

DATAFORTRESS 2.0.2.0

Presents:



Converted for Cyberpunk 2020 by Deric Bernier
(droc@mc2k.com)



"IT WAS IN THE YEAR THAT THE FLAMES OF WAR BROKE OUT SIMULTANEOUSLY IN EVERY CORNER OF THE GLOBE. TO THE VAST MOVEMENT OF ARMIES, CONFLICT SPREAD, MERGED, GREW, ESCALATING INTO WORLD WAR."

"KNOWLEDGE WAS LOST. CONFUSION REIGNED. NEW POWERS ROSE TO DISPLACE THE OLD NATIONS."

"NUCLEAR WEAPONS THEMSELVES WERE NEVER USED. BUT EVEN WITHOUT THEM THE EARTH BECAME A QUIETER PLANET."

"THE WAR ENDED AND NO ONE CAME OUT ON TOP. BUT OUT OF THE RUINS ONE CITY SURVIVED - OLYMPUS, A "UTOPIAN CITY RUN BY PERFECT PEOPLE." OUT OF OLYMPUS THE CENTRAL MANAGEMENT BUREAU (CMB) ALSO KNOWN AS "AEGIS," UNIFIED THE WORLD, ENFORCING THE IDEALS OF TOTAL DISARMAMENT, TRADE, AND ECONOMIC STABILITY."

-Introduction to Appleseed, Masamune Shirow

- THE WORLD OF APPLESEED PAGE 2
- APPLESEED TIMELINE PAGE 5
- THE CITY OF OLYMPUS PAGE 7
- E-SWAT PAGE 9
- CHARACTERS OF APPLESEED PAGE 10
- CYBORGS, CLONES AND BIO-RIODS PAGE 13
- TERMINOLOGY OF APPLESEED PAGE 15
- TECH PAGE 17

This is just one of many articles for the Cyberpunk 2020 Roleplaying Game you can find on Datafortress 2020, the largest, most Comprehensive Cyberpunk 2020 site in the world.

Visit it at:

<http://datafortress2020.110mb.com/>

THE WORLD OF APPLESEED



The story of Appleseed is set soon after a major war. During WW III Christ re-appeared in China (as a Chinese). Soon after that the Earth was struck by a comet, which impacted right after the hostilities began, this proved fatal for the west and forced China into democracy, joining the rest of Asia.

When WWIV came most of the worlds nuclear arsenal had been dismantled, the war was a conventional one but losses were high. The information network collapsed and man returned to barbaric state. With no communication, people rarely knew who they were fighting (many still don't know that the war is over and the world is at relative peace). New nations have emerged and the old ones are being reconstructed.

COUNTRIES

OLYMPUS

Olympus is the greatest nation on Earth. It is home to the CMB and keeps peace over the planet.

POSEIDON

Built on the ruins of Japan, Poseidon's power rivals that of Olympus. It is currently the wealthiest nation, and as a nation its politics are purely profit based. It maintains relations with all other countries through economic trade of high technology goods.

U.S.-SOVIET ALLIANCE

The Soviet Union has allied itself with the U.S. and together they both remain the Super Powers of the modern world. They take their cues from Olympus and use it as a model for their own reconstruction.

IMPERIAL AMERICANA

A right-wing nation based in the remains of the southern United States. It currently struggles with the U.S.-Soviet Alliance and its relations with Olympus are poor. Internal fighting in the old USA has often led to conflict.

THE MUNMA HOLY REPUBLIC

Built from the ashes of Islam and brought together by the new Munma religion. This nation encompasses much of the Middle East. This country is still rocked by terrorism and disputes in the area are common place.

ISRAEL

A powerful surviving force in the Middle East. Possesses top-notch intelligence capabilities handed down from Mossad. Little has changed in Israel as far as violent conflicts are concerned and the country remains a dangerous place to visit.

ENGLAND

Survives as a nation but due to worldwide breakdowns in communication, and heavy damage from war Great Britain has been very slow to recover.

FRANCE

Backwards and behind France has let its Isolationist politics hold it back and has not yet caught up with the rest of the world. France was completely humiliated by E-SWAT during the Benandanti operation.

CHINA

China has become the new Mecca for Christian pilgrimages. Since the re-appearance of Christ (as Chinese), China believes itself to be the Holy nation of Christianity, the New Jerusalem.

BADSIDE

Three-fourths of the world is still considered to be "Badside. It is a lawless wasteland and a grim reminder of the destructive forces of war. It is sparsely inhabited by solo's, terrorist's, bandits, and unfortunate soldiers and civilians who are unaware that the war is over.



INTERNATIONAL ORGANIZATIONS

THE ORION GROUP

The masterminds behind the Appleseed plan. (Which will happen in volume 5 if it ever comes out.)

THE URBAN PLANNING GROUP

Built Olympus and gave birth to The Central Management Bureau.

OLYMPUS - THE CENTRAL MANAGEMENT BUREAU

This organization was formed to, and does, keep the peace on Earth. It has implemented total global disarmament and supervises world trade and economy

ORGANIZATION OF CMB

OLYMPUS-CMB

MINISTRY OF JUSTICE

Headed by the Bureau chief this is the most powerful branch of the CMB. It has the executive right and controls the FBI.

FBI

Second in power to the Ministry of Justice the FBI (not the American FBI) it carries out the executive directives. Also in charge of bio-riod relatd affairs.'

ARUGESS-BRONTES-STREPOS TEAMS

These are the Special Forces and investigative teams of the FBI.

ADMINISTRATION

Political and law enforcement branch of CMB. This part of CMB has the broadest range of power and is in charge of all police operations.

MINISTRY OF INTERNAL AFFAIRS

Headed by Chief of Staff - Nike. This branch controls E-SWAT.

E-SWAT

An army-like Special Forces organization under the direct control of the Administration. E-SWAT deals with anti-terrorism and cyborg crimes. Operatives are headhunted from other branches.

POLICE

The common law enforcement force of Olympus. Includes regular police, airpolice, SWAT, investigations, etc..

SPECIAL INVESTIGATIONS UNIT

AIRPOLICE

SWAT

LEGISLATURE

The legislative body of Olympus. It makes the laws but has no power of enforcement.

THE SEVEN ELDERS-OR-THE COUNCIL

A group of seven bio-riods optimized for intelligence and morality. They act as advisors to the super computer Gai.

PARLIAMENT

SECRET SERVICE

GAIA

The super computer that controls and manages Olympus.

CHRONOLOGY OF APPLESEED



1988

*U.S.-Soviet detente. INF Treaty signed. Peace among the "advanced nations". (As part of the defense strategy, the steadily weakening sign a treaty eliminating four percent of all medium range nuclear missiles. The irony of superpower collapse = peace. General Henry Christo goes all out to build up conventional forces.

*In Asia, North and South Korea are peacefully united.

*The Soviet Union's policies of peace diplomacy and perestroika continue (while ethnic and economic problems snowball).

*The war between Iran and Iraq finally ends, for economic reasons. This fierce battle between Arabs and Persians lasted eight years.

*U.S.S.R. and U.S. = foundation laid for imperial Americana = U.S. - Soviet Alliance.

*Publication of volume 4 of Appleseed is delayed. Author apologizes.

1989

*China - Tiananmen Square massacre. Japan - democratization movement begins. Both trends reveal how backward Asia is, and disappoint and anger the rest of the world.

1990

*Alsace summit held in France. First E.C. newspaper - *THE EUROPEAN - formed.*

1991

*Soviet Union returns the disputed four northern islands to Japan. Huge gap between standard of living and politics revealed. (Development of Siberia begins, just as the U.S. and Japan had once made a deal on Hawaii and Okinawa. On two of the northern islands, an agreement is made regarding Soviet bases. Locals are angered. Problems remain).

*Autonav system "Chaorn" introduced and put into operation in twelve nations around the world.

1992

*E.C. unification occurs. World enters era of four huge economic blocks. Asia bashing and "peace" (or what some call quasi-war) continue.

*Nuclear rocket "Centaurus" announced.

*True production of master-slave armor begins. Prosthetic technology advances.

*Olympics held in Barcelona Spain. Seville Adventure Fair.

*Advances made in muscle power with actuators of advanced molecular gel. Which yield ample speed and power while requiring only low voltage for operation.

1993

*East and West Germany are reunified.

1994

*April: the three Baltic states, Poland, Czechoslovakia, and Hungary join the E.C.

1995

*September: War breaks out between Israel and its Arab neighbors (the 5th Middle East War). November: Israel uses nuclear weapons. Southern Syria disappears. Cracks appear in the Nexus Alliance. World trembles in fear. Ebit Co. & Tadilan Co. are the instigators.

*Iran takes advantage of the situation and invades Iraq. Internal split in Iran causes hard-liners to take power. Islamic world is thrown into confusion.

*Galileo 2000 project fails.

*U.S. - Soviet alliance unravels. Intervening militarily, the Soviet Union sends troops to the Middle East. It suppresses Israel and moves into the Mediterranean, where it clashes with E.C. forces. Headquarters set up in Rome.

*Japan - HDTV viewing fees are reduced to 250,000 yen, but the Ministry of Posts and Communication asks for 300,000.

1996

*February: World War III turns nuclear. Nuclear winter and "black rain" result. Demoralization sets in. U.S. retaliates. Soviet Union incurs huge damage. Heavy use of nuclear weapons results in victory for U.S. and E.C. Inflated missile counts, improper maintenance, and other unexplainable factors result in a high percentage of misfires and mislaunches. The planet survives, but the damage is greater than before experienced from war. Finally the war ends.

*Around this time the West Umeda area of Osaka is turned into a super-skyscraper zone.

*Bangladesh suffers massive flooding.

1997

*Munma Holy Republic founded. Bloody incidents take place around the world with those involved.

*England - Terrorist use of botulinus bacteria causes massive deaths.

*Hong Kong reverts to Chinese rule. Demands for democratization begin again.

*General Henry Christo becomes Chairman of the E.C.

*Appleseed volume 5 is still not out. A young man addicted to Appleseed becomes impatient and cries softly.

1999

*Friction between EC and Asia. General Henry, taking a hard-line approach, takes repressive actions around the world. Asia (China, Japan, Korea,) is distressed. Friction results between Asia and the rest of the world because of the contrast between war damage and Asia's wealth. Orion Group and some representatives of the EC, U.S., and U.S.S.R. visit Japan in August. (First Urban Planning Group Conference held - ends in failure.)

*The Fourth World WAR. The nations of Asia go to war with the E.C.-U.S. Alliance (Henry). (By this time there are almost no nuclear weapons in existence so it's a drawn out bloody, dirty old war with conventional weapons - nuclear weapons began and ended in Japan)

*Macao is returned to China. A giant meteor falls on Beijing (and is mistaken for a nuclear detonation).

*A revolution occurs in computer brain

technology. Bio-computers put onto clinical operation. The Second Urban Planning Group Conference is held and a deal is made for a radiation filter and the Appleseed plan.

*Democratization takes place in China. (Return of the true messiah)

2000

*Construction of Olympus begins (unofficially - destruction of information network).

*Critical shortage of food binds Japan and the rest of Asia together - Seoul Summit.

2001

*America's NASA begins operating its space-station-based plant/vegetable factory. Orion Group gives all-out assistance.

*Data from Voyager 1 stops arriving.

2002

*Construction of Poseidon floating city begins (starting with the spaceport).



OLYMPUS

OLYMPUS

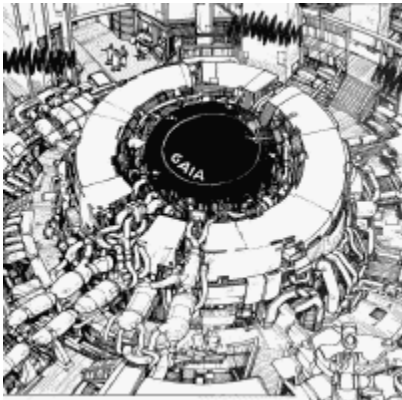
Olympus is a man made floating city somewhere between the Azores and Canary Islands. An arcology city, it rises to an astonishing 2,626 feet. Built before the war, Olympus is the most technologically advanced city in the world. Other cities use it as a model for their own rebuilding, although when it was first constructed it was looked upon with disapproval.

Built to be the perfect city, Olympus is completely cybernetically controlled. The arcologies are designed to minimize shadows in winter and optical fibers bring natural sunlight inside. Olympus would seem a true utopia, but terrorism and political conflict are always lying in wait in the shadows as the rest of the world clambers greedily for its piece of the Olympus dream. The biggest political debate in Olympus is the ethnic rights differences between humans and bio-riods.



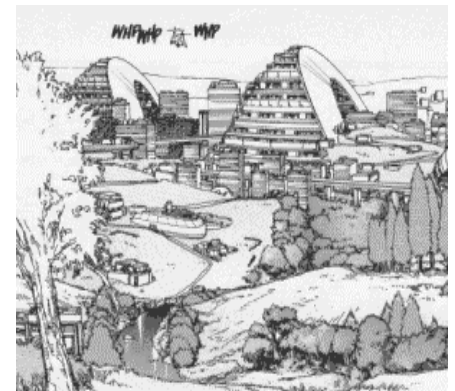
GAIA

Olympus is controlled by a super computer called Gaia. Designed to monitor and maintain the living environment of Olympus, Gaia controls electricity, transportation, water, communications, politics and all other essentials that keep the city running trouble free. The computer itself is incredibly large and complex, it was feared that someday the knowledge to repair it might be lost so it was designed to make self repairs and generally only non humans (clones and bio-riods) are allowed within the vicinity of Gaia. Gaia itself is the most technologically advanced machine in the most technologically advanced city in the world and is a major target for terrorism and sabotage. Gaia's other main duty is to impartially legislate between humans and bio-riods. And only the Director can have the authority to intervene with Gaia. A group of seven bio-riods known as the "The Council" who are programmed and tested for morality and intelligence act as Gaia's CPU. Because of this, attempting to tamper with or otherwise illegally effect Gaia in any way is considered treason. The Gaia building is the single most heavily secured in the city.



THE CITIZENS OF OLYMPUS

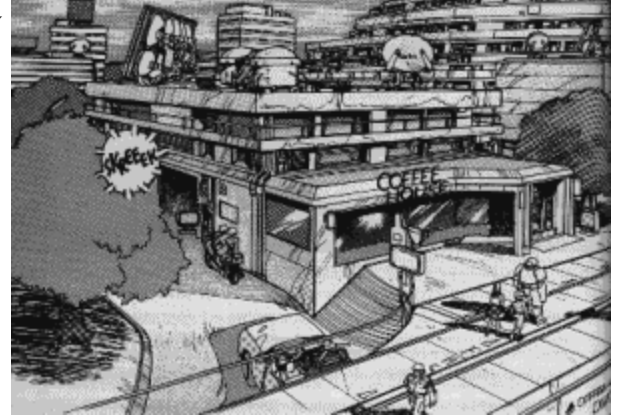
Olympus is huge and home to a very large population. Eighty percent of the population of Olympus are clones and bio-riods. Bio-riods were created by the pacifist leaders who built Olympus. Bio-riods are clones with genetic material from multiple mother sources, called hybrids. They go through special processing, including personality and emotional responses conditioned by training, education, and the child rearing environment. They can be considered the most compact, complex, and sophisticated robots imaginable and for all other aspects are indistinguishable from humans. Clones and bio-riods are equal citizens under Olympus law and for the most part are treated impartially, although some factions of the human and Bio-riod population call out discrimination and embark on acts of ethnic terrorism. Clones and bio-riods both require periodic longevity treatments, (a recharging of their biological systems) without which they become anemic, lethargic and eventually die. With money any true human can have a clone made. The majority of humans in Olympus are scouted, counsel and brought in by agents of the Council and Aegis. Under the New Original Species Act true humans are not eligible for life extension.



PLACES TO GO IN OLYMPUS

Coffee House Onimal

Hitomi's coffee house and former home. Actually this is more of a bar than a coffee house and Hitomi uses the top floor as a dormitory for new citizens until they are established in the city.



Akechi Motors

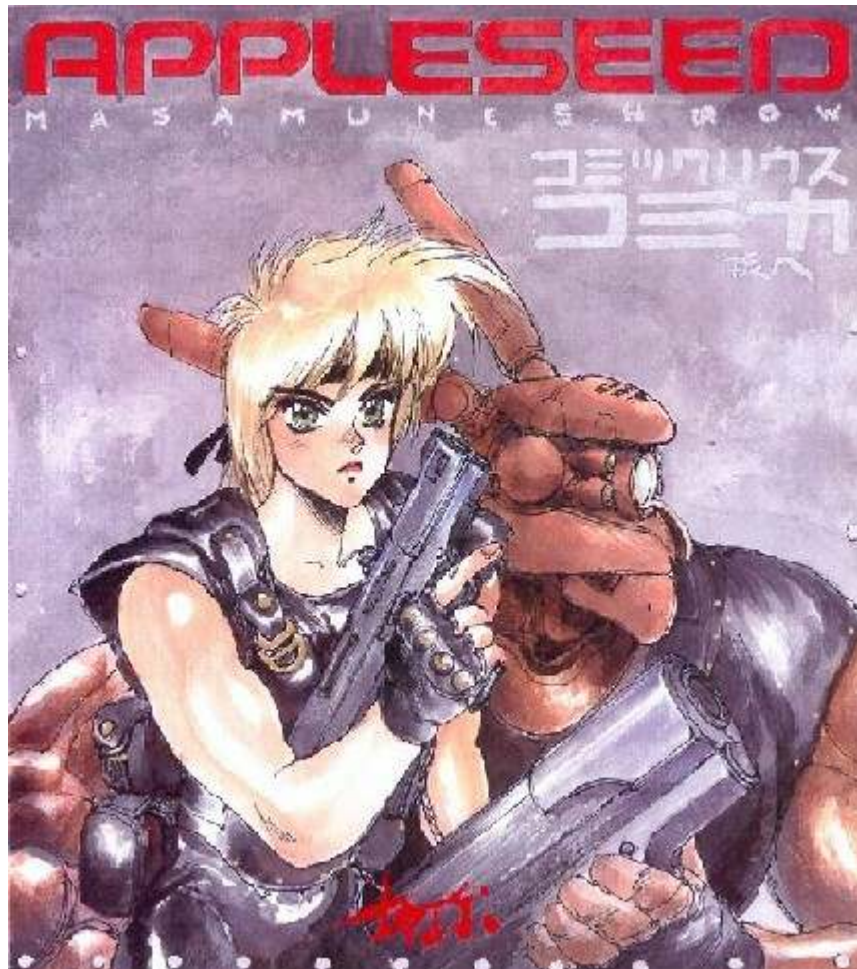
The place to go if you're looking to buy or repair a landmate or vehicle. Akechi motors specializes in the sale and of Police and civilian landmates they also have a well equipped garage and an unblemished record for making repairs to whatever is brought before them. Although this is only one of such places in the city, I list this one because it employs everyone's favorite motor-head Yoshi, who will be more than happy to repair whatever you have and may provide a discount if the machine is to his liking and you let him play with it after its fixed.

Giai Building

This rather large building houses the super computer that runs all of Olympus. As stated earlier, this structure has the tightest security in Olympus.

E-SWAT Headquarters

This massive police structure is home to E-SWAT. It houses all aspects of E-SWAT operations, including a huge training area.



E-SWAT

WHEN THERES TROUBLE IN PARADISE

E-SWAT is the anti-terrorist, cyborg crimes, and Special Forces branch of the CMB. It is not directly associated with the police although recruits are occasionally headhunted from the normal police forces. E-SWAT is more of a military force and its members are highly trained and experienced combat veterans. (For character generation use the rules in either *Home of the Brave* or *Protect and Serve* and switch departments as needed.)

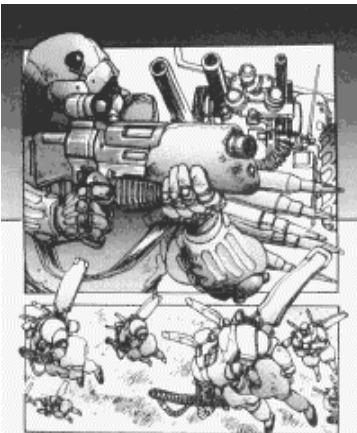


RECRUITMENT

Many solo's and other combat personnel are brought in to Olympus from Badside by "Headhunters." When these people arrive they quickly discover that the only work for which they are suited for in Olympus is on the police force, shortly thereafter they are transferred to E-SWAT. (Duenan and Briareos (the main characters of *Appleseed*) were headhunted by Hitomi in the first volume of *Appleseed*.)

TRAINING

Most of the time the members of E-SWAT are in constant training. They train for every situation imaginable, and then train some more. This is also where your characters will be spending most of their time if they join the proud ranks of E-SWAT. The training is incredibly intense and more fatalities and injuries take place in training than on actual operations. (In volume 5 Deunan's right eye was shot out during one of these training mishaps.) The main purpose of this training is to make sure that no one over specializes, which breeds weakness into a team. The training itself encompasses every possible aspect of combat and is far more intense and rigorous than the SEAL training of today. (GM's note that training should always be role-played and this is an excellent tool for earning experience by the players, it is also a way to cement the group or it can also be used to install conflict between players by way of "accidents" such as the one that cost Deunan her eye.)



OPERATIONS

E-SWAT has two main services, Special Forces and Anti-terrorism and cyborg crimes investigation. The first is mainly comprised of assault and E-SWAT is the best in the world at this type of activity. Their constant training and close teamwork provide the tools they need to accomplish any task presented. E-SWAT assault teams are routinely loaned to other countries and are the main means of enforcing world peace by Olympus. Cyborg investigations are generally more subtle and if possible will be performed prior to assault and arrest. E-SWAT often operates in foreign countries with "plausible deniability" giving operatives free reign in their actions. However, if any member of E-SWAT acts in too corrupt a fashion Internal Affairs will infiltrate the unit and investigate and prosecute if necessary. During lulls in assignments E-SWAT operatives will sometimes be transferred to other branches, usually as undercover agents.

EQUIPMENT

E-SWAT personnel have access to a wide range of armaments and individuals are allowed to tailor their carried equipment to their personal needs. E-SWAT operations will generally be mission specific and depending on the situation Landmates, Orc Armor or Gasium K-5 bodysuits will be worn. Weapons are also mission specific, and will range from submachine guns to anti-tank rifles.

CHARACTERS



DEUNAN KNUTE:

AGE: 23

ROLE: SOLO/COP

INT: 9 REF: 10 TECH: 5 COOL: 9 ATTR: 9 LUCK:8 MA: 7 BOD: 8 EMP:6

SKILLS: combat sense 9, authority 3, personal grooming 5, wardrobe 4, endurance 4, swimming 5, strength feat 3, interrogation 4, resist torture/drugs 3, persuasion fast talk 3, streetwise 4, social 2, accounting 1, awareness/notice 10, education and general knowledge 7, hide/evade 5, languages = English 10 Japanese 4 Ethiopian 4, shadow track 5, wilderness survival 6, athletics 9, dodge/escape 7, driving 4, handgun 10, heavy weapons 5, martial arts 8, 6 and 3 (I have decided not to go into detail about which martial arts she knows, Shirow has never hinted at it although he promises to go into it more in one if his yet to be published books. Because of the war a variety of martial arts have spread through the world and virtually everyone is schooled in at least one of them. (For game purposes pick any three from my MASTER MARTIAL ARTS LIST), melee 7, motorcycle 6, pilot landmate 9, rifle 4, stealth 6, submachine gun 7, basic tech 4, demolitions 4, first aid 3, disguise 3,electronics 3, forgery 3, pick lock 4, pick pocket 2, weaponsmith 3

Deunan is the pointman, lover and partner to Briareos. Together they are the main characters of Appleseed. Deunan is complex mix of several races including French, African, English and American. She met "Bri" in 2116 at the early age 11, and the two immediately formed a close friendship. Briareos originally took the role of the protective uncle in Deunan's life but as she grew older their relationship became more personal and intimate. Deunan's mother was murdered by racists in South Africa, afterwards her father Carl Knute took his children to America. Deunan has several siblings but not much is known about them or her parents.

Her father Carl seems to be very integral to the story and many of the Olympus bio-riods were created from his genetic data. He also trained Deunan extensively for Combat. The story indicates he was head of LAPD SWAT before the war but no real details exist as of yet. Deunan is well trained in virtually all combat proficiencies and is a confident martial artist, not very strong she makes up for this weakness with speed and agility. Hitomi headhunted her and Briareos, they were living in America's Badside at the time and Hitomi convinced them to come to Olympus. Since then they have again taken up their roles in law enforcement and are integral members of E-SWAT. Recently thoughts of marriage have begun to creep into Deunan's mind.

Her only real weakness is Briareos, whom she constantly worries about

BRIAREOS HECATONCHIRES:

AGE: 32

ROLE: SOLO

INT: 10 REF: 15 TECH: 7 COOL: 10 ATTR: n/a LUCK: 4 MA: 15 BOD: 20 EMP: 5

SKILLS: combat sense 10, authority 4, wardrobe and style 4, endurance 8, strength feat 7, swimming 2, intimidate 4, social 3, streetwise 5, awareness notice 10/15, education and general knowledge 8, hide evade 3, accounting 2, shadow track 4, library search 2, wilderness survival 5, athletics 4, dodge/escape 4, driving 4, handgun 7, heavy weapons 10, martial arts 9 (panzerfaust) melee 6, motorcycle 7, rifle 10, submachine gun 6, basic tech 5, demolitions 3, forgery 2, pick lock 2, weaponsmith 4

Briareos is full borg and one of the lucky few with perfect coordination. His senses are augmented with an auxiliary brain that is a dedicated information processor. It handles the information not in numerical format, but by transmitting concepts. Originally "Bri" is of Mediterranean heritage, although very little is known about his past before he hooked up



with Deunan. First Marksman for Deunan, the two always prefer to work as a team and when they are separated he sometimes becomes preoccupied worrying about her safety. Bri was born in 2096,

his first paying work came in 2106, when he was hired to lay undersea cables. At the age of 12 Bri kills his superior and flees for reasons unknown, works freelance thereafter. Bri retires in 2116 and joins Carl Knutes team, meeting the young Deunan for the first time. Six years later his past comes back to haunt him and Bri has an accident which forces him to become a cyborg.

He spends months in rehab. When the war breaks out he and Deunan survive on their own, living in badside. When Hitomi finds them and brings them to Olympus, Bri is cautious and distrusting of the city, but decides to stay for Deunan's sake. Bri loves Deunan although her cooking leaves much to be desired. His full borg conversion includes tele/micro-optics, enhanced hearing, anti-personnel guns in his forearms, rabbit ears with full audio/visual suite, and of course enhanced speed, strength, and durability. Briareos is occasionally somewhat pessimistic and has the odd disposition of free expression of his opinions, sometimes to the dismay of those around him.



HITOMI:

AGE:55

ROLE: FIXER/CORP (headhunter)

INT: 12 REF: 7 TECH: 3 COOL: 6 ATTR: 9 LUCK: 8 MA: 7 BOD: 4 EMP: 10

SKILLS: streetdeal 3, resources 1, personal grooming 7 wardrobe and style 9, swimming 4, human perception 2, interview 3, social 7, persuasion fast talk 4, education/general knowledge 10, awareness/notice 1, history 5, languages = (too many to list here but she speaks about 10 fluently), library search 4, athletics 2 (but getting better with Deunan's influence) dance 3, handgun 2, martial arts (karate) 1, paint or draw 8, pilot landmate 3.

Hitomi is an Olympus bio-riod, her job is headhunting humans to bring to Olympus. Hitomi was born in 2074 but she has the physical body and appearance of an 18 year old girl. She has a childish attitude and demeanor but she understands far more than she lets on. She has many interests and hobbies and is extremely talented. She has learned much in her time. While she acts somewhat flighty she is very intelligent and

her friendly attitude keeps her well liked by most everyone she comes in contact with. She often acts as a protagonist for her best friends Deunan and Briareos's lovelife, showing up at the most inopportune moments. She speaks several languages and has a sincere interest in the fine arts. Although they make an unlikely pair she and Yoshi are lovers and while Yoshi's undisciplined (and sometimes downright slobbish) behavior aggravates Hitomi to no end the two seem genuinely happy with one another. Even though she is a bio-riod she is (in my opinion) the most human female character in Applesseed. Shirow considers her to be rather average looking but in my opinion she is the sexiest and most attractive female in any of his works.

YOSHITSUNE MIYAMOTO

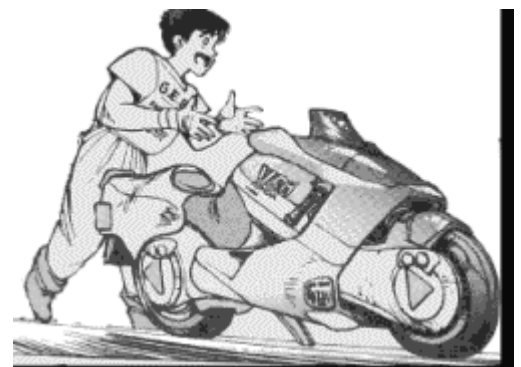
AGE:22

ROLE: TECH

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

SKILLS: jury rig 8, personal grooming 1, wardrobe and style 1, streetwise 2, human perception 3, awareness/notice 1, education/general knowledge 5, athletics 3, martial arts (karate)1, driving 2, motorcycle 5, pilot landmate 5, cybertech 7, basic tech 9, landmate tech 5, electronics 5,

Yoshi is Hitomi's lover and one of the luckiest people in Olympus. He is a landmate mechanic who much to Hitomi's aggravation often seems more interested in motorcycles and landmates than anything else. This boy is a machine freak. Shirow likes him allot even though he is a rather insignificant



character. I agree, there is just something likeable about him and you want him to succeed. He spends every thing he earns and is always close to being in debt, perhaps if Deunan ever learns to take care of her LM Yoshi will be broke and bankrupt. Yoshi is fairly close minded but his naiveté makes it ok, like Hitomi most everybody he meets likes him. He has the attitude of your average teenage motorhead and enjoys life immensely, he may not express it well but he truly seems to love Hitomi. (Who wouldn't!)



ARTEMIS-ALPEIA

AGE: UNKNOWN(presumably under 5)

ROLE: SOLO

INT: 13 REF: 13 TECH: 4 COOL: 10 ATTR: 8 LUCK: 5 MA: 12 BOD: 10 EMP: 6
SKILLS: combat sense 7, endurance 6, strength feat 6, swimming 5, resist torture drugs 7, awareness/notice 10, education general knowledge 1-6 (at her debut in volume 3 she knew nothing really but she learns at an incredible rate and by the end of volume 4 she is quite knowledgeable), hide/evade 10, shadow track 5, wilderness survival 10, archery 8, athletics 9, dodge/escape 6, handgun 4, melee 9, library search 5, system knowledge 5,

Artemis is a humanoid combat bio-riod hybrid, her genetic make-up is mixed with several animals and she has the appearance of a cat like woman. Alpeia (Artemis is her bio-riod model name) has enhanced learning capabilities and absorbs information like a sponge. She has the ability for self replication and has three children, Artemis-Telon, Artemis-Selene, and Artemis-Hecate. While being a fierce combatant her main role in Appleseed is to irritate Hitomi. Hitomi by request of the Council has taken Artemis into

her home and often has the unsavory job of babysitting her children. Artemis cannot speak but can make sounds and finds other ways to communicate. Her kids are just brats who live to terrorize poor Hitomi.



CYBORGS, CLONES AND BIO-ROIDS

CYBORGS OF APPLESEED

Cyborgs in the world of Appleaseed are almost identical to the full body conversions of Cyberpunk 2020. The only real difference is the difference of humanity loss, In Appleaseed it seems there is simply no such thing. For game purposes divide the cost of all cybernetics by four.

and it should come out pretty close while still keeping with necessary game mechanics. Cyborgs reproductive organs remain intact (if possible) so they are able to perform sexually and even have children. The outer shell of a cyborgs is coated in a thin membrane (skin) and is generally as sensitive as normal humans. Cyborgs can regulate their body temperatures but to protect the flesh parts that remain in the body the temperature is usually not set that high. The "skin" of a cyborg is made from the same technology as datafilm and the coating of the exo-skeletons of landmates. Only one cyborg in a hundred or so is said to be perfectly coordinated. Cyborgs are very susceptible to changes in temperature and levels of mass stress.

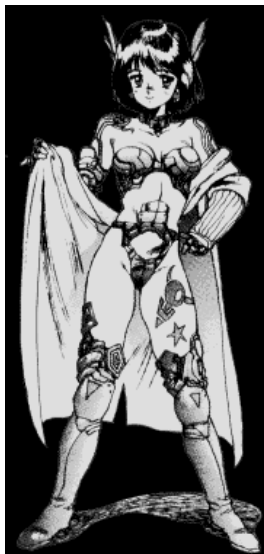


Appleaseed cyborgs come in all shapes and sizes and all are customized. You will almost never see identical cyborgs and there really is no stock model body. For "borg" creation in your game simply use the rules provided in Chrome Book 2 with the humanity loss modifications mentioned above.

A WORD ON PERSONAL CYBERNETICS

Personal cybernetics on non "borg's" are geared towards the internal. The motto for cybernetics in relation to personal appearance in the world of Appleaseed seems to be "all or nothing". Any of the cybernetics available in Cyberpunk 2020 are available in Appleaseed but normal humans prefer to keep it to what's light and necessary, internal implants are common while artificial limbs and the like are usually only used in amputee cases.

(authors note: the variations of cyborgs and cybernetics are infinite, so I'm not going to go into specifics, it would take entirely to long to do here and since I'm not getting paid for this I have to work. Besides Shirow has never really gone into detail as to the available cybernetics in his world. If he does or if somehow, some day, I can get an audience with him I will update this. Until then this is all I can give you.)



CLONES AND BIO-ROIDS: RULES TO KEEP ON LIVING BY

Clones and bio-riods in Appleaseed make up the majority of the population of Olympus. The following rules are meant to be fully compatible in your regular Cyberpunk 2020 or Cybergeneration game.

True humans can have a clone made of their body and then have their memories implanted into the new body. The cloned body can be as old or young as the person chooses and slight modifications can be made as well (BOD type, hair color, eye color, height, weight, etc...).

The cost of a clone body is \$100,000 (10million eb for CP2020). And the cost for the memory transferal is \$20,000 (2 million for CP2020). Once a person has been cloned and transferred he/she is considered a new human and is eligible for life extensions.

Bio-riods are clones with a plethora of mother genes, usually designer tailored for a specific purpose. Bio-riods were created by the founders of Olympus to be humanity's watch-dogs. But in reality many are so

near human that they are indistinguishable. On the other hand bio-riods can always recognize other bio-riods and clones due to the fact they are all constructed from the same gene pool. Bio-riods are also empathetically linked to one another and if a large number of them die the rest will feel it (no one is sure weather this was planned or if it is merely a beneficial side-effect of the cloning process).

Bio-riods and clones must undergo regular maintenance treatments called "periodic longevity processing." If they are more than two days late they begin to suffer from anemia and lethargy. (-1 to all rolls involving healing, or endurance.) They begin to sleep longer and as more time passes they begin to feel very ill (another -1 for each additional day). The bio-logical systems of bio-riods are not able to recharge on their own as humans do and after they have missed their longevity treatment by two weeks nothing can be done and the person will die as their bodies become more and more degraded. Periodic longevity processing must be done once every six months and is free of charge. (I think, Shirow never has said anything about the price of anything in his books so I have absolutely no real clue of what anything costs.) (For CP 2020 it carries a cost of 2000 eb per treatment.)

In addition to having to undergo "periodic longevity processing" bio-riods and clones are also able to extend their life span through a process appropriately called "life extension."

A life extension cost's \$150,000 (1.5 million eb) and extends the life span by thirty years. Due to cellular degradation, a person can only get about 5 life extensions before their cellular structure breaks down to an unsuitable level.

After they reach their bodies desired physical maturity clones and bio-riods remain the same physical age until they reach the limit of their ability for life extensions, then they age as normal.

Clones and bio-riods can be genetically tailored before "birth" to virtually any specifications the designers have. Mixing animal and human genes is not unheard of nor is adding completely new abilities such as the ability to clone themselves (take Artemis Alpeia for example) although normally they are simply designed for whatever jobs they will be performing...i.e.: enhanced strength and reflexes for combat bio-riods, enhanced memory and intelligence for communications personnel. The variations of bio-riods are vast, and while many can be ordinary people there are also more dangerous bio-riods walking the streets of the world. In short treat bio-riods as normal people only with longer life spans and occasionally they are smarter, faster and stronger too (and any other way you can think of too make them superior). Most bio-riods have been around for a long time and have gained a lot of experience.

Bio-riods make up 80% of Olympus's population so don't be afraid to let your characters choose them as PC's. Treat them as normal but give them superior abilities in regards to the characters roles, and most will start out with at least twice the experience of normal humans. (Although skills learned must be at 50% non-combat related.)



APPLESEED TERMINOLOGY

AA (2) - ASSEMBLY AREA The area where SWAT teams equip themselves and receive mission instructions

AEGIS (1) The Earth's post-WWIII central management bureau

AGS SYNDROME (3) Masculinization in a woman brought on by excessive male hormones

AKECHI MOTORS(1) Motorbike and landmate company. Yoshi has an Akechi bike and landmate

They are also a repair shop for the aforementioned items

AP (1) - ARMOUR PIERCING A round which is designed to be used against an armoured target. The projectile utilizes kinetic energy to "hammer" the armour.

APFM (4) - ANTI PERSONNEL FRAGMENTATION MINE

APHROS (3) The Greek god of love

ARBR (3) - ANTI RIOT BATON ROUND This round splits into an X shape when fired, delivering a high kinetic (non-piercing) blow to the target

ARCOLOGY (1) The term to describe a large set of buildings

ARCOZONE (2) District of arcologys

BCSC (1) - BIOCONTROL SERVICE CENTRE Centre for bioroids to keep their body functions in shape

This is where the life extension and periodic longevity treatments take place.

BADSIDE (1) The wastelands left by desolation of WWIII. Inhabitants are regarded as low individuals by Olympians

BENANDANTI OP (3) An ESWAT operation to France, used as a nuclear deterrent

BEZEKRIC (1) A large arcology housing offices and embassies

BIOROID (1) Most of the population of Olympus are genetically engineered lifeforms, who are known as bioroids. They have certain rules and directives to follow about preserving human life

CA (1) - CRISIS AREA An ESWAT term for a danger zone

CAFE AU LAIT (3) A slang expression for half caste people

CARBONICS (3) A combat Bioroid model

CLAYMORE (3) An *anti-personel* mine which fires thousands of ball bearings when triggered

DOROCI (1) The Doroci program is the attempt by AEGIS to intergrate Badsider's into Olympus's society. Bri and Deunan were part of this program

DS (?) - DISCARDING SABOT A smaller dart is released from the main projectile, which diffuses, leaving the dart to penetrate the target

EOD (4) - EXPLOSIVE ORDINANCE DISPOSAL Bomb defusion



ESWAT (1) - EXTRA SPECIAL WEAPONS and TACTICS The organisation to which Bri and Deunan belong. Deal with large threats, such as terrorists, *cyborg crimes*, and *special investigations*

EUMINIDES (3) The Black Nazi group

FBI (2) Not the old US organisation, but a much more powerful Olympian version. Monitors the bioroid population

GAIA (1) Central control computer. Controls Olympus, and is used to test the Council's theories

GREAT SATANS (3) The Munma religion refer to the old and new superpowers (USA and Olympus) as this

GUGES-D (1) Rather like a deluxe version of a landmate, incorporating a set of outer arms which mimic the inner set. Able to fly *if equipped with flight pack*

GUN PLATFORM (2) A huge spider like tank, which is very powerful. It is solar powered

HEAP (1) - HIGH EXPLOSIVE ARMOUR PIERCING (see AP)

HEAT (1) - HIGH EXPLOSIVE ANTI TANK A projectile, which on collision with the target, burns through the armour and sprays molten metal inside the enemy vehicle

HESH (1) - HIGH EXPLOSIVE SQUASH HEAD A projectile which is designed to squash on contact with the target and explode, sending a shockwave though the target

HELIOSTATS (2) A device which directs sunlight, rather like a large moveable mirror, onto solar panels

HECATONCHIRES SYSTEM (4) A cybernetic system which allows multiple body functions (ie. limbs, senses, etc.) to be processed at any one time. Extra limbs can be added, eg. Bri has multiple sets of eyes. It also allows the cyborg to control other object such as vehicles, ny direct mind interface

HERMES (3) An anti-gravity system, allowing vehicles to hover. **Hermes is a new state of matter that makes metals super light, almost to the point of weightlessness**

HOPE PROGRAM (2) A program of action to optimise the human race, by turning them all into bioroids. Discussed by the high council

IMPERIAL AMERICANA (4) - America is now split into two states. This is one of them

JAMAHIRIYA (3) The Libyan Government

LANDMATE (1) A robotic suit of armour, which combines humanoid movement with protection and speed.

LIFE EXTENSION (2) Medical technology has advanced so far as to grant humans another 30 or so years onto their life. The treatment is not available to humans

MACV (2) - MILITARY ADVISORY COMMAND, VIETNAM

MAGNETIC MINES (4) Projectile that stick to its target (usually a landmate) and disables on explosion

MAHDI (3) - A term used by the MHR, to describe a saviour or phrophe

MHR (4) - MUNMA HOLY REPUBLIC A dissident religion (possibly a sect of Islam) who wish to steal from Olympus via espionage. Located in South east Iran

MIRANDA (3) The original Miranda was a set of rights that an arresting officer read his prisoner upon arrest. A new set of rights are now present in Olympus

MOSSAD (3) The Israeli equivalent of the FBI

MUNMA (4) The new messiah

NOE (2) - NAP OF the EARTH In order to avoid detection by radar, craft fly close to the ground and follow its curves and contours

OAU (3) - ORGANISATION for AFRICAN UNITY

ORC SUIT (3) A type of powered body armour, which monitors acoustic signatures rather than heartbeats

OLYMPUS (1) The urban utopia that Deunan and Bri live in. It is run by bioroids, and is located on an island off the coast of Africa. Survivors of WWII are brought to live in Olympus by operatives for the Doroci Program

P7 (2) A 9mm gas operated pistol used for close combat and stealth

POLYMER GEL ROUND (4) An ESWAT shell fired at the viewing sensors on an enemy landmate to blind it or cut off it's air supply

POSEIDON (3) Japan has become an enemy of Olympus, and is now the superpower poseidon

PROTECTION LEVEL (4) Every piece of police and ESWAT apparatus has a P-level, which restricted access to it. Written as P(No.)

SARIN (1) A lethal nerve gas, which rapidly disperses into the atmosphere, **lethal dosage .00000035oz.**

SASAM (4) - SEARCH AND STRIKE ARMOUR Round that uses pre-programmed criteria to pick out targets

SCIPIO (2) A Roman general and philosopher

SPINDLE OIL (2) Oil that is passed into aircraft's engines specifically to create smoke (for aerobatic performances)

TARTARUS (1) The huge, mirrored administration arcology in Olympus. Shaped like a semi-circle, it has thousands of floor levels

TURING TESTS (2) A test designed to determine the difference between human thought and computer logic

UHMS (2) - UNDER HEAD MOUNTED SENSORS These sensors are located on a panel under the head of a landmate

USSSR (4) - The second state controlling America

WEAPONS

(All weapons use cased ammunition)

The Poseiden Norinco Gong

P/SHT * -1/-3 * J * C * 5D6(10 GAUGE) * 6 * 1 * ST * 650 EB

The Poseiden Norinco Gong is a ten-gauge 6-shot shotgun. This pistol-sized shotgun seems to be Deunan Knute's weapon of choice. It accepts a variety of special ammo.



45 ACP

P * 0 * P * C * 2D6+2 (.45 ACP) * 7 * 1 * ST * 480 EB

A .45 caliber weapon used as a backup. Too under-powered for use against most cyborgs.



10mm ASSAULT VULCAN

HVY * 0 * N * R * 8D6(10mm) * 300 * 60 * ST * 3700 EB

10mm gatling gun generally used against the more powerful cyborgs. Most opponents give up if it is pointed at them.



GOVER

P * +2 * J * C * 2D6+3(10mm) * 12 * 1 * VR * 390 EB

There isn't a whole lot of data on the Gover but I believe it to be 10mm. Commonly loaded with A/P ammo.



9mm PARA

SMG * +1 * L * R * 2D6+1(9mm) * 30 * 20 * ST * 480 EB

Submachine gun used against lighter cyborgs, equipped with a large suppressor for quiet fire. Useless against larger combat borgs or landmates.



Sebuoro Bobsons

P * 0 * P * C * 2D6+2(.45 ACP) * 5 * 1 * VR * 300 EB

Another gun that I'm not too sure about, but based on its size and Shirow's preference in guns, I would say its a .45.



Sebuoro J9

SMG * +1 * L * R * 2D6+1(9mm) * 35 * 30 * VR * 740 EB

An improved version of the 9mm para, re-enforced to fire HV ammo. This SMG is made for use against armored infantry.



Briareos's Rifle

HVY * +3 * N * ER * 4D10+6 (20mmEHI) * 12 * 1 * R * 3500 EB

Briareos uses a variety of rifles in the 20mm to 30mm range. The rifles so far have all seem to be semi-automatic combat and sniper rifles. I am only going to give the stats for the 20mm here, if you want the stats for a 30mm they shouldn't be too hard to find. There is no way a human could fire this weapon its sheer weight make it too hard to even lift and its recoil would rip the arms off a non-augmented person.

Special ammunition types:

Shotgun shells:

X-stun rounds - when fired these rounds spread out into a large x delivering massive amounts of kinetic energy upon impact, shells are 30eb apiece and do 4D10 (stun damage only), this damage ignores all armor.

Busy Bee Shells - not really sure of the name of these, but I guess that's as good a name as any. These were the rounds Deunan incapacitated Sokaku with in chapter 24 of volume 4 of Appleseed. When fired these shoot 4 little devices that upon contact with a cyborg send a current through the cyborgs body rendering him completely immobile. The cost is 100eb per shell and there is no damage.

Glue Shells - these are filled with a gooey substance and a fired at the faces of the enemy to blind them. Cost 30 per box of 12. No damage.

Handgun and SMG Special ammo:

H/V ammo - hyper velocity is armor piercing and is x3 the damage done to armor. Has no stopping power and these bullets will pass through an unarmored target with very little wound trauma. Cost is 150eb per box of 50, and are unavailable to civilians. Firing full auto may cause the gun to over heat and jam, possibly even blow up.

HESH Rounds - high explosive squash head ammo acts like an explosive hollow point round and it delivers incredible kinetic impact. Damage vs. unarmored target is x2 plus 1D6 due to explosive damage, vs. armored targets damage is normal plus 1D6 due to explosive damage. Cost is 150eb per box of 50. Unavailable to civilians.

Delayed Fuse Explosive Rounds - these are designed to explode after penetration. Used for assassinations these rounds are extremely deadly, very few people shot with these live. 150eb per box of 50, unavailable to public. Damage is normal plus 1D6.

Tracker round - this round is actually a miniature tracer. Does normal damage and costs 100eb for a box of 20.

GEAR



DATAFILM

Or datasuit, as it is also called. This incredibly thin suit is meant to be worn under powered armor, and transmits the wearer's commands to the landmate. Datafilm has an SP of 6. It protects against acids, alkali's and other chemicals, lets sweat escape while repelling water and cushions shock. It is a fabulous invention (in the words of SHIROW himself). Apparently if the wearer is knifed it would hurt a great deal but the blade would not penetrate the datasuit. It's made if the same materials used to coat cyborg and landmate musculature. Data suits come in a variety of colors and pattern and are made by several different companies. Due to the tight fit and variations in height, weight and structure I would imagine that each datasuit is custom made for the specific wearer. You must wear a datasuit to operate a landmate. Cost varies from 200eb to 2000 eb depending on manufacturer and design. The suit gives +3 to any ref action made while using a land mate. Available to public.
(Appleseed)

GASIUM K-5 BATTLESUIT

An armored body suit usually custom compartmentalized for the wearer's specific needs (sown in holsters for specific weapons and pockets etc...). The K-5 is made to be worn with a datasuit underneath. Despite its bulk this suit is incredibly light and has no encumbrance penalty. It offers an SP of 18 from head to toe and is covered with a special rubberized coating to prevent clash and clatter. The suit will be custom fitted and compartmentalized to whatever the wearer's demands may be. Cost ranges from 500eb to 1500eb. Only available to police departments and military.

(Appleseed)



ORC ARMOR

A lighter, albeit bulkier version of metal gear, this slightly powered personal armor has a REF bonus of +1 and an SP of 25. Used for fast assaults into high risk situations by E-SWAT, it is specially made for maneuverability and stealth. It too utilizes the data film for transmitting the physical signals too the suit. Orc suits can monitor acoustic signatures, or A/S, giving them an awareness bonus of plus +2. The system is also designed to monitor their comrades for the sound of breaking armor, giving them a better teamwork ratio in stealth operations. The helmet is equipped with; auditory boost, low light enhancement, image enhancement, and tele-optics. The suit also boosts the BOD and MA of whoever is wearing it with a bonus of +4 each. 25,000eb these suits are available only to the police and military. *(Appleseed)*



KENBISHI PROTECTIVE WEAR

This light armor, which resembles bandages, is designed to protect against both blades and projectiles. It is meant to be worn under clothes (not under a datasuit). It offers an SP 10. Cost is 200 eb.

DETECTION UNIT

Consisting of a tiny fiber optic camera and microphone, this device is slid under doors and through cracks etc... to give the user a clear picture of the situation before he enters a room. This is a smaller, more high tech version of the surveillance camera's used in the movies "Executive Decision" and "Patriot Games". Cost is 680eb.



C-6 REMOTE MINE

This small explosive device is used for opening doors and the like. Damage is 2D10 with a 1 meter radius. Cost is 50 eb.



SWISS ARMY KNIFE

It's a Swiss army knife. It has a variety of tools, including: cutting knife, sawblade, fingernail clippers, scissors, standard screwdriver, Phillip's head screwdriver, hook, leather punch, awl, can opener, bottle opener, spoon, fork, cork screw, magnifying glass, toothpick, tweezers and nail file. Cost depending on number of options, usually from 20 to 60 eb.

MINI-BURNER

A small cutting torch. It has enough fuel for about 1 minute of consecutive use. Will cut through up to SP 25. Cost is 35 eb.

COMBAT KNIVES

Combat knives come in a variety of shapes and sizes, everything from your basic survival knives to short swords. They have a variety of purposes. You can use them as a probe, an eating utensil, to pry objects open, to hold things open or closed, as a climbing piton, and of course as a weapon. In fact the uses for knives are infinite. The cost ranges from 40 to 200 eb. Damage ranges from 1D6 to 3D6.



EXTENDABLE MIRROR

A small mirror attached to an extendable stick used for safely looking around corners. Cost is 25eb.

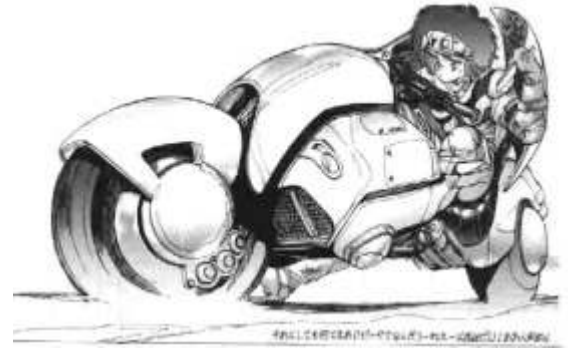


VEHICLES

TONDA QV 450 RF

An average recumbent bike. Most of the motorcycles in the world of Applesseed have free floating forks, and makes use of drive by wire technology. This translates into the slower you go the tighter you turn. (*Applesseed*)

Top Speed:	120 mph	Acc/Dcc	15/25
Crew:	1	Range:	230mi
Passengers:	0	Cargo:	40 kg
Maneuver:	+2	SDP:	25
SP:	10	Type:	cycle
Mass:	100 kg	Cost:	8,380 eb



THE HUN

Your average nomad bike. From the looks of it I would say it handles pretty well off road as well as on pavement. It also seems pretty sturdy and reliable. (*Ghost In The Shell*)

Top Speed:	100 mph	Acc/Dcc	18/30
Crew:	1	Range:	230mi
Passengers:	0	Cargo:	50 kg
Maneuver:	+2	SDP:	30
SP:	5	Type:	cycle
Mass:	120 kg	Cost:	6,670eb



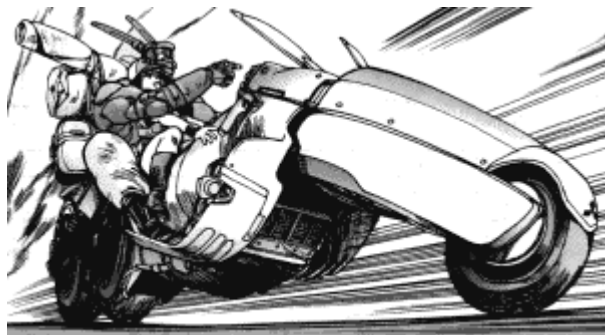
Special equipment:

Off-road capable, radio,

BORG BIKE

This is a massive motorcycle built especially for the larger cyborgs. This bike was made to handle off-road terrain as well as the streets. This bike makes use of drive by wire technology, and its shocks are specially calibrated for the weight of a cyborg. It also has an optional sidecar. (*Applesseed*)

Top Speed:	100 mph	Acc/Dcc	10/25
Crew:	1	Range:	200mi
Passengers:	0	Cargo:	45 kg
Maneuver:	+1	SDP:	40
SP:	0	Type:	cycle
Mass:	160 kg	Cost:	6,000eb



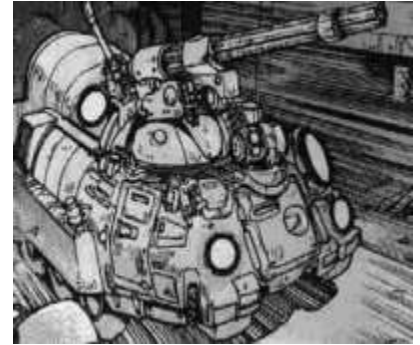
Special equipment:

Off-road capability, radio, optional side car.

GUNSLINGER TANK

A tank more suited to the urban jungle than to the badlands. It carries a variety of weapons to get the job done, but under adverse conditions its electronics and cooling systems have been known to malfunction. Depending on the terrain the Gunslinger can switch from tread to tire, to make maximum control of its environment. (*Appleseed*)

Top Speed:	60 mph	Acc/Dcc	15/50
Crew:	3	Range:	230mi
Passengers:	4	Cargo:	4 tons
Maneuver:	+3	SDP:	200
SP:	80	Type:	IFV
Mass:	20 tons	Cost:	985,540 eb



Special equipment:

Reactive armor, amphibious modification, fire extinguisher, environment control, military radio w/scrambler, anti-personnel grenades, visual and laser rangefinder, auto pilot and navigational system, image enhancement, thermograph, 4 IR smoke projectors, radar, motion detectors, spoghtlights and enhanced audio detectors.

Weapons systems:

30mm gatling in turret mount, 6 shot revolver style 75mm cannon, in turret mount.

MOBILE PLATFORMS

This is a six legged walker developed for city defense. The Mobile Platforms are walking arsenals, as they carry enough firepower to level a city. They are supposedly flight capable, but this requires expert training and has yet to see any real use in combat. (its ground speed is faster) While it needs a crew of 5 for optimum performance, it really needs no crew at all, it can be remote controlled from a central location. (*Appleseed*)

Top Speed:	land: 30 / air: 15	Acc/Dcc	30/30
Crew:	5	Range:	230mi
Passengers:	0	Cargo:	4000 kg
Maneuver:	+4	SDP:	250
SP:	100	Type:	MBT/walker
Mass:	42 tons	Cost:	3.6 million eb



Special equipment:

Cybernetic linkage, composite armor, full audio/visual imaging and recording capabilities, radar, motion detectors, visual-acoustic-heat-and laser target acquisition. fire extinguisher, auto pilot, ECM, ECCM, life support, smoke dispensers.

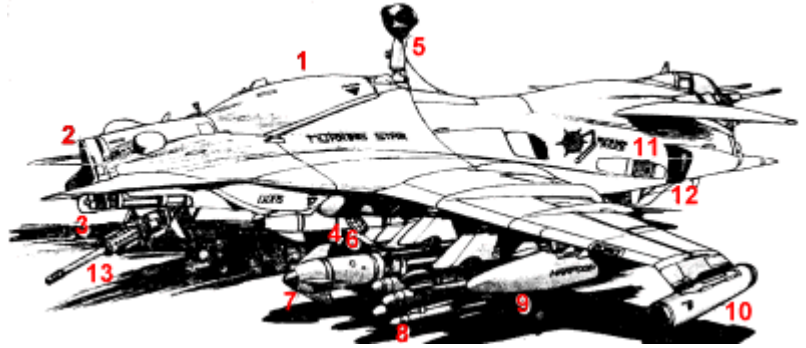
Weapon systems:

2 30mm gatling guns, 6 40mm auto GLs, 3cm railgun, 12 dual barreled .50calibre chain guns,

MORNING STAR

This aircraft, also called the Anti-Predator Device, was developed to eliminate not only those enemies crawling around on the ground below, but to take out anti-tank helicopters, flying tanks, assault mines and other low-altitude airborne weapon systems. The "MORNING STAR" is a heavily armored vehicle with an armor laminate which utilizes kevlar, boron carbide, ballistic nylon, and carbon fiber to provide outstanding protection levels. The "Morning Star" is a heavy beast, but the ceramic jet engine at her heart puts out more than enough power to handle it all. It is sometimes rigged with a 900 liter external fuel tank for long-range operations. Standard crew of 2, equipped with semi-automated one man control system to allow her to get home safely with one crew member out of action. (*Appleseed*)

Top Speed:	900 mph	Acc/Dec:	20/35
Crew:	2	Range:	1000mi
Passengers:	0	Cargo:	4000 kg
Maneuver:	+4	SDP:	160
SP:	60	Type:	AV
Mass:	4.5 tons	Cost:	4.2 million eb



Special equipment:

(1) the armored canopy is completely enclosed, with mini cameras scattered over the hull projecting a panoramic view of the outside world in wrap-around monitors in the cockpit. In addition to protecting the pilot from shrapnel and light arms fire, this shield protects him from ultraviolet exposure and eliminates the distraction of sun glare in a dog fight situation. Each camera is screened by a blower that keeps off rain and moisture. (2) jet intake. the lower fins are designed to prevent gun smoke from entering the intake. The fuselage is lined with heat resistant materials along the arc of the gun barrel. This area is tough to keep clean. (4) variable geometry vents, as in the harrier. Six along her underbelly. sometimes called "high mobility venires". (5) mast mounted sight. Allows map-of-the-earth stalking. Far more useful than the designers expected. (6) jammer. (11) chaff and flame dispenser. (12) exhaust nozzle, designed to reduce heat signature. (14) external temperature sensor. (15) VLF antenna. (16) MLF antenna. (18) stabilizer. (19) tail mounted ECM antenna. (20) positive circulation flaps made of heat resistant plastics. (21) positive circulation flaps. (22) nose mounted semi-active laser designators. Ejection seats, environment control, fire extinguisher, military radio, ECM, ECCM, radar, radar detector, IR baffling, full audio and visual imaging.

Weapon systems:

(3) 30mm gatling, (7) 2 anti ship missiles "Penguin" (8) 8 "Hellfire" anti-tank missiles. (9) 2 "Harpoon" anti ship missiles. (10) 2 19-tube rocket launchers. (13) remote controlled 30mm chain gun. (17) 2 20mm chainguns.

LANDMATES



Shirow's versions of ACPA are called landmates. Landmates are a common sight in his stories and are used for everything from recreation to warfare. Like his cyborgs, Shirow has an infinite amount of landmate designs, I will only be converting those I think are necessary or extra interesting. The insides of a landmate are covered with receptors which copy body movements, (the datasuit worn inside the LM's is what send these messages to the receptors) so if the wearers body moves the suit moves exactly as the person inside does. Landmates are specially designed to have the full range of maneuverability that a human has, in some ways even surpass it. The major differences between the ACPA of Cyberpunk and Shirow's landmates, are the datasuits worn underneath, and the extra smaller set of arms are common in most Shirow powered armor. The smaller arms house the operator's arms, and control the

movements of the larger "slave" arms. this innovation allows for greater strength output and more options. As usual these conversions have not been a cakewalk, Shirow will go into great detail about some things but leave others virtually unexplained, so a lot of this is simply my best guess. If someone out there has more information than has been released in America your suggestions would be greatly appreciated.

ed. note: You may notice that the suits here all have chassis in the heavy range. This is due to the fact that Shirow's suits tend to be a little bit bigger than most of the APCA in Cyberpunk 2020 (even his light suits are huge!). All values are based upon size, technical data and performance in the manga and anime.

GUGES-D

The Guges-D is the landmate used by Deunan, and the rest of E-SWAT in Appleseed. Designed for E-SWAT as a special light raider unit, it is faster and more maneuverable than most landmates, even when fully armed. Not being a front-line heavy assault suit, the Guges relies on teamwork and coordination to get the job done. While they basically look the same, most Guges are customized to the wearers needs and personality. The Guges is usually painted matte black, but depending on the operation, they are also available in woodland camo and even grey/red paint schemes. There are no part numbers on a Guges-D either, every piece is hand made. None of its optical sensors radiate visibly, so in the field the machine is virtually soulless - all you can hear is a whisper from the exhaust vents. The Guges was not designed for fancy slugfests or running around with high-caliber guns blazing; the design goal was straight forward: take out the obstacle as safely, surely, and quickly as possible. It was not built for solo heroics. Designed with the knowledge that anti-terrorist operations are timed in seconds



and minutes, it carries only enough ammo to squeeze by - two to four magazines at the most. The fingertips are left virtually unarmored for attaching sensor devices. The Guges has a strong grip so the sensors need a lot of replacing. The fingers are made of aluminum alloy and the knuckles are made from titanium. The operator can't open his/her hand completely, but the trade off in superior external armor is well worth it. Guges wear "sneakers" for grip enhancement and noise reduction. For the price you pay, you really don't wanna know how often these need to be replaced.*(Appleseed)*

POWERED ARMOR SPECIFICATIONS

SUIT NAME:	GUGES-D	MANUFACTURER:	Akechi Motors
TOTAL WEIGHT:	1.48 tons	SIB/DFB:	+4/+3
CHASSIS TYPE:	GUGES, STR 45	CHASSIS CAP./CARRY:	2250/ 675kg
PUNCH:	5D10	TOTAL COST:	160,000eb
KICK:	7D10	TROOPER SIZE:	varies
CRUSH:	6D10	TOUGHNESS MOD:	-11

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 50	SP: 50	SP: 25	SP: 50	SP: 50
SDP: 11	SDP: 22	SDP: 11	SDP: 22	SDP: 34
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
Military Commo Link SDP10	Emp sponge SDP30	N/A	5.56 SMG reload	VR Interface SDP 15
RADAR SDP10	Emp sponge SDP33		5.56 SMG reload	C ³ Computer
Remote Targeting SDP5	EMP capacitor SDP 10		5.56 SMG reload	Datasuit interface:
A/V Recorder SDP10	ECM SDP15		5.56 SMG reload	+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
N/A	N/A	N/A	N/A	Sensory Extensions (2)* Norinco 7.62mm Gatling Gun Norinco reload Escape Hatch

Equipment Carried

Sebuco 5.56mm SMG * 0 * 5D6 AP * 30 * 20 * VR * 1345EB

* Sensory Extensions: 1 and 2: anti-dazzle, full audio range, low light, image enhancement, targeting scope, tele-optics, sniffer.



USMC HEAVY BATTLE ARMOR

Not the average Shirow design I added it here simply cause it looks so cool. Oddly the slave arms for this mecha are thin and not very armored. They stay in place until activated then act normally. The control arms have a huge machine gun attached to each. I had nothing but the pic to go off of so please bear with me. (from the cover of *Machine Head 4*)

POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	METAL KID	MANUFACTURER:	GM
TOTAL WEIGHT:	3.4 tons	SIB/DFB:	+4/+3
CHASSIS TYPE:	GOLIATH STR 52	CHASSIS CAP./CARRY:	2600/ 780kg
PUNCH:	6D10	TOTAL COST:	432,250eb
KICK:	7D10	TROOPER SIZE:	varies
CRUSH:	8D10	TOUGHNESS MOD:	-12

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 70	SP: 50	SP: 25	SP: 50	SP: 50
SDP: 11	SDP: 11	SDP: 11	SDP: 22	SDP: 34
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
Military Commo Link SDP10	Emp sponge SDP30	N/A	10mm reload	VR Interface SDP 15
RADAR SDP10	EMP capacitor SDP 10		10mm reload	C ³ Computer
Remote Targeting SDP5	ECCM SDP 15			Datasuit interface:
A/V Recorder SDP10	ECM SDP 15			+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
Spotlight SDP5	N/A	NORINCO 10mm *	Smoke cannister	60mm Mortar
IR Spotlight SDP 5			Ribbon cannister	60 mm Reload
Painting laser SDP 10			Starburst cannister	60 mm Reload
				Escape Hatch
Equipment Carried				
N/A				

* NORINCO 10mm MG * 0 * 8D6 * 200 * 25 * VR * 8760EB

HERACLES

All I had to go on from this one was the picture. It's a Guges (I think) most likely military used for urban assault. (I hypothesized this due to the lack of camo) The hands on the smaller arms are really gloves, and yes you can hold another gun in them.

(Intron Depot)



POWERED ARMOR SPECIFICATIONS				
SUIT NAME: HERACLES		MANUFACTURER: Akechi Motors		
TOTAL WEIGHT: 1.48 tons		SIB/DFB: +4/+3		
CHASSIS TYPE: GUGES, STR 45		CHASSIS CAP./CARRY: 2250/ 675kg		
PUNCH: 5D10		TOTAL COST: 160,000eb		
KICK: 7D10		TROOPER SIZE: varies		
CRUSH: 6D10		TOUGHNESS MOD: -11		
HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 50	SP: 50	SP: 25	SP: 50	SP: 50
SDP: 11	SDP: 22	SDP: 11	SDP: 22	SDP: 34
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
Military Commo Link SDP10	Emp sponge SDP30	N/A	.50 vulcan reload	VR Interface SDP 15
RADAR SDP10	Emp sponge SDP33		.50 vulcan reload	C ³ Computer
Remote Targeting SDP5	EMP capacitor SDP 10			Datasuit interface:
A/V Recorder SDP10	ECM SDP15			+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
N/A	N/A	N/A	N/A	40mm auto-gl (2)
				IFFAR 6-pod
				Ammo drum
				Escape Hatch

Equipment Carried

.50 Caliber Assault Vulcan *

* .50 Caliber Assault Vulcan * HVY * 0 * 6D10 * 1000 * 60 * VR * 13,000 EB

SCORPIO

Yet another LM that I know absolutely nothing about. I scanned it from Intron Depot, and the only reason its included here is that I think it looks cool. Out of all his LM's I would truly hate to wear this one into combat. There are no control arms and the operator's arms are exposed. The front hatch was omitted by Shirow to focus on the operator. The legs don't seem to have much going for them either because of the gun. All in all, this functions more like a powerloader (Aliens) than an LM. The suit rears back on its legs to fire that great big gun. I'm not sure, but I imagine the gun folds up when not in use. *(From Intron Depot)*



POWERED ARMOR SPECIFICATIONS

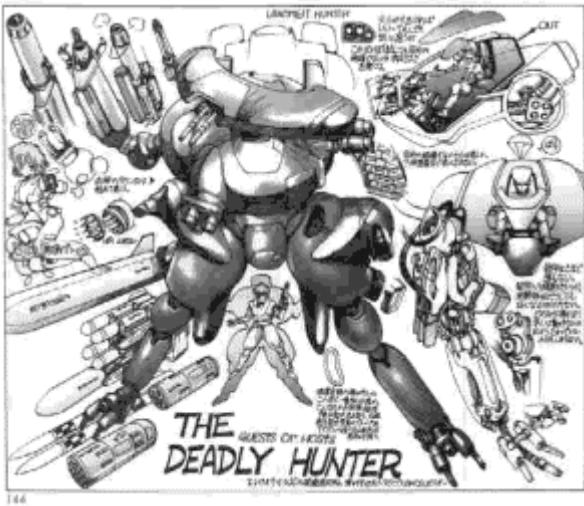
SUIT NAME:	SCORPIO	MANUFACTURER:	BMW
TOTAL WEIGHT:	1.9 tons	SIB/DFB:	+4/+3
CHASSIS TYPE:	ZODIAC STR 40	CHASSIS CAP./CARRY:	2000/ 600kg
PUNCH:	4D10	TOTAL COST:	149,620eb
KICK:	6D10	TROOPER SIZE:	varies
CRUSH:	5D10	TOUGHNESS MOD:	-10

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 40	SP: 50	SP: 0	SP: 40	SP: 50
SDP: 11	SDP: 11	SDP: 0	SDP: 22	SDP: 34
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
Military Commo Link SDP 10	Emp sponge SDP 30	N/A	N/A	VR Interface SDP 15
RADAR SDP 10	EMP capacitor SDP 10			C ³ Computer
Remote Targeting SDP 5	ECCM SDP 15			Datasuit interface:
A/V Recorder SDP 10	ECM SDP 15			+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
Spotlight SDP5	N/A	N/A	N/A	30mm Autocannon *
IR Spotlight SDP 5				Ammo drum
Painting laser SDP 10				

Equipment Carried

N/A

* 30mm Autocannon * 0 * 9D10 * 500 * 20 * SR



DEADLY HUNTER

This is really nothing more than an ACPA weapons platform. It can be loaded down with virtually any armament available. Its sole purpose is to destroy land mates and it does its job well, although it is almost useless in close quarters combat. The Deadly Hunter usually waits in ambush for an unsuspecting target then uses its superior firepower to obliterate its enemies. There is no standard armed version, the Deadly Hunter is mission specific and is equipped depending on what is needed for each operation. (from *Dominion* - in the index)

POWERED ARMOR SPECIFICATIONS			
SUIT NAME:	DEADLY HUNTER	MANUFACTURER:	Mitsubishi
TOTAL WEIGHT:	3.9 tons	SIB/DFB:	+4/+3
CHASSIS TYPE:	ZASTIBUR STR 52	CHASSIS CAP./CARRY:	2600/ 780kg
PUNCH:	6D10	TOTAL COST:	149,620eb
KICK:	8D10	TROOPER SIZE:	varies
CRUSH:	7D10	TOUGHNESS MOD:	-12

HEAD	R & L ARMS	CONTROL ARMS (2)	R. & L. LEGS	TORSO
SP: 70	SP: 50	SP: N/A	SP: 50	SP: 50
SDP: 11	SDP: 11	SDP: N/A	SDP: 22	SDP: 34
<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>	<u>INTERNAL SDP</u>
Military Commo Link SDP 10	Emp sponge SDP 30	N/A	Smoke cannister	VR Interface SDP 15
RADAR SDP 10	EMP capacitor SDP 10		Ribbon cannister	C ³ Computer
Remote Targeting SDP 5	ECCM SDP 15		Starburst cannister	Datasuit interface:
A/V Recorder SDP 10	ECM SDP 15			+3 ref, cost 15,000eb
Scrambler SDP 5	IR Baffling SDP N/A			High Boost
<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>	<u>EXTERNAL SDP</u>
Twin 5.56 machine guns	virtually any weapon system available.	N/A	virtually any weapon system available.	virtually any weapon system available.

Equipment Carried

N/A

MY SINCEREST THANKS AND GRATITUDE GO OUT TO THE FOLLOWING:

TO EVERYONE WHO HAS RESPONDED TO MY ARTICLES

Jeeze, since Paul started posting my articles the responses have come pouring in. It's always nice to know that your work is appreciated. Oddly enough and to my surprise the number of complaints has been very low, so I guess I'm doin a good job. Please continue to e-mail me and I will try to respond as soon as possible.

PAUL MINOR

Possibly the best editor I have ever worked with and owner of the best Cyberpunk 2020 site on the web (especially now that my articles are there:). Paul has been posting my stuff on his page for 3 months now and hopefully will continue doing so for quite a while. Paul has an unnatural ability to figure out exactly where I want the images that go along with my articles placed. He is very patient and has a lot of great ideas. And while our GM'ing styles might clash he is certainly someone who is welcome in my gaming group.

D. DENTON

Denton is the owner of the FLUFFY APPLESEED web-page. The article on Applesseed terminology was written by him and I must say he has one hell of a page. His site also includes plot synopsis for the 4 published volumes of Applesseed to date, a plethora of images and even character descriptions. And even though he doesn't play Cyberpunk 2020 we will forgive him because its such a cool site. Check it out yourself.

DARK HORSE COMICS/STUDIO PROTEUS

These are the wonderful people who brought Applesseed to America and one of the best comic companies in the business, I'm hoping to work for them writing a comic based off Cyberpunk 2020. (hint hint)

R. TALSORIAN GAMES

If your at this site then I'm pretty sure you know who these folks are. They make the world's greatest role-playing game, you know the one I'm trying to base a comic after. (nudge nudge wink wink) While I personally am not at all fond of their new Fuzion system (oops) they still remain the only gaming company worth my money. Thank you folks for putting out the best game I have ever played and the one that inspires almost all of my fiction. And it is my sincerest hopes that someday I will be working for you (are guys getting the hint:). Let my articles here be considered my resume and please keep putting out new material for the greatest game in the world. And if you guys decide to do a source book for Applesseed I want in and i want money....*greedy chortle.*

And finally

MASAMUNE SHIROW

What can I say, the man is a God in my eyes. He has written the best science fiction/ cop drama/ comedy stories ilhave ever read. Shirow is my idol, his work has inspired me, and given me direction. Masamune Shirow was 24 when he wrote the first volume of Applesseed, that same year he was awarded the coveted Sieun-Sho award (Japanese equivalent to the Hugo) for science fiction excellence, the highest award given in Japan for this genre. I could go on forever singing words of praise about him but instead I will simply say "thank you." I hope that if he ever sees this, that he doesn't think me a complete moron and that maybe...just maybe he would find it in his heart to respond with approval. Once again my thanks, for the best books I have ever read.

I eagerly await the release of volume 5 in 1998.

Applesseed is the sole property of Masamune Shirow, all images and ideas are by Shirow. Conversions by Deric Bernier.

For more of the best Cyberpunk 2020 goodness available, go to

DATAFORTRESS 2.0.2.0

<http://datafortress2020.110mb.com/>

To e-mail the author:

droc@mc2k.com

