

Presents:

CONFLICT II:

THE CENTRAL AND SOUTH AMERICA SOURCEBOOK

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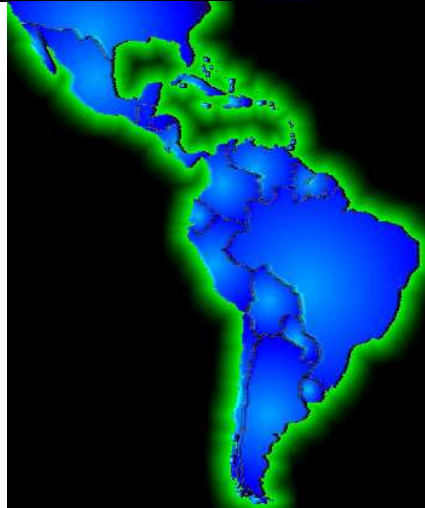
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CONFLICT III: THE CENTRAL AND SOUTH AMERICAN SOURCEBOOK



Central and South America have long been hotbeds of turmoil. While not quite as chaotic as Central Africa, as impoverished as Southeast Asia, or as embittered as the Middle East, Central and South America are no strangers to conflict and poverty. Since the first westerners set foot in the jungles of the new world, these regions have been treated as pawns and playthings. In this modern world things have changed little. Relations with North America especially have always been tense. The Cuban Missile Crisis, the Drug War, the Panamanian Missile Crisis, these events all boiled over during the early 90's, when the Panamanian Dictator Manuel Noriega, fearful of CIA assassination, and faced with the overthrow of his regime via democratic process, overtook the Panama Canal. This led to the beginning of what is termed as the First Central American Conflict. The mission of retaking Panama quickly turned into full scale conflict and spread to South America as the drug Cartels of Columbia, Peru, Honduras, El Salvador, Bolivia, and Nicaragua supported Noriega financially and militarily. The drug war the US had been engaging in quietly for years suddenly became an open battle ground.



The DEA struck a harsh blow, developing and releasing a genetically engineered bio-plague which specifically attacked the Coca Plant. The initial revenue lost to the cartels was crippling. As drug prices soared and supply dwindled to a trickle, the situation became desperate, the U.S. was forced to engage drug dealers in masse at home, as well as abroad. The drug cartels found support in European funding. The motives for the European backing remain a mystery. The money was traced to a conglomerate of Euro-corps, which were destroyed utterly by American covert operations, the CEO's of these corporations were found dead however, official reports indicate suicide. It has long been believed that the corporations were merely a front for the newly formed EEC, and the entire business was merely a means to overextend American spending and give the US government a black eye. Regardless, as supply of cocaine trickled to nothing, the U.S. seemed finally on the brink of destroying the cocaine trade forever, then the bottom fell out. In retaliation for the CIA assassination of Medellin Cartel leader Pablo Escobar, Medellin terrorists from Columbia smuggled a small, low yield nuclear device into New York, detonating the device in Manhattan at 4:30PM, on Wednesday, December 7th, 1993. This event was the beginning of a domino chain of disasters. Severe drought in the Midwest resulted in another dust bowl situation, the meltdown of a nuclear plant in Pittsburgh, street gangs taking near complete control of Miami, and the final nail in the coffin, the World Stock Market Crash of 1994. All these events led to the near total collapse of the U.S. economy in 1996, and forces American forces to withdraw from all conflict in central and South America. The government, so tangled in the machinations of the Gang of Four (CIA, DEA, FBI, and the NSA) became almost completely ineffective at stemming the rising tide of unemployment, homelessness, and unrest.



As the U.S. struggled to regain its feet, the drug cartels wasted no time. European botanists, and genetic engineers were secretly imported and employed by the cartels, and worked quickly to develop new strains of plague resistant Coca plants. These plants, dubbed "synthcoke" by American and European media, were cultivated and hit the streets like a bombshell. The rest of the world, reeling from worldwide economic depression was eager for the escape the drugs provided, and the Cartels achieved even greater control of their countries than before.



The worldwide economic crash left Europe in nearly as bad a position as the US, and in the later half of the 1990's the EEC suffered its own string of disasters, natural and otherwise. Eastern Europe was hit as well, especially Russia, and Russian aid to Cuba came to an end.



In the US, the Gang of Four, under investigation, after the deaths of both the President and the Vice president, began a series of operations designed to tie up and confuse resources, in effort to better hide their plots. In the midst of all this, drought again hit the Midwest, causing a food shortage the likes of which the US had never seen. The US halted all food exportation, eliminating the rest of the world's food supply by nearly a quarter. The EEC was able to aid eastern Europe, and China supported its allies, but much of the rest of the world was left to fend for themselves. As some states begin seceding from federal resources (which at the time were stretched so thin that it was crippling even the states able to support themselves), the US began taking risks to bolster the economy.

Among these risks were a re-organization of the US Military, and the funding for expansion of the Panama Canal.



With the economy in the US slowly regaining its footing, the drug market soared. Multi-National corporations descended on South America in greater force than ever. Millions of acres of land in Brazil, Venezuela, Argentina, Mexico, Chile, Ecuador, Uruguay, Paraguay, Suriname, and French Guiana were bought or seized by these corporations. Corporate lumber, agriculture, and natural resource operations were largely welcomed by the governments of these countries, which were usually led by puppet rulers paid to look the other way. The rural peoples of these countries were not so pleased.



The Gang of Four, in a bold move, and aided by a boost to the economy due to its new position of agricultural dominance caused by the food crash of 2002, convinced the US leaders that invading South America was necessary to again stem the tide of drugs into the US, as well as to further bolster the economy. With the rallying cry of "REMEMBER MANHATTAN" the U.S. declared war on Colombia, Ecuador, Peru and Venezuela in 2003. It became quickly apparent that the US vastly underestimated the renewed strength of the Drug Cartels, who were supplied and backed heavily by European and Russian interests (interests which accused the US of

engineering the Food Crash). The war was brutal and US forces were locked in a constant state of conflict. Territory was won, then lost, then regained and lost again in an endless cycle. The war dragged on for 7 years, causing the US to bleed money like a sieve. Finally, almost totally bankrupt, the US was forced to withdraw completely from the region. The financial situation in the US was so bad, and overstretched, that during the withdrawal, the US was forced to abandon thousands of civilian contractors, as well as isolated military personnel too remote to pull out. This tragedy would forever be known as "The Long Walk" and was seen as a blow to Morale the US military might never recover from, as these abandoned souls were forced to make their own way back to the states, often on foot. The "Walkers" were beset upon by hostile forces almost the entire way home. Of the 500,000 US contractors and soldiers abandoned in South and Central America, only 10% survive the trek home. Ironically, some of the trekkers chose never to return home at all. Jonathan Meta, one of the Army officers left behind, lead a small group of renegades to hijack several tankers and large boats and seized an abandoned oil platform in the gulf of Mexico, declaring themselves a new country under the title of Meta-key. Another group, led by Colonel Jonas Pike assumed complete control of the Panama Canal.



The operating procedure of the Multi-national Corporations are almost universally identical. They begin by legally assuming control of a region, and then through a series of forced relocation efforts, move the native populations into corporate controlled complexes (read Labor camps) by promising them gainful employment and all the benefits of western life. This gainful employment (read slave labor) consists of back breaking manual labor, planting and cultivating crops destined to be sold in America, Europe, Japan, Australia, etc... Private farms and local villages are sanitized to make way for the corporate facilities, often by way of Incendigel carpet bombing. The amount of plants and animals driven to extinction from this practice is immeasurable. Local crops, usually consisting of corn, are eliminated to make way for cattle farms, soy fields, and fruit groves. The local work force ends up growing oranges for wealthy Americans and Europeans, orange juice they can not afford themselves. Through corporate savvy, these workers actually end up in debt to the companies they are forced to work for, and their native diets are replaced with cheap Soya based meals supplied by the corporations. This allows the corporations to subtly tamper with the locals diet, adding mood stabilizers and mental depressants to keep them copasetic, and getting them addicted to mild stimulants via soft drinks to keep their energy levels up so they can work harder. Bottling factories for most of the worlds soft drinks (Including Chill Cola and) are located in Central and South America wear business practices and ingredients can be more closely safeguarded. In the fields of the multi-corp agri-farms, pesticides banned in every first world nation are used in abundance, with no concern given to the local population, cancer rates and birth defects soar exponentially, and it is rare to find a field worker over the age of 50. In addition, the crops themselves are often subjected to radiation "cleansing", and it is common to see a large van with a small nuclear generator parked next to the other farm machinery, moving the cultivated crops along a conveyor belt and subjecting them to low doses of radiation to increase shelf life. The operators of the machinery wear full rad suits, while the laborers are given nothing. But if a laborer gets sick, he need not fear, Multi-Nat pharmaceutical companies are present, cultivating natural resources for new drugs, and are more than happy to test experimental pharmaceuticals on the local population. Any civilians who resist the relocation are labeled as subversives, and taken into custody by local governments under the watchful eye of whichever western Military is supporting the local Multi-Nat corporation. Captured subversives are often subjected to torture, rape, and murder. Corporate employed Death Squads are often utilized to weed out potential subversives from the local populace. The definition of subversive activity varies, from open or covert resistance, to activities such as teaching the locals to read, non violent protests, or just being in the wrong place at the wrong time.



Now with corporate greed more influential than ever, and the strangle hold placed on the United States by the ICMF closing the canal to all U.S. inbound and outbound traffic, The United States is once again preparing to invade Panama. With the SAA potentially siding with the ICMF, the possibility of widespread conflict throughout Central and South America is once again threatened. This situation is made even more tense as the SAA is supplied by China and the Neo-Soviets, as well as the EDF. China and Russia even have troops in place in Peru and El Salvador, and the EDF is undergoing a troop buildup on the strategically important Falkland Islands. Should these forces come into armed contact with the Americans, the entire situation could escalate into a global conflict, taking the fighting from a war in the third world, to a Third World War.

Latin America



MILITARY REGIONS AND **GOVERNMENTAL BORDERS**

(A QUICK GUIDE TO THE COUNTRIES IN CENTRAL AND SOUTH AMERICA AND THEIR CONFLICTS)

INDEPENDENT COUNTRIES / NO ALLIANCES:

Brazil, Cuba, Belize, Costa Rica, Uruguay, Suriname

US Controlled or Allied:

Mexico, Ecuador, the Bahamas, U.S. Virgin Islands, Honduras, Antigua, Puerto Rico, Jamaica

European Controlled or Allied:

French Guiana, Argentina, British Virgin Islands, Guyana, The Falkland, South Georgia and Malvinas Islands

NEO-SOV/CHINESE CONTROLLED OR ALLIED:

El Salvador, Peru, Paraguay

SOUTH AMERICAN ALLIANCE CONTROLLED OR ALLIED:

Colombia, Haiti, Northern Nicaragua, Peru, Venezuela, Bolivia, Chile, Islas De La Sangre, Panama, Guatemala

Central and South America are literally festering with conflict. The vast majority of countries in the regions harbor strong Anti-U.S. sentiment, and even in the countries who ally themselves, or are under the direct control of the United States there is a seething undercurrent of distrust for the Americans due to failed and corrupt third world policies and the never-ending drug wars. In the opposition to the United States there are two major forces. The first is the Independent Canal Military Force in Panama. Originally a U.S. military and civilian unit that took over the canal after being abandoned during the U.S. withdrawal from South America at the end of the Second South American War, now a major military force in the region that recruits independent mercenaries and military veterans to bolster its ranks. The second major force opposing the United States is the South American Alliance. Originally made up of Colombian Drug Cartel leaders turned government officials during the Second South American War, the SAA quickly grew in size as drug producing countries in the region joined. Today this alliance controls half of Central and South America. Already having fought the US separately in the Central American Conflict and together in the Second South American War, the SAA has doubled in size and influence, and is ready for the imminent third U.S. invasion of the region.

Russian, China, and the EEC are playing very cool. Russian troops heavily bolster El Salvador's military, while the Chinese have done much the same in Peru and Paraguay. In fact, with Peru actively joining the SAA, and being so heavily allied with China, The stage is set for China to openly enter conflict with U.S. forces. The EEC is maintaining its distance from the conflict, at least openly. Merely protecting their own assets in the countries they control or have strong influence over. However, the EEC intelligence community is covertly fanning the fires of conflict, using their influence with the ICMF to block U.S. inbound and outbound vessels from the Panama Canal, and building up troop presence in the Falklands for a potential blockade of Drakes Passage. The EDF, Russia, and China are the main suppliers of arms and equipment to the regions of Central and South America. Covertly they all directly supply the SAA and ICMF as well. For China and the Neo-Soviets, it is simply a matter of increased profit and influence in the region, but the EEC has the further motive of hindering and opposing the United States, creating a stage of fragile and extreme paranoia and political turmoil. While the EDF has a great many advisor's working with the drug cartels, the Neo-Soviets are their biggest supplier of arms and technology. It is also very possible that the Russians are using their influence as much against the Europeans as they are against the Americans. And seeing Russians special forces teams supporting isolated Cartel forces or rebel uprisings would not be unheard of.



The Chinese definitely have a stake in this, but what their actual role would be is uncertain. Perhaps like the Russians, they are merely providing arms and small support to western opposing forces, or perhaps their role is more direct, perhaps they will take a side..... The Chinese front has been silent up till now, but they definitely have a vested interest in the region.

Nicaragua and Atlantico are perpetually on the brink of war over, in a border situation reminiscent of Korea and Vietnam.

Rebel uprisings are common in South and Central America, but anyplace where a country is fighting against foreign incursion from the Americans or Europeans will generally produce a unified front against them.

While the drug cartels in the countries directly fighting US invasion have loosely unified under Medellin leadership, there is still the strong possibility of fighting amongst themselves if the opportunity for one to make a move against another presents itself readily. In countries not directly involved with the 3rd South Am war, the cartels will not only be fighting each other, but also local police forces as well.

On a final note, in virtually all the Central and South American countries, including the Caribbean, there are underground revolutionary groups who oppose whatever current ruling party exists. It is said the heat and humidity of the region breeds revolutionaries like mosquitoes in a swamp. In other parts of the region there simply is no law, or at least no one to enforce it. The Caribbean is rife with piracy, and certain countries in South America, most notably Suriname, have degenerated into complete chaos and feral lawlessness.

THE OPENING STAGES OF THE THIRD SOUTH AMERICAN WAR

The United States has declared war on the ICMF in Panama, with the stated goal of once again retaking the Canal. This comes after the ICMF shut down all United States inbound and outbound traffic.

The United States is also using this as a platform to once again invade the SAA states, whose drug trafficking has gone unchecked since the last war. Old wounds run deep, with 2 failed invasions in recent history, and the U.S. still bitter over the nuking of New York by Colombian Cartel leaders in 1993, the American Military cries out for retribution and redemption. However the U.S. abandonment of its own people at the end of the last war 10 years ago is an unforgivable atrocity that runs deep for much of the country. Recruitment is low, and the U.S. Military is already stretched thin from its deployment in Africa. Many of the troops stationed in Africa are being pulled out and redeployed to Central and South America in response to the upcoming conflict, and in a very controversial move large prison populations are being forced into enlistment for front line duty to the region. Still, the civilian enlistment, while low is higher than expected. Some patriotism still exists among the bitter population, and other it seems just want a chance get payback or redeem themselves in the face of the previous conflicts. In another desperate move, the U.S. expanded enlistment age to between 17 and 40 and guaranteed citizenship even for illegal aliens upon successful completion of duty.

The EDF's presence, and position for intervention in the region, as well as that of China and the Neo-Soviets has created an air of paranoia and nervousness, as if any of these countries directly intervene in opposition to the United States it could set the stage for a global conflict...



THE COUNTRIES OF CENTRAL AND SOUTH AMERICA

(A brief look at the countries that make up the dark continent)

POPULATION:	44.9 Million
LITERACY RATE:	95%
SELF DEFENSE FORCES:	Argentinean National Military Forces
LANGUAGES:	Spanish
ETHNIC GROUPS:	white (mostly Spanish and Italian) 82%, mestizo (mixed white and Amerindian ancestry), Amerindian, or other non-white groups 18%
BORDERING COUNTRIES:	Uruguay, Bolivia, Chile, Paraguay, Brazil



ARGENTINA - The commercial and industrial center of South America, second to Brazil and a hotspot for Europeans who want the familiarity of home. Despite the South Am wars devastating effects to surrounding nations, Argentina remained immune to any direct effects thanks to its European backing. The South Am war gained a lot of anti-U.S. sentiment in the country, even among the failed Rebellion lead by leftist youth parties inside the country. During the South Am war, many U.S. run companies were pushed out and simply “outbid” by obviously inferior European countries, simply due to the Anti-American sentiments. The country was a drop-point for Euro-solos and corporate backing for anti-U.S. militias in neighboring nations, giving it the reputation as being one of the major reasons for the loss of the 2nd war. Since then, it has become a vacation spot for European tourists, especially from Spain, Germany, and Italy. In fact due to its conservative government, strong economy and military, it is viewed a “safe alternative” to Brazil. Recent influxes of refugees from Chile, Bolivia, and other surrounding countries affected by the war, have put a strain on Argentina’s society and economy not yet fully felt. Most refugees and nomads from neighboring countries find themselves target of discrimination among Argentines as well as by Government policy, which has so far restricted them to camps in the Northern part of the country. Most Argentines feel that the non-white foreign ethnicities are not deserving of the rich country’s social services and a few conservative parties have openly proposed a plan for expelling the Nomads from the Northern territories. The Argentinean people were casual observers of the war that ravaged most of Central & South America and since then they’ve seen the aftereffects on those nations. This has made many, especially those in power, more concerned with the defense of their country, should another war ever occur.

Comprising almost the entire southern half of South America, Argentina is the world's eighth largest country, covering an area of 2.8 million square km. Argentina possesses some of the world's tallest mountains, expansive deserts, and impressive waterfalls, with the diversity of the land ranging from wild, remote areas in southern Patagonia to the bustling metropolis of Buenos Aires in the north.

A Democratic Republic officially, Argentina has a high occurrence of incumbent reelection, the only recent moment of note where this precedent remained untrue, was during the era of the 1990s-2003 (during the South Am Conflicts). During that era, economic and even foreign governmental pressures resulted in many switches of government between the ultra conservative party and the leftists who wished to turn Argentina into a socialist paradise. Recently a more moderate party has maintained its support and position, continually winning incumbent elections. However, the ultra conservative party has begun to rapidly gain influence, due to its open stance on expelling the Nomads in the North and by citing the victories it achieved for Argentina’s military during the South Am War era. There are three main political parties in the country.

The Republican Proposal (PRO) is a center-right party and currently the ruling political body of Argentina. It uses its moderation to appeal to a populace tired of political bickering and “all or nothing,” stances. The PRO uses its influence to create a business-minded government which works in almost direct consortium with European Agribusiness and their fellow “Old World,” political allies. The PRO is now being accused by both parties for being a puppet of Europe, as its stances often benefit European corporations to the



detriment of the local population. So far little has been done to expose any corruption present in the party and many still believe the PRO is the best choice. The current acting president is Philipp Alonzo Murphy. President Murphy's main goals are to increase the economic status of Argentina by standardizing the Eurodollar and eventually joining the EU altogether. His goals seem to be lofty and the plans of a dreamer by some, although many support him. Foreign attacks have been made at the fact that the only thing keeping Murphy's regime and the Argentinean economy afloat, happen to be heavy loans from the World Bank, International Monetary Fund, and by pandering to European business.

The Radical Civic Union party ruled Argentina for 27 years prior to the Peronist conservative government during WW2. It has existed since that time, even if in an illegal capacity. During the South Am war, it spent time setting up Red Cross stations for wounded, however, many believe these stations were in fact used as Intel by the acting government and as a network for using local populations as spies against American intelligence operations, it is unknown by those outside the party as to the depth of this info gathering. The Radical Civic Union is a broadly left-wing group who is one of the major spokesmen for the nomad immigrants who swarm into Argentina. Its current leader is Arturo Rozas, a charismatic man who uses the European punk music scene to rally the youth in universities to the party's cause. He has cited on many occasions the debt owed to the immigrants because of the information that was lent to his party by those very foreigners in RCU run hospital camps, this is part of the Party's defense for providing social care to those undocumented and illegal nomads in the Northern parts of the country. The RCU's tactics are often that of High school pranksters, with vandalism, slogans, effigies, and similar. Although, the strengthening of the Conservative party has lead to behind the scenes political activities, usually resulting in serious Net crimes that have served as fuel against Argentina's inception into the EU. The RCU is most popular with the younger generations, which only barely recall the tough decisions made during the South American wars.

The Justicialist Party was founded in 1945 by Juan Perón. Initially it defied typical political categorization and was often accused of fascist policies. Banned in 1955, it returned to prominence in 1973. Since then it has increasingly grown nationalistic and attempts to deny foreign investment or services outside of the European Union. One would say this attitude were xenophobic, if for Europe not providing so much trade in the stead of business from other sources. The party was formerly a moderate group as a united group of left and right wing politicians, now it has become almost entirely extreme conservative as a reaction to the South Am war. The Justicialist Party's leadership during the South Am war was responsible for many decisive victories against American encroachment. While Argentina was not officially using military force against American's, it was certainly providing intelligence and weapons to European Mercenaries and indigenous revolutionary groups in neighboring countries. The party has been accused of racism many times and after the war has finally banned membership by non-whites. It is outspoken against the influx of immigrants, citing the social and economic drains caused by the nomad "invasion." Its current leader is Katrina Kinge, a vocal woman who originally hails from Switzerland. She bases most of her campaign statements, no matter how bigoted, on protecting Argentinean family life. Many members of the JC as well as Katrina make it their party's platform to oppose illegal cyberware, white slavery rings, and prostitution which plagues large cities like Buenos Aires. This has gained them favor among many people of families who might otherwise have leftist views but strongly oppose these activities.

Argentina is both the birthplace of one of the world's most iconic revolutionaries, Che Guevara, and the post-WW2 safe haven for ex-Nazi party members fleeing Europe. It is a land torn between extreme Socialist or Leftist movements, which are typically in the minority, and far-right conservatives. In 2020, the core population has changed little towards an attempt at moderating themselves. Socialist Youth movements occur daily in the streets of Buenos Aires, burning tires as they block off roads to protest the government's policies towards the Nomad Refugees, while the government itself has openly established racist and conservative policies to maintain order in the country. Popular culture is heavily influenced by attitudes in Europe and the EU, and recently the Argentina film industry has begun to gain influence, although most in Europe find them to be too flashy or extravagant, lacking substance that makes good films. Drugs are common on the streets of Argentina (especially in the cities) and the government does, while publicly stating that it is tough on such issues, very little on the street level to enforce such laws. Recently, many designer drugs from Europe have actually begun to compete with locally available drugs such as Cocaine.

HOTSPOT: BUENOS ARIES



The city of Buenos Aires has continued to grow in spite of economic disparity in some parts of the country. It attracts a good deal of foreign business and has grown to an economic rival of other South American powerhouses, such as Brazil. Buenos Aires' physical structure is a mosaic as varied and diverse as its culture. The city has no dominating monument, no natural monolith that serves as its focal point. Instead, Buenos Aires is composed of many small places, intimate details, and tiny events and interactions, each with a slightly different shade, shape, and character. Glass-sheathed skyscrapers cast their slender shadows on 19th century Victorian houses; tango bars hazed with the piquant tang of cigar smoke face dusty, treasure-

filled antique shops across the way.

The city's neighborhoods are small and highly individualized each with its own characteristic colors and forms. In the San Telmo district, the city's multinational heritage is embodied in a varied and cosmopolitan architecture - Spanish Colonial design couples with Italian detailing and graceful French Classicism. La Boca's pressed tin houses are painted a rainbow of colors, and muralists have turned the district's side-streets into avenues of color.

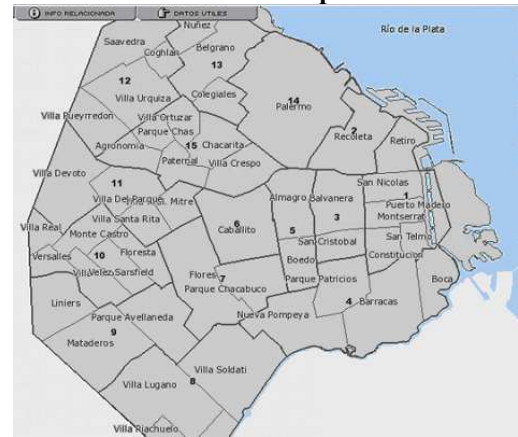
For all its diversity, the elusive spirit of Argentina as a country is present everywhere in Buenos Aires. The national dance, the tango, is perhaps the best expression of that spirit--practiced in dance halls, parks, open plazas, and ballrooms; it is a dance of intimate separation and common rhythm, combining both an elegant reserve and an exuberant passion.

The city is divided into 48 barrios (neighborhoods) for administrative purposes. The division was originally based on Catholic parroquias (parishes), but has undergone a series of changes since the 1940s. A newer scheme has divided the city into 15 comunas (communes). Some of the most iconic and best-known barrios include La Boca, San Telmo, Recoleta, Palermo and Puerto Madero.

Area Map



Barrio Map



Prominent Neighborhoods



La Boca: La Boca is a neighborhood, or barrio of the Argentine capital, Buenos Aires. It retains a strong European flavour, with many of its early settlers being from the Italian city of Genoa. In fact the name has a strong assonance with the genoese neighborhood of Boccadasse (or Bocadaze in genoese dialect), and some people believe that the Buenos Aires' barrio was indeed named after it. After a lengthy general strike, La Boca seceded from Argentina in 1882, and the rebels raised the Genoese flag, which was immediately torn down personally by then President Julio Argentino Roca. La Boca is a haven of radical politics and spawns many of the local youth gangs and members of the leftist parties in city government.

San Telmo: ("St. Pedro González Telmo") is one of the oldest barrios of Buenos Aires and also one of the best preserved areas of that constantly changing Argentine metropolis, with a number of colonial houses and streets still paved with the original cobblestones (adoquines). San Telmo's many attractions include many old churches (e.g. San Pedro Telmo), museums, antique stores and a semi-permanent antique fair (Feria de Antigüedades) in the main public square, Plaza Dorrego. Tango-related activities for both locals and tourists also abound in the area. The area has been modernized some and many shops that cater to the high tech crowd have sprouted up in certain parts of the neighborhood.



Recoleta: Is a historic area, much frequented by tourists and the city's residents for its cafés, galleries and the famous Recoleta cemetery. It is the only barrio in the administrative division Comuna 2. Recoleta is part of the area known as Barrio Norte, together with the neighboring barrios of Retiro, Palermo and the northern part of Balvanera. Like its neighbors, Recoleta is an affluent residential district, initially populated by citizens escaping the 1871 yellow fever epidemic. Recoleta is one of the most expensive places to live in Buenos Aires, both in terms of real estate and of the cost of living. Even dying here is costly, as mausolea in the Recoleta cemetery cost thousands of dollars each. It is one of the major areas inhabited by European corporates who have either moved to Argentina for business or are retiring here. Modern amenities have been placed everywhere but are elaborately hidden behind aesthetics, these include DataTerms and scrolling telescreens and net-jacking booths, often very cheap to use.

Palermo: is a neighborhood, or barrio of Buenos Aires. It is located in the northeast of the city, bordering the barrios of Belgrano to the north, Almagro and Recoleta to the south, Villa Crespo and Colegiales to the west and the Río de la Plata river to the east. With a total area of 17.4 km², Palermo is the largest neighborhood in Buenos Aires. It is the only barrio within the administrative division of Comuna 14. It is so large that it is further divided into subsections within the neighborhood...



Alto Palermo and Villa Freud

Alto Palermo is downtown Palermo, the main shopping area and transport hub around Avenida Santa Fe. At its core is the Alto Palermo Shopping Centre, a large shopping mall. Villa Freud, based around Plaza Güemes, is a residential area known for its high concentration of psychoanalysts and psychiatrists, hence its name. These people provide some of the best mental health care outside of European cyberclinics for those who've suffered the effects of cyberpsychosis. Their prices are cheaper than their European counterparts. It is rumored that the cyberclinics in the area which are maintained by European corporations, test experimental technology on those who receive cybernetic enhancement here.

Palermo Viejo

Palermo Viejo (Old Palermo) is, as its name implies, the oldest part. Bounded by Avenida Santa Fe, Avenida Coronel Díaz, Avenida Córdoba and Carranza Street, the neighborhood is centered on Plaza Palermo Viejo and reflects an older Spanish style in architecture, often "recycled" with modern elements. Such well-known figures as Jorge Luis Borges and Che Guevara once lived in this ward and indeed Borges first wrote poetry in the then quiet barrio. The Borges's poem "Fundacion mitica de Buenos Aires" names a typical square (Guatemala, Serrano, Paraguay, Gurruchaga). It was historically a residential area, popular with communities from Poland, Armenia, Ukraine and Lebanon and old Spanish and Italian families, whose traditions are reflected in local restaurants, churches, schools and cultural centers. It is a haven for left wing revolutionaries and unfortunately suffers a reputation as a crime ridden area, heavy with prostitution rings and designer drug manufacturers.

Palermo Soho

Palermo Soho is a small area of Palermo Viejo around Plaza Serrano (officially Plazoleta Cortázar), and it is a newly fashionable area for fashion, design, restaurants, bars and street culture. The atmosphere in many cafés and restaurants strives to be alternative, which makes this area of the city especially popular with young, upper-middle class Argentines as well as foreign tourists. The traditional low houses have been adapted into boutiques and bars, creating a bohemian feel. The square has a crafts fair.

Palermo Chico and Barrio Parque

Across Figueroa Alcorta Avenue, between San Martín de Tours and Tagle streets, Palermo Chico ("Small" or "Exclusive" Palermo) is the most upmarket part of Palermo. The Buenos Aires Museum of Decorative Arts is located in Palermo Chico, in a dazzling old palatial home. Neighbouring Barrio Parque is strictly a residential area, laid out in winding streets by Charles Thays; many of the wealthy and famous own homes there. Once a quarter full of splendid mansions set in broad private parks, many luxury condominiums and apartment houses are now to be seen. MALBA, the Museum of Latin American Art in Buenos Aires, is located between Barrio Parque and the Paseo Alcorta shopping centre.

Las Cañitas

Las Cañitas has historically been a slum area which has grown as immigrants from neighboring countries come to Buenos Aires to try and make a living, many live with family while waiting for their work-papers to process (if ever). At night it is filled with gangs and crime. The bordering area is fenced off and patrolled by Buenos Aires police who monitor checkpoints in and out.



Tourism: European tourists flock across the "big pond" to come to Buenos Aires at the same rate and demand as Argentineans look to get work permits in Europe. Many Europeans find themselves at home, but with a lot laxer restrictions when it comes to drugs, sex, and gun ownership. One of the world's finest opera houses, the Teatro Colon, flourishes here on the plains alongside the river. It is a major attraction for business men on vacation or those with money seeking a good time.

Major Players in Buenos Aires

Leftist Youth Gangs – Divided among the recruitment wing of the RCU and the Liberazione Della Gente, leftist gangs perform a variety of pranks and vandalism against the establishment and are heavily tied into the European punk scene. Although the Liberazione Della Gente (People's Liberation), operate more violently and even take to bomb threats and terrorist tactics. The LDG operate out of La Boca barrio and have been accused of being no more than organized criminals. The LDG wishes to legalize drugs in Argentina and have radical stances on many things from sex to cyberware. The LDG's current leader is Alberto De Luca, a 33 year old ex-soldier who trained Chilean guerillas as part of the Argentinean intelligence services in guerilla tactics during the SouthAm war. Many opponents of the LDG accuse Alberto of gaining allies in the U.S. Army Intelligence service. They cite the failure of his guerilla units and his mysterious release after being captured for 2 months by the Americans.

Triple A – A Right-Wing death squad integrated into the Buenos Aires Police department that has financial ties to the Justicialist Party, its goals initially were to be a force that could fight the Cartels on even grounds, but it has turned more towards political assassination and attacks against pro-immigrant groups in the city. The group takes its name from a group during the 1970s Peron

government of the same name. The death squad is primarily made up of law enforcement officials, military, or government, either still in the service or retired. They have expanded into some mercenary activities for big Corporations, usually involving intimidation, extraction, or assassination. The leader is a retired Police Chief of Buenos Aires, named Luis Gordon.

Chechen Mafia –The Chechen mafia presence in Argentina has been linked primarily to the use of Argentina as a transit country for Andean cocaine shipments to Europe in fishing treaters and cargo ships, arms trafficking to Brazil and Colombia, and money laundering. In the so-called "tri-border" area between Argentina, Brazil and Paraguay - which is home to a sizable Arab Muslim population - Argentine intelligence sources have detected contacts between Chechen separatist groups and "Islamic terrorists" and suspect Chechen use of these networks for arms smuggling purposes. The Chechen mob in Buenos Aires is part of the “Old World Exchange,” a trade by South American criminal organizations of cocaine for European designer drugs. Additionally, the Chechen mob participates in white slavery and meat puppet rings, selling sex slaves to corporates with the money. The current boss of the Chechen mafia is the notorious gangster and ex-KGB man, Nikolay Dudayev.

Major Corporate Players in Buenos Aires

Euro Business Machines (EBM) – has invested a lot of money in the Recoleta barrio, and has drawn up plans for a large regional office. It loans out money to small business in Argentina in order to bring them up to date and modernized, before selling their shares on the open market.

Raven Microcybernetics – Operating mostly in the Alto Palermo area, Raven maintains cyberclinics in many parts of Buenos Aires.

WorldSat Communications Network - WorldSat does not maintain an official regional office, but its services are widespread among corporations in Buenos Aires and it has a communications contract from Argentina’s military.

POPULATION:	2.1 Million
LITERACY RATE:	72%
SELF DEFENSE FORCES:	US Military, Independent Mercenaries,
LANGUAGES:	Spanish, English
ETHNIC GROUPS:	mestizo (mixed white and Amerindian ancestry)40%, white (mostly Spanish and Italian) 32%, black (Afro-Nicaragiense) 20%, Other (Amerindian, or other non-white groups 8%
BORDERING COUNTRIES:	Northern Nicaragua, Costa Rica



Democratic Autonomous Republic del Atlantico Sur -

Atlantico was formed by a rival U.S. Backed Dictator and Contras, while the rest of Nicaragua remained under the control of the leftist Sandinistas which rose back to power after the South American war. The Rest of Nicaragua is therefore very leftist and reliant on agricultural sales (which have been difficult through the introduction of DEA bioplagues), in an attempt to stay economically independent. While this U.S. backed province, including the Region Autonoma del Atlantico Sur, Rio San Juan, and Chontales; relies on jobs provided by U.S. corporations. The name of the budding nation comes from its primary region, the Region Autonoma del Atlantico Sur. Originally this region was very independent and it lead to its breakaway and control by U.S. Military forces during their crackdown on the cocoa fields throughout Nicaragua. Bluefields was at first strike base for U.S. Military troops and was seized by naval blockade during the war. It remained a U.S. stronghold even after the “Long March,” as troops held the city and used it as a fall back point for fleeing personnel. The puppet status of the government allowed the U.S. to keep soldiers there, perpetually fighting a war with the Sandinistas up North. However, actual expansion and progress was halted after the “Long March,” and the economic strain caused by the war. Therefore the Sandinistas were never vanquished and the Intelligence and PsyWar operatives who chose to stay behind rather than evacuate resorted to being consultants for the puppet government and helping to train soldiers and contras. A lot of U.S. hardware was left behind on the ports of Bluefields during the evacuations and it so far has served the Atlantico military well.



The Government itself is a U.S. funded dictatorship that masks itself under the guise of a Democratic Republic, the President is actually an American named Cornelius Jara. The government passes laws through a hastily constructed body called National

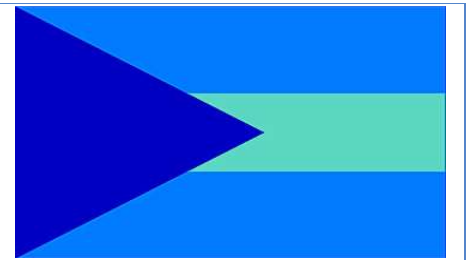
Congress, where the Vice President serves as the speaker of the house. The President can veto any and all laws and even propose his own to be voted on. The government in actuality has very little control over the regulation of foreign entities in their own country. The founding document of Atlantico forbids violation of international trade agreements with the United States, a catch-all for business activity by American companies in Atlantico Sur.

Atlantico also uses American and contra mercenaries, government paid forces who often change sides based on the pay available. The Government cannot afford to pay high quality mercenary forces such as Lazarus troops, waiting for special occasions or conflicts to spend money on such forces. Typically the Contras come from CIA trained guerillas brought in from nearby countries or leftover from the SouthAm war, specifically trained in Pys-Ops and terror tactics in order to prevent local populations from joining leftist guerillas. Recently Edgerunners from America have been hired on through contact hirers and fixers in America, promising great rewards while paying very low wages for the ambitious and usually cyber-enhanced troops. The range of weapons used by mercenaries is long and varied, but usually consists of American made military-grade weaponry.

The Atlantico government could be argued to be only afloat as a means of keeping the daily economy running and operational for U.S. corporations. Many corporations, such as Cola Companies, Sporting Good Manufacturers, Shoe Companies, and similar manufacturers run sweat shops in Atlantico Sur. These sweat shops pay very low wages to the local population, usually no more than the equivalent of 1 or 2 euros a day per worker. The economy is still a fickle beast, not only from all the repairs that have had to be made since the war and security concerns, but revolutionary fighting can quickly alter the exchange rate and scare foreign investors out. The Capitol of Bluefields has tried to regulate many shops to accept Eurodollars as another form of currency, but most local vendors and small business do not accept Eurodollars, as they are only accepted by American business typically and exchanging them is often a bureaucratic process.

There are many night clubs and bars operating throughout Bluefields and other coastal cities, as well as newer tourist Hotels which are mostly under construction. Government regulations on drugs, prostitution, and gambling are minimal if not nonexistent. Several foreign-run casinos have popped up and the atmosphere appeals to organized crime. Bluefields remains the largest tourism industry, but it is still a gamble for any foreign investor due to economic issues. Most of the local populace is devoutly religious and doesn't have the money to attend any of these tourist luxuries. Local festivals continue the same as they do in Northern Nicaragua and religion is important to the local Atlantico citizens more than anything, especially in honoring the dead who were lost in the long costly war. Many locals are dissatisfied with their conditions in their own country, but few can dream of joining the rebels for fear of violent death at the hands of Contra murder squads. Cultural dances and music have become growing activities among the locals, as well as other entertainment, such as street theatres all designed to drain money from the rich American tourists and businessmen. Most Nicaraguans begin and end every day with Gallo pinto, a meal of rice and beans cooked separately and then fried together. On the Atlantic coast it is common to add coconut oil to the dish.

POPULATION:	380,400
LITERACY RATE:	91%
SELF DEFENSE FORCES:	Militech
LANGUAGES:	English (official), Creole (among Haitian immigrants)
ETHNIC GROUPS:	black 85%, white 12%, Asian and Hispanic 3%
BORDERING COUNTRIES:	Island Nation



THE BAHAMAS - Comprised of over 200 cays and over 700 islands, the Bahamas play an important strategic role in Caribbean affairs. Coming out of the 80's, the Bahamas were a member of the Commonwealth of Nations, and still bowed down to the Queen of England. With the turmoil of the nineties, the Bahamian economy was in severe distress, due to the Military traffic from the U.S., the tension from Panama, and finally the near all out death of the tourist industry caused by the global economic crash, the Bahamas were running out of options. Their relationship with England was further strained when the EEC was promoting tourism, even during the crash, in the British Virgin Islands. When the wasting plague hit, the EEC only provided enough vaccine to cover the main islands, the smaller islands populations were decimated by the disease. That was the final straw. The Bahamas dropped out of the Commonwealth, and denounced the English completely. Some say this move was fueled by the Americans, as the aid that flowed in from America immediately afterwards was staggering.



The loss of tourism due to the two economic collapses did serve to teach the the newly formed Bahamian government a lesson, it could no longer solely rely on the tourism industry to support itself. Instead the focus turned towards financial services. Hosting off-shore accounts was nothing new for the region, but the Bahamas, now fully independent, began exploiting that market on a grand scale, offering low interest, and completely anonymous account set up. They further courted corporations with incentive plans and security options. Almost overnight the Bahamas came the financial hub of the Caribbean, and money started pouring into the area. Their financial holdings and their neutrality has also allowed them a measure of leverage, when the region was devastated by hurricanes in 2014, they used that leverage to get aid far quicker, and rebuild far faster, claiming that "hurricanes had damaged bank computers, and without aid, it was unclear how long it would take to get the system back up and running", the subtle hint that unless aid came immediately, the business holdings of the corporations involved could simply become

"lost". A ploy which only worked because the Bahamanian govt requires anyone signing up for an account to sign a 20 year contract of service.

Of course the tourism industry still flourishes in the Bahamas, and the average income now far exceeds the rest of the region. The Bhamanian people live well, and reforms to education and eco-conservation have kept the islands beautiful and rich, attracting people from all over the world.

While Bahamanian police do an aequate job of keeping the main islands safe, and crime on these islands has been reduced to petty thievery, occasional muggings, and other low lethality crime, the smaller islands are rampant, and act as gateways for drug smuggling, and illegal immigration into the U.S. Prostitution and natural narcotics have been completely legalized int he Bahamas, though lax disease screening policies have led to universal caution as against soliciting prostitutes, posted on every flight, cruise ship, and travel brochure. While prostitution in the area may be legal, the risk to health is severe.

Since dropping out of the Commonwealth of Nations, and losing the protection afforded by the EDF, the Bahamanian government has signed with Militech to provide for their military needs.

In the shadow of the Third South American War looming inevitably on the horizon, Militech forces are tightening security and cracking down on smugglers and illegal immigration routes. While technically Militech forces are corporate, and Bahamanian interests and orders take priority, Militech is still an American company, and has its own covert agenda, which is creating some tension on the islands.

POPULATION:	401,401
LITERACY RATE:	66%
SELF DEFENSE FORCES:	Argentinian National Military Forces
LANGUAGES:	Spanish, Creole, Mayan dialects, English (official), Garifuna, German,
ETHNIC GROUPS:	mestizo 48.7%, Creole 24.9%, Maya 10.6%, Garifuna 6.1%, other 9.7%
BORDERING COUNTRIES:	Urugua, Bolivia, Chile, Paragua, Brazil



BELIZE - A small country against the Caribbean Sea, which borders Mexico and Guatemala. Belize was once the site of several major Mayan cities and their ruins still stand, creating an open market for tourism and foreigners concerned with Archaeology. Recently it has become a haven for crime and the drug trade. The Queen of the United Kingdom was considered the head of the Executive branch at one time, but it has fallen from close contact with Britain after the old MLA days. Belize is a country that underwent some covert military actions during the early Central and South American war days and mostly cooperated with the United States in their anti-narcotics activity, although is now a haven for retired drug lords. It is a tropical paradise that is slowly being cut away by Agricorps, unconcerned with the history of this majestic land. It is a melting pot of many different cultures with a variety of goals and can be prone to violence despite its deceptively serene exterior.

Belize formerly had ties to the old British Monarchy, but during the Martial Law Authority takeover and abolishment of the Monarchy, Belize became independent of Britain and more secluded in the world's eye. During this time, after 2016, it slowly accumulated Cartel leaders and Rebels tired of war from "Hot zones," such as Nicaragua, Honduras, and Guatemala, who moved to Belize and began to make it their permanent retirement home. Their power and money slowly turned Belize into a corrupt shell of its former self, taking the positions of power left vacant by British officials. While still a haven for Tourists and Businessmen from Britain, it became a major hub of narcotics trafficking and many overseas alliances were forged, temporarily making the United Kingdom a major pipeline for drugs in Europe during the MLA days through the syndicate shell companies of the Firm. As the Monarchy was restored, a revolution by the people was made and still continues, for the reinstatement of the charismatic new English Queen as the head of state. Old powers that have been entrenched in Parliament during the MLA days have vied for remaining independent and keep their positions through fear and death squad tactics.

Belize has a trade agreement for military arms with the United Kingdom and has much of the same standard equipment as is used by the British military. It also has a defense contract with Militech for training and supplying their troops. A large chunk of the military is heavily corrupt and susceptible to bribes from government officials and retired Cartel and Rebel leaders. Primarily the Military



spends its time working half-heartedly as Customs Agents and policing rural areas.

One of the major economic controversies in Belize is the Agricorp activities being done in the Rain Forests and one that has created many political protests against the IMA. Many sections of forest are clear-cut for use to grow wheat and other grains, including corn for use in making CHOOH2 fuels. Controversy among international ecological groups comes from IMA's use of the Titan Prime Mover vehicles to level entire hills and landscapes into flatland for farming. It is rumored that the Titans have actually destroyed some historical Mayan ruins and if proven, it would be a media scandal of international news. Other fruits and crops are major exports of Belize to the UK and other parts of Europe.

Belize is a major Tourist hub, despite many of its dangers, Cartels and government death squads try to keep their activities out of the sight of foreigners and only cross the line if there is a chance of their horrendous activities reaching the ears of the international news networks. Trade and ecological development is maintained heavily with Honduras and a joint defense treaty has been signed. New construction for Tourist hotels and high-tech jungle resorts, complete with air conditioning and nice views of the jungle, are constantly being built to bring in foreign dollars.

Foreign debt has reached unmanageable levels and Belize is fully in the pocket of the World Bank and suffers large income disparity from the issues with the local economy. Unemployment is one of the highest in all of South America, creating a very large population of Nomads and out-of-work farmers. Several guerilla groups operate in the jungles of Belize, promoting a variety of issues, from reuniting with the United Kingdom to promotion of communist farming measures.

The black market is a heavy part of the Belizean Economy and finding weapons, drugs, and modern gray-technology items are not unreasonable provided one has the money and the right contacts. Flashing too much money in Belize is always sure to attract someone higher up on the food chain that may not have your best interests at heart.

Belize is located between the Hondo and Sarstoon Rivers, with the Belize River flowing down in the centre of the country. The north of Belize consists mostly of flat, swampy coastal plains, in places heavily forested. The flora is highly diverse considering the small geographical area. The south contains the low mountain range of the Maya Mountains. The highest point in Belize is Doyle's Delight at 1,124 m. (3,688 feet). The Caribbean coast is lined with a coral reef and some 450 islets and islands known locally as cayes (pronounced "keys"), forming the approximately 200 mile (322 km) long Belize Barrier Reef, the longest in the western hemisphere and the second longest in the world after the Great Barrier Reef. Three of the four coral atolls in the Western Hemisphere are also located off the coast of Belize. Belize is also the only Central American country without a coast on the Pacific Ocean. The climate is tropical and generally very hot and humid. The rainy season lasts from May to November and hurricanes and floods are frequent natural hazards.

Belize currently suffers many ecological issues from deforestation; water pollution from sewage, industrial effluents, agricultural runoff; solid and sewage waste disposal.

Belize boasts a rich mix of ethnicities including Creole, Maya, Mestizo, East Indian, Chinese, Garifuna and Mennonite. Among its other cultural attractions, it has thousands of Maya archaeological temples. Belize is the only country in Central America without a pacific coastline and also the only one with English as its official language. According to the most recent vegetation surveys, about fifty percent (50%) of Belize's land mass is forested, with only about twenty percent (25%) of the country's land subject to human uses (i.e. agricultural land and human settlements), although this number is changing with IMA's efforts. Savannas, scrublands and wetlands constitute extensive parts of the nation's land cover. The country also possesses the largest cave system in Central America. As a result, Belize's biodiversity is rich, both marine and terrestrial, with a host of flora and fauna. About thirty-seven percent (30%) of Belize's land territory falls under some form of official protected status. As such conservation activities remain an important priority in government policy with the notable example of having the only jaguar reserve in the world among its protected areas. However, Belize is best known for its marine environment, in particular, for having the longest living barrier reef in the western hemisphere and the second longest contiguous reef in the world after Australia. Consequently, divers flock to Belize to enjoy its underwater attractions. Belize, as a consequence of its medley of cultural attractions, unique marine and terrestrial biodiversity, and conservation efforts, is fast becoming a hotspot for travelers seeking eco-tourism and adventure vacation experiences.

Mennonite communities in Belize have begun to rally together in order to stave off the influx of modern technology and those who would utilize cyberware and high tech weaponry, such as Cartel troopers and Government mercenaries. Their methods are crude, but since they mostly live in rural areas, they have begun to form "Community Defense," groups which patrol the countryside. Those found with cyberware in Mennonite territory may find themselves at the painful end of a set of crudely fashioned tools, as Mennonites will do you the favor of removing that satanic technology from your body. It is thought that they may have ties to the Inquisitors group in modern America, although it is likely that the Mennonites of Belize are simply used in Propaganda for that group as "fighting the good fight."

When traveling into Belize, visitors are allowed to bring what they need during their stay, within reason: up to twenty Imperial ounces of liquor, 200 cigarettes, and one bottle of perfume may be brought in duty free. Hunting Rifles can be brought into the country with a permit costing \$200 BZ. No handguns are permitted. Unless arrangements are made in advance, firearms and narcotics are confiscated. A gun permit takes 3 days to acquire.

POPULATION:	10,265,357
LITERACY RATE:	81%
SELF DEFENSE FORCES:	Bolivian Armed Forces
LANGUAGES:	Spanish (official), Quechua (official), Aymara (official)
ETHNIC GROUPS:	Quechua 30%, mestizo (mixed white and Amerindian ancestry) 30%, Aymara 25%, white 15
BORDERING COUNTRIES:	Argentina, Brazil, Chile, Paraguay, Peru



BOLIVIA - Before the 1st Central American Conflict, Bolivia produced 80 percent of the world's cocaine. The Bolivian government, anxious for American economic assistance, had been working tirelessly to help eradicate the drug trade in their country. When the Cent-Am conflict reached Bolivia, the government sided with the US against the cartels. The DEA Bioagent specifically targeting the coca plant was first released in Bolivia, with support from the government. Overnight the Bolivian economy was completely devastated. No one could have imagined just how much the economy in Bolivia was dependent on the coca-plant, and without it, there was nothing left, no jobs, no revenue, nothing. The Bolivian government soldiered on, telling its people that as soon as the war was over, the U.S. would come and invest, providing new jobs for everyone. It was a nice dream while it lasted.

After 6 years of conflict in Bolivia and the rest of the region, the U.S., crippled by the world stock market crash of '94, and a string of disasters at home, pulled out of the region. Bolivia, now bankrupt, was left to fend for itself.

When Columbian Cartels began genetically engineering viral resistant strains of Coca, Bolivia Cartels invested heavily. They also formed an alliance, becoming the second member of the SAA (South American Alliance), propping up Diego Macheza, leader of the Macheza Cartel, as a legitimate presidential candidate of the cartel created Bolivia Independence Front. Their message was simple, the old corrupt government, acting as a lapdog for the Americans, had sold out their own country for nothing, destroyed their own economy for the promise of a US handout. Vote for Macheza, and he would legalize the cultivation and production of Cocaine completely, to hell with the Americans!



The campaign was enormously successful, and in 1998 Macheza was elected into office. The Macheza Cartel now had the full weight of the Bolivian military and police forces under their complete control, military arms and equipment supplied eagerly by the Neo-Sov's and the Chinese anxious to see America weakened and humiliated. He immediately began recruiting biologists and botanists to create their own viral resistant strains, and soon Bolivia was once again the largest producer of cocaine in the world. Agreements were reached with Columbia and Peru for smuggling and distribution. The US, flooded with the new strains, once again invaded South America, but with the full weight of the Bolivian military as well as the cartels themselves, and even the peasants whose lives now totally relied on the coca trade, kept the Americans from ever gaining a foothold into their country. When the US pulled out, the Bolivian military chased and harassed the Long Walkers all the way to Panama.

Since then, Bolivia cocaine production has steadily risen, and its economy has soared. Immigrants from around the world, eager for work and a piece of the yayo-pie have come to Bolivia, independent mercenaries have hired on full time to the Bolivian military, where any combat experience almost guarantees a command position. While Bolivia is landlocked, its alliance with Peru and Columbia, in exchange for military support and a percentage of the action, keep it well maintained, and President Macheza (who declared himself "President For Life" in 2011) remains overwhelmingly popular among his people. The wages are fair, the economy is booming, and unlike most dictators he puts great effort into keeping the hearts and minds of his people. He gives heavily to charity, and has established a social welfare system of universal healthcare and free education. He does not however tolerate dissent or subversion, and his standing policy is that anyone, foreign or national, who creates dissent or subversion against him will be publicly tortured and imprisoned or executed.

Bolivia welcomes tourists and immigrants, it also allows archaeological expeditions from other countries, even the US, to enter and operate under supervision. However, be very careful what you say, and to whom. The government has eyes everywhere, and the Bolivian prison system makes the Black Hole of Calcutta look like Club Med. The people of Bolivia themselves are for the most part content. However there is a growing underground movement that opposes the current regime. They see the warning signs of a 3rd South American conflict on the horizon, and are afraid of the measures the US might go this time to bring the region under control. They seek to oust Macheza, and have allied themselves with CIA operatives working under deep cover in Bolivia.

In their efforts to prepare for war, the Bolivian military has instituted a draft of all men between the ages of 14 and 50, and asks the women, children and elderly to either enlist, or otherwise support their country's war effort. Female enlistment between the ages of 15 and 30 has doubled. Russian and Chinese military advisors and special forces are believed to be in the area actively supporting and

training the new recruits, as well as providing them with intelligence reports on American movements. This has not been confirmed, but CIA operatives are scrambling for any information to back this up.

Bolivia is in incredibly geographically diverse country, from the dense amazonian rainforests along the eastern side, to the highlands of the western border and the Andes mountain range. Lake Titicaca, the highest navigable lake in the world is shared with Peru dead smack in the middle of the western border while the worlds largest salt flat, the Salar Del Uyuni, is located in the southwest corner. Santa Cruz is both the capitol and the largest city in Bolivia. It is also the most modern and successful city by far, the rest of the cities have been somewhat neglected, and live up to their third world charm (read: shitholes).

President Macheza has allowed Multi-Foods entry to their country, and the corporation has set up massive agri-corp complexes in the northern territories.

POPULATION:	188,078,227
LITERACY RATE:	85%
SELF DEFENSE FORCES:	Brazillian Armed Forces, Arasaka,
LANGUAGES:	Portuguese (official), Spanish, English, French
ETHNIC GROUPS:	white, mulatto, black, other (includes Japanese, Arab, Amerindian)
BORDERING COUNTRIES:	Panama, Peru, Venzuela, Colombia, Argentina, Uruguay, Paraguay, Bolivia, Guyana, Suriname, French Guiana,



BRAZIL- A corporate controlled paradise surrounded by hell, with virtually the entire country becoming a mecca for tourists and corporations. Rio, one of the worlds most popular tourist destinations for decades, is now controlled solely by the joint conglomeration of Biotechnica, Arasaka, EBM, SOVOil, Multi-foods, and Net54. A feat made possible after the 2018 elections, when they collectively funded both President David Imez's campaign and used all their dirty tricks to smear the other candidates. Their complete control over the new president allowed them the political influence to all but take over the country. Initially this led to riots and extreme civil protest, but Net 54, by this point masters of media manipulation was able to convince the majority of the country it was in their best interests. While Brazil still boasts its own armed forces, consisting of army, navy and air forces, they are almost completely supplied by Arasaka and old soviet surplus. Brazils police forces have been completely replaced with Arasaka forces, making it one of the only countries in the world to be completely dependent on corporate security for its law enforcement. Arasaka achieved this after a hostile take over of the Brazilian home offices of Amazonian Security in 2017 after the two companies won the defense contract in Portugal a year earlier. This corporate run police state has outlawed private gun ownership completely (except of course for police and military, provided solely by Arasaka) and private corporate security. It is also illegal for anyone to possess cybernetics which enhance the abilities of the user past normal human limits, in fact the only cybernetics allowed in brazil are strictly medical replacements (limited options are allowed, like vidscreens, news readers, etc..) and minor cosmetic options. Cyberpsychosis is almost unheard of in Brazil. Bio sculpting on the other hand is widely practiced, and in some places mandatory, as most tourist sites and corporations enforce a beauty standard on their employees (going as far as paying for the body sculpt themselves). In fact Brazil is the only country on earth where cosmetic surgery is covered by the socialized medical program. This means that the population of Brazil now boasts the most attractive people in the world, making it even more enticing to tourists.



For tourists virtually every vice is catered to, drugs, debauchery, and hedonism of the highest order are completely legal and celebrated. The corporations slowly achieved this state through by filtering the catholic practices over time to the point where it is religion in name only. While strictly practiced by virtually all of the natives, gone are any taboos about sex and sexuality, making the youth of the country virtually uninhibited. Violence however is strictly forbidden and harshly dealt with, usually leading to long prison sentences for even minor infractions. Murder and rape almost always carry a life sentence. There is no death penalty in Brazil, though to shorten their sentences, convicts may opt to partake in corporate sponsored televised death matches, which have become some of the highest rated shows broadcast worldwide.

Tourists to Brazil are checked thouroughly for cybernetics, and any illegal cybernetics are immediately removed and the culprit imprisoned. Cyberlimbs, upon entering the country, will immediately undergo an inhibition process by official cybertechs in customs that drop the strength rating of the cyber down to 8. This process can be undone when leaving the country, and takes an hour. The inhibitors can be undone illegally (with a skill roll of 25) but anyone doing this, or anyone caught with illegal cybertech may face up to life in a corporate run work prison. It is advised that anyone with prosthetic limbs have them equipped with a quickchange mount, and replace the arm with a brazilian manufactured one which will meet the legal requirements.

Vagrancy and unemployment is almost completely abolished in the large cities in Brazil, anyone with a job is allowed free corporate housing (which basically amounts to "coffin" complexes) with better lodgings easily affordable. The habitually unemployed are usually forced out of the city, or forced to live with relatives who are willing to support them. Sleeping on the streets generally earns a prison sentence of 2 -6 months depending on frequency of offense. The countries socialized health care system is second to none, though somewhat resented, since it is mandatory every citizen undergo routine examination monthly and that they carry an up to date identification card which stores this information via datastrip readable from any card reader. Tourists are also subjected to this health examination upon entering the country, and anyone, citizen or tourist diagnosed with a blood borne pathogen or venereal disease is forced to have an indiscriminate and temporary tattoo placed on their genitals. Anyone found in violation of this is mandatorily imprisoned for 6 months and or banished. This again increases Brazils image as a tourist spot where you can live your wildest and most wanton fantasies. Prostitution, for both men and women, is the most widely practiced form of self employment in Brazil among native young adults, whose legality is made possible via their strict health program.

In the rural areas and jungles things are not so friendly, as the people banned from the major cities for political dissonance, violence, vagrancy, or just plain not being pretty enough have formed small bandit groups. These groups prey on tourist safaris and travellers. So far they are a mild annoyance, kept in check by Arasaka Patrols. However underground political leader Cristo Vargas has been organizing many of these groups into a small rebel army. Rumor has it he is working with covert American advisors who want a foothold in the country. Their cause is strengthened by hard core Catholics who take offense at what has happened to their cities, and college professors and students who idealize their former independence and self reliance.

Among the natives, opposition to the corporate control over their country runs high, in spite of economic stability and financial growth. Taurus Arms and displaced former heads of Amazonian security as well as many heads of agriculture and biodeisel engineers have formed a secret cabal, and covertly advise and fund the rebels as much as they can. They feel their corrupt government has let them down by allowing interlopers and foreign interests to take control, when just a few short years they solved most of the worlds fuel problems with the invention of CHOOH2 and other envorinmentally friendly products. Brazil could have been in a position to become a world power in a few short years had not their corrupt leaders sold them out for greater personal profit to foreign corporations. In addition to the tourist and CHOOH2 industry, Brazil still maintains itself as the largest exporter of coffee and is a major exporter of textiles, lumber, fish, coal, oil, and diamonds. Its cities of Sao Paolo and Belo Horizonte are two of the wealthiest financial centers in the world, and Brazil boasts its own Alcantara Space port, the equal of any found in Europe or North America. The Brazilian Space Agency itself works closely with both the JSA and the ESA. Furthermore, as a new industry, Brazilian made cybernetics are highly regarded for their aesthetic beauty and functionality, even if they are limited to human ability, Brazilian cybernetics giant Belo Horizonte is quickly becoming a major economic force and one of the most well respected companies in the industry. In addition, Brazil is second only to Switzerland in the field of Biosculpting.

As a third South American War begins in the north, Brazil staunchly patrols in an effort to ensure conflict does not spill over, These patrols are hindered by the many rebel groups working with the cartels in Columbia, Nicaragua, Peru, Bolivia, and the rest, with offers to help traffic drugs in return for assistance with kicking the foreign threat out of there countries. As of yet this bargaining has yielded little, but the corporate conglomerate in charge of Brazil is keeping a very close eye on the situation, and rounding up any insurgents they can find near the borders. Large rewards are posted for anyone with information leading to the arrest of these dangerous and treasonous groups and their leaders.

HOTSPOT: RIO DE JANEIRO



Rio is the most prominent and successful example of a wholly corporate run paradise on the planet. When the Multi-National conglomerate (including Arasaka, Biotechnica, EBM, SOVOil, Multi-foods, and Net54) virtually bought the whole country out from under the ruling party, through bribe, media manipulation, and blackmail. The move was seen worldwide as a scary reminder of the true power of the Multi-Corp influence. Especially since Brazil had up to this point been the most successfully independent South American nation to date. But with strategically placed politicians, and the right amount of pal greasing, it became a ripe and juicy fruit for the Conglomerate to snatch of the vine in the largest hostile takeover ever witnessed.



The changes took place almost immediately, and nowhere is that more evident than Rio. For 4 days every year during Carnival Rio had been known as the worldwide party spot, but the rest of the year it was dominantly devout in its catholic practices. Once the Corporations moved in, they began rebuilding



from scratch, modernizing everything, turning the place into a giant resort. Net 54 began a serious campaign, manipulating broadcasts, especially of a religious nature, and over the course of a few years were able to convince the devoutly catholic population that hedonism, submission, pre-marital sex, and physical aesthetics were not only values allowed by the church, but actually favored by it. Arasaka took over the job of law enforcement under the banner of the newly acquired Amazonian Securities banner, and waged all out war weeding out the gang, violent criminals, subversives and the homeless. Most were rounded up and banned from city limits, others were simply killed by the "Black Squads". Drug dealers were subsidized, officially endorsed and supplied by Biotechnica. With a conglomerate wide policy of hiring only the young and beautiful from the local population, within a few short years, Rio had transformed from a devout, if somewhat crime ridden Latin model of independence, to a completely corporate controlled Babylon.



There is no violent crime in Rio, no homeless, and the vast majority of natives on the street are young, fit, and healthy. The drug business is booming, but tightly controlled, and the majority of Rio citizens have engaged in prostitution at some point, most do it on a regular basis. All citizens are required to undergo routine health tests to check for STDS, and any who fail the test are put into immediate treatment. Those with diseases that can't be cured are turned out of the city permanently. All in the name of creating a perfect tourist paradise for vacationing executives. And when Carnival does come, the party can be heard from orbit, and now lasts a week straight.

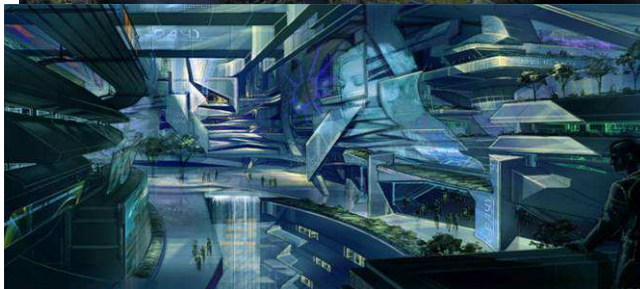


The statue of Christ The Redeemer still stands, arms outstretched over Rio, but to a true believer it is almost a blasphemy when one sees what the city has become.

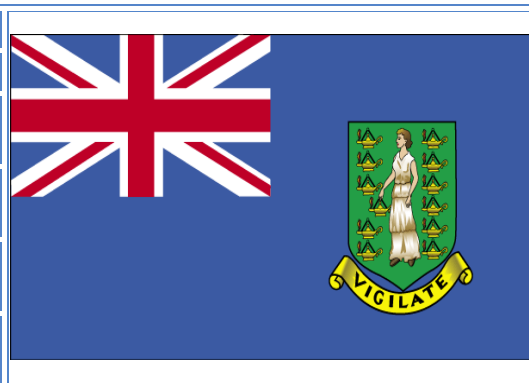


Still, there is no denying the appeal, and no confusion that with the notable exception of Crystal Palace, Rio is the number one most prestigious, and most popular vacation spot in the world, for those who can afford it. A place where you every dream and desire, no matter how perverse, no matter how opulent, can be catered to legally

and professionally. There are no ghettos, there are no areas in the city that aren't safe to wander through no matter what time of day or night. But don't start trouble, and don't even think about perpetrating any violence here. Amazonian Security (aka Arasaka) do not always feel obliged to ask questions, nor are they subject to the cyberware or firearms restrictions all others in the country must adhere to.



POPULATION:	112,360
LITERACY RATE:	95%
SELF DEFENSE FORCES:	United States Armed Forces
LANGUAGES:	English 74.7%, Spanish or Spanish Creole 16.8%, French or French Creole 6.6%, other 1.9%
ETHNIC GROUPS:	black 76.2%, white 13.1%, Asian 1.1%, other 6.1%, mixed 3.5%
BORDERING COUNTRIES:	Island nation,



BRITISH VIRGIN ISLANDS - If the U.S. Virgin Islands weathered the collapse and the aftermath well, the British Virgin Islands came through it gleaming. Smaller, and far less populated, the British Virgin Islands were always more popular, and more expensive. It's where the elite travel to in the West Indies. A favorite spot for the Royal Family, when the wasting plague first hit the Caribbean the EDF tightened the ports up to such a degree that no one was allowed on the island till all the islanders had been vaccinated first, even still tourists coming to the island had to have up to date papers listing current vaccinations against the disease, as well as disclose a chip-readable full history of communicable diseases along with their passports. Because of these stringent filters, not one case of the wasting plague has ever been reported on the island. So even when the other tourist islands were facing economic collapse, The British Virgin Islands were actually still turning a profit.

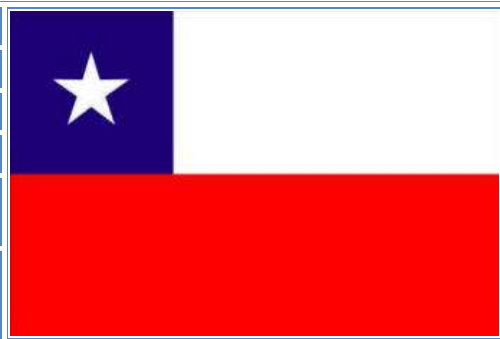


Extremely strict environmental laws protect the island further, littering is a prisonable offense, and it is absolutely against the law to erect any building or structure on land where a structure does not currently exist. It's also illegal for any non-native to own land here, which keeps the population very low.

The British Virgin Islands are a territory of England, and as such the natives enjoy British citizenship. The population of this island ranks among the wealthiest in the world, with most of the menial labor going to foreign workers hoping in vain to one day be afforded the luxury for themselves. The British Virgin Islands are one of the only places on earth where tourists outnumber the locals, by a ration of nearly 18 to 1. 99 percent of all crime is committed by foreigners.

While absolutely idyllic, there has been some political unrest lately due to the increasing military buildup of EDF troops on Great Camanoe Island in preparation for possible intervention in the nigh inevitable Third South American War. For the first time in years, the tourist industry on the islands is on a decline, and locals blame the military presence.

POPULATION:	18,700,300
LITERACY RATE:	96%
SELF DEFENSE FORCES:	Chilean Republic Armed Forces
LANGUAGES:	Spanish
ETHNIC GROUPS:	white and white-Amerindian 95%, Amerindian 3%, other 2%
BORDERING COUNTRIES:	Peru, Bolivia, Argentina,



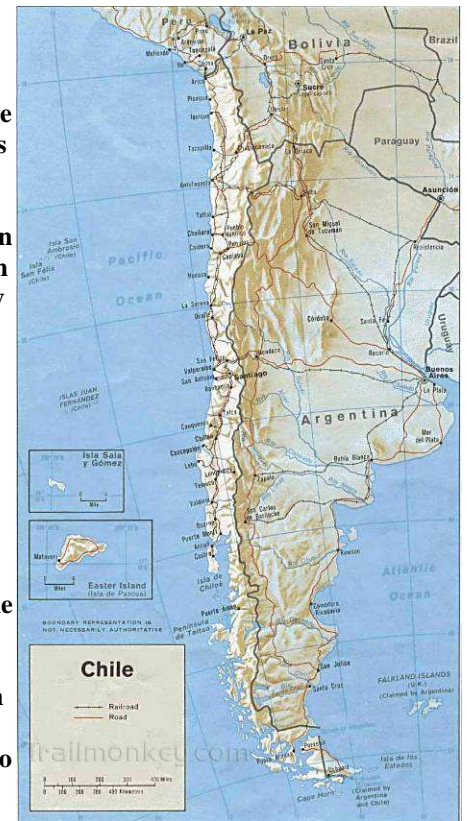
CHILE - Augusto José Ramón Pinochet Ugarte ruled Chile with an Iron fist as president until 1988, when he was ousted by election. However due to the 1980 constitution, he remained both a senator for life and the military commander in chief. In the first Central American conflict, Chile became extremely isolationist, refusing to ally itself or support any side of the conflict. This did not win them any favors in their relationships with the US, nor did it garner amnesty with any of its neighbors. Instead Chile waited out the war and held its borders tight. Not that it didn't create serious debate in the government, the President at the time, Patricio Aylwin, wanted to support US troops, hoping that in return the US would help them resolve their skyrocketing inflation rate and overburdened economy, as the military commander, Pinochet refused to commit any troops to the situation. When the worldwide collapse hit, this proved to be an extremely smart move on Pinochets part, as one of the very few countries in the region untouched by war, and with plenty of national resources to fall back on, Chile came out ahead. Mostly this was due to the devastation rampant in its neighbors. Almost overnight Chile became the major supplier of aid and materials to its devastated neighbors.

However when it was discovered in 1997 that Pinochet had received large sums of money from EEC representatives in exchange for Chile staying out of the war, President Aylwin ordered his arrest publicly, on the charge of treason. Pinochet, who seemed to not only be prepared for this, but almost expecting it, staged a counter attack, overtaking the government in a relatively bloodless coup. Pinochet immediately declared himself President for life, and had Aylwin and his cabinet imprisoned.

The years that followed were prosperous for Chile, as Pinochet immediately began implementing socialist programs for health,

employment and Education. The period was also extremely brutal, as any opposition was harshly eradicated by military death squads, morbidly reminiscent of his Caravan of Death campaign from 1973. Pinochet, now in complete control of the country, began to bolster the military heavily, buying surplus arms and equipment from anyone who would sell to him. Chile also acted as the middleman for several illegal international arms trade operations, selling arms to eastern European and African countries under arms embargoes by the United Nations. When the Second South American war hit, Chile boasted the largest and most well equipped standing military in the region. They were approached heavily by both US and South American Alliance representatives, but again Pinochet refused to join either side. When the Second South Am War finally ended, once again Chile's economy was bolstered, its countryside untouched by the conflict surrounding it.

In 2007, During a public address, Pinochet was assassinated. While addressing the people, he was shot in the head by a sniper with a high powered rifle. The sniper escaped arrest and was never caught, but rumors abound as to he was working for. The official report claims her was a Chilean protester, and acted independently, while other claims have been made that the hit was carried out by United States operatives, or Colombian hitmen in retaliation for Pinochet not allying itself with either side of the war. By far the strongest rumor, is that Pinochets successor, General Juan Manuel Guillermo Contreras Sepúlveda, had him assassinated so he could step into power himself. Contreras had been Pinochet's right hand man, and leader of the Chilean secret police group, the National Intelligence Directorate (DINA) since 1973. He was the man personally responsible for the death squads and for ferreting out and harshly dealing with all insurgence. When he took over in 2006, all pretext of democracy was wiped away from Chilean government as he eliminated through public execution any government officials even suspected of disloyalty to his regime. Contreras himself has undergone Full Body Conversion to a Gemini Package to alleviate the problems of old age.



Regardless of it's brutal dictatorship, Chile is a popular tourist destination, and boasts a very stable economy. Its pristine beaches, and incredibly diverse geography make it ideal for European and North American travelers, not too mention the Polynesian islands, especially the mystery of Easter Island. However tourists are strongly advised NEVER to even briefly discuss politics, and to make themselves aware of all laws in the country. Chile also has the distinguishing feature of being the number one supplier of copper in the world, accounting for over a third of the worlds copper production, and a prime location for multi-national agri-corps.

For those wise enough never to openly question Contreras rule, or involve themselves in politics at all, life in Chile is actually pretty good. The standard of living is high, and the unemployment rate is one of the lowest in the world. Socialized healthcare and education are universal, and Contreras, like Pinochet before him, has managed to broker foreign trade exports with the importation of current technology, making Chiles cities modern and up to date. In rural areas even Chile supports better than average living, and the police, which are simply a branch of the military, keep the roads surprisingly safe from the bandits which plague the majority of non-urban South America. However, there is a growing movement of freedom fighters opposing Contreras rule hiding in the Andes mountains, and all efforts to eradicate these rebels by the military and secret police have thus far been failures.

Recently Chile has once again been approached by the South American Alliance, in hopes that it will join them in opposing the almost inevitable Third South American War. As of yet, Chile has made no public commitment, but it has been documented as selling arms to Colombian and Bolivian groups. Chiles military itself, still one of the largest in the regions, is made up of EDF, Russian, and Chinese surplus. Chile controls the western coast of South America for 2,880 miles, stretching from Peru all the way down to the tip of Cape Horn, sharing Drakes Passage with Argentina.

POPULATION:	39,593,035
LITERACY RATE:	30%
SELF DEFENSE FORCES:	Cartagena Free Army, South American Alliance Forces
LANGUAGES:	Spanish
ETHNIC GROUPS:	mestizo, white, mulatto, black 4%, mixed black-Amerindian, Amerindian
BORDERING COUNTRIES:	Panama, Ecuador, Peru, Venezuela, Brazil



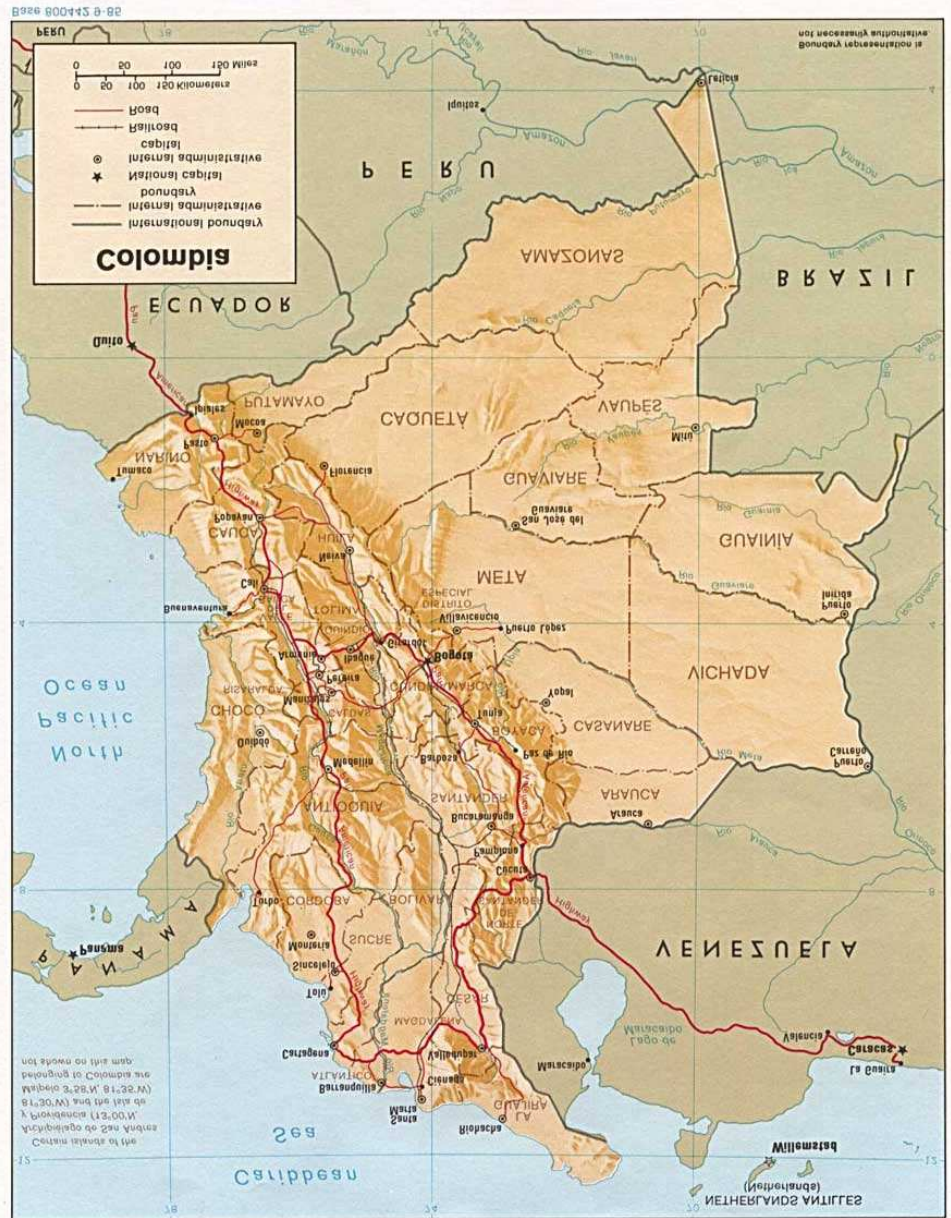
COLOMBIA - Cartels control everything, each covertly backed by Russian, European, or American intelligence agencies. The fighting is fierce and absolutely cutthroat. The official government barely exists, and is nothing more than a facade, doing everything it can not to get in the way of the cartels. Anytime someone does get into power who wants to do something to rid the corruption from his country he is quickly shut down, by threat, assassination, or kidnapping of relatives. Corporations have completely pulled out of the

region, kidnappings for ransom by the various cartels made it all but impossible for anyone to operate there, though agri-corps and logging corporations are chomping at the bit to regain a foothold in the country. With the loss of corporate dollars, the area relies solely on the drug trade to survive. Columbia would have gone ahead and made the cultivation and sale of cocaine legal, but every time they suggest it, the UN threatens full-scale invasion. This means technically it is illegal, but no one in the government has the power to even arrest the lowest street dealer. Of course the UN threat is an empty one, since the nations with the most clout in the UN are the ones covertly backing the major cartels. Of course at home all these countries have their own "war on drugs" but they only target the cartels backed by rival countries, which means a lot of inconsequential busts and fighting along the cartels borders. The largest amount of fighting happens within the cartels themselves, backstabbing, assassination, and outright war among the members of any given cartel over leadership and territory. Tourists don't come to Colombia, no one comes to Colombia except those in the drug trade or those looking to oppose it. There are small rebel groups who do fight the cartels, but have little to no effect. Columbia has been placed under UN embargo, which makes trafficking a bit more difficult. This means goods are usually smuggled through poorly maintained borders into the neighboring countries and shipped at port.

The prisons in Cartagena Columbia are some of the worst on the planet, guards on patrol do not carry anything more than clubs and radios, the only firearms the guards are allowed are the ones positioned in watchtowers who are issued high power rifles. The prisoners however are often armed with firearms and even grenades or other explosives. The life expectancy of a prison warden in Colombia is less than six months. Of course the prisoners who are not affiliated with the drug cartels in these overcrowded chattels learn quickly to be as unnoticeable as possible, and are usually forced to sleep outside in the yard, if they are lucky they may find shelter from the rain under a cardboard shelter, but they better be ready to fight for it, often to the death. Outside Cartagena there is no need for prisons, as anyone caught going against the will of the cartel is usually executed immediately.

When the Medellin Drug cartel detonated the Nuke in Manhattan in 1993, (in response to the DEA's implementation of designer plagues in South America to eliminate the Coca plant, and the assassination of Medellin Cartel leader Pablo Escobar), it gave the Cartels the leverage needed ostensibly to overthrow the government. The US, already deeply embroiled in war in the surrounding countries of Nicaragua, Panama, Honduras and El Salvador, was stretched far to thin to mount any type of effective response. When the world stock market Collapse hit a few months later in early 1994, the US economy, already stretched paper thin by the war and the blast completely collapsed. Troops were recalled and the country faced the worst military defeat in its history. The cartels of Columbia and its neighbors seemed unstoppable. And while the designer plagues did have a serious impact on the coca trade for a short period, within 2 years, with help from exiled (though some claim EEC funded) European botanists, a new far more resistant and potent strain was developed and the trade boomed. This "synthcoke" became the backbone of the new drug industry of South America, and in Columbia itself, this one industry supports virtually everyone and everything. Only a few major cities, Bogota, Cartagena, Narino, and Santa Marta were able to maintain a sense of order. But when The Revolutionary Armed Forces of Colombia (FARC) was reorganized and joined forces with the Medellin Cartel, (which at this point had become heavily financed by European dealers), all pretext of order was lost. The Government in all areas outside of Bogota and Cartagena simply collapsed. The majority of soldiers of the Colombian Military forces simply jumped over to the Cartels side, the remaining forces just large enough to shakily hold and control the two cities.

It was this coup that led the US, still seething with rage over the New York incident, to once again invade South America, with Columbia as its main target. The Columbians were well prepared, with arms and supplies from Russia and the EEC, both anxious to




cause trouble for America as well as protect their own interests in the region. By this time, the Colombian Cartels had already founded the South American Alliance, consisting of Colombia, Peru, Ecuador, and Bolivia. The fighting lasted several furious and frustrating years, until in 2010 the US, once again bankrupt, conceded defeat. Too broke to even fund the withdrawal, many US civilian contractors and the large nomad work force were simply abandoned to try and make it home themselves. This event is commonly referred to as the infamous "Long Walk". What is less well known, is that even some of the military personal, such as those manning remote locations and deep recon teams, were left behind as well, with orders to surrender. Most of these groups were isolated and alone, a good 50 miles or more deeper in enemy territory from the civilian and nomad contractors. Over the estimated 650 military personnel left behind, only 82 were able to catch up to the rest of the Long Walkers.

In the wake of the US retreat, the Cartels ran roughshod over the country. But even such a complete victory could not keep the Cartels in Columbia united for long. Disputes over who would run the country almost immediately broke out between the Medellin cartel backed covertly by EEC interests, and Cali cartels supplied by the Russians. several other smaller cartels also split, though relegate themselves to the remote borders of the country. FARC was dismantled and re-organized, splitting itself up amongst the cartels where soldiers false idealism gave way political loyalties and personal profit, the remaining forces of FARC, made up of the most experienced and loyal soldiers, became the SAA's own elite special forces unit. They are given the best equipment, the most funding, and have grown in the SAA to encompass the duties of a secret police and commando unit.

Bogotá, locked in the middle of the country finally fell in 2015. The grandson of Pablo Escobar, Jorge Estevez, is now the head of the organization and is rumored to claim the massive Cathedral in the heart of Bogota as his headquarters. In response, Salvatore Guaro, leader of the Cali Cartel takes over the magnificent and isolated Cathedral in Narino as his own personal stronghold. Cartegna holds out as the last remaining city in Colombia with any hint of government and order, a precarious position it holds at all costs.

In 2020 outside of Cartegen, you are either with a cartel, or you are for all intents and purposes a slave to them. With the beginning of the Third South American conflict, The Cartels are once again unifying and with heavy backing from both EEC and Russian interests. But hostility between the cartels threatens to overturn their hold on the country. Only time will tell.

POPULATION:	5,320,000	
LITERACY RATE:	83%	
SELF DEFENSE FORCES:	NONE	
LANGUAGES:	Spanish(official), English,	
ETHNIC GROUPS:	white (including mestizo) 92%, black 3%, Amerindian 3%, Chinese 1%, other 1%	
BORDERING COUNTRIES:	Nicaragua, Panama	

COSTA RICA - Costa Rica is a beautiful bastion of tranquility in Central America, sandwiched between the Republic of Atlántico and Panama; it has been heavily affected by the South American wars despite its unimportance as a target for United States military. Costa Rica has been a go between for refugees on the move from conflict. During the Long Walk, a notorious event occurred among what was otherwise thought to be a "Safe Haven" by Nomads on their way back to America. The so called "Night of the Butchered Pigs," was the single most costly event in lives of the Contractors and U.S. Military personnel left behind who were undertaking the Long Walk. Occurring in the Valley De Serenidad, The attack was a brutal surprise assault orchestrated by Cartel forces taking refuge in the many wilderness areas of Costa Rica. This incident gave the small nation a bad reputation in the eyes of many veterans of the war on the U.S. side. Other than its bad standing with veterans, Costa Rica maintains a good standing with corporations and governments from both Europe and the United States. It's eco-friendly policies make it popular among many young people from both superpowers and it has grown to become a tourist spot with many beachfront motels and wildlife preserves.

A democratic republic with a strong constitution, the country has had at least fifty-nine years of uninterrupted democracy, which is by far the longest in Latin America. It is one of the most stable countries in Latin America, and avoided most of the violence that has plagued Central America during the SouthAm war. It is seen as an example of political stability in the region.



The only major changes that have occurred in government occur in the ability for Presidents to undergo re-election, as strong leadership was needed during the SouthAm war and savvy leaders stayed for a few terms in office in order to help deal with many of the grave issues that met the country head-on. Executive responsibilities are vested in a president, who is the country's center of power. There also are two vice presidents as well as a cabinet designated by the president. The president, vice presidents, and fifty-seven Legislative Assembly delegates are elected for four-year terms. Autonomous state agencies enjoy considerable operational independence; they include the telecommunications and electrical power monopoly, the nationalized commercial banks, the state insurance monopoly, and the social security agency. Costa Rica has no military by constitution but maintains domestic police forces for internal security. Other current political issues include security, crime, and the limiting of large-scale emigration of people from Nicaragua.

Costa Rica was the first country in the world to constitutionally abolish its army. Although they still maintain local police forces and government officials responsible for regulation and border control. If Costa Rica reached the point of fearing actual invasion or armed conflict, it would most likely turn to outside mercenary forces, such as Lazarus, for protection.

Recently Cartel influence has created a force to be reckoned with, particularly the forces of Raul Santos, leader of the Santos Cartel which operates deep in the jungles of Costa Rica. He was one of the primary targets of the DEA when that agency still existed. Raul is known internationally as an eco-minded philanthropist and wealthy dilettante more than a dangerous drug baron. In reality, Raul has funded the push for larger nature reserves so that there would be more unregulated jungle for drug-couriers to move through. Raul Santos lives in a plantation inside the heart of a protected nature preserve and has agreed to a project known by few outside environmental circles, for the cloning of endangered species in Central and South America and their reintroduction into the forests and jungles. Raul has essentially kidnapped the researchers who agreed to this project and forced them to illegally modify several endangered species through genetic engineering, such as Jaguars and Ocelots, which he even further controls through installation of dangerous cybernetic options. These creatures he raises and trains as 'guard dogs,' which he uses to control his own men (for threat of being thrown into the cage with the animals) and to prepare for his own plans of vying for the Presidency in Costa Rica. Raul is a dangerous man with many political contacts and looks forward to running organized crime in the area. It is rumored that he has a larger force of Nicaraguan guerrillas and other armed refugees running drugs for him, than the current police forces of Costa Rica could hope to cope with

Costa Rica is a haven for biological researchers, ecotourists, and corporates from Europe and America who enjoy its scenic beaches. Additionally it has a high-tech industry market and advanced healthcare compared to most of Central and South America (with only the exclusion of Argentina and Brazil). Illegal cybernetics modifications can be found in some parts of San Jose and other well industrialized cities with lots of medical trained professionals. Recently smuggling has become a primary industry in Costa Rica, between Cartels moving through the unregulated biological preserves in order to move drugs into and out of Panama and Nicaragua. Some of this later activity has strained relationships between Atlantico and Costa Rica, as Cartels use speedboats to run drugs and guns across Lake Nicaragua to sell to the Revolutionaries in Northern Nicaragua. The truth is that the Police just don't have the manpower or firepower to prevent the Cartels from operating in the nation's secluded wilderness. Corporate influence is somewhat hedged in Costa Rica, although many financial institutions make a home here. Large scale utility businesses are kept from running the country, as state agencies hold monopolies on many important things such as Power and Water.

Corporate and State Businesses have begun expanding operations along the South Border, clearing areas of rainforest that are not protected and undergoing large construction projects. Some complaints have begun from their Southern neighbor of Panama that the Costa Ricans are actually trying to destroy their wilderness for resources, since so much of their own is off limits. There are reports of foreign logging businesses routinely crossing borders for clear-cutting and hauling them back to camps in Costa Rica.

In Costa Rica, there are mostly coastal plains separated by rugged mountains including over 100 volcanic cones, of which four are major volcanoes. Of the four, two of them active, rise near the capital of San Jose in the center of the country; one of the volcanoes, Irazu, erupted destructively in 1963-65 and geologists fear another eruption is due soon. There are several other disaster issues: occasional earthquakes, hurricanes along Atlantic coast; frequent flooding of lowlands at onset of rainy season and landslides; active volcanoes. The climate is tropical and subtropical; with a dry season (December to April) and a rainy season (May to November). It is cooler in the highlands.

Costa Rica is home to a rich variety of plants and animals. While the country has only about 0.1% of the world's landmass, it contains 5% of the world's biodiversity. Over 30% of Costa Rica is considered part of a protected wilderness area making it a beautiful country. The areas considered protected were increased throughout the SouthAm war as a push by Eco-minded groups from the U.S. and Europe who worried about the beautiful country's lush jungle life being decimated in the fighting of the region. Even now, as pressures increase and deforestation occurs, Eco-groups push for expanding protected regions (although now some have ulterior motives, resulting from funding being given by Cartel leaders and similar investors interested in keeping up the criminal activity taking place under the jungle canopy).


Costa Ricans often refer to themselves as tico (masculine) or tica (feminine). "Tico" comes from the popular local usage of "tico" and "tica" as diminutive suffixes (e.g., "momentico" instead of "momentito"). The tico ideal is that of a very friendly, helpful, laid back, unhurried, educated and environmentally aware people. Visitors from the United States are often referred to as gringos, which is virtually always congenial in nature. The phrase 'Pura Vida' (literally "Pure Life") is a ubiquitous motto in Costa Rica. It encapsulates the pervading ideology of living in peace in a calm, unclustered manner, appreciating a life surrounded by nature and

family and friends. Some might use *maje* or *mae* (*maje* means "guy/dude") to refer to each other, although this might be perceived as slightly insulting to those of an older generation. Costa Rican traditions and culture tend to retain a strong degree of Spanish influence. Their spoken accent is rather different than its Central American counterparts. "-ito" or "-ita" are added to many words to make them sound more polite and courteous.

Costa Rica boasts a varied history, it was the point where the Mesoamerican and South American native cultures met. The northwest of the country, the Nicoya peninsula, was the southernmost point of Nahuatl cultural influence when the Spanish conquerors (conquistadors) came in the sixteenth century. The center and southern portions of the country had Chibcha influences. However, the indigenous people have influenced modern Costa Rican culture to a relatively small degree, as most of the Indians died from disease and mistreatment by the Spaniards. The Atlantic coast, meanwhile, was populated with African workers during the seventeenth and eighteenth centuries. Most Caribbean Costa Ricans of African descent, however, derive from nineteenth-century Jamaican workers, brought in to work on the construction of railroads between the urban populations of the Central Plateau and the port of Limon on the Caribbean coast. Italian and Chinese immigrants also arrived at this time to work on the railroad construction.

Though the music of Costa Rica has achieved little international credit, Costa Rican popular music genres include: an indigenous calypso scene which is distinct from the more widely-known Trinidadian calypso sound audience that supports nightclubs in cities like San José. American and British rock and roll and pop are popular and common among the youth (especially urban youth) while dance-oriented genres like soca, salsa, merengue, cumbia and Tex-Mex have an appeal among the somewhat older audience.

Recently Nicaraguan Immigrants have entered the country, looking for work and fleeing political attacks, making up about 25% of the country's low-income work force. Many of these refugees are supposed to officially sign and apply for work papers, which only allow for a chance at citizenship as long as they remain a useful working member of society. This is not always the case and many illegals move over the borders freely into and out of the country. Their influx into society has created many ghettos in larger cities where Nicaraguan culture is more prevalent and accepted.

POPULATION:	15,352,121	
LITERACY RATE:	64%	
SELF DEFENSE FORCES:	Panamanian Public Forces, Independent Canal Military Forces,	
LANGUAGES:	Spanish, English (high bilingual rate)	
ETHNIC GROUPS:	Mulatto 47%, White 39%, Black 13%, Other 1%	
BORDERING COUNTRIES:	None	

CUBA - Cuba after Castro's death has become a transitional place of constant power change. It is a nation on the edge and has become a haven for criminals from the United States, fleeing persecution by the law and looking for a safe haven. Drug dens and prostitution have become common. Infiltration by major European Corporates and old Diehard CIA agents has made the governmental body a dangerous game of politics. Meanwhile, street gangs have taken the streets of the cities, even penetrating into Havana. South American Cartels have targeted their sites on the country so close to the free world. Cuban citizens are enraged, as the death of their great leader has led to a fractured structure, long gone are the days of free education and healthcare, which made Cuba a decent place to live. Now corporations' form great monopolies and hike up the prices so only the rich can afford to have good educations or healthcare. The people on the street are angry and many of the older generations are well educated, they find their only choice is to turn to criminal enterprises, competing with the U.S. and South American syndicates for drug manufacture and smuggling.



After Castro's Death, the country goes through numerous changes, including Increased troop presence from U.S. activity in

Guantánamo Bay Naval Base rouses tensions between the two countries. Small border skirmishes by "armed criminals" occasionally occur on the base. Hardline Generals lead by Raul Castro, act on plans laid down before Castro's death and manage to keep most CIA agents at bay, some of the deadly spy games result in the deaths of over 20 agents in the country. These losses make it back to Washington and the CIA is given a warning. The CIA does not get a 2nd warning, because of a failed CIA planned assault on Crystal Palace by a terrorist group and ESA warnings in the form of a 12 Ton rock fired from a Massdriver, Washington holds a review board on many CIA operations, including those in Cuba.

After the end of the Second SouthAm war, CIA agents are recalled from the country, but during the mad shuffle and retraction of troops from Guantánamo Bay Naval Base, some embittered agents with contacts in country remain behind and attempt to legitimately establish a power base in the country. CIA trained Guerillas are exposed by the Government forces and a purge of government and military is made by the Cuban Army. 200 die from automatic fire during a Havana protest by CIA backed college students. Slowly, the Cuban economy becomes bankrupt from shadow war with the U.S. intelligence agencies and from policing a nation under unrest and guilt from the death of its leader. Poor leadership and handling of government run institutions cause the new leader, Raul Castro to extend a trading offer to the European Union in order to get around the embargo. The European Economic Councils votes to allow trading rights with the EU on a push by the Spanish Prime Minister. Cuba is considered on a trial basis for appeal into the EU.

After trading rights with Europe are opened, the Cuban military modernizes with European hardware and missiles sites capable of hitting U.S. cities. United States military renews CIA activity clandestinely into Cuba, in order to monitor European activity. Soon a Media scandal is created in the United States, as its found that South American Cartels are using Cuba as a shipping point for drugs into Miami, Florida and to the rest of the United States. Many site this as an example of the failure of the 2nd South Am war. Increased Coast Guard patrols are a result. Raul Castro dies of "natural causes." Pressure from the EU and the U.S. causes the country to agree to open democratic elections.

After Raul's death, European corporations and the World Bank get Cuba to agree to privatize its utility, educational, and healthcare systems, allowing companies to establish overpriced monopolies. Street protests begin by Cuban citizens in response to the corporate privatization. Competition by U.S. corporations increases during much of the privatization, creating a competitive market among U.S. and European corporate interests. In 'Capitalist' Cuba, Illegal cyber clinics and drug bars open up throughout the cities, allowing procedures and pharmaceuticals which are unavailable in the United States to be just a boat ride away. Not more than a year after, revolutionary forces among the poorer populations of Cuba begin to fight back against the government and corporate interests.

POPULATION:	16,561,250
LITERACY RATE:	91%
SELF DEFENSE FORCES:	Ecuadorian National Armed Forces
LANGUAGES:	Spanish (official), Amerindian
ETHNIC GROUPS:	mestizo 65%, Amerindian 25%, Spanish and others 7%, black 3%
BORDERING COUNTRIES:	Peru, Columbia



ECUADOR - In mid 1994, tensions between Ecuador and Peru again rose to a boiling point over the Condor Mountain Range, along disputed patch of rain forest nestled on the border between the two countries once again. This small area of land had already been the source of two major, albeit brief, conflicts between the countries, once in 1941 and again in 1981. In both instances, The Peruvians overcame the Ecuadorian military, and mediation was performed by the US, Brazil, Chile and Argentina to bring about a ceasefire. However, by 1994, the US Government, already embroiled in military conflict all over South America, and being crushed under the weight of its the world economic crash, was no longer in a position to mediate. The other South American countries, either embroiled themselves, or maintaining a strict isolationist policy to prevent conflict from reaching them, were in similar situations.

In Early 1995 the Cenapa War began when Ecuadorian military forces attacked and drove out a Peruvian advance base. Over the next few months, casualties were kept to a minimum and the fighting was described as "Low-Intensity Conflict" until 1996. When the US, shattered under the weight of problems at home, withdrew completely from South America, Peru and Ecuador attempted one final time to negotiate a peace treaty. However when the Peruvian delegations



helicopter crashed in the Condor Mountains under "mysterious" circumstances, decades of resentment could no longer be contained, and total war broke out between the two countries.

Over the next 2 years, Ecuador and Peru waged an unrelenting war, what had been a conflict with relatively few casualties quickly escalated and both sides were suffering massive losses. The war devastated the economies of both countries, and left them wide open to foreign interests. The Peruvians, supplied with Russian Surplus weapons and vehicles soon gained the upper hand when Columbia (at this point fully controlled by the Cartels) began supporting them. Ecuador, supplied by the EEC had superior weapons, but inferior training. In late 1998, Peruvian Forces pushed back the Ecuadorians, eliminating the last of their outposts in the Disputed region. Crippled by the war, peace negotiations were once again entered. With Peru nearly as decimated as Ecuador, Columbia stepped in as mediator, and essentially strong armed Ecuador into joining the loosely formed South American Alliance (Columbia, Peru, Bolivia, Ecuador). The Ecuadorian people protested this, especially the new Cartel imposed emphasis on Synthcoke production, and soon Ecuador found itself occupied by Peruvian and Cartel forces who harshly dealt with any opposition.

When the US again invaded South America in 2003, Ecuador was one of the primary targets. The Ecuadorian military, as well as the civilian population, immediately sided with American forces, and helped to eliminate all South American Alliance forces from the country. With the entire population turned against them, there was simply no where for them to hide, and no where they could gain a foothold against the Superior US forces. The liberation of Ecuador in 2005 was one of the unquestionably decisive and lasting US victories in the Second South American War. The Ecuadorian military, newly supplied by current US technology, and in support of American troops, began acting on the offensive against Alliance forces encroaching on its borders. They also allowed the US to set up their own bases and outposts along their borders, and use them as a staging point for military actions into Peru and Columbia.

When the Second South American Conflict came to its tragic climax, Ecuador offered to ferry those left behind home, knowing full well that any US person attempting to join the long walkers to the north would first have to travel through Peru and Columbia, which would simply be suicide. The newly re-equipped Ecuadorian Navy began transporting US forces left behind back to US soil. In exchange, the abandoned US forces left behind any and all military resources and equipment that had been deployed to the area. The American officers in Ecuador, like everywhere else, had been ordered to destroy anything they couldn't take with them, but these orders were ignored to ensure safe passage for the contractors and person ell that were left behind.

Ecuador put these resources to good use, and immediately tightened its borders while the Peruvians and Colombians were busy chasing US walkers. And by the Time the South American Alliance turned its eyes back towards Ecuador for its treachery, the Ecuadorian military was fully capable of defending itself.

In the years that followed, Ecuador maintained its independence from Cartel influence, and managed to maintain its borders without conflict. It wasn't easy, as the newly found prosperity gave the population of Ecuador a chance to address some of the inequalities in the country, particularly for the indigenous populations. Despite this, Ecuador has emerged as one of the more stable areas of the region, making it an inviting location for corporations and foreign interests. And while they have struggled to keep the foreign corporations on a leash, their influence is beginning to effect the political landscape of the country. On the economic side this has been a great boon to Ecuador, which has not only become a leading agricultural producer in the region, but it's tourism industry has boomed as well as a wealthy foreigners flock to the Megadiverse country and its relative safety.

While most of the rural areas of the country remain somewhat antiquated, and the country still contains many areas where tribal life is the norm, its major cities, particularly the capital of Quito are the equal to any first world equivalent. The Galapagos Islands, birthplace of Darwins Origin Of The Species, have been hit somewhat hard by global pollution and climate change. While conservations efforts from Green groups have focused heavily on treating the ecological damage, rising sea levels are threatening to erase the islands altogether. Last spring, an eco-terrorist group destroyed an oil rig that was being transported to a location 4 miles from the islands, and it is rumored the group responsible has taken up permanent residence in Ecuador, also targeting logging and other agri-corps operations on the mainland. Biotechnica has positioned a floating research station just of Española Island. In their public statements they claim the center is merely for cancer research and conservationist and sampling efforts at eliminating the non-native animals from the island that are devastating local ecology, however rumors abound that they are working on designer viruses.

Ecuador has remained a staunch American ally, and American forces have already begun deploying there in preparation for the Third South American War.

POPULATION:	7,465,357
LITERACY RATE:	40%
SELF DEFENSE FORCES:	El Salvadoran Armed Forces
LANGUAGES:	Spanish (official), Nahua (among some Amerindians), English
ETHNIC GROUPS:	Mestizo 90%, White 9%, Amerindian 1%
BORDERING COUNTRIES:	Guatemala, Honduras



EL SALVADOR - When The US invaded Central America, a primary reason was to free El Salvador from the Civil war it had been engaged in for ever ten years. The right wing government had long been fighting against communist and leftist forces known as the Farabundo Martí National Liberation Front (FMLN). With the US forces stretched so thin, especially with conflict spreading into South America, the US was fighting an uphill battle against the El Salvadorans. When the bottom fell out, so did democracy in El Salvador. The FMLN overthrew the government, with the aid of Russian supplied equipment, and instituted a sweeping policy change. Russia, through bribery and political strategy, was able to place self proclaimed General Fernando Sargasso in the presidents chair.

When the start of the Second South American conflict began, El Salvador refused to take sides, choosing instead to strengthen its own border. They were in enough trouble of their own, as Russian advisors from El Salvador had been arrested in Honduras, working with local cartels their and allegedly attempting to incite an overthrow of the government, supposedly to further Russian influence in the region. The threat of war with Honduras was rising. The Russians actively fueled this threat, but kept open hostility from occurring. The Neo-Sov advisors were making money hand over fist with the arms buildup in the region.

At the End of the second Conflict, the Long Walkers met hostile resistance at the El Salvadorian border, their admittance into the country was denied completely.

Since then, Russian influence has increased to the point in El Salvador where the military itself has been supplanted by Neo-Sov troops, and the country has become Russia largest ally in the region. This was especially important during the worldwide food shortages, as much El Salvador's fertile soil was turned into massive agri-complexes.

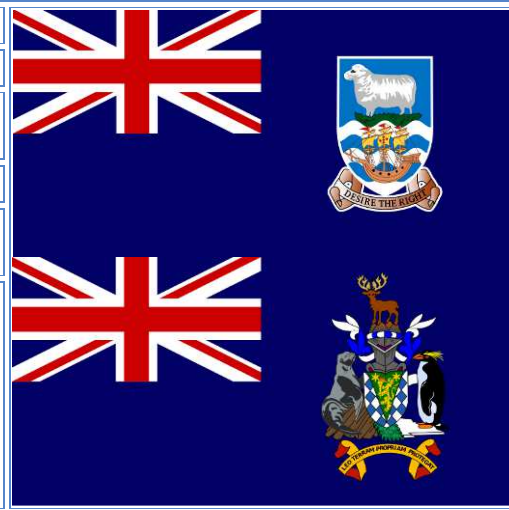
Still there is resistance. Communist rule in El Salvador is harsh and brutal. Revolutionary groups gain in power everyday. There are rumors of both American and European advisors working with these groups, and with a 3rd Central/South American Conflict on the horizon, the El Salvadoran government is growing increasingly paranoid and brutal about eradicating these elements. El Salvador is not, as of yet, one of the countries targeted for invasion, but the long history between the US and the Soviets has all the makings of a very paranoid El Salvador. Reported Russian troop buildup in El Salvador seems to back this up.

Other than its agricultural importance, El Salvador has also become a popular tourist destination for Neo-Soviets and European travelers. Its many historical sites, and many museums dedicated to the victory over American supported forces is at least half as much of a draw as the beautiful beaches.



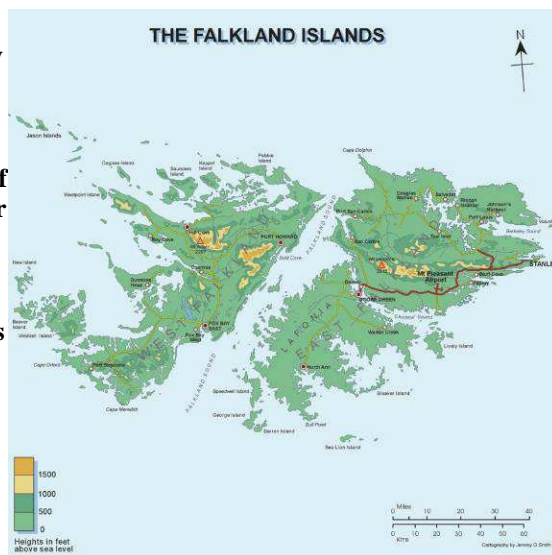
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POPULATION:	3,100
LITERACY RATE:	98%
SELF DEFENSE FORCES:	EDF Forces
LANGUAGES:	English, Spanish
ETHNIC GROUPS:	Islanders (natives of UK descent) 50%, British 25%, European other 15%, Argentinian 5%, other 5%,
BORDERING COUNTRIES:	None



The Falkland, Malvina, South Georgia and Sandwich Islands

- The area around the Falklands was first discovered to be oil rich in the mid-1990s by the petroleum company Royal Dutch Shell, oil rigs were immediately constructed causing some amount of protest from local fishermen, this was largely ignored by the rest of the world, too concerned about the global collapse to care. To protect these sites, and to curtail unlicensed fishing, a naval outpost (mostly made up of a handful of fast patrol boats and a few helicopters, what you'd call a quick-response anti-smuggler unit) is established bolstering the existing garrison. Some minor incidents with Argentina, as a number of fish-poaching ships arrested by the naval force are Argentinean. This culminates with the 1998 sinking of the *Haley's Dream*, a legitimate Argentinean fishing vessel that opened fire on approaching RN vessels. It is theorized that the Argentinean vessels radio was down (they had reported radio problems with their last transmission) and it is possible they RN vessels to be pirates, heavy fog and darkness of night obscuring their vision. Regardless, once fired upon, the RN unloaded everything they had into the vessel, a tracer round igniting auxiliary fuel drums stowed on deck. There were no survivors to explain the Argentinean vessels reaction, and the incident was the beginning of renewed animosity between Argentina and the EDF, as well as the Falkland islands that provided the British with the bases the attack was launched from. All of this was only more fuel for the fire slowly smoldering since the notorious Falklands war of the 1980's ending in the Falklands independence from Argentina in 1982. Argentina has disputed this ever since, refusing to acknowledge any measure of independence (going as far as to claim the islands in their constitution) for the Falklands and viewing the Europeans as hostile invaders controlling Argentinean soil.



After the military coup in Britain in 2001, Argentineans attempted to reclaim the islands, guessing that British - occupied with home trouble - wouldn't notice it. However, the plan was uncovered by British intelligence, and the landing party is followed by a British hunter sub, and welcomed at the border of Falklands territorial waters by the British contingent. MLA issued strict warnings to the Argentinean forces that any attempt to violate the border of Falklands would be perceived as an act of war, and "responded to with ultimate force, including nuclear weapons". Argentinean intelligence reported a number of British "Boomers" (SSBN's) to be off base, presumably in the South Atlantic. A brief standoff occurs before the Argentinean fleet returned withdrew. To prevent any further incidents, the MLA bolstered the Falklands garrison with troops and aircraft, as well as a small fleet detached into that area, including a number of submersibles, and at least one boomer. Preparation is made to establish a full-sized naval base in the archipelago.

Argentina again protests, this time their message gets national coverage, though it does them little good.

Finally, EU came in with a mediation, which resulted in the base being built under European banner. A series of agreements is being made, ensuring that the facility would be operated by the EDF, Argentinean inspectors will be allowed in, and that Argentina will be allowed to buy European military hardware on preferential conditions. Argentinean fishing corporations were also awarded a number of fishing licenses and a healthy fishing quota in the Falkland waters were given to the Argentinean government.

Within a few years, the base was up, and then enlarged to become a large-scale cold climate and naval training center, administered by Sternmeyer under EDF jurisdiction (since high-profile military training ops aren't well accepted by EU public opinion, especially due to eco-activist protests). Argentineans are calmed down by the possibility to train their troops there, as well as Argentinean companies winning several supply & maintenance contracts in the grounds. The EDF further warmed the treaty with more military technologies being sold to Argentina.

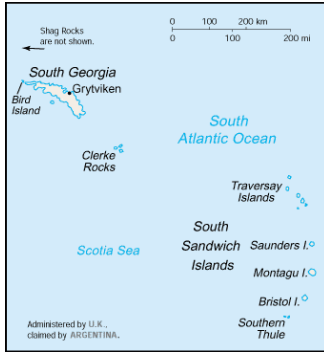
This new wave of cooperation causes a significant number of Argentinean citizens to settle on the Falklands, catering to the armed forces, or working for corporations.

The most prominent corporation in the region is IMA, which has been given the administration of the fishing. IMA takes on fishing, although still a number of fishing licenses remain at the disposal of Argentinean government.

Around 2015, the EDF decide to outsource the training grounds to Sternmeyer, retaining right to train there whenever they wish. Sternmeyer builds a second base on Falklands (they hadn't been given the EDF one, which is still in use).

Falklands economy is booming, with the fishing, petroleum and oil corporations firmly in place. The Falkland islands is also home to the only commercial reindeer ranches unaffected by the Chernobyl disaster in the world, of course the commercial market for reindeer is somewhat skeptical, but its something to hang their hats on.

Tourism in the Falklands has seen a boom, mostly due to the historical importance of the Falklands war, despite the miserable and cold climate of the area.



South Georgia and the South Sandwich Islands (SGSSI) are a British overseas territory in the southern Atlantic Ocean. It is a remote and inhospitable collection of islands, consisting of South Georgia – which measures approximately 106.25 miles (170 km) by 18 miles (29 km) and is by far the largest island in the territory – and a group of smaller islands known as the South Sandwich Islands.

Up to the 60s of the 20th century, the territory was a site of a major whaling operation – today, the name of South Georgia's capital, Grytviken, survives in old sailor shanties only. After the whaling ceased, South Georgia became home to British arctic research station (there were also a few other people living there – usually less than two dozen in total). The territory was, like the Falkland Islands (Islas Malvinas) claimed by Argentina, and briefly occupied by Argentinean troops during the Falkland War.

Currently, there's still an arctic research station (as well as a good number of automated weather stations), but South Georgia and South Sandwich Islands have been adapted to play an important role in the EU military operation in the Antarctic region. There's a naval surveillance post at Mount Paget on South Georgia, with powerful radar and passive sonar / hydrophone installations, scattered through the region.

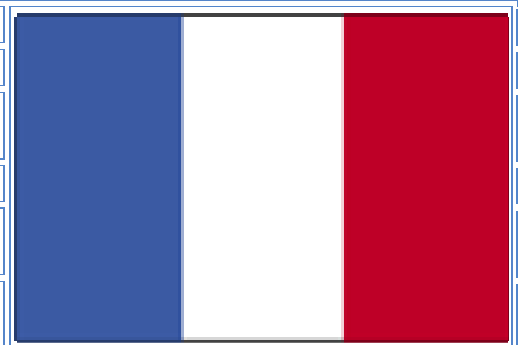
Prince Olav Harbor is an another important facility – apart from a small harbor, there's an air base, where a handful of long-range maritime patrol & reconnaissance aircraft are stationed, providing coverage and intervention capability in the South Atlantic.

The Prince Olav base has also the size and facilities (probably also the supplies) to accommodate a several hundred strong expeditionary force with long-ranged air transport, therefore granting the Euros a force projection capability all over the South Atlantic and Antarctica..

The EDF naval buildup around Drakes Passage has everyone, especially the Americans, looking nervously in their direction as the Third South American Conflict is an inevitability at this point. This situation escalated earlier this year when in January the EDF Navy operating in the region of Drake's Passage, arrested a Panamanian banner freighter, the Gaya Negra, sailing from Northern Nicaragua, carrying a number of chemical WMD containers destined to Africa. Whereas the cause itself was just, the event was publicized worldwide, and it became clear for everyone that there was a possibility of the EDF blocking this tight spot completely. The Americans were quick to protests against "European military presence in the Antarctic waters", calling the old UN treaty on demilitarization of Antarctica as their backing.



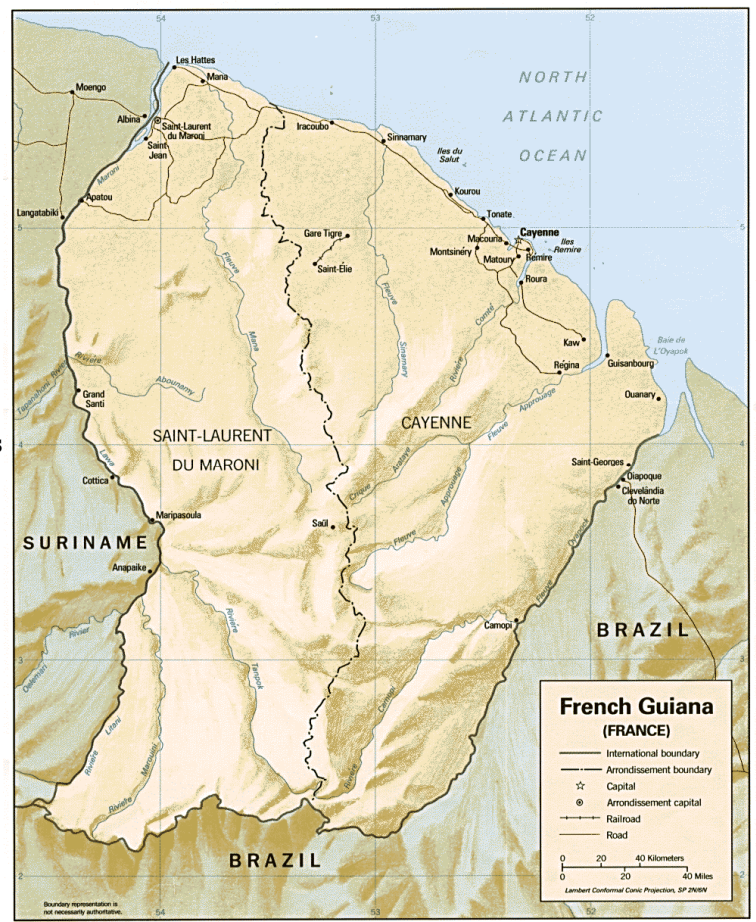
ON:	220,000
LITERACY RATE:	83%
SELF DEFENSE FORCES:	EDF
LANGUAGES:	French
ETHNIC GROUPS:	black or mulatto 66%, white 12%, East Indian, Chinese, Amerindian 12%, other 10%
BORDERING COUNTRIES:	Brazil, Suriname



FRENCH GUIANA - There are two things you must always remember when entering French Guiana. The first, and most important, is that no matter how far from Europe it may actually be, French Guiana is as much a part of France as Paris itself. Second, much of French Guiana remains untamed wilderness. But don't be misled. French Guiana is not some rural backwater. This overseas department is home France's primary orbital launch facility. Its main cities have all of the sophistication and amenities one

would expect to find in Europe. All of the laws of Europe are in affect and for those thinking of sneaking in illegally; the border security is just as deadly. As for the rainforests, they do not flourish due to lack of development. Their continued existence is part of one of the largest government sponsored attempts at ecological conservation; one that France vigorously defends and jealously protects.

French Guiana is bound by Suriname to the west and Brazil to the south and southeast. Its higher standard of living and rich untapped resources attracted both immigrants and illegal prospectors. The Maroni and Oyapock rivers serve as the natural boundaries with its neighbors. They also provided the main avenue into French Guiana for illegal immigration and other illicit activities. Anyone with a canoe or boat could cross the rivers with near impunity. French Guiana once held the dubious distinction of the Doorstep of France. Porous borders and lax enforcement allowed tens of thousands of illegal immigrants to stream into the department. French Guiana consists of two main geographical regions: a coastal strip where the majority of the people live, and dense, near-inaccessible rainforest which rises to the peaks of the Tumac-Humac mountains along the Brazilian frontier. France's penchant for conservation and its high reliance on wealthy tourists to the region has allowed the French Guianese rainforest to remain largely untouched. In fact the French Guianese Area of the Amazon is one of the largest preserves in South America. Hunting, fishing and logging are very strictly controlled. The deep jungle is home to several outposts from various biogenetic companies that are studying the rainforest. They are looking for ways to exploit the plants and animals of the rainforest as a means to create new drugs or cures for diseases. The rain forest is also a large draw for Ecotourism. Unlike visiting other countries outside of Europe, French Guiana is a department of France. Europeans can therefore travel there with relatively no hassle.



Illicit traffic across the river still occurs and remains quite profitable. The business has however become much more hazardous since the implementation of Fortress Europe. The Maroni and Oyapock rivers are French Guiana's first line of defense in securing its borders. Most of French Guiana's naval assets are concentrated on its brown water navy. Over a hundred riverine and support craft patrol its waterways. Patrols operate out of naval bases at Saint Laurant du Maroni and Saint George or from one of several floating bases positioned at intervals along both rivers. These mobile platforms serve as refueling stations and observation posts. The largest are firebases bristling with weapons and boasting multiple landing platforms for aerodynes and rotorcraft. They are guarded by detachments of the 9th Marine Infantry Regiment. Any vessel crossing the river is challenged. The methods of interdiction become more severe, the further one travels away from the costal strip.

Most of French Guiana's 220,000 inhabitants reside in the costal strip. This band of civilization, under the jurisdiction of the Gendarmerie, accounts for less than 20% of the departments 89,150 sq km (34,421 Sq Mi) territory. The coastal strip has grown into a series of interconnected towns and cities. It's beaches kept meticulously pristine (prisoners, especially captured illegal aliens, are often sentenced to clean up crews which operate along the beaches between 3 and 6 am) to preserve the attraction for tourists and sport fishermen. Shipping is of major importance, as French Guiana is heavily reliant on European imports and subsidies. These same ports also serve as a major illegal pipeline of into Europe from various South American countries. Fraudulent European IDs and papers are a lucrative business, and are often given as incentive to those wishing to enter illegally into Europe if they are willing to act as drug mules or carry other high risk contraband.

Beyond the coastal strip is an endless blanket of green that rolls south to the Tumac-Humac mountains, along the Brazilian frontier. This dense hot equatorial rainforest is the playground of the 3rd REI (Foreign Legion Regiment). Outside of specially designated reserves, set aside for eco-tourism and biogenetic research, the rainforest should be considered a free fire zone. The 3rd Rei are supported in their efforts by the Overseas Adapted Military Service (SMA) based out of Cayenne and Saint-Jean du Maroni. The country has training grounds for both EDF Special Forces, and the French Foreign Legion, held at separate bases, but often coordinating war games together on Devils Island, as well as isolated outposts in the deep jungles of the interior. Foreign Legion Recruitment is heavy handed, as unemployment and the influx of illegal aliens continues to skyrocket.

The SMA

The SMA was originally formed to create a national guard force within the overseas department, to aide in times of emergency or natural disater. Under the auspices of the Ministry of Ecology, it has become a paramilitary force tasked with the maintenance and supervision of French Guiana's rainforests. The SMA is drawn from the local populace. It recruits heavily in villages along the rivers

which wind their way into the interior of French Guiana.

The SMA oversees and staffs the eco-tourism reserves. It is also responsible for the administration and supervision of the detention center at Saint-Jean du Maroni and work the camps in the equatorial rainforest. The detention center at Saint-Jean du Maroni is the public face of a much larger penal system operating in French Guiana. Its well kempt inmates, in bright colored smocks, picking up litter on beaches or performing other "public service" tasks are a familiar site to most visitors. Saint-Jean is a paradise compared to the hell of the camps operating within the dense rainforests. The oppressive heat and nightmarish conditions recall the horrors of French Guiana's infamous past.

Even with strict border security, there is still a steady flow of immigrants and criminal enterprises attempting to enter French Guiana, as well as clandestine gold prospectors from Brazil. Most of the border patrols in French Guiana are focused on the Maroni river, separating the country from Suriname, this is by necessity as the threat of an outbreak of Wasting Plague which is still active in Suriname is severe enough that anyone caught trying to cross the border from Suriname is shot on sight. This leaves them woefully unprotected from the Brazilian gold raiders, who infest the areas to the east and south. "Gareimpos" (illegal Brazilian gold seekers) have begun prospecting mining operations in the rivers of French Guyana. Beyond the deforestation near the riverbanks (which can lead to soil erosion), the gareimpos' use of mercury in their gold refining process. Mercury poisoning has become a serious health issue among local indigenous communities. Beyond the severe health hazards, these communities are also subjected to threats and violence from the criminal groups who run protection operations for the gareimpos. As the violence increases, police, often aided by EDF forces, often stage brutal raids on unidentified encampments in the region, to try and eliminate the problem. The threat of death does little to deter such desperate individuals. Those that are caught inside of French Guiana are transferred to these camps. Here they are used as manual labor for repairing damage to the rainforest or in other works for the public good. Incarceration and hard labor may prove to be no better a deterrent than death, but it does provide a cheap labor pool for the SMA.

French Guyana has, in the last 20 years, transformed itself from a welfare state dependent on Paris into an economic powerhouse in South America. The Guiana Space Center remains the economic driver for much of the economy, but growth in other markets has led to diversification. Expanded use of hydroelectric power and exploitation of French Guiana's offshore oil and natural gas reserves have curbed the department's dependence on imported energy and created an economic windfall. Reclamation of marginal land along the coastal strip has contributed to an increase in arable cropland while at the same time helping to reducing diseases such as malaria. Implementation of aquaculture projects in coastal waters and estuaries has helped to revitalize the fishing industry. The expansion of the roll of the SMA and the growth of eco and leisure tourism has also helped to ease chronic unemployment within the indigenous population. The economic outlook is promising, yet not everyone shares in the wealth.

French Guiana has always been an ethnically diverse. Even with the decrease in illegal immigration over a third of French Guiana's population still comes from somewhere else. Creoles, Haitians, Brazilians, Europeans, Hmong and Asians, as well as a new flood of refugees from Africa and the Middle East have made French Guiana's population, the most ethnically diverse in South America. Local villages have become overrun with foreign immigrants. Shanty towns filled with migrant workers and displaced locals have grown up around the population centers of Cayenne, Kourou and Saint Laurent du Maroni.

Even with the growth in jobs, there is still not enough work to go around. Crime, poverty, ethnic violence and disease are rampant. Kidnappings and home invasions have become common tactics for local gangs. Tourists are generally insulated from this unpleasant side of French Guiana, although the frequency of violence against tourists has been on the rise. The growth of illicit trade and entertainment in these districts, rather than an expansion of crime into other districts may be driving this upsurge. The government has attempted to downplay such incidents.

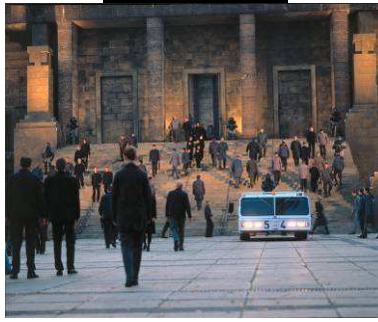
Compared to its neighbors Guyana and Suriname, French Guiana is well off. It has good roads, decent health care and a generous social-security system, thanks to \$500 million a year in assistance from Paris. It also has jobs, but not enough to go around. French Guiana's unemployment exceeds 25%. Counting those in the country illegally it is closer to 35%.

Beyond unemployment, there are other serious problems caused by the influx of illegal immigrants. Cases of malaria have skyrocketed. Crime has jumped dramatically in the last few years and the HIV/AIDS infection rate is among the highest in the Western Hemisphere. The illegal mining may also pose serious health and ecological hazards. And the threat of Wasting Plague from Suriname is an ever present nightmare.

These troubles have spawned an independence movement within French Guiana. The Mouvement de Decolonisation et d'Emancipation Social (MDES), French Guiana's independence party lay the blame for these problems at France's doorstep. They claim that Paris is not interested in developing the country, because they fear that economic independence would weaken their control of French Guiana. The movement is small (supported by about only 3-4% of the population), but vocal. They are also not above resorting to violence.

If Europe decides to join the looming and near inevitable Third South American war, French Guiana, along with the Falkland islands to the south of the continent, will be the primary staging points to EDF forces. As it is, French Guiana is the major pipeline of European arms and equipment sold to South American forces, including several of the countries that make up the South American Alliance in opposition to the United States. It is suspected that for these reasons, American operatives have entered the country covertly in order to gain intelligence. American and Canadian tourists are viewed with suspicion and watched closely.

HOT SPOTS: **CAYENNE**



Cayenne is the capital of the overseas department of French Guiana. It is also the largest population center in French Guiana. The old city stands at the western end of a small, hilly peninsula between the Cayenne and Mahury Rivers. It has grown to incorporate the neighboring townships of Remire-Montjoly and Matoury. The total population of the municipality approaches 100,000.



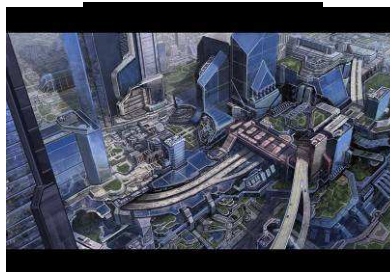
The old town of Cayenne has been remade into one large tourist attraction. Renovation of older structures and new construction intentionally built in the French colonial style has preserved the historical look of the old city. The streets are lined with colonial wrought-iron balconies and louvered shutters painted in tropical pinks, yellows and turquoise. Even the old port of Cayenne has been remade into a scenic waterfront.

Commercial traffic was rerouted to the new port of Dégrad-Des-Cannes. Heavy silting had made the harbor unsafe for boats with drafts of over 12 feet. River barges converted into expensive apartments, small pleasure craft and water taxis are pretty much all that remains. Along the old stone quays is a bustling vegetable and fish market. All the typical tropical offerings are available, as are exotic delicacies such as crocodile and monkey meat if one knows where to enquire. The area is renowned for its fine restaurants and trendy boutiques.

The old town is famous for its annual carnival, which starts on the first Sunday after New Year's Day and continues with popular all-night costume balls and Sunday afternoon parades every weekend until Mardi Gras. As expected, prices are high, as is security. What may not be expected is the nature of the security. The Gendarmerie has a strong presence, but you are more likely to see marines of the 9th Infantry Regiment, especially near the Place de Grenoble, where most of the official government buildings are located.

The district is bound to the west by the Cépérou military reservation, which includes the Fort Cépérou National Park and the garrison for the 9th Marine Infantry Regiment. Beyond this idyllic city center and the buffer zone created by the military reservation is a highway-riddled urban sprawl reminiscent of any modern city. One of the most notorious districts in the city is the Village Chinois (Chinatown) also known as Chicago. Even with the danger many flock to the district for its nightlife. It is the heart of the music scene in Cayenne.

KOUROU



Situated some 60 km northwest of the capital at Cayenne, Kourou sits at the mouth of the Kourou River on the Atlantic Coast. It is ringed by four hills: Carapa, Pariacabo, Café and Lombard, with the Singes and Condamine mountains not far behind. The Commune of Kourou is the administrative center of the Kourou Canton, which includes Kourou and the neighboring Centre Spatial Guyanais (CSG).

The spaceport is the life blood of the city. All business either directly or indirectly is related to its operation. The influx of technology and capital has remade this small river village of simple wood houses into the model of a modern European city in less than 60 years. The once meager population of 600 has swelled to over 30,000.



Such rapid changes have made Kourou a study in contrasts. Traditional districts are interspersed with modern neighborhoods. The

"Vieux Bourg" (old village), situated near the mouth of the river, has largely kept its creole character and rustic charm. Its simple French Colonial architecture is in stark contrast to the comfortable villas and residential complexes, which lay just a few blocks away. The hustle and noise of open-air markets and food stalls of the Vieux Bourg give way to quite boulevards lined with stylish bistros and cafes. Even the large state of the art port shares its waters with native fishermen.

As with other destinations in French Guyana, prices in Kourou are generally on the expensive side. Expect European pricing in the upscale sections of the city. There are bargains to be found in places such as Vieux Bourg if you know where and how to ask. Speaking French will be a big help. Kourou has also become more than just a transportation hub. It is becoming a vacation destination. With three lakes within the city limits, Lake Bois Diable, Lake Marie-Claire, and Lake Bois and the long white sand beaches of the Atlantic coastline water sports and beachfront property are plentiful.



Rapid growth has not come without problems. Even as the largest employer in the area, CSG can not accommodate all those who have come to Kourou seeking work. For every resident of Kourou that is employed, there are at least two that are not. France still provides for the welfare of its under privileged citizens, but for those that are undocumented, there are few options.

The Centre Spatial Guyanais (Guiana Space Center) is located outside of Kourou and has been in operation since 1968. The site near Kourou was selected due to its proximity to the equator (approx 500 km north of the equator, at a latitude of 5°3'). At this latitude, the Earth's rotation gives an additional velocity of approximately 500 m/s, when the launch trajectory heads eastward. This slingshot effect provides a substantial savings on the cost of launches and allows for heavier payloads.

Security for the installation is maintained by the EDF with the assistance of the 3rd REI. Fire safety is ensured by a detachment of the Paris Fire Brigade. The Fire Brigade is part of the combat engineering forces attached to the EDF. A naval detachment based at the Space Centers dedicated port of Pariacabo, ensures coastal security.

The original ground facilities of the CSG included launcher and satellite preparation buildings, launch operation facilities and a solid propellant factory. An expansion of the installation began in 1978, funded jointly with the European Space Agency (ESA). This expansion would allow for manned missions to be launched from French Guayana. The Space Center has experience nearly continuous construction and expansion over the past fifty years. It now covers an area of roughly 80 hectares.



The Centre Spatial Guyanais may be the largest employer in the area, but even it cannot accommodate all those who come to Kourou seeking work. For every resident of Kourou that is employed, there are probably at least two that are not. Most of this is not visible to those living in the better parts of town. Some of the older districts however have become little more than combat zones.

The influx of gangs from neighboring countries has led to a rise in crime. Ransom kidnappings and home invasions have become common occurrence. Most of the violence and crime at present has been aimed at local residents, however tourists are being targeted more and more frequently. This may have more to do with the growth of illicit trade and entertainment in poorer districts (which

attract certain types of tourists) than an expansion of crime in other districts of the city. The government attempts to downplay such incidents.

POPULATION:	13,762,200 Million	
LITERACY RATE:	70%	
SELF DEFENSE FORCES:	Guatemalan National Guard	
LANGUAGES:	Spanish 60%, Amerindian languages 40% (23 officially recognized Amerindian languages, including Quiche, Cakchiquel, Kekchi, Mam, Garifuna, and Xinca)	
ETHNIC GROUPS:	Mestizo (mixed Amerindian-Spanish - in local Spanish called Ladino) and European 62.4%, K'iche 8.1%, Kaqchikel 7.4%, Mam 6.9%, Q'eqchi 6.3%, other Mayan 8.6%, indigenous non-Mayan 0.2%, other 0.1% (2001 census)	
BORDERING COUNTRIES:	El Salvador, Belize, Honduras, Mexico,	

GUATEMALA - Guatemala has been through nearly 40 years of civil war, much of it perpetuated by American forces and intelligence services, all started with the beginning of army massacres in 1980 and the taking of the Spanish embassy by Quiché Indian protestors. It was thought that the breaking of relations with Spain caused after the ambassador was nearly killed as the army burnt down the embassy, is what kept European influence out of the country. Where Euro-influence was a helping hand with many other

Central and South American governments fighting off U.S. invasion and action during the first and second wars of the region, it would not save Guatemala in its time of need. Scorched earth tactics used by the military at the time reduced much of the country to rubble in an effort to drive out rebel fighters, many of which fled with other refugees to Mexico and continued a shadow war from across the border.

The remaining people of older generations (the median age of men in Guatemala is only 16), have become completely sickened by the thought of fighting. With a disproportionate number of women to men and a country in ruins, Guatemala focuses on reestablishing its rural roots and agrarian lifestyle, through the help of international aid communities, before working to rebuild its infrastructure and urban environments.

With the former capitol city, Guatemala City, primarily in ruins, little is done in government of any mention. Most positions are ceremonial and very few free elections are done in the remaining government, as it's assumed those who overstay their welcome will simply be assassinated or strung up in acts reminiscent of Mussolini. This attitude has made many remaining government officials spend their time pandering to the needs of people, which often keeps them busy with their constituent base and allows little time for formerly common government duties, such as approving new laws or building up the army.

Local elections still exist and restore some normalcy to the populations in rural communities that were only somewhat damaged by the long Civil War. It is why a return to agrarian society has begun in full force, although it could be argued that Guatemala has never left this type of society. Additionally, a single large international movement has begun in Guatemala, with the help of national and local governments. This is an international aid group formed primarily by European humanitarian groups, to help clean up Guatemala's fields of buried land mines so that continued agricultural projects can be undergone. Some of these slated agriculture projects are meant as fresh food farms, which will be sold to Europe in order to generate more revenue for rebuilding the country's infrastructure. These so called "Euro-Farms," are often funded by corporate agri-business, such as the IMA and other groups.

The military force of Guatemala has shrunk to disproportionately small levels after the devastation of the Civil War and the first South American conflict. The standing military only numbers around 3,000 men and women (Guatemala promotes gender equality in its military, mostly out of a need for willing fighters). Stockpiles of weaponry are mostly old U.S. military weaponry from the 1st Central and 2nd South American conflicts, severely limiting their effectiveness in modern warfare. Guatemala's primary strength lies in its people who are quick to form militias and makeshift posses (during some incidents of conflict, police and criminal elements worked together to bring someone to justice). These posses often use very primitive weaponry and crude methods, but the manpower has been enough to drive all but the most cunning and stubborn violent criminals from their country.

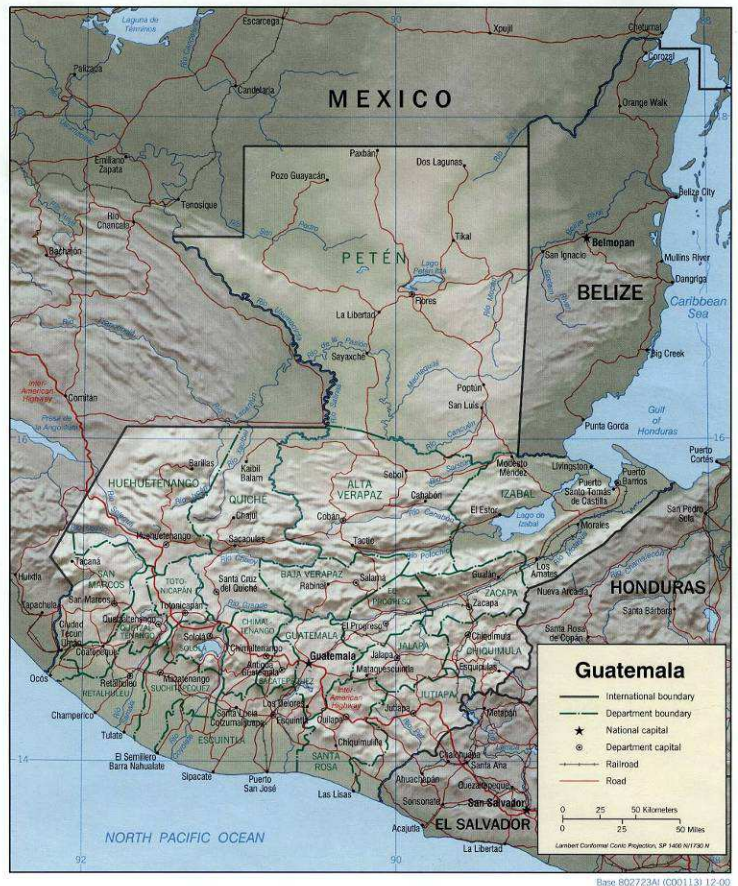
Due to fierce fighting and destruction during the first SouthAm war and the civil war, only recently has Guatemala maintained any industries besides what is necessary for an agrarian society. Most residents still live on isolated farms growing whatever food they can manage. Some of this is cash crop raising for the drug market, using updated technology provided by the Cartels in order to raise cocoa plants. Trade becomes difficult in many rural regions of Guatemala, if one is not familiar with the Indian languages of the people living there.

In addition to the occasional hurricane which batters Guatemala's coastal cities, destroying many homes, there are additional threats in the highlands in the form of Earthquakes and volcanic activity.

Guatemala is mountainous, except for the south coastal area and the vast northern lowlands of Petén department. Two mountain chains enter Guatemala from west to east, dividing the country into three major regions: the highlands, where the mountains are located; the Pacific coast, south of the mountains; and the Petén region, north of the mountains. All major cities are located in the highlands and Pacific coast regions; by comparison, Petén is sparsely populated. These three regions vary in climate, elevation, and landscape, providing dramatic contrasts between hot and humid tropical lowlands and colder and drier highland peaks. Volcán Tajumulco, at 4,220 meters, is the highest point in Central America.

Due to the landscape, many refugees in Guatemala don't recognize the borders of Belize and Mexico, often crossing them with ease, to the disappointment of those governments.

While Guatemala is a place of much history, it has seen much devastation to national artifacts and historical sites such as Mayan temples, from mortars and other bombing during the war. Several museums and libraries that preserved numerous studies and artifacts on Mayan culture were utterly destroyed during vicious civil fighting. This has also affected the education system of



Guatemala very heavily, making school learning an expensive leisure rarely affordable among the few remaining schools. Schooling and literacy are primarily taught by individual parents if they have the time in between work, apprenticeships are more common.

Many Indian traditions of cultural myths and music have been kept into the modern day and Guatemala still retains unique cultural elements, such as the marimba, a wooden keyed instrument used to make music by entertainers. Almost 40% of Guatemalans still practice or hold some uniquely Indian tradition, which is often merged with Catholic or Christian rituals and practice.

Most Guatemalans try to find a way to solve problems without violent fighting. This has become a societal and cultural phenomenon and rarely if ever, do the police forces actually draw guns on any criminals, if the problem seems to be heading to a violent confrontation; typically those people are just left alone. Even drug cartels that are typically ruthlessly violent in other cultures, know to minimize the bloodshed in Guatemala. While these criminal groups still self regulate in order to turn a profit, they rarely attempt public displays of horrific violence, for it has the opposite effect in Guatemala. While the government and military are weak and not feared, the average people are. Guatemalans are quick to unite against a threat and destroy it, whether it was government or criminal. Many are hardened to the horrors of war and no longer fear death, willing to pay almost any price to return their home to a state of peace. Mob justice in Guatemala is a swift assurance to the reckless criminal. In other countries, Guatemalan women are known for their hardiness and ability to fight just like men, a deceptive quality in cultures that treat women with little regard.

Since the war, many women have had to make a living in Guatemala through any means possible, often raising many kids as a single parent. This has prompted many women (which are now 70% of the population in Guatemala), to go into fields of work traditionally uncommon for females, everything from police work to military and what few technology jobs exist. Since war has killed many adult males, income in a third world nation has been tough for single women, forcing many in port cities such as Champerico and Puerto San Jose; to become prostitutes. Prostitution itself has become unregulated in Guatemala due to very little standing police force and military in most regions. Primarily prostitutes serve foreign sailors or what few tourists, if any, dare to come into Guatemala. Prostitution has become a bane on those with traditionalist mindsets in the interior of Guatemala, but regional prosecution and enforcement of the sex trade varies from area to area. Most coastline communities have considered it a regular occupation and do little to enforce it. This has given Guatemala a reputation as being a "Red Light" district of Central America to foreign sailors.

POPULATION:	620,000?
LITERACY RATE:	67%
SELF DEFENSE FORCES:	Guyana Police Forces
LANGUAGES:	English, Amerindian dialects, Creole, Caribbean Hindustani (a dialect of Hindi), Urdu
ETHNIC GROUPS:	East Indian 50%, black 36%, Amerindian 7%, white, Chinese, and mixed 7%
BORDERING COUNTRIES:	Suriname, Brazil, Venezuela



GUYANA - Your typical third world hellhole, Guyana's government, if you can call it that, is powerless to stop the crime and chaos that has overwhelmed the country. Guyana wasn't always so bad off, but after gaining independence from the British in 1966, immediately Venezuela reinstated its border claim of all wends west of the Essequibo river. Both parties agreed to settle things peacefully in Geneva, but nothing was resolved, Venezuela going as far as to print their national maps showing the Guyanese lands as their own. The border dispute remained a loose end until 2015. Emboldened by their new found total independence, and the lack of western military presence, Venezuelan troops invaded Western Guyana, with no means to object, and no one to turn to for help, Guyana had no choice but to concede militarily. Guyana still regularly petitions for aid, and is hoping the inevitable American Invasion forces will be able to at last bring some stability to the region.

In the first and second South American Conflicts, Guyana was all but ignored by the US, even the Europeans and Russians, always eager to provide a black eye to the US could find no profit in intervention. What natural resources and agricultural benefits Guyana does provide have long since been privatized by western compounds, heavily armed and guarded installations operating independently from any nation or government. Guyana sold them the lands they built their sites on outright, hoping for the boost in economy from jobs. But with the United Nations for all intents and purposes dissolved and powerless, there was no one to prevent the corporations, who were better armed and financed than the Guyanese govt. could ever hope to be, from "recruiting" the local population into



forced labor camps, working for pennies. Of course the corporations are careful to provide them with food, clothing and shelter, even cable TV, as incentive, which they spin to prove they are a "positive influence in the third world economic landscape".

Outside of the corporate facilities, life in Guyana is truly a third world hell. It boasts the highest murder rate in all of the Americas, including the Caribbean islands. It is a smugglers haven, and the ineffectual government is powerless to do anything about it. After the first and second South American conflicts, it became a popular destination for refugees and war criminals. American Mercenary companies, most often veterans of the South American conflicts, or African conflicts have moved into the region. Rebel groups from Brazil often operate from the area, and the whole country has become somewhat of a dumping ground for South America.

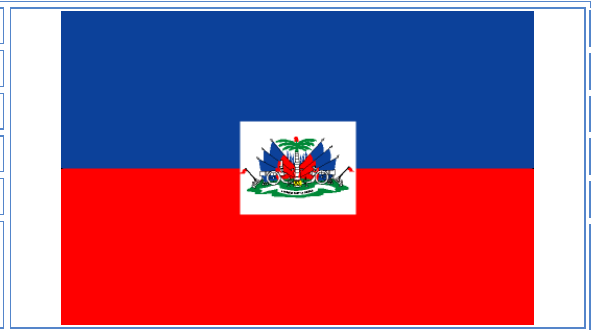
With so many unsavory characters, all fighting over pieces of turf, life in Guyana is often viewed as a necessary exercise in futility and desperation. No one pays taxes, though most pay protection fees from whatever gang or group is in control of any given area. There are no state run hospitals or medical facilities, though there are a number of illegal, unlicensed ripperdocs and snake charmers who will provide care for a hefty price. Since very few in Guyana actually have any money, that trade can be as simple as providing a favor, or as insidious as providing limbs or organs for the international black market. Religious and philanthropic groups used to do mission work here, but because of the violence and utter lack of protection such groups have all but disappeared. Occasionally you come across some overly benevolent soul working independently, such as the Viegallo Mission in Georgetown, but they only last as long as it takes someone to decide they are worth killing.

On the plus side, because the region is so uncontrollably chaotic, it has become very difficult for any criminal operations to grow too large. Guyana is the most unorganized den of villains imaginable, and anyone who does rise too high is soon made a target by his peers.

Anything goes in Guyana, the only thing stopping you from shooting that ugly guy at the bar down in cold blood on the open street, is how many friends you think he might have. Everything is for sale here, drugs, stolen technology, slaves, anything.... if someone, somewhere, will possibly pay money for it, then it can be found on the Guyanese black market.

Recently Chinese military advisers meeting with high placed Guyanese government officials, rumors abound that the Chinese are willing to intervene militarily in the country, though what they stand to gain in return is unknown. This only further increases the level of paranoia in the region as yet another Super Power is on the verge of entering the theater, one with no clear alliances.

POPULATION:	8,732,308
LITERACY RATE:	55.7%
SELF DEFENSE FORCES:	Haitian National Armed Forces
LANGUAGES:	French (official), Creole (official)
ETHNIC GROUPS:	black 95%, mulatto and white 5%
BORDERING COUNTRIES:	The Dominican Republic



HAITI - An already poverty-stricken nation, Haiti was torn apart by drug wars after the United States created designer plagues hit, wiping most of the drug crops from the earth. Until virus-resistant strains were created, the existing product, unharmed by the virus, was a hotly-contested item, which made Haiti, a favorite transit point of the Colombian cartels, a virtual battleground country. Now, as peace begins to settle in, rumors spread of the jungle being stalked by what some reports call a demon, a god, a crocodile-man, and even Satan himself. Attacks are usually few and far between, but when such an attack takes place on a village, few are left alive, and those that are soon go mad from the memories of the demon rending those in its path in two, with no rhyme or reason.

Trained and equipped by the United States, Haiti has a small standing army of 40,000-50,000, including army, navy, air force, and coast guard, all beholden to the president, as well as a 1,000 man personal secret police of the president, all of whom are trained Houngans, who act as enforcers of the president's will.



The Rebels of Baron Samedi are a nuisance to the current government, using both fear and guerilla tactics to steal supplies as well as strike government outposts, using stolen supplies, as well as nanovirus-augmented voodoo zombies created from kidnapped citizens

and soldiers.

Economy Haiti is the poorest country in the Western Hemisphere, with 80% of the population living under the poverty line and 54% in abject poverty. Two-thirds of all Haitians depend on the agriculture sector, mainly small-scale subsistence farming, and remain vulnerable to damage from frequent natural disasters, exacerbated by the country's widespread deforestation. A favorite midpoint for Colombian cartels, a large portion of the country's economy is fueled by illicit financial transactions, money laundering and smuggling, and drug sales to the populace, as well as manufacturing and growth of drugs such as cannabis and opium. The government is also quietly backed by Biotechnia, providing financial assistance.

50 Haiti Gourdes = 1 Euro-dollar (Inflation during rebel fighting and economic instability may fluctuate the exchange rate by 1d100%)

Haiti is situated on the western part of the second largest island in the Greater Antilles, Hispaniola. Haiti is the third largest country in the Caribbean only behind Cuba and the Dominican Republic respectively. Haiti at its closest point is only 80km away from Cuba. Haiti's terrain consists mainly of rugged mountains with small coastal plains and river valleys. The country's largest crop producing and one of Haiti's most fertile river valleys is the Plaine de l'Artibonite. The east and central part of the island is a large elevated plateau. The highest point in Haiti is Pic la Selle at 2,680 m (8,793 feet). The 360 km (224-mile) border is shared with the Dominican Republic. Haiti also contains several islands. The famous island of Tortuga (Île de la Tortue) is located off the coast of northern Haiti. The arrondissement of La Gonâve is located on the island of the same name, in the Gulf of Gonave. Gonave Island is moderately populated by rural villagers. Île à Vache (Island of The Cow) is located off the tip of southwestern Haiti. It is a rather lush island with many beautiful sights. Also part of Haiti are the Cayemites and Ile de Anacaona.

In 1925, Haiti was a lush tropical paradise, with 60% of its original forest covering the lands and mountainous regions. Since then, the population has cut down all but 2% of its forest cover, and in the process has destroyed fertile farmland soils, while contributing to desertification. Erosion has been severe in the mountainous areas. Pictures from space glaringly show the stark difference in forestation between Haiti and the neighboring Dominican Republic. Most Haitian logging is done to produce charcoal, the country's chief source of fuel. The plight of Haiti's forests has attracted international attention, and has led to numerous reforestation efforts, but these have met with little success to date. Despite the large environmental crises, Haiti retains a very high amount of biodiversity in proportion to its small size. The country is home to more than 6,000 plants in which 35% are endemic and 220 species of birds in which 21 species are endemic. The country's high biodiversity is due to its mountainous topography and fluctuating elevations in which each elevation harbors different microclimates and its own endemic fauna and flora. The country's varied scenery include lush green cloud forests (in some of the mountain ranges and the protected areas), high mountain peaks, cactus-strewn desert landscapes (due to the deforestation), and palm tree-lined beaches.

Haitian culture is a mix of primarily African and French elements with lesser influences from Spanish and minor influence from Taíno culture. The European and African element is greatest however in nearly all aspects of society.

Haitian Méringue, a tropical musical genre very similar and considered the parent genre to the Merengue of the Dominican Republic, is popular in Haiti. The dance of the same name is considered by many to be the national dance of Haiti; however, there is some controversy regarding its origins. Of the dance, one story alleges it originated with slaves who were chained together and, of necessity, were forced to drag one leg as they cut sugar to the beat of the drums; however, the most popular story relates that a great hero of the revolution who had been crippled in one leg was welcomed home with a victory celebration. It was known that he loved to dance but all he could do now, was step with one leg and drag the other to close. The imagery of both stories is important; both describe stepping side and dragging the other leg to close both.


Folklore often categorized into both European (Spanish & French mythology) and African folklore has become a part of Haitian culture. With it many musical styles have arisen due to its influences. However, The style of music most recognized in Haiti is the wildly popular Kompa or "Compas", a musical genre born of French and Spanish music combined with African-derived drumming and Haitian Creole-sung verses. Haiti's music (especially Compas) is very similar to its Spanish-speaking neighbors yet unique in its own right in that it is a mixed blend of African-derived cultural practices ranging from drumming to dance, and European rhythms as well as modern sound, however the lyrics and feel of the genre are different from that of their Spanish counterparts.

The most festive time of the year in Haiti is during Carnival (referred to as "Karnaval" in Creole or Mardi Gras). The festivities start a couple of days before Ash Wednesday. The cities are filled with music, parade floats and people dancing and singing in the streets. The three-day Carnival that ends on the Tuesday before Ash Wednesday is traditionally a time of all-night parties and escape from daily life. Rara is a festival celebrated by a significant number of the population as well and its celebration has led to it becoming a style of carnival music. Many of the youth also attend parties and enjoy themselves at nightclubs called discos, pronounced in local slang as "dece-ko" (not like the discos of the U.S, and attend Bal. This term derives from the word ballad, and these events are often celebrated by crowds of many. Mainstream dance music is played all throughout.

The most widely practiced religion of Haiti is Christianity. Haiti is similar to the rest of Latin America in that it is a predominately Roman Catholic country with 80% professing Catholicism and approximately 20% professing Protestantism. A growing but small population of Muslims exist in the country; principally the capital of Port-au-Prince. Vodou, an African-based religion is also widely practiced. It is more widespread in the rural parts of the country. The exact number of Vodou practitioners is unknown however it is believed that a significant amount of the population practice it, often alongside their Christian faith. Strict Catholics in the country often see Vodou as a false religion used to scare people. The claim of the majority of Haitians practicing Vodou is frequently denied by the Haitian population both in the country and abroad.

The cuisine of Haiti is influenced in a large part by French cuisine and to a lesser extent Spanish cuisine as well as some native staples such as cassava (kasav), yam, and maize (mayi). Haitian food, though unique in its own right, shares much in common with the rest of Latin America. Some popular dishes are:

Diri ak Pwa: Rice and Beans, Griyo: Fried Pork, Kabrit: Goat, Sos poul: Chicken in sauce, Mayi moulen: Cornmeal, Sòs pwa: a bean sauce, Legume: Vegetables (okra, eggplant, tomatoes, and more ingredients), Poisson: Fish, Diri ak Let: A dessert composed of sweetened milk and rice, Banann Fri/Peze: (Fried Plantains, also popular in the Dominican Republic) Soup, eggs, meat, and sandwiches are what most Haitians enjoy for breakfast.

POPULATION:	9,320,200	
LITERACY RATE:	42%	
SELF DEFENSE FORCES:	American Armed Forces, Militech International	
LANGUAGES:	Spanish, Amerindian dialects	
ETHNIC GROUPS:	mestizo (mixed Amerindian and European) 90%, Amerindian 7%, black 2%, white 1%	
BORDERING COUNTRIES:	Guatemala, Northern Nicaragua, El Salvador	

Honduras - Honduras is a nervous US ally, beset on all sides by hostile neighbors. The communist countries of El Salvador and Northern Nicaragua bordering the west and the south of Honduras are merely occasional border threats, but Guatemala absolutely despises the US, and Honduras for its continued alliance with America.

During the first Central American Conflict, The United States had established a significant military presence in Honduras, using their bases there for supporting the illegally US funded anti-Sandinista Contras fighting the Nicaraguan government, as well as supporting the El Salvador military against the FMLN guerrillas. The US was also using Honduras to support the Guatemalan Government to crush the rebels in their 35+ year civil war. When the war went into full swing, the US was launching air strikes and full military assaults into Northern Nicaragua. When the US withdrew from the first Central American conflict, it left enough supplies behind to allow Honduras to equip its own military, and defend its border from Northern Nicaraguan retaliation. Not that Nicaragua was in any shape to attack anyone at that point. Communist influence in Northern Nicaragua and El Salvador grew in the time following the first Cent-Am Conflict, but Guatemala would prove disastrous to the world image of the United States. After their withdrawal the rebels in Guatemala finally overthrew their government, and revealed to Tesla Johansson the US support of the Guatemalan governments regime of brutality, genocide, and state-sponsored terror against its own people. The ensuing U.N. investigation revealed that the Guatemalan government was responsible for 90% of all human rights violation during the long civil war. The revelation that the US was actively supporting this regime dealt a horrendous blow to an already hobbled America.



Honduras had to soldier on for a while, dealing with its own minor Cartel insurgencies and border squabbles with its neighbors over the next few years, when disaster struck in 1998 in the form of Hurricane Mitch. The storm practically destroyed the country, obliterating the crops, erasing roads, bridges, and railways, and laying waste to homes and cities across the country. When the weather finally calmed it was estimated that nearly 6,000 people were dead, and another 58,000 homeless. Honduras was crippled almost overnight, and only the timely intervention of the United States (who could not afford to lose one of the few allies left in the region) kept the country from being completely overtaken by its neighbors, or the general chaos of the survivors. Aid from the US poured in, but not without a cost. US Based corporations descended on the country, under the guise of humanitarian aid. Militech was the first in, setting up corporate facilities to aid the beleaguered Honduran police and military, whose bases had been almost completely wiped out. They set up large fortified compounds and set to the job of keeping peace in the region. Multi-foods moved in next, at first bringing in food and water, then hastily setting up large corporate agri-complexes, taking over most of the private farmlands (with Honduran government approval) and hiring locals, usually the very farmers whose land they had taken, under the auspice that the food they would be growing would be used to feed Honduras. As the rebuilding continued, more American corporations came to the

region, and within six months, a totally bankrupt and desperate Honduras signed a contract with Militech and the US government to provide police and military service for the country. The situation worked well for the upperclass and government officials in Honduras, who reaped the benefits of payoffs and elite positions, and even the urban lower class saw a general improvement in quality of life. However the urban population was not so lucky. Entire villages and traditional farmlands were taken over, converted to growing consumer crops and cattle ranches. The willing were given employment working what had been their own land, those who resisted were deemed insurgents and either imprisoned, or in many cases, never heard from again.

When the Second South American War began, Honduras once again served as US military staging ground. Supporting the troops in Panama and other surrounding areas. When the war ended, and the US Military completely pulled out of South America, Honduras proved to be the only relatively safe haven between Columbia and Mexico. While in the rural areas they were infrequently set upon by Cartel forces, in the urban areas they found respite. Militech International recruited a large number of the Walkers, but there simply wasn't enough space for them all, and so the majority, while finding brief peace, were forced to carry on north. Militech did provide a security escort for them to the border of Guatemala, and resupplied them as best they could, but there was nothing more they could do. It is estimated that Honduras is second only to Mexico in harboring the number of Long Walkers who chose to stay behind, many of whom were wounded and injured to continue.

In the years after the Second South American War, Militech grew to a point where they were able to replace both the military and the police of Honduras, an arrangement that worked just as well for the Honduran government as it provided steady employment at a good salary to a large number of its citizens, and cost them less than maintaining a military of their own would cost. For Militech the benefits were simple, as it provided ample testing ground for their black projects without fear of media exposure.

Honduras is almost completely controlled by the corporations who have set up there. The situation has not reached the extent of Brazil, and while Honduran politics are heavily influenced by the corporations, they remain independent and self governing.

On a positive side, private eco-groups descended en masse upon Honduras buying up large tracts of rainforest and setting them aside as natural wildlife preserves. Covert eco-terrorist groups have also been active in trying to fight back against the logging, fishing, and agri-corps in the region, but their impact is minimal. Due in part to the ecological protections, Tourism is at an all time high in Honduras, as people from around the world flock to its pristine beaches and to view its native flora and fauna.

Once again the United States have begun a military buildup in Honduras in preparation for what appears to be a Third Central and South American conflict, in October troop buildup in Honduras tripled. The surrounding countries have also begun their own troop buildups at the Honduran borders, and the situation is getting very tense.

POPULATION:	unknown, guesstimated to be at least 2 million
LITERACY RATE:	unknown, guessed around 55%
SELF DEFENSE FORCES:	Fleet of the Bloody Waters
LANGUAGES:	Caribista
ETHNIC GROUPS:	Unknown, heavily diverse
BORDERING COUNTRIES:	Island nation,



ISLAS DE LA SANGRE - The Caribbean was hit hard by the collapse and Wasting plague. Some of the more strategically important islands weathered the collapse, most did not. Without the tourism industry to support them, and with their host countries in no shape to provide aid, many of these smaller islands were left to fend for themselves completely, lawlessness and piracy soared, and the islands, particularly in the southern stretch of the Caribbean erupted into total chaos. Any foreign nationals, or anyone with enough affluence and wealth, fled the islands, crippling them even further. When the wasting plague hit, this environment made the situation doubly worse, as even in situations where aid could be distributed, the risk of piracy and terrorism was simply too great to risk. The plague destroyed the populations of these islands, an exact death toll may never be known, but estimates range from 1 to 4 million islanders succumbed to



the disease. Some islands were completely eradicated of human life, and some islands are feared to still contain pockets of the disease.

In the aftermath of the plague, the survivors of the smaller islands felt completely betrayed, especially those that were part of the British Commonwealth and other European territories. Piracy again surged, and any intervention attempts were met with increasingly hostile resistance. The aggressive nature of these islands and the complete and overwhelming hatred of the populace towards western powers was a boiling pot about to erupt. After sufficient recovery from the collapse, there were brief attempts by the EDF to reclaim their territories, and stabilize the area, but increasing insurgency made this impossible. It was during this period, after pirates attacked an EDF supply ship en route to Martinique and killing everyone on board, that the media dubbed the region, Islas De La Sangre, (The Islands Of Blood). The name stuck, and was embraced by the native populations as yet another means of keeping foreigners out. When the Second South American War hit, Europe pulled out completely, fearing getting embroiled in direct involvement if the lost islands decided to side with the cartels. They needn't have worried, at the time the islands were too disorganized, and paranoid of direct Naval confrontation from the US and Europe to mount such an operation. Still many groups in the region did work with the Cartels as smugglers.

The Islands remained in a perpetual state of chaos. Fighting amongst each other was beginning to take its toll, and the separate warlords of the region were not very apt at distributing the booty. Europe watched anxiously, waiting for the opportunity to retake their territories, and pacify the region for the once again rising tourist trade and making the shipping lanes safe again. That opportunity never arose, in 2012, a pirate leader from Barbados, Captain Shamus Mandrake, embarked on a quest to unite the islands under one banner. Before the collapse, Barbados was ranked third in the Americas in education and literacy. Mandrake was a straight A student, and had graduated from the British Naval Academy with top honors, serving with the British Navy for 10 years before retiring at the rank of captain and coming home to Barbados to live a quiet life with his wife and children. The plague took all that away from him. When the EDF attempted to retake the island of Barbados, after ignoring it during the plague and the collapse, it was Mandrake who led the first attacks against them. This charismatic and ruthless pirate quickly gained a large following, and popular support of the people. He fed the peoples bloodlust, displaying gruesome trophies of his victims after every victory, soon he had complete control over Barbados. When he began to expand his fleet, and unite the islands of the region, he was already well supported, and his fame and notoriety preceded him. Many of the islands were anxious for a semblance of stability, and joined willingly, others had to be coerced by more forceful means, but in the end, Captain Mandrake was the leading power in the region, and united the islands under his flag, a customized Skull and Crossbones. Under his leadership, the Islas De La Sangre was truly born.

Islas De La Sangre is pirate confederation comprised of the islands of Anguilla, Antigua & Barbuda, Aruba, Martinique, Montserrat, Barbados, Netherlands Antilles, the Cayman Islands, St. Kitts and Nevis, Dominica, Trinidad and Tobago, the Turks & Caicos Islands, and Guadeloupe. They proclaim themselves a new singular nation, although they are not recognized by any governing body. Now unified, and loosely organized, the Islands of Blood are a major force in the region, and a haven for criminals, refugees, and terrorists. Only Barbados itself offers any semblance of safety for foreigners, though safety is an extremely speculative term, and operates as a black market for the goods procured through piracy.

The Islands of Blood comprise the largest pirate confederation the world has ever seen, with virtually every man, woman, and child of the population involved in some capacity or another. Their methods are bloody and brutal, and include air support. Private travel through or near these islands is strictly advised against by every authority and government on the planet. Cargo ships typically only travel the waters with armed escorts, though all too often a captain will try and push his luck, often to his eternal damnation, as the pirates rarely take prisoners, and rarely leave survivors from these corporate vessels. Private yachts and boats are not treated quite as brutally, especially if they surrender without a fight. Crew, women, and children are often left unharmed, though adrift in life rafts, though more often than not wealthy men captured will be held for ransom. If these private boats offer resistance however, examples are made of them, and stories of butchery, even committed against the women and children of boats who choose to fight, are common, and reported heavily upon on a global scale anytime the media hears of it. Not even military vessels are completely safe, smaller vessels have been attacked, even captured, and larger vessels have been damaged in terrorist style attacks. The Islanders media representation claims that the waters these vessels are operating in are part of the sovereign territory of the Islanders, but since no such territory is officially recognized, retaliations from military forces in the area have been carried out, usually in the form of bombing runs on the islands, or shelling from offshore. It seems the only vessels safe from attack are small independent fishing boats and nomad vessels. While these smaller boats may be stopped and searched by the pirates, conflict is almost unheard of, probably due to the fisherman and nomads willingness to trade. In fact many nomads and private fisherman operating in the area ally themselves with the pirates for protection. It is an unconfirmed rumor that some corporate fishing companies have made similar arrangements, but it would certainly explain the wealth that the pirates have come into that has allowed them to stockpile weapons and munitions.

The increasing conflict in the region has allowed the cartel controlled South American Alliance to approach Mandrake, and rumors grow of Isla De La Sangre joining the Alliance. This has escalated the paranoia in the Caribbean to unheard of levels with the US building up its forces for the looming Third South American War.

The Pirates themselves, the Fleet of the Bloody Waters, have been building up their naval strength. In addition to the small captured military vessels, they have been making purchases from Russian and Chinese surplus, and their fleet is estimated to have at least 3 destroyers, a large number of heavily armed patrol boats, and a vast armada of small, very fast, speedboats, often armed and armored, and used for both attack and smuggling.

The culture of the islands is a mix of old world traditions, and the people are extremely culturally diverse. The islands have always been rich with legends of pirates, and many have adopted these legends as a way of life. The islands have become refuge for anyone on

the run, and a haven for mercenaries, terrorists, and criminals of every sort. However, as brutal as mandrake is against his enemies, his people he protects just as fiercely. Serious crimes committed by one islander against another, especially rape, murder, theft, or assault, are dealt with harshly. Any intentional crime against a child doubly so. Punishments for such acts include public flogging, branding, maiming and execution.

Because the islands are so incredibly diverse, a new language has emerged, Caribista, a heavily slang laden mix of English, Spanish, Chinese, Dutch, Indian, and various Asian and African languages.

POPULATION:	3,620,140 Million
LITERACY RATE:	75%
SELF DEFENSE FORCES:	Jamaica Defense Force
LANGUAGES:	English, English patois
ETHNIC GROUPS:	Black 91.2%, mixed 6.2%, other or unknown 2.6%
BORDERING COUNTRIES:	Island nation,



JAMAICA - Until the Worldwide economic crash of the 1990's, this island nation was an independent colony of England, as well as one of the most popular tourist destinations in the Caribbean. When the crash hit, it pretty much wiped out the tourist trade completely, and neither Europe nor America had any money left over for aid. Overnight the economy of Jamaica, and much of the rest of the Caribbean, was decimated.



Jamaica tried to balance itself by raising the prices of its exports dramatically. Jamaican sugar and banana prices became so outrageous that soon the market simply started buying elsewhere, which left Jamaica near penniless. Outside the tourist areas, like Montego Bay, Jamaica had been crumbling into violence from street gangs and drug cartels, when the Jamaican economy collapsed, the violence erupted tenfold. The country that was already ranked with the 3rd highest murder rate in the world at the time became the first overnight. Thousands were killed, often for as little as the shoes on their feet and the food in their bellies. Great Britain had no money or resources to send to help, and Jamaica descended into madness.

Thousands tried to flee by boat, some even attempted to swim to nearby islands. It made the Cuban exodus of the early 80's look small in comparison. Only there was no where for them to go. More than can be counted were lost to the sea as they drifted from port to port looking for safe haven.

Then the coffin was nailed shut when the wasting plague hit. Ironically it was also what saved them. The disease decimated the population. Violence levels dropped as everyone was simply too sick to start any trouble. Unlike Suriname, which was ingored by the very Europeans that introduced the disease to the country, the Europeans were quick to mobilize with the vaccine to Jamaica. Why Jamaica was saved, and much of the rest of the region was ignored is anyone's guess. With the food shortages, Jamaican agricultural exports were once again needed, and with the EEC recovering from the collapse, there was finally money and resources to send aid. EDF troops were dispatched to dispense the vaccine, and to quell any smoldering violence, while the UK tried once again to establish its rule over the country. The islanders, initially grateful for the medical aid, were not so quick to forgive the EEC treatment it received during the collapse. As the vaccines were rapidly distributed, resentment grew even quicker to the presence of armed EDF troops patrolling the streets. On the morning of October 8th, 2002, armed rebels stormed the compound where the vaccine was being kept in Kingston, killing 10 EDF soldiers and medical personnel, and escaping with enough of the vaccine to treat double the population of the small country. In the weeks that followed, insurgents staged several more raids on EDF targets, and establishments that were friendly to EDF troops such as hotels, bars, and restaurants. The EDF retaliated in force, the Jamaican government, still seen as useless and ineffectual due to its failures during the collapse and the plague, was largely ignored in its please to the people to cease hostile activity. To make matters worse, a team of American journalists who were originally covering the Plague problem in Jamaica dug in with the rebels, smuggling their stories back to American media sources with a distinctly pro-rebel slant. With American troops deployed full force in so closely in South America, the pressure on the EDF, particularly Great Britain escalates. In August of 2003, during an address to the public, the Governor-General is assassinated when dozens of rebels rush the building with home-made satchel bombs. EDF troops providing security managed to eliminate all but two of the rebels before they reached the stage, but the two that survived managed were more than enough to accomplish their goal. The people, in support of the rebels, actively impede investigations and pursuits. This led to the tragic Cedar Valley incident, when rebels, pursued by EDF troops, holed up feld to the small town. The EDF troops pursuit was halted when many of the villagers blocked the road, singing in protest. After a tense standoff, things quickly turned ugly when a rock was thrown, hitting the commanding officer, who ordered his troops to "Open fire on the insurgents and rebel sympathizers!" Leaving 25 dead and over 60 wounded, the entire incident was caught on several home video cameras, copies of which made were smuggled by the American journalists back to the States and broadcast relentlessly.


With the direct threat of American intervention, as well as several other nations around the world, The EDF had no choice, they withdrew from the island completely. Jamaica had won full independence.

Jamaica quickly restructured its government, based on the democratic model, and electing a president and his cabinet. Marijuana was legalized, and the Rastafarian religion, was adopted as the official religion of Jamaica. During the years of the collapse and the wasting plague, the religion saw a huge influx of converts from the formerly Christian predominant people. Its historic focus of perseverance through struggle, and oppression by the whites, was readily received and accepted. So much so in fact that the Rasta flag, which had already become a more widely recognizable symbol of Jamaica than its own official flag thanks to reggae artists, most notably Bob Marley, became the official flag.

While Jamaica struggled with its independence the first few years, it quickly got back on its in the early 2010's when the world was finally in a financial position to once again vacation to the Caribbean. Jamaica opened its doors once again to tourists, eager to take their money. Their economy was again boosted during the great food shortage, when Jamaican sugar, rice, and fruit was able to command high prices.

Unfortunately crime is still high in Jamaica, as street gangs still fight over turf, and tourists who attempt to travel outside the "safe areas" of Kingston and Montego, are frequently robbed, often to violent conclusion. This has not hurt the tourist industry, on the contrary, it has provided somewhat of a boost, especially among "thrill" seekers who want to boast about their dangerous exploits. Trenchtown still exists, and is by far the most dangerous area of the country. Plans are underway to turn the area into a memorial, commemorating the years of government oppression, however efforts so far have proven fruitless as the gangs controlling it become increasingly violent in defending their turf.

Because of Americas support in their fight for independence, Jamaica has agreed to US Military presence, and bases are being built on the island now, presumably as support and resupply points for Forces that will no doubt be deployed in the inevitable Third South American War. As such, Jamaica, along with the U.S. Virgin Islands and Puerto Rico, are expected to be major Rest and Relaxation ports for American Servicemen.

POPULATION:	98,765,589	
LITERACY RATE:	77%	
SELF DEFENSE FORCES:	Fuerza Aerea Mexicana (FAM)(army), Armada de Mexico (ARM)(navy, includes Naval Air Force (FAN) and Marines)	
LANGUAGES:	Spanish, English (high bilinguil rate)	
ETHNIC GROUPS:	mestizo (Amerindian-Spanish) 60%, Amerindian or predominantly Amerindian 30%, white 9%, other 1%	
BORDERING COUNTRIES:	United States, Guatemala, Belize	

MEXICO - Before the collapse, Mexico was North Americas dumping ground. Almost continually poverty stricken and oppressed, Mexico was also the number one source of unwanted illegal aliens, and while the U.S./Canadian border was almost ignored, the U.S./Mexico border was home to an ever-stricter border patrol. American employment lost to these illegals, and the strain they put on social services was only a part of the problem. Drugs smuggling over the border was a billion dollar industry. Some Cartels going as far as digging elaborate tunnel systems to smuggle mass quantities of the drugs over almost danger free. When the World Economic Collapse hit, Mexico was devastated. Jobs in America were no longer available even to the Americans, and in paranoid effort to try and keep what few jobs were left, the border security tightened like a noose. The National Guard units in all the states bordering Mexico were re-deployed to the border, their sole task now to act as border patrol, supported by state and federal law enforcement where available.

With financial aid from the States and everywhere else completely gone, Mexico was on its own.



Mexico City, the largest and most densely populated urban sprawl in the western world, nearly ate itself. Starvation and disease, coupled with the massive earthquake in 1995, killed 12 million people in under 3 years in Mexico City alone, dropping the population by well over half. Despite this, perhaps in spite of this, Mexico soldiered on. As the economy began to balance itself again, Mexico began to rebuild.

After countless years of relying on foreign aid, and staggered by political corruption, a minor and bloodless coup was held. In 2001, the old regime was purged, and President Jesus Espinoza of the newly formed Mexican Restorative Party was elected president in an unprecedented landslide. Under his leadership, and that of his hand selected cabinet, it was decided that Mexico would never again be dependent on foreign aid, that finally, for the first time since the Spaniards landed, Mexico would stand on its own two feet. The first thing they did was expunge all foreign corporations from their borders. By this time the nomad movement had well and truly begun in America, but faced oppression and suspicion from all sides. The success of the MRP has allowed them to remain in power ever since. To further cement Mexico's newly restored providence, they began buying the latest Soviet surplus military arms and equipment, then retooling their own factories to produce munitions themselves using the Sov-tech as blueprint. Mexico's military expanded greatly over the years, and while their military vehicles are clunky and outdated compared to Euro and American technology, the market for their products in the third world has provided a huge boom for the economy due to the comparatively extreme low cost. In world arms production they rank just behind China and Russia.

The nomads allied under Juan Aldecaldo's banner were given the contract to rebuild Mexico City. Since these nomads were not allied with any corporate subcontractors, they suited Mexico's needs perfectly. It was a win/win situation for both parties, as it gave Mexico a skilled workforce to support their own, and gave the Aldecaldos a home and employment for several years to come.

During the Second South American War, Mexico remained neutral and underwent an isolationist period, not even allowing the US to move supplies across its borders. The fact that the United States had to ship everything around Mexico probably contributed a great deal to the U.S. economic collapse, at the very least it sped it up a great deal. When the US forces withdrew from South America, stranding their own people for The Long Walk home, it wasn't until they reached Mexico that they were finally able to catch their breath. Mexico sympathized with the Walkers, and with the exception of a short battle with Cartel supported forces while crossing the Sierra Madres, the Walkers were unmolested for the final stage of their journey. Scores of Walkers joined up with the Aldecaldos in Mexico City, and other nomad groups contracted across Mexico. This probably led to an exaggeration of the death toll attributed to the Long Walk. The Mexican government also sided with the Walkers when the Texas border patrol briefly confronted them in an effort to turn them back.

Bolstered by grateful and experienced contractors, the Nomad work force in Mexico thrived. To provide power for the city to come, it was decided that a series of solar collecting mega-arcologies would be built simultaneously providing free power, as well as decent and safe housing for many of the countries skilled technicians. In 2011, after grueling negotiations, Mexico agreed to let foreign corporations back into the country. Central and Southern Mexico, with its rich, fertile soil, had agri-corps and lumber industries drooling over it for years. The newly stabilized political and economic situation made it all the more enticing.

But these contracts did not come without a steep price. Mexico instituted strict guidelines for any foreign corporate facility operating on Mexican soil. The rules were maximized for Mexico's benefit. Any corporation operating in Mexico had to ensure that 50% of its workforce were Mexican nationals, on all levels of operations, including top executive positions.

The reconstruction was slow, but after a few years, Mexico City was fast becoming the shining beacon of the Latin American world, and the salary and benefits for employees in these positions must be equal to that of the non-Mexican workforce. The corporations must also adhere to strict rules for regulating and disposal any hazardous by-products created by their operations. It was a hard bullet to bite, but in the face of worldwide food shortages and an ever-threatening energy crisis, the corporations were left with little choice. In the end, the corporations fared better than they expected, with only one notable exception.

In late 2015, the city of Torreon was home to a Biotechnica research facility working on experimental nanite technologies. One of the projects involved research into the viability of using nanite disassemblers to help eradicate the world's landfills by breaking down the garbage into the simplest mineral and biological components. On September 17th, something went horribly wrong, and the nanites were released from their containment facilities and began self-replicating at an exponential rate. It happened in the wee hours of the morning, and before anyone noticed the problem, it was too late. In the space of a few hours, the nanite sludge had grown to immense proportions, the lab had been devoured, and the nanites began spreading to the homes surrounding the area. The city was evacuated, but for an estimated 80+ people it was too late. As the nanite disassembler swarm continued to grow, experts from around the world were called in to contain the threat. A 4-mile area surrounding the disaster was sealed off with a 40-foot high wall, the insides covered in a polymer glass coating. The threat was contained, but for Biotechnica, the troubles were only beginning. Mexican officials arrested the top executives in charge of the facility, as well as the surviving researchers, as they were trying to board a private plane to escape the country. Their trial was short, and they were sentenced to life in prison, the researchers forced into prison labs to work on neutralizing the Nanites, still rampaging in their confinement, while the executives were put into hard labor. When Biotechnica objected, and threatened action in retaliation, Mexico Banned the corporations from its borders, permanently. This example set a harsh reminder to all the corporations still operating in its borders, and cost Biotechnica billions in profit, and a black eye that festers to this day.

Today Mexico is on the verge of becoming a first world power. The MRP remains in power, and Jesus Espinoza has taken a personal hand in choosing the candidate for each election since his six-year term ended in 2007, he remains active as a political advisor and

ambassador, and is revered as a hero to the people of Mexico. It has become the seventh largest lumber and agriculture producer in the world, and has a booming export business. Due to the stringent controls placed on foreign corporations, the national standard of living in Mexico has skyrocketed as well. A major change from a country whose population a mere 20 years prior was so overwhelmingly poverty stricken that its natives would swim open sewers, risk death and imprisonment, and all other manner of hardships just to escape to America. To add more irony to the situation, The tight border security once implemented to keep Mexicans from escaping into the states has been reversed, and the Mexican government now enforces the borders themselves to keep American immigrants from illegally entering its borders. However Mexico continues its love affair with nomads, and welcomes them with open arms. The Baja 5000l, often called the most grueling and exciting race on earth, has become such a popular event among the nomad community, that corporate sponsors now choose nomad outriders almost exclusively for sponsorship. A resurgence in national pride and economic power has made Mexico a shining beacon of success for the rest of the world.

Of course, not everything in Mexico is shiny and happy. In some of the more isolated areas, agri-corp farms tend to ignore, or bribe their way past the corporate guidelines, using the same draconian practices the agri-corps in the rest of the third world employ. Bandits and gangs still run rampant, taking advantage of newfound Mexican prosperity. Tourist attractions abound in Mexico, from ancient ruins, to resort towns like Cancun are littered with pickpockets, and even worse, kidnappers, eager to exploit the wealthy tourists. On of the most ecologically and geographically diverse places on earth, Mexico is hailed the world over by eco groups and green parties due to its strict corporate environmental policies, however poaching and animal rights abuses are still prevalent.

With the ugly specter of war in South America looming once again, Mexico is returning to its isolationist policy, however they have tentatively agreed to allow the US to move troops and supplies to cross to the south.

HOT SPOT: MEXICO CITY



Mexico City is the largest metropolitan area in the western hemisphere and the second largest city in the world, second only to Tokyo. With a population of over 24 million, over a quarter of the entire Mexican population resides here. For a long time, the city was little more than a giant barrio, with small isolated safe areas renowned for their historical or economical importance. Then the one-two punch of the collapse and the Earthquake of 1995 hit, destroying the city. People were already dying from the wasting plague and starvation before the quake, in the midst of a world economic crisis, there was simply no country that could afford to provide aid, and when the



quake hit (measured at a 9 on the Richter Scale), it was the final straw. The quake and its aftershocks was responsible for the deaths of over 1.5 million people in the worst earthquake ever recorded. The death toll didn't stop there, the economy was devastated, and in addition to the wasting plague still lingering in the country now Cholera became a very real epidemic. By the end of the collapse the death toll in Mexico city had reached over 12 million.



It wasn't until 2000 that Mexico could even begin to rebuild its capitol. Even then, finding enough laborers to even start was proving difficult amongst the highly religious people, rumors of ghosts and demons roaming the graveyard of a city proved more than many locals could handle, especially since many bodies were still undiscovered. An agreement was made with the nomad Aldecaldo Clan, who descended on the city as heroes. With their expertise, the rebuilding of Mexico City was soon underway, bigger and better than ever before. It was decided that the city would be modernized. Historical sites would be preserved where it was possible, but everything else would be demolished. They worked from the inside out, first building the Massive arcology, and outfitting it with the latest solar panel technology to provide energy enough for the work to continue. Upon the arcologies completion, Capitol offices, government facilities, and utility companies were immediately placed in the structure. It is said that the entire country is run from the massive arcology at the heart of Mexico City. The reconstruction was slow and grueling, but in 2013 it was finally completed. The new city was magnificent. The best in modern construction techniques were implemented to full effect.

Mexico City is now unrecognizable compared to the pre-quake district. And with the Mexican economy flourishing like never before, it is the true jewel of the Americas. Many of the historical and artistic sites were either saved or rebuilt, and sit tastefully amongst modern glass and steel structures. All buildings erected in Mexico City must be reinforced to withstand a category 8 earthquake as a preventative measure against such a tragedy ever occurring again.



The Ciudad arcology itself is massive, and is the economic and governmental heart of Mexico. One of the largest ever built, in addition to the government

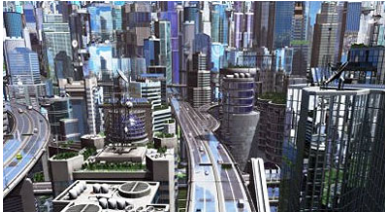


and utility headquarters it also provides living spaces for some 2 people, as well as several shopping centers. Many people living in the arcology rarely venture outside. Those that do however are treated to the glory of Mexico City itself, a shining metropolis built over the graves of its own third world past. Cheap, affordable housing is abundant, and anyone who is willing to hold down a job need not fear going without food or comfortable shelter. The police forces inside the city are efficient, though somewhat overzealous. The mass government corruption has been virtually abolished in Mexico City, and every level of government here is scrutinized thoroughly. Even before the reconstruction was completed, Mexico City's population began to surge again, as people from outlying areas, and illegal immigrants from North America flocked here for the employment opportunities.

Of course, the city is not free from its share of problems. Even a city this size can't support everyone, and enormous shanty towns and barrios have sprung up around its borders. Mostly these are populated by those unable, or unwilling to find honest employment inside the city itself. It is a haven for criminal activity, and police don't venture into these areas in groups of less than 20. Gangs, not tolerated in the city itself, are fully in control of these areas and fight with each other over territory constantly.



Despite the best police efforts, the gangs have been able to expand into the city and are in a constant struggle with police, and nomads, over control of the District of Delegación Cuauhtémoc, most notable for Tepito, Mexico City's massive flea market. Tepito is almost stand alone as a nomad market, in that it is actually placed inside the city limits. This once again illustrates the affection Mexicans have for nomads. The Tepito Market is clean and somewhat organized, making it the only Nomad Market in the western Hemisphere of its kind. Conflicts between the nomads and the gangs are minimal, as the local police are more than ready to step in and eliminate any conflict. Yet another unique feature to this Nomad Market, the mutual tolerance and respect of the nomads and the police. Other than that, Tepito is the same as any market anywhere in the world, only on a massive scale. Anything can be found here, the latest bootlegs, technology, drugs, weapons, and more. There are rumors of a slave market, but no investigation has ever yielded anything.



Despite the modernization of Mexico, the native population remains highly religious, and the locals are almost exclusively Catholic. And while religion plays a part in the lawmaking, trends towards a more liberal government have begun taking effect. Prostitution is legal and regulated, though restricted to certain "red districts", abortion is legal, but very much frowned upon.

The biggest danger to tourists and any Caucasian in the city comes from kidnapping for ransom. While this is rarely a problem in Mexico City proper, visiting tourists are advised to avoid the barrios and market.



POPULATION:	3.2 Million
LITERACY RATE:	59%
SELF DEFENSE FORCES:	Frente Sandinista de Liberación Nacional
LANGUAGES:	Spanish
ETHNIC GROUPS:	mestizo (mixed white and Amerindian ancestry)69%, white (mostly Spanish and Italian) 17%, black (Afro-Nicaragüense) 9%, Other (Amerindian, or other non-white groups 5%
BORDERING COUNTRIES:	Honduras, Atlantico, Costa Rica



NORTHERN NICARAGUA - Nicaragua is a split country still honoring old lines. For administrative purposes it is divided into 15 departments (departamentos) and two self-governing regions (autonomous communities) based on the Spanish model. The two autonomous regions are Región Autónoma del Atlántico Norte and Región Autónoma del Atlántico Sur, often referred to as RAAN and RAAS, respectively. Until they were granted autonomy in 1985 they formed the single department of Zelaya. Currently the RAAN remains communist while the Southern RAAS has become the major center of the new breakaway Democracy, backed by American support. Officially each government from the Northern Sandinistas and the Southern Puppet Democracy recognize each other's territories as legitimate parts of their own country, usually considering themselves the "Authentic" government of Nicaragua and the

other government renegades and frauds. The border drawn on the map at the top of the document is the real border, measured out by actual influence and military control of regions. The Northern section of the RAAS department is contested territory occupied by Sandinistas. The Sandinistas or FSLN (Frente Sandinista de Liberación Nacional) were the major government party in Nicaragua during the beginning of the SouthAm War, but their message has been embittered during long guerilla war by fighting off the American forces. To garner Neo-Soviet Support, they have become the extreme of what was otherwise a beneficial group.

The Northern majority of Nicaragua was hit extremely hard by American forces during the SouthAm war under allegations of drug manufacturing and farming in the country's lowlands. Most of the country still lies in ruins and a solid 60% of the population of the Northern country is homeless and survive by Nomadic lifestyles, straining the Southern border of Honduras. These Nomads

have made it hard to institute government control and enforce Communist Ideals of the Sandinistas. The Sandinistas and communist government pays money to the still remaining successful farmers, actually owing a debt to many wealthy land owners and plantations in the countryside in an attempt to keep up their rural lifestyles. The Sandinista Government is popular among many Nomads from other countries looking for permanent residence, as they are paid to stay in one place and attempt to farm the lands of the ruined countryside. Many Nomads form unaligned guerilla groups, but most share one common uniting principle, deep hatred for the United States Influence in their country and the horrible atrocities during the war. The Sandinistas use mostly outdated Soviet Technology and struggle to keep control of most of their territory daily, only Managua is a bastion of Communist Strength. The Sandinistas managed to drag the South American war out so long and bloody, that it eventually bankrupt America, this is a fact that is celebrated during Victory Week every year. However most citizens really understand that Nicaragua lost dearly in the war and even a presence still remains from members of the Gang of Four and Soldiers who were left behind for a war that has never really ended for them, in Atlantico Sur. The Sandinistas have begun to give back into the rule of the Cartels, who agree to do farming and bring money to Nicaragua again, as long as they are given the run of the show and allowed to deal their drugs with impunity. This usually means that the real authorities are actually Cartel hired mercenaries and not the Military in the region. What little new technology makes its way into the Northern parts of the country, are jealously guarded by the Cartel and the Government which makes trades with the Drug Lords.

Northern Nicaragua is a form of extreme Socialism or Communism and relies heavily on state owned agricultural business and government regulations on almost every economic aspect of the country. In actuality the government only thinks it makes the regulations, which are often ignored and there are many organizations, such as Cartel Plantations, which totally violate them regularly. The government is run by a political Sandinista leader who was a hero in the war, named Horhay Guava. Horhay is the military leader as well as the head of the government. Elections are held once every 6 years, but Guava knows that it could be much shorter if he angered the Cartels. Guava's power is checked by the military itself and if he ever lost support of the army, which wages its eternal war against American influence in Central America, he would probably be ousted. Many labor leaders throughout Northern Nicaragua are considered government officials and they are in charge of local economics. Members of communities, who attempt to do work outside of the Communist Party unions, are dealt with harshly. Despite all these factors, nearly every member of the community,



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even if they are unaffiliated with the Communist Sandinista Party including nomads, has a voice in the government. Community voting councils are common among sections of cities and on college grounds throughout the country. These councils usually allow members of a specific organization or community to vote on aspects of their government that affects them directly. While they cannot override decrees made by the Sandinista leaders themselves, they can typically regulate local prices and economic matters. The problem with open discussion forums is the same with any democracy where a lot of people have guns, intimidation occurs by Cartels and Nomads in some communities who blockade community forums so that votes only occur by selected members. The inner city sections of Managua however, are some of the most liberating areas of the country, as they are free from outside influence by the strong Military presence in the city.

What little is left of the Nicaraguan economy is a few service industries, a costly farming industry to feed the country, and the manufacture of military goods. Very little free industry or commercialism exists without the influence of Cartels, Organized Crime, or Nomads. Rated one of the world's finest rums, Ron Flor de Caña is produced in Chinandega, Nicaragua. (Currency exchange rate: 1 Eb = 200 Grande Cordobas* *During revolutionary fighting, the exchange rate may fluctuate by an increase of 1d100% daily.)

Unlike most Communist societies, Northern Nicaragua has a double standard on religion. Party leaders agree that religion is the “opiate of the masses” but they are content with keeping it operational in order to please the people. Most Central American holidays are still in practice, along with Victory Week, a festival held by the military that celebrates the Sandinistas repelling of American forces from the country. The community itself has an acceptable amount of free time on leisurely, yet inefficient, work schedules set down by the Communist government. Most spend their free time with a variety of hobbies, including soccer which has become a big sport and is played in the streets. There are still however, many kids that possess a lack of things to do that have taken up crime, joining the variety of youth gangs throughout the countryside. Most Nicaraguans begin and end every day with Gallo pinto, a meal of rice and beans cooked separately and then fried together. On the Atlantic coast it is common to add coconut oil to the dish.

In late 2019, Northern Nicaragua joined the South American Alliance along with Guatemala, unifying themselves with anti-American forces. This serves to further strain relations with Atlantico to the south.

HOTSPOT: MANAGUA



From a distance the capitol city of Managua appears to be a sprawling shantytown filled with crowded street markets. Also, the old city of Managua now lies mostly in ruins from the war, shelled out buildings are used by squatters and have undergone very little repair. Loudspeakers on every street corner echo the Sandinista National radio station, spreading the rebellious message of warfare against the Capitalists. Street protests occur daily, burning effigies of U.S. politicians or Capitalists (European or American) that have been in the news recently. Youth gangs rule the streets at night, trading stolen goods for drugs from wandering Nomads on the outskirts of the Capitol. Sandinista police do little to stop the gangs, unless members of households pay the military substantial donations on a regular basis. In which case the Sandinista Government commits the small time crooks to their overcrowded jails, supposing the police do not simply shoot the criminals on the spot. The huge jail centers are some of the more technologically advanced sections of the city, run using 21st century security technology and modern brainwashing techniques meant to reeducate prisoners into fanatical soldiers. In fact 15% of the Standing Army is drawn from the Prisons, making up special Prisoner battalions which are known for their fanaticism and fierce loyalty to the Sandinistas.

Major Drug Cartels in Managua

The Lacito Family, operates several legitimate drug bars inside Managua, selling cheap Western knock-off drugs, many which are slightly dangerous to their users. The Government does nothing to regulate them and they often run other rackets in the drug bars, including prostitution rings and even slavery markets of young girls from families who owe the cartel debts. Juan Lacito lives in a luxury villa on the shores of Lake Managua, shrouded by palms and protected by a dozen mercenaries equipped with European Cyberware and Guns.

The Joseso Family, rivals to the Lactio family's established drug trade in the city, they operate more discrete drug businesses using front shops in the city. Their main weapons against their rivals are in the form of bribery of local officials rather than open warfare with mercenaries. The city's Cartel leader, Carlos Joseso, lives in an underground network of tunnels beneath farms just on the outskirts of the city. His underground lifestyle represents his attitude on business.

Major Youth Gangs in Managua

The Virgin Gang, A youth gang entirely of teenagers recruited at a local church, run by the 19 year old Jesus, a former choir boy who

attempts to honor the Virgin Mary by giving overhead on his illegal robbery trade to his neighborhood church. The Pastor Roberto, has become rich enough to open up an orphanage for homeless children and has improved the church considerably. The fact that the money coming from Jesus' gang is done through illegal trade is never discussed.

The Locos, A violent combat gang of youngsters, they desire the luxuries other kids their age have in Europe and America. Their motivations primarily lie in theft and living a wealthy lifestyle in the heart of a Communist Slums. Mostly motivated by personal wealth and pleasure, the combat gang is filled with hardened killers and robbers, who commit cruel atrocities on their neighbors.

Nomad Families near the Capitol

Los Padres, a wandering band of Catholic Missionaries, they have seemingly lost their faith from the atrocities of warfare in Nicaragua. These homeless Padres now are ruthless mercenaries for the Cartels. They also deal drugs as middlemen, and carry many weapons left over from the war.

The Coyotes, a Nomad group made up of violent militiamen, they hire themselves out to communities in the countryside which lack real police forces. They are frowned upon by the Communist Government as vigilantes, but are treated no differently than bounty hunters by the townspeople of most rural communities. The Coyotes are immune to the laws of the land, because the Sandinistas have pardoned them of all crimes thanks to their role in the war and help in driving out the American forces through long guerilla warfare.

POPULATION:	3,680,702
LITERACY RATE:	57%
SELF DEFENSE FORCES:	Panamanian Public Forces, Independent Canal Military Forces,
LANGUAGES:	Spanish, English (high bilinguil rate)
ETHNIC GROUPS:	mestizo 70%, Amerindian and mixed (West Indian) 14%, white 10%, Amerindian 6%
BORDERING COUNTRIES:	Columbia, Costa Rica



PANAMA - This country is the geographical equivalent of a shoe-string held taught between two anvils. Geographically, Panama's only importance, is that it is home to the Panama Canal, since most of the rest of the country is impenetrable jungle. After financing the Canals construction, The U.S. continued to protect it militarily until Presidente General Manuel Noriega, a puppet dictator originally put in power by the US, went rogue and siezed the zone by force. Noriega was the victim of a power struggle between American intelligence agencies. The CIA considered him their most valuable intelligence agent in the region, while the DEA actively pursued him as a criminal. When he learned of an assassination plot by the DEA back BNDD, he switched sides, withdrawing all support for the U.S. operations in Nicaragua and El Salvador.



The final straw came in 1989 when after a scandalous election Noriega propped up Francisco Rodriguez as the new president despite the overwhelming victory for his opponent Guillermo Endara. This, in addition to the role Noriega played in the Iran-Contra scandal (when the White House illegally, covertly, and consistently endeavored to protect elements of the cocaine-smuggling network, dominated by the Medellin Cartel, because this network rendered invaluable logistic and monetary support in the secret war against the Sandinistas of Nicaragua) left the US anxious and desperate to cover any and all tracks of complicity. The US

announced its support of Endara, in retribution Noriega troops intercepted Endara on his way to the inauguration. The US immediately placed severe sanctions on Panama. Noriega retaliated by overtaking the Panama Canal by force. He was aided and influenced by the drug Cartels from the southern countries anxious to use the canal in their smuggling operations. This event led to the Start of the first Central American Conflict. While the U.S. was able to retake the Canal Zone quickly, insurgent activity continued to be a problem throughout the war. The genetically engineered Bioplague wiped out most of the coca plants in Columbia, Honduras, Nicaragua, Peru, and Boliva, nearly negating all of the cartels funding, faced with no support, Panamanian forces in opposition to the US retreated into Colombia, or simply returned to their former lives.

However the U.S.A.'s hold on the zone was tentative. The one two punch of the Columbians nuking Manhattan in december of 93 and the collapse of the United States economy in 1996 caused all US military forces to withdraw from the area, and the canal (and its defense) was left manned by a small military contingent and a skeleton crew of civilian contractors who chose to stay behind rather than return to the chaos that was America at the time. The majority of the defense and maintenance of the canal was handed over to the Panamanians, the American forces that stayed behind acted more as an advisory group than anything else.

While the U.S. recovered, the Panamanian government quickly found itself spending far more on defending the canal than it could handle, and the Canal soon found itself in disrepair. This added to the fact that the Canal was now bleeding money due to the fact that Post-Panamax class superships were to large to travel through the canal was quickly bankrupting the country. A controversial plan was developed to widen the Canal, and In 1999 they again turned to the United States for Funding. The U.S., suffering a major draught at home, and desperate for imported crops agreed, once again retaking military control of the Canal and investing 72 billion dollars into the Canals expansion. Work begins immediately.

In 2003 the U.S., still bitter over the Cent-Am Conflict, and faced with a resurgence of drug importation due to the new strain of virus resistant cocaine (Synthcoke), again goes to war in South America and invades Peru, Columbia, Ecuador, and Venezuela. Expansion of the Canal continues throughout the War, until utterly bankrupt the US withdraws from the Second South American war in defeat and humiliation in 2010. The Long Walk begins as thousands of U.S. contractors and recon teams, unable to be extracted, are left behind to fend for themselves. Most survivors of the Long Walk make their way back to the U.S., but some renounce the U.S. completely and take roots wherever they can. The most famous of these is of course Jonathan Meta, who along with his men overtake several offshore refineries and form MetaCorp. However of lesser fame is a large group of mercenaries led by Colonel Jonas Pike. Reinforced by others left behind, this group, known collectively as Pikes Raiders, took over the abandoned Canal defenses. In their retreat and subsequent confusion, the U.S. had left all the Military supplies and defenses fully stocked during the withdrawal. Pike and his men dug in and assumed complete control of the Canal. The Panamanian government, still deeply entrenched in the expansion process had neither the resources, or military clout to do anything but go along with this.

This left a new problem. The canal was in the hands of mercenaries, and the U.S. funding for the expansion project, now nearly 80% complete, came to an abrupt and complete stop. Panama, unable to continue construction, and with growing hostility between the government and the mercenaries, begins actively seeking new funding for the project. The EEC, anxious to provide another slap in the face to the americans, agrees to meet with both the Panamanian government officials, and Colonel Pike, leader of the mercenaries. In a monumental agreement, the EEC agrees to fund the canals completion, as well as arranging an agreement with Pike and the Panamanian Govt. to legitimize the mercenaries as the Independent Canal Military Forces. The EEC also agrees to resupply and equip the ICMF, making them the largest and most well equipped military force in Central America. Seeking employment, thousands of former south american rebels and independent merc groups hire one with the ICMF.

In a controversial move in late 2019, the ICMF (influenced by the EEC) closes the Canal to all US bound ships, forcing them to reroute all the way around South America. Furious the US attempts negotiations for 6 months, until finally they have had enough and declare war on the ICMF. This event, in conjunction with ever increasing drug importation from South America leads directly into the Third South American Conflict.

Fortunately, not everything in Panama revolves around the Canal, and outside the canal area life continues much as it always has in the country.

The Colón Free Trade Zone, the largest free trading area in the Americas, and second largest in the world, continues to operate. Located on the Atlantic entrance to the canal, this area is divided into two halves. A large portion of Colón, segregated from the city itself by a wall; and the other in the France Field area, which is designated for warehouses covering 160 acres and at a distance of only 400 yards from the Colón commercial sector. In the wake of worldwide economic shifting and the domination of corporate entities, this free zone has even fewer restrictions than ever before. And is the frequent subject of protests from every concerned group from environmentalists to human rights advocates. Corporate giants exploit this area and you can find virtually anything here. The Free Trade Zone polices itself, providing a virtual open ground for products free from international labor, environmental, and pollution laws. But be warned, while the law is virtually non-existent, and anything from cheap shoes to human slaves and organ can be purchased here, any disruption of commerce, and threat to stability, or any incursion which could damage the safe haven itself is dealt with immediately and permanently. There are no prisons or jails here, if that tells you anything.


The jungles of Panama are so dense, that it is thought there are still tribes located there that have never seen white men. These jungles, especially now during times of conflict, are safe havens to forces allied with the cartels who can hit hard before retreating back into the bush where no vehicles can give chase. Only the most skilled Special Forces teams can operate here with any possibility of survival.

Most of the smaller towns in Panama consist of little more than shanties, which may only last as long as they can withstand the the next rainy season. The poverty level in this country, especially in the rural areas has skyrocketed. And while the areas around the canal benefited from the employment the expansion project created, since it was completed Panama has once again fallen under hard times.

In contrast to this is Panama City, located just east of the Canal, a bustling metropolis as modern as any of its north American or European counterparts. A haven of wealth and prosperity beset on all sides by abject poverty.

Panama has no standing military, instead it has a huge and often corrupt police force (PPF "Panamanian Public Forces") relegated to both border defense and crime prevention. In the past, it has relied on the US Military for defense, but in the aftermath of the two previous conflicts the state of security in the region has grown extremely tentative. The PPF are under strict orders to offer no support to the ICMF, nor are they allowed to interfere. This has led to some minor altercations between them, but since the ICMF is much better equipped and trained, the PPF usually back down quickly. Since the ICMF has no interest in Panama itself, only the canal, and the PPF are under funded and under trained, the neighboring countries of Columbia and Costa Rica have slowly begun encroaching on their borders. Columbia especially has begun setting up large camps hidden in the Panamanian jungles, hoping to reach an agreement for alliance with the ICMF against the US.

With the US military mobilizing against the ICMF, only time will tell whether their presence will bring stability, or throw the entire region into utter upheaval and chaos.

POPULATION:	6,980,400	
LITERACY RATE:	50%	
SELF DEFENSE FORCES:	National Military of Paraguay	
LANGUAGES:	Spanish (official), Guaraní (official),	
ETHNIC GROUPS:	mestizo 95%, other 5%	
BORDERING COUNTRIES:	Argentina, Brazil, Bolivia,	

PARAGUAY - When Alfredo Stroessner was finally removed from power after a 35 year dictatorship, things looked bright for Paraguay. They were ready to embrace true democracy and the death squads promised to be a thing of the past. Yes, it looked like Paraguay had a bright future indeed. That optimism lasted for all of about 4 years.

Anxious for US aid, and eager to invite protect the foreign corporations that were beginning operations in Paraguay, the Government of the country officially allied itself with US forces fighting in Bolivia during the First Central American Conflict. Allowing them to build firebases along the border, and turning over most of their northerly airfields to the US. This allowed for a much faster, and more decisive string of victories for US forces in Bolivia. Of course this all came crashing to a halt when the US, following disaster at home and in the Economic Crash, was forced to pull out completely. By this time, Paraguay itself was bankrupt, as it had expended its own forces supporting the US against Bolivia and fighting rebels within their own borders who sided with the Cartels. The promised US aid was never going to come. Without troops to protect their interests, the corporations that had set up inside the country began threatening to pull out, as violent uprisings and general chaos began to escalate among the destitute population.

Of course, in retrospect, the threat was merely a ploy. At the time Bolivia was too weak to mount any sort of retribution, and Argentina and Brazil had no interest in such a thing, themselves already on the way to corporate control. However the corporations operating in Paraguay fostered paranoia within political circles over the false



threat of invasion from Argentina and Brazil, feeding the threat of war that had led to frequent armed conflicts between them and Paraguay for the better part of 200 years. The corporations offered a solution, let them solve the countries problems. In a state of panic and frustration, the leaders of Paraguay conceded, giving the corporations, most notably the agricorp-giant Multi-Foods, near free reign in the country.


Corporate agri-farm complexes were set up at an exponential rate under the Multi-foods banner, mostly producing Soy and raising soy fed cattle. Multi-Foods also agreed to fund the Paraguayan military, and worked closely with China (the number one consumer of Multi-Foods soy and soy fed cattle) in equipping and training them. This not only put Multi-Foods in a huge position of power in the country, but allowed China to expend its influence in South America.

This seemed to work well for several years, Paraguay prospered due the massive influx of new jobs and a stable economy. However things were not quite as they seemed. In rural areas, which contained most of the jobs created by Multi-Foods farms, working conditions were, and remain, horrific. Agri-workers work 10 hour days, are fed with food vouchers redeemable only at Multi-Foods fast food "commissaries" and are required to live on-site in what amounts to metal barracks (the vouchers and living space are of course deducted from their already abysmal salaries of course). Many of these workers are convicted criminals whose sentence is to work the fields, they share the same living spaces as the normal workers, which have led to a brutal feudal gang lord society in the camps. Rape and murder are common. The Paraguayan military is in charge of keeping the peace, but in actuality there duties are to insure that nothing interferes with production, and care little for the safety and well-being of the workers. In actuality, it has been found that violent activity is much less common than would be assumed, probably due to the workers being continually exposed to pesticides and radiation (produce in Paraguay is exposed to low doses of radiation generated by on site nuclear facilities to increase shelf life). Workers in the fields of Paraguay are often said to resemble the walking dead.

When the Second South American War broke out in the region, it soon became readily apparent that the corporate funded military was really only there to ensure the safety of corporate interests. The borders were loosely patrolled, and often refugees and raiding parties would cross the border. When the US again pulled out, Bolivian forces, still bitter over Paraguay alliance with the US began to attack villages along the Paraguayan border. Thousands were killed, and more suffered incredible atrocities. The Paraguayan military all but ignored this, until Bolivian forces targeted a Multi-Foods complex. Armed with the latest in Chinese weapons and trained by Chinese Special Forces, the Paraguayan military descended on the Bolivian raiders ferociously, driving them out of the country completely. Captured Bolivian soldiers were immediately put to work, replacing the manpower lost and the Multi-foods complex. It is rumored that Chinese military forces actively supported the Paraguayan military during this period, and rumors persist of their direct involvement in the military to this day.

In the wake of the corporate dominance of the rural areas of the country, the influx of people fleeing the prospect of being forced into agricultural labor camps have led to record homelessness in the cities. Once again the economy and social structure of Paraguay is collapsing. 80% of the land in Paraguay is owned by Multi-Foods and the top 2% of the Paraguayan elite. The rainforest in Paraguay has been devastated, and there have been little to no attempts at conservation. Refugees try to flee the harsh conditions pervasive in the country, but meet with little success. Bolivia shoots most of them on site (except for those willing to join the Bolivian armed forces), Argentina has closed its borders as well. Many find refuge in the jungles of Brazil, allying themselves with rebels and insurgents there, all eager to remove corporate influence from the region.

There is no tourism in Paraguay, there is nothing here anyone wants to see, at least not anymore. Crime in the cities is rampant, and the rural areas are a string of corporate farms and ranches. Social programs are near non-existent, with the exception of Corporate funded education facilities, (which teach only the bare minimum of what they feel an agricultural laborer needs to know) leading to incredible homelessness in all over the country and record illiteracy in the rural regions. In short, Paraguay is a corporate controlled hell-hole, but one that makes a lot of money for Multi-Foods.

POPULATION:	32,560,700	
LITERACY RATE:	88%	
SELF DEFENSE FORCES:	Shining Path, Peruvian Armed Forces	
LANGUAGES:	Spanish (official), Quechua (official), Aymara, and a large number of minor Amazonian languages	
ETHNIC GROUPS:	Amerindian 45%, mestizo 37%, white 10%, black, Chinese 5%, other 3%	
BORDERING COUNTRIES:	Ecuador, Colombia, Brazil, Bolivia, Chile	

PERU - By 1994, President Fujimori was riding high. The terrorist groups such as the MRTA and Shining Path that had plagued the country for so long were finally defeated. Combined with an economy in overdrive from large amounts of Japanese investment, it was inevitable that Peru would flex it's muscles, especially over the long running border dispute with Ecuador.

What started out as a Low Intensity conflict against it's weaker neighbor quickly turned into bloody drawn-out conflict as Ecuador,

backed by the EEC, dug in and resisted. Over the next few years Peru struggled to claim some sort of victory from this increasingly expensive war. As the cost of the war rose, Fujimori's Japanese backers began to melt away; he was quietly deposed in an army coup and further support for the war was sought from Colombia.

The Colombian cartels backed Peru in return for joining the South American Alliance and were able to broker a peace deal that strongly favoured Peru. Ecuador had to suffer the indignity of Peruvian (and Colombian) troops policing the peace. Under the Peruvian Junta, taxes were increased heavily to pay for the cost of the war, most of which flowed into Cartel coffers. Police crackdowns became both more common and more brutal as the populace began to resent this.

When the 2nd South American conflict started, Peru was decisively thrown out of Ecuador by a combination of experienced US troops and a popular Ecuadorian uprising. The costs to the Peruvian military were extensive. A national draft was instituted to replace the large numbers of soldiers lost, but this had an unintended consequence.

The Shining Path (Sendero Luminoso), a Maoist terrorist organization active in the 80s and 90s noted for its brutality against both typical 'bourgeois' institutional targets and against local peasant and union leaders. A combination of government action and local uprisings reduced it to little more than a local nuisance in the Ayacucho, Apurimac, and Huancavelica regions to the south of the capital, Lima.



During this time, however, its once hard-line Maoist doctrines softened to reflect Deng Xio Ping's doctrine of Socialism with Chinese Characteristics. This approach had enabled modern China to accept some elements of capitalism as long as it didn't interfere with state control. Shining Path's ideological shift had made them more palatable to the population, as did their new support for land reform and peasant rights. Furthermore, the Senderistas had gathered a lot of support by opposing harsh taxes and now large numbers of young men fleeing to the mountains to avoid the draft swelled their ranks.

These recruits were being armed by large shipments of armaments supplied by the Chinese government in return for large quantities of cheap drugs (used to help finance its own war against the insurgent MLC). By 2007, unable to divert enough forces from the conflict in the north to defend itself, the Junta was forced to flee Lima towards the Colombian border. No asylum was forthcoming in Colombia, as the Columbian cartels were satisfied with Shining Path's promises to remain within the South American Alliance. The junta was therefore forced to head towards Brazil. Those parts of the Army not absorbed by either the Shining Path or the Cartels would eventually end up surviving on the Peru/Brazil border.

Shining Path continued to consolidate their hold on territory, the technological edge they received from China allowed them to minimise US incursions over the Peruvian border. This allowed them to protect their arms shipments into Columbia. With a powerful backer, and with the Cartels distracted by the war, Shining Path were able to force a more equal role in the Alliance.

Since the end of the war, Shining Path's grip on the country has tightened. Its relationship with China has been cemented by its role as the main conduit for Chinese goods (mainly arms) into South America as well as being China's main supplier of Synthcoke.

Politically, there is still much support for them although those who dissent often disappear. Militarily the leadership of Shining Path has shown little interest in invading its neighbors preferring its role arming the competing factions. There is no guarantee that this will last. Officially, the Peruvian Junta is still the recognized Government, but The Shining Path, tentatively backed by The South American Alliance, by far holds the majority of power in the country.

Due to the relations between China and Peru, the country has become a popular place for Chinese government officials, criminal heads, and dignitaries, to vacation. While Peru still boasts a tourist industry to the western world, most travel agencies and western governments caution heavily against it. Kidnappings, assaults, and murders of American and European vacationers are all too common. Multi-National corporations, particularly Soy farming complexes and coffee exporters, are given relative immunity from this, probably due to the hefty bribes these corporations pay to both the Peruvian government and the Shining Path. Machu Picchu is still the most popular attraction in Peru, attracting even western tourists, regardless of the dangers.

As the build-up to the 3rd S. Am war continues Peru does not seem to be taking any additional steps to protect itself despite it being an obvious target, but there have been sightings of Chinese subs off the coast

POPULATION:	2,750,000
LITERACY RATE:	91%
SELF DEFENSE FORCES:	United States Military
LANGUAGES:	Spanish(official), English,
ETHNIC GROUPS:	white (mostly Spanish origin) 80.5%, black 8%, Amerindian 0.4%, Asian 0.2%, mixed and other 10.9%
BORDERING COUNTRIES:	Island nation



PUERTO RICO -

Puerto Rico's history is long and confusing. When the Spaniards arrived on the island, they waited nearly 300 years before they bothered to try and record the islands history. By that time the native population, the Tainos, had been pretty much completely lost




through interbreeding, forced labor, and disease brought by the European invaders, leaving the island dominantly populated by the mixed blood Mestizos. The only thing that remains of the Taino today are archaeological relics and recreated villages for tourists, though a great many Puerto Ricans claim Taino heritage through ancestry.

While the Spanish ruled the Island, it was the target of numerous invasion attempts by the French, English, and Dutch. As a result Spain built numerous large forts on the island, many of which still stand today, some have been restored as a tourist draw. Under Spanish rule the island also saw many uprisings, but all were as unsuccessful as the invasion attempts. It wasn't until 1898 that America invaded during the Spanish-American War. Following the war, Spain was forced to relinquish the territories of Guam, Cuba, and Puerto Rico to the United States rule. Puerto Rico has been a commonwealth of the United States ever since, and anyone born on Puerto Rican soil is legally a United States citizen.

Why Puerto Rico has never been made a state has been the ongoing subject of debate for a long time. Their has also been minor conflict over why the US does not simply release the country into independence and self rule. This scenario is not likely, since Puerto Rico provides the most important military stronghold in the Atlantic for the Americans. Of course this was nearly lost during the collapse. When it became evident that the US was severely over stretching itself during the Second South Am Conflict, subversives in Puerto Rico began an armed campaign to liberate the island from US rule. They were opposed by American loyalists, and soon the country found itself embroiled in a civil war. The skeleton crews manning the US military bases on the island found themselves able to do nothing but sit back and watch as Puerto Rico ate itself, the US military had neither the money or personnel to spare quelling the uprising . The civil war, consisting of sporadic attacks and terrorist activities from both sides. The military bases on the island were left unmolested save for a few minor incidents, but the civil war smoldered on for ten years before the US had the ability to step in finally in 2015 and put an end to the conflict in a short, but devastatingly effective campaign. In the end, Puerto Rico was given the same rights as held by the Free States (Alaska, Texas, etc.....) though officially remains a commonwealth on the books.

While the war had been long and bloody, the collateral damage was actually minimal, and most of the reconstruction on the island took less than two years. Today, the island is much like it was, a popular tourist destination, and strategic military position. Biotechnica and other pharmaceutical companies have invested heavily in the reconstruction efforts, and the island has become a leading pharmaceutical and manufacturing center.

Puerto Rico's strategic importance will be key to the 3rd South American conflict, and even now, military forces are being sent there for the almost inevitable invasion to come. The U.S.S. Hyperion and its escorts have been anxiously re-deployed there from Africa and are awaiting orders.

POPULATION:	152,654	
LITERACY RATE:	30%	
SELF DEFENSE FORCES:	Suriname Police	
LANGUAGES:	Dutch (official), English (widely spoken), Sranang Tongo (Surinamese, sometimes called Taki-Taki, is native language of Creoles and much of the younger population and is lingua franca among others), Caribbean Hindustani (a dialect of Hindi), Javanese	
ETHNIC GROUPS:	Hindustani 37%, Creole 31%, Javanese 15%, "Maroons" 10%, Amerindian 2%, Chinese 2%, white 1%, other 2%	
BORDERING COUNTRIES:	Brazil, French Guiana, Guyana,	

SURINAME - The smallest country in South America, Suriname is a graveyard. Once a dutch colony, it one of the last places on earth to abolish institutionalized slavery, it was also one of the last countries in South America to gain independence, finalized in 1973, with the Netherlands still providing aid to the fledgling government. What followed was a period of misfortune and turmoil in the small country, including government sanctioned murder, military coups, and political corruption. This further strained the Dutch-Suriname relationship to the point that in the early 80's, the Netherlands stopped all funding to the country. When Democracy finally arose in the early 90's, the Netherlands once again resumed aid, but the damage had been done, and it was like putting a band-aid on a heart attack.

Faced with rising sea levels at home, the Dutch aid trickled down to droplets, and then dried up completely. Suriname, faced with ever increasing unrest and a flood of refugees fleeing the First Central American Conflict desperately petitioned the newly formed EEC for aid. A situation the Europeans were only too eager to take advantage of. Money and troops began pouring into Suriname, so too did the Euro backed corporations. While initially the situation was seen as a godsend, the bigger picture quickly became apparent. The EDF blocked the Surinamese borders, and began ejecting the refugees. Stories still persists that the refugees who resisted or tried to escape were led away by EDF Death Squads, never to be seen again. The European corporations themselves moved in en masse, setting up mining, logging, and agricultural compounds across the country, stripping Suriname for all it could, and paying little heed to conservation. It was relatively easy for them to get away with this, since the vast majority of the country lived in the northern lowlands and coastal cities. The rest of the country was left pretty much unused by the Surinamese people, and there were still areas that had rarely, if ever, been touched by civilization. This allowed the corporations to operate in a state of almost total autonomy, as they raped the land for all it was worth. The amount of species driven to extinction in the region is impossible to know, but it had to be staggering. The EEC didn't care, it was dealing with a drought and a worldwide economic crash, and no one else was willing to listen to Suriname's cries of protest, they were all too busy trying to save themselves.

This practice continued up through the beginning of the Second South American War, with the EDF fiercely defending Suriname's borders from refugees while stripping Suriname of easily accessible Bauxite, its main export, and depleting its oil and gold reserves. Still even while their land was being raped for its resources, the average Suriname citizen was pretty content, the standard of living was high, their were jobs working for the Eurocorps for everyone, and the country was experiencing a period of unheard of political and economic stability. Then, in 2001, the plague hit...

You don't see much in the history books about the Wasting Plague effects on the third world, in Suriname, it effectively killed the entire country. Over two thirds of the population died from the disease. Widely thought to have been brought in by infected European contractors, the disease spread through the local population like wildfire. The Europeans in the country were hard hit as well, and supplies of the cure were limited. When the Europeans had treated themselves, first the EDF then the corporates and their european employees and families, they fled the country, which had already been stripped nearly bare of anything of value. The remainder of the cure they turned over to local high ranking government officials, but there was no where near enogh to go around. The death toll increased, as the officials horded the cure for themselves and those with enough money or influence, while the common population was left on its own. People fled the cities in droves, hoping to escape the disease in the rural areas.




By the time the Second South American War ended, over 200,000 had died in Suriname, without a single shot being fired. In fact, every country surrounding Suriname closed its borders, for 5 years, no one went in, no one came out. No aid came, the EEC disavowed any involvement, and for all intents and purposes, Suriname was written off as a graveyard.

There were survivors, many of them driven mad by the horrors they witnessed, many more simply broken. Suriname reverted to a feudal society, as survivors banded together, hoarding what they could hold on to, fighting for what they wanted. After a few years, they began picking themselves up, rebuilding. Along the coastal town and cities to the north, it went a little faster, still neighbors and foreign aid were slow to come, with the Russians offering aid first. Suriname's neighbors however, were much more leery, fearing another outbreak they continued their dismissal of Suriname, a condition which exists to this day.

Today Suriname is still broken. Few go there, few leave. It is one of the few places in the world where the Wasting Plague still exists, albeit in isolated pockets in the interior. Life along the northern coast has returned to a semblance of normalcy, and trade has once again commenced. Modern Suriname is almost totally dependent on foreign imports for survival. What remains of the government in Suriname boasts a largely corrupt, and almost entirely volunteer police force, mostly tasked with merely keeping the peace. There is no military any longer, and no budget for one. But since no one wants to cross the border into Suriname anyway, and there is plenty of room for the few survivors, its a moot point. Further south, many of the people are still reduced to savagery, along the borders attempted raids are common and reports of cannibalism are not uncommon.

This situation is on a razors edge, as once again the threat of War in South America looms on the horizon. Not that Suriname has to worry about invasion, it no longer has anything anyone wants. But as military expenditures increase, the budget for the financial aid the country relies on can only decrease.

If you are desperate, the price of land in Suriname is cheaper than anywhere else in the world, save perhaps for the middle east.

POPULATION:	4,730,100 Million	
LITERACY RATE:	98%	
SELF DEFENSE FORCES:	National Armed Forces of Uruguay	
LANGUAGES:	Spanish, Portunol, or Brazilerio (Portuguese-Spanish mix on the Brazilian frontier), English, French, German,	
ETHNIC GROUPS:	white 88%, mestizo 8%, black 4%, Amerindian (practically nonexistent)	
BORDERING COUNTRIES:	Argentina, Brazil	

URUGUAY - This small country, sandwiched between the twin powerhouses of Argentina and Brazil, has managed to avoid all of the tribulations that have affected the rest of the continent thanks to the shelter provided by it's larger neighbors. It has developed into a stable and relatively wealthy country but as it lacks significant resources it has done this without the corporate entanglements common elsewhere.

Sheep and cattle are raised on its hills and plains and cereal crops are grown on it's fertile coastland. Whilst these are exported it's main income comes from the tourism. Thanks to immigration during the 1800s as well as an almost complete lack of native Amerindians means that almost 95% of the population is of European descent and this lends the country a European air that attracts wealthy Brazilians and Argentineans eager for some culture but unwilling to meet the travel costs and visa requirements of the real Europe.

Uruguay's economy has developed to cater to this crowd, offering nightclubs and casinos where anything goes. Alongside this, Uruguay has also developed itself as a duty free zone. With Buenos Aries only 2 1/2 hours away by hydrofoil the capital, Montevideo, has become a Mecca for the Argentinean middle classes seeking some bargain electronics or perfumes. It is rumored that almost anything is available under the counter as long as you know who to ask, but don't cause trouble as the police are quick to respond and as European as the country feels, this is still South America.

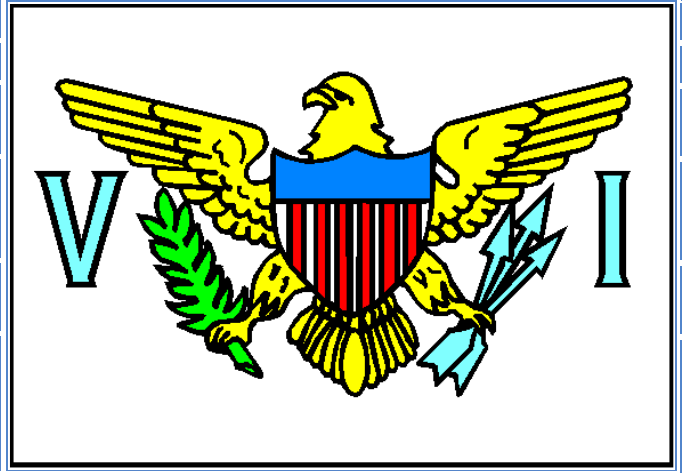
Politically, Uruguay is one of the most progressive countries on the



continent, with a representative democracy and multi-party system, although as none of the parties are willing to rock the boat there is very little to choose between them. There is a large and well-established middle class here as well as established civil and workers rights and a constitution that allows the ordinary citizens to challenge laws via a referendum. This last right has been used several times to overturn laws that would have given Corporations undue influence in the country. Its army is small and mainly concerned with border patrols, looking to keep out unwanted migrants.

The future looks good for this tiny country (one of the smallest on the continent) but it's fate is closely tied to those of it's neighbors, and any problems in their markets will also be felt here.

POPULATION:	112,360
LITERACY RATE:	95%
SELF DEFENSE FORCES:	United States Armed Forces
LANGUAGES:	English 74.7%, Spanish or Spanish Creole 16.8%, French or French Creole 6.6%, other 1.9%
ETHNIC GROUPS:	black 76.2%, white 13.1%, Asian 1.1%, other 6.1%, mixed 3.5%
BORDERING COUNTRIES:	Island nation,



US VIRGIN ISLANDS - The U.S. Virgin Islands weathered the collapse and the conflicts in the area rather well. This was mostly due to the U.S. armed forces stationed there. As a United States territory, the bases there remained opened and manned, even at the end of the Second South American war. Tourism slowed a bit during the collapse, but even still it remained active, and in the post collapse years the safety of the islands was a major draw. The U.S. Virgin Islands in fact became the number one Caribbean destination for Americans who could afford it. When the Wasting Plague was devastating so much of the Caribbean and South America, the Islands were already well stocked with the vaccine, sent to protect the Soldiers as well as the islanders. While minor street crime does exist, and there have been isolated terrorist attacks on military holdings, The Islands are as relatively danger free as the name would suggest. What streetcrime there is, is kept in check by US Military Police, who took over most of the law enforcement duties during the martial law period. Unfortunately, the same safety also makes for an ideal way for slick smugglers and fugitives to get in and out of the United States proper.



Today, the islands are a tropical paradise, and tourists flock here each year to bask on the pristine beaches and bathe in its clear blue ocean. But as the Third South American war looms, the locals are getting nervous. Particularly with the EDF bases in such close proximity on the British Virgin Islands.

POPULATION:	27,730,469
LITERACY RATE:	87%
SELF DEFENSE FORCES:	Venezuelan National Military
LANGUAGES:	Spanish (official), Nahua (among some Amerindians), English
ETHNIC GROUPS:	Mestizo 49%, White 41%, Afro-Venezuelans (7%), Asians (2%),
BORDERING COUNTRIES:	Colombia, Brazil, Guyana



VENEZUELA - During the middle half of the last century, this oil rich country on the northern edge of South America did quite well for itself. In the 80's, the collapse of oil prices and severe internal overspending crippled the Venezuelan economy, and gave rise to several failed coup attempts. The oppressive regime desperately trying to keep control of an explosive situation began hiring mercenaries en masse (the mercenaries were later revealed to have been heavily saturated with CIA plants) to eliminate the rebel opposition. Rumors of death squads targeting the parents, wives and children of anyone suspected to be a rebel run rampant, and the number of "subversives" taken away never to be heard from again reached epic numbers. Crippled by a near bankrupt economy and its own internal strife, Venezuela was all but ignored when the first Central American conflict came to the region. Of course, behind

the scenes, the CIA was very aware of the the happenings in the region, and when Hugo Chavez attempted his coup in 1992, it was the CIA that led the loyalist military forces to his capture and arrest. 3 months later he was assassinated in prison, and many of those in power still loyal to him had tragic "accidents."

Through CIA bribes, strong-arm tactics, and assassinations, new president was put in place, one whose loyalty to the US was unquestioned (rumors abound that he was in fact a CIA agent, trained in America and given a false back story, but no definitive proof of this has yet surfaced.)

In 1997, the middle-east meltdown left the entire world facing an oil shortage. Venezuela's Bolivar Coastal Field was instantly the prime supplier for the worlds oil, and the US puppet state was in full control of it. Profit flowed into Venezuela, and while the standard of living increased some, the majority of wealth went to the elite US loyalists in power. Much of the money was used to bolster the Military, and soon Venezuela had the most advanced independent military in South America. The good times weren't to last long however.



In 2000, public opposition to the US supported government, and the horrific human rights violations practiced by the mercenaries still operating covertly in the country to weed out subversion came to a head. With presidential election looming on the horizon, and the candidates from both parties fully supportive of continued US alliance, a new rebel movement was formed. In the beginning of the Second South American War, cartel forces from Colombia began meeting with rebel leaders in Venezuela, not long after the Venezuelan rebels made their move.

On Oct 12, 2003, television and radio stations across Venezuela were seized by rebels, who immediately began broadcasting the call to revolution, propping up the image of Hugo Chavez as martyr to the cause. In smaller towns, officials loyal to the government were dragged out onto the streets and beaten to death. In Caracas, the president and his staff were evacuated from the country as opposition forces ransacked the capitol. Fully a quarter of the military joined the rebels, taking as much equipment as possible with them. In the span of two weeks, Venezuela found itself in all out civil war. The US responded immediately, pulling troops from Colombia and focusing Naval support on the region. Unfortunately for the rebels, the CIA already numerous moles inside the rebel forces. After a series of strategic bombings, and Special Forces missions, the leadership of the rebel forces were soon removed with devastating effect. With its leadership gone, the rebellion crumpled. Those who had taken up arms against the government were captured, and put on trial. The leaders of the opposition were summarily executed for treason, and the military personel imprisoned in one of Venezuelas off-shore -sub aquatic prisons. The civilians who took up the cause however, in a move designed by CIA spin doctors, were given full amnesty with a press conference being held claiming that they had been "unwitting pawns to the rebel propaganda machine". Then the bottom fell out.

When the US pulled out of South America completely, the Venezuelan government was left on its own. In a relatively bloodless coup, the President and his cabinet were ousted and imprisoned. A new president, Hector Corriega, was hastily elected and Venezuela declared itself forevermore "Free from outside influence, a nation of true independence". The Soviets and the Euros immediately began trying to win favor, but were summarily rejected. The oil operations would continue to flow, but oil would be sold at a flat rate to anyone with the money to buy. Trade agreements were reached, and soon the new fully independent Venezuelan Nation Military had its surplus of American military equipment reinforced with surplus from Russian, China, and Europe. While the surplus equipment was welcome, the new Venezuelan government was adamant that no foreign military force was to set foot on Venezuelan soil, and spies would be dealt with harshly. This was illustrated in 2015 when an EDF agent trying to gain influence with oil executives in Venezuela was captured and publicly executed. In an even bolder move, with the US and Europe too busy at home to intervene, he sent his troops into Guyana, once and for all retaking the lands west of the Essequibo river and settling the decades long border dispute.

The oil industry in Venezuela has been nationalized under the corporation of Petro-Venz. Under the new government, all the citizens of Venezuela profit directly from the oil sales. Non-citizens of Venezuela are unable to purchase or own land in the country, and enforcement of this law is strict, this forces foreign corporations on a very tight leash, as they must rent the land upon which they operate, and must adhere to strict guidelines similar to that of Mexico in order to remain in operation here. While Oil is the prime export of Venezuela, its agricultural exports are abundant. The Mega-diverse geography of the country allows for a wide variety of agricultural cultivation. Coffee, Chocolate, fruits and grains are all exported as some of the finest brands in the world.

The people of Venezuela, embittered by a yo-yo of abject poverty, to wealth, to war, to peace, all seemingly at the hands of foreign interests controlling their country, have become extremely distrustful of foreigners. While the tourism industry flourishes, especially among the historical sites and along the coast, foreigners are advised not to express any interest in politics, and to avoid loitering near government buildings or military installations. Venezuela is being heavily approached the SAA (South American Alliance) to join the all but inevitable fight against foreign invasion by the US of South America. So far they have not joined, but intelligence reports have indicated cartel backed SAA troop movements with Venezuelans borders.



RESOURCES



Central and South America are home to abundant natural resources. The fertile soil and rich growth have made it the number one agricultural producer in the world, and by far the greatest supplier of timber.

The timber industry ran unchecked for a long time, clear cutting left millions and millions of acres of acres dead and lifeless. However some countries, under strong pressure from eco-groups and with the growing evidence of ecological destructions impact on the global atmosphere, began implementing strict green policies in order to preserve and cultivate the Rainforest. Some countries have completely banned the removal of old growth, other have instituted policies to

encourage new growth while still allowing for timber harvesting. Of course some countries have ignored the threat completely, and continue to clear cut wantonly with little or no cares for the impact. The countries, and corporations who profit from such activities, are frequent targets for eco-terrorists at home and abroad.



Agricultural Corporations like Biotechnica and Multi-Foods produce over half the worlds food on their huge farming complexes all over Central and South America, some of the complexes are as dangerous to the eco-system as the timber industry, as huge tracts of land are clear to make way for soy, rice, and other cash crops, or converted into pastures for cattle. Even more than their danger to the environment, is the damage these corporations cause to local culture. Entire rural villages are forced into conscripted labor on these compounds, their villages raised to make way for the farms. These practices have led to a large underground

guerrilla movement. A movement swiftly gaining ground as free indigenous people who have been raising their own food, primarily corn, are being virtually enslaved and

forced to grow cash crops, living off corporate subsidized kibble or fast food, and removed from their homes and confined in corporate labor camps. All under the guise of progress. The corporations spend enormous amounts of money on propaganda, even in the urban areas, where they trick people into signing contracts by offering lucrative employment, housing, and benefits. What they find when they get to the camps, are Co-ed dorms each housing 100 people, with communal showers, rows of bunk beds, each with a television attached at the base of each bed (cable piped in from the corporation, mostly porn and propaganda) and a small storage space. The health care begins and ends with

whatever it takes to keep a worker on his feet and in the fields. Men, women, children, entire villages fill these dorms, no walls between them, no privacy. If that weren't enough, many of these corporations have worked out deals with local governments, convicts are sent to these work farms, housed and put to work alongside the "employees". This has led to an almost feudal society, with each dorm run by the biggest and strongest. Rape, theft, and beatings are all to common, murder however is punished severely as it hinders the work force. In minimal effort to combat this, the





corporations make designer drugs (the drugs are engineered to be highly addictive and have the effect of euphoria, increased stamina, and cause users to enter a lucid state where they can focus on repetitive actions to the point of ignoring all else) openly available to all. Not that its always necessary, as the pesticides and preservatives they spray on the crops are more than enough to keep the workers timid and dull witted. The corporations keep all this tightly under wraps from the media and local governments, and few who are sent to these work camps ever return. As for their salaries, most are paid with food vouchers, the little money they get is quickly whittled away by "expense penalties" for even minor infractions.

Other corporations are just as quick to ignore any sense of ethics.

Manufacturing and production corporations, like Chill Cola, build huge factories, and have little compunction against dumping hazardous chemicals and waste into the local water supply.



Then there is oil. With the Middle East out of the picture, Central and South America, particularly in the Gulf of Mexico and the Caribbean, is the number one oil producer in the world. Venezuela has gone from abject poverty to one of the richest nations in the world, other countries who made hasty deals they would later regret with Petro-chem, Shell, Sov-Oil and other oil companies have not fared so well.

All this pales in comparison to the profits generated by the number one resource in the region, cocaine. The newest strain, dubbed synth-coke by the media, is completely immune to the virus that nearly destroyed the plants outright. Cultivation and sale of the coca plant is still technically illegal in most of Central and South America, but in the SAA controlled countries production moves full steam ahead, legally without limit.

Other major resources include coffee, fish, minerals, and ores. Pharmaceutical development and manufacture is another main interest in the region, particularly in the rainforests.



THE PEOPLE OF CENTRAL AND SOUTH AMERICA



The people of Central and South America are as diverse as everything else here. The cities of Mexico City, Panama City, Rio De Janeiro, Sao Paulo, Buenos Aries, etc... are every bit the modern mega-cities equal to Tokyo, London, Night City, Hong Kong and Paris. Mexico City in particular is the second largest city in the world, coming in just behind Tokyo. Since its reconstruction after the quake, and its growing self reliance, Mexico City is the symbol of a country on the verge of reaching Super Power status. The standard of living is high, and people achieving a measure of wealth formerly undreamed of. Corporate controlled Rio is another city whose standard of living has utterly exploded. For the people in these urban Mecca's, life is no different than in any other large metropolis, people go to work, spend their money on the latest technology and entertainment available to them, and party till dawn. As in every major city, street gangs are a major problem, particularly for the youth, and the underground black markets support all manner of contraband and illicit dealings.



The rural areas of the region are a dichotomy, in the suburbs life is modern and similar to that of the cities, but in the more remote villages and towns there are areas that still have yet to own a television, or be supplied with electricity or even running water. Though with the ever-consuming growth of the Agri-corp farm presence, this simple way of life is quickly disappearing. Whether in urban or rural areas, among families and neighborhoods there is a prevailing sense of community, this extends to some degree to all of the region, propagated both by communal ties, and the bond created by recurring and devastating foreign intrusion over the last several hundred years.





In some extremely isolated areas, particularly deep in the rainforests and high on the mountains, tribal life still exists relatively unchanged for centuries. Hunter-gatherer tribes using bows, spears, and blowguns. Wearing loincloths at the most, living in grass huts, and having no concept of technology. In Brazil it has been made absolutely illegal to interact with these tribes or encroach on their territories under pressure from ecological and anthropological groups. Deep in the Amazon there are even rumors of headhunters still lurking in the jungle, cannibals. Of course most people give no more credence to these rumors than they do to the chupacabra legend, but enough reports come in and local populations are scared of them enough, that some in the scientific community still take them seriously.



Religion still plays a huge role in the day to day life and culture of the people. Catholicism is still the majority religion by an overwhelming number, however Santeria and Voodoo are growing in influence, particularly in the Caribbean. Among the youth culture, particularly the violent street gangs of the larger cities, a new quasi-religion is quickly growing. Azteka, a bastardization of Aztec and Mayan beliefs noted for totem worship, blood rituals, and extremely violent practices. Practitioners often affect Aztec or Mayan inspired tattoos and fashion, with their "Priests" often wearing headgear and elaborate costumes. At first it was seen as merely a fad among the youth gangs, but the recent and recurring discoveries of bodies killed by ritual execution has led authorities to believe the threat is becoming much more serious.



Growth of this religion is rampant among youths, and most street gangs, particularly in Mexico, have taken to it with a passion, grown tired of Christianities strict control, condemnation, and unfulfilled promises. Concern is mounting over what city officials

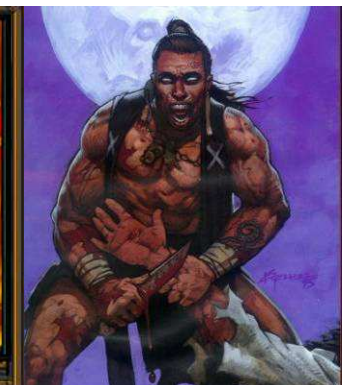


Organized crime, particularly in the form of drug cartels, is ever prevalent even in the rural areas. Among other criminal activities, underground slavery, prostitution and worse crimes are growing in intensity. Many countries have little restrictions or little means and resources to enforce them. This has led to a massive influx of criminal activity and the smuggling and black market network has reached epic proportions.





Anti-American sentiment runs high throughout most of Central and South America, and to a lesser degree the same feelings abound towards Europeans and corporations. The latter however are tolerated out of necessity, without the corporate presence in the economic community, most of these countries would have reverted back to stone age life after the World Wide economic crashes. Evidence of this can be easily seen in Suriname, where the entire country has seemingly descended into madness, or the Islas De La Sangre, where the once thriving and independent populations have banded together and resorted to piracy and aggression against any who trespass. Regardless, of the Anti-American sentiment prevalent in the region, American Nomads are almost universally welcome in Central America, at least in non-SAA allied countries, and there are large numbers of American veterans of the Second South American war still living in the region, completely assimilated into the native population. Having effectively denounced the U.S. these "gringos" have little problem with the natives, though lingering discrimination does still exist.



CENTRAL AND SOUTH AMERICAN LIFEPAATH GENERATOR



FAMILY BACKGROUND

1	TRIBAL OR ISOLATED SMALL VILLAGE FAMILY (The simple life, little concept of wealth or formal education)
2	CORPORATE WORK FORCE FAMILY (Working the mines, fields, etc.. of a corporate holding, little more than slave labor)
3	URBAN POOR FAMILY (The largest urban group, not homeless, but almost)
4	CORPORATE FAMILY (Actual employees of a corporation, usually foreign)
5	URBAN HOMELESS FAMILY (Shanty towns and alleyways)
6	FOREIGN NATIONAL FAMILY (Your parents are foreigners, automatically better off than 90% of the country)
7	MIDDLE CLASS FAMILY (Comfortable life, not wealthy, but better off than most)
8	REFUGEE FAMILY (displaced and running from persecution)
9	AGRICULTURAL FAMILY (Farmers, working for landowners or on a corporate farm)
10	POLITICAL RADICAL FAMILY (Family was comprised of Terrorists, Rebels, Political Activists)

PARENTS

1	Single mother, father unknown
2	Widow(er) or divorcee
3	Both parents
4	Child of Communal Parentage
5	Orphan
6	Feral

PARENTS STATUS

1-2	PARENTS ALIVE (Go to Family Status)
3-4	SOMETHING HAS HAPPENED TO ONE OF YOUR PARENTS (Go to Something Happened)
5-6	SOMETHING HAS HAPPENED TO BOTH (OR ALL) OF YOUR PARENTS (Go to Something Happened)

FAMILY STATUS

1-6	FAMILY STATUS IN DANGER RISK LOSING EVERYTHING (Go to Family Tragedy)
7-10	FAMILY STATUS OK, EVEN IF ONE OR ALL PARENTS DEAD (Go to Childhood Environment)

SOMETHING HAPPENED TO YOUR PARENTS

1	PARENT(S) DIED IN CONFLICT
2	PARENT(S) DIED IN ACCIDENT
3	PARENT(S) DIED IN TERRORIST, REBEL, OR MILITARY ATTACK
4	PARENTS IMPRISONED OR ENSLAVED
5	PARENT(S) DIED OF MEDICAL PROBLEM (Including disease and starvation)
6	PARENT(S) INCAPACITATED OR CRIPPLED
7	PARENT(S) DIED IN ETHNIC CLEANSING
8	PARENT(S) MURDERED
9	PARENT(S) EXILED FROM TRIBE OR COMMUNITY
10	PARENT(S) PARENTS VANISHED
GO TO FAMILY STATUS	

FAMILY TRAGEDY

1	FAMILY EXILED FROM TRIBE OR COMMUNITY
2	FAMILY WAS LAST SURVIVORS OF TRIBE OR VILLAGE
3	FAMILY DISPLACED AND SCATTERED DURING EXODUS
4	FAMILY INCURRED WRATH OF CORPORATE EXECUTIVE, REBEL LEADER, POLITICIAN, OR CARTEL LEADER
5	FAMILY HELD RESPONSIBLE FOR VILLAGE OR COMMUNITY MISFORTUNE
6	FAMILY INVOLVED IN TERRITORIAL, RELIGIOUS, OR POLITICAL CONFLICT
GO TO CHILDHOOD ENVIRONMENT	

CHILDHOOD ENVIRONMENT

1	SPENT HAPPILY
2	SPENT UNHAPPILY DUE TO CIRCUMSTANCES BEYOND YOUR CONTROL
3	SPENT AWAY OR SEPARATED FROM FAMILY
4	SPENT IN PRISON
5	SPENT LIVING ON THE STREET
6	SPENT IN CORPORATE WORK PROGRAM (BASICALLY SLAVE LABOR)
	REFER TO CYBERPUNK 2020 TO ROLL FOR SIBLINGS
	REFER TO CYBERPUNK 2020 FOR MOTIVATIONS
	GO TO LIFE EVENTS

LIFE EVENTS

1-3	BIG PROBLEMS BIG WINS (USE CHARTS GIVEN HERE) Roll 1d10, even = Big Wins, odd = Big Problems
4-6	FIENDS AND ENEMIES (USE 2020 CHARTS)
7-8	ROMANTIC INVOLVEMENT (USE 2020 CHARTS)
9-10	NOTHING HAPPENED

BIG WINS

1	EDUCATION (you get extremely lucky and find someone to teach you start with +2 general education)
2	FINANCIAL WINDFALL (1d10x10 extra eb, which in most of Central or South America moves you to straight to upper middle class)
3	MAKE A CONTACT (gain the favor of someone influential = 1 favor a month)
4	ARMS TRAINING (Spend a year with a local police, military, rebel, cartel or mercenary group) add +1 Pistol and +1 rifle to starting skills)
5	INHERIT A WEAPON (any Central or South American melee weapon, or any standard (under 200eb value) firearm)
6	MAKE A FRIEND WITH LOCAL AUTHORITY (local police, tribal leader, militia, rebel force, etc... +1 authority)
7	GET A JOB AS A GUIDE (+2 wilderness survival to starting character skills)
8	HONOR OF CORPORATE R&D TESTING (recieve one piece of basic basic cyber or bioware, albiet at twice humanity cost, use DROCS rules to adjust)
9	GAIN INFLUENCE IN A TRIBE or small community (+1 Family)
10	FIND A DRIVING INSTRUCTOR (+2 driving to starting character skills)

BIG PROBLEMS

1	CAUGHT A TROPICAL DISEASE (-1 to BOD)
2	TAKEN BY POLICE OR SOLDIERS FOR "QUESTIONING" (1-5 the authorities in this area know you, 6-8 you are taken into custody whenever ANYTHING happens, 9-10 you are jailed and beaten on sight and recieve -1 ATTR)
3	CLOSE ENCOUNTER WITH DANGEROUS ANIMAL (GM's choice of animal, when encountered you: 1-3 flee in terror, 4-6 attack blindly, 7-9 methodically hunt down and kill every one you can find, 10 freeze in horror unable to move)
4	LOVED ONE LOST IN VIOLENT INCIDENT (such as terrorist attack, Military crossfire, etc...)
5	CAUGHT IN THE MIDDLE OF REBEL CONFLICT OR REGIONAL WAR
6	WITNESSED ETHNIC PURGE OR COMMUNITY MASSACRE (1-6 terrible nightmares and often wake up screaming, 7-10 suffer mental breakdown and develop major psychosis and suffer -1 EMP)
7	STEPPED ON A LAND MINE (lost limb 1-5 arm, 6-10 leg, roall again even =left limb, odd = right limb)
8	HOME OR HOMELANDS TAKEN OVER BY FOREIGN CORPORATION (family and friends relocated or shipped off to work for corp. in slave labor like conditions, you are left destitute, character only recieves absolute basics ie. what he can carry on his back, lose 2d10eb starting cash)
9	WANTED BY "DEATH SQUAD (if they catch you, they will torture and kill you)
10	SPEND A YEAR IN PRISON

WILDLIFE

The wildlife found in Central and South America is immensely diverse. The Amazon jungle alone is home to millions of different species of the most beautiful, exotic, and dangerous animals to walk the earth. The Galápagos Islands off the coast of Ecuador is home to entire species found nowhere else on earth, and was the birthplace for Darwin's Origin Of The Species. Listing all the animals of South America would be impossible, and new species are still discovered regularly, instead we will list the animals that pose a danger, or are otherwise interesting.

Reptiles And Amphibians



Alligators, crocodiles, and caymans can be found all over Central and South America, including the islands of the Caribbean. Anacondas, the worlds largest snake, is found from Colombia to the northern areas of Argentina, various species of Boa and Python are native across the entire region, as well as the islands. While small children have been reported to be attacked as well as pets and even livestock, only the very largest anacondas pose a threat to a full grown man. Of much greater danger to humans is the Lancehead and the Bushmaster. Varieties of both snakes can be found throughout the entire region including the caribbean islands.



Fer-de-lance (Venomous)

The Lancehead, also known as the Fer De Lance, is responsible for more snake related deaths in the Americas than any other group of venomous snakes. The Bushmaster is every bit as prevalent, and much more aggressive, having the distinction of not only being the longest venomous snake in the Americas, but the longest viper in the world. The Coral snake, found from Mexico to Brazil is a non-aggressive though highly venomous. Tropical Rattlesnakes are found in every country in the region save for Ecuador and Chile, while Mexico and Central America are home to several species

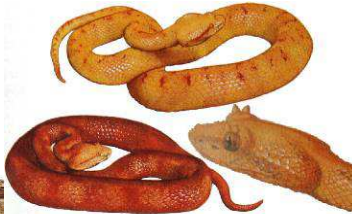


Bushmaster (Venomous)

of Rattler. Also worth mentioning as venomous species are the Jumping Viper and Eyelash Pit Viper.



Tropical Rattlesnake (Venomous)



Eyelash Viper (Venomous)



Jumping Viper (Venomous)



The Poison Arrow Frog is not venomous, however it does excrete an extremely potent poison from its skin. The poison is so virulent that natives rub arrows and blowgun darts on their back to bring down their targets. Some frogs can have up to 200 micrograms of poison, enough to kill 100 (or even more) adult humans. In modern times, Cartel Special Forces will coat the blades of their knives with this poison.



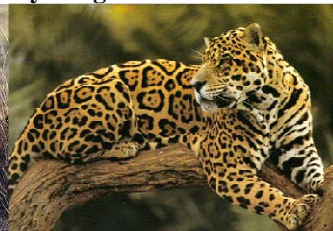
Canines and Felines



Wolves are still found in remote areas of Mexico and Coyotes are abundant in Central America while most of South America is home to the Bush Dog. A variety of Large Cats make their home in the region. Cougars, Jaguars, and the smaller Ocelots and Margays roam Central and South America from Mexico to Argentina, and have are even found on the island of Trinidad. Other species have more confined territories and are typically much smaller, like the Kodkod and Mountain Cats of the Andes mountains, and the Geoffroys Cats of the Andes, Pampas and Gran Chaco landscapes.



Of all these animals, only Cougars and Jaguars pose any danger to man.





Fish and Aquatic Life

The most dangerous freshwater fish in the world, the Piranha, is found exclusively in Amazonian waters. Of lesser danger is the venomous Toadfish. Unconfirmed reports of giant catfish up to 6 feet long attacking humans, especially children, persist. More feared even than the Piranha, a school of which can pick a full grown cow clean to the bone in minutes, is the Candiru. The Candiru is a spiny little parasitic fish that has been known to enter the orifices of



humans, particularly the urine tract. They follow the flow of warm water from a urinating human bather or swimmer, and lodge themselves in the penis. Skinny dipping in the Amazonian rivers, and especially urinating while swimming in them is strongly warned against. One it enters the urine tract its extended spines act as barbs, preventing it from being extracted. The most common remedy is a mixture of plants known to natives. There are reports of SAA



interrogators forcing captives to sit submerged to the neck in barrels with Candiru fish, the suggestion of the threat is enough to make most talk. In the oceans and gulf, the dangers increase, as sharks, including great whites, bulls, tigers, and hammerheads are prevalent.

Stingrays, Coneshells, Seabass, Barracudas, and jellies, including Man-O-Wars, can make swimming a dangerous venture indeed.



Insects and Arachnids

Mosquitos transmitting Malaria and other diseases are by far the most dangerous insect in the world, leeches, ticks, also spread disease, and the Kissing Bug is known to spread the potentially fatal Chagas Disease. Of more immediate threat to humans are the numerous species of venomous Spiders, Scorpions, Wasps, and bees. The most dangerous of which is the Banana, or Wandering Spider, found throughout Central And South America, it is a highly aggressive spider with venom



potent enough to be fatal in humans, the bite is also reported as the most painful spider bite in the world due to the high levels of serotonin. While not dangerously venomous, the Tarantula is a symbol of fear throughout the world, and its bite does transmit potentially dangerous bacteria. Also of interest is the Goliath Birdeating Spider, the largest spider in the world.



Finally, the tiny ant is an extremely destructive and potentially fatal force. Huge Bullet ants have an excruciating sting, possibly the most painful on the planet, ahead of even wasps and

bees. Of much more concern however are Army and Driver ants, who have been known to swarm over and kill humans. Army ants occasionally go on the move, devouring everything in their path for miles. In rare instances entire colonies of hundreds of millions set out on extended raids stripping the lands bare in their path. Any animal luckless enough to be caught in a foraging swarm will be killed and devoured, in the space of hours they will reduced to nothing but polished bone. Sleeping or disabled humans have been killed in such a



manner, and even if escape is managed, the bites will themselves be hideous, often leaving permanent scars. Allergic reactions are also possible, and may prove as fatal as that of bee sting allergies.

Other Animals

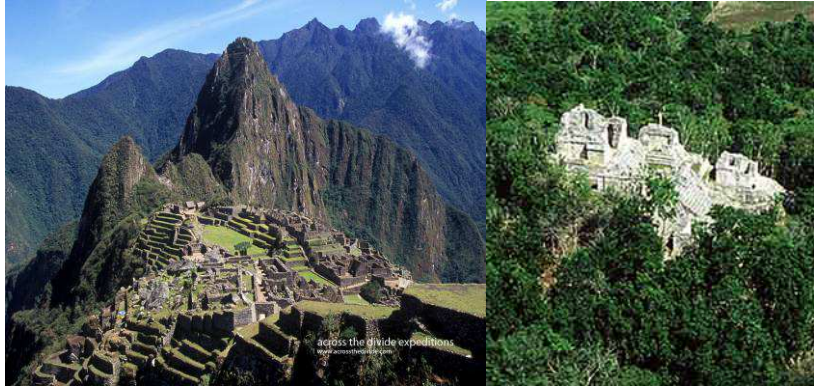
Interesting not because of any danger or threat to life, other animals are of note due to their rarity or beauty. Several species of Primate thrive in Central and South America, including Tamarin, Owl, Howler, Capuchin, Titi, Squirrel and Spider monkeys. Some are prized by natives for their meats, other are prized by foreign interests for their intelligence and ease of training, Capuchins and Spider monkeys for instance are often used as Helper monkeys or just kept as pets.



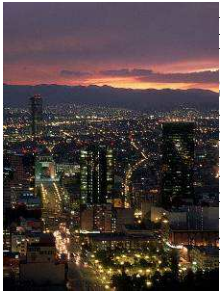
The many species of Parrot and Macaw, as well as other tropical fowl, are highly sought after and trappers and smugglers will earn a very comfortable living off the birds, which will be sold overseas for between 1 and 20 thousand dollars.



TRAVELING IN CENTRAL AND SOUTH AMERICA



Tourism in Central and South America is a rich and enlightening experience. From the ancient historical ruins and archaeological sites to the ultra-modern mega-cities. They also come for the exotic wildlife of the rainforest, the mountains of the Andean range, and the beautiful beaches and coastline, the amazing night life and the reverent tradition. Duty free trade zones, bazaars, and black markets abound where one can find virtually anything there heart desires.



Mexico, Argentina, Brazil, Chile, Ecuador, Jamaica, the British Virgin Islands, the U.S. Virgin Islands, French Guyana, Belize, the Bahamas, Honduras, Panama, El Salvador, Puerto Rico, Uruguay, Cuba, and The Falklands are reasonably safe, provided tourists and travelers stick to the cities and well traveled attractions. However the same dangers exist here that exist anywhere, street gangs, muggers, pickpockets and con artists. Occasionally there are corporate or ransom kidnappings, and terrorist activities, but these are for the most part kept o a minimum. In the more rural and isolated areas however caution is advised as banditry and rebel movements are on the rise.



Guatemala, Atlantico, Nicaragua, Peru, Venezuela, Colombia, Bolivia, and Costa Rica are dangerous, but as long as travelers keep their wits about them and exercise caution they should be safe in the cities and tourist destinations. Outside these areas the dangers are much worse, extreme aggression is rampant towards foreigners and corporations. Rebels, revolutionaries, and organized crime and cartels eager to strike any blow they can against their enemies. Bandits, gangs, and corrupt police and military personnel pose as much of a hazard, rapes, robberies, murder, kidnappings, enslavement, and torture are all serious threats here. Extreme caution should be taken, and it is advised never to travel at night or

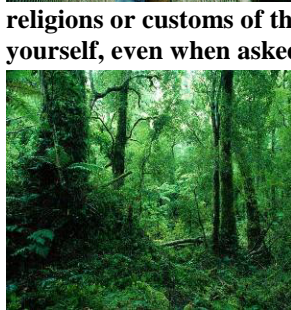
without an experienced and trustworthy guide, and if at all possible travel in groups of no less than 10. For tourists, even those who came in smaller groups, it shouldn't require much effort to arrange to travel with a larger group heading to similar destinations.



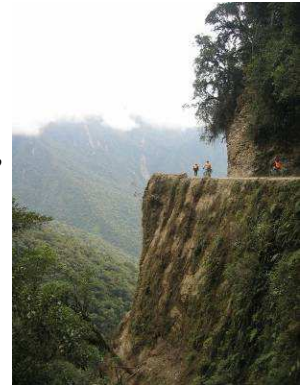
Virtually every travel agency and tourist board on earth recommends against traveling to Suriname, Paraguay, Haiti, Guyana, and the entire territory in and around the Islas De La Sangre for any reason. If travel to these areas is necessary, hire an armed and experienced escort and a local guide and make your trip as short as possible.



The roads in cities and other metropolitan or corporate areas are usually decent, outside the cities, even in the better-developed countries, the roads become something of a nightmare. Buses are usually so overloaded that people are riding on top with the luggage and hanging off the bumpers, this makes it even scarier when your bus driver is zipping through overgrown dirt roads on the side of a mountain with no safety rails. Cab drivers in the cities are just as scary but can be preferable to driving yourself if you don't know the streets. Flying is safer, but it is advised if you do have to fly that you choose the brightest colored airplane so that you are not mistaken for a spy, or choose one that is able to stay above the ceiling for most anti-aircraft weapons. If at all possible avoid any aircraft over 20 years old, especially Chinese or Russian. In many areas the only way to travel is by boat, be very careful and our best advice is to know how to swim. Trains are still widely used for long distance travel, and are usually fairly safe, though sometimes are targets for rebel or terrorist stops, and trains often have a few or more pickpockets who make their living from the passengers. It is easy to get lost, always carry a compass and a map of the area, a GPS is nice, but won't always be able to receive a signal.



Regardless of where you are in Central and South America, some basic practices should be followed. If you are a tourist you have basically painted a target on your chest, especially if you are Caucasian. To most of the population there is little to no difference if you are American, Canadian or European, you are just a white devil that eats babies and tortures old women for fun. Be very careful. Avoid talking about politics or religion to anyone, even if pressed, not only is it apt to start a fight, but you never know who may be listening, and whatever you do do not judge the religions or customs of the people you find yourself surrounded by. Keep your beliefs and opinions to yourself, even when asked about them, always keep an open mind, and smile at everyone. It is a lot harder to rob or kill someone who is nice to you than someone who is an asshole. Be respectful and polite, that guy you just insulted may be the local police chiefs son, or that pretty girl whose butt you just pinched may be the daughter of a local Cartel head. Make yourself aware of the local laws and don't buy illegal goods or engage in illegal activities, while some countries like Mexico or Brazil are more progressive than others and likely to be civilized in their punishments, most countries in Central and South America have little tolerance for those who break the law (such as it may be), and a 5 year stint in a Colombian prison hellhole is a death sentence for most. If this happens there is very little your embassy can do about it. Always ask permission before taking a photograph or video of anyone or anything, never try to sneak it. Never try to take a picture of a government installation, building or soldiers. Never affiliate yourself with anyone in conversation, not even your home country. Always know where your embassy is, and check in as soon as you enter a country or city that has one, and check in again when you leave. When in your hotel always make sure your doors and windows are locked, and it is a good idea to leave your television or radio on, especially when you leave. It is incredibly



frequent that hotel rooms get robbed even in the finest hotels. No matter where you are keep your money, credit cards, ID and passport hidden well, on your person, and in separate places. Also keep money in your wallet for bribes. Wear a cheap watch and durable but inexpensive clothing. Remember, the more money it looks like you have the better a target you will make, although just by being foreign you automatically will be assumed to be wealthy. Travel in groups, never alone, and ALWAYS hire a guide. The same goes for drivers. The best place to get a guide or driver is either to have someone in the country you know or trust arrange for one, or go through your hotel. Travel as light as possible, and pay the hotel manager to hold any expensive items. The following tips are excerpted (with slight changes) from Fielding's Danger Guide:





HOW TO SURVIVE BEING A WESTERN DEVIL

Whether you accept it or not, if you are of European extraction, or were raised on T-bones and Pepsis or even wear Eddie Bauer gear, you will be taken for a Yank, Russian, or Euro in most of Central and South America. Even the African-American traveler finds himself being simply a rich American when he looks for his roots in black Africa. In all cases, understand that along with your American Tourister luggage and Nikes, you carry a different kind of baggage. About 200 years of imperialism, covert action, warfare, occupation and political interference. Also a large part of the world just resents the fact that you are so damned affluent and healthy, and they're not. You may not have bombed Nicaragua, smart-bombed innocent Colombian children, overthrown every Central American dictator, or cut down the rain forests to grow cows for your Big Macs, but the chances are good you will be blamed for it.

- Learn or try to use the local language even if only to say "thank you" and "excuse me." Even learning the phrase, "I love your wonderful country," can get you a lot farther than, "Why the hell don't you retard learn to speak American?"
- Dress conservatively, stay away from obvious American, European, or Japanese brands and logos and do not wear signs of wealth (gold watches, jewelry, expensive cameras, etc.).
- Call the local embassy to find out the do's and don'ts.
- Don't wear American flag pins, hand out Uncle Sam decals or argue foreign policy. Focus on learning rather than expostulating.
- Be compassionate, understanding and noncommittal about the current situation of the country. If you are a target of an anti-American diatribe, ask the person to tell you what he would do if he was President of the United States. He will probably be too shocked at your passive intellectual response to stay angry.
- Simple items like sunglasses, air-conditioned cars and lack of language skills can create barriers and misunderstanding.
- Say hello to everyone you meet on the street and in the course of your travels. Look people straight in

the eye and smile. Be polite, patient and helpful.

HOW TO SURVIVE WAR ZONES

Remember that small wars are not a carefully planned or predictable activity. More importantly, land mines, shells, stray bullets and booby traps have no political affiliation or mercy. Keep the following in mind.

- Contact people who have returned or are currently in the hot zone. Do not trust the representations of rebel or government contacts. Check it out yourself.
- Avoid politics, do not challenge the beliefs of your host, be firm but not belligerent about getting what you need. Talking politics with soldiers is like reading Playboy with the Pope. It kills time, but is probably not a rewarding pastime.
- Do not engage in intrigue or meetings that are not in public view. They still shoot spies. Do accept any invitations for dinner, tea or social activities. Getting to know your hosts is important. Do not gossip or lie.
- Travel only under the permission of the controlling party. In many cases you will need multiple permission from officers, politicians and the regional commander.
- Remember that a letter of safe passage from a freedom group presented to an army check point could be your death warrant. Understand and learn the zones of control and protocol for changing sides during active hostilities.
- Carry plenty of identification, articles, letters of recommendation and character references. It may not keep you out of jail, but it may delay your captors long enough to effect an escape.
- Bring photographs of your family, friends, house, dog or car. Carry articles you have written or ones that mention you. A photo ID is important, but even a high school yearbook can provide more proof.
- Check in with the embassy, military intelligence, local businessmen and bartenders. Do not misrepresent yourself, exaggerate or tell white lies. Keep your story simple and consistent.

- Dress and act conservatively. Be quietly engaging, affable and listen a lot. Your actions will indicate your intentions as the locals weigh their interest in helping you. It may take a few days for the locals to check you out before they offer any assistance.

- Remember that it is very unusual for noncombatants to be wandering around areas of conflict. If you are traveling make sure you have the name of a person that you wish to see, an end destination and a reason for passing through.

- Understand where the front lines are, the general rules of engagement, meet with journalists and photographers (usually found at the hotel bar) to understand the local threats.

- Carry a lot of money hidden in various places, be ready to leave or evacuate at any time. This means traveling very light. Choose a place to sleep that would be survivable in case of a rocket or shell attack.

- Visit with the local Red Cross, UN, Embassy and other relief workers to understand the situation. They are an excellent source of health information and may be your only ticket out.

- If warranted buy and wear an armored vest or flak jacket . Carry your blood type and critical info (name, country, phone, local contact, allergies,) on a laminated card or written on your vest. Wear a Medic-Alert bracelet.

- Carry a first aid kit with syringes, antibiotics, IV needles, anesthetics and pain killers as well as the usual medication. It might be wise to use auto inject syringes. Discuss any prescriptions with your doctor in advance.

- Understand and learn the effect, range and consequences of guns, land mines, mortars, snipers and other machines of war.

- Get life and health (and KRE if relevant) insurance and don't lie. Tell them the specific country you will be traveling to. Also check with the emergency evacuation services to see if they can go into a war zone to pull you out.

- Carry a military style medical manual to aid in treating field wounds. Take a first aid class and understand the effects and treatment of bullet wounds and other major trauma.

HOW TO SURVIVE REVOLUTIONARY PLACES

Although no one can predict a sudden change in government, there are some things that could keep you from appearing on CNN wearing a blindfold.

- Check in with the embassy to understand the current situation and to facilitate your evacuation if needed. Remember that the local government will downplay the danger posed by revolutionary groups.

- Stay away from main squares, the main boulevards, government buildings, embassies, radio stations, military installations, the airport, harbor, banks and shopping centers. All are key targets during takeovers or coups.

- If trouble starts, call or have someone contact the embassy immediately with your location. Stay off the streets, and if necessary move only in daylight in groups. Stay in a large hotel with an inside room on the second or third floor. Convert foreign currency into Western currency if possible. Book a flight out.

- Understand the various methods of rapid departure. Collect flight schedules, train information and ask about private hires of cars and planes. Do not travel by land if possible.

- Do not discuss opinions about the former regime or the current one. Plead ignorance while you wait to see who wins.

- Keep your money in US dollars and demand to pay in U.S. currency. Do not depend on credit cards or travelers checks and don't be afraid to demand a discount since who knows what the old money will be worth.

- Do not trust the police or army. Remember that there will be many summary executions, beatings and arrests during the first few days of a coup or revolution.

- Hire a local driver/guide/interpreter to travel around town and or to go out at night. Don't be shy about hiring bodyguards for your residence or family.

- Listen (or have your guide listen) to the local radio station or TV station. Have him update you on any developments or street buzz. When the embassy has set up transport make your move with your bodyguards or guides.

HOW TO SURVIVE BRUTAL DICTATORSHIPS

Ever want to see Killing Fields Part 2? How about Colombia. What about watching live executions on Friday Night Live? Go to Bolivia or Haiti. You haven't traveled until you've been to the world's last "It's my party and I'll rule if I want to" countries. Here are a few tips to keep you safe:

- Do not discuss politics with anyone. Usually there are no politics to discuss anyway. Do not continue conversations started by strangers, just smile and say "No comprendo." Yes, you can be paranoid in these places.

- Try not to talk to locals, they will be questioned later or come under suspicion. Use your guide to select charming visitors to associate with. There really isn't much to talk about in these places anyway. If people stuff letters or postcards in to your hands, do not tell your guide or mail them in-country. They will expect you to mail them once outside the country.

- Most autocratic countries employ or encourage spying on foreigners. Do not be surprised if you are not only followed but your tails may even argue over who gets to follow you. At least you won't be mugged or pickpocketed.

- On the down side, expect to have your room and your luggage searched while you are out. Remember those letters people stuffed in your hand?

- Telephone and mail are subject to interception and/or monitoring. Be careful what you say. Make sure your room is very secure when you are in it.

- Any violation of the law (imagined or real) will result in severe penalties. There is very little your consulate, lawyer or senator can do for you since you are subject to the laws (or lack of laws) of the country you are in. Stay away from drugs.

- If you are a journalist, activist, eco-activist or infomercial host you will be considered a threat, not only by the local government, but in many cases by your own. Contact the freedom groups listed in the back of the book to understand what the risks are. The concept of rights, fair trial, or fair treatment are slim to none.

- If you are truly concerned about conditions in these countries, contact the Red Cross, Amnesty International or Reporters Without Frontiers to see what you can do to help. (See our reference section in the back.)

HOW TO SURVIVE NASTY PLACES

Many tourists are surprised to find themselves victims of attack and extortion in "recovering" regions where tour prices are low and the crowds at the temples are slim. Be aware that banditry is a very real danger in most of Central and South America. Corruption (this assumes that there was a noncorrupt infrastructure to begin with) can range from ticket clerks mooching spare change to soldiers threatening to lift all of your possessions at military checkpoints.

- Understand that bribery is normal in many countries, but do not confuse this with theft. Bluster, Negotiate, Smile, Gift or Ignore are the watchwords here. Cheap gifts can defuse many situations, smiling and talking gibberish can go a lot further than a "Fuck Off" and storming away.

- Understand that soldiers at checkpoints are often hungry, sick and impoverished. They will shoot if you don't stop. They can also work themselves into a

frenzy if you piss them off. Be cool, smile and just keep talking.

- Meet with and discuss the situation with local embassy staff. Ask them specifically what to do if you are arrested, followed or hassled. Carry their card or at least number and address on you while in country. Ask them for names of military commanders, politicians or anybody important. Write it down. Who you know will help. A name on a piece of paper has more weight than just saying the name.

- Stay within well-defined tourist routes, lock all luggage and belongings in a secure place. Expect and prepare for everything you own to be stolen.

- Never travel in the country alone. Use a local guide to navigate check points and police. Always hire a driver recommended by someone you trust.

- Stay inside major cities at major hotels, eat at well-known, large restaurants. Never travel or go out late at night. Phone ahead to tell people you are coming over and call them again when you arrive home safely.

- Fly between cities and pre-arrange transportation from the airport to the hotel.

- Prepare for constant intimidation from police and military. Be firm about your innocence and try to lead them to your embassy or safe place. Find and remember to drop the name of a local bigwig if you are frog-marched at gunpoint.

- Remember that police will try to keep items removed during a search. So show them your wallet, watch for important papers but do not hand anything to them. If the soldier takes your passport into a bunker or building, walk with him (he will wave you back), but insist that you have important information for his superior.

- Keep abreast of the political and military situation. Keep in mind that kidnapping, extortion and murder are very real possibilities.

HOW TO SURVIVE MINIBUSES

There is a reason for the multitude of religious symbols, slogans and prayers painted on Third World buses. Once they cram their doors shut and the wobbly wheels start forward, your life is in the hands of a supreme being. If you travel via small buses, remember the following:

- Don't travel at night. Most Third World minibuses make New York taxis seem tame.

- Avoid mountainous areas and/or winter conditions. Fly if necessary.

- Bring water and food with you, plan for the unexpected, delays and diversions.
- Ask whether the route goes through areas frequented by bandits or terrorist groups. You may be surprised to find out who controls the countryside.
- Sit near an exit or on top. At least make sure you are near an open window. Follow the DP rule: Be friends with everyone, your seat mate might be a rebel commander.
- There is a reason why you paid 83¢ to travel. You don't buy a lot of brake pads and clutches with that pocket change.
- Remember your rooftop luggage is prey for rummagers, slashers and thieves. Put your luggage in a standard trash bag, a canvas duffle or under everyone else's.
- Shirt slashers wait for you to doze off and slip out your money pouches. Put your money in your shoes if necessary.

HOW TO SURVIVE TAXIS

- Choose your cab rather than let them choose you.
- Never get into a taxi with another passenger already inside.
- Do not take gypsy cabs; ask the airline people how much it should cost to go to your city and then agree upon a fare before you get in.
- Keep your luggage in the back seat, not in the trunk.
- Memorize the local words for "no," "yes," "stop here" and "how much?"
- Have the hotel doorman or guide negotiate cab fares in advance.
- It is a global law that cabbies never carry change. Ask if the driver has change before you hand him a big bill.
- Many cabbies will rent themselves out for flat fees. Do not be afraid to negotiate the services of a trusted cabby as guide, chauffeur and protector of baggage.
- Do not tell cabbies where you are going, when you are leaving or any other particulars that could be of interest to bad people.

HOW TO SURVIVE AUTOMOBILES

There is little to be said that hasn't been said in every driver's education class. Speed, booze, bad roads, and other drivers kill. Driving in the Third World is not safe, so if possible check out the local Hertz Rent-A-Yak.

- Be familiar with local road warning signs and laws.
- Avoid driving yourself if possible. Nobody gets up in the morning and plans on having an accident. The fact that you are rubbernecking or checking maps while on the wrong side of the road dramatically increases your chances of an accident. Flying is safer than driving.
- Avoid driving in inclement weather conditions, nighttime or especially on weekends. Fog kills, rain kills, drunks kill, and other tourists kill. It is estimated that after midnight on Friday and Saturday nights in rural America, three out of five drivers on the road have been drinking. That means if you are one of the sober ones, pray that the other sober driver is coming the other way.
- Stay off the road in high-risk countries. You may think the Italians, Portuguese and Spaniards display amazing bravado as they skid around winding mountain roads. The accident rate says they are just lousy drivers.
- Reduce your speed. To see the difference in impact at various speeds, try running as fast as you can into the nearest wall. Now walk slowly and do it again. See how much better that is?
- Wear a seat belt, rent bigger cars, drive during daylight, use freeways, carry a map and a good road guide, etc. You're not listening are you?
- If you can hire a driver with car, do so. Contact tour companies, embassy staff and hotel concierges. Many countries provide a driver when you rent a car, so make sure you feel comfortable with him. Try a one-day city tour first to see if the chemistry and his driving skills are to your tastes.
- Don't drive tired or while suffering from jet lag. Don't pull off to the side of the road to nap, don't leave possessions in plain sight, and try to park in lighted areas. I can see you're not listening, so just do whatever the hell you are going to do, but don't say I didn't warn you.

HOW TO SURVIVE BOATS

It is hard to provide general safety tips considering the wide range of waterborne craft travelers can take. Large cruise ships have very different safety problems when compared to pirogues. Here is a starting list.

- Know how to swim, or at least how to float. Panic kills.

- Wear or have quick access to a life preserver. Don't assume that the large chest labeled "Life Preservers" actually has usable life preservers in it. Look.

- Do not take overcrowded boats. Charter your own or ask when the boat will be less crowded. Overcrowding and rough seas are the number one reason for sinking of small and medium sized ships.

- Avoid travel in rough weather, during monsoon or hurricane season.

- Stay off the water in areas frequented by pirates.

- In cold weather remember where the covered life rafts are. Understand the effects and prevention of hypothermia. Not a big problem for Africa, but still good advice none the less.

- On large ships pay attention to safety and lifeboat briefings and practice going from your cabin to the lifeboat station with your eyes closed.

- Keep a small carry-on or backpack with your money, papers and minor survival gear (water, energy bars, hat, compass and map). Make it waterproof and a potential life preserver by using one or two garbage bags as a liner.

- Prepare and bring items to prevent seasickness, sunburn, glare and chapped skin.

- Bring binoculars, books, coastal maps, pens and a journal to pass away the time.

HOW TO SURVIVE FLYING

Despite all the unnerving statistics, if you have a choice of transportation when traveling long distances, jump on a plane. Yes, it is dangerous but not as dangerous as enduring the kaleidoscope of misery and misfortune that awaits you on the ground.

- Stick to U.S.-based carriers with good safety records.
- Fly between major airports on nonstop flights.
- Avoid bad weather or flying at night.
- You can sit in the back if you want (the rear 10 rows are usually intact in case of ground impact but the passengers are dead) or above the wing (you may get thrown clear, seat and all) or near an exit (easier egress in case of fire or emergency landing) might be just as advisable.
- Avoid small charter aircraft, dirt strips and non-

instrument fields.

- The smaller the plane the higher the risk. The poorer the country, same deal except when foreign carriers operate airplanes in Third World countries.

- Avoid national carriers that are not allowed to fly into the United States.

- Avoid military cargo flights, tagging along on combat missions, or flying over active combat or insurgence areas like Colombia and Venezuela.

- Avoid older Soviet or Chinese-made aircraft or helicopters.

- Kroll puts out a monthly Airport and Airline Watch with enough hair-raising tales of smoke filled cabins, blown tires, near misses and hijackings to keep you glued firmly to the ground. \$195 per year (703) 319-8050.

- After all this, remember that travel by airliner is the safest method of transportation and that your odds of surviving a plane crash are about 50 percent.

- If you are still terrified, remember you can buy flight insurance at 150 airports around the U.S. You can get half a million dollars of insurance for \$16.65 or you can spend the same amount on four stiff drinks. We recommend the former, but usually end up doing the latter.

HOW TO SURVIVE TRAINS

- Ask locals whether the train is a target for bandits (this is appropriate in Central and South America where terrorists, bandits and insurgents regularly target trains).

- Beware of train routes where thieves are known to ride as passengers. Sleep with the window cracked open to avoid being gassed.

- Stash your valuables in secret spots making it more difficult for robbers to locate your belongings.

- The back of the train is traditionally the safest area in the event of a collision. Unless, of course, your train is rear ended.

- Keep your luggage with you at all times if possible. Be nice to the conductor and he will keep an eye out for you.

- Trains are preferable to buses or cars when traveling

through mountainous areas, deserts and jungles.

TIPS ON SURVIVING BUSINESS TRAVEL

- Con artists wait at airports, banks and tourist attractions. Be affable but do not go anywhere with your charming new friend.
- Enterprising desk clerks will sell your room key to equally enterprising prostitutes. Go straight downstairs until she is removed. If you stay to convince her to leave, she may yell rape and then you have the local cops to pay off as well as the desk clerk and the girl.
- Avoid restaurants frequented by expats and tourists. Don't make reservations in your own name. Do not sit outside.
- Dress in business attire or carry a briefcase only when necessary. Have your driver watch your back as you enter buildings or your hotel.
- Make copies of important papers, separate your credit cards in case you lose your wallet, keep the numbers, expiration dates and the phone numbers to order replacements.
- Do not show your name, country or hotel ID on luggage or clothing. When a clerk asks for your room number write it down for him.
- Do not discuss plans, accommodations, finances or politics with strangers.
- Wear a cheap watch (or just show the band outward). If driving, wear your watch on the arm

inside the car. Leave jewelry at home or in the hotel safe.

- Get used to sitting near emergency exits, memorize fire escape routes in the dark, locking your doors and being aware at all times.
- Kidnappers need prior warning, routine schedules or tip-offs to do their dirty work. Vary your schedule, change walking routes and don't be shy about changing hotel rooms or assigned cabs.
- Stay away from the front or back of the plane (terrorists use these areas to control the aircraft). Avoid aisle seats unless you want to volunteer for execution.
- Do not carry unmarked prescription drugs.
- Leave questionable reading material at home (i.e., Playboy, political materials, or magazines).
- Carry small gifts for customs, drivers and other people you meet.
- When you call with your plans assume someone is listening.
- Watch your drink being poured.
- Do not hang the "Make Up Room" sign on your hotel room door. Rather, use the "Do Not Disturb" sign. Keep the TV or radio on even when you leave. Contact housekeeping and tell them you don't want your room cleaned up.

CENTRAL AND SOUTH AMERICAN RANDOM ENCOUNTERS

JUNGLE ENCOUNTERS

1 - 3 REBEL PATROL	27 - 30 NATIVE HUNTING PARTY	52 CARCASS OF LARGE ANIMAL	77 - 79 ENEMY CAMP
4 GRAZING ANIMAL	31 ABANDONED VEHICLE	53 MARIJUANA, COCA OR OPIUM FIELD3	80 - 81 FLEEING REFUGEES
5 NATIVE WOMEN	32 ARMY ANTS ON THE MOVE	54 ABANDONED TANK OR JEEP	82 DESTROYED ACPA
6 VENOMOUS SNAKE	33 QUICKSAND	55 - 60 SUDDEN RAIN	83 UNEXPLODED BOMB
7 MONKEYS	34 RARE ANIMAL	61 CAVE	84 - 86 RED CROSS SUPPLY CONVOY
8 - 10 LOCAL MILITIA PATROL	35 WOUNDED SOLDIER (enemy or ally)	62 DESERTING SOLDIER (ENEMY OR ALLY)	87 - 88 ARCHEOLOGICAL RUINS
11 LARGE CAT	36 - 38 SMUGGLERS	63 - 64 LOW FLYING PATROL AIRCRAFT	89 ABANDONED MINE
12 VENOMOUS SPIDER	39 ORPHANED BABY ANIMAL	65 NATIVE MEDICINE MAN ALONE	90 FOREIGN CORPORATES SURVEY TEAM
13 - 15 NATURAL DEADFALL*	40 - 43 POACHERS	66 FRUIT TREE	91 ANIMAL TRAP (PIT, BEAR TRAP, ETC.)
16 LARGE PYTHON OR ANACONDA	44 LAND OWNER SURVEYING PROPERTY	67 - 68 LANDMINE	92 - 94 NOMAD TRIBE ON THE MOVE
17 - 23 MILITARY PATROL (Enemy or ally)	45 CORPORATE FACILITY	69 SMOKING REMAINS OF A BUILDING	95 SMALL CHURCH (ABANDONED OR OPERATIONAL)
24 TOURISTS ON SAFARI	46 - 48 SPECIAL FORCES (Enemy or ally)	70 - 72 ABANDONED CIVILIAN VEHICLE	96 SITE RICH IN DIAMONDS, GOLD, PLUTONIUM, OR OIL.
25 FOREIGN JOURNALISTS	49 - 50 DEAD NATIVE(S)	73 - 75 SMALL VILLAGE	97 - 100 BOOBY TRAP (TRIPWIRE, PUNGI STICKS, ETC...)
26 FOREIGN MISSIONARIES	51 CRASHED AIRCRAFT	76 AIR DROPPED SUPPLY CRATE	

*This not a deadfall trap, but the naturally occurring effect which deadfall traps replicate. Dead branches can become stuck in the dense foliage of the rain forest's canopy. These branches can be displaced by wind, an errant pull on a vine, etc. Because the canopy is so high, in many cases you can not hear when the branch or debris separates from the jungle canopy. It has been called the silent killer for this reason. Being hit by such falling debris can be lethal. Even if it doesn't hit one of the party members, it might be enough to put a scare into them or make them think that someone or some thing is up there. – Destecado

URBAN ENCOUNTERS

1 - 4 BEGGAR CHILDREN	24 - 26 RED CROSS WORKERS	56 DEATH SQUAD	79 - 81 MAN AND WOMAN BEING ARRESTED
5 BLACK MARKET DEALER	27 - 30 LOCAL POLICE	57 - 59 POLITICAL AGITATORS	83 WOMAN BEING BEATEN OR RAPED BY MOB
6 - 7 TOURIST GROUP	31 - 32 TERRORIST ATTACK	60 GROUP OF WOMEN DEMONSTRATING	84 - 85 BOMB EXPLOSION
9 POLICE OR LOCAL MILITIA MAKING OWN MERCHANT PROTECTION	33 - 35 LOCAL GANG (4D10)	61 - 63 PROSTITUTES	86 - 87 TERRORIST, REBEL, OR MILITIA RECRUITERS
10 - 11 PUSHY MERCHANT	36 FOREIGN JOURNALIST	64 - 66 CORPORATES WITH ARMED ESCORTS	89 - 90 FOREIGN MISSIONARIES
12 - 14 MUGGERS	37 COLORFUL FOREIGN NATIONAL	67 - 68 SUDDEN RIOT (10D10 PEOPLE)	91 - 92 MILITARY TROOPS ON LEAVE (1D6)
15 CARJACKING	38 REBEL OR TERRORIST PROPAGANDIST	69 - 70 WEALTHY LOCALS WITH ARMED ESCORT	93 - 94 SUDDEN FIREFIGHT
16 - 18 PROTESTORS	39 - 51 DISENFRANCHISED NATIVES	71 LOCAL MAN FLEEING FROM ANTAGONISTS (THUGS, POLICE, MILITARY, ETC...)	95 - 97 US OR EDF TROOPS ON PATROL
19 - 21 GROUP OF THUGS (1D10)	52 WHITE SLAVERS LOOKING FOR UNWARY TOURISTS	72 - 73 GOVERNMENT MOTORCADE	98 - 99 MERCENARIES LOOKING FOR WORK
22-23 AUTOMOBILE ACCIDENT	53 - 55 LOCAL MILITARY OR MILITIA TROOPS	74 - 78 PICK POCKETS	100 KIDNAPPING TAKING PLACE

THE MEDIA PRESENCE



Unlike the conflicts raging in Africa, where both the EDF and United States Military have imposed a complete media blackout to keep the situation from escalating in order to continue their mutually agreed upon "Quiet War", there is no such blackout in Central and South America.



In the first place, the region is too close, and too open and popular with tourists to even attempt to keep things under wraps. Also too many American Corporations are active in the region, all of which rely on their own support structure. Further more, the United States believes in what it is doing, at least in as much as they want the popular support of the people. The Armed Forces have gone as far as pre-emptively implanting journalists with the troops in the build up, and virtually every major media corporation on the planet has deployed their own war correspondents. While most of the journalists and media outlets covering the region are heavily filtered and sanitized by the government and corporate interests, there are a large number of Independent Correspondents (like C.J. O'Reilly of Solo Of Fortune and Cheshire from the nomad publication Dust In The Wind) operating in the area doing their best to tell the whole story without bias.

On the European side of things, while at the moment they are not directly involved in any of the potential conflicts, they do find it most entertaining to watch the Americans getting killed and engaging in yet another conflict in South America after their last two military fiasco's in the region.



Other countries also have their own journalists in the region, to a much smaller degree. And some media corporations are going as far as approaching all participating sides in the inevitable conflict in hopes of outfitting military units with recording and broadcasting equipment in order to host the worlds first Military Combat reality show.



While most of the Media coverage in the area is going to be primarily focused on the military and political aspects, others concentrate on the more human side of things. In the face of Conflict it can be all too easy to forget the ramifications of such actions, and there will be no shortage of those eager to educate or exploit the situation.



The Central / South American Timeline

(Excerpted from [Mark Cooks canonical timeline](#). Additions made for this sourcebook are entered in red)

1990:

Start of the first Central American Conflict. U.S. engages in interventionist actions in Panama, Nicaragua, Honduras, and El Salvador. Military forces are sent to secure the Canal Zone from an ex-U.S. puppet dictator.1,8,9

The US-EEC "Quiet War" begins. It will last until 1994.11

Jonathan Meta participates in "Operation Blind Faith," attempting to control the Panama Canal Zone.9

1991:

CHOOH2 developed by Biotechnica.1,8

1992:

The U.S. Drug Enforcement Agency develops and spreads several designer plagues worldwide, targeting coca and opium plants.1,8

Governments of Chile and Ecuador collapse.1

A savage drug war breaks out between EuroCorp-backed dealers and the DEA all over the Americas.1

Coup attempt in Venezuela fails, its leader, Hugo Chavez, assassinated in prison shortly after.

1993:

AV-4 aerodyne assault vehicle developed to deal with increasing riots in U.S. urban zones.1,8

Colombian druglords detonate small tactical nuclear device in New York City **on December 7th**. The bomb is detonated in the middle of the work week, destroying Carnegie Hall and Rockefeller Center, and gutting U.N. Headquarters. At least 15,000 killed are killed in the initial blast. Thousands more die and local government collapses over the next week as the city is abandoned. 1,2,8

1994:

World stock market crash of '94. U.S. economy teeters, then collapses. Other industrialized nations scramble for bigger markets and cheaper labor. EEC countries are not as hard hit as the rest of the west, due to internal trade. SEA countries thrive.1,6,8,9,11

1995

Earthquake destroys Mexico City.

Cenapa War between Peru and Ecuador erupts over long disputed border conflict in the Condor Mountain range, the situation is slow simmering but erupts into major conflict in 1998, and ends with total occupation of Ecuador by Peruvian and Columbian forces.

1996:

The collapse of the United States. Weakened by losses in world stock crash, overwhelmed by unemployment, homelessness and corruption, many city governments collapse or go bankrupt. The U.S. government, snarled in a staggering deficit and the machinations of the Gang of Four, is totally ineffective.1,9

On August 17th, U.S. President and Vice President are assassinated in separate incidents. With the Speaker of the House undergoing cardiac bypass surgery, the Senate President Pro Tem refuses to assume the presidency. Secretary of Defense Jonathan Seward, as ranking member of the executive branch, suspends the constitution and declares martial law. The "Gang of Four" (NSA, CIA, FBI, and DEA) operate with near total autonomy within the U.S. federal government.

Most of the U.S. military personell in Japan and Korea are withdrawn to the American mainland. 6

United States pulls all resources out of South America, In Panama a small military contingent and a skeleton crew of civilian contractors remains to act in an advisory capacity, but the actual defense and maintenance of the Panama Canal is turned over to Panama.

Royal Dutch Shell discovers oil near the Falkand Islands

1997:

The chairman of the Joint Chiefs of Staff forms the MIC (Military Intelligence Cooperative) in an attempt to deal with the vast amount of duplication among the nine intel agencies in the U.S. military. The Gang of Four, assuming this act signals the discovery of its actions, begins sabotage efforts by delaying or withholding vital intel.8

The MIC, under the direction of de facto President Seward, begins investigation of the Gang of Four.8

In the U.S., COGs (Combined Operation Groups) are formed; U.S. military reorganizes.8

Rumors abound of Castro's pancreatic cancer; he doesn't recover and dies of complications. Many generals in the Castro government claim it was a CIA assassination.

Due to the Mid-East meltdown, Venezuela is now the largest oil supplier in the world.

Chiles Military Commander-In-Chief, and former president, Pinochet overthrows the Chilean govt. and proclaims himself President for life.

1998:

The Drought of '98 reduces most of the Midwest to parched grasslands. Between AgriBusiness Corps. and drought, the family farm all but disappears. American food exports end. To stabilize the New Central Europe (NCE) governments, the EEC ships food into major East European cities.1,11

The "Nights of Fire" (KGB coup) take place in the USSR. The Russian Mafia, supported by KGB splinter groups, increases its efforts to expand into the EEC. This is countered by EuroPol, which begins its own "Shadow War" against organized crime in foreign countries.11

Cartel leader Diego Macheza elected president of Bolivia, immediately

legalizes and legitimizes cocaine-production.

Colombia, and Bolivia form the South American Alliance, quickly bringing Peru into the fold and forcing Ecuador to join as well. The Alliance is a conglomeration of Cartel controlled countries opposing the United States.

Haleys Dream incident, RN sinks Argentinian fishing vessel while on patrol in Drakes Passage.

Hurricane Mitch devastates Honduras

1999:

Panama, overburdened by the cost of defending the Canal, which is losing money hand over fist due to the inability to handle Post-Panamax class superships, again turns to the U.S. for military defense of the Canal and to fund the canals expansion to handle the larger vessels. Work begins immediately.

2000:

U.S. President Seward is killed with touring the country. He is replaced by General William Newell, the current Chairman of the Joint Chiefs of Staff.⁸

The Aldecaldo Clan begins the reconstruction of Mexico City.⁹

2001:

After removing the corrupt regime in a bloodless coup, Jesus Espinoza of the newly formed Mexican Restoration party sweeps the presidential elections in a landslide victory, his party begins purging the corruption from the Mexican government. In a bold move, he also banishes all foreign corporations from the country for six years. Under his leadership, Mexico emerges from the collapse stronger than anyone could have imagined.

Suriname hit by the Wasting plague, with little access to the cure, its effects are devastating, killing 2 thirds of the population and leaving the country little more than a graveyard. Similar tragedies brought on by the plague occur all over Central and South America. The Caribbean is hit worst of all, with roughly 1 to 4 million lives estimated lost to the disease.

British-Argentinian crisis in 2000 over territorial dispute of the Falkland islands, after brief stand-off dispute

quickly pacified, events lead directly to increased Euro Presence in the area, as well as arms European arms given sold at cut rate to Argentina.

2002:

Food crash; mutated plant virus wipes out Canadian, Australian, and Soviet wheat crops. U.S. AgriBusiness crops survive due to new biological counteragent. U.S.S.R. accuses U.S. of biological warfare. Northern China becomes deserted and Southern China's population explodes as everyone from the wheat-growing north flees to the embattled, rice-growing south. Southern China, Japan, Thailand, and Vietnam make record profits exporting rice, seafoods, and synthetic foodstuffs.^{1,6,8,9}

Huge sections of the Pacific Northwest are tilled over to farmland. The Jodes go back to agricultural labor for a time.⁹

In an effort to decrease Spanish influence in the country, the Portuguese government contracts all police and defense services to two foreign corporations: Amazonian Security and Arasaka. This "Sell Out" initially does not concern the EC.¹¹

The PLA forms a bio-research center to try and neutralize the Food Crash plague.⁶

October 8th, rebels storm an EDF guarded warehouse in Kingston Jamaica, killing several EDF soldiers and stealing large amounts of the Wasting Plague Vaccine. The situation quickly escalates into armed confrontations between rebels and EDF forces sent to bring peace to the country.

2003:

Venezuela erupts into civil war

Second Central American war. U.S. invades Columbia, Ecuador, Peru, and Venezuela. The war is a disaster that costs thousands of American lives.^{1,8,9}

Many EEC weapons manufacturers record giant profits selling weapons to South American governments.¹¹

WNS media star Tesla Johanneson exposes secret NSA transcripts of the First Central American Conflict.^{1,8}

A cyber enhanced Special Forces Unit, codenamed The Jackhammers, consisting of 20 volunteers, is introduced into the Central American theater, to carry out "proactive" operations against the various drug cartels.... During the year, they are functional, they carry out 18 successful "Black" operations in the field. However, they're also used to beta-test experimental Combat Drugs & Cyberware. As a result, they become increasingly Cyberpsychotic, & are "Withdrawn" from the field. This is effectively imprisonment, in a continental U.S military facility. In addition to this, due to the novelty of the situation, they're effectively treated as "Lab rats" by the scientific personnel at the facility, & as such, are given no treatment for their psychological problems. As a result, they make a escape attempt, which is successful, but at the cost of 2 of the team's lives....¹⁶

Guantánamo Bay Naval Base becomes base of operations in 2nd SouthAm war, in Cuba.

Governor-General of Jamaica assassinated, soon after, the Cedar Valley Massacre of Jamaican protesters by EDF troops is caught on tape and broadcast worldwide. Under threat of American intervention, Europe withdraws completely from Jamaica. Jamaica declares itself completely independent.

2004:

Tesla Johanneson assassinated in Cairo.^{1,8}

The Gang of Four is wiped out in an Army-CIA counter-coup.^{1,8}

Golden Triangle drug plantations nearly wiped out by DEA virus attack.⁶

2006:

The US liberates Ecuador from the South American Alliance and all Cartel forces are driven out of the country, this is seen as one of the United States few unquestionable victories in the conflict.

2006:

Full cyberlimbs are now in use with all U.S. military forces.⁸

2007:

Chilean dictator President Pinochet, is assassinated. Under a wave of suspicion his right hand man Juan Contreras assumes power, eliminating all pre-text of democracy.

2008:

The joint conglomeration of Biotechnica, Arasaka, EBM, SOVOil, Multi-foods, and Net54 collectively fund the campaign of presidential candidate Juan Imez, while simultaneously smearing his opponents to such a degree that his win is a sure thing. After he wins they use this political influence to virtually stage a hostile takeover of the country.

CIA forces mobilize agents to Cuba to try and control the government forces, forcing a pro-American regime. Street protests begin in Havana, orchestrated by both Hardliners and CIA plants, riots occur in some areas.

2009:

Crystal Palace failed assault, CIA review board planned by Washington.

2010:

End of Second Central American Conflict. The U.S. government, almost totally bankrupt, simply maroons half a million nomad workers and so-called "civilian contractors" in South America. They begin the "Long Walk" back to the U.S. A little over 10% are still alive with they reach the States in 2011-2012. 1,8,9

Purging occurs of spies in Cuba. Havana Massacre occurs. Mercenaries overtake the Panama Canal during the long walk. The canal expansion project, now 78% complete loses all funding from U.S. bringing work to a complete halt. This move is seen as a major embarrassment to the U.S.

2011:

A large group of renegade "civilian contractors," under the leadership of John Meta, hijack several ships and an abandoned oil platform in the Gulf of Mexico. Pirates call the flotilla MetaKey.9

Raul Castro extends offer to the EU to get around U.S. embargo.

Juan Macheza declares himself

President for Life in Bolivia.

2012:

EU gives Cuba trading rights and is put on trial basis for induction into the EU.

Shamus Mandrake unites the rogue islands of the Caribbean under his flag, the Islas De La Sangre, the largest confederation of pirates in history, is born.

2013:

Treat-Davies Act is signed, re-establishing diplomatic relations with most Central and South American countries.

The rebuilding of Mexico City is completed.9

The years 2013-2014 are called "the Tribulations" by the nomad community. The combination of a more competitive nomad economy and the influx of new nomads from the Long Walk leads to increased government attention (and pressure).9

Panama and the Mercenaries controlling the Canal reach an agreement with the EEC, who agrees to fund the completion of the canals expansion. The mercenaries controlling the canal receive funding and supplies from the EEC, and are legitimized as the Independent Canal Military Forces.

2014:

Vatican III: neo-Catholic Reformation. Celibacy is abolished and women may finally be ordained priests. In Poland, the Church of Poland is founded, splitting off from the Vatican. Various splinter-sects form world wide in response.8,11

Brazil outlaws all combat cybernetics and any cyber which exceeds human ability.

2015:

In Colombia, Bogota finally falls to Control of the Medellin Cartel, The head of the cartel is rumored to have taken over the Cathedral of Bogota as his own private headquarters. In Response the Cali cartel head takes the isolated cathedral at Narino as its own stronghold. In Colombia, Cartegena is now the only city left with any semblance of government.

Cuban military modernizes. CIA renews interest in Cuba.

Nanite Disassembler tragedy in Torreon Mexico, resulting in 80+ dead, and the permanent banning of Biotechnica from Mexican soil.

Venezuela captures and executes an EDF spy on international television.

Venezuela invades Guyana, claiming all lands west of the Essequibo river, settling the decades long border dispute militarily while the rest of the world was too busy to notice.

2016:

Cartels in Cuba, media scandal. Raul Castro dies. Cuba becomes Democratic.

2017:

Arasaka absorbs Amazonian Securities in a hostile takeover, completely replacing them in their home country of Brazil, but in a brilliant move allowing them to operate independently in Portugal to ease public reaction.

Corporate privatization of Cuban government resources. Street protests begin by Cuban citizens.

2018:

Illegal cyber clinics and drug bars open up throughout Cuba.

2019:

Expansion of the Canal is complete. In a brazen move, the Independent Canal Military Forces controlling the Canal close their doors to all U.S. bound ships, forcing them to reroute all the way around South America. The United States tries negotiation, leading to a 6 month stalemate, culminating in the U.S. declaring War on the I.C.M.F. in late November.

Street wars divide parts of Cuba and foreign business suffers routine attacks from Cuban revolutionaries.

Northern Nicaragua and Guatemala join the SAA (South American Alliance). Intelligence reports that SAA representatives are actively in negotiations with El Salvador, Venezuela, and the ICMF controlling the Panama Canal.

2020:

Euro Navy operating in the region of Drake's Passage, arrests a Panama's banner freighter, carrying a number of chemical WMD containers (note: a port of origin, possibly in S. America, required) destined to Africa. Whereas the cause itself is just, the event goes widely publicized worldwide, and it becomes clear for everyone that Euros have an possibility of blocking this

tight spot completely. US gov. protests against "European military presence in the Antarctic waters", calling the old UN treaty on demilitarization of Antarctica as their backing.

December 28, Third Central American Conflict begins. Ostensibly an attempt by the U.S. provisional government to crush the rise of new drug lords and their "designer" synthetic drug labs, and once again retake the Panama

Canal. This rapidly becomes a corporate circus, with the jungles of Panama, Nicaragua, Honduras, El Salvador, Peru, Bolivia, Guatemala, Columbia, and Venezuela being used as showrooms for the latest in military hardware. Hundreds of locals die every month in what are termed "raids on drug cartel strongholds and sympathizers."

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THE CENTRAL AND SOUTH AMERICAN WARS



With the exception of the Middle East Meltdown, no military conflict in recent history shaped the current events of the world political climate as heavily as the two wars fought by the United States against their neighbors to the south.

THE CENTRAL AMERICAN CONFLICT 1990-1996



Beginning with the Reagan administrations declaration of war on drugs the U.S. had been quietly involved in numerous political and military actions across Central and South America. Of course he same administration that was openly condemning the drug trade, was covertly making millions off it. The Gang of Four (CIA, NSA, FBI, and DEA) was using money from their own secretly backed cartels to fund all manner of black bag operations and using their influence to set up their own pocket governments in the region. When the Iran-Contra situation came to light in the late 80's, the United States was caught with their pants down. As investigations and hearings began to dig deeper and deeper, the president, at the behest of the Gang of Four, was forced to step up their overt actions against the drug lords of Central and South America. The Gang Of Fours power structure was dangerously close to being discovered and striped away. Then in 1989, their fortune changed. Noriega, once a strong U.S. ally had fallen from American favor over his role in the Iran-Contra scandal. Paranoid, deposed, and with rumors of CIA assassins gunning for him, Noriega staged a coup, eliminating the newly elected president and seizing control of the Panama Canal. This was all the excuse the Gang of Four needed, and they convinced the administration that a full-scale invasion was necessary.



This event was the beginning of the Central American Conflict, and served as the perfect diversion to the Gang Of Four's activities, not only in that in kept the attention of the media and the American public fully focused on the conflict itself, but it also opened the flood gates for funding, CIA, NSA, FBI, and DEA operations were given near unlimited approval for anything they desired, most of the time with little questions asked. Political maneuvering and fast talk under the guise of "national security in the face of imminent threat" and "desperate measures taken to defend the safety and sanctity of the nation". Any questions asked were labeled as unpatriotic, and those asking the questions were silenced as sympathetic to the enemy whose drugs were destroying the nations children.



Officially a Police Action, the United States Armed Forces invaded Panama full force to remove Noriega and liberate the canal. They quickly discovered resistance was much greater than they expected. Noriegas forces were supplied and supported by powerful Drug Cartels eager to strike back at the United States. This was all the excuse the United States needed to escalate its action, expanding its invasion into Nicaragua, Honduras, and El Salvador in attempt to liberate them from their "dangerous Cartel influences." Funding was pouring in, the Gang Of Four was operating on a level they had not known since the days of Air America in Vietnam.

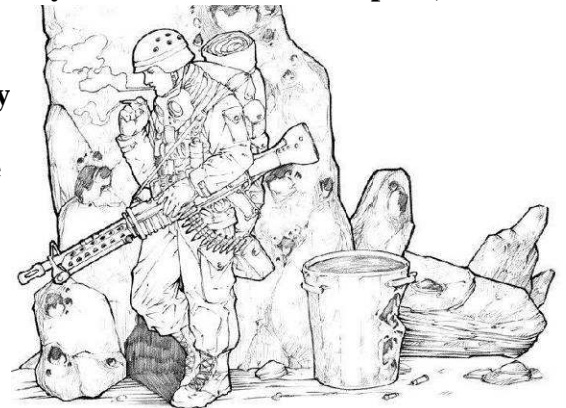


Then the DEA outsmarted itself. They developed virus designed to specifically target and wipe out the Coca plant. They released the virus and in short time the Coca plant was nearly wiped off the face of the earth. Faced with victory within their grasp, the United States Military stepped up it's attack. They were on the verge of complete control of the region and the complete destruction of the Drug Cartels. Then tragedy struck in the form of a one two punch that would not only end the conflict, but cripple the United States for years.

In retaliation for the near eradication of the coca crops, and the CIA assassination of Medellin cartel leader Pablo Escobar, Colombian terrorists smuggle a briefcase nuke into New York and Detonate it in the center of Manhattan just before Christmas. The effect is devastating. This event, with the loss of the New York Stock Exchange, The World Trade Center, and U.N. headquarters, starts a ripple effect that spreads across the world. Within days the entire world is thrown into an economic crash. In the U.S. the economy staggers, then collapses. America valiantly tries to soldier on, but begins pulling out of Central and South America slowly until 1996, when America itself collapses completely. The final troops are pulled out and immediately redeployed across the United States as martial law is imposed nationwide by a powerless government.



With the exception of the invasion of Panama, the beginning stages of the Central American Conflict can best be described as "low intensity conflict", with U.S. advisors working with local forces, and U.S. troops acting in concert to support local militaries. While the media reported they were acting as liberators, they were nearly universally hated by people of the countries they found themselves fighting in. In most of the Central and South America, the entire economy was dependent and built around the drug trade. Virtually every man woman and child in the regions were connected in to cocaine in way or another for their livelihood, and the U.S. was there trying to destroy them. When they succeeded in wiping out the coca plant, most of the countries in the region were left completely bankrupt. With the nearly the entire civilian population against them the United States Forces were faced with insurgent forces the likes of which hadn't been seen since Vietnam. And the similarities between the two wars was quickly pointed out by the media, U.S. military forces were winning every battle, but losing the war as the enemy appeared from nowhere, struck hard, then vanished in the dust. However as the war went on, new technological innovations, particularly the development of the Aerodyne and new smart weapons, were turning the tide. Unfortunately, the soldier on the ground was poorly equipped, his assault rifle was prone to jamming and malfunction if not kept meticulously clean, and the armor could not follow the enemy through the dense jungles of the rainforest. Plus, the Cartels were being covertly backed by the EDF, in a cunning move definitive of the U.S. - EEC quiet war.



Everyone has a different opinion on the outcome of the War, militarily the U.S. clearly came out ahead, but the Cartel forces in South America were not eliminated, and their final blow was the one that ended the war. Because of the pre-mature end of the war, the Cartel forces were free to quickly, with the aid of covert EEC funding, genetically engineer a new, more potent, strand of Coca plant, one that was completely virus resistant and would be far easier to grow. While the rest of the world suffered through the collapse, the Cartels, now unified under the banner of the South American Alliance, grew in power and influence as the drug trade exploded larger than every before.

SECOND SOUTH AMERICAN WAR 2003-2010



Slowly the economy recovered. During the martial law period coming out of the collapse, for many, military service was the only steady and reliable employment to be had, it was also the safest. Enlistment skyrocketed. With the newly formed MIC (Military Intelligence Cooperative) beginning to look a little deeper into the shadows of the intelligence communities activities, once again the Gang of Four was up to its old tricks to push attention elsewhere. Fueled by corporate interests, particularly agricultural and oil industries eager to seize and exploit the fertile soil and other resources. The push began in the new administration to finish what they had started in Central and South America. With drugs flowing into the streets in larger quantity than ever before. In addition, the people of America were bitter and calling for revenge for the nuking of New York. The fires of this sentiment were fanned to an inferno by government-controlled media. In the time since the last war, Ecuador had been invaded by SAA allied Peru, and Venezuela had erupted into civil war. The excuse was there and the U.S. has all the excuse it needed to strike.



In the largest deployment of American troops since World War two, the U.S. invaded Columbia, Ecuador, Peru, and Venezuela. The United States had clear advantage military and technologically. Cybernetics become a reality, and the cybertech advancement is given high priority. Again the U.S. pours money into the military machine without any sense of moderation. Aerodynes are a fully implemented technology by this point, and within three years full cyberlimbs are being implanted in soldiers, allowing the military to throw the soldiers implanted with them back into the fire.

The war is brutal, but very quickly the United States forces were able to liberate Ecuador, one of the few countries whose citizens were not only glad to see them, but took up arms in support. Venezuela was similiarly brought under heel. In other parts of the region, things were much different. While Peruvian forces were pushed out of Ecuador, they were strong and well supplied in their home country. Like the other SAA allied forces, they were supplied with Russian, Chinese, and EDF arms and equipment, as well as rumored heavy funding from the EEC and European corporations. Colombia of course, was



always the main target. They were the ones responsible for the nuking of Manhattan, they were the ones who developed the virus resistant cocaine dubbed "synthcoke" by the media, and they were the founder and lynchpin of the South American Alliance, and the United States threw everything they could at them. As the war raged on, once more troubles at home began to further drain a budget already stretched to the breaking point. The emergence of the Wasting Plague, widespread riots, the Philadelphia nuclear accident and other disasters were all beginning leading to an inevitable conclusion. In addition, Bolivia had joined the SAA, bringing even greater resistance to bear on United States forces. Finally the U.S. economy could be stretched no further, and it again, it collapsed completely. The Main Military force was pulled out of

Central and South America almost overnight, and almost completely. Almost, because in a move that will forever shame and stain the United States Military and Government, the hundreds of thousands of American civilian contractors that had been brought in to support the forces and rebuild the reclaimed areas were left behind, along with hundreds of military personnel deployed too deep in the field to be evacuated. They were simply abandoned. Well, those that survived anyway. The vast majority of those left behind were completely unprepared and unprotected, many completely unaware they were even left behind. In the first few days of the pullout, most of them were killed, dragged out of their homes and beaten to death or simply executed. Reports of the atrocities visited on them were too horrible to detail here. Those that did survive the initial days were left to fend for themselves, they underwent the treacherous journey known as the "Long Walk" to get home.

The Second South American War was very similar to the previous conflict in that again the technologically and physically superior forces of the United States were again fighting an enemy of irregular forces who would rarely stand and fight, and who melted into the civilian population and the surrounding jungle like ghosts.

Again the U.S. forces would win most of the battles, but the war itself was a stalemate with little ground lost or gained. This war was different though, unlike the first conflict, the Armed Forces had unprecedented support from home, not since World War II had the American people been so ready and willing to fight. The loss of New York to Colombian terrorists was a harsh blow indeed, Manhattan became the new Alamo, and the sentiment for revenge and retribution was fervent in even the most hardcore liberals. In short, the American people were out for blood. The threat posed by the massive influx of drugs was all but forgotten in the fever pitch for payback, which meant the corporations and the Gang Of Four could operate freely with little questions asked. It was a naked land-grab for the corporations, as they moved in, making lucrative deals even in hostile countries, buying up huge tracts of land and setting long-term contracts for pennies on the dollar. Aerodynes proved far more effective in this war as well, their superior maneuverability, armor, and stability, afforded them far more access to the battlefield than helicopters ever could.



Cybernetics allowed soldiers to stay in the fight longer, but the unfortunate side story to that is at the time they were not aware of the psychotic disorder over cyberization caused due to neural synapse overload and biological



rejection. Numerous stories abound of cybered soldiers going berserk, killing enemy, ally and civilian alike in bloody rages. There are even instances of the military purposely bringing about cyberpsychotic states in soldiers, replacing even healthy limbs and organs, and unleashing them just to see what would happen. Rumors persist that some of these hapless test subjects were left behind in the pull out, still stalking the deep jungles, murderous psychopaths who have gone feral. Early powered armor, giant clunky units, were first deployed here, but met with little success and only have a vague resemblance to even the

most low end of current models. Of course the enemy was much better equipped and organized this time around as well, the South American Alliance had years to prepare, and with funding from the EEC and supplies and support from Russia and China, they were an entirely new beast to contend with.



This time however, there was no dispute over the victor, with the American pullout viewed worldwide as a loss. Furthermore their abandonment of their own people painted them as cowards and betrayers. Not that it was entirely the Military or governments fault. Had the Gang Of Four been more concerned with objectives and less concerned with private and corporate interests or covering their own asses from the growing MIC

investigations, the outcome may have been different. As it was however, even the Americans had to concede the obvious, they were defeated. Not by the enemy so much as by themselves through zealous overspending and corruption.

With the Third South American war inevitable on the horizon, the United States simply cannot afford to lose. It is hoped that they have learned the harsh lessons taught them in the first two conflicts in the region. Support for this war is low, and the betrayal of "The Long Walk" has left a stigma that severely hampers enlistment. But in this instance, with the closing of the Panama Canal the United States has little choice, all negotiations have failed. The spin doctors have once again tried to drum up support and enlistment number with the revenge angle, to limited success, but more than ever



before the U.S. will be resorting to alternative methods to fill their ranks. Militech and Lazarus have both been hired, with open ended contracts for duty in Central and South America actively supporting U.S. troops and interests, and in a controversial move, the United States Inmate Penal Corps has been formed, with entire prison populations being culled for military duty in exchange for reduced sentences. The IPC troops are to fight alongside standard military units, making many in the military rightfully nervous. Armed and convicted murderers, rapists, and other violent offenders being sent to war has everyone watching the situation very closely and has already drawn protests from numerous human rights and legal groups. Enlistment standards have been lowered so drastically, that the borderline mentally handicapped can join. The entire situation grows more tense by the minute.

The South American Alliance has grown as well in the years following the last war. Colombia, Bolivia, Peru, Nicaragua Guatemala, Haiti, and the Islas De La Sangre all now officially members and Venezuela, Chile, and El Salvador being actively negotiated with. The SAA are also strongly trying to recruit the ICMF into their alliance. With the ICMF being the only listed target of U.S. invasion at the moment, it is only the bitter memories of Cartel atrocities during the Long Walk that have kept the ICMF from joining, but in the face of inevitable invasion they are running out of alternatives, even with the heavy European funding and supplies.



To add further complications, the increased EDF presence in the Falklands, Argentina, French Guiana, and in the Caribbean, as well as Russian troops in El Salvador and Chinese troops in Peru, are all setting the stage for possible global conflict if the situation is not handled with extreme care by all parties involved.



THE LONG WALK



From the journal of Captain Val Reynolds, excerpts bringing to light the horrors caused by United States abandonment of it's own people during it's hasty Military withdrawal from the Second South American War and the subsequent journey of hardship and atrocity of those left behind known today as "The Long Walk"

August 23th 2010

Just re-upped for a third tour, now there is talk of the U.S. pulling out of this abysmal war. News on the feed looks grim. Rioting, looting, protests, met harshly with government forces. No official word has come down, but scuttlebutt is we're going home. I don't put much stock in the rumors; more wishful thinking than fact. Still, it has improved morale. My only fear, if the rumors pan out, is that re-upping may have been a big mistake. I don't relish spending a third tour fighting a war at home. We haven't been resupplied in over a month, we are low on everything, except manpower it seems. Orders from the Colonel (Lt. Colonel Arlen Davis). Tomorrow we head back into the bush. If this war is about to end, nobody is acting like it.



August 28th 2010

This mission is turning into a cluster fuck, enemy presence much larger than intelligence indicated. We have two wounded, and one KIA, Lem Johnson, grenade went off between his legs, wasn't enough left of him to bring back. Tried calling for extraction but radio has been getting choppy reception, the only thing we do hear over it doesn't make sense. They are talking of possible immediate withdrawal.



August 31 2010

Radio silent for last 3 days. By luck we encountered another squad, rangers from the 51st. They haven't been able to get anyone on radio either. We have teamed up to try and get back to Ecuador, but with the wounded, our going is slow.



September 2 2010

Oh my God, they left us behind... We had brief radio contact today. Colonel Davis came on directly, told us the U.S. was pulling out completely, the war was over. Then he told us the bad news, the border to Ecuador was cut off, we were on our own. There is no chance for us to break through into Ecuador, we are only left with 2 choices. Give ourselves up to the Colombians, or try and head north on foot.

September 8 2010

We had decided to surrender, but that's not going to happen. By luck, to our horror, we came across a Marine helicopter crew that had been shot down captured. The things done to them, indescribable. Torture does not begin to describe the atrocity. Out of 5, only 1 was still alive when we found them. He lived long enough to tell us what had happened, something I will not repeat here, before he died. Our choice is made for us, no friends to the south, Brazil and Venezuela are no go, to many between us and them, our only chance is to head North, get to the coast, maybe steal a boat.



September 16 2010

Made contact with Panama, we weren't the only ones left behind. Those bastards, they only evacuated the military personnel and top diplomats, all the civilian contractors were left behind, the aid workers, the clerical staff of the embassies, and all the troops too deep into the bush to get back in time. Our Panama contact says they are trying to make it to the Canal, the Canal is supposed to be safe. But between US and the Canal is an entire army of Colombians.



September 27 2010

We are just south of Buena Ventura, there is an airfield there, if we can get a plane, we can get out of here.

September 28 2010

Don't have much time, we stormed the airfield, little more than a dirt strip and an old cargo plane that looks like it has smuggled about 50 loads too many. It is shaking so bad that I just stuck my last piece of gum to the door hoping it would help keep it together. Corporal Allen is flying the plane, but we have many wounded, and it's only a matter of time before the Colombians catch up to us.



October 6 2010

It looks like we made it, I only just now woke up. We were flying low over the ocean when Colombians in a captured AV-4 caught up to us. Donnaly, one of the Rangers we had joined up with was able to take it out with a 40mm surprise, but they shot up our bird and it was leaking fuel like a sieve. Chloe (Corporal Allen) pushed it as far she could, and apparently it was far enough. We came in low over the coast, in a straight line like a bat out of hell for the Canal. We could see it, it was beautiful. Then a Colombian groundpounder with a Stinger hit us. I remember watching, Donnaly, Hicks, Hudson, Apone, Hartmen, they just kind of hovered there, floating, as the back half of the plane, the half they were in, separated. Then in a violent blast they were just gone, the plane went in a spin, I could see the ground coming up, Allen was screaming at the plane, as if her cursing it would motivate it to fly straight again... then everything went black and I woke up here, inside the bunker behind the Canals fortifications. Chloe got us here. We crashed close enough for the guys holding the Canal to retrieve us before the Colombians could. Corporal



Allen is ok, she and I both came out with little more than some bruising, and my concussion. Sgt. Byron also made it, though he lost his left hand. He says he's just glad he can still fire his weapon. Everyone else in the squad, and the rangers.... gone.

October 13 2010

Karma is a bitch, Davis, that REMF son of a bitch, he's here. Apparently he stopped here on orders to pick up some "sensitive documents" and before he could get back aboard his chopper it took a direct hit from a mortar. Now he's stuck here with the rest of us. Of course he's still giving orders, but at least now I know there is a God. A few more stragglers, mostly advanced recon teams like us, have made their way here, but the numbers are slowing down, and the Colombian presence is increasing, word is that they are being bolstered by rebel Venezuelans and even Bolivians. Things are getting tense, but lucky for us there is plenty of ammo here. In the rush to evacuate, they left the place fully stocked. It was supposed to be handed over to local forces, to bad for them we need it more. Unfortunately the same can't be said for food, our supplies won't last a month.



October 20 2010

A Colonel by the name of Pike has been talking about simply taking over the Canal, meanwhile Colombians are blocking the Canal at both sides, and have already started moving around the Canal. The Panamanians, not wanting to get caught in the crossfire are stepping out of the way. There isn't going to be any pickup. No one in command back in the States is even taking our calls, of course neither is anyone else, not even private lines. I think those bastards cut off all comm to South Am. Pike wants to stay, but there are over 3 thousand of us. Food is already getting short... Colonel Davis wants to move north, before the Colombians can close the gap. As much as I hate to admit it, I have to agree with the son of a bitch. We have to get out of here before we are trapped.



October 25 2010

We are on the move, Davis swears he is contact with home. Not like we had any choice, with Colombians, Venezuelans, and Bolivians gearing up for attack, if we hadn't got out now, we never would have. Pike, and those loyal to him, some 400 men and women, mostly army from his own command, stayed behind to buy us time. Dunno what they hope to accomplish, but god protect them, god protect us, three thousand of us, less than a quarter of us are military. We have taken 8 supply trucks and 10 HMMV's, loaded them with as many supplies as we could then stuffed the wounded and the female civilians on them. Davis kept one of the HMMV's for himself, calls it his "command" vehicle, he keeps those precious documents of his in steel briefcase, manacled to his wrist like something out of an old spy flick. What an asshole.



November 4 2010

We just got word, Pike and his "Raiders" tried to keep the Cartel off us as long as they could, but it seems the SAA decided the Canal was too well fortified to really bother with so they just went around. Panamanians aren't even protesting, hell they are letting the combined forces of the Cartels roll right on through their country.



November 13 2010

We managed to commandeer a couple of buses and cars, but so many of us are still on foot, so we are moving slow. We are doing everything we can to hinder pursuit. Blowing bridges, blocking roads. Good thing we have plenty of engineers brought in to build roads, clear debris, lots of experience with explosives. Against my advice, Pike ordered us to lay mines in the road. Things may be desperate, but I know some Thirdy brat is gonna blow himself up with one.

November 18 2010

They are right on our ass, so far its only advance scouts making hit an run attacks, but their main force is barking at our heels. Most of us who know how to use our weapons are bringing up the rear, offering what we can to defend the column. Davis is barking orders while keeping himself safe in the middle of the civvies.



November 24 2010

Picking up new stragglers every day, Americans left behind when the military pulled out, private contractors working construction and their families, told they would be safe then abandoned like the rest of us.



November 28 2010

Chloe, Byron, and I were walking along side the supply truck when an RPG from the east came out of nowhere. The truck went up in a fireball and I was thrown to the ground. I jumped up quick and found Corporal Allen, she was ok, but Byron wasn't as lucky. A panel from the side of the truck sheared off like tissue... and Byron was in its path, cut right through his belly like a giant scalpel. When we found him he was desperately trying to stuff his guts back in his stomach. He kept saying, "I just wanna go home Sir... I wanna see my mom again!" And then he was gone. We don't even have time to bury our dead, we just strip what can still be used from them and leave them on the road. The trail behind us now is littered with our dead, and the Colombians are grinding their bones to catch up to us. I'm so damn tired...



December 4 2010

Apparently the Panamanians are not just standing aside after all, some of these ingrates are actually siding with the Cartels, we are now getting sniper fire and locals attacking from all sides. Good thing they can't shoot worth a damn. Our number of wounded is growing, supplies are dwindling, and the Cartel forces are getting closer every day.

December 8 2010

Picked up another straggler today, the ugliest mutt you have ever seen, but it follows Chloe around like she was it's momma. I asked her about her new "friend" and she looked at me and said "Sir, thats not a friend, thats an emergency meal on four legs, besides its the only thing I have ever seen uglier than you, I am thinking of calling him Val." First time I have seen her smile in months. It was short lived. Cartel forces staged a hit and run to our rear, they even had air support from a Chinese AV. Damn thing managed to take out 3 of our HMMV's before we could knock it down. I lost track of how many were killed or wounded. The road behind us is permanently stained red with our blood.



December 13 2010

They hit us hard today. We were running hard with only miles left to the Costa Rican border, the Colombians had gotten around and descended down on us from the hills on our flanks. When the first wave hit they took us off guard, cutting down our defenses and laying into us with artillery. We were able to regroup just in time for the second wave. An enemy AV took out one of the commandeered buses, of the 40 men and women aboard, only 6 survived, but again we beat them back. Most of our grenades and explosives have been expended, and ammo is beginning to run dangerously low. Colonel Davis promises extraction if we can just reach Costa Rica.



December 15 2010

Crossed the Costa Rican border today. For the last 2 days it has been a running battle with the Cartel forces. Losses heavy, no time to count the dead till now, but it looks like we have lost over 150 men and women, mostly military personnel fighting to push back the attacks. The Cartel forces haven't crossed the border after us, so we have a moment to breathe, lets hope it lasts. Davis is still pushing hard, he says we just have to reach Turrialba. His HMMV was lost in the attack, along with the others, and now he is traveling on foot. Seeing him walking makes me smile, even though he and his guard tend to surround themselves with civilians, for their protection he calls it. I call him a coward using them as a shield. I am beginning to think he isn't just worried about the Cartels, but about us killing him as well. He should be...

December 22 2010

We have arrived at The Valley De Serenidad south of Turrialba, Colonel Davis says we just have to wait till tomorrow night for extraction. Things have been easy going since we crossed the border into Costa Rica. Got word from Pike, his men are still under siege back at the Canal, but they are making progress and holding strong.

December 23 2010

As God is my witness, if he even exists, I will kill Colonel Davis. With my bare hand I will squeeze the life from his body until his eyes roll back in his head then I will feed his corpse to wild dogs. Never in my life have I known such utter hatred, never have I witnessed such cowardly



betrayal. There was an extraction all right, only he neglected to tell anyone the chopper was just coming for him. Everyone had stayed up all night partying, excited to get out of this God cursed hellhole. In the morning no one could find him. Chloe and I went off to search the perimeter, when we heard the whisper of a chopper running in silent mode as it passed over us. We ran after it, even then I think I knew what was happening. Just over the next hill Davis and his "guard" were waiting. The chopper set down just long enough to pick them up. I ran as fast as I could, I emptied my clip at the son of a bitch, reloaded and fired again at the fleeing chopper. It was futile, I was too far away. I don't care if I have to walk through the fires of hell in a ballerina costume, I will find him, I will kill him.

December 25 2010

Fucking Christmas. Today we decided to send the civilians in the vehicles to the coast. Half of the military personnel who are left are going with them to provide escort. We loaded them up on every vehicle we had that ran and sent them on. The rest of us are going to stay here in the valley with those who are to wounded to travel any further. If they make it to the coast, and can arrange passage, they will send help to move the wounded.

December 26 2010

The air is stagnant today, the heat sticks to you like a rancid film. It traps the stink. The flies are thick in the air, the wounded need better care than we can provide.

December 27 2010

The hordes of hell descended on us this morning. Out of nowhere, without warning, the Cartel forces we thought we had left behind at the border came down on us while we were sleeping. A full force assault. I don't know what happened, how they got the balls to cross into Costa Rica and why no one stopped us or warned us. We are taking heavy losses, most of us were wounded already when the attack started. Ammo is running desperately short, and there is no end in sight. Wave after wave, they keep coming.



December 29 2010

Between the morning of December 27th and the afternoon of December 29th in the year 2010, 400 men, mostly wounded, half civilians, held off a force of 1000 Colombian madmen. For the the last two days we fought with everything we had against impossible odds. Of the 430 of us who waited here in the Valley De Serenidad, only 40 of us are still breathing. Chloe and I have both survived, though we have both been wounded body and soul. I took a bullet to the thigh and another to the shoulder, Chloe had a shot glance off her leg. I am looking out over a field of corpses, the flies so thick in the air they block out the sun. So many people dead. We managed to secure some vehicles, we are heading to the coast now, trying to catch up to the main force. No one has the strength left to even shed a tear.



December 31 2010

Caught up to the main force, locals are already calling the Battle of Serenidad Valley the "Night OF the Butchered Pigs." I really hate this country. The main group tried loading up on boats, but money was short, we could only send off about 200, there are still so many of us, and we have word the the Cartel forces are regrouping, and sending in their own Naval forces, mostly consisting of speed boats with guns mounted to them, but more than the fishing vessels and other small craft we can commandeer or buy. We are going to have to head north again, into Atlantico. We have been getting reports that there are still Americans there, more left behind in the pullout.

Jananuary 10 2011

Crossed the border into Atlantico today, managed to make it here with minimal enemy contact. Guess the Cartel forces are too busy watching the coasts. We were met at the border by an armored column to escort us to the Bluefields, where the Americans in the country have gathered since the Military abandoned them. I doubt any Cartel forces will try and cross this border, but no one is letting their guard down, not after Costa Rica.



January 12 2011

Arrived at the Bluefields Military Base. Atlantico military personnel are allowing us full run, though they have gone somewhat grab happy on most of the American equipment left behind. Still the joy of hot food, a hot shower, and a bed with clean sheets is the finest pleasure I have ever known.

January 20 2011

Yesterday we managed to book passage for 150 on a freighter bound for Miami. We loaded it up with as many women and wounded as we could, and the few children that were left. Just heard over the radio that Cartel gunboats intercepted the ship, and sank it. No survivors. Now even if could get the money or something worth trading, no ship will take us. Things are looking grim, and our own country is still ignoring us. At least there was enough ammo to resupply ourselves. Over 4000 of us now in all, and we can't stay here forever. God, I just want to see home again. Catch a ballgame, eat a hot dog. breathe free air.



February 15 2011

Atlantico government is getting pushy about us vacating. Seems they have plans for Bluefields, and those plans don't include 4385 American squatters. They also seem to be getting tired of Cartel boats patrolling their waters. Of course they aren't suggesting any alternatives, but the situation is getting hotter.

February 22 2011

I keep catching Chloe petting her little friend, of course whenever she catches me looking she is quick to say "Just checking to see how much meat there is sir." The dog never lets her out of its sight.



February 29 2011

Cartel forces have been joined by Caribbean Pirates it seems. The coast of Atlantico has been nearly closed down. Even with their newly acquired weapons and equipment, Atlantico simply lacks the resources and training to do much against the hit and run tactics on her coastline. We have been given a deadline to vacate in response. We have one week to leave. We can't go back to Costa Rica, we can't travel by sea, our only option is to head north through Nicaragua, who are not friendly to us, and hope to reach Honduras, where even more abandoned U.S. military and civilians were left behind.



March 4 2011

Heading north to Nicaragua. Everyone is nervous, but at least we have enough vehicles for everyone. We also grabbed as much food and ammo as we could carry. They let us take 2 AV-4's, but that was the only aircraft were allowed to take. Pity, we could really use the air support, some armor wouldn't be bad either, but they are holding on to that as well. I suppose we should be glad they let us have the HMMV's, Jeeps, buses and trucks that they did. Of course I don't think they are any more eager to start a firefight with us than they were with the Cartel forces. Not sure what's waiting in Nicaragua, but the anxiety is thick enough to hack at with a machete.



March 6 2011

Crossed into Nicaragua today. We were met at the border by an armored regiment of Nicaraguan troops who have been escorting us and giving us the sideways stare all day. One of the Lieutenants met with us, explained that they had heard we had been raping and pillaging our way across Central America, the escort was there to protect their citizens. The situation is hairy balls, they are looking for an excuse. The further we get into Nicaragua the harder it will be to escape if things go tits up. This was not what I had in mind when I re-upped.



March 12 2011

God hates us. And we don't make it hard for him...

This kid, Lewis, can't be more than 20, don't know how he got put on a Marine LARP team, but here he was, stuck with the rest of us, his momma's breast milk still on his breath. We stopped at some pissant town to water and refuel, and this kid starts talking to this pretty young thing. Stupid shit, the next thing he knows she is being dragged off by a group of men, and the young jarhead does the dumbest thing possible, he tries to stop them. There he is, trying to diffuse the situation, doesn't speak Spanish but he is waving his arms around, pointing at the girl, and making an ass of himself. A few soldiers from the Nicaraguan military escort sees this and moves up on him with weapons drawn. The kid panics, doesn't know what anyone is saying to him. He reaches into his pocket, probably for his Spanish/English phrase book. They think he is going for a weapon and open fire. Stupid fucking kid. The next moment everything slows down, the biggest standoff I have ever seen.

Takes us 2 hours to fully diffuse the situation. Turns out the group of men were the girls father and brothers who simply didn't want their daughter to be taken by one of the gringos. What a Goddamn waste, what a stupid fucking waste this whole thing has been.

March 19 2011

Passed the halfway point through Nicaragua, everyone is breathing easier, no major incidents since we lost Lewis, but I can see tempers brewing underneath the calm.

March 24 2011

Today was strange. People lined the roads, by the hundreds, just standing there, with there backs turned to us, completely silent. Like we were some grim parade... no... it felt more like we were a funeral procession. Is that what we are, the walking dead, too dumb to know when to lay down and let go?

March 28 2011

Shit has well and truly hit the fan, we are running and gunning, don't know if there will be another journal entry.

The road led into a long tunnel, only 2 lanes wide, the Nicaraguan escort just sent us on through. At first everything seemed fine, then someone noticed there was no traffic coming from the other direction at all. We sent the lead car ahead to the end of the tunnel, he came back over the radio screaming that it had been blocked. The way behind us was sealed up as well, and the carbon monoxide from the engines was getting dangerously high. All of us were caught like greenshirts our first day at the Big Easy. The sons of bitches almost had us too. But they didn't count on us being too damn stupid too die. Some demo guys up front yanked the gas tank from the rearmost vehicle, wrapped it up in some crazy jury rigged goop, and blew the rocks from the front of the tunnel like it they were made of rubber. We gunned those engines and came out the other side, a psychedelic demon birth of a legion of hellspawn, guns blazing and metal screaming. Those fucking Nicaraguans on the other side of the tunnel didn't know what hit them. We just ran right over their sorry asses. Been a running gunfight ever since. Planes keep strafing us with machine gun fire, casualties are heavy but they haven't dropped any real munitions on us, don't know if the Nic's are that broke or just don't want to damage their roads. Our vehicles are in bad shape, don't know ho much longer we can keep em ging on spit and hope. Don't know what happened to the AV's or the people on board, presumed dead.



April 1 2011

April fools sons of bitches. We fooled em. Got wind on the pirate sat of inbound aircraft coming for us on the other side of the valley we stopped long enough to get everyone on foot with everything they could carry and tie the vehicles together, with the biggest truck in the front. 6 guys, Corporal James Mard, Sgt. Ben Woodson, Lt. Niko Hines, Sgt. George Franco, and Corporal Malik Jones, all too wounded to move on foot, drove that knotted convoy straight on. The Nic pilot hit em full force. I think they must have seen the explosion back home in the world. God bless you boys. Moving through the jungle keeping low and to the shadows. The trick won't fool em for long, as soon as they check out the wreckage they will know something is up, but hopefully we can get across the border before they pick up our trail.

April 4 2011

Well, it didn't last as long as we hoped, they picked us up early morning on the 2nd, caught us with our asses in the air coming down a rocky hillside. Luckily they couldn't get armored support, but the advantage was against us. They had us pinned down from above while their aircraft cut us to pieces. Sgt. Sanchez got lucky with a LAW shot on the chopper, gave us the opening we needed to bolt, but to our shame we left wounded and dying behind. There was no choice, the goddamn Nic's weren't taking prisoners. Been moving hard ever since, I figure we have lost about half the number we started out from Atlantico with. Took another bullet, upper arm, no time to do anything but pry it out and hope it doesn't get infected.



April 6 2011

Its like we are on a treadmill, we are running till our lungs burn and our legs scream, but we don't seem to be getting anywhere. We keep getting pushed along the border, I swear we have been so close we could smell Honduran cigars. We are deep in the mountains now, heading northeast along the Rio Bocay, hoping to either find a safe place to cross without attracting attention, or make it to the Rio Coco and the Honduran Border. The hope is that by not trying to head directly to the border, we can avoid major confrontation.

April 12 2011

They caught up to us again today, right as we finally found a way across the Rio Coco. Halfway across the bridge when they hit us full force. The Honduran border within reach, so close I could spit at it, and they open fire on us. Chloe and I were in the middle, goddamn stupid luck, the people behind us soaked up the most of the bullets. We made it across, but we so lost so many. Chloes dog was hit, she scooped up the mangy thing and carried it like a baby all the way across. It wasn't till after we got safe on the other side that I realized the dog was dead. Chloe was crying. The fresh bodies of our men pave the road behind us, and she has faced it all without so much as a flinch. But seeing her there, kneeling in the blood soaked earth, holding onto that little dog, the tears were pouring down her cheek. It was the first time I have ever seen her cry. This place is just so goddamn horrible.



April 20 2011

It seems more of us who were left behind have been steadily coming to Honduras since the pullout. How could they leave so many of us behind. And how in gods name could they have cut us off from all communications with the states. An American security company, Militech International, has been actively recruiting from our ranks. Seems they have a large private force here, good pay and I can't say its not tempting just to stay here.



May 16 2011

Thankfully there hasn't been much to write about lately, Honduras is looking better and better, haven't heard a shot fired in weeks. I can see why so many are joining up with militech or taking local jobs, looking back at the trail of woe we have left behind us, it's no surprise. Militech has been shipping as many as they could home on their cargo planes, but room is tight on those birds.

Militech can't afford to send an empty cargo shipment. Oddly enough, a lot of us want to finish what we started, cross that goddamn border into freedomland on foot. Its crazy, we still have to make it up through Guatemala and Mexico, but I don't care if I have to stomp every son of bitch that gets in my way into the dirt, but me and Chloe are gonna walk across that border on our own two feet. Then I am gonna find that son of a bitch Davis, and he is going to pay. In the meantime, I think I will have another Margarita. Chloe must be drunk, I can hear her singing, she sounds like a cat gargling sand..... best thing I have heard in months.

June 3 2011

On the road again, heading north. It would have taken years for Militech to get us all home, and there weren't enough jobs in Honduras for everyone, so those of us with the stones, and those that can still walk on their own, are going home. Militech has come through for us though, they have re-armed and resupplied us, and have given us enough vehicles to carry anyone who wants to ride along. We are going home.



June 10 2011

Crossed into Guatemala today. Expecting hostility at every turn, but we are taking it easy. Guatemala has been hit hard, and it doesn't seem like they could put up much of a problem even if they were of a mind too.

June 18 2011

Been meeting minor hostility, sniper fire from disenfranchised rebels and paranoid peasants. Moving as quickly as we can across Guatemala, but the roads are crap, the main highways have been all bombed to hell or mined, so we are having to take the back roads.

June 23 2011

Oh God, if there is any mercy left in you, if you can find enough in you to just answer one prayer, don't let Chloe die. Crossing through a little town today, sitting on top of an APC, talking about home. One minute I am sitting there watching the sun reflected in her eyes and her bright smile, the next I am bathed in her blood. Sniper shot hit her in the shoulder, no one even saw where the shot came from. Please... if you are up there, don't let her die and I will never ask you for anything else. You owe me, you owe her, you owe all of us.



June 25 2011

Chloe still hasn't woken up, medic says she's stable but it's still touch and go.

June 29 2011

I lost it today. A small group of attacked, don't know who they were, don't care, but I killed every last one of them with a smile on my face. Don't even really remember the details, just remember them pulling me off the last one, and the way my hands felt wrapped around his throat. It wasn't till it was all over that someone pointed out I had been wounded myself, took some shrapnel to the side. Don't even feel it now. Don't know whats happening to me. Come back Chloe, I need you to keep me sane.

July 4 2011

Chloe woke up today... thank you god, thank you. I swear it happened just as we crossed over into Mexico. Never in my life, not in all the shit we have waded through, not in all the bullets that I thought were sure to have my name on them, not in the blackest night surrounded by the enemy, have I ever been as scared as when Chloe wouldn't wake up. Happy 4th of July.

July 28 2011

Just got out of the hospital today, Chloe is still gonna be down for a while, but she is recovering and should be fine. Everyone is taking a breather. Not sure what's going on but the U.S. has closed the borders, no one crosses. If it's not open by the time we get there, there is going to be some violence the likes they have never seen.



August 3 2011

Most of us are fit to move, and the main group is anxious to head north again. Chloe isn't fit to walk yet, but she doesn't want us to get left behind. I bought a car today from a local, an old station wagon. Needs some work, but I should have it ready in time to pull out with the others. Making a pallet in the back for Chloe. More of us are arriving here at the border every day, sneaking across or smuggled in. God, how many of us were left behind. There are children among them.

August 20 2011

Car is running smoothly, packed up more than enough supplies. The main group leaves in the morning. Chloe is not happy about being pampered like this, but she should be comfortable. Hopefully by the time we get to Mexico City she will be ambulatory again. I need to quit picking at my own stitches or I will be in the pallet next to her, and that would just get ugly, not only does she snore, but she is cranky too.



September 5 2011

Going is slow, frequent stops to refuel, give the wounded a rest and the rest of us a chance to stretch, the roads haven't gotten any better and we are still taking backroads to avoid any potential for conflict. Mexico is beautiful, we came within sight of some ruins today, high on a mountain top.

September 12 2011

Nearly stepped on a goddamn Bushmaster today while taking a leak. Why does everything here, breathing or not, want to kill me?



September 23 2011

Arrived in Mexico city, lots of American here working on the reconstruction. They call themselves nomads. The locals treat them like heroes, hell they treat us with decency. First time since I got deployed to South America where folks smiled at me that it didn't make me nervous. The column is stopping here for a while, lots of folks talking about joining up with these "nomads". Work is steady, plenty of it to go around, and no one barking orders. We are gonna wait for the rest of the folks left behind to reach us. Some of us go down to the border, to help who we can. Traveling in small numbers is faster, we can make the entire trip there and back in 2 days.



October 7 2011

While we have been waiting in Mexico city, Chloe and I have been talking to some of these nomad fellas. They have a sense of freedom about them that is staggering. One of em, fella named Santiago apparently hails from California, lost everything, family and home. Somber fella, but this life suits him, they walk hard and answer to no man. May be something to that.

October 20 2011

Chloe is up and about without too much effort. Still needs a crutch, and she wears out quick, but she's getting stronger. Still some stragglers coming up from the south, but it's become a trickle. I think pretty much all of us who are still walking are already here.

November 2 2011

Main group is moving North again. This close to home we can't hold our water any longer. Leaving in the morning. Some 400 of us. There would be more, but about 200 are staying here in Mexico, I look in their eyes and see nothing but disgust when Home is mentioned. They may be smarter than the rest of us, but I am not quitting now, and Chloe wants to see her momma again.



November 9 2011

Reached the border today. They have closed it, U.S. National guard armed to the teeth is warning everyone they have orders to fire if anyone so much as sets foot across. What the fuck kind of bullshit is this.

November 18 2011

The Mexican side of the border has become a refugee camp. America, home, it's within spitting distance, and our own people are telling us we ain't welcome. I can't put into words the anger, frustration, and hatred I am feeling right now. Never thought about throwing down on my own before, but if things don't reach a point of sanity soon, those sons of bitches are gonna be in my crosshairs. It's getting cold, and things are getting desperate again.



December 5 2011

Nomads keeping us supplied from Mexico City, but the wind is bitter, who would have thought the nights in Mexico could get so cold. Where are the reporters, where's the media. How can the American people be letting this happen. We have women and children here for god's sake, American civilians. All of us have waded through blood coming out of this hell, we just want to go home.

December 25 2011

Not gonna spend another Christmas on foreign soil, They are gonna have to kill me. Chloe cries in her sleep. Some journalist named O'Reilly showed up, apparently he snuck across the border somehow. He has been talking to people, building a story he says. He says the military has a complete media blackout on what's going on here. Says they are just saying the border is closed due to the immigrant problem. He did however bring presents, crates of American beer, southern comfort, and candy bars. I tell you, this bottle in my hand may be the best Christmas present I ever got, but the aftertaste is bitter whenever I look at that blockade.



December 29 2011

Some folks snuck off last night, tried to get across the border to the east. Texas Rangers caught em and opened fire. There were two kids with em. No one survived. That was the final straw. Guns and ammo are being distributed. I don't care anymore, don't care if its Central or South Americans gunning at me, or U.S. soldiers. I have killed my way across a continent, and I am gonna keep killing every son of a bitch that gets in my way until I am home.

December 31 2011

That O'Rielly fella took off today. He promised our story would be heard; Don't know how he plans on getting back, but god speed. After tomorrow it won't matter anyway, we will either be home or dead.



January 1 2012

Every last one of us, men, women, children, every single one, locked and loaded and set our aim at the American soldiers keeping us from going home. We started marching forward, we were gonna kill or be killed, and none of us were gonna stop till we were on our own soil or till our hearts stopped pumping. We hit the point of no return, we had crossed the Rubicon. Our guns were aimed at them, theirs were aimed at us, and the nightmare of the situation sank in just as the bullets were about to start flying.

Then 2 of the damndest things imaginable happened at once. The nomads and the Mexican Military rode up behind us, they had our back, never in my life have I seen anything like it, never even heard of anything like it. At the same time, across the border, regular folks, parents, brothers, and sisters of soldiers lost or left behind, concerned citizens, and the media en masse, all began showing up in droves, demanding the border to be open, demanding they let us come home. The National Guard commander looked like to shit himself, no way was he gonna open fire on Americans on national vTV in front of hundreds of witnesses. O'Reilly came through. They opened up that border, and with tears in our eyes Chloe and I finally limped across that border. We reached that sweet American soil and just fell down weeping like babes.

February 15 2012

Some of us have stayed behind, waiting for any last stragglers to come home, but there has been no one since the 3rd. I think its time we moved on. Head to Portland, see Chloe's mom. Try and find work. Been dying so long I think I have forgotten how to live. O'Reilly kept the pressure on thick, full senate hearings, people on the butchers block on capital hill. Tried finding Colonel Davis, but he has disappeared, signs point to him joining up with the company. On the plus side we all have some hefty back pay coming to us. Of the estimated 5000+ men and women left behind, only about 460 of us ever made it home.



March 10 2012

Life just don't give no breaks. Chicago is quarantined. We are so fucking tired of fences. Some kind of plague hit the city, Chloe's mom is listed among the dead. I look back on everything we have been through, and it just don't hardly seem worth it. There is nothing and nowhere for us. We can't recognize America anymore.

March 13 2012

Chloe and I come upon an decision. We have been running so long, sitting still just don't seem right. We are using the money we got to buy a truck. Found one that will work, needs some adjustments, a bit of armor, but it's got some extras you wouldn't believe. Gonna call her the Serinidad. We are gonna keep moving, keep searching for the America we lost. Maybe someday we may even find our way home. We have been on a long walk, and the road is still stretched out wide ahead. I saw something on an old show once, it kinda became our motto along the way. "When you can't run crawl, when you can't crawl, well, you find someone to carry you! Drive on..."

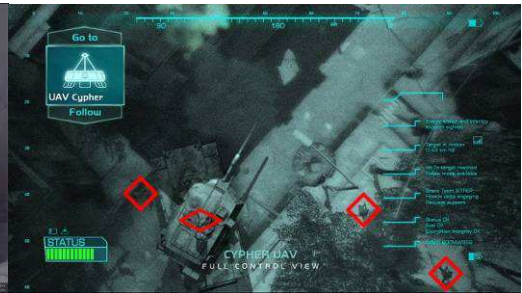


ARMED FORCES

(The wagers of war in Central and South America)



The Third World of Central and South America is a hotbed of conflict. Foreign powers, from the Superpower armies of the U.S., China, Russia, and the EEC, to the regional militaries and militia's of the individual countries. The South American Alliance, made up of drug cartels and countries friendly to them, or just unfriendly to outside influence, has risen in power and are the major armed opposition to the United States in this Third South American War. In Central America, the Independent Canal Military Force, itself allied with the SAA acts as the trigger for the Third U.S. invasion into the region, the opening stage of the war.



UNITED STATES ARMED FORCES

EUROPEAN DEFENSE FORCE

PEOPLES LIBERATION ARMY OF CHINA

NEO-SOVIET REPUBLICAN ARMED FORCES

SOUTH AMERICAN ALLIANCE FORCES

INDEPENDENT CANAL MILITARY FORCES

MEXICAN NATIONAL MILITARY

ARASAKA SECURITIES

MILITECH INTERNATIONAL

ARGENTINEAN ARMED FORCES

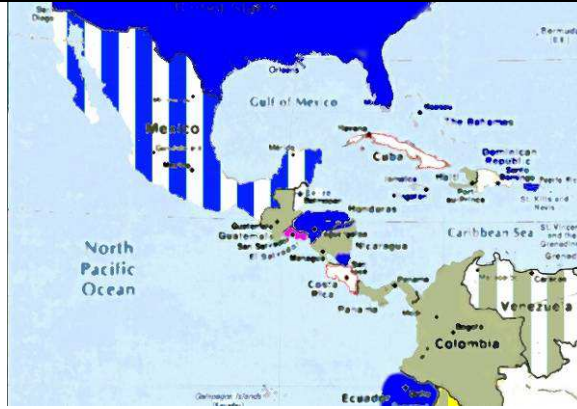
PEOPLES ARMY OF CHILE

OTHER MILITARIES AND MILITIAS

REBEL FORCES AND TERRORIST GROUPS



UNITED STATES MILITARY



Once again the United States Military is on the brink of widespread invasion of Central and South America. The US has been fighting its drug war against central and South America for nearly 50 years. with the stakes escalating to actual war

twice in the 90's. The new plague resistant "synthcoke", developed after the US decimated the drug trade in the mid 90's, is flooding the streets more rampantly than ever before. The media fuels the rage against this, giving the US military the popular support it needs to once again re-enter the war. In reality, the drug war is, and always has been, an excuse for prolonged covert military action in South America, keeping Americas interests, as well as American revenue earned from both sides of the drug trade, well in check.



Retaliation for the Nuking of Manhattan also plays a large role in this inevitable conflict. When the Colombians nuked New York, it was crippling to the United States economy, and was the first of a string of events that led to the US pulling out of the first Cent Am Conflict. It was the rallying cry for the second South Am war, when again, political and economic disaster at home forced the US to once again pull out. The US military has NEVER quite recovered from the tragedy of both the unfulfilled mission of the last conflict, and the tragedy of its departure, stranding so many of its citizens behind.



The Panama Canal is pivotal, and the primary excuse for this Third South American war. During the long walk, the Canal was seized by "Walkers", in particular a group of advanced recon soldiers and civilians contractors. They hold the Canal



expansion, but it also caused them to lose control of the canal completely.

The United States NEEDS the Canal, and when the mercenary force controlling the canal (under influence from European interests) shut the canal down to all US bound ships, it forces the U.S. to act. This event, more than any other, is the cause of America declaring war on South America for the 3rd time. The war probably wouldn't last long, except that the drug cartels of South and Central America have thrown their full weight into bolstering and supporting the mercs in control of the Canal. The EDF also has covert advisors working with both groups, not only to further their own interests in the region, but to have the added bonus of even more humiliation and hardship heaped on the North Americans.



The drug war, and the cartels support of the mercs in control of the Panama Canal once again cause the war to be fought all over south America.

The U.S. is in open conflict against South American forces in Panama, Colombia, Peru, Ecuador, and Venezuela. The chances are strong that Bolivia, Honduras, Northern Nicaragua and Atlantico (as the US helps secure the Atlantican border against the North Nicaraguans) are high.

Unfortunately the European influence and involvement in the region may likely cause direct confrontation between the U.S. and the EDF. Direct conflict between the two superpowers is hoped to be avoided, but EDF advisors working with the mercs



at the Panama Canal and region surrounding are bound to come up against US forces eventually. The same can be said for EDF advisors working with the cartels. These advisors are mostly made up of Special Forces teams, training and providing intelligence to the mercs and cartels, as well as intelligence and strategy agents. Unlike in Africa, where there has been a near total media blackout, there is no way to keep the media out of South America, so if a situation does erupt

between the two superpowers, it could very well escalate into a much larger conflict. The Neo-Sovs and Chinese have similar presences in the region, and tensions are running high.

The most explosive situation (as far as U.S./EDF relations are concerned) in the upcoming conflict is in the seas around Drakes Passage. If the Europeans use the Falklands as a base of operations to set up a blockade against U.S. bound vessels, it is highly likely that it would lead to open conflict on the high seas, the first true naval battles fought since WW2. The likelihood of this leading to full scale war between the US and Europe is high, so the situation must be handled very very carefully.



With American forces stretched thin due to their continued deployment in hostile areas of Africa, the military has begun a tremendous recruitment campaign to bolster their number. Militech and Lazarus have both been contracted to supplant and support American Troops. Militech will issue their own equipment, but Lazarus troops will be issued identical equipment and uniforms to that of the United States Military. In addition, prisons are being culled for able-bodied men, judges sentencing convicts to the combat duty in the military and volunteers being given reduced or sentences and even pardons upon the completion of their military service. This influx of hard-core felons, including murderers, rapists, drug dealers, gang members and other scum, are yet one more explosive element added to a powder keg.



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For more information on the United States Armed Forces in the world of Cyberpunk 2020, please see the sourcebooks Home Of The Brave and Maximum Metal.



US MILITARY PERSONAL ISSUE



BASIC:
THIS IS THE STANDARD ISSUE FOR ALL ARMED FORCES PERSONNEL

DOG TAGS- personal means of Identification, no longer metal, these are made of highly durable transparent smart plastic which stores all the soldiers relevant medical data readable in any computer with a bar code reader. Also issued is a Military I.D. card, which in addition serves as a debit card.



FOOT LOCKER- your standard footlocker, used for storing the personal belongings and extra gear.

LARGE DUFFEL (LAUNDRY) BAG- your standard military carry bag, these haven't changed much.



WINTER AND SUMMER WEAR BDU'S (2 EACH)- The standard battle dress uniform, available in a variety of cammo patterns, as well as olive drab, gray and black. This is the most commonly seen uniform in the military and serves both as combat clothing and general wear. Comes with a hat and belt. (The BDU pants have 2 regular front pockets + the small change pocket, 2 large leg pockets, and 2 buttock pockets + blousing straps, the jacket has 4 pockets on the front)



T-SHIRTS- 2 pair each of green, brown, white, black, (for female soldiers, sports bras are also available)



DRESS UNIFORM- includes shirt, jacket, pants, belt, shoes, hat, tie and gloves. This is for formal situations and officers in non-combatant roles. Varies for service branch.



Babu Jon 5 Commander John Sheridan

SOCKS- 2 pair each of warm socks and dress socks

COMBAT GLOVES- STRONG RUGGED GLOVES

BOOTS + 2 PAIR SHOELACES- Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility.



COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

SMALL TENT- just barely large enough for one

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

IR/RAIN PONCHO- Fully protects against body heat emission, as well as adverse weather

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

20 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- standard folding shovel/hatchet,

CAMMO NET - provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair



LOAD BEARING EQUIPMENT- this is the military web gear, used for comfortably carrying the following equipment:

BLACK ELECTRICAL TAPE- the uses a soldier finds for this tape are mind boggling.

FLASHLIGHT- Comes with 3 extra sets of batteries and 2 extra bulbs, + 3 extra lenses (red, reflective, black)

UTILITY KNIFE- the classic Swiss army knife, with all available options

LEATHER TOOL- yet another device with too many purposes to list here

MAGAZINE POUCH- Holds 2 extra magazines for the soldiers assault rifle

Grenades- 2 frag, 2 incendiary, 2 flashbang,

SHOTGUN SHELLS- 6 standard 12ga. rounds (although many soldiers supplement them with various specialty rounds)



HEAVY BELT- The standard military carry belt, used to carry the following equipment:

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 2 1 liter canteens, made of plastic

POUCH 1- 6 25MM FRAG GRENADES

POUCH 2- Smart goggles w/ thermograph, ir, anti-dazzle, low light, tele-optics, and smartgun link, this is very compact, making the most of miniature electronic technology, and attaches directly, and fastly, to the helmet

POUCH 3- 3 semi-automatic handgun magazines (For special forces, the suppresser for the SO-COM will be stored here in place of 1 magazine)

POUCH 4- can be used for anything (for special forces this pouch is replaced with a pouch for holding 2 32 round magazines and the suppresser for the Uzi 2020 or Militech Viper)

POUCH 5- 6 glowsticks

POUCH 6- used for personal non-military items



LEG HOLSTER- for either the Colt AMT, or the SOCOM 2020.

LEFT LEG WEB GEAR- stores 2 magazines for the soldiers sidearm, and a combat throwing knife (to be used as an alternative to the gas mask pouch)



MI9A3 GAS MASK- this is contained in its own pouch, with adjustable waist and leg strap

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is an optional item.

EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 gauge shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.



MAP POUCH- Stores maps, notepads, and other documents. Waterproof with easy access pouches for additional equipment such as writing utensils, spare notepads, photos, etc... This pouch is optional.

WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch, and also acts as a biomonitor



ARMOR:



STANDARD COMBAT ARMOR 800eb- This is the most commonly used armor in military service. Primarily it consists of hard armor plates with ballistic weave behind it to absorb and disperse shock as well as provide extra protection.



M3 ARMOR VEST



M-3 TORSO ARMOR- (SP: 18) provides full protection for the torso as well as shoulders. This armor incorporates buckles for attaching load bearing straps directly to the armor, the straps attach at the shoulders and hook to the heavy belt of the soldier.



GROIN ARMOR- (SP: 10) protects the soldiers groin, while somewhat uncomfortable, this is perhaps the most popular piece of armor among the soldiers, after all it protects the soldiers favorite piece of equipment.



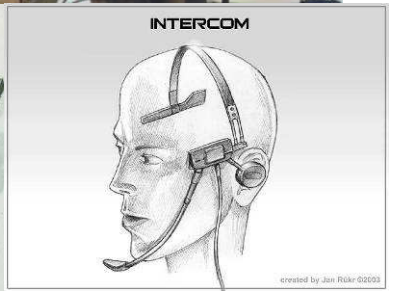
NECK ARMOR- (SP: 10) an armor plate gorget that protects the wearers throat, won't do much against most bullets, but will some protection is better than none, and will prevent garrote attacks effectively.





SHIN/KNEE GUARD- (SP: 10) protects the wearers legs

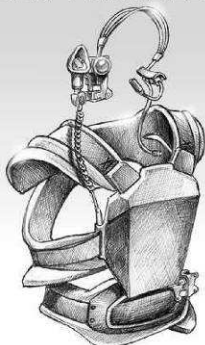
HELMET- (SP: 20) features separated plates on the back to protect the neck, and features a video camera w/ 2 hours recording time and detachable short range radio and a built in fold down optic with Low light and Thermograph installed. The radio headset is often worn even if the helmet isn't, providing the necessary communications in any situation.



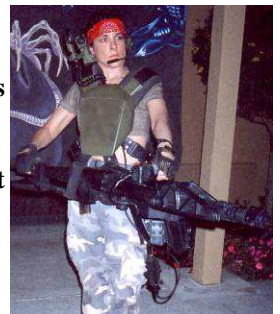
SUPERIOR ENVIRONMENTAL COMBAT HELMET (SP: 20) Featuring a full faceplate and visor equipped with Low Light, Thermograph, Image Enhancement, Time Square Marquee, UV, and Anti-dazzle, this system is state of the art. The helmet also features the same removable headset, and is equipped with Level Dampeners, video/audio recorder, and headlamp. An independent air supply, easily attachable to the standard torso mounting brackets completes the package. The helmet seals airtight around the wearers neck secure enough to dive 30 feet, a special collar allows greater depths to be reached and makes the helmet safe to wear in a vacuum. With less than six months since its introduction, supplies are limited and it is most often issued in situations wear gas or biological attack is expected.

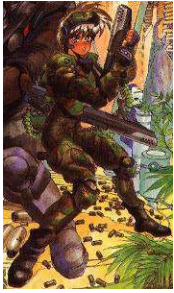


M56 COMBAT HARNESS



HEAVY GUNNERS ARMOR (SP: 20) - this torso plate is actually built into the support for the gyro stabilization mount for the heavy machine gun. It doesn't cover as much area as the standard armor, and slightly more constraining, but it does offer a bit more protection for the areas it does cover with thicker, more rigid armor. The built in gyro-stabilization mount can accept virtually any heavy machine gun, but is most often used with the MILITECH M71B3HB or a Browning M2HB. Some soldiers have complained that in addition to carrying the big gun that makes them a target, the lesser protection is injury to insult.





GASIUM K-5 ARMOR- Used by special forces for situation where you need to carry more equipment than is allowed with therm-optic camouflage, yet need to present a smaller target and maintain more agility than you would with ORC armor. The suit features customizable pockets and compartments with rubberized zippers for soundless access, and is available in a wide variety of colors and camo patterns. Unfortunately the Gasium K-5 Battlesuit gets a tad warm, and doesn't leave much room for ventilation, so while it is extremely agile and effective armor, it is best used in specific situations for short durations, and will not be replacing the standard issue armor anytime soon. Plus its somewhat of a pain to get in and out of. (See [MASAMUNE SHIROW CONVERSIONS](#) for info)



ARASAKA THERM-OPTIC CAMOUFLAGE- Used by Special Forces when Stealth is of the utmost importance, while wearing this armor a soldier is virtually invisible to visual detection. Unfortunately due to the nature of the suit, very little equipment may be carried while wearing it and still be able to effectively utilize its therm-optic capabilities. United States Military forces use customized and lightly armored (Torso SP: 10 rating, no encumbrance penalty) versions of either the Militech Ghost suit (Chrome Book 2) or the Arasaka model (shown here). These suits are well guarded, and fetch obscene amounts on the black market. (SEE [MASAMUNE SHIROW CONVERSIONS](#) for info)



FLIGHT SUIT- worn by most of the pilots in the United States Military. It consists of a water/air tight g-suit, flexible torso and shoulder plates (Kevlar wrapped steel plates woven into a flexible harness SP: 15 torso / SP: 10 shoulder) and a state of the art flight helmet (SP: 20) equipped with the most state of the art technology available, including Low Light, thermograph, Image Enhancement, Anti-Dazzle, and tele-optics. The helmet also features a small hatch on the back that allows full cyber interface. For hands on action the helmet also comes with a flip down targeting scope and full visor.



MILITECH HAL-05 METAL GEAR PLUS- (SP: 25) (EV: 2) (STR: +5) Like most things in the U.S. military, the US standard issue Metal Gear is much more utilitarian and functional than it's European counterpart. The same suit is worn by all branches of the U.S. military, so any additional options are easy to install, such as thrust units for E.V. duty or swimmer options for underwater operations. As standard the suit is air tight, able to withstand depths of up to 500 feet, and is equipped with its own cooling/heating system with 4 hour battery. The helmet features full optics suite with (IR, Thermograph, Targeting Scope, Low Light, and Anti-Dazzle).



SPECIAL GEAR:



SCUBA GEAR- The standard underwater breathing apparatus, lightly armored (sp: 10) with a 120 minute air supply. While the suit features an extraordinary insulation system, it remains thin enough for full dexterity and agility.

MILITECH M-402 STEALTH SCUBA GEAR 16,350eb- USING THE SAME TECHNOLOGIES AS THE MILITECH M-73 MIRAGE GEAR

(see Chrome Book 2), THE M402 provides the wearer with ultimate stealth capabilities both below and above the waves.



MILITECH ARCTIC SURVIVAL GEAR 200eb- For use in cold weather situations, this suit provides maximum warmth while remaining lightweight and flexible. The ARCTIC SURVIVAL GEAR PROVIDES NO ARMOR, BUT IS BAGGY ENOUGH TO WEAR OVER THE STANDARD ARMOR, AND PROVIDES FLAPS FOR EASY ACCESS TO THE WEB GEAR WORN UNDERNEATH. It also features a hood and a white back pack cover to maximize stealth in the snow.



MILITECH "THOMPSON" LONG RANGE RADIO 27950eb- The latest full feature military mobile communications unit. 200 MILE RANGE, FULL SHIELDING, JAM AND SCRAMBLE CAPABILITIES, AND ANY OTHER FEATURE YOU COULD THINK



OF ARE ALL INCORPORATED INTO THIS UNIT. It also features a detachable full military cybermodem, THE Microtech CAD-4

Commando (see Rache Bartmoss's Brainware Blowout for more info) and a removable military version of Teletronics "Black Book" microcomp (see Rache Bartmoss's Brainware Blowout for more info).



ANTI BIO-CHEM SUIT- folds up into a small pouch, fully sealed, 5-7lbs, fit into a 3 cu-foot bag and are about 1" in thickness, made of layers of filter material and activated charcoal. Extremely tear resistant, meant to be worn over clothes. (Note this suit will not stand up to blister agent attack for more than a few minutes, most other hazards and the suit will work for days under constant attack.

PARACHUTE- Standard parachutes and the HALO variety. Both models are invisible to radar and feature the regular backup in case the primary fails.



FULL FIELD MEDKIT- Everything you could possible need, for everything from simple first aid, to full blown combat surgery is included in this kit. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack with CPR Microshield and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses speedheal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs), plus the following Medical Instruments:

EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-gauge Plastic Catheter,



RAPPELLING GEAR- (See [Autumn Blade](#) for Info)

WUTANI MOTION SENSOR- (See Chrome 4 for info)

DATATEL MAPMAKER- (See Chrome 1 for info)

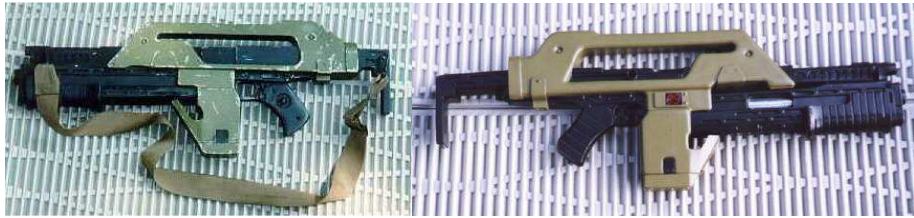
MILITECH MILITARY BINOCULARS 870eb- The most powerful binoculars available, with built in range finder, Low Light, image enhancement, thermograph, and attachable laser target acquire system.



FULL DEMOLITIONS GEAR- Includes 4kg of C-6, various other explosives, and all the tools you could possible need for any demolitions work that might come up, including disarming enemy devices.

WORLDSAT COMMUNICATIONS FLOPSCREEN- (See Chrome 2 for info)

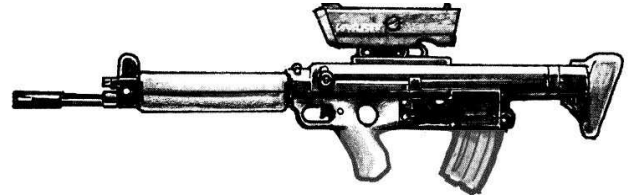
PERSONAL WEAPONS:



THE STANDARD ASSAULT RIFLE OF THE US MILITARY. H&K M-52AR 1150eb
RIF - +2 - N -P - 8D6/varies(10mm cased/25mm grenade) - 60/120-5 - 1/3/35-1 - VR

This rifle is a bit heavier than the Arasaka Morita, and twice the ammo for the rifle, its failings come from being slightly less accurate and holding less ammo for the underbarrel shotgun/grenade launcher. Since its inception it has quickly become the standard issue rifle for the United States Military, replacing the Militech Ronin. Highly regarded for its versatility, this weapon is rugged and reliable in any climate. a 120 round magazine is available. (see [AUTUMN BLADE](#) for more info)

MILITECH RONIN- This weapon was, until recently, the standard issue weapon to all U.S. personnel before it was replaced by the Militech M-52AR. As such it is still widely distributed among U.S. personnel, especially in low risk areas. However the replacement program is creating a surplus of these weapons, and they are being sold in bulk to any ally who can afford them.(see [Blackhands Streetweapons](#) for more info)



COLT AMT- Standard military sidearm
(see [Blackhands Streetweapons](#) for more info)



COLT L-36 2375eb

P - +3 - J - P - 4D6 (.12 mm cased) - 12/16 - 1 - VR

This sidearm is the number one contender to replace both the Colt AMT and the SOCOM 2020, with the Europeans supplying the EDF and the growing hostility between the two superpowers, the United states has decided to eliminate as many of its European manufacturers as they could. Even though the trials have not even been completed, the U.S. has already begun issuing the L-36 as replacements for lost or damaged sidearms to officers and special forces personnel, some of whom have been rumored to be purposely losing or damaging their weapon in order to get issued the L-36. (see [AUTUMN BLADE](#) for more info)



MILITECH M-55S 1175eb
RIF - +2 - N - E - 8D6 (10mm cased) - 60 - 1 - ST
 The sniper rifle version of the M-52 system.
 (see [AUTUMN BLADE](#) for more info)

MILITECH M-58BAR 1240eb
RIF - -1 - N - C - 8D6 (10mm cased) - 150 - 1/3/30 - ST
 The squad support weapon built on the M-52 system.
 (see [AUTUMN BLADE](#) for more info)



UNITED BUSHMASTER COMBAT KNIFE 360eb
MEL - 0 - J - P - 2D6 - N/A - N/A - VR

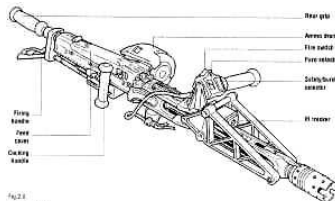
The most advanced combat knife of all time, the blade itself is solid D-2 steel, affixed the edge of the weapon is a second mono-filament blade, this means that even if the mono-edge shatters the knife itself will still be completely combat effective. The handle is half hollow, and includes: compass, wire cutters, 12 matches, 2 band aids, snake bite kit, fishing line with 4 hooks and sinkers, wire saw w/ handle rings, can/bottle opener, sharpening stone, small animal snare, emergency flashlight,



MILITECH KRV BOOT KNIFE 40eb
MEL - 0 - J - P - 1D6 - N/A - N/A - VR
 A standard boot knife, double edged and perfectly balanced.



MILITECH M71B3HB 12,675eb
HVY - -2 - N - P - 6D10 (12.7MM) - 50/100 - 15 - VR
 Militechs premier man portable heavy machine gun, commonly used with either a gyro-stabilizer mount, or a tri-pod. Accepts either magazine or belt fed ammunition. This weapon is a true beast, and sets a new standard for the heavy gunner role in the modern combat unit. Smart linking is available, however for those not wishing to go cyber, the weapon features a poor mans smart system, consisting of an optical site worn as head gear, providing low light, target acquirement, and target lock. To make use of this system, one must have the weapon plugged in and some training with this system is required as the smart system only covers one eye. This non-cyber smartlink can be used with any smartlink capable firearm, and adds a +1 to its accuracy, however the system was created for us with support machine guns, and is a built bulky to use with anything smaller. The system costs 400 eb, and is somewhat uncomfortable.





IMI MICRO-UZI 2020 535eb

SMG - +1/-1 - J - 4D6+1 (12mm cased) - 16/32 - 1/3/30 - VR

Standard submachine gun used by special forces, vehicle crews, and security. (see AUTUMN BLADE for more info)



25MM GRENADES- American combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)



HAND GRENADES- as above, the American combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)



LAW- the disposable anti-tank rocket launcher. (See Blackhands Streetweapons for more Info)

BARRETT M-90- Heavy sniper rifle, often Snipers will take it upon themselves to electrothermally enhance this weapon. (See Blackhands Streetweapons for more Info)



MILITECH M-212 GRENADE LAUNCHER- 8 shot rotary drum fed 40mm grenade launcher. (See Blackhands Streetweapons for more Info)



H&K SOCOM 2020 785eb

P - +1 - P - E - 3D6 (11mm caseless) - 12 - 1 - VR

The semi-automatic handgun specifically designed for special forces work. (see AUTUMN BLADE for more info)

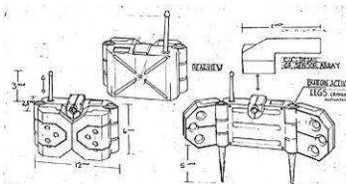


MILITECH M-701 235eb

P - +2 - P - C - 2d6+3 (10mm) - 18 - 1 - R

Standard sidearm for military pilots and USAF personnel, featuring an integrated scope and laser sight. This is an extremely reliable handgun, it has to be, it is a pilots last desperate hope in the event of a crash. Militech mass produces this weapon solely for the United States Military. The weapon comes with detachable scope and stock, and a 35 round magazine is available.

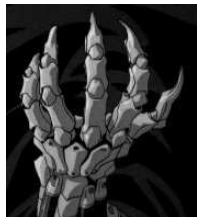




MILITECH M25AP ANTI-PERSONNEL MINE - The current issue incarnation of the venerable Claymore type weapon. (See Blackhands Street Weapons for details)

MILITECH M-240 FLAMETHROWER 790eb
FLM - +3 - N - R - SPECIAL (flame) - 1
1/2 min. - 1 1/2 min. - ST

The standard military flamethrower. Features a large armored fuel supply, self lighting pilot. Not popular with many soldiers, even the ones using it, because flame weapon damage is so horrifying.



CYBERNETICS:

MILITARY CYBERNETICS are for the most part implanted only in circumstances where there are no alternatives, and are usually the most basic model available, such as standard cyberlimbs and optics etc.... The one exception that all military personnel receive are neuralware processors, Chipware Socket and the following chips:

WORLD EVENTS (3)- these chips are replaced and updated on a regular basis, and provide basic information on what's happening throughout the world, especially military movements and political situations.

Language chips (3)- for the country a soldier finds himself operating in.

Local Culture and history (3)- gives a basic knowledge on customs of the local peoples, and what is acceptable and non acceptable behavior. It also provides a basic history (detailed on last 6 months, basic for last 100 years. (+1 culture rolls)

Local Geography (3)- Provides a soldier with the layout of the country he finds himself in as well as possibly the countries surrounding, or at least the border areas.

LOCAL HAZARDS (3)- PROVIDES INFORMATION ON ANIMAL, VEGETABLE AND GEOGRAPHIC AREAS IN THE COUNTRY A SOLDIER FINDS HIMSELF IN. For example, it will tell you if the snake that just bit you is poisonous, if the berries that look so good will kill you if you start snacking, if this stretch of land is known to be mined, filled with quicksand etc..., or if the town you are about to enter into has a history of hostility towards the USA.

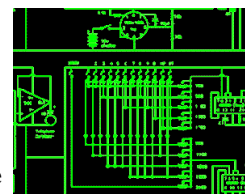
PROPAGANDA (3)- This is a genius pr move, and the one chip that every soldier hates. It aids the soldier in knowing exactly what to say to civilians to make the USA appear to be just and fair, and out to help them. Of course this usually means lying through your teeth. Provides a +2 to persuasion rolls when trying to convince the local people that you are there for their own good, and that they should be grateful for your presence because everyone else is the enemy.

PRIMARY MISSION OBJECTIVES (5)- This provides detailed information on the mission a soldier finds himself on. Upon removal the chip self destructs and becomes unreadable, and after the information is implanted to memory the chips are removed.

SECONDARY MISSION OBJECTIVES (3)- Provides a list of secondary targets, otherwise it is the same as above.

When it comes to upgrading your cybernetics, the military will provide virtually every conceivable piece of cyber you can think of, at a reduced cost, and you will not be able to be discharged unless the cyber is removed, or you have finished paying it off.

Optionally you can choose to be a test subject for R&D. This means you get the latest cyber for free, however if it glitches, or there are other problems that occur in the field you can find yourself in serious trouble real fast. And absolutely any case which results in Full conversion automatically results in the soldier becoming a "volunteer" for R&D, of course the alternative is dying or living life as a pile of meat in a bed. Also, when any soldier undergoes full conversion, he is given the special designation of Limited Duty Officer (LDO), while he retains his full rank and pay, he is almost always stripped of all authority, specific situations may vary. They are usually placed back in their assigned squad to help alleviate the stress of their transformation, and while they are technically under the command of the team leader, they are also directly under the command of the Cybernetic Warfare Division (CYWARD).





FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE U.S. MILITARY, PLEASE SEE THE FOLLOWING:

HOME OF THE BRAVE

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

OCEANPUNK: GEAR AND EQUIPMENT



GLOSSARY: U.S. MILITARY TERMS AND SLANG

(MILSPEAK)



RADIO LETTERS:

'A' ALPHA 'B' BRAVO 'C' CHARLIE 'D' DELTA
'E' ECHO 'F' FOXTROT 'G' GOLF 'H' HOTEL
'I' INDIA 'J' JULIET 'K' KILO 'L' LIMA
'M' MIKE 'N' NOVEMBER 'O' OSCAR 'P' PAPA
'Q' QUEBEC 'R' ROMEO 'S' SIERRA 'T' TANGO
'U' UNIFORM 'V' VICTOR 'W' WHISKEY 'X' X-RAY
'Y' YANKEE 'Z' ZULU

RADIO JARGON:

AUTHENTICATE: demand for a code word to make sure the communications isn't by an enemy impostor.
BREAK: announcing the end of part of a message.
CORRECT: confirms that a repetition matches the message sent out.
CORRECTION: announces that a previous message s to be sent out with corrections added.
FLASH: announces the beginning of an emergency message.
FROM: announces the source of the message.
GREEN: safe conditions.
HOTEL ALPHA: get out of there.
HOTEL ECHO: Warns of incoming explosive rounds.
I SAY AGAIN: announces repetition of last message.
I SPELL: announces that the next piece of information will be spelled out letter by letter.
IMMEDIATE: announces the beginning of a priority message.
OUT: announces end of conversation and intent to hang up.

OVER: used when you are finished speaking but need or are expecting a reply, used to announce to the other party that it is there turn to speak.
RADIO CHECK: just asking to see if there is still a connection.
READ BACK: requesting the other party to repeat a message you just sent.
RED: dangerous condition.
ROGER: used to acknowledge a message has been received and understood.
ROUTINE: announces a non-priority message.
SAY AGAIN: request that the last message be repeated.
SILENCE-SILENCE-SILENCE: calls for complete radio silence
SILENCE LIFTED: its ok to talk again.
SIX: leader or commander.
WAIT: announces a pause.

TERMS AND SLANG:

A.A.: Anti-Aircraft
A.A.A.: Anti-Aircraft Artillery
A.A.R.: After Action Report
A.A.W.: Army Air Wing
ABSENTEE BALLOT: a way to vote when your far away from home, used by military and civilians in foreign lands or merely on vacation
A.C.P.A.: Assisted Combat Personal Armor (powered armor)
ACQUIRE: to locate and successfully lock on to a target with guided or linked weapons
ACRE MAKER: Slang name for GBU-43/B (MOAB - Mother Of All Bombs). Like the BLU-82 "Daisy Cutter", the GBU-43/B is also effective at LZ clearance and mine and beach obstacle clearance. It has proven extremely effective at clearing LZs through the jungle canopy. Also know as the

Haymaker, when used offensively...dropped on enemy position.
AFRO-PISS: any African beer
A.G.: Adjutant General
A.H.: Assault Helicopter
A.I.: Artificial Intelligence
A-I-K: Assistance In Kind
AIRBORNE: personnel or equipment dropped by parachute
AIRMOBILE: (see above)
A.I.T.: Advanced Infantry Training
AK-AK: anti-aircraft fire
AMMO: ammunition
AMAZON: female soldier
AMTRAC: amphibious transport
AMPED OUT: fatigue after being under the influence of combat drugs and certain amphetamines
A.O.: Area of Operations
A.P.C.: Armored Personnel Carrier
A.P.F.S.D.S: Armor Piercing Fin

Stabilized Discarding Sabot
A.P.I.: Armor Piercing Incendiary
A.P.O.: Army Post Office
APOSTLE: Slightly less derogatory term for a missionary.
AQUAMAN: anyone cybernetically enhanced for submersible duty, especially full conversion cyborgs
ARC LIGHT: bombing mission
ARLO: Army Liaison Officer
ARTICLE 15: a non judicial, financial punishent- the commanding officers way of taking some of your money without a court martial
ARTY: artillery (also artie)
A.S.A.P.: As Soon As Possible
A.S.H.: Assault Support Helicopter
ASSEMBLY AREA: place where troops are gathered for a mission or pickup
ASS MAN: last man in a formation, the guy bringing up the rear

A.T.C.: Air Traffic Control
A.T.G.M.: Anti-Tank Guided Missile
A.W.A.C.S.: Airborne Warning And Control System
A.W.O.L.: Absent Without Leave
BANDIT: enemy aircraft
BARRAGE: a set of artillery rounds, fired from each gun in a unit
BASE CAMP: main fortified camp for a recon unit
BASEBALL: any small round grenade
BASIC: basic training
BATTALION: military unit from 600 to 1000 men, commanded by a Lt. Colonel. There are 3-5 companies in a battalion.
BATTERY: artillery or heavy weapons unit roughly equal to a company, 100-150 men.
BEAST: heavy machine gun
BELIEVER: slang for a dead soldier
BENJI: robohound
BIG BRO: High tech perimeter defenses. May include electronic frontier, motion sensors, automatically operated weapons.
BIRD: any aircraft
BIZCHOCO: literally means "biscuit", a Spanish slang term of endearment roughly analogous to cup cake. In a different context, it means a female's private parts
BLACK OPS: illegal or secret operations
BLITZ: Slang for combat drugs.
BLOOP GUN: slang for a grenade launcher
BOAT: submarine no matter how large, also has become popular slang for any van shaped AV (AV-4's, AV-6's, AV-9's etc.)
BOGEY: unidentified aircraft
BOOK: slang for retreat as fast as possible
BOOMER: anyone that has gone cyberpsychotic
BOONIES: anyplace far away from modern civilization
BONEDADDY (MAMA): slang for someone suffering from extreme starvation
BONED OUT: quit, retreated
BORIS: any Russian ACPA
BORRACHO: Drunk, alcoholic
BOS: BOrder Surveillance
BOUNCING BETTY: any land mine that throws an explosive projectile into the air before detonating
BOXING: close quarters combat, usually hand to hand
BRAIN GRENADE: canned beer
BRING SMOKE: heat it up, shoot the hell out of it
BRIGADE: Military unit composing 3000 men, commanded by a Colonel
BROWN BAR: second Lt., called that

because his gold bar becomes brown in camouflage
BS: Bull Shit, any lie, bad situation, or anything that a soldier feels is unfair
BUCKET: helmet
BUG OUT: run like hell
BURN: to shoot with a laser
BUSH: the jungle
BUST (or POP) CAPS: to fire a gun
BUZZB / BUZZ BOT: Nickname for miniature communications relay drones used by ground units.
CACHE: hidden supply of weapons, equipment, ammo, food, funds, etc...
Cão que ladra não morde: "Dog that barks doesn't bite". Portuguese idiom meaning a person who threatens by talking a lot is usually harmless, like the dogs that bark. You can also use it to mean that a person who claims to do a lot usually does very little.
C.A.S.: Cordon And Search, to seal off an area and search it
Cá se fazem, cá se pagam: "Here they're made, here they're paid". Portuguese idiom meaning if you do something wrong you'll pay for it in this lifetime and in the place where you did the wrong thing. Similar to having to "pay the piper" (pay consequences for one's actions).
CATADORES: Informal garbage collectors.
C&C: Charlie Charlie; Command and Control helicopter, it stays above the action and relays communications and orders to troops below
CEL: a small terrorist group, affiliated with a larger one but not in direct contact
CHERRY: soldier new to combat, usually just out of basic
CHICHA: a beer-like fermented beverage made from maize (corn), yuca or fruits and other ingredients
CHI-CHA: Spanish phrase for "I have no idea" / "hell if I know"
CHI-CHI'S: In central and south America it means tits, in the Caribbean a derogatory term for homosexual
CHINITA/CHINITO: Spanish for Chinese girl / boy
CHINOOK: slang for any double rotor helicopter
CHOCOLATE CHIPPENDALE: an African male prostitute or erotic dancer, a growing sight in many Euro and corporate controlled tourist areas.
CHOCOLATE SHAKE: African prostitute
CHOLO: Latino gangster, or in South America it is a derogatory term for "simple peasant"
COMBI (Mexico, Peru) / TAP-TAP CAB or CAMIONETTE (Haiti) /

MAXI TAXI (Trinidad and Tobago): Share taxi. A mode of transport that falls between private transport and conventional bus transport, often with a fixed or semi-fixed route, but with the added convenience of stopping anywhere to pick or drop passengers. Share taxis are the main system of public transport in many countries. Often, individual vehicles are owned by individual drivers but operated under a single company name. They may also be subcontracted by a public transit authority. Others may be private vehicles that operate illegally, but which attract passengers due to their lower cost. A given share taxi route usually starts and finishes in central locations known as taxi parks, lorry parks, motor parks, garages, autogares, gares routières, or paragens. These are usually located near the centre of a town or near a major market.
CHOPPER: helicopter
CHU: Pronounced "choo". Abbreviation for Container Housing Units. This can describe containers that have been specifically designed for habitation or those that have been retrofitted. The high cost of transporting empty containers back to the original shipping point is often greater than that of containers themselves. This can result in the containers being abandoned at the destination.
CHUBBY LOVER/CHUBBY: derogatory slang for Buddhist
CHURRO: can mean either a marijuana cigarette (Mexico), or a handsome man (South Am)
CHUVILLE: A base or community consisting of a large number of CHUs.
C.I.A.: Central Intelligence Agency
C.I.B.: Combat Infantryman's Badge (Army medal given after serving a set period of time in a combat zone)
C.I.D.: Criminal Investigations Division, the military version of the FBI and the prosecuting attorney all rolled into one
C.I.D.G. (SIDGEE): Civilian Irregular Defense Group
CINPAC: Commander-IN chief PACific
CINALT: Commander-IN-chief Atlantic
CININD: Commander-IN-chief INDIan
CLAYMORE: anti-personnel explosive, set as either a mine or detonated by remote
CLOSE AIR SUPPORT: air strike on immediate enemy targets
C.M.H.: Congressional Medal of Honor
C.O.: Commanding Officer
COCK: gun
COMM: COMMunications
COMPANY: Military unit of 150 men, commanded by a Captain, 3-4 platoons
COMPANY (THE): CIA

CONDOLENCE AWARD: A cash award the government pays to wounded civilians, or in the case of their death it goes to their relatives (not paid very often)

CONCERTINA WIRE: coiled barbed wire

CONUS: CONtinental U.S.

CONVERT: someone who has seen the light, usually refers to African natives who ally with the U.S.

COOKIE: grenade

COWBOY: anyone doing anything dumb in combat (like fighting in the open when cover is available, or rushing an enemy force alone)

CRISPY: anyone killed by an incendiary

CF / CROSS FARMER: Christian Missionary

CULO: Spanish for ass, either to describe anatomical rear end, or as an insult

CULTURE VULTURE: media

DAVY'S / DAVYS: Slang term used to describe items salvaged from a wreck and for goods obtained illegally.

DEAD RECKONING: navigate without instruments

DEAD SPACE: area not covered by fire

DECORATION: a medal, decoration for the dress uniform

DEEP: worst possible situation

DEFCON: defensive contact artillery fire

DEFOLIANT: chemical used to kill vegetation, useful to improve vision, clear an area, and make it easier to spot the enemy

DELTA: smuggling aircraft

DELTA TANGO: radio term for defensive targets

DENIABLE PLAUSABILITY: a black op so covert that it will be completely disavowed by officials if the squad sent is captured or killed. The worst kind of assignment

DEROS: Date of Expected Return from Over Seas

DET-CORD: an explosive strip

DIDDY BOPPING: being careless

DIGITAL COWBOY: netrunner

DIGITAL CRITTER: any cybernetically enhanced animal

DIME NICKEL: 105mm howitzer

DIVISION: Unit of 12,000-18,000 men, commanded by a Major General

DMZ: De-Militarized Zone, no mans land found at border of two nations at war

DUD: failed explosive

DUPPY: Caribbean patois word meaning ghost or spirit (malevolent). In west Indies slang, it is also used to describe a person who is a leech or hanger on.

DUST BUNNIES: Informal term used to describe suspects fleeing from an illegal drug operation. Originally denoted operations involving the production of cocaine, but it has become generalized over the years. The term is derived from "Rabbit" (to bolt) and the type of mission, Sweep & Clear (the kinder gentler name for Search & Destroy)

DUST OFF: quick extraction by helicopter

DZ: drop zone, area where airborne supplies or personnel are dropped

ECM: electronic counter measures

EDDIE: hostile Ethiopians

ELEVEN BUSH: radio term for infantry man

E-5: sergeant

E-9: sergeant major, the highest enlisted rank

EOD: Explosives Ordnance Disposal

EPW: Enemy Prisoner of War

EUOTRASH (or just E-TRASH): EDF soldiers

EVAC'D: evacuated

EVAC HOSPITAL: the hospital closest to the front, where wounded were sent for immediate treatment and stabilization before being sent to a better equipped and safer location

EXTRACTION: the way a recon unit is returned from their mission site

FA: Field Artillery

FAC: Forward Air Controller

FARcer: Derogatory term for a member of the FARC. FARC is the Spanish acronym for the Fuerzas Armadas Revolucionarias de Colombia, the Revolutionary Armed Forces of Colombia who act as both Special Forces and Secret Police for the SAA.

FF: Fast Frigate

F.I.G.S.E.W. (FIGGYSUE's): French, Italian, German, Spanish, Whatever, term for EDF troops

FIRE BASE: remote artillery base

FIREFIGHT: firearm combat

FIRE FOR EFFECT: keep firing, continue shooting till its dead or disabled

FIRELANE: the clear area a weapon can put its shots into

FIVE BY: loud and clear, five being high quality, 1 being low

FIACA/FLACO: Spanish for skinny

FLECHETTE: dart shaped projectile

FLIP: to be fighting one group, then get shipped to a different area where you are fighting alongside that group. This happens often in Africa, where US soldiers will be fighting the Europeans one day, then the next be siding with them against rebel forces or terrorists in another country, it also works the other way, where a group of

rebels is the allies one moment, then enemies the next.

FLIPPER: any aquatic mammal cybernetically enhanced and used to serve military or corporate needs

FNG/ FuNGus: Fucking New Guy, derogatory slang for a replacement

FO: Forward Observer

FOB: Forward Operating Base

FODDER: soldiers

FOOTY: infantryman, from foot soldier

FRAG: fragmentary explosives, also means "to kill with explosives"

FREAK: radio frequency

FREECO: A service, item, or performance taken without payment (although something may be expected in return); a freebie; a handout; a comp. Origin Trinidad & Tobago.

FREEDOM BIRD: aircraft taking a soldier home after his tour of duty

FREE FIRE ZONE: area where everyone is assumed to be hostile

FRIENDLY FLOATEES / FLOATING FREEBEE (FREEBIE): Slang for something useful found floating in the sea. This may be found either at sea or washed up on shore.

FROG: derogatory term for a frenchman

F.U.B.A.R.: Fucked Up Beyond All Recognition

FUN: dangerous to the point of suicidal

GHOST: slang for night attackers

GL: grenade launcher

GOOBER: derogatory term for anyone doing something dumb, including fighting for and against the US military

GO NATIVE: to go AWOL and hide in the bush, taking up residence there, also means to over sympathize with the indigenous population

GORDA/GORDO: Big, fat, large, (can be used as a descriptor for anything big, both positive and negative) literally means fat or large (or pudgy). In the U.S. many people would probably consider it an insult to be called Gordo. In many Spanish speaking culture it is considered a term of endearment between friends and family. It is also not limited to describing a physical characteristic. Gordo can be an indication of wealth

GRAVEY: easy, little danger involved

GREEN: safe, also a soldier who is no longer a cherry, but is still wet behind the ears in combat situations

GREEN BERETS: the Army's special forces unit

GROUND POUNDER: infantryman

GUMBAY: African rebel

GUNDAM: any Asian A.C.P.A.

GUNSHIP: heavily armed aircraft, used for infantry support. Usually restricted to helicopters and AV's

GROUND ZERO: impact point of

explosive or artillery round
HARD CHARGING: gung ho and aggressive soldier - not always complimentary
HAT OUT: leave in a hurry
H.A.L.O.: High Altitude Low Opening, a dangerous type of parachute insertion
H&I: Harassment and Interdiction, random artillery fire
HE: high explosive
HEAP: High Explosive Armor Piercing
HEAVY: serious situation
HOLDING DOWN (THE FORT): to keep control of an area
HOLY JOE: Chaplain
HOLY ROLLER: generally refers to a truck carrying aid from or members of a religious mission.
HOMBA: of African origin, from Hombarume; great or successful hunter. Slang term for solo or assassin with a high reputation.
HORSE PILLS: medication taken to prevent malaria
HOT: active combat zone
HUMP: to march
IG: Inspector General, the officer responsible for investigating anything and everything brought to his attention.
INCOMING: receiving enemy artillery fire
IN COUNTRY: to be in a country or region at war
INJUN: derogatory slang for Hindu
JAFO: Just Another Fucking Observer, derogatory term for any one there to observe the actions and progress of the troops, usually this means a squad will have to baby-sit an officer or corporate rep. into the bush
J-BAR: A shortened version of jimmy bar, which is another name for a pry bar or crowbar.
JITNEY: Shared Water "Taxi". Generally a privately owned vessel that supplements or takes the place of a government run ferry.
JOCK: pilot
JUICE: pull or influence, also in reference to a bribe or bribe money
JUMP CP: temporary command post
JUNGLE BUNNY: forest dwelling native
JUNGLE BUSTING: using tanks or vehicles to clear a path in the jungle
JUNGLE FEVER: desire to sleep with a native, also used when referring to african prostitutes
JUNGLE JIM: an American soldier who has become a native sympathizer,
KHA: Killed in Hostile Action
KIA: Killed In Action
KICK OFF: start of a mission
KILLERS: Marine Mobile Ambush team

KIPPER: a child prostitute, unfortunately this is a growing problem in Africa, especially in Western and corporate controlled tourist areas
KIT: a soldiers backpack
KLICK: kilometer
LAW: Light Anti-tank Weapon
LEMMINGS: soldiers on a suicide mission, anyone who blindly follows orders
LIFER: anyone making a career out of the military
LIMEY: slang term for British soldier
LIT UP: surprise with combat
LOCK AND LOAD: priming a rifle for accuracy, literally locking a round in the chamber ready to fire
LOACH: observation helicopter
LP: Listening Post
LRRP: Long Range Recon Patrol
Lt.: Lieutenant
LZ: Landing Zone
MAAG: Military Assistance Advisory Group
MAB: Marine Amphibious Brigade
MALICIA: Capoeira term meaning 'street cunning/warrior smarts' - the ability to see and take an unfair advantage if one is presented.
MAW: Marine Air Wing
MEDCAP: Medical Civic Action Program, squad assisted medical personnel giving aid to remote villages
MEDEVAC: evacuation of wounded
MG: machinegun
MI: Military Intelligence
MIA: Missing In Action
MIDNIGHT REQUISITION: slang for stealing supplies
MIHO/MIHA: son/daughter, affectionate term used by elders, or by parents.
MIKE-MIKE: millimeter
MILK RUN: easy mission, usually given late in a tour
MILLION DOLLAR WOUND: a wound serious enough to get a soldier sent home, but not serious enough to cripple or maim, in today's world of cybernetics these are rare indeed
MISSION READY: vehicles or equipment ready for use
MIT/MARTY (Martyr In Training)...help them to meet their god, before they take you to meet him.
MO / MOE: Islamic Missionary
MOL-DAR / MOLEDAR: Nickname for Ground Penetrating Radar (GPR) used to locate tunnel complexes and underground bunkers.
MOLDY/MOLDIES/MOLDY OLDIES: religious zealots or missionaries
MONKEY: derogatory term for jungle dwelling natives

MP: Military Police
MUMMIFY: the practice of burying yourself underground in loose dirt to surprise the enemy, used mostly in the desert. It was originated by arab nomads. Those who do this are known as mummies
MUST: Medical Unit Self Contained, inflatable easily transportable medical ward
NAF: slang term for all Native black Africans, not really seen as derogatory
NAPALM: incendiary gel, used in bombs and flame throwers
NBC: Nuclear, Biological and Chemical
NCO: Non-Commissioned Officer
NEUTRALIZE: kill or take out
OKIE: Slang for Major or Lt. Colonel. From oak leaf rank insignia.
OJT: On the Job Training
OP: operation, a mission
PABLO: Cartel leaders, after Pablo Escobar
PACKIN': carrying a weapon
PACIFY: to make a village or stronghold unable to support the enemy
PANZA / pança: spanish for belly
PARAMILITARY: unofficial civilian military group
PATROL: Ranger unit of 6 men led by an NCO
PBR: Patrol Boat, River
PENDEJO: literally means "single pubic hair", the spanish equivalent of asshole
PEPS: Slag for stimulants.
PFC: Private First Class
PIGEONS: friendly or civilian aircraft
PIG: heavy machine gun
PIGMAN: soldier carrying the heavy machine gun
PISS TUBE: slang for a mortar
PLATOON: unit of 20-50 men, led by a Lieutenant
PLAY DOUGH: plastic explosive
POGEY: slang for a new guy or anyone without much brainpower
POINT: lead man in a patrol, usually the most dangerous place to be as you will get shot at first
POLICE AN AREA: to clean an area up, pick up trash, cigarette butts, etc....
POP SMOKE: set off a smoke grenade to mark a position
PORKY: someone carrying too much equipment or weaponry
POW: Prisoner Of War
PREP: firing into an area before making an insertion
PRIETITA: spanish for "little black one", usually referring to girls
PUNJI STAKE: sharpened stick set in the ground, usually hidden, usually poisoned
PURPLE HEART: medal awarded to anyone suffering a wound in combat

PUTA/PUTO: female/male prostitute, Puto can also be used to describe a coward

PX: Post Exchange, the equivalent of a department store on a military base

PZ: Pickup Zone

RA: Regular Army

RAGS: derogatory slang for female soldiers, usually refers to a particularly mean or viscous woman

RAMP ALERT: warning for aircraft to take off in 15 minutes

R & R: Rest and Relaxation, a vacation from the war, for soldiers in africa it means getting away from the continent completely, either to one of the U.S. controlled Islands or possibly to the Caribbean or Mexico.

RECON: reconnaissance

RED BALL: system for getting supplies quickly

REDLEG: slang for artillery soldier

R.E.M.F.: Rear Echelon Mother Fucker, derogatory slang for command personnel that rarely if ever see front line duty.

RETROGRADE: any rear or retreat movement

RE-UP: sign up for another tour of duty

R.I.F.: Recon In Force, to sweep and area for enemies

RIMBO: female soldier

RL: Rocket Launcher

ROACHES: rebels dwelling in or operating from caves or tunnels

ROCKER: when you pass the rank of sergeant, each stripe that goes under the chevrons is a rocker

RODA: The circle within which capoeira takes place. Also used to refer to any area where a gun battle is taking place

ROLLING THUNDER: sustained bombing

ROOT DIGGER: derogatory slang for black american soldiers in Africa

ROTC: Reserved Officer Training Corps.

RPG: Rocket Propelled Grenade

RPV: Remote Piloted Vehicle

RTO: Radio Telephone Operator

RUCK: soldiers backpack

SAM: Surface to Air Missile

SANCHO: derogatory term for a soldier or sympathizer of the SAA, also can refer to someone who sleeps with your wife/husband/significant back home while you are in country or imprisoned

SANITIZE: to remove all evidence of ones presence

SANTA / SANDY CLAUS: Used interchangeably for units that air drop supplies to units operating in the jungle or to forward fire bases or Bombers dropping ordinance on the bad boys and girls (i.e. the enemy) Ground

pounders have a love hate relationship with them. Like Santa, you don't always get what you want and after they drop their "presents" they wing back to some airbase probably near a "sandy" beach.

SANTA: supply sergeant

SANTA'S WORKSHOP/NORTH POLE: Rear Supply Airbase

SARDINE: ACPA trooper

SARDINHAC / SARDINHAS: A colorful description for a community made out of CHUs or retrofitted shipping containers. The term is a contraction of Sardina and Hacienda (Spanish). Litterally Sardine Estates.

SATCHEL CHARGE: a number of blocks or explosives taped together

SCI-FI: nicknames for the more advanced technology, such as lasers, full conversions, etc...

SEABEES: Navy construction engineers

SEAL'S: Sea Air and Land, the Navy's special forces unit

SEARCH AND DESTROY: mission to seek out enemy, engage, and eliminate

SHORT: nearing the end of a tour of combat duty

SHOTGUN: the responsibility of manning the machinegun on a vehicle

SHRAPNEL: the chunks of debris thrown from an explosive device

SILVER STAR: U.S. medal

SING: report in

SITREP: SITuation REPort

SIX: radio term for leader

SKELLER: 1. Person who operates a business catering to zips or immigrant populations. 2. One who preys upon zips or immigrant populations.

SKELLY or SKELLERY: English origin. From skell (homeless person, vagabond, zip). Term for Vendomat or any other business which caters to zips or immigrant population. The term gained in popularity with the increase of expatriate British citizens to the region following the collapse of the British monarchy and the institution of martial law in Britian.

SKY PILOT: chaplain

SLICK: helicopter or AV used for troop transport

SMOKER: slang for those who live or come from the irradiated borders of Libya, as in they are so hot from radiation poisoning they should be smoking

S.N.A.F.U.: Situation Normal. All Fucked Up

SNEAK: to be way out in the bush, or beind enemy lines

SOCKET JOCKEY: Anyone who has been transplanted into a biopod

S.O.L. (SOLLY): Satellite Orbiting Laser

SOLDADO: Soldier - in the gangster sense.

SOP: Standard Operating Procedure

SORTIE: a mission for a single aircraft

SQUAD: unit of less than ten men, usually led by an NCO

SQUIDBILLIES: US Navy and Marine jargon for sea nomads. Squid is jargon for sailor.

SPANKY: derogatory term for a Spaniard

SPEAR CHUCKER: derogatory slang for any tribal warrior

SPOOK: derogatory slang for a CIA agent

STAGING AREA: safe areas where troops are brought together, trained, and prepared for a mission

STAND DOWN: term for rest period

STRAC BUTT: less than complimentary term for a commander that doesn't bend the rules

STRAY TOASTER: Cyberpsycho full conversion borg on a rampage.

STRIP ALERT: warning that aircraft should be ready to take off in 5 minutes

SUBWAY: slang for any tunnel system

SUGAR: good news from home, especially if from a spouse or lover

TAC AIR: Tactical Air Support

TATTLERS / TATTLER LINE / LIL (Little) SIS: Perimeter defenses, trip wires, pop flares, generally describes low tech devices.

TAXI: extraction vehicle

THREADING THE NEEDLE: flying through gaps in air defense radar

THUMPER: slang for grenade launcher, also for the man carrying it

TIN CAN: full conversion cyborg

TOP: Sergeant in command of a platoon

TOUT / COTI-MEN / TAXI SCOUTS: Individuals whose job is to persuade travellers to use their specific vehicle or taxi company with efforts that range from praising the comfort of their vehicle to promising a quick journey or grabbing baggage and throwing it atop their car. eneraly encountered at taxi parks, or at cab stands in airports or other ports of entry.

TOWEL HEAD: derogatory slang for an arab (also rag head)

TRIP FLARE: flare set off by a trip wire, usually used as a warning device

TUNNEL RAT: soldier whose job it is to search enemy tunnels

TURO-TURO: Tagalog slang expression for fast food restaurants or food vending machines

UGS: Unattended Ground Sensor, device used to monitor enemy movements in remote areas

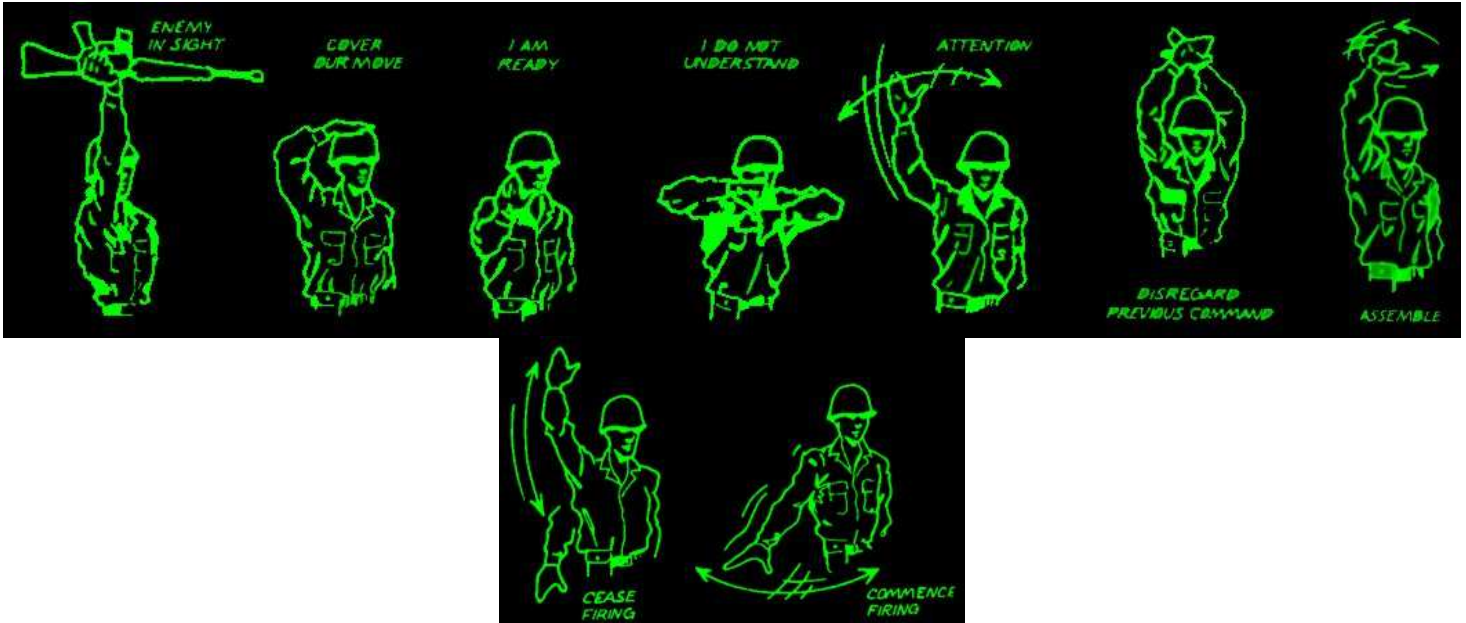
ULTRAMAN: an asian full conversion cyborg

UNCLE SUGAR: United States Military
UPES: derogatory term for Europeans, especially EEC military
USAF: United States Aerospace Force
VILLE: village
WAFFLE: a Caucasian African native
WAKE UP: last day of service in a combat zone
WALLY: Islamic Missionary (from "wa allâh", or "By God")
WATERWINGS: Slang for seaplane

flight certification.
WAX JOB: killing anyone
WET WORK: assassination
WHODUDES/WHODETTES
VOODOUES/VOODETTES: slang for practitioners of Voodoo/Hoodoo/Santeria
WILLY PETE: white phosphorous
WOP: derogatory slang for an Italian
WRAITH: respectful term for a sniper
THE WORLD: home, stateside, or anyplace out of the combat zone

ZIPPER: Derogatory term for Hostile natives of DRC (formerly Zaire)
ZIPPO RAIDS: any assignment calling for the complete destruction of a village
ZONK: Someone caught cheating or caught in a lie. Also can mean a zero or loser. The name comes from the dice game called Zonk, which is similar to Farkle

See also Colin Smith's list of CP 2020 slang.



Each country and region will also have its own slang. I apologize now if any of the derogatory terms above offend anyone, they were added merely as a point of realism of the game, I harbor no ill feelings towards anyone, regardless of ethnicity. I suggest you create your own slang, in fact if you do decide to run a military campaign and create your own slang for it, send a list of your slang to me and if I like it I will post it here.

RANK AND PAY STRUCTURE



RANK	ARMY	MARINE	NAVY	AIR FORCE	PAY (MONTHLY)
E-1	PRIVATE	PRIVATE	SEAMAN RECRUIT	AIRMAN BASIC	288eb
E-2	PRIVATE	PFC (Private 1st Class)	SEAMAN APPRENTICE	AIRMAN	320eb
E-3	PFC	LANCE CORPORAL	SEAMAN	AFC	333eb
E-4	CORPORAL	CORPORAL	PETTY OFFICER 3rd CLASS	SENIOR AIRMAN	345eb
E-5	SERGEANT	SERGEANT	PETTY OFFICER 2nd CLASS	STAFF SERGEANT	360eb
E-6	STAFF SERGEANT	STAFF SERGEANT	PETTY OFFICER 1st CLASS	TECHNICAL SERGEANT	410eb
E-7	SERGEANT 1st CLASS	GUNNERY SERGEANT	SENIOR CHIEF PETTY OFFICER	MASTER SERGEANT	475eb
E-8	MASTER SERGEANT	MASTER SERGEANT	MASTER PETTY OFFICER	SENIOR MASTER SERGEANT	681eb
E-9	SERGEANT MAJOR	SERGEANT MAJOR	MASTER CHIEF PETTY OFFICER	CHIEF MASTER SERGEANT	811eb
OFFICER 1 1 GOLD BAR	SECOND LIEUTENANT	SECOND LIEUTENANT	ENSIGN	SECOND LIEUTENANT	530eb
OFFICER 2 1 SILVER BAR	FIRST LIEUTENANT	FIRST LIEUTENANT	LIEUTENANT JUNIOR GRADE	FIRST LIEUTENANT	611eb
OFFICER 3 2 SILVER BARS	CAPTAIN	CAPTAIN	LIEUTENANT	CAPTAIN	700eb
OFFICER 4 GOLD OAK LEAF	MAJOR	FORCE COMMANDER	LIEUTENANT COMMANDER	MAJOR	755eb
OFFICER 5 SILVER OAK LEAF	LIEUTENANT COLONEL	LIEUTENANT COLONEL	COMMANDER	LIEUTENANT COLONEL	994eb
OFFICER 6 SILVER EAGLE	COLONEL	COLONEL	CAPTAIN	COLONEL	1519eb
OFFICER 7 1 SILVER STAR	BRIGADIER GENERAL	BRIGADIER GENERAL	REAR ADMIRAL 1st HALF	BRIGADIER GENERAL	2509eb
OFFICER 8 2 SILVER STARS	MAJOR GENERAL	MAJOR GENERAL	REAR ADMIRAL 2nd HALF	MAJOR GENERAL	4817eb
OFFICER 9 3 SILVER STARS	LIEUTENANT GENERAL	LIEUTENANT GENERAL	VICE ADMIRAL	LIEUTENANT GENERAL	6006eb
OFFICER 10 4 SILVER STARS	GENERAL	GENERAL	ADMIRAL	GENERAL	7563eb
OFFICER 11 5 SILVER STARS	GENERAL OF THE ARMY	N/A	FLEET ADMIRAL	GENERAL OF THE AIR FORCE	9564eb

U.S. SPECIAL FORCES

The following is a list of American Special Forces Groups



U.S. ARMY RANGER BATTALIONS (BLACK BERETS)

Originally based and trained from Fort Seward, GA., and Fort Lewis, WA. The Army's premiere Black Ops team, used to infiltrate behind enemy lines and perform hit and run missions against enemy installations. Usually operate in 3-10 man teams.



USMC BATTALION LANDING TEAM

Originally based and trained from Camp LeJeune, NC., Camp Pendleton, CA., and Okinawa. The advance Marine group, these men and women are the first to go in and clear the way for the regular marines to follow. Mortality rate is high with this group. Usually operate in 10-25 men teams.



U.S. ARMY SPECIAL FORCES (GREEN BERETS)

Originally based and trained from Fort Bragg, NC., Fort Devens, MA. The Army's masters of LRRP work. Green Berets are parachuted in deep in the combat zone and perform the information gathering tasks on the enemy as well as hit and run tactics. Usually operate in 4-12 man teams (A-teams) in conjunction with Support and Logistical coordination units (B-Teams) and their Command Organizations (C-Teams).



U.S. MARINE FORCE RECONNAISSANCE COMPANY

Originally based and trained from Camp LeJeune, NC. Force Recon is the forerunner of the Green Berets, and operates in an intelligence gathering capacity for the high command structure of the Marine Corp. Usually operating in 4-6 man units.

NAVY S.E.A.L.'S (SEA, AIR, AND LAND) (TEAM 8)

Originally based and trained from Little Creek, VA., Coronado, CA., Subic Bay, the Philippines. Navy SEAL's are simply the best special forces team the U.S. has to offer. Its men and women recruited from all branches of the military and trained in every conceivable way to the brink of perfection. They perform all the duties of the rest of the U.S. special forces as well as any job that needs doing. SEAL Team 8 is the section of SEAL's trained for Warfare in Africa, and contains many personnel of SEAL Team 6 (counter terrorism) as well. SEAL's often work in conjunction with the CIA as well as through the standard military authority. They have also been known, on occasion, to work with friendly indigenous personnel on LRRP and infiltration missions, though any SEAL will tell you they rarely need such help. SEAL's usually operate in 4-12 man teams





BLUE LIGHT/ DELTA FORCE

Originally based and trained from Fort Bragg, NC. Delta Force serves 2 purposes, the first is that of working closely with friendly natives on LRRP missions, infiltration's, and search and destroy. The second is Counter-Terrorism, specializing in teams of 8, made up of 2 U.S. advisors, and 6 native troops. In counter terrorist operations all team members are usually American, and operate in 4-8 man teams.

AEROSPACE RESCUE AND RECOVERY SERVICE (ARRS)

Originally the only Special Forces group of the USAF, their role has been expanded to all branches of the military. Their singular function is the rescue of the pilots and crew of downed aircraft. They are equipped with specially armed and modified Seagod helicopters or AV-9's and have an average response time of 15 minutes (roll 1d10+10 minutes). The ARRS teams are truly the Trauma Team International for U.S. military pilots. (In fact if after leaving the Armed Forces, any ARRS personnel who wishes employment with Trauma Team is almost certain to be hired and given an extra 20% bonus in pay.)



**S.E.A.L. TEAM 8
SPIDER TEAM ALPHA
"THE DEATH MERCHANTS"**



Lt. JOSHUA "JAY" BODICHELLI
ROLE: SOLO/TECHIE
MOS: TEAM LEADER/INTEL/SPECIAL WEAPONS
SERIAL NUMBER: A27/B04.4.5874328
SIN #: 6241-386-59742
AGE: 25
D.O.B.: 8/13/95
HEIGHT: 6' 3"
WEIGHT: 210lbs
EYES: BLUE
HAIR: BLACK
CHARACTER POINTS: 194
INT: 9 REF: 10/12 TECH: 10 COOL: 9 ATTR: 6
LUCK: 10 MA: 5 BOD: 8/12 EMP: 9/7

Lt. Bodichelli was raised in an orphanage in Southern California, never knowing who his parents were. He was never adopted, though he was placed in several foster homes, all of which sent him back to the orphanage due to his violent outbursts and mistrust of any authority figure. When he was 16 he began getting into trouble, and was caught breaking into a house. The judge sent him to Job Corps, hoping that if he were kept busy it would curb his criminal habits. This seemed to work, albeit briefly and soon he was back to his old tricks. When he was arrested again at the age of 18 he was given 2 choices, the military or prison. He chose the military. It was here that at last he found a sense of peace and belonging, the first sense of true family he had ever known. He excelled here, in everything, the life of a soldier was like a second skin to him and he completed basic at the top of his class. From there he went straight into S.E.A.L. training, and once again excelled. He was finally able to focus his violent energy into something useful. He was originally assigned to Team 6, the counter-terrorism team, but then transferred to Team 8 in Africa where the action was. He was assigned to Spider Team Alpha and quickly assumed the role of second in command of the squad. When team leader Thomas Randolph was mauled by a lion and had to undergo full conversion Bodichelli was promoted to Lt. and assigned as the new team leader.

Lt. Bodichelli is quiet and reserved, speaking only when necessary. His early distrust of authority has been dampened since he began his life in the military, but is always there under the surface. As a leader he is cold and calculating, but also fair, he would never send his men into a situation he would not willingly go into himself. He also has absolutely no patience for anyone not obeying his orders, although he loves his men like family. Perhaps he is a bit too cold, there is a rumor floating around that he executed 2 U.S. pilots (one of which was crippled and presented to much of a risk, the other pulled a gun on him after he shot the first) while trying to get home through enemy territory after their plane was shot down behind enemy lines, however these reports cannot be substantiated. To date Lt. Bodichelli has not lost a man in his team since he became leader.

AWARDS: Purple Heart (x2), Medal of Valor, Navy Cross



Sgt. ANGELA "RED" TORESMAN
ROLE: SOLO
MOS: MACHINE GUNNER
SERIAL NUMBER: A34/D01.0.5698786
SIN #: 5241-274-68510
AGE: 23

D.O.B.: 3/7/1999
HEIGHT: 5' 9"
WEIGHT: 117
EYES: GREEN
HAIR: RED
CHARACTER POINTS: 179

INT: 7 REF: 10/ TECH: 6 COOL: 8 ATTR: 7
LUCK: 3 MA: 5 BOD: 8/ EMP: 7/4
Angela grew up in a normal suburban home in Connecticut, had a loving family, and got good grades in school. Her life was for the most part ideal until she was 18, when on a trip into the city with her family they got lost and ended up in a combat zone. Her father stopped to ask directions, his last mistake. A pack of Black Lace addicts descended on the car, dragging her family into the street, at first searching them for money, then unsatisfied, then unsatisfied they beat her family to death. Miraculously Angela was able to make it back to the car and pulled her fathers gun from the glove box and killed 2 of the assailants causing the rest to flee. Wounded but alive she was taken to the hospital. It was during her recovery there that she happened to be watching television and saw a Marine recruitment commercial. She realized she had nothing left to keep her home and joined immediately, vowing to never again be weak. She made it through basic, she served a year before she decided to go in for S.E.A.L. training. Upon completion she was assigned to Team 8 as the Pigman (or woman as the case may be).



Angela is the typical redhead, energetic, flirtatious, and possessing an unbelievable temper. She is cocky, sometimes rude, and takes no shit, especially when someone tries to treat her differently because she is a woman. Such an occasion will usually lead to a fight. She is currently the unofficial second in command of the team, and will voice her opinion whenever she feels it necessary. She also has a habit of being promiscuous with her team mates, though she avoids "Silky" and doesn't try anything with Jay. She recently lost her arm to a mancatcher type booby trap, and has had it replaced with a cybernetic one.

AWARDS: Purple Heart

Sgt. JOSEPH "CIRCUIT" TROCERO
ROLE: SOLO/NETRUNNER
MOS: COMMUNICATIONS/INTELLIGENCE
SERIAL NUMBER: A56/D51.8.9164872
SIN #: 8431-604-93716
AGE: 23

D.O.B.: 9/02/1996
HEIGHT: 5' 10"
WEIGHT: 195
EYES: BROWN
HAIR: BROWN
CHARACTER POINTS: 165

INT: 10 REF: 10/9 TECH: 8 COOL: 8 ATTR: 6
LUCK: 4 MA: 5 BOD: 7/ EMP: 9/8
Joseph Trocero was neither poor nor wealthy, but his family was strong, with a military tradition. He grew up listening to his fathers stories about the South Am conflict, and his grandfathers stories about Vietnam. He heard from them tales of exotic places and cultures. It came as no surprise that he joined the Navy just out of high school specializing in computers and communications. But he got bored quickly being inside all the time, he wanted to be where the action was, to share in the life his father lived. So he went into S.E.A.L. training, he had a rough time of it, but made it through and put in for assignment in Africa.



Trocero is the guy everybody looks after, not just because he is the RTO, but also because he tells the best stories, has the best jokes, and keeps everyone's spirits up. He is the backbone of team morale and is considered to be something of a good luck charm. He is the newest member of the team, replacing the old RTO that was taken out in Ethiopia.

AWARDS: none

Sgt. ALEX "AL" SPEARY
ROLE: SOLO
MOS: SNIPER
SERIAL NUMBER: A64/D12.3.4576238
SIN #: 5764-831-94321
AGE: 24

D.O.B.: 9/17/1995

HEIGHT: 5' 11"

WEIGHT: 205

EYES: BLUE

HAIR: BROWN

CHARACTER POINTS: 188

INT: 10 REF: 10/ TECH: 4 COOL: 8 ATTR: 4

LUCK: 7 MA: 8 BOD: 10/ EMP: 9/9

Alex grew up in the combat zone of Night City. His parents were too strung out most of the time to offer any real guidance so for the most part he and his older brother and 2 sisters fended for themselves. He quickly fell in with gangs and found himself in trouble with the law more often than not. Finally after being arrested for assault when he was 21 he was given the age old choice, military or prison. His choice obvious he went through basic, excelling at his use with the rifle. His instructors suggested sniper school, instead he went for SEAL training and upon completion was assigned to Africa.



Personality wise Alex is shy and secretive. He rarely talks, although even he laughs at Trocero's jokes. On a mission however he is quiet to the point of nonexistence. It is often said that when Alex is in position, even the grass growing makes more noise than he does. In addition Alex is one of the best marksman the military has to offer.

AWARDS: Purple Heart, Medal of Valor

Sgt. ROBERT "HAWK" HAWTHORNE
ROLE: SOLO/TECHIE
MOS: GRENADIER/DEMOLITIONS
SERIAL NUMBER: A28/D45.1.2468975
SIN #: 5705-624-59891
AGE: 25

D.O.B.: 4/18/1995

HEIGHT: 5' 10"

WEIGHT: 199

EYES: BROWN

HAIR: BLACK

CHARACTER POINTS: 186

INT: 8 REF: 10/9 TECH: 10 COOL: 8 ATTR: 6

LUCK: 7 MA: 7 BOD: 9/ EMP: 10/

Abandoned by his parents to corporate education facilities so that they could enjoy unburdened their corporate lifestyle, Robert soon learned to hate corporations and everything they stood for. His I.Q. tested above normal, and he learned everything they tried to teach him, but seemed to keep his grades just low enough to pass, but not high enough to warrant any promise. His senior year he decided he'd had enough and purposefully failed out. Unaccustomed to life outside the safe walls of the school, and with negative references he found it impossible to find work anywhere but in the basest of jobs. Fed up he joined the Navy, 3 squares and a place to sleep were good, but he soon realized that the regular Navy was just one more corporation. Out of desperation he signed up for SEAL training and found a home immediately.



Robert is fairly deceptive, and you can never tell exactly what he is thinking. One thing is definite though, he hates boredom and he hates kissing ass. As the carrier of the bloop gun for the team his ability is extraordinary, he can land a grenade in an open tank turret from 200 meters, of course some attribute this to sheer luck. He also doubles as the demolition's expert and can drop a building perfectly in its boundaries using the bare minimum of explosives.

AWARDS: Purple Heart, Silver Cross

Sgt. JOHN "MOTHER" LEE
ROLE: SOLO/MEDTECHIE
MOS: MEDIC
SERIAL NUMBER: A53/D82.4.379186
SIN #: 9711-449-87235
AGE: 25

D.O.B.: 1/23/1995

HEIGHT: 5' 8"

WEIGHT: 197

EYES: BROWN

HAIR: BLACK

CHARACTER POINTS: 194

INT: 7 REF: 10/12 TECH: 10 COOL: 9 ATTR: 6

LUCK: 8 MA: 7 BOD: 9/13 EMP: 9/8

John Lee had a good childhood, his parents were well off and he was given the best education they could afford. His education was primarily geared to groom him for a career in medicine. His parents were both Chinese, and were respected doctors in their own right and expected the same from their son as they raised him in the suburbs of Portland Oregon. After graduating high school he enrolled in College to study medicine, but soon found the cost of education to be too high. So in order to kick-start his future he dropped out and joined the Navy, finishing his training there. He loved medicine, but was beginning to feel a bit bored, so he went in for S.E.A.L. training and quickly learned to love the high excitement lifestyle.



John is a good medic, and a good soldier, but his people skills are a bit dull. He isn't much for conversation, and can tend to be somewhat annoying in social situations. This is probably due to his sheltered and focused childhood. Still he is respected on his team, whether he be firing his weapon or performing combat surgery.

AWARDS: none

Sgt. MARGARET "GRACE" ADAMS
ROLE: SOLO/MEDTECH
MOS: MEDIC
SERIAL NUMBER: A16/D71.4.8271936
SIN #: 7503-210-43590
AGE: 26

D.O.B.: 12/19/1995

HEIGHT: 5' 4"

WEIGHT: 105

EYES: BROWN

HAIR: BLACK

CHARACTER POINTS: 178

INT: 9 REF: 10/ TECH: 9 COOL: 8 ATTR: 7

LUCK: 4 MA: 6 BOD: 7/ EMP: 10/

Grace comes from a poor family in Mississippi, and her parents knew one thing, the only way Grace would ever make something of herself was through education. So from her early childhood on Grace went to school, when she came home she studied and read, and her parents made sure that whenever possible she was learning something. It paid off and Grace graduated high school 2 years early and went on to college with a full medical scholarship. Again she graduated early, but she wanted a break from medicine so instead of taking employment as a surgeon she chose to join the Marines. She had for so long been training her mind that she relished the focus on the body. After basic she was still hungry to train her body, so she underwent S.E.A.L. training. It was here she found her calling and where she decided to stay, as a Navy SEAL medic.



Grace is the least outspoken member of the team. She is quiet and demure, which belies her wealth of knowledge. She is also the most compassionate and enthusiastic member of the team and believes what she is doing is important and a benefit to society. Her relationship to the team is very close, but especially with "Silky." They were wounded on the same op, Grace losing the use of both arms to flechette fire. As a familiar face Grace was given the responsibility of aiding in his recovery and mental stability until he was ready to rejoin the team. Now Grace is "Silky's" strongest lifeline to sanity, and he is extremely protective of her.

AWARDS: Purple Heart, Medal of Valor

Master Sgt. THOMAS "SILKY" RANDOLPH

ROLE: SOLO

MOS: SPECIAL CIRCUMSTANCES

SERIAL NUMBER: A29/D43.6.8372914

SIN #: 9586-534-71865

AGE: 29

D.O.B.: 11/30/1990

HEIGHT: 6' 0"

WEIGHT: 250

EYES: N/A

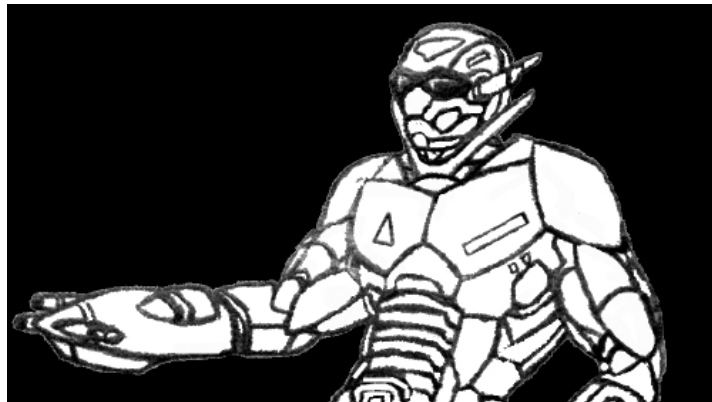
HAIR: N/A

CHARACTER POINTS: 202

INT: 7 REF: 12/ TECH: 7 COOL: 10 ATTR: N/A

LUCK: 5 MA: 20 BOD: 12/ EMP: 9/2

Thomas grew up on the mean streets of Alabama, his father had left when he was a mere infant and his mother was an alcoholic. Living a life with almost no parental structure he soon fell in with a local gang and moved up its ranks until he became leader. When he was 19 his gang was wiped out by a rival group and he was on the run. With no where else to go he joined the Marines and found the lifestyle suited him perfectly. After completing basic he signed up to become an officer. After a failed attempt he finally made it, and just as soon as he did he put in for S.E.A.L. training. His goal was simple, to be the best of the best of the best. He graduated and put in for Africa, becoming a team leader. As a team leader he was respected and loved by his men, who would follow his orders implicitly. As a soldier he was without fear. His career seemed to have nowhere to go but up, and he seemed invincible. Then on a LRRP one day, while walking through a field of tall grass his luck ran out and he was mauled by a lion. His body was ripped to shreds but his team managed to scare the lion away before it killed him. He was immediately extracted and sent for full body conversion. The Brass put him in a Spyder Package and Grace, who had been wounded on the same run helped aid in his recovery process. Since the two have become extremely close.



Once the backbone of the team, in terms of both wit, leadership and morale, Silky is now cold and emotionless. He is skating the verge of Cyberphycosis, some on his team think he has already crossed that line. To make matters worse his rank was stripped away (standard procedure for any soldier undergoing FBC including officers is that their rank reduced to that of Master Sgt., it does not do to have a cyberpsycho borg giving the orders). He also is now briefed and debriefed separately from the team for each mission, the team isn't sure by who, but CIA spooks are suspected, and on a mission he seems to have a secondary objective, one which sometimes overrides the objective of the team. It is not uncommon for him to disappear completely from the team while in the field, only to come back later and give no answer other than "fulfilling an objective," or "that is classified," to any questions asked of him. The team that once loved and trusted him is slowly becoming distrustful, and possibly frightened of him.

AWARDS: Purple Heart (x4), Congressional Medal of Honor, Navy Cross, Medal of Valor,



SPECIAL FORCES TRAINING

In **ADDITION** to the basic skill set for military personnel in Home Of The Brave, individuals who have undergone Special Forces training also receive the following plethora of skill. This may seem a bit much to most gm's, but keep in mind Special Forces groups are constantly and repetitively trained to be killing machines, adaptable to any environment. They **SHOULD** be far more skilled than your average punk.



SKILLS RECIEVED IN SPECIAL FORCES

- Stealth +1
- Hide/Evade +1
- Handgun +2
- Rifle +2
- Submachinegun +1
- Heavy Weapons +1
- Demolitions +1
- Driving +1
- Operate Heavy Machinery +1
- Awareness Notice +1
- Melee +1
- Endurance +1
- First Aid +1
- Wilderness Survival +2
- Desert Survival +1
- Arctic Survival +1
- Swimming +2
- Resist Torture/Drugs +1
- Karate +1
- Specified Pilot and related Tech Skill +1
- Navigation +1
- Military Tastics +1

Specialist Roles

(additional training (+1 to applicable special ability and +2 to specified skill) in area of expertise)

DEMOLITIONS (secondary role must be Tech)(Jury Rig/Demolitions)

COMMUNICATIONS (Secondary role must be Netrunner) (Interface/Decipher Code)

MEDIC (Secondary role must be Medtech)(Medical Tech/First Aid)

WEAPON SPECIALIST (secondary role can be anything, or can be straight solo)(Combat sense, Melee)

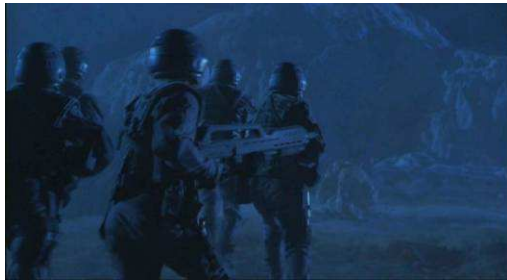
SNIPER (Can be straight Solo, or have any secondary role)(Combat Sense/Rifle)

HEAVY WEAPONS (Can be straight Solo, or have any secondary role)(Combat Sense/Heavy Weapons)

Team Leader (Can be straight Solo, or have any secondary role, Rockerboy a plus)(Charismatic Leadership/Leadership)



EUROPEAN DEFENSE FORCE



Central and South America still contain a few European territories, primarily French Guiana, The Falkland and South Georgian

islands, and the The British Virgin Isles. They lost most of their Caribbean territories due to mismanagement and abandonment during the worldwide economic collapse and the devastating outbreak of the Wasting Plague. Cuba, Costa Rica, and Argentina have become strong EEC allies, and as such their loyalties and protection are assured by the EDF. These areas are the only place where you are likely to find major EDF installations and forces.



However, intelligence indicates Europe has been deploying EDF Special Forces groups to to South American Alliance controlled countries, an other countries with strong anti-US saentiment. The Special Forces groups are most liekly their to train and advise the local forces, but their ahve been reports of EDF elite troops



actively working with these groups. In addition, the EEC is offering wholesale prices on arms and equipment to anti-US nations in the region. These actions have become especially tense in Panama, where the EDF has been spotted working with the ICMF. If they remain in the area, then it is inevitable



that the United States Military invasion of Panama will have the two superpowers in direct, and public, armed conflict. This situation is hoped to be avoided, as unlike in Africa, where there is a total media blackout, public attention from a US EDF conflict in South America could force the escalation to a much larger arena.



With the EDF recently undergoing a troop buildup in French Giuana and the Falklands, as well as bolstering their bases in Argentina, the British Virgin Isles, and Guyana, the atmosphere is getting tense. However at the moment, EDF military action is confined to policing their own controlled nations and tightening those borders.



With so much media and world attention focused on their movements, EEC ambassadors and public officials are playing it very smooth, commenting "The EEC wants no part of the United States conflict,

the EDF is is on South American soil merely to protect European interests and citizens. If the United States wished to humiliate itself once again with its riiculous habit of bullying morality into the third world, they can deal with the consequences. However if an American bullet sheds the blood of a single European citizen or soldier, the EDF will not hesitate to retaliate."



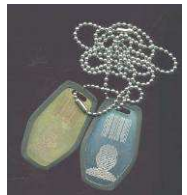
EDF PERSONAL ISSUE

(please note that only equipment which substantially varies from that of the U.S. equivalent will be described here.)



BASIC:
THIS IS THE STANDARD ISSUE FOR ALL ARMED FORCES PERSONNEL

DOG TAGS- PERSONAL MEANS OF IDENTIFICATION, you also get a military I.D. card, yes Europeans get them too. The European versions also act as cred sticks at all EDF facilities.



DUFFEL (LAUNDRY) BAG- A bit smaller than it's US equivalent, but also wider.



Standard UNIFORM - The standard all-purpose uniform, standard issue is gray, although Special Forces groups are issued camo versions to suit their operating environment as well. It consists of trousers (2 black, 2 grey each), and a jacket (1 black, 1 grey). The trousers portion has the same number and arrangement of pockets as the American equivalent, with the addition of two pockets on the lower legs. The Jacket is lightly armored to SP: 6 and contains 2 side pockets, 2 breast, 1 back and two sleeve pockets. However it considered poor taste to keep much in these pockets as it ruins the cut of the jacket and therefore gives it and the soldier wearing it a less than perfect image. The uniform serves as both the battle and dress uniforms. EDF funding restrictions prevent the issue of a dress uniform, citing lack of necessity. In the soldiers home country he is allowed to wear his countries dress uniform (with the addition of two gray armbands to signify his membership in the EDF) in certain situations. Officer's jackets retain the armor, but are a styled a bit more formally.



COMBAT GLOVES- STRONG RUGGED GLOVES



BOOTS + 2 PAIR SHOELACES- Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility. Very similar to the American version

COMBAT GEAR:

BACKPACK- similar in form and function to its American counterpart

HEAVY BELT- The standard military carry belt, used to carry the following equipment:

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 1 liter canteen, made of plastic

basket 1- 3 50MM FRAG GRENADES

POUCH 1- Smart goggles w/ thermograph, ir, anti-dazzle, low light, tele-optics, and smartgun link, this is very compact, making the most of miniature electronic technology, and attaches directly, and fastly to the helmet in much the same way as the American version

pouch 2- Gas mask, this version is more compact than the American version, and is very flexible allowing it to be folded up and stuffed into this fairly small pouch. It is worn like a hood with a flexiband cuff around the neck.

POUCH 3- small first aid kit

POUCH 4- 2 glowsticks, a miniature flashlight, camouflage makeup

POUCH 5- used for personal non-military items

POUCH 6- EBM GPS, functions almost identically to the Datatel Mapmaker although it is a bit more fragile



ARMOR:



TORSO ARMOR 420EB- (SP: 20) the flexible, highly durable armored vest used by all EDF forces. Very light but offers no arm or groin protection. For added mobility the armor is modular, with shoulderpads, breastplate and mid-section wrap, and back plate.



NECK ARMOR- (SP: 12) heavier than the U.S. counterpart, but offering better protection, and protects the entire neck, not just the front.





HELMET 250EB- (SP: 20) A very lightweight combat helmet, it is even semi flexible. A short range radio is installed in the helmet, with the microphone built into the chin strap and the speakers built into the inside of the helmet. A flip down visor is standard equipped with AD, IR, and LL.



PILOTS UNIFORM AND HELMET- consisting of little more than a padded flightsuit, this uniform maximizes comfort and unrestricted movement. The helmet is SP:20 and is equipped with Low-Light, Thermograph, Targeting Optics, and Anti-Dazzle.



METAL GEAR- (sp: 25) (ev: 3) USED SOLELY FOR GUARDING HIGHLY SECURE AREAS AND FOR EXTREMELY HEAVY COMBAT SITUATIONS, AS IT IS TOO HEAVY FOR PROLONGED WEAR. The armors appearance varies depending on branch of service. Customization is common, however most officers suits are more elaborately customized than others.

Suits will also be outfitted according to their use, such as the Navy's scuba armor, and the arctic and desert survival armor. There is even space armor for use by the Air Force. All suits are equipped with a cooling/heating system with a 3 hour battery and 3 hour air supply. The styling of the armor reflects European ego.



H.A.S.S.A.R. ARMOR 1200EB- The European heavy combat armor. It is basically metal gear with a few extras.. It provides SP:25 armor, comes with a helmet and removable face mask that functions as a gas mask with a built in person radio, therm optics, anti dazzle, Times square option and low light. the jumpsuit worn underneath is armored to SP: 6 and if the full version is worn, including powered leg units (allowing the soldier to make leaps up 15 feet and 10 feet high) the soldier wearing this is almost unstoppable.



THERM-OPTIC CAMOUFLAGE- Manufactured by GOSSAR INC. of France, this armor is virtually identical in function and performance to either the Militech Ghost suit (Chrome Book 2) or the Sebuoro model (SEE MASAMUNE SHIROW CONVERSIONS for info) It includes an armored vest (SP: 16) armored shin guards (sp: 10) and a holster and magazine pouch for the soldiers sidearm.



SPECIAL GEAR:



10) for the RTO



B.A.C.L. Electronics LONG RANGE RADIO 8560EB- This is the state of the art radio telephone used by EDF forces. 300-mile range, full shielding, jam and scramble capabilities, and any other feature you could think of are all incorporated into this unit. It is 20 pounds lighter and connects directly into a specially built helmet (sp:20 sdp: allowing hands free operations for most situations.



HILLARD DIGITAL BINOCULARS 650EB - These amazing and durable binoculars use a highpowered camera to view the object which video screen in the eye piece. Image enhancement, low light, IR, and a 200 shot digital camera and laser rangefinder/target system are all



is displayed on a teleoptics, as well as built in. In event the

electronics fail the device may used as normal binoculars.



EBM PNI 724 cyberdeck (MILITARY) 15,000EB - This is the military version of EBM's top of the line cyberdeck. It has all the features and capabilities of the civilian version, but has an armored shell to protect against damage from rough use. (see Rache Bartmoss's Brainware Blowout for more details) It is specially designed to hook into the B.A.C.L. Electronics LONG RANGE RADIO, and because of the specially designed helmet a soldier can switch back and forth between the net and real time without losing his or her place as well as having a small visual readout of his net position displayed on the helmet in realtime.



PERSONAL WEAPONS:



ARASAKA "MORITA" 935eb

RIF - +2/-1 - N - C - 8d6/4D6 (10mm caseless/12ga) - 30/8 - 1/3/25-1 - VR

This assault rifle has been issued to EDF military Special Forces personnel serving in Africa as an ongoing field test in Arasaka's bid to win the Military Assault Weapon contract. Arasaka is hedging their bets by attempting to sell this both to US and EDF forces, but so far only Europe has made any substantial purchases. This weapon became a necessary purchase in response to Militech's M-52 system, as both rifles fire the Arasaka developed 10mm rifle round. While the weapon only holds half as many rounds as its American counterpart, it is more accurate owing to the bullpup design and longer barrel, and the shotgun/25mm grenade launcher holds 3 more rounds. Comes in 3 varieties, Standard (featuring the underbarrel shotgun), Officers (shortened weapon, no shotgun, also popular with commandoes), and Sniper version with x500 Low Light and Thermoptic scope. Due to its higher accuracy, many American Soldiers will keep and use any of these they manage to get ahold of. In Africa, where conflict between the US and the EDF occurs this is especially so, and there are unsubstantiated reports of Americans ambushing EDF patrols just to get ahold of their weapons. American commanders have gotten wind of this, and the few Moritas that have been purchased by the US Military have been issued to Special Forces. (See [AUTUMN BLADE](#) for more info)

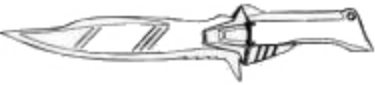


FN-RAL- The standard issue assault rifle for most European armed forces including the EDF.

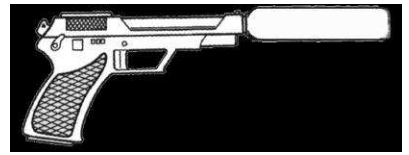
Chambered in 7.62mm the FN-RAL is one of the worlds finest and most effective assault rifles. While many Morita's have been issued the FN-RAL is still the most common rifle found among EDF troops.

(For more info see the main Book)

ROYAL ENFIELD ORDNANCE LPA1 - A very well designed and highly effective rifle, however its ammo is also very expensive and adverse conditions wreak havoc on the weapons liquid propellant system. (See Rough Guide To The U.K. for more info)



ROYAL ENFIELD ORDNANCE SPITFIRE- this British handgun is the standard issue sidearm to all EDF forces. Soldiers prefer the short barrel version while officers are issued the long barrel (not shown). For special forces a suppressor is available as well as "Reaper" ammunition. (See Rough Guide To The U.K. for more info)



MATSUCORP BSGP A1 465eb

P - +1 - J - P - 2D6+3 (10MM) - 10 - 1 - VR

This is the standard sidearm issued to EDF military pilots, who demand style on their hips over functionality. The odd magazine design, which is loaded from the front just under the barrel, is innovative in a weapon of this size. The weapon is quite accurate and reliable, though reloading takes some getting used to. The molded grips are available in either a wood finish, or with a rubberized coating. This weapon



uses caseless ammunition.

GERMANICS K-12 COMBAT KNIFE 60eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

A light but very strong cerami-steel fighting knife.



GERMANICS K-14 BOOT KNIFE 45eb

MEL - 0 - J - P - 1D6 - N/A - N/A - VR

A standard boot knife, double edged and perfectly balanced. EDF officers receive a longer more ornate version coated in teflon. The handle is half hollow, and includes: compass, 6 matches, 2 band aids, snake bite kit, fishing line with 4 hooks and sinkers, and a wire saw w/ handle rings,



HECKLER AND KOCH HM-722 1200eb

HVY - +2 - N - P - 6D6+2 (7.62MM caseless) - 60/100 - 20 - VR

The standard man portable machine gun used by EDF forces. Chambered in 7.62 to best utilize the abundance of ammunition and featuring a high rate of fire this is one of the best squad support weapons available anywhere. It features reinforced ceramisteel barrels with specially designed insulation, which makes sustained fire possible without fear of overheating the barrel. Accepts magazines and belt fed ammo, and has the added bonus of being able to switch between left and right hand firing modes (allowing the belted ammunition to be fed from either side of the weapon at the flick of a switch).



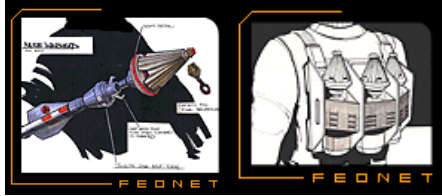
H&K MPK-2020- Standard submachine gun used by EDF Special Forces, vehicle crews, and security. Chambered in 12mm, Special Forces crews receive "Reaper" ammunition in addition to standard. (see Rough Guide To The U.K. for more info)



25MM GRENADES- EDF combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the M-52AR assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)



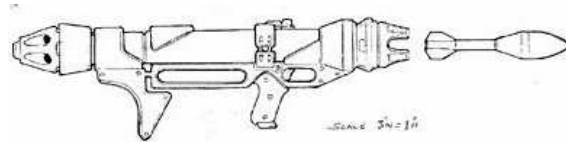
HAND GRENADES- as above, the EDF combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)



FABRIQUE NATIONALE RPAW 500eb

HVY - +2 - N - R - 4d10 - 1 - 1 - VR

A reloadable anti tank rocket launcher similar in capabilities but only 200eb more expensive than the American L.A.W. II. It is also more accurate, however it is a bit heavier. (Rockets are 75eb apiece)



WALTHER DRAGONLANCE S-402 2200eb

RIF - +5 - N - R - 6d10 (.50 cal. cased) - 12 - 1 - vr

The European Heavy sniper rifle, chambered in .50 cal. this is one of the most accurate weapons in the world. It comes with a 3 foot suppressor for situations when stealth is important. This weapon outperforms the Barret M-90 in almost every way. One of the few weapons the EDF uses that aren't made for caseless ammunition, mostly due to the immense surplus and availability of .50 caliber ammunition. It also comes standard with a Lockson scope, one of the most powerful in the world. In fact, looking at this finely engineered weapon, one would sooner believe it is made for competition shooting, not wading through the jungle in a war zone.



ROYAL ENFIELD ORDNANCE COCKERILL 25mm RIFLE - The EDF anti-armor sniper weapon. (See Rough Guide To The U.K. for more info)

ROYAL ENFIELD R-680 MICRO MISSILE LAUNCHER 1150eb

HVY - +3 - 1 - r - varies (40mm Micromissile) - 10 - 1 - vr

This weapon is preferred by EDF troops over a grenade launcher for its accuracy. It uses larger micromissiles than the Militech Urban Missile launcher, specifically designed for the weapon. The variety of 40 mm micromissiles is equal to that of the 40mm grenade allowing the weapon to serve a wide variety of purposes. (40mm micromissiles 80eb apiece)



FM-304 FLAMETHROWER 985eb

FLM - +2 - N - R - SPECIAL (flame) - 4 min. - 4 min. - vr

The EDF flamethrower, the fuel supply is worn on a harness and connected to the gun by an armored (sp: 8) flexible hose. This weapon is heavy, and most EDF troops aren't too sure about carrying the fuel supply directly on their body when bullets are whizzing around. However the weapon is sturdy and reliable.

CYBERNETICS:

When it comes to cybernetics the EDF is a bit less giving than the U.S., reflecting the European point of view on cybernetics. The one thing all EDF soldiers receive is a neuralware processor. As far as replacement cybernetics and upgrades the EDF functions in almost the exact same manner as the U.S. although will opt for bioware whenever possible.



FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE EDF, PLEASE SEE THE FOLLOWING:

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THE ROUGH GUIDE TO THE U.K.

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

OCEANPUNK: GEAR AND EQUIPMENT

EDF MILITARY RANKS



Since EDF recruits from many armies of European Union, a unified system of ranks has been created. Whereas it's one agreed upon by a committee (as many other things in EU are), it is however used. Most EDF personnel will use English names for the ranks, although French – with their fierce independence – use the French variants of these rank names (in italics).

Spanish, Portugal and Italian tend to apply a half by half approach – they use English ranks with an accent typical for Romanian languages, therefore it sounds close to French. Germans and Austrians try to use proper English namings, but all too often they apply their own, hard to miss, accent.

Curiously, the best and clearest versions can be heard among troopers recruited from Scandinavian armies, although they are rarely seen in Africa.

Army	Air Force	Navy
Private / Soldat	EDF Air Force Personnel uses the same rank structure as the Army, however, when distinction is needed, they add „of the Air Force” / „de Ameer l’Air” noticator to the rank name. It is also a popular token of courtesy to refer to Air Force personnel of NCO or officer rank as “(rank name) pilot”, although you should first check whether the person has pilot’s badge on the uniform...	Seaman / Matelot
Prime Private / Soldat Primee classe		Able Seaman / Matelot Brevete
Corporal / Caporal		Petty officer / Quartier-maitre
Senior Corporal / Caporal-Chef		Chief petty officer / Premier Quartier-Maitre
Sergeant / Sergent		Warrant officer / Maitre
Master sergeant / Sergent-chef		Chief warrant officer / Premier-Maitre
2 nd Lieutenant / Sous-lieutenant		Sub-leutenant / Aspirant
Lieutenant / Lieutenant		Lieutenant / Ensignee (de vaissau)
Capitan / Capitaine		Lieutenant commander
Major / Commandant		Commander / Lieutenant (de vaissau)
Leutenant-colonel	Capitan (of the Navy) / Capitaine (de vaissau)	
Colonel	Rear-Admiral / Contre-Amiral	
Brigadier-General	Vice-Admiral / Vice-Amiral	
Division-General	Admiral / Amiral	

As you can see, the table is short, since it's meant to represent ranks in the EDF, and only in the EDF. Because of different martial traditions and rank structures the various state forces grew from, it was found a bad idea to construct a table of ranks encompassing every single variant of a rank that could happen in an armed force. Instead, if it is needed, and outside of EDF service, personnel may use their rank in their national militaries.

EDF SPECIAL FORCES

The following is a list of EUROPEAN Special Forces

SPECIAL AIR SERVICE (SAS)

Formerly the premier British Special Forces group, now the SAS is the staple of the EDF special forces. In many people eyes the SAS is the best trained, effective, and deadly group in the world. The SAS is multi specialized and can acts as a counterpart to virtually every group of U.S. special forces, from LRRP and guerrilla warfare to Search and Rescue and Black Ops. To a limited extent they are also trained and equipped to operate in an anti-terrorist capacity, but usually that aspect is left to MITG. Their motto is simple, "Who dares, wins." Training for the SAS is based out of the United Kingdom.

MILITARY INTERVENTION TACTICAL GROUP (MITG)

Formerly the French group GIGN, or Gigns, the MITG is the EDF's anti-terrorist section of Special Forces. These individuals are fully trained to specialize and intervene in hostage situations, hijackings, bomb threats, and the entire plethora of terrorist activity. It is from here that the rumored "Black Mask" death squads operating in Africa are believed to originate from. Training and headquarters for the MITG is based out of France.

LEGION ETRANGERE (French Foreign Legion)

Another unit that "black mask" death squads are attributed to, French Foreign Legion is the best-known mercenary unit in the world. Formally, this force isn't a part of EDF, instead being responsible directly to the President of France. However, units deployed alongside EDF troops in Africa are under command of EDF staff for this operational theater. The Foreign Legion is a highly trained, rapid-deployment force, consisting of some of the toughest mercenaries available. They have a reputation of cold-blooded cutthroats, and although it is base on their past operations, they can still live to it – especially when they know nobody's looking. Traditionally, one unit, 13 DBLE (13th Foreign Legion Demi-Brigade) is stationed in Djibouti. Also, French component of the EDF in Africa has been assigned the 2 REP (2nd Foreign Parachute Regiment), which is used as rapid response force and a pool from which spec-ops units can be drawn.

GURHKAS

These short, lean Nepali highlanders do serve Britain for almost two centuries now. They don't come cheap, but they're worth every penny spent on them. "The bravest of the brave, the most generous of the generous", as one of their British officer spoke of them, Gurkhas are well known for their deadly *kukri* knives, and their ferocity in combat. Contrary to French Foreign Legion, Gurkhas have a reputation of extreme discipline. While they can be cruel (a matter of their raising in a completely different culture), they are not widely known for committing atrocities. A battalion-sized Gurkha force serves as a part of British contingent in EDF / Africa. It consists mostly of 1st Royal Gurkha Rifles, with elements of Queen's Gurkha Signals and Queen's Gurkha Engineers. They specialize in long-range foot patrols and COIN operations, but they are also a highly demanded unit when a SAR mission is undertaken. Keep in mind that, because of philosophical / religious reasons, Gurkhas do not use cybernetics. Cloned replacements are acceptable, as well as some biotech and nanotech (although only those not easily detectable), but cybernetics is out of question. However, Gurkhas will cooperate with cyber-enhanced troops without any problems.

CARABINIERI

This is Italian military police corps, used both in Italy and overseas. They're often deployed as a part of a peacekeeping force. Whereas they maintain military structure and equipment of Military Police, they are also adept in criminal investigations and fighting organized crime, which makes them one of the units best suited to peacekeeping. GIS (Gruppo de Intervento Speciale) is their special forces branch, trained for counter-terrorist organizations. GIS is profiled more for SWAT-like duties than your off-the-mill commando and black ops, but they can handle almost anything, and when the situation calls for typically SWAT duty, like hostage rescue, they are equal to GIGN and SAS.

KSK (Kommando Spezialkräfte, Special Forces Command)

A little known German military commando force. The reason for that is two-fold: first, the best known German commando force remains GSG-9. Second, KSK's activities are a closely guarded secret – even from many German dignitaries. What is known, however, is that KSK seems to be a regiment-sized force, consisting of commando companies and long-range patrol groups. Commando companies are highly specialized, consisting of five separate platoons: land insertion, air insertion, amphibious ops, specialized environmental platoon (e.g. desert, polar or mountain), and a sniper / counter-sniper platoon. Every trooper is a highly-trained specialist in his field, instead of being jack-of-all-trades. KSK African detachment is estimated to be two commando companies, and two LRRP companies – total of about 500 men. However, they're not being based as a single unit, instead they are spread among other German EDF forces, ready to perform their duties on as-needed basis. KSK is yet another unit suspected of fielding "black mask" death squads. Of course, EDF refuses the very existence of "black mask" squads, and the very presence of KSK in the conflict zone hadn't been officially declared.

PEOPLES LIBERATION ARMY OF CHINA



The Chinese military is heavily involved in training and offering military weapons and supplies to both Peru and Paraguay. Rumors abound of Chinese troops and Special Forces actively assisting and supporting these countries,

and in Peru intelligence supports those rumors. In addition, reports are rampant that China is supplying the South American Alliance with weapons and equipment, working with the cartels alongside Russia and possibly the EDF in their opposition to the United States. Of course China supplies weapons to many of the Central and



South American countries, and the rebel forces fighting within, their practices show little discrimination as they are willing to work with anyone, particularly if it furthers their own political and economic interests in the region, they



have even been known to openly back both sides of a conflict just to ensure that whoever wins is dependent on them.

In Guyana, they are arranging a similar deal, offering full military



intervention to bring stability to the country. As of yet they have not entered, but negotiations are being conducted, and with yet another superpower active in the theater, the region has become very tense indeed. If negotiations succeed, China will have a large-scale military presence in South America, and with their alliances so loosely defined, its anyone's guess if and who they will side with other than themselves.



For more information on the Chinese Armed Forces in the world of Cyberpunk 2020, please see the sourcebook Pacific Rim Sourcebook.

CHINESE MILITARY PERSONAL ISSUE

(please note that only equipment which substantially varies from that of the U.S. equivalent will be described here. For general purposes, any basic or combat gear not described here will have a chinese counterpart, though it will be 10 to 15 years behind, technology wise.)



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL ARMED FORCES PERSONNEL



DOG TAGS- Simple tin tags with relevant information stamped on them, nothing fancy.

Standard UNIFORM - The standard all-purpose uniform for the Chinese military consists of one black, and one grey, cover all jumpsuit.

BOOTS (sp: 12) - These heavy, and somewhat bulky boots provide kevlar protection for the feet and lower legs. Many soldiers complain of the weight, as well as the heat, and it is not uncommon to see soldiers wearing personal footwear in less disciplined units.



COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS RATIONS- Chinese equivalent of MRE's

IR/RAIN PONCHO- Fully protects against body heat emission, as well as adverse weather

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

20 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- standard folding shovel/hatchet,

CAMMO NET - provides personal or equipment concealment when in the bush.

4 SMOKE GRENADES- 1 each of blue, red, white, green,

HEAVY BELT- The standard military carry belt, used to carry the following equipment:

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 1 liter canteen, made of plastic

POUCH 1- Binoculars, ir, anti-dazzle, low light, tele-optics,

POUCH 2- small first aid kit

POUCH 3- 2 glowsticks, a miniature flashlight, camouflage makeup

POUCH 4- used for personal non-military items



ARMOR:

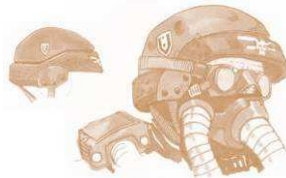


TORSO ARMOR 310EB- (SP: 18) This armor is little more than a Kevlar vest, flexible enough to be comfortable while capable of stopping most small arms fire. The vest is equipped with straps and pouches for securing any gear the soldier might carry.

NECK ARMOR- (SP: 15) This is basically a heavy Kevlar scarf worn on the shoulders. It doesn't protect from strangulation, though it does protect from small arms fire, and allows the gasmask to rest comfortably from it when not being worn.



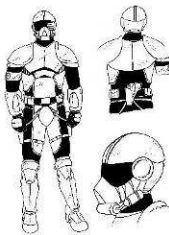
HELMET 250EB- (SP: 20) A kevlar composite helmet with a short range radio installed, with the microphone built into the gas mask and the speakers built into the inside of the helmet. Included with the helmet are Smart Goggles equipped with Low-Light, Thermograph, and Anti-Dazzle. The gas mask is also standard issue, it is attached to the filter unit mounted on the shoulder, or to an independent 20 minute air supply worn on the right hip. The soldier may switch between the two options as need arises. The gas mask also provides SP: 10 facial armor.



HEAVY GUNNERS ARMOR (SP: 25)- Equivalent in function to the American version but much heavier and offering of more protection. The front portion consists of heavy plate armor with a large collar and shoulder pads. Unfortunately the armor only has a light, flexible Kevlar pad (SP:12) in the back, definitely a weak spot, but since the Chinese military commanders look down on retreat, they don't worry about it much.



PILOTS UNIFORM AND HELMET- A very standard flightsuit. The helmet is SP:20 and is equipped with Low-Light, Thermograph, Targeting Optics, and Anti-Dazzle.



METAL GEAR- (sp: 20) (ev: 2) Absolutely no frills is the best description for this Chinese armor. The hard plates are worn over a soft ballistic weave (SP: 6) and the helmet comes equipped with Infra red, thermograph, and anti dazzle, as well as a short range radio. The suit is extremely lightweight, mostly due to its sparse (for metal gear) protection, and can be worn comfortably longer than it's US or EDF counterparts.

RED BEAR ARMOR - Preferred by Special Forces over the bulky standard armor, this lightweight composite plate armor consists of chest plate (SP: 16) shoulder arm and shin plates (SP: 12). It allows the soldier wearing it to move faster, and creates less of a profile than the heavier standard armor.



THERM-OPTIC CAMOUFLAGE- China has no therm-optic camouflage of its own, and instead uses a Russian knock-off of the Militech Ghost suit. This cheaper set is slightly more visible (add 10% chance of being spotted) and is more prone to malfunction.



COLD WEATHER ARMOR- visually similar (and having the same SP rating) to their standard armor, the cold weather gear has much a much thicker padded and insulated cover all jumpsuit, atop this is worn a long thick robe like layer. The gasmask has a special heated coil which warms the air, and it to is covered with a heavy scarfing, which helps aid in camouflage as well as in keeping the soldier warm. The helmet, gloves, and boots also all contain thicker padding and insulation. Winters in northern China and Tibet are cold, and Chinas cold weather specialists are second only to Russia's.

SPECIAL GEAR:

SOVIET SURPLUS RADIO TELEPHONE 360EB- China still relies heavily on Russian surplus, and this obsolete RT still serves the Chinese army well.



PERSONAL WEAPONS:



CCMMC HAR-22 "HELGHAST" 489eb

RIF - 0 - N - C - 5D6 (5.56mm caseless)/ 4d6 (.12 ga) - 60/5 - 20/3/1 1 - VR

This is the standard assault rifle of the Chinese military, and it has a vast surplus of these weapons which it sells around the world, making it as common today as AK-47 knock-off's were in the 80's and 90's. Its popularity has good reason. It is a reasonably accurate and reliable weapon, with a large magazine capacity and an underbarrel pump action shotgun, also capable of accepting 20mm grenades. Its only drawback is that the bulky helical magazines are somewhat cumbersome to carry.



CCMMC HCP-76 265eb

P - 0 - J - C - 3D6 (11mm caseless) - 18 - 1 - ST

A large somewhat unwieldy handgun with an integral laser sight. The Chinese began issuing these as a response to the overwhelming firepower of the weapons issued by US and EDF armed forces. The price for this weapon makes it worthwhile, and it is a fairly sturdy weapon.



CCMMC TI LUNG XHMG-47 3456eb

HVY - -1 - N - R - 4D10 (20mm caseless) - 300 - 15 - ST

This extremely heavy chaingun is made man portable through the use of a power assisted gyro-stabilization harness. This is a brutal weapon, firing extremely large ammunition at a rate of 300 rounds a minute.

Ammunition is stored in a large back mounted ammo hooper, and fed by belt to the weapon. Even with the gyro stabilization mount, this weapon can only be carried by a very strong individual (min bod of 9) and cybernetic enhancement is recommended. The gun, with ammo hopper and mount, weighs in at just under 300 pounds. While not everyone has the endurance and strength to use this weapon, those that do are truly monsters of the battlefield.



CHINESE COMBAT KNIFE 35eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

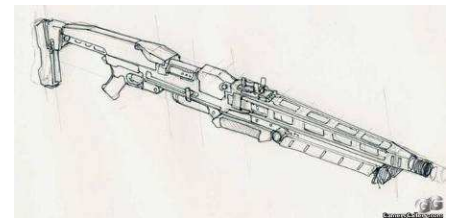
A thin but very strong fighting knife, the secret to its weight balance and strength is that its steel with a titanium core, making it perfectly balanced for throwing. These knives are highly sought after souvenirs by enemy forces. The "Helghast" assault rifle has a slide attachment on its sight rail/carry handle allowing this knife to be attached as a bayonet.

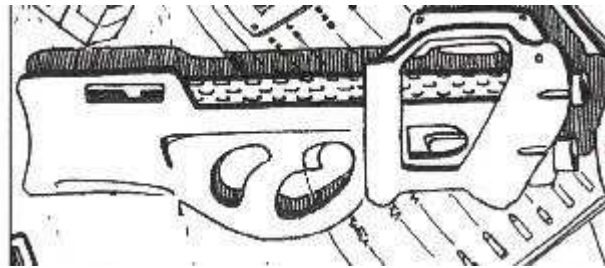


CCMMC LBMG-84 1450eb

HVY - +1 - N - P - 6D6+2 (7.62MM caseless) - 100 - 20 - ST

A Chinese light machine gun, serving as standard issue to the Chinese military. The helical magazine and adjustable stock are very nice features indeed, and have served to promote this weapon to a well respected status in it's field. Commonly used as both a squad weapon, and mounted on vehicles. The wapon accepts either the standard 100 round magazine, or can be belt fed, incresing the weapons capability.





CCMMC CSG-L432 320EB

SMG - 0 - L - P 2D6+1 (9MM caseless) - 50 - 25/3/1 - R

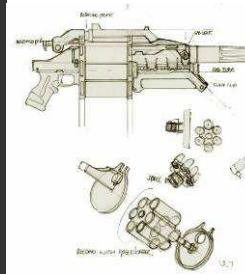
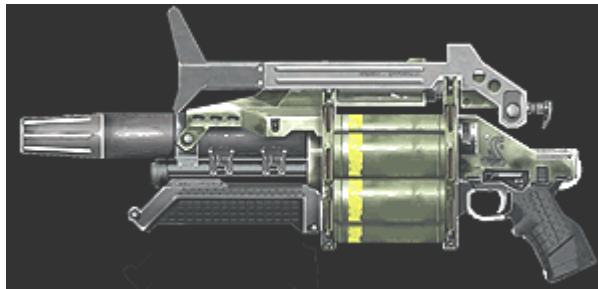
Chinas version of the FP90 submachinegun is the standard issue to chinese special forces and vehicle crews. It features an integral laser sight and accepts a suppressor. Its large ammo capacity, relative small size, and reliability make it a sought after weapon.



TSUNAMI ARMS PSGL-6 140eb

HVY - -1 - J - R - VARIES (40mm Grenade) - 1 - 1 - VR

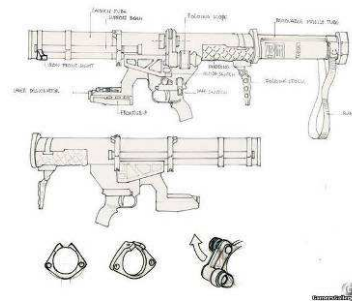
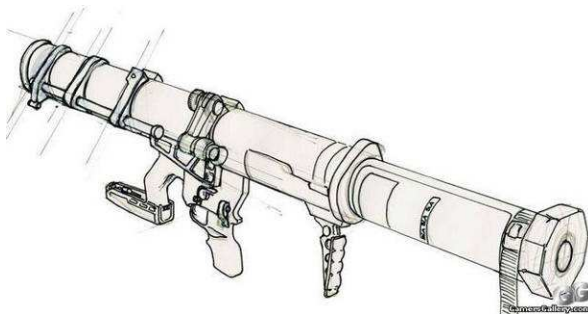
Not much can go wrong with this single shot pistol size grenade launcher. It accepts any 40mm Grenade and can be concealed under a large jacket. Soldiers are often issued this instead of a sidearm.



CCMMC PGL-49 1765eb

HVY - +1 - N - R - VARIES (40mm grenades) - 6 - 1 - R

This 6 shot rotating drum grenade launcher comes equipped with folding stock for greater stability and built in laser range finder. This allows the user to make fast altitude adjustments for greater accuracy. This is actually a superior weapon to its U.S. counterpart, the Militech M-212, and is highly sought after by arms dealers and mercenaries.

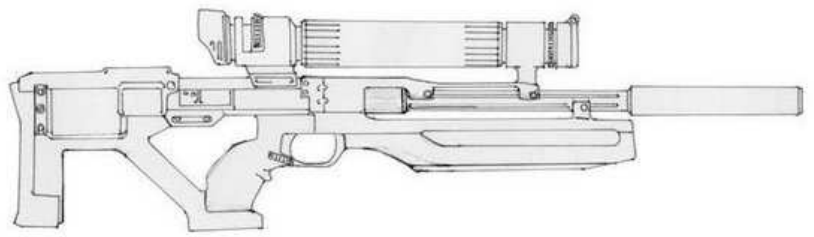
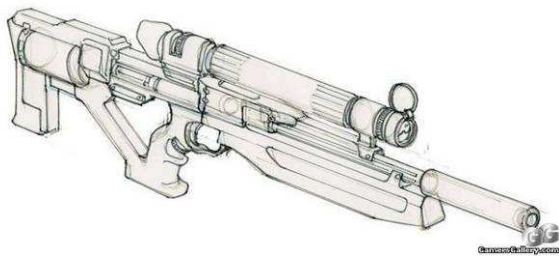


CCMMC MSH-4285 325eb

HVY - +2 - N - R - 4d10 - 1 - 1 - UR

This rocket has one unique feature. It fires its own rockets, as well as those of the EDF's FN-RPAW rocket launcher. This greater functionality makes this weapon highly sought after. However the weapon does have a tendency to misfire. For ease of carry, the weapon's tube retracts.

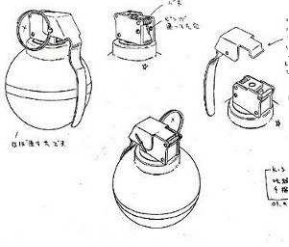




CCMMC SPR-23 1800eb

RIF - +5 - N - R - 4d10 (20mm caseless) - 10 - 1 - VR

China's premiere sniper rifle is a heavily advanced precision weapon built on a HAR model rifle. The 10 round helical clip sits far to the rear of this bullpup weapon for greater accuracy. While not as powerful as its American and European cousins, it is every bit as accurate.



HAND GRENADES- The Chinese military soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)

CYBERNETICS:

China takes a pretty archaic view towards cybernetics. Any implants received, including replacement limbs and organs for those lost or damaged in the line of duty, must be paid for by the soldier receiving them. Cyberpsychosis is almost unheard of in China,

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CHINESE RANK STRUCTURE

(Pay is equivalent to American Military)



Note: contrary to Western tradition of having separate rank names for land and naval forces, Chinese tradition calls for using the very same rank names. Currently they are appropriately prefixed to distinguish naval and air force's officers from the land forces officers.

Army Officers:	Navy	Air Force
Shang Jiang (Senior General, equiv. to US General)	Add <i>Hai Jun</i> prefix (Naval Force's ...)	Add <i>Kong Jun</i> prefix (Air Force's ...)
Zhong Jiang (Middle General, equiv. to US Lieutenant Generale)		
Shao Jiang (Junior General, equiv. to US Major General)		
Da Xiao (Grand Field Officer, equiv. to US Brigadier General)		
Shang Xiao (Senior Field Officer, equiv. to US Colonel)		
Zhong Xiao (Middle Field Officer, equiv. to US Lieutenant Colonel),		
Shao Xiao (Junior Field Officer, equiv. to US Major)		
Shang Wei (Senior Officer, equiv. to US Captain)		
Zhong Wei (Middle Officer, equiv. to US First Lieutenant)		
Shao Wei (Junior Officer, equiv. to US Second Lieutenant)		
Xue Yuan (Officer-Cadet)		
Non-comissioned officers		
Liu Ji Shi Guan (Non commissioned officer Class 6 – equiv. to US Sergeant Major)	Add <i>Hai Jun</i> prefix (Naval Force's ...)	Add <i>Kong Jun</i> prefix (Air Force's ...)
Wu Ji Shi Guan (Non commissioned officer Class 5 – equiv. to US Master Sergeant)		
Si Ji Shi Guan (Non commissioned officer Class 4 – equiv. to US Sergeant First Class)		
San Ji Shi Guan (Non commissioned officer Class 3 – equiv. to US Staff Sergeant)		
Er Ji Shi Guan (Non commissioned officer Class 2 – equiv. to US Sergeant)		
Yi Ji Shi Guan (Non commissioned officer Class 1 – equiv. to US Corporal)		
Enlisted ranks		
Shang Deng Bing (Private First Class, equivalent to US Private First Class)	Add <i>Hai Jun</i> prefix (Naval Force's ...)	Add <i>Kong Jun</i> prefix (Air Force's ...)
Lie Bing (Private, equivalent to US Private E1 / E2).		



NEO-SOVIET ARMED FORCES



The Neo-Soviet influence can be felt all over South America. They supply virtually every country in the region in one way or another, and in the Gulf of Mexico, Sov-Oil's presence is huge. On a military front, in addition to running both surface and submarine escorts for many of their tankers, they also have invested a large stake in El Salvador, not only supplying them with arms and equipment, but also supplanting their military with their own to such a point that it is estimated Neo-Soviet troops actually outnumber the El Salvadoran military. While they supply arms and equipment to nearly the entire region, including Mexico, their continued supply of arms and advisors to Bolivia and Colombia is what has the United States the most nervous. Rumors abound of Russian troops on the ground in SAA controlled countries actively supporting them in making ready for the 3rd South American War, but these rumors are unverified by

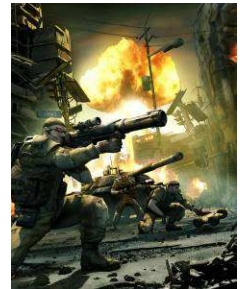


intelligence. If they, or China, do throw their weight into this conflict on the side of the SAA, things could escalate to a global scale, this has everyone involved increasingly nervous of the implications.



States the most nervous. Rumors abound of Russian troops on the ground in SAA controlled countries actively supporting them in making ready for the 3rd South American War, but these rumors are unverified by

The Neo-Soviet army is only slightly technologically behind that of the United States and Europe, in some ways they are even superior, at least in what they issue to their military. Their training itself is also comparable, to the point of being virtually identical save for climate differences (Arctic Survival +2 instead of +1). They are well ahead of China, and still maintain a close relationship with them, though most of the weapons they sell them are at least 2 generations old. Russian has had a long road rebuilding itself militarily from the collapse of the old Soviet Union, but it has once again risen as a prime power in the world, their expanding relationship with the EEC only strengthened by old grudges against the United States.



States the most nervous. Rumors abound of Russian troops on the ground in SAA controlled countries actively supporting them in making ready for the 3rd South American War, but these rumors are unverified by



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NEO-SOVIET PERSONAL ISSUE



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL NE-SOV ARMED FORCES PERSONNEL

DOG TAGS- personal means of Identification, no longer metal, these are made of highly durable transparent smart plastic which stores all the soldiers relevant medical data readable in any computer with a bar code reader. Note that Russian dog-tags aren't at all similar to US ones – they aren't worn in pairs, just a single one. Only the surname and ID number of the wearer is engraved on that, pre-cut to allow breaking it into half (one half to be left with body, the other taken as a proof of soldier's death). Also, Russian troops carry these on their necks by the means of soft plastic fibbon, instead of a chain. Also issued is a Military I.D. card, which in addition serves as a debit card



FOOT LOCKER- your standard footlocker, used for storing the personal belongings and extra gear.



LARGE DUFFEL (LAUNDRY) BAG- your standard military carry bag, these haven't changed much.

WINTER AND SUMMER WEAR BDU'S (2 EACH)- The standard battle dress uniform, Consisting of a jacket and pants, cammo patterns will vary depending on duty. Feature sown on kneepads and Elbow pads, and detachable shoulder pads (SP:8). The jacket has 4 pockets, the pants have 2 normal pockets, 2 thigh pockets, and 2 buttock pockets. The winter uniform includes matching camo parka.



MASKHALAT – loose coverall in a specific camo, meant to be worn over the BDU and webbing (there are openings to allow you reaching your gear). These do have limited durability, but Russian Army has immeasurable amounts of them and can usually deliver you new one every time you need it, either because the previous one has fallen apart, or because you're going to fight in different terrain than before.



T-SHIRTS- the old favourite, teln'yashka (2 pair of each long sleeve, t-shirt and narrow-arm, sleeveless, the shirts keep the traditional blue-and-white stripes of the original Navy one put into use over a century ago. Note that some types of unit may wear a different coloured teln'yashkas) . For female soldiers, sports bras are also available.



DRESS UNIFORM- includes shirt, long coat, pants, belt, boots, hat, tie and gloves. This is for formal situations and officers in non-combatant roles.

SOCKS- 2 pair each of warm socks and dress socks

COMBAT GLOVES- STRONG RUGGED GLOVES



BOOTS + 2 PAIR SHOELACES- Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility.



COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

PALATKA (rain poncho / shelter half plus rigging) – the Russian palatka poncho protects against bad weather, and can be combined with a second one to make a cramped, two-man tent (rigging, like masts, is provided). The newest issue versions damper heat emissions, making them effective IR ponchos as well. Note that heat buildup inside can be a problem, unless it is actually quite cold in the outside.

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)



SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

20 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- folding shovel/hatchet, in Russian version only the blade does fold. Russian troops often practice using their shovels in fight. With at least one edge sharpened (or even without this), this tool becomes a deadly, tomahawk-like weapon that can be used in melee, or thrown for a few meters (2d6 blade-AP damage, even vs. hard armor).

CAMMO NET - provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair

LOAD BEARING EQUIPMENT- Highly customizable, this is the Russian military web gear, used for comfortably carrying equipment, a typical load-out is as follows:

BLACK ELECTRICAL TAPE- the uses a soldier finds for this tape are mind boggling.

FLASHLIGHT- Comes with 3 extra sets of batteries and 2 extra bulbs, + 3 extra lenses (red, reflective, black)

UTILITY KNIFE- the classic swiss army knife, with all available options

LEATHER TOOL- yet another device with too many purposes to list here

MAGAZINE POUCH- Holds 2 extra magazines for the soldiers assault rifle. Duplicated as many times as needed.

Grenades- 2 frag, 2 incendiary, 2 flashbang,

HEAVY BELT- The standard military carry belt, used to carry the following equipment:

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 2 1 liter canteens, made of collapsable plastic

POUCH 1- 6 25MM FRAG GRENADES

POUCH 2- Smart goggles w/ thermograph, ir, anti-dazzle, low light, tele-optics, and smartgun link, this is very compact, making the most of miniature electronic technology, and attaches directly, and fastly to the helmet

POUCH 3- 3 semi-automatic handgun magazines (For special forces, the suppresser for the handgun will be stored here in place of 1 magazine)

POUCH 4- can be used for anything (for special forces this pouch is replaced with a pouch for holding 2 magazines and the suppresser for the submachinegun)

POUCH 5- 6 glowsticks

POUCH 6- used for personal non-military items

LEG HOLSTER- for either the handgun. Can be used as belt holster, up to user's preference.

P567 GAS MASK- this is contained in its own pouch, with adjustable waist and leg strap

LEFT LEG WEB GEAR- stores 2 magazines for the soldiers sidearm, and a combat throwing knife (to be used as an alternative to the gas mask pouch)

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is an optional item.

EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 gauge shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.

MAP POUCH- Stores maps, notepads, and other documents. Waterproof with easy access pouches for additional equipment such as writing utensils, spare notepads, photos, etc... This pouch is optional.

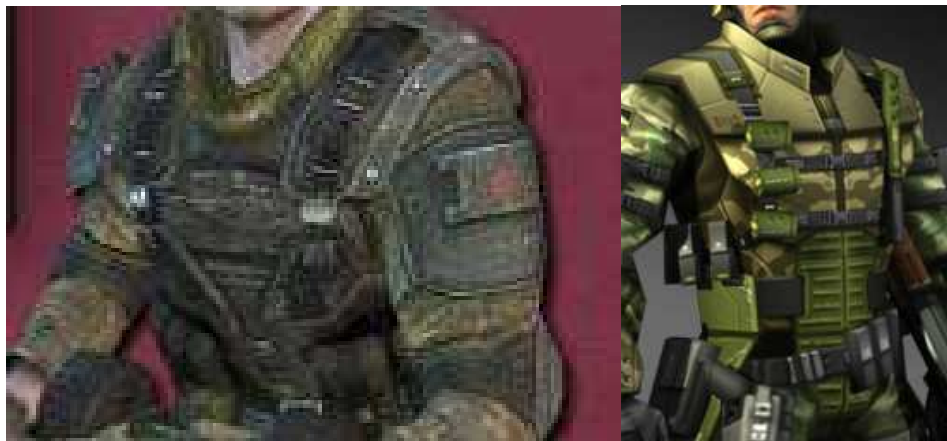
WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch including its own depth gauge, and also acts as a biomonitor and has a built in GPS.



ARMOR:



BODY ARMOR VEST- (SP: 15) has straps for directly attaching web gear or additional armor. Additional armor includes Upper Torso Hard Set (SP:8), side attached thigh plates (SP:8) and zipper attached groin protection extension (SP:10)



SHIN GUARD- (SP: 8) protects the wearers legs, not very comfortable, but every bit of protection helps.

GAUNTLETS- (SP: 8) Protects the wearers forarms



HELMET- (SP: 20) Adjustable retracting monacle equipped with LL, Thermograph, and tele-optics and a built in short range radio. Similiar, though inferior, to Militech's latest infantry helmet. The advanced version is a little more sloped, and has a built in camera and flash/laser light.



ROSTOVIC JNZ-4B THERM-OPTIC CAMOUFLAGE- Taking the best of both Arasaka and Militech innovations this latest generation of Russian Therm-Optic Camouflage is perhaps the best in the world. Offering full, but flexible protection (SP: 14), and designed to work even in harsh weather conditions (most therm-optic camo will glitch in water) and thermal dampening, this suit is nearly invisible, even in driving rain.



ULA- LIGHT FLIGHT SUIT- worn by most of the pilots in the Russian Armed Forces. It consists of a water/air tight g-suit, armored shoulder pads (SP:15) and a flight helmet (SP: 20) equipped Low Light, thermograph, Image Enhancement, Anti-Dazzle, and tele-optics.



DEEP-EYES ARMOR - (SP: 28) (EV: 2) (STR: +5) Russians utilize their advanced Metal Gear perhaps more than any other military on the planet. A battalion of Russian soldiers coming at you wearing this monstrous armor is enough to make most villagers wet themselves in fear. Comparable to the Arasaka ORC suits, or the Militech HAL-O5 armor, but offering even more protection this armor is heavy, cumbersome, but extremely effective. It also features a built in heater, to keep hypothermia from setting in during the cold Russian winters, and an AC unit (tech stolen from the EDF metal Gear) to keep their soldiers from killing themselves in the grueling heat of the deserts or jungles of the world. The helmet features Short Range Radio complete with level dampener, and the optics include Smart Link, Times Square, Ultraviolet, Thermoptics, Anti-Dazzle, and Tele-optics. The standard infantry (shown left) and Special Forces (shown right) version vary slightly only in appearance. There is an advanced version just now going through final testing, that offers true interface (dropping the EV to 0), thermal dampening, and boosts the wearers running speed (MA+2).



SPECIAL GEAR:



SCUBA GEAR- The standard underwater breathing apparatus, lightly armored helmet/breathing mask (sp: 10) with a 120 minute air supply. While the suit features an extraordinary insulation system, it remains thin enough for full dexterity and agility.

RUSSIAN ARCTIC SURVIVAL GEAR 200eb- For use in cold weather situations, this suit provides maximum warmth while remaining lightweight and flexible. The ARCTIC SURVIVAL GEAR PROVIDES NO ARMOR, BUT IS BAGGY ENOUGH TO WEAR OVER THE STANDARD ARMOR, AND PROVIDES FLAPS FOR EASY ACCESS TO THE WEB GEAR WORN UNDERNEATH. It also features a hood and a white back pack cover to maximize stealth in the snow.



RUSSIAN LONG RANGE RADIO 27950eb- The latest full feature military mobile communications unit. 200 MILE RANGE, FULL SHIELDING, JAM AND SCRAMBLE CAPABILITIES, AND ANY OTHER FEATURE YOU COULD THINK OF ARE ALL INCORPORATED INTO THIS UNIT. It also features a detachable full military cybermodem, (Russian equivalent of the Microtech CAD-4 Commando, see Rache Bartmoss's Brainware Blowout for more info) and a removable Russian military version of Teletronics "Black Book" microcomp (see Rache Bartmoss's Brainware Blowout for more info).



ANTI BIO-CHEM SUIT- folds up into a small pouch, fully sealed, 5-7lbs, fit into a 3 cu-foot bag and are about 1" in thickness, made of layers of filter material and activated charcoal. Extremely tear resistant, meant to be worn over clothes. (Note this suit will not stand up to blister agent attack for more than a few minutes, most other hazards and the suit will work for days under constant attack.

PARACHUTE- Standard parachutes and the HALO variety. Both models are invisible to radar and feature the regular backup in case the primary fails.

FULL FIELD MEDKIT- Everything you could possibly need, for everything from simple first aid, to full blown combat surgery is included in this kit. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack with CPR Microshield and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses speedheal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs), plus the following Medical Instruments: EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-gauge Plastic Catheter,



RAPPELLING GEAR- (See [Autumn Blade](#) for Info)

KURSKI MOTION SENSOR- (See Chrome 4 for info Same as Wutani model only Russian tech)

KURSKI MAPMAKER- (See Chrome 1 for info)

RUSSIAN MILITARY BINOCULARS 640eb- Built in range finder, Low Light, image enhancement, thermograph, and attachable laser target acquire system.

FULL DEMOLITIONS GEAR- Includes 4kg of C-6, various other explosives, and all the tools you could possibly need for any demolitions work that might come up, including disarming enemy devices.



WORLDSAT COMMUNICATIONS FLOPSCREEN- (See Chrome 2 for info)

PERSONAL WEAPONS:

ROSTOVIC M-802 675eb

RIF - +1 - N - P - 5D6 (5.56mm cased) - 30 - 1/3/20 - ST
THE STANDARD ASSAULT RIFLE OF THE NEO-SOVIET MILITARY. Accepting of a wide variety of features and accessories, this weapon fires 5.56 mm ammunition and typically has a 40mm grenade launcher or 25mm grenade launcher/shotgun combo mounted to it. A very sturdy weapon, the Neo-Sov's are currently looking to upgrade to a larger caliber to compete with the American and EDF weapons chambered in 10mm rifle. (see [AUTUMN BLADE](#) for more info)



ROSTOVIC HUR-101/KAAR-60 985eb

RIF - 0 - N - C - 6D6+2/varies (7.62mm cased/ 40mm grenade) - 40-3 - 1/3/30-1 - ST

This weapon is currently being issued to Special Forces groups and combat personell in hostile territories, and is foremost candidate for the next Neo-Soviet standard issue assault rifle. It fires 7.62mm ammunition, much more in line that the 5.56 of the M-802. They also sell this extremely well to the Mexican Military, but few other countries are interested, or can afford, to buy them in such bulk. (see [AUTUMN BLADE](#) for more info)



TOKAREV BCPP-2017 340eb

P - +1 - J - C - 3D6 (11mm caseless) - 16 - 1 - VR

Standard military sidearm Neo-Soviet army. A smartlinked version is available for an extra 50eb, and both versions come with integral laser sight / flashlight combo.



LUCZNIK RADOM ZPM-32 340eb

P - 0 - J - C - 4D6+1 (12mm cased) - 13 - 1 - VR

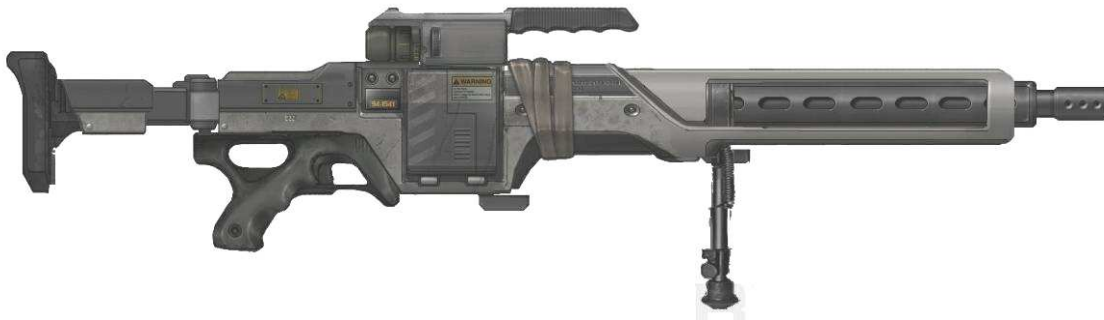
Sidearm preferred by Neo-Soviet Special forces team, made available thanks to good relations with EEC. Hard hitting and incredibly reliable. The scope costs an extra 25eb, and the weapon also has an available suppressor for 50eb.



DRAGUNOV COGR-65Z

RIF - +5 - N - R - 9D6-2 (6.5mm cased ETE) - 10 - 1 - VR

The latest Russian sniper weapon, a bullpup configured bolt action rifle with an extended barrel and built in flip down bipod. The weapon also has built in smart link and comes electrothermally enhanced straight out of the box. This is one of the most accurate rifles in the world, it's only real downfall is its rare ammunition. 6.5mm is hard enough to find, much less ETE, but at least you don't have to worry about your enemy picking up your spare ammo and using it against you.



STOBOLVOY PAC-431 1100eb

HVY - -1 - N - P - 6D6+2 (7.62mm cased) - 50/100 - 20 - ST

The standard squad support weapon for the Neo-Soviet military. Fires 7.62 ammunition, and can either be magazine(50) or belt(100) fed.

SKUDA COMBAT KNIFE 220eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

A simple, yet very sturdy combat knife. Well balanced for throwing and made from a special iron heavy allow that allows it to retain an edge even after serious abuse.



SHPAGIN SGZ-79 410eb

SMG - +1 - N - C - 3D6 (11mm cased) - 30 - 1/3/20 - VR

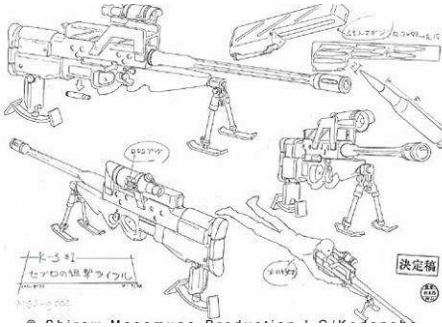
Popular with Russian special forces and vehicle crews alike, this submachine gun fires the powerful 11mm round and featured a single shot 25mm GL/ shotgun. It's rail system allows for a variety of scopes, laser sights, bayonets, or other attachments, and the weapons bullpup configuration make it ideal for close quarters.

25MM GRENADES- Russian combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)

HAND GRENADES- as above, the Russian combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)



SKODA DAAG-3 - the Czech disposable anti-tank rocket launcher, built under license in Russia. It doesn't compress as much as the American Law, but it packs every bit as much of a punch, and unlike the LAW it can be re-used. (Equivalent to American LAW, see Blackhands Streetweapons for more Info)



STOVOLBOY BRZ-76 3520eb

RIF - +3 - N - R - 7D6+3 (.300 magnum cased) - 10 - 1 - ST Heavy sniper rifle, often Snipers will take it upon themselves to electrothermally enhance this weapon. (see AUTUMN BLADE for more info))



ROSTOVIC G55- 20 shot magazine fed 40mm grenade launcher. (See Blackhands Streetweapons for more Info)



TULA ARSENAL SPGR-9 660eb
SMG/P - -1 - L - R - 2D6+3 (10mm cased) - 20/30 - 1/3/10 - ST

Developed for Russian military vehicle crews and pilots, this offers a lot of bang in a compact package, as such it has replaced the sidearm for some Neo-Soviet Special Forces personell, and is a favorite among Neo-Sov intelligence operatives and military officers. An extended 30 round magazine is available.



MAKAROV RIPPERLANCE 1235eb

RIF - -1 - N - R - 7d6+2 (7.62mm caseless) - 45 - 1/3/20 - ST

Quite possibly the strangest assault weapon being issued to any military in this day and age. The ripperlance is a standard assault rifle, but it features a built in diamond edged chainsaw (4d6 ap halved, damage full). Issued almost exclusively to troopers wearing the Deep-Eyes armor, it is supposed to be for cutting through barbed wire, fencing, and other obstacles, of course if a human being happens to get in the way, well thats dogfood...

RUSSIAN ANTI-PERSONEL MINE - The Neo-Soviet equivalent of the venerable Claymore type weapon. (See Blackhands Street Weapons for details)



DYEGTARYEV DFST-845 590eb

FLM - +1 - L - P - 5d6 (5.56mm cased) - 30 - 1/3/18 - VR

Compact enough to work as a submachinegun, this weapon is commonly issued to special forces, guards, tank crews, and anywhere else where inflicting maximum damage is as important as space preservation.

CYBERNETICS:

The Russian Military takes a similar view to Cybernetics as the United States, that view being slapping a cyberarm on a soldier gets him back into combat, and if he needs something a bit more special, well he just signed on for for good, or till he can pay it off, and just volunteered to be an R&D test subject. Russian cyber gets a bad rap due to their philosophy of purely utilitarian mechanics. What people don't realize is that it may look like a brick, but it will function, and is often stronger and more durable than any competing technology.



FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE NEO-SOVIET ARMED FORCES PLEASE SEE THE FOLLOWING:

EUROSOURCE PLUS

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

OCEANPUNK: GEAR AND EQUIPMENT

NEO-SOVIET SPECIAL FORCES



The following is a list of Russian Special Forces

VDV (Vozdushno-Diesantnye Voiska) – while they might be described simply as „Airborne”, this does not represent the pride and eliteness of these troops. “Diesant” can be described as “landing troops”, those who jump in into a middle of action – there are naval diesant (marine and the like), the infantry deployed from armored carriers is referred to as diesant (like their predecessors in the WW II, riding piggy-back on Soviet tanks), and of course there’s airborne diesant. So, the translation closer to the soul would be “shocktroops”. VDV are chosen, trained and equipped to serve to these expectations – they train hard, party hard, and fight hard. They also formed the core of many Soviet military intervention forces – Airborne were to spearhead the attack.

VDV were – in USSR times – an army within the army. A separate combat arm almost. Up to the point where they had heavy equipment being designed and produced exclusively for them – e.g. BMD series of IFV – pararel to BMP series IFV, but lighter (for air portability and paradrop deployment).

Nowadays, they’re being rebuilt back to (and past) that strength.

If looking for an analogy, try imagining US Marine Corps’ Russian edition – except that these guys come from the sky, not from the sea.



Alfa (Alpha) – Departament A of the Special Operations Centre of FSB (once called KGB, the Russian internal security and intelligence) is a counter-terrorist unit, similar in profile to US Delta Force. They specialize in hostage rescue, but can undertake most SpecOps tasks, and are equipped to the top world standards.

Alfa has about 700 operatives, divided into 5 operational groups.

Vympel (Pennant) – department V of SOC, trained for operating in industrial complexes of special importance (they’re the guys who will be used to storm a nuclear power plant taken by terrorists, or something the like). However, they have broad general training, and are often used hand to hand with Alfa. This unit is smaller, with about 500 men and 4 operational groups.

Note on FSB: the Russian “(anti)terrorist law” entitles FSB to use their troops (as well as Spetsnaz and Osnaz forces leaned from elsewhere for that purpose) to conduct counter-terrorist operations anywhere in the world, on the order of President.

Spetsnaz / Osnaz – the Russian SpecForces most people have heard about, but still there’s little known about them. Spetsnaz (Spechyalnovo Naznachenya, literally “Special Purpose (forces)”) are the commando arm of the GRU, Russian military intelligence. They have fierce reputation due to their harsh training methods, and therefore are considered to be extremely tough. They’ve been deployed for reconnaissance, sabotage and COIN operations. Spetsnaz is usually placed within the structure of VDV (naval Spetsnaz – within naval infantry, i.e. marines), but not under their command – they wear the same uniforms and insignia, and are hard to tell apart (they are also likely to wear uniforms and insignia of any nearby unit, just to blend in and remain unidentified as Spetsnaz). They shall be considered an rough equivalent to US Green Berets or Army Rangers. Naval Spetsnaz is trained as combat swimmers /frogmen, and do utilize minisubs. Each Fleet of the Russian Navy has a Naval Spetsnaz brigade assigned to it. The number of Spetsnaz units within VDV structure is unknown, however, it is estimated that there might be as much as two dozen independent Spetsnaz brigades.

Osnaz (“Separate Purpose”) is their equivalent, subordinate to the Ministry of Internal Affairs.



Note on spetsnaz: the term is often used as a catch-all phrase, literally an equivalent to English term “special forces” – it can mean anything from an elite paratroop unit (or even a police SWAT-type team) to the true black ops detachment. All that adds up to the Spetsnaz’s mystery.

Gvardievtzi (the Guards) – the title of Guards have been applied to many units in the history of Russia and USSR – a few have been granted this at their creation, most however were awarded for extraordinary bravery in combat. This high status – a mark of the elite among the Russian army – was later kept up with the best equipment available (or just being issued to these troops first), best recruits that were there, and high standards of training and discipline. There is a reputation behind this title, and soldiers do a great deal to act up to it.



Whereas there are several armored, mechanized or air Guards units, and that means merely that you are dealing with an elite panzer, infantry or Air Force unit, there is also a number of Airborne Guards and special purpose Guards units. They do carry traditions of the units that’ve distinguished themselves in combat in the wars of the past, but this often also means that you’re dealing with a true Spetsnaz unit. A tiger in wolf’s skin.

Razviedniki (the Recon) – there are many reconnaissance forces in the Russian army. Most are just that: advance troops. However, there are also “long range reconnaissance” companies (on a division level), or even battalions (army-level). This can mean anything from poor man’s spetsnaz, to true Military Intelligence’s Spetsnaz attached to the unit. Moreover, “razviediniki” is one of the army’s terms to describe “the guys whose true name is unknown and better do not speak about them too much” (other known terms are “raidovniki” – raiders, and “okhotniki”- (game) hunters).

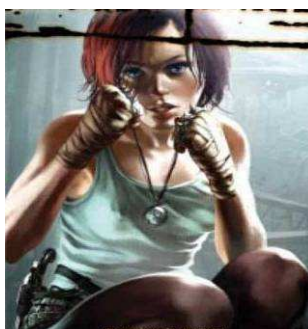


NEO-SOVIET RANK STRUCTURE

(Pay is equivalent to American Military)



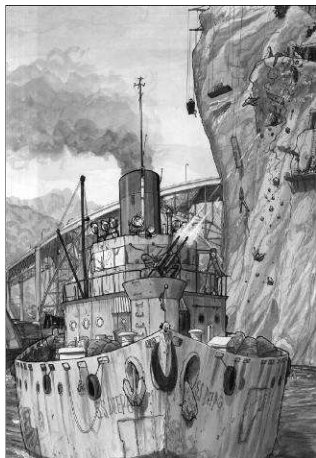
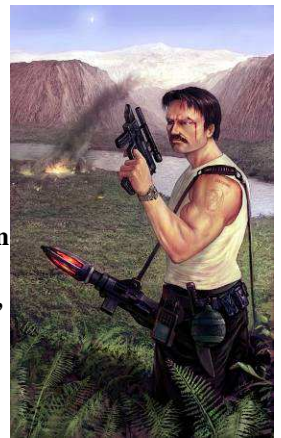
Army	Navy	Air Force
Officers:		
Мэршал Росси́йской Федера́ции (Marshal of the Russian Federation – equiv. to US 5-star General)		
Генера́л А́рмии (General of the Army, equiv. to US 4-star General)	Адмира́л флота́ (Admiral of the Fleet – equiv. to US Fleet Admiral)	Same as Army, except for addition “aviátsii” (of aviation)
Генера́л-По́лковник (Colonel-General, equiv. to US 3-star Lieutenant General)	Адмира́л (equiv. to US Admiral)	
Генера́л-Лейтена́нт (Lieutenant General, equiv. to US 2-star Major General)	Ви́тсе-адмира́л (equiv. to US Vice-Admiral)	
Генера́л-Ма́йо́р (Major General, equiv. to US 1-star Brigadier General)	Контр-адмира́л (Counter-admiral, equiv. to US Rear Admiral, Upper Half)	
По́лковник (colonel, equivalent to the same in US)	Капита́н 1-го (пéрвого) ра́нга (Captain of the 1 st Rank, equiv. to US Rear Admiral, Lower Half, or Captain)	
Подпо́лковник (“2nd colonel”, equiv. to US Lieutenant Colonel)	Капита́н 2-го (второ́го) ра́нга (Captain of the 2 nd Rank, equiv. to US Commander)	
Ма́йо́р (equiv. to US Major)	Капита́н 3-го (тре́тьего) ра́нга (Captian of the 3 rd Rank, equiv. to US Lietenant Commander)	
Капита́н (equiv. to US Capitan)	Капита́н-лейтена́нт (Lieutenant Captain, equiv. to US Lieutenant)	
Ста́рший Лейтена́нт (Senior Lieutenant, equiv. to US 1 st . Lieutenant)	Ста́рший лейтена́нт (Senior Lieutenant, equiv. to US Lieutenant, Junior Grade)	
Лейтена́нт (Lieutenant, equiv. to US 2 nd Lieutenant)	Лейтена́нт (Lieutenant, equiv. to US Ensign)	
Мла́дший Лейтена́нт (Junior Lieutenant, equiv. to US 2 nd Lieutenant)	Мла́дший лейтена́нт (Junior Lieutenant, equiv. to US Ensign)	
Warrant officers		
Ста́рший Пра́поршчик (Senior Warrant Officer, equiv. to US Chief Warrant Officer 3)	Ста́рший ми́чман (Senior Midshipman, equiv. to US Chief Warrant Officer 3)	Same as Army, except for addition “aviátsii” (of aviation)
Пра́поршчик (Warrant officer, equiv. to US Chief Warrant Officer 2)	Ми́чман (Midshipman, equiv. to US Chief Warrant Officer 2)	
Non-comissioned officers		
Starshiná (Master Sergeant, equiv. to US. First / Master / Major Sergeant)	Гла́вний коробе́льный старшина́ (Ship’s Chief petty officer, equiv. to US Senior / Master Chief Petty Officer)	Same as Army,
Ста́рший Сердза́нт (Senior Sergeant, equiv. to US Staff / First Class Sergeant)	Гла́вний старшина́ (Chief Petty officer, equiv. to US Chief Petty Officer)	
Сердза́нт (Sergeant, equivalent to the same)	Starshiná 1-y (pervóy) statyí (Petty Officer 1 st Class, equivalent to the same)	
Мла́дший Сердза́нт (Junior Sergeant, equivalent to US Corporal)	Starshiná 2-y (vtoróy) statyí (Petty Officer 2 nd Class, equivalent to the same)	
Enlisted ranks		
Efrèytor (from German “gefreyter” i.e. corporal, equivalent to US Private First Class)	Ста́рший матро́сс (senior seaman, equiv. to US Petty Officer 3 rd Class)	Same as Army,
Ryadovóy (equivalent to US Private E1 / E2).	Матро́сс (seaman, equivalent to the same)	



SOUTH AMERICAN ALLIANCE



The South American Alliance is a loosely knit union of Central and South American Countries, Drug Cartels, Rebel and Terrorist groups, and Mercenaries banded together by the common goals of profit and Anti-American sentiment. For the most part these groups hate any interfering power not just the United States, including the nations currently funding and supporting their cause (EEC, China, Russia). Formed in the aftermath of the first Central American Conflict, and solidified by their victory in the Second South American War, the group was dealt a harsh blow when the U.S. developed designed plagues wiped out most of cocaine in the region. This blow was short lived as soon the Cartels (under the leadership of the Medellin Cartel) developed a new strain of viral resistant Coca, popularly known by the misnomer Synthcoke. As the rest of the world suffered through worldwide economic crashes, Plague, Drought, and other disasters, attention was shifted away from the SAA, the Americans to the north were in no position to stop the rising tide of cheap cocaine that was once again flooding the streets in greater quantity than ever before. Without the common enemy, some of the Cartels once again focused their attention and violence upon each other. However now, with the U.S. once again preparing to invade, the SAA has solidified, recruiting every mercenary, rebel, and terrorist group it can, and even managing to bring in the rogue caribbean Islands Of Blood. They are also using their influence and most charismatic voices to try and bring more of their neighboring countries into the Alliance.



From the transcripts of Jose Klemmano's (a high level SAA recruiter) interview with nomad journalist Cheshire, for Dust In The Wind, the nomad weekly news magazine...

"WHY WE FIGHT!"

You first world Edgerunners get wet in your pants when you get an opportunity for some quick eurobucks and a few smoking brass casings, its just one big cowboy novel to you. South America is not the Alamo and we sure as hell intend to go down fighting. We have seen what continued warfare does; we've lived through the "Conflicts" and all the bullshit from all sides. We will stand for it no longer. We don't fight for money or a new car, but to keep the control in the hands of the people. You Yanquis claim you fight for democracy, but you ain't been free your whole lives. Freedom is the right to grow what you want, smoke what you want, drink what you want, vote how you want, and drink some Goddamned clean water for once. It's not what the Corporations or the Superpowers want to hear, they want us to pay them and keep on screwing things up like they have been. Most of us were homeless for a long time and things have only begun to change, we're not about to lose our land again. We help the people; we're the Policía around here and we don't appreciate pendejo foreigners. Live here and you would understand!

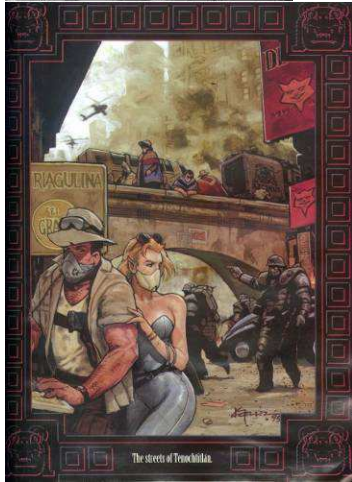


Most of our weapons are left over from the old Soviets and People's Army, or surplus supplied by the Russians and the Chinese, even the EDF. The rest we take from those who oppose us. We are the offspring of the worlds revolutionaries, who actually gave a shit when the people of enslaved societies rose up and kicked hell out of the old boss men. Some of us only have hunting rifles and rocks. But what more do you want, some smart tracking auto-gun with heat-seeking bullets? A gun is still a gun and if used appropriately, you only need one shot anyway...



Our own people are the most numerous opponents to capitalism and imperialism, most work a day job. They are our vital support line and they are in more danger than any of us, but that doesn't stop them a damn moment from supporting the cause.

You asked me about uniforms? Hah! If we dressed alike, you could tell who we are. Most of us dress in beat-up work clothes filled with sweat stains like we just came out of the fields, which we did. Most of us gave up the day jobs for the long fight, we geared up with whatever we could find, we live in the most remote parts of the country, stockpile weapons, dig tunnels, and prepare for the long haul. We are the thorn in the side of "Progress." Most of our gear is old, but still dangerous.

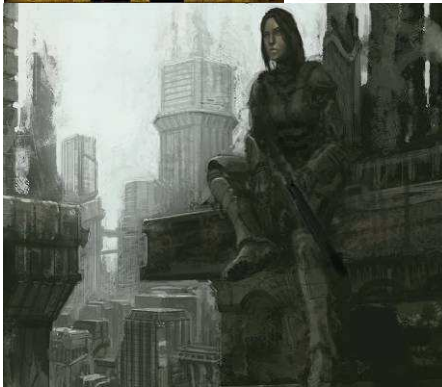
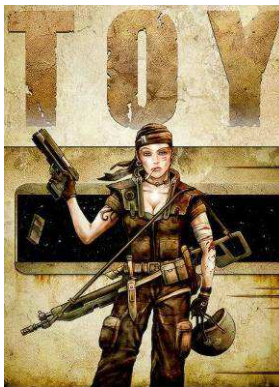


Others, those who wish to stand and fight and not hide in shadows, will wear the uniform given us, or try and make it ourselves, so we can stand together, arm in arm, gun to gun, to kick the fascist oppressors from our country, to send them home like beaten dogs with their tails between their legs.

Not everyone is in it for the people, some of our brothers and sisters sell out in order to get support from one group or another. It is unfortunate, in reality, they're just choosing which master is going to whip them next. Some of these bastards fight against us and the people, for profit.



Everyone looks at us as though we are nothing but ignorant peasants, but twice now we have sent the Imperialist Yanquis running home with their tails between their legs. Now they are coming again, and again we will prove to them that we are men, and fill our trenches with their corpses. Even our children and our women stand up against them, VIVA LA REVOLUCIONE!"



SOUTH AMERICAN ALLIANCE PERSONAL ISSUE

In addition to what's here, SAA soldier will often try to get their hands on anything, and will confiscate anything at all they think might help them from captured or killed enemies, from food stuffs to the latest gear. In addition they will often personally upgrade their own gear on the blackmarket, buying or trading for better weapons, armor and equipment, if they can afford it.

BASIC: THIS IS THE STANDARD ISSUE FOR ALL SOUTH AMERICAN ALLIANCE CARTEL FORCES

UNIFORM- The Uniforms of the South American Alliance vary a great deal, both by country, and by individual faction.



COLOMBIAN UNIFORM- Colombians are the best funded of the SAA forces, they actually issue body armor to their soldiers, and have a relatively constant uniform. The uniform consists of a pair of Khaki BDU pants, heavy combat boots, gloves, a Chinese wrist computer (with GPS, and short range radio), a helmet (SP:20) and a highly flexible and light armored vest (SP:15). It is believed that either the Chinese or Russians supplied the armor, or possibly both. This uniform is standard in Colombia, and widely distributed to Other SAA forces as well.



BOLIVIAN UNIFORM- The Bolivian style uniform is little more than jungle pattern camo pants and a jacket, (often bought from different sources with different patterns) a hat, and a Helmet (SP:18), some of them even get vests, the vests themselves vary as much as the uniforms, as the Bolivians will buy them from whoever will sell them (SP:15 - SP:20 standard EV penalties), usually old surplus military or police vests. Again, these uniforms are standard in Bolivia, but are distributed among the SAA forces as well.



PERUVIAN UNIFORM- Being heavily reliant on the Shining Path, as well as wanting to recruit as many impressionable people as possible, the Peruvian uniform supplied by China is the most official looking. Modern BDU's, knee and elbow pads (SP:8) standard webbing, and modern customizable body armor vests (SP:18) and helmets (SP:20). The Peruvians like to use children in their recruitment campaigns, both to inspire other children (12 and above, male or female) to join, and to minimize the danger by imprinting the idea that the military is safe enough for children.



THE REST OF THE SAA FORCES- Made up of rebel groups, militias, terrorist groups, and peasants, the vast majority of SAA forces have no discernable uniform at all. This makes it extremely difficult for opposition forces to ferret them out, or identify the enemy. Anyone you see anywhere in SAA may be a hardcore SAA soldier. Mercenary groups contracted by the cartels, often better funded and equipped than even the best of the SAA forces, may have something close to a uniform specific to their own group, but they do not share. Old military uniforms or often just camouflage pants and clothing, simple waterproof boots and maybe a hat. Some revolutionaries really like to have a go with the beret or an armband as a signifying marker. Often masks or handkerchiefs are worn to hide the face from authorities. Any kind of old military gear will fall into use by Guerilla forces. To say that Guerilla uniforms are regular however is a gross misunderstanding. Sometimes stolen police and military uniforms serve their purpose to help confuse the enemy.



COMBAT GEAR:

- BACK PACK-** Sometimes they actually get old surplus military styles, sometimes they get childrens school backpacks, complete with popular cartoon characters
- MESS KIT-** old aluminum sets, often missing pieces
- PERSONAL TENT-** one man surplus tents from either Russia or China
- SMALL TOOL KIT-** wire strippers, a variety of screwdrivers, pliers, radio shack clearance type from china
- 1 WEEKS WORTH OF BREAD AND CHEESE-** never enough to go around
- SMALL MEDKIT-** bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations, Russian surplus
- ENTRENCHING TOOL-** standard folding shovel/hatchet, chinese surplus
- CANTEEN-** 2 1 liter russian canteens, made of plastic
- RUSSIAN BINOCULARS-** nothing fancy, just standard binoculars
- GAS MASK -** Russian or Chinese surplus



LEG HOLSTER- for the soldiers handgun. (sometimes he is issued a holster with no gun, sometimes the other way around)

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle,

OTHER ARMOR:



COLUMBIAN HEAVY ARMOR- This heavy armor is similar to the standard Columbian armor, though much more effective. It consists of a heavier vest (SP:20) an armored shoulder pad (SP:15), and leg and arm pads (SP: 12).



ROSTOVIC FIRST GEN THERM-OPTIC CAMOUFLAGE 18,000eb- Reserved for only the most proven and elite soldiers of the SAA, this Russian first generation version of the Militech Ghost suit offers minimal protection (SP:5) and is a bit more visible than the modern counterpart (-3 to notice rolls instead of -4) and has a tendency to glitch (every ten minutes of use the suit fails on a roll of 1-2 out 10).



ROSTOVIC ZNZR-ARMOR 12,540eb- Supplied by Russia, these older suits of slightly powered metal gear aren't quite as powerful as the new Russian Deep Eyes suits, the Arasaka Orcs, or the Militech HAL-O5 suits, but they should not be underestimated. The boost the wearers strength (+2) and speed (+2) and provide all over protection (SP:22) with little negative effect to the wearers agility (EV-2).

SPECIAL GEAR:



CHINESE SURPLUS FIELD RADIO 7950eb- No where near its modern counterparts, this is a simple long range military radio bought in bulk from China.

FIELD MEDKIT- Not as modern as its US or European equivalent, this Chinese medkit is still suitable for most needs. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, and 6 vials of other assorted drugs), plus the following Medical Instruments: EMT Shears, Splinter Picker Forceps, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, Blood Pressure Cuff, Stethoscope, 18-gauge Plastic Catheter,

FULL DEMOLITIONS GEAR- Includes 4kg of C-6, various other explosives, and all the tools you could possibly need for any demolitions work that might come up, including disarming enemy devices.

DAIHA TRAVELLER LAPTOP COMMUNICATIONS FLOPSCREEN- GPS equipped laptop

PERSONAL WEAPONS:

SAA weapons often consist of Anything they can get their hands on, from Polymer one-shots to the latest military weapons they confiscate from their enemies. However they have been receiving large amounts of Soviet and Chinese military surplus, the following are the most common weapons used by the SAA.



ROSTVIC KALISHNIKOV AD-10 Assault Rifle

Rifle - +1 - N - E - 6d6+2 (7.62x54mm cased) - 30 - 2/3/20 - VR

A Neo-Soviet replacement for the old AK variants as it has a better operating range and better penetration. It can be equipped with a variety of attachments: the GP-43 Grenade launcher attachment (which fires standard 40mm grenades), a larger trigger guard can be equipped for use by full-borgs, ACPA, and troops wearing heavy gloves, a folding stock (giving it long coat concealment), and a bayonet. A shorter barrel model is used for close combat operations. The weapon system has become the weapon of choice for South American revolutionaries.



Auto-Dragunov ADSW-10 Support Weapon

Hvy/Rifle - +3 - N - C - 6d6+2 (7.62x54mm cased) - 100 - 3/20/40 - VR

A machine gun variant of the AD-10 with a heavier barrel and bipod, it has served successfully in many countries as a support weapon. It has two levels of automatic fire ROF. The highest rate of fire often melts the barrel after a minute or more of consecutive fire. Spare barrels are often carried by machine gun crews for this reason.



Dragunov SVD-2 Sniper Rifle

Rifle - +2 - N - C - 6d6+2 (7.62x54mm cased) - 20 - 2 - VR

An updated version of the Soviet Dragunov sniper rifle, it can be smartgunned and even equipped to a remote rig to provide a sniper remote operation of his/her weapon. Has an operating range of about 900 meters when scoped.



Bizon-3 SMG

SMG - +1 - LC/N - P - 2d6+3 (10mm caseless) - 60 - 2/3/35 - VR

An updated version of the Soviet Bizon Submachinegun, this weapon has accessory options such as a folding stock, electronic scope (capable of being smartgunned), and suppressor.



CHINESE ZP-68 190eb

P - 0 - J - 3d6 (11mm caseless) - 16 - 1 - ST

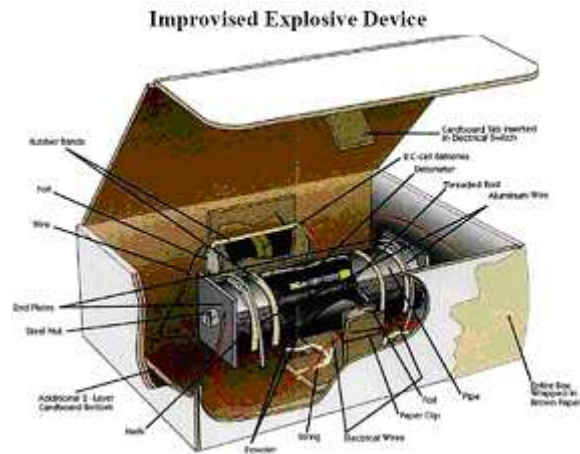
A cheap but decent handgun, sold in bulk from China to SAA forces. For an additional fee the weapon comes with a lasersight/flashlight combo (25eb) and/or a suppressor (15eb). These weapons, in their standard form, have become as common as cockroaches in Central and South America, though the upgraded versions are usually reserved for officers, cartel officials and their bodyguards, and the most elite of SAA soldiers.



REMINGTON ADAMS 250eb

Rifle - +2 - N - E - 6d6+2 (7.62mmNATO) - 5 - 1 - VR

One of many varieties of different hunting rifles which are commonly used by rebel forces.



IED: IMPROVISED EXPLOSIVE DEVICE 10-200eb

Evp - NA - varies - E - 2d6-10d10 - NA - NA - varies

The combination of these vary so heavily as to be difficult to list, everything from old artillery shells wired up as land mines, to household chemical pipe bombs, and even a simple hand grenade crammed under a door lip set to explode when it opens...



Machete 4-20eb

Mel - NA - J-L - E - 2D6 - NA - NA - ST

These blades are easy to get and work well for intimidation and brutal warnings.

CYBERNETICS:



For all but the most highly placed or respected SAA soldier, any cybernetic replacement, whether necessary or voluntary, is at the cost of the soldier, and that is if the parts are attainable. Even if they are, they will likely be used pieces, malfunctions and infections run high. Unless under very special circumstances (IE Cartel leader himself arranges it personally) consider any cyberimplantation to be twice to three times as likely to malfunction, and cost twice as much HL due to lower skilled surgeons and techs, unsterile surgical environment, and other factors. Also understand that most South American natives, particularly from the peasant class, have absolutely no concept of proper maintenance of their cyber, which only adds to the likelihood of it malfunctioning or their body rejecting it through cyberpsychosis, some factions in the SAA have even been known to force cyberpsychosis on certain soldiers, usually troublemakers, cowards or rivals, and then throw these raging loonies towards the enemy. Mercs with their own medtechs and access to new cyber are generally not susceptible to these conditions.



Some SAA members and Mercenaries have the luxury of being equipped by corporate researchers, or Russian, Chinese, or EDF advisors and their staff. They will receive the latest cyber from their respective sources, usually tricked out for combat, however they will also be acting as a walking test subject for their research and development department, which will have its own agenda that doesn't always adhere to that of the SAA.

FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE SOUTH AMERICAN ALLIANCE, PLEASE SEE THE FOLLOWING:

HOME OF THE BRAVE

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

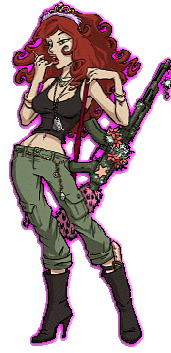
CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

OCEANPUNK: GEAR AND EQUIPMENT

SAA TRAINING



This is not the army my brothers, most of us never served in any military force. We are just the people taking our righteous revenge on the enslavers of this world. Any training we have is from hunting, living off the land, and knowing how to survive when everyone around you has failed. Governments describe us as infestations and as cowards, , insurgents, criminals and terrorists, but do you think fighting head-to-head ever got us anywhere? Most of us have only lived as long as we did because we know how to hide, whether inside a population of other sheep civilians paying their scarce wages for corporate liquor, or by learning to lay low in the bush while a column of soldiers walks within inches of you. The only training you need to know is this:

1. Never initiate a conflict unless it's in your favor.
2. Never stay and fight if things change.
3. Use the land to your advantage. Their satellites have a hard time penetrating jungle cover.
4. Improvise. All those bullets you can't use in your old model rifle dropped by the enemy? That is even better than a claymore mine, just wire it up to go off and leave it in their commander's tent at night...
5. Never surrender and never rat on your brother's, the enemy will never treat you with respect.
6. Kill any pig-dog son of a bitch with who tries to take what is yours.
7. Go underground, literally and figuratively.
8. Burn what your enemy can use and you don't need.
9. Choose your own fate; don't let the enemy choose for you.

Recruit, the only way to successfully revolt is numbers! The people united, will never be defeated.

SKILLS RECEIVED AS AN SAA SOLDIER

- Handgun +1
- Rifle +1
- Submachinegun +1
- Heavy Weapons +1
- Awareness Notice +1
- Wilderness Survival +2
- Demolitions +1
- Hide/Evade +2
- Stealth +1
- Shadow Track +1
- Persuasion Fast Talk +1



INDEPENDENT CANAL MILITARY FORCES

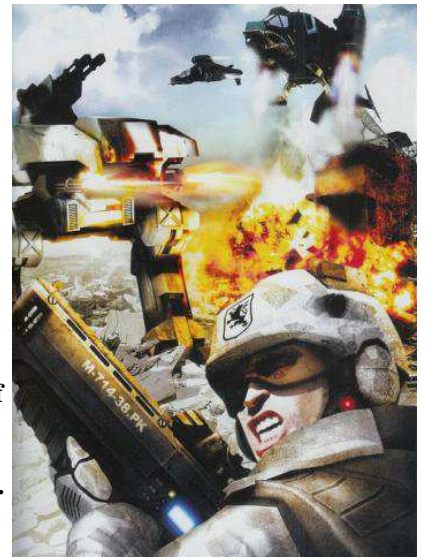


In 2010 the United States, after bankrupting itself fighting the Second South American War, committed one of the worst atrocities against its own military and civilian contractors in history. In a decision that rivaled the horrors of Tuskegee, Alameda human testing, and the use of Agent Orange, the U.S. simply abandoned thousands of its military and civilian forces in the war torn regions of South and Central America. Besieged on all sides, this incident led to the mass exodus known popularly as "The

Long Walk." The tale of that journey is well documented, and it's ramifications shook our country's government to its very roots. The long walk led to John Meta and his crew seizing abandoned offshore drilling platforms in the Gulf of Mexico and founding Meta-Key, and to the



mass explosion in the nomad population. Of lesser-known repercussions is the Story of Colonel Pike, and his Raiders, who seized and held the Panama Canal. Immediately after the botched evacuation of all U.S. forces from South and Central America, those who were left behind fell back to the Panama Canal. Army Colonel Jonas Pike was already there. Rather than follow his orders and abandon the special forces teams under his command that were still stuck behind enemy lines in the jungles of Colombia, Pike stayed behind. The



Canal, with its heavily fortified defenses, immediately became the first safe haven for anyone left behind in the region who could make it there. Within weeks the number of people at the Canal had reached thousands, mostly civilian construction workers, engineers, drivers, clerical staff, and private security personnel. With the combined forces of the Colombians, the Bolivians and any rebel group or terrorist group in the region with a bone to pick with the U.S. descending on them, about to surround them completely, and with resources stretched thin, the majority of those who had taken refuge at the Canal decided in a



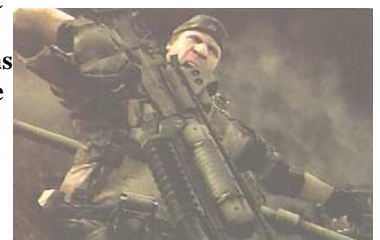
desperate move to escape while they could before they were cut off and under siege. While the main host began the exodus from the Canal that would later be called the long walk, Colonel Pike and 300 of his best men, along with a handful of civilian volunteers (most of whom were actually employed at the Canal and knew its operation), dug in at the Canal to hold off the Cartel Forces for as long as possible. No one had any doubts, it was a suicide mission.



Things did not go according to plan however. Rather than commit to a full scale assault in the attempt to overrun the Canal, the majority of Cartel forces simply went around, leaving only a small force to try and take the Canal and scour the Americans from its walls. Pike and his men, known collectively as "Pikes Raiders," were able to fight off the cartel forces besieging them, but could do little to hinder the



main Cartel movement chasing down the "Long Walkers." When the "Walkers" finally reached Atlantico, the main group of Cartel forces that had been chasing them had no choice but to abandon pursuit and head back. Unknown to them, Pike back at the Canal had already planned a surprise for them. When the Cartel Forces reached the Canal, they expected at most a kowtowed American presence, one who would co-operate or be easily destroyed. And that's what they got, or so it seemed. From their gun towers, with most of





his men hidden in waiting, Pike played the submittant role, allowing the main portion of Cartel forces to cross the canal in a cargo ship. When the ship was loaded and underway, Pike struck. His hidden men ran to the gun towers, unloading on the ship with everything they had. Navy divers who had stayed behind had placed underwater mines on time release switches at the bottom of the canal. The ship along with 2000 Cartel soldiers on board exploded and sunk. Survivors were gunned down in the water as they floated. With over 2/3rds of the cartel forces lost in a single blow, including much of its leadership, the remaing Cartel forces fled. It would be the last victory for America in the Second South American War.



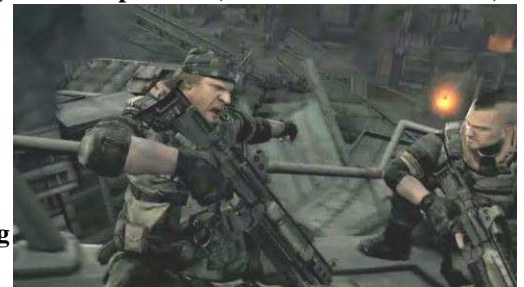
In the wake of the final Canal Battle, Pike and his people were left with a dilemma. The Panamanian government was eager to assume command of the Canal, but there was no where for Pike and his men to go. No one was coming for them, and their force was far too small to make the trek to home soil. Besides, they had shed their blood, sweat and tears defending the unfinished Canal and they were going to be damned if anyone was going to take it from



them now. Besides, most of them had no wish to see the America that had abandoned them ever again. Reluctant at first, the Panamanian government was in no shape to try and dislodge the Americans, who even then were in talks with the EEC and other major nations eager to begin shipping again. After Europe offered to pickup the funding for the expansion (now well over half done) Panama aquiesced, the Canal would be completely controlled and run by Pike and his people. The ICMF was born.



In the 8 years since that final battle, the ICMF has grown in size, hiring from the local Panamanian population for day to day operations, importing specialists and experts at healthy salaries, and expanding their military forces with mercenaries and ex-soldiers from all over the globe.



The recruiting policy is simple, "If you are fed up fighting for someone else, come here, join us, fight for yourself and your comrades." The ICMF is supplied heavily in arms and equipment from Europe, Russia, and Asia (mostly Japan and China). They were also, at least till recently, sold weapons and vehicles from American companies, most notably Militech International. Miltech, Arasaka, and Lazarus have all tried to win military contracts with the ICMF to supplant their military forces, but the ICMF has refused them all, staunchly disallowing any corporate influence to breach their inner circle, the mercs they do hire are all highly seasoned private groups.



Bitterness over their abandonment left the core group, comprised of the original member of "Pikes Raiders", with an extreme resentment towards the United States, a country they have now completely disavowed. Still while their was always an air of hostility in their dealings, it wasn't until November of 2019 that any overt action had taken place. The U.S. angry that though they had payed for the vast majority of the expansion project they were being charged twice the fees for its use, threatened an embargo. The ICMF, heavily influenced by the EEC closed the Canal to U.S. traffic completely in response, forcing

U.S. inbound and outbound vessels to travel all the way around South America. For the last 6 months the U.S. has tried negotiating, but after their most recent talks ended in failure, the United States Government had finally had enough, War was declared on the ICMF. The other

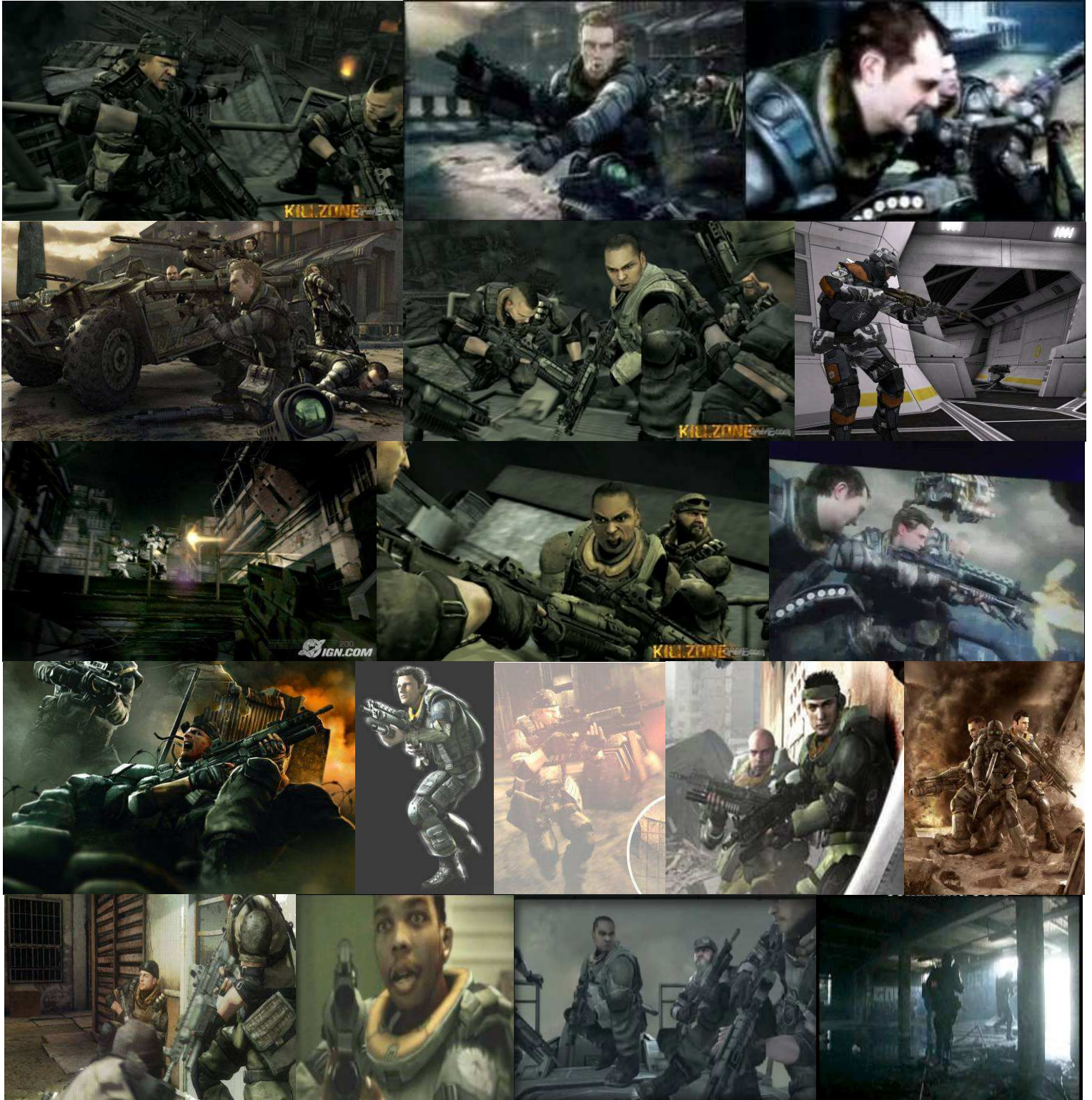


Target of United States agression, the South American Alliance, has tried to form an alliance with the ICMF, to no avail so far, Colonel Pike has not forgotten the atrocities of the "Long Walk" and hates the Cartel forces as much as he hates his former home country. Still with the U.S. invasion looming, he may need all the help he can get. As an alternative, they have been in negotiations with Meta-Key.

The ICMF has grown to such a point that it is now the largest and best equipped military force in Central America, save for Mexico. By contrast the ICMF simply dwarfs Panamanian military forces (which has led to fears in the country that the

ICMF will simply take over the country, unfounded fears as it were as Pike has no interest in running a country). The vast majority of ICMF troops are ex-American and European veterans, with combat experience in either the last South American War, or from the current war in Africa. Because its soldiers are already well experienced and seasoned troops, there is little need for training. What training does exist is mostly in efforts to get the disparate groups to work cohesively together in defense of the canal. (For skill packages, consider any ICMF soldier to have the same skill sets as the military of their home of origin, at an additional +1 to each of the skills received, this extends to those with Special Forces training).

Also because of their backgrounds, and lack of a single supplier, uniforms, weapons, and equipment are extremely varied among the ICMF soldiers. While the majority of ICMF personnel are issued similar uniforms within their platoons, the platoons themselves often vary wildly. The ICMF also allows private Merc groups to keep their own uniforms, so long as they are in a group of 50 or more. Still the majority of ICMF soldiers wear Second South American War era US style uniforms and armor, as a symbol of their roots.



INDEPENDENT CANAL MILITARY FORCES

PERSONAL ISSUE:



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL ICMF PERSONNEL

DOG TAGS- these classic American style dogtags not only serve as identification, but also as a symbol of America's abandonment of its soldiers during the Long Walk. They contain the soldiers name, rank, serial number and blood type on simple stamped metal tabs with a rubber ring.



BDU'S- The colors, pattern, and even manufacturer of the ICMF Fatigues varies a great deal due to their wide variety of arms and equipment suppliers. Typically when a new set of BDU's come in they will be assigned immediately to as many platoons as they have supply for, with extras being kept in the "General Store" open to all ICMF troops. The only thing all the BDU's have in common is that they are all summer weight. The most common suppliers are Russia, the EDF, and Metakey. However before their recent closure of the Canal to U.S. traffic, Militech's was their biggest supplier, and the Militech supplied Second South American War style BDU's and armor are still the most prevalent. The Militech Style BDU's have dual pocket (side zippered) on each arm, normal pockets on the pants, a large pocket on each thigh, a large pocket on each calf, and buttock pockets. The ring around the neck is actually an extending filter/seal, that draws up like a turtleneck, which also works as a seal against rain and cold, it is lightly armored to protect against garrote attacks (SP:8).



DRESS UNIFORM- The ICMF does not have, or allow, a dress uniform. This comes from hostility over being abandoned by the U.S. government, but also hostility towards the officers who carried out their orders to leave them behind.

BOOTS + 2 PAIR SHOELACES- Second South American War era American style combat boots.



COMBAT GEAR:

Because ICMF soldiers rarely leave the Canal perimeter, there is little need for them to be issued field equipment.

LOAD BEARING EQUIPMENT- This "h" cross harness is highly customizable and allows a myriad of possibilities for customized equipment loadouts. It has straps to attach it directly to the armored vest, and the heavy belt.



ARMOR:



MILITECH M-1 ARMORED VEST- (SP:15) First issued to American troops during the Second South American War, this is still the most commonly used and widely distributed personal armor among the ICMF soldiers. In addition to the the straps to affix the load bearing equipment, this armor also has numerous small straps and loops for storing individual rounds of 5.56 mm ammunition (40 rounds) or other equipment. It also features removable flexible armored shoulder pads (SP:8)





MILITECH M-2 TORSO ARMOR- (SP: 20) (EV-1) Primarily used in conjunction with the 2nd South Am War U.S. style BDU's supplied by Militech, this plated body armor is very close in design and function to the M-3 armor currently used by United States forces. It was introduced late in the 2nd South Am conflict and is a common sight with ICMF forces. Unfortunately the armor can get a bit hot and uncomfortable, and most soldiers prefer the softer M-1 armor vests



KNEE PADS- (SP: 8) protects the wearers knees



MILITECH HELMET- (SP: 18) Again, like the M-1 armor, this helmet was issued to U.S. forces during the Second South American War, and is still the most common headgear in use among ICMF personnel. It features attachment points for any standard (1995-2015) era night vision goggles, built in radio, and flip down visor with anti-dazzle coating and an inner flip down monocle with times square marquee.

ROYAL ARMS ADVANCED COMBAT UNIFORM 18750eb- Rumored to have been supplied by the EDF, this British made combat armor features the latest mix of high technology and maximum protection on the battlefield. The second most common set of armor among ICMF forces it consists of a heavier, hardshell body armor (SP:22), semi rigid leggings (SP:18), elbow pads (SP:8) and a high tech helmet (SP:25). The helmet features built in radio, laser communicator, flashlight with standard and UV settings, and an A/V recorder and transmitter (8 hours of record time). The visual suite of the helmet includes UV, Thermograph, Low-Light, Anti-Dazzle, Times Square, and Smartlink, and the helmet is fully enclosed with an armored faceplate and visor (SP:10) with filter, can be seals around the wearers head and used as a gas mask. Finally the suit comes with an armored small backpack with a 20 minute independent air supply, in addition to standard storage space. The entire suit, which includes its own combat gloves, is thermal dampening, and acts like an IR poncho. One would think this armor would far exceed the price limitations for standard issue, but the ICMF got their hands on a large amount of them.



ARMATECH HV-7B1 ARMOR- For heavy weapons specialists, the ICMF makes use of the second South American War U.S. issued flack armor. It consists of heavy plate body armor (SP:25 EV-3) with shoulder pads, and a built in gyro-stabilization mount. Heavy Kevlar skirting completes the armor, to protect the upper portion of the wearers legs and groin.



MILITECH METAL GEAR MRK-I- (SP:25) (EV-3) The very first suit of metal gear ever produced, and issued in large numbers to



United States Troops during the Second South American War. Large, bulky, and hot, it nevertheless afforded excellent protection. It was particularly effective in the Andes Mountains and in Operation: Blind Faith. This armor is still widely in use by the ICMF as the surplus for the suit is immense, plus it is just one more symbol of the abandonment. The helmet is equipped with a radio and a flip down visor with Ultra-Violet, and anti-dazzle.

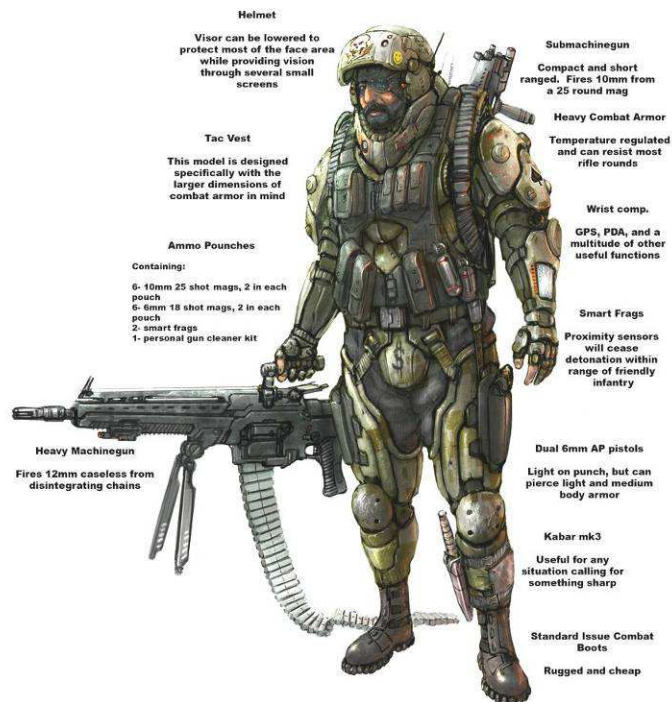


ARMATECH BATTLESUIT AAW-5- (SP:20 torso and helmet) (SP:15 limbs) This suit, issued to U.S. special forces during the Second South American War was the precursor to modern metal gear. Unlike the metal gear of today, which most often consists of layered crabshell hard armor plates, the AAW-5 was made up of form fitting semi-rigid plates and softer Kevlar pieces all woven into a flexible bodysuit. The suit has built in adjustable holsters and gear attachment points, and the helmet features a radio and built in anti-dazzle. ICMF forces still have plenty of these suits, which were left behind when the US pulled out of South America.

MILITECH GHOST SUIT- Used by Special Forces when Stealth is of the utmost importance. Unlike their modern military counterparts, this suit of therm-optic camouflage is unarmored, and is simply a body suit with the therm-optic stealth capabilities, it does not even come with a helmet, instead a simple hood is worn. (See Chrome Book 2 for info)

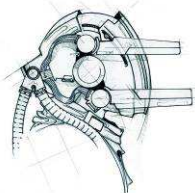


MARS MERCENARY AHA-3- (SP: 25) (EV: 1) (STR: +3) An early and slightly inferior equivalent of HAL-05 metal gear plus from Militech, this armor is very rugged, and stands up well to rough wear and abuse. It gives the wearer a slight boost to strength, and allows him to stand up to even the most brutal opposition. Made by an Australian company and rumored to have been supplied by the EDF, these are most often used by ICMF special forces type groups, or in cases of heavy defense positions. The helmet features built in radio, Thermograph, Low-Light, Anti-Dazzle, Smart link, and Level Dampener. The suit also features several attachment points for a large variety of equipment pouches, ammunition storage, and weapon holsters.



SPECIAL GEAR:

SCUBA GEAR- The standard underwater breathing apparatus with a 120 minute air supply.



MISTUBISHI COMMUNICATIONS ARRAY 24250eb- 100 mile range, full shielding, jam and scramble capabilities this set also features a helmet style(SP:15) (SDP:5) full military cybermodem, (equivalent of the Microtech CAD-4 Commando, see Rache Bartmoss's Brainware Blowout for more info) and a removable version of Teletronics "Black Book" microcomp (see Rache Bartmoss's Brainware Blowout for more info)



ANTI BIO-CHEM SUIT- folds up into a small pouch, fully sealed, 5-7lbs, fit into a 3 cu-foot bag and are about 1" in thickness, made of layers of filter material and activated charcoal. Extremely tear resistant, meant to be worn over clothes. (Note this suit will not stand up to blister agent attack for more than a few minutes, most other hazards and the suit will work for days under constant attack.



FULL FIELD MEDKIT- Everything you could possibly need, for everything from simple first aid, to full blown combat surgery is included in this kit. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack with CPR Microshield and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses speedheal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs), plus the following



Medical Instruments: EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-gauge Plastic Catheter,

RAPPELLING GEAR- (See [Autumn Blade](#) for Info)

WUTANI MOTION SENSOR- (See Chrome 4 for info)

DATATEL MAPMAKER- (See Chrome 1 for info)



MILITECH MILITARY BINOCULARS 870eb- The most powerful binoculars available, with built in range finder, Low Light, image enhancement, thermograph, and attachable laser target aquire system.



FULL DEMOLITIONS GEAR- Includes 4kg of C-6, various other explosives, and all the tools you could possible need for any demolitions work that might come up, including disarming enemy devices.

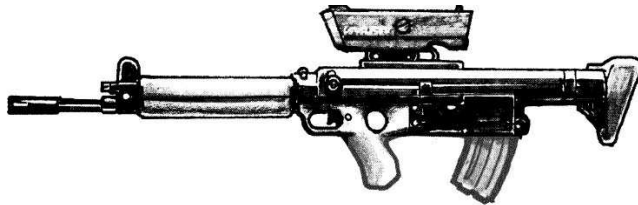
WORLDSAT COMMUNICATIONS FLOPSCREEN- (See Chrome 2 for info)

PERSONAL WEAPONS:

ROSTOVIC M-802 675eb

RIF - +1 - N - P - 5D6 (5.56mm cased) - 30 - 1/3/20 - ST

The ICMF buys these weapons in bulk due to their low cost, high reliability, and overall sturdiness. Accepting of a wide variety of features and accessories, this weapon fires 5.56 mm ammunition and typically has a 40mm grenade launcher or 25mm grenade launcher/shotgun combo mounted to it. A very sturdy weapon, the Neo-Sov's are currently looking to upgrade to a larger caliber to compete with the American and EDF weapons chambered in 10mm rifle. (see [AUTUMN BLADE](#) for more info)



MILITECH RONIN- This weapon was, until recently, the standard issue weapon to all U.S. personnel before it was replaced by the Militech M-52AR. However the replacement program is creating a surplus of these weapons, and they are being sold in bulk to any ally who can afford them. A surplus ICMF was more than willing to take advantage of until their recent actions shut them down to trade with the U.S. (see Blackhands Streetweapons for more info)



DRAGUNOV M-855 580eb

RIF - +1 - N - C - 8D6 (10mm caseless) - 50 - 1/3/20 - ST

Rostovics first weapon to use the 10mm rifle round developed by Arasaka. This weapon is an early attempt to keep current with the modern military trend started by the Arasaka Morita and the Militech M-52AR. While demand was initially high, the weapon was ultimately rejected by the Neo-Soviet military in favor of the KAAR system for its greater durability. The weapon also makes use of the Chinese style drum magazines, another reason it's popularity sank among Russian field testers, as the spare mags were heavy and cumbersome. The ICMF however has shown great interest in the weapon, buying up as many as it can for its bigger punch equivalent to EDF and US arms.



M625 Pistol, Caseless (HK P625)



M12 Pistol, Caseless (HK P625 Tactical)



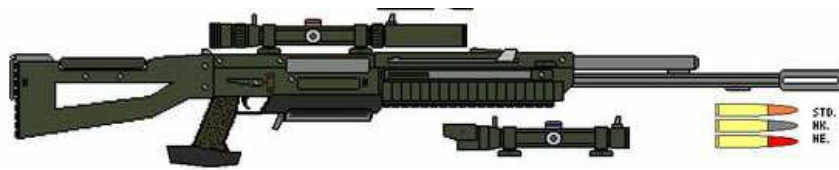
M12 Pistol, Caseless - Compact (HK P625 Compact)

(C) Bryon D. Rogers 2005

HECKLER AND KOCH M625 420eb

P - +2 - J - P - 4D6 (12mm caseless) - 14 - 1 - VR

An excellent weapon for the price, available with or without the integral laser sight/flashlight and a suppressor is available for 30eb extra.



FABRIQUE NATIONALE BRAR-501 1200eb

RIF - +4 - N - P - 6D10 (.50 cal cased) - 6 - 1 - ST

A heavy European sniper weapon favored by the ICMF.

CCMMC TILUNG XHMG-47- The heavy machine gun used by ICMF forces, a monster 20mm cannon made man portable by use of a gyro stabilization mount. Made in china.

(see CHINESE STANDARD ISSUE for more info)



KILLZONE 2



STERNMEYER MUZ-12 875eb

SMG - - 0 - N - P - 2D6+1/varies (9mm / 40mm gl) - 16/30 - 1/3/15 / 1 - ST

A cheap reliable submachine with a built in 40 mm grenade launcher. The beauty of this weapon is that it accepts any 9mm UZI magazine. The weapon show has the 16 round magazine loaded, which sits flush with the grip, and shows how concealable the weapon can be. The weapon also features a folding stock for greater concealability and accuracy.




HECKLER AND KOCH M986 1195eb

RIF - +1 - N - C - 5D6/varies (6mm caseless / 40mm grenade) 40 / 1 - 1/3/20 / 1 - VR

A very reliable assault weapon from H&K. Its bullpup configuration makes for a more accurate weapon in a smaller package and its high ammo capacity is an added bonus to an already fine weapon. The 40mm built in grenade launcher ensures a trooper carrying this weapon will be prepared for any contingency. The only drawback to this weapon is its ammunition. 6mm is fine for most situations, but it is underpowered in comparison to EDF and U.S. assault weapons, and has trouble penetrating armored targets. The newer M986B version features an 8 shot magazine fed shotgun/25mm gl and is chambered in more conventional 5.56mm.



 **25MM GRENADES-** American combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)

 **HAND GRENADES-** as above, the American combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)

LAW- the disposable anti-tank rocket launcher. (See Blackhands Streetweapons for more Info)

MILITECH M-212 GRENADE LAUNCHER- 8 shot rotary drum fed 40mm grenade launcher. (See Blackhands Streetweapons for more Info)



ARASAKA PDW-77 935eb

P - +2/-1 - J/L - C - 2d6+3 (10mm) - 18/36 - 1/3/25 - ST

A fully automatic pistol that accepts a variety of options, including detachable stock, scope, foregrip, flashlight/laser sight combo, and suppressor. A standard 18 round mag and 36 round extended magazine is available. Popular with ICMF officers.

CLAYMORE ANTI-PERSONNEL MINE - (See Blackhands Street Weapons for details)

MILITECH M-240 FLAMETHROWER 790eb

FLM - +3 - N - R - SPECIAL (flame) - 1 1/2 min. - 1 1/2 min. - ST

The standard military flamethrower. Features a large armored fuel supply, self lighting pilot. Not popular with many soldiers, even the ones using it, because flame weapon damage is so horrifying.



CYBERNETICS:

The ICMF does not have the resources to have a cybernetics policy in place. While they will often pay for their best men to have replacement cybernetics installed, most soldiers in the ICMF who are wounded must pay for any replacement out of their own pocket. However, cybered soldiers often get paid higher wages, and Full Conversion cyborgs automatically receive twice their pay grade.

FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE INDEPENDENT CANAL MILITARY FORCES, PLEASE SEE THE FOLLOWING:

HOME OF THE BRAVE

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

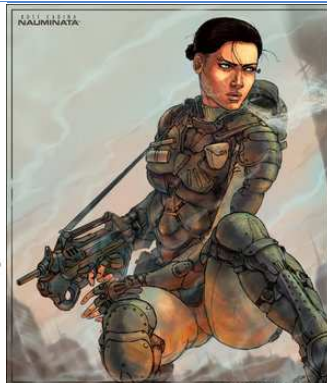
OCEANPUNK: GEAR AND EQUIPMENT

RANK AND PAY STRUCTURE

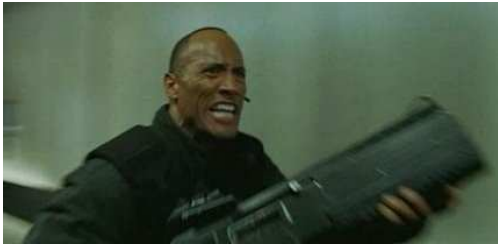


Depending on the level of cybernetic implantation, a cybered soldier can expect to be paid between 5 and 15% more, a full conversion cyborg will earn 50% more than listed pay.

RANK	PAY (MONTHLY)
SOLDIER	300eb
CORPORAL	500eb
SERGEANT	750eb
MASTER SERGEANT	1000eb
LIEUTENANT	1500eb
CAPTAIN	2000eb
MAJOR	3500eb
LIEUTENANT COLONEL	7000eb
COLONEL	10,000eb
GENERAL	15,000eb
COMMANDER	20,000eb



MEXICAN NATIONAL ARMED FORCES



Mexico has made significant strides towards becoming a first world nation, and its military is just one example. The largest independent military force in Central America, and the best equipped, the Mexican military protects the country from all threats foreign and domestic. The police department itself is merely a specialized branch of the military, with all police officers required to spend a year in regular service (basic military training package, see *Home Of The Brave*) before they are eligible for police duty (non-combat skill package, see *NCPD*). Due to Mexico's practice of isolationism during the last war, the Modern Mexican Military is untested, save for border patrols and minor incidents, however no one takes them lightly as in the few minor instances they have had to face they have acted with expert efficiency and brutal skill.



Another factor that aids them is their growing self-reliance. While Mexico still buys and issues some Russian and Chinese surplus, particularly for vehicles. The companies of AZTECH and Mexican Metals are getting more advanced every year, and have reached a point where home manufactured weapons and equipment are the majority already. Aztech in particular has very quickly become one of the leading manufacturers in the world.



The rank structure in the Mexican military is virtually identical to that of the United States, even among the police branch, though the pay is about half that of the North American counterpart.

As of yet, Mexico has again taken an isolationistic policy towards the looming Third World War, however they have agreed this time to allow United States transport across their country. This move may anger the SAA (South American Alliance) forces enough that Mexico will be brought into the conflict whether they like it or not. Already there have been terrorist threats of bombings, and the Mexican Military has been put on full alert for the duration.



MEXICAN PERSONAL ISSUE



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL MEXICAN ARMED FORCES PERSONNEL

DOG TAGS- Simple metal tags, very similiar to the old american style, with the soldiers name, identification number, and blood type printed on them.

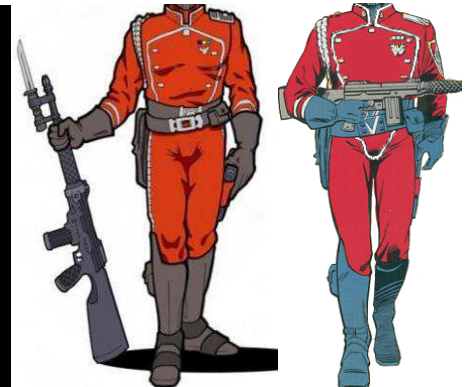


BDU'S (2 EACH)- The mexican battle dress uniform is a simple, light, and rugged set of black or camo coveralls, it has two breast pockets, standard hip pockets, and two large thigh pockets.



T-SHIRTS- 2 pair of each . For female soldiers, sports bras are also available.

DRESS UNIFORM- includes shirt, coat, pants, belt, boots, hat, tie and gloves. This is for formal situations and officers in non-combatant roles.



SOCKS- 2 pair each of warm socks and dress socks.



COMBAT GLOVES- STRONG RUGGED GLOVES. Mexico issues the same gloves as the Neo-Soviet Military.



BOOTS + 2 PAIR SHOELACES- Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility. Mexico issues the same boots as the Neo-Soviet Military.

COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

20 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- folding shovel/hatchet, in Russian version only the blade does fold. Russian troops often practice using their shovels in fight. With at least one edge sharpened (or even without this), this tool becomes a deadly, tomahawk-like weapon that can be used in melee, or thrown for a few meters (2d6 blade-AP damage, even vs. hard armor).

CAMMO NET - provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair



LEG HOLSTER- for the handgun. Can be used as belt holster, up to user's preference.

P567 GAS MASK- this is contained in its own pouch, with adjustable waist and leg strap, Mexico issues the same Gas Mask as the Neo-Soviet Military.



MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is is an optional item.

EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 guage shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.

WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch including its own depth gauge, and also acts as a biomonitor and has a built in GPS.



ARMOR:



ARASAKA LBAV-8 BODY ARMOR VEST- (SP: 18) Instead of straps, this armored vest has customizable pocket arrangements to more securely store your gear, or if one is inclined, one can simply use the pockets for thick kevlar pad inserts (SP:20 10% chance bullets misses inserts, additional ten percent chance for every pocket used to store gear instead of armor.) The pockets vary in size, allowing a perfectly tailored custom load out everytime.



KNEE AND ELBOW PADS- (SP: 8) A bit of added protection.

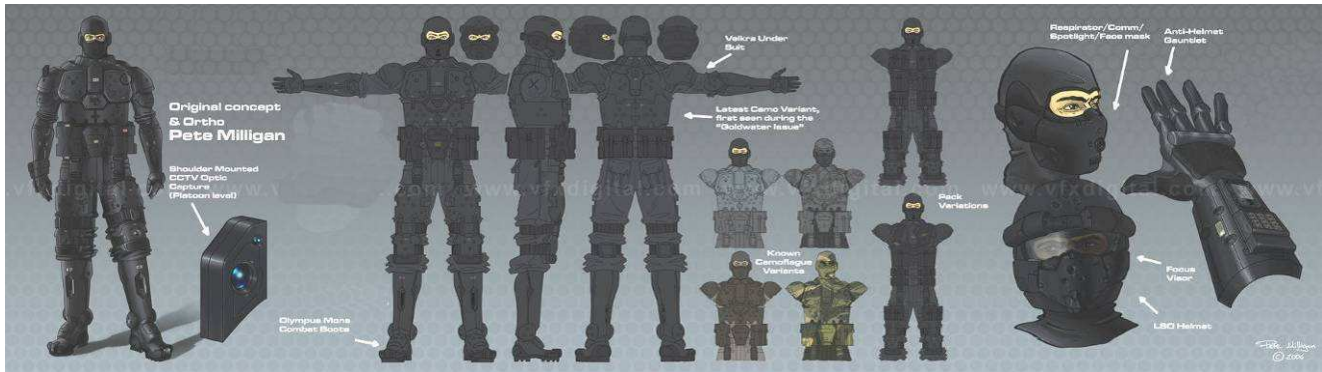
HELMET- (SP: 20) Adjustable retracting monacle equipped with LL, Thermograph, and tele-optics and a built in short range radio. Similiar, though inferior, to Militechs latest infantry helmet. Mexico issues the same helmets as the Neo-Soviet Military.



POLICE UNIFORM- The Police in Mexico are actually another branch of the military however they are issued seperate uniforms to help ease public relations and confusion stemming from duty jurisdiction. The mexican police uniform consists of a thickened Armourweave (same material datafilm is made from, without the interface capabilities SP:8) t-shirt with optional shoulderpads (SP: 12), and a pair of black or olive BDU style pants. For more hazardous areas or assignments, an armored vest is worn as well (SP:14) in either olive or black for SWAT duties. A pair of combat boots, a gunbelt (thigh holster, pouch for sidearm ammo, pouch for handcuffs, pouch for stripwire binders, pouch for mace, pouch for taser, loop for baton), kneepads (SP:10), Fingerless padded gloves (protect knuckles and back of hand) and a beret complete the uniform, though a helmet (the same as issued to soldiers) may be worn instead of the beret.



AZTECH THERM-OPTIC CAMOUFLAGE - The Mexican equivalent of Ghost Suit, a little bulkier (EV-2), but with a more streamlined helmet (SP: 18 torso, SP: 15 boots and gauntlets, SP: 10 thigh, shoulder, knee, and elbow pads, SP:15 helmet and facemask,) Mexican metals actually introduced some accessories as well, including gas filtering armored facemask, a gps enabled gauntlet mounted micro-computer, and a shoulder mounted A/V recorder. The Therm-Optic system is equivalent to Chinas, just a step behind the US, EDF, and Russian suits.



FLIGHT SUIT- worn by most of the pilots in the Mexican Armed Forces. It consists of a water/air tight g-suit and a flight helmet (SP: 20) equipped Low Light, thermograph, Image Enhancement, Anti-Dazzle, and tele-optics.



MEXICAN METALS ACHAS-02 12,350- (SP: 30) (EV: 3) (STR: +4) This suit of metal gear plus is the heaviest in standard use of any military in the world. It is not as agile or as strong as some it's counterparts in the EEC, Russian, or American militaries, but its protection is incomperable. The suit provides the wearer with a strenght boost which helps alleviate the stress of the weight of the suit itself, though its size still adds greatly to the encumbrance of the armor. The cloth portions of the armor are actually thick Armorweave (SP: 8) draped over strenght boosting frame. Just shy of hardsuit classification, this suit features a 30 minute independent air-supply, a cooling.ventilation system made necessary by Mexican climate, and the helmet is equipped with IR, Anti Dazzle, Low-Light, adio dampers, and a military radio/laser communicator. Additional accessories include a gyro-stabilization harness and back mounted ammo hopper (200 rounds) for heavy gunner duty, and disposable self inflating flotation units for naval duty. Mexican Metals is hard at work on an advanced model that reduces the encumbrance by over half while still retaining full protection and strength boost.



SPECIAL GEAR:

SCUBA GEAR- The standard underwater breathing apparatus, lightly armored helmet/breathing mask (sp: 10) with a 120 minute air supply. While the suit features an extraordinary insulation system, it remains thin enough for full dexterity and agility. Mexico issues the same scuba equipment as the Neo-Soviet Military.

AZTECH LONG RANGE RADIO 15,500eb- The latest full feature military mobile communications unit. 160 MILE RANGE, FULL SHIELDING, JAM AND SCRAMBLE CAPABILITIES, AND ANY OTHER FEATURE YOU COULD THINK OF ARE ALL INCORPORATED INTO THIS UNIT. It also features a detachable full military cybermodem, and a removable Mexican military microcomp.

ANTI BIO-CHEM SUIT- folds up into a small pouch, fully sealed, 5-7lbs, fit into a 3 cu-foot bag and are about 1" in thickness, made of layers of filter material and activated charcoal. Extremely tear resistant, meant to be worn over clothes. (Note this suit will not stand up to blister agent attack for more than a few minutes, most other hazards and the suit will work for days under constant attack.

PARACHUTE- Standard parachutes and the HALO variety. Both models are invisible to radar and feature the regular backup in case the primary fails.

FULL FIELD MEDKIT- Everything you could possible need, for everything from simple first aid, to full blown combat surgery is included in this kit. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack with CPR Microshield and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses speedheal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs), plus the following Medical Instruments: EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-guage Plastic Catheter, Mexico issues the same Medkits as the Neo-Soviet Military.



RAPPELLING GEAR- (See [Autumn Blade](#) for Info)

AZTECH MOTION SENSOR- (See Chrome 4 for info Same as Wutani model only Russian tech)

AZTECH MAPMAKER- (See Chrome 1 for info)

RUSSIAN MILITARY BINOCULARS 510eb- Built in range finder, Low Light, image enhancement, thermograph, and attachable laser target acquire system.

FULL DEMOLITIONS GEAR- Includes 4kg of C-6, various other explosives, and all the tools you could possible need for any demolitions work that might come up, including disarming enemy devices.

WORLDSAT COMMUNICATIONS FLOPSCREEN- (See Chrome 2 for info)

PERSONAL WEAPONS:



MEXICAN METALS ACR-461 530eb

RIF - 0 - N - E - 6D6+2/varies (7.62mm caseless / 25mm gl) - 35 / 5 - 1/3/30 / 1 - VR

THE STANDARD ASSAULT RIFLE OF THE MEXICAN MILITARY.

The ACR-461 fires the 7.62mm round in caseless, and features a pump action underbarrel 25mm grenade launcher/.12 gauge shotgun. A sturdy and reliable weapon, well respected and capable of holding its own against all threats. A more compact and streamlined "B" version is available.



MEXICAN METALS - ROSTOVIC

HUR-101/KAAR-60- The Mexican military is quite fond of Russias latest assault weapon and have begun manufacturing themselves. Originally the Neo-Soviets had contracted Mexico simply to boost the weapons production, but Mexico took such a shine to them they began full scale production. While technically a "knock-off" the Mexican version of this weapon is every bit as reliable and accurate as the original Russian version.

(see [AUTUMN BLADE](#) for more info)



BUDGET ARMS P-1145 140eb

P - 0 - J - C - 2D6+2 (9mm cased) - 18 - 1 - VR

A Mexican knockoff of a Russian Makarov design. While Budget Arms is by far the largest handgun manufacturer in Mexico, this is the only weapon issued by the government to any of its forces, in this case the weapon is issued to police and military officers. However most choose to replace it as it doesn't have the stopping power, or the ability to penetrate any type of armor at all. Not to mention no one really wants to carry a weapon from a company known worldwide for producing the worst of the Polymer One-Shot weapons. The weapon is equipped with a built in laser sight.



AZTECH DBL-26 DIABLO 2340eb

P - +1 - L - C - 9D6+3 (7.62mm cased ETE) - 6 - 1 - ST

The only anti-cyborg handgun issued to Mexican C-SWAT, this weapon from Aztech is reinforced to fire 7.62 mm eletro-theremally enhanced ammunnition. Mexico doesn't play around when it comes to Full Conversions or cyberpsychos.



AZTECH HSR-50A2 3585eb

RIF - +3 - N - R - 6d10 (.50cal cased) - 8 - 1 - VR

The Mexican military's heavy sniper rifle, easily equivalent to the American Barrett.



MEXICAN METALS SUMW-76 1050eb

HVY - -2 - N - P - 6D6+2 (7.62mm cased) - 50/100 - 20 - ST

The standard squad support weapon for the Mexican military. Fires 7.62 ammunition, and can either be magazine(50) or belt(100) fed.



MAYAN-FORGE COMBAT KNIFE 200eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

A simple, yet very sturdy combat knife. Well balanced for throwing and made from a special iron heavy alloy that allows it to retain an edge even after serious abuse.

MEXICAN METALS CRKT-PW43 3650eb

SMG - +1 - N - C - 3D6 (11mm cased) - 20/35 - 1/3/20 - ST

Standard issue SMG to Mexican military and police forces. available with either a 20 round magazine that fits flush with the foregrip, or a 35 round mag. Also features a folding stock. **25MM GRENADES-** Mexican combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)



HAND GRENADES- as above, the Mexican combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)

MEXICAN METALS ATOR-3 - the Mexican equivalent to the American LAW, (see Blackhands Streetweapons for more Info)



MEXICAN METALS SSOGL- a single shot 40mm grenade launcher, equivalent to the American M-204. (See Blackhands Streetweapons for more Info)

Mexican Metals PGL-49- Mexican copy of China's 6 round rotary drum grenade launcher. (See [Chinese Military weapons and equipment](#) for more details)



AZTECH SASG-15 860eb

RIF - 0 - L - R - 5D6 (5.56mm caseless) - 32 - 1/3/12 - VR

Arguably the finest weapon ever made in Mexico, and one of the finest weapons of its kind in the world. It is in fact this weapon, and its Manufacturer Aztech, that has reversed the shoddy stigma that Mexican weapons and equipment used to leave. One of the most modular weapon in the world, the basic system is no larger than a submachine gun without suffering serious loss to accuracy. However the weapon comes with a host of accessories which allow complete and total customization. 2 different length barrel extensions, the 6inch comando extension, and the 12 inch Rifle extension add accuracy (+1 and +2 respectively), 2 varieties of stock attachments (folding and solid), and a wide variety of scopes, sights, foregrips, barrel shrouds, suppressors, and other options make this one of the most sought after weapons in the world. Mexican Special Forces use this weapon as their SMG, and it is available equipped with an integral smartlink for only and additional 100eb. In addition to the standard magazine, 10 and 20 round magazines are available as well.



AZTECH QUETZALCOATL 935eb

RIF - +5 - N - C - 6d6+2 (7.62mm caseless) - 10 - 1 - VR

The standard sniper rifle of the Mexican Military and police, and an extremely well respected weapon for both snipers and hunters all over the world.

RUSSIAN ANTI-PERSONEL MINE - The Neo-Soviet equivalent of the venerable Claymore type weapon. (See Blackhands Street Weapons for details)

CYBERNETICS:

MILITARY CYBERNETICS are for the most part implanted only in circumstances where there are no alternatives, and are usually the most basic model available, such as standard cyberlimbs and optics etc.....

Optionally you can choose to be a test subject for R&D. This means you get the latest cyber for free, however if it glitches, or there are other problems that occur in the field you can find yourself in serious trouble real fast. And absolutely any case which results in Full conversion automatically results in the soldier becoming a "volunteer" for R&d, of course the alternative is dying or living life as a pile of meat in a bed.

FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE MEXICAN ARMED FORCES PLEASE SEE THE FOLLOWING:

SOLO OF FORTUNE 1&2

FIRESTORM: STORMFRONT AND SHOCKWAVE

BLACKHANDS STREET WEAPONS

RACHE BARTMOSS'S BRAINWARE BLOWOUT

CHROME BOOKS 1-4

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

Weapons & Equipment of Counter-Terrorism

OCEANPUNK: GEAR AND EQUIPMENT

ARASAKA SECURITY



Arasaka Security International has a strong presence in Central and South America, most notably in Brazil, where they have completely replaced the Military and Police forces in the country. In other countries they are frequently contracted to provide security for corporate holdings and small towns. Since their take-over of Amazon securitise, they are now the single largest private army in the region, and their influence in the America's spreads from Canada to Argentins.



As a corporation Arasaka uses its Combat personel not only for security and operations, but also to test and advertise their latest weapons and gear. As such, their equipment will generally superior in both form and function to that of the United States Armed Forces or the EDF, and far and away better than that of other military forces. In any situation possible, Arasaka will us their own weapons, equipment, and vehicles for all things, in the event this is not possible, they will use gear produced by Japanese corporations they have close ties to, such as Mitsubishi or Sony. In the case of weapons and standard issue equipment other than the uniform, it is quite common to see



a more diverse assortment than the general issue, as older weapons in circulation among the standard Combat Personel are often kept in lue of new issue. Arasaka allows this as it saves on costs of having to re-equip every trooper everytime they want to show off their latest tech. If a corporation or private party signs a contract with Arasaka for security, the troops assigned to that post will be equipped with whatever was standard issue at the time of contract inception. Arasaka Combat Personel guarding Arasak property will always be issued the latest tech (which at the moment is shown here), and upgraded regularly. If corporations or individuals with security contracts desire, their Arasaka troops can be upgraded regularly as well, but it will be at the corporations cost. In the case of government contracted military or police duty (such as in Brazil or Mexico), Arasaka troops will be issued the standard issue gear, also upgradable at the cost of the contractor. Alternatively, employees themselves may upgrade their gear (within assignment regulations, for example no ORC armor for guarding a mall) for half price, deductible from their salary. Its a good draw, but alternatively any employee caught using a competitors gear while on duty or in Uniform will have their employment terminated.



Arasaka's South American headquarters are located in Rio De Janeiro Brazil, and they have major offices in Mexico City Mexico, Panama City Panama, Buenos Aries Argentina, Cartegena Colombia, and minor offices scattered throughout central and South America.





CAP- as an alternative to the helmet, a cap may be worn, though this does not protect the anonymity of the troopers face.

SOCKS- 6 pair each of warm socks



COMBAT GLOVES- STRONG RUGGED GLOVES with plenty of protection for the knuckles and fingers for hand to hand combat and rough terrain, also equipped with sure grip coating, (give a plus +1 to climbing). Often soldiers, will cut the fingertips off these gloves for greater comfort, dexterity, and weapon control.

BOOTS + 2 PAIR SHOELACES- (SP:10) Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility. These basic issue boots also come with attached kneepads for comfort and protection.



COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

SMALL TENT- inflatable, stores in a space the size of a large book

SLEEPING BAG- Ultra-thin thermal weave

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

IR/RAIN PONCHO- Fully protects against body heat emission, as well as adverse weather

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

40 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- standard folding shovel/hatchet,

CAMMO NET - 5x5 provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair



HEAVY BELT- The standard military carry belt, used to carry the following equipment: (this belt is usually only worn for extended duty in the field)

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 1 liter canteens, made of plastic

POUCH 1- 6 25MM FRAG GRENADES

POUCH 2- Smart goggles w/ thermograph, ir, anti-dazzle, low light, tele-optics, and smartgun link, this is very compact, making the most of miniature electronic technology, and attaches directly, and fastly to the helmet

POUCH 3- 3 semi-automatic handgun magazines (For special forces, the suppresser for the handgun will be stored here in place of 1 magazine)

POUCH 4- can be used for anything (for special forces this pouch is replaced with a pouch for holding 2 32 round magazines and the suppresser for the troopers submachine weapon)

POUCH 5- 6 glowsticks

POUCH 6- used for personal non-military items

LEG HOLSTER- for either the Arasaka Charon, or the GCP-H. (optional)

LEG WEB GEAR- stores 2 magazines for the soldiers sidearm, and a combat knife (optional)

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is is an optional item.

EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 guage shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional. **MAP POUCH-** Stores maps, notepads, and other documents. Waterproof with easy access pouches for additional equipment such as writing utensils, spare notepads, photos, etc... This pouch is optional.



WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch, and also acts as a biomonitor and has a built in GPS and cellphone.

ARMOR:



ARASAKA VIPERSKIN LIGHT ARMOR VEST- (SP: 15) provides full protection for the torso as well as shoulders, and the collar is armored to act as a gorget. This armor incorporates a unique strap design for attaching the shoulder padding, the heat dispersal pads, and various other pouches and accessories, the standard configuration consists of 4 pouches plus 2 grenade loops, though other variations are common, and back straps are present and functional for even more specialization.. The 4 standard pouches are usually used for storing:



FLASHLIGHT- Comes with 3 extra sets of batteries and 2 extra bulbs, + 3 extra lenses (red, reflective, black)

UTILITY KNIFE- the classic swiss army knife, with all available options

LEATHER TOOL- yet another device with too many purposes to list here

MAGAZINE POUCH- Holds 2 extra magazines for the soldiers assault rifle

GRENADES- 2 frag, 2 incendiary, 2 flashbang,

GAUNTLETS- (SP: 10) Protective gauntlets for the forearms, these protect from both bullet and knife, and are effective in riot situations as well as being covered in the same heat dispersal panels as the vest and pants.



HELMET- (SP: 20) full faceplate equipped with anti-dazzle, low light, thermoptics, Ultraviolet, Times Square, and targeting scope, the helmet also has a built in radio and lasercomm. Finally the helmet is self sealing and acts as a gasmask. The goggles are actually high tech binoculars (treat as teleoptics with x4 range). Like the uniform and armor, the color of both helmet and faceplate varies, from standard blue and silver, to high visibility gold and red, to helmets in more stealthy colors or camo with non reflective visors for covert or field operations.



ARASAKA ORC ARMOR - Not quite a hardsuit, 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 the Arasaka Special Forces, it is specifically 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 (SEE MASAMUNE SHIROW CONVERSIONS for info





ARASAKA MAMBA STEALTH SUIT- Used by Arasaka Special Forces when Stealth is of the utmost importance, this is Arasaka upgraded therm-optic camouflage. The therm-optic skin is woven into the same material Datafilm is made from, only 10 times thicker (provides an SP:12 rating). In addition the suit has built in pouches on each leg that can serve as a holster for a side-arm or storage for equipment, and a bandolier with a therm-optic camouflage coated knife and sheath or other gear. The finale to this suit is the helmet, which with the visor down features a full VRI interface tied in to the helmets internal radio, laser comm, low light, radar, targeting scope, thermograph, tele-optics, and image enhancement. In case the helmet electronics go down, or something obscures the sensors, the visor can be flipped up allowing the trooper normal vision. These suits are well guarded, and fetch obscene amounts on the black market.



FLIGHT SUIT- worn by most of the pilots in the Arasaka forces. It consists of a water/air tight g-suit, and a state of the art flight helmet (SP: 20) equipped with the most state of the art technology available, including Low Light, thermograph, Image Enhancement, Anti-Dazzle, and tele-optics. The helmet also features a small hatch on the back that allows full cyber interface. For hands on action the helmet also comes with a flip down targeting scope and full visor.



SPECIAL GEAR:



ARASAKA SCUBA GEAR- The standard underwater breathing apparatus, lightly armored (sp: 10) with a 120 minute air supply. The helmet itself acts as the diving mask and is armored to SP:15. While the suit features an extraordinary insulation system, it remains thin enough for full dexterity and agility.

ARASAKA ARCTIC SURVIVAL GEAR - For use in cold weather situations, this suit provides maximum warmth while remaining lightweight and flexible. Worn over a troopers standard armor, extra insulation is provided by a fur lining (Arasaka grown animals only) and the suit comes with an extra insulated helmet and a facemask that actually warms the air through small heated coils without giving off any additional heat upon exhalation. It also features a hood and

a white back pack cover to maximize stealth in the snow.



ARASAKA/SONY MILTEL HOKURA 7 COMMUNICATIONS GEAR 41950eb- The latest full feature military mobile communications unit. 200 mile range, full shielding, jam and scramble capabilities, and any other feature you could think of are all incorporated into this unit. All the controls and display are built into the Comm helmet, allowing instant communications in the field, the helmet also features a full military cybermodem, Sony 's equivalent of the Microtech CAD-4 Commando (see Rache Bartmoss's Brainware Blowout for more info). The back-mounted comm system has a detachable wireless handset for direct officer communication.

FULL FIELD MEDKIT- Everything you could possibly need, for everything from simple first aid, to full blown combat surgery is included in this kit. It includes: First Aid Systems for eating/Preventing: CPR - with CPR Lifesaver Pack with CPR Microshield and smelling salts, Fractures/Dislocations/Sprains - with Sam Splint and Elastic Bandage, Hypoglycemia/Insulin Shock - with Glucose Paste Dehydration and Oral Rehydration Salts, Dental Problems - with Dentemp Temporary Filling Mixture, Snake Bites & Bee Stings - with Sawyer Extractor and assorted antivenins, Wounds - with Irrigation Syringe & Scrub Brush, Blisters - with Spenco 2nd Skin and Molefoam, Burns - with Aloe Vera Gel, Trauma - with Trauma Dressings, Wound Closure Strips, 4 cans spray skin, and Triangular Bandages, Allergic Symptoms - with Antihistamines, Virus Transmission - with Infectious Control Pack, a full assortment of trauma drugs and painkillers (10 doses speedheal, 10 doses morphine, 10 doses Trauma, 5 anesthetic slap patches, Eye Wash, 30 minute can of oxygen, and 6 vials of other assorted drugs), plus the following Medical Instruments: EMT Shears, Splinter Picker Forceps, Hypothermia Thermometer, Hyperthermia Thermometer, Scalpel, dermal stapler, 4 inflatable casts, medscanner, airhypo, auto-medic, Blood Pressure Cuff, Stethoscope, Mini Mag Head Light, 18-gauge Plastic Catheter,



PERSONAL WEAPONS:

ARASAKA "MORITA" 935eb

RIF - +2/-1 - N - C - 8d6/4D6 (10mm caseless/12ga) - 30/8 - 1/3/25-1 - VR

The standard issue weapon for Arasaka troops, especially those operating in areas with a United States or European military presence as it uses the same Arasaka developed 10mm rifle ammunition used by both militaries. Using this weapon in the field also serves as free advertising for Arasaka who is trying

to win the Assault rifle contracts from both the EDF and United States Armed Forces. While the weapon only holds half as many rounds as the Militech M-52, it is more accurate owing to the bullpup design and longer barrel, and the shotgun/25mm grenade launcher holds 3 more rounds. Comes in 3 varieties, Standard (featuring the underbarrel shotgun), Officers (shortened weapon, no shotgun, also popular with commandoes), and Sniper version with x500 Low Light and Thermoptic scope. Due to its higher accuracy, many American Soldiers will keep and use any of these they manage to get ahold of. (see [AUTUMN BLADE](#) for more info)



ARASAKA MMR-6 1275eb

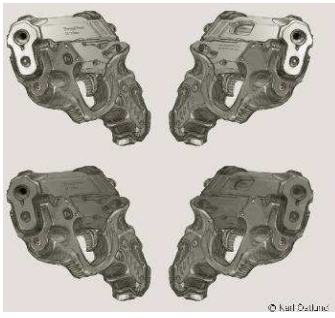
Rif - +1/+2/+3 - N - C - 8D6 (8mm caseless) - 15/30/45 - 1/3/20 - ST

Arasaka's latest weapon, the Multi-Modular Rifle system, is the single most customizable weapon ever built. Straight out the box it will accept virtually any accessory, from sights and scopes to grenade launchers, shotguns, and bayonets. But where the weapon really gets interesting is its dual magazine capability. A revolution in design, the barrel actually consists of 7 separate but interlocking pieces, 2 large pieces, and 4 small pieces. The small pieces allow the user, when the weapon is in bullpup mode, to adjust the stock length to fit his or her needs. One of the larger pieces is simply removable, to allow the user to make use of the extended barrel shroud, but for weight conservation the barrel can be attached without the shroud. The final 2 barrel pieces are where the real innovation lies. This allows the weapon to be switched from standard to bullpup ammo feed with the simple pull of a lever. This allows the soldier to not only have a reserve of

ammo if he needs it, but also to tailor his loads specifically, such as having the bullpup mag loaded with standard ammunition, while the forward magazine is loaded with armor piercing. Or, again to save on weight, a soldier can simply chose to load only one magazine, either standard or bullpup, and the magazine wells spring loaded flaps will prevent dirt from entering and fouling the weapon, the flaps can even be locked in place providing a watertight seal. (in short standard mode, the weapon gets a +1

to accuracy, in long mode it gets a +2, the bullpup configuration adds another +1 to either mode) The standard magazine well even accepts belt fed ammunition, allowing it to serve as squad or vehicle mounted weapon. So in all the weapon can serve as a standard assault rifle, a short commando operation rifle, a squad automatic, and in bullpup mode with the extra barrel attached it even makes a passable sniper weapon. A host of accessories specifically for the weapon have already been introduced, including a 3 and 5 shot pump or semi-auto action 25mm grenade launcher/shotgun (that can attach to the weapon in short or long barrel configuration), a single shot 40mm grenade launcher, suppressors, folding bipod, and more. Chambered in the Arasaka developed 10mm rifle round, this weapon is not yet available to the general public, there are rumors it will not be made available at all, which has driven professionals and collectors to offer as much as 10 times the listed price for the weapon. 3 magazine sizes available, holding 15, 30, and 45 rounds. The weapon has no trigger guard, instead featuring a grip safety that simply will not allow the trigger to be pulled unless the grip has appropriate pressure on it, this was to allow borgs and users wearing winter gloves easier firing abilities. On top of everything else, the weapon is remarkably simple, in fact Arasaka has begun using the old standard, "Even a child can operate it!" in their advertising. Militaries and police departments around the world are taking notice.

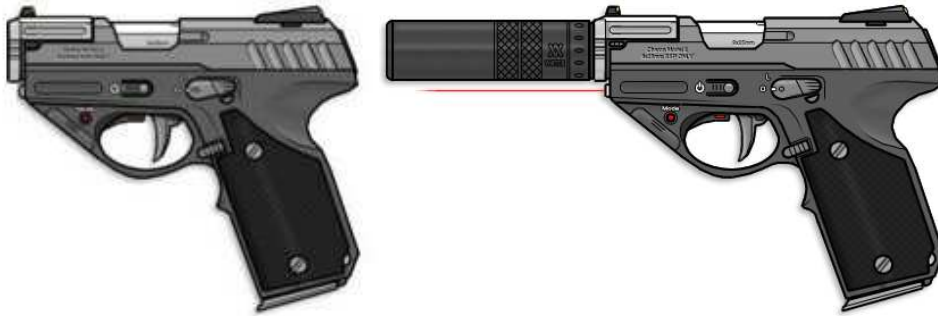




ARASAKA GCP-H 370eb

P - +2 - J - R - 2D6+3 (10mm cased) - 16 - 1 - VR

Not yet available to the general public, this 10mm handgun is the standard issue sidearm to Arasaka Combat Personnel at the moment. Extremely comfortable to fire, this weapon also features an integral laser sight built into the barrel shrouding and comes equipped with grip pressure safety and smartlinked as standard. Unavailable for private sale at the moment, this weapon will fetch x3 the cost.



ARASAKA CHARON 4769eb

P - 0 - J - R - 4D6+1 / 6D6+2 (12mm standard cased / ETE) - 12 - 1 - VR

A revolutionary design, the Charon is the first weapon to ever feature the ability to alternate between standard operation and electrothermally enhanced at the flick of a switch. What this means is that the owner of this weapon can load and fire his electrothermally enhanced ammunition, and when he runs out of ammo he can instantly switch to standard fire and use any normal 12mm cased ammo he can find. Since the EDF, the U.S. Armed Forces, and most American Police departments use 12mm ammunition, you can begin to see the implications. Only the most elite of Arasaka's personnel have been issued this weapon, and Arasaka has announced they have no intention of selling this weapon to the general public, or to police or militaries. Whether this is a clever ploy to drastically increase demand for the weapon, or merely their way of holding an edge over their competition is anyone's guess, but demand for this weapon is so high it will fetch x10 the price among collectors and professionals. As an added bonus, the weapon comes with its own suppressor.



ARASAKA DE-MAG 380eb

SMG - 0 - L - P - 3D6 (11mm caseless) - 40 - 1/3/18 - ST

A very compact, but controllable submachine gun with a high ammo capacity and an above average rate of fire.

ARASAKA AS-225 940eb

SMG - 0 - N - P - 4D6+1 (12mm cased) - 25 - 1/3/10 - VR

An SMG with a 12mm punch, common issue for assignment in high risk environments.

(see [AUTUMN BLADE](#) for more info)



ARASAKA COMBAT KNIFE 260eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

An extremely well balanced full tang knife with a laser sharpened carbon steel blade. Throws with devastating effect and strong enough to pry open rocks.





ARASAKA M-429 2,245eb

HVY - -1 - N - P - 8D6 (10mm cased) - 50/100 - 20 - VR

Standard Squad Support Weapon from Arasaka designed around the Arasaka developed 10mm rifle round. Hard hitting and able to throw up a curtain of lead guaranteed to keep their heads down or make them wish they had.

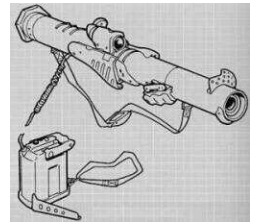
25MM GRENADES- Arasaka Combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See [Blackhands Streetweapons](#) for more Info)

HAND GRENADES- as above, the Arasaka Combat troop has access to virtually every type of hand grenade available. (See [Blackhands Streetweapons](#) for more Info)

ARASAKA M-78 13,945eb

HVY - +3 - N - R - 12D10AP HEAT - 1 - 1 - VR

Multi purpose anti-air, anti tank, rocket launcher. (See [AUTUMN BLADE](#) for more Info)



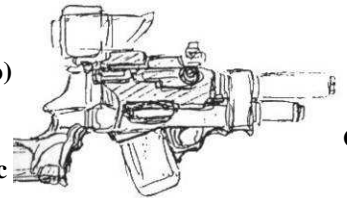
ARASAKA "CHEYENNE" 5620eb

RIF - +4 - N - R - 7D6+3 (.300 magnum cased) - 12 - 1 - VR

Heavy sniper rifle, often Snipers will take it upon themselves to electrothermally enhance this weapon. (See [AUTUMN BLADE](#) for more Info)

ARASAKA "FANG" 945eb

- +1 - J - P - VARIES (40mm grenade) - 8 - 1 - VR 8 shot magazine fed 40mm semi-automatic grenade launcher. (See [AUTUMN BLADE](#) for more Info)



GL



ARASAKA KAI 489eb

SHT - -1 - N - C - 5D6 (10 gauge) - 8/15/25 - 1/3 - VR

Arsaka's latest combat shotgun, chambered in 10 gauge, this semi-auto weapon is tube fed and also accepts a 15 or 25 round magazine (+20-40eb per magazine). Excellent for house to house combat.

ARASAKA MAD-8 6,235eb

P - +3 - N - R - 8d6/12d6 (10mm rifle cased/EETE) - 10 - 1 - R

Using the same technology as the Charon, this weapon too is an electrothermally enhanced weapon that disengage to fire normal ammunition at the flip of a switch. Highly accurized and built around the Arasaka developed 10mm rifle round, this weapon is not available for sale on any market, and like with the Charon Arasaka has announced it has no intentions of making it available. This weapon will reach x10 price to collectors and professionals. Issued only to Elite Arasaka Marksmen,





SEBURO MSR-50 6720eb.
RIF - +3 - N - R - 6D10 (.50 BMG cased) - 12 - 1 - VR
 Heavy sniper rifle, subcontracted from Sebuoro, this anti-armor sniper rifle is most often reserved for Elite Arasaka Marksmen in high risk environments. One of the few non Arasaka made weapons to be issued to Arasaka Combat Personnel, often Snipers will take it upon themselves to electrothermally enhance this weapon. (See AUTUMN BLADE for more Info)

CYBERNETICS:



Arasaka promotes cybernetics, and will equip a soldier with them at half price for voluntary procedures, and pay full price in the case of replacement of limb or organ due to on the job incident. Arasaka will almost always use either their own technology, or that of an allied Japanese cybertech firm. Employment with Arasaka is one of the few places that will pay for top of the line cyber as replacement for damaged meat, and discounted prices deductible from a troopers salary for all other procedures and upgrades.

When it comes to upgrading your cybernetics, the military will provide virtually every conceivable piece of cyber you can think of, at a reduced cost, and you will not be able to be discharged unless the cyber is removed, or you have finished paying it off.

Optionally you can choose to be a test subject for R&D. This means you get the latest cyber for free, however if it glitches, or there are other problems that occur in the field you can find yourself in serious trouble real fast. And absolutely any case which results in Full conversion automatically results in the soldier becoming a "volunteer" for R&d. Of course Arasaka promotes full cybernetic conversion, so wounds which would not normally require full conversion would still make a trooper eligible. Undergoing cybernetic replacement or full conversion on Arasaka's dime will however necessitate a contract where the recipient agrees to a term of no less than a year for every 5 thousand dollars spent on him, early resignation results in him owing the full amount remaining, and dismissal leaves the trooper owing the full cost of the cybernetics, or the option of removal of non-life threatening cyber.



FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF ARASAKA COMBAT PERSONEL, PLEASE SEE THE FOLLOWING:

CORPORATE REPORT 1

RACHE BARTMOSS'S BRAINWARE BLOWOUT

HOME OF THE BRAVE

CHROME BOOKS 1-4

SOLO OF FORTUNE 1&2

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

FIRESTORM: STORMFRONT AND SHOCKWAVE

Weapons & Equipment of Counter-Terrorism

BLACKHANDS STREET WEAPONS

OCEANPUNK: GEAR AND EQUIPMENT

ARASAKA TRAINING



SKILLS RECIEVED AS AN ARASAKA COMBAT PERSONEL

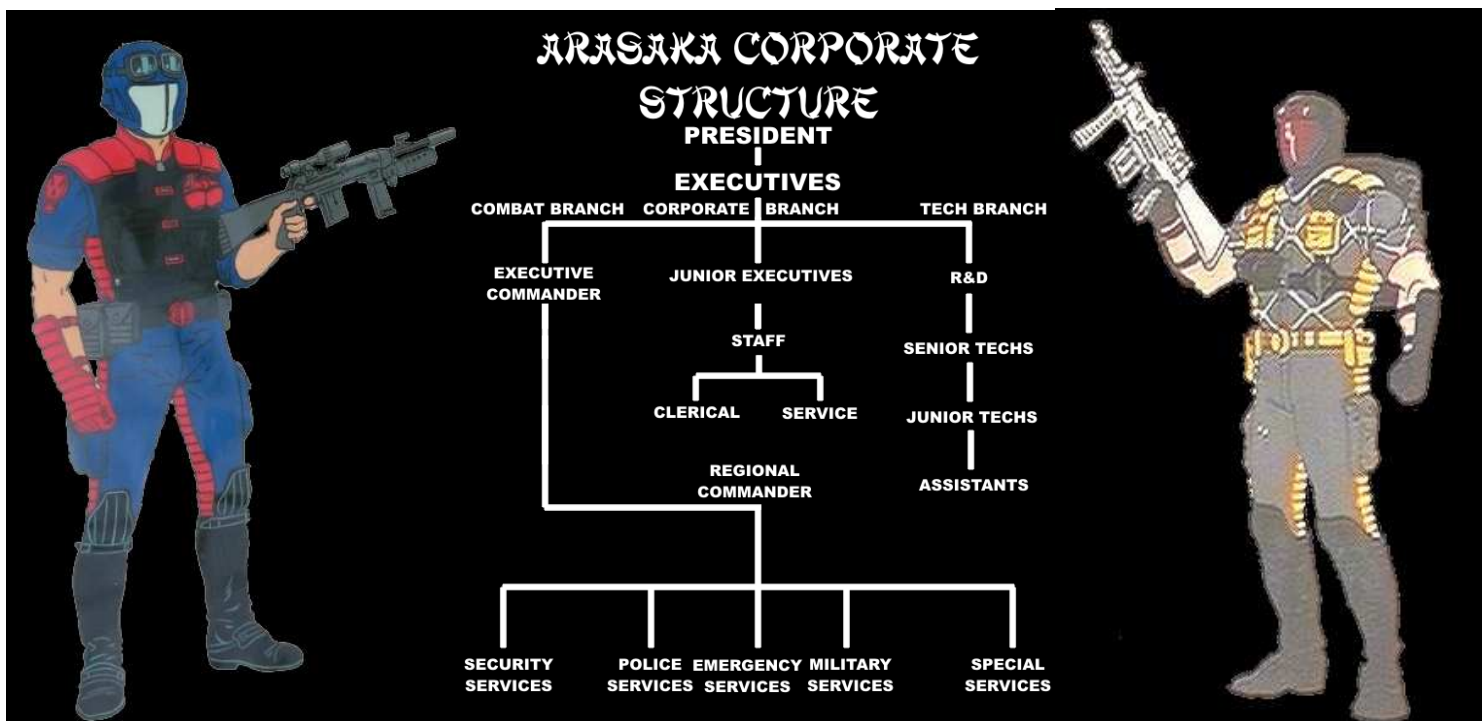
Handgun +2
Rifle +2
Submachinegun +1
Heavy Weapons +1
Awareness Notice +1
Melee +1
Endurance +1
First Aid +1
Wilderness Survival +1
Swimming +1
Resist Torture/Drugs +1
Arasaka-Te +1

Specialist Roles



Additional training will be given depending on duty, for example Police services would be additionally trained in police duties (skill package for police) while Arasaka Special Forces teams would be given training equal to the of United States Special Forces (skill package from special forces)



RANK AND PAY STRUCTURE



RANK	COMBAT PERSONEL	PAY (MONTHLY)
LEVEL 1 HININ	TRAINEE	350eb
LEVEL 2 CHUGIN	FIRST YEAR GUARD	450eb
LEVEL 3 ASHIGARU	JUNIOR GUARD	550eb
LEVEL 4 GASHIRI	SENIOR GUARD	800eb
LEVEL 5 KACHI	FRESHMAN SOLDIER	1000eb
LEVEL 6 KACHI	JUNIOR SOLDIER	1250eb
LEVEL 7 KACHI	SENIOR SOLDIER	1500eb
LEVEL 8 SAMURAI	TEAM COMMANDER / FRESHMAN ELITE SPECIALIST	2000eb
LEVEL 9 KYUNIN	UNIT COMMANDER / JUNIOR ELITE SPECIALIST	5000eb
LEVEL 10 DAIMYO	REGIONAL COMMANDER / SENIOR ELITE SPECIALIST	10,000eb
SHOGUN	EXECUTIVE COMMANDER	20,000eb

UNIFORM	DUTY AND RANK LIMITS	UNIFORM	DUTY AND RANK LIMITS
	POLICE SERVICES (STANDARD) LEVELS 1 - 10 STANDARD POLICE DUTIES UNIFORM MANDATORY		POLICE SERVICES (ANTI-RIOT) LEVELS 1 - 4 HOSTILE CROWD CONTROL AND DISPERSAL UNIFORM MANDATORY



**POLICE SERVICES (SWAT - C-SWAT)
LEVELS 5 - 8
SPECIAL WEAPONS AND TACTICS AND CYBORG SUPPRESSION
UNIFORM MANDATORY (THOUGH METAL GEAR OR BETTER ARMOR IS OFTEN ISSUED)**



**POLICE SERVICES (BOMB SQUAD)
LEVELS 5 - 6
EXPLOSIVES DISARMING AND REMOVAL
UNIFORM MANDATORY (THOUGH BLAST SUIT IS MORE OFTEN THE STANDARD)**



**EMERGENCY SERVICES
LEVELS 3 - 8
EMERGENCY MEDICAL SERVICE AND EXTRACTION, FIRE CONTROL, ETC...
UNIFORM MANDATORY**



**SECURITY SERVICES
LEVELS 1 - 10
PRIVATE AND CORPORATE SECURITY
UNIFORM MANDATORY UNLESS CLIENT OR SITUATION DEMANDS OTHERWISE**



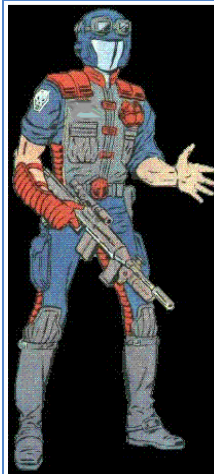
**MILITARY SERVICES (STANDARD)
LEVELS 1 - 10
GENERAL MILITARY SOLDIERS
UNIFORM MANDATORY**



**MILITARY SERVICES (SPECIAL FORCES)
LEVELS 1 - 10
BLACK OPS, RECON, EXTRACTION, ETC... UNIFORM MANDATORY**



**SPECIAL SERVICES
LEVELS 1 - 10
BODYGUARDS, CORPORATE ESPIONAGE, ETC...
UNIFORM RARELY WORN**



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MILITECH INTERNATIONAL



While Militech provides security, police, and even military services all over Central and South America, their main presence in the region is supporting United States Armed Forces in the region. The Militech Units acting in such a fashion act independently from the U.S. forces, but in concert with the overall mission objectives. Because of their independence and unaccountability to the United States Armed forces, there have been a few reported instances of confusion and dispute between them. In some cases these disputes have nearly escalated to gunplay, mostly over prisoners taken. It has also added fuel to the fires of rumor

that the CIA has contracted Militech forces themselves to carry out covert ops for the agency's own private agenda. The speculation also runs high that Private Corporations are using the confusion to contract Militech forces to secure land and other facilities. Even before the actual military invasion Militech troops in the region have already been documented as taking prisoners who are not identifiable on any wanted list or any any database of insurgent activity, most notably land owners, native corporate heads, and public officials. As such Militech has been called before congress, but red tape and the confusion of the war is slowing any proceedings to a dead stop.

Unlike Lazarus, which operates in a similar capacity, Militech uniforms and armor are significantly different from that of the United States Military, more flexible and high tech. Like Arasaka, Militech advertises its latest and best weapons and equipment by having its soldiers carry them into battle. The difference in weapons, gear, and armor seems to be, for the most part, unrecognized by the enemy, but is an easy way for both Militech troops, and U.S. forces to tell each other apart, which helps prevent even more confusion over authority. Nothing a military grunt hates more than some corporate merc barking orders at him, and vice versa. The training and corporate structure of Militech is similar to Arasaka's, without

the Japanese titles, and the pay rate for all grades is 10% less.

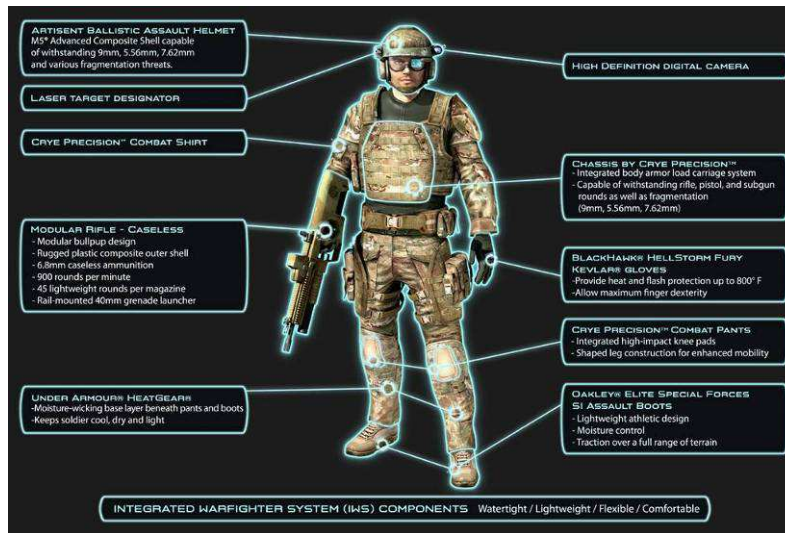


MILITECH INTERNATIONAL PERSONAL ISSUE



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL ARMED FORCES PERSONNEL



DOG TAGS- personal means of Identification, no longer metal, these are made of highly durable transparent smart plastic which stores all the soldiers relevant medical data readable in any computer with a bar code reader. Also issued is a Military I.D. card, which also serves as a debit card.



FOOT LOCKER- your standard footlocker, used for storing the personal belongings and extra gear.



LARGE DUFFEL (LAUNDRY) BAG- your standard military carry bag, these haven't changed much.

MILITECH CRYE COMBAT SHIRT AND PANTS- The standard battle dress uniform for militech troops. Worn under the armor, and utilizing Militechs Multicam camouflage, (a camouflage so effective in any environment it eliminates the need for separate jungle, woodlands, or desert camo) the main torso of the shirt is a highly beathable but waterresistant underarmor to help cool the soldier and keep him dry. The pants have adjustable and flexible knee/shin pads woven in (SP:8). Complete the suit has 2 large thigh pockets, 2 buttock pockets, and 2 pockets on the sleeves.





T-SHIRTS- 2 pair each of green, brown, white, black, (for female soldiers, sports bras are also available)

DRESS UNIFORM- Militech has no dress uniform.

COMBAT GLOVES- Strong rugged gloves with Kevlar padding for the fingers



SOCKS- 4 pair of warm socks

BOOTS + 2 PAIR SHOELACES- Strong steel toed boots, with separated metal plates in the soles, to provide protection while maintaining flexibility. In addition to laces, the boots feature a quick release zipper to get them off quickly if the need arises.



COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

SMALL TENT- just barely large enough for one

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

40 ft ROPE- Just enough to let you realize you need more

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

1 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

IR/RAIN PONCHO- Fully protects against body heat emission, as well as adverse weather

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

ENTRENCHING TOOL- standard folding shovel/hatchet,

CAMMO NET - provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair



HEAVY BELT- The standard military carry belt, used to carry the following equipment:

COMBAT KNIFE- (SEE BELOW FOR INFORMATION)

CANTEENS- 2 1 liter canteens, made of plastic

POUCH 1- 6 25MM FRAG GRENADES

POUCH 2- Smart goggles w/ thermograph, ir, anti-dazzle, low light, tele-optics, and smartgun link, this is very compact, making the most of miniature electronic technology, and attaches directly, and fastly to the helmet

POUCH 3- 3 semi-automatic handgun magazines (For special forces, the suppresser for the handgun will be stored here in place of 1 magazine)

POUCH 4- can be used for anything (for special forces this pouch is replaced with a pouch for holding 2 magazines and the suppresser for the submachine gun)

POUCH 5- 6 glowsticks

POUCH 6- used for personal non-military items



LEG HOLSTER- for either the soldiers handgun.



MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is is an optional item.



EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 guage shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.



MAP POUCH- Stores maps, notepads, and other documents. Waterproof with easy access pouches for additional equipment such as writing utensils, spare notepads, photos, etc... This pouch is optional.



ARMOR:



MILITECH M-9 CRYE BODY ARMOR- (SP: 15) This vest is slightly flexible and protects the torso of the wearer from most small arms fire, it is also highly modifiable due to the straps running across it, allowing it's loadout to be customized to the wearers exact needs. It features optional shoulder pads, optional belt brace for heavy loads, and additional armor plates (SP:8 EV-2) can be added instead of equipment pouches.



GROIN ARMOR- (SP: 10) protects the soldiers groin, while somewhat uncomfortable, this is perhaps the most popular piece of armor among the soldiers, after all it protects the soldiers favorite piece of equipment.

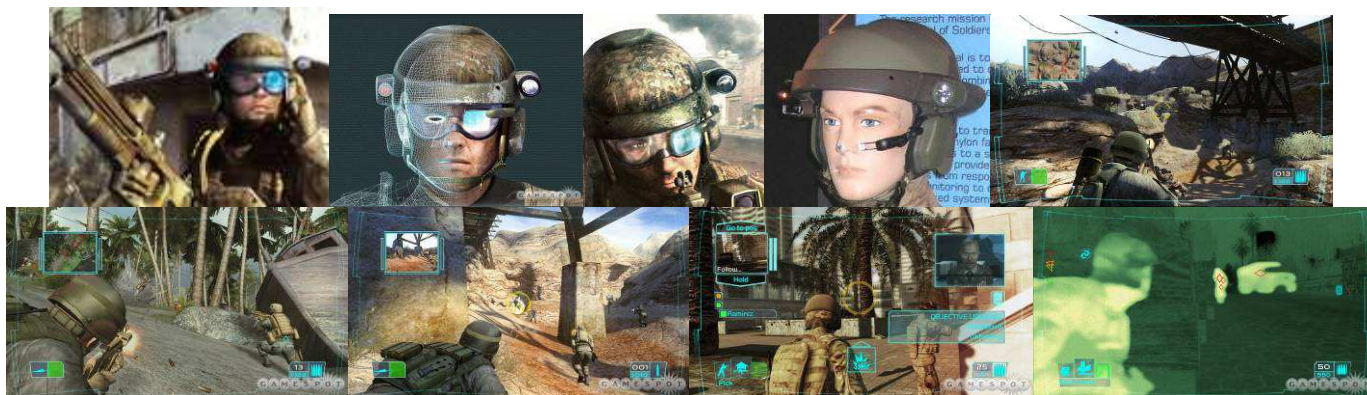


NECK ARMOR- (SP: 10) an armor plate gorget that protects the wearers throat, won't do much against most bullets, but will some protection is better than none, and will prevent garrote attacks effectively.





MILITECH CRYE BALLISTIC HELMET- (SP: 18) The helmet itself is a simple, but highly sloped bucket. Militech has added a detachable high resolution video/audio recorder w/ 2 hours recording time, a detachable short range radio, and removable smart-optic shades with Smartlink, Anti-dazzle, UV, and Tele-optics. In addition to the smart-optic shades, the helmet has a flip down monacle attached directly to the camera equipped with Times Square, Image Enhancement, Thermograph, Tele-optics and GPS (allowing the soldier to actually utilize 2 different optic systems at once. This monacle is always in direct connection with the RTO, whose pack receives and transmits GPS locations, messages from base, Satellite imagery (allowing the soldier to have a top down view of his current location), or audio/vid from the rest of the team (allowing the monacle to display what his teammates are seeing). The U.S. Military is already looking to implement the features of this system into their own helmets. The helmet also features a removable flashlight, capable of emitting regular, Ultraviolet light or a laser, and a removable armored muzzle (SP:10) to protect the wearers face and acts as a gas mask, sealing around the smart-optic shades and the helmet. (The latest version has smaller non-detachable light and camera and is more streamlined)

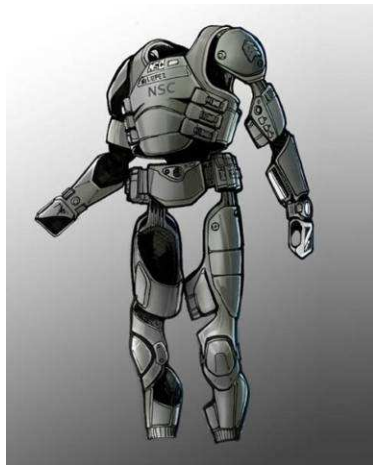


MILITECH "GHOST II" THERM-OPTIC CAMOUFLAGE- A bit heavier armored than the version used by The United States, Militech has announced they will not sell these, even to military or government clients, until they have developed an even better version, allowing them to stay just a bit ahead of competition. Special Forces wear these suits when Stealth is of the utmost importance, and while wearing this armor a soldier is virtually invisible to visual detection. In addition to extra armor, the suit boasts comes with its own weapon holsters and equipment pouches so stealth is not lost due to being lightly armed. It also comes with a therm-optic camouflaged weapon bag, for rifles or other long weapons. Militech does sell the bag separately for 6000eb. (Torso SP: 14 rating, no encumbrance penalty).



FLIGHT SUIT- Militech Pilots wear the same Flight suit as the US Armed Forces. It consists of a water/air tight g-suit, flexible torso and shoulder plates (kevlar wrapped steel plates woven into a flexible harness SP: 15 torso / SP: 10 shoulder) The only difference comes from Militechs brand new Flight Helmet, a superior version to the one they supply to the US. Although still in testing the new helmet features slightly better protection (SP:22), and even more optic options, Low Light, Thermograph, UV, Image Enhancement, Anti-Dazzle, Times Square Marquee, Tele-Optics, Smartlink to Weapons, Surveillance, and Threat System (the pilot jacks into the helmet, which is then connected to the aircraft, this allows a buffer between the pilot and the interface in case of electronic attack of feedback), and advanced communications unit. The helmet also features a small hatch on the back that allows full cyber interface.





MILITECH ARM-7 COMBAT EXOSUIT- (sp: 15) (ev: 0) The ARM-7 combat exosuit uses the same Strength Enhancing power frame as the HAL-O5 suit. By eliminating the heavier armor in favor of a thinner shell, and not bothering to completely enclose the wearer, the ARM-7 suit can be worn over its users normal clothes and provide him with an even greater strength boost than the HAL-05 armor (+6) due to the suit having less base weight. This latest breed of exoskeleton is a far cry from the old bulky models of the past. And while the wearer may not be as protected as the heavier HALO-5 suit, his strength boost more than makes up for it.



MILITECH HAL-05 METAL GEAR- (SP: 25) (EV: 2) (STR+5) Militech uses the same suit of HAL-05 Metal Gear it supplies to the United States Armed Forces. So any additional options are easy to install, such as thrust units for E.V. duty or swimmer options for underwater

operations. As standard the suit is air tight, able to withstand depths of up to 500 feet, and is equipped with its own cooling/heating system with 4 hour battery. The helmet features full optics suite with (IR, Thermograph, Targeting Scope, Low Light, and Anti-Dazzle).

PERSONAL WEAPONS:

MILITECH M-52AR - THE STANDARD ASSAULT RIFLE OF THE US MILITARY. This rifle is a bit heavier than the Arasaka Morita, and twice the ammo for the rifle, its failings come from being slightly less accurate and holding less ammo for the underbarrel shotgun/grenade launcher. Even though Militech was forced to use the Arasaka developed 10mm rifle round during the design stage for this weapon by the US Armed, they have become quite proud of the system, employing it in a multitude of configurations, including a SAW and Sniper version. While Militech is currently testing the CRM-6, the M-52AR and its incarnations is still the most commonly used assault rifle by Militech Troops. (See [AUTUMN BLADE](#) for more info)



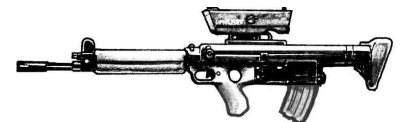
MILITECH CRM-6 875eb

Rif - +1 - N - C - 5D6/Varies (6mm caseless / 40mm gl) - 45 / 1 - 1/3/20 / 1 - VR

A new weapon undergoing testing by Militech, issued to their soldiers in the field, particularly in low conflict areas of South America. It fires 6mm caseless ammo from a 45 round bullpup configured magazine and features a removable 40mm grenade launcher. Unavailable for private sale at the moment, this weapon will fetch x3 the cost.

MILITECH RONIN- The Militech Ronin is still popular among many of the older Militech troops, as such it is still found, and commonly issued to low visibility, low conflict areas.

(see [Blackhands Streetweapons](#) for more info)



MILITECH RNA-12 790eb

P - +2 - J - P - 4D6+1 (12mm cased) - 12 - 1 - VR

Militechs latest handgun, they are hoping to win both the Standard and Special Forces Military Sidearm competitions for the United States Armed Forces with this one, it fires 12mm rounds, has an integral laser sight, and accepts a suppressor.

(see [AUTUMN BLADE](#) for more info)

MILITECH M-55S- The sniper rifle version of the M-52 system.
(see [AUTUMN BLADE](#) for more info)



MILITECH M-58BAR- The squad support weapon built on the M-52 system.
(see [AUTUMN BLADE](#) for more info)

MILITECH MASTER-7 COMBAT KNIFE 360eb
MEL - 0 - J - P - 2D6 - N/A - N/A - VR

A very tough and deadly trench knife, it performs as well as it intimidates.



MILITECH KRV BOOT KNIFE 40eb
MEL - 0 - J - P - 1D6 - N/A - N/A - VR
A standard boot knife, double edged and perfectly balanced.



MILITECH M71B3HB 12,675eb
HVY - -2 - N - P - 6D10 (12.7MM) - 50/100 - 15 - VR

Militechs premier man portable heavy machine gun, commonly used with either a gyro-stabilizer mount, or a tri-pod. Accepts either magazine or belt fed ammunition. This weapon is a true beast, and sets a new standard for the heavy gunner role in the modern combat unit. Smart linking is available, however for those not wishing to go cyber, the weapon features a poor mans smart system, consisting of an optical site worn as head gear, providing low light, target acquirement, and target lock. To make use of this system, one must have the weapon plugged in and some training with this system is required as the smart system only covers one eye. This non-cyber smartlink can be used with any smartlink capable firearm, and adds a +1 to its accuracy, however the system was created for us with support machine guns, and is a built bulky to use with anything smaller. The system costs 400 eb, and is somewhat uncomfortable.



MILITECH DPLS-7 790eb
SMG - +1 - N - 3d6 (11mm caseless) - 35 - 1/3/15 - VR

Militechs latest submachine gun, very comfortable to fire, perfect for close quarters combat. The stock is extendable, but as you can see when it is retracted it rests seamlessly against the weapon, in fact the weapon itself has very few exterior moving parts, and the only real snag points are on the sighting system. It also accepts a suppressor making it ideal for covert ops.

25MM GRENADES- American combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the M-52 assault rifles under barrel shotgun. (See Blackhands Streetweapons for more Info)

HAND GRENADES- as above, the American combat soldier has access to virtually every type of hand grenade available. (See Blackhands Streetweapons for more Info)

LAW- the disposable anti-tank rocket launcher. (See Blackhands Streetweapons for more Info)



BARRETT M-90- One of the few personal weapons Militech subcontracts, often Snipers will take it upon themselves to electrothermally enhance this weapon. (See Blackhands Streetweapons for more Info)

MILITECH M-212 GRENADE LAUNCHER- 8 shot rotary drum fed 40mm grenade launcher. (See Blackhands Streetweapons for more Info)



MILITECH M-701 235eb

P - +2 - P - C - 2d6+3 (10mm) - 18 - 1 - R

Standard sidearm for military pilots and USAF personnel, featuring an integrated scope and laser sight. This is an extremely reliable handgun, it has to be, it is a pilots last desperate hope in the event of a crash. Militech mass produces this weapon solely for the United States Military. The weapon comes with detachable scope and stock, and a 35 round magazine is available.

MILITECH M25AP ANTI-PERSONEL MINE - The current issue incarnation of the venerable Claymore type weapon. (See Blackhands Street Weapons for details)

MILITECH M-240 FLAMETHROWER 790eb

FLM - +3 - N - R - SPECIAL (flame) - 1 1/2 min. - 1 1/2 min. - ST

The standard military flamethrower. Features a large armored fuel supply, self lighting pilot. Not popular with many soldiers, even the ones using it, because flame weapon damage is so horrifying.



CYBERNETICS:

Like Arasaka, Militech takes a much more proactive view of cybernetics, and are willing to pay fully for any necessary replacement, or pay half price for any elective procedure that involves Militech cybernetics or enhancements. Militech likes showing of their products whenever possible, and will replace limbs for the slightest injury if they can convince the soldier its necessary. There have been reports of some soldiers being bullied by officers into accepting non-necessary procedures, but these are covered up quickly.

Optionally you can choose to be a test subject for R&D. This means you get the latest cyber for free, however if it glitches, or there are other problems that occur in the field you can find yourself in serious trouble real fast. And absolutely any case which results in Full conversion automatically results in the soldier becoming a "volunteer" for R&d. Of course Militech promotes full cybernetic conversion, so wounds which would not normally require full conversion would still make a trooper eligible. Undergoing elective cybernetic replacement or full conversion on Arasaka's dime will however necessitate a contract where the recipient agrees to a term of no less than a year for every 5 thousand dollars spent on him, early resignation results in him owing the full amount remaining, and dismissal leaves the trooper owing the full cost of the cybernetics, or the option of removal of non-life threatening cyber, in the case of full conversion your Militech body will be replaced with a generic Takara body.

The one thing all Militech troopers recieve, mandatorily, is a Neural processor and chipware socket. With similar chipware to that issued by the Military.

FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF MILITECH INTERNATIONAL, PLEASE SEE THE FOLLOWING:

CORPORATE REPORT 2

RACHE BARTMOSS'S BRAINWARE BLOWOUT

HOME OF THE BRAVE

CHROME BOOKS 1-4

SOLO OF FORTUNE 1&2

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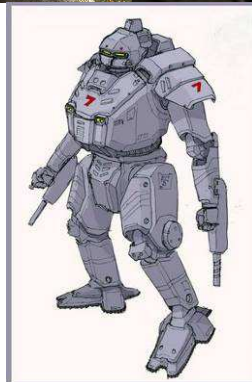
ARGENTINEAN ARMED FORCES



Heavily influenced by European strategy and politics, Argentina's policy of isolation and strong European ties kept them unscathed during the wars and conflicts that so ravaged their neighbors in the recent past. While strongly Pro-Europe, and Anti-American, Argentina has not fallen into the trap of so many other European allies and relied on Europe for its defense. Instead it hosts its own military, and supplies it from around the world, European, Russian, and Mexican arms and equipment as well as home manufactured items.

and they follow the same model of training.

The Argentinean military is quite strong, and follows the EDF model for rank and pay (though the pay is reduced by about half) and training. It is also one of the very few Militaries in South America to be able to afford the latest in modern vehicles and equipment, with only Brazil (wholly supplied by Arasaka and its allies) and the SAA being comparable. Like Mexico, Argentinas Police are actually a branch of her military,



ARGENTINA PERSONAL ISSUE



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL ARGENTINIAN ARMED FORCES PERSONNEL

DOG TAGS- Simple metal tags with the soldiers name, identification number, and blood type printed on them.

BDU'S (3 EACH)- Consisting of a pair of loose pants with standard rear and thigh pockets, and a Jacket with stylish breast, upper and lower arm pockets. The Priests collar of the jacket is a popular look, and it is hollow to allow a thin gorget to be inserted (SP:8). The outfit comes in Grey, Black, Brown and Blue.



T-SHIRTS- 2 pair of each . For female soldiers, sports bras are also available.

DRESS UNIFORM- includes shirt, coat, pants, belt, boots, hat, tie and gloves. This is for formal situations and officers in non-combatant roles. The Argentinian Dress Uniform is more elaborate and stylish than most militaries in the world, it was designed by Jon Holloway, a top European designer who did it while vacationing in the country.

SOCKS- 2 pair each of warm socks and dress socks.

COMBAT GLOVES- STRONG RUGGED GLOVES.

BOOTS + 2 PAIR SHOELACES- Strong steel toed boots.

COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes



HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)
SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,
2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble
CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use
SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.
20 ft ROPE- Just enough to let you realize you need more
ENTRENCHING TOOL- folding shovel/hatchet
CAMMO NET - provides personal or equipment concealment when in the bush.
COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly
4 SMOKE GRENADES- 1 each of blue, red, white, green,
WARM SOCKS- 2 extra pair

HEAVY BELT- The Argentinian heavy belt attaches to the thigh holster, and is able to attach a variety of pouches, ammo, and other gear. Typically the soldiers knee is worn on the back left side.



LEG HOLSTER- for the handgun. Can be used as belt holster, up to user's preference.

LEG POUCHES- for storing additional gear, optional

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is is an optional item.

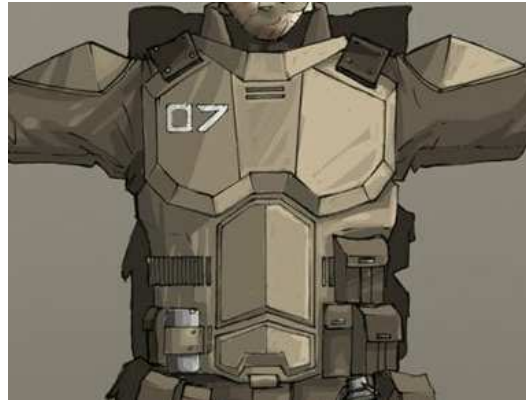
EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 guage shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.

WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch including its own depth guage, and also acts as a biomonitor and has a built in GPS.

ARMOR:

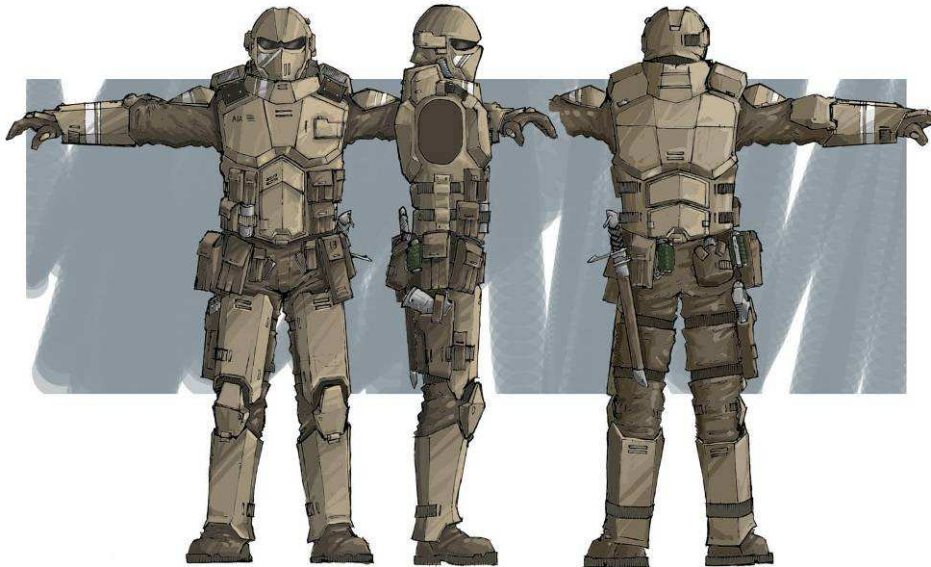


FAMAST GR-4 BODY ARMOR VEST- (SP: 18) Very similar in design and function to the American standard issue Body Armor. The GR-4 armor vest is a soft armor vest with Hardshell plates attached directly protecting the chest, shoulders, spine, and abdomen. The adjusting straps serve as an attachment point for additional equipment pouches, ammo, gear, or holsters.



KNEE AND SHOULDER PADS- (SP: 8) Affix directly to the BDU's via special clasps.

ADDITIONAL ARMOR ADD-ONS- for increased protection under heavy fire, a soldier may opt to wear the issued hard armor plates protecting the thighs and lower legs, as well as gauntlets protecting the forearm and elbows.



HELMET- (SP: 20) Fully enclosed with an armored faceplate, the visor is equipped with LL, Thermograph, and tele-optics and a built in short range radio completes the helmet.





POLICE UNIFORM- Just as in Mexico the Police in Argentina are actually another branch of the military. The Uniform at its most basic consists of the jumpsuit in grey or blue, the standard police helmet (SP: 20) equipped with Radio, and a flip down visor with Low-Light, IR, and Anti-Dazzle) and a "Soft" armored vest (SP:14). Officers assigned to the lightest duties are required to wear this. For heavier duties, including SWAT, Riot, and C-SWAT type situations, Argentinean police are issued a much heavier vest that includes groin protection (SP: 22 EV:-1), elbow and knee pads (SP:12), a heavier helmet (SP:25) and a gas mask.



HAZE THERM-OPTIC CAMOUFLAGE - This is a European knock of Militechs Ghost Suit supplied in limited number to Argentinas military. It includes helmet (SP: 18 torso, SP: 15 boots and gauntlets, SP: 10 thigh, shoulder, knee, and elbow pads, SP:15 helmet and facemask,) The Therm-Optic system is equivalent to Chinas, just a step behind the US, EDF, and Russian suits.

FAMAST GR-8 21,350- (SP: 20) (EV: -1) (STR: +2) (MA+1) A very advanced and highly sought after piece of equipment, the Argentinian version of Advanced Metal gear is easily comparable to Arasaka's ORC suit. Not quite as highly armored, but much less bulky. The GR-8 is so impressive, that Mossad has placed a large order for them. In addition to boosting strength and speed, the suit's helmet is equipped with radio/laser comm, Level Damper, Thermograph, Low-Light, Image Enhancement, Times Square Marquee, Tele-Optics and Anti-Dazzle.



SPECIAL GEAR:

Same as Mexican Military, most of it in fact supplied by the Mexicans or Russians.

PERSONAL WEAPONS:

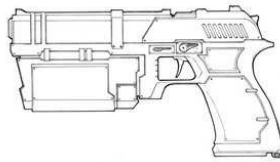


HECKLER AND KOCH M986 1195eb

RIF - +1 - N - C - 5D6/varies (6mm caseless / 40mm grenade) 40 / 1 - 1/3/20 / 1 - VR

A very reliable assault weapon from H&K. Its bullpup configuration makes for a more accurate weapon in a smaller package and its high ammo capacity is an added bonus to an already fine weapon. The 40mm built in grenade launcher ensures a trooper carrying this weapon will be prepared for any contingency. The only drawback to this weapon is its ammunition. 6mm is fine for most situations, but it is underpowered in comparison to EDF and U.S. assault weapons, and has trouble penetrating armored targets. The newer M986B version features an 8 shot magazine fed shotgun/25mm gl and is chambered in more conventional 5.56mm. This weapon is so popular with Argentina's military forces, they use the weapon system for virtually all of their rifle needs.





ARASAKA DEF-10 640eb

P - 0 - J - C - 4D6+1 (12mm cased) - 10 - 1 - ST

This is the standard handgun for all Argentinean Military and Police forces. It features an integral lasersight/flashlight and available suppressor.



HECKLER AND KOCH M989 1595eb

RIF - +4 - N - C - 5D6 (6mm caseless) 40 - 1/3/10 - VR

A highly accurized sniper rifle utilizing the firing system of the M986.



HECKLER AND KOCH M988 1195eb

RIF - +1 - N - C - 5D6 (6mm caseless) 40 - 1/3/20 - VR

The compact commando version of the M986, used by Special Forces and vehicle crews in lieu of an SMG.



ARASAKA DMAG-3 1050eb

HVY - -1 - N - P - 6D6+2 (7.62mm cased) - 200 - 30 - ST

The heavy machine gun in use by Argentinian Military forces. It is smartlinked as standard and is chain fed from a back worn ammor hopper/



ARGUS COMBAT KNIFE 150eb

MEL - 0 - J - P - 2D6 - N/A - N/A - VR

A simple, yet very sturdy combat knife. Well balanced for throwing and made from a special iron heavy alloy that allows it to retain an edge even after serious abuse.

25MM GRENADES- Mexican combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See **Blackhands Streetweapons for more Info**)

HAND GRENADES- as above, the Mexican combat soldier has access to virtually every type of hand grenade available. (See **Blackhands Streetweapons for more Info**)

MEXICAN METALS ATOR-3 - the Mexican equivalent to the American LAW, (see **Blackhands Streetweapons for more Info**)

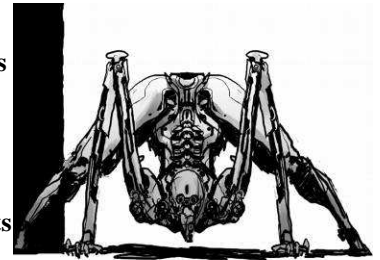
Mexican Metals PGL-49- Mexican copy of Chinas 6 round rotary drum grenade launcher. (See Chinese Military weapons and equipment for more details)

RUSSIAN ANTI-PERSONEL MINE - The Neo-Soviet equivalent of the venerable Claymore type weapon. (See **Blackhands Street Weapons for details**)

CYBERNETICS:

MILITARY CYBERNETICS are for the most part implanted only in circumstances where there are no alternatives, and are usually the most basic model available, such as standard cyberlimbs and optics etc.....

Optionally you can choose to be a test subject for R&D. This means you get the latest cyber for free, however if it glitches, or there are other problems that occur in the field you can find yourself in serious trouble real fast. And absolutely any case which results in Full conversion automatically results in the soldier becoming a "volunteer" for R&d, of course the alternative is dying or living life as a pile of meat in a bed.



FOR MORE INFORMATION ON WEAPONS AND EQUIPMENT OF THE ARGENTINA ARMED FORCES PLEASE SEE THE FOLLOWING:

SOLO OF FORTUNE 1&2

CHROME BOOKS 1-4

FIRESTORM: STORMFRONT AND SHOCKWAVE

AUTUMN BLADE WEAPONS AND EQUIPMENT, AND ITS UPDATE

BLACKHANDS STREET WEAPONS

Weapons & Equipment of Counter-Terrorism

RACHE BARTMOSS'S BRAINWARE BLOWOUT

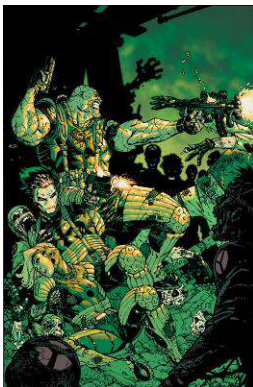
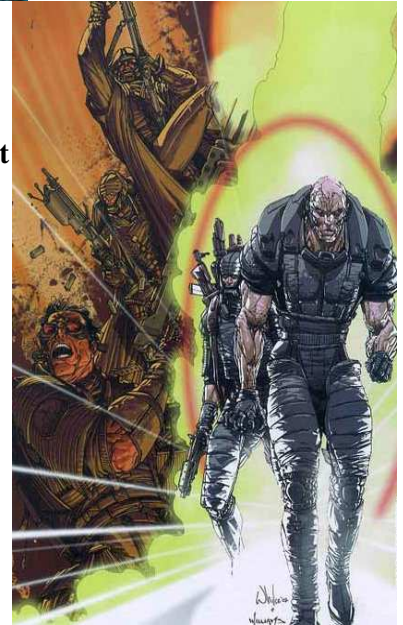
OCEANPUNK: GEAR AND EQUIPMENT

PEOPLES ARMY OF CHILE



Wielded by a brutal dictatorship, Chile's military is used more often towards putting down insurgencies and uprisings on its own soil than it ever was against foreign threats. However with the forced stabilization of recent years, the military might of Chile has been growing. With the SAA actively trying to recruit Chile in alliance against the Americans, the Chilean military may be battle tested for the first time. However this is unlikely, as at the moment, Chile is not a target for U.S. aggression and should they actually ally themselves completely that status would most certainly change. Chile has no wish to make an enemy of anyone more powerful than itself, and knows that this time around if it does not side with the SAA they may very well become an SAA target themselves.

Chile has no real police force, the Military itself, with no variation in uniform or duty, handles that job. They act with disinterest towards real investigation, and simply deal with things as quickly, and often brutally, as possible. Rumors of Death Squads are prevalent.



PEOPLE ARMY OF CHILE PERSONAL ISSUE



BASIC:

THIS IS THE STANDARD ISSUE FOR ALL CHILEAN ARMED FORCES PERSONNEL

DOG TAGS- Simple metal tags with the soldiers name, identification number, and blood type printed on them.

BDU'S (3 EACH)- Consisting of a pair of loose pants with standard rear and thigh pockets, and a jacket with stylish breast, upper and lower arm pockets. The outfit comes in Grey, Black, Brown and Blue. Very similar to Argentinas issue.

T-SHIRTS- 2 pair of each . For female soldiers, sports bras are also available.

DRESS UNIFORM- includes shirt, coat, pants, belt, boots, hat, tie and gloves. Chilean officers are expected to at least look like they are ready to join theirtroops in combat. The Officers jacket is lightly armored itself (SP:12 EV-1) with add-on shoulder,back and chest plates (SP:10). Likewise the pants have an add-on thigh plate and cod protector (SP:10). A helmet identical to that of the soldiers is issued as well. The Chilean officer uniforms are bit overly elaborate, but definately distinguish the officers from the rest of the soldiers.



SOCKS- 2 pair each of warm socks and dress socks.

COMBAT GLOVES- STRONG RUGGED GLOVES.

BOOTS + 2 PAIR SHOELACES- Strong steel toed boots.

COMBAT GEAR:

BACK PACK- The standard field backpack, for carrying the following equipment:

HAMMOCK/SLEEPING BAG- with removable liner

MESS KIT- includes knife, fork, spoon, sectioned plates and cup, made of metal for heating purposes

HEXAMITE STOVE- small folding stove, about the size of a pack of cigarettes, comes with 10 fuel cakes (smokeless, fireless)

SMALL TOOL KIT- wire strippers, a variety of screwdrivers, pliers,

2 WEEKS MRE'S- taste like shit, but its better than starving, and its a damn site better than kibble

CUTTING TORCH- a small hand held cutting torch, with enough fuel for 10 minutes constant use

SMALL MEDKIT + 2 CANS OF SPRAYSKIN, bandages, 2 hypo's each of morphine and atropine,- capable of handling most first aid situations.

20 ft ROPE- Just enough to let you realize you need more

ENTRENCHING TOOL- folding shovel/hatchet

CAMMO NET - provides personal or equipment concealment when in the bush.

COLLAPSING MINE DETECTOR- Collapses even smaller than the entrenching tool, and meant to be used while crawling on your belly

4 SMOKE GRENADES- 1 each of blue, red, white, green,

WARM SOCKS- 2 extra pair

HEAVY BELT- The Chilean heavy belt attaches to the thigh holster, and is able to attach a variety of pouches, ammo, and other gear.

LEG HOLSTER- for the handgun. Can be used as belt holster, up to user's preference.

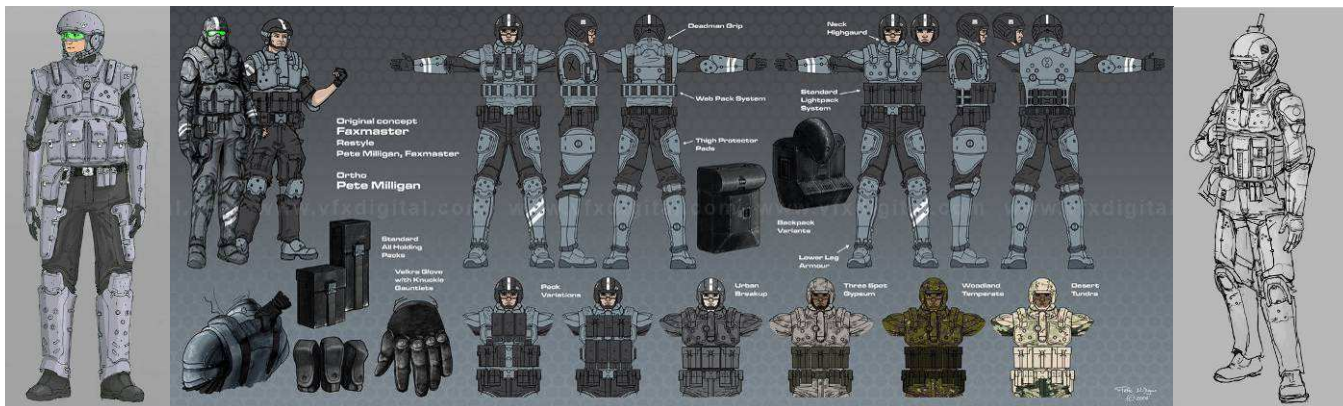
LEG POUCHES- for storing additional gear, optional

MAGAZINE BANDOLIER- carries 10 magazines for the soldiers assault rifle, this is is an optional item.

EXTRA SHOTGUN SHELL/25MM GRENADE POUCH- carries an additional 20 12 guage shells or 25mm grenades, allowing the soldier to perfectly tailor specialty loads for any situation, or carry enough spare ammo to re-supply a whole team whole team. This pouch is optional.

WATCH- keeps 3 different times perfectly, is water proof to 2000 feet so that it may act perfectly as a diving watch including its own depth guage, and also acts as a biomonitor and has a built in GPS.

ARMOR:



GERMANICS PBA-5 BODY ARMOR- (SP: 18 EV-1) When this surplus European armor by the modern armor, it left a huge surplus, one that Chile quickly took advantage of. In many ways it is superior to that of the modern armor, it offers more complete protection, and offers far more options for customization and added armor. The PBA-5 is actually a complete armor system, that is worn in stages depending on duty and threat. It all begins with this vest. A hard shell torso plate that extends halfway down the back and chest is attached to a light form fitting armorweave (SP:8) which connect the lobster shell stomach, side and lower back plates. The design of these additional plates allow for a myriad of pouches, ammo, and other equipment to be attached for a very customized loadout tailored to any situation. The main reason this armor was replaced was due to its high cost, which was twice that of the modern system and its encumbrance, for a military force the size of the EDF, it simply wasn't cost prohibitive, it also took a bit longer to put on and take off. But for a smaller army, even one the size of Chile's, it was more than worthwhile.



PBA-5 ADDITIONAL ARMOR- (SP: 12) Additional armor plates, worn at the thighs, and shoulders as well as gauntlets and shing guards, complete the basic armor ensemble. These replace the need for a seperate suit of metal gear, as a soldier can armor himself up to equivalent protection. Sadly, there is no groin protection in any variation, another reason the system was abandoned by the EDF.

PBA-5 HELMET- (SP: 20) Fully enclosed with an optional armored faceplate/gasmask, the drop down visor is equipped with LL, Thermograph, and tele-optics and a built in short range radio completes the helmet.



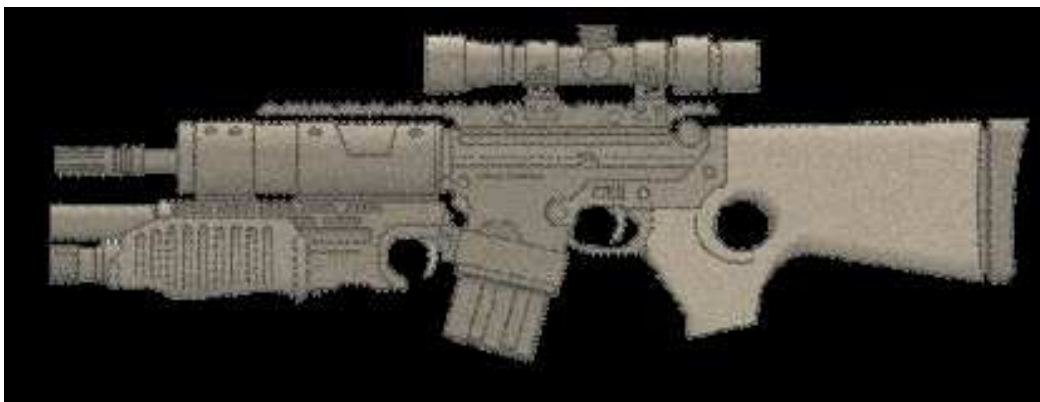
AIA STEALTH ARMOR - The Chilean military does not have funds to equip even its most elite special forces team with Therm-Optic camo, instead they opt to issue the color changing AIA stealth armor. The entire suit features a chameleon coating which allows it to switch between up to 20 pre-programmed colors and patterns at the flick of a switch. The suit itself is mildly protective (SP: 8) and has additional armor plates on the chest, arms, and legs, (SP: 10) provide a bit more protection. The suit is also thermal dampening, and the helmet (SP:20) features LL, IR, AD, and a radio.



SPECIAL GEAR:

Similar to the Mexican Military, most of it a few years behind technologically and made up of surplus supplied by the EDF, Chinese, Mexicans, and Russians.

PERSONAL WEAPONS:



ROSTOVIC G701 875eb

RIF - 0 - N - C - 6D6+2/varies (7.62mm caseless / 12mm grenade) 30 / 5 - 1/3/20 / 1 - ST

A reliable and effective weapon, this is the standard assault rifle used by Chilean troops.



NORINCO T-38 NORCOM 340eb

P - 0 - J - C - 3D6 (11mm cased) - 14 - 1 - ST

This is the standard handgun for all Chilean Military and Police forces. It features an integral lasersight and available suppressor.



MAKAROV UMZ-55 605eb

SMG - -1 - N - C - 3D6 (11mm cased) 40 - 1/3/20 - ST

This Russian surplus SMG is the standard for Chilean armed forces. It's chambered in 11mm , which is compatible with their handguns, and features a large ammo capacity.



STOBOLVOY KAZ-23 850eb

HVY - -1 - N - P - 5D6 (6mm caseless) - 150 - 40 - ST

The heavy machine gun in use by Chilean Military forces. It is fed from a rear mounted 100 round helical magazine and has a staggering rate of fire.

AZTECH QUETZALCOATL- Mexican Manufactured sniper rifle issued to Chilean marksmen. (See [Mexican Weapons](#) for more info)

25MM GRENADES- Mexican combat troops have access to a wide variety of 25mm grenades and shotgun specialty rounds for the Morita assault rifles under barrel shotgun. (See [Blackhands Streetweapons](#) for more Info)

HAND GRENADES- as above, the Mexican combat soldier has access to virtually every type of hand grenade available. (See [Blackhands Streetweapons](#) for more Info)

MEXICAN METALS ATOR-3 - the Mexican equivalent to the American LAW, (see [Blackhands Streetweapons](#) for more Info)

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RUSSIAN ANTI-PERSONEL MINE - The Neo-Soviet equivalent of the venerable Claymore type weapon. (See Blackhands Street Weapons for details)

CYBERNETICS:

MILITARY CYBERNETICS chile has little budget for cybernetics, even for replacements lost in the line of duty. When cyber is available it will be the most basic model available.

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OTHER MILITARIES AND MILITIAS OF CENTRAL AND SOUTH AMERICA



There are many smaller national militaries and local militias operating in Central and South America, but they are almost universally poorly funded, equipped with 20th century American and Soviet surplus weapons, armor, and equipment, and old chinese or Mexican knock offs. The most prevalent weapons are M-16's, M92R's, Ak's, Uzi's, Colt M1911's, and other weapons proven to be reliable and simple to use. Armor is pretty rare, and almost always nothing more than a helmet or simple ballistic vest. Even their vehicles are usually holdovers and surplus from the numerous wars and conflicts that have plagued the region.



These smaller military forces are usually interested only in maintaining peace and safety within their own countries, though occasionally they are involved in hostile action against their neighbors. More often than not their rank structure will be similliar to that of the SAA, and their standard equipment will vary in supplier as well as in quantity and quality. There are some military forces in the region that half soldiers walking around with no ammunition for their weapons, others where the standard uniform is little more than identical t-shirts and cheap pants, not even enough boots to go around, and half the army ends up wearing tennis shoes.

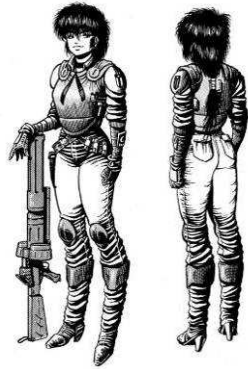
Other nations have better funded militaries, with more modern armor and weapons. Almost always these countries are supplied by China, Europe, or Russia, sometimes all, and supplant themselves with whatever leftovers they can scrounge from the Last South American War.



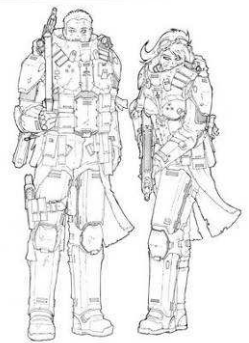
Private Mercenaries on the other hand, litter Central and South America. Hired by militaries, corporations, rebel groups, terrorists, and private interests, as well as operating covertly for foreign interests like the CIA or MI-5. They are battle hardened, experienced veterans, and are usually equipped even better than the Super Power militaries operating in the region. Their armor is State of the art, their weapons and vehicles easily the equivalent, if not better than, anything in the modern military forces. They also don't work cheap. Nor are they particularly morally inclined. Money is their motivator, and woe to any official who tries to stiff them. Most have a code of honor however, and will see the job done, but some are less scrupulous and will switch sides if the money is right. They are rarely interested in whatever goals or interests are held by their employer, and will most often act in as quick and efficient a way as possible. Some groups are known for their honor, some are known for their brutality, and it is a foolish employer who doesn't do his homework before hiring any particular group of mercenaries.



REBEL FORCES AND TERRORIST GROUPS



There is no greater danger in Central and South America to anyone, whether they be military, civilian, foreigner, native, man, woman, or child, than the danger presented by these armed groups. The lesser of the two evils lies in the Rebel Forces, who actually in many cases strive for a noble cause, or are at least fighting against tyranny. The terrorists however stop at nothing, and care little for anyone who gets in their way. They are fanatics and have no compunction about using the deaths of children and women get in the way of accomplishing those goals.



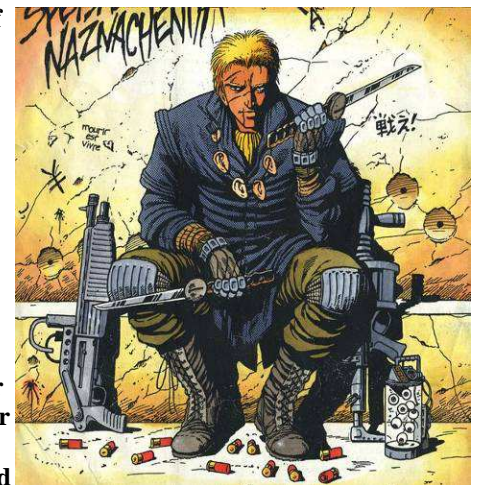
Rebels are usually respected, and have at least a local group of staunch supporters. They operate using guerilla tactics, making hit and run raids on the opposition, stealing supplies when possible and retreating into the safety of the landscape. For the most part they are disorganized, usually fighting in their own country against whatever or whoever they feel is imposing upon them. However this is not always the case. Still most rebel groups are small, made up mostly of military deserters and civilians who don't agree with the way their country is run. Most rebels, even in the larger groups, are armed with old U.S. and Soviet surplus left over from previous occupations or bought from arms dealers at cut-rate prices. It is common to see a rebel carrying an old M-16 (Possibly an M-16/M-204 combo) or an AK-47. Uniforms are almost basically whatever a rebel can scrounge together, consisting usually of a pair of good boots, a pair of shorts and possibly a camouflage t-shirt (though more often any t-shirt will do, its kind of amusing to note that the guy shooting at you is wearing a Mickey Mouse t-shirt). The luckier groups are also equipped and armed by the Chinese, whose technology is much higher, but still inferior to the Americans and Europeans by about 10 years. And then there are the really poor rebels, who must equip themselves with



whatever they can find. In some cases this means the rebels only weapon will be an 80 year old pistol, or a hunting rifle, or even antiques left over from WWII. As far as vehicles and armor go, it is almost nonexistent in most groups. When a group does procure a vehicle it is usually a jeep or truck stolen from a civilian, or a captured vehicle from the opposition. Most of the armored vehicles left in Central and South America from previous occupations have been claimed by the countries own military, though in some of the larger rebel groups there are armored vehicles, and in some cases even aircraft.



The rebels operate the way rebels anywhere in the world do, and find support in the community. They operate effectively because of their ability to blend into their surroundings, either hiding in plain sight, or disappearing into the landscape. They are comprised of men, women, and children loyal to whatever cause they are fighting for. Their cause is usually just and right, and sympathy with their struggle is overwhelming. Who can't sympathize with a group fighting for freedom, or even simply to survive. That's right, most rebel forces are fighting for political causes. However some are comprised of tribal and religious groups that have been slaughtered by their government near the point of extinction and are now fighting back as best they can only for the right to survive. Another major component of the rebel forces are mercenaries. Professional soldiers from all over the world are hired by these groups to supplement and train their forces. In many cases these mercenaries will be incredibly well trained, equal to special forces at least, and much better equipped



than the standard rebel as they have the luxury of bringing in their own supplies. However most mercenaries are in it strictly for the money, so will usually retreat if fighting a losing battle. Many of the free lance solo's around the world can find work here, although the pay isn't much. Learning from the mercenaries and Chinese advisors the rebel forces have gained the knowledge to implement the dirtiest of tricks. Tunnel digging is very widespread here, as are the use of simple traps like punji stakes and tiger traps.

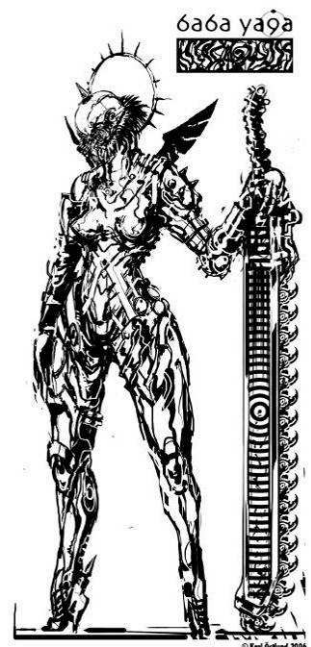


So on the surface everyone sides with the rebels, and that's the way it should be. However, the rebels are not completely sympathetic, nor are they always benevolent. Often rebel tactics include banditry and murder. Stopping civilians on the road, especially foreign tourists, robbing them and killing them is an all too common tactic. They also have a penchant for attacking non sympathetic villages and towns. Still other groups of rebels are every bit as bad, and in some cases worse than the governments they are trying to overthrow. Cases such as these are exploited heavily by American and EEC media alike, and military spin doctors of both the superpowers make sure that this is the image of Central and South American rebels their soldiers have.

Terrorists are the true scum of the earth no matter where you are, and this holds no less true in Central and South America. Unlike the rebels who for the most part engage their enemy directly, terrorists prefer to attack with bombings on civilian installations, assassinations of political figures, and kidnapping. They are completely fanatical, willing, if not wanting, to die for their cause and take as many people with them as they can.

Terrorists are not as well equipped as the rebels, they don't need to be. They don't engage in open conflict. The prevailing mode of thought seems to be, "Why waste 100 bullets and hit nothing, when one bomb properly placed can make the point so much more clearly!" Powered by religious or political fervor, often times both, a terrorist is the most deadly weapon on the planet. His own life means nothing to him, he will gladly strap a bomb to his own chest and walk into a crowded restaurant. In cases where security is a bit tighter terrorists will often use children, usually their own in the same type manner. They usually don't have the popular support that rebels enjoy, but they do have support in their own communities. In other more rare cases rebels and terrorist groups work closely together.

Above all else, when you find yourself in an area with a history of terrorist activity trust no one and nothing.



REFERENCES AND INSPIRATIONS

FILMS

A GLIMPSE OF THE LOOK AND FEEL OF CENTRAL AND SOUTH AMERICA:

Anaconda	The Mexican
At Play In the Fields of the lord	Milagro Beanfield War
Blow	The Mosquito Coast
Brazil	The Motorcycle Diaries
Cannibal Holocaust	The Naked Jungle
City Of God (And the Television spin off City Of Men)	Our Lady of Assassins
Clear and Present Danger	Predator
Countrymen	Proof Of Life
District B13	Puerta Vallaerta Squeeze
El Ray	Rodrigo D
Emerald Forest	Romancing The Stone
Evita	Romeo And Juliet (Decaprio version)
Fitzcarraldo	The Rundown
Gunmen	Scarface
Man on Fire	Sequestero Express
The Mariachi series (El Mariachi, Desperado, Once Upon A time In Mexico, particularly the third film)	Serpent And The Rainbow
Medicine Man	Starring Pancho Villa as Himself
	Third World Cop
	Traffic
	Under Fire

Also recommended are any documentaries on or which take place in Central or South America. The Travel Channel, Discovery, History, TLC, and Animal Planet channels are the best sources for such.

MOVIES, ANIME, AND TELEVISION WITH A LOOK INTO THE MILITARY FUTURE:

Aliens	Venus Wars
Soldier	Grey: Digital Target
Starship Troopers	Bounty Dog
Starship Troopers (The Anime)	Big Wars
Roughnecks: Starship Troopers	Recon 2020
Earth: Above And Beyond	Doom
Macross Plus	Screamers

MOVIES AND TELEVISION WITH THE PROPER FEEL FOR WAR IN CENTRAL AND SOUTH AMERICA:

Navy Seals	Good Morning Vietnam
G.I. Jane	Bullet In The Head
Platoon	Better Tomorrow III
Black Hawk Down	The Milagro Beanfield War
Tears Of The Sun	Air America
Blood Diamond	Uncommon Valor
Hamburger Hill	Predator
Apocalypse Now	Sniper
The Killing Fields	Area 88
Full Metal Jacket	Clear And Present Danger
Casualties Of War	Tour Of Duty

BOOKS

There are far too many reference books for me to try and list, the best reference material on Central and South America to be found anywhere however are:

Encyclopaedia Britannica

National Geographic magazine.

There are however a few comics I would like to mention that are a valuable source of inspiration. As with the reference books, trying to list fictional books on Africa is a lost cause.

Third World War - Fleetway – (probably the biggest source of inspiration I had. This phenomenal 6 issue miniseries is incredibly rare, however it is cheap and the only place I have found issues were in 25 cent bins at stores and cons. I strongly recommend picking up this series if you get the chance.)

The Losers - DC/Vertigo

Appleseed - Dark Horse

Team 7 - Wildstorm

Black Ops - Wildstorm

The Nam - Marvel/Epic

In Country: The Nam - (This was put out by a

small press company, I don't remember which, however Don Lomax was responsible for it.)

Chemical Warfare - (Again put out by a small press company)

Aliens: Colonial Marines - Dark Horse

Martha Washington Goes To War - Dark Horse

Heartbreakers - Dark Horse

Generation Zero - Marvel/Epic

Special Forces - Image

Scout & Scout: War Shaman - Eclipse

Marc Hazard is Merc - Marvel/New Universe

Punisher: Born - Marvel/Max

Video Games

Killzone

Socom

Frontlines: Fuel Of War

Ghost Recon: Advanced Warfighter

Gears Of War

Red Faction

Tomb Raider

Splinter Cell

Metal Gear

Other Role-playing games which offer good inspiration and military info are:

Advanced Recon from Palladium

Twilight and Merc 2000 from GDW

And to a very limited extent,

Robotech from Palladium

WEB SITES

The following are some of the websites used to gather facts and information on Africa.

[South America at Wikipedia](#)

[CIA World Factbook](#)

[NATIONAL GEOGRAPHIC ONLINE](#)

[ENCYCLOPEDIA BRITANNICA ONLINE](#)

[FEILDINGS DANGER FINDER](#)

[INTERNATIONAL WILDLIFE MAGAZINE](#)



Written by Deric Bernier with the following exceptions - Panama written by Deric "D" Bernier and Destecado with assistance from Mike Van Atta, and Joe "Citizen X" Klemann, SAA military section written by Joe Klemann and Deric Bernier, Argentina, Atlantico, Belize, Costa Rica, Guatemala, and Northern Nicaragua written by [Joe "Citizen X" Klemann](#), The Falkland, Malvina, South Georgia and Sandwich Islands, EDF, Chinese, and Russian Rank structures, and EDF and Neo Soviet Special Forces written by [Mike Van Atta](#), French Guiana written by Destecado, Peru, and Uruguay written by Bookwurm, Haiti written by [Joe "Citizen X" Klemann](#) and [Hooplah](#). Thanks to Scott Edwards for his invaluable expert military advice. Images from Macross, The Matrix, Space: Above and Beyond, Killzone, Battlestar Galactica, Stormwatch, Deathblow, Team 7, Black Ops, Southern Cross, Doom, Resident Evil, Red Faction, Flying Debris, Twilight 2000, D20 Modern, Ukitakamuki, Darwins World, Heavy Metal, Knightwatch, Faxmaster, Neuropolitan, Bonez18b, Goha, Meatl Gear Solid, Nightmare Armors, Briars Armory, Adam Warren, Gears Of War, Frontlines: Fuel Of War, Battlefield, Halo, Rifts, Shadowrun, Cyphon, Crysis, Applesed, GI Joe, Ghost Recon, Ghost In The Shell, Aliens, Aliens Legacy website, Falken108, Stonedog7563, Sharpuscm, Noelan, and the RPF, Starship Troopers, Firefly, members of the Cobra Cares Forum, Star Wars Chick, Matsuo, Sgt. Burton, Chris Chulamanis (AKA FNG USCM), private prop collectors (special thanks to the members of [Mastucorp](#), [Aliens Legacy](#), the [RPF](#), and [BBC](#)), Soldier, Max Kim, Houston, Sam Wakeman, Wildstorm, Metal Men, Star Wars, and Deric "D" Bernier.

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