishment: Exile, 1d6 years in prison, or braindance.

Aborted Conspiracy: the crime of conspiring to commit a felony with other individuals. Punishment: Exile, 1d6+1 years in prison, or braindance.

Counterfeiting: the crime of creating false currency, credit, or merchandise. Punishment: 1d10+5 years in prison followed by exile.

Forgery: The crime of creating false documents. Punishment: 3d6 years in prison, followed by exile.

Extortion: Better known as blackmail, the crime of obtaining something from another through threat of injury. The threatened injury need not be physical. Punishment: 2d6 years in prison.

Homicide: Premeditated murder, or murder committed during the commission of another crime. Punishment: Death.

Manslaughter: Accidental murder. Punishment: 1d10+10 years in prison.

Kidnapping: Holding a person against ones will. Punishment: Life

Imprisonment.

Theft, Robbery, or Larceny: Theft of another's property, either through force, threat, embezzlement, or deception. Punishment: 1d10+10 years in prison.

Vandalism, Malicious Mischief: The wanton destruction of another's property. Punishment: 1d6 months in prison, exile.

Rape: Forcing another into sexual activity through threat, extortion or force. Punishment: 2d6 + 5 years in prison, castration, exile.

Resisting Arrest/Obstructing the Law: Attempting to escape legal arrest by an officer of the law, or preventing an officer from carrying out his duties. Punishment: 1d6/3 months in jail.

Riot or Unlawful Assembly: A gathering for the purpose of destroying property, inciting violence, disturbing city operations, etc. Punishment: 1d6/2 weeks in jail.

Trespassing: Entering the private property of another without permission. Punishment: Jail 2d6 days.

Terrorism: Commission of an act of violence for political gains. Death.

Successful Conspiracy: participation in a group planning the commission of a crime. Punishment as perpetrator.

Where the punishment lists a range of punishments, all punishments apply in sequence, unless the word 'or' appears in the selection, meaning the punishments may be as light or severe as the judge dictates at sentencing.

LAW ENFORCEMENT AND SECURITY AGENCIES IN NEO-CITY

Maximum Restraint Facilities, Inc / MaFRI

Maximum Restraint Facilities, Inc. is the corporation contracted to handle Neo-City's incarceration needs. The corporation handles the operation and security not only for Neo-City's prison facilities, but for the city's deep sea mining facilities as well. Far beneath the surface of the Atlantic Ocean lies the station Neo-City Deep, which functions as a tethering point for the city, as well as providing mining, storage and prison facilities. A small section of the domed structure is also dedicated to catering to the needs of tourists who insist on seeing the bottom of the sea.

The facilities are 2000 feet straight down, near an oceanic trench. Neo-City Deep is detailed in a later chapter. At the prison facilities, MaFRI keeps 6 mantas and 2 lampreys docked with the facility. Additionally, there are several emergency lifeboat rooms, which are stocked with multiple torpedo tube styled airlocks and Emergency Ascent Pods, enough to provide emergency egress for every man in the prison. The subs are usually used to track down any prisoners who foolishly attempt to use a pod to escape. The ascent pods are specially equipped with a modified beacon which only the prison's subs can track. MaFRI employs 200 troops and nearly 1000 other personnel in Neo-City Deep. The company also has available 30 assorted ACPA suits, used for quelling overly violent inmate uprisings, using deadly force.

TechSec

TechSec is a security firm which was contracted to provide special police services for Neo-City. While common corporate security troops could be employed as beat cops for day-to-day policing, those troops simply could not provide higher police services, such as detective work or forensics. TechSec was employed to provide those very necessary services. Started by Tarla Jones, an idealistic woman and very successful detective, the company has been seriously hampered in performing its duties by the political games that carry on end-

lessly in the corporate society of Neo-City.

The corporation has offices and jail facilities in the aft portion of the city, though their police force isn't very substantial. The corporation employs about 100 beat cops (real cops, not corporate goons) and close to 300 detectives in various departments. Each officer is issued a Honda Metrocar in order to do his duties in the city. Additionally, the corporation deploys 20 forensics teams. Each team is a squad of 4 men using a pair of BMW-2020's for evidence collection.

Standard Police (S-Police)

The Standard Police are your average beat and patrol cops who handle most of the crime problem along the buffer decks between the corporate zone and the lower decks. S-Police is broken down as follows:

Beat Patrol: Composed primarily of Arasaka security personnel. Beat cops patrol in pairs in the corporate sectors only. Neo-City employs some 200 officers in this division. Assets: 300 Lawtech Unlimited Police Robohounds.

Traffic Division: The Meter-maids. This division employs roughly 100 officers, all graduates from the police academy. Those assigned to Traffic are the dregs scraped from the bottom of the barrel; the ones who barely earned their credentials to become police officers. Traffic cops tend to be lightly or unarmed. Assets: 50 Metrocars converted for Police Duty (SP 20 armor added, as well as comm gear and flashers/siren), 50 Kundalini Torpedo Police Intercept Cycles.

Cruiser Patrol: This division is the bulk of the law enforcement forces, employing nearly 2,000 officers pulled from both Arasaka and the police academy. The officers patrol two to a vehicle throughout the corporate sector and the industrial areas below decks. The deeper precincts (those further below decks) are provided the heavier and better armored vehicles and gear for their duties. Assets: 400 BMW 600s, 200 BMW 2020s, 30 BMW-9 Series Interceptors, 100 BMW 910As, 30 BMW 910Bs, 50 BMW 1010s, 10 Spacewagon 2000s.

Aerial Services: Aerial Services is a small division, consisting of only 300 officers, most of which are employed in the maintenance department. Only 80 officers are actual pilots. This division provides aerial surveillance and assistance to ground operations, traffic analysis, and SAR ops in emergency situations. Assets: 12 surveillance blimps, 30 Bell F-152 Autogyros, 6 AV-3Is, 6 AV-3Fs.

Investigations: This division consists of smaller units covering Vice, Robbery, and Homicide. Investigations employs some 400 officers, who do the bulk of their work below decks. This department was established from Arasaka Security forces, but failed miserably in their duties, prompting the city to hire TechSec to provide such services. This division now operates in support to TechSec, in a sort of apprentice training program. 10 AV-3, 10 AV-4, 100 BMW 1010s, 20 BMW 2020s, 300 unmarked BMW 600s.

Secret Police Service (SPS)

SPS is a special unit employing 100 officers. This unit's duties consist primarily of the investigation of more serious crimes, such as smuggling, gun running, corporate espionage, treason, and other such crimes. Assets: 100 Police Robohounds, 30 BMW 1010s, 30 BMW 2020s, Unmarked vehicles: 20 BMW 600s, 6 Shivas, 2 BMW 9018s, 4 Bell Spy Eye 18s, 3 Swans, 15 Crowders, 30, 17 Chevies, 15 Takaya Daimyos, 20 NAA Roadcars, 2 BMW Burowagen HSRs.

Internal Security Bureau (ISB)

The Internal Security Bureau is the most feared and loathesome 'law enforcement' unit in Neo-City. The ISB coordinates the operation of SPS, LEDiv, CD and SSD to the end of creating the iron fist with which the corporations rule the upper decks of Neo-City. The ISB normally works behind the scenes, but in certain extremely

delicate situations, ISB agents have been dispatched to field duty to further compartmentalize the dissemination of information or to provide an extra layer of deniability to a mission (such as assassination a CEO for one of the larger corporations on the island). The ISB culls its agents from the most experienced, successful, and loyal agents employed in the police branches the ISB coordinates. Assets include: 300 coordinators, 100 surveillance teams of 10 men each, 500 covert operatives, and 250 security agents (troops). The material assets used by the ISB rarely know any bounds as the unit is provided everything it needs on a case-by-case basis, usually with every case getting full approval.

Loyalty Enforcement Division (LEDiv)

This LEDiv has little to do with its US namesake. LEDiv is employed in the effort to ferret out and obliterate any more rebellions before such can occur. Few LEDiv investigations end in court proceedings; they take care of business more quietly and decisively, using assassination as their primary tool for loyalty enforcement. These are truly the Men in Black of Urban Mythology. Assets: 300 modified black, 17 Chevies.

Censorship Division (CD)

The Censorship Division is actually an independent subdivision of LEDiv, responsible for locating and destroying pirate radio and television stations. They operate in a search and destroy mission system, with station bounties prioritized according to their censorship violations. Stations are hunted down, back up called in, and an assault initiated to destroy all equipment and personnel at the broadcast site. LEDiv and CD work from a combined personnel pool of 500 officers, all pulled from the covert operatives of the corporations serving on the City Council. Assets: 100 Robohounds, 10 Cyberpreds, 100 modified black, 17 Chevies, 100 BMW 1010s converted for signal tracking, 100 BMW 910As.

Special Services Division (SSD)

This is the police tactical division. The various subdivisions provide SWAT, Anti-Cyberpsycho, Riot Control, and Net Security duties. SSD employs 350 officers. Assets: 5 Militech Central Mobile Command and Control Centers, 10 BMW 910As, 30 BMW 2020s, 20 Arasaka Riot8s, 10 AV-9s, 10 PanEurope Gladiator Armored Cars, 5 Militech A-20 ACAVs, 3 Bell AH-99 Gunships, 1 AV-8, 2 V-22B Ospreys. A wide selection of ACPA suits are available as well.

THE MILITARY

The Police are efficient at what they do, but strictly deal with the operations on the city. Secret Police Services occasionally dispatches units to investigate off-city situations or to track and capture criminals. But Neo-City constantly faces the threat of Piracy and foreign invasion since no nation has yet recognized its independence and sovereignty. In case of invasion, there is no individuality of service aboard Neo-City. All corporate troops are pressed into service to defend the city. To eliminate inter-corporate difficulties between troops, all corporate troops are issued a Neo-City CDU uniform to be worn if they are pressed into service.

City Defense Unit (CDU)

The CDU is the last line of defense for Neo-City, with the duties of evacuating the city, protecting civilians, and repelling invaders. The troops of the CDU are well trained in seaborne rescue operations and urban combat techniques. The CDU consists of 2500 full-time soldiers and 22,000 reservists. Assets include: 12 AV-8 Assault Aerodynes, 5 Lockheed Nimbuses, 2 A-01 Blitzes, 12 M-11 MBTs, 50 M-15 IFVs, 50 M-50 Tank Killers, 50 PanEurope Gladiator Armored

Cars, 100 Mushasi SWAT Minitanks, 5 Arasaka Daikani, 2 Arasaka Daisori, 5 Militech Comscans, 12 AH-99 Gunships, 12 SM-Dragons, 100 Militech Commandos, 20 Militech War Commandos, 5 Russian Arms Magus, 40 Russian Arms Bombadiers, 75 Borgman Industries City Commanders, 10 City Commander IIs, 1700 Borgman Industries Power Gear ACPA.

Fleet Operations

Fleet Operations is Neo-City's primary line of defense, forming the city's naval forces, as well as a substantial portion of the city's air forces. Fleet Operations handles large scale seaborne rescue operations, anti-piracy operations, and general patrols to uncover any incoming threats. Fleet Operations is by far the largest military arm of Neo-City, with over 45,000 active troops to man and maintain the wide variety of vessels and aircraft used by the fleet. Assets: 1 Missouri-Class Battleship (on order), 22 DD-128 Destroyers, 15 DD-129 Destroyers, 7 Carlson-Class Battlecruisers, 12 Longbow-Class Missile Frigates, 200 M-2018 Patrol Boats, 200 A-20 ACAVs, 3 Skywatch-Class Carriers, 12 Andromeda-Class Amphibious Operations Vessels (used as portable bases at sea from small craft). Aircraft include 100 F-33 Wasps, 120 Harrier IIs, 40 F-39 Pheonixes, 2 Gyrfalcon Gunships, 12 Lockheed Nimbuses, 40 F-128 Thunderclouds, and 60 A-01 Blitzes, as well as 40 AV-11s, 100 AV-6s, 30AV-9s, 20 SM-Dragons, 6 AH-99s, and 170 Bell UH-9s.

Aerospace Defense Wing (ADW)

ADW is in charge of preventing aerial and orbital attacks on Neo-City. To this end, the forces of the ADW make use of two stations of operation; the Aerospaceport in Neo-City, as well as the Lion's Pride LEO Transfer Station. ADW operates outside ESA jurisdiction and has in the past conflicted with that monopolous space agency. ADW also maintains ground strike forces able to eliminate the threat posed by mass drivers and launch facilities on foreign soil if need be. ADW consists of 2000 pilots, troops and technicians. Assets: 50 armed deltas, 12 armed Shuttle IIs, 15 battlesats, 1 battlestation dressed up as a transfer station, 15 ATF-37B Thunderhawks, 6 F-36 Comets, 20 F-33 Wasps, 12 F-128 Thunderclouds, 40 F-39 Pheonixes, 20 A-01 Blitzes, and 150 Harrier IIs. They also use 20 Lockheed C-200 Univerives and 3 Dayton Overlord Airships.

Intelligence Services

No nation can survive without spies to keep proper track of its rivals and enemies. Intelligence Services is Neo-City's equivalent of the CIA, KGB, Mossad, or MI-6, employing some of the most well-trained and well-equipped spies in the world. ISS, Inc. and SecureTek, Inc. both supply mass production and prototype equipment for use by Intelligence Services. The Service employs some 2850 covert operatives in 43 nations, 128 corporations, and orbit.

Counter-Terrorism Services

Neo-City is the most vulnerable place in the world. One big act of terrorism could end up sinking the city, even if it wasn't meant to. So Neo-City must maintain its guard with the utmost diligence. Neo-City has been fortunate, as it has managed to keep all external sources of terrorism out thus far. However, nothing has curbed the establishment of homegrown terrorism, in the form of unhappy residents turned freedom fighters and those outraged by the city's ecological policies. This agency primarily monitors the city's communications in an effort to identify suspicious individuals, who are then assigned to a surveillance team. If the team finds the individual to be involved with terrorism, they continue investigating the individual to identify co-conspirators, and eventually terminate the threat with extreme prejudice. If surveilled individuals turn out to be nothing but common criminals, the case file gets turned over to

the appropriate police agency for further pursuit. CTS employs about 1200 people of its own, plus can call on Intelligence Service agents to expand its manpower as needed.

Unit Twelve

Unit Twelve is the special operations division of the Neo-City Armed Forces, the operational equivalent of Delta Force, Navy SEAL Team Six, the SAS, GSG-9 and other counter-terrorism and special forces units. Unit Twelve primarily operates under the jurisdiction of Intelligence Services, performing clandestine military operations in support of Intelligence agents worldwide. Unit Twelve consists of some 500 troops, broken down into ten-man squads. Unit Twelve frequently receives support services from Tactical Wetworks, mainly from the research and fabrications departments.

Mercenaries

In times of trouble, Neo-City can and will employ mercenaries to defend itself, in addition to its own military and corporate defenses. Neo-City has undisclosed contracts with some 28 mercenary organizations, including Militech, Lazarus, and Arasaka to airlift and sealift in up to 500,000 additional troops and equipment if needed. Additionally, the Mafia Council which controls most of the Free Zone makes extensive use of mercenaries for their "law enforcement" agency. At any given time, the mafias employ some 5,000 troops as peacekeepers, with another 1,500 on reserve against the constant threat of attack from the surface corporations. The quality of training and equipment varies widely from man to man in these units, with only a helmet providing any unifying symbol for the forces. Everything else is supplied based upon service record, kissing up, and what the individual supplies as his own gear. In general, these edgerunner units tend to be a fair match for the corporate forces.

OTHER IMPORTANT AGENCIES IN NEO-CITY

In Neo-City, there are very few other agencies which have any sort of military or law enforcement type powers over the populace. These services are listed below.

Emergency Services

Emergency Services is the field operations arm of the Emergency management Agency, responsible for deploying its agents to deal with emergencies all over the city. To assist in that deployment, its agents are fully authorized to use deadly force in order to keep a situation under control. Better to have a dead man lying about rather than a panicked man making things worse. Emergency Services deploys firefighters, road crews, janitorial crews, and construction crews wherever needed, to deal with any existing emergency or potential emergency that crops up in the city, from kitchen fires to roadway accidents to aircraft crashes to fractures in the hull.

Emergency Services consists of an armed force of 200 agents, plus over 1500 additional personnel in the various worker pools it deploys. In control of Emergency Services is the 250-man Emergency Management Agency. The Emergency Management Agency only really operates in times of disaster, when the city's agencies must be heavily coordinated in their responses when incidents occur that can potentially cost the lives of hundreds of people or more.

Institute for Disease Control (IDC)

It was originally formed against the possibility of epidemics, while Neo-City was out at sea. Its power increased with the flow of workers, due to Neo-City becoming a melting pot for different types of diseases. With the spreading of Herpes Simplex ZY, which grew into epidemic proportions, the IDC gained wide ranging law enforcement abilities. Among them were the Contagious Disease Prevention Acts providing for medical inspection in certain naval and military districts.

These acts allowed the extralegal power to search any building, or detain people with reasonable cause of suspicion of contamination. It is also one of the few institutions that can seal whole levels or impose Martial Law to quarantine Neo-City, without consulting The Neo-City Consortium. They have used this power in the past, when a terrorist cell has engaged in bioterrorism by infecting one of the water purification systems and storage facilities with Legionella Pneumonia bacteria.

IDC's main HQ is located as a ten level tube that very much like a thermos. Isolated from the rest the ship through several bulkheads, some of which are filled with a vacuum, this system is constantly monitored against breaches. Just in case a disease escapes from containment it will at worst only infect IDC HQ, not Neo-City. The HQ can also be removed directly from the platform, either with cranes, or as a last resort action means, blowing-up key parts of the connecting superstructure allowing it to sink into the sea. The only area that is underwater is "the Submarine", as IDC workers call it. The Submarine contains Level Five and higher disease research labs, and corresponding Morgues. The Whole HQ is modular, allowing parts of it to be shut off and isolated without the risk of contamination to other levels. Besides IDC HQ, IDC has several offices and research labs throughout Neo-City.

While NBC warfare is not IDC's purpose, it does have a branch that works closely with the military. This branch's purpose is to monitor any or all possible experimentation, production, and transport of biological weapons into or through Neo-City. Also, Neo-City's security always has just in case one expert from IDC on-call. IDC has five hazmat teams on call twenty-four hours a day, while it has a constant reserve of ten teams. These teams are usually formed from a variety of backgrounds and skills, from demolition to botany. While IDC happens to be one of the few original and individual institutions left standing, it gets a variety of backing from large corporations, among them are: Biotechnica, EBM, CyberDyne Enterprises, Orbital Air, and Darkness Blooms.

Corporate Operatives Corp

As detailed earlier in the book, This organization is responsible for information gathering within the Free Zone. The corporations supply the manpower for the COC from their internal security forces, normally shipping primarily green troops or operatives in training, along with a few experienced cadre troops to keep them in line and loyal to the company. As an intercorporate training grounds, the COC is incredibly well staffed, usually to around 2500 operatives at any given time. While this high level of staffing makes the organization effective, it is also incredibly inefficient. Once an operative reaches a certain level of experience and skill, he will find himself cycled out of the COC and indoctrinated into the sponsoring corporation's security forces. Unknown even to the COC, the unit is heavily 'infiltrated' by Counter-Terrorism Services agents.

Neo-City is governed by a city council consisting of representatives of each investing corporation. Minor investors have a single representative, major investors have two representatives, and the owners each have four representatives. This council determines city-wide policy which is enforced in the corporate sector decks and on the surface. Currently, the trend of leadership is to corporate tyranny, a dedication to absolute control and manipulation of the city's population. The council has established draconian laws, secret police services, loyalty enforcement brigades, censorship enforcement committees and other such nightmarish governmental units. To this end, the corporate sector operates seemingly exactly as the megacorps want; with complete and blind loyalty to company and city. But for all appearances, Neo-City seems very much like a Utopian society on its surface, with everything seemingly running very peacefully and orderly.

The corporations also pooled resources and established a currency for Neo-City in an attempt to grant further credibility to its claim. This currency, the Neo-Dollar, is valued at 1.5 eb per neo-dollar, thanks to the excessive export capacity of the city. While no nation officially recognizes the neo-dollar or exchanges it, most corporations worldwide have begun using it as a stable intercorporate currency exchange immune to the fluctuations of outside currency.

Belowdecks, the Mafia rules. They too operate under a council structure, each organization having a number of representatives based upon the size of the area they control. With this manner of council structure, it is quite easy for the larger mafias to dictate policy for the belowdecks regions. Roughly every 18 months, a mafia war ensues as the smaller organizations tire of being bossed around by the bigger ones. The smaller groups ally themselves and attack a single larger group, attempting to wipe out the larger group and divide the territory amongst themselves. This cycle gives each mafia organization in the city an average lifespan of about 10.5 years.

In recent months, the Free Zone has become more chaotic than usual. The various law enforcement agencies, with the assistance of independent consultants, managed to topple the criminal organization run by Karl Ventner. In the wake of Ventner's displacement, a corporate official (and head of the ISB) named David Redmond has quickly grabbed power below, attempting to gain control of Ventner's organization before it fractures and collapses upon itself. In addition, and unknown to everyone else in the city, a second criminal organization, Autumn Blade, has recognized the dethroning of Karl Ventner as an opportunity to gain a foothold in the city's criminal belly.

Striving to secure a firm footing in Neo-city, Autumn Blade has sent a small advance team to the man made island. Their assignment is simple; eliminate competition, make the contacts needed for operations, and set up covert communications with the mainland. The team has been there for a little over two months, and consists of one solo, a former British SAS officer that calls himself "reDemption", a pair of freelance netrunners named Mike and Roberta Dennis, and a brother/sister fixer team "Max and Maxine Vega". While each of the teams know that there are other Autumn Blade members in Neo-city, they are not aware of who the other personnel are, and would not recognize them if they were together. This is a safety precaution, both for Autumn Blade and the operatives, so no captured operative can give away the identity of his or her co-conspirators. Of the teams, Only "reDemption" knows who exactly he is working for.

Mike and Roberta have taken up positions as system analysts for Net 54. This allows them the ability to plant communiqués in information bursts to satellite with lesser chance of being monitored. The Communiqué.s are then picked up on the other side by "Gen-lei Wool" who, in addition to being an operative of Autumn Blade, is a top investigative reporter for Net 54 in Night City and is often receiving encrypted communications from around the world, so nothing will be suspected. Even if someone were to inspect the data, it is double coded, so that if the first block is decoded the message will appear to be a normal although misleading personal communication, when it in fact itself a code and contains a different message altogether. Messages go through her once per day, as a regular update. If there is urgent news, the pair will simply use the emergency single use phone number they were given. Being on the inside of Net-54 also allows the pair access to valuable information on the happenings in Neo-city itself. This information is reviewed by the Heads of Autumn Blade and the useful bits are transferred to those whom the information can be utilized best.

Max and Maxine Vega have taken residence in the Connors hotel. And while their specialty is the confidence game, blackmail and influence suit them just as well. Within the first week they made the necessary contacts needed for muscle in Neo-City, and have since used various means to further their contacts. First they will try to seduce their way into the heavier powers of Neo-city, such as men and women in government and corporate positions who are able open the right diplomatic doors. This particular course of action will inevitably prove a failure for them, for the corrupted nature of the city itself presents an impassable barrier for blackmail attempts. Whatever they may try to use for blackmail will easily be shrugged off by the higher levels of power as "expected behavior and use of power by those who bear it". They have also gained influence over a few customs agents, a number of dock workers, and a military officer. The two use every means at their disposal, first attempting to either bribe or seduce their targets, and if that doesn't work they will use extortion and force to coerce the necessary pawns. So far no force has been necessary, and the two are slowly accomplishing their objective, strategically gaining the contacts necessary for Autumn Blade to operate.

ReDemption sticks mainly to the Free Zone, and never stays at the same place two nights in a row. His progress has been slow, but steady, and he is the key to the plan, for the narrowing down of the competition is a must. So far he has managed to eliminate 2 of the minor gangs by forcing an active feud between the 2 and eliminating the stragglers whenever possible. He has managed to take down a few of the more important gang hitters through discreet assassinations, and he took down a fairly well known (for Neo-city) gun smuggler after confronting him in one of the seedier bars in the Free Zone. This was his most daring hit on this mission so far, wearing a disguise, he waited in the bar drinking heavily and exaggerating his drunkenness until the mark showed, then used his Tsui Psa Tsien (drunken boxing) to kill his opponent, making it seem like an accidental death in a drunken brawl, then escaping and disappearing in the Maze.

Now he is lying low, to ensure his presence is unknown before striking again. His highest profile hits so far have been when he took down the Mafia don of Neo-City by poisoning his wine at a restaurant, and when he eliminated the Triad boss, sniping him as he sat on his balcony eating breakfast. This worked out well as it sparked a brief war between the two groups, culminating in a minor

bloodbath before they both turned to the Yakuza for blame. The Yakuza, not knowing what to make of it has stayed neutral, and fears retaliation for the perceived blame. The confusion has also left the smaller crime cartels ducking for cover. So far no one has pieced anything together, and the government is just as confused as the criminals. Paranoia is just starting to set in on the underground of Neo-city.

Unfortunately for reDemption, his activities have brought on unexpected repercussions, thanks to Autumn Blade's unfamiliarity with the inner workings of crime in Neo-City. As he lays low, hoping no one is after him, the Free Zone's council convened and held a rather lengthy debate session on the many recent deaths of various criminals of importance. Many of the independent groups have banded together, providing a unified force to be reckoned with and greatly enhancing security measures. In addition, several small mercenary units have been employed to discreetly operate throughout the Free Zone in a seek and destroy mission to find and eliminate the killer or killers behind the recent carnage. In addition, while many consider the mafia a secret criminal organization in and of itself, it is but an arm of a much larger and much older secret society. Only the highest members of the syndicate crime families know this fact, however. It is through this higher secret society that the mafia has access to Noir, a team of elite assassins that have been sent to Neo-City to deal with the attacks on mob leaders.

reDemption's activities are not the only problem for Autumn Blade's move into Neo-City, for Autumn Blade has never attempted to operate in an environment the likes of Neo-City. While their teams of operatives are supposedly unknown, they were discovered early on through the expansive monitoring programs the city government has established. The operatives at Net54 were discovered within 24 hours, once the Censorship Division's AI broke the code on their communications. reDemption has been tracked as a potential troublemaker, since he didn't arrive as part of a corporate human resource pool, and it is only a matter of time before the ISB's statistics department ties his tracking records proximally to a number of his assassi-

nations. And the Vega's will likely learn the hard way that Neo-City is not a place where blackmail works well. After all, the corporations rule here, and having a blackmailer eliminated with no questions asked is as simple as sending a memo to the human resources department. However, for the time being, the government will likely allow Autumn Blade to continue in its little games, for the war it stirs in the belowdecks is an excellent means of reducing the blank population in the Free Zone without bringing the unwanted negative publicity that a government sanctioned cleanup would stir.

On top of all this are the secret societies, a subject completely ignored by the game, though quite applicable. As much as the world may like to wish the planet is ruled by "superpower" governments and the megacorporations, these entities themselves are ruled by a "higher power". That "Higher Power" is the power wielded by a handful of people. These people join together in secret societies and from those societies make decisions that influence the entire world. The members of these secret societies are inevitably privileged in Neo-City, usually ranking as first or second class citizens. If you watch the X-Files, you've got a good idea how secret societies operate within the government. The Smoking Man is a good example of a supervising field agent for the likes of the Trilateral Commission or the Bilderbergs. There are dozens of secret societies around the world, vying for power to one extent or another. I'll establish a few for Neo-City in a later chapter.

Here in the Free Zone, finances are outside the norm. In Neo-City, one will find the largest concentration in the world of hard currency; dollars, euros, yen, lyra, pesetas; you name it, it's here. Because most of the Free Zone operates on a hard currency basis, there is little or no fee for exchange of currency. Most people simply keep on a PDA a database of going conversion rates and accept the cash as is according to those rates. It isn't uncommon for a high price item to be paid for in a single transaction with 15 or 20 different currencies.



LIFE IN NEOCITY

Neo-City is the ultimate corporate haven. Most major population centers around the world have a corporate center or sector, where the megacorporations house their headquarters and employees. The rest of the city is nothing but ghettos filled with those whom the megacorps consider leeches, the human refuse that feeds upon the great global corporate economy. Intermingled with this is the nuisance of government, the hindrance of the masses trying to control the profits and growth of big business. Neo-City was meant to eliminate those many problems. Unfortunately, that goal goes unrealized, thanks to the survival of politics into the 21st century.

In Neo-City, government and business eventually came to merge into a sort of totalitarian state, the megacorps with "ownership" of the city's structure attempting to rule the city with an iron fist. On the surface (quite literally), this apparently works. The corporations rule themselves with an iron fist on the upper levels of the city, in the corporate sector, which consists of a significant portion of the city's surface as well as the uppermost 10 decks beneath that. It is here that a dictatorial state exists.

The corporations established a very carefully developed system of citizenship for their employees, and corporate employees are the only official citizens of Neo-City. The citizenship is broken down into four classes, First, Second, Third, and Fourth Classes. While

most see these designations as pitifully uncreative, they were chosen for their effect on morale. A Fourth Class citizen will consider himself inferior and be less troublesome, thinking life gives him what he deserves for being substandard.

Fourth Class Citizens make up the bulk of the city's industrial workforce. These are the people who keep the city clean and properly maintained, the white collars who fix things that break, sweep the streets, or otherwise struggle to keep the city going day after day. Fourth Class Citizens only receive a few benefits; free health care, free education, and small quarters on decks 15 through 25 for themselves and their families. Fourth Classers are not permitted above deck 10 unless they are enroute to the aerospace facilities for travel off-city or returning from a flight. Media services the Fourth Classers have access to are restricted to government approved and propaganda-adjusted releases, though the Fourth Classers really do not know about this censorship. Yet.

Third Class Citizens are the lower level government employees, law enforcement officials, trained technical staff, lab assistants and transportation personnel who work for Neo-City and the megacorps. These people are given more freedom and benefits than the Fourth Classers since they work in more dangerous occupations, or jobs that are extremely demoralizing. Their level of citizenship grants

them access to certain entertainment facilities that the Fourth Classers cannot. Third Class Citizens inhabit decks 11 through 14. In addition to the Fourth Class Benefits, Third Classers are permitted to make use of several of the smaller surface parks.

Second Class Citizens are the journalists, scholars, scientists, military officers, and corporate lower and middle management. Second Class Citizens enjoy a substantial amount of freedom, with the freedom to travel throughout the city and on the surface, as well as fairly unrestricted access to media and entertainment services.

First Class Citizens are the scientists, researchers, upper corporate and government management, and specially designated operatives of the megacorporations. First Class Citizens are able to do what they please and go where they please (restricted to all decks above 20), as well as entering or leaving the city as they so desire.

Members of a citizen's immediate nuclear family unit are typically considered to be of the same citizenship level as the highest-classed working member of the family. This means that the son of a scientist with First Class citizenship will also be a first class citizen, even if he works in one of the belowdecks industrial areas.

All residents are implanted with an encoded identity biochip that responds to radio transponder systems. This system is used as a passive control system via checkpoints located throughout all levels of the city. The transponder calls the chip and receives an identity code. At manned checkpoints, the security agents are notified if anyone of the wrong class is attempting to enter the area. At unmanned stations, the egress portal may simply record the comings and goings of citizens (violators can later be penalized for violating citizenship restrictions) or the portal may be automated in order to simply deny access to unauthorized citizens by closing.

The City also considers non-resident tourists and visitors as first class citizens for the purposes of access to the city's sites and entertainment. Most tourists are rather wealthy individuals and the city wants that money spent in the most expensive manner possible. All visitors are issued a Tourist visa and identicard, and emergency locator bracelet which gives them access to all the populated areas of the city.

The emergency locator bracelets function much in the same fashion as the implanted citizenship ID chips, as well as being functional police call units. Press the recessed button on the side of the unit, and it will contact the police and request assistance, providing its location every three seconds. It also functions as a watch synchronized to the city's mainframe clock.

The Blanks make up the remaining bulk of the city's population. Blanks are people who live in the bowels of the city, down in the industrial and storage decks, all unofficial or illegal residents of the city. Blanks are missing from the city's census mainframe and databases, virtually unidentifiable and impossible to accurately track. Neo-City officials estimate the city is currently home to roughly 15,000 to 20,000 Blanks, but a visit to the Free Zone shows that the numbers are far higher. Blanks are the breakers of all the rules, and frequently are wanted for committing crimes in the corporate sectors. The remnants of the rebellion live here, as do hundreds of stowaways, illegal

immigrants, and criminals who had themselves zeroed to avoid the long arm of the law or corporate justice.

This population of blanks is both bane and boon for the corporations operating out of Neo-City. They provide a pool of human resources that do not need to be highly paid or offered benefits, greatly reducing the payroll overhead. Such employees are used for menial labor, construction, housekeeping and the like. They are a bane for they are a drain on city resources. A large amount of money is spent monitoring and controlling the blanks, without any guarantee of success. They are also a populace where those who are truly a threat to the city can hide in fairly absolute anonymity.

Obviously, citizens of different classes are treated differently by the various government agencies. Fourth Classers are expected to simply do their jobs and be happy, whether they like it or not. Fourth Classers are ignored for the most part by the government, yet abused by law enforcement. Also, what is illegal for the lower classes might easily be legal for the upper classers. Other methods of restriction for the lower classes are: The outlawing of the spreading of rumors (3rd class and below), outlawing of the viewing of pirate TV stations broadcasting about the city (3rd class and below), restriction and censoring of incoming information (2nd class and below), approved reading lists (2nd class and below), approved music lists (4th class). Private ownership of a weapon is illegal for any non law enforcement citizen of 2nd class or below. Lastly, through the ISB and Censorship Division, all incoming and outgoing communications traffic is monitored and analyzed to uncover threats to the city.

Most insidious about this system of citizenship is the Internal Security Bureau. This division of the City Security Forces monitors the opinions and behavior of citizens in an effort to root out potential troublemakers and other sources of civil unrest, as well as searching out spies that might be a threat to the overall security and safety of the city structure.

Fortunately, or perhaps unfortunately, that is how the city operates on the surface. Below that orderly skin festers the wounds of society and decay. In the lower industrial sectors of the city, below deck 25, is the region known as the Free Zone. The Free Zone is the scum on the city's underbelly, the blanks, gangers, and nutcase fringers that no city wants, yet every city has. A significant number of people in the Free Zone are blanks, living amongst the industrial centers and manufacturing facilities that fill the lower levels of the city. Being a blank is both boon and bane. Officially, the government doesn't even know you exist. You can do anything you damn well please and fully expect to get away with it as long as you don't get too outlandish too often with what you do. Unfortunately, since you don't exist, the cops have a tendency to liquidate the blanks they find. A bullet in the head is a lot faster and cheaper than processing you for integration into the citizenry, shipping you back to dry land, or trying to punish you properly for your crimes. So what if you might have been a valuable, under-the-table employee of one of the corporations. It won't be any great loss, since there are at least ten people in the Free Zone willing and capable of taking your place.

Neo-City has ample opportunity for adventure. First and foremost is the corporate warring and intrigue. Arasaka vs Militech. Petrochem vs Biotechnica vs. SovOil vs Petrochemicals LTD vs. Jorgenssen Plastech A/S. WNS vs. NN54 vs. DMS. OTEC vs. CINO vs. Hydrostatic vs. Hydrosubsidium vs. Oceanic Weapon Systems(Militech). Worldsat vs. Nokia vs. the media corporations. Infocomp vs. Tactical Wetworks vs. Schrenk Data Processing. ISS vs. Securetek (but that "intrigue" is just a front though, isn't it?). As you can see, the possibilities are extremely intricate and limitless.

And through the Firestorm, all the listed rivalries above could have fanned into intense hostilities. OTEC and CINO started the war, which could have easily involved the other three listed oceantech manufacturers. The sinking of a SovOil tanker could have easily lead to a great deal of finger pointing amongst the petroleum industry members. With the mass destruction of LEO objects, Nokia could have attacked the Worldsat network in orbit, launched its own network to compete, disrupting Worldsat's "leave our satellites alone or lose access" ultimatum, or any of dozens of other possibilities it could have capitalized on. The medias wanted to use the fourth corporate war like they did in our world for Desert Storm, with hostilities brewing over managing to get the best scoops and exclusives. And these are all possibilities that don't need a corporate war to be instigated.

The next possible option is trouble the rest of the world has with Neo-City simply existing. Other nations don't like their lack of power over the city. Everyone wants to control it. Governments want to annex it. Pirates want to plunder it. Terrorists want to sink it. Nature wants to defeat it. Sea nomads, the Metas in particular, want to outdo it (with MetaKey) or sink it. This means there is quite a bit of anti-government espionage occurring on a daily basis throughout the city. This provides countless more possibilities. Now head belowdeck into the Free Zone. Gangs vs gangs, turf wars between mafias, terrorism, rioting, crime. All the worst that the big cities offer all rolled up and packed like sardines into a limited amount of space.

As one can see, Neo-City offers a microcosm of CP2020 in which a referee can run some incredibly intense games, even with built-in controls over many of the problematic portions of the game, such as the "big gun syndrome". I will eventually follow up this netbook with sequels which provide even more detail to Neo-City, as well as a number of adventures. To start you off, here are a few adventure ideas.

IT'S DA BOMB!

Background:

Neo-City has long had a problem with crime and terrorism, thanks to its large and angry population of blanks. The criminal portion is relatively easy to deal with; fight it in the civilized portions of the city and mostly ignore it in the Free Zone, leaving that area to the bounty hunters. Terrorism too is relatively easy to fight, as much of the acts are vandalism rather than murderous acts or hostage taking as one might expect.

However, in recent months, the terrorism has changed, moving away from vandalous acts of political rebellion and into more destructive acts. The city's water system was half contaminated with the difficult to eradicate Legionnaires' Disease. Acts of sabotage have crippled a number of noncrucial city systems, including transportation, communications and power. And bombings have killed several dozen people.

The groups have finally moved on to the final act of terrorism that will obliterate Neo-City from the face of the earth. A small nuclear bomb has been obtained and smuggled into the city. The bomb wasn't difficult to obtain. The nuclear standoff between the USA and USSR depended upon the ability to strike one another with nuclear weapons. First was the nuclear bomber, rendered obsolete by surface-to-air missiles and interceptor fighters. This lead to the many classes of ballistic missile, launched by land, air or sea, none of which could really be countered, until the Star Wars program was introduced in the 1980's by President Reagan. With the missiles appeared to be on the verge of being rendered obsolete, the next step in the nuclear deterrent was the development of prepositionable nuclear weapons, better known as the mythical 'suitcase bomb'. These bombs would be smuggled into the country by submarine and turned over to a deep mole or sleeper to babysit the weapon until it was needed. Such weapons were buried all across the United States and Soviet Union.

Now one of the devices has been recovered. The weapon was dug up from its hiding place as a corporation bought up and razed old residential properties to build a new corporate production facility. The weapon was sold to OTEC and eventually found its way into the hands of The Red, a group of extremist eco-terrorists based in Neo-City. Fortunately for the city, word leaked from within OTEC about the bomb. Now the mad rush is on. Find the bomb before it is too late.

Setup:

Chasing a stolen nuclear weapon is a nerve-wracking experience. Everything should be put in place in order to convey that experience to the players.

First off, who has the bomb now? The terrorists? An OTEC agent? A courier, fixer, smuggler or other middleman? Have the players figured it out? Pass it off to the next man in line when they're closing in!

Second, who wants it? Obviously, the Neo-City government will want it as their first nuclear weapon in an ever-increasing arsenal. The Neo-Sovs want the embarrassment back. The US wants to keep it under wraps after the bombing of NYC and obliteration of the Middle East. Terrorists want it for an NYC encore. Hundreds of governments want it so they too can join the nuclear club. And thousands of arms dealers want it since it represents tens of millions in profits.

Third, who is competing to make the grab? Law enforcement, obviously. Along with every bounty hunter working on retainer, every intelligence agent, and every solo with that bug up his ass that makes him want to own the biggest boom in the world.

So, what does all of this combine to create? A phrenetic, insane, endless, running battle that ends when everyone is out of ammo. A complete nightmare that pushes the characters to their limits and beyond until the weapon is secured by a government agency or at least smuggled back out of the city. A thoughtless, low-pay run that the referee doesn't need to work too hard on as long as he simply has the sense to keep the chase on until about 45 minutes before the gaming session ends when he can set up the climax and put the puppy to rest.

Running:

Running an adventure like this is extremely easy. create a couple dozen stereotypical grunts, goons, etc that you can re-

use in battle. Set up a few NPCs with critical knowledge to help the players along (and tap their bank accounts from the payoffs). Keep the gunfights fast and brutal as they chase down the bomb. And at least once, when they chase down the guy known to have it last, they missed nabbing the bomb by minutes, since he passed it on to the next fish to be fried. Keep the chase going until everyone is tired of it, then set up the big climax.

Endgame:

Concluding the game goes one of a few ways. First, you need to choose an appropriate locale; desolate seaside cliff, crowded subway, skyscraper observation deck, parking lot or garage, etc. You as the referee need to decide if a lot of death will be a potential of screwing up. Obviously, in Neo-City, the best place would be in either one of the parks or the mall on the aerospace module.

Next, decide on the conclusion you'd like to see. But remember what you want isn't necessarily going to happen. Decide if the bomb goes off (great way to end your tenure as GM when you've announced it will be the last session you run), gets captured by a third party, or gets captured by the players. Set up a nice, dramatic, suspenseful course of events that is supposed to lead to your planned conclusion. The details are up to you.

Ideas to help you put things together:

The Gunrunner Sting - PCs pose as an arms dealer looking to buy the bomb.

The Mole - The PCs get a reliable source of info that railroad them along each step of the way leading to the bomb.

The Chain - The PCs get one name. That name is the name of someone who had physical possession of the bomb. They then have to find that person and get the info leading to the next bagman. Rinse and repeat until they catch up to the guy who currently has possession of the bomb.

Where can this lead:

Smuggling - Now that the players have the bomb, what do they do with it? Being the greedy bastards they all are, most will try to get it out of the city.

There Can't Be Only One - Obviously, there are more suitcase bombs out there. How do they go about finding them? The secret is the money trail. Figure out what residential property the bomb was recovered from. Find out who owned it during the 1980's. Compare those purchase dates with nearby soviet submarine traffic within two months of the date and 500 miles of the residence site. Check the finances of all the owners and see if anything can be traced back to the USSR on a regular basis. Then raid the records of involved banks to track down similar banking traffic, which would reasonably lead to more sleepers babysitting radioactive suitcases.

How I Ran This Scenario:

By the time the bombing plot was discovered, the bomb was just entering the Neo-City. The ports of entry were sealed off less than five minutes after the bomb passed through customs and all ships and flights were diverted from landing. The city's military was mobilized to search the entire structure.

Meanwhile, the bomb passed from the smuggler to a courier and the PCs got involved as news spread through the corporations in Neo-City. They began backtracking the shipments until they found the smuggler and beat the courier's name out of him. While doing this, the bomb made its way to a small office owned by OTEC, where maintenance was done on the device. The PCs were then tracking down the courier and beating information out of him as well.

Several hours later, the maintenance was finished and an OTEC agent took the bomb for delivery to the next person to hold

it. Five minutes after she left, the PCs raided the OTEC office, destroyed it, and tracked down every OTEC employee on the visitor and attendance logs. They tracked down the agent who moved the bomb and learned it was delivered to an arms dealer who was to then deliver it to The Red.

The PCs then decided to finish things. They decided to track down both the arms dealer and the terrorists, splitting the party in two. They fully expected to end up catching the deal in progress. After beating and killing several more people for information, those after the terrorists figured out that the trade off was supposed to occur in the storage locker area of the aerospace module. They found the terrorists there waiting, and ambushed them, hoping to eliminate the terrorists and impersonate them for the trade.

However, the arms dealer had more lucrative plans to sell the weapon to the highest bidder. He was on his way to deliver the bomb to the Neo-Sovs in exchange for 25 million eb. The other half of the PC team tracked him down to his meeting place, and thinking the Neo-Sov agents were the terrorists, went in with all guns blazing. Everyone, the Neo-Sovs, the arms dealer and his bodyguards, and the PCs died. Everyone died, leaving a bomb in a suitcase sitting in the middle of the park. The rest of the PCs who went after the terrorists heard about the shootout on the nightly news, but not a word was mentioned about the bomb....

Was it recovered by the authorities, or was it still in the hands of someone willing to use it?

It's Da Bomb! is an example of an adventure scenario known as "The Race Against Time", which is a subset of "The Chase". The basic scenario can be easily adapted to something less final and dangerous, but equally exciting. Rather than chasing down a nuclear device, perhaps the PCs could find themselves chasing an assassin before the city's chairman gets murdered. Or perhaps it's a race to save a kidnap victim on way or another. The important thing is that the adventure revolves around a deadline. Whether finite or not, the fact that some sort of deadline looms overhead does nothing but help with the suspense and the sense of being rushed.

You've seen the race used quite successfully before, after all. It was the basic plot motivator for both not only *Escape From New York* and *Escape From LA*, but it was also a strong component for such movies as *The Andromeda Strain*, *The Omega Man*, and we now see it used not once but twice in the widely acclaimed and wildly successful FOX television series *24*.

Existing Tech

Cyberpunk 2020 Rulebook

Gill Implants, Independent Air Supply, Sonar Implant (increase range to 200m underwater), Image Enhancement, Web Foot, Micromissile Launcher.

Chromebook 1

Hydrosubsidium Diving Suit, Kiroshi OptiShields (useful as a dive mask), Raven Microcyb Rebreathers, Gyro Stabilizer

Chromebook 2

Cytech Custom Cyberhands (with webbing), Aquarius FBC, Aquatic Exotics.

Chromebook 3

ThunderArc Automapper (250eb for waterproofed unit), Parabolic Microphone cyberfingert (acts as a jury-rigged sonar unit for underwater listening), Cyberoptic Compass, Web Hand, Cyberoptic Interferometry System, Aquatic Cyberpets

Cyberware

360 Degree Vision: This is the implantation of an additional four cyberoptics into your skull; one on each side, one in the back, and one on the top. This allows you to look everywhere around you at all times, with the exception of the blind spot your body creates. The system is rather disorienting, resulting in a -3 penalty to all awareness/notice or perception checks. Cost: 3,500eb, HC: 4d6, Surgery: CR.

Alternate Air Supply: Advancements have been made in the oxygen fixing foam used for the Independent Air Supply implant, allowing the development of a new aerofoam and fluid which can be used constantly. The lungs can be filled with the foam, allowing fairly normal breathing in the atmosphere, and allowing characters to hold their breath nearly three times as long as normal. (75 minutes for inactive characters, 30 minutes for active ones). Cost: 500 eb., HC: 2d6+3, Surgery: MA.

Aquatic Synthskins: These New synthskins are modified for use in fresh or salt water. The tuning chipsocket is waterproofed and the skins are sensitive to a number of water conditions, triggering pattern and shade changes due to those conditions. The conditions the skins are sensitive to are water composition, dive depth, current strength and water temperature. Cost: 1200 eb. (includes tuning chip and waterproof socket), HC: 1d6+1, Surgery: N.

Aquatic Chemskins: These work like the other Chemskins on the surface world, with variants reacting to water composition and/or temperature. Those that react with water composition need maintenance treatments as the dyes and chemicals will slowly dissolve away into the water. Cost: 200 eb, HC: 1d6/2, Surgery: N. Maintenance Treatment: Cost: 25 eb, HC: 0, Surgery: N.

Arasaka Enviroweave: Arasaka developed this technology for operative who normally work in environmental extremes. A vast network of tubing is implanted beneath the epidermis and a saline solution circulates through it. A small implanted computer and other components regulate the fluid temperature to maintain body temperature. A person with enviroweave is able to survive comfortably without cloth-

ing in a temperature range of 0 to 55 degrees celsius. With proper clothing, the range is greatly enhanced. The system also monitors its fluid volume and pressure, able to deactivate damaged sections and dispatch nanites to repair the damage to the system. The tubing is implanted by nanite and the computer by surgery. The system contains enough nanites and raw material to repair ten bullet or knife wounds. After this, a booster shot is required to refill the reserve reservoir. Cost: 2,500eb, HC: 1d6, Surgery: M. Booster shot costs 350 eb.

Arcane Biological "Enduro" Arterial Pumps: This circulatory system enhancement assists the heart in its job of moving blood about the body, making them excellent choices in elective bioware for pilots and deep sea divers alike, by enhancing blood flow in high pressure environments and easing stress on the heart. The thick, flexible, muscular walls of the arteries expand when blood is pumped into them and then contract, pushing it onward and assisting the pumping action of the heart. The Enduro biomod re-inforces the muscle tissue of the arteries to increase their pumping action and accelerate blood flow throughout the body to give you the aerobic performance of an Olympic athlete. The system grants +1 to the Endurance Skill. Cost: 3400 eb, HC: 1d6+1, Surgery: MA.

Biotechnica NeoLungs: Developed by Biotechnica, this system is a vat-grown replacement for the lungs you were born with. The redesigned lungs have improved flow patterns and capacity, as well as increased surface area for enhanced gas exchange. These new lungs allow you to hold your breath twice as long, as well as operating at much higher altitudes before hypoxia sets in. This system is popular with divers and mountain climbers alike, as well as highriders. Cost: 4500eb, HC: 1d6/2, Surgery: CR.

Borgman Industries Aquatic Cyberware: Let's face it; marine rebuilt cyberware isn't perfect. You lose valuable space and being rebuilt, the seals aren't always reliable and the buoyancy bladders have been known to rupture under pressure. At any moment, a crucial rebuilt component could fail and ruin your day. Borgman Industries now manufactures Aquatic Environment Cyberware, re-engineered and purpose-built to handle the stress of the environment. BI's cyberware is constructed with a resin and carbon-fiber composite originally developed for use on military aircraft. This composite is stronger than the standard aluminum and steel construction used in the cyberware industry. This composite is used both for the framework and external shell, which is also laminated with kevlar and teflon to enhance the resistance to the corrosive nature of the environment. All compartments come with a gasket-sealed hatch guaranteed to be waterproof to a depth of 6.4 kilometers. Aquatic cyberlimbs actually weigh less than their meat equivalents! Borgman Industries manufactures basic cyberoptics and cyberlimbs.

Cyberoptics: This system includes a quick-change mounting system and self-sealing connection ports (0 options). BI's sales reps suggest that sets of eyes be purchased with the desired optical options and installed pre-dive. Cost: 1200eb each, HC: 2d6+1 each, Surgery: CR.

Cyberlimbs: These limbs, manufactured of very advanced materials, are significantly more durable than their standard counterparts. They can suffer 40 points of damage before being disabled and 50 points before being destroyed. Additionally, they can be considered armored to SP 30 due to the materials used in manufacturing. Cyberarms: Cost: 8,000 eb, HC: 2d6, Surgery: CR. Cyberlegs: Cost: 5,000 eb.,

HC: 2d6, Surgery: CR.

Clavisware “Metaheme” Hemological Replacement: Did you know your respiration was a lot more efficient before you were born? Oxygen was transported through your body using a molecule with a greater “attraction” for it than the massive hemoglobin molecule in the platelets circulating through your blood stream at this very moment. Now you can recapture that incredible efficiency, without the side effects of respiratory exhaust retention, with Clavisware’s Metaheme viral transform therapy. Our custom engineered virus agents will modify your marrow stem cells to produce red blood cells carrying the metaheme molecule in place of hemoglobin. You’ll see an instant increase in aerobic ability and overall athletic performance that simply has to be experienced to be appreciated. Fine tune your body with a little help from Clavisware. Subject gains the equivalent of Endurance 1 and can hold his breath for an additional 4 minutes. Cost: 1300 eb, HC: 1D6/2, Surgery: M.

ConGen Ileocecal Siphon: Whether you’re spending time in the desert or in the tropics the new ileocecal siphon from ConGen can make your stay a pleasant one. This artificial organ coils around the inside of the large intestine and removes up to 80 percent of the water from the body’s solid waste products. The Siphon’s efficient recycling of fluid allows the user to function normally without water for 48 hours in a temperate climate, 24 hours in arid or hot conditions. Cost: 200eb, HC: 1, Surgery: MA.

ConGen “Seabreath” Secondary Gills: The burgeoning oceanic population has created an intense demand for workers capable of long term work at moderate underwater depths. Now ConGen debuts the answer: the Seabreath respiratory rebuild. Our unique osmotic membranes are installed in flow channels located in slits between the ribs to maximize gas exchange with water passing through the mouth. By slightly reducing your excess lung capacity, and installing a secondary tracheal valve, we make it a simple matter to switch from breathing air to dwelling in the watery home of our ancient ancestors. After installing Seabreath we guarantee that whole new areas of underwater employment will open up to you or we’ll refund your money! Take the first step towards a bright future today- call today to schedule your Seabreath rebuild.

The user can breathe indefinitely in oxygenated water. The large absorption area of the gills make subjects with this modification especially vulnerable to airborne toxins (-3 to saves), and the delicate tissues of the gills are sensitive to damage (every blow to the torso increases the chance of the gills malfunctioning by 5% per blow. The gills begin with a 5% chance to malfunction.) Cost: 3000 eb, HC: 2d6, Surgery: CR

Cyberblood Nanites: Using the antiquated process of blood doping, we add two pints of specially engineered oxygen carry nanites to your bloodstream, greatly enhancing your body’s ability to deliver oxygen to the cells. This results in increased endurance and speed, as well as giving you a little extra blood to bleed with. The character gains +1 to endurance, +1 MA, and can ignore the first two points of damage suffered in combat. Cost: 5000 eb, HC: 1d6/2, Surgery: N.

Dynalar Technologies Detachable Cyberfinger OxyTank: based on the Cyberfinger grenade and other detachable units, this small unit will provide approximately 45 seconds additional breathing time. Cost: 125eb, HC: 0.5, Surgery: -

Dynalar Technologies OxyTank Cyberfinger: Nondetachable, this cyberfinger uses the entire finger rather than just the tip, providing 2 minutes additional breathing time. Cost: 300eb, HC: 1, Surgery: - . A recharger is available for 75eb.

Echolocation System Processor: This processor combines the Neuralware Processor, Kiroshi Video Imagers, CyberVocal System with subsonic option, and cyberaudio with enhanced hearing range to create a sonar-like system like that used by bats. The system uses the echoes from the subsonic noise to generate a picture through video rendition in the imagers. The system results in a -1 penalty to awareness/notice while used and is rendered useless by white noise generators. Cost: 1000eb, HC: 1d6, Surgery: N.

Genetek Optimmunal Nodes: Whether you’re traveling abroad or working with biohazardous agents, don’t let an infection put you out of commission. Genetek’s optimmunal nodes are a matched pair of peanut sized organs implanted under the armpit area that increase the natural disease fighting abilities of the body. A network of fine tendrils spreads into the throat, sinuses, and lymphatic system of the upper body to constantly sample body fluids for the foreign antigens that identify an invading bacteria or virus. Until activation the node simply acts as an additional reservoir and manufacturing sight for lymphocytes, the specialized blood cells that attack infections. When an infection is detected it releases the pool of lymphocytes from it’s central bladder, chemically alerts the rest of the immune system, and goes into lymphocyte production overdrive. Say goodbye to sniffy noses forever! Grants +5 to all saves vs. disease. Cost: 400 eb, HC:1, Surgery: MA

Kiroshi DiveShields: This is a specially designed variant of the famous Kiroshi Optishields with pressure equalization to prevent mask squeeze at lower depths. Cost: 350eb, HC: 1d6+2, Surgery: MA.

Kiroshi Double-Slit Pupils: These new pupils allow for your eyes to compensate for the refraction caused by the water’s surface as you try to see what is happening above in the air. Mounted exterior on the eye surface, this option takes no option spaces, but causes a slight bulge in the eyeball over the pupil area. Cost: 200eb, HC: 1, Surgery: N

Lungweave: This enhancement was developed to improve the interface and tolerance of liquid breathing mediums by divers. Without it, it is recommended that divers avoid using LBMs more than once every two weeks due to damage the irritation might cause. Using LBMs more frequently will result in possible lung damage (-2 endurance and effects of airborne chemicals and inhaled poisons is doubled; also suffer 1 point of physical damage if LBM is used within 3 days of the last use). Cost: 4,000 eb, HC: 1d6/2, Surgery: N.

Militech MicroTorpedo Launcher: This is a variant of the Micromissile launcher which fires torpedoes as well as the missiles. The unit is redesigned for underwater use. [HVY 0 P P Var(micromissile) 4 1 ST 50m]. The torpedoes have a range of 50 meters underwater, while the missiles have a range of only 25 meters underwater. Cost: 1200 eb, HC: 2d6, Surgery: N.

Muscle Pouch: subdermal pockets aren’t big enough for you? Then try out the new muscle pouch modification. Mounted in the torso, these pouches provide a space 6” long by 4” wide by 4” deep. Includes a realskinn zipper like it’s smaller counterpart. Cost: 600 eb, HC: 2d6+2, Surgery: M.

Nematocyst Tentacles: The Ransom SK Stinger was just the beginning. This new implant handles everything in a single implanted organ. The implanted organ includes a poison gland, muscle pouch, and 6 12 foot long tentacles, each tipped with a nematocyst. A wide variety of drugs and poisons are available, to be chosen at time of implantation. The Nematocyst Tentacles are identical to those of a

jellyfish and are only usable underwater (-1 swimming MA due to drag coefficient of tentacles). The tentacles are retractable into the muscle pouch when out of the water. Specialized Toxin Binders are also installed to render the user immune to the poisons. The unit is normally installed in the lower back. Cost: 6500 eb, HC:4d6, Surgery: MA.

Nictating Membrances: This is a pair of translucent secondary inner eyelids which protect the eyes underwater traditionally. These enhancements are also effective against airborne irritants as well. They grant a +2 to saves against all airborne or waterborne irritants. Cost: 500eb, HC: 1, Surgery: M.

Oceanic Gill Implants: Released by Aquatech Unlimited, these gills are the answer to the problems the first generation gills had; the inability to work effectively in unclean water. The standard gill implants even had problems processing sea water due to the natural impurities in the water. This new system works quite well in any impure water environment thanks to the addition of a pre absorption filtration system which removes impurities from the water. This filtration system works in the same manner as Nasal Filters, granting +4 vs. all toxins that might be absorbed from the water. The filters are good for 90 minutes before requiring the diver to engage the 5 minutes filter purge cycle to clean the filters out. The filters may be used up to 4 1/2 hours at a time. Cost: 850 eb, HC: 3d6+1, Surgery: MA.

Ransom SK “Stinger” Injector : Seemingly innocuous forms of sea life like corals and jellyfish are equipped with a deadly form of injector mechanism called a nematocyst. Now you can look just as innocent while packing the same lethal punch! The Ransom SK Stinger is a shot glass sized bioimplant incorporating a meter long strand of coiled muscle tissue tipped with a razor sharp sliver of bone. At your mental command the strand explosively uncoils, deploying through a nearly undetectable slit in your skin, and strikes your target like a cobra with the toxin of your choice. We recommend implantation in the forearm to take advantage of the Stinger’s rapid aim and fire potential, but you can pick anywhere on your body to hide our deadly surprise. (The Stinger requires a companion Venom gland to provide it’s toxin supply.)

Stinger can strike targets within one meter with +1 to accuracy. A specialized form of martial arts called Stingdance takes advantage of the injectors close combat capabilities and is gaining in popularity on oceanic platforms. Cost: 250eb, HC: 2d6, Surgery: M.

Raven Microcyb Deep Rebreathers: This is an adapted version of the standard rebreathers containing a helium charger for deep dives as a preventative measure against oxygen toxicity. The rebreathers allow breath to be held up to 15 minutes active, 40 minutes inactive. The filtration system is removed to make room for the helium charger since one rarely breathes toxins underwater. Cost: 900eb, HC: 1d6+1, Surgery: CR

Revolution Genetics Tailored Pheromones: Scent is the most important of senses. many creatures make use of it as a means of communication. For humans, it enhances our ability to taste, and a scent can bring back long-forgotten memories, attract a mate, or instill certain emotions. With glands implanted in the armpits and groin, you can make use of specifically tailored pheromones for a variety of purposes. Characters may only have one form implanted, and nasal filters are 60% effective in countering pheromones. Cost: 2500eb, HC: 1d6/2, Surgery: M.

A wide variety of Pheromone glands are available:

Love: Gives the user a +1 on all Seduction rolls for the specified sex (same or opposite).

Passion: Gives the user a +2 on all Seduction rolls for the specified sex (same or opposite).

Gullible: Gives the user a +1 on all Fast Talk rolls.

Confusion: Anyone within 1m of the user gets a -1 to all their INT-based skill rolls.

Repellant: Effective against animals, these pheromones are tailored to a specific type of animal. The animal will not want to approach within 2 meters of the user.

Rhodopsin Booster: This is a pair of glands implanted in organic eyes to supplement the body’s natural rhodopsin production, effective granting the equivalent of low-light cyberoptics. Cost: 800eb, HC: 2, Surgery: MA.

Shukutei Biomed “Freezeban” Bioconstruct: Shukutei Biomed introduces the perfect bioware for cold weather work and environments or traveling the spaceways in cryosleep. The Freezeban gland is implanted in the chest cavity where it maintains your body with a constant supply of metaglycogen, a chemical compound that prevents water in the tissues from forming ice crystals in below freezing temperatures. This system renders the user immune to frostbite and grants a +3 bonus to any cryosleep suspension and reanimation rolls. Cost: 450 eb, HC: 1, Surgery: MA

Shukutei Biomed “Phibia” Aquatic Webbing: These webbing rebuilds let you move through the water with the greatest of ease and with a speed that would put an unmodified Olympic swimmer to shame. Custom designed bone and skin lines are used to elongate your digits and create a frog-like membrane of skin between them. Three versions of the system exist. Swimming Movement rate= MA x 1m.

Tadpole Aquatic Webbing: The hands are webbed, granting +2 MA underwater, +2 to swimming skill. Reduce REF or TECH by one for tasks requiring fine hand manipulation. Cost: 500 eb, HC: 1d6/2, Surgery: M.

Toady Aquatic Webbing: The feet are altered, with lengthened toes and webbing, granting +3 MA underwater and +3 to swimming skill. Cost: 700eb, HC: 1d6/2, Surgery: M.

Bullfrog Aquatic Webbing: Both hands and feet are modified, combining the Toady and Tadpole into a single modification. Underwater MA is increased to MA x 2m and +4 to swimming skill. Reduce REF or TECH by 1 for tasks requiring fine motor control of the fingers. Cost: 900eb, HC: 1d6, Surgery: M.

Shukutei Biomed Venom Gland: Simply the ultimate in biologically based personal weapons! Our Venom glands are custom built bioconstructs using your modified saliva glands to manufacture toxins that can be squirted out using muscular contractions. Venom glands are normally used with some kind of injector weapon, but can produce compounds absorbed through the victims mucous membranes for spitting. In terms of size and effectiveness there is no other bioweapon so cost effective. Each gland holds two doses of toxin and replenish one dose every 24 hours. A limited toxin binder system is also installed, making the subject is immune to their own toxin. Commercially available toxins are listed below. Cost: 1850 eb/gland (discount to 550 eb each for additional glands of the same type), HC: 1D6/2, Surgery: M.

Toxin	Damage With Save		Notes
Hemotoxin 1	4D6	2D6	Must be injected
Hemotoxin 2	6D6	3D6	Must be injected
Neurotoxin 1	4D6	2D6	Injected or Absorbed
Neurotoxin 2	6D6	3D6	Injected or Absorbed

It’s possible to purchase black market Venom glands that produce any type of street or medical grade drug. Cost would be

equal to 100 eb for each point of Difficulty involved in manufacturing the drug traditionally. As an example, a Venom gland that produces SynthCoke (normal manufacturing Difficulty of 20) would have an additional cost of 2000 eb, but would produce the drug for an unlimited time.

The availability of black market glands has led inevitably to gang activity centered around pushers who act as their own recreational drug factories. A twin pair of glands can produce four doses every day that can be administered using fangs or absorbed through mucous membranes through kissing or sexual activity. The addictive nature of the drugs and intimate method of use has led to some interesting tribal groups held together by personality and mutual addiction.

It's not unknown for pushers to recruit packs of "slaves" (junkies) that respond to their masters every whim in exchange for regular dosing. Goths seem especially attracted to the welcoming embrace of a Venomed tribal leader and will meet any attack on him with a berserk frenzy of violence. The power the head of this kind of gang has is phenomenal, since their drug may be unique and any attempt to align with a competing master would lead to nasty withdrawal symptoms.

Along with the glands, one can have a wide variety of delivery means available as well:

Teeth: This requires the installation of vampires capable of injecting poisons (Cost: 400 eb, HC: 3d6+2, Surgery: N)

Hands: This system is designed to coat rippers or wolvers with poison. A Nematocyst may be installed instead.

Skin: This system allows the user to literally sweat poison. A single gland is enough to allow the hand and half the forearm to become poisonous. Roughly 20 glands would allow the entire body to do so. The poisons are engineered to operate by contact absorption through the skin. The toxin binder regimen must be strictly adhered to, as the user regularly absorbs the poison through his own skin

Squid Ink Gland: These glands, developed from those of squids and octopii, are grafted to the location of choice on the customer's body. When triggered, ink is released, creating an underwater cloud measuring roughly a 8000 cubic feet (think of a cube 20' x 20' x 20'). Being an escape mechanism, the glands are normally installed in the lower back. Cost: 450 eb, HC: 1d6, Surgery: M. For an extra 500 eb, the ink the glands egenerate can be toxified.

Utopia Corporation Nitrogen Binders: These modified Toxin Binders are designed to bind and remove nitrogen from the blood stream to prevent nitrogen narcosis in divers who ascend too fast. Depending on the rate of ascent, the nitrogen binders may completely eliminate a minor case of the bends, or prevent a serious case from developing into a fatal health condition. Manufactured by the orbital concern, Utopia Corporation. Cost: 1100eb, HC: 1d6/2, Surgery: N.

Utopia Corporation Optimized Bronchii: Similar to the Neo-Lungs, this system uses nanites to slowly rebuild your lungs. Over the course of two to three weeks, you will find life less physically strenuous as the transition occurs. This grants the user a +1 to the Endurance skill. Cost: 2500eb, HC: 1d6-1, Surgery: N

Wavetech Marine Rebuild: Off the shelf, cyberlimbs don't hold up well in coast or oceanic environments. The constant salt spray can corrode fittings, futz up the contraction rate of myomers, and in general wreak merry hell on your subsystems. Not to mention how much fun it is trying to swim when your balance is thrown off by a big hunk of metal and plastic filled with water. So the first thing you should do before walking up the gangplank is get all your cyberlimbs rebuilt to marine specifications with corrosion resistant teflon and kevlar coat, composite replacements for reactive metal parts, and smart air bladders to maintain your limbs neutral buoyancy regardless of dive depth.

It takes up one of your valuable option spaces, but I guarantee you'll be grateful for it eventually. Cost: 250 eb, HC: None, Surgery: N

Dive Gear

Avoscomb Inc. Lasercom: A sophisticated underwater communications system using a blue-green laser to carry voice and data. In tight beam mode the laser can communicate with a particular underwater target within a 4 km line-of-sight, while broadcast mode can be picked up by any receiver within a 2 km line-of-sight. Availability: P, Cost: 250 eb, Weight: 1 kg.

Broome OS-1200 Personal Sonar: The OS-1200 is a useful accessory for divers working in deep water or murky conditions. A comfortable imaging monacle is wired to an external sonar unit that attaches to the upper rim of any facemask using a universal mount. The 50m range of the standard setting gives you low resolution imagery while switching to fast pulse mode gives you crystal clear video of anything within 10m. Real diehards would go for cyber sonar, but that obvious bulge in the forehead isn't for everybody. Availability: C, Cost: 350 eb, Weight: Negligible.

Fogorin UC-2 "Chirpset" Underwater Communications System: A simple, easy to use piece of gear from the company that developed the de facto standard for underwater com systems. The matchbox sized phased array transducer operates just like a personal multi-channel radio, but uses high frequency sound pulses instead of radio waves as a carrier. Range is 3-4 km underwater depending on local terrain and background noise. One feature that's not advertised is how easy it is to encrypt your communications by swapping out the factory standard chip containing the audio compression algorithm for a user configurable chip readily available on the street. You get close to a million possible encoding options and they other guy gets nothing but white noise. One drawback, common to all sonic systems, is that regular sonar gear and neo-dolphins can readily detect transmissions from quite some distance. Reprogrammable military units are available, which can be programmed to cycle through a series of codes at preset synchronized intervals.

Civilian Model: Availability: C, Cost: 175 eb, Weight: Negligible.

Configurable Chip: Availability: P, Cost: 120 eb, Weight: N/A.

Chip programmer: Availability: C, Cost: 25 eb, Weight: 1 kg.

Military Model: Availability: R, Cost: 550 eb, Weight: 1 kg.

Military Chip Programmer: Availability: R, Cost: 1200 eb, Weight: 10kg. programs up to 30 units at once.

GaltCo AB-4 Osmotic Rebreather: The only thing better than a diver with this system is a dolphin. The backpack unit looks intimidating, but it's filled with a lightweight osmotic aerogel that removes oxygen from the surrounding water while the diver swims. A bellows style compressor regulates breathing pressure while integral scrubbers in the mouthpiece prevent CO2 buildup. Total silence and no bubble trail make this the premier air supply for the covert community. The only drawback is that the aerogel becomes saturated in about ninety minutes and needs to de-gas on the surface for an equal amount of time before another dive. Dive depth limited to 40m. Availability: P, Cost: 1300 eb, Weight: 4 kg.

GaltCo Osmotic Wetsuit: This is a full body wetsuit that incorporates GaltCo's osmotic aerogel and links to the circulatory system through shunts mounted in a neck ring. Blood, with a synthetic replacement, flows directly into the suit where it picks up oxygen and expels carbon dioxide and nitrogen into the surrounding water. Availability: Very rare, Cost: 7500 eb, Weight: 6 kg.

GeoTech Aquascanner: This is an underwater version of the EnviroScanner, functioning at a 10m range and providing a constant readout of ongoing analysis of water composition. It includes both audio and vibratory alarm features. Availability: P, Cost: 550eb, Weight: 1kg.

Hydro Static "Aquatech" Dive System: Manufactured exclusively in Neo-City by Hydro Static, this unique dive system works as both an air supply and thruster unit for long term dives. Contained in a specially designed neutral bouyancy, hydrodynamic clamshell casing, this unit uses battery powered gas generators to create an oxygen supply for breathing. The case also contains a pressure bottle to hold additional necessary gasses for the proper atmospheric requirements. The system can allow for dives of up to 16 hours before needing replacement batteries and pressure bottles.

Additionally, since the system also generates hydrogen in the oxygenation process, The system contains a single centrally mounted thruster driven by the hydrogen output as well as the diver's exhalations. The thruster is very low power, capable of acting as a holding thruster or moving the diver at a rate of roughly 2 kph. Any excess gasses after the electrolytic process, breathing, and thruster burnoff are vented through a mixing unit designed to disguise the bubble trail as much as possible.

The system was designed for military sale, but has yet to be picked up by any military in the world other than those serving Neo-City. Availability: R, Weight: 18kg, Cost: 1850 eb.

Marine Rebuild Option: Any portable piece of electronics can be rebuilt to marine specifications for an additional 25% of it's original purchase price (minimum cost of \$20). This includes a watertight case, corrosion resistant fittings, membranes in place of keyboards, etc. and increases the items SDP by 50%.

Opogomo Dive Rig: A basic set of old-tech dive equipment including mask, fins, wetsuit, weight belt, air tank, regulator, etc. Opogomo has a reputation for rugged reliability and targets the beginner and casual diver with inexpensive, plain vanilla equipment. You won't win any fashion awards wearing it, but in certain dive circles that puts you right on the cutting edge of cool. Usable down to the recreational dive limit of 40m and holds a 2 hour single tank air supply. Availability: E, Cost: 140 eb, Weight: 10kg.

Telectronics SeaRanger Sonic Scanner: This waterproofed marine variant of the Ranger is a hand-held sonar sensor capable of rangefinding as well as providing the physical dimensions of a targeted object. Additionally, it can function as an underwater motion detector, with a range of 400 meters. It is programmed to ignore all movement within 2m. Availability: C, Cost 75eb, Weight: .5kg.

Wave Technology "Hotsuit": It's amazing how fast your body heat gets sucked out underwater. The Wave Technologies Hotsuit looks just like a standard full body wetsuit, but contains an integral battery powered heating system and automatic thermal regulator that can keep you comfortable for 3 hours in water temperatures down to 10C. Just the thing for late season surfing or winter diving. Availability: C, Cost: 150 eb, Weight: 3kg.

Wave Technology "Sea Crane" Ascent Bag: An opened ended polymer bag used to lift objects from the sea floor to the surface. Once you unfold it and fill it with 3-5 minutes worth of your air supply it'll lift 100kg to the surface at an ascent rate of 1m/second. Availability: C, Cost 10 eb, Weight: .5 kg

Emergency Equipment

"Deep-Six" Brand Slap Patches: Derived from the orbital Slap

patches, these patches can cover a 30 cm x 30 cm area with an airtight seal. The speed drying adhesive and epoxy can withstand the stress of 4 atmospheres difference in pressure, ensuring the integrity of low interior pressure facilities against a high pressure exterior environment and vice versa. It is suggested that one avoid using orbital goop balls or slap patches due to the extreme pressure variances of the aquatic environment. Availability: C, Cost: 7 eb, Weight: .1 kg.

Emergency Resin Bomb: This is a 2 kg 'bomb', about the size of a satchel charge. When detonated, it fills an area of 10 feet x 10 feet x 5 feet with a resin foam which hardens immediately on contact with the air. It is used to seal passages which are in danger of flooding. The bomb includes a second bag which contains a .5 kg can of spray-on resin dissolver, which dissolves the resin bomb wall, a .25 kg aerosol can of Epoxy Spray, and a .25 kg aerosol can of Silicon Spray. Availability: C, Cost: 50 eb, Weight: 4 kg.

Epoxy Spray: this is a small aerosol can that contains the BES Epoxy Spray used in ACPA Utility packs. It sprays both resin and hardener, creating a fast, hard bond. It is typically used to ensure the positioning of a Resin Bomb wall. One can will cover 5 square meters of area. Availability: C, Cost: 8 eb, Weight: .5 kg.

Hydro Static Emergency Ascent Pod: This Pod is a reinforced carbon fiber clamshell pod, designed to maintain interior pressure. Once an accident victim is placed in the pod and it is sealed, an electric gas generator is fired off to fill the pod with oxygen and the ascent bag with hydrogen, the gases generated from sea water. A small pressure tank releases additional gasses inside the pod to prevent further problems from arising, such as oxygen narcosis. The pod can maintain an interior pressure of 160 psi at surface level until a hyperbaric chamber is available. Availability: P, Cost 900 eb, Weight: 12kg.

Hydrosubsidium Life Bubble Emergency Pods: These are inflatable pods to provide an emergency dry environment underwater. The pods are contained in a 1m by 1m by 0.5m case. When activated, three oxygen bottles fill the inflatable bubble, causing the case to burst free as it fills. The bottles are on the underside, bouying the pod in proper orientation as it fills from the top by airhose, allowing air pressure to keep the interior dry as it inflates. The pod is entered through a hatch at the bottom, much like traditional diving bells. Once inflated, the pod looks very much like a mylar balloon inside a fishing net. The pod can support four people for about 2 hours' time. It comes complete with interior lights and a 100km range radio beacon with wire surface ascent (the antenna is on the end of a spool of wire, allowing release to get it closer to the sea's surface) to summon rescue vehicles. The batteries will operate for four 12 hours. Availability: C, Cost: 1,450 eb, Weight: 7 kg.

Reflex "Dryad" Series Life Rafts: If you find yourself stranded in the middle of open water this is the raft you can trust to get you through alive. Reflex has licensed technology from companies better known for their space equipment to produce the state of the art in emergency shelter craft. The non-tip inflatable hull is topped off with a fully sealed shelter incorporating flexible solar cells into the upper roof panels to power a ten channel radio, water purifier, combination optical/radio locator beacon, and an environmental system that can keep you comfortable from 0 to 50C. On top of that every Dryad series raft includes a one week supply of food bars for every occupant and a well stocked survival kit! They don't come cheap, but when you need them you'll know it's the best money you ever spent.

2-person: Availability: C, Cost: 900 eb, Weight: 10kg.

4-person: Availability: C, Cost: 1,600 eb, Weight: 16 kg.

10 person: Availability: C, Cost: 4,000 eb, Weight: 40 kg.

Silicon Spray: This is a small aerosol can containing about .5 kg of the BSS Silicon Spray used in ACPA Utility Packs. It is used to temporarily affix things or to provide additional watertight sealing to small leaks or Resin Bomb blockades. 1 can will cover 5 square meters of area. Availability: C, Cost: 5 eb, Weight: 5. kg.

Wave Technologies “Fastbreak” Emergency Ascent Drogue: Standard hardsuit buoyancy systems can get you to the surface at a rate of 1-2m/second, but that’s not nearly fast enough when your life depends on getting up fast. Very fast. The Fastbreak system is a backpack mounted sealed unit containing a large polymer drogue chute and gas generator. When the package is triggered by the hardsuit operator the drogue inflates with gas and pulls you up like a parachute operating in reverse at a rate of 2m/second in addition to your normal buoyancy system. It’s a little pricey for anyone working near the surface, but if you’re down more than 5 km this thing can save your life. Availability: Poor, Cost 850 eb, Weight: 9 kg.

Other Equipment

Instant Dry: This spray utilizes ionized nitrogen gas to remove water from your clothing in seconds. When you use it on your wet clothing the water is instantly changed into nitrous oxide and hydrogen gas leaving your clothes perfectly dry. However, it should not be used around open flame or intense heat sources. Game Notes: One can of can dry 3 sets of clothing. If exposed to fire the hydrogen gas will explode causing 1d6/2 points of fire damage to the entire body. Availability: P, Cost: 25 eb, Weight: 1kg.

WB Impact System: Diving into the sea is usually a good way of getting off a ship if your in trouble and works even better when you’ve got SCUBA or such gear to aid you once you get into the water. But getting into the water can often be a problem. The impact can rip off your mask or damage vital equipment, and, if entering the water from a great height, it can be like hitting concrete. There is another option. Water Breakers. Using compressed aerosol explosives these devices, when used correctly, reduce the impact damage of entering the water and cushion your fall with the water rather than completely stop it.

Notes: Usually mounted on UB mounts this ‘weapon’ looks similar to a UB-Grenade Launcher, only slightly longer. Each canister can be used 5 times before it has to be replaced (but requires a refill after each use) and reloading takes 1 round (if you have a spare loaded canister). It is possible to refill these devices yourself but their effectiveness is reduced in half. GM: if using falling rules reduce the impact damage to an amount you see fit (after all they are still hitting water, just aerated water).

Cost: 150eb for launcher, 100eb per canister, 50eb per refill. Availability: Poor, Weight: 1 kg.

Weapons

Existing Weapons Useful Underwater:

Cyberpunk 2020 Rulebook: Avante P-1135 Needlegun, Nelspot "Wombat" Airpistol, Militech Arms RPG-A, Scorpion 16 Missile Launcher, Militech Electronics LaserCannon, Techtronica 15 Microwaver.

Chromebook 1: Malorian Arms Slivergun, EMP grenade.

Chromebook 2: Pursuit Security Inc. Webgun, Rheinmetall EMG-85, Underbarrel Capacitor Lasers/ Microwavers, Militech Urban Missile Launcher, Tsunami Arms "Airhammer" Air Pistol, Flashbang Grenade, Techtronica M40 "Pulse Rifle".

Protect and Serve: Remington Gyro Sniper Rifle, Streettech 'Burst' (Boomstick)

Deep Space: M-99 EVAW

Near Orbit: Texas Arms 351 Gyrojet Pistol

Solo of Fortune 2: Urbantech Lance Mini-Missile, Nova Arms Plasmatic Magnum Revolvers, Mystic Technologies Arrow Gun, Pursuit Security Inc. Beanbag Gun, Tsunami Arms Express Racegun, Slamdance Inc. Hyper Hammer

Home of the Brave: Hughes Rocket Rifle, M-99 EVAW, LAW, HLAW, Militech Hotshot LATGM, Militech Scorpion 16. Details on a variety of grenades and shotgun rounds also listed.

New Weapon Options:

Underwater Propellants: Caseless ammunition uses a molded solid propellant affixed to the round. Solid rocket fuel can be used as a fairly efficient substitute for the usual propellant. Because rocket fuel is premixed with an oxidizing agent which requires a heat or electrical catalyst to react with the fuel, such rounds will fire underwater as well as in the air. Such ammunition costs three times the normal price.

Electrothermal Enhancement: These weapons require special design and careful assembly in order to operate efficiently underwater. The additional seals, housing, etc, as well as the necessary craftsmanship greatly increase the price. Even with all this care, the weapon has a 10% chance of leaking and exploding in the event of a misfire underwater.

About the New Types of Weaponry:

Spearguns: Spearguns can be treated as a type of bow and the same variety of devilishly clever specialized heads used on arrows can be adapted for use on bolts. At the discretion of the Ref. bolts may qualify as edged weapons and be entitled to AP bonuses.

Boomsticks: Boomsticks are close combat weapons utilizing a modified shotgun mechanism to deliver an explosive blast to the target. While intended for underwater use it's not unheard of for them to be used in surface combat with predictably gruesome results. Boomsticks get a large Accuracy bonus because they have to be in contact with a target to fire; after making a hit in HTH combat there's only a slight chance the weapon will snag on clothing or drift from the contact point so it's pretty tough to miss, but still possible. Don't forget that point blank shots from weapons in actual contact with the target do maximum damage. Ouch! The range in brackets is for when the weapon is used out of the water.

Torp Guns: Up until the last couple of years it's been impossible to find an effective underwater projectile weapon. Some marine rebuilds of

conventional rifles were produced, but they were all handicapped by limited range and power because water resistance rapidly decelerates projectiles. The Armscor division of GaltCo finally found a solution to the problem by adapting conventional micromissile technology for use underwater.

Torp guns fire self guiding, rocket propelled rounds that continually accelerate using a solid fuel rocket engine containing a high proportion of oxidizer to insure reliable ignition and an even burn regardless of water pressure. After lock-on is achieved and the projectile is fired a sophisticated active sonar guidance system in the nose of the projectile guides it to the target using steering vents mounted in the engine chamber. The standard micromissile warhead detonates at impact with enough force to make torp guns suitable for both the anti-personnel and light anti-vehicle role. For safety the torpedo warhead isn't armed until the round travels 5 meters from the launcher.

Torpedo active homing systems slightly modify the normal attack procedure in combat. If the initial to-hit roll using the weapons accuracy modifier fails the round has a chance to correct it's course and reacquire the target. Roll a D10: on a 5-10 the torpedo attains a second lock on to the target and a second to hit roll using the same modifiers as the first can be made. If the second to hit roll fails the round goes wild: use the Grenade Table on pg. 99 of the Cyberpunk: 2020 rulebook to determine where it ends up. The engine will sputter out and the warhead will automatically be disabled if the torpedo travels more than 200m without hitting anything.

One of the peculiarities of torp gun combat is that the relatively slow speed of the projectiles, about 10 meters per second under full burn, allows opponents to target an incoming torpedo as it travels through the water towards them. Detecting a torpedo in the water requires an Awareness roll with a Difficulty determined by the Ref. based on the surrounding environment (sonar clutter, visibility, distractions, etc.). Any fire at the torpedo using a torp gun receives a +5 bonus to hit from the loud acoustic signature of the target.

You'll note that the explosive radius of torp gun rounds is limited in comparison to conventional micro-missiles using the same warheads. The mass of incompressible water surrounding the detonation point limits the immediate damage area while concentrating the explosive energy, so torpedo rounds tend to cause more damage in a smaller area. Ref.'s may want to institute a house rule calling for a Stun save from anyone within 5m of an underwater explosion to reflect the possibilities of concussive effects from the pressure wave.

PanOceanic Seaflyte [EX 0 L C 3D6 6 1/2 VR 10m (20m) 40 eb (10 eb for 6 additional bolts)]

A good, basic gun for spearfishing and shark defense. The high tension polymer stretch band produces ample power for close-in work, but has the drawback of being manually drawn (hence the low ROF). If you expect to do anything more than spike groupers you'd be better off getting an air driven model. The range in brackets applies when the Seaflyte is fired out of the water.

Lewis S-3 [EX +1 L C 4D6 10 1 ST 10m (20m) 200 eb (30 eb for 10 additional bolts)]

The clip fed S-3 is typical of the current crop of professional spearguns. The screw in air cylinder doubles as the weapons stock and is equipped with a variable release valve that automatically adjusts gas volume to account for depth. Each cylinder is good for 50 shots and can be readily refilled at any commercial dive shop. The range in brackets applies when the S-3 is fired out of the water.

Wave Technology Quickfire [EX 0 P P 3D6 1 1 ST 10m (20m) 135 eb]

The underwater equivalent of a derringer. The 16cm cylin-

der straps under the forearm and fires its single bolt using a standard CO2 cartridge. Inductance sensors in the wristband trigger the firing mechanism in response to the hand being flicked upward and the fist clenched. A nice holdout weapon, but it would seem smarter to carry a full sized air gun and keep yourself from getting in a jam in the first place.

Gleason Hydrotech "Lancer" Boomstick [EX +5 N P 4D6(00) 10 1 ST 0(10m) 700 eb]

Gleason advertises this little baby as a shark defense weapon. The truth is that even in the unlikely event that a shark wanted to munch on you he'd probably bite your arm off before you were able to do anything about it. Any moron can see just from the Lancer's design that it's meant to kill people underwater. It's a slim meter long cylinder with a recoil cylinder in front of the rubberized rear handgrip and a projecting T-grip for close in work. The clip is inserted just behind the head of the weapon and holds 10 standard 12mm rounds that fire when the trigger is squeezed and the tip of the boomstick is pressed against the target. It's not fancy or complicated, but at that range it blows a hell of a hole through you.

"Hammerhead" Slamglove [EX +5 L P 4D6(00) 6 1 ST 0(10m) 550 eb]

Created by Anderson Sea Technologies, the Hammerhead is basically a chopped down boomstick mounted in an artillery shell shaped gauntlet that fits over your forearm. You throw a punch, connect, and ruin someone's day with a point blank shotgun blast.

Arm Scor "Sea Viper II" 20mm Torp Gun [EX +2 L P 5D6 (1m radius) 6 2 VR 100m 1200 eb]

This sequel to Arm Scor's original torp gun model has been adopted by the United States Navy, International Seabed Authority, Cetacean Enclave Ranger Corp, and GaltCo's elite "Tigershark" security squad. The sleek lines of the fully sealed ceramic housing cut down on water resistance and snagging, while you have to experience the balance provided by the internal buoyancy compensator to believe it. One major change from the original is that the torpedo rounds are now pre-packaged in a six round ammo cylinder you insert into the top of the weapons butt. Replacing the old cassette feed with the cylinder cuts down on the Sea Viper's overall length by allowing the adoption of a bullpup design and provides a tighter seal for trouble free deep water use.

Segoyovich KR-3 30mm Torp Gun [EX +1 N P 6D6 (1m radius) 10 2 ST 100m 1450 eb]

It took ol' mother Russia a while to get her feet wet, but she dove in all the way when she did. The KR-3 was originally designed for use by elite aquatic forces in the Red's ever expanding underwater oil drilling operations. After unsuccessfully trying to get a production license from Arm Scor they decided to go it alone with a round developed from the smart version of the 30mm Racate mini-missile. The result has all the traits you've come to expect from Russian craftsmanship: it looks kludgy, is powerful to the point of overkill, and could probably keep working after taking a hit from a tactical nuke. It may not be very pretty, but steady demand and black marketers inside the military depots keep the KR-3 in heavy circulation.

Sea Systems AM-12 "Swarm Mine" Aquatic Perimeter Defense Unit [EX +2 L P 5D6 (1m radius) 12 3 VR 200m 2500 eb]

Own some underwater real estate that needs protection? Want to keep infiltration teams from swimming through a choke point? Installing a Swarm Mine PDU will give second thoughts to anyone thinking about trespassing on your territory. The main unit, about the size of large briefcase, can be tethered at any desired depth to maximize sensor coverage regardless of terrain. The passive sonar sys-

tem will detect anything man-size or larger within 500m and then fire a spread of 20mm torpedo rounds from its internal 12 round magazine if the intruder comes within 200m of the unit. You can even reprogram the internal computer's firing parameters to specify the size or speed of targets, have it ignore certain profiles, or shrink the danger zone below 200m to give the intruder less warning. The internal fuel cell is good for 30 days before replacement is needed and a sonar transmitted passcode automatically shuts the unit down for maintenance and reloading. Weight: 15kg, Cost for 12 round magazine reload is \$480, Availability: Poor

Other New Weaponry:

ISS 'Smoking Gun': ISS has resurrected a classic spy weapon with the new Smoking Gun series of disposable firearms. Back during the Cold War of the twentieth century, the CIA produced a single shot disposable gun disguised as a cigarette. ISS has taken the original concept and revamped the design using the latest in gun and materials technology. The Smoking Gun is produced entirely of polymers, completely eliminating all metal components since the weapon must last for a single firing. The bullet is made of a soft lead core covered with a woven carbon fiber shell and teflon plated, firmly seated in a solid propellant much like a caseless round would be. The weapon is fired simply by pulling the filter off, which triggers the fuse, allowing a 1 second delay for the operator to brace the weapon for firing. The Smoking Gun is available in a variety of calibers. Sold in packs of 20 in a variety of brand label disguises.

Smoking Gun King: P -3 P R 1d6(5mm) 1 1 VR 10m 100eb/20

Smoking Gun 100: P -2 P R 1d6+1(6mm) 1 1 VR 10m 100eb/20

Smoking Gun 120: P -2 P R 1d6+2(6mm) 1 1 VR 12m 100eb/20

Smoking Gun Cigarillo: P -2 P R 2d6+1(9mm) 1 1 VR 20m 160eb/20

Smoking Gun Cigar: P -1 P R 4d6+1(12mm) 1 1 VR 30m 240eb/20

ISS Trapped Piston Dart: This is a weapon developed from an old OSS relic from WW2. The weapon was a rather long dart which slid down the barrel of a pistol or revolver, the arrow-like head protruding and as well as a set of fins. Within the hollow rod, a bullet is sealed, fired by an integrated firing pin in the rear of the dart. The pistol's firing pin fires the dart's pin, which in turn fires the bullet inside. The bullet would fire, striking the opposite end of the dart and launching the weapon. The fins would slide back to the rear of the dart in flight, providing stabilization, resulting in a fairly accurate, moderately ranged and completely soundless and flashless lethal weapon. The ISS design is adapted for reusability, the weapon entirely redesigned with a separate warhead and a removable firing chamber for the bullet. With the ISS revamp of the design, the darts are sold without warheads, which are sold separately. ISS additionally makes the special ammunition which the Trapped Piston dart requires to operate; your normal off the shelf ammo won't fit the dart.

ISS Trapped Piston Dart: EX 0 P R 4d6+1 1 1 VR 50m 150eb

ISS Piston Shells: Availability: R, Cost: 200eb per 50, Weight: 2kg.

ISS Trapped Piston Dartheads:

Hypodermic: The dart will inject a drug or poison into the victim. Feature AP technology. 50eb each, availability: P

Soft Armor Piercing: The warhead features a specially designed teflon plated nylon blade which reduces all soft armors by 3/4. 150 eb each,

availability:R

Hard Armor Piercing: Uses a small shaped charge to burn through hard armors, destroying the dart in the process, but allowing the dart to do its damage. The warhead allows the dart to ignore 20 SP of hard armor. 100 eb, availability: P

Standard Armor Piercing: This warhead uses normal AP technology, working like the everyday AP bullet. 5 eb each, availability: C.

Impaling Warhead: This warhead features spawnblade technology, causing it to expand inside the wound, making removal difficult and causing extra damage (1d6+3). 650 eb each, availability: R.

ISS Stinger [EX(P) -5 P R Varies(6mm-12mm) 1 1 ST 30m 45eb]

This tiny weapon was developed from the OSS original, which was used in WW2, over 80 years ago. The Stinger is essentially a reusable Smoking Gun without the deceptive packaging. The forward cap can be unscrewed, allowing removal of the barrel and changing of the shell. Once loaded, the rounded rear cap, pulling on a spring-loaded firing pin, slides out until a sear pin catches, locking the weapon in a ready-to-fire position. Press down on the sear, the pin unhooks and the spring propels the firing pin into the bullet, firing the weapon. The stinger is very inaccurate, having a barrel about an inch long, but can handle regular pistol ammunition. The ISS revision has the weapon composed entirely from carbon fiber materials and composites, with the exception of the spring, which is a memory plastic rather than metal. The weapon is available in 5mm through 12mm caliber.

ISS Knife Pistol [EX(P) -3 J P 2d6(8mm) 6 2 ST 30m 100eb]

This weapon is based on the Knife Pistol Type 86, which was developed by a Chinese munitions manufacturer during the latter decades of the twentieth century. This relic design has been given new life by ISS thanks to radical redesign. First the weapon was enlarged, allowing for a wider blade to be installed, allowing sharpening of all edges, making it a slashing weapon, as opposed to the purely thrust-based blade design of the original. Second, the weapon is given only two barrel grooves along the blade, both set opposing off center. This allows for the most important new feature which is built into the fattened grip. Inside the grip is a revolver cylinder, which is rotated and locked into place by an outer ring on the grip. This cylinder allows the weapon to hold eight rounds of ammunition, twice the capacity of the original. Currently, the rest of the design follows the original, with a knurled safety ring which functions as the finger guard and trigger release for the weapon. The weapon uses custom formed cased rounds, designed to makimixe the capacity of the weapon.

ISS Beeper Gun [P -2 R P 2d6(9mm) 2 2 ST 40m 125eb]

This weapon is a fully functional pager unit, with audio, visual, and vibrational alert modes. It functions as a normal pager, with 500 character message display. Additionally, there is an encryption system built into it, allowing it to receive encrypted messages for decoding after the owner enters his PIN. The unit will then display the decoded message. As a last-ditch back-up weapon, the unit carried a twin barrel darringer inside its high-impact plastic frame. This weapon is safety deactivated by a second PIN and is fired by pressing the on/off button. It is reloadable.

Borgman Industries SmartRockets: This is the newest generation

of Micromissiles. Fully compatible with any launcher capable of firing Militech's Micromissiles. These missiles are smarter, with their guidance chips nanotech built, and a wider variety of options.

Standard SmartRocket (Hi Expl.)	[HVY +3 * P 4d6+2(1m) - - ST 210m 10eb]
HEP SmartRocket	[HVY +3 * P 5d6 - - ST 170m 45eb]
Incendiary SmartRocket	[HVY +3 * P 4-2-1d6 - - ST 200m 50eb]
Offensive Frag SmartRocket	[HVY +3 * P 5d6(3m) - - ST 200m 15eb]
Defensive Frag SmartRocket	[HVY +3 * P 2d6+1(3m) - - ST 200m 15eb]
Concussion SmartRocket	[HVY +3 * P 3d6(4m) - - ST 150m 25eb]
Strobe SmartRocket	[HVY +2 * P -4REF,Awa(5m) - - VR 150m 10eb]
Teargas SmartRocket	[HVY +2 * P special(3m) - - VR 150m 15eb]
Flechette SmartRocket	[HVY +3 * P 6d6AP - - ST 120m 40eb]
HEAT SmartRocket	[HVY +3 * P 4d10AP(1m) - - ST 100m 35eb]
HEDP SmartRocket	[HVY +2 * P 4d6HEDP(3m) - - ST 100m 40eb]
Supersonic SmartRocket	[HVY +0 * P 3d10EHI - - UR 50m 50eb]
Heavy SmartRocket	[HVY +2 * P 8d6(5m) - - VR 40m 50eb]
Laser Targetting	Add 10eb to the missile price.
Torpedo Modification	Add 5 eb to the missile price.

Spytech

Existing Spytech and Security Gear

CP2020 Rulebook: B&E Toolkit, Electronics Toolkit, Glowstick, keylock, Cardlock, Vocolock, Line Tap, CodeDecryptor, VocDecryptor, Security Scanner, Poison Sniffer, Jamming Transmitter, Scanner Plate, Movement Sensor, Passcard, Tracking Device, Tracer Button, Remote Sensors, Stripwire Binders, mastoid Commo, Binoculars, Binoglasses, Light Booster Goggles, IR Goggles, IR Flashlight.

Chrome 1: Advanced Communications Suitcase, Line Tap Detector, Linozap, Smartlock Door Security System, Mini-printer, Sonar Scanner, datatel's Mapmaker, ID Badgemaker, Advanced Alarm Removal Kit, IR Combat Cloak

Chrome 2: SecSystems Protection Field, SecSystems Detention Collar, SecSystems Maglock, datatel "Treasurer" Datawatch, Telectronics tattletale Voice Stress Analyzer, CCI BRL-3014 Window Trembler, Arasaka "Komaku" Laser Mikes, Bug Detector, Bug Jammer, Omega Phone Tap, Arasaka OmniTec Radar Detector, Telectronics "Scout" Signal Tracker, WorldSat Communications Linear Beam Commlink, Arasaka ECM Comm-Scrambler, Trittech "Mumbler" White Noise Generator, Telectronics ScanMan Full Identity Scanner, Arasaka Scanway Scanner Gates, Militech M96 "Ghostsuit" Chameleon Clothing, Gibson battlegear "sneak Suit", Militech M73 "Mirage Gear" Environmental Assimilation System, Bell "Bumblebee" Remote Rotocraft, Mistubishi "Rover" Wheeled Remote, Militech RPV-400 Light Combat Tiltrotor Remote, Arasaka RDAK Spy & Assassin Remote, ECM Scrambler Phone Upgrade, Privacy Plus Phone Upgrade, Pursuit Security Inc. Webgun, Tsunami Arms Ramjet Rifle, Militech PDU-3 Multi-Purpose Perimeter Defense Unit, Arasaka "Nauseator" Riot Control Device, Drug-A-Thug, Eclipse FCB.

Chrome 3: Fax Plus 1000 Fax machine, CCI Tight Beam cellphone option, Miniature Copier, datatel RotoWrighter, Telectronics Modulation Chip, Arasaka R-101 Lie Detector, Everest Ventureware grapple Line, The Automapper, Surveillance Kit, SecSystems detection wand, Optitech MagViewer, Direct dataware Navigation/Orientation Chip, Direct dataware Crypto Chips, Auditory recognition chips, Sport Eurasia "Microbike", Mini-Cyberform Model A-2 "Tarantula", Mini-Cyberform B-2 "Centipede", Mini-Cyberform Model A-3 "Beetle", Spyder FBC.

New Gear

SecureTek Security Collars: Put all your worries about troublesome prisoners behind you! The SecureTek Security Collar locks into place around the prisoner's neck, removable only by remote release with the proper ID code for the warden, the proper ID Code for that particular collar, and vocal password from the warden. The Security Collar is a multifunction device, useful against anyone. The collar uses IFF-style radio transmission for its control agent. The with the proper signal, it can deliver a powerful electric jolt (1 d6/2 damage), administer a dose of drugs (3 doses), or detonate two loops of detcord inside the collar (burns through 80 SP of armor in 1 turn, does 40 point AP hit to head and torso). The collar has a 3 year life span before the receiver requires battery replacement.

Primary collar control is done through a hand-held wand with a 10 meter range of effect. The remote also has a comm unit built in with a 250 meter range. For additional safety to security personnel, the remote has a deadman's switch; the guard need only release the switch and the remote will activate all collars within a 20 meter radius and summon additional personnel. The wand, which bears striking resemblance to the two-way hand-held military radios of the last century, is armored to SP 30 and quite useful as a club.

In addition to a hand-held remote wand controlling the collar,

you can tear down the walls of your prisons with the proximity broadcast system. When a keyed signal grows too weak for the collar to receive, the collar will activate automatically. The transmitter has a variable range of transmission, from 100 meters to 2 kilometers. Powered by its own internal powerpack, the unit can broadcast for 72 hours before needing to be connected to an outside power supply to recharge.

Collar: Availability: C, Cost: 370 eb, Weight: 0.5 kg. Remote: Availability: P, Cost: 750 eb, Weight: 1.5 kg. Proximity Transmitter: Availability: R, Cost: 8500 eb, Weight: 110kg.

SecureTek MagSeal: magnetic locks have for years been the most effective means to prevent unauthorized entry into a secure room. Unfortunately, until now, such locks had to be designed into the room before it was built. SecureTek has changed that with their new MagSeal Lock System. The wafer-thin MagSeal is applied to both the edge of the door and the door frame using a fast-drying, ultra-strong epoxy adhesive. Once the epoxy has dried, the seals can be plugged into their power capacitor and used immediately with the flip of a switch. The capacitor, in addition to drawing from a wall outlet, can store a charge capable of operating the seal for up to 3 hours. The MagSeal is airtight and watertight when active.

The epoxy dries in as little as 3 minutes, and at that point the seal will be difficulty 20 to break. If the epoxy cures for 6 hours, the difficulty increases to 35. The system is SP35 due to the fact that it enraps the entire door, not just a single small portion. Availability: P, Cost: 800 eb, Weight: 6 kg.

ISS Spywatch: The spywatch is a standard in the clandestine operations industry, a true wet dream for James Bond. The watch, fully protected from the environment. The watch is capable of providing an extensive number of capabilities to the wearer: local time, world time, calendar with 30 date scheduler, stop watch, lunar phases, thomometer, altimeter, barometer, 6 shot camera, miniflashlight with 30 minute lighting capacity, GPS tracking, calculator, monowire garrot/saw, bug tracker with three bugs, dart gun with two sleep darts, radio tranceiver with 150m range, remote detonator with pre-mission configurable transmission key, and 2 MU data storage with interface plug connector and 1 foot of cabling. It also holds 6 small waterproofed matches. The secret to accomplishing all this is to make the watch-band more than just a way to keep the watch on your wrist. Using circuit ribbon technology and nanite construction techniques, the watch and band are an integrated series of computer components and utility compartments. Availability: Rare, Cost: 4500 eb, Weight: negligible.

ISS Tight Beam Commlink: With a worldwide satellite communications system, only a fool would not take advantage to establish a secure communications network to assist field operative and protect the anonymity of their location. ISS has built that very network, creating a very small, self-targeting radio transceiver dish with GPS capability. To communicate with home, the operative need only stop, open the dish, hit the target button and begin transmission. The tight-beam radio broadcast cannot be tracked from the ground and is tight enough to avoid satellite tracking as well. Availability: P, Cost: 850 eb, Weight: 2 kg.

ISS IR Baffle Cloak: This cloak is an advancement of the old Gibson battlegear IR Combat Cloak. The garment, reaching nearly to ankle length, incorporates a heat exchange backpack with vents heat through ducted air, warming the fan driven air somewhat before blowing it out the bottom of the cloak. This venting method completely defeats current thermographic systems which do not detect variances in air temperature. (-5 Awareness/Notice or perception when using IR or Thermograph) Availability: C, Cost: 900 eb, Weight: 4.5 kg (EV 2)

SecureTek Advanced Thermographics: This new thermographic system is designed to detect the variances of air temperature with the flip of a switch. The rather bulky goggles, which include low light capabilities, use a powerful processor and software to track background temperature changes and alert the user to those changes. The system was designed specifically to defeat the ISS IR Baffle Cloak. The system is currently too large to be installed into a cyberoptic. Availability: P, Cost: 600 eb, Weight: 1 kg.

ISS Stealth Suit: The Gibson Battlegear Sneak Suit is good gear, but not made for the true professional. The ISS Stealth Suit was built to serve the corporate armies and government agents who need true invisibility on the job. The Stealth Suit begins with composite plates molded to fit the body. These plates house the system's electronic components and battery packs, providing much needed protection to the delicate parts. The plates provide SP 14 to the wearer. Over this goes the thermadam skinsuit which absorbs all thermal radiation from the wearer and electronics and safely bleeds them through a baffle pack like that used with the IR Baffle Cloak. The skinsuit is made of a black photoabsorbing fabric outer layer, enhancing the usability during night time hours. This fabric grants: +3 SP, -1 perception per 10 meters distant when viewed under normal light, UV detection or low lite gear. -4 Perception when viewed under IR or Thermograph. Now the interesting components are applied. The boots and gloves contain noise dams, which analyze sounds caused by them and instantly emit a countersound to cancel it out (-3 Perception to hear sounds). Then add in the micro ECM System, which will foul up all anti-intrusion systems within a 25 meter radius. Lastly, the Chameleon Cloak is added, providing it's full capabilities to the ensemble. The suit includes a utility vest and web gear for equipment to be carried. Availability: VR, Cost: 23,000 eb, Weight: 9 kg. EV-3.

ISS Chameleon Cloak: Made of a stiff fabric covered with fiberoptic cameras and a liquid crystal projection system, the hooded and muffled full length Chameleon Cloak is the next generation of personal stealth technology. Using a powerful computer system located in a belt pack, the cloak outperforms the Militech M 96 'Ghost Suit' by a very wide margin. The system makes use of 'anticipation software' to generate its own 3-d area map, allowing it to compensate for movement as it happens. The use of stiff fabric makes projection easier on the computer system by providing fairly flat planes to work on, rather than presenting data over a heavily contoured surface. The bonus is -5 to observers' Awareness, -4 if moving, with an additional -1 bonus per 10 meters distance between wearer and observer. Every 2 SP of damage to the cloak will result in a +1 penalty on the awareness/perception modifiers. The cloak causes a -1 EV penalty, but provides SP12 to the entire body. Availability: VR, Cost: 12,700 eb, Weight: 4 kg.

ISS Holographic Projector System: Through the use of a set of four palm-size holographic cameras and a series of eight sturdy laser projectors in all-weather housings, one can generate a holographic disguise for any object, effectively cloaking cube-shaped area up to 8 meters to a side. The field can be detected on an Awareness/Notice check vs. 20, +1 per 10 meters distance from the field. The capacitor pack can keep the system operating for up to 20 minutes. Availability: P, Cost: 5500 eb, Weight: 15 kg.

ISS Line Diverters: The ISS Line Diverter is the latest in phone tapping. Installable in any telephone, or at any point in the in-building phone wiring, the Line Diverter creates a one-way conference call to the tapper, broadcasting the conversation to the third party, but blocking the third party's participation in the conversation. Availability: P, Cost: 300 eb, Weight: Negligible.

SecureTek Phone Trace: The Basic Phone Trace is a new anti-bugging unit designed to defeat the Line Diverter. The Phone Trace will track the destination of all outgoing calls made on the line, as well as testing the line resistance, pinpointing within 3 seconds whether there are extra parties listening in. The Advanced Model has full tracing capabilities, able to track down the outside phone numbers receiving the call and providing an address for each phone number. Basic Model: Availability: C, Cost: 150 eb, Weight: negligible. Advanced Model: Availability: R, Cost: 2000 eb, Weight: 3 kg.

ISS Badge Kit: This unit measures 7 inches long by 4 inches in diameter and is a completely self-contained ID badge replication system. The user presets the unit prior to embarking on the mission, loading necessary data and images into the unit's 4 MU of memory. The unit also preps a high density datachip with the same data so the user may provide his netrunner proper material to add to security databases if required. Once the user obtains an appropriate badge, he merely runs it through a scanner at one end and the unit will output an appropriate badge, complete with altered data and photographs (with the right background color), in less than 3 minutes. The unit is also capable of magstrip data encoding, allowing the unit to create badges capable of defeating many retina, voice, or fingerprint-based security systems which use the magstrip to store data rather than a main-frame database. The unit has a belt clip for convenient carrying. Availability: R, Cost: 2800 eb, Weight: 2 kg.

SecureTek Modulation Analyzer: This radio unit scans all frequencies in an effort to establish the complex algorithm of encoding and frequency skipping used on military radio systems. The unit will require about 15 minutes to establish the frequency skipping pattern, but must make a cryptography check to break the scrambler code (the unit has Cryptography +5, INT +5; codes will have a difficulty ranging from 5 for morse code to 40+ for some military codes; once a code is broken, the system will always crack that code). Availability: VR, Cost: 45,000 eb, Weight: 2 kg.

ISS Basic Cyberdisguise: This facial implant includes a wrinkle manipulator to change your age, plus an eyelid compression device so that you may look oriental or caucasian. Finally, silicon sacks, placed in the cheeks and chin, allow reshaping of the face when injected with a softener. The softener is sold in a 5 eb. disposable injector with enough softener to reshape your face once. Cost: 1,250 eb, HC: 1d6, Surgery: M

ISS Advanced Cyberdisguise: This unit uses a series of bladders to reshape the face. Implants are in the cheeks, chin, nose, eyelids, eyebrows, lips, and forehead. The system also includes chemskins, techhair, shift-tacts, and a voice synthesizer, along with a central processing unit and a 6 slot chipware socket. data chips can be programmed with a single full face and voice change and the kit is hardwired with your original voice and facial data. Six assorted chips come with the kit, along with a mail order catalog with 250 other identities available at 250eb each. The company can do custom identities for a price of about 1000 eb to 2500 eb. The disguise is triggered by mental command and changes take 1d6 minutes to complete. Cost: 5,000 eb, HC: 2d6, Surgery: MA

ISS Advanced Cyberdisguise Adaptor: This unique bit of cyberware connects a teleoptic videocam and cyberaudio recorder with a secondary processor unit. The unit processes a person's image and voice to a blank datachip in the chipware socket. You can then use that datachip to change your appearance. Great for posing as that guard overcome by an escaped prisoner, or for impersonating that guard you just overcame! Cost: 1500eb, HC: 1d6/2, Surgery: M.

ISS Retinaprint: This cyberoptic option stores the retina prints of up to 20 different people. Micro-optics are required with this system. Retina prints are obtained merely by looking into the subject's eyes with micro optics engaged for about 5 seconds. In the rear of the eye, Retinaprint can duplicate any of the recorded retinaprints to fool retina scanners. The system is hardwired with the user's original retina print if such data is available. Cost: 2200 eb, HC: 1d6/2, Surgery: M.

ISS Cortex Bomb: this explosive device is mounted inside the body, attached to the cortex. This remote control device is detonated by a 30 second long coded radio signal. When it detonates, the powerful new liquid explosive, CRX-57, engineered for ISS by Borgman Industries, does 12d10 damage with a 2 meter blast radius. Fortunately, this explosive is extremely cost prohibitive (over 10,000 eb per 100 ml) and so far is unshapable, keeping it from regular use. The unit causes no humanity loss because it provides no useful or obvious function and is normally installed without the recipient's knowledge. Cost: 12,000 eb, HC: None, Surgery: MA

ISS Cobra Spitter: This evil piece of black market cyberware was developed by a ripperdoc for a boostergang known as the Snakes. A small poison generating gland and bladder is mounted in each cheek, along with some special musculature. At will, the bladder is forcibly contracted, spewing poison from the user's mouth to a distance of 10 meters. The poison is specially tailored to the user's biochemistry, rendering him immune. The poison is a caustic contact poison, causing 4d6 damage from burns and acting as neurotoxin 1. The system can also be set up to inject by bite as well for an additional 200 eb. Cost: 550 eb, HC: 1d6+3, Surgery: M.

ISS Radio Plugs: In the field, those blasted interface cables become clumsy interference cables with the way they get in the way. Engineers at ISS designed these special adaptors which snap into any interface socket. One unit snaps into the user's interface plug, the other remote plug into any equipment he seeks to interface with. A small switch activates the remote plugs, establishing an encoded radio link and eliminating the need for cables. Remote plugs have a radio range of 20 meters and a battery life of 2 weeks.

Each set operates on a single frequency by coded transmission, so radio plugs do not interfere with one another in most instances. The plugs don't cause any lags or signal degradations, but may be jammed by ECM or strong electromagnetic fields, so it is advised to carry a set of cables for backup. Availability: P, Cost: 200 eb per plug, Weight: negligible.

SecureTek Galvdetector: This slick cybernetic device detects galvanic skin response of an individual. Implanted subdermally in the forearm, with detecting electrodes in the thumb and finger, it displays information via subdermal LED screen or a Times Square marquee cyberoptic. The unit detects changes in the person's skin due to stress and emotional states. When an individual's skin is grasped by the two detectors, these changes can be read. This unit gives a +1 bonus when using Interrogation, Intimidation, and Interview skills. Cost: 200 eb, HC: 1d6, Surgery: M

ISS Berserker Chip: This chipware stimulates its user when in a combat situation. The memory compression system promotes aggressive behavior and gives Combat Sense +2. Availability: R, Cost: 600 eb.

ISS Macho Chip: Companion to the Berserker Chip, this one overrides all your body's pain sensors. The chip makes you immune to the stun effects of your wounds, but the downside is your inability to accurately determine the severity of your wounds. (The Referee should keep track of how badly you're injured). Availability: P, Cost: 1200 eb.

ISS Incapacity Override Chip: This chip is a 'cruise control' for your body, taking over when you are stunned or rendered unconscious. It will flee from danger. If retreat is impossible, it will activate a berserker subroutine and keep you on your feet and moving until you die or regain consciousness long enough to mentally deactivate it. Availability: VR, Cost: 6,500 eb.

ISS Anticowardice Chip: This behavior modification chip forces its user to fight, even against his will, until a certain amount of damage is suffered, at which point, the chip will force the user to flee. Availability: P, Cost: 750 eb.

ISS Timer Chip: This chip features an onboard clock and timer accurate to 3 milliseconds, and an alarm clock feature set to alert or wake the user with a variety of signals, allowing up to 120 different alarms in a 24 hour period. The high cost of these chips reflect the unique manufacturing techniques that result in these chips being so perfectly synchronized. The chips will operate roughly 10 years before requiring replacement. Dead chips can be traded in for a 50% discount on a new chip. Dead chips are remanufactured for general market sales. Availability: P, New Chip Cost: 1400 eb, Remanufactured Chip Cost: 400 eb.

ISS Operative Recognition Chip: No one needs to know whom he is dealing with more than the covert operative. ISS, in collaboration with Infocomp and a variety of other credible information resources and brokers, now offers the Operative Recognition Chip. These chips provide complete details on the local security agencies in the region of choice, complete with visual/audio recognition of agents and employees for those agencies. For an added fee, details on non-domestic agents suspected to be working in the region can be added to your personal chip-based database, as well as details of current operations of domestic security in the area. The ORCs can be updated, using our annual subscription service, which allows unlimited updating of your chip with the special encryption-secured encoder we provide, complete with tight-beam satellite uplink. Availability: R, Cost: 45,000 eb, subscription rate: 15,000 eb per month.

Vehicles

A Quick Note: For many ships and military vehicles, a third listing for munitions has been added. The price of these munitions have not been added to the cost of the vessel. Just like firearms, you don't get the bullet when you buy the boat.

Aviation Internationale Jetpack: First came the bike-in-a-briefcase, then the car-in-a-briefcase. Now at long last, the concept comes to flight! The jetpack is in a bulky, hardshell-style, suitcase-sized casing. Open a few panels, swing out the extending wings and control arm, strap it to your back, and you're ready to fly. This jet-in-a-briefcase is capable of reaching a speed of about 100 miles per hour, with a range of 25 miles while hauling roughly 200 kg (440 lbs) of weight. Great for commuting back and forth from work!

Aviation Internationale JetPack

Top Speed	100 mph
Acc/Dec	25/30
Crew	1
Passengers	0
Range	100 miles
Cargo	None. (pilot may weight up to 440 lbs.)
Maneuver	0
SDP	20 (Body 1)
SP	0 (Armor 0)
Type	Custom Airframe
Mass	18 kg.
Cost	2750 eb.

Standard Equipment

Compass. E-Book based Navigation Computers are available for 570 eb and Cybernetic Controls are available for 1200 eb.

McHarris Aquatics "Seahorse" Diving Sled

If you plan on covering any kind of distance underwater it would be a good idea to buy a sled. You not only move faster, but get to conserve your own energy for when you really need it. The Seahorse is typical of the models available and features a meter long torpedo shaped body with a battery powered prop and diving planes controlled from the rear mounted handgrips. Attachment points for external equipment like lights, spare air tanks, and the occasional mini-torpedo launcher are built-in to the streamlined casing.

McHarris Aquatics "Seahorse" Diving Sled

Top Speed	30 knots
Acc/Dec	5/20
Crew	1
Passengers	2
Range	75 miles
Cargo	None. Mass Rating of 500 kg.
Maneuver	0
SDP	20 (Body 1)
SP	10 (Armor 0)
Type	Dive Sled
Mass	60 kg.
Cost	560 eb.
Batteries	10 hours
Air Time	None
Dive Depth	300 feet

Standard Equipment

Compass, a variety of clasps, hooks, and rings for mountin equip-

ment or strapping on cargo. Pylons for mounting extra batteries, air tanks, fuel cells, or weapons are available, adding 700 eb to the cost of the dive sled

Dynalar Technologies "Manta" Cruiser

When Dynalar developed the Aquarius FBC, they required a fast sub to meet requirements of the rigorous testing the borg would need to endure before going to market. Nothing on the market at that time met their needs and led to Dynalar developing several subs to handle data collection for the testing. The various models eventually went to market alongside the Aquarius. The Manta was developed to handle tracking and speed trials for the Aquarius and has since become a police interceptor for the U.S. Customs Department, since it is the fastest thing in the water to date.

The Manta uses the basic shape of its namesake aquatic lifeform, taking advantage of the wings for the mounting of large thruster pods, giving the sub its excellent speed as well as aircraft maneuvering characteristics. The central hull was modified between prototype and mass production models to allow for the addition of a modular component bay to be added. There are several modules to choose from, providing storage capacity, weapons payloads, or research equipment pods to be added. The pods are watertight, with airlock access from within the sub, and can be swapped out withing 10 minutes time, or emergency ejected at sea.

Dynalar Technologies "Manta" Cruiser Submarine

Top Speed	51 knots
Acc/Dec	15/20
Crew	2
Passengers	3
Range	375 miles
Cargo	4,000kg plus modular pod
Maneuver	+2
SDP	350 (Body 18)
SP	35 (Armor 2)
Type	small submarine
Mass	75 tons
Cost	4.2 million eb
Batteries	48 hours
Air Time	48 hours
Dive Depth	4200 feet

Standard Equipment

Military Sonar with Audio ID, terrain following, and sonar detector, long range radio, radar, 'painting laser' laser designator, satellite Uplink, fire extinguisher, ejectable crew compartment, auto-pilot +5, computer navigation, spotlights, environmental controls.

Standard Weapons

2 wing mounted Medium Torpedo Pods: [HVY +2 N P 12d10AP(12) 5 1 VR 800m]. These reloadable weapon pods carry 5 torpedoes that are the equivalent of Light Anti-Tank guided missiles. The torpedoes are wire guided and have a range of 800 m. The pods are linked, allowing them to fire simultaneously if so desired.

Modular Pods

Storage Pod: can hold 11,000 kg of cargo. 28,000 eb.

Weapons Pod: Along with a pair of heavy torpedoes [HVY +0 N P 25d10AP(50) 1 1 VR 2500m], the unit also contains a rotary launch system and computer controlled ammunition selection system, capable of launching a wide variety of missiles and torpedoes singly or in pairs. The unit normally carries 20 medium torpedoes [HVY +2 N P 12d10AP(24) 5 1 VR], 10 Hellfire missiles for attacking surface vessels and land targets, and 6 VSAMs modified for underwater launch

with the addition of a second stage. 250,000 eb.

Research Pod: This pod is normally specially constructed according to the purchaser's requirements. Along with the addition of whatever sensors the purchaser requires, it also contains a manual torpedo launch tube which can fire torpedo sensor probes, as well as medium torpedoes. The pod normally is equipped to seat two technicians who operate the equipment, plus storage for two dozen medium sized torpedoes. 750,000 eb to 2.5 million eb.

Rescue Pod: This pod is equipped much like a Trauma Team AV-4 Ambulance, with some special additional equipment. Extra equipment includes 2 Hydrosubsidiium Dive suits, 3 Life Bubble Emergency Pods, 2 Emergency Ascent Pods, plus rescue equipment modified for deep sea use. 180,000 eb.

Transport Pod: This is a variant of the Storage Pod. cargo capacity is reduced to 5,000kg, but hookup allow the range to be extended to 1800 miles. 55,000 eb.

Reconnaissance Pod: This pod mounts military level sonar and radar equipment, plus extends the operational capacity of the sub to 2000 miles, with 72 hours of air and battery time. 125,000 eb.

Dynalar Technologies Lamprey Deep Dive Submarine

The 4200 foot dive limit of the Manta was insufficient for dive testing of the Aquarius. To solve this problem, the Lamprey was developed in conjunction with the Manta. In order to earn back the immense development costs revolving around the entire Aquarius FBC projects, the Lamprey was put on the market as well, one of the few commercially available nuclear powered subs in existence. The reactor is extremely efficient, small, and simple, requiring only regularly scheduled dockside maintenance and being easily operated by computer or by one person manually using the clearly and well written operator handbook.

Dynalar Technologies Lamprey Deep Dive Submarine

Top Speed	19.2 knots
Acc/Dec	12/20
Crew	2
Passengers	4
Range	unlimited
Cargo	50 tons
Maneuver	+2
SDP	500 (Body 25)
SP	25 (Armor 2)
Type	submersible
Mass	250 tons
Cost	14.8 million eb
Batteries	unlimited
Air Time	72 hours
Dive Depth	35,000 feet

Standard Equipment

Sonar with Audio ID and Terrain Following, Long Range Radio, Low Frequency Antenna, Antenna Spooling, Satellite Uplink, Fire Extinguisher, Ejectable Crew Compartment, Auto-pilot (+5), Computer Navigation, Light Amplification (in periscope system), Spotlights.

Standard Weapons

1 Mini-Torpedo Launcher with 6 mini-torpedoes [HVY +1 N R 5d10AP(10) 6 1 VR 450m], 2 heavy torpedo tubes with 4 torpedoes each [HVY +0 N P 25d10AP(50) 4 1 VR 2500m], 1 Micromissile Launcher [HVY +2 N P 4d6AP(1) 50 2 ST 100m]

Lockheed-Cessna "Gull"

Based on the Lockheed-Cessna 'Pinto' Osprey, the Gull

is a marine capable variant. Tailored primarily to SAR and light anti-personnel duties, the "Gull" does not possess the heavy armament of its land-based cousin. It does, however, retain the range and excellent maneuverability of the "Pinto", both of which are essential in its marine-based role. The "Gull" has proven to be an outstanding SAR platform and is being considered by The USCG as a compliment to the current inventory of full-scale Opspreys. The Gull also sees extensive use by Alaskan tour agencies as an insertion/extraction vehicle for tourists wishing to experience the wilds of the state's interior.

Lockheed-Cessna "Gull"

Top Speed	425 (450)*
Acc/Dec	10/20
Crew	2
Passengers	2
Range	1600 miles
Cargo	6250 kg
Maneuver	+2
SDP	150 (Body 7)
SP	20 (Armor 1)
Type	Osprey
Mass	18.75 tons
Cost	2.8 million eb

Standard Equipment

Amphibious Modifications (Pontoons), Cockpit Ejection Seats (2), Civilian Environmental Controls, Fire Extinguisher, Long range Marine (Military) Radio, AutoPilot / Nav System, Satellite Uplink / GPS System, Marine (Military) Radar w/ Look-Down capability / Detector, Power Winch / Dual-Person Harness, Sensor Pod (Articulated Mount Fwd - 180 degree traverse): Image Enhancement / Thermal Imaging / Telescopes (20x), Laser Rangefinder

Standard Weapons

Chaff / Flare Dispensers, 27mm Cannon (centerline belly-pod / fixed fwd) [HVY 0 N R 9D10(9) 1000 10 VR] with 1000rnds 27mm "tracer" ammo and 3000rnds .30cal "tracer" ammo, .30cal / 7.62mm minigun (located in right wing root) [HVY 0 N P 6D6+2 3000 100 VR], 3-shot 2" Rocket Pod (fluorescent marker dye), Equipment Pod (ejector): 1x 10 person life raft / 2x 4 person life raft (all auto-inflate), 3-shot 2" Rocket Pod (high-visibility smoke), Equipment Pod (ejector): 7x 2 person life raft (all auto-inflate)

RC-560 "Earne" Seaplane

This seaplane was developed in the 2000's as a new reconnaissance vehicle to be added to the USN inventory with the return of 2 lowa-class battleships to active service. These turboprop-driven seaplanes are designed for catapult launch from the aft of the ship, but land in the water on pontoons for retrieval by crane. The RC-560 was later retrofitted for combat duty as well after one of the battleships was nearly sunk during the Second Corporate War. With the return of launch rails to most destroyer class or larger ships, the RC-560 now allows most capital ships to carry between 4 and 10 combat or reconnaissance aircraft to supplement their own sensor suites. The Earne is also frequently used to ferry VIPs from ship-to-shore and vice versa.

RC-560 "Earne" Seaplane

Top Speed	480 mph
Acc/Dec	10/25
Crew	3
Passengers	2
Range	1660 miles

Cargo	6250 kg
Maneuver	+1
SDP	160 (Body 8)
SP	20 (Armor 1)
Type	Medium Plane
Mass	20 tons
Cost	1.6 million eb

Standard Equipment

Autopilot with Navigation System, Military Radar with Look-Down, Radar ID, and Terrain Following, Radar Detector, 5 Ejection Seats, Environmental Control, Crash Control, Damage Control, 20 man-Hours Life Support, Cellular Phone, Military radio, Scrambler, satellite Uplink, Magnetometer, Thermal Imaging, Telescopic Optics, Microwave Detector, Light Amplification, IR Sensors, 2 Sensorbouy Pods (1 ton pod, carries 60 remote hydrophones, dropped 1 at a time, usually mounted on a wing pylon), Amphibious Modification (pontoons)

Standard Weapons

Chaff Dispenser, Flare Launcher, Smoke Discharger, 30mm Gatling and 40mm AutoGL, Fixed Forward, 2 7.62mm machineguns (1 each wing), 2 7.62mm Machineguns in rear turret, 6 Wing Pylons and 4 external hardpoints on fuselage for mounting up to 30 tons of weapon pods.

Munitions

1200 rounds 30mm, 400 rounds 7.62mm, 200 rounds 40mm grenades, 2 Harpoon IV Missiles, 2 Sea Sparrow Missiles, 2 AAMs.

Harrier II JumpJet

For nearly 50 years, the venerable Harriers have been involved in aerial combat with exemplary records and survivability. Originally developed for combat in the European theatre of operations, where landing strips and airfields could rapidly vanish from military logistics, Harriers were developed to operate from fields and roadways. Their VTOL capability rapidly gained them notice from the navies of the world. The Harrier, now approaching final obsolescence, has been removed from service from most carriers, relegating it to distribution amongst other capital ships as a patrol and combat vehicle in support of the

choppers those ships already carry.

Harrier II JumpJet

Top Speed	800 mph
Acc/Dec	60/50
Crew	1
Passengers	0
Range	1600 miles
Cargo	7/7 wing pod spaces
Maneuver	+3
SDP	100 (Body 5)
SP	40 (Armor 2)
Type	Small Jet
Mass	8 tons
Cost	2,150,000 eb

Standard Equipment

Ejection Seat, Damage Control System, Crash Control Systems, Life Support, Military Radio with satellite Uplink and Scrambler, Autopilot, navigation system, Military Radar with Look-Down, Radar ID and Terrain Following, Military Radar Detector, laser detector, Magnetometer, ECM (1km), ECCM, 2 each: Image Enhancement, Active IR Sensors, Light Amplification, Thermograph., Telescopic Optics, visual and laser rangefinders. Stabilization and +2 computer sights for 20mm gatling, VTOL System

Standard Weapons

20mm Gatling, painting laser.

Munitions

Ground Attack

8 Hellfire Missiles, 2 AAMs, 1 9 shot 3.5" rocket pod, 1 19-shot 2.75" rocket pod.

Air Superiority

2 AAMRAMs, 8 AAMs.

Sea Strike

2 500lb laser guided anti-tank bombs, 1 Harpoon IV Anti-Ship Missile, 2 Sea Sparrow XII Anti-Ship Missiles.



EconoHarrier JumpJet

Capitalizing on the success of the military's Harriers, a new economy package has been developed for sales to third world nations and small corporations. This version is stripped down, eliminating the expensive electronics and redundant systems found on the military Harriers. Three EconoHarriers may be purchased for the cost of a single Harrier II and still leave some change in your pocket.

EconoHarrier JumpJet

Top Speed	640 mph
Acc/Dec	60/50
Crew	1
Passengers	0
Range	1600 miles
Cargo	7/7 wing pod spaces
Maneuver	+3
SDP	100 (Body 5)
SP	40 (Armor 2)
Type	Small Jet
Mass	8 tons
Cost	700,000 eb

Standard Equipment

Ejection Seat, Crash Control Systems, Life Support, Military Radio with satellite Uplink and Scrambler, Autopilot, navigation system, Military Radar with Look-Down, Terrain Following, Military Radar Detector, laser detector, Image Enhancement, Active IR Sensors, Light Amplification, Thermograph., Telescopic Optics, visual and laser rangefinders. +2 computer sights for 20mm gatling, VTOL System

Standard Weapons

20mm Gatling, painting laser.

Munitions

As per the Harrier II.

C1100 "Vittoria" Rescue Watercraft

The C1100 is currently the top-of-the-line rescue & recovery small watercraft. Composed of a fiberglass / ballistic nylon composite (similar to the Vosper/Wolf Riverine Patrol Boat), the C1100 is similarly inherently buoyant and will right itself if capsized. The C1100's small med bay possesses the ability to accommodate most conceivable traumas, and the anti-personnel tailored weaponry is more than capable of holding off encroachers while rescue operations are completed. Equipment on deck allows the external mounting aft of two 55 gallon fuel drums, extending the boat's range out to 650 miles. Also mounted on deck are the life rafts and heavy rescue equipment, freeing up precious internal space.

C1100 "Vittoria" Rescue Watercraft

Top Speed	36 knots
Acc/Dec	10/15
Crew	2+1 medtechie
Passengers	4
Range	130 miles
Cargo	3000 kg
Maneuver	+1
SDP	100 (Body 5)
SP	20 (Armor 1)
Type	Small Boat
Mass	2.5 tons
Cost	94,000 eb

Standard Equipment

Auto Pilot / Navigation System, Marine Radar, Long Range Marine Radio, Magnetometer, Sonar System, Thermal Imaging / Thermograph, Satellite Uplink / GPS System, Damage Control, Civilian Environment Control (Cabin), Fire Extinguisher, Med Bay (2-Person) , Planing Hull, 3 10-person 'Dryad' lifeboats.

Standard Weapons

open turret mount on bow , 2x .30cal (7.62mm) Machineguns [HVY 0 N P 6D6+2 200 10 VR], 2x extra magazines (200rnds) .30cal, 1x 40mm AutoGL [HVY 0 N R (40mm Grenade) 50 20 VR]

Model 2018 High Speed Coastal Patrol Boat

Based on the PT Boats designed for duty during World War II, these sorts of boats refuse to permanently vanish from the inventories of the world's navies. These boats are 70 to 90 feet in length and displace 50 to 75 tons. Their speed is primarily due to the use of a speedboat styled planing hull that skims the water surface at high speeds, allowing these boats to surpass 50 knots at full throttle. Modern PT Boats are built more efficiently, resulting in light, faster, more fuel efficient boats. The M-2018 High Speed Coastal Patrol Boat, which is currently in service with the USN, USCG, and US Customs, as well as numerous other law enforcement, rescue, and military agencies worldwide.

Model 2018 High Speed Coastal Patrol Boat

Top Speed	79 knots
Acc/Dec	25/15
Crew	8
Passengers	12
Range	450 miles
Cargo	12 tons
Maneuver	+5
SDP	240 (Body 12)
SP	40(Armor 2)
Type	Patrol Boat
Mass	16 tons
Cost	800,000 eb

Standard Equipment

Damage Control, Environmental Control, 6 fold down beds, Mini-Galley, Cellular Phone, laser Comm, Military radio with scrambler and satellite uplink, Auto-Pilot with Navigation System, Laser Detector, Light Amplification, magnetometer, Active IR Sensors, Microwave Detector, Military Radar with radar ID and Radar Detection, Sonar with



terrain following, Audio ID, and Sonar detection, Telescoping Crane, 2 10-man Dryad inflatable lifeboats, 2 man medical bay.

Standard Weapons

4 smoke dischargers(2 stern, 2 bow), 2 Radar/Sonar AGAMS(port/starboard), 75mm Cannon (with low-pressure converter)in open turret (bow), 2 LATG 37mm cannons in articulated mounts(port/starboard), 2 torpedo tubes, 1 40mm AutoGL in articulated mount (stern), 2 depth charge launchers with 6 charges each.

Munitions

240 charges smoke, 20 rounds 75mm HEAT, 20 rounds 75mm HE, 20 rounds 75mm Fire Foam, 10 rounds 75mm Fragmental, 400 rounds 37mm, 400 rounds 40mm HEDP grenades, 20 rounds 40mm Illumination grenades, 40 rounds 40mm Chemical grenades, 400 rounds 40mm WP grenades, 100 rounds 40mm Flechette grenades, 100 rounds 40mm HEP grenades, 100 rounds 40mm Flash-Bang grenades, 12 depth charges, 2 heavy torpedoes.

Missouri Class Battleship

Built by Oceanic Weapon Systems, a subsidiary of Militech, the Missouri Class battleship is a revivification of the old Iowa-Class battleship designs, with the ship constructed from scratch using all the new materials and technologies that have evolved in the shipbuilding industry in the last 80 years. So far, only two of these truly marvellous ships have thus far been built and are undergoing their sea trials before marketing begins. Thanks to the use of the latest and strongest polymers, resins, epoxies, composites, and other building materials, the Missouri Class Battleship is by far the most powerful floating weapons platform ever constructed. The Missouri Class battleship is 910 feet long, with a beam of 121 feet and a draft of 42 feet.

Missouri Class Battleship

Top Speed	35 knots
Acc/Dec	5/20
Crew	850
Passengers	200
Range	N/A
Cargo	25,000 tons
Maneuver	+3
SDP	57,000 (Body 2850)
SP	6,000(Armor 300)
Type	Battleship
Mass	57,000 tons



Cost 961 Million eb.

Standard Systems

Damage Control System, Environment Control, 100 cellular phones, 30 laser communicators, 4 military radios with satellite uplink and scrambler, +5 computer sights for all weapons, visual, radar, microwave and laser rangefinders for all 53 gun turrets, multitargeting for all 125mm or smaller weapons, Remote targeting for all 125mm or larger weapons, Auto-Pilot, navigation system, 6 ECM units (10km range), 6 ECCM Units, 20 each: Active IR Sensors, Laser detectors, light amplification, magnetometers, microwave detectors, radar detectors, thermal imaging. 200 searchlights. 4 Military Radars with Radar ID, Look-Down. 4 Sonars with Audio ID, Terrain Following, Sonar Detector. 4 telescoping cranes (2 fore, 2 aft), Landing Pad with Hangar, 2 Seaplane Launch Catapults, Nuclear Power.

Standard Weapons

9 16" guns on triple turrets (2 fore, 1 aft), 8 10" guns quad turrets (1 fore, 1 aft), 24 5" guns on twin turrets (6 port, 6 starboard), 32 30mm Gatlings in twin turrets (8 port, 8 starboard), 80 20mm Gatlings in quad turrets (10 port, 10 starboard), 26 AGAMS (13 port, 13 starboard), 32 Tomahawk III Cruise Missiles in 4 VLS (2 port, 2 starboard), 32 Harpoon III Anti-Ship Missiles in VLS (aft), 32 Sea Sparrow XII Anti-Ship Missiles in VLS (midship), 60 VSAMs in VLS (aft), 40 Smoke Dischargers. 100 Anti-laser Aerosol Dischargers, 10 flare launchers, 10 chaff launchers.

Munitions

450 rounds 16" HEAT, 900 rounds 16" HE, 1600 rounds 10" HEAT, 1600 rounds 10" HE, 12,000 rounds 5" HEAT, 2400 rounds 5" HE, 600 rounds 5" Beehive, 240,000 rounds 30mm AP, 800,000 rounds 20mm AP, 2400 charges smoke, 6000 charges anti-laser aerosol, 400 flares, 600 chaff bundles.

Aircraft

1 UH-9 Helicopter, 1 Harrier II, 2 RC-560 'Earne' aircraft

DD-128 Anti-Submarine Warfare Destroyer

The DD-128 was developed by Oceanic Weapon Systems from the DD-21 Project run by the USN during the 1990s. The DD-128 has a primary mission of sub hunting, but is also a capable anti-aircraft and seaborne combat weapons platform. The first DD-128 was commissioned in 2016 and since then, the ship has been a best-selling product for OWS. The 128 was testbed for alternative materials use that now dominates most of OWS's latest designs.

DD-128 ASW Destroyer

Top Speed	30 knots
Acc/Dec	15/15
Crew	125
Passengers	50



Range	N/A
Cargo	6,000 tons
Maneuver	+3
SDP	27,900 (Body 1395)
SP	2,000(Armor 100)
Type	Destroyer
Mass	9,300 tons
Cost	229 Million eb.

Standard Systems

Nuclear Power, Damage Control, Environmental control, 10 cellular phones, 10 laser communicators, 4 military radios with satellite up-link, scrambler and decoder, +5 computer sights for 5" guns, with visual, radar, microwave, and laser rangefinders, multitargeting for 25mm autocannons and 12.7mm HMGs, Auto-pilot, navigation system, 2 ECM Units (10km range), 4ECCM Units, 10 each: Active IR Sensors, Laser detectors, light amplification, magnetometers, microwave detectors, radar detectors, thermal imaging. 20 search-lights, 4 Military Radars with Radar ID, Look-Down. 4 Sonars with Audio ID, Terrain Following, Sonar Detector. 2 landing pads, 1 hangar, 2 Catapults, 4 telescoping cranes (aft)

Standard Weapons

6 5" cannons in twin turrets (2 fore, 1 aft), 4 25 mm autocannons on pintle mounts (2 port, 2 starboard), 12 12.7mm HMGs on pintle mounts (6 port, 6 starboard), 4 AGAMS (2 port, 2 starboard), 2 Tomahawk III Cruise Missiles in box launchers (midship), 24 Sea Sparrow XII Anti-Ship Missiles in VLS (fore), 12 Harpoon IV Anti-Ship Missiles in VLS (aft), 48 VSAMs in VLS (aft), 2 Depth Charge Launchers (aft), 6 above-water torpedo tubes. 10 smoke dischargers (5 port, 5 starboard), 10 anti-laser aerosol dischargers (5 port, 5 aft), 4 chaff launchers (2 fore, 2 aft), 4 flare launchers (2 fore, 2 aft)

Munitions

3000 rounds 5" HEAT, 3000 rounds 5" HE, 600 rounds 5" Beehive, 8000 rounds 25mm AP, 24,000 rounds 12.7mm AP, 24 Heavy Torpedoes, 72 Depth Charges.

Aircraft

2 RC-560 Seaplanes, 2 UH-9 Choppers carrying ASW gear, 1 Harrier II JumpJet.

DD-129 Anti-Aircraft Destroyer

The DD-129 was developed by Oceanic Weapon Systems as a counter to the threat posed by aircraft carriers. Eighty years ago, aircraft gained dominance on the high seas, ending the era of dreadnaughts and battleships. With the introduction of the DD-129 in 2019, the tide now turns against the aircraft. The DD-129 is capable of actively engaging nearly 400 aircraft at any one time, more than the entire air wing compliment of two aircraft carriers. The DD-129 also includes some modest anti-ship capabilities to protect itself from opponents riding the waves rather than the clouds.

DD-129 AA Destroyer

Top Speed	40 knots
Acc/Dec	21/21
Crew	230
Passengers	100
Range	N/A
Cargo	4,000 tons
Maneuver	+3
SDP	6600 (Body 330)
SP	2,500 (Armor 125)
Type	Destroyer



Mass	2,200 tons
Cost	131 Million eb.

Standard Systems

Nuclear Power, Damage Control, Environmental Control, 10 Cellular Phones, 10 Laser Communicators, 4 Military Radios with Satellite Uplink, Scramblers, and Decoders, Auto-Pilot with Navigation System, AI Robotic Control, 100km ECM Unit, 10km ECM Unit, 4 ECCM Units, 10 Each: Active IR Sensors, Laser Detectors, Light Amplifiers, Magnetometers, Microwave Detectors, Military Radar Detectors, Thermal Imagers, Image Enhancers, 10 Military Radars with Radar ID and Look-Down, 2 Sonars with Audio ID, Terrain Following and Sonar Detection, 4 Telescoping Cranes, 2 Landing Pads, 2 Hangars, 2 Catapults.

Standard Weapons

10 5" (125mm) guns on twin high traverse turrets (3 fore, 2 aft), with autoloaders, +5 targeting sights, stabilization, visual, radar, laser, and microwave rangefinders, multi-targeting, and robotic weapons control. 32 30mm Gatlings on twin high-traverse turrets (4 aft, 4 fore, 4 port, 4 starboard) with +5 sights, stabilization, radar, laser and visual rangefinders, and multi-targeting. 12 AGAMS (6 port, 6 starboard). 2 Tomahawk IIIs in box launchers midship. 12 Sea Sparrow XIIs in box launchers midship. 60 VSAMS in VLS (fore) with multi-targeting. 60 VSAMs in VLS (fore) with multi-targeting. 48 VSAMs in VLS (midship) with multi-targeting. 20 each: Anti-laser Aerosol, Chaff, Flares, Smoke Dischargers.

Munitions

50,000 rounds 125mm HEAT, 1,000,000 rounds 30mm AP, 120 spare VSAMs (with 40 manportable box launchers for emergency use), 12 spare Sea Sparrow XIIs.

AV-3 Series

The AV-3 was a vehicle with true promise that went unrecognized. Police bought into the system but the military, the intended purchaser, did not. Borgman Industries licensed production of the AV-3 and introduced an entire family of AV-3 class models into service. So far, they have added the following four models to the line:

AV-3C: This is an upgraded scout vehicle for military use with heavily upgraded weaponry. The AV-3C, or Combat-3, is now being purchased by military quartermasters, allowing logistics to relegate the AV-4 and AV-6 to their proper troop transport and sup-

port gunship roles. The AV-3C carries a crew of only 3, but mounts more substantial core weaponry than the AV-6, with better speed and maneuverability.

AV-3C "Combat-3" Aerocop

Top Speed	585	
Acc/Dec	50/50	
Crew		2
Passengers	1	
Range		525 miles
Cargo		0
Maneuver		+3
SDP		50 (Body 3)
SP		30 (Armor2)
Type		Aerodyne
Mass		2 tons
Cost		750,000 eb.

Standard Equipment

Crash Control Systems, Ejection Seats, SP 30 Armored Wall between forward and aft seats, Radio, Auto-Pilot, Navigation System, Radar with Terrain Following, Searchlight, Shooter Security System, Thermographic Sights, Laser Detector linked to Anti-Laser Aerosol, Military Radar Detector linked to Chaff and Flare Dispenser, 4 IR smoke dispensers, Anti-Personnel Grenade Charges, 360 degree High traverse open mount over forward passenger seat (typically mounting up to a 12.7mm MG if any weapon is mounted at all)

Standard Weapons

EMG-84, stabilized, +5 computer sight, mounted in turret with 7.62mm MG. Weapon wings with 4 spaces for pod weapons. Typical pod payloads are: LATG 37mm Gun Pod, 12.7mm Gatling Pod, 5 shot LATGM Missile Pod, Fuel Drop Tank Pod (adds 200 miles to range per drop tank). Pods reduce maneuverability to +1 and maximum air speed to 540 mph.

Special Notes

maximum ground speed of 200 mph, Acc/Dec 15/40, Maneuver -2

AV-3I: This AV-3 Model is designed for law enforcement, marketed primarily to agencies like the US Air Marshals, US Customs, and the Texas Rangers. The AV-3I is an interceptor aircraft capable of a maximum airspeed well over twice that of the basic AV-3 and able to travel nearly three times the distance, while providing heavier munitions. The AV-3I is well-sought by law enforcement, as it provides a basic patrol vehicle capable of performing aerial interception and interdiction as well.

AV-3I Interceptor Aerocop

Top Speed	810 mph	
Acc/Dec	100/75	
Crew		2
Passengers	0	
Range		1320
Cargo		0
Maneuver		+3
SDP		50 (Body 3)
SP		20 (Armor 1)
Type		Aerodyne
Mass		2 tons
Cost		1.15 Million eb.

Standard Equipment

Crash Control Systems, Ejection Seats, Radio, Auto-pilot, navigation

system, Radar with Terrain Following, Search Light, Damage Control.

Standard Weapons

EMG-84 in stabilized high traverse turret with +5 computer sights, AGAMS

Special Notes

On ground, top speed of 300 mph, Acc/Dec 30/60, Maneuver -2

AV-3R: This AV-3 is a pure reconnaissance model, filled with every imaginable sensor possible, while mounting enough armor to get it out of trouble. The unit also has a substantial operating radius and enhanced turbine.

AV-3P: Another Law Enforcement model, this unit is designed for city patrol and emergency tactical response, able to drop up to a pair of light ACPAs into a situation well before any other ACPA delivery systems or tactical response units can arrive. The unit comes equipped with a pair of BI PowerGear ACPAs.

ACPA

Hardsuits

Underwater depths up to 150 meters are accessible for a limited time with standard dive gear, but the excessive decompression time needed to avoid the bends is a major stumbling block to any extended underwater work. In the early days of underwater industry technological limitations forced divers to pressurize at their working depth and spend weeks, sometimes months, living in cramped underwater facilities. By the 1990's it became increasingly clear from research and experience that even the use of exotic breathing mixtures to prevent nitrogen absorption wasn't preventing neurological damage caused by living in a high pressure environment. Even when N2 was removed from the air mix entirely the human body's own reserves of the gas would turn on it to attack nerve and connective tissue like a slow acid. The results were scores of perfectly healthy divers creeping around like old men with Parkinson's before their 30th birthday.

It took a series of high profile lawsuits, astronomical insurance claims, and blistering media reports to finally convince the major corporations that something had to be done. They wanted something that would keep the divers working and cut down on the time wasted in decompression; the divers wanted to stop worrying about becoming cripples from pressure induced nerve damage. The answer to everyone's problems was the full development of the long neglected hardsuit: a one man diving suit built using advanced powered armor technology that allows industrial users to work kilometers beneath the ocean's surface in a shirt sleeve environment.

Hardsuits work around the pressure problem by maintaining a normal atmosphere inside an armored shell that protects workers from the crushing pressure of deep water. The mass and inflexible nature of the hardsuit makes some activities difficult, but clever joint engineering and strength augmentation can keep dexterity penalties to a minimum. With a good suit an experienced user can snatch a shrimp from the water or rip the hull plates off a ship with equal finesse.

The most notable difference between an underwater hardsuit and conventional powered armor is the lack of legs. Why would anyone want to walk along the sea floor when thrusters are more efficient and provide greater mobility? The complex and expensive articulated limbs are replaced by a one piece tubular shell that provides greater protection and more room for internally mounted equipment. It not only saves money, but makes it easier to maintain a good seal by placing the only break in the two piece suit at one of it's strongest points.

New ACPA Options

Thruster Pod: This deep sea unit replaces the standard ACPA frame from the waist down, containing space for the pilot to stand or sit, plus thrusters, batteries, and maneuvering vanes in a single pod. This pod is capable of driving a 1000 kg mass at a speed of 20 knots. The batteries provide 16 hours of operating time underwater and an 8 hour life support supply in addition to the suit's standard 1 hour supply. Add 2 internal spaces to each leg. This unit cannot be retrofit into an ACPA, but part of the original specifications. Thruster Pod ACPA are built as two primary components, the upper body and lower body, with the waist serving as the entry point. The suit literally uncouples the top from the bottom to allow the pilot access. This gives the suit a single compression seal to be installed, allowing for a more durable seal allowing such suits to surpass the 750m dive depth limit placed on legged ACPA which utilize a far more complex entry scheme and require more compression seals. Availability: P, Cost: 8500 eb, Weight: No change; weighs as much as a pair of legs.

Sperry 10mm Chaingun [HVY 0 ACPA R 3d6+5API 500 50 ST 50m 2sp. 20SDP 20SP 12kg 5,000 eb]

This Antipersonnel weapon is a chaingun using electrothermal API ammunition, designed as a small, compact terror weapon system against lightly armored or civilian targets.

Northern Defense Micromissile Launcher [HVY +2 ACPA R 4d6 16 4 ST 200m 2sp. 20SDP 40SP 14kg 1,500 eb]

This system is simply a sort of wrist racate in an armored box mounted somewhere on the torso of the ACPA. It consumes 1 internal and 1 external space. The box is designed with blowout panels which prevent collateral damage to the ACPA should the missiles detonate inside the box launcher.

Borgman Industries Assault Laser [HVY +2 N P 7d10AP 20 1 ST 50m 2.5sp 12SDP 25SP 42kg 130,000 eb]

This is a new laser model, using an iodide laser. What makes this laser unique is that it is cartridge like old firearms, with a gas chamber and power cell coupled in each cartridge. When fired, the weapon has a two second delay, allowing the gas to vent into the firing chamber, replenishing used gases from the last firing, then the battery discharges and the laser fires. The weapon is expensive to fire, costing roughly 30 eb per cartridge. A low-quality carbon dioxide cartridge is also available, reducing the cost to 18 eb per shot (reduce damage to 5d10AP).

Borgman Industries BoomGlove [MEL 0 P R Punch+7d6AP 15 1 VR 0m 1sp 100SDP 80SP 15kg 1000 eb]

Boomsticks are a great thing in combat, but they can be better. This system is basically a slab of armor bolted on the arm, which flips down over the fist to protect the hand. The system employs a port-injected extruded explosive in shaped cells and piezoelectric detonation. This means that every time you strike something, a HEAT explosion goes off. The weapon itself suffers 1 point of damage every time it fires.

Borgman Industries Warden System: The Warden System is an INT 6 MicroAI programmed to automate an ACPA for guard duty. This system affords a company instant bolstering of on-site security, as well as granting battlefield troops the ability to rest while maintaining security simultaneously in the lull in fighting. The unit has an independent 7 day power supply and EMP-hardened firmware system. Availability: very Rare, Cost: 35,000 eb, Weight: 65 kg, 4sp internal, 70SDP 100SP. An additional 2500 eb of modifications must be made inside the ACPA to install the interface connections and system for the Warden to use.

Borgman Industries Targeting Synchronization: This innovative unit is a powerful targeting computer usable with target slave equipped Vehicles or ACPAs. The unit communicates with slaves using a thin wire reeled out behind a launched magnetic weight, allowing it to connect to the outer surface of the 'slaves'. The relay is then established by low-intensity magnetically induced resonance. The targeting computer grants +4 WA to all weapons in the connected slave. The unit can reel out 200m of wire and can interface with only 1 slave at a time. Targeting Computer: Availability: R, Cost: 22,500 eb, Weight: 13kg, SDP: 15.

Slave: Availability: P, Cost: 4,500 eb, Weight: 3 kg, SDP: 5

Borgman Industries Micromissile Launcher [HVY +3 ACPA R varies 140 1/10 ST 100m 3sp. 25SDP 50SP 55kg 75,000eb]

This barrel-shaped unit mounts to the back of an ACPA and is capable of launching dozens of BI SmartRockets from its many firing ports. The unit requires 1 internal and 2 external spaces to mount.

The Unit also has a 'panic button', the capability to launch its entire payload at a target in a single horrendous volley. This panic button is especially dangerous when used with laser targeting.

ACPA Armors: More armor systems from a wide variety of manufacturers. More ways to make your ACPA into an unstoppable killing machine! Call the Edgerunners' Guide Hotline for corporate service rep points of contact.

Manufacturer	Name	SP	Wt.(kg)	Cost(eb)	Notes:
Militech	Aegis	60	300	15100	
EuroArms	DragonSkin 2	70	360	21200	
IEC	NewGranite	75	380	23600	
Mexican Metals	Endura	35	175	7600	
NewSov Machines	DuraSteel 3	100	450	90000	
Militech	Mono-Crystal Titanium	100	125	250000	Cannot be stealthed enhanced.

reduced to 1/2 SDP or less, it needs to make only one System integrity check and failure results in its current SP being reduced 1/2. Availability: P, Cost: 750 eb, Weight: 25 kg, SDP: 60, SP: 40.

God Interface : The new top-of-the-line reality interface! MicroTech

Technotronica M-40PA Pulse Rifle [HVY +1 ACPA P EMP 100 1 VR 100m 1sp. 20SP 10 SDP 8kg 4000 eb.]

Technotronica has modified its best-selling M-40 pulse rifle for use by ACPAs. Greater ammo capacity, better reliability, longer range, faster rate of fire - and still the same devastating effects!

Kalashnikov AK-2020PA [HVY +1 ACPA C 4D6+2 250 1/20 VR 650m 1Sp. 20SP 10SDP 7kg 2000 eb]

The new weapon of the Soviet Army has also been modified for use by their Powered Armor systems. It, too, is available for purchase in the West.

ACPA Superframes: The Arasaka Shogun used to be the biggest, baddest ACPA frame around. No longer! Zetatech's Overlord (STR55) and Militech's Maverick (STR57) are the newest entries into the ACPA frame market.

STR	Tough.	Dam. Mod.	Lift Cap	Carry	Wt.(kg)	Cost(eb)
55	-13	3D10	2750	830	265	92350
57	-13	3D10	2900	900	280	99100

Reflex Boost Filter: Need faster responses from your PA? Feel slow and sluggish without your boost running and can't afford a bioware booster? IEC has finally fixed the problems of interface and feedback between boosterware and the reflex and control systems! This system allows the trooper to use electronic reflex-boosting systems with their reflex/control system. Not that if the user has a bioware-based reflex boost, he may use that without a filter. Availability: R, Cost: 20,000 eb, Weight: 15 kg., SDP: 5, Space: 1, Must be enclosed.

ACPA Shield: A little extra armor never hurt anyone, right? Well battle Armor users, now you too can have that benefit. We have several options available.

Hand-Held Shield: This is a slab of armor with a handle on it, using the classic "trash can lid" styling and ease of use. Easy to pick up or drop, this shield is the easiest of add-on components you'll ever find. Provides an extra SP40 layer of armor against an incoming attack on a roll of 1-3 on 1d10 when the ACPA Pilot is ready to intercept the attack.

Strap-On Shield: This Shield is secured by a series of straps around the ACPA's forearm. This frees up the hand to hold things. The shield consumes 1 external space on the limb it is attached to. Firing two-handed weapons is at a -2 penalty due to the bulk of using the

shield. The shield provides an additional SP 40 protection against incoming attacks on a roll of 1-5 on 1d10 when the Pilot is ready to intercept the attack.

In either case, the shield can be used to actively deflect an incoming blow on a roll of 30+ on REF+ PA Combat+1d10. If the PA is hit on the arm that the shield is on there is an 80% chance it will hit the shield (instead of the 50% chance normally). Damage is 5d6+Fist, Damage to the shield itself isn't as severe as other components, if

moves to the head of the market with the new God Interface, a step beyond VRI! Four of the five senses (everything but taste) become available to the pilot and that combined with an advanced targeting system turns a God Interfaced PA into a battlefield terror! This system has all the functions of VRI, plus Xr-Ray Vision, tactile boost in the fingers/hands, and olfactory boost. It allows the simultaneous targeting of five weapons. SIB +4, DFB +4.

Availability: Very rare, Cost: 20,000 eb, Weight: 5kg, SDP: 15 Space: 1 Must be enclosed.

Orbital Frames: Need a lighter frame while retaining the same strength rating and durability? IEC has taken to manufacturing ACPA frames in orbit, using zero-grav techniques unlike anything on Earth. Such frames are four times the normal cost, and half the normal weight.

Tether Harpoons: This small unit can fire a pair of harpoon on compressed air to a range of 50m, dragging behind them a tether, allowing the ACPA to anchor itself underwater or in space. The harpoons can be fitted with a variety of adhesive, magnetic, or piercing anchoring heads. Availability: C, Cost: 1000eb, Weight: 5kg, SDP:15 SP: 10, Space 1, External mount only.

Standard ACPAs

All ACPAs are listed here in the abridged format as presented in *Firestorm*; *Shockwave*. The full format will be presented in an appendix of ACPA record sheets.

Borgman Industries PowerGear

In the big cities, gangs have become a serious problem, as are the ever growing numbers of cyberpsychos. These problems have reached epidemic proportions, to the point that the law has abandoned vast portions of cities, the Combat Zones, to fend for themselves because it was simply too dangerous for police officers to patrol those areas. Now the PowerGear starts changing all that, providing law enforcement agencies with a lightweight, affordable, man-portable weapons platform designed to deal with even the most heavily cybered psychotic individuals with fair success and ease. Available for the amazingly low price of 11,750 eb, with a 21,000 eb weapon systems option package. And as amazingly low as the price is, Borgman Industries is known for having an annual clearance sale, selling the ACPAs weaponless for a paltry 8,500 eb.

Borgman Industries PowerGear
STR 14, SDP 14, SP 25, Toughness -5, 286kg + 138kg; 11,750eb + 21,000 eb (weapons sold separately).
Special Equipment: Basic Reflex System, Aperature-based VR System, Basic Radio.
Weapons: Power Saw, M31PA, 75mm Recoilless Rifle + spare magazine, carries a 13.9x99mm ACPA Rifle + spare magazine.
Unarmed Damage: Punch 2d10, Kick 3d10, Crush 3d10 No defensive systems.

Borgman Industries PowerGear Lite

As breathtakingly cost-effective as the PowerGear is, the R&D team decided to see if they could get even cheaper. The PowerGear Light uses the most basic and lightest systems possible, making it little more than a power assisted suit of Metal Gear. This system is so light and compact that it is only able to use carried weapons, like the average soldier or cop does. The unit uses an M-88A2 Enhanced Combat Helmet rather than the usual head unit of an ACPA. This helmet provides superior A/V capabilities for a far lower price than the individually installed ACPA equivalent components. This system outperforms the Militech EMA-1 "Softshell" by providing all the benefits of an ACPA's enhanced strength, while keeping the enhanced mobility of the EMA-1 and eliminating the need to interface directly with the ACPA's circuitry. This astounding suit costs a mere 6600 eb, another benefit over the EMA-1's 8300eb price tag! A light weapons package is available for the suit for the cost of 2900 eb, including utility pack, police computer, and an anti-ACPA heavy rifle. The annual weaponless clearance sale usually marks these ACPAs down to around 4000 eb per unit.

Borgman Industries PowerGear Lite
STR 12, SDP 12, SP 25, Toughness -5, 138kg + 44kg; 6600eb + 2900eb (weapons sold separately).
Special Equipment: Basic Reflexes, M-88A2 Helmet rewired to provide the equivalent of a Wideband HUD VR System, Black Book Minicomp.
Weapons: Carries a 13.9x99mm ACPA Rifle with spare magazine.
Unarmed Damage: Punch: 2d10, Kick 3d10, Crush 3d10, BOM Wire Obstacle, BPL Plastic Obstacle.

Borgman Industries PowerGear Plus

While the PowerGear is the simplest suit possible, the

Plus Package provides the suit with a luxury package for those who can afford it. The plus package incorporates a variety of options, including reinforced armor and musculature, enhanced reality interface, and extra weaponry. The Plus package costs a mere 18,500 eb, with the weapon package adding an extra 21,500 eb.

Borgman Industries PowerGearPlus
STR 16, SDP 16, SP 30, Toughness -5, 286kg + 144kg; 18,500eb + 21,500 eb (weapons sold separately).
Special Equipment: Basic Reflexes, Wideband HUD VR System, Basic Radio.
Weapons: Power Saw, M31PA, 75mm Recoilless Rifle + spare Magazine, Carries 13.9x99mm ACPA Rifle + spare magazine, 2 LAW IIIs.
Unarmed Damage: Punch 2d10, Kick 3d10, Crush 3d10, carries no defensive systems.

Borgman Industries PowerGear Plus Hyper Weapon Package

The design technicians at Borgman Industries continued their madness during their quest to build the ultimate light ACPA. They built upon the success of their two previous models and played with the available weapons. The result was the Hyper Weapons Package for the PowerGear Plus. No buying separate weapons for this suit, which costs 58,000eb.

Borgman Industries PowerGear Plus Hyper Weapons Package
STR 16, SDP 16, SP 30, Toughness -5, 515kg, 58,000eb
Special Equipment: Basic reflexes, Wideband HUD VR System, Basic radio.
Weapons: 5.56mm Minigun + spare magazine, M31PA + 2 spare magazines, EMG-85 + 2 spare magazines, 75mm Recoilless Rifle + 2 spare magazines, carries 13.9x99mm ACPA Rifle + 2 spare magazines, 2 LAW IIIs.
Unarmed Damage: Punch: 2d10, Kick 3d10, Crush 3d10.

Borgman Industries PowerGear Monster

The PowerGear Light ACPA series takes its final step with one more upgrade series. Everything is upgraded in this unit, including the kitchen sink, so to speak. Enhanced reflexes, VRI, armor, and weapons. For law enforcement, this system is by far the most affordable fire support ACPA platform they'll be able to obtain. The monster is designed purely for the collateral damage it can cause, ready and able to chew up large parcels of inner city real estate. This suit costs 25,500 eb, plus 23,500 eb for the weapons suite.

Borgman Industries PowerGear Monster
STR 16, SDP 16, SP 40, Toughness -5, 427kg + 327kg; 25,500eb + 23,500eb (weapons sold separately).
Special Equipment: Low Boost reflex System, VRI Virtual reality Interface, Basic Radio, Escape System, Kwikfix Autodoc..
Weapons: 14.5mm MG + spare magazine, BLC-20 20mm Cannon + 2 spare magazines, Power Saw, 7.62mm MG, M31PA + 2 spare magazines, carries a HIVE 10mm Caseless Gatling + spare magazine, 2 LAW IIIs.
Unarmed Damage: Punch: 2d10, Kick 3d10, Crush 3d10, 3 BOM Wire Obstacles, 1 BLP Breech Spray, 1 BRP Ripple Pack.

Borgman Industries CityBreaker

While Borgman Industries is well known for the line of ACPA with which it has cornered the low end of the market, the company also makes many state-of-the-art suits for high end clients as well. With these high end suits, Borgman Industries has aimed to corner another market - Urban Warfare.

The first such suit they introduced was the CityBreaker, a brutal ACPA designed to break even the toughest criminal or military siege on a city or other urban center. The unit is well armored and packs enough firepower to remain active for several hours without resupply.

The unit is only truly suited for city centers or industrial zones where structures are built to support its sort of weight. Outside those areas, PA troopers are advised to not go any higher than the third floor or risk damaging the unit severely if it happens to collapse a weak floor. To compensate, the CityBreakers utilize an innovative combination of low power jets and a glider package to form a high speed hover system. Unlike the typical glider package, this hover system is not designed for reaching any sort of high altitude, and thusly is designed as a quick deploy/retract system (2 combat rounds either way). With the gliders, this behemoth can reach a flight speed of 120 kph (MA35) and a maximum altitude of one meter.

Borgman Industries CityBreaker

STR 52, SDP 52, SP 80, Toughness -12, 1715kg, 203,000eb
Special Equipment: VRI Reality Interface, High Boost reflexes, Military radio, Scrambler, Cell Phone, Thermal targeting, Lowlight, Magnetometer, autodoc, escape system, winch & grapple, jet/glider hover system.

Weapons: HIVE 10mm Gatling Gun + 2 spare magazines, M-31PA + 2 spare magazines, BHC-G8 30mm Cannon + 4 spare magazines, 2 Powersaws, 2 LAW IIIs, MiniRoc 15, Carries a 40mm AutoGL.
Unarmed Damage: Punch 6d10, Kick 9d10, Crush 7d10. 2 BRP Ripple Packs, BIM Minelet Volley, BLP Breach Spray, BFC-3 Fletch Cloud(mounted facing forward).

Borgman Industries CityBreaker II

This suit is not an upgraded version of the CityBreaker, but a companion unit built on the same chassis. This unit is designed to function as a squad commander's ACPA and to provide anti-aircraft capabilities. Amusingly, this "upgrade" actually is less expensive than the original. Borgman Industries offers a special deal to enhance the commander aspect of this suit. Buy 10 CityBreakers and they'll give you a CityBreaker II for free. The CityBreaker II lacks the hover system of the CityBreakers. The CityBreaker II counters this insufficiency by weighing in at barely more than half the weight of the CityBreaker

Borgman Industries CityBreaker II

STR 52, SDP 52, SP 80, Toughness -12, 928kg, 201,000eb
Special Equipment: VRI Reality Interface, High Boost reflexes, Military radio, Scrambler, Cell Phone, Thermograph, Image enhancement, Visual Spectrum Backup, Command Computer, Orbital Air autodoc.

Weapons: HIVE 10mm Gatling Gun + 3 spare magazines, M-31PA + 4 spare magazines, BHC-G8 30mm Cannon + 3 spare magazines, Powersaw, 3 LAW IIIs, 2 MiniRoc 6, BLC-20 20mm Cannon + 3 spare magazines, EMP Grenadier, Micromissile Launcher, 2 Big Boomers + 2 spare magazines, Scorpion 16 Anti-Aircraft Missile Launcher w/ 3 missiles. Carries a 13.9x99mm ACPA Rifle.
Unarmed Damage: Punch 6d10, Kick 9d10, Crush 7d10.

Hardsuits

PanOceanic Sea Sprite

It must have taken some work, but PanOceanic has managed to produce a hardsuit even more mediocre than GaltCo's. Not that there's anything wrong with the Sprite II- it's actually a well built little machine, but it's almost Russian in it's austerity. Crude, unsophisticated, and serviceable pretty much sums it up. The com-

pany has manufactured so many of these things in the last 10 years, and they last so damn long, that you can usually find a rebuilt one for bargain prices at dive shops in the platform cities.

PanOceanic Sea Sprite

STR 12, SDP 12, SP 30, Toughness -5, 125kg; 36,000eb
Special Equipment: Basic Reflexes, Full-HUD Wideband Reality Interface, Antidazzle, Image enhancement, 2 searchlights, Eascape System, Sonar, Laser Comm, Thruster Pod, 9 hour dive time.
Weapons: None
Unarmed Damage: Punch 1d10, Crush 2d10, no defensive systems.

GaltCo Blue III

If you at first you don't succeed, try, try again. That seems to be the defining statement for the boys at the GaltCo labs if the Blue III is any indication. The first two models were downright dangerous thanks to a defect in the section coupling mechanism along the waist, but it looks like the problem may finally be licked. Overall, this is a basic suit featuring alloy armor well designed for comfort and utility backed up with a reliable linear frame. The sensor suite is a little better than you'd expect and comes in handy in low-visibility conditions. One nice touch is the pair of harpoon style tethers available with magnetic or molecular adhesive heads for work in areas with strong currents like the North Atlantic.

GaltCo Blue III

STR 14, SDP 14, SP 30, Toughness -5, 343kg, 41,000eb.
Special Equipment: Basic Aperature VRI, Basic Reflexes, Image enhancement, Anti-dazzle, Lowlight, Laser Comm, Searchlight, Tether Harness, Sonar, Emergency Ascent Droque, Thruster Pod, Dive time 9 hours.
Weapons: None
Unarmed Damage: Punch 2d10, Crsuh 3d10, no defensive systems.

Titania Sea Resources, Inc. Seawolf

Say what you will about their business practices, but you have to admit TSR knows how to build a hardsuit. The Seawolf is a big, comfortable suit designed for long duration dives at deep depths. The twelve hour life support gives you plenty of time to loiter at a work site while the thruster package gives you the power to get down to depth and cover territory. The communications gear includes a fiber optic link to the surface that can handle two way voice, data, and video simultaneously, a feature that really comes in handy when you run into a technical problem and need a little help. The Seawolf has some of the thickest armor around and I've heard some stories about a certain company mounting stealth pods, torpedoes, and mini-mine dispensers on it to create a very tough underwater assault unit. Not that anyone would attack defenseless ocean installations without provocation, of course.

Titania Sea Resources Inc. Seawolf

STR 16, SDP 16, SP 40, Toughness -5, 150kg, 43,000eb.
Special Equipment: Wideband HUD Reality Interface, Advanced Reflexes, Anti-dazzle, Image Enhancement, Low-lite, Sonar, Laser Comm, Searchlight, Heavy Tool Suite, Thruster Pod, Bodyweight Medic, 13 hour dive time.
Weapons: None.
Unarmed Damage: Punch 2d10, Crush, 3d10. No defensive systems.

Appendix A: Maximum Metal on the High Seas

Boats, Subs, and Ships in Maximum Metal

Welcome to Maximum Metal on the High Seas. The original publication of Maximum Metal neglected one area of transportation, well, two actually. Water and space. We'll be touching on water here. With this important chapter of the book, we will provide rules fully compatible with Maximum Metal which, combined with the new ACPA equipment, will allow you to run an effective campaign on the high seas, be it a high-tech thriller in Neo-City, or a low-tech action thriller of piracy in the South Pacific Ocean.

This chapter was developed after many months research in an attempt to develop accurate figures for all the information we present. The interesting part will be to represent what is currently emerging technology. For instance, the next generation of warship will no longer have turrets mounted with cannons. Instead, they will mount vertical launch guns and fire glide projectiles. The cannon fires vertically, firing the shell straight up. Once a sabot discards, winglets will open and redirect the semi-rocket propelled shell toward its target, using laser designation or video guidance to properly aim in flight at the target. These guns are not yet off the drafting boards at this time, but have essentially been given the go-ahead for official use on at least 2 new classes of warship to be built for the USN in the next 10-15 years. How does one accurately represent something like that? The answer is guesswork. My guess is that the in-shell guidance and method of targeting will reduce the range and damage for such guns in comparison to their turreted counterparts. A logical look at the basic physics of the new weapons indicates such.

Civilian Surface Vessels

Dinghy: a rowboat by any other name. Also inflatable rafts.

Small Boat: This covers small motorboats like those used as family pleasurecraft.

Large Boat: This covers larger boats, like houseboats and cabin cruisers

Speedboat: This covers speedboat hulls, from cigarette boats to hydroplane racing boats.

Sailboat: This covers larger small crew sailing vessels

Yacht: The luxury mini-ships of the rich and famous.

Tug: Tug boats, fire boats and the like, which you see in every port city. Tugs have a mass rating like trucks do. The mass rating is 25,000 tons.

Barge: A rather low, wide, long and flat hull designed for cargo transport. Barges tend to be capable of hauling immense amounts of cargo.

Liberty Ships: The cargo ships that won world war two. Only capable of carrying about 7,000 tons of cargo, many of these ships still ply the seas for third world countries.

Small Cargo Ship: Smaller cargo ships, used for fast transoceanic transport.

Large Cargo Ship: larger cargo ship, like those normally seen in ports.

Superhailer: These are the stock hulls for supertankers and other high capacity cargo ships.

Supertanker: Stock hulls for double-hulled oil supertankers. Longer and sturdier than their earlier counterparts.

Submarines

Remote: This is a small remotely guided sub about the size of a bath tub, but frequently smaller. They are remote guided by wire, with sonar and several cameras mounted for guidance assistance. The guidance wire is bundled with a power cable, allowing

unlimited use.

Dive Sled: These are the small underwater thruster units used by divers. Essentially, you ride on an engine and steering controls. they have a mass rating of 25 kg per SDP.

Minisub: These are small one to three-man subs, used in the civilian sector as private and corporate transport, as well as being fairly popular with deep sea prospectors.

Submersible: These are deep dive versions of the minisubs, designed to dive to the darkest depths of the ocean.

Small Sub: Commercial submarines used mostly for prospecting, corporate transportation, light cargo hauling, and surface to substation ferrying. Also popular with underwater pirates and raiders.

Medium Sub: The next grade of commercial submarine, used primarily for cargo shuttling between surface and submerged installations, as well as patrol duties.

Large Sub: The upper end of commercial submarines, dedicated to cargo hauling and defensive duties.

Battle Sub: These subs are hunters, dedicated to finding and sinking other sea-going vessels.

Attack Sub: These Subs are military class subs which carry ICBMs and cruise missiles for use against targets on interior land. These subs are substantially larger than most subs due to their large capacity of large missiles.

Cargo Sub: These are subs dedicated to carrying large loads of supplies in the relative safety of the underwater environment, where pirates don't often roam.

Supercargo Sub: Eventually, someone had to try to make a cargo sub that is to its predecessors what supertankers are to liberty ships. These subs dive to minimal depths, sufficient for subterfuge and some protection from surface craft, but they carry twice the cargo of their predecessors.

Military Surface Vessels

Patrol Boat: These are small boats, manned by only a few men, used to provide intercept or patrol duties. The classic PT Boats from World War II and Riverines from Vietnam are excellent examples of such watercraft

LCT: Landing Craft Tank. These are amphibious craft used to deliver cargo, primarily in the form of tanks and vehicles, to an undeveloped beachhead. Typically, they can carry in the region of 60K to 70K tons, meaning one tank, 8 HMMWVs or up to 200 troops, depending on available deck space.

LCU: Landing Craft, Utility. The workhorse of landing craft and a vast improvement over the LCT. These vessels are much larger and quite seaworthy, operating much like a normal ship and providing full quarters for its crews. They rather resemble very small liberty ships or freighters. These craft are typically designed to haul about 200 tons of cargo to shore. That means up to 3 tanks or 450 troops.

LCAC: Landing Craft, Air Cushion. These are fast, maneuverable, and well able to go far beyond the shore's waterline to drop its load. They are additionally used to deploy from beyond the horizon in an effort to surprise the target drop zone. These vessels carry 75 tons, giving them roughly the same capacity as the LCT.

Frigate: This is an obsolete form of picket ship removed from most military service between 1940 and 1980. They are small and fast ships, but cannot compete against the advance of weapons technology, especially with the advent of anti-ship missiles. Those same missiles would decades later return frigates to active military service with the creation of the Missile Frigate, which need not be anywhere near a battle zone to participate in combat.

Destroyer: This class of ship was developed as the original submarine hunter and flanking ship, usually dedicated to screening the fleets and transport convoys.

Vehicle Types

	Dinghy	Sm. Boat	Lg Boat	Speedboat	Sailboat	Yacht	Tug	Barge
SDP Range	15-30	25-80	60-240	100-150	100-400	500-1500	400-600	200-600
SDP Limits	15 min.	4/space	6/ space	10/ space	10/space	8/space	5/space	5/space
Cost / SDP	15 eb	50 eb	200 eb	550 eb	350 eb	1800eb	1000 eb	800 eb
Spaces	3	6-20	10-40	10-15	10-40	40-100	20-80	40-120
Top Speed	10 knots	12 knots	10 knots	40 knots	7 knots	22 knots	15 knots	as Tug
Range	50 miles	130 miles	180 miles	350 miles	N/A	1200 miles	500 miles	N/A
Mass	5kg/SDP	1 ton/40SDP	1 ton/30SDP	1 ton/15SDP	1 ton/10SDP	1 ton/6SDP	1 ton/5 SDP	1 ton/3 SDP
Acc/Dec	5/15	10/15	10/15	20/15	5/15	15/15	5/15	0/20
S.I.	1	2	3	4	5	5	8	5
Draft	.3m	1m	1.5m	1m	2.5 to 5m	5m to 7m	3m	3m to 6m

	Sm. Cargo	Lg Cargo	Liberty	Superhauler	Supertanker	Remote	Dive Sled	Mini Sub
SDP Range	6000-12,000	15K-25K	1500-6000	30K-60K	50K-150K	40-60	10-80	40-120
SDP Limits	3/space	3/space	2/space	4/space	6/space	40 min.	10 min.	4/space
Cost/SDP	17,500eb	20,000eb	1100eb	25,000eb	40,000eb	750 eb	8 eb	700 eb
Spaces	300-2000	3000-5000	1000-3000	10K-20K	30K-55K	5	1-8	10-30
Top Speed	28 knots	22 knots	14 knots	18 knots	12 knots	15 knots	15 knots	12 knots
Range	8500 miles	9000 miles	6500 miles	5000 miles	15,000 miles	25 miles	75 miles	350 miles
Mass	1 ton/3SDP	1 ton/2SDP	1 ton/4SDP	1 ton/SDP	1 ton/SDP	30kg/ SDP	3 kg/SDP	1 ton/4SDP
Acc/Dec	10/20	5/25	5/20	3/30	1/30	5/15	5/20	10/20
S.I.	8	12	7	16	22	1	2	4
Draft	6m to 8m	6m to 12m	4m to 8m	12m to 20m	12m to 20m	N/A	N/A	1m
Notes						35,000' dive 10 hours	300' dive 24 hours	5500' dive 72 hours

	Submersible	Small Sub	Med. Sub	Large Sub	Battle Sub	Attack Sub	Cargo Sub	Super Cargo Sub
SDP Range	200-500	200-500	420-780	750-1100	2000-6000	4000-10,000	12,000-32,000	25,000-50,000
SDP Limits	20/space	10/space	6/space	5/space	8/space	10/space	8/space	4/space
Cost / SDP	5,000 eb	3200 eb	7500 eb	12,000 eb	60,000 eb	75,000 eb	32,000 eb	55,000eb
Spaces	10-25	20-50	70-130	150-220	250-750	400-1000	1500-4000	4000-12,000
Top Speed	6 knots	17 knots	20 knots	18 knots	28 knots	21 knots	16 knots	12 knots
Range	150 miles	750 miles	1200 miles	1800 miles	5000 miles	3500 miles	8000 miles	5000 miles
Mass	1 ton/2 SDP	1 ton/4 SDP	1 ton/4 SDP	1 ton/5 SDP	1 ton/ 2 SDP	1 ton/2 SDP	1 ton/SDP	1 ton/SDP
Acc/Dec	10/20	15/20	10/20	5/20	15/20	10/20	5/20	3/30
S.I.	40	25	25	28	35	35	25	25
Draft	2m	2m to 4m	6m to 8m	8m to 12m	12m	15m	12m to 20m	12m to 20m
Notes	35,000' dive 48 hours	3500' dive 72 hours	5500' dive 120 hours	5500' dive 168 hours	8500' dive 500 hours	12,000' dive 168 hours	6500' dive 48 hours	2500' 64 hours

SDP Range	Patrol Boat	LCT	LCU	LCAC	Frigate	Destroyer	L. Cruiser	H. Cruiser
SDP Limits	100-240	80-200	250-600	100-200	3000-5000	4000-6600	5000-10,000	7500-15,000
Cost / SDP	8/space 450 eb	8/space 5000 eb	8/space 15,000 eb	6/space 1500 eb	3/space 15,000 eb	3/space 1500 eb	5/space 1200 eb	4/space 1700 eb
Spaces	12-30	1000-1600	1300-2200	1000-2000	1000-1600	1300-2200	1000-2000	1850-3700
Top Speed	35 knots	15 knots	28 knots	65 knots	28 knots	25 knots	21 knots	20 knots
Range	300 miles	200 miles	2500 miles	300 miles	2500 miles	2500 miles	3500 miles	3800 miles
Mass	1 ton/15SDP	1 ton/ 5 SDP	1 ton/3 SDP	1 ton/3 SDP	1 ton/3 SDP	1 ton/3 SDP	1 ton/2 SDP	1 ton/2 SDP
Acc/Dec	25/15	5/15	15/15	15/15	15/15	15/15	10/15	10/15
S.I.	8	8	12	10	18	25	30	35
Draft	1m to 2m	1m to 2m	1m to 2m	N/A	10m	12m	16m	20m
SDP Range	Battleship	Carrier	Supercarrier	Escort Carrier				
SDP Limits	7500-15,000	20K-35K	35K-70K	12K-18K				
Cost/SDP	5/space 2800 eb	5/space 3500 eb	5/space 3500 eb	5/space 3500eb				
Spaces	6000-12,000	7000-14,000	8000-20,000	4,000-10,000				
Top Speed	18 knots	22 knots	25 knots	28 knots				
Range	5000 miles	3000 miles	5000 miles	3000 miles				
Mass	1 ton/SDP	1 ton/SDP	5 tons/4 SDP	1 ton/SDP				
Acc/Dec	5/20	5/20	3/20	5/20				
S.I.	45	40	50	40				
Draft	22m	20m	27m	18m				
Notes		30-50 planes	70-100 planes	10-25 planes				

Light Cruiser: In the first half of the 20th century these were the cruisers that existed. As naval technology developed, a new class was later developed to fill the gap between cruiser and battleship in capability. In the 21st century, Light Cruisers are relegated mostly to command operations and fleet coordination and defense. Some models, throwbacks to the WW2 era, are still naval workhorses used in all manner of combat operations.

Heavy Cruiser: Also known as the Battle Cruiser, this class of warship was developed as a stage between Cruiser and Battleship. Heavy Cruisers generally carried weaponry only marginally more effective than their lighter counterparts, while massively upgrading armor and engines.

Battleship: The largest weapons platforms floated by man. Battleships ruled the seas for some 40 years, able to sink anything on the water and destroy anything along the shore. With the Pacific Rim operations of World War II, the Battleships were shown to have lost their edge with the addition of aircraft to naval arsenals.

Carrier: This is the aircraft carrier. This class now usually covers those carriers used as V/STOL or chopper transports, as well as most of the 1930-1960 vintage carriers still in service. These ships typically carry between 30 and 50 aircraft.

Supercarrier: This is a new class of carriers that came into being through the late 20th century, carrying two, three or more times as many aircraft as their predecessors, as well as being faster ships. These ships tend to carry more aircraft than most third world nations maintain in their entire air forces; 70-100 aircraft.

Escort Carrier: This is a smaller carrier. the design initially was to supply a small compliment of aircraft to ASW battle groups escorting supply convoys across the North Atlantic during WW2. Since then the design has evolved, eventually becoming a helicopter carrier and finally the command ship for Marine Amphibious ready Groups. Aircraft capacity ranges anywhere from 15 to 50 aircraft, typically mostly helicopters.

A Few Notes:

Cargo: Ships typically have a cargo capacity equal to 75% of their mass. Subs have a capacity equal to 20% of their mass. Ships may not have their cargo capacities modified due to safety and expense reasons.

Space: Surface vessels can generally ignore the space limits normally placed on vehicles due to the environment they operate in. Plenty can be piled up inside and outside a boat without excessive worries about sinking it, unlike land or air vehicles which can suffer undue stress and component deterioration from overloading.

Knots: A Knot is a Nautical Mile. 1 knot = 1.1508 (1.15) statutory mile (miles on land). 1 mile= 0.869 (0.87) knots. 1 knot = 1.8516 (1.85) kilometers.

Standard features with every hull

Bilge pumps sufficient to remove the usual water from leaks around the hull.

Options

Armor: Armor works in the same manner as with land vehicles. With ocean vessels, armor can equal the ship's SDP. With the ship's size, the cost of armor fluctuates.

Weight

Cost Multiplier

< 1 ton	X1
1-10 tons	x1.5
11-25 tons	x2
25-50 tons	x2.5
51-100 tons	x3
101-500 tons	x4
501-1000 tons	x5
1000+ tons	x7
10,000+ tons	x8
50,000+ tons	x9
100,000+ tons	x10

Alternate Building Materials: The rules take into account that ships are made of steel and boat of fiberglass. You can choose to have a vessel made of an alternate material, changing the ship's base weight, SP and cost.

Material Modifiers			
Material	SP	Weight	Cost
Steel	x1	x1	x1
Aluminum	X0.5	x0.4	x3
Kevlar/Resin	x1	x0.2	x40
Titanium	x1.2	x0.3	x10
Superdense Alloys	x1.25	x2	x70
Fiberglass	x0.5	x0.75	x0.8
Timber	x0.25	x0.75	x60

Added Structure: As per usual rules. Only applies to ships under 25 tons in mass.

Improved Structural Integrity: Ships are delicate. Even if damage isn't overwhelming, they can still unexpectedly sink from it. Improved Structural Integrity allows a ship a better chance to survive damage. This only applies to ships, not to boats. For those, you can simply pump unused space full of bouyant foam which will keep them afloat regardless the situation. The table reflects a 10% increase in base Structural Integrity for the ship.

Added SI	SDP Cost	Space
Boats	+25%	Any not assigned to gear or crew space.
<10 tons	+5%	2%
10-50 tons	+10%	4%
51-250 tons	+15%	7%
251-1000 tons	+20%	10%
1001-10000 tons	+25%	15%
10,000+ tons	+35%	20%

Weaker Structure: Applies to all ships. As per usual rules.

Compartmentalization: This consists of adding bulkheads, watertight hatches, and the like in order to assist in preventing the ship from sinking should the hull be penetrated. These compartments are not necessarily independent rooms, but typically are entire holds or blocks of rooms on larger ships. Adding a single compartment to a boat (any watercraft under 65 feet in length) costs +5% of the boat's SDP cost and add 1% to the SDP while adding 2 to the boats structural integrity. Adding a compartment to a ship costs 5% of the ship's SDP cost, and absorbs 1% of the available space, and adds 1% to the SDP total and 5 to the ships structural integrity.

Propulsion: It is assumed with all vessels that they come with a CHOOH2 powered propulsion system. A Dinghy might have only an outboard motor, but a battleship will have an engine room mounting several immense engines hooked up to a series of differen-

tials and drive shafts eventually leading to the propellers. sailboats are the only exception to this, having sails instead of an engine (the many have small engines to move them during periods of dead calm). Along with the usual propulsion modifiers (speed, range, acceleration), ships may also use alternative propulsion sources, which will be detailed below.

Added Speed: Modifiers vary by ship mass. All listed modifiers are per 10% added top speed.

Mass	SDP Cost	Space
<10 tons	+25%	5%
10-50 tons	+15%	4%
51-250 tons	+10%	3%
251-1000 tons	+5%	2%
1001-10000 tons	+1%	1%
10,000+ tons	+1%	1%

Lowered Speed: Modifiers vary by ship mass. All listed modifiers are per 10% lost speed.

Mass	SDP Cost	Space
< 10 tons	-10%	+5%
10-50 tons	-8%	+10%
51-250 tons	-6%	+8%
251-1000 tons	-4%	+6%
1001-10000 tons	-2%	+4%
10,000+ tons	-0%	+2%

Boosted Acceleration: This requires a special transmission unit be built for the ship. For every 10% boost in acceleration, the transmission costs 5% of the ship's base SDP cost and requires 1% of the ship's space. maximum boost is 100%

Extended Range: Every 25% increase in range for ships over 1 ton subtracts 10% of the vehicle's space. Ships under 1 ton just string a few gas cans aboard.

Reduced Range: Every 25% decrease in range for ships over 10 tons adds 10% to the free space. Ships under 10 tons use outboard motors with built in gas tanks that cannot be reduced.

Nuclear Power: Available only for ship of 5,000 tons or more, as well as subs of 200 tons or more, nuclear power allow for greater range, speed, and efficiency. Nuclear power costs 3.5 million eb and increases the ships speed and acceleration by 20%, while taking an additional 10% of the space. A ship with nuclear power could run at full speed for roughly 3 years before needing to resupply the reactor core with fresh fuel rods. nuclear power requires a team of 9 specialists to properly maintain (and in many cases operate).

Sail Power: Any ship can be built for sail power rather than CHOOH2. Unfortunately, with large ships, such power becomes ever more inefficient as the mass increases. Sail power should only be used on ships under 5,000 tons. When sails are installed, increase free space by 10% and reduce the speed by 50%. Ships using sail power cannot have any other propulsion modifiers applied to them. Initial outfitting with sails doesn't affect the price, but will cost 5% of the ship's base SDP costs annually for sail and line replacements.

Fuel Cell Powerplant: Fuel cells directly convert Alcohol (like Choo2), methane, Borax, Hydrogen, or any of a number of other substances into electrical power (Fuel cell systems work with one specific substance only). Advances in materials science since 2000 have made them a practical and relatively pollution free means of propeling a ship. An Alcohol Fuel Cell costs 50% more than a

standard Alcohol burning engine, but reduces fuel consumption by approximately 50% and thereby increase range by 50%. Submarines on the other hand should use Hydrogen Fuel Cells because they only produce water, instead of water and carbon dioxide, relieving pressure on the sub's ventilation system and making it quieter. Hydrogen fuel cells are for all intents and purposes the same but cost 60% more than a conventional power plant since liquid oxygen must also be carried. The LOX can only be used to provide power since there is no equipment to heat it to room temperature or regulate its release so that it can be used to extend the time that can be spent between surfacing. The Borax fuel cell system is powered by a borax based compound, which is broken down in the cell to form soap. This system has a greatly reduced risk of fire or explosion in comparison to the others. In any case, the fuel cell generates electrical power for a turbine that drives the propellers or screws.

Improved Handling: Ships improve control and handling by installing a series of thruster motors around the hull to enhance rudder steering capability. Every +1 raises SDP costs by 15% and decreases free space by 5%, with a maximum bonus of +5 for ships under 5000 tons, and +3 for ships over that limit. Additionally, the thrusters allow the ship to take a stationary position by being set on autopilot to counter currents.

Subs may also improve handling with aero/hydrodynamic styling, gaining +2 to all handling rolls. early models using this had free space reduced by 15%, but more recent models build wings or pylons, allowing for the mounting of weapon pods externally while not consuming any interior space.

Increased Dive Depth: Submarines can be built to dive deeper than usual. Every 10% extra depth adds 25% to the SDP price and decreases the available space by 2.5%

Extended Battery Time: To increase the time a sub can operate underwater, you must add more batteries. Every 25% increase in battery time uses 10% of the space.

Extended Air Time: Subs can shut down to conserve battery time and increase their dive length. But the crew cannot conserve air in a realistic capacity. Additional supplies of fresh air and scrubbers must be built into the sub to increase this capacity. Every 25% increase in air time consumes 5% of the sub's space.

Hydrofoil System: This system lifts the boat's hull out of the water, leaving it to float on the hydroplaning surfaces of the hydrofoils. This effect enhances the ship's speed without requiring bigger or better engines. The hydrofoil system increases the base SDP price by 50% and reduces available hull space by 15%, thanks to the installation of the foils, lift systems, and special drive systems. In return, the system increases the ship's speed by 150%. Foilborne Acc/Dec is 25/10. Ships of up to 250 tons may be converted to hydrofoils. The foils and lift systems have SDP equal to 10% of that of the ship and may be lightly armored (SP 40 or less).

Planing Hull: This hull lifts a boat out of the water as speed increases, functioning much like a hydrofoil system. Increases base SDP cost by 10% and does not reduce available hull space. Increases ship speed by 75% and may be used on ships of 250 tons or less.

Weapon Mounts

Fixed Mounts: These mounts can mount any weapon aboard ship, and are generally reserved for external torpedo tubes, missile launchers or depth charge launchers. They cost 10% of the

weapon's cost and result in a -1 WA penalty.

Pintle Mounts: Naval pintle mounts are a bit heavier than the usual far on dry land. Naval pintle mounts can mount a weapon of up to 3 spaces, with a -1 WA. They cost 1,000 eb and require no extra space. Power assisted models exist, allowing for full WA, even with heavier, hard-to-maneuver weaponry.

Carriage Turrets: These are rotating platforms upon which larger weapons are mounted, allowing for rapid traversing and 360 degree rotation. These turrets cost 50% of the weapon cost and require a number of hull spaces equal to 10% of the mounted weapon's space. An ammo feed from belowdecks increases the cost to equal that of the weapon and increases the space requirement to 50% of the mounted weapon.

Armored Turrets: These are turrets encased in armor to protect the weapon crews and weapons. Use the standard rules in Maximum Metal. Also, a single weapon may be designated the turret's primary weapon and an ammo feed installed for it. Only one ammo feed may be installed on a turret. Multiple weapons of the same type can utilize a single ammo feed. Naval turrets typically mount 2 to 4 of the same weapon in the turret to take advantage of autoloaders and ammo feeds from belowdeck.

Pod Mounts: As per the Maximum Metal rules, and can only be mounted on subs.

New Weapons

The guns militaries and corporations use on land are pea shooters compared to the weapons of war used by the world's navies. The navies use more powerful cannons and missiles than any used anywhere on earth, with the exception of a few ridiculous weapons used in World War One and experimentation in the 1950's. The rate of fire assume the use of an autoloader and motorized ammunition feed to speed up the reloading process. If such systems are unavailable or unusable (damaged in battle), use the number in parentheses. The listings of available weapons are primarily broken down by Guns/Cannons, Missiles and Torpedoes. These categories are then broken down by the weapons of national navies and generic commercial weapons.

Cannons:

US Navy Inventory Weapon Systems

Mk 7 16 Inch / 50 Caliber Gun

Since 1942, this has been the primary battleship gun deployed by the United States, and the largest guns ever made for a naval vessel, aside from the 18 inch guns mounted on the long-sunk Japanese battleship, Yamato. Unfortunately, no battleship duels ever occurred, relegating these guns to fire support missions for shoreside ground actions. The guns fire either 2700 lb armor piercing round capable of penetrating 30 feet of concrete or



a 1900 lb high capacity shore bombardment projectile. Either round wreaks incredible damage. These guns have such immense ranges, that special tracking and targeting systems have always been required to properly aim at targets over the horizon. The gun weighs some 121,775 kg (135 tons) and uses 200 kg (660lbs) of propellant to fire a 1227 kg (2700lbs) projectile to a distance of up to 42,000 yards (24 miles or 38 kilometers).

[HVY - +2 - N - R - Var(400mm) - 1 - 1/minute - VR - 38 km - 53,000,000 eb]

HEAT does 60d10 AP (Pen.120, 25m) and HE does 70d10 (Pen 70, 70m)

Mk 15 20mm Close In Weapon System

Better known as the Phalanx Sea Whizz, this is a fast-reaction, rapid-fire 20-millimeter gun system that provides US Navy ships with a terminal defense against anti-ship missiles that have penetrated other fleet defenses. Designed to engage anti-ship cruise missiles and fixed-wing aircraft at short range, Phalanx automatically engages functions usually performed by separate, independent systems such as search, detection, threat evaluation, acquisition, track, firing, target destruction, kill assessment and cease fire. Each gun mount houses a fire control assembly and a gun subsystem. The fire control assembly is composed of a search radar for surveillance and detection of hostile targets and a track radar for aiming the gun while tracking a target. The unique closed-loop fire control system that tracks both the incoming target and the stream of outgoing projectiles gives CIWS the capability



ity to correct its aim to hit fast-moving targets, including ASMs.

The gun subsystem employs a gatling gun consisting of a rotating cluster of six barrels. The gatling gun fires a 20mm subcaliber sabot projectile using a heavy-metal (either tungsten or depleted uranium) 15mm penetrator surrounded by a plastic sabot and a light-weight metal pusher. The gatling gun fires 20mm ammunition at either 3,000 or 4,500 rounds-per-minute with a burst length of continuous, 60, or 100 rounds

The system is based around a radar-guided M-61A1 gatling gun. The Block 0 system, developed in 1971, fired 3000 RPM. **Block 1** incorporated a new search antenna to detect high altitude missiles, improved search sensitivity, increased the ammunition available for firing by 50 percent, a pneumatic gun drive which increased the firing rate to 4500 rounds per minute, and started using tungsten ammunition in place of depleted uranium. Block I improvements provide increased elevation coverage, larger

magazine space for increased round capacity, a variable and higher gun fire rate, and improved radar and processing capabilities.

Block 1A incorporated a new High Order Language Computer (HOLC) to provide more processing power over the obsolete general purpose digital computer, improved fire control algorithms to counter maneuvering targets, search multiple weapons coordination to better manage engagements, and an end-to-end testing function to better determine system functionality.

Block 1B Phalanx Surface Mode (PSUM) incorporates a side mounted Forward Looking Infrared Radar (FLIR) which enables CIWS to engage low slow or hovering aircraft and surface craft. Additionally, the FLIR assists the radar in engaging some ASCM's bringing a greater chance of ship survivability. Block 1B uses a thermal imager Automatic Acquisition Video Tracker (AAVT) and stabilization system that provide surface mode and electro-optic (EO) angle track. These Block 1B enhancements will allow day/night detection capability and enable the CIWS to engage small surface targets, slow-moving air targets, and helicopters.

Baseline 2C improvements provide an integrated multi-weapon operations capability. During integrated operations, the command system controls CIWS sensors, target reports, mode employment, and doctrine. The sensors are utilized to provide 360 degree search and track coverage, while providing track data to, and receiving designations from, the Command system. This CIWS installation includes a conversion kit for each weapon group to facilitate ease and safety of maintenance; the "maintenance enclosure" kit installs the below-deck equipment for a gun mount in a prefabricated enclosure with the mount located above it.

When left to its own devices, consider the MK 15 to be an AI-driven weapon system, with an attack roll of 18+1d10 to hit. This doesn't include any bonuses for autofire or penalties for target size and activity.

[HVY - +5 - N - R - 4d10+10 - 6000 - 60/100/300 - ST - 1000m - 1,800,000eb]

MK 33 3-Inch 50-Caliber Gun System

The MK33 3-inch/50-caliber guns were widely deployed on a variety of ships for anti-aircraft protection, but in many instances these mounts have been replaced by the more effective and longer range Vulcan/Phalanx CIWS or NATO Seasparrow mis-



sile systems. These guns were carried by most destroyer escorts and fired a 13-pound projectiles about six nautical miles.

This weapon system is effectively retired from US Navy inventories thanks to more advanced systems that have been developed since this weapon's deployment the better part of a century ago. This weapon system has found a new home functioning as a primary weapon system for heavy riverine boats, third world coastal patrol ships, and as an anti-piracy deterrent on many freighters.

[HVY - 0 - N - P - 8D10 - 8 - 4 - ST - 9000m - 150,000eb]

MK 38 25mm Machine Gun

The 25mm Machine Gun System (MGS) Mk 38 is a 25mm automatic gun system that provides ownship with defensive and offensive gunfire capability for the engagement of a variety of surface targets. It is designed to provide close range defense against patrol boats, swimmers, floating mines, and various targets ashore including; enemy personnel, lightly armored vehicles and terrorist threats. One crewman is required for operation and two for maintenance.



This system consists of the M242 auto-cannon and the Mk 88 machine gun mount. The M242 auto-cannon is an externally powered, dual-feed, single-barrel weapon which may be fired in semi-automatic or automatic modes. In the automatic mode, the rate of fire is approximately 175 rounds per minute. The M242 does not depend on gases for operation but instead utilizes an electric motor, located in the receiver, to drive all the moving parts inside the cannon. Ammunition feeding, loading and firing, extraction, and ejection are all done by the motor. The Mk 88 machine gun mount train and elevation is controlled manually by the gun operator. In the event of a major malfunction, the M242 auto-cannon can be removed from the mount and another auto-cannon installed in five minutes by two people.

[HVY - -1 - N - P - 5D10+10 - 350 - 1/9 - VR - 2700m - 27,500eb]

MK 42 5-Inch 54-Caliber Gun System

The 5"54 MK 42 MOD 10 consists of two component groups: the lower structure(below deck) and the upper structure (above deck). Lower structure components include the carrier, lower hoist and ammunition loader drums. These components provide an uninterrupted flow of ammunition. The upper structure components include the upper hoist, transfer trays, rammer and the components used to fire the gun. They also aim the gun and eject the empty powder cases from the gun. The MK 42 gun was designed by FMC corporation and is now maintained in many foreign Navies by United Defense Corporation. It was the last major caliber gun system with the ability to be fired from local control by an operator in the gun mount.

[HVY - N - P - Var(125mm) - 1 - 1 - VR - 18km - 112,000eb]

MK 45 5-Inch 54-Caliber Lightweight Gun System

The 5"/54 MK 45 Light Weight Gun Mount (LWGM) is the Navy's primary anti-surface gun battery, and Naval Gun Fire Support (NGFS) weapon. When a target is within the engagement envelope, the 5" gun is significantly more economical than a guided weapon. Versatile and extremely accurate, the gun is also used in an anti-air defense in depth capacity.



The 54-caliber (Mk 45) lightweight gun provides surface combatants accurate naval gunfire against fast, highly maneuverable surface targets, air threats and shore targets during amphibious operations. This lightweight gun system offers significant improvements in reliability and maintainability over the 54-caliber Mk 42 gun systems. The Mk 45 is controlled by either the Mk 86 Gun Fire Control System or the Mk 160 Gun Computing System. Range is more than 13 nautical miles and can fire 16-20 rounds per minute. Each magazine has a capacity of 475-500 rounds.

[HVY - N - R - Var (125mm) - 1 - 1 - VR - 23km - 2.8 million eb]

MK 45 5-Inch 62 Caliber Mod 4 ERGM Gun System

The Naval Surface Fire Support (NSFS) program was developed in response to the Navy's Forward From the Sea strategy and the Marine Corps' Operational Maneuver From the Sea doctrine. Both of these documents described the need for a combination of various NSFS systems for close-in and over the horizon (OTH) amphibious operations with sufficient range, accuracy, and lethality to meet the wide range of requirements for the support of assaulting forces during all phases of the operation. The NSFS mission is not only for Naval Gunfire Support but also for suppression and destruction of hostile antiship weapons and air defense systems.

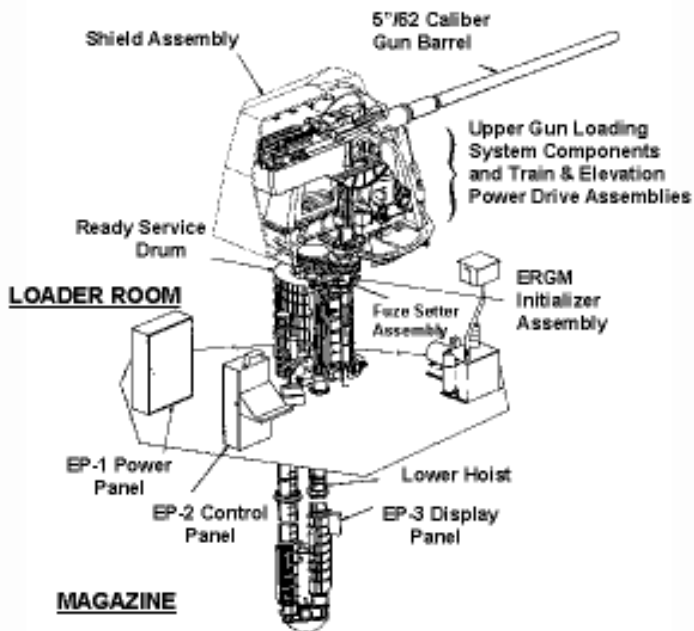
The two key elements of the NSFS program are the Extended Range Guided Munition EX 171 and the modified MK 45 MOD 4 gun mount. In conjunction with an increase in barrel length from 54 to 62 calibers and other gun modifications by United Defense, ERGM is expected to boost the 5-inch gun's range from 13 to 63 nautical miles. Due to the development of the EX 171, the existing 5" MK 45 mounts must be modified to support the new round. The EX 171 will be able to operate at greater ranges than existing 5" ammunition. Both elements are in their early phases of development. The NSFS system will be installed on DDG 52 class ships by the year 2001.

The Naval Surface Fire Support (NSFS) program at Indian Head Division of the Naval Surface Warfare Center has designed/developed a Proof of Concept (POC) propelling charge

capable of launching a Extended Range Guided Munition (ERGM) from a 5-inch 62-caliber gun. The NSFS program was born from the Navy's "From the Sea" maritime strategy and the Marine Corps' "Operational Maneuver From the Sea" doctrine. As directed by the CNO Executive Board (CEB), a modification to the existing 5"/54 Mk 45 gun system was determined to be the best alternative to meet the near term needs. The modification included upgrading of the 5"/54 gun system to a 5"/62, design/development of an ERGM and the design/development of a high energy propelling charge.

Based on the current propelling charge performance, it was apparent that the Navy did not have a propelling charge that could be transitioned into a high performance charge. Navy senior propellant technologists, utilizing their extensive knowledge gained through the development of M43 propellant for the Army, suggested that a nitramine propellant would be the key to the goal. Pilot plant and production engineers were soon manufacturing what has evolved into a nitramine propellant. Introduction of a nitramine propellant required engineers to design a new bayonet-type primer specifically optimized for use with the propellant. This task was soon accomplished, and the new propellant and primer were married into the EX 167 propelling charge. The EX 167 has been gun tested and has shown that it is capable of launching ERGM-type projectiles from a 5-inch 62-caliber gun while staying below the gun operating pressure.

Raytheon TI Systems' ERGM is a rocket-assisted 5" projectile that will be fired from the 5"/62 MK 45 Mod 4 Gun Mount. It incorporates a rocket motor and internal Global Positioning System (GPS) coupled with an Inertial Navigation System (INS). The coupled GPS/INS will provide autonomous guidance and control to a fixed target location determined prior to firing. The rocket motor will provide range capability far in excess of current ballistic projectiles (Threshold range - 41 NM; Objective range - 63 NM). The warhead will consist of a highly effective submunition payload of 72 XM80 Dual Purpose Improved Conventional Munition (DPICM) over a selectable 20-100 meter area with 10-20 meter accuracy, thanks to GPS-aided guidance.. The combination of the extended range and GPS/INS position accuracy will provide significantly



improved performance to meet NSFS mission requirements. A planned Improvement Program (P3I) is underway that will explore ways to expand ERGM's capabilities and reduce its cost. Beginning in 2002, about 50 Aegis cruisers and destroyers will be outfitted with the 5-inch/62-caliber ERGM capability.

While the weapon does the same damage as regular 125mm ammunition, the rounds of this system are not interchangeable with those of other 125mm guns.

[HVY - N - R - Var (125mm) - 1 - 1 - ST - 111km - 6.8 million eb]

MK 75 76mm Gun System

The Mark 75 three-inch gun is a capable gun in between the Mark 45 and Mark 38. Range is 10 nautical miles and is rated at 80 rounds per minute. Because of performance, lightweight and low manning requirements, the the lightweight, rapid-fire MK 75 is suited for installation on small combat vessels.

The system was significant as one of the first completely automated weapon systems. It is remotely controlled from a fire control center located deep within the ship, reducing the combat manning requirements to a crew of one to fire, plus whatever crew might be necessary to reload the weapon's magazines. It was one of the first remote control weapons deployed by the United States Navy.

[HVY - N - P - 8D10 - 450 - 2 - ST - 18km - 750,000eb.]

MK 96 25mm Gun



Designed for use on coastal patrol vehicles, the MK 96 is essentially an M242 autocannon mounted on a stabilized, remote control platform, eliminating the need for the weapon to be manned as it is in the MK 38 version. The weapon is provided a greatly expanded payload and is controlled from a central console located within the ship.

[HVY - - 1 - N - P - 5D10+10 - 3500 - 1/9 - VR - 2700m - 127,500eb]

VGAS 155mm Gun

The Navy plans to address its surface fire support capability deficiencies in two phases, near- (scheduled completion by fiscal year 2001) and long-term (time frame still being defined). In the long-term phase, the Navy plans to develop a 155-millimeter vertical gun for advanced ships (VGAS) with an extended range guided munition. The Navy plans to equip the class of surface combatants, the DD-21 class, with the vertical guns beginning about the year 2008. The extended range guided munition technologies being developed within the near-term phase, along with the technologies being examined by several separately funded Advanced technology demonstration projects, are expected to be applicable in the long-term phase to develop other guided projectiles, including 155-millimeter and larger versions. The 155-mm gun will provide coverage up to 100 nm miles inland at the rate of 10-15 rounds per minute.

The development of the conceptual 155 millimeter gun may result in either a pointing gun or a fixed, vertical gun [VGAS]. The heart this gun will be an automated, ammunition magazine to

reduce manning and increase the magazine capacity for rounds. With two VGAS guns on DD-21 it would be possible to carry as many as 1400-1500 rounds in a CESB module no bigger than our current VLS launcher.

[HVY - N - R - varies(155mm) - 1400 - 1 - ST - 184km - 12 million eb]

Generic Commercial Weapon Systems

125mm Cannon: This is the 5 inch gun commonly used on everything from Light Cruisers down to Frigates. [HVY 0 N R Var(125mm) 1 12 (3) VR 16 km 550,000 eb] HEAT rounds do 6d10 AP damage (Pen. 12), HE rounds do 7d10 damage (Pen. 7, 3m blast radius) and Direct Fire APFSDS rounds do 16d10 AP damage (Pen. 32 8m. blast radius, range 3 km).

200mm Cannon: From this size up, the weapons truly move into another level of capability, firing shells of absolutely immense proportions at their targets. This is an 8 inch gun typically used as the main weapon on destroyers and secondary weapons on Light Cruisers. [HVY 0 N R Var(200mm) 1 1(1/2) VR 12km 1,250,000 eb] HEAT does 18d10 AP (Pen. 36, 5m) and HE does 15d10 (Pen. 15, 10m).

250mm Cannon: This is a 10 inch gun, used as a main weapon on Light Cruisers. [HVY 0 N R Var(250mm) 1 1(1/3) VR 16km 1,750,000 eb.] HEAT does 24d10 AP (Pen. 48, 5m) and HE does 20d10 (Pen. 20, 12m)

300mm Cannon: This is a 12 inch gun, used as the main weapon on Battle Cruisers. [HVY 0 N R Var(300mm) 1 1(1/4) VR 20km 2,500,000 eb.] HEAT does 32d10 AP (Pen. 64, 8m) and HE does 25d10 (Pen. 25, 15m)

400mm Cannon: This is the granddaddy of them all, a true monster with a barrel bore 16 inches in diameter. The shells it fires are the size of the old volkswagen beetles or larger. Mounted on battleships, they are used for gun duels between such kings of the high seas as well as obliterating large expanses of shoreline in preparation for amphibious assault.

Vertical Launch Guns: These are guns built into the core of the ship, removing the 'delicate' turret and related mechanisms. The result is a gun built into the ship, firing straight up, which is more robust and better protected than any turret mounted weapon. The turret rotation systems are removed, as are the gun carriages to elevate the weapon, lightening the weapon support system as well as simplifying the autoloader system. Vertical Launch Guns (VLGs) fire a special Glide ammunition. These weapons suffer a 10% reduction in range, 25% increase in price, and -2d10 damage in comparison with their traditional equivalents.

Space Requirements: 125mm: 17 spaces. 200mm: 30 spaces. 250mm: 40 spaces. 300mm: 55 spaces. 400mm: 75 spaces.

Ammunition Types:

Armor-Piercing: Doubles penetration on the 125mm and smaller weapons, triples penetration on 140mm and larger weapons. Reduce burst to 0 for 250mm or smaller weapons, 1m for larger ones. Double the cost of the shell.

Chemical: Filled with gas or smoke. Triple the burst radius, no penetration. Smoke costs 1/3 normal, hot smoke, which blocks IR and thermograph costs normal, tear gas costs double, sleep gas triple, and nerve agents cost twenty times normal.

Cluster Bomblet: Double price, triple burst radius, reduce penetration to 4.

Glide: Used exclusively with VLGs. Double price. See VLGs for more details.

HEAT: Uses a shaped charge to penetrate armor rather than kinetic energy and mass. Double cost, double penetration (use normal PEN vs. composite armor) and reduce burst by 1/2.

Laser-Guided: Shell targets a laser beam painting the intended target. Use the usual rules. Triple shell cost.

Rocket-Assisted: Double range and shell size, triple cost.

White Phosphorous: use Maximum Metal Rules. WP rounds cost five times normal

Missiles:

US Navy Inventory Missile Systems

Generic Commercial Missile Systems

Tomahawk III Cruise Missile: This is a missile mounted with wings in order to provide a flight path rather than a ballistic path, providing the missile more stealth and better range. The missile is loaded normally with a conventional warhead, capable of destroying hardened targets on impact. The missile strikes first, causing 10d10 AP damage (Pen. 20), before the HEDP charge in the warhead detonates milliseconds later, causing another 35d10 HEDP damage (Pen. 25) according to the rules for HEDP warheads (AP damage to target, normal damage to everything within 20 meters). 1.2 million eb. Range: 450 miles.

[HVY +0 N P 10d10AP(20) + 35d10 HEDP(70/35) 1 1 VR 450 miles 1.2 million eb 12 spaces 1000kg]

Harpoon IV Anti-Ship Missile: This missile is the latest in a family of anti-ship missiles in development since the 1950's. This missile bears a heavy HEAT warhead.

[HVY +3 N P 15d10AP(30) 1 1 VR 45 miles 32,000 eb 4 spaces 230kg]

Sea Sparrow XII Anti-Ship Missile: This is a lighter anti-ship missile, more accurate but less damaging than the Harpoon. [HVY +5 N P 10d10AP(20) 1 1 VR 12 miles 20,000eb. 2 spaces 105kg]

Heavy Torpedo: These are generic sonar guided torpedoes, manufactured by dozens of corporations worldwide.

[HVY +0 N P 25d10AP(50) 1 1 VR 2500m 8,500 eb]

Medium Torpedo: Generic sonar-guided torpedoes. [HVY +0 N P 12d10AP(24) 1 1 VR 800m 4,000 eb]

Oceanic Weapons:

External Torpedo Tube: External Torpedo Tubes are simply lengths of pipe mounted on a sturdy fixed mount on the bow of a ship. To fire, the operator simply pulls a lever, triggering an explosive charge which launches the torpedo from the tube. Upon hitting the water, the torpedo's engine ignites and propels the torpedo to its desti-

nation. This simplest form of torpedo tube costs a mere 5,000 eb, requires no internal space, and weighs in at 600 kg. More advanced forms, with linkage to the torpedo's guidance systems and the ship's sensor suite, cost an extra 15,000 eb due to the electronics package and pneumatic ram that launches the torpedo.

External Depth Charger: A depth charge is a barrel or drum packed full of explosives and set with a pressure sensitive fuze. When the drum sinks to a certain depth, the fuze detonates the contents and the explosion emits a very powerful concussive wave due to the incompressibility of water. This pressure wave radiates outwards, losing energy in the process, and hopefully damaging the target submarine in the process. A Depth charge contains roughly 250 kg of an explosive known as SDX, a liquid-based binary explosive. 1 kg of this explosive is capable of 9d10 damage in a 1m radius. The resulting explosion of a depth charge causes PEN 2250 damage in a 250 meter radius, with an additional 12 radius bands (each band is 250 meters thick, halve the damage from the previous band).

The launcher is simply a sloped storage rack with a box at one at the bottom of the sloped ramp. The box contains the necessary controls to set the detonation depth of the charge and a manual lever releases the charge, dumping it off the stern of the ship.

The launcher costs 10,000 ed, requires no space, and weighs a mere 350 kg. It can hold six depth charges at a time.

VLS: The Vertical Launch System. With space at a premium on some ships and the need to protect missiles and rockets from attacks prior to launch, the Vertical Launch System, or VLS, was developed to solve both problems. The launcher is built into the ship, affording it all the armor of the hull, while freeing up a great deal of deck space for other systems. The launcher costs 355,000 eb and requires 15 spaces, while adding 1500 kg to the ship's weight. The VLS is custom built to particular missile systems.

Above-Water Torpedo Tube: This is a torpedo tube built above the waterline. It uses a pneumatic ram to launch the torpedo from the tube, which then activates once it hits the water. The tubes have hydraulic cover plates armoring the opening of the tube in the bow. These launchers are designed for use with all the latest forms of torpedo guidance and have integrated control systems. This installed launcher costs 38,000 eb and takes up 15 spaces.

Submerged Torpedo Tube: This is a system nearly identical to the Above-Water Torpedo tube, but lacks the Pneumatic Ram, replacing it instead with water pumps to flood the tube before firing. This launcher supports all guidance systems. Cost: 32,000 eb, Space: 12 spaces.

Environment

Ejectable Crew Compartment: Availability C, 25,000 eb, 1 space per crewman. This submarine feature allows the crew compartment or bridge of a sub to be jettisoned to begin a slow ascent to the surface, using a positive buoyancy ballast and the internal air supply to float it to the surface. The pod provides air for 4 hours, which is usually sufficient time to reach the surface for most dives.

Civilian Environmental Controls: Offers air temperature control only. 500eb, no space.

Medical Bay: A well-equipped but cramped bay, equal in caregiving capacity to an ambulance. Supports treatment of one person at a time. 5,000 eb, 4 spaces. An additional 2,000 eb and 2 spaces per additional person in capacity.

Countermeasure Dispensers

Inkjet: Availability C, 1,000eb, 1 space. No, this isn't an antique printer from decades ago. This is a dispenser which releases a cloud of ink underwater as part of the submarine's defensive systems. The jets of ink dilute in the water, forming an immense, impenetrable cloud of black ink. The ink will defeat all sighting equipment and lasers. The unit can be fired off 3 times before requiring a refill. Reload cannisters cost 100eb.

Sonar Decoys: Availability P, 500eb, 1/5 space. These are specially modified torpedoes. Rather than a warhead, they mount and inflatable mylar balloon which acts as a decoy vessel for sonar signatures as well as a speaker system to broadcast false engine noise.

White Noise Bouys: Availability P, 250eb, 1/10 space. These are small negative buoyancy pods with white noise generators. They will render sonar useless within a 1 km radius. Each includes a small inflatable balloon which can be used to float the generator near the surface, rather than allowing it to very slowly sink. The bouys will sink at a rate of 25 feet per minute.

Active Countermeasures

White Noise Generator: Availability P, 5,000eb, no space. This system generates a high level of background noise which will cover all traces of unnatural sound originating within a 5 km radius. The system renders sonar useless inside this sphere of effect.

Communications

Low Frequency Antenna: Availability R, 120,000eb, 0 space. Subs can operate at very deep depths to which normal radio signals cannot penetrate, resulting in many subs requiring specially developed low frequency radios to send or receive instructions. These radios provide text transmission rather than sound transmission and allow the subs to communicate with the surface world from depths past 5000 feet.

Antenna Spooling: Availability P, 20,000eb, 1 space. This allows a sub to launch its antenna on a floating buoy attached to the sub by a strong cable. This allows the antenna to get closer to the surface of the ocean to keep radio contact with the surface world. The cable extends 1 mile. Each additional space dedicated to the system extends the antenna range an additional mile and costs 15,000eb. Cables extended more than 2 miles require the sub to enter a stationary position, otherwise the cable will be snapped by current generated stress.

Electronics

Marine Radar: This radar has a longer range of 50 km, but does not have the anti-jamming features of military radar. It may have Look-Down capability. Availability: P, Cost: 5,000 eb.

Sonar: Availability C, 3,000eb, no space. Used to detect moving objects within 2km. Jammable by white noise generators.

Military Sonar: Availability P, 25,000 euro, 2 spaces. An improved sonar system with a range of 15km and filtering systems to make it harder to jam.

Sonar Options Include:

Audio ID: Civilian model availability C, 2,500 eb, no space. Military version availability R, 50,000eb, 1 space. This is a computer which

analyzes sounds picked up through the sonar system and compares them with a database of known aquatic sounds, in order to identify the ship, sub, ocean current or aquatic lifeform responsible for the sound. The civilian version identifies commercial ships, while the military version identifies EVERYTHING, right down to human heartbeats at 50 meters.

Terrain Following: Availability C, 2,000 eb, no space. This system allows subs to identify and track the underwater terrain and functions as an enhancement to GPS.

Sonar Detector: Availability P, 1,000 eb, no space. This system filters sounds to detect, track, and identify incoming foreign sonar signals. The system includes a sonar ID system which can identify the make and model of a sonar signal and provide a list of ships which use that model.

Miscellaneous Equipment

Telescoping Cranes: These cranes are used to load or unload the ship. They have a capacity of 10 tons and may be mounted on any ship 200 tons or larger in size. Availability: C, Cost: 1500 eb, Weight: 3 tons.

Loading Cranes: Larger vessels require larger cranes to more efficiently use dock time. These cranes have a capacity of 40 metric tons. Availability: C, Cost: 10,000 eb, Weight: 12 tons.

Heavy Cargo Cranes: Made primarily for military ships than need to carry their own loading capacity with them, these expensive but powerful cranes can easily lift and move 100 tons at a time. Availability: C, Cost: 80,000eb, Weight: 20 tons.

Landing Pad: This is a landing area capable of handling a chopper or AV, including tie-down equipment as well as refueling and maintenance equipment. Availability: P, Cost: 130,000 eb, Weight: 4 tons. A Hangar may be added for an additional 50,000 eb.

Catapult: This is old technology, a pneumatic or steam-powered ram on a rail, used to accelerate planes to airspeed in a very short distance. The cost of Catapults are included in carrier hulls and need not be purchased on the side. This system is for use with seaplanes launched from cruisers, battleships, and the occasional destroyer. Availability: P, Cost: 250,000 eb.

Daggerboard Keel: This is a retractable keel of smaller vessels, those weighing 250 tons or less. The keel, normally retracted into the hull, can be extended for additional stability in deep sea operations. This keel is normally fitted on ships designed primarily for coastal or shallow water use. Availability: P, Cost: 10% Base SDP, Space: 5%

Options for Other Vehicle Types:

STOL System: This system allows the aircraft to launch or land on short runways measuring only a few hundred feet. Availability: C, Cost: 150,000 eb.

VTOL System: Vertical launch and landing system for aircraft, allowing them to land in the same space as a chopper or aerodyne. The system consumes fuel equal to 150 miles range when it takes off or lands (reduce range by 300 miles if you take off and land vertically). Availability: P, Cost: 330,000 eb.

Carrier Conversion: This is a structural and landing gear enhance-

ment for carrier-based versions of aircraft. The system strengthens the airframe and landing gear, as well as installs an arrestor hook and drag chuting, to withstand the stress of catapult launch and the sudden stops of deck landings. This system is only available for military aircraft and without it, a plane cannot land on an aircraft carrier. Availability: R, Cost: 175,000 eb. For only \$35,000 eb, a seaplane can be made catapult launchable.

In-Flight Refueling System: This system allows Avs and Aircraft to refuel from special tankers while in flight. The system requires 1 minute per 300 miles of range to pump the needed fuel into the aircraft's tanks. The system increases the base SDP cost of the aircraft by 25%.

Heavy Winch: A winch capable of pulling or lifting 25 tons. Availability: C, Cost: 2,000 eb.

AV Turbine Drive Train: For centuries, turbines have been used for a wide variety of purposes, starting with water wheels for millwork. Turbines developed, especially in the last century, propelling us into the age of electric power, then into the age of jet power and hovercraft. Finally, turbine engines found military use in tanks in the late 1970s. The AV Turbine Drive Train is an evolution of the old Abrahms Tank Turbines, coupling concepts of jet propulsion with tank turbines, and granting aerodynes an additional method of propulsion. The system was pioneered on the AV-3 Aerocop and is now available for retrofitting on any model AV on the market.

The system installs ground wheels, steering and a drive train and transmission coupled to the ducted engines of the AV. This allows the AV to drive on land with the flip of a switch, which closes the maneuvering ducts, rechannels the thrust through a pair of high-torque turbines, and connects the yoke with wire controlled steering system to the front wheels. The system increases the vehicle's base SDP cost by 50%, adds 10% to the vehicle's weight, and air range converts to ground range on a 1:1.5 scale (the engines must fight only air and tire resistance, not that plus lifting the weight; going by ground is more efficient than flying for an aerodyne). For example, 100 miles of flight equates to 150 miles of driving. AV ground maneuverability is -2 and the top speed is 40% maximum flight speed.

AV Enhanced Turbine: This is a supplementary component for the AV Drive Train, allowing the vehicle to run on any flammable liquid, from alcohol, to CHOOH₂, to the wide variety of gases, fuel oils, kerosene, and AvGases available. Increases base SDP cost by 25%, reduce range by 50% when burning none aviation grade fuels.

Appendix B: New Rules

New Skills

Appraise (INT): The ability to accurately evaluate how much an item is worth. At +3 you can gauge the price of most commercial goods. At +6 you're familiar with antiques, collectibles, and black market wares. At +9 you could work for Lloyd's of New London determining the value of the most obscure items and merchandise.

Diving (INT): A functional knowledge of underwater diving practices and familiarity with SCUBA (Self Contained Underwater Breathing Apparatus) and FLUBA (Fluid Underwater Breathing Apparatus) equipment. At +3 you make open water dives down to the recreational limit of 40m. At +6 you can handle blue water wrecks, caves, and deep ocean dives. At +9 you're in serious contention for the world record for maximum depth or immersion time.

Navigation (INT): The ability to travel without getting lost using maps, landmarks, the sun, and the stars as references. At +3 you can deal with short cross country trips and nautical journeys in sight of shore. At +6 you're qualified for expeditions across continents. At +9 you can travel around the globe in perfect confidence.

Sailing (INT): The skill of handling sail powered watercraft. At +3 you can take a small boat out onto a lake without embarrassing yourself. At +6 you can handle a week long cruise in rough weather. At +9 the corps are trying to recruit you for the annual World Cup competition.

Pilot Hardsuit (REF): The required skill for operating a deep immersion hardsuit. At +3 you're a trained operator rated for open ocean work. At +6 you've picked up a few tricks and can deal with difficult current and terrain conditions without breaking a sweat. At +9 you can make a hardsuit do things the engineers never intended.

Pilot Watercraft (REF): The skill of controlling powered surface craft including hydrofoils. At +3 you can pilot a jetski or bass boat under most conditions. At +6 you're qualified to handle large pleasure boats, yachts, and racers under difficult conditions. At +9 you could work the racing foil circuit or find employment captaining a mega-tanker.

Pilot Submersible (REF): The ability to operate underwater vehicles. At +3 you're licensed for blue water work. At +6 you're an experienced submariner qualified for tough environmental conditions and combat. At +9 the newbies worship you like a god and the Seabed Authority comes to you when they have a problem.

Dirigible Tech (TECH): The ability to perform required repairs and service to lighter than air dirigibles and zeppelins. At +3 you can handle routine maintenance. At +6 you're qualified for a chief engineer slot on a passenger or cargo craft. At +9 you're a master of the art capable of signing on as the head of a transport company's service division.

Hardsuit Tech (TECH): The skill required to repair, service, and design deep immersion hardsuits. At +3 you can perform routine servicing and basic repairs. At +6 you can handle rebuilds and major modifications. At +9 you can custom build a hardsuit to the users specifications. Characters with Powered Armor Tech have

Hardsuit Tech at half level, and vice versa, because hardsuits and PA are built using the same technology.

Marine Tech (TECH): The skill for repairing surface watercraft and specialized shipboard equipment. At +3 you can keep a small boat running without a problem and perform repairs on larger craft. At +6 you're capable of supervising major rebuilds on large craft. At +9 captains get into bidding wars to add you to their crew.

Submersible Tech (TECH): The skill covering the design and maintenance of underwater vehicles. At +3 you can handle simple repairs. At +6 you can scratchbuild small runabouts and handle system overhauls. At +9 you're qualified to design and build submersibles in the kiloton range and above.

Underwater Combat Missiles

Missiles use rocket engines that contain their own fuel and combustion agent, rather like providing a fire oxygen underwater. Because of this, missiles and rockets can be fired underwater with fair effectiveness. The basic range of the missile will be reduced by half due to the inefficiency of rocket propulsion underwater. Cruise missiles are a misnomer, and are actually driven by jet engines, usually of a ramjet design. This means that any nonairborne launch will require the use of a rocket booster to get the cruise missile moving fast enough for the ramjet to start, whether launched above or below the water's surface.

Targetting systems also suffer due to the underwater environment. IR targetting will work at roughly 1/4 range. Laser targetting suffers range degradation that worsens with the depth and the pollution of the water. Expect lasers to work at half range or worse. Wire/fiber-optic guided missiles also suffer targetting problems as light diminishes with depth. These missiles are targetted by sight, so when you cannot see your target, you cannot hit. These visually guided missiles can be alternatively targetted through the use of the sonar system, but with reduced accuracy (-3 to hit), or they may be outfitted with headlights of sorts, illuminating the path ahead of the missile.

Explosives

Explosives underwater is a dangerous thing. Water has nowhere near the compressability and shock absorption ability that air has. As a result, powerful pressure waves radiate from the point of detonation. Depth charges use these pressure waves as their primary means of causing damage to submarines. All underwater explosions should be considered to be HEP [Damage is half real and half stun-only. Armor has no effect and is damaged by 2 levels per kg of explosive used].

Life in the Deep Blue Sea The Dangers of Diving

The world beneath the surface of the ocean is a truly amazing one, full of life unlike any you could possibly encounter above the surface. Additionally, untold treasures lie hidden beneath the waves, just waiting for adventurous souls to discover them anew. But in diving, there are several dangers, each of which has the potential to kill you. Exposure, breathing, and pressure.

Exposure

Exposure is the first danger to be dealt with. Water removes body heat 25 times faster than air. Diving in the wrong environment or without the proper gear can easily lead to hypothermia, which weakens you, makes it harder to think, makes fine

Water Temp. 93 F	Hypothermic Reaction: Roughly skin temperature. Diving around the equator isn't at all dangerous because the ocean waters are warm.
88 F	The waters will physically feel cold, causing the diver discomfort. add 5 to the difficulty of any REF or INT based skill checks.
84 F	Waters this cold will induce shivering as the body tries to stay warm. +10 to REF/INT difficulty and temporarily reduce BOD by 1
78 F	Dive time is limited to 1 hour. +15 to REF/INT difficulty and -2 BOD temporarily. After the 1 hour limit is passed, the diver must make a stun save every 10 minutes. He will lapse into unconsciousness if the check fails or lose 1 BOD if it succeeds.
60F	At this point, the water become very dangerous. The diver can dive for a period of time equal to 1 minute per degree fahrenheit before hypothermia checks must be made.
Wetsuits reduce the temperature limits for each phase of hypothermic reaction by 25 degrees. Drysuits will reduce the limits be 40 degrees. Unisuits will reduce the limits by 60 degrees.	

motor control impossible, causes cramps, and can put you to sleep as your body tries to conserve heat. Succumbing to heat loss is a sure death warrant if you dive alone. A variety of solutions have been developed from dive alarms limiting your time to wetsuits to insulate.

Breathing

The lungs of air breathing animals operate just like the gills of fish, removing carbon dioxide from the blood and replacing it with oxygen. Unfortunately, lungs cannot process gasses from water, just as gills cannot process gasses from air. So, without air tanks to provide you with oxygen, or gills to pull it from the water, you have one last option; holding your breath, which you can only do for so long. With no activity, you can hold your breath about 45 seconds per point of BOD. Normal activity or swimming reduces this to 30 seconds per point, and strenuous activity reduces it to 15 seconds per point. Consider 12 the maximum BOD for these calculations. This time limit can be extended an extra minute by hyperventilation.

For every 10 seconds past the calculated maximum, the character must make a stun check or lapse into unconsciousness, at which point he will begin breathing normally and proceed to drown. Fortunately, death by drowning isn't a fast process. For every minute that passes while unconscious, the character suffers 1 point INT lost due to brain damage; at 0, the character is dead.

Pressure

Pressure is the most immediate and constant danger divers face, for no matter where you dive, it affects you the same. For every 33 feet or 10 meters a diver goes down, the pressure increases by roughly 1 atmosphere. Your BOD determines your diving ability. You can dive comfortably to a depth of BODx2. You can survive to BODx4. And for every 2 atmospheres past that, you'll suffer a point of damage (this assumes you suffer damage prior to your body coping to the pressure change). Someone with a BOD of 5 could dive comfortably to 10 atmospheres (297 feet deep) and

survive unharmed to 20 atmospheres (627 feet down). Though this may seem safe, it isn't. Even when one is able to survive, pressure is a danger. When calculating depth by converting atmospheres to feet, reduce the atmospheres by 1. You have to be above water to feel 1 atmosphere of pressure.

The first danger is Squeeze. As you dive deeper, your body compensates for the increasing pressure. Unfortunately, internal gasses and airpockets cannot do so. As a diver goes deeper, he will feel pressure building in his ears, bowels, and sinuses due to the compression of gas or air trapped there. Mostly, this is a discomfort, but it can be dangerous if not equalized, causing the rupturing of ear drums as pressure increases, or the rupture of intestines or lungs if gas decompresses too fast. Ruptured ear drums result in deafness, Ruptured intestines will result in blood poisoning, and ruptured lungs can cause embolisms. Electronics can also be damaged by this squeeze as well, with a 5% cumulative failure rate per 3 atmospheres of pressure they are exposed to. Marine purpose-built or rebuilt equipment takes Squeeze into account and this effect is neutralized.

The next danger of diving is Nitrogen Narcosis. This is the compression of nitrogen in the body, which becomes toxic at high pressures, affecting a diver much like alcohol will. These effects can be avoided through proper training in deep sea diving and with the use of appropriate breathing mixtures.

The third danger is Oxygen Toxicity. At a depth of 33 feet (2 atmospheres), pure oxygen becomes toxic. At a depth of 297 feet, or 10 atmospheres, normal air becomes toxic due to its oxygen content. With oxygen toxicity, the effects are much like drunkenness; nausea, twitching, confusion, loss of motor control. Anxiety, hyperventilation, twitching and fatigue can also set in. A COOL check is required when this occurs in order to safely ascend to the surface.

The last pressure related danger occurs when one ends a dive; the Bends. What occurs is this: under high pressure the

Nitrogen narcosis' stages and effects	
Stage: Depth:	Effect:
Stage 1 100 ft/ 3 Atm.	The diver may not be able to think clearly and may suffer some impairment of judgement COOL check to head to the surface.
Stage 2 150 ft/ 4.5 Atm.	The diver begins suffering dizziness. and can no longer determine up from down. COOL-1 to head to the surface.
Stage 3 200ft/ 6 Atm.	The diver may be unable to communicate clearly (slurred speech and gibbering) and loses fine motor control. COOL-2 to head to the surface.
Stage 4 250 ft/ 7.5 Atm.	The diver is unable to do much of anything, turns aggressive in many cases and usually proves to be a menace to himself and others. COOL-4 to return to the surface.

Effects of the Bends

Location:	Effect:
Brain:	Causes blindness, paralysis, dizziness, convulsions, and unconsciousness.
Joints, Muscles Bones	Most common location of effect, causing extreme pain, often causing the victim to double over from it pain, hence the name of the illness. +10 to the difficulty of anything attempted during this time.
Bloodstream	This can block blood circulation and render certain parts of the body useless. It can also cause embolisms which can be lethal.
Spine	Causes numbness and paralysis.
Lungs	Can cause choking and death by asphyxiation due to the nitrogen blocking the oxygen interface of the lungs.
Skin	causes a rash and severe itching on the skin's surface.

body absorbs a significantly greater amount of gas. When pressure decreases, this gas expands and can form bubbles in the blood stream and tissues if the diver ascends too fast. A rule of thumb is to not ascend faster than the air bubbles from your breathing. If you do ascend faster, you should automatically assume you will come down with the bends within the next 1d10 hours and seek immediate treatment. For every hour that passes once the bends develop, there is a cumulative 5% chance that any physical maladies it causes will be permanent rather than subsiding with treatment. Below is a chart of effects for the bends.

Shockwaves

Water is incompressible. What this means is that when an explosive is detonated underwater, the water absorbs none of the energy. Instead, it transfers all of the energy into any materials nearby. This is especially deadly at sea, where miles of water effectively force all the explosive energy to transfer to the ship's hull.

Fortunately for the human body, it contains a substantial amount of water, about 70% by body weight. This means that within a body of water, the human body is very resilient. While the body may not blow it itty bitty pieces so easily, it is still subject to severe trauma. An explosion will still likely to at least stun, and probably cause internal injuries.

The rules provided by Firestorm: Stormfront are adequate if not a bit inaccurate, but then the inaccuracies are based on the basic inaccuracies of the explosives rules written for Cyberpunk 2020 to begin with, rather than being based upon the revisions in Listen Up. Fortunately, since Firestorm: Stormfront isn't exactly a common book, I have an excuse to create modified shockwave rules. Not only will they incorporate changes from Listen Up!, but

Explosive Units	Damage Multiplier	Radius Bands
1	x1	1
2	x1.5	1
3	x2	2
5	x2.5	2
8	x3	3
10	x3.5	3
12	x4	4
17	x4.5	4
21	x5	5
27	x5.5	5
33	x6	6
37	x6.5	6
41	x7	7

also some other mods I've developed for seaborne combat in the next section. For an example, we will use C-6 in varying quantities.

Step 1 - Calculate Shockwave Value (SWV)

Only explosive devices cause serious shockwaves; grenades, bombs, artillery shells, etc. When such a weapon does detonate underwater, it has a shockwave value of 1 per 10 points of damage it is capable of causing (an explosion is an explosion regardless you roll D10s or D6s for damage). Apply the Damage Multiplier from the table at the bottom of the previous column. 1kg of C-6 would have a SWV of 8 because it does 8D10 damage. 5kg would have an SWV of 20 (8 for 8D10 = 8 x 2.5 = 20)

At depths between 200 and 2000 meters, multiply the SWV by 1.5 and at depths greater than 2000 meters, multiply by 2 instead.

Step 2 - Shockwave Radius

Take the damage done and divide by 3. Then multiply by the listed radius bands for the number of explosives units used. Let's assume the blast does maximum damage. 1 kg of C-6 would do 80 points of damage, which divided by 3 equals 26.67, rounding up to 27. There is one radius band, so the final radius will be 27 meters. 5kg of C-6 would have a much greater radius. 80 points x 2.5 (damage multiplier) equals 200 points, divided by 3 is 66.67, which rounds to 67. There are two radius bands, meaning the shockwave will travel 134 meters. But don't forget that 67 just yet.

Step 3 - Concussive Effects

Everything within the radius must make a stun save or be knocked unconscious by the shockwave. Subtract the SWV from the BOD, and roll against this on D10. If you roll equal to or less than the value, you remain conscious. Otherwise you're rendered unconscious for 1d6 turns. For each radius band, the SWV is reduced by 1/4 of the previous band, rounded down. For example, the 5kg of C-6 will have a SWV of 20 in the first radius band of 0 to 67 meters, and a SWV of 15 in the second radius band from 67 to 134 meters. If there were a third band, it would be an SWV of 11.

Equipment also must be checked. Roll 1d10 vs the SWV; rolling above or equal to the SWV means no effect. Roll under it and there will be one or more equipment malfunctions.

Ships and hardsuits require structural integrity checks against shockwaves. Subtract the shockwave value from the structural integrity and roll against the result on 1D10. In other words, go to the section on Structural Integrity, and in the formula, replace PEN with SWV. If failure is indicated, roll for an appropriate effect.

Lesser Dangers

The oceans are filled with countless other dangers. Kelp and seaweed can entangle a diver, possibly strangling him in the struggle to get free or keeping them down long enough to drown. Riptides can pull a diver or swimmer far out to sea or far beneath

the waves, drowning him. Bleeding can bring sharks and other carnivorous sea life from hundreds of miles around if left untended. Storms can create as much turbulence beneath the waves as above. Pollution can 'pool up' bulding to toxic levels much like smog around the big cities but worse. The list of dangers is endless, and the Referee can and should evoke them any time to help advance the game or twist the plots.

Perception in Another World

Perception underwater is entirely different from perception on land. First off, vision is different. In shallow waters, light refracts on the surface, creating distraction and disorientation. You're also not used to seeing things float by. And if you have a need to wear goggles, well, as far as your peripheral vision is concerned, you may as well be wearing blinders.

Your hearing is also affected, water carries sound much better than air does, but the human body is not equipped properly to hear sound underwater. If you aren't using cyberaudio, you'll never hear someone swimming up behind you. If you are using cyberaudio, then welcome to the wonderfully distracting audio world of the deep blue sea.

Touch is affected as well when you're diving in cold water, as the gloves that help keep your hands warm also make them touch insensitive. And don't expect to smell anything. If you're stupid enough to try and sniff underwater to pick up a scent, then you deserve to drown.

Awareness/Notice checks made while diving are at -2 for vision and cyberaudio, and -5 for using your natural-born hearing.

Getting Sick

Disease is one of the deadliest things one can encounter in Neo-City. The city early on suffered from an epidemic of Herpes Simplex ZY, which normally kills between 10,000 and 15,000 people per year worldwide. When it hit Neo-City, it killed over 53,000 people in the first year, leading to many of the experimental treatments used to cure it at this time. The city's second epidemic was a terrorist attack of biological warfare, in which half the city's water system was contaminated with Legionnaires' Disease, infecting over 1,400,000 people and eventually killing well over 250,000.

However, Cyberpunk 2020 doesn't provide a means of applying the dangers of modern disease to the game. You can't get the PCs sick in order to drain their bank accounts with expensive medical treatments.

Contracting Disease

There are three main ways to contract disease, by contact with humans, by contaminated water, or diseased animals.

- 1)Humans-Largely transmitted through contaminated food or close contact with a carrier that may or might not appear healthy.
- 2)Animals-Aquired through hunting, draft animals, or bites.
- 3)Water-Covers water consumed away from a civilized environment. It covers rivers, streams lakes, abandoned wells. Water borne diseases can usually be avoided by boiling water or through purification, but this is not always available or possible.

Infection

If the presence of disease is determined, checks should be made to see if the disease should be contracted. The check should be an easy BODY roll (DIFF 10), modified by the disease's infection modifier. Also, apply +1 mods if the pc's have an inadequate diet, decent shelter, or good sanitation, all at the discretion of the Referee. Modifiers for certain gadgets or cyberware can also be applied (anti-plague nanotech is a good example, as is biomonitors and enviroscanners)

Illness

Once a disease is contracted, it runs through three phases. The first phase is incubation, the period where it grows and spreads through the body without any symptoms presenting. In Phase I, the disease begins presenting symptoms that grow worse as the period progresses. In Phase II, the symptoms climax and eventually break, otherwise the disease ends in death. There is a fourth phase, Recovery, in which the symptoms have broken, but the victim must still rest or undergo therapy for a full recovery.

Diagnosis

This is a specialized skill found on page 49 of the basic 2020 rules. For people with this skill and in a medical facility, the diagnose illness roll should be made at DIFF 15 during Phase I of the illness, and at DIFF 10 during Phase II of the illness. For people without diagnose illness, raise the difficulty by +15.

Recovery

To recover, pc's need to beat the diseases base recovery number, as modified by the treatment or treatments given, the care provider's med tech skill or 1/2 first aid skill, and the BODY of the sick person.

If treatment begins during Phase I of the illness, a recovery attempt is made at the end of Phase I (victim's BOD + Treatment Mods + Caretaker skill + 1D10 vs. Recovery Target). Success is determined by exceeding the recovery target provided for each disease. If the attempt fails at the end of Phase I, treatment can continue through Phase II, though it may not be as effective, as the disease at this point would be fully ravaging the body. The attempt is (victim's BOD + 1/2 treatment mods + 1/2 caretaker's skill + 1D10 vs. Recovery Target).

If the recovery attempt for Phase II fails, then a death save must be made with the death save modifier listed for the disease applied. Failure indicates the victim dies from the illness, while a successful save indicates the victim suffers the 'no treatment' recovery disabilities.

Infectious Capacity

Many diseases are only communicable during certain phases of their progression. Some only infectious during incubation, some are only infectious while symptoms are present, and some are particularly virulent and infectious throughout the entire progression and beyond. Notes about the infectious capacity will appear with each disease listed.

Dysentery

Transmitted by contaminated food or water.

Infection Modifier: +3

Symptoms:abdominal pain, diarrhea

Misdiagnosed as: cholera, or minor disease

Treatment: replace fluids +3, relieve pain +1

Course of the disease:

Incubation 1d6/2 days

Phase I 3 days

Phase II 7 days

Base Recovery Number 19

Death Save Modifier -1

Recovery Disability: 7 days.

With treatment, all stats -1, without -2.

Cholera

Transmitted by contaminated food or water.

Infection Modifier: +5.

Symptoms:abdominal pain, fever, diarrhea

Misdiagnosed as:dysentery

Treatment: Interavenous fluids +3, antibiotic negative +2, relieve pain and fever +2 broad spectrum antibiotic +1
Course of the disease:
Incubation 1 day
Phase I: 3 days
Phase II: 3 days
Base Recovery Number: 21
Death Save Modifier: -2
Recovery Disability: 4 weeks.
With treatment, all stats -2, without -3.

Hepatitis-A

Transmitted by contact, or contaminated food or water.

Infection Modifier: +4
Symptoms: general body pains, fever, and malaise
Misdiagnosed as: minor disease
Treatment: relieve pain and fever +2
Course of the disease:
Incubation: 1d6 weeks
Phase I: 3 days
Phase II: 5 days
Base Recovery Number: 18
Death Save Modifier: -1
Recovery Disability: 2 weeks.
With treatment, all stats -1, without -2.

Food Poisoning

Transmitted by improperly cooked or contaminated food.
Infection Modifier: +4.
symptoms: severe abdominal pain, cramps, fever
Misdiagnosed as: minor disease
Treatment: relieve symptoms +2. To determine further treatment
1d10
1-2 a specific antitoxin provides +6
3-5 antibiotic negative provides +3
6-8 antibiotic positive provides +3
9-10 no additional measures exist, but symptom relief increases to +3
Course of the disease:

Incubation: 1 day
Phase I: 2 days
Phase II: 7 days
Base Recovery Number: 24
Death Save Modifier: -5
Recovery Disability: 2 weeks.
With treatment, no penalties, without -1 to all stats.

Pneumonia

Transmission: contact, airborne particulates (coughing and sneezing)
Infection Modifier: +4
Symptoms: cough, fluid filled lungs, fever, chest pains, general discomfort
Misdiagnosed: minor disease or plague
Treatment: pain and fever relief +2. To determine further treatment
1d10
1-2 antibiotic positive+3

3-5 antibiotic negative+3
6-10 no additional measures help
note if antibiotics are effective, broad spectrum antibiotics may be substituted for a +2
Course of the Disease:
Incubation: 1d6 days
Phase I: 5 days
Phase II: 9 days
Base Recovery Number: 21
Death Save Modifier: -1
Recovery Disability: 1 week
With treatment none, without one week of -1 to all stats.

Typhoid Fever

Transmission: contact, contaminated food or water. Infection number 4
Symptoms: severe pain, fever, pain, cough, apathy
Misdiagnosed: pneumonia, plague
Treatment: antibiotic negative +4 or broad spectrum antibiotic +2
Course of the disease:
Incubation: 1d6/2 days
Phase I: 1 week
Phase II: 1d6 + 3 weeks
Base Recovery Number: 20
Death Save Modifier: -1
Recovery Disability: 6 weeks.
With treatment, all stats -2, without -4.

Typhus

Transmission: carried by body lice
Symptoms: fever, headache, rash
Misdiagnosed: minor disease
Treatment: any antibiotic +3
Course of the disease:
Incubation: 1 day
Phase I: 5 days
Phase II: 10 days
Base Recovery Number: 20
Death Save Modifier: -2
Recovery Disability: 2 Weeks.
with treatment, none. Without, all stats -2.

Rabies

Transmission: contact with infected blood or saliva, usually through animal bite. Infection number 3
Symptoms: Phase I, fever, malaise, sore throat. Phase II, severe pain, excessive salivation, sweating and fluid loss.
Misdiagnosed: minor disease
Treatment: vaccine injections+8 during phase I, +1 in phase II.
Note:preexposure vaccination will prevent infection but must be repeated every two years.
Course of the disease:
Incubation 1d6 weeks
Phase I: 2 weeks
Phase II: 1 week
Base Recovery Number: 26
Death Save Modifier: -10

Recovery Disability: -2 to all stats for 20 weeks.

Plague (bubonic, pneumonic, hantavirus and arenavirus)

Transmission: bubonic is spread by ratbourne fleas, pneumonic by contact or airborne particles. Hantavirus, which is symptomatically similar to pneumonic plague, is spread by airborn particulate matter from deer mouse feces and dried urine. Arenavirus presents identically to pneumonic plague, with the same infection vector as hantavirus.
Symptoms: bubonic, swollen lymph nodes, severe abdominal pain. Pneumonic adds severe coughs and chills. Hanta virus also adds pulmonary distress and fluid buildup in the lungs.
Misdiagnosed: pneumonia or minor disease
Treatment: bubonic, antibiotic negative +4 in phase I, +2 in phase 2, relieve pain and fever+1. Pneumonic, antibiotic negative +3 in phase I, +1 in phase II, relieve pain and fever +1, broad spectrum antibiotics +3 in phase I, +1 in phase II.
Course of the disease:
Incubation: 1d6 days
Phase I: bubonic 5 days, pneumonic 3 days
Phase II: bubonic 10 days, pneumonic 7 days
Base Recovery Number: bubonic 21, pneumonic 23, hanta virus 25
Death Save Modifier: -10
Recovery Disability: -2 to all stats for 15 weeks

Minor disease

Transmission: This is the catch-all for a number of minor, debilitating minor illnesses other than those listed. Usually no more than a head cold or bad case of the flu. Symptoms are widely varying and are the discretion of the Referee.
Infection Modifier: +1 to +4, depending upon the virulence.
Symptoms: usually, fever, general pain, vomiting, headaches, etc.
Misdiagnosed: usually another minor disease, as the docs figure on the incorrect flu bug. Sometimes pneumonia.
Treatment: GM's choice, usually relief of symptoms +2, antibiotics (any from +1 to +4) or specific antitoxin +6.
Course of the disease:
Incubation: 1d6/2 days
Phase I: 1d6 days
Phase II: 2d10 days
Base Recovery Number: GM's choice, usually 6 (low end colds) to 22 (the 1920 influenza pandemic)
Death Save Modifier: +3
Recovery Disability: 1 week.
With treatment, none, without -1 to all stats.

The Dark (aka Rust)

Transmitted by: Airborne aerosols, changing of bodily fluids, by contaminated cybernetics

Infection Modifier: +5, +1 per 3 pieces of cyberware installed in the victim.

Symptoms: "rust spots" on cyberware, trembling limbs, seizures, bruise-like cancerous tumors.

Misdiagnosed as: None

Treatment: Removal of all cyberware (+1 per small cyberware, +2 per lrg cyberware like limbs or internal organs), surgical removal of tumors (+5), chemotherapy (+5)

Course of the disease:

Incubation: 2 week to 6 months

Phase I: 1d6 years

Phase II: 1d6 months

Base Recovery Number: 40

Death Save Modifier: -25

Recovery Disability: 1d3 years. -1 INT, -3 REF, -2 BOD, -2 TECH. This disease is typically considered terminal, and while no specific magic bullet or surefire cure exists, general cancer therapy works well. May have been designed as a biowarfare weapon for use against cybernetic troops.

Herpes Simplex ZY

Transmitted by: Bodily contact, used needles, the changing of bodily fluids

Infection Modifier: +6

Symptoms: Cold sores or fever blisters around the ears, nose and mouth, as well as in the mouth and throat, frequently occurring concurrently with other illnesses like a cold or flu.

Misdiagnosed as: Oral infection if external blisters do not occur

Treatment: Antibiotics (+3)

Course of the disease:

Incubation: 2 weeks

Phase I: 1d3 days

Phase II: 1d6 days

Base Recovery Number: 8

Death Save Modifier: +4

Recovery Disability: ATTR -3 for 1 week. Illness is chronic and usually nonlethal

Hepetic Encephalitis

Transmitted by: None. Advanced stage of Herpes affecting those weakened by diseases like cancer or rust

Infection Modifier: +1

Symptoms: Headache, dizziness, spasms, fever

Misdiagnosed as: colds, flu, other forms of encephalitis.

Treatment: antibiotics (+3)

Course of the disease:

Incubation: Duration of previous infection of Herpes Simplex

Phase I: 1d3 days

Phase II: 1d3 days

Base Recovery Number: 22

Death Save Modifier: -4

Recovery Disability: 2 weeks

With treatment, all stats -1, without -2.

Shockwave

Transmitted by: Through the plant *Papaver somniferum* (opium poppy)

Infection Modifier: +2

Symptoms: Constant opium high

Misdiagnosed as: Drug use

Treatment: anti-bacterial agents (+4)

Course of the disease:

Incubation: 2 weeks

Phase I: indefinite

Phase II:

Base Recovery Number: 25

Death Save Modifier: +1

Recovery Disability: Permanent

With treatment, all stats -1, without -2. victim in a permanent state of pain, which proves fatal in 1d3 years

Green Growth

Transmitted by: Through Airborne aerosols, bodily contact

Infection Modifier: +10

Symptoms: muscle spasms, constriction, organ failure, sweating

Misdiagnosed as: ebola

Treatment: None

Course of the disease:

Incubation: 1 hour

Phase I: 6 hours

Phase II: 18 hours

Base Recovery Number: 40

Death Save Modifier: -10

Recovery Disability: 2 weeks

With treatment, all stats -1, without -2. BOD -5 in either case. Created as a bioweapon that runs its course and kills most victims within 24 hours.



Appendix C: High Seas Combat

Ship-bourne Combat

When the earliest editions of the Neo-City Sourcebook were produced, I caught a lot of hell for the fact that I added rules to build ships, but not to sink them. I eventually received a submission containing a disgustingly nightmarish set of rules more appropriate for a game of Harpoon than Cyberpunk, written by folks who are obviously rules-hungry wargamers. Don't think my assessment of them is correct? Just consider the fact that their rules required the use of counters on a grid map. Those poor wargamers really need to learn how to conduct abstract combat.

It took awhile, but once I managed to wade through the butchery of the English language, I finally distilled the wargame rules into something we can all use. It was quite easy, really, once I realized that all it truly required was rules to cover targeting (in the form of extra to-hit modifiers) and some extra rules to cover the fragility of floating in the sea. So, here we go, with some Cyberpunk 2020 compatible ship combat rules. As you'll notice, they do not deviate to any great extent from the basic rules of combat resolution in Cyberpunk 2020.

Targeting

Targeting was a difficult section to develop, as I needed a means of transforming the typical wargame map'n'counter systems typical of just about every game dealing with naval warfare into something abstract. For a long time, years actually, the means of doing this eluded me. At long last, a solution practically dropped itself into my lap while I was rebinding some old game books. The solution, or the start of it, anyway, came in the form of the aerial maneuverability classes from the first edition of Advanced Dungeons & Dragons. All I needed to do was develop a classification system based on ship size and maneuverability, with a companion list of bonuses or penalties for targeting. The chart just applies as another set of combat modifiers, just like all the targeting mods in the FNFF section of the Cyberpunk 2020 core rules. It just applies to vehicular or ship-bourne weapon systems rather than handheld weapons. Simple enough, eh? As I've told many people, the new rules always have to continue on the road of development started by the main rules.

However, that's just the basic for surface combat. Submarine combat is much more involved, but still builds on the basics of surface warfare. Finishing this all off are some special effects or critical hits possible on ships.

Attack Resolution

Because of the huge ranges involved in naval warfare, they typical breakdown of ranges is eliminated. There is no point blank, short, medium, long or extreme ranges. Instead, there is simply a skill check vs a target of 20. Skill + Modifiers + D10 vs 20.

If an attack successfully strikes, the damage is applied against the ship's armor and structure and a structural integrity check is made, with any failure results applied.

Definitions

Ship Speed: This section goes by the ship's current speed, not its flank speed. In other words, if an LCAC isn't moving, the targeting bonus is +2, but if it's zipping along at top speed, a whopping 45 knots, then the bonus is actually a penalty of -5

Ship Size: This section provides modifiers based on the physical size of the vessel. It's easier to hit a ship the size of a skyscraper with a 16 inch shell than it is to hit a rowboat with the same shell.

Ship Speed	
0-5 knots	+2
6-10 knots	+1
11-15 knots	+0
16-20 knots	-1
21-25 knots	-2
26-30 knots	-3
31-40 knots	-4
41+ knots	-5

Ship Size	
Small Boat (up to 15 feet long)	-4
Medium Boat (15 to 40 feet long)	-2
Large Boat (40 to 65 feet)	-1
Very Small Ship (65-100 feet)	0
Small Ship (100-180 feet)	+1
Medium Ship (180-270 feet)	+2
Large Ship (270-360 feet)	+4
Very Large Ship (360-500 feet)	+6
Superhailer (over 500 feet long)	+9

Ship Maneuverability	
Class 1	-6
Class 2	-4
Class 3	-2
Class 4	+1
Class 5	+3
Class 6	+5

Range	
Under 500 yards	+6
500 yards to 2 miles	+3
2-5 miles	+1
5-10 miles	-1
10-20 miles	-3
over 20 miles	-5

Surface Combat Modifiers	
General EW	-2
Smoke Screens	-2
Low Profile	-4

Submarine Combat Modifiers	
Target Using Active Sonar	+4
Target Using Passive Sonar	+0
Target Rigged Silent	-2
Target still	-6
Inversion Layer	-3
Thermocline	-4
In Baffles	-5

Ship Maneuverability: Some ships can turn better than others. This has a great effect on targeting them in naval battles, thanks to the flight times of munitions, which can take a minute or more to reach the target depending upon the weapon type. Since part of the targeting process is the anticipation of a lead space on the target's path, a sudden change in direction by the target can turn a perfect shot into a perfect miss.

Class 1: This maneuverability class accounts for ships that can change direction without moving. Ships capable of this are things like rowboats, swamp skimmers/air boats, air cushion vehicles, and larger ships with positioning thrusters.

Class 2: This covers ships that can turn 120 to 180 degrees inside 3 seconds. Typically, these are only things like speedboats and other highly maneuverable small watercraft.

Class 3: this is ships able to turn up to 90 degrees in 3 seconds. Some small warships (under 200 feet) are capable of this as well as most motorized boats.

Class 4: Ship in this class can turn up to 60 degrees in a 3 second turn. A lot of small and medium warships fit this category.

Class 5: Ships that turn up to 45 degrees per turn. All warships except military cargo ships and the largest aircraft carriers fit this category, as well as smaller cargo vessels.

Class 6: Aircraft carriers and large cargo ships and tankers. They're lucky if they can manage a 30 degree change in course in 3 seconds. Ships in this maneuverability class are the ones that keep the harbor pilots and tugboat crews in business.

Range: Range is the greatest hindrance in surface warfare. The further a munition must travel in order to strike its target, the longer it must be in flight, and therefore the target has more opportunity to do something unanticipated. This affects only unguided munitions; the internal targeting systems on a missile are unaffected by the time in flight and can react to changes in course made by its target.

Surface Combat Modifiers: These are modifiers for engaging in combat on the water surface. They cover environmental conditions and a limited number of items in military inventories.

General EW: This is for operating in an Electronic Warfare environment. EW can result in general distortion of electronic intelligence, which translates into a general but minor level of inaccuracy.

Smokescreen: In the gold old days, you burned mineral oil to create immense volumes of smoke to hide your exact position. In this day and age, the technology has gone high tech. Chemicals are added to make the smoke IR reflective, hiding anything in the smoke from heat seeking weapon systems, and radar reflective flakes are spewed into the clouds of smoke to enhance the defeat of radar guided weapons. But still, the great volumes of smoke still hide the vessel from sight, making it as hard to hit with unguided munitions as it was in the great sea battle of World War II.

Low Profile: The next big change in warship design is the low profile ship. The first ships like this were submarines. Aside from the conning tower, the ship rose no more than 10 to 20 feet above the surface of the ocean, making it difficult to make out anything other than the conning tower. Now new classes of warships are being designed to make use of this inadvertent feature of submarines. Arsenal ship designs are very nearly submarines, rising a mere meter from the sea's surface, with a small bridge structure rising only a few more feet above that. There are even designs being drawn for aircraft carriers with these same features, providing a longer, wider, but more shallow ship, making it easy to hide in plain site as well as greatly expanding the deck

area.

Submarine Combat Modifiers: These modifiers are for use when hunting a submarine, whether the hunter is a surface ship or another sub. They account for the unique conditions that occur in the underwater environment that subs operate in.

Target Using Active Sonar: You can use sonar in two ways. Active Sonar is a means of using a sonar system in a manner very much like radar. The unit using active sonar emits a loud ping, which radiates out in all directions, bouncing back off of any objects around the vessel within a few miles. While this gives the unit a very precise picture of everything around it, it also makes the unit a very "visible" target, as everything around it will know precisely where it is.

Target Using Passive Sonar: This is the usual means of sonar use these days. Using a highly sensitive microphone hooked up to some computers for sound filtering, the ship can ignore its own noise and hear everything within dozens of miles, provided it makes noise. The computers will even compare all the noises against a database of sound, and is capable of providing not simply the type of ship making the racket, but the exact identity of it. The most advanced systems are even capable of translating any speech heard to text for review.

Target Rigged Silent: The ship is operating under rules for silent running. The ship is attempting to emit as little noise as possible, in order to minimize detection while providing limited mobility.

Target Still: The ship is operating under silent running rules and is powered down. Subs in this state usually cannot be detected without active sonar, since there is no identifiable noise being emitted.

Inversion Layer: The ocean is an odd and dynamic environment, mainly due to the fact that seawater is not uniform in its composition. With the currents, it is possible to have a layer of warm water flow over a layer of cold, less salty water. Occasionally, the temperature difference of the two flows can be measured by 20 degrees or more. This results in what is known as an inversion layer. This prevents the layers above and below the cold layer from mixing with the cold layer, plus the added benefit of the inversion layer being sonar reflective. A sub can enter the inversion layer and disappear from both passive and active radar. The only problem with this is that the inversion layers are always shifting, changing in size, and therefore while good for hiding, usually aren't good for making an escape. Inversion layers occur randomly at any depth, but typically they can be found at depths between 90 and 300 meters.

Thermocline: At a depth of 1000 meters, there is a sort of permanent inversion layer covering the entire ocean at that depth. This layer, typically unreachable by most submarines, will hide anything in it from sonar detection. Using a thermocline is more reliable due to its uniformity.

In Baffles: In a 60 degree arc immediately behind a vessel is a region of noise generated by the screws or propellers of the vessel. This area, known as "the baffles", is capable of hiding the noisiest of subs from detection when the sub is in this field. Basically, the noise generated by the vessel masks the noise generated by the sub.

Structural Integrity

Think of Structural Integrity as a sort of stun save for water vessels and spacecraft. Each time a ship is struck, it needs to make a structural integrity check to determine if the strike causes some manner of more serious damage. These checks are also required when the ship's hull is penetrated.

Structural Integrity Failure Results

- 1 The ship's hull is weakened. The ship begins taking on water slowly and is at risk of sinking in 1d6+2 days if the bilge pump system fails. This failure will result in a permanent reduction of the Structural Integrity by 1d10, moving the sub much closer to the risk of imploding or sinking. Surface ships suffer a similar permanent loss of 1D6/2 structural integrity points (round up)
- 2 Fuel Leak. The ship's fuel supply is damaged. Oil and gas will leak into the sea, draining the fuel tanks in 1D6/2 days or radiation will contaminate the ship to dangerous levels. Being near the reactor (in the same or adjoining rooms) will result in an exposure rate of 1d10 rads per minute. Elsewhere on the ship will be at a rate of 1d10 rads an hour. Time to abandon ship and let the pros handle the problem!!! For sailpower vessels, this means the hanging sets of sails has been shredded and must be changed or repaired before the ship can get underway again.
- 3 Control System Failure. The rudder/positioning thrusters/whatever are frozen. The ship can only continue moving in the same motion (i.e. a ship in the middle of a turn will simply run in a circle from this point on).
- 4 Engine hit. The engines fail, possibly rendering the ship dead in the water. Some ships have more than one engine, so for each engine brought down, reduce the current top speed by 50%. For sailing ships, this means the masts are destroyed and the ship will not move under its own power until it is towed to a port and the masts are replaced. For nuclear-powered ships, this dangerous result means one of two things; either one of the giant electric motors driving the propellers is damaged, or the nuclear reactor is damaged (equal chance for each). Treat a reactor hit as a fuel leak.
- 5 Hull breach. The ship suffers a serious hull breach and will sink in 3d10 hours.
- 6 Weapon Damage. A weapon system or turret is struck and seriously damaged. The weapon is knocked out of commission until repaired. Alternately turret damage may lock a still working weapon into a single firing position.
- 7 Control Hit. The radar mast or electronics center of the ship is struck, destroying the ship's radar capability or destroying the ship's fire control systems. Hope you've got some backup!!!
- 8 Bridge Hit. Kiss the captain goodbye! The bridge crew is killed or critically injured and the ship can no longer be directed from the bridge.
- 9 Magazine hit. A weapons magazine is hit. It can no longer feed any weapon systems. Worse than that, there is a 1 in 10 chance that the munitions stored in it will detonate. Hope it doesn't sink the ship!
- 10 Cargo/Crew Hit. Either a cargo hold is damaged, which result in the damage or destruction of some or all of the cargo, or some of the crew was killed by the blast (oh, no was that the mess hall that got hit? And at breakfast time, too!)

Making the check is easy. $SI - PEN = SI \text{ Check Value}$. Roll vs. this check value on 1D10. If you roll over the check value, then the ship suffers some manner of systems failure (check on the table below). If the hull is penetrated by a torpedo or similar weapon system that targets below the waterline, there will be an automatic system failure of the hull.

Each time a ship is struck and the Structural Integrity check is failed, the ship's structural integrity rating is reduced by 1d6 points. The reduction will last until such time as the ship can enter drydock to receive the repairs necessary to restore the hull to its original condition. In other words, with each compromise of the ship's structural integrity, it gets weaker and successive attacks will compromise it further until it sinks.

If a ship's structural integrity actually is reduced to 0, it breaks up and sinks, regardless how much armor or SDP may still remain..

Applying These Rules Elsewhere

While typing up these rules, it occurred to me Structural Integrity translates well to another arena of vehicular combat; the aerial dogfight. An aircraft in flight is as vulnerable to catastrophic failures as ship. Ships flood, while aircraft suffer a wide variety of failures that bring them down; rupturing a pressurized cabin can literally rip an airplane in half or destroy its airflow; damaged engines disintegrate and radiate outwards, destroying power trunks and hydraulic lines, and even a momentary dive can lock

up or rip off wings, tails and other crucial flight control components. Small private aircraft have an SI of 12, small corporate aircraft (learjets, etc.) have an SI of 18, commercial commuter aircraft have an SI of 21, large commercial airliners have an SI of 30, as do military cargo lifters, and military fighters and bombers have an SI of 35.