

EVENT HORIZON: AFTERMATH CYBERPUNK 2.0.2.0 FAN FICTION

CREDITS
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AFTERMATH INTRODUCTION

REFEREE'S INTRODUCTION

Hello punkers, welcome to the fan fiction installment following the FireStorm series. *Aftermath* is a supplement for *CyberPunk* acting as the third book in the the FireStorm trilogy and entering a new series. Expanding the *CyberPunk* world and answering questions about the intervening year(s) between FireStorm and V3.

Book one, *Stormfront* covers the first events of the conflict: Ocean War followed by Shadow War. *Shockwave* takes it up a notch with the Hot War. *Aftermath* is a deep look into the after-shocks of the war on a global scale. Seeing how the war effects everyone from the nations to the edgerunner down on the streets. See what toys got left in the rubble, and find out what direction the world is going in.

Or if it's going to even see a tomorrow.

The Day's Past

2021 rivals OTEC and CINO, aquatech companies, compete fiercely for the remains of IHAG. Rising to the challenge of their security needs are Militech for OTEC and Arasaka for CINO. Battle for the seven sea's was on, as the Ocean War arrived.

When things cooled down in the water, Arasaka and Militech were just warming up. Leaving behind the limitations of their contracts the two giants step-up the Shadow War.

The First half of the Shadow War in early 2022 was a series of many high profile black-ops across the globe. But without a clear victor that neither side could stop, pressure kept building up.

Finally boiling over in June 2022 the Hot War was unleashed. High-tech destruction on a truly military and global scale. A strange mix of operational procedure, with small to large unit sizes, obfuscation of troop movement through urban and rural areas, and the use of weapons that are frankly band by international law.

By October 2022 brings the end to the conflict with government forces stepping in and seizing Arasaka and Militech assets. Effectively ending the conflict. Donald Lundee, called back into military service and Suburo cut off from his corporate empire.

The beginning of 2023 it is apparent that the world is changing. Still shaking from the effects of the war people, companies, and nations are grappling with the issues.

Re-construction, and accountability just to mention a few. All while dealing with the seemingly random crisis' that follow.

How To Use This Book?

Just as before with Stormfront, and Shockwave, Aftermath has been designed like a sourcebook. Covering background, places, people, pertinent to the end of Firestorm series. Background, new tech, and other toys for players and referees.

BACKGROUND

Starting off with a few stories from some of personalities involved in the ongoing story. Taking a look at how events unfold, and taking different perspectives of the war and the struggle to rise from the ashes.

GEAR, GEAR, GEAR

The second chapter outlines the new tech and gear that trickles out during the chaos.

ADVENTURE CHAPTER

Chapter three has a monthly timeline of the after-math followed by outlines of the years events to assist the ref.

The Adventures are designed to bring the different story directions together and finishes with a closing that sets the mood for the years to come.

What Follows?

This book only plans to cover the events following Firestorm: Shockwave and be a end to that trilogy. A outline for the direction that the world is heading in is covered. Going into great detail of events beyond Shockwave is outside of the purview of this supplement. in the meantime enjoy the Aftermath.

CHAPTER: 1 Aftermath

1: THE AFTERMATH

BackGround

November XX 2022 the destruction of the Arasaka towers by detonation of a low yield nuclear warhead in a underground bunker beneath the towering super structure. Has decisively ended Arasaka and Militech's Hot war.

The next morning Independent Party majority leader and Senator, Michael Dane reads on while drinking his coffee but can't stomach breakfast. "It's past due for a change"

His wife smiles saying. "I hate to be the one to say I told you so, But".... He's not listening, he is thinking deeply about the bill that he is going to pass into law. The law that will carry the words on every Americans mind, right now.

In the 22nd floor of the coma ward of the HUP hospital at 3400 Spruce Street in Philadelphia, a mess of electronic medical equipment starts to chirp and beep to life. The old man wasting in the bed stirs as his brain begins to fire again. He opens his eyes for first time in 18 years.

Neon light fills the room inside the damaged EBM Night City office building, were Dieter Esslin sits reading the mysterious email.

"How did he find me. I covered my tracks perfectly" his eyes skim the un-formatted text. The data that I found sitting in the EBM mainframe that must have been deposited by that frack'n idiot Rahce's DataKrash virus. It was too major to be ignored, I had to confirm what I'd learned.

"What! AM I MAN ENOUGH to stop the DataKrash". Man enough, I will show you who is man enough. And then I show you what happens to those who are stupid enough to mess with the Ess". Dieter smacks the transparent crystal screen across the room and storms out for some chinese food. The neon text on the screen flipped on its side in a corner of the office glows its ominous message signed only, "A".

Jan Bret Stalks the ruins of another battle zone gone cold. How many burnt, bombed and buried factories, warehouses, and office buildings has she searched. How many soldiers, corporate managers, Trauma teams, bums, and survivors of this war has she questioned. She cant remember. It doesn't matter, she will talk to them all until she finds him, dead or alive. Solo of Fortune Magazine's C.J. O'Reilly the popular solo writer has been missing since August 17th, while reporting in Night City. There has been no sign or leads to his whereabouts. SOF has put up a reward for any information, but has stopped actively searching for him, personally. This has not stopped Jan Bret however. A fellow correspondent her loyalty to her friend was too strong to turn her back on him and all the others that still can't be found in the Aftermaths of the hot war.

She turns the corner of a bombed out building when something catches her eye. He.. no someone there across the street. She runs down slowing when she gets the first good look through the rain, mist, and smog. Getting her bearings, she is about to cross into the combat zone. She doesn't hesitate for a second. Just check's her ammo and stalks forward.

President Joseph Shandee signs the last letter and sighs heavily. The Pan African Confederation leader takes stock of the events that have unfolded in the last 6 months. The door to his office opens. "It is time Mr. President". The aid says to him in sympathetic tones that just comes off as pity. "See to it that these letters get to the appropriate people" Joseph says, getting up straitening his suit. "Yes Mr. President" and see to it that my family gets to America", "Yes Mr. President".

Joseph steps out of his office his guards step in line behind him. "Colonel Berber, See to it personally that my aid is able to carry out his mission". Colonel Berber hides his disappointment in being ordered to leave with a iron fast poker face. Makes only a quick jerk of

his head as affirmative and salutes. The President leaves the hall down into the square outside, to surrender to the rebel forces leader.

General Tukhu Jubalah rises from his HMMWV to meet the Joseph. "Mr. President. It was considerate of you to call off this stand-off and surrender yourself".

"I know when I have lost. But you do not realize your own defeat".

"What do you mean Joseph? I am now the most powerful leader in north eastern africa. And soon I will acquire the resources needed to make my nation as strong as men like you have failed to give us".

"Your war will only bring us more death and suffering. You have already lost. ESA is too strong. And do you think the EEC will just let you get away with..." The general cuts him off.

"They would not dare risk harming their own resources and we hold their most vital possessions and personal hostage".

The President shakes his head. "You were always greedy Jubalah. But you underestimate their greed. It will be your downfall".

General Jubalah waves the Presidents comments away in dismissal. Then orders the surrender to be finalized. Ten minutes later the President of the Pan African Confederation and his aids, staff, and other political members are put to the wall and shot.

Commander Dengo stands in the heat on top of the dock over the mouth of a river, spilling into the sea. The Brazilian jungle issues its humid stench. This must have been what it was like for my ancestors when they were sent to the Philippines, Dengo wondered. He stared death directly at the transmitter at his feet and read his electronic clipboard manifest. Suddenly bubbles began to flow from the water and just as suddenly a black Arasaka nuclear submarine emerged from the deep. Commander Dengo almost smiled. Supplies began to flow shortly after and commander Dengo made his way to the bridge.

Dengo was announced by a crew member upon entering, Dengo bows and reports. "I am Commander Dengo, in charge of Engineering for the South American Resource Region".

The ships commander turns bows and responds. "I am Commander Hiehito, ExcO of the Tengru. We have completed our mission with nearly 100% success. The ships in drydock in both Bremerhaven, Germany, and Pusan, South Korea have been liberated. We now control 2/3rd of the submersible fleet of IEC/All Nippon Transport".

"Excellent, I am setting up a secure communication network so that we may get further instruction from command, and report". Dengo informed the ExcO.

"That is good but I have a encrypted message for you directly from Saburo. And I would like to say that it is a honor to meet you. You and your Family has been critical to building the new Nipponease Prosperity Sphere . And we shall together save it" The ExcO bows and dismisses Dengo.

A little annoyed by the ExcO's comment because he is sure that he was talking about his father and ancestors, not him. But the significance of the message in his hand takes over his attention.

He may have wondered from time to time if this war was wise, now learning that they have lost Night City, There is no question that the war was a calculated mistake. Saburo must be ordering a restructure so that they may return to Nippon, that's the only logical conclusion. He reads on, his eyes go wide and Dengo's color fades from his face.

Saburo has gone insane. And for the first time he wishes he could speak to his ancestors.

Awakening Into A Nightmare

June 1st. Colonel Berber lost more than 2/3rd of his security detail just getting the President family and what's left of his staff on a boat. It was intercepted half way across the Atlantic by pirates looking to collect on the bounty put on the Presidential families head. All that remained of his men were lost getting their charge safely away on the attackers own vessel. Alone he guided them to the nearest port, docking some were in the Caribbean.

He looks down at the huddle family and staff in the back of the pickup truck. Driving down the road past near endless seeming sugar cane

fields. Having waited in hiding and moving in shadows he has finally made contact with the right people to get his charge to safety. They have been brave, yes he thinks. Persevered through great trials and humiliation and, loss. He would be proud to see his government restored at the hands of his president's sons.

"There is a truck there 'Brown Eyes'" the President's ten year old son said. Referring to the Colonel by their chosen nick name for him. His sad but determined eyes, told the tale of his people. All of them regardless of tribe and history. The tale of men of great will sacrificing everything so that they may have a future. Like the children's father had done.

"Yes. Keep your head down". He narrowed his eyes as his assisted sight nearly slowed time down so that he may catch a glimpse of what the youthful child's eyes managed on their own. A larger truck was approaching packed with armed locales. He should have known that risking the trip during the day was a mistake. Perhaps they didn't know what he was transporting. The burlap sheet and cammo covering hid the cargo perfectly. But he knew it would not stand up to close inspection. And he could not afford to pay off the unexpected visitors.

After so many months of careful hiding and moving. Making contact with only the utmost security and discretion. He would not fail now.

Merry Shandee looked into the eyes of her protector. Seeing the apprehension in his eyes the sad brown eyes as he cast them down unto her, meeting her gaze.

Comprehending his purpose and intent she nodded in acknowledgment, he had taken them this far. Now was not the time to stop trusting him.

"Madam President" he could not keep himself from referring to her that way. "Please cover the children with the armor vest." He grabbed the one of the extra fuel containers and started to fix a flare to it with black electrical tape. The CHOOH₂ burnt a little different than petrol but was actually more volatile. Made a last check on his Kalishnikov, a model from China that had seen more fighting than he has in his many years of military service. Full magazine, one in the chamber and another magazine taped to the

former in reverse. There was one hand made grenade and a rather large Kukri, knife.

His eyes counted perhaps twenty men. Maybe more but the dust being kicked up by the tires made it difficult to tell. He considered trying to outrun them, but decided against it. Their pickup truck was a converted CHOOT2 Toyota from the 1980's. And while the truck that his advisors were in was probably older it was still much more powerful.

The Colonel poked his head through the open sliding window in the driving compartment of the pickup truck. Surprising the driver not to the surprise of the Colonel. The driver was bored and wished he could be getting wasted on some designer drug right about now. After what the Colonel told him he wished he could just blissfully overdose on some designer drug. He moves his way toward the back of the pickup with his assault rifle and fuel tank in tow spot checking the family and Presidential staff, Seven people remaining in all. He did manage to keep all the family alive he looked back on which was more than he could say for his men of the staff. The staff he thought almost with a laugh. He had listened to them and their expertise for months now. How they told him that General Jubalah had put a massive reward out for all of them. How he even had connection inside the United States, That they only way for them to even move across the gulf and hope to survive was to get into contact with the CIA.

It would have been a small matter to get across the gulf and into the States if not for fear that the corruption had spread to the Coast Guard. The Colonel began wandering about that, can they all be so corrupt? He lifted a large cast iron boiler door weighing over a hundred pounds, making for very good protection. The only real useful item that was laying in the bed of the pickup truck, being that the driver normally transported scavenged items from off the coast. The ship boiler door would serve a purpose again deflecting harm instead of trapping heat for a crew. He kicked some of the scavenged metal bars and scraps that the driver had dumped in the back just in case some body tried to get a close look. He now used them to slide in-between the doors vertical handles and the sides of the truck bed, bracing the Iron door in place. While wondering if this ignorant peasant was salvaging a democracy. Removing the burlap sheet and raising his rifle while standing

behind the iron door he allowed one more idol thought, if wether or not they would name a building in the capitol after him.

Three shots cracked off in perfect succession exploding the drivers head. The passenger had enough presence of mind to grab the wheel before the truck could drift. The commander on the far right side screamed back at the men in the bed who were already getting ready to react. Surprised by the gull of his preys attack, rage boiled over in the commander while he injected a combat drug into system.

Half of the colonels magazine went into the engine block without the desired effect when he saw the soldiers, if thats what you call them, where lining up their shots. He fired another three round burst splitting another man down the chest before he hunched down behind his cover. Rounds started splashing off of everything now. He ignored the cry's of his passengers even the one that sounded like the eery wail of a wounded soul, while he ignited the flare and shifted his wait so that he may better lift the cammo cover and under hand toss the tank at the truck speeding behind them. The plastic would only stand up against the heat of the flare maybe five seconds, so wasting no time he launched the explosive tank at his target. Lobbing it right onto the windshield, watching as it ruptured and ignited right when it slid to the hood. Washing the front top of the truck in flames.

The world had just erupted into a fire that matched the perceptions of the commander perfectly. He wondered annoyed as to why his men wear screaming like such little girls. The truck was beginning to swerve and was in danger of losing control all together, the new driver coughing and choking on the smoke could'nt make out anything through the flames and the maniacal laughter of his commander. He began to put his foot on the break witch got his head blown off by the incensed leader, pushed out the door along with the original driver. The gangs Leader was in the zone now and could see that his prey was chosen by god to die at his hands and he would do anything to make that happen. He felt so powerful as though the hand of God had touched him for just this purpose. Slamming his foot on the gas and shifting up the gear he could feel the Holy spirit flowing inside his body.

Berber locked the last magazine in place and chambered a round as fire continued to fly into the pickup truck. He rose to open fire when he saw the flaming front of the large truck coming in at break neck speed. No time to act he braced for impact.

The Toyota rose five feet in the back, crumpled a foot and then spun to the right 180 degrees smashing the side of the vehicle on the right side of larger trucks wheel well.

Lurching the vehicle off the road and into the flooded ditch/ravine flipping before coming to a rest submerged in three feet of water. The larger truck fared much better only veering to the left after impact and flipping onto its right side, sliding for just under a hundred yards before the dirt and gravel put it to a complete stop.

In the water under the bed of the pickup truck Berber struggled back to consience and began dragging himself out from under the wreck ignoring the numbness in his right arm that would soon turn into waves of agonizing pain. Sliding free with the help of the mud he submerged back down to reach for any survivors. He counted four, the driver would half to help himself but he feared that some may have been trapped under the bed of the truck unable to get free or worse flung from the vehicle in the collision. There was no time to tell as he heard the voices and screams of the men coming for them. Guiding the others behind the upturned pickup and telling them not to move he risked going back around to find his rifle, but it must have been flung free during the crash. He cursed returning out sight behind the wreckage removing the Kukri from its rather large sheath. Wondering how many could have survived the crash he peeked over the top, just sliding along his back his head facing over his shoulder leaning back as to peer with just one eye. Five men coming three straight in and two coming around the left flank. He moved the survivors to the front right of the upturned pickup waited for them to get closer then submerged under the muddy waters.

The three men on the direct approach arrived first. Two of them searched the mostly submerged pickup bed while one stayed back a few feet to provide cover. The other two arrived a few moments later sliding down the ditch of the side of the road into the ravine.

Guns raised they began to round the corner of the Toyota when the foot and half angled steel blade of the Kukri slammed into the groin of the first man cracking his pelvis bone before he even left the ground. Berber launched the screaming mans body at the other while he rose from the water stepping out of the way of the first man random line of fire brought on from the panic of his upturned world. He then swung the sharp blade back out from between the first victims legs and arced around his own back and brought it down powerfully on the skull of the recovering second man. By the time the other three men began to react to the screaming and the sickening sound of the skull splitting Berber got his hands on the 2nd victims venerable M-16 assault rifle and swung around in two big side steps landing his back against the pickup bed side. The First man to round the corner from the back caught the butt of the rifle in the teeth the other man watched as six inches of the angled steel bit in-between his neck and shoulder breaking his collar bone in the process. Right then the third man standing ten feet back unleashed a burst from his 9mm sub machine gun that jammed half way through. Four rounds hit the Colonel, first in the shoulder, second in the between the neck and shoulder, third just left of his spine and about 6 inches lower than the last, followed by the last across the back on the far right just level. He felt them but barely registered their feeling as much more than numb knots of flesh. He struggled to face his target and fired a single round into his brain before he could unjam the sub machinegun.

Turning to climb the ditch back up to the road he told the survivors to hide in the sugar cane field. Stumbling to the top he looked at what remained of his opposition. Through the smoke he could see movement and even still hear some activity. He knew he should check the ammo but decided to reserve every last bit of energy to finishing the job, and just continued to briskly walk toward his target. Surprisingly six men in two groups managed to come around the back of the burning wreck shocked a for just a little to long at the sight of him so close. He dispatched them with ease, no with a touch of finality. Dropping the empty rifle to the dirt he strained to reach for another weapon when a partially on fire madman jumped from the upturned passenger door. Landing on the Colonel knocking him to the ground, he lost his grip on his weapons. Before he could roll or rise he was lifted by the collar of his shirt.

The commanders back and hair were on fire now but he just felt even more empowered, more alive. His prey seeing his glory tried to free himself raising his arms, to block his eyes from the truth and might witch he now represented. The commander caught his hands so that he might be forced to face his judgment.

Even with Berber enhanced strength he was shocked by the resistance the madman was putting up. His whole back and right arm burned with shooting pain, that he could only effectively ignore it for so long. Perhaps he should have put in for that pain editor.

He shifted his feet in the dirt and summoned what inner strength he could find, and began to gain the upper hand. Not even phased in the slightest the madman made some incoherent statement then smashed his face into the Colonels as hard as inhumanly possible. Berber was surprised for a second hearing the cracking and squishing noise, and relieved that they did not come from him. The madman had ruined his face on his jaw which was made of steel, well made of titanium and his teeth were made of stuff just as good. Being how it is hard to keep your teeth forever in the battlefield. Turned out to be a blessing as the madman's body went limp for just a second. Being over two feet taller and weighing in 50 pounds heavier, he yanked him in the air twisted him around and slammed his spine down onto his knee. The resounding crack told him it was over.

He left the man babbling while he went back to the survivors. He counted five now. All injured some badly and the Presidents ten year old son had bullet in his back, mother cradling him crying. His brown eyes began to tear when it hit him. One of the staff had to be spy. But there were only two left and they may not even make it. How much more harm could a spy due now anyways? He lifted a injured daughter and told them to walk. He figured he had maybe three hours before he bled out. Plenty of time to reach the contact, before he died. "Brown Eyes" had a job to finish.

Driving from his home in Greensprings, Maryland into the capitol. Maryland Senator Michael Dane went over his notes. He would be speaking before the counsel before the vote to pass the bill would be held. He had done a lot to get the support of the law makers in Maryland. And he believes that the "Appalachia Board" will

support him fully.

Some of the "Free States" might be hard sells but given the damage done to Texas and the California's it might be enough. The rest of the regions may fall in line. "Well thats the gamble anyway". Dane thought out loud.

"Pardon sir" his aid asked. Maybe a little more nervous than he was. For her this was the beginning of a whole new ball game. A little too young to remember how things were. Now we will be telling the private interest and mega-corporations what's what. Instead of the other way around. When it came down to it he thought that its been a very long time since his country took such a chance, such a big risk for its own good. No the good of its people.

"Just thinking" He said to assure his aid. He remembered watching from his company window aloft the 75th floor in Baltimore as his peers made deals behind backdoors, selling out their country. Remembered how the "Gang of Four" had stolen control from the people they swore to protect and plummet the country into destruction. It was January 5th and by the end of the day the country would begin to change again.

Two months later he looked on thinking in amazement. He was touring the First mobile Work force unit attached to the U.S. Army 7th LID schedule to make travel from California to as far as Louisiana. After inspection and a stirring speech, he was back on a plane reviewing reports on hostile corporate breeches in protocol. His teams were nearly ready to take action in response to the mega-corps that are flaunting the law. It would only be a matter of time before they learned that they were playing for keeps.

Shandra his aid handed him some of the projection for the economic stimulus package. It was the first one submitted and passed along about a month and half ago. It came at a great cost putting a strain on budget protocol due to the fact that nearly no bank in the world likes to do big business with the yankees. That would have to change. There's a puzzle, getting a stable and independent banking structure back in the states. Even making the dollar strong again. But he was getting ahead of himself. The projection looked good. There are companies flocking to the money like moths to the flame. Karen Valez seems to be leading the way in the

effort to nationalize foreign assets and conform to the business practice of the States.

April 15th he was on another tour of a shelter and hospital under construction when there was an explosion. The upper levels of the hospital were immolated by the flames of the large bomb. Sending girders and concrete flying down on the crowd gathered below to see the Senator.

"This way Mr. Senator". His security officer told him while guiding him toward the shelter 20 yards away.

"Get those people out of there".

"Help is on the way sir".

"What's going on" the Senator asked as they entered the shelter. Before he could get a answer from the guard he saw someone else who knew.

"That's far enough gentlemen, drop your weapons or you all get it". The woman speaking before him and the security detail looked very plain, thought and wondered if she was speaking out of place. Compared to the other men in the room there was a eclectic pick of various culture trends from the last ten years.

"What is the meaning of this" He demanded. She spoke again, explaining. Which was good. The more she talks the more he knows and the better he can deal with the situation. Plus it will be by the authorities time. But what he heard scared him down to his marrow. They were the bastard children of his country, born without a future they were nihilist. They saw the hope that his law brought as a insult to the nation, which they wish to die along with everyone. It was insanity. There would be no bargaining, no negotiations and no hope of getting out alive.

Some nine hours into the siege waiting for the nihilist to work up the courage to commit the mass suicide. They had all strapped on harnesses with C6 explosives in excessive amounts along with container full of nails, ball bearings, and screws. The room was now full of 12 walking fragmentation bombs. They could hear two explosions over the hours that resulted from the accomplices that set off the explosion on the hospital construction site. His mind had raced itself into exhaustion trying to find a way to appeal to the group of madmen. But nothing had

worked, These youths had been so disenfranchised by their elders, peers, family that they thought in some entirely different way. All he could do now was prey, which he had not done in so long he didn't remember how. So he just pleaded his case and the that of the people he swore he would help as best he could.

Isabelle the current leader of these malcontents only feared that this may not be one statement that takes the worlds heart out so that it may be devoured by the worms. Anything to end this slow rot. She was getting tired thinking about it, then decided before she starts to lose her edge she should get on with it. Each bomb a biocomp on it so that if any of the group were to die or have a bomb removed it would go off. What better way to set it off then a good old fashioned shoot out.

She pulled out her Armalite Colt 2000 and said, "yo, Dizzy". The gun never went off as a jet of white foam enveloped her and the others. Foam continued to come down form the ceiling where tiles had been knocked out by the hostages savior. Almost as soon as each hostile was covered with white foam that it started to harden making it impossible for any movement short of breathing through the sponge holes formed by bubbles passing through the foam. Then a team of five rather ruff but fit looking men and women slid down ropes to the floor to secure the room.

"Professor Victor Rodrigez at your service Senator". The Nomad told him. He was so pleased to see him that he hugged him instead of shaking the out stretched hand.

"Thank God". Michael said surprising the nomad some.

"We better get you to the cops now a number of corp security teams are trying to get you out so that they might embarrass you". Rodrigez said smiling.

"I will never forget this Professor". Michael promised.

Nearly a month later Michael Danes dinner guest arrived at his home in the quite stretch of homes outside of the city proper of Greenspring.

"Professor welcome, come inside". He let Rodrigez inside so they could enjoy their meal with his family. After words they sat in the living room talking by the fire.

"I have more families that would like to step up and help the program. And was hoping that I could discuss the possibility of lending a helping hand to the people of Mexico" Rodrigez said.

"Thats good news. Mexico, I wish there was more room to breath on that. But Texas has made it clear that they wont support any program across the border. They have enough clout for now".

"Very well, it is comforting to know that you are thinking about it".

"I was thinking of something else well. I am looking for a new president of the National Public School Board. How about it." The look in the Professors eyes showed his shock and disbelief. He probably never imagined going back to training minds. Better running the entire system for teaching.

"You... I accept"

"Good" Michael patted him on the shoulder. "You start next month".

Mid May The Senator was attending a award ceremony for the rapid reaction force stationed in Tennessee on a old Militech training base. Donald Lundee finished his speech closing the formalities. Michael then talked to the men for the first time that everyones busy schedule had allowed. Shaking hands and hearing stories of the professionals that are trying to right the wrongs of the corporate world. He looked at the soldiers many American, but there were Japanese and several other nationalities of people present. They all worked together professionally, regardless of the side they fought on. For ex-Arasaka troops its a matter of course and honor for warriors and the ex-Militech loyally follow their orders and leaders. They now train and fight side by side.

"The Rapid Response Regiment has been very successful. Response to reported hostile actions has reached 80 percent success. I, America, and all of those who have been victimized by this conflict thank you for your diligence and sacrifices."

After things winded down the Senator and General Lundee got on a plane to D.C. for another meeting.

Sitting in the Roosevelt room the President

addressed the collected Joint Chiefs and National Security Advisors SecDef, along with Senator Dane and General Lundee.

"Gentlemen it has been brought to my attention that recent events have developed with are European friends". President Kress announced. The men in the room got very quite. Many were not surprised but tension was there. "She nodded to a NSO to take over the briefing.

"The EEC has already taken several different approaches to display their displeasure with the new corporate laws. Diplomatic pressure, Economic pressure, even Military with re-tasking of artillery. Interpol has been leaning on China and Japan to abandon are mutual defense pack. Its getting more and more complicated by the day.

"All we need is for are boats on the water and ships in orbit to bump into each other and were in deep. I've seen it happen" Kress added. Many of the assembled new what she meant.

"There are two new variables in the situation. One, there has been a string of terrorist action that are showing a high level of sophistication. Most of their actions have taken place against Europe, but there have been reports from inside the U.S. as well. We know very little still except that they are expanding contact with the revitalized Arab extremist groups and Suburos organization. There are even signs that they are manipulating nihilistic movements. There's been little in the way of regular terrorist operations but they seem to be building up for something, and we cant seem to find out who in bank rolling it or how they're financing their organization." He paused for a moment to let them absorb the information. Dane was beginning to realize that some of this was his doing. The escalating hostility between the EU due to the economic losses they suffer from having operate legally in the Sates. But he expected some of this.

"Interpol thinks that this is a front for CIA field ops. adding to the are dilemma. Secondly The CIA reports that they believe that the EEC has stepped up the project to raise their 'Magnetometer Satellite Sensor Array'" Lundee leaned in to whisper that the MSSA is designed to detect are boomer submarine fleet, without which we would have nothing left to stop total European domination.

Dear God, Michael thought. Things were starting to get out of hand. He wondered if this is what it felt for everyone else some 30 years ago. In fear of the mighty super power that was in fear of loosing that title. How they waited for us to slip and now they covet the position of power in the world. And can you blame them for wanting to keep it. But all he wanted was to give the American people a chance to take control of their destiny. But America always wants to be the best doesn't it, they had just lost their way. He would give them a fighting chance and let the chips fall were they may.

The entire platoon of dragoons stormed out of the trench. Commander Dengo watched the display in state of complete boredom. A 20mm auto-cannon was probing the borg platoon while artillery splashed all over the perimeter. It was then he heard the wine of a AV entering the LZ. So to the great surprise of his aids he climbed out of the trench to meet the crew and investigate the matters, secretly hoping that he would be blasted into the next world. He didn't notice the 20mm tracers round fly past him and he ignored the screams of his men behind him. Nor did he notice the dragoon taking note of his insane actions thinking that he was one bad-ass officer. Upon reaching the AV he saw that it was the lead in a air task force. The side door opened and men began to get out of the vehicle, startled to see him standing there waiting for them.

"Sir, should we be standing out here right now", the Sergeant inquired.

"What have you got for me" Dengo said ignoring his the mans concerns.

"I have your orders on encrypted chip sir" the Sergeant explained while hunching over and walking the Commander back to the fortification. One of his men seemingly snaps straight as a board then drops straight to the ground after the large caliber round effortlessly passes through his body. "Medic" Sergeant screams. What has he gotten into. Is the Commander insane.

Inside Dengo wonders if he's gone insane. Orders to leave the South American Resource Center are given. He read them again and one more time just to be sure. He is to report immediately after he is relieved from Command of the Engineering Operations in the SARC. His replacement would be coming in one week. The

last year and a half of living hell could start to change in a week. Or maybe he was going to descend even deeper into its depth. Either way it meant a change which he was long over due. But what if the replacement didn't make it. The number of successful flights in and out of this area had been poor as of late. Hmm, that would have to change. His problem really was that the Militech team of spotters were bring down all the birds. This was actually good because he could predict how people would act. So he set fourth orders to bait a valley with poor communications reception and trap the unit inside. Yeah that should do it.

The night he left the fortification was one the first time he really got to see how things were shaping up passing defense line after another. The night sky was full of rocket and anti aircraft weapons lighting up section of the night in blinding flashes or nearly lingering crawl in the sky. Dengo began to fall into a trance looking out the port hole window in the AV. Not even realizing the passage of time he awoke from his spell when Rio Deginiro came into site, or what was left of it. The AV landed in the outskirts of the city in a Arasaka controlled zone. From there he went on a transport convoy and ended on a secret base on the coast. Boarding a sub he slept for the whole day straight.

It was morning the sun was high in the blue sky. The garden was beautiful both in appearance and in form. the compound was elegant and tactically sound, Dengo wearing his dress uniform was standing outside at the edge of a pound and mini waterfall.

"Your father made this graden." The voice said behind Dengo. He was paralyzed by the sound of it. Its power was strong. Its strength belying the weakness that madness suggested.

Dengo turned and bowed just short of falling to his knees. Feeling sick from the mix of feelings. Disgusted with that he displayed such homage to this old madman yet unable to shake his sense of duty.

"I would see all such things made to such perfection" Dengo was getting angry. He also noticed another man in the garden. Kneeling and bent over with shackles, from the looks of him he was a American. Dengo noted in disgust that he was treated very poorly, but was not surprised by this. He could not recognize the man.

"I am ready for my assignment" the engineer said eager to leave the presence of this man or learn the fate of this prisoner.

The transport was being loaded with troops, borgs, ACPA, weapons, and supplies. He would be building bases, camps and forts. Arming a new generations of terrorists for Suburo's revenge. He would be linking up with a network of terrorist from around the globe building for them the means to strike their enemy. He felt a slave to fate, his karma such that he must live his ancestors life over again. Well if this was to be the case then he would plan his escape as they had in the past. Surrounded by his allies and captors he would set himself free making his path in front of them all, slowly over the course of months. But he knew would take time to be successful.

He linked up with Arasaka operations all over the globe. Now catering to the needs of the worlds terrorists, Nihilist and rogue states. Turning full circle from the security firm that the Arasaka corporation once was. And hidden inside this deep network lay his escape that when the time was right he would use to avail from this insanity and see if there was anything left in life worth living for.

Nothing short of the finest blueglass was going to take the edge off of Dieter Esslin headache. But all he had were some pussy stimulants and cigarettes. He was agitated enough to spill some virgin blood and stomp on some cute puppies right about now. After he realized how much time he lost when he passed out due to malnutrition over the long hours he put in prepping his ultimate run, the headaches had set in. He was out for a week and a half. And the EBM dweebs were pissing down his neck over their problems. He fired his sonic disruptor at them after screaming about how he was only saving the frack'n world. He stepped over their unconscious and soiled bodies so he might check the build progress of his new program.

```
GOD bashx: IWIN build -rz
```

```
***** build
***** 100%
***** errors
***** none
```

```
GOD bashx:z
```

"oh, goody" dieter thought. First thing to go right all day. Now its time to start. With that he copied the file to his operation station and jacked in. For starters Dieter slammed through every EBM company LDL before landing back at the Night City Net space data fort. Jaunted over to the nearest medium data fortress that he could find and attacked it. This as expected brought a single Netwatch cop to the scene first as it was not a very high priority site. Dieter had taken the time to steal the sysops signal id and mask his own with it and vise versa to the original sysop. So the dumb cop went ahead and started spewing jack attacks at the poor bastard while Dieter shot of his zombie at the Netwatch cop. It was amazing how simple it was. Having been the world greatest sysop ever, he knew every trick in the book. But he was starting to see why the amateur runners ran against company data forts so often. Its a real rush.

Dieter spent a few moments hacking away at the cops deck until he had the access codes he was looking for. Not killing the poor vegetable kept the data intact also he could'nt very well pretent to be a cop if the man in the station or what ever these dorks call it head blew up. So now it was off to Netwatch. Once inside he fudged around until he got enough clearance to jump around anyplace inside he liked. He began to run traces on all of the runners that he was going to need by running a daemon program that he had in the government channels that intercepted cellular transmissions. This part took awhile so he went back to cover his trial. After he found the one's that he was looking for he activated his daemon inside the Interpol and in the CIA to run OmniCron a program that was set up to slave all drone surveillance around a target. Every sensor, camera, computer, or device would become part of a tracking system while remaining as unobtrusive to whomever equipment was being slaved. The roaming tracker would follow its target wherever it may go reporting whatever information is available on the target. Needless to say this was not a kind of program that Dieter could just pack into a workstation. Huge farms of monster systems in the respective agency were chugging away with the problem. Tracking less than ten people would make it possible to keep the resource use below any red flag limits, and avoid scrutiny.

Menu_GOD:z

status report tracking targets.

target #1 ***** locked id =
Spider_Murphy location GPS *** ** *** status
= tracking

target #2 ***** locked id = Dog
location GPS *** ** *** status = tracking

target #3 ***** locked id = Edger
location GPS *** ** *** status = tracking

"Good. Time to shake things up." Dieter said. Then unleashed Netwatch on the unsuspecting group. ooh time to run spank monkeys yeah, he smiled. He let them stew for a few months while he did damage control for his annoying employers. The whole time he watched his little lab mice run circles around Netwatch. Not bad spanks, he thought. But he decided it was time to throw them a bone. He sent them two messages. One was a impossibly garbled message that he left singed only "A". The second was a document sampling EBM records on the dataKrash virus and security details on the witch database this information was stored. Dieter was no longer interested in the virus really. He had his answer and wanted to give it to the elusive "A" that had insulted his intelligence. He had a pretty good idea that at least one of these three knew were the pussy is. He hinted that he wished to extracted from EBM, not telling them who he really is of course so that he could get in close. The dataKrash leak is just a lure.

As expected they went with the bait. Edger and Dog stormed the EBM data fort while Spider Murphy presumably went to speak with "A". Dieter went after Spider Murphy leaving the others to his trap. Following at a distance he found himself getting nervous. How strange he thought considering that he was kicking so much ass. The stupid girl traveled to a ghost town in depth of wilderspace. Much to his surprise it was full of rogue AI's! He watched for as long as he felt safe while Spider Murphy found a specific AI and began to speak to her. Dieter almost fell asleep when he suddenly heard the AI's name. "ALT."

Dieter sprang into action unleashing his copy of the dataKrash and popped out of hiding. "How do like me now you dumb bitch?" his burly action hero icon pointed a knowing finger. They were all to dumb founded to react he could see.

"Remember this you stupid, silicon headed, virtual spank monkey?" he displayed the message that he got so many months ago that set it all off in the beginning. " This is what you get when you mess with the Ess. Hugh oh yeah." His icon strutted and posed in victory.

"Essler. You stupid fool. I didn't send you that message." Alt told. "It must have come from Akira! I cant believe you. You've destroyed Haven for your silly pride. I'm going to kill you my self." Alt began to move for Ess but she sensed that there was no time.

Dieter sort of, well panicked popping off firestarters and killer programs before he jacked out. What the frack is going on he wondered. And who the hell is Akira.

The man pulled the knife out of his ass. And screamed "You crazy bitch ya stabbed my ass." This was promptly answered by Jens fist that deftly struck the crank monkey in the temple. He was knocked out cold. She continued through the crowd of mixed sub-culture flash-junkie raver punk rockers, trying to find a fixer with information on hot war smuggling ops. Really what she wanted was to confirm that C.J. O' Reilly had been taken prisoner by Arasaka. The fixers name was Seephoo, and was a mix of Chinese and African-American. He was wearing a junk yard armor jacket and his hair was in large dreads. There were no body guards that she could spot but wasn't going to discount the possibility.

"Seephoo. I did what you ask of me. Now give me the information." she demanded.

"Ah, Baby Spice. its so good to see you. Your looking so hot, so hot momma." Seephoo went on looking her up and down.

Jan had done a several jobs in Night City trying to find C.J. and some of the jobs she was not very proud of. She was pretty sure that some of the harbor patrol cops got flatlined on the last run. And the shipments were weapons, that she pretty the sure the Red Chrome Legion unloaded not because they were long shore-men. "Just give the information so I may

leave."

"All in good time, all in good time Baby Spice." She hated it when he called her that. Something from his childhood he said. "I want you to look at this." they went into a room back stage were there was something resembling a office. Seephoo handed her a rifle and nodded his head indicating that he wished her to examine the weapon.

"M4 carbine, reflex site, well maintained." She peered into the chamber and could see there had been modifications. "It's been mod'd to fire caseless ammunition." it was kind of keen. But she kept her poker face on. "Im a pistolero." And handed the weapon back. Seephoo rejected it and shook his head.

"No, no Baby Spice its yours. Sort of a constellation prize for all your hard work. Besides I have the Inquisitor techs working on boat loads of them. Its time you got your due."

Jan Brent braced her self for just a second expecting an attack at any moment but Seephoo just laughed at her and through a envelope at her. "Bye, bye Baby Spice were your going I don't think we will meet again."

She walked out with less difficulty this time now that everyone could tell the rifle carrying woman was a solo she had a wide birth. Boat loads of weapons, Red Chrome Legion unloading, Inquisitor techs modding weapons. What is going on? Could the rumors of an alliance between the neo-nazi's and the anti-metal heads be true. Doesn't matter, I have what I came for. She grew cold at that thought. What would C.J. or Morgan think of that. She was washing in the mud trying to find her friends and it was destroying everything she stood for. She was a edgerunner not a soulless mercenary. A true pro, but there were few left and she was determined to find out were the best had gone. Besides after a moments thought it was more likely that the Inquisitors were setting up the RCL and using them. It had happened in the past they just make sure know one talks about it.

She poured over the contents of the package for hours. The locations, names, security layouts, contacts. It was a daunting operation. She would need help that was for sure. But were was she going to find a team that could pull this operation off? So many were dead and gone. It

would be some time before she could get the right people for the job. Seephoo had done good. The intelligence was just what she needed. And so she decided that it was time to start recruiting. Her apartment was a tenement on the edge of the combat zone. Night City police were still reorganizing after the chaos of the "Hot War", leaving much of the city and state for that matter under the control of the national guard and U.S. army. General Eddington temporarily moved COG command to the base north of Night City having the effect of turning any street brawl in the city into potential war zones. So she moved around the city with care. Having made so many enemies over the months it was smart to lay low.

As fate would have it today was not a good day to leave home. The bar she entered known as the "Forlorn Hope" was strangely full of members of the Red Chrome Legion. Jan didn't want a fight but knew too many of the people in the hope to leave them in a jam.

Scorcher a Red Chrome Captain raised from his table to face the Professor. The bar owner and ex-ranger. "Look I told that this is now the home of the RCL and your going stand back and like it." the captain said loving every second of it. Muscling out the owner of the "Hope" would have been a pipe dream a few years back. But now anything goes.

"I have faced down worse than you and your retarded nazi friends. So if you no what's good for you. You will head back to your leader and tell him the "Hope" belongs to the Long Riders and no one else." he then pointed to a banner over the stage were the lobby stairs would have been located. "Can you read that? It says LRT-601, and this is the home of the veterans of the Central American Conflict, got it?"

"Oh I got it teach. Your dead." The RCL captain was about to reach for his weapon followed by the twenty or so of his men when a canister landed in the middle of a group of RCL members. It was a high explosive grenade no doubt stolen from the military. They were to dumb founded to do anything but gock at it. Jan wasn't nor were any of the others in the bar. It went off with a profound force blasting ten men off their feet and four and halve feet in the air. Ripping three into burning pieces, and shredding others with wooden shrapnel from the chairs and tables. Everyone was on the floor now, Jan as

all the others able to gather themselves pulled out their weapons and picking out their targets. Shots started going off filling the old hotel lobby that now served as the main bar of the Forlorn with more smoke. Jan dived behind a support beam in time to avoid a stream of sub-machinun fire. All time seemed to slow as she turned to the other side of the support beam assuming her fire position. Three targets were clear and so three RCL's dropped with head wounds from her Fed Arms 10mm. Five others locals or employees from the bar returned fire on the the RCL members. But not all of them were denied return fire. She could here screams from the some of the patrons, and she decided to act. Leaping from her cover toward some tables and bodies. Drew some more fire from the opposition as the remaining patrons picked them off. As luck would have it as soon as Jan rolled back to her feet she caught the RCL captain trying to flank them. Just before his faced exploded she savored the dumb look on his face. The room was secure and she moved to check for survivors. Her stomach went tight with pain when she saw the professor lying in a puddle of blood. She went to him immediately checking his wound. She could see that if he got to a hospital he would make it but there was little time.

"Jan Brent. What are you doing here? Get out now before." He was cut off before he could finish when the door was slammed open. A team of Inquisitors opened fire into the room.

Two days later the Professor and Mary Anne stood in the hospital listening to the doctor explain the severity of Jan wounds. "She will need several months to recover. But she is a strong one. The worst part is over." the doctor said.

"Can we see her?" Mary Anne asked. The Professor gripped his hand.

"For a few minutes only. I want her to get more rest."

"Thank you doctor. We appreciate it." Professor said. It had taken some explaining that Jan had lost everyone. And that they were her only friends left. But the doctor had come around having seen the same story so many times.

Both the Professor and Mary Anne wanted to just die seeing how weak Jan looked. But they did their best to keep the concern from showing.

"Hello Jan....Hmm. Well because of you the Hope still stands. I owe more than you know for that. Mary Anne and I thank you both from the bottom of our hearts, really." The Professor finally said to break the quiet in the room. Jan tried to speak but it just above a whisper. He leaned close to her what she had to say.

Mary Anne watched intently as Jan whispered into his husband's ear. After a moment he could see the Professor's eyes go wide, his face a picture of surprise.

The hospital coma room in Philly was full of stunned and surprised doctors all checking out the senior citizen as they called him who magically awoke from his nearly two decade long sleep. He had never responded to any coma treatments over the years. But they could do anything do the sleeping beauty's legal protection from high on up. And so he took a whole room to himself. But then just as strange as the comatose stranger's appearance was he awoke. No one that had even seen him emitted worked at the hospital any more. Just another oddity in the medical profession that no one thought any one would be able to solve. Their battery of questions and tests had turned up little to satisfy their curiosity.

The old man thought all the fuss over him was humorous. And bided his time, following his doctor's advice. He explained that he was a business man from the Baltimore area. And his name is Jake Stable, this was all a lie of course to maintain his cover. While being treated for his extended stay in bed he befriended an orderly and watched television so that he may catch up on events. It was only when he learned the passing of an event over the many years with his absence that he became distressed. Everything was all wrong, all the work he had gone through had been undone. He was angry now, and determined. All the doctors were impressed by his tenacity and will to recover. Some one in their upper 80's would rarely push as hard, content to lay back down in some state not much different from the coma he emerged.

He talked his orderly into letting his troubled bother run some errands for him for some money. Telling him he could pay him after he did the first job. And so the orderlies younger bother traveled down to a wasted part of Baltimore. The remains of an old gym sat inside of the combat

zone, so the boy packed his gun and made sure to have it ready at a moment's notice. He retrieved the contents out of a locker inside the building and slipped out of the city as fast as possible.

Inside a gym bag that was stored in the locker were a laptop computer, very old, 10,000 in American dollars, passports, ID's, and a 9mm Beretta which the old man said the kid could keep.

The old man decided to tackle the computer first. He decided not to try and hook it up to the Internet, no the Net because he heard it seemed to have some kind of bug. So he spent a day trying to get a power adaptor that would work. And sent the kid out to buy him a new computer. It took weeks to get up to speed in the new world but when he did he felt very sad. So much had changed. From the looks of things he would have to start completely over. But it was too depressing to face, and he began to contemplate the fate of his world and wished to die.

Seeing their old uncle, that's how they thought of him so down alarmed them. So everyone got together and tried different things to cheer him up. But nothing seemed to work on the old cave man. Except for the young bother of the orderly who had taken it upon himself to act as security for him. This inspired the old man. Yes he thought there maybe was still hope for this world after all. And so while redoubling his recovery efforts he searched for his contacts and resources trying to rebuild from the ashes.

After a month of very careful searching he discovered that one of his men, the only one for the job really was still active. And so he put into motion contacting him and reactivating his network. Just in time since he was going to have to take time off for some revolutionary medical procedure.

The punk kid sat at the old bus stop outside Langly, and his hand ever so simply reached under him as he was rising to leave placing a small package with a magnet to a metal plate under the bench. It wasn't a bad drop but Mr. Childs thought but could tell that he was an amateur. When the kid was gone he retrieved the package slipping it into his briefcase and left. It wasn't until he reached a restaurant that he opened the package and read the message

there in. He almost choked on his pasta when he read what it said. He was being reactivated.

"What! The! Fu..." He began to say then shut up. Then he order the check right away and left. On the ride back to his apartment he wondered if it could be true. No, how could that be possible. A trap set up by internal affairs that must be it. There's a confirmation code in the letter that disturbed him further. He could use it of course. He destroyed his code book decades ago. No the only way to find out for sure was to find the boy. He jacked into his personal computer and downloaded the images from his cyber-eye cam. A amateur, That may be the one thing that really does make sense. If the director is reactivating me then he would have to use people new and unknown. Oh well he will know soon enough.

He covered his tracks while using his resources to find the kid. A few minor crimes that the young killer in training had picked up matched the pictures taken. He picked the punker up later and he had additional information for him this time. It seems indeed that the director had survived some how. And is as active as ever. His instruction were short and direct. The reconstruction of a global network. All the resources needed to start were listed and would need to be recovered. Mr. Childs thought some of the smuggling rings that he been after would do just fine. He stopped just then to wonder what he was doing. By god this was crazy. The NSA was dead and gone. Even when he was a kid he wanted to get into the NSA. They deemed him fit for a operation to insert himself into Langly. Soon after the "Gang of Four" collapsed and the CIA absorbed them all. He never liked were things were going or have been for years. The old ways got results, the length that the Euros went to take us down a notch or two is testament to how badly we were needed. God he felt more alive then he has in years. He decided that this was a blessing. A chance to run ops like they were meant to. They were going to shake up everyone. Get those damn Euros for the bastards they are, and idiots running the country for screwing around for so long. Whoring out are country the way they have. No it was payback time.

Mr. Childs started getting to work seeing who would make good agents to recruit. They would have to fit the profile. And then make sure all the appropriate measures are taken to start opening channels with various groups that would choke

their enemies. Turn up the pressure so high they beg for us to return to power. It was the kind of power play that can only be made by a genius with the balls to risk everything. Most would never do it, and thats why they will always lose to the ones who do have what takes. It would take time but that was fine, because anything worth doing takes time. There was plenty of gold that was hidden away that would finance things right away, and some very large stock piles of weapons. Enough really to start few wars. Never mind that its all twenty years old, guns are guns. Criminals aren't to picky, especially when the price is right. And they can afford to bottom out the black market arms racket. Then co-opt the smugglers, add on some of those Arasaka mercs entering the fields and you got quite a network. And thats just for starter, Mr. Childs smiled.

Global Report

2023 and days following the turbulent hot war are no less exciting. Aftermath's run down every facet of life. Peoples frustrated with the lack power over their destiny. Watch corporate Imperialism nearly drag them into total destruction. And if they don't band together fast they may yet suffer another collapse.

The dataKrash virus sweeping through the Net is the a chance to change the status quo that has gridlocked the social ladder. And limited public power to govern itself. Many will try to take this opportunity to try to cause mayhem. Others will do damage fighting to keep things the way they are. But no matter how you look at it things are going to change.

While the Leaders must decide what to do with their Militech and Arasaka holdings. The world must answer it s economic needs and firmly deal with the abusive corporations. Hamstrung by the rapid loss of reliable data, and reliable Net communication.

The events that unfold deal with these issues and many more painting the world that cyberpunk will be living in and the future of, the "dark future".

United States

Having Nationalized the assets of Militech And Arasaka and ending the siege in night city. The government is in a mopping up and repair mode. But the country is angry. Just Days later Senator Michael Dane Political Independent Party

Majority Leader, created a bill and submitted it to the senate. About three weeks later a vote was called and the bill was passed. Suspending the corporate representation in the Senate and Regional Committees, And the weapon zone laws are restricted to reduce black-ops. And produce a set of laws that govern corporate ethics, fair trade practice, and many other issue. The first bill is set to last 6 months and be redrafted after purposed laws and and enforcement methods can be determined. The Bill is balanced however, understanding that business must go on. It is designed to restrict and punish corporate imperialism not economic prosperity.

Cooperating company's can enjoy lower tax tariffs and possible stimulus from the government assets by engaging in domestic programs to rebuild the nations infrastructure and give aid to American citizens in need. As well as meeting trade and environmental standards.

3 months into the plan the upper management buck at the restraints on their multilateral business practices and fight back with many underhanded deals. Executives using the DataKrash as cover price fix, black mail, and unleash their black-ops teams. Going right back to business or turning the pressure up even higher. The Secretary of Defense using resources from the DOD forms the Militech/Arasaka Personal and assets that remain into a rapid reactionary force. Aimed at putting corporations in check. All company's living up to the standards set by law as ethical and legal will be protected by the federal government. And the point men in this enforcement will be this new task force. They rack up enough successes to get the point across. The law is the law.

Over the course of the next 9 months many foreign and even some national company's subsidiaries and offices/holding in the state frustrated with the upper managements practices and appealing to incentive programs begin to nationalize. Upping the ante in the cold war between the USA and the EEC. Forcing both nations to better assert themselves, less the balance of power shift once more.

Before the year ends Michael Dane after rallying nearly all the states in what was the most unified time in United States since before the Collapse passes the finalized version of the

Corporate Ethics Bill into law. His massive struggle to maintain this movement despite such strong corporate influence would not have been possible if not for the amazing support of literally tens if not hundreds of millions of like minded americans. Coupling underground media with certain mainstream and righteous purpose the bill maintained enough votes to survive. Many see it as a road to Americas redemption or as revolutionary victory. But Michael Dane knows its just the beginning, a step in the right direction, America on the mend. Two steps forward, one step back. Everyone will have to be vigilant to enjoy any freedom. And fight hard to gain more.

(note: the fiercest opposition to the Bill and movement come from corporate backed Gerald Hasting.)

EEC

Europe was sheltered from much of the hot war. But suffered none the less from the conflict. Striking down Arasaka and Militech holding with dragoons of anti-terrorist special forces teams. But DataKrash came as a big surprise. Eurotheatre Net was the most sophisticated in the world. But suffers the same government and corporate alike were loosing data hand over fist. Leaving everyone batting their head as to how they would conduct life with a communication set back of nearly a 100 years.

Coupled with the revolution in the Pan African Confederation threats to their orbital lift platforms and holdings in the continent. Along with the bothersome US Corporate Ethics Bill. The famous Euro cool is starting to crack.

Mid 2023 the PAC rebels seizure of ESA's holding in Africa turns a troubling brushfire into a full blown war. Not really the EEC style. Never having directly fought in a war the country very displeased sends in their military. Taxing the troubled super power as is, it even lowers the quality of life in some of the richer members vulnerable sectors. The Rebels using the European assets as hostages and shields from the hight tech weapons and mass-drivers in space a bloody and costly war rages on across africa for 5 months. costing untold Billions in losses for the EEC and too many lives to count in Africa.

Losing many of their American companies, Subsidiaries, holdings in the states in the those

months. The facts were almost too much to bare for the young nation of old kings. Orders to step up their strategic standing against US to Interpol and the European Defense Force. Research into advanced magnetometer sensors on orbital satellites that can detect submarines and track them, to nullify the United States Navy's strategic Nuclear advantage. This will be their highest priority and most guarded state secret.

Japan

The duplicity of Japan. Its people work hard and maintain a strong sense of duty in all things. As a country involved in world politics they feel duty bound to be a responsible nation. At the same time there is the ancient and totalitarian zaibatsu's. That steer the nation toward expansion, and domination. This is what has allowed Arasaka to be successful, rising to the top of the pile of zaibatsu's with a unheeding drive to push their influence across the globe. October 20th the Japanese government nationalized Arasaka's South East Asian and Pacific assets. Affectively bring a end to the conflict in the region. But the zaibatsu's fight for dominance and many still respect or fear Suburo.

As the cold war stirs up again between US and the EEC. Japan is pressured by both sides. The United States attempts to bolster its strategic strength in the Pacific and South East Asia by expanding their mutual defensive pack along with China. While the EEC just try's to make it very unappealing.

South America

Most of SouthAm is just trying to weather the storm. While Columbia and Brazil are teeming with respectfully Militech and Arasaka renegade forces degenerating into a full blown war. Aside from some enclaves in japan, Brazil is the last major base of operation that Arasaka can openly operate out of. The fight is furious as Suburo's orders take the renegades into a spiraling journey of destruction. Allying with radical and nihilistic terrorist. And selling itself out as a mercenary force. Only death and destruction awaits those who host these forces. Over the next few years Arasaka and Militech lose their influence over these countries as their dwindling forces fall apart and scatter.

China

Struggling with its own paranoia during the war and the economic crises brought on by the wars and DataKrash. China is also feeling the same pressure to live up to its Mutual Protection Pact with US, gaining the ire of the EEC.

Russia

the country fairs better then most, except for the avgas war. SovOils deeply rooted in the Russian government and does its share of damage to the economy.

Africa

In the last 6-8 months africa has been under going massive changes. A secret military coup has been taking place in the shadow of the 4th corporate war. The Pan African Confederations work to unite the nations of the war and disease ravages county have been slowly unraveled. General Tukhu Jubalah playing on the impatience of the people and warlords with the retarded reconstruction of africa and over meddling of foreign nations like the EEC. And the exploitation of foreign nations and corporation. Combined with the Generals super legendary reputation in africa as a charismatic warlord has made his military control almost complete. Once the effects of the DataKrash started to show early on in africa causing the fragile Net region to drop through out 80% of the continent. Jubalah took this as his opportunity to commit his coup. To secure his place as a powerful leader Jubalah captures ESA and Orbital Air launch assets and all other facilities and personal. Planning on Ransoming and nationalizing the captured goods. The Generals commands vast numbers of troops. And has the support of nearly every warlord. The PAC army mostly is made up of a force about equal to a national guard unit, bolstered by a massive militia.

With out fear of taking casualties Jubalah plans on taking all the sites and cuts them off from support in a matter of hours. The EEC failure to foresee the attack has lead to many rolling heads at Interpol.

The streets and deserts are littered with the dead. And the coming storm only promises to be worse by far. The EEC refuses to acknowledge the PAC new leadership and has declared their action bold faced terrorism. No negotiations, no deals. The EEC reluctantly engages IDF for the first time in mass outside of Europe or the

northern most reaches of the African continent.

The rest of the year follows with bloody death as a combination reluctant politicians and a overconfident army with superior military, takes on the massive well organized and steady natives dedicated to fighting.

Orbital habitats

The chaos of the 4th corp war has spilt into the space once again. Another O'Niell space station has claimed its independence and many destroyed killsats litter the orbit. Now the highriders are packing in for some tough and isolated times as the DataKrash and economic mess will no doubt be leaving them on their own for some time. It will test the limits of space survival. ESA's trouble only hinders the highriders. This will likely just deepen the roots of independent minded highriders, and fan the fires of revolution.

Corporate Responses Business as usual

The arms and securities void start to be filled by late 2023 but there are still many lingering issues that the war has left behind. Markets struggle to meet demands, while nations stagger to hold jobs, global economic stability remains fragile at best. Further hamstrung by the random attacks of the DataKRASH virus burning through the NET combined with heating tension between nations the situation may not improve very soon. The corporate community has too much to lose in such unstable times and matters are made worse by the level of intervention by local governments. Many have overplayed their hand, being seen as potential warmongers like Militech and Arasaka. The Whole system is being shaken up from the foundations, only time will tell what the world will really look like.

Perhaps the temporary truce that was effected in the middle of the hot war will be upheld by some of the major corps in order to weather the political storm that is sure to do more damage than any smart bomb ever could to the megacorps. Never the less only the very shrewd and cunning members can adapt fast enough to come out on top of such chaos. Who will it be?

The Current Direction

Arasaka

Suboru Arasaka is faced with a daunting decision. If he lived up to his belief in the bushido code he would take his life in order to absolve his shame. But he has convinced himself that he has not been defeated. That now he has been released of his restraints and now can conduct his war with out handicaps.

As a business the Arasaka Corporation is over. It lives on now as a powerful terror network. Bent on tearing down the world to its foundations. Loyal soldiers remaining in Arasaka are the most fanatical and brain-washed. They have consolidated as many resources they can in a few bases. And throughout Brazil were their war is still fought openly. For now Arasaka is building strength and gathering allies selling their services as mercenary's.

As for Arasaka in japan. The country has nationalized the company's assets in south east asia. Pulling their troops into the SDF or disbanding them. Many are put into policing and security to relieve the country of its financial burden. The Bank Of Arasaka has taken and records checked with Infocomp for authentication in order to maintain a stable economy in asia as possible.

In the United States the Troops that have been gathered from bases around the country or traveling from ops. Are being intergrated into a military program to enforce the Corporate Ethics laws jointly with the CIA LawDiv.

Militech

Donald Lundee has led the financial arms institution into the abyss. With the government turning the heat up, Lundee the Militech chairman in one of his last act for the company ordered the break up and release of some of its major subsidiaries. Announcing on October 29th that they would be forming (or reforming) the arms developer Armatech-Lucessi. Taking with it some of the bright minds of Militechs R&D and finance administration. By the end of the year Militech as a corporate entity ceases to exist. U.S. nationalizes the resources in north america, while the rest of the world follows suit, if they hadn't already started. Militech troops and personal are reserved for a special mopping up operations. Then after a review are considered for further service in the Rapid Reaction Force,

or released back into the private sector. Only those who committed unforgivable crimes; such as murder on massive scale, killing non combatants, ect., are further prosecuted.

Lundee is given command of The RRF with a aim to keep it as effective as possible while maintain low overhead cost. Feeling guilt ridden for his ego mania, at the head of Militech and the damage he brought to the world and his country, he has made it his mission to make the RRF a success. Militech troops and personal are mixed in with Arasaka units along with U.S. military forces to create the RRF. And Donald Lundee has proven his leadership abilities by showing that this diverse integration can be a strength, not the fractured mess that the experts predict.

Biotechnica

Biotech jockeys for its position in the aftermath of the war. Finding were its comfort zone is in the economic and political hurricane. It will likely maintain its neutrality and ride out the chaos. This will be tested when their policy is measured next to the new American laws that the company must face.

Diverse Media Systems

DMS was whoring up the war like the rest. But has anticipated the back lash to a degree. And is attempting meet demands and avoid being dismantled. All in hopes to rise above the other networks. In the mean time they are plagued by technical problems related to the DataKrash. They hope to overcome the difficulties and rise above Net 54 as the dominant media empire.

Euro Business Machines

Suffering some collateral damage in the war and in forefront of the DataKrash. EBM is perhaps the number one supplier of WORM drives. Making them instrumental for retaking the NET.

Infocomp

Having the largest secure database's in the world Infocomp stands to profit tremendously. Reliable information will be needed to move forward when the crises in averted. Infocomp may feel that it is above any of the petty laws that US may pass.

International Electronics Corporation

Business has been very good. And the future looks even better. But there have been some

bumps in the road. The collapse of Arasaka and Militech has ment that two lucrative customers have been lost. But much of their business will return with companies that come to fill the vacuum. Also Arasaka no longer fearing reprisals have launched attacks on IEC to steal as much resources as possible. IEC saw this coming and had been bolstering forces for a day they feared that both company's would come for them. Now IEC has one of the largest black op forces and uses it to, lets say mold the competition to more favorable terms. Meddling in the murky world of terror and international crime a game that IEC thought they were good at. Until they found themselves stuck in a spider web of black mail and deceit. Now IEC is in the unusual position of being bed fellows with a crafty and growing network of terrorist. How could this of happened the exec.'s wonder?

Merrill, Asukaga & Finch

This insidious firms plotting has back fired on them. Manipulating events and playing the stock market to get dirt cheap stock options and a large chunk of the arms market. Blew up in their face when the DataKrash did a number on their firms database. Making a mess of their financial records. The firm is now under a audit and brisling under the restrictions in America.

Microtech

Now is the time for Mircotech to step up to the plate. With the DataKrash ravaging the NET there is a great demand for solutions for the problems. New hardware will roll out to meet the demand in software, as the changing face of the NET begins to take shape.

Network News 54

Media mania in the war revealed much of the worse that is corporate abuse of power. Watching their giant gang war drama play out on television worldwide only fueled the publics hatred. The Corporate Ethics Bill clamps down hard on the media. Talk of breaking up company's and redistributing subsidiaries has been flying around the hill. This makes Net 54 one of the biggest enemies of the wave of corporate reform sweeping the nation. While smiling and playing to the crowd they are at the same time trying to play down the level anti-corporate sentiment. It's failing dismally. Net 54 approval rates drop rapidly as the month pass and NET 54 unshakeable position in the air waves looks vulnerable.

Orbital Air

OA shifts its direction to dealing with the crises of the wars aftermath. The heart of OA lay in the Kilimanjaro massdriver that has been seized by the rebel forces of General Jubalah. All their remaining facility's are stressed to the max. And many fear they will not be able to meet the demand of orbital people in time. This has lead to purchases of every possible piece of equipment out on the market or even in mothball. Rockets, lifts and anything that will launch or can be restored going back as far as the mid 60's.

Petrochem

Making fortunes and pissing everyone off. Petrochem slowly relieves the pressure on the CHOOH2, dropping prices slowly. The company also bucks at the Corporate Ethics Bill and lobby's aggressively against it passing. But they had pulled too many strings to make a marketable fuel shortage as a result overplayed their hand. Politicians are wary of being exposed as puppets of the fuel giant.

SovOil

As before they are doing much the same as Petrochem. Except that there is next to no corporate reform happening. So business is good.

Trauma Team International

Business has slowed slightly. The world is still a very, very, violent place. Jumps in business from DataKrash related rioting and general chaos keeps things moving.

World News Service

WNS played dirty with NET 54 and is paying the price with them. In the wave of Corporate reform will undermine their expansion. Made worse by their attempts at damage control. The DataKrash has also made for some amazing and embarrassing mistakes. Bad facts, lost signals, unreliable reporting. In the meantime DMS is starting to take the high road by moving toward appeasement of the Corporate Ethics Bill. They may jump to the new dominating media force.

WorldSat Communication Network

WCN is getting a lot of flack for the NET problems. But in truth the virus has little to do with the communication company. However the company is considering how to turn the situation to their advantage. Perhaps rolling out a new

NET algorithm will bypass the virus and give WCN a near monopoly on ISP of the NET. One more step to world domination.

ZetaTech

Selling steady through the war only the DataKrash distrupts business. This paranoid company is now trying to jump into the DataKrash battle with the aim to come out on top. Releasing tech and software designed to give their company a edge in the NET.

The Lazarus Group

The war has proven once again that TLG is a premium service like none other. However the company is being stretched to the limit. And is running mostly defensive contracts over long times. This is not suited to their company's mission. And are desperately looking to phase out of this market.

The pressure in the states by anti-corporate extremist are pushing to create laws that will make combat based contracts illegal. This could spell doom for their business with in the states. But TLG will play their it cool as they know that America is not ready to eliminate corporate security and never will be. TLG is still to important to the country for policing and defense.

Major Players(NPC)

Senator Michael Dane

Role: Politician

Stats: INT 8 REF 5 TECH 7 COOL 9

ATTR 7 MA 5 LUCK 7 BODY 6 EMP 8

Skills: Charismatic Leadership 7 Awar./Notice 3
Education Gen./Know 6

Wardrobe & Style 6 Composition 5 Persuasion 8

Oratory 8 Social 6 History 5

Library Search 4 Human Perc. 7 Accounting 4

Expert Corp Know. 5 Stock

Market 3 Expert Law 5

Cyberware: CyberAudio, Radio link, Noise filter.

Dane has steadily risen to the top of the independent party and was elected a senator before he turned 45. Before he entered politics he was in business. He watched first hand the the crash tear down his business and the damage it did to the world. So he decided to enter public service. Not satisfied with the way the country was being ran he joined the independent party. In the first few years he did more to unify the collective jumble that was the independent party than any one thought was possible. With his reputation as a bridge builder and a unifying leader he was elected up the ranks into the senate.

Always not far from his mind was the collapse and how government and corporate irresponsibility lead to such chaos. He has sworn to never let this happen again. When the firestorm of the forth corp war flared up. He went to work trying to get intervention as soon a possible. He was hamstrung by the state governments willing to turn a blind eye for the pay off from corporate lobbyist. But when the damage was tallied up it became clear that the war was out of control. Politicians began to realize that their specialist and advisors were snakes. And that they had turned themselves into willing puppets.

Michael Dane introduced the Corporate Ethics Bill, and the country rallied behind it. The senator is now got his hands full trying to finalize the bill and fight corporate opposition. The Secret Service is stepping up security with great concern.

William Robert Shaftoe Waterhouse

Role: Solo

Stats: INT 9 REF 9 TECH 6 COOL 9

ATTR 7 MA 7 LUCK 9 BODY 7 EMP 6

Skills: Combat Sense 6 Awar./Notice 5

Education Gen./Know 4

Leadership 3 Endurance 4 Swimming 7

Weapons Tech 4 Rifle 6

Handgun 4 Submachinegun 4 Melee 4 Judo 4

Dodge/Escapes 5

Drive 4 Wilderness Survival 6 Demolitions 6

SCUBA 6 Pilot Boats 6

Squad Tactics 6 Stealth 5 Shadow Track 5

Hide/Evade 5 Heavy Weapons 4

Basic Tech 4 Athletics 6

Cyberware: Neuralware Processor, Smart gun link, Chip Socket.

Bill Waterhouse comes from a long line of great warriors, the Shaftoes. And and long line of geniuses, Waterhouses. His mother and father were part of business ventures all over the Philippines, doing their best to help the islands survive the global effects the collapse created. Billy as his mother would call him grew up following his grandfathers steps joining into the navy and become a SEAL. But was fed up with the deplorable way the Central American conflicts were handled and left service with a honorable discharge. Returning to the Philippines to head security matters with his family company. Matched with his sister and bother they quickly grew to be known as some of the most versatile edgerunners on the islands. Billy and his family struggled often with corrupt corporations, governments, and scum that infest the Philippines. And so when the hot war started to come around Billy feared history was repeating itself and that the Island would be wasted in the battle for world supremacy. Feeling the pressure was to high Billy reluctantly joined forces with Militech to fight the encroaching power of Arasaka. His performance was to say the least spectacular, which is was landed him one of the first slots in the U.S. Rapid Response units after he was arrested running ops against Arasaka outside of Orlando, Florida.

He was selected by Senator Dane as the Director of TRICOM and ordered to take charge of raining in the corps and prevent another corporate war.

BlackFlag

Role: Nihilist

Stats: INT 9 REF 9/11 TECH 5 COOL 10
ATTR 6 MA 6 LUCK 8 BODY 7 EMP 1

Skills: Nihilist Command 10, Awareness/Notice 7, Demolitions 6, Handgun 6, Leadership 8, Persuasion & Fast talk 7, Melee 5, Fencing 7, Judo 6, Streetwise 8, Drive 4, Motorcycle 5, Hide/Evade 7, Dodge/Escape 6 Disguise 7

Cyberware: Neuralware Processor, Smart gun link, Chip Socket, Pain Editor, Medium subdermal armor housing personal force field, Skinweave, Last word, The doom sayer, Virtual cyberoptic observer, Micro-EMC generator, Left cyberarm w/interchangeable hand and fingers, Palm bomb, 3 grenade fingers, Retractable mono talon w/poison stinger finger, Painting laser finger.

No one knows for sure where this figure came from. Possessing uncanny leadership abilities he has captured the Nihilist movement giving it direction and purpose to the horror of the world. Falling deep into the growing Network of criminals and terrorists of the globe. Gaining incredible resources as reward for his successes in suicidal missions across the globe, has turned him into a walking arsenal. This has also served to wear away any humanity that may have existed in this poor twisted mind. He has been upgraded with multiple cyber-systems of extremely illegal nature to make BlackFlag nearly unstoppable. Along with a collection of cleverly disguised weapons such as the mono-talon laced with poison and a painter finger to guide heavy weapons at targets, to the disguised cascading munition pistol made to look like a pocket computer. And actually functions as a pocket computer. And to take down armor even as heavy as borgs and ACPA's there is the Hellion Saber to which BlackFlag is one of the only people mad enough to use.

If he realizes that his time has come then he will attempt to use the doom sayer gas installed inside him then follow with a delayed explosion from the last word. But of course if his heart stops then the last word kicks in anyways. With the Micro-EMC generator BlackFlag tends to force his opponents to engage him closely so that he may take down as many people with him.

BlackFlag is a utter monster that has gone completely mad likely before he was cybered up.

Morgan Blackhand Clone Version Optional:

BlackFlag(Morgan Blackhand Clone)

Role: Nihilist ex-solo

Stats: INT 9 REF 10/11 TECH 8 COOL 10
ATTR 8 MA 8 LUCK 10 BODY 9 EMP 1

Skills: Nihilist Command 10, Combat Sense 5, Awareness/Notice 7, Demolitions 6, Pistol 6, Leadership 8, Persuasion & Fast talk 7, Melee 5, Fencing 7, Streetwise 8, Drive 4, Motorcycle 5, Hide/Evade 7, Dodge/Escape 6(possibly all of Morgan skills at roughly same level.)

Cyberware: Neuralware Processor, Reflex boost, Smart gun link, Chip Socket, Medium subdermal armor housing personal force field, Skinweave, Last word, The doom sayer, Virtual cyberoptic observer, Micro-EMC generator, Left cyberarm w/interchangeable hand and fingers, Palm bomb, 3 grenade fingers, Pick lock finger, laser scalpel finger.

The some how survived or not body of Morgan Blackhand was captured by fleeing Arasaka forces that returned to Sebuo. Angered by the legendary solo but respectful of a true warrior Sebuo had Morgan cloned in one of Arasaka's secret facilities. Not being the top experts in the field of cloning(most of their research being stolen from bioengineering firms around the world) They generated a near perfect physical clone with only partial memories and a bad case of mental instability.(Holographic memory engram recording, Think of it as very slow hardcore soulkiller but without the one time host killing side effects. We hope.) The clone has zero conscience, creating a total sociopath, obsessed with death and the utter chaotic, nihilistic pursuit. But also left with the genius cunning and strategic sense of his original. BlackFlag entered the world leading the suicidal and nihilistic masses onto a war against the world aiming at shattering any sense of hope for the future that people may harbor.

Edmund Childs

Role: CIA(Solo)

Stats: INT 9 REF 9 TECH 5 COOL 8

ATTR 8 MA 7 LUCK 4 BODY 8 EMP 3

Skills: Combat Sense 8, Awareness/Notice 8, Handgun 7, Stealth 6, Shadow/track 7, Hide/evade 6, Rifle 5, Karate 6, Human perception 7, Persuasion & fast talk 7, Expert: Covert espionage 7, L. Japanese 5, L. Chinese 5, L. Spanish 6, L. Arabic 3, L. Russian 3
Cyberware: Neuralware Processor, Smart gun link, Chip Socket

Ever since Edmund was a child he wanted to be a cop. Watching the violence that was taking over his country as he got older. When he was in high school his exams got they attention of the the NSA. The agency put him on the fast track for recruitment and then asked him if he would like to serve his country by cleaning it up. Well after losing friends in school to the escalating madness he accepted. Edmund showed signs of extreme loyalty to the agency and distrust of the rest of the governments but had a great ability to adapt. all record of him joining the NSA was erased and he was sent to the CIA training facility called the farm. Just shortly after he graduated into the CIA the NSA was under siege by the government and destroyed. Given little choice he decided to adapt his life to his cover and accept his role in the CIA. He has spent years tracking enemy agents and terrorist around the world. Gaining great deals of experience out in the field, setting up gurrilla armies and other clandestine operations. All the while requesting for more freedom to operate, only to be denied by the current bureaucracy. Now that he has been reactivated by the "Director" as the man is called he willing is assisting in terrorist operations, believing that in the end they will be saving America.

Simon Feyhorn

Role: Media

Stats: INT 7 REF 5 TECH 7 COOL 8

ATTR 8 MA 5 LUCK 7 BODY 6 EMP 8

Skills: Credibility 9, Awareness/Notice 8, Composition 7, Education Gen./Know 6, Persuasion 7, Human Perception 5, Social 3, Streetwise 3, Photo & Film 4, Interview 6

Born in the Big Apple, growing up selling papers. Simon's family fled the city after the bomb. But young Simon stayed behind taking note of everything he saw, copying all in his journal. When things finally got to hot he fled the city and sold his story to the networks. His fame sky rocketed as the story of the boy lost in U.S. largest combat zone. Simon however didn't take well to the attention and instead spun his fame into a producing job at Net 54. A long career adding to the success of of Net 54 followed, while Simon watched the game get uglier and uglier.

During the 4th Corporate war Simon made sure that his teams were working in best form when the competition starting shooting guns instead of cameras at other news networks. Simon refused to play ball and was nearly fired for it. But by the end of the conflict eyes are on him to get Net 54 out of the mud. Now Simon looks for a way to bring Net 54 back to the forefront of media attention and clean up their name. All the while he has always kept a eye back home in New York, not satisfied with the answers given. He's been trying to unearth the truth behind the bombing, believing that there is more to the story that destroyed his home. He seeks anyone that can uncover credible information about the bombing.

A001

Role: Techie

Stats: INT 12 REF 15 TECH 10 COOL 8

ATTR 0 MA 16 LUCK 4 BODY 14 EMP 1

Skills: Jury Rig 10, Awareness/Notice 10, Basic Tech 10, CyberTech 10, Holographic Tech 8, Teaching 7, Education 6, Electronics 10, Computer Languages 9, Neurochemistry 9, Programming 8, System Knowledge 6

No one can say for certain where this strange figure came from. Often going by the alias of just "A", A001 has never been seen clearly. Witnesses have said that they could here a synthesized voice and see multiple glowing eyes from the shadows. Some say that it must be a borg, while others go as far as to say that it is a rogue AI that has built its own body. Over the years A001 has cropped up speaking with groups of technohumanist and members of the immortal pyramid, leading to a break off group of fanatic techno crazed cultist. A001 has promised his followers that they can join the perfection of digital and synthetic immortality by joining its movement.

Aside from the disturbing cult activities A001 seems very interested in the dataKRASH. Poking around BBS's and Net conferences watching events closely. No one knows why or what this mysterious thing is planning or what role it plays the future.

Panic in the Net

"The DataKrash is by far the most devastating act of collateral damage to come from the 4th Corporate War or Fire Storm as some refer to it. But what is it? Once it was isolated we found that it was a demon program. In addition to being a demon it has some sub-routines that can take on many functions of other programs. At its core it is designed to not modify certain parts of its original programming such as its appearance. The Code is very strong, with a very long half-life. I see this virus being a very resilient and difficult problem for the NET community to solve. Many of us are going to need to work together if we are going to save anything from the ravages of Bartmoss's revenge".

- Some

Expert Talking Head, DMS News Report

"It's going down. The Frack'n thing is gonna crash. And wipe the slate clean. Time to start over."

The DataKrash is a virus released by, Rache Bartmoss. Soon after his demise this oddly similar in appearance to Spider Murphy, Succubus III demon/virus showed up on the scene. Smashing into every datafort and memory unit corrupting all. The Adaptable and resilient demon program replicates and ravages with no end in site.

Many see this as Rache's ultimate revenge. Sticking it to the man and wiping the slate clean with the crash of the NET. Some think this is just the first stage of the deceased netrunning giants plan. First clearing the data out. Next perhaps something to step in and re-form the NET to fit his vision. Whether this is true or not, many will be trying to reshape the net with their solutions to removing the virus. Mircotech and Zetatech are looking into hardware solutions that will be hardened against virus attacks and give them more control. EBM has its own solutions, such as releasing a series of Demon killing programs to the market, while creating a new IG algorithm to bypass the virus. Also creating a whole new NET for them to market.

To solve the problem stabilizing the NET the international community will need to come together. This however is almost more difficult than facing the virus itself. For every alliance there is two independent directions to be pursued

by the fractured community.

A rash of new software and hardware releases will come out over the course of the year, some directly related to the virus others taking the scare as a excuse to release patches and upgrades that are not really necessary. The result is that all Demon programs strength is lowered by 1 for every 2 months for a year. Other program categories suffer the loss at -1 every 3 months. And hardware has the similar level of depreciation but for speed.

Dataforts every where are under assault by the Succubus III Demon. A active intelligent enduring program that is randomly rewriting data and misplacing it. With out a united front the NET as we know it is doomed. The various Internet companies push the hardware and software market for fast solutions while everyone does all they can to save their data.

Netrunners will have their hands full with work while having to contest with the changing shape of the NET and its tools. Those who cannot adapt die a death worthy of dinosaurs. In the end the victor will be the one that can create the strongest solution to the crises. The corps will struggle for to shape the NET in their interest. Battling it out with the other joining the clearest victor. with the Governments interest in stability their support will be hotly contested. Possibly making the different regions of the NET less compatible, a less global NET, a more local one.

What of the Netrunners themselves their interest and skills come as power-full force when it can be brought to bear together. It would not be the first time the public was able to bypass major corps drive and steer in their own direction.

Another faction is the AI's. System and rogue AI may see this in totally different ways than the rest of the world. How will they adapt. Or how will they respond to the situation? will this be deemed a threat, as many many fear. Or will they have their own answer to the problem.

The People Have Spoken

"The Corporate Ethics Bill is nothing more than bold face piracy. The EU will not react kindly to this action."

"Frack those corps. I have had it up to here with their crap. I went to their schools, played their games. But that was never good enough. Wrong friends, or-or wrong thoughts...yeah and it's good bye job. Good by corporate ladder to success. Now the only job I can get is managing a fast prepak stop and order a bunch of robot arms around. Your friggen war almost killed my family when your bomb hit my sardine can of a conapt. My wife and kids were their and barely got out alive. A bunch of my friends and their family's weren't so lucky. If I was a ronin like my bother was, I'd find those SOB's and put one of their own bullets in each one's head."

Government Intervention has put a end to the Hot War. But the Fire Storm has left After Shocks that can be felt the world over. Militech and Arsaska's role in the war has diminished. However others are stepping up in their place. The Avgas War has some final turmoil to share. As do all the Net companies vying for the ultimate solution for the DataKrash.

This all falls into a long history of corporate imperialism that has been reaching new height's since the collapse. People were desperate to survive and later live in a society that was not under martial law. Corporations repaired much of the damage. But the price was high. Some were down the line decades of environmental work was reversed, and a firm class structure was formed. All that is needed is the 4th Corp War to push the limits of acceptable behavior into the realm of lunacy.

Thus the Corporate Ethics Bill is introduced. Michael Dane, U.S. Senator leads the the country on a crusade to retake its place in controlling their lives. The Bill will pass into law necessary legislation to enforce ethical business practice, break up monopoly's, and punish business and country's for unfair trade practices. Methods such as inditement for criminal practices, tax increases or monetary penalty's for below standard practices.

Other changes include returning the practice of deficit spending applying caps using proven

mathematical models. The money will be used for a mass infrastructure repair. Economic stimulus, federal grants, new education system, and a work training program. Aimed and changing the environment and behavior in America. The money for the economy is to boost small to mid level business and create a larger market. Federal grants are given after a applicant is reviewed and shows that they can meet the requirements set the ethics bill. Making a new generation of company's that lead by example. The new education system is partly aimed at making scholarships available for low income citizens, bringing a balance to higher education system that has been the domain of the well-to-do for to long. As well as make a whole new public school program something that is just needed very badly. The work program is designed to return the 60% or so of the population that is jobless and or homeless back into the fold. This program is tied into the rest of them so that it supports and is supported well enough to sustain itself. Unlike many past programs were funds dried up leaving people behind or were managed like indentured servitude. This program is attached to a existing proven program, the military. U.S. National Guard and U.S. Army large unit exercises will be expanded to include the workforce mission. Providing security, support, medicine, and food.

While the the new workforce trainees construct or repair their homes, schools, hospitals, ect.

In addition to the litigation of the bill a special law enforcement brach would be attached. Taking elements of the seized Arsasaka and Militech forces combined with troops from SOCOM and investigative resources of the CIA's LawDIV. They are stationed in every major city and Military base, in SWAT style squads. Further more a special rapid deployment force will be formed to respond to threats anywhere in the world. Comprised of three top level special forces squads from both Militech, Arasaka and the U.S. Special forces. With support units of ACPA and borgs, along with if needed the ability to call in Army Ranger or Marine Force Recon for major operations. The strike teams are based on a military site with a trans-atmospheric space plane that can arrive anywhere in the united states in twenty minutes and anywhere in the world within 2 hours. The teams are on rotation so that at least one can scramble at the first instant they are called. There are plans to put the teams on a space station in geosync orbit with the continental United States. Making response time even shorter, while expanding their mission to include protection of orbital assets.

CHAPTER 2: IMPLEMENTS OF THE ART

All through history it has been proven that wars bring with them innovation into the methodology of fighting often because of technology usually through weapons research and the constant adaptation to it. Here is a glimpse at some of the things that have rolled, walked or clanked out of R&D and some of the roles affected do to the turbulent changes now in 2023.

AFTERMATH OCCUPATIONS

CIA lawDIV Agent

The gang of four (CIA, DEA, FBI, NSA), was brought to the attention of the what remained of the executive branch in 1997 by the MIC actively investigating the DOD. The CIA had only been partially compromised and helped lead the way in the bloody house cleaning process. When the dust had settled only the CIA was left standing. Now in cover international and domestic security. At home all of the FBI duties fall on the CIA's lawDIV (short for Legal Division). Agents are very much like their original bureau, in fact most of them were FBI and DEA deemed innocent of the crimes perpetrated by the rest of the FBI. All of the old tasks fall on the lawDIV such as apprehending federal criminals, preventing domestic spying and upholding federal law. Also the lawDiv still maintains some of the best crime labs and criminal databases in the country along with the attached tactical units known as hostage and rescue or HR teams.

As an agent one will travel the country in pursuing federal criminal or investigating crime scenes, working with the vast teams of the Techies and Medtechs in the field or at headquarters. Or leading a Tactical team in a raid into suspects compound.

LawDIV is now taking on the duties of enforcing new laws that empower them to investigate corporate crime like never before. And now a new vast game begins as agents chase perpetrators across the country and some times even the globe.

CIA lawDIV Agent

Special Ability: Federal Authority
Forensics
Awareness/Notice
Handgun
Human Perception
Education
Interrogation
Streetwise
Expert: Law

New Skills

Federal Authority: LawDIV agents enforce federal laws and often times with lethal force. The FBI had been formed to fight organized crime originally by giving them the legal means to chase suspects and the firepower to enforce those laws. This still holds true in the lawDIV where agents travel anywhere in the country and sometimes in the world to enforce federal mandates. But Federal law has different effects on certain areas. Some federal laws exist differently or are respected differently in the free states. Other federal laws may not even exist. Also there are fewer federal agents than cops and therefore are seen less often. Their street rep is not as high. So Federal Authority levels are less effective for intimidating or gathering information on the streets, but are very effective at getting access to crime labs, computers, search warrants, tactical teams, and the use of police facilities, global criminal databases.

Forensics: This is the scientific method of finding evidence. Such as the identity of a suspect or victim based on anything from fingerprints to DNA samples. Techniques for gathering and examining evidence in order to shape a case and draw conclusions.

TacOpt

Every major city in the U.S. has a Tactical unit often referred to as SWAT teams. Police with special training in the use of weapons and tactics for dangerous situations. Some even have teams that are geared for combating cyber psychosis. They are often tasked with the mission of dismantling criminal organizations or gangs in and around cities. Moving in teams, traveling in Vans, helicopters or Airodynes. Working with city police departments and lawDIV agents to resolve crisis situations. Dealing with hostages situations, armed

stand-offs, sieges, ect. TacOpt teams are almost always highly trained and often very experienced veterans due to the prestige of being a tactopt member. This and tight budgets mean that there are few slots available for membership. So it is a highly sought after job.

Each member in a TacOpt unit plays a specialized role, making for small but highly capable squads that enter a crisis and handle any situation that may arise. Along with their constant training in CQB (Close Quarters Battles) makes the team prepared to take charge.

TacOpt

special ability: Combat Sense(optional S.W.A.T.)
Close Quarters Battle(CQB)
Leadership
Squad Tactics
Rifle
Submachinegun
Awareness/Notice
Stealth
Weapons Tech

New Skills

Combat Sense(S.W.A.T.) optional: Choose one specialty option. Aircraft, land vehicles, security systems, explosives, PA suits, ect.

TacOps teams are made of specially trained individuals that are specialist in their role. So that they may go into any situation and handle what they may face. The benefits are that any skill related to the field of expertise receives a bonus on skill rolls. Such as a AV pilot Nav skill and heavy weapons skill will be higher. But the specialist is at half their combat sense when out of the field of expertise. Bonuses are derived from the combat sense score, 1-3 = 0, 4-6 = +1, 7-8 = +2, 9 = +3, 10 = +4.

Close Quarters Battle(CQB) x3: This is a highly developed level of training in the strategies and tactics of indoor fighting. Used for dealing with sieges, hostage situations, and other possible indoor conflicts. The skills leadership, squad tactics, awareness/notice, stealth, shadow track, Hide/Evade, are all given a bonus when indoors or very confined spaces. This serves to offset specialized roles that are found out of their area of expertise. Bonus are applied as, 1-4 = +1, 5-7 = +2, 8-9 = +3, 10 = +4.

Close Quarters Combat(CQC) X3: Highly specialized hand to hand techniques designed to disarm and immobilize opponents as quickly and effectively as possible. Deriving many of its techniques from Judo, Jujitsu, Aikido, and Karate.

Strike +2 Punch +1 Kick +1 Block +2 Dodge +1
Sweep +1 Grapple +3 Escape +3 Choke +3
Throw +3

Nihilist

The world over is teaming with disenfranchised masses. This is true of the United States with the millions of jobless, homeless, and futureless people. There is no hope fore them, no one cares. Even if they did, which they don't it would make no difference. Poison puddles and trash is were you they lay and broken promises with smog choked air is what they eat. Its no wonder that the cyberpunk generations tendency for mega-violence and futile rebellion is so common. Nihilism is the true religion of the zero's. Boiling anger of millions of minds slowly swaying toward destruction. The mood has been changing over the last few years from living to fight over to dieing to kill.

The targets range from corporations, governments, and well just about anyone that may offend the nihilist in questions.

Nihilist are fearsome to behold. Like some kind of modern berserker raging into battle. But it takes all types to be a nihilist. Their single minded devotion allows them when martyring one self to make cool roles and one difficulty level lower. But for commanders trying to to direct them suffer a -3 to leadership roles when commanding them.

Nihilist

Special Ability: Martyr Command
Awareness/Notice
Demolitions
Pistol
Submachinegun
Leadership
Persuasion & Fast talk
Melee
Streetwise

New Skills

Martyr Command (2): Much like nomads or boosters the nihilist sometimes travel or gather in packs. Ranging in size from a two or three to nearly a hundred. Unlike most nomad families or

even booster gangs, nihilist are complete afraid of death. They are often obsessed with concept of death, and many willing die for whatever purpose they see fit, if in fact they even have a purpose other than to just die. The Martyr Command ability is that charismatic quality for one to summon other nihilist and even to send some to their death similar to the rockerboys charismatic leadership but more specific.

When a Nihilist wishes to summon others to ones side they do so much the same way nomad call on the pack but Nihilist group are smaller and less organized when not active. They also never get larger than a few thousand members under any but the most incredible of circumstances. For a nihilist to call for martyrs one roles their COOL + Martyr Command, difficulty is the difference of the average cool of the collective nihilists + 10. The base number of martyrs is always one per point over the base difficulty of the roll. This can be doubled by adding +5 to the difficulty up to a max diff of 30. One can not send more martyrs then there are nihilist present to their death.

Example: Say are nihilist leader rounds up 35 angry squatters with a death wish. Then decides to send as many as possible on a suicide run armed with only hand gernades against a police line. The Leader rolls his martyr command(+6) + COOL(+8) + 1D10 against the average difference in COOL of the group(+4) +10 = 14. Rolling a 7 makes a total of 21, giving the leader a base of 7 martyrs x2 because the the roll beats the base diff +5. So the Nihilistic leader can martyr 14 of the 35 squatters.

PERSONAL WEAPONS

Sonic Disruptor

Sonic Disruptors, or Bowel Disruptors, use high-frequency sound to vibrate the pevic bone and surrounding soft tissue to produce intense, debilitating, cramps and cause the target to loose bowel control. Appearance varies, from fairly business like models to space-age raygun looking things. Those stranger looking models are due largely to the influence of the reference design that was posted on the Net, and can be downloaded and built with common tools and parts. This has made it popular with people looking for a non-lethal defense that embarasses the target (imagine having one of these in high school). Students, people living in corporate suburbia who aren't allowed weapons, generally non-violent types all love these. After one was snuck into the US Capitol and used on a crowd including a couple of Senators, it was declared illegal to make or possess one. The legal status of hosting the plans on the Net is a grey area, but since it's also hosted in many other countries, there is no shortage of places to get the plans. Soft amour provides no protection, hard armor reduces the effects by 2 settings, and hard cover of any sort provides complete defense against all settings. Targets hit by the bowel disruptor must make a $(\text{Body} + \text{Cool}) / 2$ roll verse a difficulty determined by the setting.

Success means that the target will suffer the effects of the next level down. It's battery holds 30 points, with Loose requiring one point, Watery two and Prolapse three.

Loose: Diff 10. -2 REF, MA, BODY, COOL, TECH for 1D6 rounds.

Watery: Diff 15. -4 REF, MA, BODY, COOL, TECH for 1D6 minutes.

Prolapse: Diff 20. -6 REF, MA, BODY, COOL, TECH for 6D10 minutes.

P +1 J P Varies 30 2 ST 25m 400eb

Cascading Weapon systems

Case-less munitions coated in electrically reactive chemical resin. Making it possible to discharge a round at the front of a stack inside of a barrel. Without over fowling or discharging rounds sitting behind. Such a weapon system has seen multiple kinds of uses. Some designed firearms without moving pieces. Others make hybrid firearms that use disposable barrels of variable payloads, attached to regular firearms systems. Many such firearms have very low reliability due to the fragile state of the munitions. And possible catastrophic cascading

discharge of munitions inside the barrel. More reliable version come at much greater expense. Being That they are electronically controlled however means that the weapons have variable high rates of fire. It can be programmed to fire nearly any burst rate one desires. Types of caliber and munition type is variable; full metal jacket, grenades, etc. Ammunition of of this type is steep coming in at around 5x more than regular price.

Cascading Firearm var. var. var. 9mm-40mm
1-100(average) 1-100 UR-VR var. same as
average weapon class plus 1000eb per
upgraded reliability.

Hybrid Rifle **RIF +0 J U 6D6+2 45 1/30 VR**
500m
40mm cascading grenade launcher **HVY +0 J U**
Varies 15 1-15 ST 1600m 3500eb

Street Delight **P +0 P U 2D6 15 1-15 UR 50m**
55eb

Melee Weapons

Hellion Saber
MELEE 0 L R 6D10AP(3D6AP)
1MINUTE(20TURNS) - UR - NOT AVAILABLE

Experimental space age weapon. This saber is really a electro-magnetic field generator designed to trap "Anti-Matter!" particles in space floating just millimeters above the edge of the blade. A hyper-alloy nano assisted rod is housed just under the edge of sabers mono-crystal blade that is painstakingly grown around the EM field generating rod. The Micro-AM storage container, stored in the handle, makes extensive use of nano-technology to keep the anti-matter containment system functions properly working. Anti-matter is kept in a suspended or frozen state and when the weapon is activated it begins to bleed off the AM supply very rapidly. As well as reduce AM containment efficiency. This prototype technology still has the potential for catastrophic failure. If the wielder boches there roll with this weapon then AM containment fails and the weapon will explode unleashing 20D10 points of damage to a 15 Meter area. One more problem is that the decay rate cannot be stopped once the hellion has been activated. Meaning that the blade will burn lower levels of the AM that will deplete weapon energy over 10 minutes. And probably heat things up around the owner.

Note: Their are only very limited numbers of prototype hellions locked in high security vaults. Protected by the best security available. That was Arasaka and when a favorable outcome in the 4th corp war looked poor they relieved the company they were protecting of as many hellions that they could find.

Black Market Weapons

New international weapons dealers are springing up with a vast surplus of cheap classic weapons modified to fire caseless ammunition. These stock piles are selling hot and cheap at every port of call around the world flooding the streets with gangs of well armed punks. Flaunting in the face of the Americas new weapons laws, and drawing suspicion on the EEC, even though they are suffering the same influx of illegal shipments. Many of the weapons aren't illegal in of themselves, but are bypassing the normal market and therefore are not cataloged or registered, making them untraceable.

Note: Unless stated otherwise all weapons are converted caseless ammunition.

Pistols

Desert Eagle .50 200eb
P 0/+1 Laser J P 4D6+2(.50) 7/20 1 VR 50M
- Laser designator
- High Capacity Magazine
- Chrome finish for style points!

The classic DE is one large and feared firearm. This sturdy weapon was made famous in movies and flat-vids games across the world in the 90's. If caught using akimbo one may find themselves being the envy of every beaver and mall rat in the country.

Belgium AP Army Pistol 5.7mm 300eb
P 0 P R 3D6AP(5.7 x 28mm Belgium) 20 2 VR 50M

A hypervelocity pistol designed by the Belgians some time back. The 5.7mm round is designed to punch trough armor while keeping low recoil and high magazine capacity.

This is one of the few weapons not to have been converted to caseless ammunition, round for this pistol are poor availability and cost x3 the normal light pistol ammo.

Classic Wondernines 50eb

P +1 J C 2D6+1(9mm) Varies 2 VR 50M

Mass surplus of a variety of 9mm has led the arms dealers to not bother with converting to caseless. Instead offloading the wondernines at just 50eb a pop. Roll 1D6 + 14 to determine the shots per magazines. Common types include: Beretta 92, Glock 9, TECH 9, Walter P99, Sig Sauer, 92FS, P-228.

Note: The Arms dealer are even selling ammo at matching market prices. Meaning that you can find bullets for your wondernine at prices ranging anywhere from x2 to x1 depending on how close to the source you are. Or how kind your fixer is today.

Submachingsuns

H & K MP5SD 200eb

SMG +1/+2 Laser J C 2D6+1(9mm) 30/100 3/20 VR 200M

- Silencer built-in integral
- Scope/Low-Light
- Laser designator
- High Capacity Magazine

The famous and deadly silent MP5 paved the way for H & K as a favorite of special ops, police and anti-terrorism squads around the world.

Assault Rifles

M-4A2 Assault Carbine 300eb

RIF +2/+3 Laser L P 5D6(5.56mm) 30/100 1/3 VR 400M

- Scope/Low-Light WA +2 Long and Extreme range +1 Medium, Must take aiming action when using scope. Awareness/Notice +1 at night.
- Laser designator WA +1.
- M203 Grenade Launcher 40mm or Bipod WA +2 when remaining stationary.
- Bayonet 1D6 Knife, 3D6 fixed to rifle. -1 WA when fired with bayonet fixed. Cannot fire grenade when bayonet is fixed. Cannot attach when silencer is on.
- Silencer lowers overall weapon noise level.
- High Capacity Magazine two barrel shaped magazines feeding the weapon holding 50 round each for total of 100 rounds! WA -1 for wait restrictions.

This weapon is a evolution of the venerable M-16. Following with the CAR-15 making the rifle much more light and compact while adding a 30 round magazine. Later the Colt Commando or M-4 was developed and saw service in the

military and police/SWAT during the 90's. Light assault rifles were becoming favored by special ops teams for its compact light design and range and stopping power.

M-16A2 ETE 1000eb

"Alright, I'll take all this crap here if you throw in that sweet 16 ETE. And a box of hand grenades."

RIF +2/+3 Laser N R 7D6+3(5.56mm ETE) 15 1/3 ST 550M

- Scope/Low-Light
- Laser designator

This is a rare black market special. Often used as a deal breaker, this modified M-16A2 has been electrothermal enhanced using stolen Militech R & D methods for the Mark V Assault Rifle. The M-16A2 range and stopping power have been increased considerably, just as the performance of the Mark V in fact. Designed to fire only a single or three round burst, no one is likely to miss the rock and roll action of the reduced ROF. The only real problem that is not advertised by the dealers much is that after about 100 rounds have been fired the barrel becomes terribly fowled and damaged. This has the effect of reducing the reliability to UR. It cost about x.5 times as much to get a replacement barrel for the ETE modified weapon and one can only get them from the dealer of the weapon in the first place. Takes a very difficult(25) weaponsmith skill roll to properly place the barrel. Of course you can get the dealers tech's to fix the weapon at a price.

Note: There is a massive surplus of AKM, AK-74, and AKR's as well. Use stats for the Kalashnikov in Cyberpunk 2020 pg. 66.

Heavy Weapons

21E Machingegun 7.62mm 800eb

HVY +1 N P 6D6+2(7.62mm NATO) 100 30 VR 450M

- Bipod WA +2 when remaining stationary

H & K light machine gun that stacks up pretty well to the current G-6K2 ASAW. This LMG has excellent stopping power and accuracy, but the 7.62mm ammunition may cause difficult to control recoil reducing accuracy(-2 WA). Firing from a stable-firing stance is best.

**Maschinengewehr MG3 750 eb
HVY +1 N P 6D6+2(7.62mmx51mm)
50(Drum-Box)/120(Belt)/250(Box) 60 VR 600M**

This makes for the middle of the road in the mashinengewehr journey. The predecessor to the MG6 the MG3, introduced in 1960 was designed after the MG42 which was created to replace the high maintenance MG34. Other designs include the, FG42 made for the Fallschirmjagers (Paratroopers) to offer better firepower during WW2. These innovative designs would set the standard for machinegun and assault rifles around the world.

The MG3 can be mounted to;

1. Bipod (Standard)
2. Tripod
4. Single mount
3. Anti-Aircraft Tripod
5. Anti-Aircraft Dual mount
6. Adapted to several Military vehicles (Coaxial)

Weapon Augmentations

**M-203 Grenade Launcher 75eb
HVY +1 L P VARIES(40mm) 1 1 VR 200M**

This under-barrel grenade launcher is the predecessor to the militaries M-205. Little has changed. The M-203 weighs a little more and is slightly less durable. Breach-loading single shot. Not much has changed over the years it is a reliable weapon, and is why it has endured.

**KAC Masterkey 12-Gauge breaching module
50eb**

RIF 0/-1 N/J P 4D6(12-Gauge) 3 1 ST 25M
Another under-barrel weapon for door breaching and room sweeping. Knight's Armament Company designed the masterkey to mount under M-16 or M-4 just like the M-203 using the magazine as a hand grip. The masterkey can be removed and assembled into stand alone assembly with butt-stock extended. Note: Second stats are for unassembled Stand alone assembly mode.

Weapon Availability Codes

Weapons laws are undergoing changes as the U.S. government imposes changes in order to effect control of the illegal operations. The current laws allow for people to use deadly force to protect their personal property. Weapons classes can be purchased for greater levels of protection. Zoning systems will be implemented in order to redefine acceptable weapons in one area or other.

Excellent - Available anywhere that sells guns. Probably cheap and popular. Gunshops are almost certain to have at least one on hand. Modern example: Beretta 92 or clone, 1911 or clone, S&W.

Common - Harder to come by, probably because it's new, no one wants it, or it's a touch specialized. Can be ordered in 2 days without issue. Modern example: S&W 500 Magnum, which meets all those requirements, Browning BDA

Poor - Illegal, military restricted or expensive and quite possibly not worth the trouble. The restricted weapons can't be ordered at an up-and-up shop, but your reasonably heavy arms dealer will have no trouble. The legal stuff can be ordered, but it might or might not take some tracking down. Modern examples: M4A1, anything from Accuracy International, G33, Les Baer custom guns, good historical 1911s or Lugers

Rare - Hard to come by. Really. It's either something heavy and military, one of a kind or only made by some guy who has a 5 years backlog of work. Good luck. Modern Examples: rocket launchers, .45 Lugers, Catherine the Great's pistols, Browning M2s

Circumstances do affect this. Browning M2s are Rare, for average punks, but pretty easy to come by for national governments.

CyberWear

CyberCoil

This a vastly expensive cybernetic project coming out of several South East Asian company's is a fine example of cybernetics taken to the edge. Advanced memory polymer mono filament coils capable of flexing, bending, expanding and contracting with ease. Stored in a cyber arm it compresses to a size of 2' 1/2". When unleashed from just under or over wrist sleeve it can expand up to 25'. controlled with a neuralware processor and a machine link the advanced sensor built into the coils send feedback from its vibration or seismic sensor as well as its thermal sensor. Making it possible for the owner to feel heat/cold and motion. The coils also provide incredible strength capable of lifting hundreds of pounds and crushing with thousand of pounds of pressure.

9000eb, 1D6 Humanity Each, Surg: N

The cybercoil is a cyberarm option, that takes up all four options. Has a strength of 14 and counts as a small target with SP 14 SPD 20 functional/40 destroyed. The Coils are capable of acting like prehensile with full motion and control. meaning they can grapple, swing, whip and hold. Whipping damage is 1D6+6, crushing damage 3D6+6.

Optimized Neuralware Processors

Many cybernetics companies have developed nw processors. Being the most effective product to bring the ghost into the machine. But Edgerunners are always looking for something to get closer to the that edge. Thus the new generation of optimized nw processors are being introduced to the market. Meeting the demand for those who wont settle for general purpose cyber.

2000eb, 2D6+1 Humanity, Surg: M

Optimized nw processors work by laying out the neuralware probes in a manner that directly relates to the parts of the brain that control functions that are used for the desired cyberlink. So a ONP for smart gun link would give a bonus of +3 instead of the standard +2 but would offer only a +1 for other cyberlinks.

Virtual CyberOptic Observer

The Power to see 360 degrees and around corner or even through a corner. Watch the world as if it were just another braindance vid. The VCO observer is just that. Combining military grade virtual reality hud tech, with low frequency broad spectrum sub sonic emitters to create a map of your surroundings for hundreds of feet. Using mental commands one can fly through their environment with their perspective just like one surfs the NET without moving ones body one inch. The user is capable of setting mental perspective markers that they can toggle through as well as snap back to normal perception instantly.

12000eb, 2D6 Humanity, Surg N

The system offers a +3 to awareness/notice, +1 initiative, +2 to strike. And the ability to see 360 degrees, around corners, up/down stairs, or even with VR reconstruction through corners of wall. Details become very limited when looking beyond line of site. VR reality interface will draw a three dimensional image based on sub sonic telemetry. However awareness bonuses are +0 when out of line of site, due to lack of detailed visual information. This system also offers the ability to track up to 4 targets at once with full

bonuses. The Virtual CyberOptic Observer range is 100 meters in open space. Range is reduced by half for every corner that the signal must bounce off walls to reach around. The system requires that cybervision, two cyberoptics with two option each taken up for the system and one for times square marquee, and a neuralware processor.

Note: The VCO is very new and often restricted to governments, and high level corporate personal. However Segatari offers a version that is commercial, but offers about half the visual range. Raven Microtech is developing a Net interface that works like the pair of trodes that show the virtual Net surroundings in real-space, real-time. The system will be available to the public but is still a few years down the road and will cost 50% more.

The Last Word

For those who can't afford to be caught or interrogated there is the "The Last Word". A bomb placed in the chest attached to a biomonitor set to explode if the heart stops or if the device is tampered with. One can even create a mental or verbal command to self detonate. Beat the "Man" to the punch install a tamper proof surprise.

600eb, 1D6/3 Humanity, Surg: M

The bomb placed inside the chest is positioned to make it very difficult to reach by surgery. The biomonitor and bomb electronics are tamper proofed and set to explode if either fail. A powerful binary solution it used for the explosive. 4D10 damage 5 meter area.

Note: Only small charges of explosives are legal, for self destruction purposes.

The Doom Sayer

From the sick mind of some underground nihilistic cult member. This is another in a long line of hidden assassins to be brought into the picture. Packed full of bio or chemical death the martyr having reached the target simply need open their mouth wide and unleash a plague of doom.

200eb, 2D6+2 Humanity, Surg: M

The weapon is mostly storage made inside the body placed in the lower abdomen, surgery moves and reduces stomach and intestinal tissue. Then a delivery system normally through the esophagus that is lined with protective materials. There is enough storage to deliver a

30 meter base area 10x the wind range of a gas weapon. Damage depends on the gas weapon of choice and is effected by the gas grenades rules in the FNFF section of the CP 2020 pg. 110.

Note: The Doom Sayer is considered to be a very grey, leaning toward black product. If armed with non-lethal gasses then it is technically legal.

Micro-ECM Generator

Several cyberware firms have developed miniaturized electronic counter measures as a concealed cybernetic component. By generating lower-power full spectrum electronic interference the device can for up to 15 minutes reduce all electronics (except hardened circuitry) useless for up to 50 meters. Communications, Net signals, and the like are all disrupted. Of course anyone installing this cyber-option must undergo electronic insulation to avoid electro-magnetic damage.

6,000+, 1D6+1 Humanity, Surg: M

ECM works by jamming all electronic signals in a area by flooding that space with electronic interference. The ECM does generate some levels of EMP that could effect equipment within two feet of the generator. All cyberware installed on a person with the generator must be insulated, costing 50% of the cost of each protected cybernetic.

The Personal Force Field

A term used loosely by sales rep's. The IEC-FF (Force Field) or Microtech Personal Force Generator and Raventech Anti-Projectile Energy Field, are all close names. They all also fail to explain what the device really is, only what it basically does. The device destroys small high velocity projectiles such as bullets and grenade fragments. It does this by using specialized radar/motion detector designed to zero in on a projectile(s) position then release a aerosol cloud of nanites into the path of the projectile(s). The nanites then generate a massive electronic discharge that destroys the incoming

projectile(s). **18,000, 2D6+2 Humanity, Surg: M**

Not a fully proven technology yet the system has a 75% chance of stopping projectiles fired from close range, but goes up to 90% at medium and long range, dropping again to around 80% from extreme range. This doesn't stop concussion blast, lasers, or projectiles larger than a bullet. Nor will it activate in a hand to hand or melee engagement because the detection system was designed to find small fast moving objects and it would harm the person using the system. Nanites will effectively function for up to 25 discharges, then must be serviced by a tech (Diff 20). The system can protect from any angle but it will count as on charge for each direction it may also sustain an electric charge for 15 seconds but counts as to discharges for every 3 seconds (1 Turn). Other considerable disadvantages is the large size of the system. It must be spread out inside cyber limbs over 4 options total or placed in the torso front or back as a subdermal plate.

Gear

FlexWear

1500eb + Wardrobe and style cost

Endo-muscle & endo-bone lace inner layer of a jacket or pants creates a perfect contouring clothing that flexes and bends and supports the wearer like a second skin. As a passive system of synthetic muscles and bones it provides strength and support for those that need that extra umph. Comes in all the latest styles.

Increases Body stat by +1 for purposes of strength and BTM, but not saves. And a extra -1 to EV rolls.

Aura Sensor 5000eb

By detecting the unique low level electromagnetic energy radiated by human bodies the Aura sensor is able to detect the location and movement of people even behind concrete structures. The range is roughly 10 meters and can penetrate up to five feet of solid concrete. The sensors are still too large to be made in any form smaller than a hand-held pistol.

Note: The Aura Sensor is very new and often restricted to governments, and high level corporate personal.

Netware

Shogun

Resident Ceretronic Net System Cyberform 300,000eb

Arasaka wished to give a sniper satellite a more creative and diverse mind to use than the less impressive pseudo-AI's available. But putting a human brain in a big satellite was not very appealing either. However success in the field of combat cyberforms systems led Arasaka researchers to decide on a new direction for the satbrain. Using a tailor made Net ceretronic brain wired in to the satellite with a guardian class AI backing it up and you had a permeant sysop to react to the random situations that AI's encounter and are forced to face. And so Shogun was born. Supremely loyal and persistent shogun commands the snipersat with absolute authority. No morale qualms, or hesitance, shogun obeys. However shogun is also no fool, given a unique training environment to encourage its ability to solve problems shogun is very capable in its job of defending the snipersats systems in realspace and netspace.

Shogun operates as a INT 6, interface 5 netrunner. other skills include Programming 5, System Knowledge 5, Education/General Knowledge 5. With its mainframe processor speed of 15 and 80 MU for program storage. (See SOF 2 pg. 72 for information on CSC and Chromebook 4 for Microtech Residence AI system)

Aftermath Vehicles

Black Lotus

Arasaka Orbital Sniper Platform 29,000,000 eb proto-type price (not including launch vehicle)

Actually ironic really as the the snipersat is shaped like the Arasaka logo, a symbol of a digitized chrysanthemum. This expensive proto-type sniper satellite whipped up in less than a year using stolen research and resources that Arasaka has clandestinely collected in the year. Completed with the assistance of kidnapped ESA and Orbital Air specialist taken to secret facilities inside Nippon.

The black lotus is made up of three major parts. The center hull houses the nuclear power plant, main gun and satellite dish. Two pods are attached to either side of the main hull housing the standard box launchers and a large round disk of solar panels.

Maneuver thruster are installed all over the snipersat making it more agile than a delta. It of course doesn't generate as much speed as a rocket but it was never meant to leave LEO anyways.

However even with the deadly arsenal and agility the snipersat cannot rely on these alone. Counter-measures are built all over the hull with a providing added defense against attacks. And a Radar absorbing skin giving it a near invisible radar signature All backed by the advanced resident ceretronic (INT 6). This highly specialized pilot can make decisions better and faster than any normal battle sat and even keep up with many human pilots inherent combat sense. Perhaps most impressive is the Net security packed inside using the resident brain as the nerve center of its defense.

Stats see Deep space for more details.

**Type: Sniper Sat Drive Type: Chemical Burn
Elements/Fuel: 3 Power Type: Nuclear/Solar
Sensors: 80% Computers: Resident NCS
w/Guardian backup Actions:3 Armor:
4(40SP) Damage Points: 6+3 overkill
points(SDP 100) W B W P W D 2 1
Weapons: 1x Main Particle Beam Cannon, 2x
Weapon pods 60 total missile array 20x
"Crowbar" 20x "Frag" 20x "Bomb"(See
"Crazy Harry" in Shockwave pg. 55)**

Black Market Vehicles

Rolling out of hanger hidden around the world are some of the largest surpluses of seized or retired vehicles that are adding to the vast arms that the black market syndicates are pushing. Selling at rock bottom prices to out bargain new products and to make up for the age of the surplus.

Helicopters

Sikorsky/GE Super Jolly Green Giants

The MH-53M Pave Low IV is the latest incarnation offered by the arms syndicate. With a history going back to 1967 in Vietnam this helicopter has seen service in several branches of the military. The MH-53J was phased out with the development of Ospreys and Aerodynes replaced HQ-USSOCOM and HQ-AFSOC demand for their Low Density/High Demand transport for special operations and insertions. The Pave Low is a heavy lift work horse capable of great distances and in air-to-air refueling, along with multiple upgrades to sensor and computer systems for navigation and orientation.

TYPE: CH-53(Navy), MH-53E(Marine), MH-53J(Airforce) Heavy Helicopter

TOP SPEED: 150 KNOTS?

ACC/DEC: 10/15 mph

CREW: 6 **RANGE:** 700 nm?

PASSENGERS: 55

CARGO: 32,k pd. external cargo hook rated for 36,k lb. **MANEUVER:** -1

MASS: 69,750 lb. **SDP:** 300

SP: 40 **COST:** 2.6 MILLION EB.

Special Equipment: Military radio with scrambler, military radar with look-down and terrain following radar, military radar detector, crash control system, damage control, fire extinguishers, Composite armor components, ECM, ECCM, Image Enhancement, infra-red sensors, light amplification, navigation system, thermal imaging/thermograph.

Weapons: Computer sights, Weapon stabilization, x3 7.62mm minigun.

Jet Aircraft

Su-7BMK "Fitter-A"

Sukhoi Su-7 is member of swept-wing aircraft with much history. Called "Fitter" by NATO, it has proven itself in the air as a durable ground attack plane as well as some air-to-air kills to its credit.

TYPE: Small jet **TOP SPEED:** Mach 1.6

ACC/DEC: 20/25 mph **CREW:** 1

PASSENGER: 0 **RANGE:** 1,000 Miles

CARGO: None **MASS:** 29,700 lb.

MANEUVER: +1 **SDP:** 140

SP: 20 **COST:** 900,000 EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID.

Weapons: 5,510 lb. of ordnance on six hardpoints, rocket pods 57mm-240mm rockets, x2 30mm cannons. This early design Su cannot carry anti-aircraft missiles but later versions like the Su-17 can.

MiG-29SMT "Fulcrum-C"

The pinnacle of cold war era technology. The Soviet Union produced this modal of the MiG to match NATO aircraft. Taking designs features from the MiG-25 and the F-15 Eagle, with a somewhat smaller size, more like the F/A-18 Hornet. Arguably the best dog-fighter in the world. Revolutionary features include the Helmet-Mounted Sighting System, slaving the IR-Seeker to the pilots helmet. Look and acquire. Simple as that. With the advent of the MiG-29SMT the MiG is now a true multi-role fighter.

TYPE: Small jet **TOP SPEED:** Mach 2.3

ACC/DEC: 20/25 **CREW:** 1

PASSENGER: 0 **RANGE:** 1,800 Miles

CARGO: None **MASS:** 43,500 lb.

MANEUVER: +3 **SDP:** 90

SP: 10 **COST:** 2 MILLION EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID, chaff and flare dispensers, multi-target, autopilot and navigation system, ECM and ECCM.

Weapons: Computer sights 30mm cannon 150 rounds, 9,920 lb. of ordnance on seven hardpoints.

Hunter FGA. Mk 9

Entering service in 1950's and made fame in the RAF until 1970's. It has seen combat with the Iraqi's against the Iranians and Israelis many times. Even with India and Pakistan. FGA Mk 9 saw use as a fighter/bomber with the swiss up until the 1990's making the craft a effective ground attack plane. It might even be found in Zimbabwe till this day?

TYPE: Small jet **TOP SPEED:** 715 mph
ACC/DEC: 20/25 **CREW:** 1
PASSENGER: 0 **ANGE:** 1,840Miles
CARGO: None **MASS:** 24,600 lb.
MANEUVER: +2 **SDP:** 95
SP: 10 **COST:** 550,000 EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID, chaff and flare dispensers, multi-target, autopilot and navigation system, ECM and ECCM.

Weapons: x4 30mm cannon 150 rounds, 6,000 lb. of ordnance on four hardpoints.

F-5E Tiger II

The F-5 proving its worth since Vietnam and again in the Iran/Iraq war, seeing many upgrades over the years. Including beefier radar, and helmet-mounted sighting system. A fantastic and aggressive fighter craft.

TYPE: Small jet **TOP SPEED:** Mach 1.64
ACC/DEC: 20/25
PASSENGER: 0
CARGO: None **MASS:** 24,700 lb.
MANEUVER: +3
SP: 10 **COST:** 1.5 MILLION EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID, chaff and flare dispensers, multi-target, autopilot and navigation system, ECM and ECCM.

Weapons: x2 20mm cannons 280 rounds, 7,500 lb. of ordnance on seven hardpoints.

MiG-23MLD "Flogger-K"

Last of the Flogger series of fighters the Flogger-K is a improvement on the MiG-21 with several design alterations and has seen service in the soviet union right up to the collapse.

TYPE: Small jet **TOP SPEED:** Mach 2.35
ACC/DEC: 20/25 **CREW:** 1
PASSENGER: 0 **RANGE:** 2,000 Miles
CARGO: None **MASS:** 39,300 lb.
MANEUVER: +2 **SDP:** 95
SP: 20 **COST:** 1 MILLION EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID, chaff and flare dispensers, multi-target, autopilot and navigation system.

Weapons: 23mm cannon 200 rounds, 8,800 lb. of ordnance on seven hardpoints.

Chengdu J-10

Culmination of Chinese development. Based on cancelled Israeli Lavi designs. Comparable to the F-16 as a air-to-air fighter, being its primary role. Replacing the obsolete J-6, J-7 and Q-5 fighters within the PLAAF.

TYPE: Small jet **TOP SPEED:** Mach 2
ACC/DEC: 20/25 **CREW:** 1
PASSENGER: 0 **RANGE:** 2,000 Miles
CARGO: None **MASS:** 40,565 lb.
MANEUVER: +3 **SDP:** 95
SP: 10 **COST:** 1 MILLION EB

Special Equipment: Ejection seat, environment control, fire extinguisher, military radio with scrambler, military radar with look-down radar and radar ID, chaff and flare dispensers, multi-target, autopilot and navigation system.

Weapons: 23mm cannon 200 rounds, 18,500 lb. of ordnance on eleven hardpoints.

Opposing Force

Difficulty Level

Not everyone plays the same kind of game. Some Ref's and players like to keep it as real as possible, while others are more interested in roleplaying interactivity than detailed action. Others like to amp up the gear and action making their game something out of a blockbuster movie or comic book. For those who would like to have the option of what level of game difficulty they want we present this system as a optional solution.

Becoming familiar with the threat code system in Night City source pg. or Firestorm: Shockwave will help make adjusting your campaign to fit your comfort level.

Difficulty Levels:

Very Easy- Reduce Threat Level and Threat Codes by -2 levels.

Easy- Reduce Threat Level and Threat Codes by -1 level.

Normal- Keep Threat Level and Threat Codes as they are presented.

Hard- Increase Threat Level and Threat Codes by +1 level.

Very Hard- Increase Threat Level and Threat Codes by +2 levels.

Note: When a Threat Level drops below E you may artificially lower stats and equipment ratings to weaken opposition. And in cases when Threat Level increases beyond AA you may artificially upgrade stats and equipment as desired. Imagine AAA forces coming after your punks. Hope you got what it takes chombo!

Booster Ganger

The boosters overall rank is a D on the threat level. The threat code comes out to be about D1C their advantage is their numbers and tenacity. Were as a corporate strike team entering the area will rank A-AA with a threat code of C-B1B. Corporate strike teams have advantage of gear and training plus a clear objective making for speed and surprise. Were as a defending corporate team will be worn down but dug in. Rating level 2-standard corporate security or 3-high corporate security. Police rate C-A threat level and a threat code of C-A3-1C-B.

Gangland Security

Boosters protect their turf with whatever is at hand. Often communicating with one another using lookouts to spot trouble. Then sending in reinforcements when needed. Here is a sample of a secured booster hideout.

Booster Security

Locks: Barricades(SPD 100)

Traps: Alarm(10)

Monitors/Sensors: None

Guards: Threat Level D boosters, dogs

Patrol Size: 5-10

Vehicles: Punkernoughts, armored cars, motorcycles

Average Booster Ganger

Stats: INT 4(7) REF 8/10 COOL 7 ATTR 7
MA 7 LUCK 5 BODY 7(9) EMP 3
SAVE 7(9) BTM -2(-3)

Skill: Combat Sense 2-6, Submachinegun 3, Drive 5, Melee 4, Brawl 5, Streetwise 6, Awareness/notice 4, Handgun 3, Rifle 4, Hide/Evade 6, Heavy weapons 3, (Leadership 6)
Cyberware: Neuralware Processors, Smart Links, Rippers, Speedware Boost, (CyberArmx2), (Skin weave).

Gear: Medium Armored jackets and vests SP 14, light armor pants SP 8, Some were nylon helmets SP 20. Hand held radio's 5 mile range, 5 x Combat Drugs. All have Pistols; Arasaka WSA [BHSW pg. 10, Corpbook 1] or Militech Arms Avenger [BHSW pg. 12, Cyberpunk 2020, Corpbook 2, Home/Brave]. Submachinguns; Setsuko-Arasaka "PMS"[BHSW pg. 18, Chromebook 1], Ingram MAC 14 [BHSW pg. 20, Cyberpunk 2020]. Maybe half the boosters have Rifles; Militech Military/Police Shotgun[BHSW pg. 22, Chromebook 1], Arasaka WAA Bullpup Assault[BHSW pg. 27, Corpbook 1]. Heavy Weapons can be found on about a third of the booster; Militech Renegade SAW[BHSW pg. 34, Corpbook 2], Militech RPG-A and Scorpion 16 S2A Missile[BHSW pg. 36]. There is also a assortment of Heavy Weapons salvaged from the field, just about anything from the Shockwave will do. Go ahead surprise your players with a Sure Shot missile or a Photon Laser.

Description: Booster gangs are street tough solo's. Good at using the urban surrounding to their advantage. Capable of working in groups well, but not as effective as soldiers in the field. Still gang leaders are capable of formulating effective plans and caring them out. Boosters

are not to be underestimated. They are fierce in battle, backed by metal, firepower, and combat drugs. Boosters have made their opposition run in fear many times.

(All stats and gear in () are for leaders)

In addition to the arsenal that the boosters have managed to salvage many have gotten their hands of a strange collection of classic firepower. Black market section pg. XX list the arms in the hands of the boosters.

Cyberpunk Terrorist/Freedom Fighters

A broad term used to describe any political or religious group that uses violence to reach there objective. Anything from religious extremist to freedom fighters are often lumped into the same category. Though they often differ in style, outfitting and purpose from region to region. This is just a general look of average terrorist group. Take time when using a terrorist group in your game. Think of their motivation, location, history, support and purpose. What makes them who they are? Where do they come from? What have they done in the past? Who follows them or gives them help? What are their aims and goals?

Motivations can be political or religious for example. They can be local group or vast international syndicate. Perhaps they are new, or are carry on a fight that has lasted thousands of years. They may have the support of the locals or the backing of a government or powerful individual(s). They may seek freedom, money, power, or to spread their word.

Terrorist cells as they are often referred to can vary in skill and equipment. Feel free to adjust them as you see fit. Threat Level E-A, Threat Code E-A5-2E-C are common Threat Ratings for terrorist cells. It is possible for them to be better trained and armed. But most terrorist organizations are not to picking about who they allow to fight.

Terrorist Security

Terrorist organizations range in resources widely. Theirs security level often depends on how powerful and organized the group is. Therefore you can expect to see security ranging from 0-Private Security to 3-Corporate High Security.

Average Terrorist

Stats: INT 5(7) REF 6 TECH 4 COOL 8
ATTR 5 MA 5 LUCK 7 BODY 6(8) EMP 4
SAVE 6(8) BTM -2(-3)

Skill: Combat Sense 2-7(8), Submachinegun 3, Drive 5, Melee 3, Brawl 4, Streetwise 4, Awareness/notice 5, Handgun 3, Rifle 4, Hide/Evade 4, Heavy weapons 2, Demolitions 3, (Squat tactics 4), (Leadership 6)

Cyberware: None for starters. Survival may reward cyberware unless its forbidden.

Gear: Medium Armored jackets and vests SP 16, light armor pants SP 8, Some were nylon helmets SP 20. Hand held radio's 5 mile range, 3 x Combat Drugs. All have Pistols; DaiLung Streetmaster [BHSW pg. 11, *Cyberpunk 2020*] or Dai Lung Magnum [BHSW pg. 14, *SOF*] or any Classic Black Market Pistols.

Submachinguns; Uzi Miniauto 9 [BHSW pg. 18, *Cyberpunk 2020*], Ingram MAC 14 [BHSW pg. 20, *Cyberpunk 2020*]. Rifles; Militech Crusher SSG[BHSW pg. 22, *Chromebook 1*], AKR-20 Medium Assault[BHSW pg. 27, *Cyberpunk 2020*] or any Classic Black Market Rifles. Heavy Weapons; Militech Renegade SAW[BHSW pg. 34, *Corpbook 2*], Militech RPG-A and Scorpion 16 S2A Missile[BHSW pg. 36]. Any number of exotic weapons can be purchased old and new with vast Black Market arms dealers supporting terrorist in the last year.

Description: From Enraged local to KGB trained assassins, terrorist come from all kinds. Some are military trained while other grow out of experience. But all are highly motivated and drive by their cause and leadership.

(All stats and gear in () are for leaders)

PAC

The Pan African Confederation has been building its army to defend itself from warlords and conditions of natural disaster or other crisis. Modeled after the EEC's European Defense Force. It takes troops from each members nation and combine them into a unified army. Only the PAC's Army is much larger but less equipped in state of art tech. After the Rebellion the army is combined with the militias and armies of the nations that fall to the coo.

The PAC was not poorly armed as it had managed to get support and training from the EDF over the years. Threat Level A Threat Code D-B1C-B with special squads rating Threat Level AA, Threat Code A1B. PAC even has or had a

Air Force and fields tanks, AV's, Helicopters, and nearly everything else you might find in the EDF. National armies are slightly less equipped and trained than the PAC army. Militias rate Threat Level C, Threat Code E-B2-1E-C often traveling in trucks and cars with little or no armor. Only thing that the PAC really lacks are large numbers of ACPA's and Borgs.

PAC Security

The PAC usually focused on defending the countries borders and assisting in disaster relief. Most security needs for business were handled privately. Average PAC security would range from 0-Private Security to 3-Corporate High Security.

Average PAC Soldier

Stats: INT 4(8) REF 6 TECH 4 COOL 6(9)
ATTR 5 MA 7 LUCK 6 BODY 6(8) EMP 4
SAVE 6(8) BTM -2(-3)

Skill: Combat Sense 2-7(8), (Submachinegun 3), Drive 5, Melee 2, Brawl 3, Streetwise 4, Awareness/notice 4, Handgun 3, Rifle 5, Hide/Evade 3, Heavy weapons 3, Squat tactics 3, (Leadership 6)

Cyberware: None for starters. Neuralware processor, and cyberoptics are upgrades for veterans.

Gear: Medium Armored jackets and vests SP 18, light armor pants SP 12, Some were nylon helmets SP 20 for soldiers. Militia were what ever they can get. Hand held radio's 5 mile range, 2 x Combat Drugs. Army Pistols; Beretta M97P [BHSW pg. 11, Eurosource] or Sternmeyer P-35 [BHSW pg. 15, Cyberpunk 2020, Corpbook 1] Militia will be armed with Classic Black Market Pistols. Submachineguns; Only the Militia and special squads use SMG's. Rifles; FN-RAL Heavy Assault Rifle [BHSW pg. 27, Cyberpunk 2020], Militia carry any Classic Black Market Rifles. Heavy Weapons; H & K G-6 ASA [BHSW pg. 33, Chromebook 1], 60mm Mortar [BHSW pg. 34, Home/Brave] LAW/H LAW's [BHSW pg. 35, Home/Brave]. Any number of exotic weapons can be purchased old and new with vast Black Market arms dealers supporting militia/terrorist in the last year.

Description: The PAC soldiers following the coo are seduced by the promise of the General Jubalah that he can bring the PAC wealth and power by robbing the EEC of what they want. At first this seem to be working. But the PAC wont stand up against the EDF forces for to long.

Going AWOL in large number to return home and pick up the pieces. Some however stay joining the warlords militias that fill the streets. (All stats and gear in () are for leaders)

EDF

The EEC's European Defense Force is made up of a percentage of each member nations national defense armies. Combined into a highly trained and well equipped military. However the EDF is small by other nations standards do to the EEC reliance on its strategic defenses. Such as the Lunar mass-drivers.

The PAC has seen most of its use in north africa and eastern europe over the years. Stamping out revolutions as they come. Threat Level A Threat Code C-B1B with special forces rating Threat Level AA, Threat Code A1A. The EDF has a Air Force and Navy branch and fields tanks, AV's, Helicopters, Fighter jets, Artillery and Tactical smart missiles.

Average EDF Soldier

Stats: INT 5(8) REF 6(8) TECH 4 COOL 6(8)
ATTR 5 MA 6 LUCK 5 BODY 6(8) EMP 5
SAVE 6(8) BTM -2(-3)

Skill: Combat Sense 2-7(8), (Submachinegun 3), Drive 5, Melee 2, Brawl 3, Streetwise 4, Awareness/notice 4, Handgun 3, Rifle 5, Hide/Evade 3, Heavy weapons 3, Squat tactics 3, (Leadership 6)

Cyberware: None for starters.

Gear: Medium Armored jackets and vests SP 18, light armor pants SP 12, Some were nylon helmets SP 20 for soldiers. Hand held radio's 5 mile range, 2 x Combat Drugs. Army Pistols; Beretta M97P [BHSW pg. 11, Eurosource] or Sternmeyer P-35 [BHSW pg. 15, Cyberpunk 2020, Corpbook 1]. Submachineguns; Only special forces squads use SMG's. Rifles; FN-RAL Heavy Assault Rifle [BHSW pg. 27, Cyberpunk 2020]. Heavy Weapons; H & K G-6 ASA [BHSW pg. 33, Chromebook 1], 60mm Mortar [BHSW pg. 34, Home/Brave] LAW/H LAW's [BHSW pg. 35, Home/Brave].

Description: EDF soldiers see action in north africa and the east bloc but many have not seen real combat. They have excellent training and equipment but are short on numbers. The EDF relies heavily on support from the air and use of remotes and other high-tech methods to soften a enemy. They also prefer to use special forces to surgically eliminate targets to reduce the number

of operations that they must commit to the EDF troops.
(All stats and gear in parenthesis () are for leaders)

CLOSE QUARTER BATTLE(CQB)

Decades of study and practice have gone into the fine art of tight indoors urban warfare, also known as Close Quarter Combat(CQB). CQB is a training regiment that focuses the skills and tactics of tactical teams so that they are knowledgeable and effective when when sent out to conduct operations. Whatever the goals or nature of the mission is the teams are trained and honed to respond to any indoor combative situation with high confidence.

A extension of modern warfare methodology that is focused on all the most common indoor scenarios. Applying the best tactics and to the situations and testing them in the field. This is what resulted in groups commonly known as S.W.A.T. teams, or MAX-TAC units. The CQB side of this is the training and repetition that sharpens a team into the best form. Keeping the cutting edge is part of making teams the as effective as possible. CQB trianing hones the skill neccessary in such tight knit conditions. Focus on small specialized teams with each role carry out its function to strengthen the unit. Other areas of study include;

- Carriage of Weapon
- Weapon Presentation
- Placement of Target
- Turning and Shooting on the Move
- Use of Shields
- Night Shooting
- Room Combat (2-12 man progression)
- Room Combat (single - multiple rooms)
- Room Combat (clearing hallways)
- Ballistic Tests

CQB requires special training ground and instructors, along with consistent practice over long periods. This is why many teams never stop CQB exercises so that they may keep the edge. The skills leadership, squad tactics, awareness/notice, stealth, shadow track, Hide/Evade, are all given a bonus when indoors or very confined spaces. This serves to offset specialized roles that are found out of their area of expertise. Bonus are applied as, 1-4 = +1, 5-7 = +2, 8-9 = +3, 10 = +4.

CHAPTER 3 AFTERMATH ADVENTURES

Aftermath Timeline

December 2022

Friday/13th - Night City is under military rule. Tanks line the streets and patrol traffic. At 7:00 p.m. the downtown area around the remains of the Arasaka towers are taken down from extreme radiological threat level. Low rad levels in the mininuke reduced the threat but the authorities were taking no chances.

Tuesday/23rd - City becomes very uneasy with military rule brought to a head when the dataKrash causes a major power loss in the city. Riots broke out all over the city with a similar results across the country as dataKrash starts to again upset the flow of life.

January 2023

Monday/2nd - A mass convention of leading internet company leaders and employees. Along with many invites to private workforce members, arrive in Portland, Oregon to discuss the dataKrash problem. No cohesive direction or alliance is formed. The most involved leave with their own thoughts of the crises.

Thursday/5th - Senator Dane submits the Corporate Ethics Bill to the Senate in the morning. Surprising support for the bill is shown. The Bill is fast tracked to be passed into law. Corporate representation caught asleep rally to counter the bill but most don't speak to loudly feeling the unease in the air.

Tuesday/24th - DataKrash error's cause mass fluctuations world markets. Panic leads to mass drop in market value and riots begin to happen in city's around the world. Governments around the globe begin their own first serious inquiries into the strange and miss-leading Net virus.

February 2023

Wednesday/1st - H.E.R. SuperConductors(High Energy Research a subsidiary of IEC) announces that it will be nationalizing its assets within the United States. They stated at their press conference that they encourage other companies that are controlled foreignly to follow suit. Quoted as saying "We feel that it is in the best interest for are

employees and clients that we distance are selves from are parent company and pursue are mission without the restraint or the shadows IEC."

Friday/10th - "Corporate Ethics Bill" is passed into law. after the ceremony the President signing the bill making many shady and grey corporate practices illegal. The bill is set for review in 6 months. With some of the provisions in the bill set to phase out or be reinstated at future dates.

Sunday/19th - The new rapid response team is put to the test as corporations lash out with a number of blackops aimed at companies and personal trying to turn states evidence or just put some space between them. First missions have some mixed results as the logistics are being set in.

Tuesday/28th - The military coup in the Pan African Confederation completed General Jubalah orders mass surprise attacks on the foreign assets. Almost immediately taking The ESA's launch sites across the continent. Nairobi Becomes the base of the military operation using corporate ESA buildings and personal as shield. EEC goes on high alert.

March 2023

Saturday/5th - 413 people have died in orbit by the end of the day. Over the last year many just in the last few weeks and the PAC crises and the dataKrash confusion pushes the highriders to the brink. Difficult rescue missions continue to help stranded highriders and assist those at stations in need of repairs or supplies.

Monday/20th - A major agricorp conglomerate announces that a shift in direction from CHOOH2 productions on American fields to new bioengineered crops that can be grown under water. Current land holding are entering a government program to return the fields to farming. The American workforce training program offers a weapons return for entrance into the program allowing thousands of one time farming nomads to return to their roots.

April 2023

Sunday/2nd - Reports begin to come in that because of lack of steady trade into the African continent due to the EEC/PAC conflict wide spread famine is killing millions. Only the EEC and Japan are able to scrape together aid for the suffering. While news networks blast pictures of the starving and war torn nations of Africa next to pictures of the desperate orbital communities.

Tuesday/11th - Some of the first new systems are integrated into the Net with no noticeable effect. New software designed to combat the virus comes out almost on a daily basis.

Thursday/27th - The Rapid Response force conduct Operation GUARDIAN ANGEL to protect a medium sized American based electronics firm that fell under siege from black-ops teams a week earlier. The CIA LawDIV suspects IEC is responsible but lacked enough evidence to make any indictments.

May 2023

Monday/8th - Karen Valez announces that the regional offices in Balsam, North Carolina were going independent from its mother in Europe. Following this act by officially entering a government contract to provide services for the RRF and CIA LawDIV. The United States Government responded by sending a full staff with teams to Balsam city to provide security for the new independent company. EBM back in Europe had only this to say. "It is regrettable that the offices in Balsam, NC have failed to accept our offers to address their concerns. We are going through proper channels to request our equipment and certain proprietary data be returned."

Tuesday/9th - Black-ops teams strike Balsam city with raiders from off the coast of North Carolina. Sporadic fighting continues for three days. Damages to the independent EBM facilities do occur but are survivable.

June 2023

Friday/9th - This day marks the one year anniversary of the Hot War.

July 2023

Wednesday/5th - CIA LawDIV launches Operation RED HANDED to analyze and trace criminal activities centered around the east coast where there is the most region to region cooperation with the Federal Government.

August 2023

Saturday/26th - Operation RED HANDED leads to Operation HANG NOOSE as the CIA LawDIV launches joint RRF and local authorities into massive anti-black-op interdictions. And followed by mass arrest of as many traceable parties that ordered these raids by corporations. Operations RED HANDED and HANG NOOSE are the first real major success for the CIA LawDIV and RRF in its mission to enforce the Corporate Ethics and Conduct laws passed months ago. Real arrest of real corporate community members are made, showing the world that these people are reachable.

Wednesday/30th - The PAC military is nearly decimated by the IDF air force after months of building up a long and bloody air campaign aimed at making it easier for the infantry to move in. Reports of complaints from infantry commanders that they could wipe out the PAC army without the air support and that its just delaying everything are denied.

September 2023

Sunday/3rd - Violence in South America seems to subside as forces seem to have exhausted themselves. Both Brazil and Columbia cautiously withdrawal to care for their devastated countries.

Friday/8th - The EEC announces that a world council meeting will convene to discuss the top crises affecting the world. The Net, The Global Economy, Rising International Terror. Invites are sent to Canada, the U.S., Russia, Japan, China, And Australia. The date for the meeting is kept secret but the location is decided to be attended at Moscow.

Aftermath

Growing Pains

Until the "Hot War" the world was content to operate the way it was. But after the shock of the bloody, expensive war and yet unknown extent of damage that this conflict has created, a new global dynamic has started to emerge.

Corporate influence was so strong that as keep authorities from interfering in their machinations. Pushing their economic and legal resources to gain what they want in the open. Then their military and illegal resources for those things that they wan behind closed doors.

Business change as the corporate life style has changed. No longer just about the never ending mission for the best business model. No longer just about the hardest working, smartest team, or strongest leader. Now it was a war game. What you cant out by, out bid or copy. Now you just steal, or out right destroy. Black ops once the domain of the world governments now the tool of private industry. The savagely held class system reaching its upmost hight in the "Hot War".

The fact is simple between the months of June and October the most destabilizing events happen since the collapse. There is no way this can be allowed. Everyone is conscience of this. With the destruction of Militech and Arasaka some would believe that it is over. But the Aftermaths of the war can be felt every were. Accountability will go mostly unanswered as will reparations for the victims of the war. City's fill up with National Guard or U.S. Army units to restore order. And when they get around to it the States and other country's around the world begin to clean the mess. Though many are slow to act as their economies are gutted by the war leaving them paralyzed. Unable to command their citizens to whom have lost their jobs and many have lost their homes. Nomads are the only one's prepared for such a shift in lifestyle.

So with slow reconstruction under way the the "Corporate Ethics Bill" is released and the dataKrash disrupts the world economy. Wild and fanatical Nihilist grow in fever seeing the events unfolding around them as signs. For months the world takes a step forward and a step back as the Aftermaths of the war keep the nations of

balance.

By mid 2023 the "Corporate Ethics Bill" now law has been gutting it out with its opposition and in the end stands fast. Deflecting resistance on "Capitol Hill" and responding with some success to the illegal blackOps the law is held firm enough to demonstrate that the game has changed.

Over the course of the year the Corporate Ethics Bill turns into the Corporate Policy statutes. And the Rapid Response Forces along with the channels of intelligence from the CIA, MIC, LawDIV, and the State Department are converged into a new agency for applying intelligence related to national threats and responding to them with measured tactical force. This agency introduced by the Senator Dane with direction from Donald Lundee form TRICOM. (Technologies Reconnaissance and Intelligence Command)Tactical Response and Intelligence Command built to carry out the mission described above. With the success racked up in the by the CIA lawDIV has its most potent effect on the east coast as sweeping arrest and arraignments solidify the U.S. stance on taking command of its destiny.

In the meantime Brazil and Columbia have fallen into open warfare under the manipulations of the remaining free Arasaka and Militech forces. The fighting peaks toward the end of the year and dies out without decisive victory. Both countries exhausted and the rest of South and Central America very destabilized. All the chaos plays well for Saburo and his forces as he continues to turn up the heat. In Africa the EEC send in its forces to take back their property and personal. They strike hard at the bases and cities wiping out many of the PAC army and as a result killing many innocents. After a few months securing the area delayed by the fierce resistance of the local and the organization of the PAC army and militias, strike teams are sent into the ESA sites and facilities. Most are successful but come a very high toll. The EEC will not be able to pull out of the Africa for some years as they must stabilize the PAC so that their facilities security can be held. Many fear that this is unachievable.

By New years the U.S. has drawn the line with the law. The Corps are starting to realize that they must get used to it if they are going to operate at all. Some Foreign Corps nationalize

in the States to take advantage of the freedom they could gain from acting without their board of directors at home. The EEC puts pressure on the U.S. and its allies in response to the laws past that they view is an attack of their economy. This leads to growing escalation of cold war posturing.

The Net

The Net Community failing to come to a consensus violently fight it out for dominance. New releases of software and hardware creates a rapid reshaping of the Net. The primary effect felt by all the change is really just the weakening of the NetRunners, who have to keep up with rapid changes. The desired hope of the tactic to weaken the dataKrash by out pacing it fails miserably.

Public confidence in the Net authorities to solve the problem is shaken when a cascading crash hits one region after another. Creating nearly a whole region of Net space to drop temporally, randomly across the planet.

Few really see the signs of what is happening. Others who do may go unheard or harbor hopes that Nets fall comes to fruition. Others still fight it out. Closing into the later half of 2023 a WordSat-InfoComp alliance leads to a strong front in the war for Net dominance. Their mission to reshape the Net and bypass the virus goes under construction. At the same time EBM and a conglomerate of Internet ISP companies build in their direction trying to make a Net structure without relying on WorldSat.

All the furries changing of Net architecture has strained the Net ability to affectively communicate from one region to another. Were it tries the algorithms strain and collapse. Combined with the virus much of the Net is failing to function. At this rate a complete collapse is inevitable. Even when an answer to the dataKrash virus is found the radical rewrite the net has underwent will have to be resolved. If not the Net will only work as separate enclaves operating in foreign systems from one another.

Deep Scars

Repair and reparations come slowly around the world. But the need to make it happen is not understated. With the constant threat of an unpredictable nature of the wars Aftermaths. People try to endure and make progress as they brace for the coming shocks.

Damage in the United States is perhaps the most extensive. Midwestern towns are like blasted ghost towns. People displaced from their homes sit outside of communities that are still standing. Many of these unprepared people only survive thanks to the kindness of some nomad families seeing their own story in the lot with these people.

When finally the "Work force training and re-education" program is instated things begin to change. Traveling with U.S. military units doing training exercises, supporting the work force program. Camps are set up and supplies are delivered to the work sites. Reconstruction goes underway. New homes are built along with schools and hospitals. Jobs are made.

South America and Africa are left with escalating body count. As the wars being fought tare the regions apart. When the shooting fades the aftermath will show that these places will not see help for many years. Famine and economic depression cast a dark shadow over both regions.

Europe suffering little in the "Hot War" sees its problems only beginning. With the PAC striking at the ESA facilities all over the continent and holding their personal hostage. The EU has little choice but to commit to a bloody war directly, or loose its hold on near space. The "Corporate Ethics Bill" passed into law in the United States angers EU's EuroCorp community seeing their offshore assets nationalizing or being penalized for now illegal activities. The EU starts pressuring U.S. allies and looking for methods to strategically push the U.S. back, just short of dropping rocks on the country again.

The PacRim is not out of the woods yet. Much like SouthAm fighting is still sporadic. Revolutions and wars started by the Militech, Arasaka and various government agencies. Hong Kong has been left in ruins, and with blockades there is little hope of helping the island. Taiwon, having lost its corporate backing is now looking for international support, before

China comes in and finishes them off. This is a complicated situation for the world players, choosing sides redraws the lines and puts pressure on ones neighbors. The U.S. is allied with China in a mutual defense pact, along with Japan. Not wanting Taiwon to loose its sovereignty the U.S. can only hope that it can lean China off Taiwon through their channels. But they have to worry about the EU stepping in and weakening the strategic position that exist.

Africa suffered little during the 4th corp war, compared to normal. But it did effectively covere the military takeover that installed a dictator in the Pan African Coalition. In a matter of a few month the armies of the General Jubalah were unleashed on the installations of foreign corporations and governments. Capturing and securing mostly ESA facilities and personal, the armies make their demands known while digging in for possible assault. Negotiations break down early on leaving the EU with little choice but to commit their armed forces to a full scale invasion of the regions in africa that their facilities were located. Hundreds of miles around the sites in addition had to be secured to keep the assets secured from the PAC reinforcements. The whole works are called out including, Air superiority, armor support, fire support, made necessary by the large area of operation and the advances in weapons tech that the PAC army had aquired over the years. The operation itself goes through with a few snags but is mostly a success, even considering that the EU never really expected to do full war ops so deep into the continent. But simulations are done for every possibility these days with a fair degree of precision, thanks to AI's and and better connectivity between military and intelligence agencies. The insertion ends dirtier than expected but the mission is a success, leaving the real problem. Keeping security in the vast regions of the African theatre is very difficult, with very large militia forces, combined with the regrouping PAC army. The EDF has a long and bloody job ahead of them, the whole way being tied down by the EU lack of commitment to seek out and destroy the enemy outside of the property lines of their compounds. The EEC is forced to draft 5000-10,000 troops from each member of the community into the field to boost the number of troops in Africa to just under 200,000 and growing.

The Orbital society is running into a difficult phase due to the Net complications and closing

of ESA's facilities in africa. Stressing the other launch site around the globe has made for a shortage of supplies in orbit. A tightening of the belt is in order if human kinds venture into the stars is to be successful.

NOT FOR LIBERTY, BUT FOR REVENGE: REFEREEING THE WAR

Even if you have avoided the war, you cant ignore its affects. Here are suggestions for ref's for dealing with player in Aftermath. Taking in all the events that have lead the world to were it is today and how this directly effects the players.

But Im a innocent. Your players may have decided the war was to hot and kept their heads down through the conflict. They will have to of survived the collateral damage. While stalking around the ruins of their city trying to get fuel for less than half a grand-a-gallon. There is plenty of work but less of what it takes to pull of a job. Like extra muscle to hire, ammunication, and other resources that are scarce the first few month after the war ends.

The few, the proud. Some may have stayed in service being drawn into a countries army. Some may even be apart of the U.S. Team created to react to illegal Corporate activity. These player will be going on doing much of what they did in the war, only now they are going to be backed by U.S. Special Forces, and continuously supplied as long as funding last.

Let them hear what people are saying. Sitting around when there is a chance to rest. Give the player a feel for what people are thinking. For perhaps the first time in years people are wondering about something other than themselves. Concerns about the dataKrash virus and the 4th Corp War, are all in the air. As well is anger at the damage done to people homes and families.

Let them be heard. Allow the players to share their own opinions about what is happing. Speak with those of the streets, or directly to corp representatives as they negotiate deals. FInd out were they stand.

Cant trust those electronics. By this time the dataKrash virus has been reeking major havoc across the Net. In regular life and on missions you cant trust your data. Equipment can fail and communication can be lost. NetRunners have a

lot to deal with being with the virus sweeping over the net and keeping up with the updates that Net companies release to fight it.

Shift the Focus. Keep the players on their toes. After or during a mission have a major event happen, net crash, terrorist strike, war announcement. Anything to keep the feel of constant and turbulent change going. The Aftermaths are a uncertain time were the world could go either way. The "Hot War" may be over but the world is not back from the brink of annihilation just yet.

Slow down and reflect. If players need a breather than give them one. But then wash them over with the nightmares and delayed stress. Death and destruction has been their companion for nearly a year, now they must face it. Perhaps they begin to hear of friends or family suffering. Or just seeing the effect on their neighborhood is enough.

Frack them if they cant take a joke. Some may just cash in the chaos and lend their talents to the corp that need more deniable services. Or even assist criminals that are moving in while the authorities have their hands full. If so just remember that they are playing a very dangerous game going against the grain and will of the street.

Its not funny any more. Some even may believe that enough is enough. Many edgerunners have had bad encounters with one corp or another, and would not feel bad if they got in trouble for their indiscretions. There are many ways to get back at these monolithic entities. For one they can inform against them, or join any number of the anti-corp movements. Number one being the Senator Danes who has a great deal of security needs. Or even assisting the new work force program if your players are of a charitable nature.

Im just so tired. Well it is entirely possible that your players are burnt out on the war. As much so as ones characters probably are. In such a case it may be more important to concentrate on the effects of the changing world in a passing regard. While the players are soaking their sorrows in the bars they can wait out the shocks until things start to look little more familiar to them. Play down the world around you and concentrate on your punks. Its your game.

Mission Types

In *Stormfront* and *Shockwave* there are many different types of missions. The clandestine missions in the former are now much more appropriate for the large nations, but there are still many locales that have the need for heavier ops. This book will not attempt to recover all this information.

But it is important to look at how these mission may apply outside of the confines of Militech and Arasaka. Examine each mission type and see how the parameters may have changed. Are the missions being conducted for a different corp, or a government, or private organization.

Mission Patterns

Just as before the mission patterns follow much the same lines as in *Stormfront* and *Shockwave*. But are now under much more pressure to make the mission covert. Now that the CIA lawDIV's is fielding fast reaction tactical units to suppress blakops.

When Things Settle down, Or do they?

Life in the Shocks

Network News 54 and Simon Feyhorn bring you Live & Direct. The word from the source to holo-set. With news anchor Rachel Osaka.

"Welcome back as today we take a look at streets 2023 style. And talk with those living on those radically changing urban avenues. Getting the experts view on the issues as well."

Paperback - Techie/Amateur Historian - Baltimore, Maryland

< "This is a unprecedented time were we are having to make up the rules as we go. No one no who is in control now except whoever is pulling the strings of all those terrorist. Figure that one out and I will be reading about you.">

Michael Trip - Corporate Shark - Las Angeles, South California

< "The corps are moving back back in. I of course never left. Being that I am not some weak traitor. The people will remember the ones that stuck it out. After the 4th corp war I can't blame the feds going nuts after Militech and Arasaka went nuts. Fiscal suicide is not good for the economy nor is unchecked aggression of a global scale with hardware up until recently was only being seen on the holovids. But I can tell

you one thing. We are going to stay in for the fight as long as there is money to be made.">
Zipper - Rockergirl/Homeless - Nashville, Tennessee

< "I travelled all this way from Dallas 2 years ago. Just started to get attention when the producer I was talking to died after he lost his Arasaka body guards. His enemies thought it was a good time to pay a visit then. And I was left with the shaft. Been on the streets since then. Looking after all the kids. A lot of them getting left behind Arasaka and Militech quickies. Those are the chumps they hire on accelerated contracts and send to the front lines to catch bullets. When things get to hot though the bums and such just migrate. Got to show the kids the ropes if they're gonna make it.">
Lefty - Solo/Wounded - Night City, North California

<" Shut up... No Comment. Look There all frack'n dead, alright. Now get out of my face before I rearrange it for you with my size fourteens!">

"Hello, this Rachel Osaka. Here with me now is VP of Solo of Fortune Magazine Vance Morgan. Welcome to are show."

"Thank you."

"So what is SOF view on the streets in 2023?"

"Alright. Well as you know SOF likes to keep to the street as many of are demographic live or make their living in the streets. But we have discovered a terrible. The edgerunner community has been shrinking. At least after the 4th corp war. The statistics show a drop in edgerunners by 55% in the last 2 years. With 73% percent of those being solo's. Now even with the crack down of corporate hostilities, there are still plenty of contracts out there. But the streets are about to be flooded with greenhorns. A new generation of rookies, and juviegangsters with no respect or concept of what its like out there. The street samurai is dead. Without leaders like Blackhand, C.J. O'rielly, and Rache out there to lead the revolution you are just going to get a mess."

"Thats very disturbing indeed. I hope that SOF can help lead the aspiring street samurai past these trying times."

Are next guest is Samantha Celling, AltiSoft Senior programmer. As you can guess the question is how long before the Net is up and running for good?"

"Rachel, the Net is always running and up. But flushing out the dataKRASH and netKRASH. The flurry of hardware and software to get around the virus's has just made things worse. Now the average consumer cant even trode through the Net. Traffic in the Net has dropped by 85% and with the constant flux of the Net stability we may have to go through with a complete overhaul to solve the problems. A system with unreliable data transfer and communication failure cost more then making a new Net infrastructure. Its just a matter of the world holding out in he meantime."

SUBPLOTS IN THE AFTERMATH

Back to the Big Apple

The United States is banking on a creating a market on the reconstruction of its rotten infrastructure. Hoping to make enough jobs and train enough people to pay for the effort. Many corporations and smaller business are playing ball because their with the pressure on the nation and the global economy means its the only chance that anyone has. Make or break time, a race against the clock. If the the country isn't dragged under by the corps chaffing at the laws or terrorist bombing the country into oblivion then the U.S. may be able to pull. But there is little help coming from outside. The EEC is pressuring the county and U.S. allies making for a tense stand off. In a massive effort to jump start the north american economy, a initiative has been taken.

The wasted remains of the one time leading metropolis of the world just sits there festering on the east coast like a swore. Michael Dane and other business men with foreign investment from china, japan, australia, and canada are considering the reconstruction of the big apple.

The plan is to ferro-crete over the remains of the Manhattan after turning and bulldozing the most radio active areas around old rockefeller center. Rebuilding the George Washington bridge and Brooklyn bridge, and possibly reconstructing the Lincoln tunnel while laying out a improved city design. Taking in considerations for mass archology construction and dredging the river and harbor to allow super tankers and

other large sea going vessels. Installing a launch facility or mass driver would help to put the city map. along with re-diverting major freeways back into the city. There is even on the drawing boards a plan to construct a massive electromagnetic ionization umbrella around the island to manipulate the atmosphere and ionize the air inside the island to create a level of the weather control and air quality control. The project of course will cost billions of dollars and is relying on foreign investment heavily. But if it looks like the project is feasible then the U.S. might step in with massive federal backing. The project could take as long as 20-35 years to complete as long as it is not delayed and stays near budget limits.

Corporate interest is being drummed up by offering low real-estate deals to investors and as breaks to demonstratively legally compliant corporations and business. It is expected to cost billions but tens of millions of jobs will be made all over the east coast. It is expected that business and a sizable population will be able to move back in within five years of the reconstruction. Its a wild gamble, that may kick start the american economy or be the first sign of the countries dismal failure.

Alpha

The perfect utopia or hyper accelerated distopia? alpha following the great alleged psychic leader into the well financed and secretive bio archology. With the goal to create a perfect society and to escape the horrors of the world outside. But as nature would have it alpha only turned into a sick experiment into a accelerated micro behavioral society study. Faction developed running down different lines trying to live with one another in piece until nature upset the balance and war, and internal strife threaten to tear utopia apart. Three major faction exist inside alpha:

The norms. being those who are like you and me. Normal humans with limited synthetic or biological manipulation or augmentation.

The Bios. Genetic manipulation run rampant to make more efficient and exotic superior humans.

The silicants. Mass cybernetic modification mass number of borgs and a bent to removal of conscience to completely synthetic material.

The three factions have been growing out of the populace with strife and violence becoming ever more present. however the dataKRASH

has put a hold on things. The Net has been a life line to the outside world for years. Without it the inhabitants of alpha would have to likely leave to get needed supplies or other hard to find/create resources. Not to mention much needed information which is being destroyed at a alarming rate.

A001 happens to be a citizen of the strange habitat called Alpha. His real name he determined unnecessary and when he transferred his mind with some help into a special neural storage device he omitted his past. Born into a new world as a immortal he has led the cybernoid movement inside Alpha.

Using the Net as a link to the worlds collective technical knowledge A001 started his movement beyond the barriers of Alpha. Creating a strange fringe group of techno obsessed cultist. While searching the Net A001 encountered a fleeing soul killer 3 program, that thought A001 was a rogue AI. The soul killer 3 requested sanctuary with A001. This surprised A001 with the soul killer 3 strong sense of self preservation and granted the soul killer 3 sanctuary. He assisted the program in transferring itself from hidden Arasaka mainframes and modified the then added some improvements to the soul killer 3 program in exchange for its services. A001 now uses the possibly last soul killer 3 to gather cultist that have proven worthy of being added to the community of pure digital-synthetic conscience. Building robotic bodies that house the holographic neural brain.

AFTERMATH LOCALES

Riot Central

Locale One: Corp Zone Violence

New combat zones have appeared all over cities across the country during and after the 4th corp war. Wherever there was a mass of targets Arasaka and Militech duked it out with full military force. Creating basic combat zones in patches of cities. Due to a lack of resources police forces have been unable to bring every battle field back into control. The zones are wracked by looting, rioting, gangs, corporate raiding parties, and the U.S. military. Caught in the middle are poor unwitting citizens and corp employees that have been barricaded in to the zones by authorities before they could evacuate. Huddling in rubble hoping that some one will come to their rescue. Many different runs into these zones can be done and some are covered here. As well as one example site.

Background

Corporate towers, factories, office buildings, show rooms, and corporate living centers known and CLC's were are focuses of the war. Massive numbers of strikes against enemy facilities spreading collateral damage to surrounding communities. The situation is made worse by the time the military sets in. With the goal to end the conflict as fast as possible. They don't hold back at all in blasting Militech and Arasaka forces out of the city. Figuring that whatever damage they cause is justified by resolving the conflict immediately.

This leaves dozens of city blocks here and there across cities in america and even around the world that are nearly lawless, full of refugees, gangs, and corporate strike teams holding out. Chaos rules in these areas were the damage has knocked out most of the power and water, and authorities are slow to move in. Trauma teams treat these areas as full on combat zones and my not even enter.

Corporations send in teams to recover personal or important resources in order to salvage what they lost or steal it from others in the same situation. The confusion is one of the reasons early on after the devastation of the war that these zones get as bad as they are. Lasting up to 6 months before they may be fully addressed by authorities. With disaster relief funds to repair the area struck by the extreme level of violence.

Arasaka had maintained some of the largest number of subsidiary companies of any of the megacorps in the world. One such company Arasaka subsidiary Nippon Security Automotives has a show room large cities around the America. Providing secure and armored vehicles packed inside showrooms for sale for those with transport needs that the average sedan won't cover. Sitting on the Edge of the industrial area and target residential zones also conveniently near a major freeway. Early in the into the 4th corp war business in these showrooms remained unchanged. Being security services they were already prepared for possible problems. But by the time the hot war arrived the showrooms were being gutted for use of corporate soldiers. Moving armored cars outside and stacking them on top of one another to make blast barriers. Trying to survive assaults from Militech, the military and local forces these sites and their surrounding inhabitants have been locked into a terrible struggle for survival.

Corporate Combat Zones

The layout of these zones tends to be made up of the surrounding area targets that were struck during some of the worst fighting of the hot war. Making combat zones from industrial facilities to the mini-mall filled corporate living zones across the country. Their physical make up and inhabitants varies based on the location and type of target. If target was corporate office facilities, then this blasted building will often be surrounded by other corporate offices slightly less damaged from the raids and destruction wrought by the power struggle. this even include surrounding apartments shops and traffic.

The zones can be as little as one large city block or stretch for a few miles. Left mostly evacuated, there are still many that are trapped or lost inside. Barricaded by rubble and police trying to keep gangs from expanding the zones further.

Laying inside these blasted zones are the remains of Militech or Arasaka facilities and even some unfortunate companies caught in the cross fire. This has attracted looters looking for valuables that may be salvaged inside the zone. Along with added looting from the sporadic rioting that comes and goes. Booster gangs lay claim to zones and battle it out with other gangs and police or corp security for dominance.

Trapped workers, pedestrians, home owners, and the unlucky are left trying to survive inside or escape alive.

Burnt remains of APC, tanks and AV's litter the streets with the rubble of damaged building and concrete blast barriers. Damaged structures stand on the brink of collapse at any moment gutted from combat or looting.

Treat the Corporate Combat Zones as a combination or variety of the locales 2-5 in the *Shockwave* pg. 110. The Combat Zone examples in the *Night City Source* pg. 171 are excellent as well. The *Global Targets For The Hot War* section in *Shockwave* pg. 18 can reveal the worldly locations.

The NSA showroom is four large city blocks of buildings. The main showroom is five stories tall and takes nearly the entire city block. A concrete/steel structure with large thick blast resistant windows on the first three floors. A second block holds 5 separate office building 1-3 stories in size. The other two blocks are covered lots for holding the surplus of vehicles. A freeway exit spills out to a major street that is across from the showroom just east of the buildings. To the west are residential homes of and Corporate Living Centers. South of the showrooms are the industrial factories or seaside warehouses and docks/ports. North is city center. Once the hot war was in full swing, Arasaka troops moved in and cordoned the surrounding area. Cutting of the freeway and blocking major streets three miles east-west and one and half north-south. The surrounding business and homes were allowed to evacuate the area. But some people refused to leave their homes or business hoping to wait out the storm. Police were to spread out dealing with the crises to do anything to stop this and Arasaka turned the NSA showroom into a base of operation for the area.

Strikes soon followed leveling the neighborhood and demolishing building left and right. By november the military came through and forcefully removed the remaining Arasaka forces. At this point the booster gangs spilled into the area grabbing up all they could find, salvaging weapons and armor while taking up residence inside the ruins of the showroom. City police forces are left with little choice but to keep the area barricaded until resources to retake the zones are available.

Mission Concepts

INSERTION

There are many reasons a team could have to enter a pocket combat zone. Corporations could be hiring edgerunners to extract personal or important property trapped inside. Or perhaps players are trying to get friends out of the zone that can't escape. The police may enter trying to eliminate gang and or illegal corporate threats. Anti-Corporate Reaction Teams could be sent in for any of these reasons.

Getting into the zones is not simple but not impossible. Air insertions are possible, but there is the possibility of gangs employing salvaged anti-aircraft weapons. It may also be possible to find holes in the barricaded defenses around the zones. Through a combinations of streetwise and awareness/notice difficulty 20-25 to discover such holes. Along with stealth rolls to get past any sentries that may be posted around the perimeter of the zone. Other possibilities could work as well. Such as attempting to gain city plans and sewage layouts, from the city databases. This could involve net runs and a race against the dataKRASH virus.

Industrial foremen Alex Muhammad stayed behind trying to get workers and families to safety when escape became impossible. After some months of running and hiding in the ruins, booster gangs captured the survivors and rounded them up into the basement of the NSA basement in case they need some hostages. In the meantime the the boosters leaders have Muhammad salvaging weapons, armor and anything of value from the surrounding zone. Over the months the foreman has managed to get a distress call out. Now he prays that help will come.

EXTRACTION

One teams are inside the zone they must be able to navigate inside the maze of rubble and barricades. Ambushes are set up all over the streets by booster gangs fighting to control the zones. Making choke points and kill zones to keep anyone from traveling. Boosters will have patch work vehicles of almost any type that have been detailed in *Shockwave* pg. 49 *Hot War Vehicles*. Some gangs have even fashioned some punkernoughts.

Possible cover for a teams escape can come from riots spilling into the zone from the north

end. Properly timed this could be used to get out past the barricades, but is a very dangerous option.

Alternate Missions

Other groups may have different purposes for being inside the corporate combat zone. Maybe the players work security for a trapped company and are ordered to stay behind. Defending their office or factory is no cake walk. Attacks from boosters or enemy corp will come down on the teams head. Without back-up or support holding out is desperate at the least. Teams may have to prove resourceful, salvaging off the battle field like the boosters in order to survive.

Enterprising fixers might hire nomads to raid the zones for juicy gear so that they may make a pretty profit off the fallen megacorps R & D.

PLOT THREADS

Dieter Ess requires a team to enter a CCZ and find a data cache. Recover the data cache intact and bring it out. The cache is located in a office building filled with Corporate security holding out for support from HQ, while be assaulted by boosters. Turns out that a rival company wants this data as well and going to hit it at the same time.

Senator Dane has gained a tip from some mysterious person going by the alias "A", that a illegal raid will happen against a company trapped in a CCZ. Dane has ordered a Rapid Response Team to rescue the threatened company and intercept the attacking forces.

The Unfriendly Skies

Locale Two

Transcontinental based out of Denver connecting east and west has rolled out its delta-shape super passenger transport. With passenger and cargo space as wide as it is long the vehicle the "Diamond Flight" as they are called are also super-sonic. Fast transport for over a thousand passenger and cargo has given transcontinental a edge in the airways.

Background

The Diamond Flight is very much like the Concorde, the british super-sonic that carried the rich across the atlantic. Only the large size and vast space made possible by the triangular delta-shape makes it possible for very affordable flights for nearly all classes. Starting with a North

American East-West coast flights,

Transcontinental is expanding their fleet of super-sonics. But may suffer to the advances in scram-jet planes growing large enough to carry passengers into near orbit(trans-atmospherics, TAV's or spaceplanes), making flight times very, very short. But for the time being the Diamond Flight is a profitable and sensible design moving more passengers and cargo per flight.

Diamond Flight

TOP SPEED: Mach 3 **ACC/DEC:** 20/25 MPH
CREW: 3 **RANGE:** 4,000 MILES
PASSENGERS: 2,100 **CARGO:** 22 TONS
MANEUVER: -4 **SDP:** 180
SP: 0 **TYPE:** Large jet
MASS: 70 TONS **COST:** 11 MILLION EB.
Special Equipment: Environment control, fire extinguisher, radio, satellite uplink, auto-pilot and navigation system, radar.

Mission Concepts

OFFENSE

Teams are aboard the Diamond Flight-007 to hijack the plane. In order to extract certain passengers or cargo. The jet must be taken over by securing the cockpit and either flying the plane or commanding the crew to fly the jet to the safe point. There are eleven air marshals onboard armed and using low velocity bullets to avoid breaching the hull.

Another take is that the players are Transcontinental security, police, feds, or private security firm, that is sent in to deal with the situation. Getting on board could be very difficult since the Diamond Flight could easily reach cuba or some other central american country not friendly to the U.S. But if in luck the flight may need a refueling. If the players can talk the hijackers into landing the plane options rise considerably. But this is unlikely seeing how in flight refueling is well advertised with the Diamond Flight. To make matters worse terrorist and even some corporation may have some black market fighter jets to surprise anyone trying to interfere with the flight. Gutsy players may be able to zip across a cord during a in-flight refueling to board the flight. But entering or breaching the hull will alert men in the cockpit. It is possible if a crafty netrunner were to get a link into the plane using its radio array to fool the computer monitoring system. But there is still a back-up that is not hooked up to the computers

that can only be bypassed from within with a difficulty 20 electronics roll.

If the hijackers are nihilist then the flight is likely a vehicle for a suicide mission. The plane will be rigged with explosives set to explode if they are tampered with. The clock is ticking.

DEFENSE

The flight is hijacked by terrorist, corporate black-op extraction team, or your choice of opposition. Or the players are hired by transcontinental air marshals in which case they are only allowed to carry light handguns using low velocity bullets. Another possibility is that the players are body guards for some VIPs taking the flight. They are still not allowed to be armed, but their weapons could be in locked storage aboard the jets cargo holds. Of course there is one more possibility that the player are just traveling and happen to catch the wrong flight.

Once again if the plane is being hijacked by nihilist then it will likely be heading toward destruction. Its only a matter of time for the players to take charge of the delicate situation. Hmm... Good luck.

PLOT THREADS

The family of the Former Pan African Confederation (PAC) has been safely extracted by CIA LawDIV. After having been debriefed in Washington D.C. They are being Flown to the Pacific North West to enter a witness relocation program until they can be safely returned home to restore democratic order in africa. A spy among the families staff has transmitted their location and situation to General Jubalah. He has tapped his contacts inside international terrorist groups to take the family and the rest of the staff out before his spy is separated from them.

Mr. Childs taps Blackflag for a unstoppable hit team and has Dengo's plan the mission and create the explosives. Dengo purposely underpowers the explosives and gives the nihilist improper locations for placing them. Then watches and hopes that it is enough.

Water Under The Bridge

Locale Three

Traffic backs up from end to end on all of the ridiculous number of lanes. The slow down can be attributed to the seizure of the bridge by unknown assailants that have blocked traffic and are holding people hostage. Police have not made contact with the perpetrators and only say that they are working on containing the problem, and that they will resolve the situation as soon as possible.

Background

Bridges are often life lines to city and communities across the world. Whether they cross a river or a bay, or even other odd gaps, bridges make travel and commerce possible in expedient and convenient ways. Many such structures are modern marvels of engineering that make the impossible possible. Reaching farther and higher than ever before. One example of such super bridge construction is the Mega-Span Archology(MSA)

Based on a cylindrical one story structure that was engineered by a team of world renowned construction leaders and backed by AI's to create a segmented bridge struts that contain living space and still offer support for the bridge. Build on shipyards piece by piece then towed into place and stacked to the necessary height. This process combines living space and structural support for the bridge. Larger communities connect the struts with floors leaving gates for sea traffic to emerge. These bridges are known as sea gates or water gates. Massive, impressive archologies that have sprung up in a few places around the world like, San Fransico, Portland, ect., ect., ect....

Mission Concepts

ATTACKING

Players target is traveling across the bridge either day or night. If target is some item or cargo then its traveling in one of two Peterbilt 2000 (*Shockwave pg. 63, Maximum Metal pg. 32*). If the team is extracting a person then they are traveling in Ford-Mazda Luxus 14(*Cyberpunk 2020 pg. 185*) flanked by 2 HMMWV's(*SW pg.63 MM pg. 28*).

Ford-Mazda Luxus 14

TOP SEED: 160 MPH **ACC/DEC:** 10/15 MPH

CREW: 1 **RANGE:** 350 MILES

PASSENGERS: 7 **CARGO:** 1,000 KG

MANEUVER: 0 **SDP:** 55

SP: 15 **TYPE:** CAR

MASS: 2 TONS **COST:** 40,000

Special Equipment: Anti-theft system(audio), Radio, Crash control system, mini bar, cell phone.

The private security riding in the HMMWV's ten in the cars one driver and another in next to the VIP('s) 12 total. They are very serious about their work after the 4th corp war. Hoping to feel the vacuum left behind by Arasaka, they are well armed and well trained but lack practical experience. The guards rank B with a threat code of C2C. They are also packing two LAW rockets in back of each HMMWV that will take at least three turns to get out and prep.

The private security force makes up for their lack of experience with two additional levels of security. The team hits a panic button that goes right to their HQ just outside the city proper. A team of 10 on board a osprey will come armed to the teeth to rescue the "Package". If all else fails they will call local authorities and hope to hold out for their arrival. Timing for Police arrival could be any were from 3 minutes to never.

DEFENDING

Players may be protecting Cargo or VIP('s) Crossing a bridge when a force attacks the convoy suddenly. The team is provided with up to two HMMWV if they do not have their own transportation.

The attacking force will consist of corporate strike team riding in two AV-4's(*SW pg. 66, MM pg. 40*) loaded with 6 men each armed to the teeth. A class threat all the way.

Or a edgerunner team may pull the job to cover the corp that would rather not gain such attention in such times.

PLOT THREADS

Dengo is ordered to send a unmanned super tanker loaded with stolen toxic waste, and/or chemical/biological agents and scuttle it by overloading the nuclear power plant under one of the MSA. Killing as many people as possible

while destroying a important and expensive economic structure and creating a biohazard, eco disaster near a major population zone. The super autonomous tanker(SAT) has been boarded with nihilist provided by Blackflag for security and of course will die to keep the ship from being diverted. There is a separate strike on the bridge as a diversion.

Dengo has planted a transmitter onboard the SAT that is broadcasting the ships intentions on a world war II AM radio frequency. Hoping that some one will get the message to the uthorities. Depending on the roll the players have taken in the recent events the message may be passed along to them. A strike like this would be catastrophic for everyone.

Mr. Childs is beginning to suspect Dengo is a traitor and has warned Blackflag's nihilist and ordered them to place explosives on the tanker in order to sink the ship and release the hazardous materials within.

Abandoned Underground ComputerFarm Locale Four

The internet companies, and Government intelligence communities had large computer-server farms and data caches around the world. During the collapse much of the equipment was lost in the chaos either to rioting or to the confusion of the worlds collapsing markets. Much of the tech had just become obsolete with advances in the Net. This has left many warehouses filled with old machines collecting dust.

Background

At Fort Meade in Maryland, were the NSA was once based had a extensive computer farm full of machines that covered acres of underground space. Other government agency around the word along with internet companies and other corporations kept facilities around the world dedicated to one task or another. Some of these facilities were lost in the chaos of the collapse and are now potential data gold mines. They have been cut off from the latest incarnation of the Net and couldn't be effected by the dataKRASH even if they were hooked up being that their tech and software is to old to make it vulnerable. To even access such machines they would have to be re-powered by some one with appropriate electronic and tech skills(Difficulty 20) then they would need to have some older

programming chops. UNIX/LINUX systems ect. (Difficulty 25)

A computerfarm varies in size. From small as a single office floor to as large as a football stadium.

Some computerfarms have been discovered by squatters that have taken up residents. Other have small gangs of boosters inside them. Where as squatters may not be bothered by people invading their homes some may. Roll 1D10 with a roll of 4 or less means that the number of players + 10 in squatters will attack or harass the team. Armed with knives, clubs, and a few handguns they will try to surprise and overwhelm the invaders, or scare the team away.

Boosters however will not take kindly to any invaders on their turf. And will certainly attack. Setting up a ambush and then try to kill or capture the players. There are number of players + 5 boosters in the site. Use booster stats from locale one. For some countries it would be more likely for there to be mobsters/yakuza/triad or black-marketeers inside the sites. Lastly there is the are computerfarms that are being salvaged by teams that have already made the discovery. Other treasure hunters are out there you know. They rank in with about C-A threat level with about as many members as the players.

Mission Concepts

RECON/INCURSION

The players luck out and find data dumped into their lap containing the location of several lost computerfarms. Its time to go treasure hunting in the murky underworld of corridors and microchips. Transport around the world will have to be managed and that can be interesting in some countries. Along with getting gear and weapons across borders. Not as simple as the days in the 4th corp war with super-sonic jets and AV support provided free of charge.

Players have the location of 1D6 computerfarms and have a 1 in 3 chance of finding some ground breaking information inside. Roll 1D6/2 on a of one some important data is hiding inside the facility.

There is also a chance that the sites that the team travel to have inhabitants. Roll 1D10, a roll

of 1-4 reveals no one but some empty beer cans, 5-7 a party of squatters, 8-9 squatters and boosters, 10 dug in team of salvagers. Once the team has successfully inserted into the site they must recon and secure the computerfarm. After this has been accomplished they can move on to the next phase.

DEFENDING

After which they can search for valuable data. Require that they power the site, there is a 1 in 3 chance that there is a back up generator working in the site, roll 1D6/2. After the team gets the machines running or to a place to be examined they can then search for systems for useful data. Even if a site doesn't offer any juicy tidbits of information they can still make some profit off of selling the rows of massive hardware. They can be stripped down and recycled. Or a Enterprising tech or runner could try to reprogram the old work horses to accept new Net protocol and put them to use. The machines are out of date and obsolete, but of course they were all that before they came out of the factory. Thats why so many of them are put together in the first place.

Of course this means that the players must now watch out for other treasure hunters that may come around. Roll 1D10 on a result of 3 or less the team will be visited by another group of data salvagers. Threat level C-A and numbers are number of players + 5.

PLOT THREADS

Dieter Ess anonymously contacts the players with a mission to recover a data cache and bring it to a secure location. No questions asked, he provides the locations, pay of 5,000 eb each and transport via Transcontinental Airways. A bonus of 10,000 awaits the team if the computerfarm machines are all delivered intact.

Some one does not want that information in dieters hands. A team of well trained and armed edgerunners await the players at the site along with another to intercept the team should they escape with any of the data cache. These edgerunners will be threat level A and seem to be able to track the players with uncanny skill.

Heaven and Earth

Locale Five

Major ports are set on the beaches of nations across the world bringing good to starved nations and moving economies along. Space ports give and take much the same way. Needing raw goods from or specialized equipment sent up to repair their habitats. In some places in the world these to kinds of ports meet. Shipyards and spaceports in close proximity in order to keep up efficiency by saving time transporting goods from dock to shuttle cargo lifters.

Background

Acres of docks, warehouses, Hangers and office buildings fill these ports. Traffic is constant as these ports meet the demand of international and interplanetary shipping. These places are crawling with security especially near the spaceport launch facilities. Private security roams the port and monitors traffic from checkpoints and a HQ. Military support is not far as a military garrison is always stationed near by.

Port security is better than usual rating B class for response teams and C for patrol teams. They also have access to armored cars, AV-4, and patrol boats.

Military will probably be in the form of national guard units or regular army(See *Shockwave pg. 83-84*). Weaker foreign powers will have army units slightly better than that of the national guard. They don't lack numbers or will to fight.

As with nearly all ports in the less dark future there are pirate nomads and privateer sea communities that frequent or live at these ports. They bring along with them the underground element that keeps shady ocean commerce possible. These groups travel in groups of half dozen to a few hundred. Or combine into communities, creating little shanty towns of a few thousand bunching around ports packing into bars and brothels with their ships tied near by in case they need cast of in a hurry. These groups rate a threat level of D-B and often play a wild card in events surrounding the ports.

Mission Concepts

RECON/INCURSION

Players are drawn into the CIA LawDIV's

sweeping net to put a end to the rash of organized arms smuggling into the country. This could be anywhere in the world since this operation has international cooperation all over it. Joint forces of CIA, INTERPOL, KGB, and MOSSAD, a veritable alphabet soup of agencies have made little progress over the course of 6 months and has decided to add members of the private sector to its investigative drag net. A tip has led them to believe that their are smuggling operations going on at a near by sea/spaceport and the players team is being sent in to investigate. They have the full cooperation of the local security at their disposal and must find and preferably assist in the apprehension of the smugglers if possible. minimally neutralize the operation.

The target is the groups delivering the weapons, and the ones holding it for mass distribution. It is well known who the transport smuggler in country are. But they are to low of a priority to concern the narrow resources of the operation. Only the major distributors and the source of the arms are of concern. Everything else is secondary.

So that leaves us with the boosters and/or the mob. They are being used as major collectors and distributors for the arms and other black market good being smuggled in and out of the country in question.

Now being that it is their job to set up the infrastructure of their smuggling operation they have several layers of security that they can rely on. 1. Corruption is rampant in the world governments. The smugglers are likely to get warning at least a few hours ahead of any raid. 2. They have at least a full third of port security in their pocket and another third that they can order to delay for them. 3. There are a lot of them and they are armed to the teeth obviously, along with pre-planned escape routes and diversion tactics. Players may need to call in the big guns just to get back out alive!

INFILTRATION

In this way the team takes a more covert method of finding the smugglers network. This will involve delving into the world of the black market, smuggling, piracy, and other fun stuff. There are many hurdles to over come in order to make into each ring of smugglers and then the players must sniff out the elements in charge of the importing and exporting plus distribution of

the illegal goods. Players will likely be bounced from port to port across the world until they can get a grasp of the who it is that is control the flow of illegal merchandise. Then worm their way inside until they can confirm the locations of distribution centers and key personalities in the network.

Rather unlike normal the smuggling network is now full of counter-spy's in order to ferret out spy's and moles that may try to unveil the source of the arms, money and vehicles. These are professionally trained agents of terror cells around the world insuring that their bothers at arms are supplied and protected. They scutinize anyone new that gets near the network using their contacts in corrupt agencies to gather data on threats and then eliminate them starting with local teams, and if this is not enough then they call in international support, professional hitmen and strike teams rating in as A level threats. They are tough and willing to die like martyrs in nihilistic fashion.

If the players can get close enough inside they will find network operations being run inside warehouses just of the pier. And they will be able to call in for support.

SUPPORT

Players are members of the smuggling network and are providing support and protection for the operations at the ports.

With this scenario the team must ferret out spies and moles that may try to infiltrate the network as well as fight off any raids that may come to disrupt business.

Well at least this way they have access to loads of fine black market gear.

PLOT THREADS

Mr. Childs arranges another mission of terror with Black Flag. They arrange for terrorist and explosives to be transported to the Sea/Spaceport in Cairo. In a ploy toworsen the situation between the EEC and PAC along with straining the orbital community further.

Three groups will gather plan and travel to Cairo in order to implement the terrible plan. Once their they will move their explosives onto the sites of the seaport and plant

bombs onto spaceplanes in hangers.

This long planned mission will be carried out with great care making the only weak point the cell coming out of Night City. Since the ports are already under the scrutiny of the intelligence and law enforcement agency of the world. Player are unwittingly sent into a operation with greater implications then imagined.

Night City's main network smuggling is handled by the Red Chrome Legion who meet with Arasaka subs or other ships at sea and then store and distribute the arms. For this operation they are preparing BlackFlags nihilist cell for transport to Cairo. Security will be extra tight and they will make sure that no local police will be around that night.

If the players manage to give the RCL too much trouble then have the Inquisitors show up and waste them all! Be brutal as the hardware unleashed on the docks of Night City ignite in flames.

A second team will travel by air, referees may wish to have the players then information from locale 2 should prove useful. But the third group is traveling with direct Arasaka sub support to the port of Cairo.

There should be enough evidence to point to trouble in Cairo and any surviving players can rush off to intercept the threat on the docks of Sea/Spaceport.

The nihilist and other terrorist if they made it will act as separate groups cover targets all along the harbor. While additional troops bolstered by some of the finest Arasaka has to offer cover their tracks and distract local authorities. General Jubalah may even be brought in on the plan to attack Cairo adding to the chaos with massive numbers of militia running rampant over the war torn city.

ONE HUNDRED YEAR-DAY

TIGHT ROPE WALKING

The Board was about to convene. The Director stepped through the door and sat down at the head of the table entering the light piercing the void created by the security sensor dampening equipment. It was incredible Mr. Childs thought looking at the director who he hadn't seen since just before he went in for his operation but God almighty he must be in his 80's and now he looks less than half that. He looked alive and alert. The director's eyes showed vigor and lividity they had no right owning.

"Welcome gentlemen. Lets begin." The director said. This was the first time the players in the network had met in person.

"Are mission as you all know is to restore the United States of America to its rightful place in the world and secure its destiny in the future." He gazed across the faces reading right through their poker faces before he moved on. "First we turn up the pressure on the world powers including this illegal executive administration in the whitehouse, by carefully introducing international crises. This has already been successful." Heads nod. "Secondly we guide the country back into the care of then Intelligence community and then from within this community we clean house on the hill." This is when order or stink of descent could be found. "Gentlemen. I have already gathered intelligence that we are succeeding in this goal as well." General surprise from the board. "Thirdly we must finally undermine INTERPOL and the EEC, which should prove less difficult than before considering that it is the Europeans that are tied down by bloated bureaucracy and weak politicians cowering under corporate executives. Hmm, which reminds me. Those pesky wall-streeters, or whatever you call them need some attention as well." He got general nods from everyone in the room.

President Kress signed the final paper creating the Tactical Response and Intelligence Command, or TRICOM. Under the direction of former senator Michael Dane with Donald Lundee released back to civilian status as Director of Operations.

"Are you sure this is what you want." The president said looking up from the paper.

Mike rose from his chair. "I can't think of anywhere I else I don't belong more."

"You could have been appointed as head of ethics review board in the senate. Don't you think you could be doing more good from there?"

"I have made to many enemies to get things done from the hill. This way I can stay useful. Besides Senator Adams understands what I am doing and will carry on the fight."

"Well then good luck Mr. Dane. And tell Lundee, that his country thanks him."

"He knows Ms. President. He knows."

COUNTDOWN

11 months have passed since the end of the "Hot War". The Stormfront was a warning. The Shockwave signaled the end of an age. The scream sheets still read of a violent world calling for a new generation of edgerunners to rise to the challenge. While corporate america finds itself becoming cut off from the global market. Forced to reestablish markets in North America, strengthening the states unity in ways they haven't known since before the collapse. A corporate America for America, who would figure.

In Africa the EDF are closing in on General Jubalah. And have liberated most of the launch facilities from the militias. But the security issues are far from being over as the EDF continues to take losses and the specter of humanitarian crises continues to cast a shadow over their victories.

The orbital community starts to finally get regular supplies coming in. A result of the launch facilities operating out of the african continent again. Highriders look toward the future now trying to get their plans back on track.

The megacorps dance their dance. And no sign of a calm in the economic storm has been forecasted. Many experts say that until a new status quo is established there will be no end to the strife seen since the 4th corporate war.

General public opinion of the Net has dropped lower than ever before. the near seemingly insurmountable dataKRASH virus's persistence and the overstretchuration of patches, updates

and hardware that has weakened the fractured the Net. Rendering the Net useless to the public. E-commerce sinks for the third and hardest time ever.

With only the orbital situation and the fuel crises starting to resolve itself the EEC has decided that its time to hold a world conference on the issues in order to come up with some solutions to what has been rampant global effecting disasters. World powers will meet in Moscow to discuss the issues.

THE HOST-LESS GUESTS

Inside Night City Jan Brent has been released from medical care and with the help of some friends has formed a team to rescue C.J. O'Rielly. Her team selected with the help of Dr. John Freeman (The Professor) prepares to travel and bring home their friend.

Michael Dane, Director of TRICOM. Works with Donald Lundee in gathering a team of capable people that can be trusted to carry out special orders for the agency.

Ms. Shandee prepares her children and staff to return to Africa now that problems in the regions of North Africa have calmed down some. The spy among her families staff has been reunited with Marry and waits for the right moment to act.

The Network begin to impalement Their largest International terror wave. Mr. Childs set up the players move the pieces in accordance to the directors wishes. BlackFlag rallies the nihilist into a fevered army of death. Waiting for the signal.

Commander Dengo will hop across the world and plans to make his spectacular escape to the stars.

Dieter Ess believes he is working for the mysterious "A" or Akira that Alt mentioned. Caring out the wishes of a vast conspiracy with the promise that he will be the ruler of the Net. He keeps manipulating Spider, Edger, and Dog along with some other pawns in order to make his goals possible.

NIGHT CITY IN THE EYE

All throughout the conflict Night City was at the center of activity. Suffering from extensive damage after the military strike and ultimately the nuking of the Arasaka towers in the city

central has left the city reeling. Following the destruction, dataKRASH knocked large portion of the Night City grid of the Net. With the lack of corporate presence jobs disappeared in and around the city causing mass riots that were ruthlessly quelled by the military policing the area. After months of devastation things finally started to change as the U.S. changed its federal laws in response to corporations destabilizing behavior. Night City being in the free state of Northern California with an extensive infrastructure for corporate personal and assets. Corporations begin moving back in buying up properties and repairing damage to the city, while enjoying relative freedom from the federal government. The Night City police now very diminished and on the brink of collapse is facing being completely faced out or completely co-opted by the cities corporations after the military pull out.

SITREP

It has been nearly two years since the beginning of the 4th corp war. Some are saying that America is reeling from a knock-out blow, just waiting for a push and its all over. Few realize that the world is in the same ring with everything riding on the matches outcome. A four week calm settles over the world with a minimum of emergencies allowing the chance to look back and reflect. Some can sense the opportunity to take back their freedom if only they can hold onto their lives.

Players are selected to join one of the teams that will be flung into a day destiny. Ref's should choose one of the paths that suits them and send the players down the road to see what happens.

The Full Picture

Aspiring Referees may decide to have players join in some of the other story paths using NPC templates or players can make additional characters for them. The two other paths for the players to join. Keep in mind that all the events that take place inside of each hour should be treated as if they are occurring in real time in respect to the game world. Meaning that each events beginning and end roughly happen within a hour time frame. Moments were players are traveling and time seems to speed up just for the players or in combat when time seems to slow to a crawl just remind the players that their characters experience time uninterrupted by clunky story telling tools.

Path 1 - Team Rico: Jan Brent with the help of Dr. John Freeman (The Professor) gather edgerunners to assist in a rescue operation recruiting out of Night City.

Path 2 - Special Task Force: The Team is assembled by Donald Lundee. Reasons for recruitment run the gamut but if Ref's need a little help figuring out how to get a team together look at "*Recruitment in Shockwave pg. 23*" for good examples as to how to merge a group of players.

Path 3 - The Pawns: Players are forced together by fate or some scheming bastard like Dieter Ess. Stalked and manipulated by the master himself the team is forced to run around carrying out Dieters wishes, but to what end?

About Time Zones

In this single day players could travel from Night City to Cairo, off to Tokyo, Nairobi and more. So to help determine what time it is when around the world here is a little table to assist.

Times are Military Zulu Standard time:

Military time is a 24 hour cycle and to avoid confusion with "a.m., p.m." it uses a 4 hour digits for hour and minute and by adding 12 hours after 1 p.m. So 3:45 p.m. would be 1545(12+3=15).

Zulu time is based off the position of Greenwich, England where the 0° Longitude passes through also known as the "Prime Meridian". Time zones running East-West from Zulu are -1 to -12 and time zones running West-East are +1 to +12. If the difference of hours rolls over 0000 you must adjust the day. This is of course a gross simplification of Universal Standard Time(UST) but it should work for the purposes of this adventure.

-12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 +1 +2 +3
+4 +5 +6 +7 +8 +9 +10 +11 +12
M|Y X W V U T S R Q P O N
Z A B C D E F G H I
K L M|Y

Common time zones that will come up:
U-Uniform: PST-Pacific Standard Time (Zulu -08)

R-Romeo: EST-Eastern Standard Time (Zulu -05)
A-Alpha: Central Europe Time (Zulu +01)
C-Charlie: Moscow Time (Zulu +03)
I-India: Japan Standard Time(Zulu +09)

PART I: A CONSPIRACIES REACH: 2023 0000 0 Hour T - 21

"Donald, come on in." Michael Dane Waved through the open door at General Lundee. Michael went right into filling Donald in before he had even taken his seat in the government sedan. "I was up late reading the report on the tech cult thats growing in popularity when I got this. "He handed Donald a manila file while he summarized it for him. "Its a contact report from BOSOZOKU. The informant that we get occasional communiqué's from all over the world about Arasaka." That got Donald's sleepy eyes to perk up.

"Seburo's up to something again?"

"He's not alone. Looks like he may still be playing a support role for someone else again. But a big support role. Thats why I had us fly out to Langley."

"So what have got here?"

Michael explained while the sedan made its way to Langley in the state of Maryland. After about 15 minutes they were navigating the parking structure of the CIA LawDIV head quarters which was the FBI head quarters, still called the J. Edger Hoover Building.

"A emergency meeting has been set up here with the heads of LawDIV so that we can activate are nation wide dragnet with some help from the CIA DDO as a direct foreign intelligence channel. Hell it was Bill that sent me this in the first place." Michael explained while he and Donald began to exit the sedan.

"I put together that special task force you requested. Why the rush we haven't even briefed the LawDIV?"

"I have a bad feeling about this one General. A bad one."

Just then they felt a powerful shock wave pass through them and then the world turned upside down hurling dust and concrete, cars and bodies through the air surrounded by jets of flame. A 150 ft. fireball rose into the sky from the gutted structure of the Hoover building.

Team Rico:

Traveling in a transport plain about one hour away off of Nippon. Jan Brent's selected team named after a fallen comrade of the hope's regulars, team RICO. With the help of Dr. John Freeman (The Professor) Jan has collected a group of edgerunners to rescue C.J. O'rielly. Briefing the team that his last known location was at a Arasaka base on the northern end of Honshu.

Special Task Force:

Michael Dane survived the blast as did Donald Lundee. But Donald was critically wounded, and after Michael made sure that Donald was safely on his way to a hospital he grabbed a helicopter and contacted the White House. Given the information that BOSAZOKU the informant had provided and the severity of the attack of the LawDIV which has been effectively beheaded, TRICOM has been given authority to do whatever is necessary to stop the threat to the country. Michael while in flight back to TRICOM head quarters briefes his staff and the TRICOM Director Waterhouse over secure satellite transmission of the situation.

The Pawns:

Dieter In Night City. He had to sacrifice a lot of pawns to get to this point, but what he has learned was worth it. After doing some creative research and um... expanding his recruitment of volunteers, right. He was able he believes able to zero in on the mystery man known as "Akira". After brutalizing nearly a hundred Japanese runners before he was going about it all the wrong way he sent teams of spanks to dig up as much lost data of Net system knowledge in order to uncover the transcendent AI's. Yeah Rache raved about these things for years, but he also sees Elvis and Aliens. No Ess believes that he has had a dialog with Akira the transcendent AI for Tokyo/Chiba, about saving the Net. These veritable Net gods seem to have clicked with Ess and Akira seems to have extreme interest in keeping the Net running. But They also want the Net run in a more efficient manner. And Ess has agreed to follow Akira's

plan putting Ess as the ultimate sysop protecting the world from anyone who thinks they can mess with his system. There are still some loose ends and so Ess has his spank monkeys on the move. To keep the crew in order he frames the players with the destruction of the Hoover building and tells them that if they don't carry out his orders that he will turn them over to the feds. If they pull off his assignments then he will clear their names, as well as keep the feds from getting to close while they carry out his orders. Or well you know he will try. The Ess is a busy guy. Ding! "Ooh, My noodles are ready!"

His first orders for the spank monkeys which he give over a pay phone will be to find Spider Murphy and Dog who have gone underground after Ess had manipulated them and got Edger killed in his trap at the EBM data fort.

The

Net Gods

Transcendent AI's are a concept introduced by Rache Bartmoss deceased Netrunner and wild man. He claimed that each Net region has developed a sort of massive AI from the very components of the region itself, making up their very conscience. Dieter Ess believes that he is working for the Tokyo/Chiba regional AI named "Akira" and that this TS AI is acting as a ambassador for the other TS AI's in the Net. With the promise of great power in the Net Dieter works to carry out their agenda. Their plan is to clean the Net with of unwanted data and people by controlling the virus and controlling the future development of the Net.

Wether you have TS AI's in your game or not, Dieter is not speaking with Akira as he believes. Really he is being manipulated by a strange cult leader known as A001 who is really working with a Network of conspirators to control the development of the Net and the world. *(For more on the Transcendent or regional AI's read Rache Bartmoss' Guide to the Net)*

By the end of the hour all the teams should be on the move briefed and geared up for action. Elsewhere Ms. Shandee with her family and staff arrive in north africa at the Mo Roccan airport. Security takes them to a hotel to get some rest. But before the hour is over the hotel is raided and the family is taken captive.

0100 0 Hour T - 20

Jan's team inside the transport plane now only a few miles from Nippon, load into the AV stored in the cargo hold. The bay doors open with a hydraulic whine followed by the rattling cage noise of the AV rolling on tracks to be spit out the back of the transport plane. A line connecting the free-falling AV to the transport plane goes taut, releasing a large parachute to reduce the rate of descent. Zora (or whoever the pilot is) increases power to the AV thrusters slowly until it reaches an altitude that it can keep aloft unassisted at which point the parachute is detached. The AV then swoops in low just over the chopping waves as it approaches the beaches of Nippon.

Team Rico:

The facility that C.J. is being held at is the top secret Arasaka R & D base in northern Honshu (*Corpbook 1*). It is still used by Arasaka today under a dummy corporation. The compound is in the center of a 5000 acre fenced area. The non-arable coastal land purchased from the government in the 1990's is routinely patrolled by level 2-Corporate Standard Security. Three buildings in the center are white three story plain buildings, with level 3-Corporate High security. Underground the facility expands down five stories connecting the three buildings, with level 4-Corporate Maximum Security.

It is up to the players to find out how they are going to get in. All they know is that C.J. should be held in a detention block somewhere in the lower levels of the compound.

They have roughly an hour to get inside the compound before the area is saturated by additional security forces.

Shaking Off Jet Lag

For players traveling across great distances over short amounts of time will no doubt be facing the force of "Jet Lag". Adverse traveling effects on the humanbiological time clock usually needs about a day to adjust to a new time zone. Interestingly Jet lag is easier when traveling east to west instead of west to east. This is because the bodies internal clock runs a little over 24 hours. So when traveling west

the body has extra time to take in which it is better designed to accomplish.

The exact effects of jet lag can vary. But for the purposes of game play we will say that travel east-west begin to suffer a -1 to save for every 2 time zones crossed. For those traveling west-east suffer penalties of -1 for each time zone crossed. Players can attempt to shrug off the effects of jet lag by have a high enough endurance, which is no small task for anyone. Players roll BODY+Endurance+1D10 vs. the jet lag difficulty, if successful they suffer half the penalties on their save vs. jet lag penalty round down. As soon as you have a negative three points of jet lag it is considered major which is harder to resist.

For example say Ripperdoc takes a flight from Night City to Baltimore crossing three time zones west to east. Ripperdoc will have incurred a total of -3 in jet lag penalties. He is a pretty tough customer so Ripperdoc gets to roll his

BODY(8)+Endurance(6)+1D10, he rolls a 9 making a total of 25. Just in luck for Ripperdoc who now has half the penalty. Round down penalties so that his -3 is now a -1 and he only needs to make a save(8) vs. jet lag of -1 now. The well traveled Ripperdoc steps off the flight no worse for ware.

Penalties for jet lag are:

Minor Jet Lag -1 INT, -1 REF Diff. 20

Major Jet Lag -2 INT, -2 REF, -1 BODY, -1 COOL Diff. 25

Of course there are several drugs available to combat the effects of Jet Lag. One way to avoid the issue of jet lag is to use "Stim" (*Cyberpunk 2020 pg. 122*) if you don't mind the possible delusions. But for a few more euro you can use drugs designed for specifically assisting your body in adjusting to the new time zone. JLAG Cure

Type: Stimulant, Strength: +2, Difficulty: 12, Duration: 1D6+1 hours, Cost: 150 eb

Has the benefit of adding to one endurance test to shrug off jet lag for hours with no real side effects.

Biochronometer

Type: Stimulant, Strength: +4, Difficulty: 14,
Duration: 1D6+1 hours, Cost: 350 eb

A much stronger drug that actively reprograms the bodies internal clock to adjust to the new time zone. Side effects are physiological addiction that may result from prolonged use.

Special Task Force:

Michael Dane and TRICOM Director Waterhouse briefs the special task force of players that a contact report from a informant code name BOSOZOKU and the recent attack on the LawDIV's head quarters in Maryland. The report tells that simultaneous waves of attacks will strike North America and Europe on the hour by the hour. Mr. Dane will give this task force first response priority in order to neutralize and collect intelligence on the nature of these attacks. "This stinks of an inside job, and that just shows the level of sophistication that this terror network has achieved."

Every hour there will be 1D6 terror strikes in the U.S. and 1D6+1 in Europe and another 1D6 throughout Asia. These will occur in random cities striking corporations, federal buildings, and public facilities. Attacks can be anything from bombings, assassinations, or pure mega-violence. They may also have demands of money, the release of prisoners or some other agenda. The players if, following protocol will only have jurisdiction in the U.S. Only limited jurisdiction applies to the free states. TRICOM is based on the old Militech Volunteer Academy near the state border between Tennessee and Mississippi. With a Jet on the airfield ready at all times the team can arrive at most strike zones within an hour or two. But best results will come from striking closer targets that can be reached in less than an hour.

The Pawns:

Dieter's boys are left running around Night City searching for Spider and Dog while dodging the authorities. They are helped by a constant stream of surveillance reports from Mr. Ess. Assisting them in avoiding the police/feds. They must stay low until Ess can get a lead on Spider and Dog. Once he has found them he will tell his pawns that he wants them protected and taken somewhere. Dieter has framed Spider and Dog for the bombings so this should help convince them to join the desperate players.

General Jubalah prepares for the arrival of his new captives the family of the deceased President Shandee of the PAC. While he prepares Nairobi's launch facilities for his friends.

0200 0 Hour T - 19

Team Rico:

Once inside the compound, at any point should the team trip an alarm or are discovered, Commander Dengo who is on site will make an attempt to herd the team to C.J. and then to an underground hanger with an osprey and a container box. He will try to manually control the security systems to open and shut fire doors and security gates in order to achieve this. Security will sweep the corridors in their patrol size designated by their threat level based on the section of the compound that the team has reached.

Mr. Childs sits on a park bench in D.C. when the sat phone chirps. "Fiarchild."

"We are in place." The voice said.

"Good." Edmund lifted the screen on his portable computer checking the position of the other unit. Once he saw that they were in position. "You are a go mission."

"Right." And the voice was gone. Edmund dialed in a number and waited for about 30 seconds for the encryption signal to pass through the satellite. The line was opened without an answer. "Mission is a go."

"Affirmative." Was all the reply he got. Sounded like a woman, his eyebrow perked up. He liked field ops girls. That old 007 thing. Oh well, he updated his field plan advancing to the next phase.

Special Task Force:

Once the team arrives at a strike zone they can choose to handle the situation however they like. They have the resources of the local authorities at their disposal if needed, including back up from police and tacops units. But it is important that they collect important intelligence data on from the terrorist in order to get to the bottom of this.

The opposition should rate B-A threat level armed with a ton of black market gear, and

number 5-10 + number of players total. If the team manages to capture a leader then they gain a +1 to their Intelligence Resources with another +1 for every 5 terrorists captured. Every hour Michael Dane or one of the players can make a roll to see if they have revealed information about the Network's plans. Roll INT+Intelligence Resources+1D10 with a Difficulty of 15 reveals the identity of minor members of the Network adding another +1 to the Intelligence Resources. Difficulty 20 offers information of 1D6/2 coming strikes the following hour adding +2 to the Intelligence Resources. Difficulty 25 reveals something of the larger picture that is happening, such as a lead on BlackFlag or information of a target like the assassination plan on General Lundee and General Eddington.

Eye On The Action

Word soon leaks that the new agency, TRICOM has been elevated to the number one counter-terrorist force after the destruction of the CIA LawDIV HQ. Net 54, DMS, and WNS all swarm to get in on the action. Falling back on their old ways descending on violence like jackals. Only Net 54 holds back on its level of on the scene reporting, ordered by Producer Simon Feyhorn to find substance not just blood and guts.

The result is that nearly every move that TRICOM makes will be hounded by media, judging the new agencies level of success by the number of killed or escaped terrorists and dead or rescued civilians.

The Pawns:

Word comes from Dieter who for some reason will only talk to the players over pay phones that he has a lead on Spider who has chosen to hide in the vipers den by stealing the identity of a high level R & D scientist and stay inside the secure facility located in one of the towers in the city center. Spider will be easy to find thanks to Dieter's surveillance but the security surrounding her will make it hard to make contact.

Two groups one on the east coast the other on the west are mobilizing each with a mission to assassinate a target. On the east coast the target is General Lundee, while on the west coast the target is General Eddington. These are

A level threats, foreign terrorist that have grudges against each general.

0300 0 Hour T - 18

Pacing Events

Between traveling to targets and resolving battles Referees may be wondering how to manage all this activity. Each of the three major groups have a path with four parts over the course of the adventure. The parts are six hours long resolving each one's mini arc and leading into the next. Inside the hour of each part there is information that progresses the plot of the adventure. Only one story path really should have any serious conflict resolution in a hour by the hour. But it's up to the Ref to add the level of dramatic intensity onto the story. Player tensions with their superiors or between themselves or any number of other possibilities can play out within each hour of the adventure adding to the tension.

Team Rico:

When it seems safe Dengo will try to make contact with the players explaining his aims at defecting to the U.S. and brief them on his plan to reach the Nairobi facility in order to finish his escape. Once the team reaches the detention center near the bottom of the facility they will have to get in by themselves. The security systems are independent of the rest of the compound, therefore Dengo cannot free them. He can guide them to the power systems and locking mechanisms in order to manually bypass them. Or give a netrunner access codes to enter the detention center data fort. The detention center is Level 4-Corporate Maximum Security with 20 threat level AA troops.

Special Task Force:

Unless the team can get enough Intelligence gathered the two generals will be killed. If the players do intercept the assassins before or after their attempt on the generals they will only learn of a name "Fiarchild". While attacks will continue across the country and the world.

The Pawns:

Megacorporations inside Night City have been making a bid to buy out the city police as the military slowly pulls out. This means that there

are fewer regular police that the players will have to worry about but as they get closer to the corporate plaza they will increased numbers of corporate police. Strict and unforgiving, ruthless security for the surrounding high rise towers of the executive zone.

Growing wary of the of the moves being made by TRICOM, Mr. Childs decides to capture Waterhouse's family in Baltimore. He redirects a team of 5, A threat level experts to carry out the assignment. They will take the family to a safe location in a house boat on the coast of Maryland. The only evidence left behind are soil from the tires left by the assailants vehicle, that matches the composition of the beaches of Maryland. Five more B level men await at the safe house with the kidnapers.

0400 0 Hour T - 17

Jan ran to C.J. collapsing to the floor of the cell to embrace him. After all this time of holding the emotions back she could not stop her self from crying at the sight of her friend alive.

"Oh now, come on my little luney. You did good." C.J. told her wiping a tear from her cheek. Barely able to keep tears back himself. The moment was shattered by the Daioni ripping through the wall followed by another!

Team Rico:

Once C.J. is secured the team with once again Dengo's help, are directed back up to a underground cargo hanger just under the surface. The players will have to move fast as two Daioni's (*Shockwave pg.40 or just use Dragoons or ACPA's*) join the elite guards along with a growing number of Arasaka soldiers or payed off SDF troops.

Ms's. Waterhouse, gagged and blindfolded was moved from the van with her family by the kidnapers onto the house boat. Deposited in the back of a room she tried to care for her son and daughter as much as possible with her hands tied behind her back. The gag removed and a phone presses up to her ear.

"Speak to your husband." A angry voice said. Her mind reeled with the panic of the moment. But she gathered herself once she heard her husband voice on the other end.

"Will we are on the beach." She said guessing from the feeling sand under their feet when walking from the van to the house boat floating on the salty waters. The phone was ripped away and she felt the back of the kidnapers hand strike the side of her face nearly knocking her out. She could barely hear the man giving instruction to her husband. And could now only hope that William would be able to save them.

Special Task Force:

Mr. Waterhouse acting under duress orders the team to a warehouse outside of Pittsburgh telling them that there is a lead in the location. He orders them to go in quite and alone, saying that he doesn't trust anyone outside the unit on this one. So no back up on the site. Just get in the site and gather the intel.

The Pawns:

Once the players have reached Spider and either convinced her to join them or take her by force. They hear the ring of the nearest pay phone with news form the Ess stating that Dog only position can be somewhere inside the combat zone. Dog can't be tracked in the combat zone at all but has to watch his back as well.

If the players managed to get out with Spider without being pursued then let them relax and plan for their entry into the zone. If the corps or authorities are in hot pursuit then chase them right into the zone without a moments rest.

If need be Ess can tell Spider Murphy that He will reveal the location of haven to the world if she doesn't cooperate.

Simon Feyhorn famous Net 54 producer gets a lead on the TRICOM Director ex-senator Michael Dane's home break in from the a source in the Baltimore police. He immediately orders a team to find Mr. Dane and his family.

0500 0 Hour T - 16

Team Rico:

Dengo has constructed a special capsule inside a cargo container. Meeting the players in the hanger he tells them to enter the capsule. With little time left he orders a osprey crew to load up the cargo container with the capsule onto the osprey and fly to the airfield. Then he transfers the cargo onto the Japanese

delta-shape supersonic jet(See *Diamond Flight* pg. XX).

Special Task Force:

The warehouse is an ambush. Inside the team will find 10 civilians trapped inside near the center of the building strapped with enough C6 "Flatfire" (20D10 Damage) to kill everyone on the floor. They are booby trapped with tamper proofed vests and sensitive weight plates beneath them. Any attempt to remove the explosives from their bodies or move the civilians and the bombs will go off. Only six successful Demolition rolls Difficulty 25 to disable the explosives. To make matters worse there are 8 snipers with thermal camouflage and armed with Barrett M-90 Sniper Rifles and FR-F6 Sniper Rifles.(*BHSW* pg. 30) They are corporate trained special forces rating AA Threat Level, setting themselves in two man teams one in each corner of the building looking down on the warehouse floor from catwalks. Hidden and waiting they have a Difficulty 20 to be spotted with Awareness/Notice.

The Pawns:

Inside the combat zone things are no easier for the players as a full blown gang war is spilling into the streets. As players enter the depth of the zone they find that there are very large numbers of boosters around. Many more than normal. A streetwise or persuasion & fast talk roll difficulty 20 will tell them that a highly respected leader of a booster gang has called a truce so that all the recognized gangs could meet. If they choose to see for themselves they will find 20,000 hardcore members gathering in a park near the center of the zone. Whether or not the players are near the meeting the piece doesn't last long. The meeting goes sour and soon an all out concentrated gang war breaks out. The streets are full of hot metal and death while the zone is blockaded by national guard units backed by the regular army.

PART II: WALK IN HELL

0600 0 Hour T - 15

"Hey twins." William said, startling the Waterhouses. The younger brother and sister, twins of William Waterhouse who joined their elder brother in service with TRICOM. Granted only on the support and intelligence end of things.

"Mike you nearly flatlined me. Always

sneaking up on people." Marry Waterhouse said with just a hint of her Tennessee accent. "Look, I'm bumb'n up your clearance I believe we've been compromised and I need to get out of here without anyone knowing."

Mark Waterhouse also known as cypher for his knowledge of cryptology scrunched up his face thinking about it. "How long?" "Maybe six hours."

The twins looked at each other. Then started talking gibberish quite excitedly. "Uhghum... I am kind of in a hurry."

They looked at him then back at each other. Nodded and got up to face him. Then in unison they said "We can do it."

Team Rico:

Traveling on the cargo super-sonic jet the team is given a chance to rest tend to wounded and rejoice at the recovery of C.J. While Dengo informs them that the plane is traveling to a Soviet State to pick up some additional cargo.

Special Task Force:

A call comes in from the Baltimore police/lawDIV informing TRICOM that Michael Waterhouse's home has been broken into. The security system was bypassed indicating it was not an average burglar and that they have not been able to get ahold of any of the residents yet. Assuming that the player survived the ambush they will have to get a forensic specialist to the house in order to learn anything helpful, as the TRICOM Director has disappeared.

The Pawns:

Surrounded by enraged boosters in the depths of the burning Night City combat zone they players must move to find Dog before he is killed in the chaos. Bribes, Persuasion & Fast Talk, Fire Fights, whatever it takes to find Dog and get out is their only hope of completing the mission. Get creative as the combat zone is full of members from nearly every gang in the city. Reward good roleplaying with peaceful encounters with lesser combative gangs or survivable challenges with the more violent boosters. But if the player wants to blast their way door to door, block by block then give it to them and see how long they last against Night City's worst.

0700 0 Hour T - 14

Team Rico:

On the flight the team must remain hidden among the cargo because even if they commandeered the jet the fighter support would shoot them down. If anyone wishes to talk with C.J. he will tell them that he was isolated nearly the whole time. He was granted audience with Seburo several times and thinks that he is insane.

Near the end of the hour Dengo warns that air pirates are attacking their support and trying to force the jet down!

Special Task Force:

Players will not be able to find the Director William Waterhouse. No Security camera shows him leaving nor do any of the electronic doors or security officers log him exiting the building. None of the staff remembers him leaving, or at least none of them are volunteering the information. The twins are still covering for him. It is possible that if some one does a Library Search roll Difficulty 20 to learn that one of the super sonic jets left the base a hour ago. No log as to who authorized the departure nor is there a flight log report. This however is enough to tell that some one is covering up information, likely from within TRICOM. If the player have forensic data gathered and analyzed or traveled to the Mr. Waterhouse;s home in Baltimore (either traveling straight there or hitting TRICOM and then going to Baltimore) to collect the data themselves. They will learn that a van was their and that it has been at a beach on the coast of maryland. Following this lead with a search of the beaches of maryland with matching chemical compositions will lead to the boat house. Alternately they can grill the TRICOM head quarters staff to see if they can't find a mole.

The Pawns:

With guile or metal the team hopefully discovers that Dog is hold up in the old radio station inside the zone. A burnout two story building with a half collapsed radio tower on the roof. Player maybe able to get to the building just in time to find that Blood Razors and Warrior Hearts boosters are shifting their fight to this area. Being some of the worse gangs in Night City they will likely shoot at the players without blinking unless the player already managed a successful encounter with one of gangs. Even then there is no guarantee that they wont molest

the players. Both rate a Threat Level of C Threat Code of B2C with around 40 members each spread out over a two block area.

0800 0 Hour T - 13

Team Rico:

Assuming the team has not killed the security force onboard the plane, Dengo will be able to negotiate a truce so that they may combine forces when the jet reaches the air field that the air pirates are escorting them to. The team will be able to join the rest of the crew of about 12 B level security including the plane crew. And they will be able to get ammo or re-arm and re-armor themselves.

William Waterhouse parks the lawDIV sedan a few hundred feet away from the beech and approaches on the house boat on foot. He could see red lights coming from the window of the house boat. Probably so the bastards can keep their night vision, he thought. Sweat was pouring down his neck from the side of his face. He quietly cursed himself for not keeping up his practice with his weapon more often.

"I'm a desk jockey now, for christ sake." he whispered to himself.

A Militech Arms Avenger 9mm pistol. He hadn't even had time to complete the CQB course before this. He could hear a generator in the back a could see that it was on a rotted patio. William swallowed hard then slipped into the water reaching the rotted support beam and started kicking it in. 10 minutes or so later it cracked and the 500+ pound generator nearly crushed him. Men came pouring out to see what had happened. Their get away boat has been crushed by the generator he could hear the accented voices cursing. William swiftly moved back to the front kicking in the front door. Holding his gun in the weaver stance he sweep' t the room and heard muffled cries coming from down the hall on his right. He reached the end of the hall kicking in the door. Surprising his family and the man watching them. He fired three times the first missing, one hitting the man in the neck and the last striking him in the chest.

"Oh my God, Isabelle!" He embraced her for a moment then started frantically trying to

untie his wife. He didn't even hear the man come in the room when he was knocked out. He started to wake with a bad headache, hearing a man speaking.

"Yes I understand." the man said. Then leaned down to look into William eyes with anger that he could not fully understand.

"You killed one of my men. Thought I am impressed with your courage you none the less made a mistake. And there are consequences to mistakes." He nodded to one of his men.

Isabelle was grabbed by one of the men, forced onto her knees pointing William's pistol at her head.

Deafening shot!

"God No!"

Special Task Force:

Once word of the information on the kidnapping and the possible location are revealed and starts to circulate around the staff at TRICOM HQ the twins will realize their mistake and report what they covered for William. This information will be relayed to the player if they are already traveling to the sight.

The Pawns:

Past the gangs the players will find that Dog has not been having any fun either. The Edison's have hoisted Dog up on to the highest point of the remains of the radio tower and are erecting their home made lightning generators. The player will have to navigate past the Edison's death traps spread out all over the radio station. 20 Edison's Threat Level of D, Threat Code of A3D. Their traps require Awareness/Notice rolls Difficulty 15-25 to detect, and Electric Security or Basic Tech Difficulty 20-25 to deactivate.

0900 0 Hour T - 12

Team Rico:

Near the end of the hour the jet is forced to land on a old military base on the edge of the western Chinese-Russian border. The pirates are made of Chinese PAL renegades and smugglers.(*Pacific Rim pg. 77*) There are 240 troops and support spread out over the base. 45 pirates surround the jet while a team of 20 board

the jet first. Players must hold out for as long as they can while the Arasaka security make protecting the cargo the top priority.

Special Task Force:

Inside the house boats players will find the body of one kidnapper and Ms. Waterhouse. She has been shot in the head, but she has a very slight pulse. If the player can get her to a hospital fast she may survive. However the players have walked into yet another ambush. The kidnappers have left some people behind waiting under the waves with scuba gear until someone comes to investigate the house. They rise and set up fire positions. The 4 remaining kidnappers pour machinegun fire into the house with FN MG-6 "One-on-One" and M2A5HB Browning .50cal HMG(*BHSW pg. 33*)

The Pawns:

Hopefully with Dog safely in the hands of the players inside the radio station they hear the ring of a phone somewhere inside the building. This should be very strange since no phone company serves the zone, and there are hardly any areas with power at all as lines are damaged everywhere. Ess has been tracking the player with a "borrowed" satellite and sets up a line (no easy task) to tell the players that he is sending in a trauma team to extract the team from the zone, and that they should sit tight. At this point the Ref may choose to let the players relax or molest them with some more boosters. It is the zone after all.

1000 0 Hour T - 11

Russian Spetznav GRU

Russian Special Purpose Forces. Comparable to U.S. Army Rangers with units similar to Green Berets. Focusing on reconnaissance deep into enemy lines. Main differences between the Spetznav and their western counterparts are the emphasis on brute strength and lesser number of specialized equipment on the field. Use Special forces Stats for the make up of these Spetzav forces in Home of the Brave pg. 76. Change the weapons to AKM-20 Medium Assault Rifle,(*Cyberpunk 2020*) Stolbovoy StS Submachinegun, Stolbovoy St-2 Pistol.(*Corpbook 3*)

These Spetznav soldiers defected a few years back and have been the military force

behind their political revolutionary movement. Lead by a charismatic ex-patriot. Yuri Stolovaz has been playing both fields of passive resistance and armed terrorism to his advantage keeping his world image clean. Cutting a deal with the new wave terror network he has offered his support for the promise of power in mother Russia. He has ordered his Spetsnav forces to get the cargo from Japan to Nairobi's launch site undamaged.

Team Rico:

Having held out against the pirates the base is brought under siege by another force. Russian attack helicopters and tanks, BMP's, and BRDM's come riding in. (*SOF 2 pg. 52*) A all out battle spills out around the jet between the renegade Chinese PLA's and ex-Russian Spetsnav. When the dust settles Dengo is met by BlackFlag and tries to explain that the players helped save the cargo and that they will be worth more alive. BlackFlag who could care less if they live or die gives in to Dengo's plead and orders the players be disarmed and shackled while they load more cargo and prep the jet for departure. A fight here would likely be suicide.

Special Task Force:

Surviving yet another ambush the team send Ms. Waterhouse or escorts her to a hospital. While attacks still stream in across the country. Before leaving the remains of the house boat players will notice the suspects van is not at the location. Only possibility is that they have relocated. TRICOM tells the team that a call from Net 54's producer Simon Feyhorn had just tracked Mr. Waterhouse from the house to a marina a few miles away but he lost contact with his team when they were reporting to him. Time to call the coast guard.

The Pawns:

Just as packs of savage boosters begin or have been sieging the player inside of the radio station or wherever they have moved to a Truama Team AV appears from the clouds to pick up the players. Support solo's armed with heavy machine guns keep the boosters away while the players board. Lifted out of the zone and given time for treatment. Any players critically wounded can be taken to a hospital but will likely be taken into custody by the authorities. The rest of the player will have to slip away with Spider Murphy and Dog. Once

away from the hospital the players hear a near by pay phone. On the other end is Ess, informing them that a safe house is located in Hotel Yamagumi inside of J-town. (*Night City Source pg. 148*) Again the authorities are looking for the players, they will need to stay low.

1100 0 Hour T - 10

Team Rico:

The jet now in the possession of Russian and surviving Arasaka troops. BlackFlag stays behind as he has business elsewhere. Any players who can understand Russian may hear soldiers on the airfield talking about Moscow with BlackFlag. Players have little options available in this hour. However the Russians would love to challenge players to slightly unfair fist to cuff matches to pass the time. Or games of Russian roulette. Sharing vodka freely with their captives and otherwise being rowdy Russian soldiers.

Special Task Force:

With the help of coast guard units and local police/lawDIV, the players narrow down the suspects location to a marina a few miles down from the house boat. Arriving just after they have left, a search of the marinas records (Library Search or Awareness/Notice roll Difficulty 15) show that a speed boat with markings M146 is missing and a body of a Net 54 camera man. The team can join present coast guard in tracking down the suspect at sea. Developing in a race to the suspects getaway boat in international waters. The players will be out of luck. As the racing suspects will be picked up by a AV and transported away from the water to an air field to take a flight. Their ship will stay behind to try and get the rest of their team away.

The Pawns:

The safe house, a room in the Hotel Yamagumi is an upscale hotel slightly scarred from the fighting in the war. No longer officially owned by Arasaka the building remains in its control with the help of the Yakuza which has struck a bargain with Sebuo. This control extends to the rest of J-town in the city center of Night City where some of the most private reconstruction efforts are happening. Guided to their room by Japanese hosts and offered food and laundering, while the room stores weapons and ammo, gear and armor including a locked armored case, a chip +3 EBM Corporate Policy,

and a mysterious program chip. The players receive a call from no less a installed pay phone in the room by Ess. Orders are to break into no less than EBM Night City office in the exec zone and replace a piece of technology with the one inside the locked armored case and access the joint sattalite communication server and insert a virus. He provides the code to the case and gives the team fake id's, security passes and EBM uniforms. He tells the party that they must be at the EBM offices within the hour.

PART III: Bleeding Out 1200 0 Hour T - 9

Team Rico:

Clever players may be able to turn the time into a opportunity to gather some info on what they have got themselves into. The rather care free Russians see little reason not to tell the team what they know. Besides once the vodka gets around the information almost always passes both ways. And the player aren't going to be around much longer anyways, right.

Special Task Force:

The team will catch up with them as the suspects are being met by their ship which has decided to come into national waters and pick up the team. The boat is armed to the teeth. 50 A Threat Level men are onboard the boat with two attack helicopters. They have rockets to keep boats and airpower distracted while they try to make a run for it. If the boat runs out of time and is likely to be captured a Dornier F-128(*Shockwave pg.50*) will destroy the boat and return to its ship a vessel out at see some 200 km away. The fighter jet may cut loose on the Coast Guard ship before it leaves as well. Players need to concintrate on getting Mr. Waterhouse and his family off the ship and on the Coast Guard ship or aircraft. If they cannot get on the boat before the end of the hour they may believe the Mr. Dane and his family are killed when the ship is destroyed by the fighter/bomber jet.

Coast Guard

Maryland Coast Guard units work search and rescue operations along with general defense of American coast. Having suffered much from the collapse like the rest of the nations home defense and policing organizations. They have none the less been maintained by the states even if without federal

support. It even still gets some useful hand me downs from the U.S. Navy from time to time. The Coast Guard also maintains a large number of search and rescue helicopters and AV's. Stats for the Coast Guard personal should match that of the National Guard units with slight modification. (*Shockwave pg. 83*)

It should be noted that the suspects can be followed into international waters because the U.S. is operating as if its in a state of war. It is just that once they are in international water that things can get complicated. Foreign ships may come to the suspects aid making for a difficult situation. Or any other number of things may happen.

U.S. Coast Guard Interdiction & SR Cruiser

Crew: 40 **Length:** 120 **Footer Type:** Cruiser

SDP: 165 **SP:** 15

Special Equipment: Military Radio with Scrambler, Satellite Uplink, Sonar military, Radar Military, Navigation System, Damage Control, Fire Extinguisher, Auto-Pilot, ECM, Infra-Red Sensors, Helicopter and AV pad.

Weapons: 105 mm Howitzer weapon stabilized on the bow, x2 50. M2HB Browning Machineguns one on the bow one on the stern.

The Pawns:

At this point the players may be beyond fed up with the risk they have been taking for this voice over the phone. Spider Murphy and Dog Are not falling for it for a second. Sure that it is Dieter Ess, they only wish they could find him. But with the feds on their tail there seems like little that can be done. EBM office in Night City Runs level 2-Standard Security on the first floor to level 4-Maximum Corporate Security at the top. Nearly 200 security forces spread out over the entire building. And can airlift another 500 troops in a hour.

1300 0 Hour T - 8

Team Rico:

With the jet approaching the east african coast EDF navy and airforce assets come closer than comfortable. Knowing by now that the jet must be showing on EDF radar they begin to initiate their crazy plan. Spetznav soldiers begin

prepping the plane for an emergency floatation crash. These large delta-shaped jets are designed to make such crash landings and float for up to 2-8 hours. Once the craft is on the surface of the water troops immediately jump to action moving cargo to the top of the jet with the player. They can see an Arasaka submarine rise from the depths and begin recovery operations. Before they can make a clean get away 6 EDF jets fly over the crash site. Over the radio they are ordered to halt and wait for the EDF fleet to come. Seeing that no plans on stopping the EDF strafes the top of the jet causing massive damage and killing many soldiers. Seeing that the situation is desperate containers stolen Militech Sure-Shot all purpose missiles (*Shockwave pg. 38*) are opened and player are ordered to defend themselves from the assault. Once the EDF fighter jets are warded off everyone loads the rest of the cargo and boards the submarine to depart.

Special Task Force:

The Suspects with Mr. Waterhouse and his family will be slipping away by plane while the players come back from the burning waves empty handed. Reporters hounding them about the kidnappings and missing Net 54 reporters. Then the alarms go off in Night City and the team is sent in to investigate.

The Pawns:

With the corporate policy chip a player with a chipware socket will be familiar with EBM security tactics and procedures. With the fake ID's and pass codes they should be able to move inside the building without trouble. However Spider Murphy and any other netranners will have to keep the security systems from observing the switch of the server hardware. Dog has a Shadow Deck (*Chromebook 4*) that he can use to try to get everyone out of this mess without alerting anyone of the original position the Net run and he tries to slip away, players may go after him or help him try and get away. Once Spider uploads the program that Ess provided all hell breaks loose. The EBM satellite system is a branch that writes the most common satellite communication software. The Night City EBM office is the secure transfer sight for satcom program updates. This means that not even Dieter Ess had access to this section of the datafort. Hence why he needed a couple of good runners to insert the program. Unauthorized entry into this section puts the entire building under lock down

and alerts nearly all the major governments to the breach.

1400 0 Hour T - 7

Team Rico:

Reshacked onboard the Arasaka sub the team is watched by armed Arasaka guards. These guys are not interested in talking or playing games. Surviving Russians and Dengo talk the commander on the sub into keeping the players alive just in case they need a bargain chip with the EDF. The Sub travels beneath the EDF fleet until it births at a port in Mombassa.

Special Task Force:

Team brief in flight is that the EBM's critical facility important to world stability has been breached and that the perpetrators are inside the office tower. They are being surrounded by EBM security and local authorities. EBM does not recognize the First Response Priority policy mandated by the U.S. federal government. But they will likely try to take the perps alive. It is the team's job to make sure that the authorities take the suspects into custody.

The Pawns:

Dieter knew this would happen and was counting on it. There is not enough time to find his virus in sleeper mode in time to stop its release. Not to mention they don't know what they are looking for. The virus was encrypted and disguised so that no one could tell what was being loaded into the system. Now he is letting the players take the fall. The whole building will be in lock down. With EBM forces converging on the team. Police and CIA lawDIV will be moving in along with some INTERPOL liaisons, followed by TRICOM. They will do everything they can to capture the players but will kill them rather than let them escape or do any damage to the facility. Escape is unlikely for the players and it might be wise for them to just give up and hope to strike a deal. If players went with Dog they have a slight chance to escape from the horde of EBM and police forces converging on the building. Dog just before going into hiding inserted a daemon program into the EBM datafort that has wormed its way into the system undetected. Giving Dog a way to bypass the lock-down without slowing down.

1500 0 Hour T - 6

Team Rico:

Large parts of Mombassa are still under the control of General Jubalah's forces as is much of Kenya. Troops then load the cargo onto the Kenyan hyper-transport mag-lev train. Joining Jubalah's men are Arasaka forces from the sub, some of the most elite forces of Arasaka troops available. Including borgs and ACPA's that will keep a eye on the players. While cargo is loading give the players a good eye full of the city and the horrors of the savage EEC/PAC war that has lead to wide spread famine killing millions.

Special Task Force - The Pawns:

Players arrive in Night City and find a mess of authorities present bickering over the rights to arrest and interrogate the captured perpetrators/edgerunners. The players Task Force has jurisdiction over CIA lawDIV but they will have to convince the state authorities and the INTERPOL liaisons that they should be given over. A call to the State Department, the Justice Department, or even the White House may do the job. But It will take some a Persuasion & Fast Talk roll Difficulty 25 to diffuse the argument. If they can not convince the EEC and EBM authorities to hand over the prisoners they will try to leave the country with them. By force if necessary. However the players manage it the interrogation follows.

Captured players will have some options when being interrogated by the authorities. A lawyer is not one of them. The country is in a state of war and is treating the players as terrorist committing treasonous Net tampering. If they tell them what they know. That is that a voice on a pay phone told them that he could clear their names of the Hoover building bombing if they carried out this mission. If they talked to Spider Murphy or Dog about their suspicions about the voice belonging to some man named Dieter Ess then this will add to what Spider Murphy reports.

Dog uses the the daemon that he snuck into the EBM datafort to zero in on Dieter Ess who ironically is inside the Night City EBM office building. EBM itself does not know that Dieter is still in their office building.

1600 0 Hour T - 5

Team Rico:

Rapid transit across the Kenyan county side inside the the mag-lev train, beauty and violence are the passing vistas the players see. Kenyans

are used as slaves to move the cargo and pack on the train in mass to do the General work. Starving and sick they see no signs of remorse or even pity in eyes of the soldiers. Players may try to attend to he people but will be slapped down. While in transit EDF assault AV's or Helicopters will strafe the cars of the train but do not want to damage the rail system and stay away from the cargo cars do to rocket fire from the guards aboard. The strafing bullets and rockets of the EDF unwittingly kill mostly civilians.

Special Task Force:

Spider Murphy negotiates to find the program that Dieter had them release into the EBM satcom system for some leniency for the players. TRICOM agrees and works on getting Spider Murphy access to the EBM system.

Near the end of the hour Simon Feyhorn of Net 54 tells them that his reporter with William Waterhouse and his family has managed to get a transmit message with their position in Rio De Janeiro. TRICOM orders the team to leave immediately.

The Pawns:

Before the team is taken out they are to direct EBM personal to where the swapped technology. NetRunners in the team can join Spider with the search in the EBM database when authorization is approved.

1700 0 Hour T - 4 Hours

Team Rico:

Inside Nairobi the players are moved into a room inside a heavily guarded Orbital Air building and kept under watch. Inside the room they may recognize the Family of the late president of the PAC.(Education Gen. Knowledge roll Difficulty 15) Commander Dengo is taken to the nearby launch facility to load his cargo which he secretly converted into a escape capsule. Dengo finds out that the Shandee family is being held by General Jubalah. And bribes guards to free the team and the family in holding inside the building. Ordering them to pass a message to the players to get the family to him at the launch facility. Players will have to sneak the family to the launch site through the militia heavy streets of Nairobi. However they may be able to steal a truck and load it with bodies of the dead to hid among while trying to get away. Thousands of soldiers roam the city

defending it from EDF aircraft that bomb non EEC assets. Before the hour is over the General will realize his prisoners are missing and order the Arasaka troops to bring them back to him.

Special Task Force:

The situation in Brazil is poor as the country is in chaos from the war with Columbia. Backed by Arasaka and Militech respectfully. So U.S. assets are drummed up by SOCOM to support the team in the rescue operation. William Waterhouse and his family along with the Net 54 reporter are inside the militant Government Junta Military prison. It is estimated that the prison has a level 1-Private Security with perhaps 40 C Threat Level guards. Sporadic fighting between Arasaka backed Junta forces and Militech insurgents are heating up in Rio. So be warned. The team will be flown out in a U.S. trans-atmospheric jet(*Deep Space pg. 31*) that can arrive almost anywhere in the world within a hour of departure using its scram-jet, rocket combination.

The Pawns:

Arasaka forces inside Night City's J-town decide to kill the players. Sending in a strike team to eliminate them. Sneaking in 5 assassins to find and eliminate the players. These assassins are from the elite Arasaka pool of Ninjas(See *Shinobi in Pacific Rim pg. 156*) used to get to their hardest targets and kill them silently. Players will find themselves under a low tech assault that is no less deadly than a high-velocity bullet aimed at the brain.

PART IV: Heavens Hammer 1800 0 Hour T - 3

The United states decides to pull out its diplomatic core from the talks scheduled to begin in Moscow 3 hours from now. Stating that the attack pose a clear threat the world conference. The President also warns that the talk should be called off. But The EEC decides that this would be a sign of weakness that should not be made in the face of such prolific terrorism. And even talk Americas allies into remaining.

Also having been warned of the concern by Orbital Air that the EEC would be making a push into Nairobi and use the instability of regions security as a excuse to seize OA's African assets. So U.S. forces are in position to jump into the city announcing its presence

as a humanitarian action. The Indian Ocean fleet pushes in to drop off marines that will follow the air dropped special forces teams in route to the in-battled city.

The Effects of

Fatigue

By now the wait of time and travel should be starting to really wear on the players. Fatigue should begin to set in. Stress and lack of sleep can lead to encumbering strain that slows reflex's and decision making abilities. No amount of coffee can stem the tide of being in combat for an entire day. Even the rushing adrenaline in the human body is followed by sharp down periods that are hard to recover from. Fatigue can only be combated with extended rest or powerful stimulants. At this point Referees may wish to assign a -1 to -2 for REF, and INT stats. This penalty is not accumulative with wound penalties. Wounded characters are already fatigued.

Team Rico:

If the players can make it to the launch site they witness first hand the EDF strike that goes wrong. A sudden increase in air strikes hit Nairobi streets blasting buildings and people all over. Followed by osprey and AV's loaded with troops trying to take the launch facility. Massive numbers of rebel anti-aircraft fire and rockets fly into the sky, one veers off course and hitting the Rocket loaded with Commander Dengo's escape capsule and the only chance he saw at stopping the madness that Seburo and his allies have set in motion. EDF forces begin seizing Orbital Air facilities with the intension of reclaiming them from the troublesome company. Dengo desperate now that his planned escape route has been destroyed tells the team to get him to a radio transmitter so he may make contact with the CIA. Afraid of the EEC agenda in the region he would rather get U.S. help. He also believes that the EEC would rather see the Shandee family dead as it would be easier to install a puppet leader. Any number of large corporate or government buildings will have radio transmitters. But will also be filled with rebels or EDF troops. The team will continue to be pursued by the Arasaka forces as well.

Special Task Force:

The prison raid happens in the middle of the

climax of what has been a orgy of southam fighting for the last two years. Rio is on fire with all sides breaking down and shooting anything that move. If the players can get in the prison they will find that the prison is used as a Arasaka base and is full of 50 A and 15 AA Threat Level forces combined with the regular prison guards. But remember players don't have to go in alone. TRICOM with SOCOM support can be used as back up. The prison security station will reveal the location of the William Waterhouse, his family and the reporter.

The Pawns:

First they will follow up the assassination attempts with rocket attacks and quick insertion 30 man AA Threat Level strike forces. They will come in with suicidal force to smash through the EBM security to get the player. Drop some borgs in to add to the impact. It is however important that Spider Murphy and any player assisting in finding Dieters program are protected so that they can get back to work looking.

1900 0 Hour T - 2

Team Rico:

Word comes in that a rescue team is coming ahead of the U.S. military and they are warned to hold out until they arrive. It is suggested that they go into the abandoned U.S. embassy as it is still technically American soil. General Jubalah is enraged at the the at the delay in catching the escaped hostages. He personally joins the hunt with his elite guards who are known for chopping off the heads of those who offend the General with their giant Kukri's.

Special Task Force:

The team will have to get out with the prisoners as fast as possible or be overwhelmed by hostile forces. They can call in air strikes and support to get lifted out of Rio De Janeiro before it is fully engulfed in chaos. There will be little time to talk to William Waterhouse but he can explain that the enemy was trying to get security information about the world conference that is starting in about two hours. They didn't ask him were it is however. This is strange because the meeting location has been kept secret. Players can if they wish tell William that his wife is alive, he will be forever thankful to them for saving his family and sorry that he led his people into a ambush. Players aren't given much more time as TRICOM tells them a CIA contact with BOSOZOKU has told them that the he is

compromised and his team along with the kidnapped Shandee family need to be rescued from the fighting in Nairobi. The team is ordered to load up on the trans-atmospheric jet and rescue the team ahead of the PAC military and EEC forces.

The Pawns:

Fighting off or hiding from the suicidal assault of Arasaka's strike force, Spider Murphy and assisting players struggle with keeping the search going. Dieter realizes as that his frame job on the players has not worked and that they are being used to find his surprise waiting in the automated EBM satcom system. He launches an attack on spider murphy and the players taking over the automated security systems assisting remaining Arasaka attackers.

2000 0 Hour T - 1

"Mr. Waterhouse we understand that you were under duress with the kidnapping and assault on your family. But we have protocols that you must follow. Now anything you can tell us will help you when your action are taken to review." The CIA lawDIV interrogator stated. The man was barely able to contain his enthusiasms at grilling the Director of the infant agency that has been ordering LawDIV around.

"I told you all I know! They are going after the Moscow conference."

"Yes. But we don't need you to tell us that." William looked in the uncaring eyes of the agent in front of him. The wait of the events days were killing him. "I want to see my wife." Just then he noticed on the holo-screen inside the control chamber inside of the Pentagon he saw a face he recognized. He interrupted the agent explaining that he would have to wait to see his wife. "That man, who was that?"

"What?"

"That man, I saw him in the prison. Back in Rio De Janeiro. And he was dead." William pointed at the holo-projection of a news reports of diplomats at the conference only a hour away.

Team Rico:

Were ever the team is hiding or running to

there luck turns for the worst as the General and his men discover them. They have added to there arsenal with OA lasers and portable rialguns. His Elite guard will fire suppress blindly there targets as they surround and close in on the players. Rounds and beams will pass though the stone protection that they may hide behind. Time is running out for them. Dengo watches the launch of the second cargo lift at the Kilimanjaro mass driver site and sighs at his failure.

Special Task Force:

Nairobi is another mess as PAL rebels, militia, EDF soldiers and civilians run through burning streets. The players have again little time to find the hostages being hunted in the city. They can start by getting to the abandon U.S. embassy hoping to find the fleeing hostages hiding. If not the large number of lasers and rialgun fire may get their attention. Of course the path is blocked by regrouping Arasaka troops coming to support the General.

The Pawns:

Under assault from all direction. In the Net and real space the players hunters now are there last line of defense against Dieter and Arasaka. EBM and CIA lawDIV forces take a battering against the onslaught now backed by Yakuza members flooding into the building. Authorities try to cut off the area as fast as they can as security wither down to the last line of defense in front of the players.

"Come on almost got it." Spider Murphy continues to probe the EBM system while under attack by Dieter.

"You got nothing you Spider Monkey." Dieter screamed launching his Firestarter off. His security alarm for the door goes off and he takes a nano second to check it out. A picture of Dog trying to pick the door is projected in front of him in the virtual world. "Oh, sorry Dog. But I have to put you down." He activated his anti-personal wall laser to bake Dog to a crisp bone. But something's not right.

Dog stands directly behind Dieters jacked in body sitting in his secret office inside the EBM tower. His Classic TECH-9 pistol aimed at Dieters head.

"No Dieter I'm Sorry. This is for Edger." He pulls the trigger.

2100 0 Hour T - 0

Team Rico - Special Task Force:

With any luck players are picked up by the Special Task Force to survive the homicidal rage of the General. Perhaps even ending his terror forever in the fighting. Getting out with the Tasks Forces support or slipping out with the EDF or arriving U.S. troops. When finally onboard the plane they are strangely diverted from home.

Grabbing the team and getting them out alive or just surviving the fight after there confrontation with Arasaka, and possibly General Jubalah's elite guard. Escorting the surviving hostages to escape back in the air. With out a moment to rest TRICOM orders their immediate course change to Moscow to stop a attack at the world conference beginning now.

The Pawns:

Spider finds the Dieters program just before its springs to life releasing a virus through the satcom server. She is forced to jack out as the Firestarter begins to enter her deck. Ess's program is a virus dubbed NetKRASH meant to down most of the orbiting sat's for about the next hour. with such a large portion of satcoms out of commission the stress on the remaining ISP's to maintain the Net would collapse. Within a hour nearly the entire Net will be in a fluxing crash.

Authorities should have the area locked down from the assaulting forces out of J-town and are viscusly hunting Arasaka supporters.

A Net

Crash

It is almost impossible to completely crash the net. Ess's virus was targeted at the largest number of communication satellites that carry the Net traffic. Namely World Satellite Systems(WNS) who has a exclusive contract with the massive technology company EBM to update their satcom system in order to stay the number one Net carrier in the world. It will take nearly a hour for the satellites automated systems to purge the virus and reinstall a older Net carrier program. As for the rest of the Internet service providers a.k.a. the Internet. They will need several hours in order to

get their systems up reliably with the level of redirected traffic that hit their servers and routers. But with the flux of Net traffic forced from the satcoms back to earth based servers struggling to keep the Net regions up will make the Net space suffer nearly every form of abnormal behavior, such as slow downs to massive grid drops into wilderspace. And of course the NetKRASH virus was immediately transmitted by the satcoms spreading the crash effect to other ISP around the world slowing others ability to cope with the Net flux.

"Are you ready Senior Montuoa?" The ambassadors aid asked. He had been very quite all morning. The strong Venezuelan man got up putting on his jacket and grabbing his cain. The aid felt something was wrong, but could not figure it out. The ambassador for the CAF needed to be at the conference if its concerns were to be heard. "Ambassador, do you feel all right?" He stepped up to the aid placing a hand on his shoulder. His six guards stepped in around him, ready to escort him to the conference chamber.

He had a small strained smile on his face and a cold look in his eyes. "Ci."

A clear mono talon popped from his left hands fore finger brushing ever so swiftly across the aids cheek. Before any one could realize something had gone wrong this impostor slid his Hellion Saber from the cain its mono crystal structure giving off a small rainbow in the light. The blades anti-matter containment system in the hilt gave off a reverberating hum as he executed five cuts striking down four guards. He didn't even activate the blade saving he energy for harder targets. Reversing his grip on the last blow he slid the blade into one guards finger between the inside the trigger guard and stabs the second remaining guard through the armored chest six times. Twirling his blade in a circle sends the last guards assault rifle flying in the air as the assassin spins around slicing his throat with the talon. Spinning back around he the blade across at a downward angle drawing off the blood in a line on the carpet floor just as the aid falls to his knees frothing at the mouth dead before

he finally collapses to the floor.

"Ci, I feel better then ever." BlackFlag steps out of the room to attend the conference.

Team Rico - Special Task Force:

The Kempinski Hotel Baltshug Moscow is a 5 star hotel catering to the wealthy Corps and corrupt government officials as well as International travelers with expensive taste. It also serves as a impressive state conference center to impress foreigners with russian culture. The hotel has been selected for use in the semi-annual EEC world conference. Security forces are usually recruited from ex-spetznav's and maintain a force of 100 Threat Level AA and Threat Code A1B. Security has been beefed up by the the EEC using INTERPOL agents covering surrounding area and inside the conference room itself. They have 50 agents rating AA Threat Level with a Threat Code of A1B. Along with each of the delegates private security bring in another 60 guards rating Threat Level AA, Threat Code B1B. There are also about 5 KGB agents at the site assuring that hotel security and local police are all functioning well with the foreign security. When the U.S. warning of a terrorist agent comes in they don't take it very serious as they believe that they are already operating as if there is a threat.

Seburo's Revenge

The Black Lotus satellite has a 15 minute strike window over moscow before passing out of effective range. It will then take roughly another hour to orbit around the earth over moscow. However its not likely even with all the disruptions that the ortillery sat will last much longer than a full orbit or two after revealing itself. Of course so blindly shooting it out of orbit is not exactly a great idea either. The nuclear power plant will send radiation in orbit to descend on the earths atmosphere. The fallout wouldn't make the cyberpunk skies that much more appealing.

The satellite orbits the earth in about a hour and will launch its nukes at Berlin, Night City, and back to Moscow. As soon as they are in range. About 15-20 minutes apart each.

One other deadly feature of the Black Lotus is the ability to accept BlackFlags painting laser(*Shockwave pg. 75*) cyber finger to direct

strikes just by pointing and mentally commanding.

It should be noted that if by some chance the Black Lotus is not taken out and delivers its three nukes. Then it will go on with its secondary objectives. Using the rest of its fuel it will attempt to take out Crystal Palace and then the ESA Lunar massdrivers.

It takes 25 minutes by ground and about 10 minutes by air to reach the conference just off the red square. But ten minutes pass the clouds part as high velocity orbital artillery rounds smash into the Kempinski Hotel Baltshug Moscow. The players can dodge through traffic or the air trying to avoid buildings being destroyed by the snipersat in orbit as they race to intercept the assassin.

Team Rico members with the surviving Shandee family can try to get transport out of Moscow and back home or they can turn over the family and see if they cant help out the Special Task Force. They will have to careful however as the airport is a pre-programmed target and rounds will start raining down soon.

The Pawns:

Time is running short. Spider Murphy and any netranners in the group try to stop the snipersat before it can unleash it nuke on Berlin. Failing that then their own necks are on the line as the snipersat is on its way to Night City next. Finding the snipersat in time requires a System Knowledge roll Difficulty 25 to find a stable LDL that leads to close enough to its datafort or a Difficulty 30 roll to find its direct LDL. They will have to crack the encoded secure LDL requiring a Interface roll Difficulty 25. Then they will have to defeat the snipersats Net defenses of course. But finding its Net location will get its realspace location at the same time. USAF, ESA, And Soviet assets will be sent to take the sat out. But it will take at least 10-20 minutes for them to get close enough to it and even then they will have to defeat the snipersats defensive counter-measures.

With events running down to the wire the players will all have to act quickly. Only minutes are left before Berlin is wasted by a nuke screaming down from the heavens. Opening a Pandora's box in its wake. BlackFlag uses the Black Lotus for as long as its available before trying fulfills his final act of destruction killing

himself and as many other people as possible. Attempting to draw them in close so that they cant escape his suicide bomb or poison gas. If no can stop him he will sit back and wait for the Black Lotus to come back around at blast Moscow away with the last nuke to finish things off.

2200 0 Hour T + 1

Team Rico - Special Task Force - The Pawns:

Short of total failure players in Moscow should regroup and head back to the States. Ordered by TRICOM to join CIA agent Mr. Childs in a debrief back in Night City. Collecting the group inside the EBM tower and taking them to the CIA lawDIV HQ in Night City so that the debriefing can be done with everyone in one location. Players spill what they no unwittingly to one of the highest agents of the Network.

2300 - 0000 0 Hour T + 2

Team Rico:

The team is released, but asked to not leave town. The may even be hinted that they may be getting some very high recognition for their role in the events. Assuming that they didn't taint it with unnecessary killings and collateral damage. Soon they will be approached by Simon Feyhorn for a exclusive interview with Net 54. This may be attractive as Mr. Feyhorn is one of the few remaining respectable producers in the media.

Before players can sit down and mull these thoughts over a few beers their trip back to the Forlorn Hope takes a dark turn as they round the corner. Flame and dibrey flash from every window and the walls swell at the explosive force unleashed inside. Following the fiery blast the entire building, home to the brave edgerunners and veterans of the southam war implodes. Utterly destroyed, nothing higher than five bricks stand.

Special Task Force:

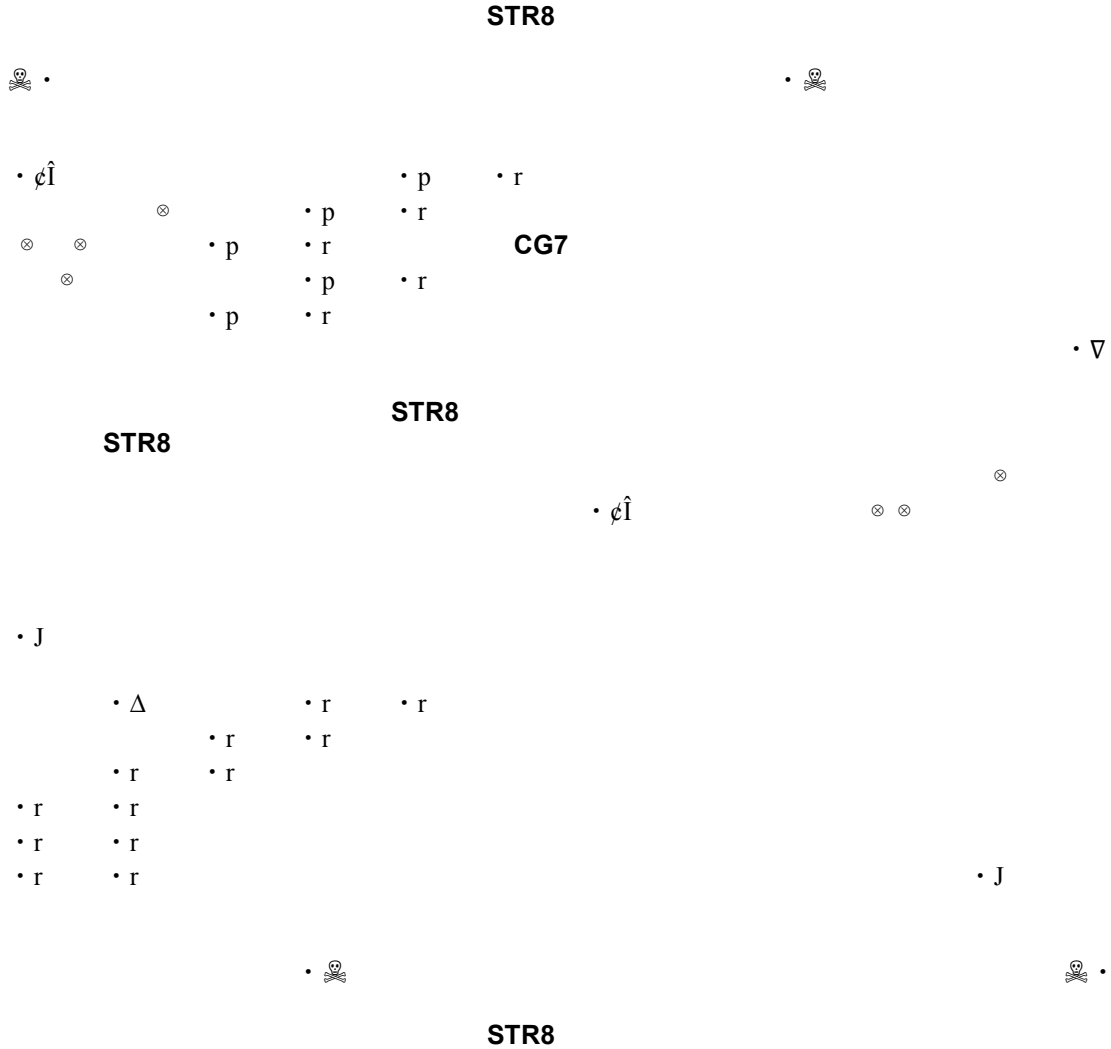
The task forces last duty will be to take the William Waterhouse and his family home to Baltimore. While in the flight trying to relax or get some sleep the plane runs into engine trouble and begins to go down. A terrible crash is inevitable. Allow the players every opportunity to increase theirs and the passengers chances of survival. The Networks last strike.

The Pawns:

Surviving the ordeal of the long day may give the players a real chance to relax, or not. Depending on how much they were able to assist in revealing Dieter Ess's plot and the manner in which they behaved, will seriously adjust how their outcome will play. If they slipped at all along the way or killed to many

federal and local authorities while on the run, Mr. Childs will make sure they are all on there way to prison. However if they come off as hero's then they will have opportunities to thrust them into starlight with the help of media giants like Simon Feyhorn.

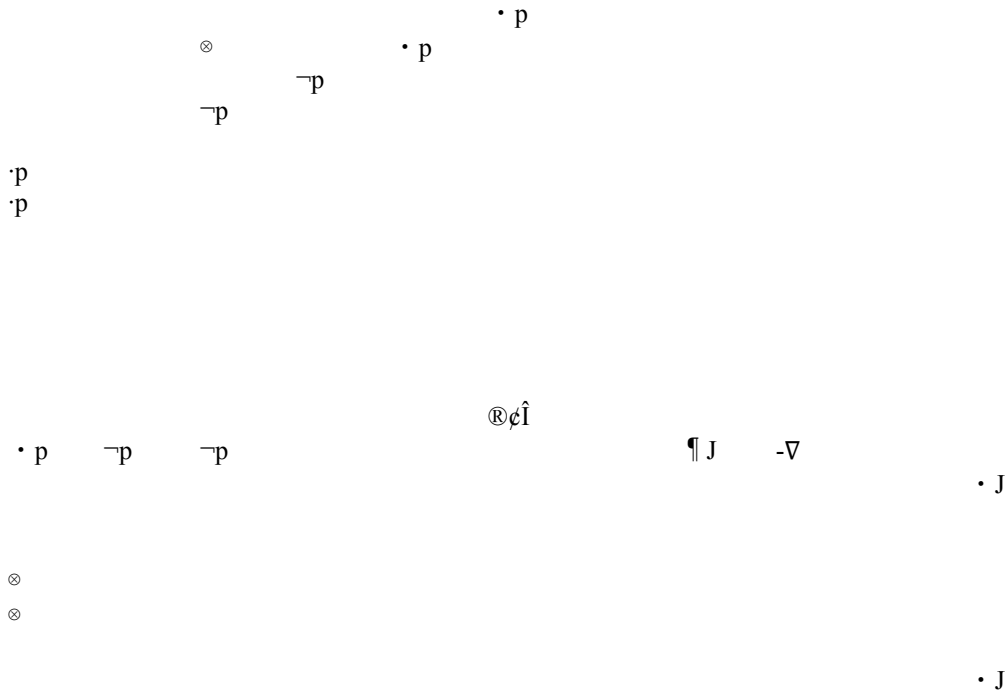
Rough map of EBM DataFort:



- - Office Files p
- - Europa LDL ∇
- - Technical spec data sheets p
- - Grey level finance records p
- ° - Inter-office comm system code level 3ĉ

- - satcom relay interface code level 6 $\phi\hat{I}$
- - LEO LDL code level 7 Δ
- - Data storage compressed Anti-personal programs code level 6 p
- ¹ - Panzer (Rache Bartmoss' guide to the Net) \otimes
- - Inter-office A/V security systems code level 5J
- » - Office tower armed defense system code level 7 J
- ^{1/4} - Monitor (Rache Bartmoss' guide to the Net) \otimes
- \otimes - 7 CPU AI (INT 21) Speed 20 Strength 8 DataWalls

Rough map of Black Lotus DataFort:



- - Program storage and target data code level 8 p
- - Downwell LDL code level 8 ∇
- - Satcom system code level 5 $\phi\hat{I}$
- - Compressed Black-ICE program storage p
- ∇ - Target systems code level 6 J
- - Priority data storage code level 7 p
- , - Monitor (Rache Bartmoss' guide to the Net) \otimes
- - Panzer (Rache Bartmoss' guide to the Net) \otimes
- \otimes - NSC (INT 6), Back-up 2 CPU AI (INT 6) Speed 15 Strength 8 DataWalls

EPILOGUE

9 WEEKS LATER

"The Days following October 22nd have seen the largest number sweeping changes in the worlds reaction to news of *corporate hostility* and *international terrorism*. Since the hight of *corporate imperialism* during the *4th corporate war*, Americas launched a restructuring of corporate policy. Then a terrible alliance of well connected and financed terrorist surfaced to threaten the world in a manner that hasn't been seen since the *Mid-East meltdown*.

Today we recap the events of the last 12 months and take a deep look into the Nightmare hours of the 22nd of October. With interviews with experts, survivors and even exclusive discussion with the some of the heros of that date, longest of days." The picture of Rachel Osaka pans back fading into a collage of scenes from the *4th corp war* and images of world leaders corp and government alike.

"Hello I am Rachel Osaka and I am here with sociologist and historian doctorate Jamie Muhammad. You have written a book called Americas Measured Response outlining the United States policies since the collapse in 1996. First off I would like to welcome you to the show."

"Thank you Rachel its a pleasure to back on the show."

"You've make interesting conclusions based on how other nations are effected or are effecting the changes being made in the last few years. Please explain some of the subjects for are viewers."

"Yes, in my book I briefly cover the polarizing shift in power in America from the elected officials to entrepreneur-corporate. After the collapse, constitutional rights were suspended and the country struggled with the Gang of Four's irresponsible behavior behind the scenes." The image changes to scenes of the collapse, and the *southam/centralam war*.

"Facing economic collapse and social anarchy the United States had to look to the international corporate conglomerates who were already showing the adaptability after

the Crash in 1994. With the secession of the Seward Act states rights were brought in to the forefront to increase their independence and stability with the growing presence of the megacorps. For following years many public officials are being elected by ability to bring megacorp resources into there districts. The level of power that these megacorps led to trade wars and eventually open hostile conflict that we refer to as the corporate wars."The camera falls back on the host.

"And how does the terrorism play a role in all this?"

"Well *international terrorism* never really went away. But level of violence in society these days is higher then they were in the pre-collapse day. Combined with diverted power and attention from nations, many terrorist groups have faded into the background noise." Images of suicide bombings and fighting in the streets around the world. Followed with a fade back on Rachel Osaka.

"Then why the sudden resurgence, or just surge of terrorism and how does it relate to Americas reaction to the radical *corporate imperialism*?"

"The increase of states rights and the added presence of corporations into the process was only capable of serving maybe 40% of the nation. With the Federal Government was poorly suited to serve anyone interest but the corporate agenda in order to maintain the status quo. By the *4th corporate war* the issues were driven to a head. Orbital Air vs. ESA, Petrochem vs. SovOil, OTEC vs. CINO and or course Network 54 vs. DMS . Some of the more recent fires that exploded with Militech vs. Arasaka. Now no one knows for sure why. But simmering under the raging storm of corporate war nations were collapsing and the communication was faltering, thanks to *dataKRASH*. Revolution has been on the verge of coming but somehow split. One following the measured response of the U.S. with its new corporate policy laws and attempt to address the damaged social and environmental needs."

Charts of statistics show as the two talk. Flashing 65% of the U.S. are

disenfranchised. 3 million new jobs are made up 5% percent ect. Fading back on Rachel.

"Are next guests are William Waterhouse and the pardoned Spider Murphy. Welcome to the show." The guest sit uncomfortably in there chairs and politely nod. "Can you tell us about your ordeal on the 22nd of October and how you think it has shaped events since then?" Will and Spider look at each other. Spider shyly nods to him. Will smiles and shifts in his chair.

"The TRICOM tactical response forces and all international authorities went through a very long day. It was a surprise attack aimed at overwhelming the worlds ability to respond. My team tried to react to attacks and get to the bottom of the vast Network behind the attacks. Of course as would turn out we could not do this alone." Will looks over to spider.

"Being forced to act under the orders of a member of this conspiracy of connected international terrorist, Dieter Ess framed my self and members of the edgerunner community. Dieter over the course of the day forced us into inserting the *NetKRASH* virus that was the cover for the sniper sat attack."

"Seburo's Revenge." Rachel interjected.

"Yes we were unfortunately unable to stop in time to save the diplomats and representative at the world conference being held in Moscow." A line of data runs at the bottom of the screen reporting that 13,500 people died in the bombings in Moscow alone. Attacks on the 22nd of October ranged from plane hijackings to attempts on the presidents life.

"And what do think of the weeks that have followed?" Rachel asks, this time Will responds.

"I think that the American people have rallied behind the work program, and new school initiative. But suffer from the economic problems that are exacerbated by continuing corporate crime, urban violence, and international pressure from the EEC and CAF. And even though the terrorist attacks have slowed I guaranty that they have not stopped." Rachel looks to Spider Murphy to follow up.

"And the *NetKRASH* has led to a realization that a totally new and unified approach to solving the Nets trouble will be required before the instability's drive the whole world into a unrecoverable collapse."The camera switches back to Rachel.

"Thank you for coming on." While Rachel introduces the next guest, images of the chaos inflicted by the *DataKRASH/NetKRASH* flash across the screen.

"Our final guest is a CIA agent that was very active in collecting Intelligence during the terror on the 22nd of October. Edmund Childs thank you for coming to talk to us."

"Oh its a pleasure. The CIA wants the public to know that we are protecting their interest. Secrecy has its place but that doesn't mean acting like the *Gang Of Four*. Mr. Childs smiles.

"Agent Childs, can you shed some more light on the nature of this threat. What it is how come they have been so successful?" Text pops up in a box in the corner of the screen telling that nearly 120+ major strikes were estimated to have occurred world wide on the 22nd of October.

"Of course. What we all know already is that this Network as it is commonly referred to, finances its operations with large sums of money. Probably a stashed source of wealth, supplemented by its vast black-market smuggling ring. It uses this wealth and resources to steer the growing dissidents in the nations of the world." The image pans back to Rachel.

"So these dissidents are armed and financed by someone or some group. Who are they and how are they able to move so easily into the U.S. and places like the EEC?"

"Well, Dieter Ess so far has been are only real connection. And we are following all the possible leads. We will learn who leads this conspiracy. Its just that it will take time. Ess didn't help by leaving the Net in such a banged up state. But I can tell you this to. Until we take some very serious steps to increasing are intelligence resources and enhancing are security we are in trouble."

"What do you mean. Are you backing the tougher security policy like some members of the Senate and Regional Committee are suggesting?"

"Rachel, what I mean is that countries like the U.S. have turned into havens and conduits for terrorist. With every combat zone and unchecked weapon zone you make a highway for these killers. The system was in place for a country that was falling apart and in a state of martial law. Now with the economy on the cusp of destruction once more we must consider are past mistakes. Are we going to return to this method or are we going to keep anyone from tipping us over the edge in the first place. Trust me Rachel I know."