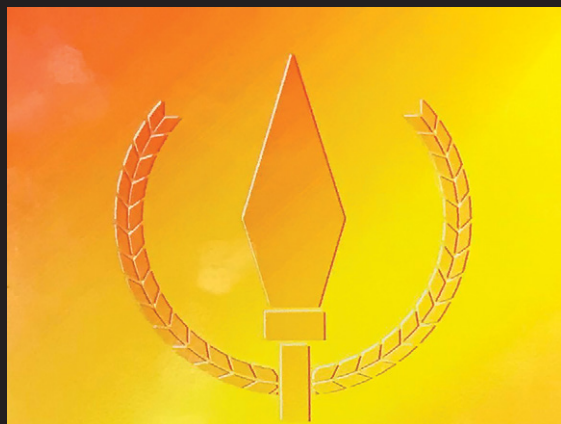
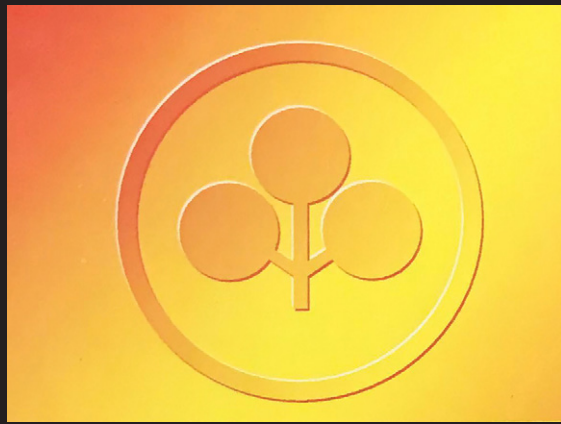


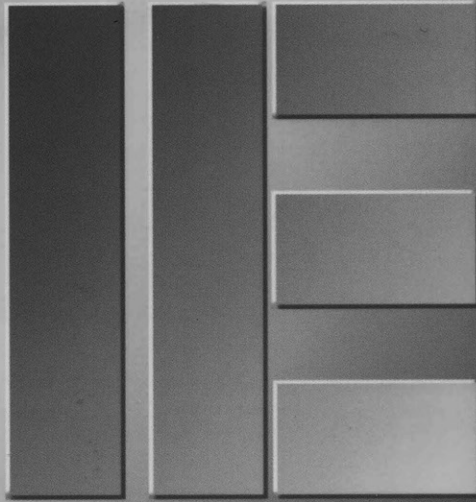
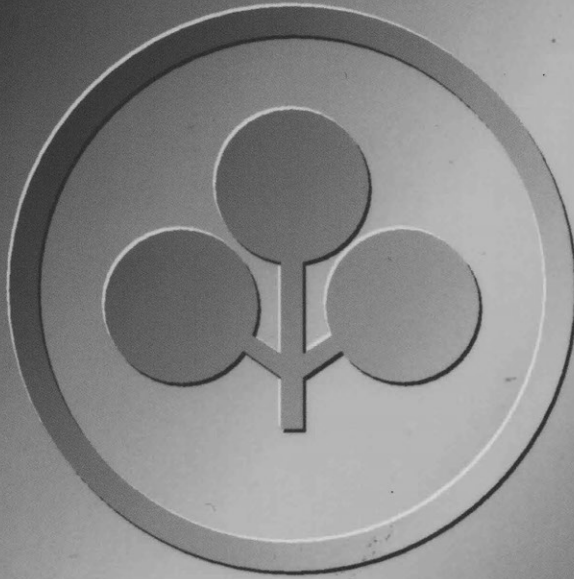
CORPORATION REPORT 2020



CYBERPUNK

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CORPORATION REPORT 2020



CYBERPUNK®

R. TALSORIAN
GAMES, INC.

CREDITS

EDITORS Derek Quintanar, S.E.
Will Moss

WRITER William Moss

PRODUCTION MANAGER Derek Quintanar

ART DIRECTOR Matt Anacleto

LAYOUT Matt Anacleto

COVER Matt Anacleto

ILLUSTRATION David O. Miller
Paul McCall
Scott Ruggles

ADDITIONAL ILLUSTRATIONS Matt Anacleto

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INTRODUCTION

Corporations. Shadowy monoliths of the *Cyberpunk* world, using their immense wealth and merciless power to control nations, governments and criminal organizations. From their towering skyscraper headquarters, the Corporate Elite engage in hostile takeovers, deadly power plays and crushing betrayals. They're the heavy hitters in a vicious world; a world where Big Business meets Big Brother for the best two out of three.

And it's closer than you think. Even as I'm typing this in mundane 1991, the headlines are full of the activities of a certain Bank of Credit and Commerce International (or BCCI for short), a prime candidate for a *Cyberpunk* megacorp if ever I wrote one.

Imagine: a world-wide banking cartel run by shadowy sheiks in distant lands, with operations spanning 62 countries. In just a few short and exciting years, this rogue bank from hell bought senators, laundered drug lord money, helped dictators loot national treasuries, traded arms to third world nations and possibly subverted the CIA and the National Security Council.

BCCI even had its own black operations squad, the now infamous Black Network—a cadre of over 1,500 dedicated spies, thugs and enforcers with access to the most advanced surveillance techniques and weapons, and a licence for bribery, kidnapping, extortion, and murder.

And you thought the Corporations in *Cyberpunk* were unbelievable.

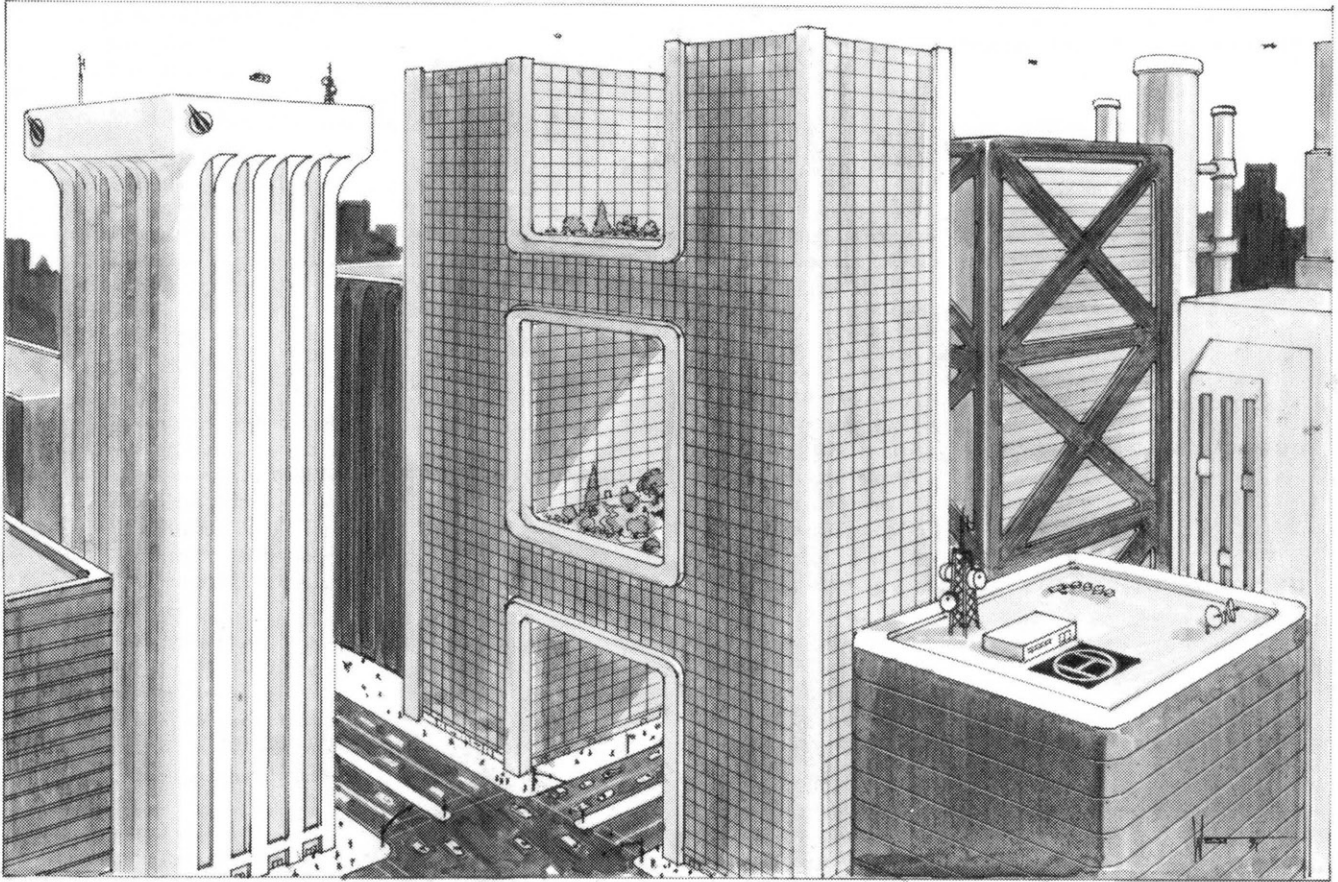
It's said that Truth is indeed stranger than Fiction, chombatta. But until BCCI decides to spill the entire story to the R. Talsorian staff, we'll all have to settle for the unreal thing. In this volume, the first in our CORPORATE REPORTS Series, we'll immerse you into an equally shadowy world of corporate deception, murder and intrigue. The players on this stage are at least as bad as BCCI. The first is ARASAKA, the infamous world-wide security agency with a secret plan to dominate the world, led by its hordes of black suited thugs and enforcers. The other is IEC, the International Electric Corporation, major military supplier and a nasty commercial infighter in its own right. Both are perfect examples of corporate nastiness gone rogue; and the information in this report will give any ambitious *Cyberpunk* Referee hours of fun tormenting his hapless players. So lock, load and grab your briefcase—it's time to engage in Combat Capitalism!

Mike Pondsmith

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A NEW JUNGLE



THERE IS A NEW JUNGLE.

It is a living thing, thriving in an environment where most other organisms would wither and perish. It is a canopy of glass and steel rising from black ground fertilized with the dust of a collapsed age. It is populated by only one kind of animal, a chameleon creature rapacious and predatory. This denizen inhabits all the niches once filled by a million species in the new jungle's vanishing namesake: it is bright and obscure, brash and silent, swift and slow...the hunter and the hidden. There is no mercy, there is no quarter.

WELCOME TO THE CORPORATE WORLD OF 2020.

After the world stock market crash of 1994 and the subsequent self destruction and collapse of many economies and governments across the world, including the US, there was only one type of organization with the ability to exert power on a global scale: the international corporation. Of course the collapse was a disaster for most corporations, and many went under along with the national economies, but it also acted as a kind of purge, with the strongest conglomerates surviving, feeding on the fallen. Those companies that made it through those tumultuous years reaped unexpected benefits. With most national governments irreparably enfeebled, and much of the commercial competition obliterated, the surviving corporations were left to fill a huge power vacuum.

Naturally, there was some disagreement between the surviving corporations as to how to divide the spoils of survival amongst themselves. The result was the series of wars that erupted as each corporation attempted to destroy its competition physically and economically and concentrate as much power as possible in its own hands. The most recent widespread conflict has only been over for a few years. Smaller conflicts, covert and overt, continue to this day, with full scale war threatening to resurface at any time.

The development of new technologies and world situations during the nineties also made the post crash period a key time for new companies to develop. Venture capital was scarce in the wake of economic upheaval but there were still enough investors around who had survived the collapse, and even played it to their advantage, to pump funds into a few promising, infant industries such as cybertechnology, biotech, independent military contracting and technology, artificial intelligence and net-tech, and so on. The general economic confusion of the years from 1994 to 2016 was increased as these new companies incorporated, and attempted to establish footholds and stake their claim in the new order.

The Third Corporate War, when corporations fought over power, information and access in the net, was the last great shakeup in the world commercial hierarchy. Those corporations which couldn't use or compete in the Net have evaporated or been consumed by their more adaptable rivals. In the wake of that war came the power structure and world situation you already know.

The world of 2020.

The world of *Cyberpunk*.

WHY CORPBOOKS?

Since corporations wield the bulk of the power and resources in the *Cyberpunk* world, they figure in many *Cyberpunk* campaigns. More often than not, your characters will find themselves working for or pitted against a corporation...or both if they're having a particularly bad day. (And in *Cyberpunk*, you're *always* having a bad day, even if you're having a good day.) In the original *Punk*, and in the current 2020 edition, we provided capsule write-ups on many of the important corps of the *Cyberpunk* world. We left you, our players and GMs, holding the bag when it came to fleshing those descriptions out. That was alright for getting things started, but its been a while now and,

with corporations playing the large role that they do in *Punk*, we wanted to give you something you could really sink your vampires into. This is it.

Corpbook One is the first book in a series dedicated to bringing you detailed descriptions and breakdowns on the major players in the *Cyberpunk* corporate world. We've picked corporations that offer excellent opportunities for roleplaying and intrigue because of the importance of their major products and services in the dark future, the playability of people who work for them, or the nefariousness of their covert goals. Some of them will be organizations you already know and love, (or hate) such as the Arasaka Corporation. Some of them will be all new creations. All of them should be easy to integrate into your campaigns, and offer plenty of interesting and life threatening situations for characters to explore. The level of detail in the Corpbooks should make designing campaigns, characters and character histories around the corporations easy work.

WHAT'S IN CORPBOOK ONE?

A whole lot you can use. Each corpbook is devoted to two corporations. The corporations are connected by some sort of thematic link. In this book, for example, we present breakdowns on the Arasaka Corporation which you are already acquainted with, and International Electric, which is new. These corporations are both connected in some way with the contracting paramilitary operatives and the manufacture of military and security equipment. Down the line we will be releasing books devoted to other types of corporations. Although the corporations in each book are connected by a common theme, they are also as different as night and day. International Electric is primarily an equipment contractor, while Arasaka contracts people. The two corps have different goals, produce different characters, and are usable in different ways in your campaigns and adventures. Don't worry about seeing one type of corporation written up four times with different names!

Corpbook One is laid out so that you can easily find the information you're looking for. Each corporation is treated individually, with each write-up broken into sections for easy reference. The sections for each corporation in order of presentation are:

- History
- *Main Products and Intent*
(corporate goals-public and covert)
- *Current Market Strategy*

- (and public relations)
- Key People
- Offices and Key Facilities
- Uniforms, Equipment and Personnel
- Resources and Stock
- Tips on running the corporation
- A short capsule adventure.

All sections are clearly labeled and headed so you can move around the book easily.

HOW TO USE THE SOURCE MATERIAL?

This may seem like a ridiculous question, but it's pretty common for people to read source text, and then immediately forget about it if there aren't any numbers or tables attached to it. Since only you know how your characters or campaigns work it is up to you to figure how to integrate this sort of material into your game, but you should find that it's not that difficult. Some of it is straightforward. If you're running a campaign with Arasaka, you can look at the *Uniforms and Equipment* section of the Arasaka write up and see what your players are liable to run into if they get into a fight with Arasaka guards or soldiers. Likewise, if you're playing an Arasaka agent, you'll know how you're likely to dress and what kind of hardware you're liable to carry. You'll also be able to exchange knowing glances with any other Arasaka player you may run into.

OK, that's pretty straightforward, but what about using material like the *History* or *Current Market Strategy* sections of each write up? There are three primary reasons for background like that (and a host of lesser ones). The first one is to provide ideas for adventures, or parts of adventures. Looking through this type of source material, you'll see lots of opportunities for conflict, cross purposes and subterfuge. Turning these little incidents and events into adventures or components of adventures should be no trouble at all. The second reason is to provide motivation for characters and NPCs. It's a lot easier to explain why a corporation is doing something if you have an idea of the precedents and ultimate objectives at stake. An example: Militech wants to extract a researcher from another corporation. Well, it's one thing to have your team of solos and corps bust up that extraction just because they're paid to do it. It becomes a little more

interesting if, when you know a little about Militech, you deduce that this extraction was part of a larger scheme, the ultimate goal of which may be something extremely evil, or otherwise involving. The third reason for this type of source is this: in an imagination based game, like any RPG, the illusion is only as good as what the player can imagine, or knows about the fantasy universe in which the game takes place. Every little thing you can get to stack the deck in favor of the richness of the game makes it that much more fun. In this book there's just that much more *Cyberpunk* for you to enjoy.

These hints may be old news to most of you, but somewhere out there is that one person who just read the preceding paragraph and is now having a revelation. The explanation was for that one person.

The capsule adventures are a little less abstract in application. They are short, one shot runs designed for beginning characters, and serving as basic introductions to using that particular corporation in a game context. They are not solo adventures, and must be run by a GM. If you are a GM, it may also give you further ideas on how to implement the corporations into your own adventures. Remember, our suggestions are just that...suggestions! Never feel bound by them. Go ahead and alter the information in this book however you wish in order to make it conform to your campaign or character conception.

A NOTE TO PLAYERS

Before you read this book cover to cover, check with your GM! If he or she is using this book, there may be some information in it that they would rather you discover during the course of an adventure or campaign! Never irritate a *Cyberpunk* GM!

A NOTE TO GMS

You may notice, depending on your campaign power level, that the NPCs in this book run towards the potent end of the spectrum. I do that to give the players a run for their money. Feel free to modify them if you wish.

Well, that's all you need to know before you go exploring the dangerous and cutthroat world of *Cyberpunk* corporations. Remember, whether you're working for the corps or against them, keep chipped and tight, because death is cheap and swift, and in *Cyberpunk* they never give an inch... ■



Paul McCull '91

ARASAKA



PRECIS

ARASAKA

Corporate security, Corporate police, and various suboperations

Headquarters: Tokyo

Regional Offices: Osaka, Kyoto, Madrid, Geneva, Helsinki, London, Paris, Rome, Bangkok, Singapore, Hong Kong, Tokyo, Seoul, Mexico City, Night City, New York, Los Angeles, Chicago, Honolulu, Washington, Montreal. Suboffices throughout the world.

Name and Location of Major Shareholder:
Saburo Arasaka of Tokyo, 19.9%

Employees:

World Wide	1,000,000
Troops	100,000
Covert	5,000

WHEN MOST PEOPLE
THINK OF ARASAKA THE
PICTURE IN THEIR MINDS
IS THAT OF THE BLACK-
CLAD GUARDS EMPLOYED
BY SO MANY
CORPORATIONS,
BUSINESSES AND
POWERFUL INDIVIDUALS
THROUGHOUT THE
WORLD.



HISTORY

In 1942, over Guadalcanal, American Grumman F4F fighters engaged a flight of Japanese Betty bombers out of Rabaul Island. The Zero fighters escorting the Bettys broke out of formation to engage the attackers, and a pitched air battle followed. One of the Zero pilots was Lieutenant Saburo Arasaka, the twenty-three year old scion of a wealthy family descended from *samurai* lines. Despite his young age, Arasaka was a respected pilot and ace, with over twenty confirmed kills to his name. He fought with the spirit and dedication of his *samurai* ancestors, driven by fierce pride in his country and undying loyalty to his Emperor.

Unfortunately, that day was to be the last of Arasaka's career as a pilot and soldier. While the young Lieutenant was weaving in pursuit of one of the F4F Wildcat fighters, aiming for his second kill of the day, he passed through another American plane's line of fire. Saburo wasn't vulnerable long enough to be shot down, but several bullets smashed through the canopy, shattering his left arm and driving splinters of perspex and metal into his left eye and skull. Barely conscious, he let his fighter plummet towards the ground fifteen thousand feet below.

Precious seconds later Saburo struggled back to awareness only to see the ground rushing towards him. Despite the punishing pain and the loss of the use of one arm he pulled back on his stick, leveled his plane and regained control with only a scant 2000 feet to spare. Then, patching himself up as best he could, he began the long haul back to Rabaul, fully believing that he would die somewhere over the 560 miles of ocean he had to cross. Though he had to fight the excruciating agony and encroaching unconsciousness all the way back, he did not die over the ocean. Nor did he crash while landing. Only after delivering his report to the base commander at Rabaul did he allow himself to pass out and be taken to the hospital. He was back in Tokyo before he regained consciousness.

In a Tokyo hospital the worst blow fell. Saburo was told that he was permanently blind in his left eye and that his left arm, although not amputated, was damaged beyond use. He would never fly again. He was summarily discharged from service and returned to the Arasaka family compound outside of Tokyo. He spent his days brooding over his loss, wishing that he had died in the skies and been prevented the humiliation of crippled survival.



Lt. Arasaka at SW Pacific base, late 1942

On August 15th, 1945, the Emperor broadcast the edict of surrender and renounced his divinity. Saburo was thunderstruck. He was on the verge of suicide in the compound's cherry tree grove when he had a moment of epiphany. Although Japan's economy and industry were in ruins, Saburo saw a future where Japan would be strong again, not militarily but commercially. The country would be a blank slate, waiting for the person with the correct resources to redraw it in a new image. His father, Sasai Arasaka, was a shrewd man who had foreseen the downfall of Japan at the end of the war. Sasai had capitalized on wartime industry, but against Saburo's impassioned urging, he had made sure that the bulk of the Arasaka fortune was covertly protected in concealed overseas assets and accounts. Now, in the cherry grove, Saburo saw the wisdom of his father's actions. As family scion, that fortune would soon be his to control...a fortune that, if wielded correctly, would permit a clever man to push Japan back towards a position of power from which it could dominate the world politically and economically. The children of Amaterasu would prevail, if not under the Emperor, then under another deity: commerce. Saburo drew the half inch of dagger that had penetrated his abdominal muscles before the vision had stayed his hand and returned to the household. That night he began the

studies of politics, economics and history that continued until his father's death in 1960.

In 1960 the 41 year old Saburo stepped into his late father's shoes as the head of the Arasaka Corporation. At the time Arasaka was still a relatively small organization, just re-establishing itself in international commerce. Saburo's father had been slowly retrieving the capital and resources secreted during the war. Now Saburo himself continued that task. Saburo also began shaping the development of the Arasaka Corporation to his own ideals. He was not content with the power that came from purely financial and commercial strength. If his goal of Japan as the world military and economic superpower was to be realized he would have to exert unseen political control in Japan and across the world. It would be a long, arduous task, but he was the man to do it.

Saburo knew that the key to power in the modern world was information. What he needed was an organization that could obtain that information freely and easily, without arousing suspicion. With that in mind, he created the Arasaka Security division of the Arasaka Corporation. The new division specialized in high quality personal and corporate manpower, electronic, and computer security and protection. Slowly, over twenty-five years, Arasaka Security developed a sterling reputation as the most potent company of its type in the world. By the mid 1990s Arasaka guards were employed by thousands of powerful individuals and corporations around the world and Arasaka intrusion countermeasures and computer security experts were retained by many others. It wasn't long thereafter that the Security corporation was one of Arasaka's three most powerful holdings, equalled only by the Arasaka Bank and Arasaka Manufacturing.

Saburo's dedication to study (and his personal genius) enabled him to foresee the world market crash of 1994 and the US collapse of 1996. Forearmed against the disaster the aging, but still able, Saburo was able to take the appropriate steps, and, through his shrewd manipulation and investment, make the Arasaka Corporation one of the few commercial institutions to profit from the crash. Arasaka had been big before the crash, but in the period afterwards it assumed gigantic stature, becoming one of the largest corporations in the world.

The post-collapse world of corporate control and deregulation was the answer to all of Saburo's dreams. He exploited the new world order with a vengeance. In 1997

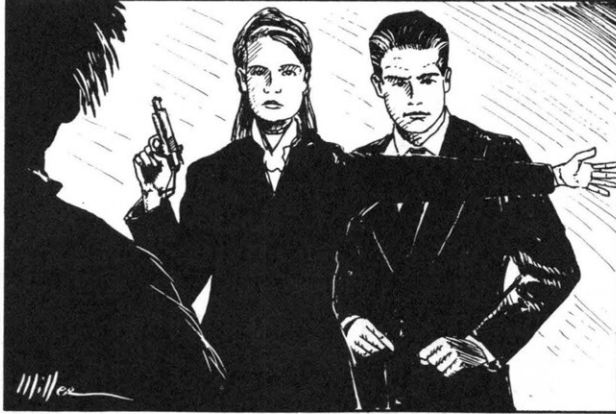
Arasaka Security moved into paramilitary contracting and began training one of the world's first corporate armies at the corporation's guard and agent schooling facility in the forbidding northern wastes of Hokkaido. An age of ruthlessness followed, with Arasaka destroying or absorbing as much of its competition as it could and buying out any non-competitive company that Saburo thought would make a good asset.

The years from 1997 to 2020 have seen the Arasaka Corporation continue to diversify and strengthen. Its major functional arms are still the Arasaka Bank, Manufacturing and Security groups. Although the corporation is astoundingly wealthy and powerful, and Saburo is one of the wealthiest men in the world, he has not forgotten his original goal. Saburo is now 101 years old. He has had a great deal of body reconstruction and his destroyed arm and eye have been replaced by modern cybernetics. Nonetheless, he is confined to a wheelchair and rarely leaves the impregnable family compound outside of Tokyo. Despite his physical limitations, his mind is still as sharp as ever. Although his son Kei is now the nominal head of the Arasaka Corporation, all major decisions and policies are still subject to Saburo's discretion. Saburo is grooming his son for eventual complete control, and the realization of his private goals, but for the time being he remains undeniably in charge.

MAIN PRODUCTS AND INTENT

SECURITY

Although the Arasaka Corporation is quite diverse, one of its arms is more visibly omnipresent than the others, especially in Europe and the United States: the Arasaka Security division. When most people think of Arasaka the picture in their minds is that of the black-clad guards employed by so many corporations, businesses and powerful individuals throughout the world. Even if their guards aren't visible, the Arasaka logo is prominent on many of the weapons, computers and other equipment used by corporations and groups with their own security personnel. Arasaka is the most obvious force in the world of corporate and private security contracting. It is widely accepted throughout the world of 2020 that the best way to secure your proprietary interests is either by spending several years and millions of eurobucks training and equipping your own force, or by simply contracting from Arasaka.



A typical Arasaka bodyguard in action.

Arasaka contracts and leases its security services in several ways. The most obvious, and widespread is corporate manpower security—the ubiquitous black clad armed guards. In the world of 2020, where corporate assaults and extractions are commonplace, the old-fashioned coffee-slurping night watchman or desk-security is woefully inadequate. Corporate manpower security means having on-site forces capable of repulsing assaults, extractions and industrial sabotage attempts with quick response combat capability. Not all corporations or groups have the power, money or inclination to assemble security forces of their own. The alternative, if these groups wish to stay afloat on the stormy seas of modern competition, is to contract these forces from a third party. Arasaka is not the only corporation offering this service, but it is the biggest and it has the best reputation. Arasaka combat security personnel have the reputation as the best trained and most capable available. They don't come cheaply, but the investment is widely considered worthwhile. The size of the force required is of no consideration. Arasaka will contract guards in groups of from one to one thousand agents per contract. Service is twenty-four hours, and the guards can be billeted, at the contractees discretion, privately, on site, or at the local Arasaka office. All Arasaka guards are fully trained in security procedures, equipment use, armed and unarmed urban combat and close quarters fighting. Depending on how much the contractee wants to pay per guard, several levels of armament and specialization are available, from unarmed desk men to fully armed and armored quick response combat teams.

There are a number of options available on any manpower contract at varying expense. The client can order all-male or all-female guards, or a specific ratio of sexes, or, as Arasaka contracts its services around the world, clients can order guards fluent in Japanese, German, Spanish, English, Ital-

ian, Chinese (Mandarin and Cantonese), Korean and French. All guards are required to be conversant, although not fluent, in English. Bilingual guards are available. Guards specializing in heavy weapons, unarmed combat, and specialized terrain are available for contracts that call for varied situations. Different levels of security force concealment can also be ordered, from completely discreet and invisible to ostentatiously threatening. If the security forces are visible, clients can choose to have them be unidentified or clearly identified as Arasaka Troops. Only in rare circumstances, such as when a little misdirection is called for, will Arasaka troops actually wear the uniform or logo of the contracting corporation, or a third party.

Arasaka also contracts out its paramilitary forces for one-shot operations, such as extractions. This type of contract can be extremely costly, due to the loss of expensive men and equipment. But if there's a tough operation that a corporation needs done, Arasaka can handle it for the right price. When Arasaka troops are contracted for this type of military action they always operate unmarked or in the markings of a third corporation or military that the client wishes to have blamed. Naturally, the board of directors at Corporate Headquarters in Tokyo have enacted policies ensuring that an Arasaka team never attacks an installation or corporation owned by Arasaka or protected by an Arasaka contract. Exceptions are made if there is some greater benefit that can be reaped by Arasaka.

Another type of protection that Arasaka provides is personal security in the form of bodyguards, escort teams and household security. The service is expensive, but popular amongst celebrities, wealthy businessmen, and the politicians of several nations who no longer trust their respective Secret Service agencies. As with corporate guards, there are several options, including gender, number of guards, dress style, age, visibility, race, nationality, level of armament, training and services performed. It is considered very chic in some circles to have one good looking, full-time Arasaka bodyguard of the opposite gender on one's payroll. These single bodyguards usually work solo or manage other non-Arasaka personnel retained by their client. Many a braindance star or other celebrity is never seen without two or three stylish but watchful bodyguards in tow. Often, they'll proudly tell you that "their people" are Arasaka. It's one of the most practical status symbols available in 2020.

In addition to supplying trained men and women to corporations, groups and individuals, Arasaka also leases and sells the security equipment that it manufactures. Typical

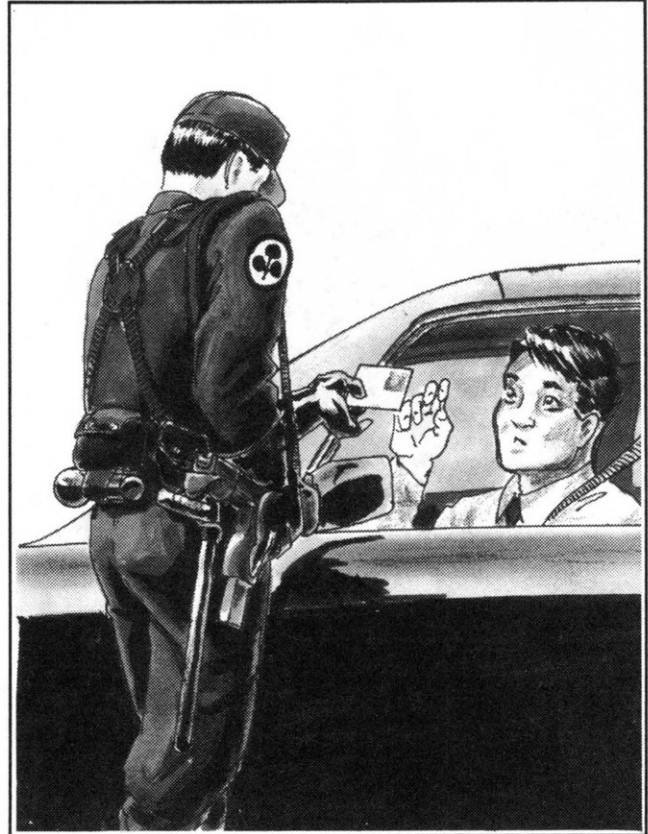
items include cameras, perimeter detection and surveillance equipment, computerized security offices and networks, fire extinguishing systems, and computerized personnel access systems. Also available are more exotic items such as weapons and bomb detecting equipment, booby traps and other "lethal deterrence systems". Computer security is another product available from Arasaka. Proprietary Arasaka ICE systems, white and black, are also available for installation into client's computer systems. Arasaka will train non-Arasaka personnel in the operations of all of the security systems that it sells, but it's more typical for clients to buy a package that includes both the equipment and Arasaka-trained people to run it. An exception are the ICE programs, which are only operated out of systems run by Arasaka personnel. As proprietary information, Arasaka will use those programs to protect you, but it won't let you see them.

The last type of personnel that Arasaka contracts out are security consultants. If you want good security run by in-house people, but you don't know what the best way to implement it would be, you can have a team of Arasaka Security Consultants inspect your facilities, and do an analysis of the capabilities of your potential enemies. The consultants will use that information to make a recommendation on the type and strength of the security forces you should maintain, and the kinds of equipment and countermeasures you should install. Consultants will operate on any scale, from personal bodyguarding to world-wide corporate protection.

With competition being what it is in 2020, the Security Division of the Arasaka Corporation continues to do brisk business, and it remains the most visible arm of its parent. Any characters operating in the Cyberpunk universe will eventually bang heads with Arasaka Security. They'd better be on their toes when that time comes or they'll end up being just one more statistic in the long list of Arasaka's successful defense of its clients.

POLICE SERVICES

As a division of its security arm Arasaka runs an extensive police contracting service. Police services are similar in many respects to security services, but the personnel receive slightly different training and equipment, and clients are cities and counties rather than corporations. As they are required to work with the public, Arasaka police officers are much more prone to have good interpersonal skills than their dour counterparts who work in private security. Most weapons and equipment are the same, but Arasaka



managed police departments will have police-fitted cars and vans at their disposal and, for most situations, will be more inclined to use these than the heavy riot vehicles favored by the security departments.

Arasaka police, like all corporate police, are required to work within the limits of civil and federal law with regards to police procedures and ethics. Of course, as is always the case with corporate operations, they are more likely to circumvent these standards for convenience than public police departments. Too much violence in the public sector is bad for P.R. though, and, by and large, an encounter with Arasaka police is much less likely to be fatal than an encounter with Arasaka security. Countless towns, counties, arcologies and cities around the world rely on private police forces. Among those serviced by Arasaka are San Diego, Cincinnati, Philadelphia, Honolulu, Bucharest (Rumania), Belfast (Ireland), Singapore, and several major Japanese cities including Hiroshima, Nagoya, Yokohama, and Sapporo. Tokyo, interestingly enough, is still using a public police department despite Arasaka pressure.

Arasaka police services, like those of other corporations, tend to be retained by cities and arcologies which don't

have the money or resources to revamp decaying or corruption ridden public departments or who's police departments simply don't have the manpower and equipment to cope with local problems (i.e., Belfast, Philadelphia). In cases where corporations take over from a public police department many of the original police officers and employees are hired by the company and simply retrained and re-equipped. Any undesirables will be cast out and the department will be bureaucratically streamlined and run to corporate standards. In some cases the corporation simply starts over from scratch.

It is worth noting that most corporations, including Arasaka, do not always demand payment for establishing and maintaining a police department. The corporation may take non-monetary compensation, including a hand in local policy making, land and real estate, or shipping and free port rights, or it may reap other advantages such as complete police and security control of an area near sensitive corporate facilities or an advantage over competitors who have offices in the same area. (An example; the Arasaka factories in Yokohama are protected by Arasaka Security and a municipal police force run by Arasaka. Double jeopardy for anyone who tries to cause trouble.)

MANUFACTURING WEAPONS AND SECURITY EQUIPMENT

Under Sasai, in the Thirties and Forties, Arasaka had been an industrial combine, thriving off the prewar and war efforts. In the postwar years, due to the bombings and occupation, Arasaka's manufacturing capability was severely foreshortened. When Saburo began rebuilding the corporation in the 1960s he moved the manufacturing away from the heavy industry that it had been devoted to for the war years. Instead, he concentrated on products that would support his future brainchild, the Security Division. Consequently, for several years, Arasaka Manufacturing produced police equipment and weapons, material for Japan's tiny defense forces, and security items. In the late Sixties Saburo also jumped on the high tech bandwagon. Shortly before the stock crash and world market collapse came he also bought interest in several overseas heavy and light weapons manufacturers.

After the crash, in order to exploit world political and commercial destabilization, Saburo tied Arasaka's manufacturing capabilities together. He consolidated the security and high tech manufacturing, and brought the weapons production back to Japan from overseas. Now, in 2020, the Arasaka Corporation makes the best personal and

corporate security equipment available. It also makes small and medium sized computer systems, largely devoted to security or defense applications. The weapons factories produce all of the armaments used by Arasaka troops except for specialized systems and exotic weaponry. Although it does not move the volume that Militech, or other weapons exclusive companies do, Arasaka also does relatively brisk business with its weapons sales. Most of the weapons are small arms and non-lethal items such as tasers and EMP guns, and security related weapons like automatic, computer controlled guns and mines. Arasaka also makes personal armor of several types, and three vehicles.

Note: See the *Uniforms Equipment and Personnel* section for some equipment breakdowns, including several Arasaka products.

GENERAL MANUFACTURING

Another thing Saburo did in the post-crash expansion was rebuild Arasaka's general manufacturing and heavy industry holdings. With many other manufacturing companies and combines knocked out by the collapse there was a huge bounty of floundering companies, mothballed factories and excess raw materials available at bargain basement prices. Under Arasaka's skilled management these new holdings were transformed back into profitable ventures, manufacturing items from commercial airliners to medical equipment to toys. Unlike the weapons and security equipment, most of the items manufactured and sold by these second generation subsidiaries don't sell under the Arasaka name, but under their original brand names or under the names of other Arasaka subsidiaries. Nonetheless, they are part of the web of corporate ownership spun by Saburo, and integral components of the Arasaka empire. With the power and income generated by weapons and general manufacturing, Arasaka Manufacturing is one of the three core companies of the Arasaka Corporation.

BANKING

The last core section of the Arasaka Corporation is the Arasaka Bank. The Bank is not widely visible to the public because it tends to deal exclusively with corporate and business accounts. The Arasaka Bank was established by Saburo, with help from his government contacts, in order to exploit the Japanese economic growth boom that he was predicting for the nineteen-sixties, seventies and eighties. The bank used a portion of the sizable Arasaka fortune in order to establish a capital base. Then, starting small and working up, it began taking corporate accounts, and, under the genius of Saburo's guidance, making high quality

loans and investments with corporations destined for growth and expansion.

Under Saburo's expert touch, the Bank has turned a steady profit since its inception. Saburo's choice of loans and investments allowed the bank to remain on an even footing, even during the early nineties when several Japanese financial institutions were on shaky ground. There was a tight period during and after the '94 crash when several supposedly choice loans and investments went bad, but a little foresight enabled the Arasaka Bank to survive with minimal financial damage while many other institutions went bankrupt. Adroit management in the post-crash market kept the Bank turning a profit through those tough years.

Now, in 2020, the Arasaka Bank continues to do good business. Saburo was one of the first people to invest heavily in the cybernetic and Net related industries, and the returns from those transactions have padded the Arasaka accounts quite well. The Bank continues to deal primarily with corporate accounts, loans and investments, but it does handle some personal accounts, including those of the Arasaka family and several wealthy businessmen, celebrities and politicians from around the world. So far, business shows no sign of slacking.

SABURO'S PLAN

Saburo's goal is simple; he wants Japan to re-ascend to imperial glory, exerting its military and economic power freely across the Earth and in space. He also wants a return to the conservative values of personal honor, duty and imperial piety in his homeland. Saburo is, however, a progressive thinker. He foresaw the dawn of the information age when he took control of the Arasaka Corporation, and he knew that in order to achieve his goals an information age weapon would be necessary. Saburo has fashioned the Arasaka Corporation into that weapon.

Simply due to its size and wealth, the Arasaka Corporation wields a tremendous amount of power through financial control and political special interest. Since legitimate power, no matter how widespread, was still not enough for Saburo to achieve his goals, he has been spreading his personal influence across the world by nefarious means since he first took control of Arasaka. The first black operations were running within a month of the death of his father.

Saburo's most effective tool is the Security Arm of the corporation. It is the most potent information gathering operation on earth, far surpassing the capabilities of other

corporations and national governments. The sad fact is, you can't hide your secrets from the people you've hired to protect them. Arasaka's sterling record in security, and the subtle means by which it applies the information it acquires have all but prevented any detection of its activities. Deep under the Arasaka Research Complex, on the rocky shores of northern Honshu Island, is a tremendous database in which is stored all of the information that Arasaka has had access to through its thousands of security contracts. Also in that database is all information obtained by industrial espionage, surveillance and company black operations. Teams of trusted analysts work on the database twenty-four hours a day.

Saburo does not go around blithely selling other corporation's and individual's secrets to each other, that would lead to quick discovery, exposure, and the ruin of Arasaka. Instead, he uses his illicitly attained data in the most subtle of ways, influencing his business decisions, investments, and application of force based on trends and developments he sees in other corporations and organizations. With speculation unnecessary, Saburo is able to guide acquisitions, investments and black operations with unerring accuracy. He uses dummy corporations to run many of the transactions, further obscuring the link to Arasaka. By this means, Saburo and the Arasaka board of Directors continue to consolidate the corporation's power worldwide. This process has been continuing since the early 1970s, but it skyrocketed in the post collapse, information based, deregulated world.

The Arasaka Bank has also proved an effective tool for Saburo's influence peddling. Many struggling corporations and individuals have provided Arasaka with key information, or performed services of a questionable nature for the corporation in gratitude for a key investment or a low interest loan. In addition, the bank is an important part of the money laundering system by which Saburo is able to disguise financial connections between Arasaka and its dummy corporations. Shrewd management by Saburo's executives, and a little private influence, has kept all of the bank's illicit activities above government scrutiny.

The third tool used by Saburo to expand the corporation's influence is black operations, including extractions, assaults, assassinations and blackmail. Most of these are connected with the Security arm of the corporation, and are performed by operatives trained in that branch. Blackmail and bribery are by far the most common means used by the corporation's black ops department. Arasaka's sur-

veillance and countersecurity capabilities have enabled its operatives to unearth dirt on prominent politicians, spiritual leaders and corporate executives across the world. Usually, the price demanded is not money, but actions that will benefit some Arasaka interest somewhere. The corporation always takes pains to make sure that there is no direct connection between these types of operations and the Arasaka name. Although corporate warfare and black ops are commonplace in 2020, Saburo wants to ensure that no one outside of the corporation's inner circle figures out his master plan, or discovers just how far Arasaka's influence extends.

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IN 2020.**

Occasionally someone puts the pieces together and gets a clue as to the true nature of Arasaka's goals and power. When the corporation gets wind of someone sniffing around in the wrong place, or when someone finds out something they shouldn't, the local Arasaka office will arrange for them to have an accident. If it is a particularly sensitive mission the home office in Tokyo will be contacted to prep a special operation to deal with the problem. By and large, most local offices are more than adequately equipped and staffed to handle such tasks.

Typically, great pains will be taken to see that a black operation is not connected with Arasaka unless, as sometimes happens, the corporation wants to make an example of the target. There are, however, times when Arasaka goes out of its way to advertise its involvement in an operation. This is usually when it is retaliating against some person, group or other corporation that has publicly infringed against it. Arasaka also has a policy of visibly assassinating individuals and assaulting corporations that breach security at installations protected by Arasaka contracts. In these situations Arasaka is powerful and ruthless, maintaining its reputation as a persistent and deadly adversary.

Arasaka's black ops and political and financial influence have come of age in the world of 2020, giving the corporation far reaching influence across the world. Hundreds of influential politicians and agents at all levels of government and in every important country in the world are in Arasaka's pocket. Thousands of influential and wealthy private citizens, police departments and corporate executives are also under Arasaka's control, some willingly, some under duress. Saburo and the Board of Directors in Tokyo have been using these puppets to further the Arasaka master plan of Japanese economic and military dominance. In Japan, the constitutional clause prohibiting large scale armament was trashed in 1996 by Arasaka owned politicians. Saburo has been working on the reconstruction of national armed forces ever since. Other ultra conservative corporate leaders, many under Arasaka influence, are also taking up that cry. Arasaka already has more financial power in the industrialized world than any other single corporation. If weren't for other corporate alliances arrayed against it, it might be the single most powerful factor in 2020.

Within the corporation only Saburo, his sons, the hand picked board of directors and a few select analysts, executives, and operatives know the true extent of Arasaka's goals and influence. Among employees information is distributed on a strictly need-to-know basis. The highest priority for Arasaka employees is loyalty. This is especially true in the Security arm where most of the sensitive operations are handled. Arasaka Security agents will lay their lives on the line for the corporation first and the client second. Troops are required to demonstrate unquestioning obedience when they are dispatched on missions, although they must use initiative and intelligence on assignment or in action. Agents and executives who show signs of wavering loyalty, or fail badly in their assignments are dismissed. Those who betray the company, or cause it damage are eliminated.

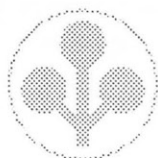
ENEMIES AND ALLIES

Predictably enough, Arasaka has many enemies throughout the world. These range from other corporations who compete against Arasaka for business or have fought with it, to powerful individuals who suspect that their blackmailers are connected with Arasaka, along with law enforcement agents around the world who suspect the extent of Arasaka's illegal operations.

Among the corporations that Arasaka has conflicted with are Infocomp, which has investigated Arasaka's history and holdings several times for their database, Network News 54, which has lost several reporters who were investigating Arasaka for exposés, and Militech, who competes with Arasaka in the world of security hardware and weaponry. Infocomp is tiny compared to Arasaka, and receives little attention. Arasaka avoids direct confrontation with Net 54 and other news services in order to minimize negative publicity. Militech and Arasaka, however, have come to blows several times, and continue to fight regularly. Law enforcement agencies are frustrated not only by the demise of their agents, but by the skill with which Arasaka conceals its conflicts of interest and illegal operations. In addition to keeping their black transactions and operations extremely covert, Arasaka has made sure that for every one of those secret, illicit operations there are tens of perfectly legal, high profile transactions and projects to keep the world's attention.

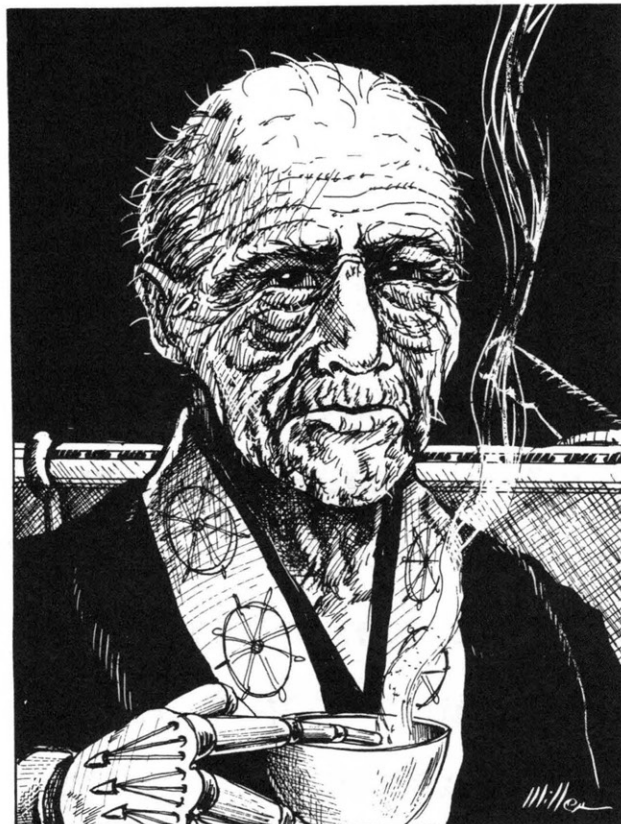
One perpetual thorn in Saburo's side is the Tycho mass driver on the moon. Few people have forgotten the rock that dropped onto Colorado Springs during the orbital wars of 2008. Saburo knows that if Arasaka is ever to steer Japan into its destiny of conquest on earth and in space he will eventually have to subjugate or destroy the mass driver. He has no doubts that the Tycho colony would shoot a rock right into the Arasaka headquarters in Tokyo if its leaders thought that the corporation, or the country under its guidance, was a threat to space.

Despite long odds and widespread adversaries, the ancient Saburo continues to work for the fulfillment of what he sees as the ultimate destiny for his corporation: to bring about the rise of a new Imperial Japanese Dynasty under the name Arasaka.



KEY PEOPLE

SABURO ARASAKA



Although he is ancient and physically decrepit, Saburo Arasaka remains the genius he was in his younger years. Consequently, he has never relinquished his control over the Arasaka Corporation. His eldest son is Chief Executive Officer, but Saburo remains chairman of the board and the true power behind all major corporate decisions.

Due to his advanced age of 101, Saburo is confined to a wheelchair. Doctors have informed him that his body can stand no further cybernetic or organic replacement. As a result, he seldom leaves the Arasaka family compound near Tokyo, and he never ventures outside of his beloved Japan. He makes occasional trips to the Tokyo headquarters and to the research facility in northern Honshu, but most of the time when he participates in board meetings and executive conferences he does so via two-way holographic projection or in a braindance universe where he appears as a feudal Japanese lord. Often, his eldest son Kei serves as intermediary. Saburo's private office at the compound has

a terminal linked with the R&D computer. From this he can consult the database or the analysts who work on it.

Saburo is megalomaniacal and obsessed. He considers himself the most adept man to have ever lived, and sees it as his duty to elevate Japan to what he sees as its former glory. To this end he works tirelessly. Some in his family believe his dedication to his task is what keeps him alive. Saburo concentrated so hard on building his empire that he did not even begin having children until he was in his sixties. He believes firmly in traditional Japanese values and enforces them rigidly at the compound. He also maintains a classical decor there, shunning any non-functional modern appointments.

Saburo intends to have his personality downloaded to an AI at the moment of his death. The equipment to do this stands ready twenty-four hours a day at the Arasaka Headquarters infirmary in Tokyo. A special team is on call to transport Saburo if he becomes ill, or suffers any sort of trauma.

ROLE: Corp.

STATS: INT 10, REF 3, TECH 4, COOL10, ATTR 2, LUCK 5, MA 1, BODY 3, EMP 8/5, SAVE 3, BTM -1.

SKILLS: Resources 10, Personal Grooming 4, Wardrobe and Style 4, Intimidate 7, Leadership 6, Education and Gen Know. 10, Expert International Business 10, Expert Economics/Stock Market 10, Expert History 8, Library Search 7, English 5, Elect. Security 8.

CYBERWARE: Basic processor, chipware socket, data-term link, nanosurgeons, basic cyberoptic, Times Square Marquee, basic cyberarm, cyberaudio, phone splice, scrambler, bug detector. Relies on powered wheelchair.

KEI ARASAKA

Heir apparent to the Arasaka empire, Kei is Saburo's eldest son, and most trusted confidante. Kei has been rigorously schooled and groomed to inherit the corporation. His expertise in matters of business, finance and investment is second only to his father's. Although Saburo still makes the most critical decisions, Kei, at age 40 is already official CEO of the corporation, and he has many years of executive experience under his belt. Kei is fully aware of his father's methods and



the scope of the corporation's power. He shares in Saburo's nationalistic dreams and has every intention of following them through after his beloved father dies.

Kei is not as driven as his father is, but he is calculating, cold and efficient. Whereas Saburo's spirits rise and fall with the fortunes of his brainchild, Kei maintains a detachment he considers imperative to objective decision making. The only time Kei demonstrates any emotion is around his family and most trusted friends. Kei is devoted to his father and younger half-sister and does his best to ensure their happiness and comfort at all times.

While Saburo is a virtual prisoner of the Compound, Kei travels the world and near orbit ceaselessly, arranging meetings, consolidating business and making contacts. He always travels under heavy escort. Kei is, as yet, unmarried, although he knows he'll need an heir eventually.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 2, COOL 10, ATTR 8, LUCK 3, MA 7, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Resources 10, Personal Grooming 5, Wardrobe and Style 8, Leadership 6, Social 4, Awareness 2, Education and Gen Know. 7, Expert Economics/Stock Market 8, Expert International Business 8, Expert Administrator 5, English 6, Library Search 5, Handgun 4, Karate 3.

CYBERWARE: Basic processor, chipware socket, data-term link, smartgun link, subdermal armor, nanosurgeons, basic cyberoptic, Times Square Marquee, targeting scope, basic cyberaudio, phone splice, scrambler, bug detector, voice stress analysis.

HANAKO ARASAKA

Conceived when he was eighty, twenty-one year old Hanako Arasaka is Saburo's youngest child, and the apple of his eye. Hanako was born to Saburo's third and last wife, Michiko, who died shortly thereafter due to complications caused by the birth.

Saburo was charmed by his little daughter's stunning beauty, and he decided to raise her in the sheltered confines of the compound to protect her from the scarring traumas of life in the exterior world. Hanako received her schooling at the compound through trusted tutors. Although she is a grown woman now, Hanako still only leaves the compound about once a month, and then only under heavy escort. Cut off from the outside world, she learned how to travel and explore the Net instead. Saburo made sure that Hanako was never made aware of the darker side of the corporation, but, through her Net explorations, Hanako is just beginning to suspect the horrible truth.

Hanako is a sweet, intelligent woman. She has been chafing under her father's well meaning restraint for several years, but she has not voiced her complaints. She knows that her father wants to arrange her marriage in order to solidify a corporate alliance, but she secretly dreads the day it happens. Hanako does not want to hurt her father, but she has sworn to live an independent life after he dies. Hanako relationship with Kei is strained. Kei dotes on Hanako, but she finds him cold and threatening.

ROLE: Netrunner.

STATS: INT 8, REF 9, TECH 5, COOL 4, ATTR 10, LUCK 2, MA 5, BODY 7, EMP 9/8, SAVE 7, BTM -2.



SKILLS: Interface 8, Personal Grooming 6, Wardrobe and Style 6, Human Perception 3, Social 6, Awareness 4, Education and Gen Know. 4, System Knowledge 6, English 4, Programming 7, Dance 5, Aikido 6, Play Koto 7.

CYBERWARE: Basic processor, interface plugs, chipware socket, basic cyber eye, Times Square Marquee. Cyberdeck.

YORINOBU ARASAKA

The day after 21 year old Yorinobu Arasaka graduated from Todai, Saburo brought him to his private chambers at the compound. There he explained to his youngest son the true nature of the Arasaka Corporation. Rather than agreeing with his father's vision, as Kei had, Yorinobu was secretly appalled. That night, after a celebratory dinner given in his honor, Yorinobu slipped out of the compound and vanished into the Tokyo night.

Now, four years later, Yorinobu has gathered about him a cadre of tough Tokyo nomads: *Kotetsu no Ryu...*the Steel



Dragons. Together, they have sworn to expose and destroy Arasaka. At night they prowl the canyons of the city, harassing Arasaka men and unearthing information on Arasaka black operations. Yorinobu's knowledge of Arasaka facilities and corporate procedures gives the Steel Dragons some advantages, but they still lack the power or information to make serious headway against the corporation. Yorinobu is, however, able to tread the world of the street and the corporate tower with equal facility. When he is not riding with his men, he is travelling the world, meeting with other enemies of Arasaka, looking for funds and equipment. Slowly but surely his operation is growing.

Saburo is greatly saddened by his youngest son's disloyalty and acknowledges that Yorinobu must be destroyed. Kei, who hates Yorinobu for his defection, has sworn to kill his half-brother. Hanako, on the other hand, still loves her brother. Yorinobu was Saburo's only other child by Michiko, and he has always felt a special bond with his sister. Although Hanako is unaware of it, he has sworn to free her from her father's clutches. Once a month Yorinobu and Hanako secretly communicate through the net, reaffirming their fraternal love for one another.

ROLE: Rockerboy.

STATS: INT 9, REF 8, TECH 4, COOL 8, ATTR 9, LUCK 6, MA 7, BODY 7, EMP 8/6, SAVE 7, BTM -2.

SKILLS: Charismatic Leadership 8, Personal Grooming 2, Wardrobe and Style 4, Oratory 5, Streetwise 7, Social 4, Persuasion and Fast Talk 5, Awareness/Notice 6, Education and Gen Know. 4, Hide/Evade 5, English 3, Handgun 6, Submachinegun 2, Stealth 3, Driving 5, Aikido 5.

CYBERWARE: Basic processor, Kerenzikov level 1, smartgun link, data-term link, interface plugs, chipware socket, basic cyberoptic, Times Square Marquee, targeting scope.

Note: Yorinobu is a rockerboy in the rabble-rousing, charismatic leadership sense, not a musician.

SHINTARO TAKAYAMA

Reputed to be descended from *ninja* lines, fifty-two year old Shintaro Takayama is director of security at the Arasaka family compound and personal martial arts trainer to the Arasaka family. He also developed the personal combat section of the Arasaka troop training regimen. Shintaro has long been a vassal of Saburo, and is trusted with many of the Arasaka Corporation's secrets. Shintaro owes his life to Saburo and is very loyal.

Shintaro lives at the Arasaka compound. When either Saburo or Hanako leaves the compound Shintaro accompanies them. If they travel separately, but at the same time, Shintaro goes with Saburo and Katsuo Iwashima, weapons specialist and second in command of compound security, escorts Hanako.

Shintaro is enamored of Hanako and treats her as if she was his own daughter. Any threat to her is taken most seriously by Shintaro. Hanako is aware of Shintaro's loyalty, and considers him, next to Yorinobu, her most trusted friend. She loves to listen to Shintaro spin tales of ancient Japan. Shintaro, like Saburo, is a traditionalist. Unlike Saburo, Shintaro eschews all cybernetics.

MERRILL, ASUKAGA & FINCH

ROLE: Solo.

STATS: INT 8, REF 10, TECH 5, COOL 10, ATTR 4, LUCK 3, MA 6, BODY 9, EMP 7, SAVE 9, BTM -3.

SKILLS: Combat Sense 9, Endurance 5, Strength Feat 4, Resist Torture/Drugs 5, Intimidate 4, Awareness/Notice 7, Expert Martial Arts (history and Lore) 10, Expert Japanese History 8, Expert Security Procedures 5, Expert Storyteller 6, Hide/Evade 9, Stealth 7, Shadow/Track 6, Wilderness Survival 7, Athletics 6, Fencing (Japanese Style Swordsmanship) 8, Stealth 8, Electronic Security 6, Handgun 1, Karate 8, Aikido 9, Melee 7.

CYBERWARE: None.

Note: Player characters would do well to tread lightly around Shintaro if they encounter him, as he is one of the most dangerous men they will ever meet.

KATSUO IWASHIMA

Katsuo is Saburo's young weapons expert and second in command of compound security. Katsuo is a fiery young man, consumed with his job and his duty. He considers Shintaro a hopeless anachronism and covets Shintaro's job as chief of compound security. Katsuo is, however, smart enough, however, to treat Shintaro with open respect and deference.

Katsuo is secretly in love with Hanako but he keeps his feelings hidden. He knows that if word of his emotions got out, he would be discharged by Saburo and possibly damaged by Shintaro.

ROLE: Solo

STATS: INT 6, REF 9, TECH 8, COOL 6, ATTR 8, LUCK 5, MA 9, BODY 7/9, EMP 8/4, SAVE 9, BTM -2.

SKILLS: Combat Sense 5, Personal Grooming 2, Wardrobe and Style 4, Intimidate 3, Awareness/Notice 6, Expert Weapons Systems 6, Expert Security Procedures 5, English 3, Driving 3, Handgun 7, Rifle 8, Submachinegun 5, Heavy weapons 6, Demolitions 5, Electronics 3, Electronic Security 6, Weaponsmith 5.

CYBERWARE: Basic processor, Sandevistan speedware, vehicle link, smartgun link, interface plugs, chipware socket, muscle and bone lace, basic cyberoptic, Times Square Marquee, targeting scope, infrared, image enhancement, basic cyberaudio, amplified hearing, phone splice, level damper, chrome right cyberarm with toolhand.

BASIC ARASAKA GUARD/SOLDIER

These are the typical, black uniformed Arasaka guards and soldiers seen around the world.

ROLE: Solo.

STATS: INT 6, REF 8/?, TECH 5, COOL 8, ATTR 6, LUCK 5, MA 7, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Combat sense 5, Awareness/Notice 5, Expert Security Procedures/Soldier 4, Expert Specialty Security Ops/Combat Skill (i.e. Maritime Security for guard, Demolitions for soldier) 3-5, Local Language 1-6, English 2-8, Athletics 3, Handgun 4, Submachinegun 5, Rifle 4, Karate 4, Stealth 4, Elect Security 3, First Aid 3.

CYBERWARE: Various

VARIATIONS: For Special Ops Troops/Solos: INT 8, REF 9, COOL 10, Combat Sense 6, Awareness/Notice 6, two specialty skills 4-8, +2 to weapons/martial arts skills, +6pts in various other skills.

BASIC ARASAKA CORP

These are the men and women that fill the Arasaka towers, and whom the players are likely to bump heads with out on the streets. Much of the communication that takes place between the corporation and players will be through executives such as these...undistinguished, unmemorable, just efficient cogs in the machine.

ROLE: Corp.

STATS: INT 7, REF 7/?, TECH 5, COOL 7, ATTR 6, LUCK 5, MA 6, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Wardrobe and Style 3, Education and Gen Know. 4, Local Language 2-8, English 2-8, Expert Arasaka Corporation 3, Expert Executive 5, Pistol 1-5, Karate 1-5, One Specialty Field (i.e. security *or* logistics *or* accounting or advertising/P.R., etc.) 3-8.

CYBERWARE: Various.

Note: This is supposed to serve as a framework. GMs may want to tailor the skill levels and equipment of the guards and soldiers to the levels and abilities of their players, or to their particular campaign conception.

NON-KEY INDIVIDUALS

Other NPCs that GMs may wish to design and implement into their games are: powerful regional executives and security directors for whatever areas their player characters are operating in, basic guards and agents for the power level of the game, local police officials and agents for corporations working against Arasaka and Arasaka deep cover agents that the players might encounter. These characters are left to the GM to design as they should be tailored to the individual game or campaign.

CURRENT MARKET STRATEGY

Arasaka may ultimately be no more than a tool for Saburo's grand scheme, but in the meantime it has to function, at least partially, as a legitimate and profitable corporation. In order to do this it has to consistently sell its services to the professional community. All of Arasaka's advertising is designed and managed in-house by special departments, tailored to individual nations and regions, and run from offices in the towers. The Tokyo office handles international advertising and public relations. There are discreet tactics for marketing the three core branches of the corporation.

ARASAKA SECURITY

Arasaka's most profitable and widespread division is its Security arm. The Security arm is also Saburo Arasaka's most functional tool. Consequently, most marketing effort is concentrated upon the sale of security services and contracts. The key factor in the Marketing of those security services is Arasaka's continuing reputation for excellence. Rated number one in the protection of property and proprietary information by "C" Magazine¹, it is widely accepted that there is no one better than Arasaka in the business of contract security.



General director's meeting L to R: L. Matsumoto, H. Mikimoto, Y. Tomino, M. Nagano, A. Otomo, B. Terasawa, M. Anacleto, K. Sonoda

There are several reasons why Arasaka continues to maintain an outstanding reputation. First, it really is the best in the business. Despite the inflated claims of some other security services, it is widely known that there is Arasaka and then there is all the rest. The only reason why anyone would use another service, assuming they had no in-house security, is because they are enemies of Arasaka or because they can't afford Arasaka. ("You get what you pay for" has always the firm belief of most corporate insiders.) Fortunately for some, there are enough individuals and organizations who fall into one of those two categories to keep Arasaka's legitimate competition afloat.

The second factor keeping Arasaka's name on top is the limited guarantee that comes with every security contract: if security provided by Arasaka is ever breached or if Arasaka manufactured security hardware fails to perform as warranted the Arasaka Corporation will compensate the client for the full value, as assessed by Lloyd's of London, of all materials and information removed or compromised. The guarantee is void if the breach can be traced to the failing or interference of the *client's* employees, or if the breach is due to the failure of non-Arasaka equipment. For

bodyguarding contracts the Arasaka Bank insures the life of the client for between one million and 100 million Eurodollars, depending on the contractee. The full text of the guarantee is thirty pages of 2020 legalese but Arasaka seldom refuses to honor its promise.

The third facet of Arasaka Security's reputation is the corporation's penchant for hunting down and killing people responsible for breaching its contracted security installations. Whether the transgressors are mercenaries, solos, cops, or agents from other corporations, Arasaka will, if at all possible, exact retribution from them.

As far as actual advertising goes, Arasaka tends to actively market its security services in two different ways: general visibility and upscale promotion. The general visibility campaign is designed to make sure that the populace-at-large is constantly reminded of the scope of the Arasaka Corporation. This involves large numbers of billboards, motionboards, holo-ads, network promo spots, and signs that feature little but the corporate logo, and possibly a short motto. Advertising of specific services is left to high-end periodicals and information systems largely exclusive to specific target audiences. Ads touting the commercial security services appear on corporate computer nets and in periodicals such as "C" Magazine. The ads tend to be minimalist, relying largely on reputation. Ads for the bodyguard services are more stylish and text oriented, featuring glossy photos and details of options. Depositions from famous persons who use Arasaka bodyguards are sometimes included.

Corporations or individuals who are intrigued by the ads can request a free prospectus detailing the services they are interested in. The prospectus is a multi-media presentation that can be ordered in optical disk with brochure, braindance or virtual reality form. A knowledge skill chip containing a list of the Arasaka Security's services, options and prices is also available for 100 eb. (+3 Knowledge of Arasaka Security Services Available.) The chip contains no information usable for penetrating Arasaka security. It is intended for use by corporate executives who want to contract from Arasaka and need to make presentations to their superiors.

THE ARASAKA BANK

The Arasaka Bank advertises only in corporate periodicals. Its services are exclusive enough not to require widespread publicity. Information on financial services can be obtained by appointment with the corporation only, and is not available on any publicly available information retrieval system.

More often than not, the Arasaka Bank directly approaches people and organizations that it wants to business with.

ARASAKA MANUFACTURING

Arasaka Manufacturing advertises in a fashion similar to the security arm: in periodicals and information nets tailored to specific target clientele. Weapons systems are promoted in police periodicals and military journals and security equipment is advertised in electronics magazines, corporate journals, and publications serving wealthy individuals. As with the security services, multi-media presentations and chips are available detailing the advantages of all Arasaka manufactured systems. No sensitive or proprietary information is included with the presentations or chips.

Arasaka does not usually interfere with the individual marketing tactics of its smaller subsidiary companies, but it does monitor promotions and advertising campaigns to make sure that they fall within the broad guidelines established by the corporation.

PUBLIC RELATIONS

Public relations has always been somewhat problematic for Arasaka. The corporation suffers under an image of brooding, ominous power. Jokes are made about Arasaka's omnipotence and omnipresence, but there is a ring of truth that drains the humor from these witticisms. Arasaka has attempted to cast the best light possible on itself, extolling the virtues of its security department, touting the philanthropic work of the bank, and explaining how its manufacturing arm and subsidiaries form the backbone of an economically sound Japan. True as this might be, it has not helped much to overcome the dark images associated with the corporation. There are too many rumours and memories adrift in the public consciousness. Nor does the company's somewhat intimidating public appearance do anything to endear it to the public. People will respect Arasaka, people will need Arasaka, people will occasionally thank God for Arasaka, but there will always be an undercurrent of fear tempering their attitude towards the corporation.

1 "C", The Magazine for the Corporate Executive. Twelve issues a year detailing current styles, services and equipment available to the successful corporate exec, with articles on successful companies and interviews with prominent corporates. Only 112 eb. a year. On disk, chip or paper. *Not* available at news stands.

UNIFORMS, EQUIPMENT AND PERSONNEL

As one might expect, Arasaka has definitive rules and policies guiding corporate dress, uniforms and equipment. There is little freedom for variation except in the uppermost echelons of the corporation, and amongst bodyguards and undercover operatives. Employees of subsidiaries owned by Arasaka but not bearing the Arasaka name are not required to conform to the same standards as employees of Arasaka itself. Except at the family compound, where all the security is male, Arasaka guards, soldiers, and agents can be either gender and any race.

EXECUTIVES

For corporate executives and staff the watchword is *conservative*. Expensive is permissible, but ostentatious is frowned upon. Arasaka defers to the styles of the times, but only within the borders of what the home office considers tasteful. Men and women may wear suits and ties, preferably with dark colors. Women may wear skirts and dresses, but sexually provocative attire is tolerated only in the lowest echelons of the corporation, and then only to a certain extent. There are exceptions for special circumstances. Corporate officers, both male and female, are expected to dress in a manner befitting their position. Although it is not required, most executives wear a silver Arasaka logo pin on the left lapel, and those executives who used to be soldiers wear a silver chrysanthemum pin with the Arasaka logo superimposed. Most visible cyberware is considered acceptable unless it covers the face.

All white collar Arasaka employees receive an Arasaka company account Trauma Team card as part of their benefits. When off the job and away from company infirmaries they are required to keep this card on their person at all times. Arasaka also manufactures its own portable computers and weapons, and it is considered poor taste to use non-Arasaka equipment when company-made products are available.

When Arasaka executives require a sidearm they use the Arasaka WSA pistol. The company cars and limousines are obtained through a special service exchange contract with Toyota/Lexus. Arasaka retrofits these automobiles to security standards.

CORPORATE GUARDS

Guards are the most visible manifestation of the Arasaka Corporation. Consequently, Arasaka usually makes sure that their guards are immediately recognizable. Guard uniforms and equipment vary depending on the assignment, but the typical non-undercover Arasaka guard wears the black uniform considered so ubiquitous in the corporate world. This consists of black boots and gloves, a black jumpsuit, a black armor vest (SP 18, torso only, EV +0) and a black cap with the Arasaka logo in silver. The guard's rank appears on the left arm and right collar wing, and the Arasaka logo on the right arm and left collar wing.



All guards carry an equipment belt including a company Trauma Team card, a belt-pack for the standard issue headset communicator, a mini light, a monoknife, identification, handcuffs, and an Arasaka WSA pistol with three magazines. Optional equipment on guards may include more extensive body armor, nightsticks, the Arasaka Assault Shot 12, the Arasaka WAA assault rifle, or the Arasaka WMA (Minami 10) sub-machinegun. Uniform variations include plainclothes or various camouflage motifs. Special client requests are also honored but are too numerous to list. Equipment variations include special weapons such as grenade launchers, flechette

weapons, or non-lethal weapons, and special items such as night vision goggles, EMP guns and cellular communications. Cybernetic options are permitted on guards except when prohibited by a client. Guards can earn cybernetic enhancement from Arasaka by meritorious service, loyalty, and recommendation. They can also purchase cybernetics on their own, if they can afford it.

CORPORATE SOLDIERS

The basic uniform for the Arasaka soldier is similar to the guard outfit, but soldiers wear their names on their uniform breasts and have a chrysanthemum logo above their rank markings. In combat, soldiers also wear more extensive body armor than the standard guards, including visored helmets (SP 20, EV +0, flash protection), armor on the torso and arms (SP 18, EV +1), and special trousers (SP 4, EV +0). All Arasaka soldiers are promoted from the guards. This is the reverse of some other corporations, such as IEC, whose soldiers consider guard duty a promotion.

Arasaka soldiers use many of the same items as the guards do, but they also have wider access to more specialized equipment such as heavy weapons, vehicles and so on. For use in special operations, many are also fitted by the corporation with custom cyberware. Among the equipment used by Arasaka soldiers are the AV-4, the V-24B Osprey combat variant, the Sternmeyer M-5A squad automatic weapon, and various specialized explosives and exotic weapons. Soldiers tend to forego the monoknife in favor of metal blades, which hold up better under battlefield conditions.

BODYGUARDS

Arasaka bodyguards dress however the client requires it and carry whatever equipment the client is willing to provide or lease from Arasaka. This leads to tremendous variation as Arasaka provides bodyguard services for all sorts, from heads of state to rock stars. Almost all Arasaka bodyguards, male and female, are distinguished ex-soldiers.

SPECIAL AGENTS

Arasaka special agents can requisition whatever uniforms, resources and equipment they deem necessary to accomplish their mission. This equipment is usually not traceable to Arasaka. Arasaka maintains a large stock of weapons and equipment manufactured by other companies and purchased by dummy organizations for use by special agents and strike teams in black operations. As with bodyguards, most special agents are former soldiers who have distinguished themselves and been promoted and retrained.

SERVICE EMPLOYEES

Arasaka service employees suffer the most stringent guidelines of all. On the job dress for them is a uniform consisting of a baggy white jumpsuit and cap with white accessories. This is the same for all types of service employees. The only way one can tell the difference between maintenance, custodial, messenger and other service level employees is by the color and shape of the logos on their shoulders and caps, their I.D. badges, and the equipment they carry. In Japanese office buildings service employees show deference by bowing in the presence of executives. Failure to comply with this protocol can result in dismissal. This rule is not applied in Arasaka offices outside of Japan.

One unusual thing about Arasaka service employees is that, unlike those of many other corporations, they are allowed to carry weapons on the job. On some posts, they are even required to. In cases where a sidearm is required the service employees will have rudimentary security training.

VEHICLES, EQUIPMENT AND WEAPONS

Arasaka prefers to use its own equipment as much as possible. Of course, the volume of special operations run by Arasaka creates a demand for specialty equipment which falls outside the corporations manufacturing purview. The following are descriptions and stats on some of the equipment manufactured or commonly used by Arasaka executives, employees and troops. Some of this information also appears in *Cyberpunk 2020* and *Cyberpunk Chromebook*. Costs are included so that characters may purchase any of these items.

ARASAKA WAA

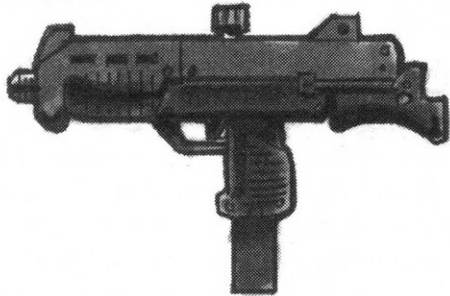
BULLPUP ASSAULT WEAPON

A typical bullpup assault rifle. Like all Arasaka weapons, it is tough, reliable and comes chipped for smartgun use. It has an integral optical sight and can take 5, 15 or 30 round magazines. Standard issue weapon for Arasaka soldiers. 800eb
RIF +1 N C 5D6(5.56mm) 30 30 VR 400m



**ARASAKA WMA SUBMACHINEGUN
(MINAMI 10)**

The 'Minami', as seen in *Cyberpunk 2020*. Standard issue weapon for Arasaka security troops. 500eb. Also comes in a silenced option, weapons accuracy-1, concealability L. 700eb. SMG 0 J E 2d6+3(10mm) 40 20 VR 200m



ARASAKA WSA AUTOMATIC PISTOL

Standard issue sidearm for all Arasaka troops, as well as executives who want to pack a little punch. 400eb. P 0 J C 2D6+3(10mm) 15 2 VR 50m



**ARASAKA WCAA ASSAULT SHOTGUN
(ASSAULT SHOT 12)**

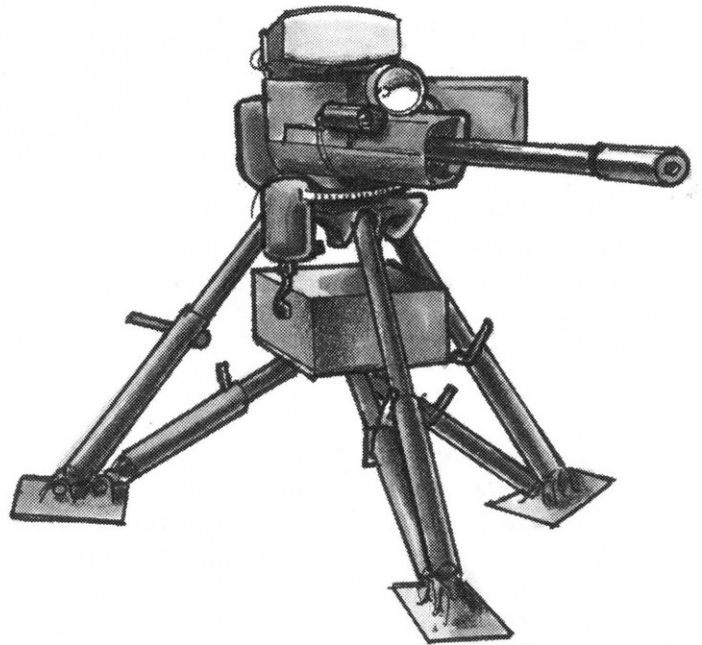
The Assault Shot 12 as seen in *Cyberpunk 2020*. A close quarters weapon common as an option among Arasaka security troops, especially in Maritime and confined situations. Also known as a 'poser hoser' because of its use by police gang squads. 900eb. SHT -1 N C 4d6(00) 20 10 ST 50m

**STERNMEYER M-5A SQUAD
AUTOMATIC WEAPON**

Arasaka does not produce its own SAW, but it purchases a fine one from Sternmeyer Waffenfabrik. The M-5A is a bipod mounted, belt fed 7.62 weapon common to Arasaka soldiers and special ops teams. Can be vehicle mounted. Fires the same belts as the WXA, cased or caseless. 1000eb. HVY -1 N R 6D6+2(7.62mm) 200 20 ST 400m

**KENDACHI
MONOKNIFE**

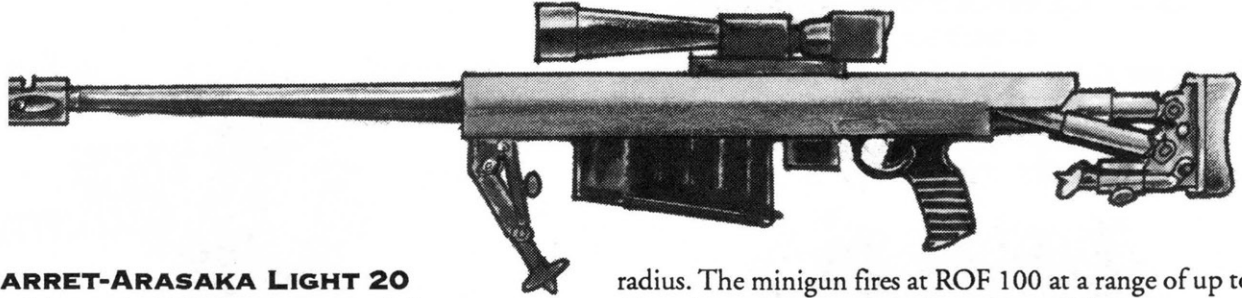
From *Cyberpunk 2020*. Crystalline blade combat knife. Not usable as a tool. Favored by security troops. Soldiers tend to use standard knives. 200eb. Melee +1 N R 4D6 NA 1 VR



**ARASAKA WXA
COMPUTER AIMED WEAPON**

One of the security manufacturing department's 'lethal deterrent systems', the WXA is a belt fed, computer aimed and fired machine gun. It can be programmed to key on motion or heat, fire in any arc from 10 to 360° and any range from 400m to 2m. It operates in all light conditions. The WXA requires an external power source, but its computer is integral. WXAs can be remotely monitored, aimed and triggered. The gun's to-hit roll is 10 + 1D10. It is subject to all to-hit modifiers. WXAs can be programmed to recognize friendlies if the friendlies are wearing a small IFF radio pulser. The pulser is about the size of a pen and broadcasts a code which can be set by the gun's owner. This prevents unauthorized pulsers from disarming the guns. The WXA weighs 50 kilos, is the size of a squad automatic weapon mounted on a small crate, and can be free standing or mounted in a structure. A recoil buffing system keeps the guns from shifting much when fired free-standing, but the manual recommends bolting them down as a safety measure. The guns are not designed to detach from the base or to be hand operated. 3000eb for gun, remote monitor, and 500 rds of disintegrating belt ammo (cased or caseless).

RIF 0 N R 6D6+2(7.62mm) 500 20 VR 400m



BARRET-ARASAKA LIGHT 20

From *Cyberpunk 2020*. Long range sniping weapon common to special ops teams. Also used as a 'borg stopper by police forces. 2000eb. HVY 0 N R 4D10(20mm) 10 1 VR 450m note: heavy 20mm shell reduces armor 2pts/hit

**ARASAKA RIOT 8
LIGHT URBAN ASSAULT VEHICLE**

From *Chromebook*. The Riot 8 is an urban crowd suppression vehicle capable of rapidly delivering eight fully armed troops to the sight of a disturbance. The Riot 8 has a fire resistant hull and boasts 200 SDP and 30 SP. Weapons include a water cannon which can deliver a stream of water over 30m, or steam over 10m, from a turret traversing 360°, and a grenade launcher on the cab which will fire a grenade 300m in a 180° arc from the front of the vehicle. Water supply is 10 minutes continuous use. The cargo area is partially enclosed, giving the troops inside 75% cover while allowing them unrestricted firing opportunities. Top highway speed: 120mph. The vehicle is cyber-capable, has a satellite uplink for remote operation, and takes a crew of two. 750,000eb.

Note: water does no damage, but resisting the flow is a strength roll vs. 17 difficulty. No actions are possible if the roll fails. If the roll succeeds, all actions are at -5. Steam is 1D6 per turn damage to exposed skin, and a Cool roll to perform actions without a -5 modifier.

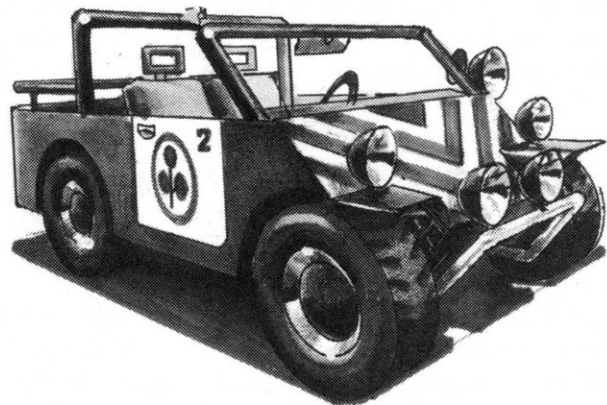
**ARASAKA COMBAT 10
HEAVY ASSAULT VEHICLE**

This is the Riot 8's big brother. The Combat 10 is an eight wheel all-terrain vehicle capable of delivering ten armored troops into the middle of fierce combat. The Combat 10 is cyber-capable, boasts the satellite uplink system, and takes a crew of three. Weapons are mounted in a 360° traverse turret and include a minigun and a light cannon. Troops inside the Combat 10 are fully protected, but can not fire out. The hull and turret are SDP 250, SP 50. Tires SDP 50, SP 30. The vehicle can move on as few as four tires, depending on which ones are destroyed. Top highway speed: 80mph. The light cannon fires a projectile up to 1000m. The projectile does 8D6 over a circle with a 5m

radius. The minigun fires at ROF 100 at a range of up to 500m. Treat it as an area effect weapon. The operator attempts to hit a 3m area. Any exposed characters in that area take 1-10 6D6+2(7.62) hits unless they make a phenomenal dodge roll. The minigun has a 5000rd capacity and is ST reliability. Beware, it will kill characters. As if this wasn't enough, the Combat 10 also has smoke and gas ejectors, and takes a squad automatic weapon on a coaxial mount by the commander's turret hatch. 1,500,000eb.

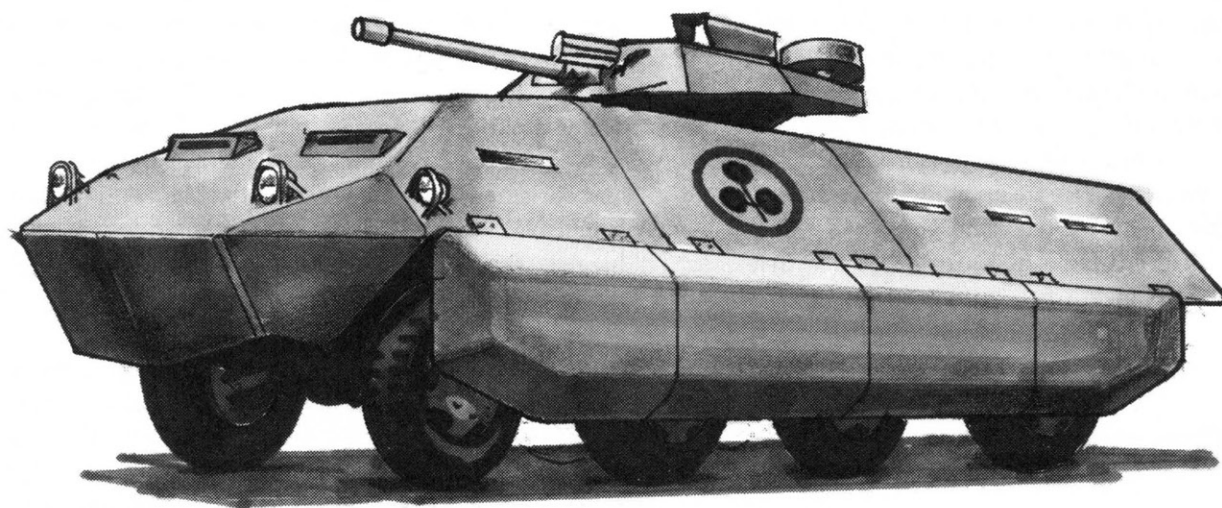
**ARASAKA KUMA
LIGHT TROOP VEHICLE**

The *Kuma* (Bear) is a small, four wheel drive vehicle, similar to a jeep, and favored by security troops and soldiers alike. It seats four, and has a roll bar with a coaxial mount for a squad automatic weapon and fittings for floodlights. Agile and fast, it is a favorite item for urban solos who need a vehicle that can handle ruined neighborhoods impassable to more luxurious cars. Top highway speed: 90mph. Occupants are only at 25% cover. SDP 50, SP 20. 15,000eb. Available to the public.



**LEXUS ZS-5000SR
(SECURITY RETROFIT)**

This is the standard executive car for Arasaka's top men. The car is delivered stock from Toyota's Lexus factory and retrofitted to security standards by Arasaka. The 5000SR, in coupe and limousine variants, sets high standards for luxury and security. The appointments are rich and impres-



Combat 10 HAV

sive, the security fittings discrete and effective. The 5000SR boasts an independent air supply (4hrs), bulletproof windows, an armored engine, body and underbody, smoke and gas ejectors, oil ejectors, solid tires, power to spare, and performance suspension. The car can drop ten proximity mines behind itself. The mines detonate when another vehicle comes within 1m, and do 6D6 damage. Body SDP 150, SP 30. Tires SDP 30, SP 20. Top highway speed: 140mph. 600,000eb. Available to the public.

BOEING C-25 CARGO AIRCRAFT

This is an eight engine subsonic jet airplane capable of hauling either 500 fully armed men, six AV-4s, four combat tens, two dismantled Ospreys, or various combinations thereof across intercontinental distances. Top speed: 600mph. Range: 8000 miles. Crew: 4. SDP 500, SP 25. High SDP is due to its enormous size. Cost: 7 5,000,000eb.

TOSHIBA PRC-10 TWO-WAY RADIO

This is the standard issue radio for Arasaka soldiers and guards. It is worn as a belt pack and uses a headset earpiece/

microphone that can be integral with a helmet. The radio can also be linked with cyber audio and video via interface plugs. The PRC-10 can broadcast and receive on ten channels, allowing for several levels of command and coordination. Transmissions are encrypted by a modular chip which can be changed in the field. The cyphering chips are locked, and will not translate unless the control display shows the correct 5 digit code. This makes for complete transmission security, even when the radios are captured. Range is about one mile, with more powerful, less mobile units available as options. Cellular versions exist too, but are not as secure. These radios are issued to guards at most Arasaka security offices and contract sites. Cost: 300eb per unit. 50eb per cypher-chip. Cypher chips can be re-encoded and are re-usable.

Also common, but not detailed here are the AV-4, the Bell-Boeing V-series Osprey type aircraft, and various large cargo planes and ships. Specialty items, such as mace and EMP guns, which should be used at the GM's discretion, are not detailed here, but can be referenced in *Cyberpunk 2020* and *Chromebook*.

OFFICES AND KEY FACILITIES

Arasaka's towers, like those of many corporations, are impressive places, projecting a large part of the corporation's public face. The larger the corporation, the more their offices and towers become a beacon of wealth and image. In keeping with Arasaka's monumental size and reputation, their towers are not only widespread, appearing in major cities across the globe, but standardized so they are instantly recognizable. The special facilities, such as training camps and factories, don't follow the strict image guidelines applied to the towers as they are less visible to the public.

ARASAKA OFFICE TOWERS

ARCHITECTURE

The benchmark Arasaka building is the Tokyo headquarters, and that tower is more or less representative of the larger Arasaka installations around the world.

The most obvious standardization of Arasaka towers is their exteriors. They're known as the Boys In Black for more reasons than their uniforms; the towers are always black. Dark, tinted glass and black steel beams are typical. Arasaka designers eschew stone or unpainted metal. The only deviations from black surfacing are the white, backlit Arasaka logos which appear near the tops of the towers, and the landing areas and recreational terraces (see below).

The second most obvious common denominator is size. Those Arasaka towers that aren't *the* tallest building in their city are almost always *among* the tallest. Anywhere from 100 to 130 stories is common, with some of the largest towers reaching 150 stories. In these super tall towers a good portion of space is usually occupied by the headquarters of some Arasaka subsidiary corporation. Distinctive architecture is also common to Arasaka supertowers. Commonly, as in Night City and Tokyo, the split design is used. About fourth of the way up the tower splits in two. The twin spires continue up in tandem to the building's full height. The twin towers are joined at regular intervals by enclosed skyways. Most of the skyways have windows and exposed walkways on their roofs, but those between the upper floors are usually windowless for security

reasons. Both towers will usually have landing pads on them for AV series craft, Osprey type airplanes, and helicopters.

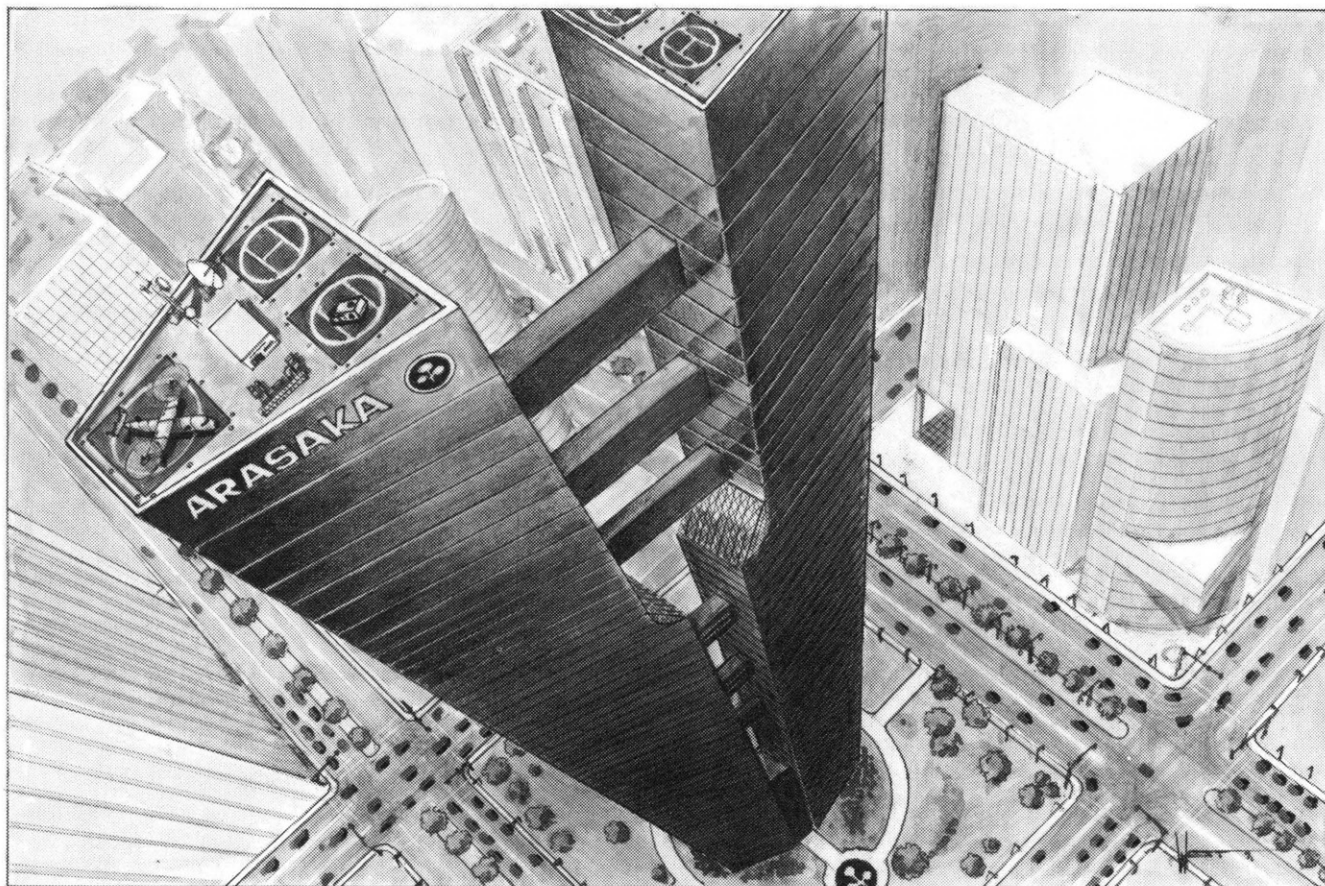
Frequently there are small landscaped areas of greenery on sheltered terraces on the towers, or on the roof of the lower section from which the split towers emerge. These areas are for recreational use by Arasaka employees, and are not open to the public. Arasaka usually maintains landscaped plazas around the base of its towers. Plazas can extend anywhere from 25 to 100 yards from the base of the tower, and are generally divided only by the main entrance concourse, various paths, and entrances to underground vehicular areas. Plazas are open to the public but tightly patrolled and regulated. Keep off the grass.

Most Arasaka towers have subterranean levels. These are not usually very deep, but they can encompass a lot of area, since they typically extend beneath the entire plaza. Underground installations can include employee parking zones, loading docks, storage areas, auditoriums, firing ranges, training areas, and other facilities requiring more room than is available in the tower.

A system of freight and personnel elevators connects all levels of the towers, subterranean and elevated. Most personnel elevators do not run to all floors. In buildings the size of its major offices, Arasaka, like most corporations, uses a system of express and local elevators. Express elevators stop every ten floors and local elevators handle the intervening area. These restrictions can be overridden in an emergency or with executive clearance.

INTERIORS AND FACILITIES

Tower interiors are elegant and well appointed. The black theme isn't as severe inside the buildings as out, although synthetic and natural black marble is common in the nicer areas of the tower interiors. Main lobbies are stylish and spacious, but functional. Decoration is a tasteful blend of modern and contemporary Japanese artwork and sculpture. Beyond the lobbies most areas tend to be designed for functional elegance, with true luxury appearing only in the upper executive areas. Generally, except for the lobby and public areas, the higher you go the richer it gets. Of course, this is true of most corporate offices, not just Arasaka. There is a great range between the simple, stark functionalism of the lower employee areas and the lavish elegance of the upper executive offices.



Arasaka Main Tower, Tokyo, Japan

Facilities inside the towers include gymnasiums, cafeterias, mechanical shops and computer engineering areas and surgery capable infirmaries staffed by company medical personnel. There are also barracks for troops and guards, coffins for lower executives and employees to sleep in if necessary, and suites and penthouses for upper level executives, special guests, and Arasaka family members who need to stay at the towers.

VEHICLES

All vehicles can be transferred between installations at the corporations whim, but typically each office has a standard complement available to it. These can include three or four Osprey type aircraft or helicopters and six to eight AV series vehicles. Usually, one or two of each can be seen parked on the roof pads of the towers, but, because of the maintenance and fuel facilities required, the craft are usually based out of a nearby airport. AV-4s can use underground vehicle areas, but rarely do so because of the difficulty of running jet engines in enclosed spaces.

Each office has a large contingent of company cars and trucks. These vehicles are stored in the underground parking areas and loading docks. Most company owned cars and limousines are dark colored Lexus ZR-5000 security retrofits, but several other makes and models are kept on hand for incognito use. Some company cars are unmarked, and some have the Arasaka logo as a hood ornament or on the license plate. Trucks range in all sizes and types, from minivans and small pickups to giant cross-country freight-haulers. In keeping with their diversity, the trucks come from several Japanese auto manufacturers, and are not limited to any single brand. Marked trucks are black and have white Arasaka logos on the doors or side panels. "Unmarked" trucks come in a variety of colors, and some have misleading markings on them.

Towers also have a variety of the Arasaka manufactured vehicles at their disposal for sales and for company use in combat action and crowd suppression. These are stored in

restricted parts of the underground vehicular areas. The number of combat vehicles on hand depend on the sales volume of the local office, as well as its history of combat and defense requirements, but typically available are fifteen to twenty Kumas, ten to fifteen Riot 8s, and about five Combat 10s. These are *combat ready* company vehicles. Vehicles prepped for sales are kept at warehouses in industrial areas, along with security equipment and weapons for sale. In a pinch, all sales equipment can be activated for combat. There are always one or two sales prepped units of the combat vehicles on hand at a tower, but these are used for advertising displays in public areas.

PERSONNEL

A tower contains the top Arasaka officials for any given region, including the National Directors and Regional Vice Presidents. Beneath the Regional V.P. will be the Regional Security Director, Regional Sales Director, and Regional Bank Director. Chain of command for the individual departments proceeds downwards from Region to Area, Local, District, and Site. The Tokyo tower has the offices for the corporation President (Kei Arasaka), executive vice presidents, board of directors, and other top officials. All large offices also have R&D departments for developers either not cleared for the Honshu R&D facility, or who need to work in a specific area of the world for one reason or another.

Guards and soldiers are quartered and trained at specialized facilities around the world and throughout Arasaka served countries. Sizable contingents are always billeted and maintained at major towers for purposes of on-site security, quick response and firefighting. An Arasaka tower should have between one and two hundred guards and fifty and one hundred soldiers billeted on site at any given time, although not all of those will be on duty or available. Larger contingents of guards and troops intended for client rotation are maintained in barracks located outside of major cities. Most of the soldiers and guards available will be typical contract types, but some will be elite solos.

The total number of people who work out of an Arasaka tower will be between five and fifteen thousand, but, again, not all of those will be on-site at a given time.

SECURITY

Security at Arasaka towers is, of course, rigid. Quads of armed guards and soldiers patrol twenty-four hours a day. Sensitive installations are under 24 hour manned protection. Special response teams are on call at all times, prepared to scramble in defense of the tower or any Arasaka

client requesting aid. Redundant security systems monitor computers, access, and traffic control. Netrunners are on duty at all times, scanning for intrusion from the Net. Air defense systems under computer and human control can be activated at a moment's notice. Special security centers deep in the subterranean areas of each tower monitor and coordinate the individual security systems and teams.

LOCATIONS

There are major Arasaka towers in Tokyo, Hong Kong, Bangkok, Sydney, London, Hamburg, Paris, Madrid, Rome, Geneva, Stockholm, Rio de Janeiro, Montreal, New York, Los Angeles, San Francisco, Chicago, Night City, Honolulu and Nairobi. Smaller offices exist in almost all major cities.

SPECIAL FACILITIES

RESEARCH AND DEVELOPMENT, NORTHERN HONSHU.

This is the highly secretive installation where the five customized Microtech SARTA™ supercomputers containing the huge Arasaka database (thousands of MU) are located. It is also where the most sensitive research and development of new weapons and security systems and techniques is carried out. It is a sprawling complex of three large, unmarked, three-story white buildings. The buildings sit in the center of 5000 fenced acres of non-arable coastal land procured from the government after the world economic collapse of the 1990s. A subterranean structure extending five levels beneath the earth links the three buildings.

**IT'S NOT RARE TO FIND
A FEW MAIN BATTLE
TANKS OR EVEN A
FIGHTER PLANE OR TWO
PRESENT AT ANY
GIVEN TIME.**

If security at the towers is high, security at the R&D site is hellish. The surrounding land is mined and monitored and patrolled by crack teams of soldiers accompanied by attack dogs. Military air defenses monitor the skies for unauthorized traffic. Veteran quick response teams led by experienced solos are on call 24 hours a day. A total of 150 soldiers are billeted on site and available at all times. In the event of an emergency, more troops can be parachuted in from the Hokkaido training facility within 45 minutes. More than one curious youngster from the nearby fishing village has disappeared without a trace after going on an exploration of the hills surrounding the R&D facility.

THE HOKKAIDO TRAINING CAMP

Nestled in the cold wilderness of the forested mountains of central Hokkaido is Arasaka's main troop training facility. There, on a wide expanse of inhospitable land, several thousand potential guards, soldiers and agents go through tough courses in combat, security techniques, survival, infiltration, counter infiltration, espionage and counter espionage. Seasoned veterans run all aspects of the secretive training, pitting guards, soldiers and agents against each other in endless, harrowing exercises. Guards train for four months, soldiers train for eight months and special agents and bodyguards train for as long as deemed necessary. There are always several levels of training in progress at any given time. Seminars on loyalty to the Arasaka Corporation are also required study at the camp. Graduates are shipped out for assignment or on-site and special training. Those who fail the courses are shipped out in disgrace.

The Hokkaido camp's personnel facilities include an administration building, an officer's and trainers billet, and barracks for trainees. Aircraft land and take off from a full sized runway capable of handling heavy transports. Other buildings include two gymnasiums, a mess hall, four classroom buildings, and mock towns and tower sections for simulation training. Athletic fields, firing ranges, a hospital, hangars and storage buildings round out the camp.

The Hokkaido camp is not fenced, and there is little security other than a standing watch over the buildings, vehicles and automated air defenses. Any unauthorized intruders who disobey warnings to desist are shot or captured and interrogated. Counter infiltration is handled at the candidate recruitment stage back on Honshu. Any military attack will face the single largest concentration of Arasaka troops and hardware anywhere on earth. The only sensitive information on site are some equipment perfor-

mance parameters and the identities of undercover Arasaka agents and solos. The inhospitable terrain surrounding the camp is a barrier to ground attack and the mountainous area limits air approaches to two directions.

At any given time 5+1D6 thousand soldiers and guards will be at the camp, along with two C-25 cargo planes, 100 Kumas, and fifty each Riot 8s and Combat 10s. Other standard vehicles include 1D10 Ospreys, 2D10 AV-4s, 1D6 helicopters, and, perhaps, one of the corporate jets if anyone from the home office is present. Any other variety of exotic military hardware from other manufacturers may be present for training purposes. It's not rare to find a few main battle tanks or even a fighter plane or two present at any given time. Installation air defenses include a radar net, and SAM missiles.

OTHER TRAINING FACILITIES

Arasaka maintains other, more specialized training facilities in several areas around the world. The four month courses in specialized combat and security techniques are given at these schools. The Maritime Security and Combat school is in Yokohama, the Jungle Operations School is in Brazil, the Winter Operations Camp is in the Rocky Mountains in Colorado, the Airport Security School is located near Narita Airport, and the fledgling Space Operations School is at Crystal Tower, where it is run under strict watch by the ESA. Most Arasaka Towers maintain basic training facilities in or near their home cities, but those agents and troops who wish to advance within the company eventually ship out to the secretive Hokkaido camp.

WEAPONS FACTORIES

There are only three large factories for weapons sold under the Arasaka name, and all are located in one complex in the industrial city of Yokohama on Tokyo bay. One factory produces the *Kuma*, Riot 8 and Combat 10 vehicles, one produces Arasaka weapons and personal armor, and one produces electronic security devices. The factories sit on 500 acres of portside industrial land acquired in a post-Crash corporate take over. The vehicle factory is immense, containing assembly lines for all three vehicles. The security equipment and weapons production buildings are somewhat smaller, but still huge. All remaining space is devoted to warehouses, garrisons, rail tracks, piers, an administration building, and the Maritime Security School building.

Since Militech has attacked the Arasaka factories in the past, the factories are now protected on a military scale.

Troops are garrisoned there full time, with access to AV-4s and Combat 10 vehicles. Patrols are constant, guarding against infiltration and sabotage, and air defense is stiff. The total on-site complement is about 1000 troops, not including the 500 Maritime School students. Since little sensitive data is stored at the factories there are fewer elite solos on site than at the R&D complex. Solos can be delivered within minutes, however, as it is only a short hop by air to the Tokyo tower.

Arasaka has several smaller factories for component and accessory manufacture around the world, principally in Indonesia and Southeast Asia, and factories under subsidiary names many other countries.

THE ARASAKA FAMILY COMPOUND

The Arasaka family compound sits on twenty acres of hideously expensive land outside of Tokyo. It is a tiny haven, walled off from the light and chaos of the city. Here Saburo Arasaka maintains his feudal-style mansion and several acres of meticulously tended grounds. The twenty acres are divided among the main house, a gymnasium and health facility, Shinto shrine, cherry grove, pond and stream, rock garden, pavilion, landing area, and three small guest cottages. A network of smooth paths make all areas accessible to Saburo's wheelchair.

Security at the compound is run by the scrupulous Shintaro Takayama, and all manpower is comprised by elite, veteran solos. The house security staff is thirty individuals, and all servants, male and female, are trained to assist in security procedures. The thirty guards live at the compound, half of which are on duty at any given time. If any of the security detachment need to leave the compound they are replaced from the pool of 100 Arasaka solos with compound training and privileges. Only individuals held in the highest trust and confidence by the Arasaka family are allowed within the compound walls.

An Osprey sits ready at the landing site at all times, prepared to evacuate family members at a moments notice, or to transfer Saburo to the Tokyo tower infirmary if necessary. There is an underground attack shelter with an emergency escape tunnel leading outside the grounds for use in emergencies where the Osprey is disabled, or when many people need to escape quickly. In case the tunnel is unusable the underground shelter has a communications link with the Tokyo tower and supplies for ten people for one week.

ARASAKA AND THE NET

Arasaka is, by nature of its information base, heavily tied into the Net. All Arasaka offices and installations around the world communicate through the Net, and there is always a large amount of activity centered out of the corporation's data processing, storage and control centers. Arasaka also has some of the tightest Net security to be found anywhere in the world. The corporation is well known among netrunners for its liberal use of black ICE, much of which is developed in-house. Also, Arasaka uses more of its own netrunners for security purposes than almost any other corporation. All of this makes penetrating Arasaka computer systems a formidable task indeed.

Of special note is the security surrounding the northern Honshu R&D facility's database. The legend among netrunners is that the security programs and intrusion countermeasures on that particular subgrid have claimed the lives of more netrunners than any other single installation. It is not known if anyone has ever penetrated to the data core without authorization.

Note: Except for the capsule adventures, it will left up to the GM to design all Net subgrids, since they should be arranged in accordance with the conception and power levels of individual campaigns. The preceding section should serve as a framework for your designs; Arasaka subgrids should be tough an lethal, and frequently, but not always, patrolled by corporation netrunners.

RESOURCES AND STOCK

Arasaka is one of the largest and wealthiest corporations in the world of 2020. Its diverse holdings and assets span the globe. The Arasaka board of directors have access to wealth and resources which pale that of many small nations. With those resources come power in its most potent form. Arasaka, like all of the great corporations of 2020, is one of the few organizations capable of influencing its will upon the world, filling a void left by collapsed national governments. The following is a breakdown of the wealth and assets which compose the dark giant.

VALUE OF THE CORPORATION

Arasaka's total value in assets is 475 billion eurodollars. Along with two or three other big corporations, Arasaka is reaching for the half-trillion eurodollar mark. Only Euro Business Machines is larger.

IF SOMEONE DISLIKED BY ARASAKA APPEARS TO BE TRYING TO AMASS A PORTFOLIO LARGE ENOUGH TO GAIN A POSITION OF POWER ON THE BOARD A BLACK OPS TEAM WILL BE DISPATCHED TO “RETIRE” THAT INDIVIDUAL.

Of that 475 billion eurodollars dollars, 175 billion is the Arasaka Bank. Much of the bank's assets consist of debts owed by corporations and governments on Arasaka Bank loans. 200 billion represents the value, accounts and durable and liquid assets of the security and manufacturing arms. The remaining 100 billion represents the value of subsidiary corporations owned by Arasaka, secret cash reserves, and the personal 10 billion eurodollar fortune of Saburo Arasaka, and the Arasaka family.

STOCK

Arasaka is a public corporation, at least in name, and has 560 million shares of common stock on the World Market. In reality, the Arasaka family, composed of Saburo, Kei and Hanako, controls 54% of the corporation's stock. Another 15% of Arasaka stock is held by the board of directors. The board is composed of nineteen of Saburo's most trusted allies. (Kei holds the twentieth seat.) Saburo, as major shareholder, is chairman of the board. Hanako, although a principal shareholder in name, does not participate in the board.

The remaining 31% of Arasaka stock is traded openly on the market. Arasaka stock is, of course, consistently strong, and considered a reliable investment. The value has fluctuated between 100 and 140 eurobucks on the World Market. Since 31% is a powerful share of stock, the corporation keeps a close eye on large purchases. If someone disliked by Arasaka appears to be trying to amass a portfolio large enough to gain a position of power on the board a black ops team will be dispatched to “retire” that individual. Sometimes a wealthy person or other corporation will amass enough stock to exercise considerable power in the Arasaka shareholders' vote. Sometimes these people vote against the board. This is tolerated for image reasons. When, however, these shareholders get too nosy about the voting, and the exclusivity of the board and its goals, they are ‘persuaded’ by a black ops team to divest themselves of

their interest in Arasaka. Alternatively they are destroyed or bought out. Whichever is cheapest at the time.

RESOURCES-MANPOWER

Arasaka and its subsidiaries employ over a million people worldwide. Three quarters of these are corporate executives, researchers, and various white and blue collar labor for Arasaka and its many sub-corporations. The rest are troops of one sort or another, including guards, soldiers and agents. The troop types break down roughly as follows: 100,000 of these are Arasaka soldiers and special ops combat teams, 200,000 are Arasaka contract industrial guards, bodyguards and consultants and 5000 are deep cover agents, assassins and spies.

RESOURCES-HARDWARE

Arasaka, not counting subsidiaries, owns 250 V-series Osprey type aircraft and over 250 AV-4s. One fourth of each type of these vehicles is used by the corporate offices. Three fourths belong to the Arasaka guard and military forces. Naturally there is some cross-traffic, but the Military versions tend to have combat hardware and paint jobs, and are less luxurious than their executive counterparts. The corporation also owns twenty Boeing C-25 heavy cargo planes. These planes can carry paratroops, heavy equipment and freight over intercontinental distances. Other aircraft owned by Arasaka include several small executive jets and helicopters. These are unarmed, but fast and luxurious. The jets have intercontinental range, the helicopters are strictly local.

The airlift services provided by the C-25s is aided by Arasaka's three large container ships. Sato Commercial Shipping, an Arasaka owned subsidiary in Yokohama, runs several other largeships including containers, tankers and submarine freighters. These give Arasaka a considerable sealift capability.

Arasaka's military and guard forces own a number of the in-house produced vehicles. In use around the world by Arasaka guards and soldiers are over 2000 each of Riot 8s and Combat 10s, and countless thousands of Kumas and security retrofit Lexus cars. Another 2500 of each of the combat vehicles are spread throughout warehouses in Japan, Europe and America. These are units waiting to be shipped to sales clients, but they can be activated for combat at relatively short notice.

In addition to all of this standardized hardware, Arasaka also draws from a pool of other equipment too diverse and numerous to itemize. Included are heavy military weap-

ons, personal weapons and equipment, specialized aircraft and ground vehicles, supercomputers, linear frames and so on. Use your imagination. If it needs to appear in a campaign, its probably justifiable.

RESOURCES-BLACK

Arasaka has a hidden resource that is more powerful than all of its vaunted forces: its secret influence over powerful people and corporations around the world. Unfortunately, the details of this particular resource are much too intricate and far reaching to list here. GMs should use their creativity in working out the specifics and applying them to their campaigns.

SUBSIDIARIES

Arasaka has more subsidiaries than almost any other corporation in the *Cyberpunk* world. This is part of the reason for the phenomenal number of people who can, through one path or another, trace their employment back to Arasaka. Only EBM has more subsidiary companies. Militech and International Electric are close behind, with some of the media, manufacturing and petrochemical corporations completing the list of those corporations with huge subsidiary rosters. Arasaka's subsidiaries, like those of most large corporations, are connected by a complex web of cross-ownership, loans and investments, business and trade links and co-directorships. Arasaka Security, the Arasaka Bank and Arasaka Manufacturing are the core companies, and all are under the aegis of the Arasaka Corporation. Despite the cross-ownership system, Arasaka is not a *keiretsu*. In a *keiretsu* there is no large concentration of power in any one branch. At Arasaka, the whole corporation is immediately answerable to the directors of the Arasaka Corporation and those of the major core companies.

Just a few of the Arasaka Corporation's hundreds of subsidiaries are: Arasaka Security, The Arasaka Bank, Arasaka Manufacturing, Arasaka International, Arasaka America, Arasaka Eurogroup, Arasaka Police Services, Arasaka Chemical, Sato Commercial Shipping, Kanshiro Micro-Electric, Barrett-Arasaka Engineering, Nagoya Transportation, Japan Air Lines, Korusu Commercial Aircraft, Kyoran-MediaStorm Entertainment, Lubcheck Structural Materials, Pan-Mediterranean Communications, The Glaser Modeling Agency, Ito Pharmaceuticals, All-American Pictures, Krieger Beer, Scandia Aerospace, Matsura Food Products, Kiddy-Kingdom Toystores, the Tokyo, Miami and Los Angeles Adventureland Amusement Parks and Tender-Love Baby care Products.

Note: For details on Arasaka's towers and other real estate resources see the "Offices and Key Facilities" section on Arasaka.

RUNNING ARASAKA



IF GMs WANT TO GIVE THEIR
PLAYERS RECURRING
NIGHTMARES, THEY HAVE
THEM MAKE AN ENEMY OF
KEI ARASAKA.

Arasaka was designed to be used as a kind of omnipresent villain, like the Nazis, but just as the Nazis don't appear in every World War Two adventure, Arasaka shouldn't appear in every *Cyberpunk* run. Characters should generally not know the extent of Arasaka's plans or power, but they should know that Arasaka is involved in plots around the world, and has a reputation for ruthlessness. Consequently, the corporation should always be a looming threat.

Because of Arasaka's omnipresence, most player characters will cross paths with them at one point or another, and they shouldn't be surprised when they find that Arasaka the ultimate force behind some shady plot that they're caught up in. These confrontations will usually be unfriendly. Remember, Arasaka likes to hunt down people who give them a hard time. This can make for follow-up fun for a long time. Having characters who used to work for Arasaka in your game is a good way to get the corporation involved.

Typical day to day encounters will include such things as penetrating installations where security is provided by Arasaka, attacking or extracting people with Arasaka bodyguards, unearthing Arasaka spies, and thwarting Arasaka extractions and black operations. Campaigns could involve a character falling in love with Hanako and attempting to free her from her father's clutches, or just extracting her from the compound for some reason. Alternatively, contact Yorinobu Arasaka and run with his group foiling Arasaka operations around the world. If GMs want to give their players recurring nightmares, they have them make an enemy of Kei Arasaka. For a truly grand, long lasting campaign, tie all of these elements together, and have the player characters attempt to behead the beast and bring Arasaka to its knees. A lesser campaign could involve several Militech characters running ops and infiltration against Arasaka.

Of course, some people will want to play Arasaka corps and solos, and this is perfectly alright as long as these people play to the conception of the corporation. In fact, there's no reason why a game shouldn't involve a whole team of characters who work for Arasaka, as long as all of the players want to be 'bad guys'. Remember, only the very highest echelon of the corporation and a few very special opera-

tives know the whole story behind the corporation. Everyone else is just loyally doing their job, although suspicions abound. If a someone is playing a mid-level Arasaka corp or solo that character won't know the full story, although he or she may have an inkling, or some suspicions. Players who have read all the information on Arasaka will have to make sure that they play according to what their *characters* know. It is for this reason that I suggest in the introduction checking with GMs before reading straight through the book. Of course, excess knowledge can be worked around with a little good gaming. A good campaign for people who want to play heroes working for Arasaka can be having the characters slowly discover the extent of their employers evil. Then, righteously incensed, characters can work against the corporation from inside. If there are any Arasaka loyalists in the group, a little friction might erupt. Intra-group fireworks always make for exciting gaming.

That's all the advice we can give on using Arasaka. Remember, never feel constrained by what we say. If you want to turn Arasaka into a saintly, benevolent organization in your game, we applaud your originality. On the whole, however, we hope Arasaka causes *Cyberpunk* characters hours of frustration and anxiety! ■

THE HIRAGA PAPERS AN ARASAKA MICRO ADVENTURE

The minimum players needed to effectively accomplish this mission: at least two solos, one techie with some security electronics skill and possibly a netrunner.

PART ONE PLAYER INFORMATION

It is early evening. The players are relaxing at a their favorite hangout when they are approached by a fixer known to them. The fixer will inform the characters that he has recommended them to a potential client, and it sounds like a good deal. For ten percent he can set the whole thing up. When pushed, he will only say that the client is a Japanese gentleman of high repute in the streets, and it involves an operation to be run that night. Probable take of at least several thousand per character. If the characters agree to pursue the fixer's lead, the fixer will



tell them to meet him on a corner in the Japanese area of town at seven PM.

If the players show up at the appointed time and place they will find the fixer waiting for them. He will lead them through the thronging crowds into a tiny hole in the wall Japanese restaurant. There, he and the characters will be seated Japanese fashion on the floor. A waiter will appear and take orders, if any. He will also mention that a gentleman will be joining them in a few moments.

Minutes later, a handsome, young Japanese man, with long hair drawn back in a ponytail, and dressed in a black leather overcoat will appear and ask permission to be seated with characters. He will introduce himself as Yorinobu Arasaka. Depending on the players reactions and questioning, he may or may not discuss his relationship with the Arasaka Corporation. (See Yorinobu in the *Arasaka Key People* section.)

After explaining his acrimonious relationship with the corporation, he will tell this story to the characters:

“Since I consider the Arasaka Corporation to be bastion of evil, I work wherever I can to undo their operations. I am aided by covert factions across the world. I have many contacts right here in Night City, some within the corporation, some outside. Recently, in a counter-insurrectionist sweep, several of my local contacts were taken prisoner, interrogated and executed. One of them was a liaison named Hiraga who knew the identities of several of my high ranking contributors and agents in Japan. Arasaka doctors removed Hiraga’s suicide tooth, and, before he died, he broke and revealed several names to his interrogators.

“Those names were to be entered into the international database today, so that the headquarters in Tokyo could order their assassination. Fortunately, a contact of mine inside the Night City tower intercepted the data and destroyed it and the source disk on which it was stored. He was traced, and had to commit suicide to avoid capture.

“The only other duplicate of that information is a hard copy in possession of the regional security director, Iwasao Koremichi. Koremichi plans to FAX it to Tokyo at midnight, when the board of directors will be having a Friday afternoon meeting. That, I hope, is the error which will give me the time to destroy the information. The hard copy is in the safe at his house outside the city. It is guarded, but I think a good team could penetrate the estate. Since all but two of my Steel Dragons are in Japan, I must hire an independent team this evening.”

Yorinobu will offer each player character 5000eb for one night’s work: penetrate the house and get the hard copy. There can be some bargaining if necessary. If the players agree to take the job, half of the fee will be paid up front, the other half on completion. The fixer will take his 10% out of the characters’ advance and leave. Next comes stage two: the plan.

PART ONE GM NOTES

Everything is pretty straightforward in Part One. There is no duplicity on the part of the fixer or Yorinobu. If desired, the fixer be a player character and included throughout the scenario, but you’ll have to have a little roleplay session for his first encounter with Yorinobu.

Since this is *Cyberpunk*, it’s possible that things could get hairy during the negotiations in the restaurant. Yorinobu mentions that he has two of his Steel Dragons with him in Night City. They will also be at the restaurant during the negotiations, watching from a booth behind and across the aisle from the PCs. If things get violent they will intervene to protect Yorinobu (see the Steel Dragons’ stats below). Characters who make awareness rolls over 15 will spot the Steel Dragons, due to their motorcycle dress. If they are mentioned to Yorinobu he will merely point out that they are his other assistants for the evening. In the unlikely event that hostilities break out in the restaurant, the written scenario will terminate. You’ll have to wing it. Under no circumstances should you allow Yorinobu to be killed unless you want to remove a major dimension of adventuring with Arasaka from your *Cyberpunk* game.

PART TWO PLAYER INFORMATION

Once the deal has been consummated Yorinobu will brief the characters on the plan and timetable. He has obtained a rough schematic of the house which he will use to illustrate his ideas.

As it stands, the plan is quite simple, leaving a lot of room for improvisation. In three hours, at ten PM, the players will use their netrunner and techie to disarm the alarms. Then they will silently penetrate the grounds, incapacitate the guards, crack the safe and retrieve the papers. Yorinobu will provide the players with a transmitter. If things look hot, a signal from the transmitter will alert Yorinobu. He and the Steel Dragons will then launch a diversionary assault on the front gate. The disadvantage to doing that is that if any alarm is raised, an Arasaka strike team from the Night City tower will be on hand to investigate in under ten minutes.



To the best of Yorinobu's knowledge the security staff at Koremichi's house consists of six regular Arasaka guards patrolling in pairs, one man monitoring the cameras and coordinating, and two Arasaka class-A bodyguards (see stats below) who keep close watch over Koremichi. If open battle breaks out Koremichi may try to send the FAX right away. Yorinobu will stress that he cannot be allowed to do that.

That is the extent of Yorinobu's plan. Everything else is up to the players.

PART TWO GM NOTES

From here everything is pretty much up to the players. If the players are detected during any stage of their infiltration an alarm will be sent to Arasaka's Night City tower unless all communications lines from the house have been disabled. If word does get out, true to Yorinobu's word an AV-4 with 8 Arasaka soldiers will show up 5+1D10 minutes later. If open battle breaks out and Koremichi feels that either his life or the Hiraga document is threatened he will try to FAX the information immediately. Once again, this can be prevented if all communications lines are disabled, or if Koremichi is killed. Remember, even if all lines are cut off Koremichi may try to use the cellular phone in his Lexus ZS-5000SR in the garage to phone for help, or he may try to escape in that car with the documents.

If the players call for Yorinobu to make his diversion, he and the two Steel Dragons will start a firefight at the gate and attempt to draw off some of the guards. If the players ask why he and his men are not aiding in the infiltration, Yorinobu will reply, truthfully, that he and his men are not equipped or prepared for infiltration. If open battle breaks out at the house the Steel Dragons may come in even if not signalled (50% chance). Regardless of whether he is signalled or not Yorinobu will appear once either all resistance has been quelled or the papers have been obtained. He will pay off the characters and then coolly burn the papers. At that point, the characters have succeeded, and the scenario is over.

SKILL CHECKS

- Here are some ideas on the basic skill checks that might be necessary to penetrate Koremichi's estate. For anything not listed use your ingenuity.
- Penetrating estate main gate: Elect. Security roll over 20
- Disarming/climbing estate wall: Elect. Security roll over 20, Athletics roll over 15.
- Cracking house windows or doors silently: Elect. Security roll over 15, Stealth roll to beat Awareness/Notice roll of any nearby Arasaka guards or solos.
- Eluding estate security cameras: INT roll over 15, stealth roll to beat awareness roll of guard(s) monitoring cameras.
- Cracking safe: Elect. Security roll over 20 or Demolitions roll over 20 if appropriate equipment is brought.

MAPS AND NPCs

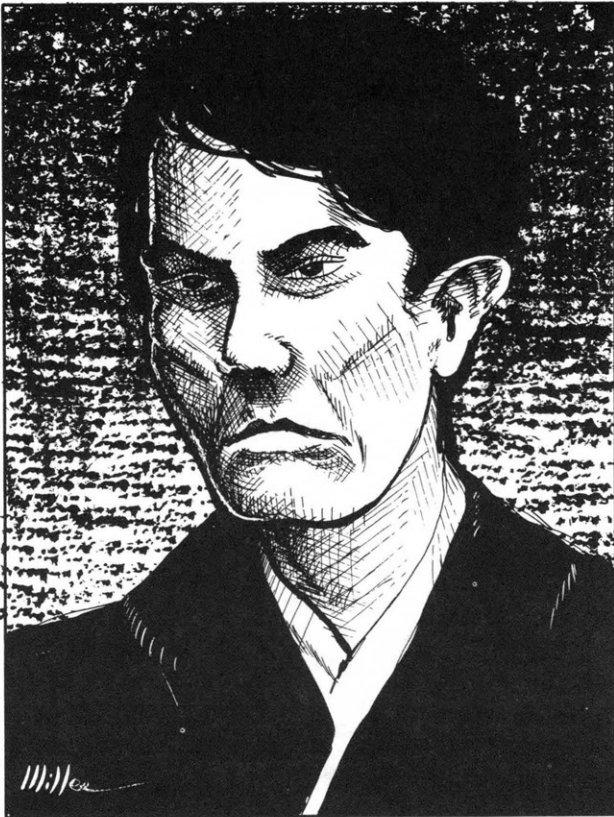
YORINOBU ARASAKA

See *Key People* for Yorinobu's stats and skill.

Weapons and equipment: Kendaichi monoknife, receiver for diversion signal, sawed off Sternmeyer Stakeout 10 under his long coat, Kawasaki KZS-1000 Kamikaze motorcycle. (SP 10, SDP 50, top speed 120mph)

IWASAO KOREMICH

Iwasao is a typical ruthless corp looking out for number one. He is a handsome man in his fifties, and will be dressed in slacks and a smoking robe when the players appear.



ROLE: Corp.

STATS: INT 7, REF 6, TECH 5, COOL 8, ATTR 8, LUCK 6, MA 5, BODY 7, EMP 7/4, SAVE 7, BTM -2.

SKILLS: Resources 7, Interrogation 4, Persuasion & Fast Talk 6, Awareness/Notice 3, English 5, Pistol 5, Karate 6.

CYBERWARE: Basic processor, interface plugs, chipware socket, subdermal armor, basic eye module, Times Square Marquee, targeting scope, MicroVideo optic.

GEAR: An Arasaka WSA pistol (see *Uniforms, Equipment and Personnel*). This is kept in his night stand with two spare magazines. He will get it if any alarms sound or once combat becomes obvious.

SHO

One of Koremichi's bodyguard/solos. A lithe young man, somewhere in his twenties. Wears black leather and has a fiery temper.

ROLE: Solo.

STATS: INT 8, REF 10/9, TECH 3, COOL 6, ATTR 9, LUCK 3, MA 8, BODY 8, EMP 8/4, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 5, Hide/Evade 3, English 2, Shadow/Track 3, Karate 5, Pistol 6, Submachinegun 3, Stealth 4.

CYBERWARE: Basic processor, interface plugs, chipware socket, smartgun link, adrenal booster, basic cyberoptic, targeting scope, Low-Lite™, basic cyberarm with BigKnucks™ and Superchrome®.

GEAR: Armor jacket (SP 18 arms and torso), cyberarm BigKnucks™, Arasaka WSA pistol smartchipped, Arasaka Minami 10 submachinegun, Toshiba PRC-10 radio, tuned to all other house security guards.

FREEMAN

Koremichi's other solo/bodyguard, an English Eurosolo trained by Arasaka. A very large man in his forties with salt and pepper hair, he wears silk suits and looks like a big corp.

ROLE: Solo.

STATS: INT 6, REF 10/9, TECH 5, COOL 10, ATTR 8, LUCK 5, MA 7, BODY 10, EMP 7/3, SAVE 10, BTM -4.

SKILLS: Combat Sense 6, Endurance 5, Intimidate 5, Awareness/Notice 6, Japanese 2, Shadow/Track 3, Driving 5, Handgun 6, Rifle 5, Savate 7, Stealth 4.

CYBERWARE: Basic processor, Sandevistan speedware, interface plugs, chipware socket, smartgun link, vehicle link, rippers in both hands, basic cyberoptic, Times Square Marquee, targeting scope, infrared, basic cyberaudio, amplified hearing, radio link, bug detector.

GEAR: Torso vest SP 18, two smartchipped Armalite .44s in shoulder holsters with 2 magazines each, Toshiba PRC-10 connected to his cyberaudio by interface plugs.

YOSHITSUNE AND OKIYO

These are Yorinobu's Steel Dragon sidemen. They are throw-away NPCs, and can be tossed into the line of fire when necessary, or used to propel any plot device you like. Both are young Japanese men dressed in black biking leather and sunglasses (of course). Since little individuality is required, they are written up together. You can modify them for individuality if you wish.



ROLE: Nomads.

STATS: INT 7, REF 9/8, TECH 5, COOL 8, ATTR 7, LUCK 5, MA 8, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Family 4, Streetwise 6, Awareness/Notice 7, Hide/Evade 4, English 2, Driving (Motorcycle) 8, Karate 4, Handgun 5, Submachinegun 3, Rifle 2, Motorcycle Tech 4.

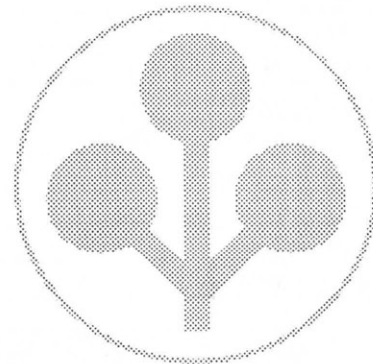
CYBERWARE: Basic processor, interface plugs, chipware socket, rippers (Okiyo only), cyberarm with thickened myomar (Yoshitsune only), basic cyberoptic, image enhancement, targeting scope, basic cyberaudio, radiolink.

GEAR: Both carry Militech Avenger pistols with two magazines, regular knives and wear SP 20 jackets. Both are riding Kawasaki KZS-1000 Kamikaze bikes.

ARASAKA GUARDS AND SOLDIERS

See *Key People* for the typical Arasaka guard/soldier Stat/Skill write ups. Of the six guards, one will have cyberarm with thickened myomar, two will have targeting scopes, and one will be smartchipped to his gun.

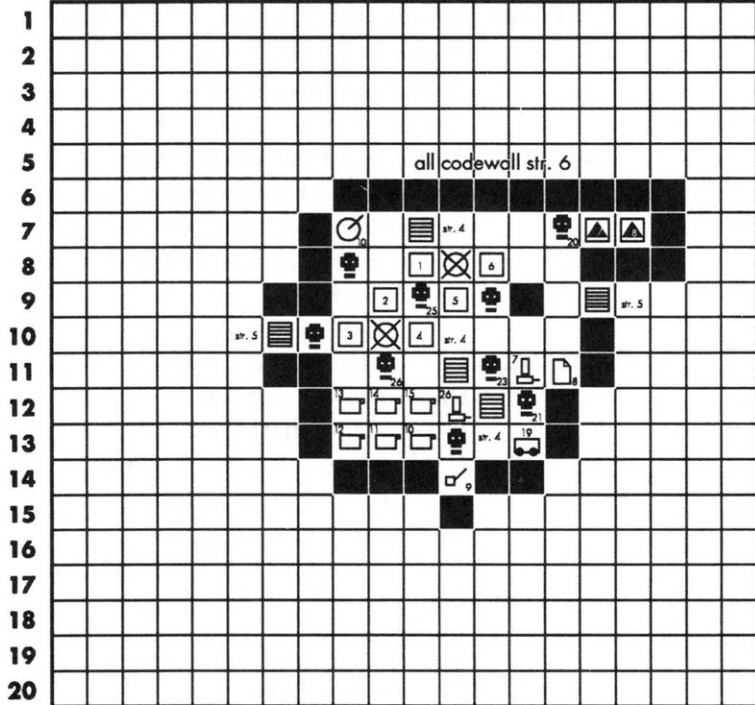
GEAR: The house guards and any soldiers that arrive will wear their standard equipment packages as described in the *Uniforms and Equipment* section. If the eight soldiers do arrive, six will carry the basic weaponry and two will carry the Sternmeyer SAW-5A machine gun. ■



MERRILL, ASUKAGA & FINCH

KOREMICHU ESTATE COMPTER SYSTEM MAP ARASAKA 2.9

a b c d e f g h i j k l m n o p q r s t



Location

Owner

CPU's INT I-face

AI? AI Icon
 Personality

DATA WALL CODE GATE Mainframe

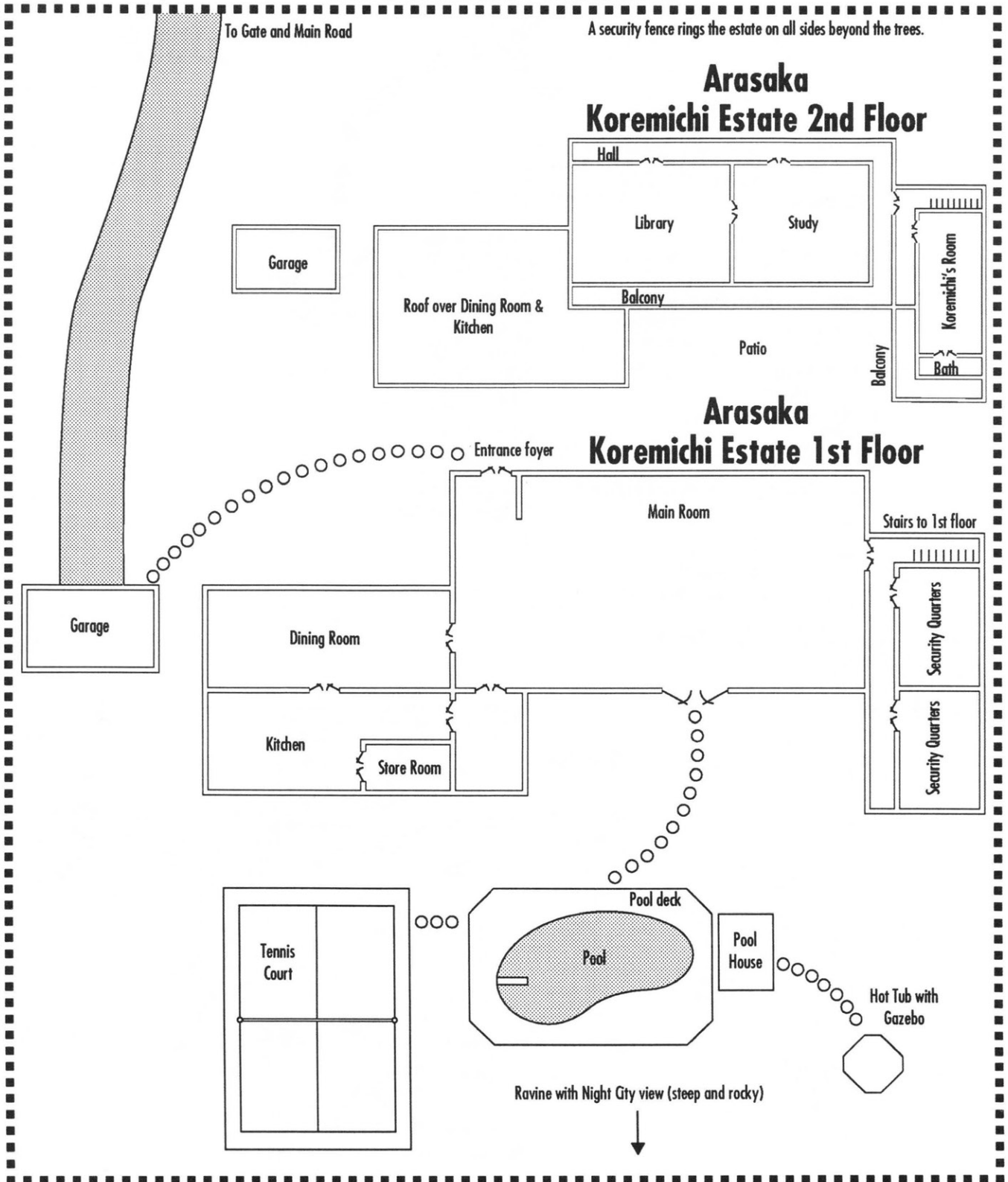
Notes

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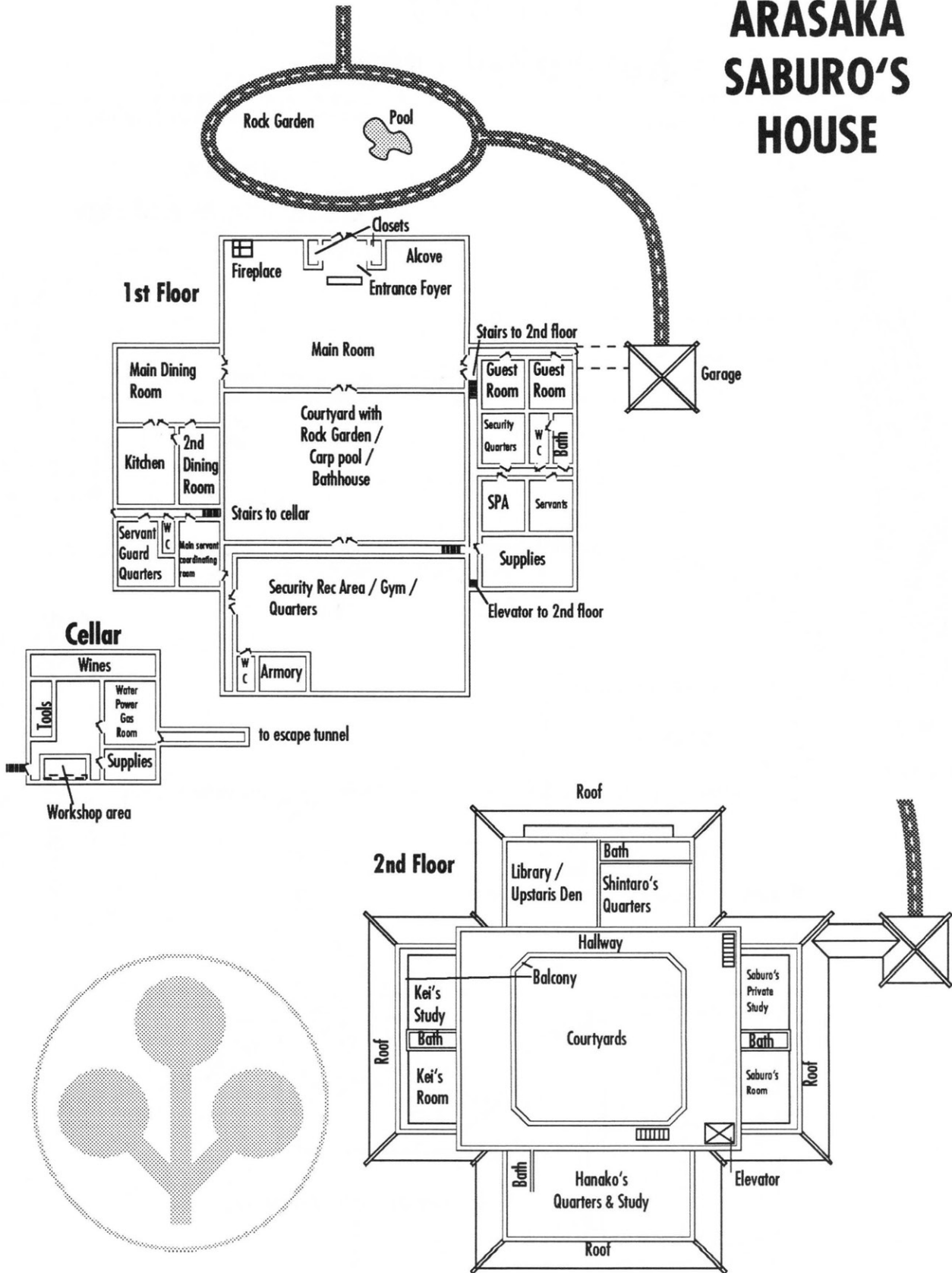
Skills			18	Long Distance Link-Fax machine
			19	Lexus 25-5000 SR Remote operation station
			20	Flatine
			21	Watchdog
			22	Hellhound
			23	Brainwipe
No.	Information	Mu	24	Hellhound
1	Personal Files- Iwasao Koremichi		25	Brainwipe
2	Local Security Account Information		26	Deck-Krash
3	Local Security Account Information		27	Lich
4	Arasaka General Information		28	Knockout
5	Estate Information / Security Management		29	Entrance Gate Str. 5
6	Iwasao's Personnel / office file tr. N. City Tower		30	Entrance Gate Str. 5
7	Iwasao's study terminal		31	Security room terminal
8	Study terminal printer			
9	Entrance Gate			
10	Security Camera 1 (see map)			
11	Security Camera 2 (see map)			
12	Security Camera 3 (see map)			
13	Security Camera 4 (see map)			
14	Security Camera 5 (see map)			
15	Security Camera 6 (see map)			
16	Extra Alarm Systems			
17	Long Distance Link-Arasaka Network / Gen. comm.			

CPU INT Code Vid Cam Print Manip Door Alarm Mike ICE Term Holo Car Factory Mem Gate

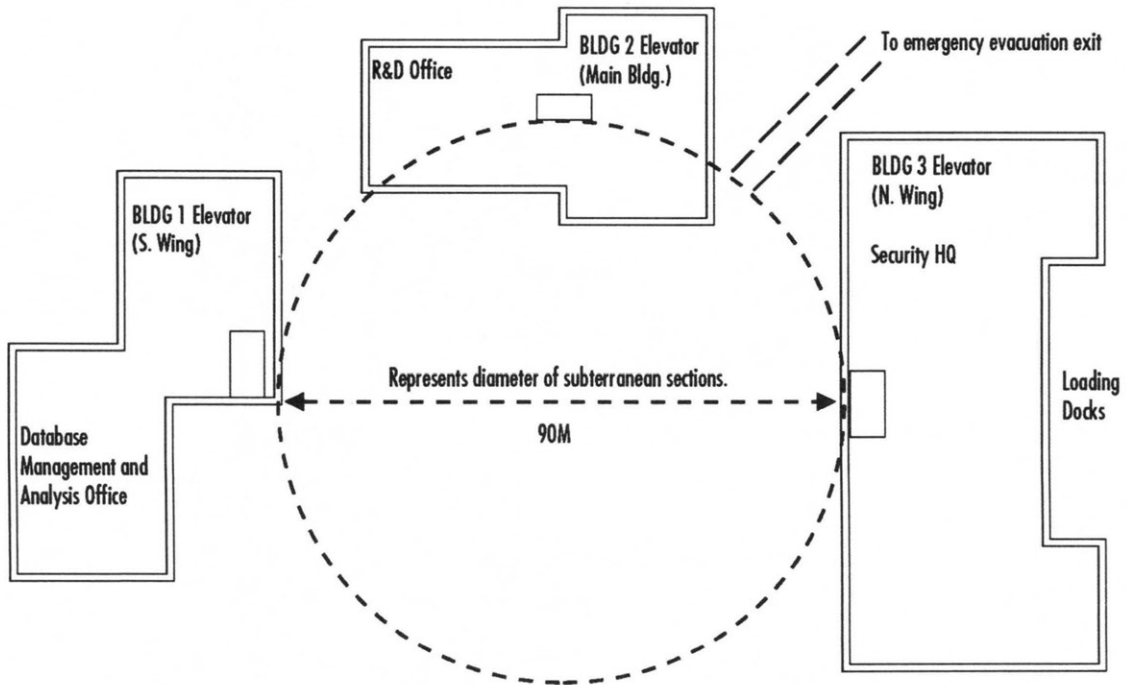
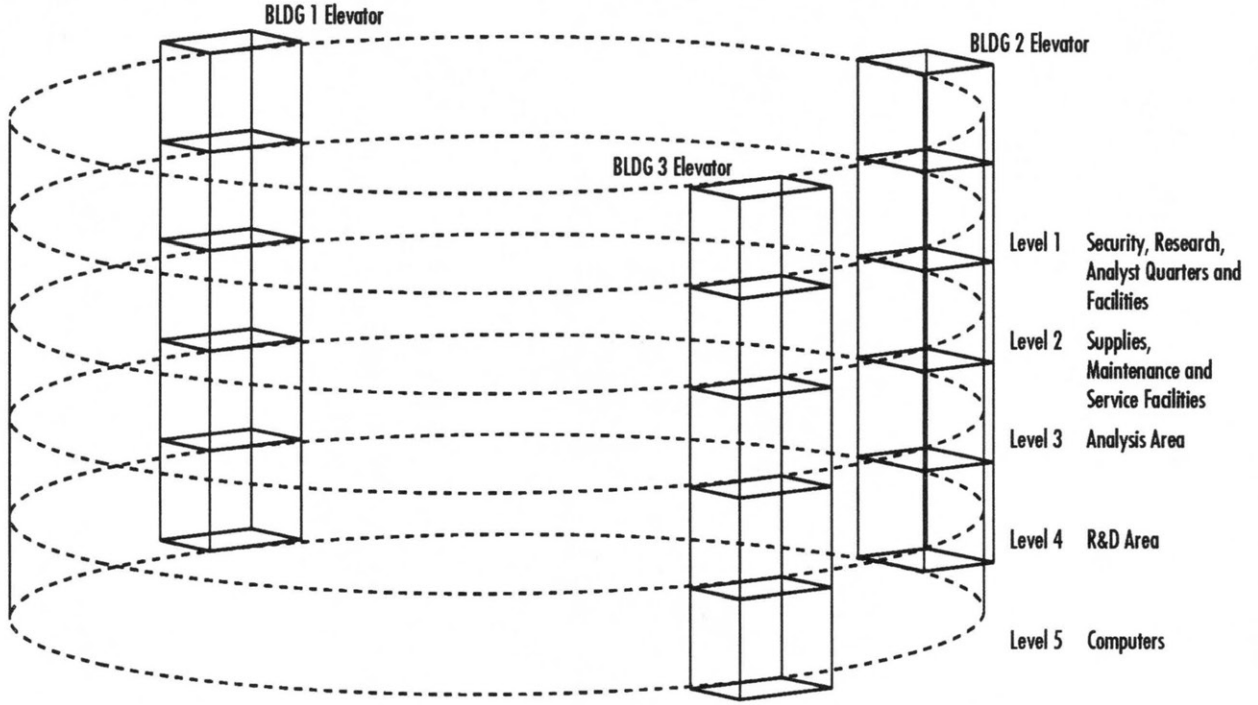
Arasaka Koremichi Estate



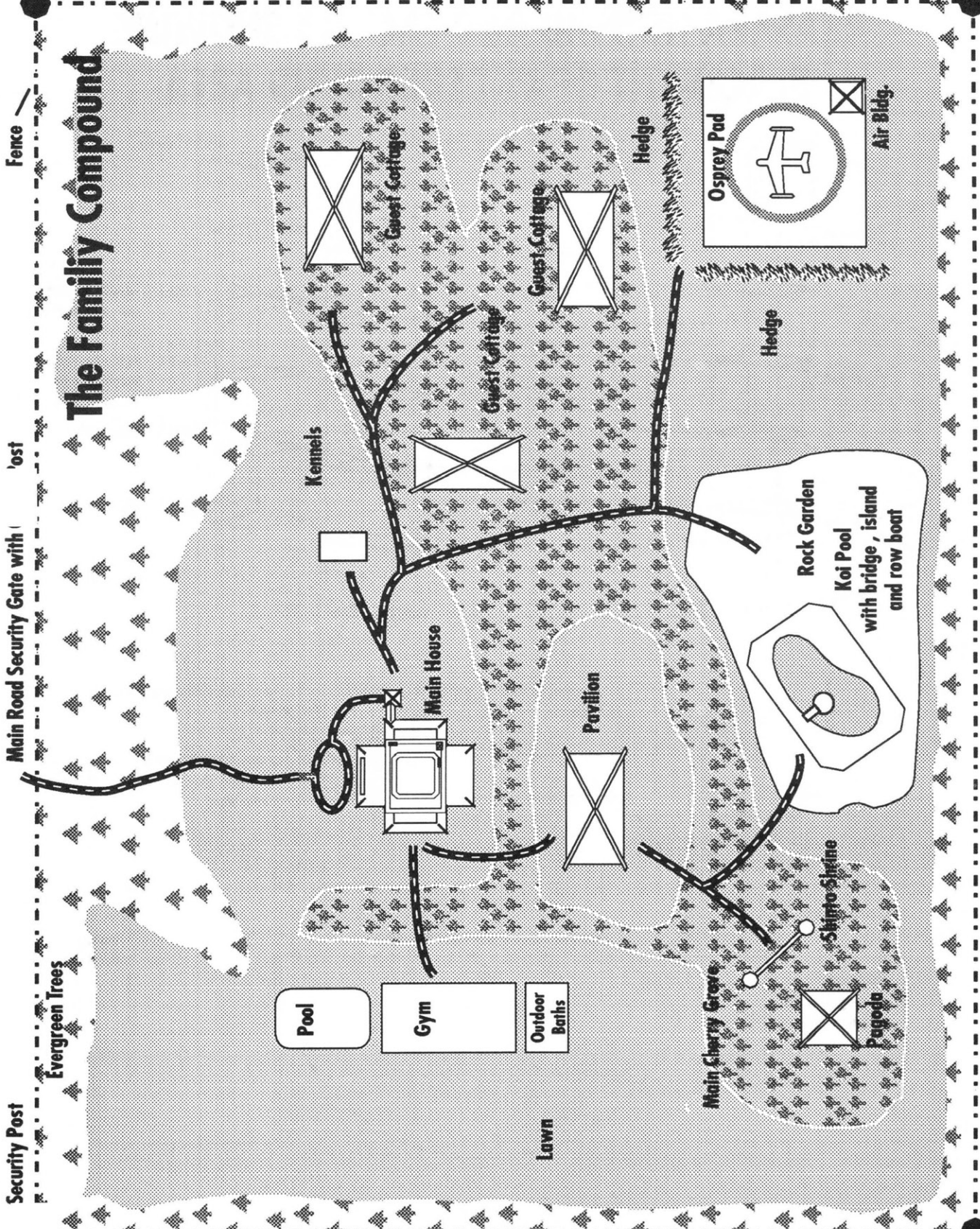
ARASAKA SABURO'S HOUSE



ARASAKA HONSHU R&D FACILITY SHOWING PLACEMENT OF UNDERGROUND AREA



The Family Compound





**INTERNATIONAL ELECTRIC
CORPORATION**



PRECIS

IEC

Electronics contracting and general manufacturing

Headquarters: Spandau/Berlin

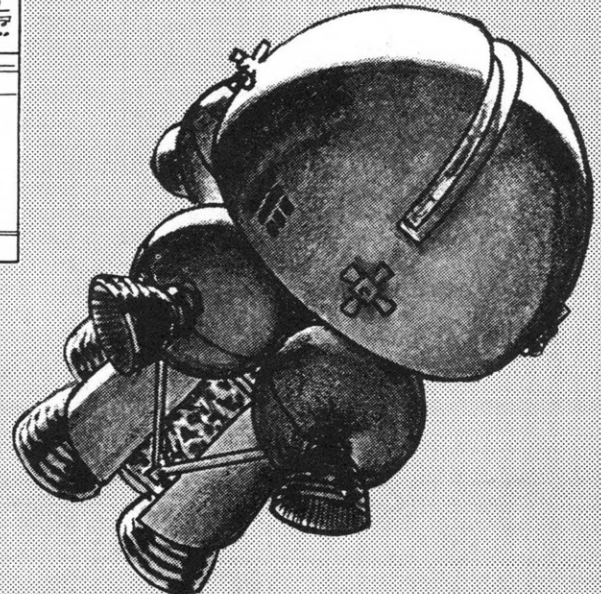
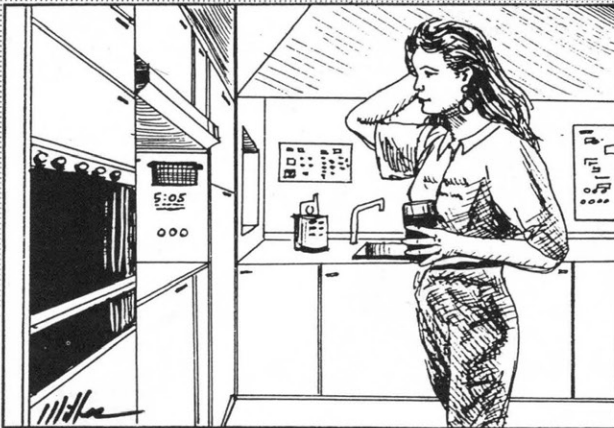
Regional Offices: Hamburg, London, Paris, Rome, Stockholm, Moscow, Algiers, Bombay, Bangkok, Singapore, Hong Kong, Tokyo, Seoul, Brisbane, Santiago, Brasilia, Caracas, Mexico City, Night City, New York and others.

Name and Location of Major Shareholders:

Erich Kessler of Berlin, 8%; in conjunction with the Berlin Industrial Investment Group, 38%.

Employees:	World Wide	800,000
	Troops	50,000
	Covert	1300 aprox.

IEC IS IN A RATHER UNIQUE POSITION IN THAT, WHILE IT HAS FEW ALLIES IN THE TRUE SENSE OF THE WORD, ITS RELATIONSHIPS WITH MOST OTHER LARGE CORPORATIONS, ARE AT LEAST CORDIAL. THIS IS BECAUSE IEC SUPPLIES CRITICAL COMPONENTS WHICH MOST OTHER CORPORATIONS NEED FOR THE MANUFACTURE OF AT LEAST SOME OF THEIR PRODUCTS.



HISTORY

Howard Murchison slammed his fist down on his desk in frustration. The six advisors seated around his office flinched at the uncharacteristic demonstration of rage and frustration from a man renown for his calm pragmatism. "Dammit, I could build a fire the size of this building with the resumé and references in this room and not one of you bastards can offer any suggestions as to how to deal with this situation." He leaned over the desk. "Let's go over it one more time," he snapped.

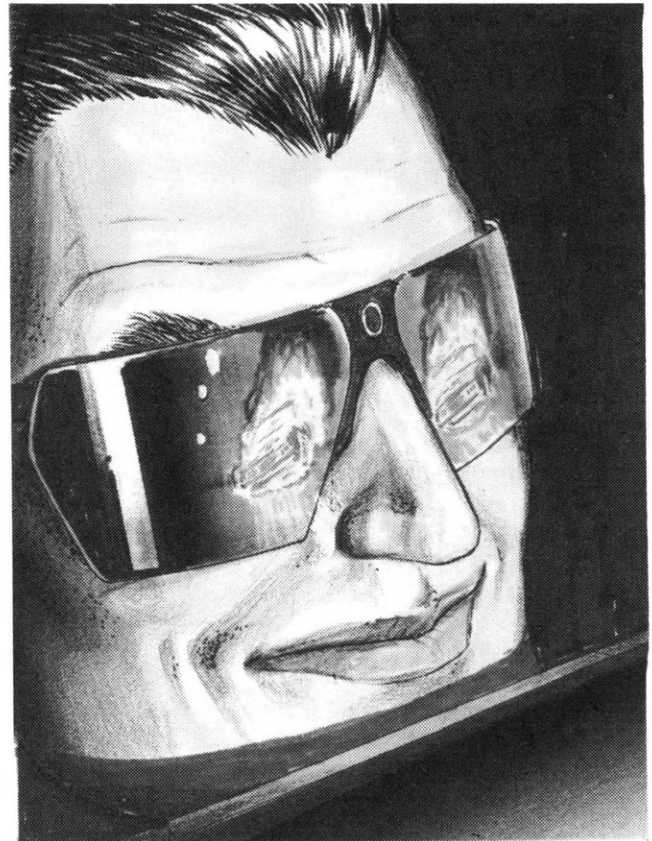
"Sir, we've been going over it night and day for a week. Unless a white knight shows up this company is finished. We just can't afford to keep running. You know how far down the hole we've sunk since ninety-two. We've got to sell those assets, piecemeal or in bulk, to the first bidders, whether or not they want to preserve the structure of our corporation."

Another aide spoke. "I've been on the phone since Thursday. There isn't going to be any white knight. No group with the pull to bail us out is interested in a restructuring. They all think our goose is cooked. Anyway, most of the other old corporations and investment groups are as screwed up as we are right now."

Murchison chuckled drily and turned to look out the corner window. Manhattan sprawled out before him, dark and wet. Rain ran in rivulets down the glass. A sea of shimmering lights, except for the water and the area in the Bronx that had been levelled by the Colombian terrorist nuke in ninety-three. A sigh. "No friends in business, only allies of convenience. That's what they taught me. I guess these are inconvenient times."

The intercom on Murchison's desk beeped. Murchison touched the line open button. His secretary's voice spoke out. She sounded cool and calm. *She's not worried about the corporation*, Murchison thought to himself. *Good secretaries are hard to find. She'll still be working somewhere long after I and all my well dressed friends here are ashes littered on the path of corporate progress.* "A Mr. Powers here to see you sir. He says you've been expecting him, but he doesn't have an appointment." *Christ*, Murchison thought. *I knew it would come to this, I just hoped it wouldn't be so soon.*

"Send him in, Margaret. I've been expecting Mr. Powers for some time. Some time indeed." The intercom clicked off. Murchison waived off the aides. "Take five, boys I'll call you if I need you. If you don't hear from me within



Colin Powers observes his handiwork.

twenty-four hours start photocopying your resumé 'cause it'll all be over." The six men filed glumly out of the office. Murchison watched them go and then he turned back to the window and watched winter rage over New York. *Only six years ago we were one of the biggest, most solid corporations on the face of the Earth. Within a day we'll probably be just a memory.* A wry thought struck him. *So much for the factory warranties on all our products.* Murchison reached deep into his jacket pocket for the little packet he had bought that afternoon. Slowly, he tore it open. *Not for ten years. I guess this is as good a time as any to start again.* He put one of the cigarettes into his mouth, lit it and inhaled. A spasm of coughing shook him before his lungs settled down. The next puff went in and out without a hitch. Just like the last one, when his late wife had made him quit.

Murchison heard the office door swing quietly open, followed by muted footsteps on the carpet. He waited a few seconds before he acknowledged the sounds. "Hello, Mr. Powers."

"Howard, Howard, always so formal. Call me Colin, like you used to." Murchison turned around and looked at the man who had once been his protégé. At six foot three,

Powers towered over his old mentor. Broad shoulders filled out his double-breasted grey silk suit. His hair was slicked back into a tight pony tail. A cipher-lock briefcase hung at his side. Even though it was dim in the office Powers wore wraparound glasses, hiding eyes Murchison knew to be flinty and cold.

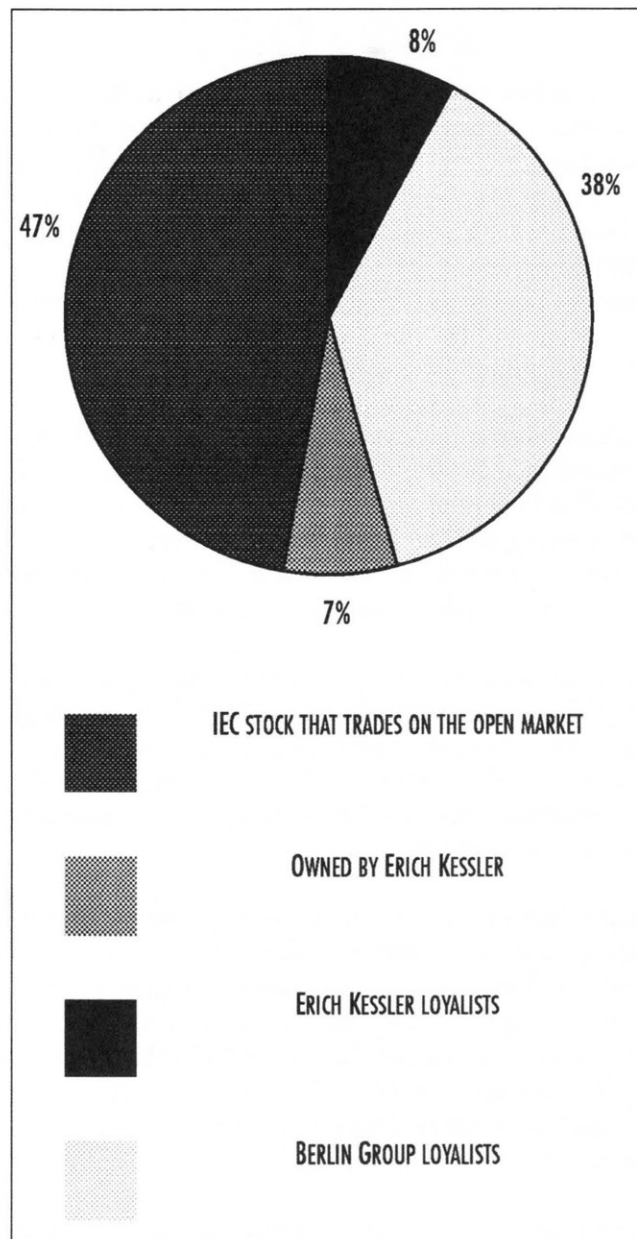
“Have a seat, Powers.”

“Why, thank you, Howie.” Powers took a seat in one of the recently vacated chairs and set the briefcase on the floor beside him. “Now I know you’re a busy man, so I’ll get straight to the point. You’re finished, Howie. Your corporation is dead. Almost half of your holdings have been sold off at bargain basement prices. Your sales have plummeted. Your people are rioting because they’ve been laid off. It doesn’t look good. Do you want to know what your problem is?”

For the first time in two hours Murchison dropped into his seat. “Why don’t you educate me, Colin?” Only sarcasm kept the edge of exhaustion out of the words.

“It’s the times, Howard. Your company is a victim of the times, and its own inertia. It’s 1998, time to abandon that 20th century thinking. The old methods don’t work any more. There were two ways to exist after 1992, Howard, as a victim or a predator. You and the rest of the board here didn’t have what it takes to be a predator in the nineties. You were too humane, too rational...” then with spite, “too soft.” Powers stood and walked around the office, fingering the various pieces of art and memorabilia which Murchison had collected over the years. He paused when he got to a particularly fine piece of jade, carved in the shape of a stylized tiger. He picked it up and scrutinized it. “Beautiful. Early Ch’ing dynasty. Seventeenth century.” He looked up at Murchison. “Priceless, yes?” Murchison declined to answer.

Powers continued his examination of the piece, strolling over to the office’s hearth where the waning glow of a fire permitted him to see better. “You see, Howard, the twenty-first century will require a new philosophy. The days of regulation are over. The governments have ceased to be a factor since the ninety four crash. The corporations have become the law, and will continue to remain so, answering only to themselves and each other. The only groups surviving out there...” he gestured out the window “...are the ones who have exploited this new order by becoming ruthless and efficient. The survivors are the ones who will do anything it takes to further their goals. Fight, buy, kill,



IEC stock distribution

scavenge...” he dropped the tiger. It shattered into dust on the flagstones of the hearth. Murchison flinched “Destroy anything without remorse.” Powers strolled over to the desk and leaned across it. Murchison saw his own face reflected in the mirrored wraparound glasses, distorted into a compressed parody of itself. “Howard, your undoing was your ethics. Your board was soft, complacent, merciful. Your corporation became a victim. Now you’re at the mercy of others, waiting for a savior or sinner to buy you out and let you reorganize your assets or take you apart piece by piece.” Powers paused, and then, grinning like a shark “Well, here I am.”

“Back off Powers,” Murchison snapped, “I know who you represent. The *Berliner Industrie Kapital Gruppe*, the Berlin Industrial Investment Group. Goddamned vultures and murderers. I won’t sell out to you. I knew when you left to join them that you’d be back to haunt me.” Murchison blew a stream of smoke into Powers’ face. “I don’t know where you went bad, Colin, but it sickens me that I ever liked you. Or trusted you.”

Powers laughed through the smoke. “There are those pesky morals again, Howie. I warned you about them. As for the smoke...” he removed the mirror shades, revealing two silver orbs where grey eyes once were...”they’re artificial. See at night, never get irritated. One of the benefits of working for the *Kapital Gruppe*. They own several of the front runners in cybernetic development, you know.” The wraparounds went back into place and Powers reached for his briefcase. “I’ll be blunt, Howard. Its already too late for you to save your conglomerate, even just from us. We’ve had our sights set on you for several years. Most of those holdings and subsidiaries you thought you sold off to diverse buyers really went to us. They’re all doing quite well, now, by the way, except for the ones we’ve cannibalized. As for stock, earlier today my associates persuaded several of your associates on the board to part with their interests in the corporation in return for...fair payment. You’re the only one left.” Powers pulled a document from his briefcase and handed it to Murchison. This contract here will tender your share of this corporation’s stock to my group in return for a fair sum of money. All you need do is sign on the proverbial dotted line.”

“Forget it, Powers. I still own a major chunk of this company, and I intend to use that influence to thwart you and your employers however I can.”

“Bad plan, Howie. Let me explain how the New Corporate Methodology works.” Powers took a Sony Video walkman from his briefcase, pressed play and set it in front of Murchison. The screen flickered into life. Murchison’s hands clenched convulsively into fists. A young woman was tied into a chair, wearing a narrow blindfold. Behind her was a featureless grey wall. A hand holding that day’s New York Times extended from the right of the screen. Powers reached over and turned the unit off. “Yup, your daughter, and heiress to your portfolio. Now, she hasn’t been harmed, and she won’t be, although I’m afraid her fiancé got in the way of our men and had a fatal accident. She doesn’t even know why or by whom she’s being held. Help her out. Just sign the papers and call it a deal and she’s free.”

Murchison slumped, beaten. “Bastard. How do I know you’ll release her if I sign?” Powers smiled. “Howard, I said survival required ruthlessness, not waste. She can’t identify anyone. It would be an unnecessary risk to harm her if you comply with our wishes. Besides, she is very obviously pregnant. We’re not that cruel, at least not needlessly. Be forewarned, however, that we will be watching you. Any attempt to make public this incident or to inform the authorities will result in severe repercussions against your family and friends.” Powers pulled a small cellular phone from his briefcase. Before you sign would you like to speak to your daughter and confirm her condition?”

Murchison shook his head. “I know you Powers. I’m quite sure you wouldn’t kill her before I sign.” He pulled a pen from his pocket and looked ruefully up at Powers. Then, wordlessly, he reached for the document and signed it without reading. He had no doubts that it was nothing more than what Colin Powers had said it was. He handed the signed contract back to his nemesis. Powers tore a page loose from the bottom and handed it back to Murchison. “Your copy. Always keep a receipt.” Then, as Murchison cradled his head in his hands. “Don’t take it so hard. Your daughter will be free within an hour and tomorrow morning several million dollars will journalled to your Swiss bank account. Well, so much for business. Join me for a drink?” Murchison shook his head. Powers smiled again, and returned the papers and the videotape to his attaché case. “In that case, have a pleasant evening. Your daughter will be at your house in one hour.” That sharkish grin again. “Remember, that New Methodology.” He strode out of the room and closed the door behind him.

Murchison took a last pull on his still smoldering cigarette and realized that it had burned down to the filter. Looking around, he realized that he no longer had an ashtray. *Idiot*, he thought. He ground the stub out on his copy of the sale contract. Then he clicked the intercom. “Margaret, draw two weeks pay for yourself and call it a night. We’re finished here. For good.” He clicked off before he heard a reply. Slowly, he started gathering his personal possessions. Twenty minutes later he was in his car, pulling out of the parking garage.

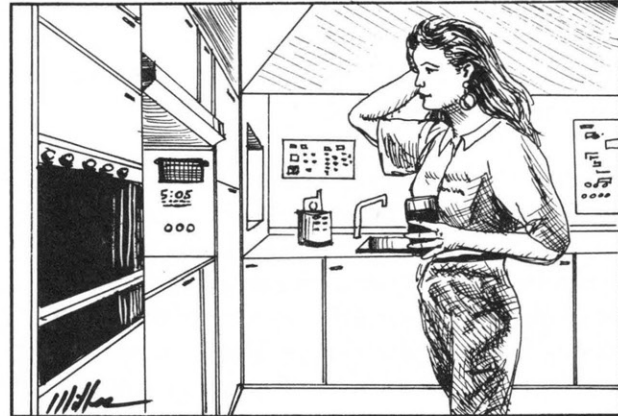
As Murchison drove along the street on which his luxurious upper east side flat was he noticed a figure hunched on the front steps of the building. As he drew closer, he saw that it was his daughter, alive and apparently unharmed. The tension left his body in a wave, and he began to chuckle, and then to laugh. He was still laughing when, as he pulled up in front of his building, his car exploded violently.

A block away, Powers put the radio detonator back into the pocket in his briefcase. For a few moments he watched the fire, the flames reflecting on the glasses he still wore. Then he leaned up to the chauffeur. "Kennedy airport, Bill. No big hurry." As the limousine got rolling he pulled out the small cellular phone he'd had in Murchison's office and punched one of the preset buttons. A voice answered in German. Powers spoke into it in English. "All business completed *mein herr*. The American conglomerate is now fully in your control." Behind him, on the steps of the apartment, Murchison's daughter, fatally injured in the blast, went into premature labor. The twin babies survived.

And so it was that, in 1998, ownership of the largest American electro-industrial conglomerate moved offshore, to the control of Dr. Gerhard Kessler and his Berlin Industrial Investment Group. Kessler was a ruthless German industrialist and investor who had been consolidating manufacturing companies and resources from around the world, forming what would become by 2020 one of the largest mega-corporations in the world. Like Saburo Arasaka, Kessler preyed upon companies that had been weakened by the world and American economic collapses, cannibalizing the resources and holdings of corporations and companies financially ruined in the crash. Among some of his victims, Aerospatiale, General Electric, Fukuoka International Industries, Korea-Pacific Steel, and many other companies which had seemed indestructible before the collapse.

Kessler's methods were evil but his management and selectivity were impeccable. Under his guidance, and that of his close cohorts, the diverse holdings were molded into the *Cyberpunk* world's largest general manufacturing conglomerate, the International Electric Corporation. After Kessler's death in 2012 his son and heir Erich continued the skilled management of International Electric and its core company, the Berlin Industrial Investment Group. In 2020, IEC is a major contender, competing with the likes of Arasaka, Militech and EBM in the sale of items ranging from household kitchen appliances to toys to military weapons. IEC is, in fact, the second largest military contractor in the world, surpassed only by Militech, which sells more defense related items but which is less diversified. The Kesslers have always shunned alliances with other large corporations, choosing to remain aloof and cast their lot with none. Now, in this time of growing tensions between the other mega-corporations, it remains to be seen if IEC can remain uninvolved for long.

MAIN PRODUCTS AND INTENT



Many of the corporations in the *Cyberpunk* world can trace their power and influence to some particular specialty; some product or service at which they are better than all the rest. International Electric is a little different. Its main strength lies not in any specialty, or the monopolization of some service, but in its sheer diversity. IEC boasts holdings and markets in consumer products, defense industry, heavy industry and durable goods, raw materials, computers, and in media. Ultimately, there can be no doubt that manufacturing is the principal milieu of IEC, but so many different products come out of IEC plants and so many different markets are reached that it is difficult to simply say that it is a manufacturing conglomerate and leave it at that. IEC's non-manufacturing holdings include a media company, a bank, and various diverse retailing and service subsidiaries, but these assets amount to little when compared to the enormous bulk of the IE manufacturing empire.

MILITARY INDUSTRIAL CONTRACTING

International Electric is equal to Arasaka in terms of overall diversity, and second only to Militech in military and defense-related sales and manufacturing. (It is for these reasons that IE is included in this book.) The thing that separates IE from Militech, and keeps them from each other's throats, is their particular specialties. Militech specializes in finished weapons and defense systems: vehicles, aircraft, guns, ordnance and so on. IE specializes in components. Whereas Militech makes the aircraft, IE makes the engines, or perhaps only the turbine fans, the avionics, and the instruments. When Militech makes the vehicle, IE makes the supercharger. When Militech makes a lasersight, IE manufactures the laser element. When Militech makes the bomb, IE manufactures the fuse and the radar

systems. When Militech makes a tank, IE makes the turbine engine and armor...and so on.

IE's true strength is in the electronic components that go into weapons. Some of its specialties are radar systems, avionics, audio/video information systems, tactical computers, special materials, propulsion systems and components, military telecommunications and military cybernetics. IE does also manufacture some complete systems however, and in this respect it is in limited competition with Militech. Products include ordnance, artillery, and heavy projectile weapons (especially electric cannon and miniguns).

IE also produces some items which are outside of Militech's capabilities. Militech maintains a shipyard but has only the capability to manufacture small ships and minisubmarines. International Electric is one of the world's leading producers of full-sized submarines plus military and civilian ships. IE is also a leader in beam weapon technology. Currently, they are working on practical orbital defense systems using high energy particle beams and x-ray lasers. This work is kept extremely secret for reasons which will be detailed later (see The Growth of IEC subsection below). IE is also working on more practical and efficient versions of the man-portable laser weapon. Militech does research work on beam weapons but so far it lags behind IE in development and lacks the specialized manufacturing capability necessary for full scale production of these types of weapons.

IE does not manufacture small arms or complete land vehicles or aircraft (except some for industrial use), limiting itself instead to production of essential components for sale to corporations already established in these areas. One exception is in rockets and launch platforms and space transportation and recovery systems. See the Space Technology subsection below for more information.

HEAVY INDUSTRY

International Electric is a leader in heavy industry and raw materials. One of the principal products in this area is metals. IE maintains steel and aluminum production facilities around the world and ships millions of dollars worth of raw and finished metal stock every day. The corporation also maintains facilities for advanced metallurgical and polymer research and is one of the principal innovators in alloy and composite technology. IE ceramics, composites and alloys find their way into buildings, aircraft, satellites, personal armor and onto military vehicles as heavy armor.

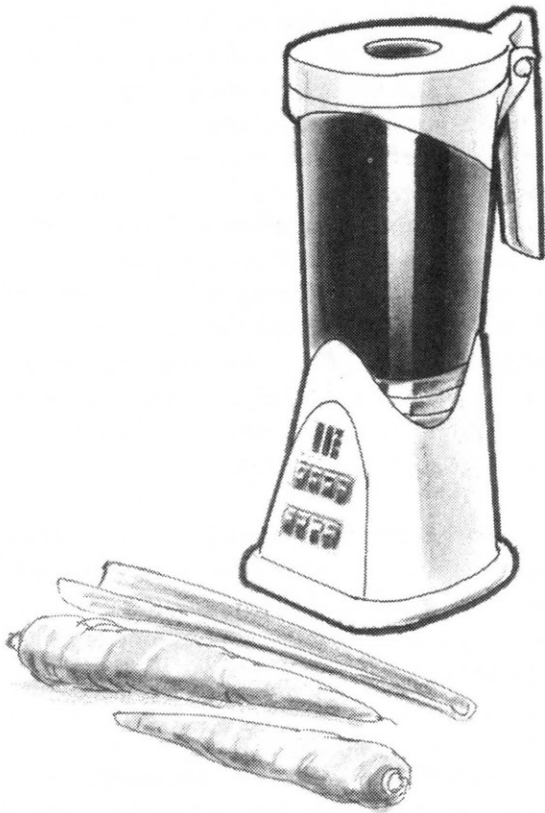
Nuclear engineering is another important facet of IE's heavy industry capability. IE manufactures fission reactors for use in energy production for civil and space purposes and for use as power plants in nuclear powered ships and submarines. IE is on the forefront of fusion technology too, and considers a viable fusion reactor to be only a couple of years off. Special IE research facilities work full time on the development of fusion power systems. IE believes that fusion power will allow hundreds of power plants to convert away from CHOOH₂, freeing millions of acres of land for food production. It could also make deep-space travel a viable possibility, opening up a whole realm of new frontiers. IE has no interest in the philanthropical values of these ventures, rather it is concerned with the commercial and public relations opportunities.

Some of IE's other heavy industry products include CHOOH₂ and gasoline engines of the internal combustion and turbine varieties, civilian and military jet and turboprop engines (including the most common engines on the popular V-series Osprey aircraft, replacing the obsolete Allison engines), manufacturing and fabrication equipment such as lathes and laser mills, furnaces, cable products including fiber-optical, metal and ceramic element cables for use in terrestrial and submarine telecommunications and power transfer purposes, oil rigs, mining equipment and building and roadwork construction elements and tools such as cranes, graders and surfacing panels.

CONSUMER GOODS

By far the thing that IE is most well known for, and most visible because of, is its huge line of consumer products. IE is truly a giant in the manufacture of consumer products, making and selling items as diverse as lightbulbs, toaster ovens, refrigerators and cybernetics. Few and far between are the houses or apartments that don't have a few, if not several, IE items inside them. Even when you discount lightbulbs and fluorescent tubes, upon which IE has virtual monopoly, almost every urban residence in the world has one product or another made by IE. Some of their more common items are clothes washers and dryers, televisions and stereos, electric razors, personal computers and newsdecks, watches, telephones and fax machines. It takes some imagination to associate the light bulb in your illuminated garden gnome with the two screaming Sidewinder jet engines in the AVX you saw quelling that riot in the combat zone last week, but the connection is there.

IE does not showcase its goods like Militech does, there are far too many for that, but it markets them through stan-



One of the many IEC consumer products.

ward retail outlets around the world. IE's products have their ups and downs, but by and large they are of good quality, reliable and reasonably well built. In addition, most of them are fairly well warranted. The future is only disposable if you're poor. If you can afford good products, you'll darn well buy them.

In the consumer electronics markets, IE competes with the likes of Braun, Klemperer AG, Sony, Mitsubishi, Whirlpool and so on. It's a big market but it's crowded with a lot of big names. IE has a lot of marketing punch, however, and it is a solid competitor. It remains the single largest manufacturer of household and personal electronics in the world.

CYBERNETICS

IE is one of the largest and most successful manufacturers of cybernetics in the world. This is partly because the Berlin Industrial Investment Group, which assembled IE, also owned part or all of several of the firms which pioneered cybernetics research. IE's share of the cybernetics market has been slipping however, due to stiff competition from new Japanese and Korean developers and other established corporations. IE remains on the cutting edge in the devel-

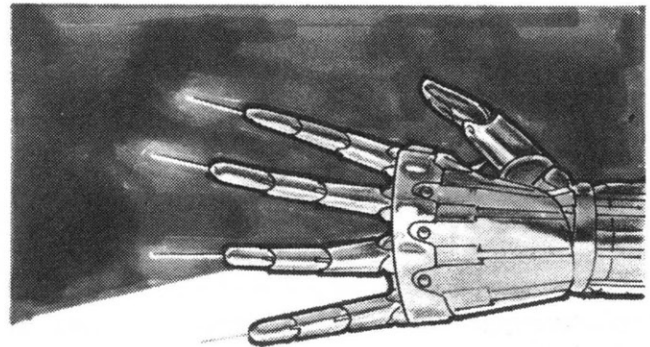
opment of civilian and military cyberware, but competition over the next few years promises to be stiff.

IE currently holds the U.S. military cybernetics contract. This has been an irritation to the Militech corporation, but for reasons which will be explained later in this section Militech has been loathe to take any hostile action as a result.

COMMERCIAL SHIPPING AND THE SUBMERSIBLE TRANSPORT

As an offshoot of its ship production facilities, IE maintains a large fleet of huge container cargo ships. It uses these ships for its own purposes, but it also does transcontinental shipping for several other companies and corporations. IE ships do not sail under the IE name, but under that of a subsidiary; Kessler North Atlantic Shipping. Despite the name, the shipping company operates in all oceans worldwide. The ships are registered in Germany however, and hence the North Atlantic designation. Kessler NA runs both surface and submarine tankers and cargo ships.

The nuclear powered submarine transports, developed by IE in conjunction with All Nippon Technologies and the Arasaka Corporation, are a relatively recent innovation in transcontinental shipping. Cargo submarines, which can be as long as 250 meters and run as deep as 750 meters below the surface, allow clients to ship large amounts of cargo across oceans without exposing the transports to attack from the air or from other surface craft. Thus the worries of maritime sabotage, corporate attack or modern day piracy can be largely eliminated, for a cost. The cargo submarines are detectable using sonar and thermal satellite imaging but they are impossible to individually identify by either of these methods. Since there are almost always several running in any given sea at any given time a potential enemy might find it nearly impossible to identify the cor-



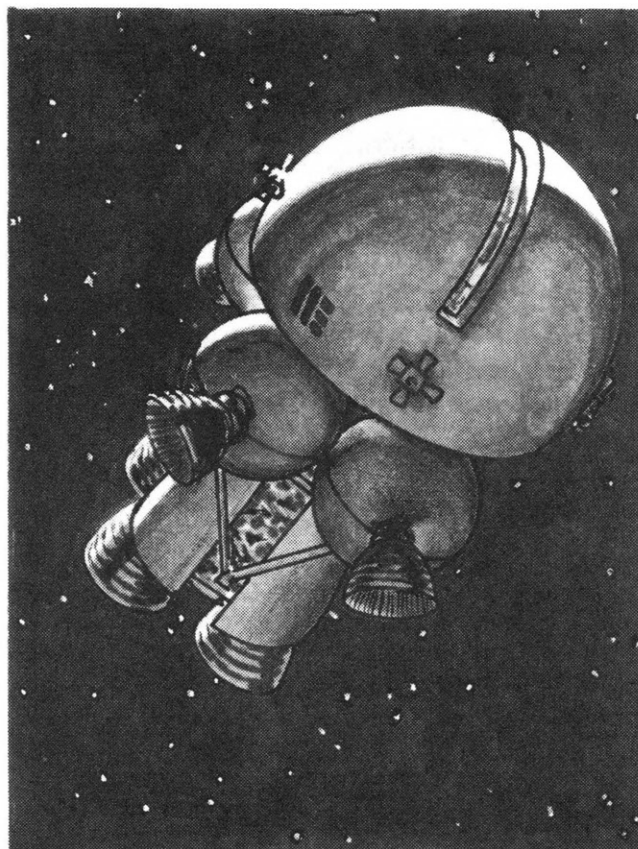
rect target, even if they had the means to attack. Submarine shipping is expensive (2x normal shipping cost), but it is safe. The subs require only standard docking facilities, although, due to their deep draught, some harbors need to be dredged out to receive them.

So far, only IEC, All Nippon Transport (a subsidiary of All Nippon Technologies) and Sato Commercial Shipping (a subsidiary of Arasaka) own and run submersible transports. Many corporations buy shipping space on these craft however, and they have been a profitable venture. Currently, other corporations in Korea, Japan and Germany are producing designs for their own submersible transports, but none have created a serviceable design yet. The current models use an All Nippon Technologies hull design, an IEC nuclear power plant and Arasaka developed anechoic (silencing) technology. Both All Nippon and IEC manufacture the craft; All Nippon in Korea and IEC in Germany. There are a total of thirty-two full sized submersible transports in operation worldwide. For additional information see *Uniforms, Equipment and Personnel*.

SPACE TECHNOLOGY

Gerhard Kessler firmly believed that space had only been exploited to fraction of its commercial potential. Now that he is dead, his son Erich continues that philosophy. Consequently, the Kesslers and other directors of the Berlin Industrial Investment Group have devoted a great deal of IE's resources towards the development of an aerospace engineering department. IE's aerospace department has developed several unmanned satellite and cargo boosters, most of which have been sold to the Orbital Air Corporation, NASA or to the European Space Agency. Although the ESA mass driver at Kilimanjaro and Orbital Air spaceplanes account for most commercial low orbit lifting, some payloads must still be lifted by rocket. IE has several classes of single and multi-stage disposable boosters that can be used to carry a variety of payloads into low earth or high geostationary orbits. IE has no launch facilities of its own, so these boosters are produced strictly for sale.

As with military weapons, IE's prime contribution to space vehicles comes not through any complete lifting system manufactured by the corporation but through the components and sub-systems sold to other manufacturers. Almost all other lifting systems in wide operation, including the spaceplane, NASA shuttle Mk II, ESA Hermes (see *Near Orbit*) and the Kilimanjaro mass driver, use IE manufactured drive, avionics or control components. Key prod-



The AR Model of OTV produced by IEC.

ucts include the Tornado 2 Hypersonic engines which drive the spaceplane in the critical period between when its standard jet drive cuts out and when the French-made rocket system which propels it in open space cut in. IE also makes the avionics package, including the proprietary computer system which allows the spaceplane to compute trajectories for successful re-entry and navigation without assistance from ground stations. An IE nuclear plant powers the Kilimanjaro mass driver and the original French magnets and magnetic control systems were refitted in 2012 with updated models designed and manufactured by IE.

Other than the rockets, only one group of space-related products is manufactured to completion by IE. These are orbital transfer vehicles. IE maintains a plant in low Earth orbit where it manufactures orbital vehicles using raw materials sent up from Earth via the Kilimanjaro mass driver and IE heavy boosters or from the Moon via the Tycho mass driver. Different types of vehicles manufactured at the IE orbital workstation include unmanned cargo sleds, small unpressurized personnel craft and full sized, pressurized shuttle vehicles capable of flights between low orbit and the moon and all points in between. IE and Orbital Air are co-developing a series of

second generation craft which will allow travel to the furthest reaches of the solar system. IE is designing the propulsion units and electronics and OA is developing the hull and interior design. The project is being carried out in deep secrecy, and no completion date has been announced.

Finally, IE has a large hand in making accessories for use in space. IE manufactures many of the essential components in the current ESA standard spacesuit, small maneuvering unit and manned maneuvering unit (see *Near Orbit*). IE is not responsible for final assembly of these products, but its contributions are essential to the design. Specialties include life support components, power systems, communications and computer packs and the in-helmet heads-up data display system for use by individuals without cyberoptic links.

MEDIA

IE owns the Seward Entertainment Corporation, a large media conglomerate which, in turn, owns several broadcasting networks, a movie studio, a large recording label and a brandance label. While the Seward Corp. is not as large as any of the dedicated mediacorps, such as NET 54 or DMS, it is a major force in international media. IE obtained the media corporation as rider in the acquisition of a much larger industrial conglomerate. Recognizing the value of an in-house media group for P.R. access, the IE board decided to retain Seward intact. Seward was also well run, and had shown a profit for several years before the acquisition. Not wanting to meddle in an already successful operation, the IE board allowed the management of Seward to continue largely unmolested. They have, however, made extensive use of Seward's production resources as well as its catalogue of artists, music and multi-media entertainment in a shrewdly constructed advertising and public relations campaign. DMS and NET 54, the two major worldwide media conglomerates, would both like to get their hands on the Seward catalogue, but both realize the folly of irritating the vast International Electric. IE's relationship with the giant mediacorps has been acrimonious at best, however. Both of them were in the running for Seward before it was acquired by IE. This doesn't stop the media-corps from using a wide variety of IE products, however. Practicality prevails.

THE GROWTH OF IEC

At the core of IEC is the Berlin Industrial Investment Group, the company which formed IE and which owns it and most of the companies considered to be IE subsidiaries. Firmly

at the helm of the Group is Erich Kessler, son of founder Gerhard Kessler, and chairman of the IE board. Erich Kessler, the IE board of directors and the major investors in the Berlin Group have all had a firm hand in guiding the growth, development and politics of the corporation.

IEC has been managed purely as a commercial venture. Kessler, unlike Saburo Arasaka and some of his other contemporaries, has no hidden political goals, at least, not of any international consequence. He merely wants IE to continue to grow and flourish. Kessler is, like his father, willing to go to any lengths to acquire some company or resource which he thinks would be an asset to his corporation. Even if a target company is not for sale, Kessler will, through IEC's covert operations arm, bribe, blackmail, assassinate, or do anything else necessary to get to a target on the market. He will do the same to make sure that he outbids all other prospective buyers. Of course, he's only doing what most other corporate directors would do to get an acquisition through in the *Cyberpunk* world.

One thing Kessler does have in common with Saburo Arasaka is a keen interest in space, but Kessler's motivation springs from a different source. Saburo sees space as a possible extension of his empire, but mostly he is concerned with the Tycho Colony's interference in his plans for the domination of the Earth. To this end, he would like to see the Tycho mass driver destroyed or incapacitated, or have the control of the Tycho colony fall into the hands of his associates. Ultimately, this means military control of space. Kessler sees space as a vast, untapped wealth of resources, and a potential market down the line. Ultimately, Kessler would like to exert *commercial* control over space. He too, however, lives under the onus of the Tycho Colony. In Kessler's opinion, the Colony managers take too strong a hand in managing the affairs of Earth and free space. He, like Saburo, would like to see the Colony's teeth pulled. Whereas Saburo wants the colony destroyed or under his control, Kessler only wants its main weapon rendered useless. This is why International Electric is so active in the research of orbital defense and high energy beam weapons. (As mentioned above in the Military Industrial Contracting subsection.) Tycho can loft all of the rocks it wants if IEC-controlled beam weapons vaporize those rocks before they even reach the atmosphere. Kessler doesn't feel that there is any particular danger in removing the shadow of the rock. He feels that, in the 2020s, a Euro-American nuclear exchange is about as likely as an Avon call from Jesus Christ. The success or failure of Kessler's plans for terrestrial and orbital expansion remain to be seen.

ENEMIES AND ALLIES

IEC is in a rather unique position in that, while it has few allies in the true sense of the word, its relationships with most other large corporations, even the notoriously stand-offish Arasaka, are at least cordial. This is because IE supplies critical components which most other corporations need for the manufacture of at least some of their products. One thing IEC has done in order to protect its market is to ensure that it is the sole source of several important technologies. Other corporations are forced into maintaining a good relationship with IE since it is too large to take over, and if it was outraged by an attack or hostile politics it might choose to embargo key components, thereby causing serious economic damage to the offender.

Another reason why IEC has few open conflicts with other conglomerates is that it competes directly with very few of them. Because of that very tendency to manufacture critical parts for other corporations' products. IEC items usually aren't competing for sales with many Militech, Arasaka or EBM goods. Since these are the only other corporations large enough to cause IEC any serious trouble, there is little friction. What competition that exists between these corporations and IEC is taken with uncommonly good spirits for *Cyberpunk* companies.

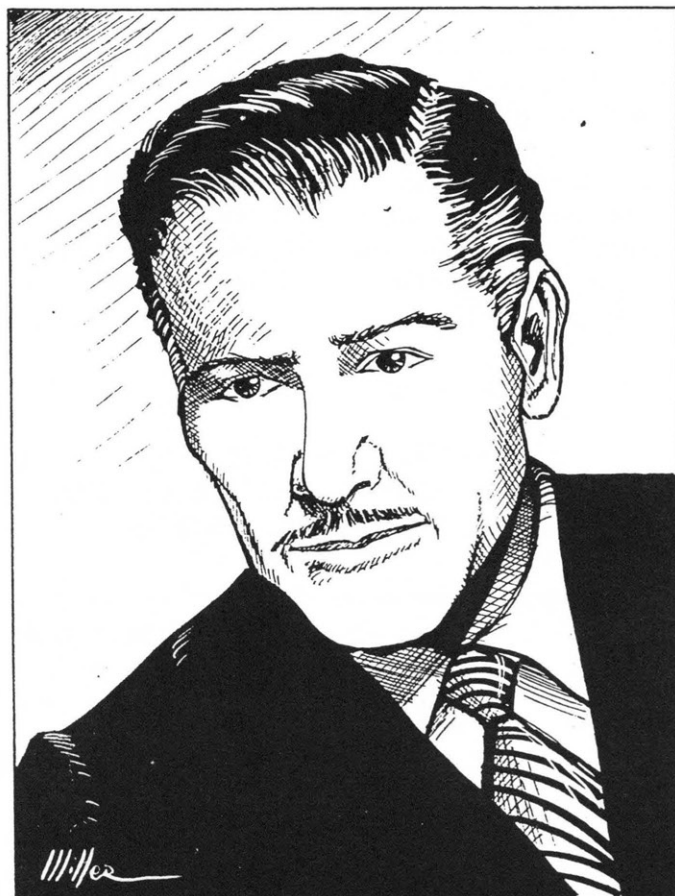
Things may change eventually, however. IEC deals with both Arasaka and Militech, and both of these corporations have expressed indignation at having to buy from a company which also does business with its main competitor. If that long awaited fourth corporate war between Arasaka and Militech does erupt it is anyone's guess as to whether IEC will get caught in the middle and trampled underfoot, or whether it will ride the tide and emerge the most powerful of the three conglomerates after the rivals have savaged each other. The IEC board keeps its collective ear to the ground, always gauging the tension between the other two giants. In anticipation of an eventual conflict, IEC has been beefing up its army. Historically, Kessler has kept IE's army fairly small, a number sufficient only for guard and defense duty and limited combat operations. With IEC's generally good relations with the other mega-corps, and Kessler's penchant for using duplicity and black operations rather than open combat, that is all that has been necessary. Recently, the board has been buying more large weapons systems and recruiting more troops. If war erupts, Kessler intends for IEC to be able to defend itself and assure its position in a new order.

The other potential enemy of IEC is the Tycho Colony. The government of the Colony has long had its suspicions of both Arasaka and IEC, but the two corporations have managed to conceal any long range lunar plans. Nevertheless, Kessler suspects the Colony's paranoia, and IEC security is always on guard against espionage by Tycho agents. Although the Tycho colony uses IE products and IE uses raw materials purchased from the Moon, there are indications that tensions between the Tycho government and the IE board are increasing.

KEY PEOPLE

ERICH KESSLER

Erich Kessler is Gerhard Kessler's only child, and the current chairman and CEO of the International Electric Corporation, as well as director of the IEC core investment company, the *Berliner Industrie Kapital Gruppe*. Gerhard Kessler raised his son in the corridors of corporate power and saw personally to his education, always intending for Erich to inherit the mantle of power and responsibility upon his father's death. When Gerhard Kessler was assassinated in 2012, thirty-eight year old Erich took control of



his father's controlling share of the IEC corporation. However, certain other members of the IEC board had their sights set on the CEO position and the directorship of the Investment Group. These individuals saw Gerhard's death as an opportunity, and a fierce power struggle ensued. There was a year of chaos during which assassinations and recriminations were rife within the upper levels of IEC and the Berlin Industrial Investment Group. Ultimately, however, the years of training and discipline under Gerhard paid off as, with help from his father's ally Colin Powers, Erich wrested control away from his competitors.

When the dust kicked up by the power struggle finally settled, Erich was firmly in control of IEC, laying claim to the combined titles of Chairman of the Board, CEO, and director of the Berlin Industrial Investment Group. This combined power put him in nearly absolute control of the International Electric Corporation and its resources, making him a member of that elite club of corporate men and women who can claim to be the most powerful individuals on earth.

Erich Kessler is now forty-five years old, and he has been firmly in control of the IEC family of companies ever since the turbulent days of 2012-2013. Kessler is a meticulous and intelligent man, fiercely proud of his Prussian heritage. He is handsome, tall and muscular, with graying hair and finely chiseled features. He is also cosmopolitan and well travelled, fluent in English and French and conversant in Japanese. He regularly lives in a Berlin penthouse but he maintains villas in the German Alps and the French Riviera and apartments in New York, London and Tokyo. He is currently grooming his sixteen year old son Peter, now studying at prep school in Germany (see Peter Kessler below), to take control in his own time.

ROLE: Corp.

STATS: INT 10, REF 6, TECH 4, COOL 10, ATTR 10, LUCK 4, MA 5, BODY 8, EMP 7/5, SAVE 8, BTM -3.

SKILLS: Resources 10, Personal Grooming 7, Wardrobe and Style 8, Leadership 6, Awareness/Notice 3, Education and Gen Know. 8, Expert Manager 9, Expert Investor 7, Expert International Business 10, European History 5, German History 6, German (Native), English 8, French 7, Japanese 4, Stock Market 9, Fencing (Epée, Saber) 8, Driving 2.

CYBERWARE: Basic processor, data-term link, chipware socket, basic cyberoptic, Times Square Marquee, MicroVideo Optic, basic cyberaudio, radio link, phone splice, bug detector, micro-recorder link.

COLIN POWERS



Colin Powers graduated Magna Cum Laude from Harvard Business school. He was immediately hired on by Howard Murchison, who saw in the youth the potential for a brilliant corporate career. Murchison began training Powers, molding the young man into a brilliant manager and executive. But the relationship between the two men began to sour as time went by. Powers began developing his own theories on twenty-first century corporate management. He considered Murchison's methods too outdated and inefficient, too merciful and humane for a cutthroat world. Murchison, in turn, thought that Powers was turning into an immoral savage with no regard for human suffering. It wasn't long before the two had a falling out. In 1995, with Murchison's company reeling from the World Stock Crash, Powers accepted an offshore offer and jumped ship to work for Gerhard Kessler's Berlin Industrial Investment Group.

Kessler and Powers found that they were kindred souls, with similar methods and philosophies. Within months Powers was Kessler's number two man. In 1998 Murchison and Powers crossed paths again when Powers forced his old boss to cede control of his company, now fatally crippled by the bad management and the U.S. collapse, to Gerhard Kessler and his Investment Group. Powers killed Murchison before returning to Berlin to cover his tracks (see *History*). Powers remained loyal to Kessler and to the new IEC conglomerate. When Gerhard died Powers helped his son Erich retain control of the IEC directorship. As a reward for his services over the years Powers was made executive vice president of the Berlin Industrial Investment Group and CEO of IEC America, the stateside branch of the mighty IE corporation. He has remained in that position ever since.

Colin Powers is an intelligent man, but also a hard and cruel one. He has no concern for the sufferings of others and will trample underfoot anyone who interferes with him or IEC America, or who stands between him and some goal. He has no qualms about eliminating enemies or individuals who might merely inconvenience him. His reputation as a merciless killer and ruthless boss have earned him a nickname in international corporate circles: the Butcher. Although Powers has almost no true friends he remains loyal to Erich Kessler; one of the few men who has earned and kept his respect. Powers is, however, planning to edge out Erich's son Peter for control of the company if Erich should die while Powers is still with the company.

Powers is now fifty years old. He has used bodysculpting to maintain his appearance and still looks like he is in his mid-thirties. He, like Kessler, is a large, powerful man, with broad shoulders and stern features. He keeps his dark hair tied back in a trademark ponytail. He also wears mirrored, wraparound glasses almost constantly. He does this to hide his prototype artificial eyes which he has had since 1998. The eyes are metal, and Powers likes to expose them for dramatic effect, preferring to keep them hidden until the appropriate moment.

ROLE: Corp.

STATS: INT 9, REF 8, TECH 2, COOL 8, ATTR 7, LUCK 7, MA 7, BODY 8, EMP 5/3, SAVE 8, BTM -3.

SKILLS: Resources 9, Personal Grooming 4, Wardrobe and Style 6, Intimidate 7, Accounting 5, Education and Gen

Know. 7, Persuasion and Fast Talk 10, Expert Executive 9, Expert Business 8, German 7, Stock Market 7, Handgun 6, Boxing 5, Driving 5.

CYBERWARE: Basic processor, chipware socket, interface plugs, Mr. Studd™, skinweave, basic cyberoptic (both eyes), Times Square Marquee, anti-dazzle, Low-Lite™.

HANS RAEDER

Hans Raeder is a Eurosolo, a longtime associate of Erich Kessler, and the chief enforcer and black operations coordinator for International Electric and the Berlin Industrial Investment Group. Raeder cut his teeth in government service, running covert operations for the EEC. Erich Kessler became acquainted with him in 2010, and considered his talents wasted in government service. Raeder has been a fixture of IEC ever since.

Raeder handles those hands-on black operations which are considered to be too critical or sensitive to assign to standard black ops teams. He is an expert solo, and a tough, efficient man. He is also an excellent diplomat and negotiator and he is frequently sent with corporate negotiating teams as insurance, or dispatched to handle diplomatic missions himself. Raeder is in the highest confidence of both Erich Kessler and Colin Powers, and he spends much of his time jetting back and forth between Germany and the United States, handling assignments for both men. Raeder is also the commander of IEC's standard black operations troops, and he organizes and trains many of the teams and plans most of the important missions himself. Black operations at IEC are kept completely separate from standard military operations. Consequently, Raeder and Max Von Bruckner (commander of IEC military forces—see below) seldom rub shoulders.

Raeder is German by birth and has always lived in Germany. When he travels internationally he usually stays out of the country only long enough to complete whatever his assignment is. When abroad he usually doesn't stay at company lodging, choosing instead to travel on expense account and stay at fine hotels. Because of his excellent record IE will indulge him to any extent necessary. Raeder is a large man in his late thirties. He has a great deal of cyberware, but he keeps it camouflaged under RealSkinn™ and realistic sculpting. He is well versed in black operations and armed and unarmed combat.

ROLE: Solo.

STATS: INT 8, REF 10, TECH 8, COOL 10, ATTR 7, LUCK 1, MA 8, BODY 9, EMP 8/3, SAVE , BTM -3.

SKILLS: Combat Sense 8, Wardrobe and Style 6, Swimming 5, Interrogation 7, Intimidate 5, Streetwise 3, Awareness/Notice 6, Education and Gen Know. 7, Expert Black Operations 7, Hide/Evade 5, German (Native), English 7, Shadow/Track 6, Wilderness Survival 4, Athletics 5, Heavy Weapons 4, Tae Kwon Do 6, Melee 7, Handgun 6, Rifle 7, Submachinegun 5, Driving 6, Stealth 6, Motorcycle 4, Teaching 5.

CYBERWARE: Basic processor, vehicle link, smartgun link, chipware socket, interface plugs, basic cyberoptic, Times Square Marquee, Low-Lite™, teleoptics, infrared, basic cyberaudio, amplified hearing, phonesplice, radio link, enhanced hearing range, level damper, homing tracer, wide band scanner, two cyberarms, left ripperhand, right toolhand.

THE MURCHISON CHILDREN

Rory and Lea Murchison are the fraternal twins born on the front steps of Howard Murchison's apartment on the night he was murdered by Colin Powers. Rory and Lea were delivered by Trauma Team paramedics. Their mother, Howard Murchison's daughter, died moments after the delivery was completed. The twins were delivered into the custody of Howard Murchison's son Roy—their uncle.

Rory Murchison was a struggling musician at the time of his father's assassination. Ironically, although IEC murdered Murchison, the corporation completed payment for the stock that they extorted from him before his death. This ensured that the sale went through legally and possession of the portfolio went to the Berlin Industrial Investment Group. Between that payment and his already fairly large personal fortune, Howard Murchison left a fair estate behind when he died. All of this was legally inherited by Roy Murchison, Howard's only surviving child. Roy used the money to raise Rory and Lea in comfortable surroundings, and to ensure that they attended good schools. For several

years Roy kept the children insulated from the truth about what happened to their parents. Then one day, when the twins were sixteen years old, Roy revealed the secret in a fit of drunken depression. The children were astounded and enraged at the revelation, and each vowed to even the score in their own way.

Rory Murchison shared his uncle's predilection for music. A guitarist of no small talent by his sixteenth year, he vowed to use his music as a weapon against International Electric. Now, in 2020, Rory is only twenty-two years old, but he is already one of the most successful rockerboys in the world. Rory has assembled a band whose members all have some gripe against major commercial corporations. Rory's band has toured several countries under the name **Vengeance Word**, attracting huge crowds in the combat zones of cities in the U.S., Japan and Europe, and splitting the bill with famous rockerboy bands like Blood and Ice and Pervert Cupid. The music has a strong anti-corporate bent, specifically targeting IE, Arasaka and NET 54, each of which has wronged some member of the band. The band also uses the touring as a cover for launching sabotage missions against agents and facilities belonging to these corporations. Not being solos, however, the effects of these endeavors have been more cosmetic than anything else. The band has weathered several assassination attempts and all of its gigs are carried out under the constant threat of disruption and attack. Of course, that's exactly the kind of thing that attracts a combat zone audience.

Rory Murchison is a fidgety and energetic young man, tall and thin with long polychromatic hair. He's a guitarist and singer by trade and also handles much of the song writing duty for Vengeance Word. Rory is congenial and personable most of the time but he has a tendency to get moody and sullen, especially when asked about his family. He is a firey performer, renowned for his energy and stage antics. He has also been known to flip out and start destroying objects on the stage completely at random—a tendency which keeps his bandmates on their toes at all times. For this reason, stage crashing at a Vengeance Word concert is considered a poor proposition. More than one unlucky soul who tried this has been batted into instant unconsciousness with one smack from Rory's guitar.

Lea Murchison is the other end of the spectrum from Rory in almost all respects, although she bears a distinct physical resemblance to her brother. When Lea learned the truth about the fate of her family she resolved to take the

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fight to the enemy. She immediately sought training in combat and infiltration, studying under private instructors and spending a three year stint in a Lazarus Group special operations cadre. After honing her skills as a solo, Lea began to wage a private war against IEC. Some sleuthing allowed her to discover the identity of her father's assassin and the assassin's employer. She has since revealed to her brother the parts played by Colin Powers and the Kesslers in their father's death.

Lea has sworn revenge against Powers and Erich Kessler. She also realizes that she will be awhile in fulfilling that vow as both of these men are well nigh unassailable targets. In the meantime she has obtained private funding from various other enemies of IEC, and hires her services out to individuals and corporations who wish to run operations against IE. She also does straight up solo work to keep the bills paid. At twenty-two, Lea is young for an established solo, but her competence and reputation have earned her a reputation on the street.

Lea is a deliberate and intelligent young lady, even tempered and cool under fire. She is not given to wild swings of emotion, and she is wont to consider even the most troubling of situations dispassionately. She can be aloof to the point of coldness, an attitude which has earned her the street nickname Ice Princess. Always one to take things in stride, Lea wears the nickname like a badge of honor. Her trademark outfit is white leather. Lea is also extremely beautiful, with the same soft features, naturally dark hair and slim build as her brother. Unlike her brother, Lea keeps her hair short and has not altered its natural color. Many a street romeo has been attracted to Lea only to find himself nursing a black eye, busted head or broken limb after pushing the issue a little too hard. Lea has some friends, but they are a select and very small circle of people.

Although they have different personalities and lifestyles and see each other only rarely, the twins love each other deeply. They feel like they are joined by a special bond which transcends their fraternal relationship. Both of them claim to have had flashes of prescience where they seemed to see and feel through the other's body. Whether this is some paranormal phenomenon or merely a psychological trick caused by their unusual history and deep affection for each other is unknown. Both of the twins pay occasional visits to their beloved uncle. Roy Murchison lives a life of seclusion on a ranch in the Rocky Mountains. He stays hidden from IEC in order to avoid being taken hostage by them and used as weapon against the twins. Once a year,

usually in the summer, both twins visit the ranch at the same time to check on their uncle and reaffirm their family bonds. Lately there has been some talk between Lea and Rory of working together for a while, but no definite plans have been made.

RORY MURCHISON



ROLE: Rockerboy.

STATS: INT 7, REF 8, TECH 9, COOL 7, ATTR 9, LUCK 10, MA 7, BODY 7, EMP 10/8, SAVE 7, BTM -2

SKILLS: Charismatic Leadership 8, Wardrobe and Style 8, Streetwise 7, Seduction 4, Persuasion and Fast Talk 6, Perform 9, Awareness/Notice 2, Composition 7, Expert Musical Performance/Recording Equipment 8, Brawling 6, Dodge and Escape 5, Pistol 6, Motorcycle 7, Driving 5, Electronics 7, Play Guitar 9, Sing 8.

CYBERWARE: Light tattoo, techhair, basic processor, interface plugs, smartgun link, chipware socket, contraceptive implant, audio/video tape recorder, AudioVox, basic cyberoptic, targeting scope, color shift, Times Square Marquee, anti dazzle.

LEA MURCHISON



ROLE: Solo.

STATS: INT 9, REF 10, TECH 5, COOL 10, ATTR 10, LUCK 4, MA 8, BODY 7, EMP 10/5, SAVE 7, BTM -2.

SKILLS: Combat Sense 8, Streetwise 5, Seduction 6, Awareness/Notice 7, Expert IEC 6, Hide/Evade 6, German 9, Shadow/Track 4, Wilderness Survival 5, Athletics 5, Driving 4, Handgun 7, Rifle 6, Submachinegun 6, Aikido 5, Melee 7, Pilot Vect. Thrust 4, Stealth 4, Elect. Security 6, Weaponsmith 6.

CYBERWARE: Basic processor, Kerenzikov level one, smartgun link, vehicle link, data-term link, interface plugs, chipware socket, rippers (both hands), basic cyberoptic, Low-Lite™, Times Square Marquee, image enhancement, teleoptics, basic cyberaudio, amplified hearing, level damper, radiolink, phone splice, wide band scanner.

COLONEL MAXWELL VON BRUCKNER

Colonel Maxwell Von Bruckner is the commandant of the IEC regular military forces, a position he has held for over ten years. He is also the man responsible for the expansion and redesign of the IEC forces. A competent and distinguished military officer, Colonel Von Bruckner had a fine record with the German contingent of the Euro Defense Forces. Hardened in battle in his youth, his mind was honed first at the German Institute of Engineering at Stuttgart, then at the Euro Defense War College in Paris, and finally at the elite Lazarus Military Studies Institute in Bethesda, Maryland (see the Lazarus Group *Main Products and Intent*).

Max Von Bruckner is the odd man out in the IEC upper echelons. He continues to work with IEC because he enjoys the challenge of restructuring their forces, he has many friends at IEC and, most important, he is contractually bound. He is secretly disgusted with the methods employed by the Kesslers and their associates in furthering the goals of the company. He especially despises the compassionless Colin Powers, and the relationship between the two of them has always been icy. Von Bruckner keeps his distaste hidden to all but a few trusted friends. He is secretly considering shopping around for an extraction client or jumping ship, but only if he can find a suitable organization to work for. Currently, the Lazarus Group is at the top of his list. Colin Powers, who suspects Colonel Von Bruckner's intentions, has secretly argued for his dismissal or liquidation. Erich Kessler values the Colonel however, and has refused to act against him. Kessler considers Powers' motives to be rooted more in personal matters than company welfare. Currently, a fierce behind-the-scenes influence war is being waged between Powers and Von Bruckner.

Colonel Von Bruckner is fifty-one years old, with grey hair and a salt-and-pepper moustache and beard. He is short and stocky, but extremely powerful. He rigorously trains his body, sending part of every day at the track and in the gym. As part of his respect for his body Von Bruckner

eschews all cybernetics. The Colonel has a gruff personality and a reputation for a short tolerance when it comes to incompetence or insubordination. He is also compassionate and forgiving, and his troops and friends, to whom he is devoted, are fiercely loyal. This loyalty and support is one of the things that has enabled the Colonel to survive and persevere in his struggle with Colin Powers.

ROLE: Solo.

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

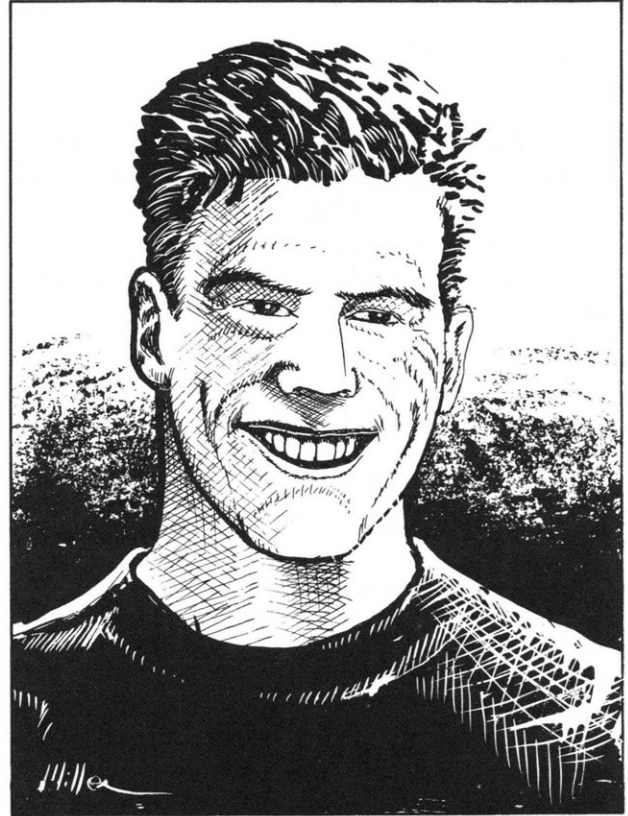
SKILLS: Combat Sense 7, Wardrobe and Style 5, Intimidate 8, Leadership 10, Awareness/Notice 8, Education and Gen Know. 9, Expert Military History 8, Expert Structural Engineering 6, Expert Tactics 9, Expert Strategic Studies 6, German (Native), English 7, Mathematics 5, Driving 4, Handgun 5, Rifle 5, Submachinegun 2, Heavy Weapons 6, Pilot Fixed Wing 5, Aero Tech 6, Demolitions 7, Weaponsmith 4.

CYBERWARE: None.

PETER KESSLER

Peter Kessler is Erich Kessler's sixteen year old son, and the heir apparent to the IEC empire. Currently Peter is studying at an exclusive prep-school near Friedrichshafen in the German Alps, being prepared for the tough German college entrance exams. The tests are probably somewhat extraneous for Peter as, even if he were to fail, his father could, through influence, gain him acceptance to any of several prestigious institutions around the world. This guarantee is probably for the best as Peter is something of a renegade, chafing under the oppressive hand of preparatory education. He is also extremely spoiled and rather selfish. Erich is worried by his son's demeanor and is considering sending the youth into the Euro Defense Forces for a couple of years and having some discipline hammered into him if necessary.

The young Kessler is always under strict (but discreet) protection as he is considered a prime target for extortion or terrorism. Peter makes a game out of ditching his guards, and being assigned to him is secretly considered punishment duty among IEC solos. So far no one has ever attempted anything against the boy.



Peter is tall for his age, and handsome, with classic Aryan blond hair and blue eyes. He is active on athletic teams at his school, and keeps in fine shape. His looks, fitness and wealth make him a prime target for the local young girls, which is one of the reasons he is so fond of ditching his security.

ROLE: Future Corp?

STATS: INT 7, REF 10, TECH 3, COOL 5, ATTR 10, LUCK 8, MA 10, BODY 8, EMP 9/?, SAVE 8, BTM -3.

SKILLS: Resources 5, Personal Grooming 4, Wardrobe and Style 6, Endurance 7, Seduction 6 (only against girls his age), Social 4, Persuasion and Fast Talk 8, Awareness/Notice 4, Education and Gen Know. 2, Hide/Evade 8, German (Native), English 5, Japanese 3, Athletics 6, Karate 2, Rifle 3 (hunting rifles only), Driving 3.

CYBERWARE: Young Peter has not yet been permitted to have any cyberware installed except for a basic processor, chipware sockets

and a data-term link. After he is eighteen, he may do as he pleases.

BASIC IEC SOLDIER

These are the general infantrymen who serve in all basic IEC defense and guard purposes. They are not as well trained nor as diverse as soldiers serving in the armies of corporations specializing in military applications. This is one of the things which Maxwell Von Bruckner has been hoping to change.

ROLE: Solo.

STATS: INT 7, REF 8/?, TECH 7, COOL 8, ATTR 7, LUCK 5, MA 7, BODY 8, EMP 8/?, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 5, Wilderness Survival 3, Athletics 3, Brawling 4, Dodge and Escape 5, Pistol 4, Rifle 6, Submachinegun 5, Driving 2, Stealth 3, possible specialty skill such as Pilot (various types) *or* Demolitions *or* Elect. Security *or* Heavy Weapons *or* Tech (various types) 2-6.

CYBERWARE: Various.

Possible Variations for Officers: INT 8, Leadership 5, Education and Gen Know. 5, Expert Small Unit Tactics *or* Support/Logistics 4, +2 to any specialties. **For Solos/Special Ops Troops:** Combat Sense 6, Interrogation *or* Intimidation *or* Streetwise 4, Awareness/Notice 6, Hide/Evade 4, Shadow/Track 5, Various Martial Arts 3-6, Melee 5, +2 to weapons skills. **For Corporate Guards:** Expert Security Procedures 5, Elect. Security 2-6.

BASIC IEC CORP

The typical paper shuffling IEC desk jockey. One of the most common corporate passports is an IEC one. Upper level IE corps do a lot of international travelling, especially between European countries and between Europe and the United States.

ROLE: Corp.

STATS: INT 8, REF 7, TECH 5, COOL 8, ATTR 7, LUCK 5, MA 7, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Wardrobe and Style 4, Education and Gen Know. 5, Expert Marketing *or* Expert Management *or* Expert Analyst *or* Expert Executive *or* Accounting *or* Expert Sales *or* Expert Design 2-8, Native Language, German 1-8, Drive 2, Pistol 4.

CYBERWARE: Various.

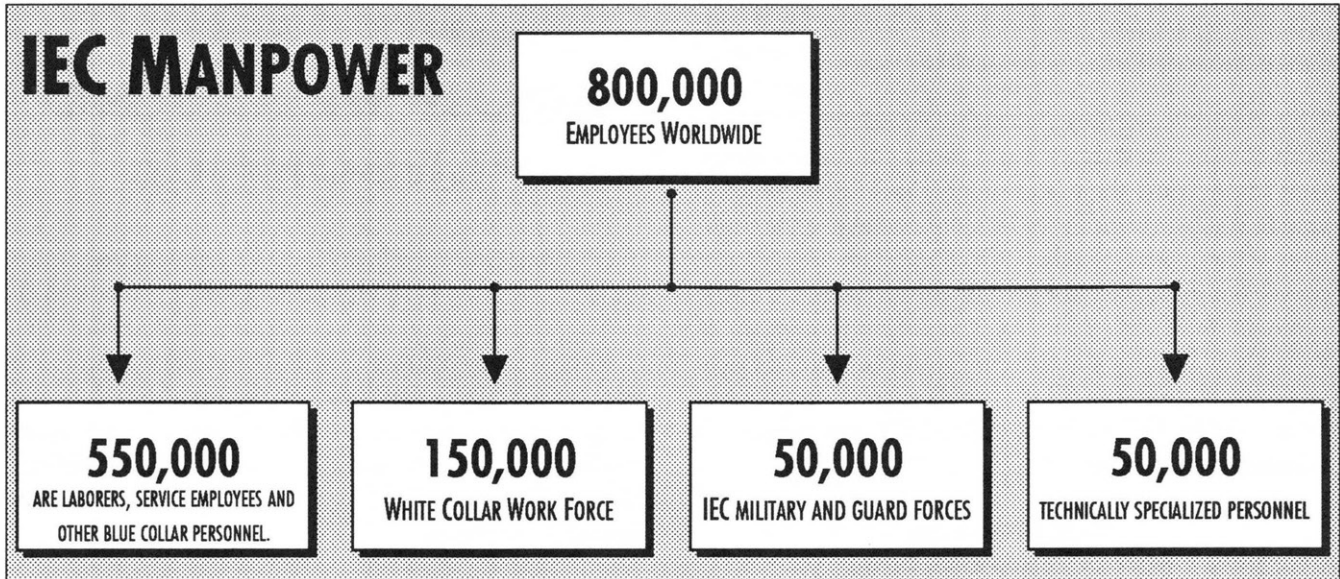
CURRENT MARKET STRATEGY

SELLING THE PRODUCTS

Because of the IEC's dependence on retail sales, and the number and diversity of the products they manufacture for sale, marketing and advertising play a huge role in the success of the company. Realizing that successfully managing international advertising campaigns for its multitude of products was a chore above and beyond the abilities of any in-house department, International Electric has long retained the services of the prestigious international advertising/P.R. firm of World Media Design.

World Media has designed an extensive, ongoing advertising campaign for IEC. Ad programming and styling is tailored individually to each target nation and region, but the national campaigns are also designed to interlock in such a way that international travellers can always recognize IE advertisements instantly anywhere in the world. In this way, true global coverage is attained. International marketing of IEC's endless stream of products is no small task. World Media must constantly judge which products and departments need the most support, and how that support should be created. The final products range from ordnance and weapons ads in the military periodicals to TV and media ads for general consumer products to corporate demo packages for big ticket items such as ships and network systems to national lobbying for things like nuclear power plants and dams...all of which are done in varying national and regional styles and in languages from English to Tagalog.

There are some recurring themes in IEC advertising. Most common and most visible are the general and household products ads. These tend to emphasize how much easier and more comfortable your life is made by IEC appliances,



electronics and cyberware, and how much cozier and homier your house or conapt becomes because of them. In the rootless world of 2020, where people are frequently short of this kind of comfort, this campaign is a big hit. As an example, an ad currently running in both photo and TV/ holo/video billboard variations goes as follows. Scene/ photo/holo one shows a typical, beautiful young couple (of the local nationality and race) standing pensively in a nice looking but starkly empty room—no furniture, appliances or decoration. The light shining though the window is harsh and bright. Caption reads or narration speaks—“EVEN THOUGH YOU’VE SIGNED THE PAPERS IT’S STILL ONLY A HOUSE.” Scene/photo/ holo two shows the same room, now filled with nice furniture, with pictures on the walls, curtains muting the light, and several prominent IE products spread liberally around. (Stereo, television, computer, servo-bot, newsdeck etc.) The man and woman are now reclining on a couch in each other’s arms. They are watching a video on a large IE screen (presumably a Seward-produced show) and laughing cheerfully. Caption or narration—“NOW IT’S YOUR HOME. IEC PRODUCTS: THE DIFFERENCE BETWEEN LIFE...AND LIVING.” On the video/holo versions the spot runs as a commercial with voice over. In print it runs as an ad using two full opposing pages with scene one on the left and scene two on the right. The caption is at the bottom along with the logo and slogan.

Since it is impossible to advertise for all of IE’s products World Media has designed the corporation’s ad campaign to primarily support new products and specialty items. Old standards, like lightbulbs, are largely left to sell on their own momentum.

However each IEC manufacturing department, no matter how mundane, receives an individual quarterly advertising budget that it can use to plug its products independently of the main World Media campaign. All departmental advertising is subject to the scrutiny of both World Media and the IEC public relations department to make sure that it matches company standards and does not conflict with any other ongoing marketing strategy.

The net result of all this is that IEC is one of the most visible corporations in the world. Its advertising is so well coordinated and so widespread, especially in corporate areas, that it is hard to envision the urban scenery or the airwaves and Net untouched by them. Private analysts have speculated that IEC has the largest advertising budget of any corporation in the world. Militech might be a close second.

PUBLIC RELATIONS

World Media Services and IEC’s in-house public relations firm have worked together to create an extensive public relations campaign to back up the product advertising. This campaign promotes the image of IEC as a peaceful corporation working for worldwide technological progress. It also paints the picture of the industrious, benevolent corporation who’s products form the backbone for the manufacture of other companies’ goods. Except for the benevolence part, this second image is not far from the truth. The P.R. campaign is used to aid in advertising and lobbying, as well as generally helping put the best spin possible on the corporation.

The P.R. campaigns must have some effect because worldwide surveys have shown that the public conception of International Electric is a good deal more positive than it is for some other corporations such as Arasaka and Militech, both of which have reputations as violent warmongers (not that it hurts their sales much), and EBM, which is considered by the public to be aloof and above the problems of the general populace. Of course there are plenty of people out there who, like the Murchison twins, are a little more aware of the truth: IEC was forged in a legacy of violence and is little different in conduct or attitude than any other corporation. These people are not very likely to be dazzled by IEC's advertising and P.R. campaigns, no matter how slick they are.

THE SEWARD MEDIA CORPORATION

The Seward Mediacorp is, as mentioned previously, one of IE's large subsidiaries. Ownership of a mediacorp, especially one as successful as Seward, is an advertising and P.R. boon for the corporation. World Media Services has gone to great lengths to see that IE's ownership of Seward is exploited to the utmost. Since Seward owns broadcast and cable stations around the world there is a wealth of practically free air time (at least the money stays within the corporation). Also, music from the Seward catalogue is used to back IE commercials and special media presentations. Seward's multi-media production facilities are used to create IE advertisements, presentations and P.R. oriented programming, and Seward-produced movies and braindance, while not blatant advertisements, tend to prominently feature IE equipment and products.

IEC is well aware of Seward's value as a house organ. The mediacorp is one of the most jealously guarded of IE holdings. IE owns 100% of Seward stock and holdings and personally oversees Seward security. It is worth noting that IEC contracted Arasaka Security to design and install all of the security measures and develop the security procedures at all Seward facilities. Seward security staff is provided by IEC however, and not Arasaka. Nonetheless, as is always the case with an Arasaka designed system, Arasaka secretly has at least partial access to most Seward information and facilities. Since the two corporations are currently on good terms Arasaka hasn't used its access to harm or hinder IEC in any way, simply adding any information it gains to its already prodigious database and salting Seward with a typical selection of Arasaka deep-cover agents to be activated perhaps down the line. IEC has no clue yet that this is happening.

UNIFORMS, EQUIPMENT AND PERSONNEL

International Electric's primary and subsidiary workforces spans the globe, consisting of hundreds of thousands of individuals in executive, staff, service, manufacturing and military roles. As part of IEC company policy, the home office in Berlin has set only the broadest standards with regards to dress code and equipment. National executive and manufacturing divisions are allowed to set more specific standards. Only the Military branch of the corporation falls under one all-inclusive code for dress and equipment.

EXECUTIVES

Although national directorates are given a great deal of latitude in establishing dress, behavior and equipment codes for their employees there are some obvious generalizations that may be made. Naturally, most branches



require executives to dress in appropriate business attire. Because of the German origin of the corporation it is common for IEC executives around the world to dress in the current Eurofashion style, following the lead of company employees in the home office and in the Berlin Industrial Investment Group. These styles tend to be updates and redesigns of traditional European business and formal styles. These are much more dynamic than the practically unchanging American styles but less racy than those produced by the extremely *avant garde* Japanese designers. The current popular style is based on a double-breasted double-vented pattern by Banner of Zurich (yes, vents are in again).

There are no required accessories for IEC executives. Like all other corporations IEC makes company logo jewelry. Unlike most other corporations IEC's executives tend to steer clear of the lapel-pin style. More often, a company issued I.D. bracelet is worn. The bracelet serves in a dual role of style and function. It is fashioned (in silver or gold plated steel) into an IEC logo and has the wearer's name, department and position engraved on the back. It also has a chip imbedded in it with the wearers complete medical record and employment history encoded on it. The chips may be read by any Trauma Team, IEC company doctor or IEC department chief. Upper level executives may have their bracelets coded so that certain information can be read only by authorized personnel. There are also necklace, brooch, lapel and tie-clasp versions of this item but the bracelet remains by far the most common. The bracelets are not required but they are worn by most executives, staff and service level employees. Only executive-level employees may wear bracelets with gold plate. All other employees must wear silver ones. See below for more information on IEC-manufactured electronic corporate fashion accessories.

All IEC executives may join the company Trauma Team account for a nominal annual fee. Weapons are permitted in non-secure areas only if in the possession of someone with an IEC corporate firearms license. Any executive may receive this license by attending a week long class in company firearms policy and firearms safety. This requirement is unique to IEC, and has resulted in them having a much lower incidence of firearms accidents among their executives than many other corporations. There are no restrictions on executives with regards to what brand of equipment that they carry. IEC (naturally) and Sternmeyer are, respectively, the most common brands for accessories and weapons.

GUARDS AND SOLDIERS

IEC guards are a detachment of the IEC military forces and therefore fully trained in military weapons and procedures. IEC uses an Arasaka-designed course to train selected soldiers in security procedures. These soldiers are then delivered in platoon or squad-sized units to their assigned facilities.



Because IEC believes in subtlety when it comes to corporate security the company's corporate guards wear suits and carry concealed weapons. This makes them a little less threatening looking than their counterparts at other corporations. They are, however, just as dangerous. The well-dressed, visible security guards (both male and female) are always backed up by an on-call team of soldiers in full combat outfit. These special response teams are always in the building but kept safely out of sight until needed. The suited guards wear body armor under their clothes (SP 10, torso only) and carry 11mm pistols, knives and hidden PRC-type communicators. They are recognizable as security by their navy blue suits, lapel pins indicating rank, a small logo patch under the breast pocket and because their company I.D. bracelets are anodized black aluminum, not gold or silver plate. These individuals have the same training

as those held for special response and they will rotate duties periodically. Guards at those facilities off limits to the public or in restricted areas shun the suit and wear full combat kits.

IEC soldiers, special response security guards and guards at non-public facilities wear the same basic kit. This includes urban camouflage fatigues with grey webbing, PRC type communicators, steel blade knives (not monoknives), torso armor (SP 18), black anodized I.D. bracelets (required for troops in place of dog-tags), and Sternmeyer Type 35 pistols. There is some accessory variation between guards and soldiers. Soldiers wear a kevlar helmet (SP 20) with flip down visor (SP 12 eyes and upper face only, anti-dazzle) and carry the Sternmeyer M-95A4 (CG-13B) advanced assault rifle or the Sternmeyer SMG-21 submachinegun. They also carry a field kit with equipment and supplies for extended combat. Guards wear a cap instead of the helmet and are more likely to carry the SMG-21 or Sternmeyer Stakeout 10 Shotgun than the M-95 rifle.

Among IEC soldiers, guard duty is considered more desirable than field duty as there are more opportunities for advancement into executive positions and the pay is higher. IEC guards operate in the same chain of command as IEC soldiers but a site security supervisor has ultimate jurisdiction over local security matters, even in the presence of a field officer of higher rank. In conflict situations the site supervisor becomes directly accountable to the regional security chief who is always of colonel rank as well as high executive standing and therefore at least equivalent in power to any field officer. Only a with a direct relief order from the regional security chief can a site supervisor turn over management of local security matters to a field officer. This system has been implemented to make sure that lower ranking security officers are not relieved in times of crisis by excited field officers with higher ranks but less experience in security tactics and systems.

STAFF

IEC staff-level employees are bound by the same dress and weapons codes as executives, which is to say that they have a pretty good amount of freedom. They tend to be a little less likely to stay glued to the current Eurostyle however, and tend to exhibit more flamboyance and individuality, if a little less class, than their executive level counterparts. There is much more regional influence to be found in the dress of the staff. American employees wear American fashion and casual outfits, Japanese employees commonly wear the radical Japanese designs, and European employees wear elements from all three continents. Staff level employees are permitted to carry weapons

in non-secure areas but they must take the same course as executives and register themselves as weapons-carriers with the corporation (something executives need not do) before receiving permission to do so.

SERVICE EMPLOYEES

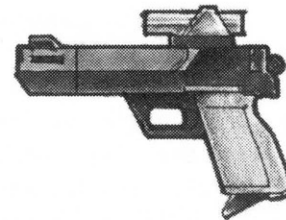
At manufacturing plants and other facilities off limits to the public, service-level employees have great freedom in dress. They may wear casual clothes of their own choosing as long as they wear their company photo I.D. badge. Only custodial and maintenance employees have set uniform requirements. These are blue or brown jumpsuits or denim pants and a blue or brown shirt; blue for custodial, brown for maintenance. Service level employees are not permitted to carry weapons on company facilities. If they need to carry a weapon on the way to work they must check it at the guard station at the site at which they are employed.

VEHICLES, EQUIPMENT AND WEAPONS

These are some of the items used or carried by International Electric guards, soldiers and executives or manufactured and sold by IE.

STERNMEYER TYPE 35 PISTOL

As seen in *Cyberpunk 2020*. The standard issue sidearm in the International Electric military and guard forces and the pistol of choice amongst IEC executives. 400eb.
P 0 J C 3D6(11mm) 8 2 VR 50m



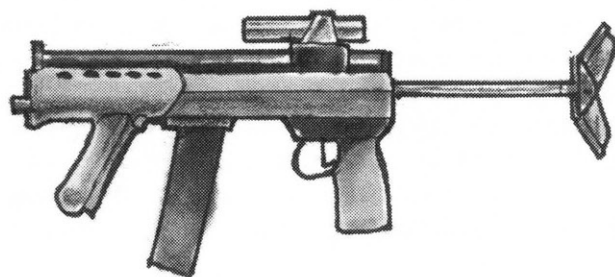
STERNMEYER TYPE 41 PISTOL

A lighter pistol common among IEC executives who want something a little easier to handle and with a greater magazine capacity than the hefty 11mm Type 35. 425eb.
P 0 J C 2D6+3(10mm) 12 2 VR 50m

STERNMEYER SMG-21 SUBMACHINEGUN

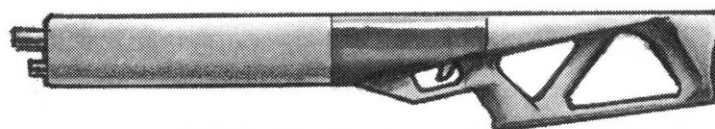
As seen in *Cyberpunk 2020*. A heavy duty SMG with a collapsible stock and rugged construction for use in adverse conditions. The standard issue SMG for IEC security guards and IEC Army noncommissioned officers. Capable of firing in single shot from a closed bolt for accuracy or in three shot burst or full auto from open bolt for firepower. Unlike other open bolt designs, such as the Minami, the Sternmeyer does not have a fixed firing pin. When fired single shot from closed bolt the WA rises from -1 to 0. The gun also has mountings for an optical sight for use in the single shot mode. A tough and versatile weapon at a good price. 500eb.

SMG -1/0 L E 3D6(11mm) 30 15 VR 200m



body, modular sight system, improved heat dispersal system and true magazines instead of the old G-11 descended disposable box pour-in system. Magazines for the A4 resemble the old A3 and G-11 boxes, but instead of merely storing ammo the entire box slides into the receiver over the barrel. It makes for a little more susceptibility to contamination from dirt but it also makes reloading easier and quicker under combat situations. The magazines are high impact plastic and are disposable. They can not be reloaded. The modular sight system allows quick-changing from telescopic to powered optical to laser sights without tools. The basic rifle comes with a 4 x telescopic sight. An optical sight and laser sight are available at 150eb each. For a complete writeup on the stats and history of the M-95 series see *Solo of Fortune*. The M-95 can *not* fire 5.56 cased ammunition. 750eb.

RIF +1 N R 5D6(5.56 Caseless) 90 30 VR 750eb.



**STERNMEYER M-95A4 (CG-13B)
CASELESS ASSAULT WEAPON**

As seen in *Solo of Fortune* and *Cyberpunk 2020*. This is an advanced assault weapon firing a caseless 5.56mm round. It has seen limited service in special contingents of the U.S. Armed Forces and Eurodefense Forces. IEC is the only corporation using this weapon in significant numbers. The M-95 series fires a caseless round which is coated with a special laquer to resist moisture and to prevent propellant oxidation from exposure to air. The lack of a casing makes the round much lighter and smaller to comparable cased rounds. As a result a soldier can easily carry 540 rounds (six 90 round magazines) in his personal kit. Refinements to the M-95A3/CG-13A series for improved military applications and release as the A4/13B model include a tougher

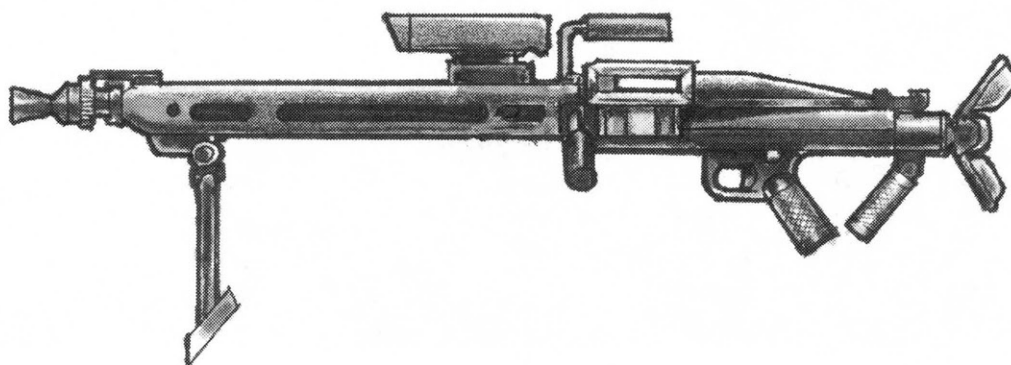
STERNMEYER STAKEOUT 10

As seen in *Cyberpunk 2020*. A light assault shotgun common with certain detachments of IEC security troops. Tough light and cheap. 450eb.

SHT -2 N R 4D6(OO) 10 2 ST

**IEC CONTAINER TRANSPORT
SUBMARINES**

As detailed in main products and intent. These are the giant, nuclear-powered cargo submarines manufactured in conjunction with All Nippon Technologies and Arasaka Manufacturing. IEC manufactures them at its giant shipyards and drydocks at Bremerhaven, Bremen, Germany. (All Nippon also manufactures the same craft at a shipyard



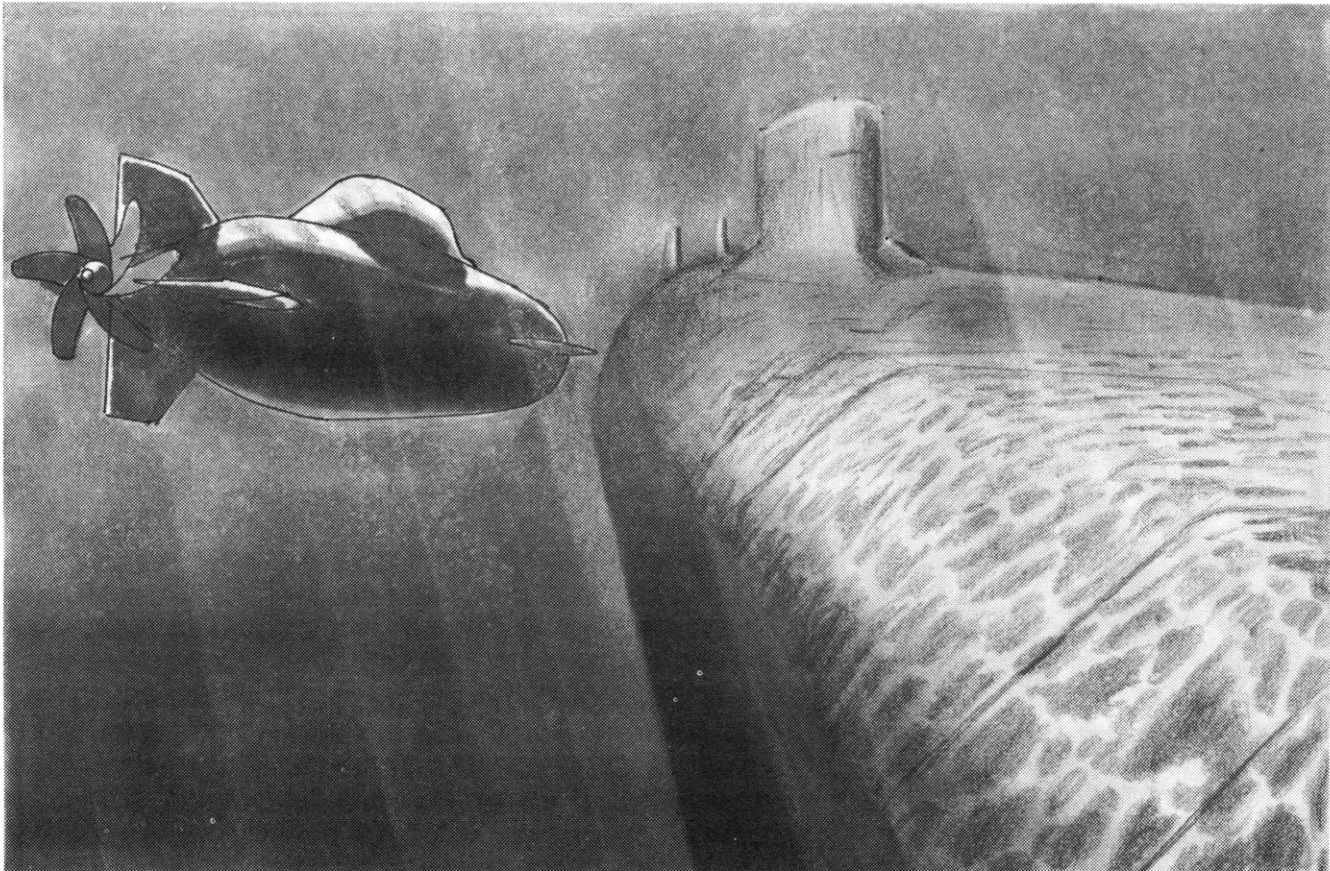
in Pusan, South Korea.) These craft range from 200 to 250 meters long with crews of between 30 and 100 individuals. They can dive as deep as 750 meters below the surface. Periscope depth is 30 meters. Top surface speed is 70km/hr. Top submerged speed is 60km/hr. Top silent subemrged speed is 40km/hr.

Cargo submarines are wide, squat-looking affairs. Their cross section resembles a rounded rectangle more than a circle. Where normal military submarines might have one, or at most two screws, cargo subs can have as many as four, as well as front and rear lateral jets for harbor maneuvering. Cargo submarines have conning towers about two-thirds of the way towards the stern. The conning towers have enclosed bridges with windows. These windows are covered with pressure shields when the submarine dives below 200m. At lesser depths the windows are unshielded, permitting underwater viewing. When the sub is surfaced the windows permit accurate conning and harbor piloting as well as supervision of cargo loading and unloading from the shelter of a fully enclosed bridge. The subs boast 5000 SDP and 80 SP. The conning tower is SP 50.

Although the submarines seldom take more than a couple of weeks to run a transcontinental load, they can be provisioned for up to a year away from port and need nuclear refueling only once every five years. The submarines can carry 75% of the cargo weight and volume that a surface ship of similar length could carry. The extra volume is occupied by the twin pressure hull system, ballast tanks and the huge, watertight cargo hatches which make top-loading of standard cargo containers possible. As a safety measure, cargo can be shipped in special watertight cargo containers. This can preserve the cargo for later salvage should the submarine lose hull integrity or sink. This hasn't happened yet.

Shipping by submarine is expensive, but it has several advantages. Sensitive cargoes are virtually invulnerable to attack from surface ships and aircraft. Proprietary anechoic technology makes the submarines extremely quiet, and even if located they are equipped with mines, torpedoes and sub-launched sea to air missiles for defense. They can also take shorter or safer routes than many surface ships, travelling beneath the North Pole rather than through the Panama

Rendezvous at sea between mini and cargo submarines.



Canal, or under water when passing through the disputed Dardanelles Straights or through piracy ridden Indonesian waters. For these reasons, the submarines do brisk business in sales and transport contracts. For more information see the *Main Products and Intent* section for IEC.

IEC TACTICAL MINISUBMARINES

IEC produces several models of small submersible craft, including both open and pressurized designs. The most widely used is a 10 meter long model powered by a small nuclear reactor. This craft is shaped like a miniature version of a full-sized submarine. The conning tower is an elevated enclosure which allows the captain to look through waterproof windows for harbor piloting or underwater viewing. It takes a crew of three and can carry up to six additional passengers or 400kg of cargo. The sub has a range of 1800km, all of which can be travelled while submerged.

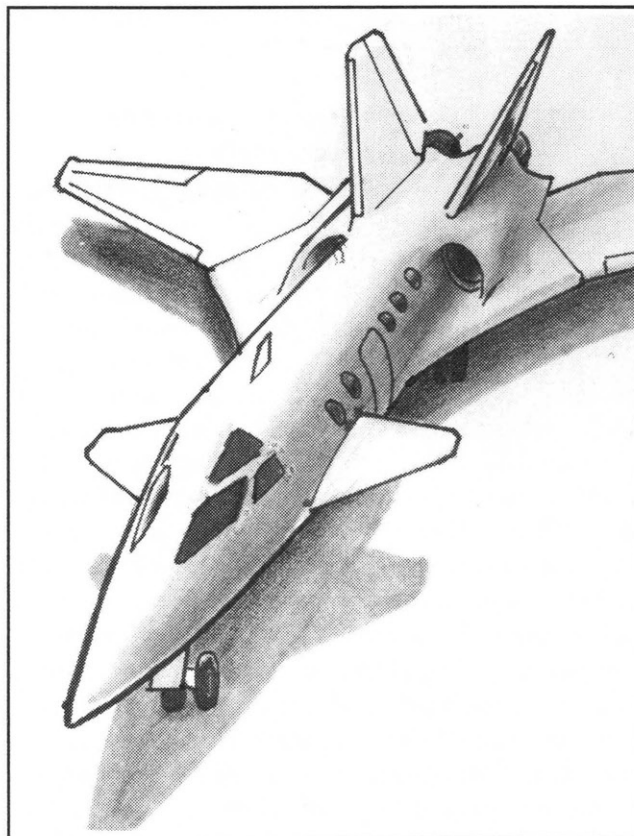
The IEC minisub has full active and passive sonar capabilities. Top speed on the surface is 50km/hr. Top speed submerged is 25km/hr. Top silent speed is 20km/hr. Maximum dive depth is 200 meters, periscope depth is five meters. On board weapons include a scuttling charge and ten mini-torpedoes doing 10D10 damage each. There is an airlock hatch which permits divers to exit and enter the sub while it is submerged. The subs are armored to **SP 60** and have **SDP 300**.

ROLAND EXECUTIVE SST

The Roland ESST is a new supersonic corporate jet designed and built by Roland Aerospace, a subsidiary of EBM. The jets use two engines and a swing-wing design unique to executive aircraft to achieve a speed of Mach 1.5 and a range of 10,000km. The jets have flight crew of two and can have up to twelve passengers and two flight attendants. IEC is among the first corporations to use the new aircraft, but this is understandable since Roland uses several IEC components, including engines and avionics, in the construction of the ESST. The jets have **SDP 100** and **SP 25**.

IEC CORPORATE SMARTFASHION ACCESSORY LINE

These are the chipped bracelets and other jewelry items mentioned above. IEC manufactures them as a product line and makes them available to other corporations. The jewelry can be fashioned into any logo design that a client wishes, in the form of a bracelet, pendant, brooch, lapel pin or tie-clasp. Bracelets are most common. Each bracelet has



The Roland ESST

a steel band and a centerpiece formed in the shape of the client corporation's logo. In necklaces the pendant is in the shape of the logo, and in brooches, tie clasps and lapel pins the logo makes up the exposed portion. The jewelry can be in gold or silver plated steel or in black anodized aluminum. In the back of each piece is engraved the name of the wearer and up to fifty characters of other information. Inside is an EPROM chip with up to 10k of storage space. The client can store any information he wishes in this chip. Information on the chip can be retrieved by attaching a small adapter to any standard set of interface cables and connecting the micro-socket in the jewelry to a computer terminal, cyberoptics or a newsdeck type datareader. Information commonly encoded includes health history or problems, employment records, resumes and so on. The chips can be coded for access by authorized personnel only. Currently many corporations are using these systems as a supplement to magnetically encoded photo I.D. cards. The bracelets are difficult to forge and the information storage capability can provide extra security. Private citizens can also order these pieces in a variety of styles. They make a useful tool for carrying around small packages of data and have all but replaced old-style medic-alert bracelets and pendants. Solid

gold, silver and platinum versions are available for an extra cost. Cost is 50eb per unit.

IEC VENOMHAND CYBERNETIC ENHANCEMENT

The Venomhand is a cyberhand option designed for military applications and available on the illegal cyberware black market. To all examination the Venomhand looks like any other cyberhand. It can be Superchromed®, Realskinned™ or left as is. A mental command can cause a thick hypodermic needle to be extend from one finger or from all four. Each needle is connected to an individual bracket within the forearm. The brackets are designed to take a standard sterile medical reservoir cartridge from 1 to 5cc in volume. Each reservoir can carry a different drug or toxin. When the needles puncture the skin of the target, a second mental command will cause anywhere from .1cc to all 5 to be injected into the target. The needles are thick and exceptionally resistant to breakage. They are also armor piercing, doing 1D6-1 damage to 1/2 normal SP in an attack. If the attack penetrates, the needles pierce the skin. The needles do little damage to flesh, however, doing only 1/2pt of damage per needle if used as a weapon without toxin. Any liquid drug or toxin may be loaded into the brackets. The needles are automatically sterilized through ultrasound each time they are withdrawn into the fingertips. Replacement needles cost 10eb a piece on the open market, 20eb on the black market. IEC recommends changing them every six months, more often with frequent use. This item is popular not only with solos and assassins but also with posers, dorphers and chromers who like to shoot up at concerts and at parties. The hand makes smuggling drugs into secure surroundings easy. Detection can be made only if the forearm structure is examined visually or by x-ray. Each time an injection is attempted roll 1D10 for each needle used. Injection fails on a roll of 1. Drug costs as listed in Cyberpunk 2020.

IEC Venomhand N VH 600eb 2D6 H. Loss.

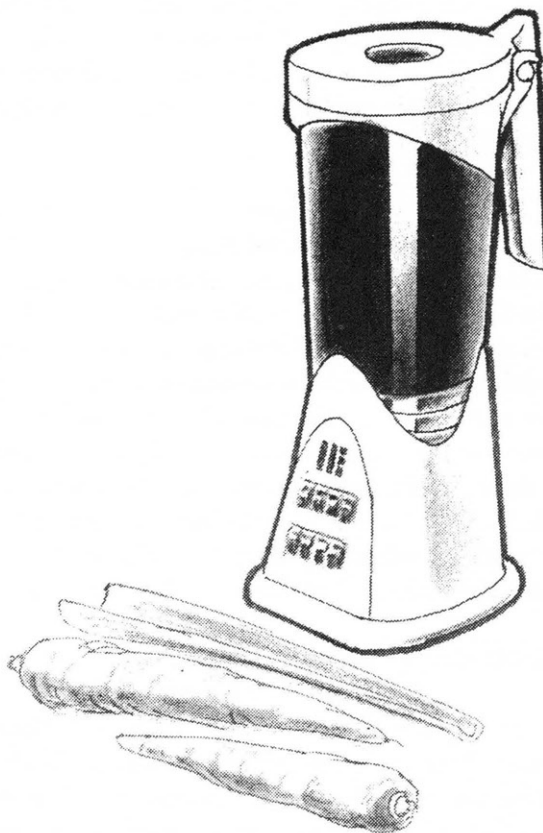
IEC PHASE 4 INFRARED LASER SIGHT

This is a laser dot sight which can be mounted on any rifle, pistol or submachinegun with standard dovetail or modular mounts. It imparts a standard +1 modifier. What makes it different from other laser dot sights is that the laser uses a beam in the infrared spectrum instead of visible light. This makes the dot invisible to the target, eliminating the possibility of advanced warning. It also makes the beam and source glow invisible, so the beam can not be traced back to its operator. In order to use this sight, however, the user must have IR cyberoptics or wear a special pair of IEC

IR imaging glasses. Also, the dot and the source will be visible to anyone else with IR vision capabilities, so the system is not completely foolproof. It is, however, a good deal less obvious than comparable visible light systems, and a favorite among solos and soldiers who need to make accurate quick acquisitions or pistol sightings with the maximum amount of stealth. An ultraviolet system is also available for use in situations where IR is likely to be detectable. The sight and the glasses both run off of integral batteries and both are rechargeable: four hours of use per charge, eight hours to recharge. Cost is 250eb for the sight, 75eb for the glasses.

IEC MICRO-MATE BLENDER

Its a blender. You know: Chop, Purée, Liquefy, Frappé, etc.—common in kitchens around the world. One and a half liter capacity. It's a totally unremarkable item. We just want to establish the fact that IEC makes plenty of mundane items too. Available in designer colors. Matching microwave, mixer, food processor and electric knife also available. 35eb. One year warranty.



KEY OFFICES AND FACILITIES

In the Spandau district, on the outskirts of Berlin, is a group of buildings covering twenty city blocks and overlooking the waterway between Tegler See and Wannsee. This area is known as IEC City and it is the sole property of the International Electric Corporation. The IEC City is the hub of the corporation, housing not only the IEC main office, but also those of its core companies and many of its subsidiaries. Those IE subsidiaries with head offices outside Berlin have regional offices in the IEC City. On the bank of the waterway, rising out of the center of the IEC City, is the building which fulfills the dual role of IEC and *Berliner Industrie Kapital Gruppe* headquarters.

THE HEADQUARTERS BUILDING WAS
CONSTRUCTED TO BECOME PART OF
THE CANAL BANK AND UTILIZE THE
WATERWAY FOR BOTH DECORATIVE
AND FUNCTIONAL PURPOSES.

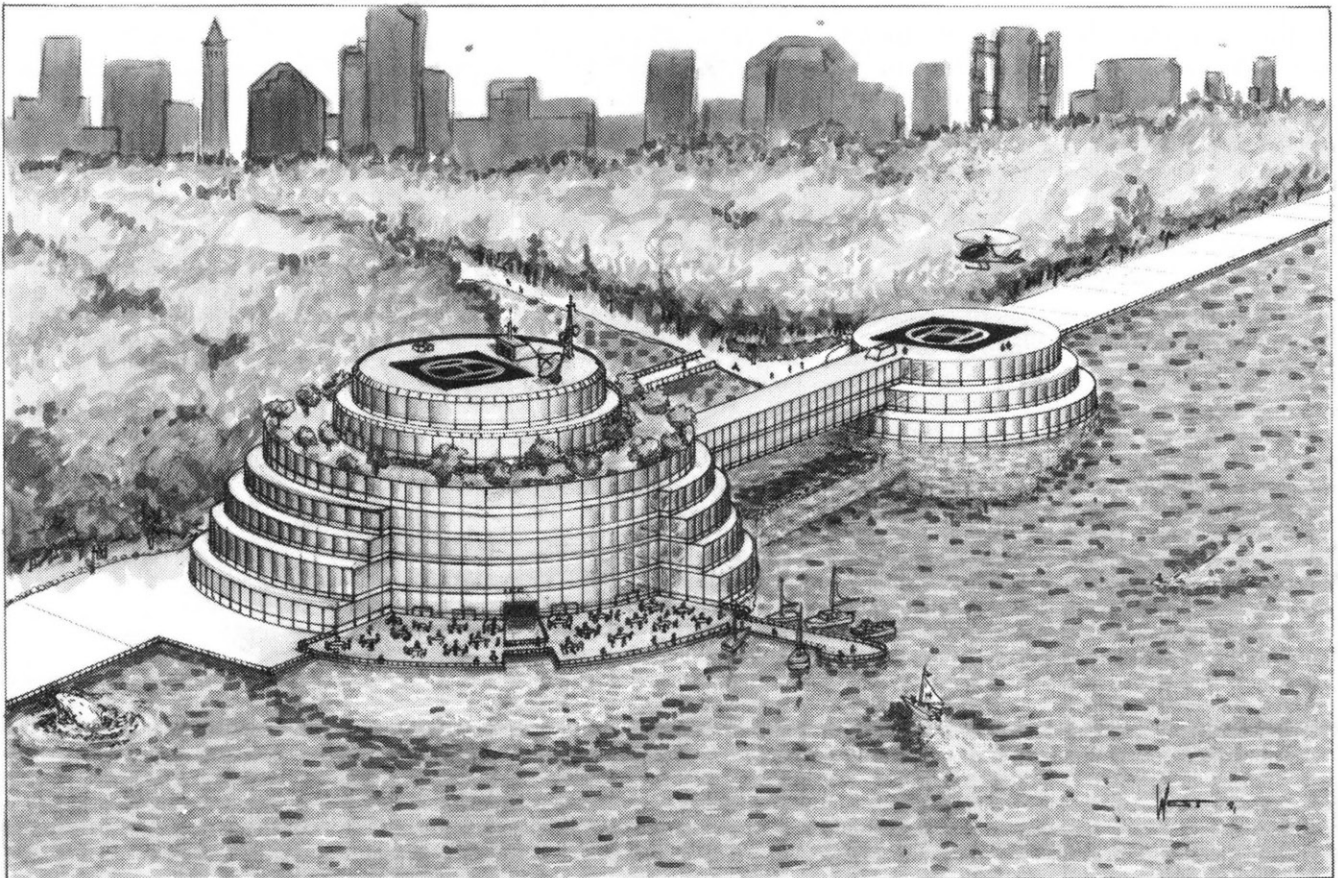
THE IEC HEADQUARTERS BUILDING

LOCATION

The IEC Headquarters Building is on the banks of the canal connecting the Wannsee and Tegler See lakes, on the northwestern fringe of Berlin. The tower is on the eastern edge of the IEC City, but between the City's northern and southern extremities. IEC owns land only on the western bank of the canal. The opposite shore is occupied by a park and residential areas. Several bridges cross the canal north and south of the headquarters building.

ARCHITECTURE

Since the IEC City contains headquarters and office complexes for many IE subsidiaries, the actual Corporation Headquarters Building doesn't need to be very large. The Headquarters houses offices only for the Berlin Industrial Investment Group, the International Electric Corporation (the actual core corporation for which the whole group is named) and a coordination and management department which oversees the relationships, trade, management



and cross-ownership of the IEC subsidiaries. Since it plays a limited role, the IEC Headquarters is not a tower but a low, wide building of only seven stories. Many of the other buildings in the IEC City are taller than the Headquarters.

The Headquarters Building is constructed in a two-tiered, two lobed design. The first tier defines the major lobe and the overall shape of the building. It is five stories tall and round. It is connected by a two-story subsection to the second lobe, a much smaller structure on the north side of the main building. The second lobe is also round, but only three stories tall. Only the main lobe has a second tier. The second tier covers a much smaller area than the first and adds the final two stories to bring the building up to its full complement of seven floors. The second tier is also round, and concentric with the first tier. Also, every floor of both tiers and both lobes has a slightly smaller radius than the one below it. The indented areas are used as balconies. This construction makes the building look like a round ziggurat with a small siamese twin. See the illustration for an idea of how the whole structure looks.

The two-tiered design of the main lobe leaves a great deal of fifth floor roof area exposed. This area has been landscaped into a garden for recreational use by executives and staff in the IEC Headquarters Building. It has some small fountains, shallow ponds and picnic tables and is criss-crossed by a network of walkways. The eastern quarter of the roof overlooks the canal. This area is for executive use only. The smaller second lobe has no landscaped area. The seventh floor roof of the second tier of the main lobe and the third floor roof of the smaller lobe both have landing facilities for Ospreys, helicopters and vectored thrust vehicles.

The most interesting aspect of the architecture of the Headquarters Building is its relationship to the canal. The building was constructed to become part of the canal bank and utilize the waterway for both decorative and functional purposes. The eastern edge of the building projects a short way out from the bank into the canal. This section of the building is constructed on a concrete foundation which extends into the canal and down to the bedrock. Opening onto the water is a cutaway area fifty meters long, thirty meters deep and four stories high. This cutaway allows the water to project about ten meters into the building. A small harbor is built into the cutaway, allowing small boats to tie up at the building. An exclusive open air café is constructed at the edge of the water, within the sheltering arms of the building. The café is open to the public, as is the entire bottom floor of the main lobe of the headquarters building. The café is popular among IEC

employees and local residents. Reservations are required for everyone except IEC executives (more for security reasons than crowding). The café is closed in the winter when the canal is frozen, but it is popular in the spring and summer, especially in the morning when the sun shines on the eastern side of the building.

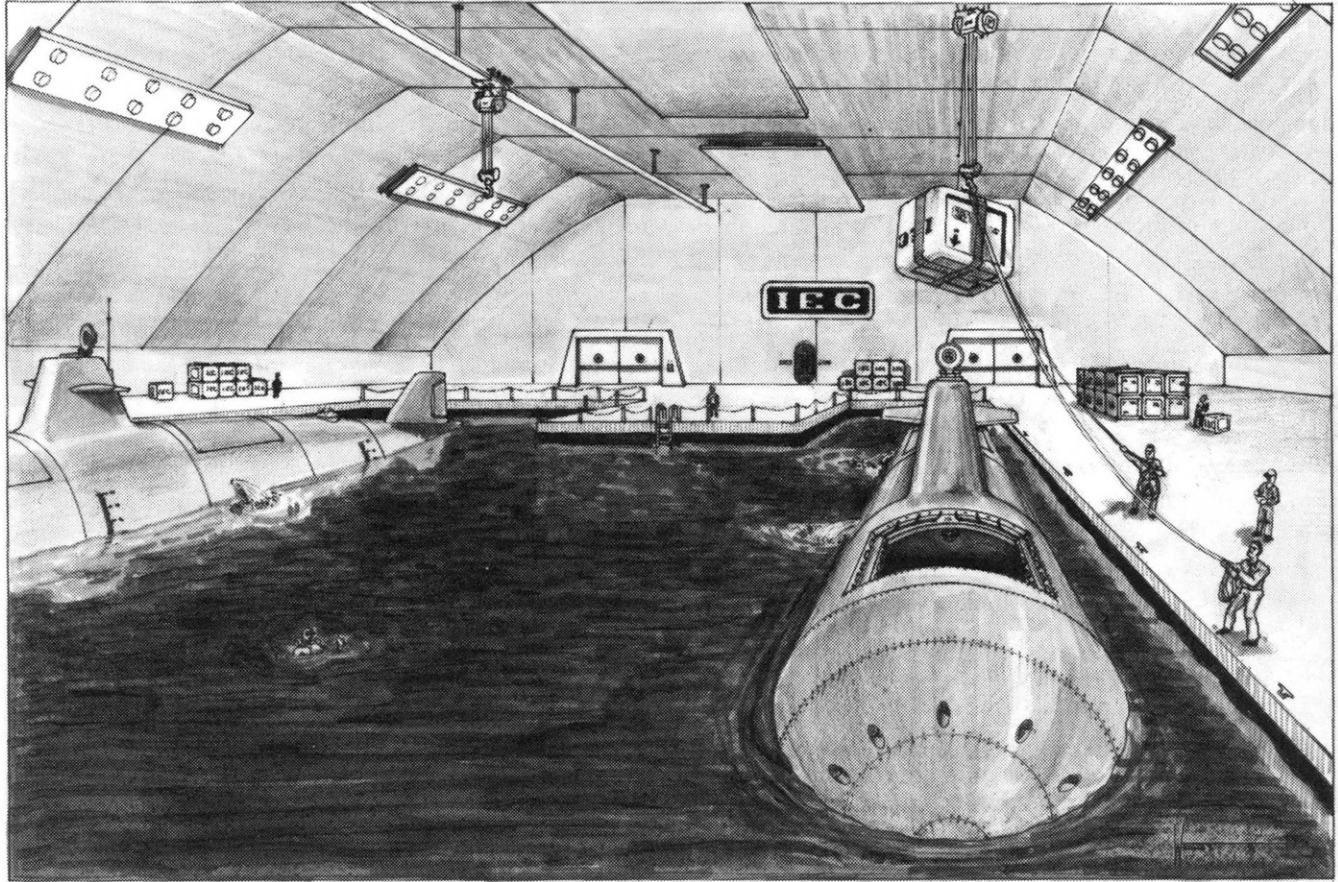
The building is surfaced in white concrete and tinted glass. The IEC logo appears on the main lobe only, over the main entrance and the canal cutaway.

THE SUBMARINE CHAMBER

As part of the unique construction of the building, sections of the structure extend into the concrete foundation below both the ground and water levels. The canal has been dredged to a depth of fifty feet for large boats. Thirty feet below the surface of the canal, just to the south of the café cutaway, there is a pair of large, pressure tight doors set into the concrete wall of the foundation. These doors (normally kept open) lead into a large underground pool which is connected to the IEC building. The pool chamber is kept pressurized to two atmospheres to keep the water from flooding it. Cargo and personnel airlocks connect the chamber to the rest of the building. Frogmen and small, pressurized minisubmarines can be launched into the canal from the chamber without alerting anyone on the surface. A dummy outflow pipe empties a continuous stream of water into the canal over the hatch, covering any bubbles that might be released by operation of the heavy doors or the passage of men and submarines.

The chamber is used for moving extremely sensitive personnel and cargo into and out of the Headquarters Building and IEC City while eluding surveillance and espionage agents from other corporations. Normally the men and submarines exiting the chamber travel only a short distance before transferring their cargoes to surface transportation, but on several occasions IEC minisubmarines (see *Uniforms, Equipment and Personnel*) have travelled from the chamber into the canal, then via the Havel River into the Elbe and all the way into Hamburg or the North Sea without detection.

In an experiment one minisubmarine sailed all the way to the North Sea while submerged and rendezvoused with an IEC transport submarine. The minisub was piloted directly into one of the transport's giant holds. The hold was evacuated of water and the crew of the minisub transferred into the crew areas of the transport. They and their cargo



Special submersible chamber, artists conception

were submerged all the way from Berlin to New York, where the minisub carried out a black operation. Then the entire process was repeated to bring the minisub home. Throughout the round trip mission the team was never once above the surface of the water. For routine transfer operations IEC minisubs and transport subs have mating hatches that allow passage of crew and materials between the vessels without the hazardous and expensive process of flooding and clearing a cargo hold.

The chamber and submarines are one of the most closely guarded secrets at IEC. No one outside of the company's highest executive or security echelons is aware of it. There is a matching hidden pool at the IEC shipyards in Hamburg.

INTERIORS AND FACILITIES

The entire bottom floor of the main lobe is open to the public. It contains the main reception area, offices for individuals who must deal regularly with the public, an IEC company store, an auditorium, security offices and, of course, the harbor and Canal Café. The lobby is finished

in a classy, modern style, although some people have complained that it lacks personality. The center of the ground floor is a sunken, enclosed courtyard with an artificial fish pond set in the center. This is connected to the canal by a small waterway. The floor of the courtyard is contiguous with the café and the harbor. The bottom floor facilities are arranged in a ring around this courtyard. In winter a large sliding glass wall isolates the courtyard from the canal. The upper floors of the main lobe contain the offices of the International Electric Corporation. The secondary lobe, which is completely off limits to the public, is the offices of the Berlin Industrial Investment Group. The three story connection between the two buildings has no windows.

Because of the building's small size it contains few of the special facilities common to other corporate head offices. There is a separate infirmary/hospital building in the IEC City which handles all of the Headquarter's medical needs as well as those of other local IE buildings. Gymnasiums, barracks and storage functions are likewise handled by other buildings. The Headquarters does have its own cafeteria (not to be confused with the Canal Café) and sleep-

ing facilities for executives. There is no subterranean vehicular area for the building. Parking is in a fenced area to the north of the building. There is a small, two-door loading dock in a secure area on the south side of the building.

PERSONNEL

The IEC Headquarters Building houses in its main lobe the offices of the Board of Directors of the Corporations, the office of the CEO, the offices of the Directorship and staff of the International Electric Corporation Core Company, and offices for liaisons from all IEC subsidiaries, international branches and major holdings as well as supplemental offices for the chiefs of the IEC military and Special Operations forces (Hans Raeder and Colonel Von Bruckner) and staff liaisons. The secondary lobe houses the offices of the director, members and staff of the Berlin Industrial Investment Group. Naturally, many of the most powerful men in IEC have offices in both lobes.

There are always about a hundred IEC guards and solos on station at the IEC headquarters building. Only a third of these are on duty at any given time, but many hundreds more are on call or quick response duty around the IEC City and can be on station within minutes. About 1000 people work full time at the headquarters building.

SECURITY

Security at the Headquarters Building is subtle but tight, with plainclothes guards patrolling public areas twenty-four hours a day. These guards are patched into a special response contingent within the building and to the IEC City Security Center across the street. Large numbers of guards and soldiers can be on station within minutes. The off limits areas of the headquarters buildings are patrolled by guards in full combat kits. The secret submarine dock is continuously guarded by a special group of solos.

Other buildings in the IEC City have similar security arrangements. The streets and open areas of the IEC City, which are open to the public, are patrolled 24 hours a day by a special detachment of IEC security troops trained in police procedures. Within the IEC City their authority supersedes that of the Berlin Metropolitan Police Force, although IEC police are officially required to adhere to German national and local laws and police codes. Guards patrolling the city wear a special grey uniform which is official looking but less threatening than the urban camouflage worn by military troops. The IEC City police force has three hundred officers and detectives working in three 75 man shifts plus reserves. Swat duties are handled by IEC special ops troops.

OTHER BUILDINGS

Other buildings in the IEC City include the headquarters of IEC Shipping, IEC Maritime Construction, IEC Space Technologies, IEC Military Technologies, IEC Consumer Products, IEC Power Systems (nuclear and hydroelectric engineering), IEC Raw Materials, IEC Distribution, IEC Military Forces, IEC Special Operations Forces, IEC Security Headquarters/Security Forces School, Research and Development, an office of the Seward Corporation, an IEC Consumer Products department store (public), the German Industrial Bank (*Deutschlander Industrie Bank*—an IEC subsidiary and core company), and several other less important buildings such as fire stations, barracks, vehicular parks, warehouses and so on. None of the buildings is taller than 30 stories. 30,000 people work daily in the IEC City.

REGIONAL OFFICES

Like most other corporations in the *Cyberpunk* world IEC has regional offices in cities around the world. Since none of these has to function as a divisional headquarters, and few of them have large troop reserves, IEC regional offices tend to be smaller than those of corporations like Arasaka and Militech. Most IEC regional offices are not larger than twenty or thirty floors. Many of them are three or four-story buildings in industrial parks. The larger offices tend to be located in cities near major IEC manufacturing or testing facilities, or in the capital cities of nations with which IEC carries out a great deal of business. IEC has major regional offices in Hamburg, London, Paris, Rome, Stockholm, Moscow, Algiers, Nairobi, Bombay, Bangkok, Singapore, Hong Kong, Tokyo, Seoul, Brisbane (Australia), Santiago (Chile), Brasilia, Caracas, Mexico City, Los Angeles, Night City, Chicago, New York, Rosslyn/Washington D.C., Detroit and Toronto. Smaller offices dot the world.

SPECIAL FACILITIES

IEC manufacturing and raw materials facilities span the world. Thousands of plants are connected with IEC or IE subsidiaries. Only a couple of the most major ones will be mentioned here, along with a few of IE's most important non-manufacturing facilities.

IEC MARITIME CONSTRUCTION YARDS AND ELECTRIC BOAT WORKS

This is the immense shipyard and drydock complex on the banks of the Elbe river in Hamburg. It consists of twenty huge drydock/construction pens, and cargo crane-equipped

piers and moorings for loading and unloading up to ten additional full sized cargo ships, submarines and tankers. Half of the drydocks have ships or submarines under construction in them at any given time. The other half are kept free for repair, maintenance and refit work on existing vessels. There are currently five of the huge transport submarines under construction and in varying stages of completion. The most advanced is only a couple of months away from sea trials. The newest has barely had her keel laid.

Other buildings at the yards include freight and supply warehouses and container areas, a rail yard, maritime fabrication shops, the IEC Maritime Propulsion Laboratory, the IEC Propeller Fabricating Shops, an office and administration building, construction buildings and boathouses for smaller vessels such as minisubs and patrol boats, and barracks for the local security force. The shipyards employ nearly 30,000 people and cover three square kilometers, dwarfing those of Arasaka and Militech. Only All Nippon Technologies has facilities of a similar size, and they are in Korea, not Japan. Much of the construction workforce is provided by lower class Germans but there is also a sizable group of ultra cheap immigrant laborers working at the yards. Most of the immigrants are from Southeast Asia or the destroyed Middle East.

Security at the shipyards is as tight as it can be under the circumstances. The area is fenced and patrolled and all employees are required to show identification at all times, but with so many workers there there are bound to be lapses in security. To compensate for this there is extra tight security in sensitive areas such as the Propeller Shops, the administration building, the Propulsion Laboratories and the pens in which the transport submarines are being built. The site security force numbers 1000 individuals with an extra detachment of 50 special ops troops in reserve for emergencies.

THE KENYA ROCKET ASSEMBLY PLANT

West of Kabete, just a few miles from the ESA and Orbital Air offices in Nairobi, are IE's rocket construction facilities. It is here that parts shipped in from around the world are assembled into finished rockets and booster engines capable of lifting satellites and other cargoes into precise low Earth or high geosynchronous orbits. Finished rockets are shipped in sections to clients around the world. Since many IE rockets are used by the ESA and OA the Kabete plant also assembles many of the boosters to completion. Some of these are shipped on special trucks to the ESA launch center on the edge of Kilimanjaro in northern

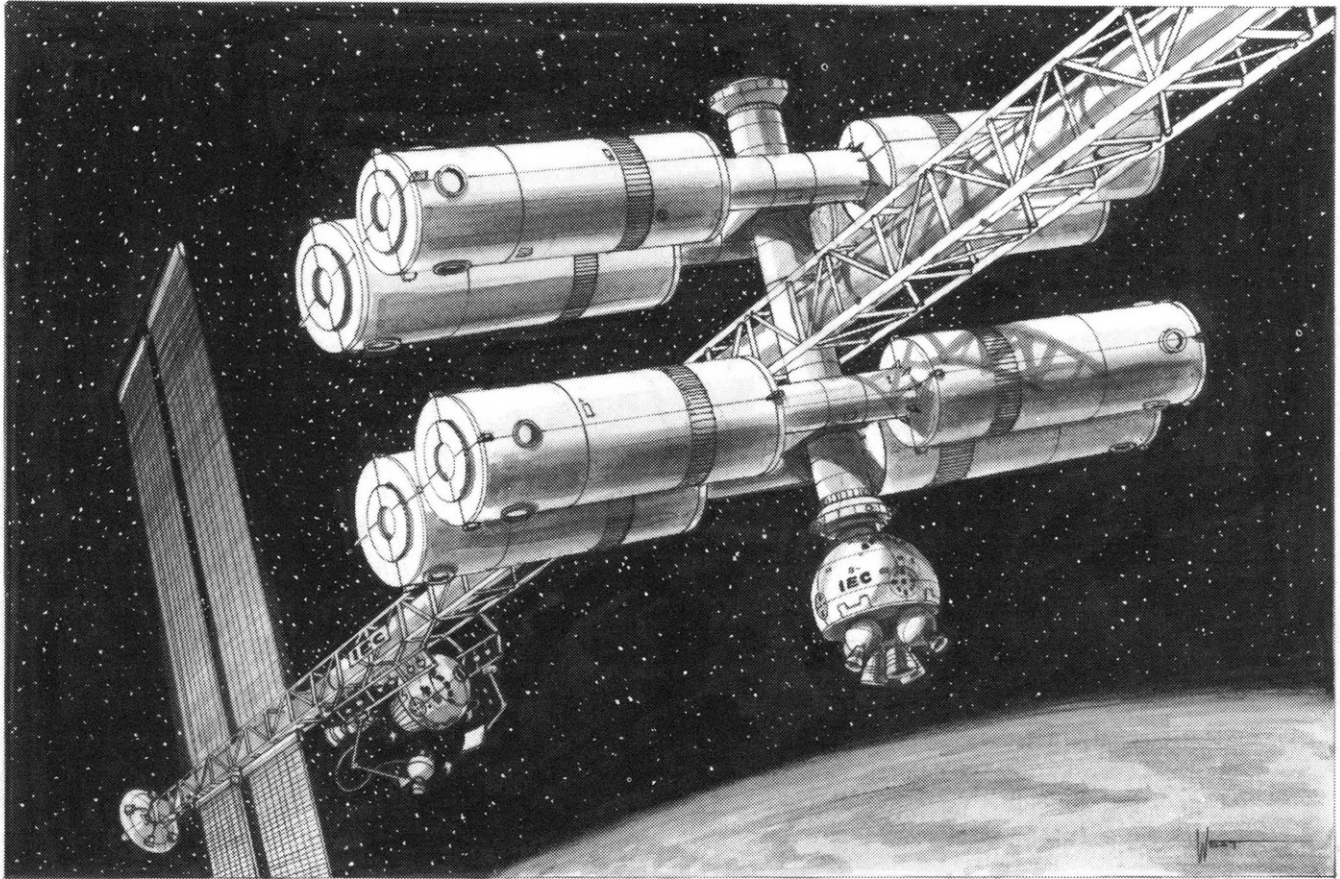
Tanzania, 240km to the south of Nairobi. Others go to the OA launch center on the Yatta Plateau, 100km to the east of the assembly plant. The assembly plant also serves as a receiving and storage center for IEC manufactured parts for the ESA mass driver at Kilimanjaro.

Buildings at the center include the main assembly building; a huge, enclosed structure with four crane-and-scaffold units for individual rockets, the parts warehouse, the propellant warehouse (well removed from everything else), a booster engine testing area (also well removed), an administration/security building, a research laboratory, barracks, an airfield and, a rail yard connected to tracks leading all the way to the Kenyan port of Mombasa on the Indian Ocean.

Because of the sensitive nature of the work carried out at the Kabete plant security is kept extremely tight. There are only 1000 executives, staff and workers at the plant, but there are 500 security men on site. Because of the nature of the terrain surrounding the plant and the types of threats which the plant is liable to face the site security force is under IEC military command, *not* security force command (see *Uniforms, Equipment and Personnel* for an explanation of IEC security and military command relationships). Fully trained in security procedures, the Kabete troops also have access to armored vehicles and aircraft for defense purposes and carry weapons typical more typical of IEC military troops than guard units. Additional troops are kept on call at the IEC office in Nairobi.

IEC TROOP TRAINING CAMPS

IEC has two large troop training camps, one for the European/African divisions, one for those assigned to the Americas. Troops for the rest of the world are drawn in equal numbers from the pools of men of men and women trained at these camps. The camps are virtually identical in training and facilities. The exception to this rule is that the German camp is in the Alps, and thus the site of all of IEC's snow and forest training, and the U.S. camp is in Arizona, and therefore where all IEC desert training is done. Except in times of crisis, only special ops troops receive terrain specific training. The IEC Special Ops School has buildings at both camps, and all special ops troops must spend time at each one. IEC line infantrymen receive only basic training and need attend only one of the two camps. Since IEC security troops are drawn from the IEC military ranks, they may have trained at either camp. All IEC security troops must also go through additional training at the Security School at the IEC City in Berlin.



OTSCS. Picture taken from approaching work sled

Facilities found at both training camps include firing and heavy weapons ranges, barracks, auditoriums, gymnasiums, administration buildings, vehicle parks and airfields. The Arizona Camp also boasts the IEC weapons and vehicular proving grounds where ordnance and propulsion systems receive thorough workouts before being placed on the market. These camps are relatively small when compared to the likes of Lazarus and Arasaka. Each one has roughly 2000 troops, about 75% of which will be in various stages of training. Since IEC has only enough troops to serve its own purposes there is little reason for large numbers of trained men and women to be billeted at the camps. Trained troops are almost always needed at some facility or office. Security is fairly light at both of the camps since there is little of value at either one. The exceptions are the Proving Grounds in Arizona and the airfields at both camps, all of which have tight security.

The German camp, known as IEC Europa Camp (E-Camp), is south of Munich, near the town of Gmund in the foothills of the Bavarian Alps. The American Camp, known as IEC America Camp (A-Camp), is located in the northeastern corner of Arizona, near the town of Rough Rock, south of Black Mesa.

SPACE FACILITIES

IEC has an extensive space research program which is run by the Berlin based Space Technologies subsidiary. Ongoing research includes such subjects as special materials, effects of space and weightlessness on biological systems, space maneuvering and propulsion systems, space construction techniques, and field testing of IEC manufactured space equipment. IEC's space facilities include an orbital research station, a construction station where IEC orbital maneuvering vehicles are assembled, a lunar mineralogical research base and sales station adjunct to the Tycho Colony and a small store and representative department on the Crystal Palace.

The orbital research station is code named SuperLink. It is a ten module frame array in geosynchronous orbit over Europe. Its hundred person crew receives weekly supply/transport shipments from the assembly station via OTV. There is also an emergency evacuation OTV kept on site at all times. Individuals are rotated out of the research station every six months. Every person receives a seven day liberty on the Crystal Palace or the Tycho Station every five weeks. Ten of the one hundred

people on board are security troops specially trained in space operations. SuperLink is under the command of its head research scientist, Dr. Elena Abramowitz.

The lunar station is known as Copernicus. It has a staff of fifty people: thirty researchers and twenty sales and equipment experts. It is supplied via the regular commercial runs to and from Tycho. Its security is provided by the Tycho Colony Militia, an arrangement which chafes IEC but which is unavoidable. As a countermeasure, at least ten of the fifty IEC personnel at the station are trained in espionage and special ops. Copernicus is under the command of Dr. Andrus Bradley who is both an experienced metals engineer and a black ops specialist.

The IEC delegation at Crystal Palace also numbers fifty people. It is mostly sales staff and recreational liaisons for IEC space workers on leave. As with Copernicus, several members of the Palace staff are secret agents working under cover. Unlike either Copernicus or SuperLink, the Palace contingent is under command of an executive, not a researcher; an experienced Corp by the name of Gunther Beckmann.

The most important IEC space facility is their OTV Construction Station in low Earth orbit. This is a giant frame station with over fifty modules, spaceplane and shuttle docking pens and remote workshacks. It is powered by a full sized nuclear reactor. OTVCS manufactures orbital transfer vehicles for sale to other nations and corporations. There are over three hundred and fifty workers and 100 security troops at OTVCS. It is the only IEC space facility under military command. The commander is a Lazarus trained special operations Colonel by the name of Wesley Gage. Gage is also in charge of the Space Operations School for IEC security and military forces. Roughly half of his one hundred men are in some stage of training.

OTVCS is the hub for all IEC space operations. It is supplied from Earth twice a week, once for raw materials by mass driver and once for personnel and supplies by OA spaceplane or ESA Shuttle II. There are also weekly OTV flights to SuperLink, Tycho and Crystal Palace. The crew rotation and liberty system is the same as that for SuperLink. There is a fleet of roughly ten company OTVs on site at any given time as well as those under construction for sale.

IE has plans to build an even larger station with complete drydock (pressurized) work areas. This station will be used for research on and, ultimately, construction of deep space vessels. Completion is several years off.

For more information on space weapons, vehicles and stations in the *Cyberpunk* world see the supplement *Near Orbit*.

RESOURCES AND STOCK

International Electric is, without question, one of the big boys. Its huge diversity of holdings and subsidiaries have a combined worth and power that is more than adequate to establish IEC as a leader in the corporate world of 2020. Brilliant management and direction by Erich Kessler and the members of the Berlin Industrial Investment Group has kept IEC healthy and growing and ensured its sovereignty and security in the turbulent, violent *Cyberpunk* world. Competition is fierce, however, and the corporation's directors must be ever vigilant if IEC is to maintain its standing in the years to come. Militech has its eye on that number five slot, and IEC is next at number four. If both Arasaka and Militech were worth more than IEC it could bode ill for the corporation if the two rivals went for each other's throats.

VALUE OF THE CORPORATION

IEC's total value in assets and holdings is 450 billion eurodollars. This puts IEC squarely in the number four slot in the world corporate hierarchy, making it the second most potent Eurocorp on the planet. EBM is the only European corporation worth more. Of the other top five corporations, two are Japanese and one is American. The number five Japanese corporation is in danger of losing its spot to Militech within a year.

IEC's wealth, like that of all other 2020 mega-corporations, is divided amongst a variety of subsidiaries, assets and holdings. Particularly important segments of the corporation include the core Berlin Industrial Investment Group, which holds large shares in many IEC subsidiaries and properties, the IE Corporation (the group namesake), which holds title to most of the corporation's industrial facilities and plants, and the Seward Media Corporation. Most of IEC's real value can be traced to state of the art manufacturing facilities, a huge portfolio of profitable real estate and financial investments and subsidiaries, and IEC Shipping's ultra modern fleet of cargo vessels. IEC also owns a wealth of land rich in valuable raw materials and precious metals and is one of the few companies actively involved in the exploitation of space resources for commercial purposes.

STOCK

IEC is a public corporation with 511 million shares of stock on the World Market. Although the two core groups are linked, stock shares are applicable to the International Electric Corporation, not to the Berlin Industrial Investment Group. Erich Kessler owns 8% of IEC. Twenty-five other major member individuals and groups affiliated with the Berlin Group account for another 38%. There is another 7% in the hands of individuals loyal to Erich Kessler but not affiliated with the Berlin Group. This combined ownership covers 53% of IEC stock, protecting the management of the corporation.

The remaining 47% of IEC stock trades on the open market. Although it has never intervened in the public trading of IEC stock the Berlin Group monitors all significant transactions. Although some other corporations and individuals own portfolios containing as much as 2 or 3% of IEC stock, there has been no attempt to interfere in the structure or management of the corporation. IEC would use military force to prevent any unapproved individual or company not affiliated with the Berlin Industrial Investment Group from amassing enough stock to sit on the inner circle of the IEC board of Directors. Membership to the Berlin Group is awarded strictly on an invitational basis.

RESOURCES-MANPOWER

IEC and its major subsidiaries and sub-groups account for over 800,000 employees worldwide. If IEC follows through on its plans to increase its military strength this number may increase to close to 900,000. Currently, 150,000 of these people comprise IEC's white collar work force. 550,000 are laborers, service employees and other blue collar personnel. 50,000 are IEC military and guard forces. The remaining 50,000 are technically specialized personnel such as special ops troops, sailors, pilots and so on.

RESOURCES-HARDWARE

IEC's vehicular resources lean towards the commercial and corporate and away from the military. This may change somewhat in accordance with IEC's new policy of military enhancement. Current corporate stocks include 200 V-series Osprey type aircraft, 175 AV-4 and AV-6 aerodynes, 100 Bell NOTAR executive helicopters and 30 Roland ESST-5A intercontinental SST jets. IEC's in-house commercial airlift capability is limited. For bulk transport IEC usually leases from commercial aviation companies. IEC shipping does own five C-25 aircraft and five of the new McDonnell C-181 SST transports, but these are always in demand and spread rather thin. IEC also has a trial group of twenty Militech AVX-9A assault aerodynes on order.

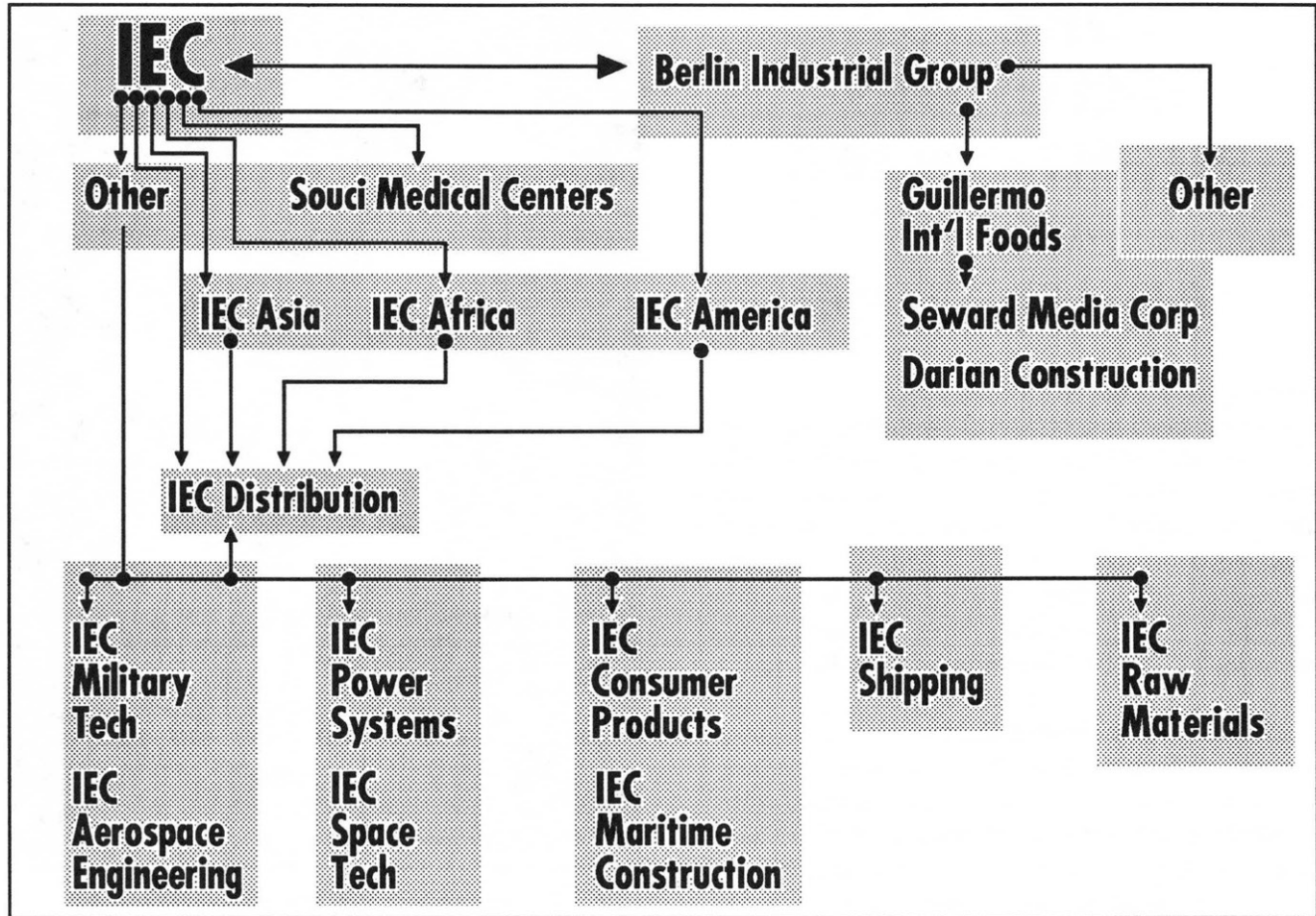
For commercial shipping and military sealift IEC Shipping maintains thirteen of the giant submersible transports. Two more are on order for company use. IEC Shipping also owns thirty other full sized tanker and container cargo ships, as well as four cruise ships on lease to Pacific Venture Vacations. Most IEC Shipping vessels are contracted out for use by other corporations. Some sail dedicated IEC cargo routes, transporting raw materials and finished products for the corporation. IEC owns over fifty of the pressurized minisubs manufactured by its maritime construction subsidiary.

SUBSIDIARIES

The organization of IEC is a little unusual. The group under the legal name IEC does not represent the highest level of management. As it stands, the actual International Electric Corporation is the body which owns most of the holdings and resources associated with the corporation. It is also the body which is represented by the corporation's public stock. The group which financially and administratively manages the International Electric Corporation, and which owns the majority share of the corporation and owns outright many of the corporation's peripheral assets is the Berlin Industrial Investment Group. The corporation's board of directors is composed almost exclusively of members of the Berlin Group. The Berlin Group's industrial assets are linked to those titled under IEC by a typical system of cross-ownership and cross management. Ultimately, the Berlin group *is* IEC, and vice versa. When the term IEC is used it commonly refers to the entire conglomeration, including the Berlin Group and its holdings.

A few of IEC and the Berlin Group's subsidiaries are IEC America, IEC Asia, IEC Africa, IEC Shipping, IEC Maritime Construction, IEC Raw Materials, IEC Military Technologies, IEC Space Technologies, IEC Power Systems, IEC Consumer Products, IEC Distributing, The Seward Media Corporation, IEC Aerospace Engineering, Darian Construction, Souci Medical Centers, Akagi-NeoDyne Telecommunications, ChibaRock Nightclubs, Cleo's (upscale boutiques), Guillermo International Foods, Molecular Mechanics Inc., and many others.

As a point of interest, the Seward Media Corporation's subsidiaries include Andrew Seward Music, Raindance Music, Seward Braindance, STV Television Networks, Redline Pictures, Erian Productions, Kitahama Music, The Austin-Shimura Modelling Agency, NetStar Graphics, and several others.



RUNNING THE INTERNATIONAL ELECTRIC CORPORATION

IEC is the least specialized corporation in Corpbook One, and the one least likely to be involved in any grand schemes. Arasaka and Militech are giants on the threshold of war. Against this maelstrom of conflict, IEC is a neutral Eurocorp, profiting equally from contracts with all of its counterparts.

Despite its lack of obvious motivation, IEC does offer some unique opportunities for corporate roleplaying situations in the *Cyberpunk* universe. The corporation provides a framework for Corp adventures against the dramatic backdrops of space and sea. Consider integrating IEC into your Near Orbit run and playing the corporation off Orbital Air or the Tycho

Colony. Alternatively, the giant transport submarines offer a dangerous and claustrophobic setting for a truly lethal *Cyberpunk* run. Run a game where the players are a troubleshooting team on one of the submarines and get them in and out of trouble both at sea and in port. For specific situations get your characters involved in the power struggle between Colin Powers and Max Von Bruckner, or if you're feeling particularly savage, assign your IEC solo team to guard young Peter Kessler for a couple of sessions. This should cut them down to size. For players fighting IEC there are many opportunities for rockerboy or solo adventures using the twins Rory and Lea as focal characters.

IEC is also well suited to general Eurotheater adventures. The Berliner Industrie Kapital Gruppe creates the perfect backdrop for an adventure fraught with high level international intrigue, corporate espionage and power brokering. GMs who have Eurosolos in their games will find that IEC can make either a wonderful foil or a perfect employer for their player characters. Remember, the management of IEC are going to be the quintessential group of well mannered, civilized, ruthless Eurocorps.

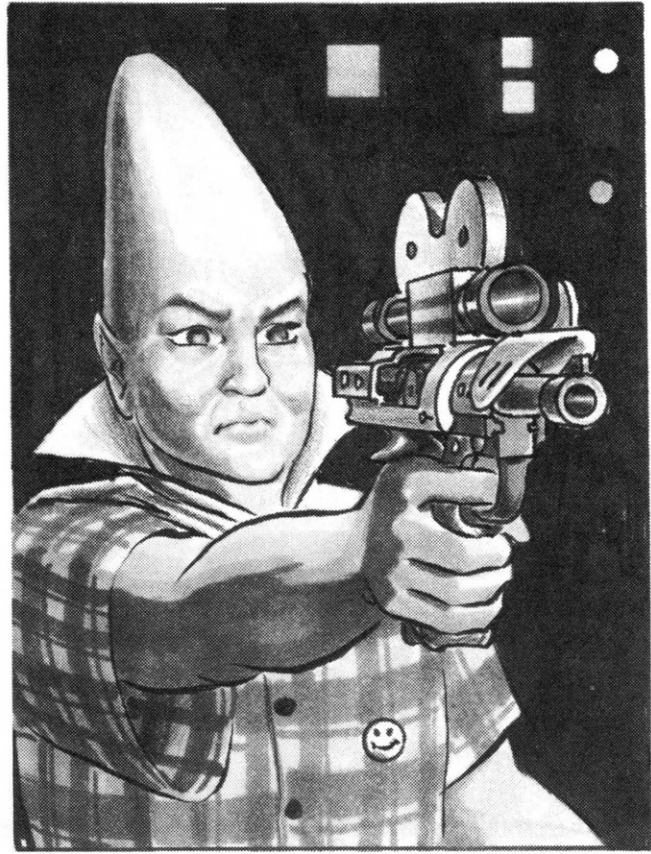
JUKEBOX SATURDAY NIGHT-AN IEC MICRO ADVENTURE

In this adventure the players may play any assortment of competent street samurai. This can include Combat Zone solos, nomads looking for a job, tough rockerboys or any other type of character with the ability to succeed in this adventure. Depending on how the run is arranged, the characters can already be a cohesive group or they can be introduced to each other at the beginning of the adventure. The only restriction is that they must be the type of people looking for freelance work south of the freeway.

PART ONE PLAYER INFORMATION

As is ever the case, the players will be relaxing at their favorite hangout in the Combat Zone. The club has a large dance floor. On the dance floor is a particularly stunning woman demonstrating some provocative moves in time with the surging beat of the chromatic rock. She is dressed in white leather and has a shock of short, dark hair. If any of the characters make advances towards the girl, they will be gently rebuffed. An educated guess will put her age at around 23, maybe less.

As the characters watch the girl in white dance, they will see a large, tough looking poser approach her. The characters will recognize him as a member of the KoneHedds, a violent poser gang which affects the appearance of the old Saturday Night Live Coneheads. The poser will appear to ask her something, and the reply will be a shake of the girl's head as she continues dancing. The poser will gesture sharply at the door. The girl will stop dancing, and appear to be warning the man off. Then she will resume dancing. The poser will grab the girl's arm and yank. The characters will be surprised to see the girl perform what appears to be an Aikido move. The abusive gang member will drop to his knees clutching his dangling, broken arm. The girl will go back to her dance. Apparently, she doesn't see the injured KoneHedd pulling a large weapon out of his cassock. The weapon has been adorned with fins and little antennae, giving it a comic, science fiction appearance, but sharp



*“Consume mass quantity of
bullets...Mmbeep!”*

eyed players will be able to discern the very un-humorous shape of a large-caliber pistol under the gimmicks. The girl is apparently oblivious to this. If any of the players wish to take action against the KoneHedd, they may. He is about seven meters away from their table. If the players choose to remain uninvolved, or if they are not fast enough to get the jump on the poser they will be amazed to see the apparently unaware girl produce an Arasaka WSA pistol from under her jacket with lightning speed. There will be a boom, and the KoneHedd will slump to the floor with the top of his pointed head blown off.

The characters will barely have time to go back to their drinks however, as the evening's trouble is just beginning. Other members of the KoneHedds have seen what has happened to their compatriot, and they are working themselves into a killing rage. Throughout the club, robotic cries of Mmmbeep! Mmmbeep! and Ha...Ha...Ha...Ha can be heard. The other patrons are beginning to look distinctly uncomfortable in the atmosphere of impending chaos. The

girl, however, is still gyrating away on the dance floor. Three KoneHedds with drawn guns converge on her. Just before they open fire she vaults over the bar and out of sight. Suddenly, the air is full of flying lead, glass and blood as patrons and KoneHedds start going at it throughout the club. Just another jukebox Saturday night in the Combat Zone.

PART ONE GM NOTES

This whole section of the adventure is merely the hook. Its not really plot important, but it provides the framework for the recruitment of the characters by Lea Murchison, and makes it more interesting than just having her walk up to them and ask them if they want a job.

Have the characters make awareness roles to get a clue as to what's happening between Lea Murchison and the poser and to discern the nature of the weapon that the poser is using. These won't be very difficult. If the characters decide to intervene when the poser goes for his weapon the outcome will be strictly based upon when the characters decide to act, and whether or not the poser makes his awareness role to realize that he faces another threat. It is also okay if one or several of the players have decided to have their characters intervene at an earlier stage, but the poser will continue to take offensive action until he is killed either by Lea Murchison or one of the characters. This is because the ultimate goal of this whole section is to create a firefight between the posers and the club patrons, including our heroes. As the characters will shortly learn, this is part of Lea Murchison's recruitment scheme.

The key in this section is to accelerate the action into the critical stage before the characters get wise and decide to bail-out all together. Count on Lea Murchison's good looks to keep the men in the party in the club while things are escalating. If the characters to decide to try and make an early getaway, have a large contingent of KoneHedds enter the front door and start milling agitatedly about the entrance. The characters will have to pick a fight then and there, or head for another exit. If they head for another exit, the action will be in full swing long before they get there. Once the firefight gets started, play things out to their natural conclusion. There are about thirty-five KoneHedds in the club, along with fifty or sixty other generic patrons. Eventually, the KoneHedds will be wiped out or retreat. Club patrons will have suffered about a 30% casualty rate. How the characters fare depends on how they fight. Give them a tough time.

PART TWO PLAYER INFORMATION

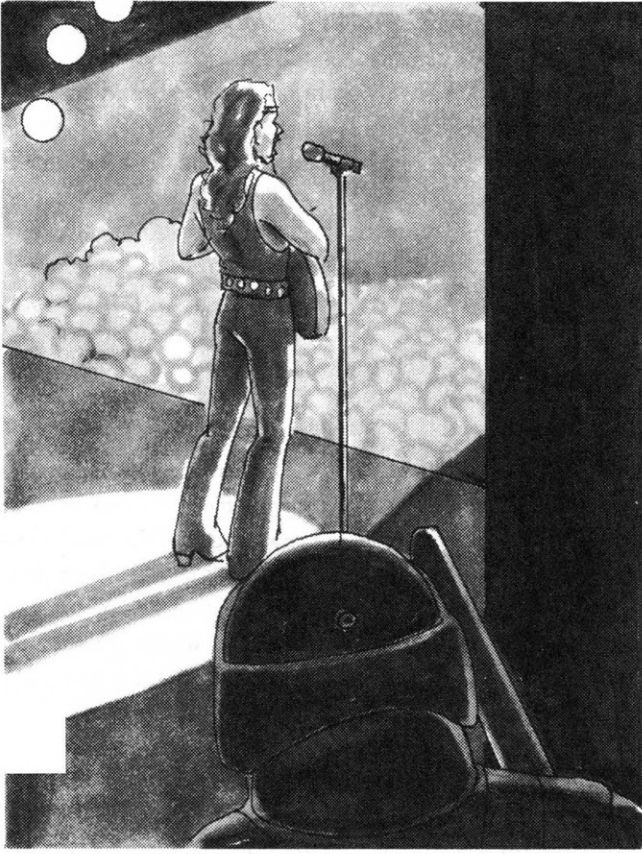
The KoneHedds have finally been routed, and have retreated to lick their wounds. The characters will most likely decide to skip the scene before the city cops arrive and start hassling people. The players will retreat to their second choice hang out joint. Just as they are settling down, and counting their blessings that there weren't more KoneHedds in the previous club, they will be joined by the white-leather clad girl who kicked off the whole melee in the first place. She will ask to be allowed to have a seat and speak with the characters.

The girl will have a seat and introduce herself as Lea Murchison, the Ice Princess. She will explain that her brother is Rory Murchison, rockerboy and leader of the band Vengeance Word. She will also explain that her brother's relationship with the mighty IE Corporation is...tense, at best. She will tell the characters that she, too, works against IEC for personal reasons. Her sources close to the company have indicated that IEC plans to run a hit against her brother at the Vengeance Word show at the Firestorm club tonight. She has been unable to dissuade him from playing, so she is trying to recruit a few street-samurai to supplement the normal concert security and to help protect her brother. She allowed the firefight in the club to take place so that she could evaluate the clientele. The characters were the most impressive group she has seen. She will offer them 1000eb a piece for one night's work (half now, half when the band is safely out of the city). For Combat Zone freelancers, this is a pretty good wage for one night's work. If the characters agree, she will take them to the house at which her brother and the rest of the band are staying.

PART TWO GM NOTES

It is possible that the characters will notice that Lea is following them from one club to the other. If they do notice, and decide to confront the girl, she will merely take it from there rather than waiting for the characters to get to their next hang-out.

If the characters are initially reluctant to associate with Lea after the violence at the previous club, she will whet their interest by dropping a pack of 100 10eb bills (1000eb total) on the characters' table. That should catch the interest of anyone who hangs out south of the freeway, our player characters included. If the characters are reluctant to accept the job, Lea can be bargained up as high as 1500eb per character. That is all she can afford, however.



**Rory Murchison—
The Last Concert???**

If the characters grill Lea on the morals of provoking a firefight in which innocent bystanders could be killed just so she can evaluate people's talent she will respond by suggesting that, although she was provocative, the KoneHedds did initiate the violence. Also, no one in the Combat Zone is innocent. Its called the Combat Zone for a reason. If you're not prepared to deal with the consequences of hanging out in the neighborhood then you shouldn't be there in the first place.

It is possible that some or all of the characters could be aware of Lea and Rory Murchison by reputation (20% possibility). It is also possible, considering Vengeance Word's popularity and reputation, that the characters were planning on attending the gig that evening (40% possibility). As further incentive to take the deal, have each player roll 1D10. On a 1 or 2, that player's character has run up against IEC before. If the roll is 1 then that player's character has a personal grudge against IEC and is quite happy to take any job that involves disrupting their operations.

FOR PLAYERS WITH A GRUDGE, ROLL AND ADDITIONAL D6.

- 1: IEC responsible for the death of some of the characters' friends.
- 2: IEC defaulted on a deal.
- 3: IEC attempted to kill character at some point.
- 4: Character ran a previous operation against IEC, and IEC has been hassling the character ever since.
- 5: Faulty IEC equipment caused the character or someone close to the character to receive some injury.
- 6: Character was affiliated with a company that was taken over or destroyed by IEC.

If the characters ask why a band as well known as Vengeance Word needs extra security, Lea will tell them that because Vengeance Word is rockerboy band, hiring slick, full-time security would undermine their image. Anyway, the roadie crew handles most threats without any problem. Unfortunately, they would be no match for an IEC hit team, and the Firestorm club security is geared more towards controlling unruly gangs then handling crack special ops squads. Lea relies on her information network for advance warning on IEC attacks and deals with each threat independently. If the characters ask why IEC is waiting 'till gig time to attack, Lea will reply that they are at a safe house and the band travels in secrecy. IEC won't know where they are until gig time. If the corporation is going to strike it could happen any time from when the band first pulls up until they leave the city. Of course, it might be a false alarm.

PART 3 PLAYER INFORMATION

If the characters have accepted the job, Lea will take them to the house where her brother and the band are waiting for gig-time. There, introductions will be made all around.

Lea will explain the plan. The band is due on stage at eleven that evening. They should arrive at the Firestorm club at ten thirty. There will be standard club security at all entrances and the roadies will stick with the band. The characters may supplement and rearrange the security however they like (as long as they consult with Lea), and they should also maintain a personal guard on Rory at all times. When Rory is actually on stage the characters should wait just off stage. Lea considers it unlikely that the hit will be made while Rory is actually performing as the resulting riot could easily claim the life of whoever perpetrated the hit.

The characters will be introduced to the roadie/band-security crew. These are seven burly men lead by a stout fellow named Cavanaugh. Cavanaugh is also the band's general road manager. Cavanaugh is somewhat distrustful of the characters but he is ready to cooperate. The band's equipment was set up and soundchecked earlier in the day by Cavanaugh and the roadies. Three Vengeance Word roadies are guarding the equipment at the club along with the Firestorm security people.

Everyone will set out for the club at ten P.M. in three separate cars. The cars will arrive at ten twenty. The first band will be on stage, playing to a rowdy crowd. They are slated to perform until a quarter of eleven. After arriving, the band will kill time by wandering around the backstage area and examining the green room facilities. There will be a great deal of tuning up, warming up and drinking going on. At ten forty-five the opening band will come off stage and the roadies will rush to get Vengeance Word's equipment prepped for the eleven o'clock kick-off time. At eleven o'clock the band will hit the stage. They are planning to play for two hours.

From the moment the convoy reaches the club it is up to the characters as to how they arrange themselves for security purposes. They can monitor the entrances, stay glued to the band, mingle with the crowd, whatever. If they go on stage while Rory is playing they do run the risk of becoming victims of the famous Murchison passion and being hit by a guitar.

PART THREE GM NOTES

The attack will come, naturally, when everybody was sure it wouldn't...when the band is on stage. IEC wants to make an example of Rory Murchison and is quite willing to risk a special ops team to make sure that his death happens while he is performing before an audience. At approxi-

mately 10:35 PM a four man IEC special ops team will be landed on the roof of the building adjacent to the Firestorm. Whereas the Firestorm has only two stories (roof level about forty feet up to allow for the dance hall), the neighboring building is over ten stories tall. The tower is a commercial office and it is not unusual for it to receive air traffic at any time of the day or night. What the people in the Firestorm don't know is that, due to renovation of the landing facilities, the tower's roof pad won't be officially cleared to receive traffic for another week. This means that the IEC aerodyne won't be disturbed as it is off-loading its troops. These troops plan to rappel from the tower down to the roof of the club, which is normally left unguarded. From there, the plan is to penetrate the club and blow Rory Murchison to smithereens from just offstage with a Militech U-55 Cowboy grenade launcher. This should prove both dramatic and final.

In order to avoid raising any warning, the IEC men will wear black leather outfits instead of combat fatigues and carry their weapons in duffel bags. They will also be wearing forged Firestorm/Vengeance Word all-access backstage passes. They would rather not have to pull them until they have Murchison in sight, but they are more than willing to kill anyone who gets in their way. They are carrying silenced Militech pistols and submachineguns, and carry no IEC identification. Only the mission commander has a grenade launcher.

Once Rory Murchison has been liquidated in front of a captive audience it is the IEC team's plan to retreat out of the backstage entrance to the alley, where a getaway van has been pre-positioned since that afternoon. The van looks completely unremarkable but it does not exist in any registration files. The team will drive approximately five miles, to the outskirts of the city, where they will be picked up by the same AV-4 which dropped them off.

Whether or not the characters spot the IEC men depends solely on how and where they position themselves and how alert they remain. The IEC men do look vaguely suspicious, but their dress and passes will have a good chance of fooling both the roadies and club security men. Certain things the characters could implement which will make flushing the IEC men easier include searching everyone in the backstage area for unauthorized weapons, having a guard on the roof, grilling everyone backstage on where they're authorization comes from and checking anyone who looks even vaguely suspicious. Close examination of the IEC men's passes may reveal that they are forged. (When

confronted, they will claim that they are scouts from an underground chip-recording label and that their company obtained the passes. This explanation will not hold up to close scrutiny.) It will also be to the players advantage if they use radios to keep in constant communications with each other and Cavanaugh and the club security director.

If the IEC men are detected they will still attempt to fight their way to the stage and complete their mission. If they are not detected, no one will know what is going on until the mission leader pulls out his grenade launcher and takes aim, or if no one sees that, until the explosion goes off at Rory Murchison's feet. If the IEC men succeed in shooting at Rory the rockerboy will be blown into the crowd. At this point, the only thing the characters can do is attempt to kill the special ops team out of retribution and pry Rory's mangled body out of the clutches of the crowd. If Rory is hit he will miraculously live, but he will be convalescent for several months. The adventure is successful if the IEC men are detected and killed before they can reach Rory.

OPTIONAL SITUATIONS/UNFORSEEN PROBLEMS

These are a couple of potential variations which could expand the adventure or alter its outcome.

Lea Murchison recruits the characters individually, and the KoneHedd incident happens as she is briefing them together in a club. This will allow the GM to assemble a group of unrelated, beginning characters.

The concert is somehow disrupted and the crowd starts to get ugly. This will mean that the players may have to contend with a riot in addition to everything else.

The characters fail, but Rory survives. They are retained to help fake his death and guard him to keep him safe from IEC while he recovers. This could lead into a possible campaign.

Run the adventure from the other side and have the characters be the IEC special ops team. Their mission: to assassinate Rory Murchison while he is on stage.

If the IEC team escapes, have a vehicular chase through the streets of the combat zone.

The IEC team succeeds and escapes, Lea Murchison and the roadies are suddenly very peeved at our characters.

Now the PCs may have to worry about saving their own skins from their former allies.

Members of the KoneHedds have discovered the identity of the girl who caused them to be humiliated and/or the identity of the characters. They show up at the gig looking for trouble.

Lea Murchison gets romantically involved with one of our heroes, or if there are female characters, Rory gets involved with one of the characters.

If the players seem totally clueless about how to arrange themselves and the other security men, drop them some clues via Lea Murchison.

SKILL CHECKS

- Here are some of the skill checks which the characters will have to make during the run.
- Notice Lea Murchison on dance floor: Awareness roll over 15.
- Know Lea Murchison's reputation as the super competent Ice Princess: Streetwise roll over 17.
- Know the history of IEC and Vengeance World: Streetwise roll over 20.
- Realize that the KoneHedd's goofy looking weapon is real: INT roll over 12.
- Spot forged passes on IEC men: forgery roll over 18 or direct comparison of real pass with fake one *and* an INT roll over 15.
- Detect that the IEC men are lying about their background: Human Perception versus IEC men's EMP/ Persuasion and Fast Talk (if any) or a knowledge of the music industry. (Roadies, band members, managers and club employees all have a 50% chance of having Expert Music Industry 1-8.)

- Realize that the roof is a likely point of entry: INT roll over 19 or players announce that they are covering/inspecting roof.

MAPS AND NPCs

CAVANAUGH

Cavanaugh is the chief roadie, a stout fellow with years of backstage experience. He is gruff, tough and streetwise. He is also the band's road manager.

ROLE: Techie.

STATS: INT 7, REF 9, TECH 10, COOL 10, ATTR 3, LUCK 3, MA 8, BODY 10, EMP 7/5, SAVE 10, BTM -4.

SKILLS: Jury Rig 7, Intimidate 7, Awareness/Notice 6, Expert Music Industry 6, Expert Music Performance/Recording Equipment 8, Brawling 10, Dodge and Escape 5, Melee 7, Handgun 7, Motorcycle 6, Expert Agent/Manager 8, Driving 8, First Aid 4.

CYBERWARE: Basic processor, chipware socket, smartgun link, pain editor, right cyberarm with hydraulic rams.

GEAR: Two smart-chipped .44 magnum revolvers, headset communicator, steel knife, brass knuckles, armor jacket.

ROADIES

These are the ten roadies that work permanently under Cavanaugh. They obey him without question.

ROLE: Techie.

STATS: INT 6, REF 8, TECH 8, COOL 7, ATTR 6, LUCK 4, MA 7, BODY 10, EMP 8/?, SAVE 10, BTM -4.

SKILLS: Jury Rig 5, Intimidate 5, Awareness/Notice 4, Expert Music Performance/Recording Equipment 7, Brawling 7 or Karate 5, Dodge and escape 4, Melee 6, Handgun 5, Submachinegun 3, Rifle 4, Driving 5.

CYBERWARE: Various. A lot of cyberlimbs with weapons.

GEAR: Mostly heavy pistols, clubs, teargas spritzers etc. Also headset radios and armor jackets.

FIRESTORM SECURITY PERSONNEL

These are the men and women who patrol the front and backstage area of the Firestorm Dance Club.

ROLE: Solo.

STATS: INT 6, REF 9, TECH 5, COOL 8, ATTR 7, LUCK 4, MA 8, BODY 9, EMP 8/?, SAVE 9, BTM -3.

SKILLS: Combat Sense 5, Intimidate 5, Awareness/Notice 6, Brawling 7 or Karate 5, Dodge and Escape 4, Melee 5, Pistol 6, Submachinegun 4, Rifle 5.

CYBERWARE: Various.

GEAR: Auto pistols, small submachineguns, shotguns, clubs, teargas, radios, armor jackets.

THE KONEHEDDS

The posergangers from the beginning of the adventure.

ROLE: Gang members.

STATS: INT 5, REF 8, TECH 5, COOL 7, ATTR 5, LUCK 5, MA 8, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Intimidate 4, Brawling 6, Dodge and Escape 6, Handgun 6, Submachinegun 4, Rifle 4, Melee 5, Drive 4, Motorcycle 6.

CYBERWARE: Skullcaps shaped like cones and covered with Realskinn™, rippers, various.

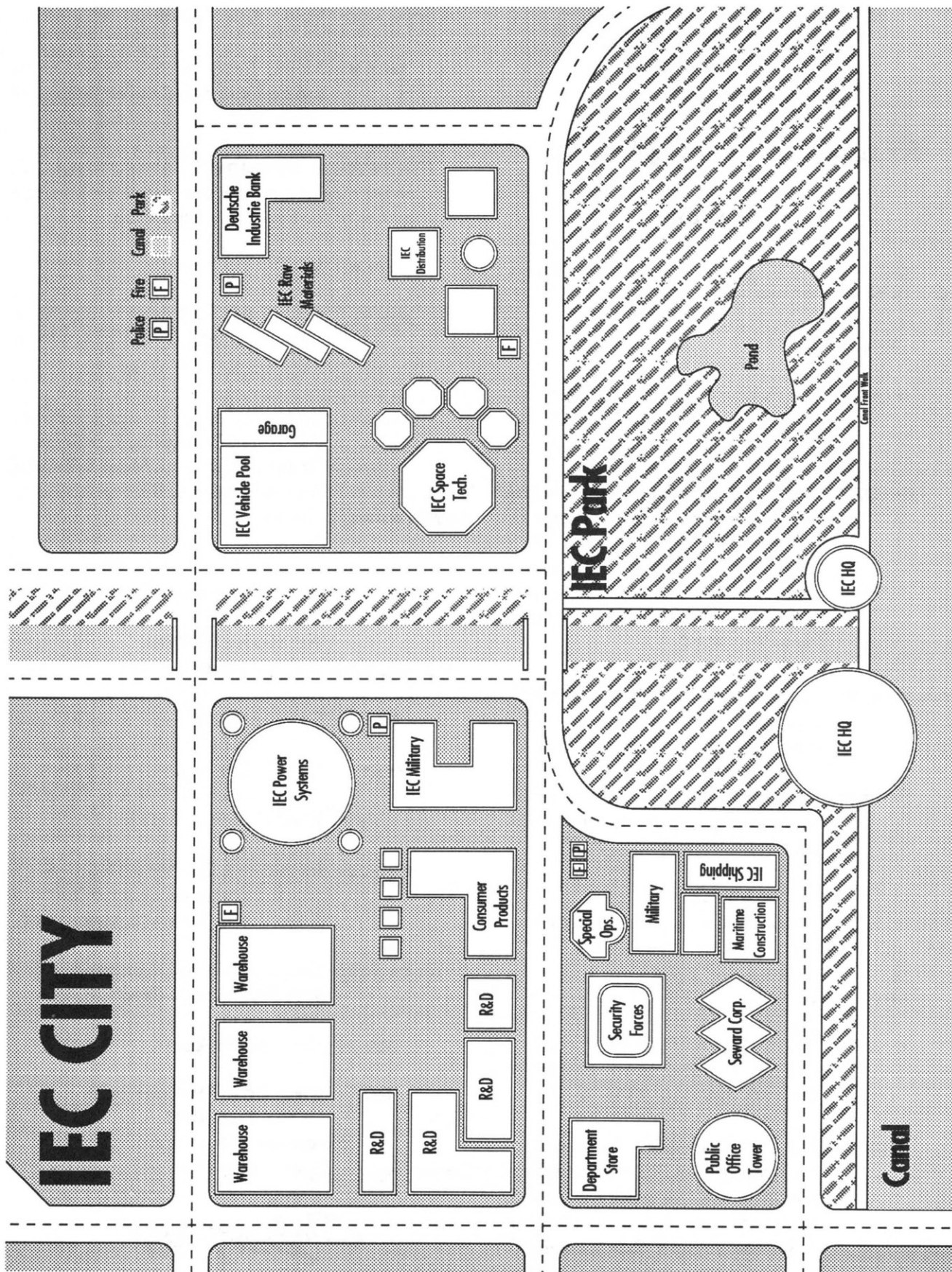
GEAR: clubs, pistols, knives.

RORY AND LEA MURCHISON AND THE IEC

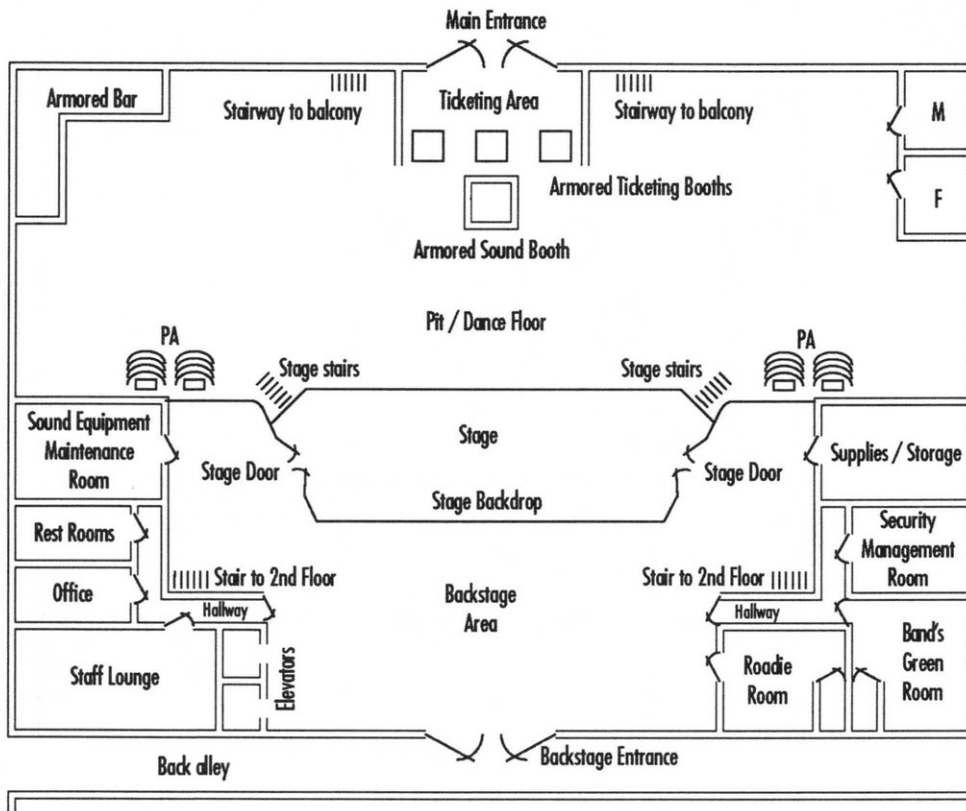
SPECIAL OPS TEAM

See the *Uniforms, Equipment and Personnel* section for IEC.

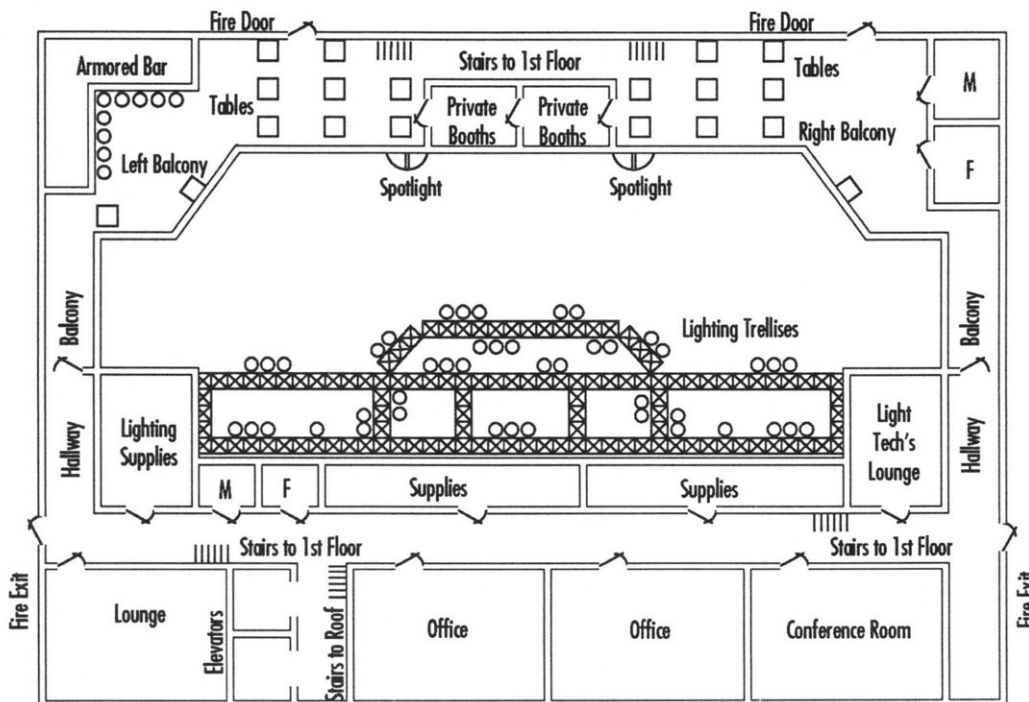
CYBERPUNK®



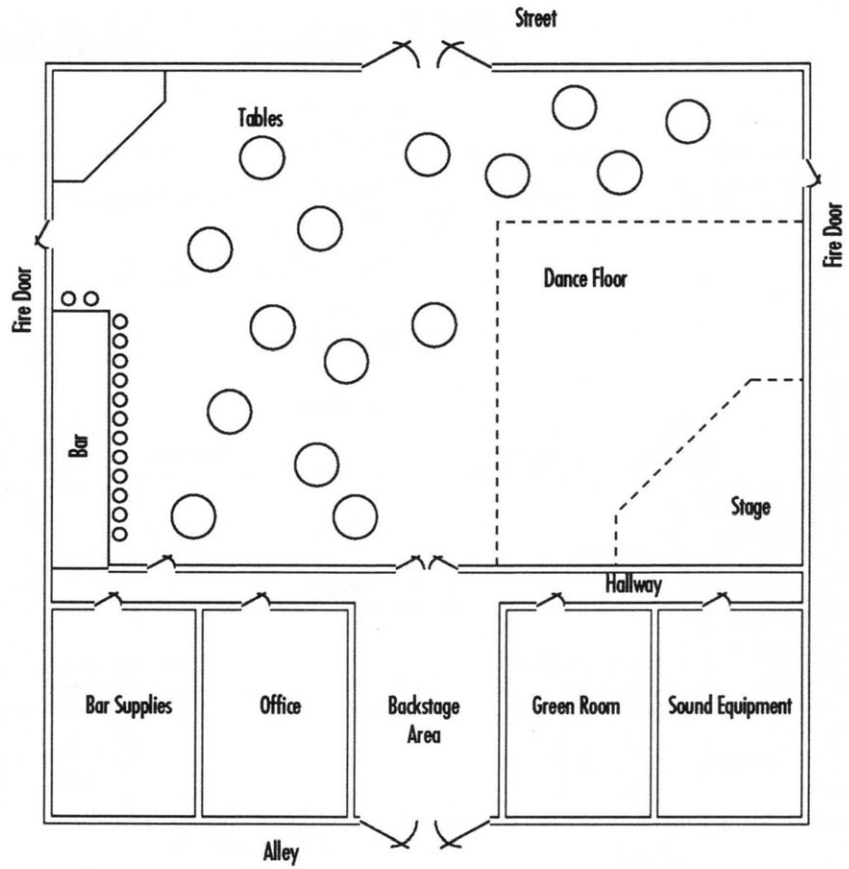
IEC Firestorm Club 1st Floor



IEC Firestorm Club 2nd Floor Lighting Racks



Kone Hedd Incident Club



CORPBOOK 1: ARASAKA, IEC

CORPORATION REP



The
mega-
corps
strike
back!

This is the first in a series of *Merrill, Asukaga & Finch Corporate Reports* detailing the heavy hitters of the CYBERPUNK world. Home offices, official logos, uniforms, and equipment; it's all here. You want to know who the sharks are and where they swim? *Corporate Reports* clues you in with biographies on top stockholders and executives, plus their standard operating procedures. Volume One profiles two of 2020's largest conglomerates, with Arasaka leading the pack.



A SUPPLEMENT FOR

CYBERPUNK®

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R. TALSORIAN
GAMES, INC.

CREDITS

EDITOR: Derek Quintanar, S.E.
William Moss

WRITER: William Moss

PRODUCTION MANAGER: Derek Quintanar

ART DIRECTOR: Matthew Anacleto

LAYOUT: Matthew Anacleto

COVER: Matthew Anacleto

ILLUSTRATION: David O. Miller
Paul McCall
Scott Ruggles
B.J. West

LAZARUS & MILITECH LOGOS BY:

William Moss
Scott Ruggles

SPECIAL RECOGNITION-additional Corpbook 1 illustrations by B.J. West

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INTRODUCTION

INVEST IN THE FUTURE

Looking to get ahead?

The world of 2020 offers business opportunities that no one would have considered a mere thirty years before. Now more than ever, serious profits can be made in corporate extractions, covert warfare, black operations, information piracy, industrial espionage, Net raids, and good, old-fashioned assassination. If you want to be a part of it all, you've come to the right place.

Welcome to *Corpbook Two*.

WHY CORPBOOKS?

Since corporations wield the bulk of the power and resources in the *Cyberpunk* world, they figure in many *Cyberpunk* campaigns. More often than not, your characters will find themselves working for, or pitted against, a corporation...or both if they're having a particularly bad day. (And in *Cyberpunk*, you're *always* having a bad day, even if you're having a good day.) In the original *Punk*, and in the current 2020 edition, we provided capsule write-ups on many of the important corps of the *Cyberpunk* world. We left you, our players and GMs, holding the bag when it came to fleshing those descriptions out. That was alright for getting things started, but it's been a while now and, with corporations playing the large role that they do in *Punk*, we wanted to give you something you could really sink your vampires into. This is it.

Corpbook Two is the second book in a series dedicated to bringing you detailed descriptions and breakdowns on the major players in the *Cyberpunk* corporate world. We've picked corporations that offer excellent opportunities for roleplaying and intrigue because of the importance of their major products and services in the dark future, the playability of people who work for them, or the nefariousness of their covert goals. Some of them will be organizations you already know and love (or hate), such as Militech. Some of them will be all new creations. All of them should be easy to integrate into your campaigns, and offer plenty of interesting and life-threatening situations for characters to explore. The level of detail in the Corpbooks should make designing campaigns, characters and character histories around the corporations easy work.

WHAT'S IN CORPBOOK TWO?

A whole lot you can use. Each corpbook is devoted to two corporations. The corporations are connected by some sort of thematic link. In this book we present breakdowns on Militech and The Lazarus Group, both of which are military-related corporations. Militech is an arms producer, and Lazarus is a mercenary organization and think-tank. Although the two corporations in this book are connected by a common theme, they

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are also unique. They provide different products and services, have different goals, produce different characters, and are usable in different ways in your campaigns and adventures. *Corpbok One* already covers IEC and Arasaka, two of the most powerful corporation in *Cyberpunk*. Subsequent books will tackle biotech firms, petrochemical- and agro-corps, and other interesting conglomerates.

Corpbok Two is laid out so that you can easily find the information you're looking for. Each corporation is treated individually, with the write-up broken into sections for easy reference. The sections in order of presentation are:

- *History*
- *Main Products and Intent*
(corporate goals-public and covert)
- *Current Market Strategy* (and public relations)
- *Key People*
- *Offices and Key Facilities*
- *Uniforms, Equipment and Personnel*
- *Resources and Stock*
- Tips on running the corporation
- A short capsule adventure.

All sections are clearly labeled and headed so you can move around the book easily.

**HOW TO USE
THE SOURCE MATERIAL?**

This may seem like a ridiculous question, but it's pretty common for people to read source text, and then immediately forget about it if there aren't any numbers or tables attached to it. Since only you know how your characters or campaigns work it is up to you to figure how to integrate this sort of material into your game, but you should not find it that difficult. If you're running a campaign with Militech, you can look at the *Uniforms and Equipment* section of the Militech write-up and see what your players are liable to run into if they get into a fight with Militech guards or soldiers. Likewise, if you're playing a Militech agent, you'll know how you're likely to dress and what kind of hardware you're liable to carry. You'll also be able to exchange knowing glances with any other Militech player you may run into.

OK, that's pretty straightforward, but what about using material like the *History* or *Current Market Strategy* sections of each corporation? There are three primary reasons (and a host of lesser ones) for background like that. The first is to provide ideas for adventures, or parts of adventures. Looking through this type of

source material, you'll see lots of opportunities for conflict, cross-purposes and subterfuge. Turning these little incidents and events into adventures, or components of adventures, should be no trouble at all. The second reason is to provide motivation for characters and NPCs. It's a lot easier to explain why a corporation is doing something if you have an idea of the precedents and ultimate objectives at stake. An example: Militech wants to extract a researcher from another corporation. Well, it's one thing to have your team of solos and corps bust up that extraction just because they're paid to do it. It becomes a little more interesting if, when you know a little about Militech, you deduce that this extraction was part of a larger scheme, the ultimate goal of which may be something extremely evil, or otherwise involving. The third reason for this type of source is this: in an imagination based game, like any RPG, the illusion is only as good as what the player can imagine, or knows about the fantasy universe in which the game takes place. Every little thing you can get to stack the deck in favor of the richness of the game makes it that much more fun. In this book there's just that much more *Cyberpunk* for you to enjoy.

These hints may be old news to most of you, but somewhere out there is that one person who just read the preceding paragraph and is having a revelation. The explanation was for him or her.

The capsule adventures are a little less abstract in application. They are short, one-shot runs designed for beginning characters, and serving as basic introductions to using that particular corporation in a game context. They are not solo adventures, and must be run by a GM. If you are a GM, it may also give you further ideas on how to implement the corporations into your own adventures. Remember, our suggestions are just that...suggestions! Never feel bound by them. Go ahead and alter the information in this book however you wish in order to make it conform to your campaign or character conception.

A Note To Players: Before you read this book cover to cover, check with your GM! If he or she is using this book, there may be some information in it that they would rather you discover during the course of an adventure or campaign! Never irritate a *Cyberpunk* GM!

A Note to GMs: You may notice, depending on your campaign power level, that the NPCs in this book run towards the potent end of the spectrum. I do that to give the players a run for their money. Feel free to modify them if you wish.

That's all you should need. Now you're ready for your latest dip into the *Cyberpunk* corporate office pool. Look out for the sharks. ●

William Moss



LAZARUS



PRECIS

THE LAZARUS MILITARY GROUP

Mercenary operations contractor and strategic studies think-tank

Headquarters: Rosslyn, Va.

Regional Offices: New York, Chicago, Night City, London, Berlin, Seoul, Cairo, Nairobi, Tokyo and others; Katzadoulos Military/Strategic Foundation in Bethesda, Md.

Name and Location of Major Shareholders:
Board of Directors, 20%; Nelson Katzadoulos of New York City, 12%

Employees: World Wide 20,000
aprox.
Troops 225,000
Special Ops 25,000

EMILE LAZARUS WANTED TO CONTINUE BEING A SOLDIER, BUT NOT FOR THE FLAILING U.S. GOVERNMENT.

NELSON KATZADOULOS' DREAM WAS TO CREATE A MERCENARY ORGANIZATION THAT COULD OFFER A VARIETY OF HIGH QUALITY SERVICES TO THE DISCRIMINATING CUSTOMER WHO WANTED A LITTLE MORE FOR HIS MONEY.

WITH AN HONORED WAR HERO AS MILITARY COORDINATOR, AND A WEALTHY INHERITOR AS SILENT PARTNER, THE LAZARUS GROUP WAS BORN.



A welcome sight in troubled times.



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THE LAZARUS GROUP

HISTORY

A.D. 2003...the Second South American Conflict, northern Venezuela.

Lieutenant Colonel Emile Lazarus, U.S. Army Special Forces, sprinted for the command bunker as mortar shells rained down on his position. The air was opaque with rain and the thick tropical mud and shrapnel cast about by exploding Venezuelan shells. Lazarus dove through the sandbagged entrance as a nearby hit peppered the exterior of the bunker with razor-sharp pieces of steel. Behind him, he could hear small arms fire erupting from the tree-line of what used to be a banana plantation. Seconds later, his own troops began answering in kind.

Lazarus was commanding the advance base twelve miles southeast of the Venezuelan coastal oil refining facility of Puerto La Cruz. He had dropped in a week before, along with a company of airborne troops, to reinforce and take command of the base and its depleted battalion that had been suffering heavy losses for several days. He was told that amphibious forces landing at Puerto La Cruz would reach the base within days and secure the area. In the meantime, air support was to be available on demand from the carrier *Ronald Reagan*, cruising fifty miles off the coast, east of Tortuga Island. Now it was a week later. The promised amphibious troops had bogged down in heavy fighting in Barcelona City. The advance base was all alone and under vicious attack.

Lazarus grabbed the CelluCommNet phone receiver from the young, wide-eyed Spec-4 radio operator and punched up the Brigade Air Support net. "Four-Comm Frisbee, Four-Comm Frisbee, this is Grasshopper, over..." A five second eternity of nothing but satellite hiss. Lazarus yelled into the handset, "Frisbee, this is Grasshopper, do you copy?" Silence. He swore, and reached for the CommNet selector, meaning to break orders and switch directly over to Naval Air CommNet. His hand was on the keypad when the voice crackled out of the handset. There was a flurry of distortion as the military CommNet computers struggled to overcome the Venezuelans' satellite jamming signal and then, "...say again Grasshopper, this is Frisbee. Do you copy?" Relief swept through Lazarus.



"Yes, this is Grasshopper, I copy. Its about time! I need air support. We got at least five companies of Venezuelan regulars in the tree line off our south perimeter, request air AP delivery ASAP. Grid coordinates as follows..."

"Grasshopper, be adv—"

"Repeat, grid coordinates as follows, Six Three mark se—"

"Grasshopper!" The sharp tone of the voice brought Lazarus up short. The voice from AirComm continued, "be advised no air support is available at this time." Lazarus jerked the handset away from his ear and stared at it incredulously for a moment. *Wrong number*, he thought to himself. Although dread was already beginning to swell within him, he spoke into the phone, "Say again Frisbee?"

"I repeat, no air support available. All Naval aircraft ordered to the Paraganá Peninsula." There was brief moment of silence, when even the battle sounds from outside deemed to fade. Then Lazarus exploded. "What

**EVEN AFTER THE
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LAZARUS COULD NEVER
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ABANDONMENT HE FELT
TOWARDS THE U.S.
GOVERNMENT, OR HIS
RESENTMENT AT THE
INCOMPETENCE THAT HAD
RIDDLED AMERICAN
MILITARY FORCES**

the hell do you mean no support!? I was guaranteed Naval Air on demand when we dropped into this hellhole. We are in imminent danger of wiped out, Frisbee!"

"I repeat, no air su—"

"Divert some of the freakin' airplanes!"

"Apologies, Grasshopper. No immediate air support is available. Be advised complete air evacuation from your position will begin in eight hours. Sit tight till then. Frisbee out."

The receiver clicked dead, leaving Lazarus standing thunderstruck in the bunker. No air support. Evac in eight hours. Had their whole landing been a diversion? The only thing the AVs and Ospreys would be carrying out of this base were bodybags. There was nothing left but to go out there and keep as many of his men alive as

possible. He unslung his unreliable FN-SAF assault rifle, checked the ammunition, and strode out of the bunker.

Eight hours later Lieutenant Colonel Emile Lazarus and thirty seven other survivors were airlifted out. Five hundred and twelve dead were left behind.

Lazarus loved the military. He had graduated from West Point at the top of his class, receiving his commission in 1990. His advancement in the Army had been rapid as he distinguished himself in a number of operations. Even after the debacle in Venezuela, and the subsequent mismanagement of the Central American Conflicts, Lazarus could never forsake the life of a soldier. Nor could he forget the sense of betrayal and abandonment he felt towards the United States Government, or his resentment at the incompetence that had riddled the American military forces in South America. In 2006, three years after Venezuela, thirty-seven year old Full Colonel Emile Lazarus, winner of the Congressional Medal of Honor, resigned his commission with the U.S. army.

Lazarus wanted to continue being a soldier, but not for the flailing U.S. government. He experimented with various mercenary organizations in Asia and Africa, but found them to be more mired in ineptitude than even the Americans. He did not want to serve in a Corporate army, since he could think of nothing worse than a military organization commanded by a gang of desk jockey executives. Sadly disillusioned, he returned to the U.S. in 2008. That was when things began to turn around.

Nelson Katzadoulos was a wealthy inheritor who had foreseen the U.S. and world crashes of 1994 and protected his fortune accordingly. Katzadoulos knew that the ultimate arbiter in the twenty-first century was going to be military force. Corporations used it in their titanic struggles, nations used it to keep the peace, cities used it to enforce the law. Kid gloves and diplomacy were tools of the past. It was going to be a violent era. It was also obvious that not everyone who wanted a little military punch had the tools or resources to establish their own armies, or train strike teams. Some organizations and individuals just didn't want a full time military capability at their disposal or on their ledgers. In situations such as this, one could always contract from a mercenary force or a corporation, but the quality of the mercenary forces tended to be low, and most corporations that licensed military forces did it as an afterthought, reserving their best men and equipment

for strictly in-house use. Katzadoulos' dream was to create a mercenary organization that could offer a variety of high quality services to the discriminating customer who wanted a little more for his money. Katzadoulos hired a marketing firm to do a survey, and the ultimate judgement was that a dedicated military contracting organization could be financially viable.

The catch was that Katzadoulos personally knew next to nothing about anything military. His first acquisition would have to be a military expert who could oversee the recruitment, training and equipping of a fine military force. Katzadoulos would provide the equipment, training facilities and financial muscle. The other person would coordinate operations, and be nominal commander of the force. A quick survey of potential candidates and an expensive tour through the Infocomp Corporation's military review files revealed just the man: Emile Lazarus; field grade, combat-hardened, experienced in training and practical application, familiar with a variety of international equipment, strategy and tactics, and still looking for the right people to fight for (and broke to boot!). Katzadoulos made Lazarus an offer he couldn't refuse.

With Lazarus as chief military consultant and Katzadoulos as the money man, an organization began to take shape. Since Lazarus was the military coordinator, and an honored war hero renowned in military circles, his was the name that went on the letterhead. While Katzadoulos remained a silent partner. Thus was born the Lazarus Military Operations Group, or the Lazarus Group for short.

An initial training facility was constructed in Montana, and equipment was purchased. Experts in tactics and equipment were brought in from around the world, as were many distinguished classroom military science instructors and basic training drill instructors. Some were coaxed into resigning their still active commissions and noncom positions with large bonuses, and the promise of autonomy and adventure beyond what any government or other corporation could offer. Others came voluntarily.

In 2010, with the first training centers finally finished and the instructors settled in, recruits and candidates began arriving. Thanks to marketing campaign had been sweeping the nation for several months, anyone who thought he or she had the guts and the fortitude for a life

of military adventure was encouraged to check out the Lazarus Group. Standards and risk were high, but the payoff was also high: adventure, world travel, higher pay than any government-funded army, and a level of respectability that dwarfed other mercenary organizations and private armies. The turnout was predictably large. The first group of 5000 recruits included everything from seasoned veterans of wars and conflicts around the world to green trainees who were indoctrinated from scratch into the military way of life at Fort Powell, Montana.

The Lazarus Group began contracting eight weeks after the first recruits arrived at the main base in Montana. Just enough time was allowed for the first basic training class to graduate, and for some of the experienced recruits to train into cadres. Operations were small at first, with teams of the more experienced Lazarus mercenaries licensed out to run some extractions and other black operations for contracting corporations, while recently graduated green troops were hired for some international urban-peacekeeping missions and brushfire reinforcements. The success and efficiency ratings of the Lazarus military teams were extremely high, and a reputation for fine service, confidentiality and value began to grow. Lazarus Group successes were chalked up in the Central African Conflicts of 2013, the urban unrest of 2014, the non-netpart of the Third Corporate War in 2016 and the European Brushfire Wars of 2018.

With its many triumphs and constant operations, the Lazarus group grew consistently in the decade between its 2010 inception and the present. Auxiliary basic training, recruitment facilities and corporate offices opened around the United States and in several other countries, while Lazarus constructed specialty training schools for troops and operatives world-wide. Katzadoulos and Lazarus maintained an even hand at all stages of development, ensuring that all finances were tight and high standards were maintained for all military acquisitions and training.

Presently, the Lazarus Group is the most successful and largest, specialty military service contracting organization in the world. Its reputation remains high, and the corporation continues to grow, boasting over a quarter of a million troops on active service or quick-activation reserve. With increasing tension, brushfire wars and corporate armed conflict spread across the world, it looks like the future of the Lazarus Group is rosy indeed.

MAIN PRODUCTS AND INTENT

MILITARY COMBAT SERVICES

The Lazarus Group's reputation, continued success and income depend on the contracting of military services in a number of strengths, and a selection of varying conditions. In short, it is a versatile mercenary force, providing soldiers and special agents for hire to people or organizations that do not have the resources, need or time to construct and maintain a full-time armed force of their own.

The variety of different military services offered by the Lazarus Group are considerable. Force sizes range from single, specialized solos and small special-operations teams to entire infantry divisions that can be leased wholesale. A variety of expertise and equipment are available as options.

SOLO OPERATIVES

Sometimes there's a niggling little problem that someone wants dealt with. Perhaps a single file needs to be recovered from the depths of a hostile facility or there's an executive your corporation wants assassinated. When that situation finally arrives, you may not have the operative you need on hand. For those little moments, Lazarus has a large pool of solo operatives trained in varying specializations. These individuals can be hired out on an individual basis to handle these tasks.

Lazarus trains its own operatives, and hires on solos who already have a wide range of experience. The more experienced a solo, the higher his lease price. Not only is this the result of supply and demand, but part of the fee is insurance. Losing an experienced operative can cost the Lazarus Group a lot of money, as really good solos come only from years of expensive experience and training, not to mention the cost incurred by having one less active solo to lease out. Lazarus maintains solos of both genders, and as many combinations of race and linguistic ability as possible. There are times when a black woman, with perfect fluency in Swedish and an Osprey combat pilot certification is the only agent that will do for a particular mission. Lazarus does its best to be prepared for any hiring conditions. There is usually a surcharge, sim-



Lazarus soldiers practice heli-assault from jungle platform.

ilar to the experience surcharge, for solos with unique or rare combinations of looks and/or skills. The more unique the package, the higher the surcharge.

The tasks usually assumed by solo operatives include reconnaissance, infiltration, assassination, sabotage, investigation and industrial espionage missions. All situations are accommodated, including airdrops, scuba infiltration, special terrain, long range or long duration, deep cover and multinational operations. Solos have the right to turn down missions that they consider too risky, but the Lazarus group is not likely to maintain on call an operative who pales at the prospect of a tough mission. Unless a mission is truly suicidal, rejection is unusual.

SMALL UNITS AND SPECIAL TEAMS

The second group of services offered by Lazarus are small-unit forces and special operations teams and cadres. When the situation calls for small-unit special tactics, or where a single operative doesn't pack enough punch but a large force would be too obvious, Lazarus can provide a variety

of team types, strengths and specialties. Force sizes range from two soldiers to about twenty, but most of the contracting in this area involves teams of two to six. As with solo operatives, a variety of specialties and equipment options are available. Common training and specialties include deep penetration black operations, maritime, amphibious and submarine operations, long range recon, quick strike teams, urban-specialized teams and special terrain. These teams run missions such as demolition and sabotage, assassinations, intimidations, hostage rescue, extractions and other special-forces type operations.

Small unit maintenance and leasing is done in a couple of different ways, each with its own advantages and disadvantages. The first type is the **custom-assembled** team. The Lazarus Group will assemble a team of men and/or women with a cross section of skills and a numerical strength exactly as specified by the client. The advantage is that any assortment of peculiar looks, talents and skills can be arranged. The disadvantage is that there is no guarantee that the individual soldiers will have ever worked together, and the client will have to choose between leasing a team where the soldiers may not be familiar with each other or paying and waiting for extra training time. Payment for custom teams is assessed by the individual lease value and surcharge of each soldier over the length of time of the contract, plus a team hiring rate.

The second type of small unit is the **cadre**. In cadres all the soldiers live, work and train together with each other over a long period of time. The advantage is that all cadre members are intimately familiar with each other, and each compatriot's skills, weaknesses and personalities. Because of this, cadres tend to operate more efficiently and suffer fewer losses. The disadvantage is that cadres tend not to be as specialized as custom teams. There's no doubt that they are deadly, and can handle a multitude of situations, but they won't have the specific assortment of skills that can be attained by assembling a team from scratch. Payment for cadres is also a little different than for custom teams. Instead of paying for separate individuals, there is a single cost for a cadre, assessed over the contract time. All specialization and experience surcharges apply to the group, not to individual members. The end result is that cadres and custom teams of comparable strengths cost about the same, but have different advantages and disadvantages. It is up to the client to decide which type would be more advantageous for a given mission, although the Lazarus Group will be

happy to make a recommendation.

MEDIUM FORCES

Medium forces encompass groups ranging from large platoon size (about 50 men) to company, and finally, battalion strength (about 1000 men). Medium forces are used for a variety of catchall purposes, including area security, crowd control, ground interdiction, reinforcement, assault and so forth. Most medium forces are equally trained in standard operations, plus urban combat, and mountain, snow, desert, jungle, maritime, and other operations. There are, however, some available units with extra training in one or the other specialization. These units can be leased at extra cost.

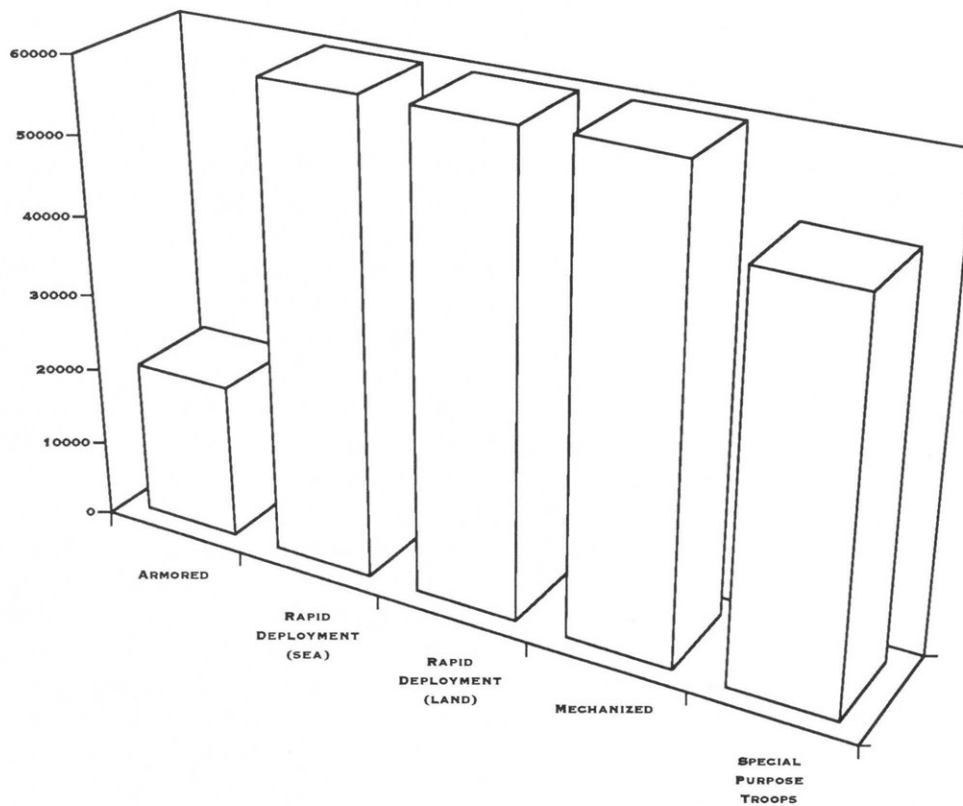
Most of the specialization in medium units concerns deployment tactics and available equipment. The Lazarus group maintains rapid deployment light infantry, assault troops (both airborne and amphibious), and mechanized infantry including mobile armor and aircraft, and tank-equipped units. All air units are for troop deployment and ground support. Lazarus does not maintain any interceptors or strategic strike aircraft.

Medium troops represent the bread and butter of the Lazarus Group; few organizations can afford to contract large groups for long periods of time, and most contract situations don't require tremendous troop strengths so much as they require deft application, intelligent planning and execution. Payment for the leasing of medium troops is assessed against the size of the contingent, the equipment at their disposal, and the length of the contract. Lazarus will add surcharges for assessed risk to the force, and for equipment used by the contracted units. Air-equipped troops are most expensive, ground armor is of intermediate cost, and light infantry is cheapest. There are other surcharges for rapid deployment, chemical and biological warfare conditions, and equipment maintenance under harsh conditions.

LARGE FORCES

Large forces include all groups from brigade size (about 2,000 men) to divisions (about 10,000 men). A division is the largest single unit fielded by the Lazarus Group. As a general rule, only nations and large corporations can afford to contract large forces. Typically recruited as straightforward mercenary units, these are used for rein-

FORCE SIZE BREAKDOWN



forcement by one side or the other in brushfire and corporate wars. The largest contingent that Lazarus will provide to any client is 20,000 troops, at a cost of up to 100 million eurodollars per month after troop salaries, corporate overhead, equipment costs and special situations are factored in. Obviously, only a select few clients can ever afford to retain a group of soldiers that large, and even then, not for a very long period of time.

Large forces are composed mostly of Lazarus-trained G.I.s with only a basic familiarization with unusual combat circumstances. If necessary, specialized units can be subcontracted as part of the force. As with medium groups, several varieties of troop delivery and equipment are available, and the surcharge ratios are the same.

COMBAT SERVICES NOT AVAILABLE FROM THE LAZARUS GROUP

There are a few types of duty that the Lazarus Group generally does not contract for. Chief among these is corporate security, considered an impacted market due to Arasaka competition. Lazarus troops train for more discreet combat operations over short or moderate lengths of time, and not for long-term static operations.

If, however, someone suspects that they or their corporation are going to be infiltrated or attacked by an armed force during a particular time window, Lazarus will contract out troops for defense purposes. These contracts are typically for short periods of time, and don't represent permanent security. Also worth noting, the Lazarus Group will not contract for offensive operations against civilians, although it will defend against them if they become unruly.

CONSULTANTS, ADVISORS AND THE FOUNDATION

Since many of the finest military men and women in the world Lazarus employs, the Lazarus group also licenses out consultants and advisors for use by clients in operations, and in the training and management of their own military forces. Third world countries no longer need engage in messy alliances with larger powers in order to obtain expert trainers and advisors, they can contract straight from Lazarus. Corporations and nations around the world currently employ Lazarus consultants, aiding in operations planning, equipment management, troop training, and strategic command.

In addition to on-site military advisors, the Lazarus group also maintains a military science and analysis think-tank, the Katzadoulos Military and Strategic Sciences Foundation, or the Foundation for short. There, analysts, experts, former officers and defense ministers from around the world work on strategic and tactical intelligence and historical data, compiling information on national and corporate armed forces and military goals across the Earth. The Foundation also publishes the respected *Lazarus Military Weekly* and bi-annual *World Military Forces Review*. The Foundation also boasts the Lazarus Military Institute, currently considered the world's most premier school of military science. Appointment to its staff and faculty or acceptance to its academic program is considered extremely prestigious in military circles. The Foundation and the Institute are inextricably linked, as the experts and analysts that research and publish for the Foundation also teach courses for the Institute.

The Institute trains not only all Lazarus advisors, consultants, analysts and field grade officers, but also individuals from national and corporate armies across the world. In addition, classified information from the Foundation's think tank is available for sale, although prices can be steep. The Foundation can also be contracted to tackle a specific problem or analyze a particular incident or potential opponent. Interested individuals and corporations should be forewarned, Foundation time does not come cheaply.

TRAINING CLIENT'S TROOPS

Lazarus training produces some of the finest troops in the world. Not only does Lazarus train all its own troops, re-educating those with previous military experience, but will also train the troops of other corporations or nations. This can be done either by sending advisors to construct a program for the client, or by sending the client's trainees through Lazarus' own facilities. Both are considered acceptable options. The only training that Lazarus considers proprietary are its special operations schools and certain programs affiliated with the Foundation. Lazarus has trained G.I.s and officers from, or established programs for, several other corporations, along with many wealthy individuals and small nations.

CONTRACTING FROM THE LAZARUS GROUP

Contracting troops or advisors from Lazarus is a discreet and confidential process, guaranteeing maximum comfort for the client. Interested parties send a communiqué to the local Lazarus Group office. Within 24 hours a Lazarus representative will meet with the client, or the client's liaison, at a location of mutual satisfaction. If the client wishes to retain combat services from Lazarus, troop types, contingent sizes, cost, and contract specifics can be decided on at the meeting. Once the contract is signed, Lazarus guarantees delivery of the full contingent within 72 hours. If you desire a single operative or small strike force, the solo or team will be activated within 24 hours of contract signing.

For rapid deployment Lazarus maintains worldwide 24 hour offices that can be contacted via Net, fax, phone or in person. In quick response situations, Lazarus will notify the client of request approval or denial within one hour, and a contract will be consummated within another hour. Upon acceptance, Lazarus guarantees delivery of up to ten thousand troops within 24 hours. The price for this kind of service can be steep however, and the contract usually requires some sort of collateral if up-front payment cannot be made. Minimum contract duration for quick-response missions is one week. For regular response deployments, minimum duration is two weeks. If small, quick-response strike teams or single operatives are required, a per-mission one time charge is assessed, good until the objective is achieved or the mission has been judged impossible. Lazarus guarantees team activation within four hours.

GUARANTEES AND CONTRACTS

(This section is a little dry, but it's difficult to make contract information interesting, please bear with us.)

If a contract for an offensive operation has been accepted, Lazarus will guarantee successful completion of the objective within the time frame agreed upon in the contract terms. If the objective is successfully completed, but late, the client receives a 25% refund. If the mission fails, or is completed in over twice the time originally specified in the contract, the client receives a full refund. Complete confidentiality is guaranteed for all small unit offensive operations. For large operations it is usually obvious who the client is, and there is no guarantee of

confidentiality. Lazarus is usually careful to accept only those offensive missions considered possible. It will contract for objectives considered dubious, but in these situations the client waives all guarantees. No guarantee is made concerning the accuracy of information purchased from the Institute, but there is a reputation to uphold, so clients are seldom disappointed.

For defensive or static operations there is no guarantee of success. When the contract is first negotiated a benchmark troop strength is decided upon by the client and Lazarus, based on an Institute report of the defense requirements peculiar to the situation. If that troop requirement proves insufficient to successfully defend the client's interests, the client has the option to request additional troops, up to the number necessary for successful defense, at standard prices. If the client chooses to stick with the original force, it is at their own risk. Once again, due to the accuracy of Institute analysis, there are seldom any serious errors. Most errors are on the side on the side of caution.

Lazarus always guarantees that troops and advisors will perform to the best of their abilities. If it can be proved that a client suffered damage due to the poor performance of Lazarus troops, Lazarus will refund the contract price plus the price of any damage as assessed by Lloyd's of London. Lazarus has a reputation for abiding by its guarantees.

Contracts can be cancelled without reason by Lazarus or the client with one weeks' notice. Contracts can be cancelled by Lazarus at any time if the client fails to make required payments, or if the client unduly compromises the security of the Lazarus Corporation, and its troops or agents. Lazarus usually requires payment in advance for any contract or billing period, but will give credit in return for collateral in special circumstances.

There are certain safety provisions inherent in Lazarus Group contracts. As a concession to clients, Lazarus agrees in all contracts not to accept any contracts contrary to the client's interests for two years after the expiration of any contracts with that particular client. This means that Lazarus won't train your defense forces, and then immediately accept a contract from another country or corporation to attack your head office. If Lazarus trains your army, and then you immediately use it to attack someone else who has hired Lazarus troops, Lazarus cannot be held

responsible for the results. Naturally, this guarantee is legally unenforceable in 2020, but Lazarus is conscious of its reputation and always abides by its own rules. Needless to say, Lazarus will never allow its contracted troops to be used against any other organization with whom it conducts business. That would be bad for business. As a related service, any country, corporation or individual can buy an annual policy from Lazarus that will keep Lazarus from running any offensive operations against that organization or person. This policy is void if the client runs any operations contrary to the Lazarus Group's interests. It's protection *Cyberpunk* style!

COSTS

Basic cost for all sizes of unit is 2,500 dollars per basic soldier or agent per month. 1,750 of this sum is the soldier's salary; the rest is corporation overhead. Mechanized troops are +25%, air equipped troops are +50% per individual. These amounts can be fractionalized down to the minimum contract duration for the type of deployment. Risk and experience surcharges are one-time payments of between 50 and 100% of monthly cost per individual. Rapid deployment is a one-time surcharge of 50% per individual. Surcharges cannot be fractionalized, but are good for the duration of the contract.

Advisors and consultants can run from 3000 eb per month to 1000eb per *hour* depending on whether they are regular field advisors or expert analysts from the Institute.

INTENT AND LONG-TERM GOALS

Nelson Katzadoulos' goal was merely to establish a profitable corporation that catered to the military contracting niche. All expansion and diversification of the corporation has occurred simply because marketing analysis showed that it would eventually lead to increased profits. Katzadoulos has no ulterior motives for the corporation other than to increase his fortune, however, he will go to great lengths to ensure the continued success of the Lazarus Group, including pressuring competitors out of business and engaging in in-house black operations. That is no different from any other modern corporation, however, and not deserving of any special elaboration.

Emile Lazarus' goal was to create and implement a military organization that was efficient, competently run, and worthy of his pride. Since Lazarus commands all the Group's military forces and oversaw their creation, he has

been largely successful. Lazarus troops, agents and commanders are competent, battleworthy, and honorable in the field. Morale remains high among the troops, and a Lazarus Group uniform demands respect throughout the world military community. Lazarus continues to keep a tight reign over his forces, ensuring that standards stay high and operational success is the rule. He has done his best to make sure that the incompetence and bureaucracy that undermined the U.S. military forces in Central America does not infect his organization. So far, his leadership has been strong enough for him to fulfill his goals.

ENEMIES AND ALLIES OF THE LAZARUS GROUP

Needless to say, a corporation that earns its keep through military action and the analysis of other organizations military capabilities is bound to make a few enemies. Lazarus is fairly scrupulous about what contracts it takes, attempting to avoid military confrontations with corporations that have the power to take serious retribution. Fortunately, that is a rare limitation. Among the corporations that Lazarus has crossed swords with are Arasaka, Net 54, Orbital Air and Petrochem. The Group's staunchest corporate ally is Militech, from whom it purchases millions of dollars worth of military equipment annually. Several nations across Southeast Asia, Africa, South and Central America, and even Europe have run afoul of Lazarus mercenaries. Chief among these are Burma, Italy, Spain, Libya, the Congo, South Africa, Venezuela and Colombia.

KEY PEOPLE

NELSON KATZADOULOS

Nelson Katzadoulos is the wealthy financier who bankrolled the development of the Lazarus Group and reaps the lion's share of the profits. Katzadoulos is the scion of a patrician east coast family, and has a personal worth of close to three billion eurodollars. Although Emile Lazarus engineered the actual design and development of the Lazarus group, it was the funds provided, and the other investors recruited by Katzadoulos that made the formation of the corporation possible.

Katzadoulos lives on his family estate in an upper-class, northern suburb of New York, but he spends much of his time in penthouses in New York City, Miami, Tokyo, and in Washington D.C. where the Lazarus Group is headquartered. He alternates between managing the

financial affairs of the Group, dealing with his responsibilities as chairman of the board, and running his various other investments around the world.

Katzadoulos is 43, single, and rated by 'C' Magazine as among the corporate world's most eligible bachelors. He maintains a string of high-profile female friends and has a reputation for loyalty, extravagance and congeniality among acquaintances. He also has a reputation for shrewd financial management, dealing severely with those who would interfere with, or upset the stability of his investments. He has a younger brother, Roy, who is a research doctor for a La Jolla cybertech firm, and a younger sister, Sarah, who is married to a Los Angeles braindance star. The family keeps close ties to each other.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 5, COOL 8, ATTR 9, LUCK 7, MA 6, BODY 7, EMP 9/5, SAVE 7, BTM -2.



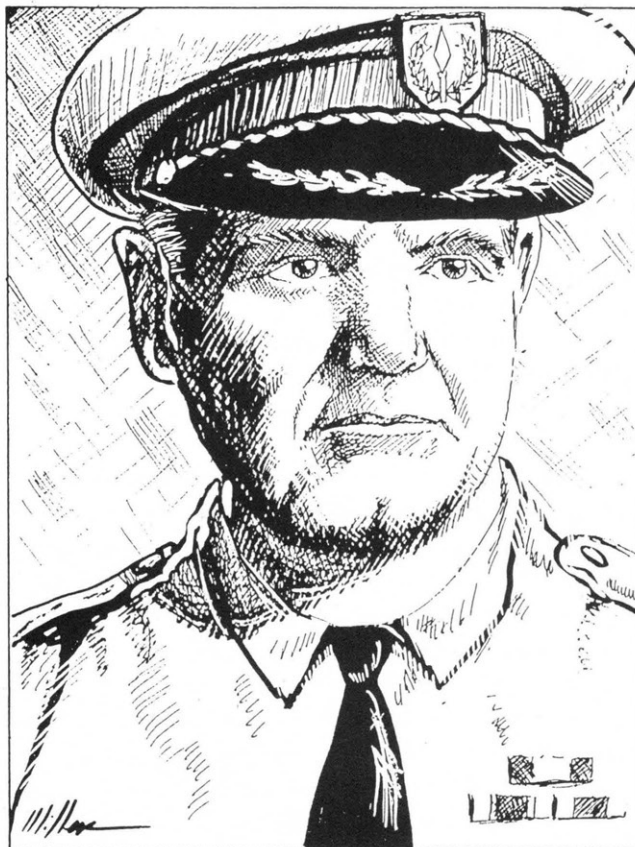
SKILLS: Resources 7, Wardrobe and Style 8, Social 7, Persuasion and Fast Talk 5, Seduction 6, Education and Gen Know. 6, Expert Investor 7, Expert Manager 5, Gamble 6, Stock Market 8, Handgun 3.

CYBERWARE: Basic processor, data-term link, interface plugs, chipware socket, Mr. Studd™, contraceptive implant, skin weave, toxin binders, basic cyberoptic, Times Square Marquee, microvideo optic, basic cyberaudio, phone splice, scrambler, bug detector, voice stress analyzer, homing tracer.

**COLONEL EMILE LAZARUS,
U.S. ARMY (RET.)**

Emile Lazarus is the grizzled old soldier who oversaw the assembly of the corporation's military resources. Although Katzadoulos' financial clout and position as chairman of the board gives him the ultimate say over the Lazarus Group, Lazarus himself remains the corporation's president and leader in the most basic sense of the word. He is charismatic, and boasts a long and distinguished military record. Soldiers around the world tell awestruck tales of his military adventures in Central and South America and around the world. Few other people could hold the necessary thrall over such a huge, diverse group of soldiers and keep them together as a viable fighting organization. Katzadoulos knows that Lazarus is essential to the success of the corporation, and the two of them have been close friends ever since the inception of the Group.

Lazarus is now 51 years old. He lives at an estate in Bethesda, Maryland, but divides most of his time between his Washington D.C. apartment and touring Lazarus military facilities and troop concentrations around the world. He lacks immediate family. He has an atypical reputation for a high executive: he likes to keep in touch with his workers. Lazarus exploits the bond between soldiers to maintain high morale among his troops and agents, breaking executive mores considered inviolable in other corporations. His competence, experience, and gruff leadership has made him an idol among many Lazarus Group troops, including some of the most jaded. Even soldiers who joined the Lazarus group after resigning ranks of Lt. General or General in national armies defer to his leadership.



Lazarus maintains himself in top physical condition and considers himself fit for active duty at all times. He has several cybernetic replacements due to wounds suffered in many combat engagements. He has been known to "drop in" and participate, unannounced, in Group military training exercises. As yet, Katzadoulos has drawn the line at allowing Lazarus to participate directly in combat, not wanting to sacrifice either his leadership or his friendship. This restriction chafes Lazarus, but he understands the wisdom of it.

ROLE: Solo.

STATS: INT 9, REF 10, TECH 7, COOL 9, ATTR 5, LUCK 3, MA 7, BODY 9, EMP 10/5, SAVE 9, BTM -3.

SKILLS: Combat Sense 6, Wardrobe and Style 3, Endurance 3, Intimidate 6, Leadership 9, Awareness/Notice 5, Hide/Evade 4, Military History 6, Wilderness Survival 7, Athletics 2, Driving 4, Pilot Vect. Thrust

Vehicle 4, Stealth 5, Weaponsmith 1, Pistol 4, Rifle 6, Submachine-gun 4, Heavy Weapons 5, Melee 2, Judo 3, Boxing 2, Expert Strategist 5, Expert Small Unit Tactics 6.

CYBERWARE: Basic processor, interface plugs, chipware socket, vehicle link, smartgun link, Sandevistan speedware, nasal filters, nanosurgeons, basic cyberoptic, targeting scope, image enhancement, anti dazzle, basic hearing module, amplified hearing, radio link, level damper, Superchrome® right cyberleg and left cyberarm with reinforced joints. Cyberarm has a toolhand.

COLONEL DOUGLAS LLEWELLYN

Colonel Douglas Llewellyn, formerly Brigadier General Douglas Llewellyn of the Royal Marines, is an old acquaintance of Lazarus', and is the Groups' second highest ranking military officer/executive. If anything should happen to Lazarus, Llewellyn is first in line to succeed him for the Groups' top military job. Llewellyn served in the British Royal Marines for several years, leaving at Lazarus' and Katzadoulos' request to accept a commission in the Lazarus Group. Llewellyn had participated in several combat engagements for the crown, including Northern Ireland and the 1999 Hong Kong riots, and had credentials almost as good as Colonel Lazarus. He had refused in 2005 to resign his commission in the Royal Marines in order to Join EBM's corporate army, and had successfully thwarted two EBM extractions before joining the Lazarus Group in 2015.

Lazarus and Colonel Llewellyn met in 2007, when Lazarus was serving as a mercenary in Zimbabwe and Llewellyn was assigned as an advisor by the British government. They found that they had similar tactical styles and experience. Much of their off-duty time was spent getting drunk together and rambling through the brothels of Zimbabwe's capital, Harare. Both left Zimbabwe later that same year, but remained in touch ever after.

Llewellyn is 53 years old. He and his family live on an estate in Scotland. As with Lazarus, Llewellyn spends



much of his time in Washington and touring the Group's facilities. Llewellyn is a striking man, tall and thin, with no visible cyberware other than sockets and plugs. He has a reputation as a hard and unforgiving leader, demanding top performance from his troops at all times. Llewellyn is not without dark secrets: he has become cynical and power hungry over the years. Although Lazarus is yet unaware, Llewellyn covets the top Group military job, and is privately scheming to have Lazarus removed, discredited or killed. Llewellyn's plot is in its early stages now, and Lazarus has no idea of his friend's duplicity.

ROLE: Solo.

STATS: INT 8, REF 7, TECH 7, COOL 6, ATTR 8, LUCK 6, MA 7, BODY 7, EMP 8/6, SAVE 7, BTM -2.

SKILLS: Combat Sense 7, Wardrobe and Style 6, Interrogation 10, Leadership 5, Awareness/Notice 5, Education and Gen Know. 7, Expert

Strategist 5, Expert Small Unit Tactics 4, Expert Urban Combat 5, History Great Britain 3, French 3, Dodge and Escape 5, Pistol 6, Rifle 6, Submachinegun 3, Stealth 3, Demolitions 2, Boxing 5, Driving 5.

CYBERWARE: Basic processor, Kerenzikov boosterware level 2, smartgun link, interface plugs, chipware socket, pain editor, basic cyberoptic, targeting scope.

CAPTAIN EDWARD LLEWELLYN

Edward Llewellyn is Douglas Llewellyn's handsome 26 year old son, a graduate of Cambridge University and the British SAS commando school. He is now a special operations agent and cadre trainer for the Lazarus group. Edward is a fine young man, raised in the best spirit of the military tradition. He and Emile Lazarus have been friends ever since Lazarus became acquainted with his father, and he thinks of Lazarus as an uncle. Lazarus loves the boy, and treats him like the son he never had.

Captain Llewellyn is not in on his father's plan to oust Lazarus. He is, however, beginning to suspect the former Brigadier's ambitions. If he becomes more certain, he will attempt to warn Lazarus of the imminent betrayal. The elder Llewellyn encourages his son's friendship with Lazarus, believing that his son lacks knowledge of his plans, and that the relationship will make Lazarus more trusting, and therefore vulnerable.

ROLE: Solo.

STATS: INT 7, REF 10, TECH 6, COOL 10, ATTR 10, LUCK 1, MA 8, BODY 8, EMP 7/5, SAVE 8, BTM -3.

SKILLS: Combat Sense 7, Resist Torture/ Drugs 3, Awareness/ Notice 7, Education and Gen Know. 4, Expert Black Operations 5, Expert Commando Operations 5, Hide/Evade 6, Shadow/Track 6, Teaching 4, Wilderness Survival 4, Driving 6, Pilot Fixed Wing 4, Handgun 7, Rifle 7, Submachine-

gun 4, Melee 5, Stealth 4, Demolitions 8, Elect. Security 4, Aikido 4.

CYBERNETICS: Basic processor, interface plugs, smartgun link, chipware socket, basic cyberoptic, targeting scope, teleoptics, Low Lite™, Times Square Marquee, basic cyberaudio, amplified hearing, radio link, scrambler, wide band radio scanner.

PAUL ROBICHAUD, PH.D.

Dr. Robichaud is president of the Katzadoulos Military and Strategic Sciences Foundation and senior fellow and director of the Lazarus Military Institute. His analytic and academic skills in the field of military, political and strategic science are unrivaled. Robichaud pursued undergraduate history studies at the Sorbonne, in his native France, and then went on to graduate work at Cambridge and Harvard. After receiving his doctorate, he went to work for the French government. In 2005, Robichaud left government work for the private industry, doing analysis for Jane's, and then when Jane's went defunct, for the London Based think tank Headley, Cromwell and Webber. In 2012, Robichaud secretly petitioned the Lazarus group for extraction. One successful black operation later, Robichaud joined the Foundation. He has been at its forefront ever since, teaching, researching, and publishing and editing the *Review*.

Robichaud is currently 66 years old, with a kindly demeanor that belies a lifetime spent studying the politics and mechanics of warfare, violence and death. Robichaud and his wife live in northern Virginia, a short drive from the Foundation complex. Their estate is always under guard, due to the threat of extraction. As a valuable property, corporations and governments worldwide desire Robichaud's services .

Robichaud eschews all cyberware, but has a wafer-thin homing beacon implanted in his arm, with a five mile range and a distress signal that can be activated by firm pressure. The frequency is monitored 24 hours by a quick response anti-extraction team based out of Arlington, only a five minute Osprey flight from Robichaud's estate.

ROLE: Corp.

STATS: INT 11, REF 4, TECH 8, COOL



6, ATTR 4, LUCK 7, MA 3, BODY 5, EMP 8/5, SAVE 5, BTM -2.

SKILLS: Resources 8, Personal Grooming 3, Wardrobe and Style 2, Oratory 7, Social 3, Composition 10, Education and Gen Know. 10, Expert Military History 10, Expert Strategic Studies 9, Expert Political Science 9, Expert World History 7, Expert Economics 7, Expert Psychology 4, Expert Analyst 8, Expert Editor 4, English 7, Library Search 5, Teaching 6.

CYBERWARE: None except beacon.

BROOKE BAILEY ATCHISON

Brooke Bailey Atchison is the 28 year old corporate executive in charge of procurement for the Lazarus Group. She works out of the Washington D.C. office, and is constantly juggling multi-million eurodollar equipment

contracts and purchase orders with military manufacturers around the world. The efficient operation of Ms. Atchison's department is essential to the smooth functioning of the Lazarus group. Troops and agents around the world must be kept constantly supplied with items ranging from toothpaste to turbofan engines and TOW II missiles.

Ms. Atchison surprised everyone in the corporate office by rocketing through the white collar ranks to become one of the youngest non-combat department heads in the Lazarus Group. She is supremely confident, intelligent and a ruthless executive. Many a competitor has been diverted by her sweet good looks and then destroyed. Atchison keeps her high position within the company by maintaining a web of loyal contacts in, and out, of her department. Also, she continues to be the best procurement chief the Lazarus Group has had, or is likely to find.

Ms. Atchison has been the object of several assassination and extraction attempts. Assassination attempts have come from people inside the corporation who covet her high position or resent her power, and from organizations outside the corporation who know that disrupting her department could cause problems with the supply of Lazarus' troops. She is now under 24 hour monitor and guard.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 8, COOL 9, ATTR 10, LUCK 4, MA 5, BODY 5, EMP 10/6, SAVE 5, BTM -2.

SKILLS: Resources 8, Personal Grooming 6, Wardrobe and Style 6, Human Perception 3, Seduction 8, Social 4, Persuasion and Fast Talk 5, Accounting 5, Education and Gen Know. 5, Expert Military Hardware 4, Expert Logistics 7, Expert Procurement/Contracting 9, Japanese 4, German 4, Tae Kwon Do 5, Pistol 2.

CYBERWARE: Basic processor, dataterm link, chipware socket, interface plugs, shift-tacts, chemskins, contraceptive implant, audio/video tape recorder,

cybersnake (throat mounted), basic cyberoptic, Times Square Marquee, basic cyberaudio, bug detector, phone splice, voice stress analyser, digital recording link.

BASIC LAZARUS GROUP SOLDIER

This is the typical enlisted Lazarus Group mercenary that might be found on assignment anywhere in the world. They can be male or female, typically between 19 and 30 years of age.

ROLE: Solo.

STATS: INT 6, REF 8/?, TECH 6, COOL 7, ATTR 5, LUCK 5, MA



8, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Combat Sense 5, Awareness/Notice 5, Expert Jungle Combat 2, Expert Urban Combat 2, Expert Desert Combat 2, Expert Maritime

Combat 2, Expert Soldier 2, Hide/Evade 4, Wilderness Survival 5, Melee 3, Karate 4 Pistol 4, Rifle 6, Submachinegun 4, Demolitions *or* Heavy Weapons *or* a Vehicle Operation *or* a Tech/Medical Skill 6.

CYBERWARE: Various.

POSSIBLE VARIATIONS:

FOR OFFICERS: INT 7, Leadership 5, Education and Gen Know. 5, Expert Small Unit Tactics *or* Support/Logistics 5, +2 to soldiering specialties (i.e., Urban, Desert, etc.).

FOR SOLO OPERATIVES/CADRE/SPECIAL AGENTS/BLACK OPS:

INT 8, BODY 8, Endurance 2, Interrogation *or* Intimidation *or* Streetwise 4, Leadership 2, Awareness/Notice 7, Education and Gen Know. 3, Hide/Evade 5, Expert Infiltration *or* Expert Assassination *or* Expert Extraction 4, Shadow/Track 3, Wilderness Survival 4, Various Martial Arts 3-5, Melee 5, +3 to weapons skills, +2 to soldiering specialties.

FOR AN INSTITUTE INSTRUCTOR:

Teaching 7, History *or* Military History *or* Political Science *or* Military Technology 5-10, Expert Political *or* Military Analysis 5-10, Library Search 6.

BASIC LAZARUS GROUP CORP

These are the typical executives who do support, non-field logistics, management and marketing for the Lazarus Group. They can be found at the Lazarus Tower in Washington D.C., and in smaller regional offices around the world.

ROLE: Corp.

STATS: INT 7, REF 6/?, TECH 5, COOL 7, ATTR 7, LUCK 5, MA

6, BODY 7, EMP 8/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Personal Grooming 2, Wardrobe and Style 2, Accounting *or* Expert Analysis *or* Expert Economics *or* Expert Marketing *or* Expert Management *or* Expert Procurement *or* Expert Logistics/Support 6, Expert Military Hardware 1-5, Various Martial Arts 1-4, Various weapons Skills 1-5.

CYBERWARE: Various.

POSSIBLE VARIATIONS:

FOR INSTITUTE INSTRUCTOR:
as above, under

SOLOS FOR LIAISON:

Former military officers gone corp, they form the link between the executive and military branches of the corporation. Liaisons have 'Officer' soldiering skills and stats, but have the role Corp, and *Resources* as their special ability. Their optional skill is Expert Liaison 6.

CURRENT MARKET STRATEGY

The Lazarus Group has two distinctly different marketing goals, each of which demands its own strategy. To sell its product, Lazarus must be able to convince corporations, governments and powerful individuals around the world that its troops are the best available. In order to provide those troops Lazarus must woo the general population, and persuade talented individuals from around the world, experienced and inexperienced, to join up.

SELLING THE PRODUCT

Lazarus advertises its services around the world. Its primary clients are large corporations and small countries, and it is toward these markets that the Lazarus Group's

in-house advertising department directs most of its efforts. Regular circulars are sent out to potential client corporations. These are flashy, color affairs which present a shallow, glossy look at the Group's military capabilities. Ads run in corporate periodicals, and are placed on corporate sector billboards. Commercials run during corporate oriented network programming and on corporate broadcast channels. Huge advertising icons stand in the corporate areas of the Net's virtual universe.

For nations, and anyone else who might be interested, Lazarus also heavily saturates all military periodicals and programming with advertising. Since the widest read military journals in the world are the *Lazarus Military Weekly* and the Lazarus-published *World Military Forces Review*, every issue of these publications naturally carries several ads for its parent corporation's primary service. There's nothing like free advertising, especially in 2020! It bears pointing out, however, that in the interests of maintaining integrity, the Lazarus journals accept ads from competitors and enemies. Anyone who can front the steep cost for Lazarus journal ad space is welcome to have their say. Even Arasaka, which has, at best, a rocky relationship with Lazarus, takes out regular ad space in the *Weekly*, and in the *Review*. Besides the house organs, Lazarus ads run in other military journals, such as *EuroDefense Monthly*, *Aviation Week*, the *Annual Assault Weapon Catalogue*, *Kuroshita Current Military Technology*, and the prestigious *Weatherby's International Corporate Forces and Deployment Monthly*.

All Lazarus print and media ads have two phone numbers attached to them. One is a standard 800 number for information. Dialing that number anytime, day or night, connects you with a Lazarus operator who will answer questions, and arrange for further materials to be sent to you or a contract and sales representative to pay a call on you anywhere in the world. Other sales and presentation items available from Lazarus include brochures, computer and virtual disks and chips detailing information and prices for services and options available from the corporation. The sales material contains no classified information. The second number on Lazarus ads is the quick response hotline. This number can be used by anyone, whether they have a Lazarus contract or not, to order a quick response deployment. Callers on the hotline speak to a special representative who will handle their case until it terminates or becomes a regular contract. The caller is subject to verification of authenticity and credit



A welcome
sight in
troubled
times.

LAZARUS
FORCE PROJECTION

Recruiting &
Information
1-800-555-1212
Rapid Response
1-800-555-1212

Typical Lazarus periodical advertisement

and strategic checks. If everything looks good to the Lazarus agent handling the case, a military team will be delivered to the callers specifications, under Lazarus quick response guidelines (see *Main Product and Intent*). Persons who default on quick response payments or who abuse the hotline are liable to find themselves on the wrong side of a Lazarus strike team.

RECRUITING THE TROOPS

Lazarus will recruit anyone, experienced or not, whom they feel has the potential to be an effective combat asset. Since the pool of potential combat employees spans a wide spectrum, from wetnose high school kids to street-wise, battle-hardened solos, to retired field grade officers and analysts, Lazarus must recruit in a variety of ways. For the inexperienced, Lazarus runs advertisements during network shows popular with people age 17 to 25. These ads tend to emphasize short and medium enlistment periods, during which the candidate can gain skills and experience that will supposedly prove valuable later in life. The truth is, once you sign up with Lazarus, they will do everything they can to keep you on board, offering re-enlistment bonuses, lifetime commitment bonuses, and promises of advancement. In big cities, Lazarus usually has one or two small recruiting offices; like the national armed forces, only slicker. Also, the Group frequently holds recruitment seminars on high school and college campuses, and in underprivileged areas of the cities, where the emphasis is on the corporation being a means of escape from the underclass and into respectability.

For the more experienced solos, and veterans of other armed forces, the recruitment campaign usually runs in

a slightly different vein. Ads are placed in firearms and military technology journals, as well as periodicals geared specifically toward soldiers and solos. These ads emphasize the success record and respectability of the Lazarus Group, the opportunities for adventure around the world, and the stability of a regular, competitive paycheck. There are also pay and rank bonuses for experienced candidates.

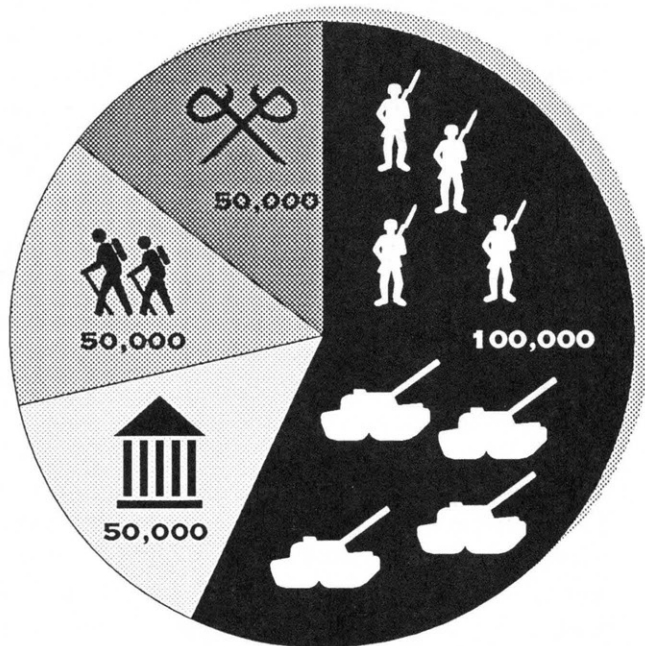
For specialized individuals, such as field grade officers and analysts, recruitment is frequently carried out on a personal basis. Lazarus will send a representative to meet with the individual they wish to hire. The representative is authorized to negotiate contract and salary particulars. Lazarus' reputation and financial generosity are usually sufficient to persuade candidates to join up. In cases where the candidate is already under contract, extractions are arranged. They also use the personal method to recruit particularly desirable solos or operatives who have not expressed a desire to join the corporation.

Recruitment and hiring of staff and executives for the management side of the Group is handled like any other corporation. Representatives visit college campuses, and ads run in periodicals like 'C' Magazine. Working on the corporate side of the Lazarus Group is considered a perfectly respectable job in the professional world.

PUBLIC RELATIONS

The Lazarus Group, unlike certain other corporations, goes to considerable pains to maintain a good image in public eye. Since so much recruitment takes place from the general population, it is important that people feel positive about the corporation. This can be tricky when the main service is military contracting, i.e., destruction and warfare. Lazarus spends a considerable amount of money on public relations and image advertising. The prestigious, and costly Washington D.C. public relations firm of Jenner, Anatolyev, Rodriguez and Blume handle the Lazarus account, and devotes a large amount of time to seeing that the worldwide perception of the Lazarus group, at least among the ignorant masses, is that of a benign protector of those too weak to fend for themselves, and as a means of character building and escape from poverty for the world's youth. Jenner et.al. work closely with Lazarus' ad department, and lobby fiercely around the world on Lazarus' behalf. The P.R. campaign has been quite successful, despite debunking attempts by several of the Group's enemies.

TROOP AVAILABILITY



**100,000 SERVICING
ACCOUNTS**



**50,000 ON BASE
READY FOR ROTATION**



50,000 OFF DUTY



**50,000 SPECIAL
OPERATIVES**

UNIFORMS, EQUIPMENT AND PERSONNEL

There is a pretty wide latitude in standard dress and equipment among Lazarus troops and executives, but a few basic rules govern both arms of the corporation.

EXECUTIVES

Executives at the Lazarus Group have a fair degree of freedom in how they dress, and there are no ironclad common denominators that might make them stand out in a crowd. Indeed, the Lazarus Group probably permits a greater degree of freedom among its civilian employees than many other corporations. As a rule, the corporation considers appropriate executive attire the norm, but no restrictions are placed on cut or coloration, and there is no unofficial conformity rule (such as the one that dictates that all EBM employees must wear white shirts and have matching belts, shoes, and wallets).

There are a few dress mannerisms that Lazarus executives do tend to exhibit in common, but they do it more out

of pride than due to any dress code. For instance, as with many other corporations, Lazarus white collar employees frequently wear a lapel pin with the corporate logo, or wear the company tie. Lazarus treats its executives and staff well, and there is a high *esprit de corps* among the corporate employees.

There are some particulars in the dress code for executives who are former Lazarus soldiers, or who have been recruited from other armed forces. They are permitted to wear their Lazarus or national military dress uniforms in place of corporate attire if they wish. In practice, executives who are military veterans tend to wear their dress uniforms only at formal occasions, preferring more run of the mill suits for day to day use. It is common, however, for veterans to wear a second lapel pin that represents military experience and indicates the wearer's former rank. In addition, the shirt-pocket I.D. tags worn by all Lazarus corporate employees show whether the wearer is a service employee, staff or executive, and whether the employee has had military service, and/or belongs to the Foundation. Active duty Lazarus soldiers called to the executive offices for one reason or another are usually permitted to exchange regular corporate attire for military uniforms if they wish.

**THE HIGHEST RANK AWARDED
IN THE LAZARUS GROUP IS
COLONEL, BUT THERE ARE FIVE
LEVELS WITHIN THAT RANK.
EMILE LAZARUS REFUSES TO
USE GENERAL BECAUSE HE IS
THE GROUP'S COMMANDER IN
CHIEF, AND COLONEL WAS HIS
RETIREMENT RANK. ALSO, HE
REFUSES TO ACCEPT
PROMOTION FROM ANY NON-
MILITARY BODY, SUCH AS A
CORPORATION, SO HIS RANK
WILL NEVER GO UP.**

In keeping with the widespread acceptance of the eccentricity of academics, there are almost no rules at all governing the attire of Foundation teachers and analysts. As long as you don't stroll around the campus naked, people are unlikely to take note of any personal oddities. Nevertheless, one is much more likely to see veterans and active service people wearing their uniforms at the Foundation than in the executive offices.

Equipment carried by executives, service employees and Foundation members varies, but there are some standardizations. All executives and Foundation employees carry company provided Trauma-Team cards. Lazarus maintains a corporate account with the Trauma-Team International Corporation, and the card is part of the standard benefit package. In addition, any personal weapons carried by Lazarus employees must be Militech. Lazarus has an exclusivity and endorsement contract with Militech, and receives Militech products at a discount (see below: Vehicles, Weapons and Equipment).

**TROOPS: AVAILABILITY,
ROTATION AND PAGING**

Before detailing the uniforms and equipment of the different types of Lazarus troops, it bears explaining how on-duty and off-duty time work, and how soldiers and agents are summoned when needed. The Lazarus group has roughly a quarter of a million troops. Of these, about 200,000 are standard line troops: light, airborne, marine and mechanized infantry divisions. About half these troops are servicing accounts at any given time. Of the remaining troops, about 50,000 are on base and ready for rotation or rapid deployment. The other 50,000 are off duty, and live on-call at whatever civilian accommodations they have. If they have no civilian apartment, they stay on base, but are at liberty to travel freely. All off duty troops have pagers, and can be summoned back into active service within 24 hours. Failure to respond to a pager means disciplinary action or dismissal. The rotation schedule is four months: three and a half months on duty, or on assignment, and two weeks off duty. The off-duty period is paid, but troops are free to seek outside income during that time as long as they respond to pager calls, and meet physical fitness requirements when they go back on duty. Depending on demand for troops, and fluctuating world situations, Lazarus reserves the right to cancel or suspend all leaves without any advance notice.

Special operatives, strike teams and cadres number about 50,000 troops, and work under a different on/off duty system. They are required to spend only three months out of the year stationed at bases. During this time they retrain, and undergo fitness and skill checks. During the rest of the year, these soldiers live in homes or apartments in the general vicinity of their Lazarus home base. (If they wish, they can even live on the base, but for obvious reasons, this is not a common choice.) They are free to travel at will as long as they check in once per week. Like regular soldiers, special operatives and agents carry, or have implanted, pagers tied into the Lazarus satellite system. The corporation triggers the pagers when the agent or team is needed for a mission. When the pagers go off, called soldiers must enter their personal acknowledgment code immediately to confirm their reception of the summons. They then have twelve hours to report to home base and receive their assignment. As with general troops, failure to acknowledge or respond to summons is, of course, grounds for punishment or dismissal.

Lazarus special soldiers are paid full salary for their three months on-base duty, and combat salary plus bonuses for time spent on assignment. They receive only half salary for on-call time, but they are free to seek outside employment during that time, provided it falls within Lazarus guidelines, and so long as they respond to their pagers without delay. This freedom is a selling point that enables Lazarus to attract top talent from around the world. As with regular soldiers, special operatives can be recalled to full-time on-duty status without advance notice.

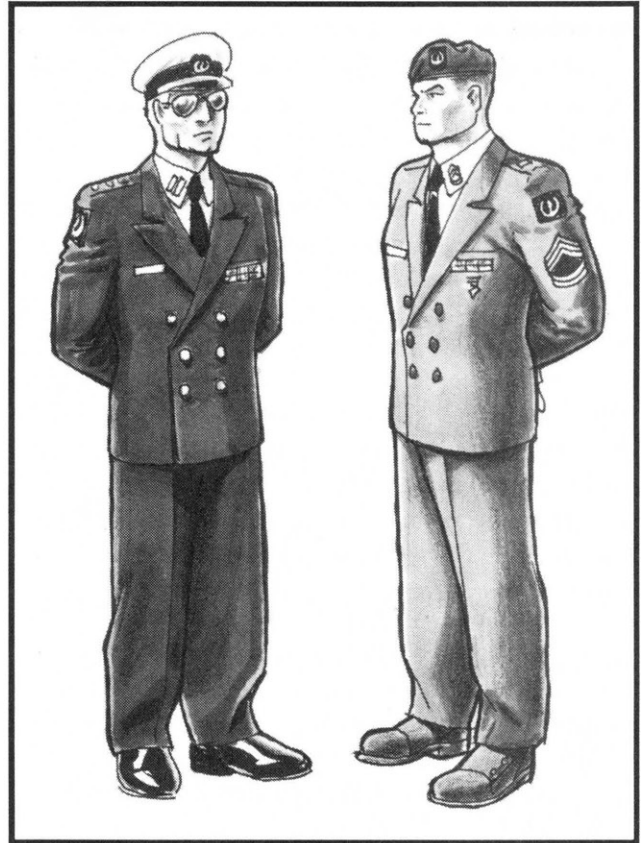
Advisors and military field consultants are subject to the same constraints as special agents and cadre/special ops soldiers, except that they are expected to spend a large amount of their down time studying current military equipment and techniques, and world tactical and strategic situations. Most advisors spend much of their on-call/off duty time at the Foundation.

SOLDIERS:

UNIFORMS AND EQUIPMENT

When off duty, or at on-call status, standard and special ops soldiers can wear whatever they like. When on-duty, or on assignment, there are a variety of uniforms. The enlisted and officer standard fatigues consist of pants, t-shirt and tunic with a camo pattern based on the black and grey 1998 German urban combat issue, and black, velcro-fastening combat boots. A bush hat or cap completes the ensemble. Matching kevlar helmet and web gear are normal in combat. Options include waterproof versions, a field jacket, body armor, and other camo patterns such as woodland, desert, snow, and a special issue night pattern with an anti infrared system. The special ops teams and agents favor the night camo, which is black, shot through with dark grey triangles to disrupt the wearer's outline.

Rank appears on the headwear, collar wings and right breast for officers and on the arms for enlisted men. Unit and specialty appear on the left shoulder, the Lazarus logo on the right. There are more esoteric variations on the uniform for special situations, including flight jumpsuits, paratroop outfits, underwater equipment, and so on. Troops on field assignment out in the bush, like their counterparts in armies around the world, tend to wear whatever is most comfortable and practical at the moment.



Officer and NCO in dress uniform

Soldier's combat kits contain assault weapon and pistol, water, field radios, binoculars, knife, concentrated rations, bedding, compass, pocket tactical computer/digital map/global positioning receiver, and ammunition and cleaning supplies for whatever firearms the soldier carries. There are also a variety of engineering, demolitions, medical, recon and booby trapping equipment that can be carried by specialized troops. Lazarus does not issue its line soldiers smartchipped weapons, but it does encourage soldiers to smartchip themselves and their weapons. Cybernetics and weapons upgrades are frequently offered as combat bonuses instead of money. Smartchipped weapons are normally issued to special ops soldiers and agents.

Dress uniform for enlisted men is an olive green suit with polished black boots and a beret. Rank is indicated by cloth insignia on both shoulders. Unit and specialty appear in cloth, above the rank marking on the left shoulder. Non-coms wear four-year hashmarks on their sleeves. A metal company logo is on both collar wings, and in cloth above rank on the right shoulder. Medals and campaign bars are on the left breast, name and rank are on the right.

For officers, the dress uniform is a navy blue suit with a round, white cap, gloves, and polished shoes. All rank, unit and company logos appear as on the enlisted uniform. There is a half dress uniform for use in guard situations where a full combat uniform would be too overt. The jacket is usually forsaken and a pistol belt is added. For officers, the hat and gloves disappear, and combat boots supplant the polished shoes. The cut of enlisted and officer dress uniforms is current corporate. In some situations, high ranking officers who are veterans of national armies wear their original, pre-Lazarus dress uniforms. This typically happens at Foundation functions, or other events where the Lazarus Group wishes to show off the world-spanning origins of its command officers. It is appropriate for both enlisted men and officers to wear straight, unmarked business suits in some formal and business situations.

RANK IN THE LAZARUS GROUP

The highest rank awarded in the Lazarus Group is Colonel, but there are five levels within that rank. This enables the command structure to function at high levels, and satisfies those Lazarus officers that had previous ranks higher than Colonel. Emile Lazarus refuses to use Lieutenant General or General because he is the Group's commander in chief and Colonel was his retirement rank. Also, he refuses to accept promotion from any non-military body, such as a corporation, so his rank will never go up. Stripes on the fatigue collar and on the shoulder-boards of the shirt and jacket of the dress uniform indicate the five divisions of Colonel.

Chain of command in the Lazarus Group works in a manner similar to the U.S. Army, but there are some simplifications. From the bottom up, Lazarus ranks are as follows: Cadet (boot), Private, Corporal, Sergeant, Staff Sergeant, Sergeant Major, Sub-Lieutenant (officer trainee), Lieutenant, Captain, Major, Lieutenant Colonel and Colonel from one stripe to five stripe. The five Colonel ranks are known as *bar*, *deuce*, *tri*, *heavy* and *full* in soldier slang. Rank insignia are similar to the U.S. Army; chevrons for enlisted men, one bar for a Lieutenant, two bars for a Captain, an oak leaf for a Major, an eagle for Lt. Colonel. Eagles with multiple lines underneath are used for the 'striped' Colonels.

Promotions in the Lazarus group are awarded by merit and time served. Officers must have college degrees or extensive combat experience.

LAZARUS SOLDIERS AND COMBAT DRUGS

Officially, Lazarus will neither confirm nor deny the use of combat drugs by its troops. It is however, widely rumored to be a common practice among mercenary corporations. Two drugs in particular have been associated with Lazarus troops. One is the fairly benign, stimulant/awareness heightening drug Dialacopamine, produced by Biotechnica and known on the streets as Spotlight. It is popular with special ops troops on infiltration and ambush missions. The other is a 'dorph and aggressiveness booster made by Sturm-Schaller SA in Germany, and called Lapazole LM. Known on the streets as HappyKill, it is a lethal combat drug, dangerous and addictive. HappyKill was tested on Lazarus troops for a while, then discarded as too dangerous. There is a black market among the troops, and it still pops up from time to time.

SPOTLIGHT

Type: Enhanced Perception, Strength +2, Difficulty 17, Cost 425eb, Duration 1D6/2 hrs.

Increases *awareness* skill by 2 for duration. Side effects of repeated use include 50% chance of psychological addiction and a 10% chance of nerve degeneration per dose after the 5th usage.

HAPPYKILL

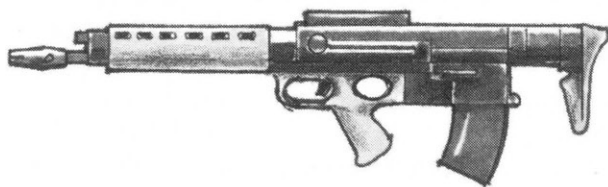
Type Stimulant/Euphoric/Pain Negator/Mood Alterer, Strength +3, Difficulty 21, cost 525eb, duration 2D6 minutes.

This drug infuses the user with energy and pleasure and aggression all at the same time. Troops who use it before combat enjoy the killing and display an energy, aggression, and resistance to pain and shock that is frightening. Therefore, HappyKill. Unfortunately, troops who ran out of enemy before the drug's effects wore off tended display extreme agitation as they looked for a means to vent the aggression and energy created by the drug. This led the soldiers in some test units to attack each other. Side effects include physiological addiction, paranoia, delusions, and a 10% chance of psychotic rage. Aggressive behavior is not a side effect of this drug, but a desired effect. This drug is now popular among boostergangers, and it still pops up among soldiers in combat situations.

VEHICLES, EQUIPMENT AND WEAPONS

The Lazarus Group has a mutually beneficial exclusivity/endorsement contract with the Militech Corporation. This means that Lazarus uses Militech equipment whenever possible, and makes sure that the equipment is visible in ads and films of Lazarus combat actions. In return, the Group receives Militech's typically high quality merchandise in bulk for a substantial discount. Lazarus also conducts operational trials for experimental Militech equipment and weapons. The two corporations are closely allied, but it is wholly a marriage of convenience. Not all of Lazarus' equipment is manufactured by Militech...there are some products that are outside the manufacturing giant's purview. Non-Militech products come from a variety of sources. Here are some items commonly carried or used by Lazarus personnel.

MILITECH MK IV ASSAULT WEAPON (REVISED)



The Mk IV is a potent, heavy duty, bullpup assault weapon only recently introduced to the Militech Catalogue. Its recoil compensation system, and excellent design and balancing make it among the most controllable weapons available. It has recently become the standard issue weapon for all Lazarus non-airborne infantry units. It is also the standard issue rifle for U.S. infantry troops, complementing the Sternmeyer CG-13B, in service with special units, and the M-31a1 AICW just completing trials. The Mk IV is based on the old Mk III design (therefore Revised), and chambers the new hybrid 6.5mm round (damage 6D6-1). The 6.5mm is a new concept that Militech is currently trying to market. It packs a wallop close to that of the heavy duty 7.62mm cartridge, while retaining a flat trajectory, controllability, and light cartridge weight reminiscent of the 5.56mm round. A big selling point of the Mk IV is that it comes

with a quick change replacement barrel system that allows the weapon to be converted to 5.56mm within a few seconds, under battlefield conditions. 800eb.

RIF +1 N C 6D6-1/5D6(6.5MM/5.56MM) 35 30 VR

MILITECH DRAGON LIGHT ASSAULT WEAPON



This is the standard Lazarus Group paratroop weapon, a light bullpup rifle chambered for the new 6.5mm round. It does not have a collapsing stock, but its compact design and light weight make it a practical weapon for airborne troops. The light weight of the hybrid 6.5mm cartridge means that paratroops can carry a large amount of ammunition on drops. It is designed to complement the Mk IV, and uses many of the same parts, including the sight, magazines, bolt and bolt carrier. 700eb.

RIF 0 N C 6D6-1(6.5MM) 35 30 VR

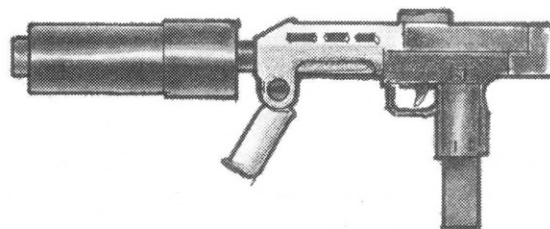
MILITECH ARMS AVENGER



As seen in *Cyberpunk 2020*. The standard issue sidearm for all Lazarus troops. 250eb.

P O J E 2D6+1(9MM) 10 2 VR

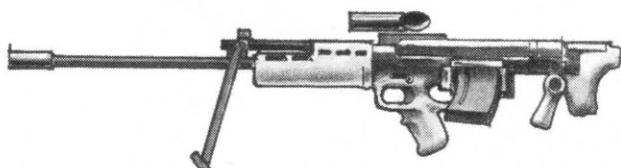
MILITECH VIPER SUB-MACHINEGUN



The standard issue sub-machinegun for those Lazarus troops who don't use assault rifles. Typically used by airborne noncoms and by special ops troops who need a powerful, silenceable weapon. The silencer is an extra 150eb, and subtracts 1 from the weapon's accuracy. When the silencer is used firing is still audible, but the sound is greatly reduced and carries less. 600eb, 150eb for silencer.

SMG O J P 2D6+3(10MM) 40 30

**MILITECH RENEGADE
SQUAD AUTOMATIC WEAPON**



The SAW commonly used by Lazarus troops. A light and effective weapon, firing 6.5mm hybrid ammo, and can take disintegrating belt ammunition or clips from the Dragon or Mk IV assault weapons. 1100eb.

HVY O N R 6D6-1(6.5MM) 200/35 20 ST

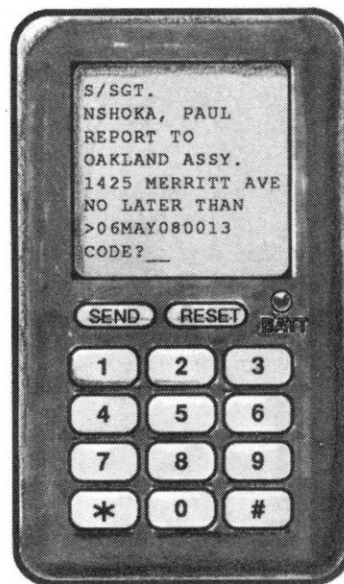
BARCLAY AND Co.

INFRARED DEFEATING CAMOUFLAGE

Barclay and Co. manufacture the night camouflage used by Lazarus special ops troops. The camouflage is lined to allow heat to escape, but in an irregular pattern that creates an I.R. signature less suggestive of a human form than that produced by someone in normal fatigues. Boots, pants, tunics, jackets gloves, helmet coverings and balaclavas are available. Lazarus typically uses only Barclay's night pattern camo, but the company manufactures several other patterns, and will even produce made-to-order designs for a price. Jacket 150eb, pants 50eb, tunic and boots 75eb, gloves, balaclava and helmet covering 30eb. The insulated cloth is also available in sheets of various sizes for tents and equipment camouflaging. 20eb per square yard. In game terms, the camo is -2 to infrared visual awareness rolls made vs. the wearer.

MICROCOMM PAGESTAR

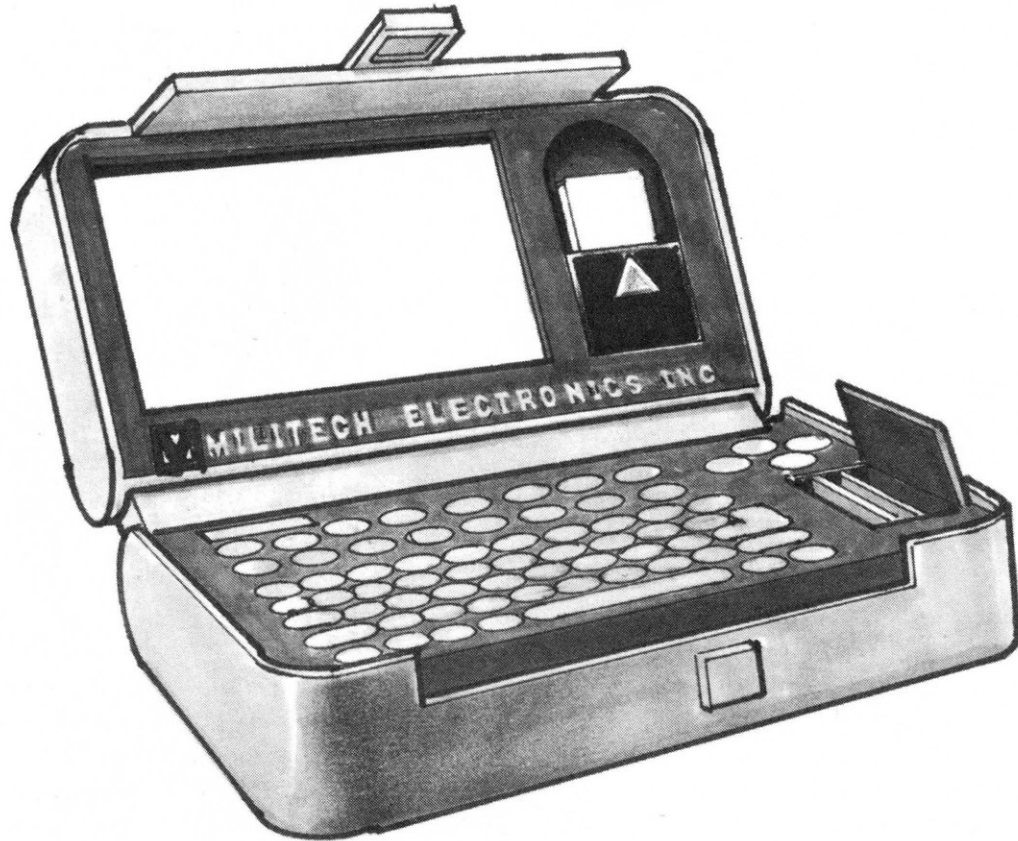
This is the pager unit issued to Lazarus soldiers for use when they are on-call. It is a small, belt mounted unit about the size of a cassette tape case. The unit is patched



into the operating company's satellite net (in this case, Lazarus'), through which each individual pager can be contacted from the home base's communications center. The units can be set to beep, vibrate silently, or wire directly to the wearer through cyberaudio when triggered. A liquid crystal screen displays a paging message of up to 100 characters. The Pagestar has a small transmitter linked into the cellular broadcast net, and the wearer can signal receipt of the page message by entering a personal code on a ten digit numeric keypad. Units are powered by a two year battery, and are available as an individual service, or for corporations, in bulk with operating broadcast computers. Full confidentiality of paging messages and response codes is guaranteed. Price per unit, 100eb. Monthly service charge for individual account, 20eb. For corporations, a central broadcasting computer linked to either the corps satellite net, or the general cellular net is available for 100,000eb, but there is no service charge per unit.

MILITECH PERSONAL TACTICAL COMPUTER/GLOBAL POSITIONING SYSTEM

Known as a TacStac, this is a compact microcomputer about the size of a large book. It has a small (but full-function) keypad and a 7cm by 15cm full color screen. It is issued to all Lazarus troops, and contains technical and tactics data for equipment and troops found around the world. It also has memo, diary and date-book functions for everyday use. Included in the Lazarus issued units are instructions for use of Lazarus equipment, and Lazarus corporate regulations. By far

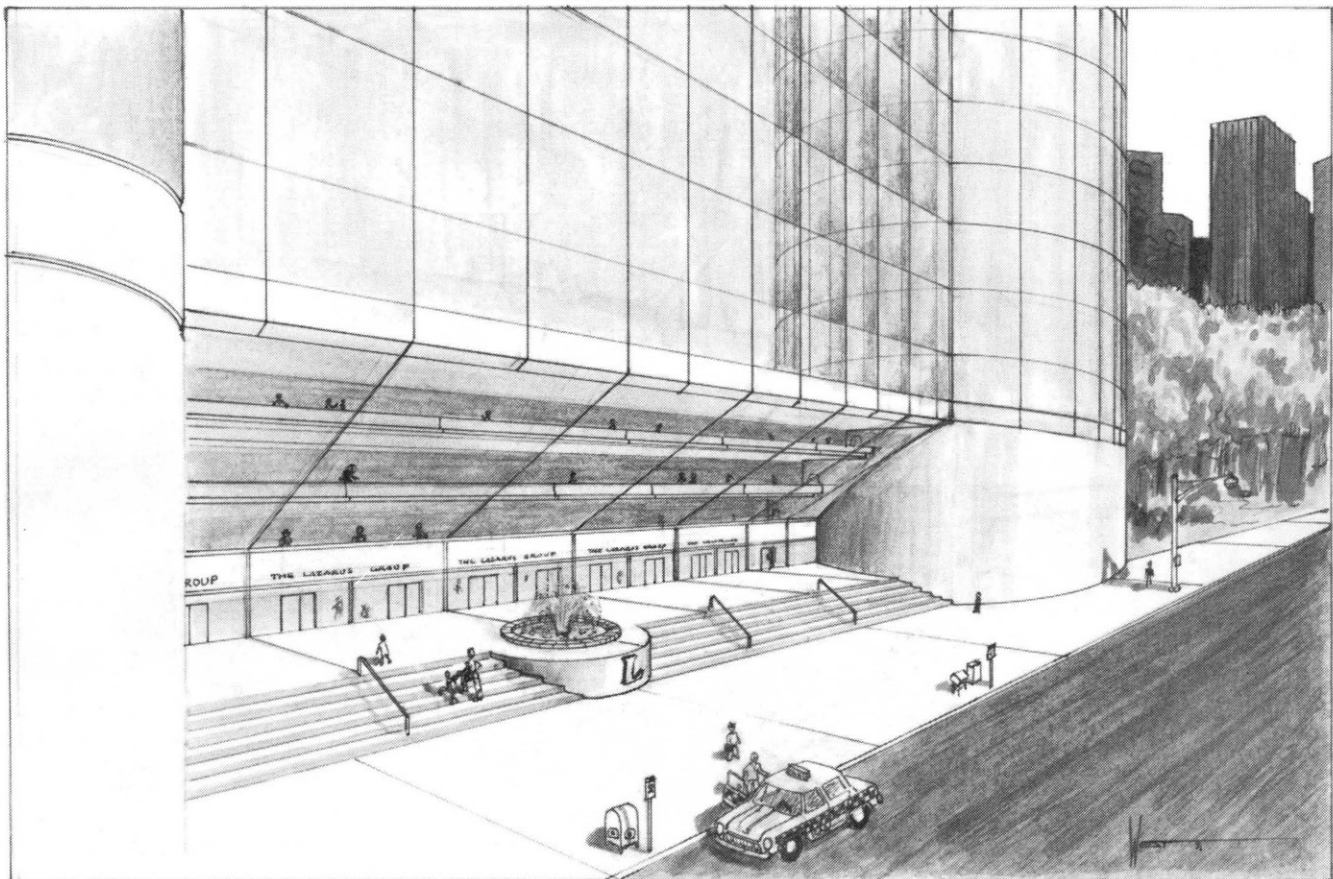


its most important use to soldiers is its global positioning function. The memory contains a hyperstacked map of the entire world, including major urban and terrain features. Cards offering current, detailed maps and satellite photos of cities and regions around the world can be plugged in for more specific information. Built into the unit is a pulse broadcaster and receiver for signals from the world net of Global Positioning Navstar 5C satellites. These enable the decks to display their position in coordinates to within 4m. When combined with the map function, the soldier can see his position relative to all local urban and terrain features. The keypad enables the user to input positions of friendly and enemy forces. A versatile and valuable tool for any soldier or solo. Detail cards are available for all major cities and all countries. Batteries are good for 4 hours, and the unit can be plugged into wall current. Many corporations and armies use TacStacs, and units encoded with national or corporate military information are hot black market items, often selling to collectors and solos for four or five times list price. Some newer ones are encrypted to prevent unauthorized access to sensitive data. Price per unit: 1000eb. Detail Cards: 50eb per unit.

**SHANLING BIOLOGICAL
RESEARCH INC.
HIGH ENERGY FIELD RATION.**

A typical MRE. Cost: 1.5eb per unit. Weight: 500 grams. 2500 calories each. Nutritionally balanced. Available in a number of equally tasteless varieties, and cursed by troops throughout the world. Two or three a day will keep you fighting, though. These are not dehydrated, and can be eaten straight from the package.

Also used, but not detailed here are various exotic and heavy weapons, aircraft such as the Osprey, AV series, and C-25 cargo plane, tanks, personnel carriers and other, armored vehicles, and a variety of special purpose small arms like shotguns and flechette weapons. Details on many of these items can be found under the equipment listings elsewhere in this book.



Lazarus HQ Rosslyn, Virginia

OFFICES AND KEY FACILITIES

The Lazarus Group is unique among *Cyberpunk* corporations in that it only has one really large office tower. Most of the Group's regional offices are somewhat small, low-key buildings located in suburban areas. Alternatively, since many local bureaus need not have more than a basic showroom, sales and consulting staff, even one small building can be overkill. It is common to find Lazarus sales offices in spaces leased out of city business towers. Of course, what Lazarus lacks in towering offices it makes up for with the Foundation campus and various training facilities.

THE LAZARUS HEADQUARTERS TOWER

LOCATION

The main Lazarus office, its executive base of operations, is a tower in the Virginia corporate center of Rosslyn.

Rosslyn is an area in Arlington County, just across the Potomac River from Washington D.C. Since developers have been unable to overturn the old ordinance that makes it illegal to build any structure taller than the Washington Monument within D.C. city limits, Rosslyn has become a construction Mecca for corporations who want offices in the D.C. area but can't build their towers in the city proper. Many a corporate office billed as residing in "Washington D.C." is really in Rosslyn. Its a cosmetic separation that doesn't seem to cause the corporations much inconvenience, especially since Rosslyn has a much lower crime rate than the city proper.

ARCHITECTURE

The Lazarus tower stands a modest seventy stories high, and is finished in synthetic white marble and lightly tinted glass. The base of the tower is trimmed with stainless steel. The light color scheme makes the Lazarus building less threatening than those of some other corporations. The tower slopes gently toward the top, giving the appearance of a thin, truncated pyramid. At the base, the four corners extend into a twenty story cylindrical subsection. The main entrance is nestled

between two of the cylindrical sections, and spans the extent of the exposed wall. It is recessed into the building a little, so the entrance concourse is shadowed by a glass walled, cantilevered overlook (see illustration). Gallery floors are visible through the cantilevered glass. These galleries afford a dual purpose: they enable the building's cafeteria and recreation area to be airy and well lighted, and, in times of crisis, the glass (actually a lightweight transparent plastic with excellent optical qualities) can be cleared by explosive bolts to give large numbers of Lazarus troops an unobstructed field of fire over the entire entrance pavilion. The roof is a landing area for AV type vehicles, helicopters and Ospreys.

The building is surrounded by a concrete plaza decorated with ornamental fountains. A raised central courtyard and fountain in the entrance concourse serve the dual purpose of decoration and acting as an obstacle to prevent vehicular bombs from reaching the glass walled lobby area.

Halfway up the front face there is a terrace built into the tower. The terrace cut extends upward for five stories before a glass cantilever similar that over the entrance concourse restores the building to its proper diameter. The terrace has a small, landscaped plot for recreational use by Lazarus employees. It also can be used as an emergency landing space for AV-4s and other small or medium sized vectored thrust vehicles. Two columns extend the ten stories from the corners of the terrace up to the top corners of the cantilever. The terrace and the galleries behind its cantilevered observation window afford a view over the Potomac and the central Mall in Washington D.C. (In D.C., the Mall is the green strip where the monuments, memorials and Capitol Hill are. *Not* a commercial mall.) Arlington National Cemetery is also visible from the terrace.

The Lazarus tower has the large subterranean area typical of most corporate towers. It contains an underground loading dock, parking areas, storage, and a small firing range for the tower's soldier contingent. Several combat vehicles are stored in the subterranean area for use in emergencies. The entrance is a wide driveway in the plaza at the rear of the building. Access is tightly controlled, and a system of retractible steel barriers prevents vehicular bombs from approaching the building or entering the underground area.

INTERIORS AND FACILITIES

The tower is serene and muted on the inside, with carpeted floors and pastel colors. The lobby is done in white marble—the real thing, not the structural polymer used outside the building. Elevators are recessed in alcoves against the back wall. Two large “islands” in the middle of the floor serve as receptionist stations. Decoration in the lobby runs to the abstract, with modern sculpture in stainless steel being the dominating theme. One wall is devoted to paintings and photographs detailing great moments in military history. Beyond the lobby there are no astounding changes. Except for purely functional areas, such as the infirmary, the interior remains largely consistent with the lobby in decor and scheme. The upper executive areas do display a little more luxuriousness, but in keeping with the military tradition of much of the Group's upper management, decor is generally elegant, not excessively opulent.

The tower's facilities include a gymnasium, two cafeterias, a computer area, weapons shops, a surgical infirmary, amphitheaters and audio/video programming rooms, conference centers, a communications center, and two large war/situation rooms where the graphics and tactics for current Lazarus military engagements or contracts can be called up for display and analysis. Besides the large war rooms there are several smaller strategy centers in the building for use by the company reps and rear commanders responsible for Lazarus contracts around the world. The Lazarus central computer, including the Foundation files, is located in the tower. Sleeping facilities include barracks for enlisted guards and staterooms for officers assigned to the headquarters. There are suites for upper executives, and bunkrooms for staff and lower executives who need to stay in the tower for extended periods of time.

Tower air resources usually include two AV-4s and two Ospreys. There are always two more Ospreys on quick-response call at the Lazarus Concourse in the Arlington/Rosslyn Corporate Air Center (Washington National Airport until 2006, when the Dulles expansion and express tubeway allowed that airport to absorb all the area's commercial traffic). Typical vehicles on station at the tower are light and heavy trucks, jeeps, secure and non-secure company cars, and four or five armored personnel carriers. Occasionally, when trouble is expected at the tower, a main battle tank is trucked in, but this is rarely done since the tracks tear up the plaza stonework.

PERSONNEL

The Lazarus Headquarters tower contains the permanent offices of Nelson Katzadoulos, Emile Lazarus, and the board of directors. It is also where the account managers and rear commanders for all Lazarus contracts work. All recruitment and procurement is coordinated out of the tower, and all personnel files are kept on hand there. There are 150 regular combat troops, ten solo operatives, and two five-man special ops cadres stationed at the tower at all times. Fifty more troops are billeted out at the Arlington/Rosslyn Corporate Air center. In dire emergency, up to three thousand soldiers can be brought in from the Lazarus troop barracks south of Arlington (see below). The troops at the tower perform all regular and honor guard duties and serve as a demonstration team for visiting executives and potential clients. Ten thousand people work at the tower regularly.

SECURITY

The troops on hand provide a high degree of security for the Lazarus tower. There are always armed guards visible in the lobby and at the entrance to the underground area. There are always four ceremonially dressed guards stationed at the entrance concourse, and their hourly changing is a favorite sight for local tourists. The weapons are loaded, however, and for every ceremonial guard, there are five invisible guards in full combat kit waiting to scramble in response to a threat. There is a twenty-four hour computerized security center deep in the building, where the remote sensors, cameras, air defense, and security troop deployment is controlled from. A special ops Major or Lieutenant Colonel is on duty in the security center at all times, ready to coordinate any counter-intrusion or defense measures.

REGIONAL OFFICES

There are large Lazarus Group regional offices in major cities around the world, including New York, Chicago, Night City, London, Berlin, Tokyo, Seoul, Cairo, Nairobi and others. These are usually discrete buildings tucked away in suburban industrial parks. The regional offices serve as coordinating and resource centers for all Lazarus contracts in the area, and offer information centers and sales reps for potential clients. Lazarus also has many executives and officers who have to travel the world to manage various accounts, and the regional offices provide office space and resources for these individuals. The bureau chiefs at these offices have the authority to dispatch troops and agents as needed for combat actions.

In just about every city on the face of the Earth, tucked into a commercial mall or corporate center, there is a small Lazarus Group Sales Office. These are nothing more than flashy showrooms staffed with handsome sales reps. Potential clients and recruits can come in and check out stats and file footage of Lazarus Troops and operations. These offices cater not so much to large corporate clients, who usually deal directly with the Lazarus head office, but to wealthy individuals and small companies who need to hire small detachments of Lazarus soldiers to run specific missions. And, of course, to anyone thinking of joining up. Sales reps at these offices can set up contracts, but they have no authority to dispatch troops. All dispatch orders must be issued from the head office, a regional office, or a troop base. Once the paperwork has been completed, the pertinent information is transmitted to the nearest Lazarus facility with the power to mobilize troops, and the contract is run from there.

SPECIAL FACILITIES

THE FOUNDATION CAMPUS

The campus of the Katzadoulos Military and Strategic Studies Foundation is located in the wooded outskirts of Bethesda, Maryland, only a few short minutes away from Washington D.C. and Rosslyn. It is a cluster of low, modern buildings surrounded by trees and connected by a loose webwork of paths and service roads.

The campus buildings house the large, six story Foundation Research Hall, where most of the think-tank's offices and principal personnel are located, the three classroom/laboratory buildings comprising the Lazarus Military Studies Institute, an auditorium, a small Lazarus troop barracks, a guest dormitory/recreation building, and a small office and administration building. There is a general parking area, and a maintenance area for the Foundation troops to stow and work on their vehicles. A landing area about two-hundred meters from the campus is equipped to handle AV-4s, helicopters and Ospreys.

Security at the Institute is extremely strict. The barracks house two hundred Lazarus troops, including solos and special ops cadres, and the grounds are patrolled by armed soldiers and dogs twenty-four hours a day. The Foundation security chief is always a special ops veteran of at least deuce Colonel rank. The entire compound is surrounded by a fifteen foot security fence, and a security

center in the Foundation Administration Building coordinates all electronic and manpower security. There is no admittance to the compound without clearance from the head office. To obtain clearance, potential researchers, students and staff must undergo a background check, and have their identities verified. Once given the OK, a clearance I.D. badge will be made at the head office and issued to the candidate or guest. All pertinent information, along with the I.D. photograph, will then be transmitted to the foundation security unit. The individual, badge, and transmitted information will all be checked on arrival, and only then will admission be granted.

First time visitors must be accompanied by an upper level Lazarus executive or soldier. Even for regular Foundation personnel, the I.D. badge and photo comparison is required for access to the campus and all buildings. For crisis situations there are secure, cellular hotlines to the head office, the Arlington/Rosslyn Corporate Air Center, and the Arlington main troop barracks. Security is this tight not only because of the sensitive nature of Foundation work but also because important Foundation researchers, guests and students make extraction or assassination attempts a likely possibility. To this date, the security of the foundation has never been compromised.

FORT POWELL, MONTANA

This is the Lazarus Group's main training facility and largest single barracks. There are over twenty-thousand troops stationed here at any given time. The lion's share of these are in training or re-training, but many are fully-trained, ready for action soldiers. The fort itself is almost a small city, and it is no secret that the nearby town of Mineral Rock, in Mineral County, has undergone something of an economic renaissance largely due to the huge amounts of money spent by Lazarus troops on liberty.

Fort Powell is tucked into the cold confines of the Rocky Mountains, in the midst of a rugged and beautiful area. The placement is largely functional. The fort is geographically protected from assault, and air defense is aided by the confining mountains. In this sense, it is similar to Arasaka's Hokkaido Camp, but Fort Powell is much larger and less secretive. There is a large airfield capable of handling heavy airlift jets. The airfield is occasionally closed down by winter storms, but never for more than a few days, and Lazarus has more than enough troops elsewhere in the world to cover for any short term access problems at Fort Powell. Full closure for more

than two days is rare, as heavy runway clearing equipment is kept on hand at the fort, and the advanced avionics in the C-25 and other aircraft used by Lazarus make landings possible even in harsh weather. In fact, it is something of an initiation rite among Lazarus airborne troops to have taken off from Fort Powell in the midst of a raging storm, bound for a combat drop somewhere. These flights are colloquially known as "vomit hops".

Besides the airfield, facilities at Fort Powell include hangars, barracks, a large store, a movie theater, a bowling alley, enlisted and officer clubs, dance halls, mess halls, gymnasiums and indoor training facilities, firing ranges, vehicle maintenance shops, urban combat training mockups, athletic fields and outdoor training grounds. The commanding officer is four-bar Colonel Yolanda Nesbit, a long time U.S. Army and Lazarus veteran.

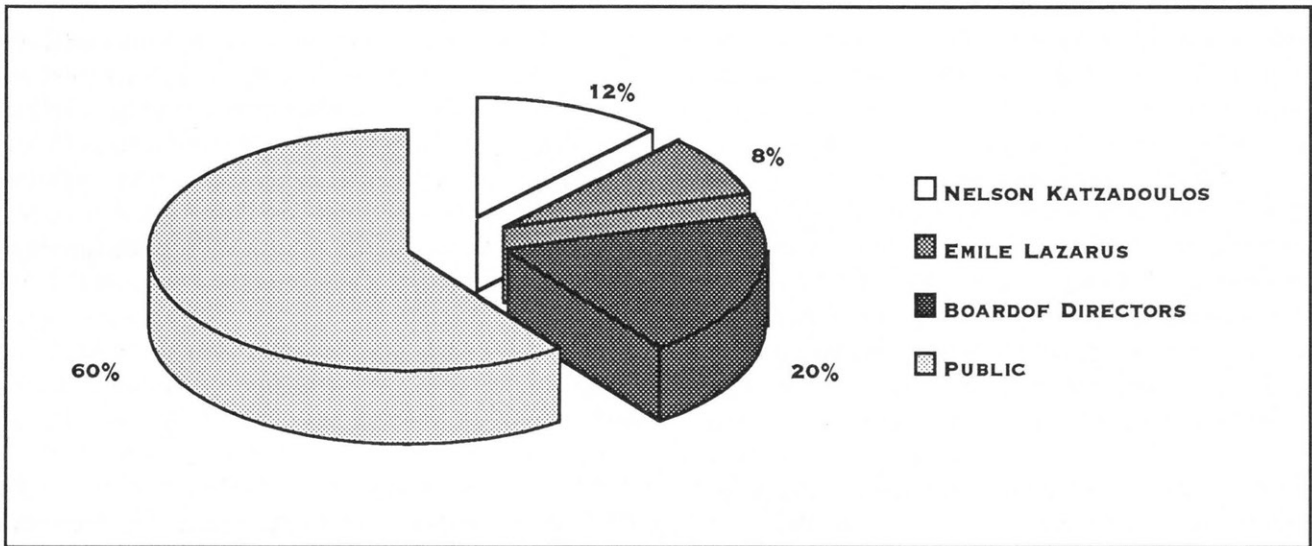
Access to Fort Powell is closed, but security is nowhere near as tight as either the Rosslyn tower or the Foundation. There is little of value at the fort, other than soldiers and their equipment, and it would take a hell of a force to cause any substantial damage.

OTHER TRAINING FACILITIES

Lazarus maintains a variety of more specialized training facilities. Among these are the Marine Combat Operations School in Annapolis, Maryland, the Special Operations and Airborne School in Charleston, South Carolina, and the secretive Cadre Training Camp near Abbeville, Louisiana.

LAZARUS BARRACKS

These are the small facilities around the world where Lazarus stations and trains its on-duty soldiers, and where on-call troops report to. The bulk of Lazarus' quick-response troops are based out of these small compounds. Lazarus has troop barracks near almost all sizable cities, with the larger camps being located near regional offices. There are forty-five in all, spread around the world. Many camps are mothballed bases bought from the U.S. Government at a discount, but some were custom built for Lazarus. Most have airfields, and those that don't have easy access to one. The size of the contingents at barracks camps range from 1000 to 5000 troops. Barracks camps always have a cross section of soldiers on base, or on-call in the area, including line troops, solos and cadres. Ospreys and AV-4s are kept on hand for deployment to local operations. Larger camps have C-25s on call for rapid deployment anywhere in the world.



RESOURCES AND STOCK

The Lazarus group is not as diverse as many of the giant corporations that dominate the *Cyberpunk* universe. When all is said and done, it still works only in the military field. It is true, that between mercenary contracting, advising and consulting, and the teaching, research and publication going on at the Foundation, Lazarus offers a wider range of military related services than any other organization in 2020. There are other mercenary corporations and military think tanks, to be sure, but none of them offer the reputation, or high caliber of service available from the Lazarus Group.

VALUE OF THE CORPORATION

The Lazarus Group's total value in assets is about 75 billion eurodollars. This makes Lazarus somewhat small fry in 2020 terms. However, most corporations have a military budget of 5 to 20%. Lazarus has a military budget of 80%. For that reason alone most other corporations are loathe to hassle them.

Of Lazarus' 75 billion, about 35% is invested in military hardware, including weapons, aircraft, armor, and mobile command and medical facilities. 10% represents the Foundation, which is a subcorporation wholly owned by the Lazarus Group. The remainder is in real estate and other investments and holdings, cash reserves,

contracts and manpower. Lazarus has showed a healthy profit over the last several financial quarters.

STOCK

The Lazarus Group is a public corporation with 132 million shares of common stock on the World Market. Nelson Katzadoulos owns 12% of Lazarus stock, and Emile Lazarus owns 8%. Another 20% is in the hands of the board of directors. Katzadoulos keeps a close eye on who is buying Lazarus stock, and how much is being traded. Largely, trading is unhampered, and there is some ebb and flow in the composition of the board of directors and public ownership.

There is enough Lazarus stock floating around in public hands to leave the corporation open to hostile take-over. The Group maintains a large cash reserve to defend against this, and subscribes to philosophy that if you don't like the people who are acquiring your stock you can always rub them out. With any luck, when a buyout engineer is assassinated, the beneficiaries of the former take-over artist's last will and testament will reconsider the acquisition. Lazarus is a strong corporation, and its publicly traded stock has grown steadily, although it has bucked and trembled once or twice along with most other stocks due to World Market fluctuations. Price is currently about 68 eurobucks per share.

RESOURCES-MANPOWER

Lazarus employs about 270,000 people around the world. 20,000 of these are corporate staff and executives

who work in the Rosslyn tower, in regional offices around the world or for the Foundation. The remaining quarter million are combat and support troops, who are relatively cheap to maintain.

The quarter million troops break down as follows: one armored division—approximately 20,000 men, three mechanized divisions—approximately 60,000 men, six light/amphibious/rapid deployment infantry divisions—approximately 60,000 men, six airborne/rapid deployment infantry divisions—approximately 60,000 men, and 50,000 special purpose troops and trainers. Of these men, about half are on assignment at any given time. The rest are at training, on alert, or on the cheap to maintain on-call status.

RESOURCES-HARDWARE

Lazarus owns a great deal of military combat and support hardware to ensure that its troops are as armed and mobile as possible at all times. General air and sealift capability is provided by 100 C-25 cargo aircraft, 200 Ospreys, 300 AV type vehicles, three corporate jets, and fifty NOTAR type helicopters, all are rotated between the various divisions depending on current need. The

armored division runs 300 main battle tanks and 100 armored support and special purpose vehicles such as bridge layers, mine clearers, hovercraft and so on. The mechanized divisions have a total of 1000 armored personnel carriers, along with various other service and support vehicles. The amphibious brigades of the light division use 40 armored hovercraft for marine landing operations. These can be deployed off Lazarus' four amphibious assault transport ships. Airborne and light troops draw aircraft from the general pool as needed. In cases where Lazarus is working for large corporations or nations it may request access to any of the client's air or sealift capabilities.

In addition to the standard equipment listed above, Lazarus maintains a wide assortment of artillery, ordnance, special weapons and vehicles. Many of these are secret projects. It is, for instance, rumored that, among its other assets, Lazarus has ten IEC nuclear powered minisubs capable of sneaking into cramped harbors and torpedoing ships, or deploying marine demolitions and special ops teams. Another rumor has Lazarus testing biological weapons in the frozen northern tundra of Canada. Naturally, none of this has been confirmed. ●

MIDNIGHT DROP- A LAZARUS GROUP MICRO ADVENTURE

In this scenario the characters are members of a Lazarus special operations cadre. There should be four or five team members, and the following skills must be distributed among team members: *sniper*, *demolitions specialist*, *pilot*, *security systems specialist*, and *medical technician*. In addition, one member must be team commander, and all members should be parachute qualified, stealthy and combat capable. Remember, the more the skills are spread out among the characters, the more fun each player will have. It might seem a bit limited to have all the characters be solos, but this *is* a military organization and a military operation.



PART ONE PLAYER INFORMATION

As the adventure begins the characters are strolling the streets of the city nearest their home base, looking for some evening action. As luck would have it, they do find some entertainment, although what it is will have to be left up to the GM. It is certain is that just as things are getting interesting or fun, the characters' Lazarus pagers will go off. After overcoming whatever inertia and obstacles prevent them from reporting promptly for duty, the characters will make it back to their home base.

Once back on base the characters will be escorted to a conference room where they will find their superior officer waiting with a mission briefing. The officer is Major Brent Lewis, the man responsible for the deployment of that particular base's special ops teams, and an experienced mission planner. Major Lewis will begin the briefing, pausing only long enough to give the team a tongue lashing if they were late back to base.

Major Lewis' briefing, accompanied by appropriate multi-media graphics, will run like this: "We've received an urgent call from one of our regular clients; it seems that they've gotten into a bit of a fix. Naturally, I can't tell you who they are, but let me explain the situation. As you know, competition for the government contract to build the second generation Advanced Tactical Fighter has been pretty stiff. Whatever corporation takes home this contract stands to make billions, from not just the United States but also secondary national and corporate contracts around the globe. Several American and European corporations are competing for this contract, and it's no secret that a couple of current corporate wars can be traced back to it.

"Among the competing corporations is a client of ours, and they have a little thorn in their side. You gentlemen are going to pull that thorn." At this point, the wall screen will switch from general graphics on the ATF 2 contract to a satellite picture of a remote airfield hidden away in a mountain range. Major Lewis will continue: "This little airfield in the Alps is officially the property of the German manufacturing combine Schumann-Stein AG. Despite its large size, Schumann is not known for aircraft manufacture. Apparently, they've decided to break the mold. Our client received a report from an agent of theirs that Schumann is not only going to compete in the ATF 2 trials, but that its entry is going to be

well nigh unbeatable. All attempts by our client to access proprietary Schumann data on this aircraft have failed. Yet they do know this: apparently the two prototypes have been moved to this airfield for flight trials," the satellite photo will switch to a close-up of a hangars, "and are being stored in this hangar.

"Now, here's the situation. Schumann hasn't sussed that our client knows where their aircraft are. Guard at the airfield is apparently pretty light to divert any suspicion. No more than fifty troops. This will change in five days when flight trials begin. At that point, the location of the aircraft will no longer be secret, and apparently a full brigade of Schumann troops is scheduled to arrive at the airfield in four days time. We're going to send you in to destroy those aircraft before the reinforcements arrive. If you fail, there'll be no way anyone can touch those aircraft.

"Here's the plan: because of air defenses around the airfield, you will make a nighttime high altitude, low opening parachute jump from a C-25 at thirty thousand feet. The plane will be in a commercial air corridor, and not directly over the airfield, but with any luck, you'll land no more than two or three miles away. It will be up to you to penetrate the installation and destroy the aircraft. Make your escape by stealing one of the four Ospreys kept at the airfield. Land in a secure area, so you can't be traced.

"As always, you will carry no markings, and if you're captured, Lazarus and our client will deny all knowledge of you. You will be issued all necessary equipment and information. Takeoff is in ten hours. Dismissed to begin preparation."

This will end the briefing, and the characters can make ready for their assault.

PART ONE GM NOTES

When the characters are crawling the town looking for their entertainment, set them up with something so good they'll regret leaving. Of course, they'll still go, but they won't want to. Then, just to keep them on their toes, throw up some obstacle to delay them. Here's an example of a possible way to do this: have the characters be picked up on by an equal number of beautiful women (or men, for female characters). After an evening of partying they can retire to an establishment of the ladies' choosing for a night of debauchery. When things start getting hot, trigger the pagers. Then, as the characters

are (reluctantly) leaving, reveal that it's all a scam, and the women were planning to rob them anyway. Roll out a posse of heavy thugs working for the women and brew up a good fist fight. This will get everyone warmed up for the serious combat action to follow and will cause your players anxiety. Alternatively, any other irritating scenario you can come up with will do.

If, during the briefing, the players ask why Lazarus' client is not undertaking the sabotage mission themselves, this is how Major Lewis will explain it: "Truth be known, our client on this mission contracts a great deal of goods from Schumann, and it's in their best interests to maintain a congenial relationship with them. If they used their troops, even unmarked, there is a possibility, no matter how remote, that Schumann would uncover who is behind the operation. That would mean millions in losses for our client. You people don't know who the client is, so even if you're captured and tortured, you can't reveal that information.

"A straight up bombing raid was considered at one point, but the airfield has an excellent missile battery, and Schumann is almost certainly prepared to use it against anyone who strays out of the nearby commercial corridor. The mountains prevent any radar-evading low passes from reaching the airfield unannounced. Either way, losses would be high, and the possibility of tracing the operation would be greater."

PART TWO PLAYER INFORMATION

When zero hour rolls around, the players will board an unmarked C-25 and begin the flight. They will reach the jump zone several hours after takeoff (flight duration at GM's discretion). A Lazarus jumpmaster will signal the jump at approximately midnight, local time, and the characters, bundled under insulated jumpsuits, oxygen masks, helmets and the rest of their equipment, will make their jump.

The characters will land 1/2D6 miles away from the airbase and begin their march toward the objective. It will take 1 hour per mile to cover the rough, alpine ground.

If all goes well, the characters will reach the airfield unscathed. They will then have to penetrate the fence and the grounds without being caught, get into the correct hangar without raising the alarm, get their explo-

sives planted, get out of the hangar, and get into an Osprey and away from the airfield. The characters will have eight small det-packages, each with an adhesive base. Four must be planted on each plane. The timers can be set from one second to 999 seconds (about 16 and a half minutes).

PART TWO GM NOTES

Here's where it gets fun. The players have many obstacles to overcome without getting killed or raising the alarm. Have all the players make rolls to see if their parachutes or reserve parachutes fail. Each player should roll 1D10. On a 1-2, the main chute doesn't open. Any character who has a main chute failure can try the reserve chute. Roll again. If another 1-2 comes up, too bad. Splat. Those are the breaks. All players should make a skill check to make sure they land properly. A badly failed roll will mean the possibility of a broken leg or concussion (20% chance).

Once the players are safely (or unsafely) down, they must cover the ground to the airfield. They will have a 20% chance per mile of encountering four-man Schumann patrols. At the airfield there will be thirty guards stationed outside (see map). All remaining guards and staff will be in the barracks building. The fence has a silent alarm, as do the doors to the hangars. There is a 70% chance that there will be 1D6 Schumann technicians inside the hangar. If the alarm is raised at any point the characters will have to rely on their wits to accomplish their mission and escape unscathed. Characters should use equipment as detailed in the *Uniforms, Equipment and Personnel* section on Lazarus.

UNFORSEEN PROBLEMS

- ✘ The security systems expert gets killed before the installation is penetrated. The players will have to bluff or shoot their way inside. Perhaps capturing a jeep from a Schumann patrol, and setting up a diversion will do the trick. Perhaps not.
- ✘ The pilot gets killed before the team escapes on a captured Osprey. If nobody else can fly, the characters will have to make an overland escape, or capture a Schumann pilot and force him or her to fly them out.
- ✘ As a possible short campaign idea: The planes being kept at the airfield are mockups...it's a set up! The

players now have three days to uncover the location of the real planes and complete their mission before flight trials begin.

- ✘ The Osprey they choose as an escape vehicle is down for maintenance (10% chance). Go for another one, quick! Or, fix the problem in record time.

SKILL CHECKS

Here are some difficulty levels for tasks characters will need to perform to successfully complete their mission.

Make a successful parachute landing: *Expert Airborne Operations* roll over 17.

- Elude patrolling Schumann teams: Hide/Evade roll over 18.
- Penetrate Schumann airfield security fence: Elect. Security roll over 18.
- Evade Schumann guards and cameras at airfield: Stealth roll over 17.
- Silently deal with Schumann hangar guards: successful combat with stealth rolls over 13 to prevent other guards from hearing shots/struggles.
- Entering Schumann hangars without triggering alarms: Elect. Security roll over 15. (Alternatively, if there are techs inside, bluff them into opening the doors.)
- Placing explosives properly: Demolitions roll over 15.
- Getting out in stolen Osprey: Pilot roll over 10 to get it working, pilot rolls vs. Schumann guards if they're shooting at the aircraft. Further rolls at GM's discretion.

MAPS AND NPCs

OPTIONAL SEDUCTIVE PEOPLE FROM PART ONE

These are the people who will show the characters a good time, and then attempt to take them for any equipment and money they are carrying.

ROLE: Not applicable.

STATS: INT 7, REF 8/?, TECH 5, COOL 9, ATTR 10, LUCK 4, MA 6, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Wardrobe and Style 5, Streetwise 5, Seduction 6, Persuasion and Fast Talk 6, Dance 5, Karate 5, Pistol 4.

CYBERWARE: Various, mostly cosmetic.

GEAR: Pistols hidden away back at their place, possible Tasers for incapacitating their prey.

SEDUCTIVE WOMEN'S (OR MEN'S) GOONS

These are the musclemen waiting behind the curtains and doors back at the seducer's house or apartment. They will appear when altercations break out, or called by their bosses. There will be three to five of them.

ROLE: Solo.

STATS: INT 5, REF 8/?, TECH 5, COOL 7, ATTR 4, LUCK 5, MA 7, BODY 10, EMP 8/?, SAVE 10, BTM -4.

SKILLS: Combat Sense 4, Intimidate 6, Awareness/Notice 4, Brawling 6, Melee 6, Handgun 7.

CYBERWARE: Various. One will have a cyberarm with hydraulic rams, one will have rippers. All may have cosmetic or cyber audio/video.

GEAR: An assortment of melee weapons, including knives and clubs. One may have a gun, but mostly the women (men?) have that covered.

SCHUMANN-STEIN GUARDS

These are the guards running patrols through the hills around the airfield, and protecting the airfield and the hangar. They are native German speakers and will speak English only haltingly.

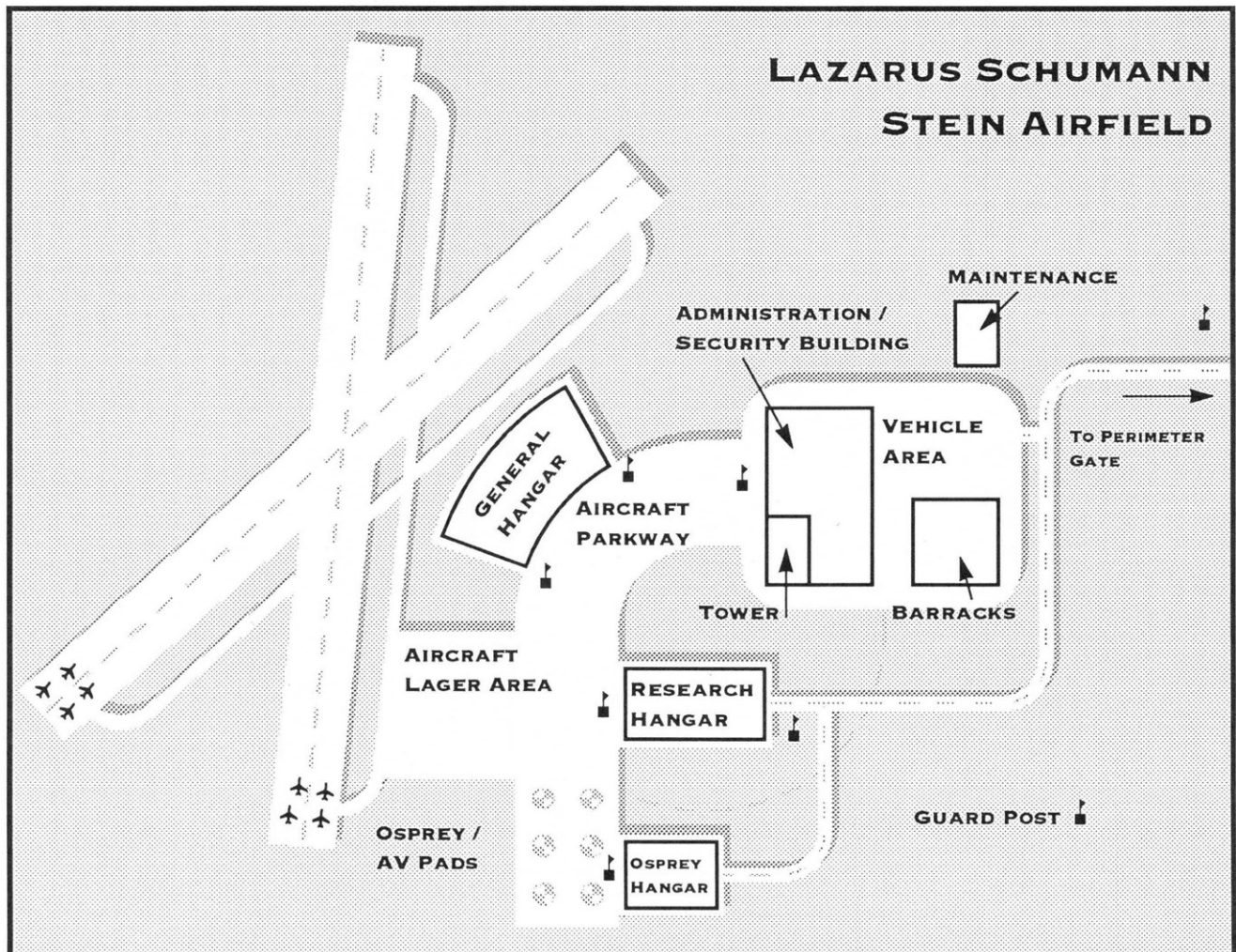
ROLE: Solo.

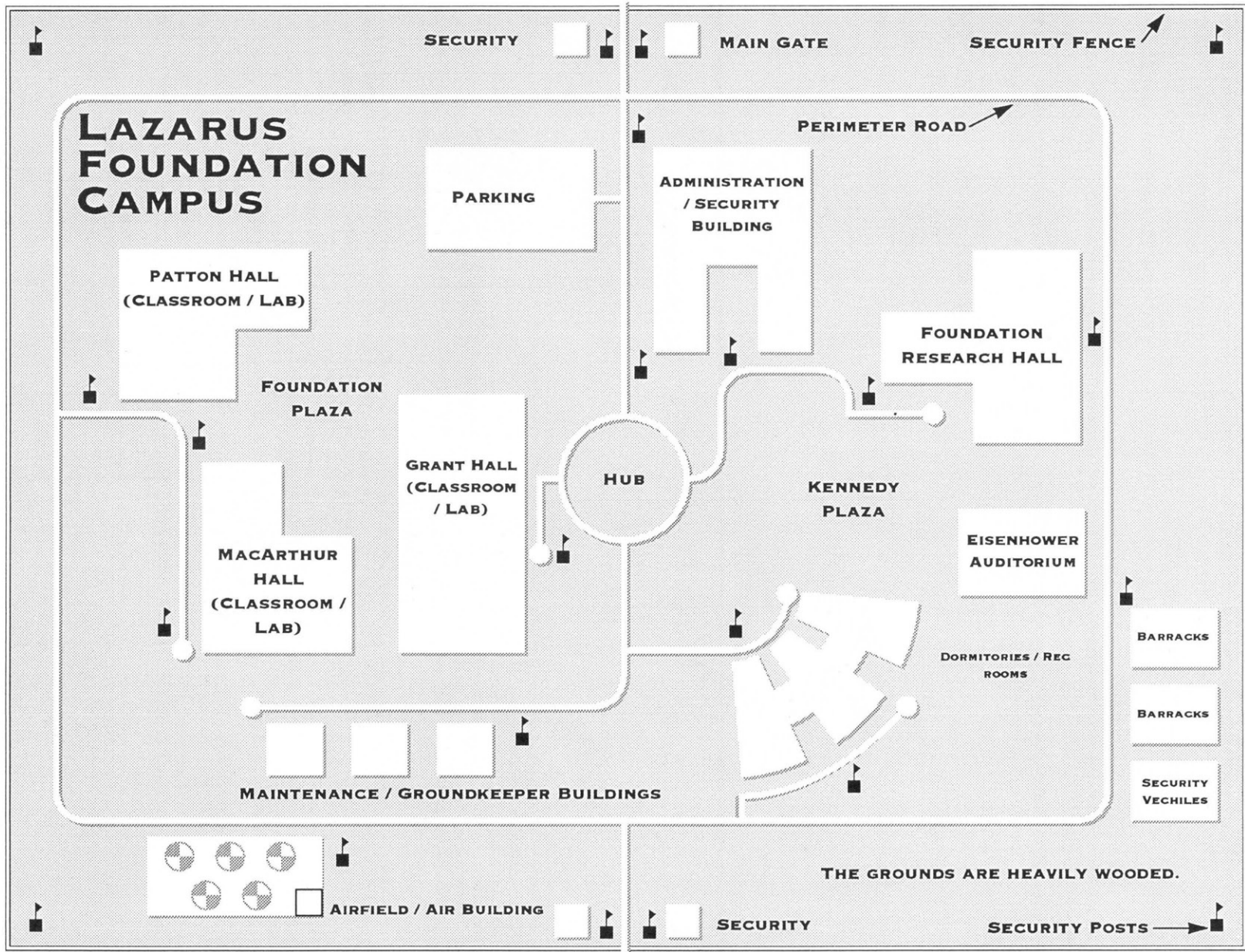
STATS: INT 8, REF 8/?, TECH 6, COOL 8, ATTR 7, LUCK 5, MA 8, BODY 8, EMP 7/?, SAVE 8, BTM -3.

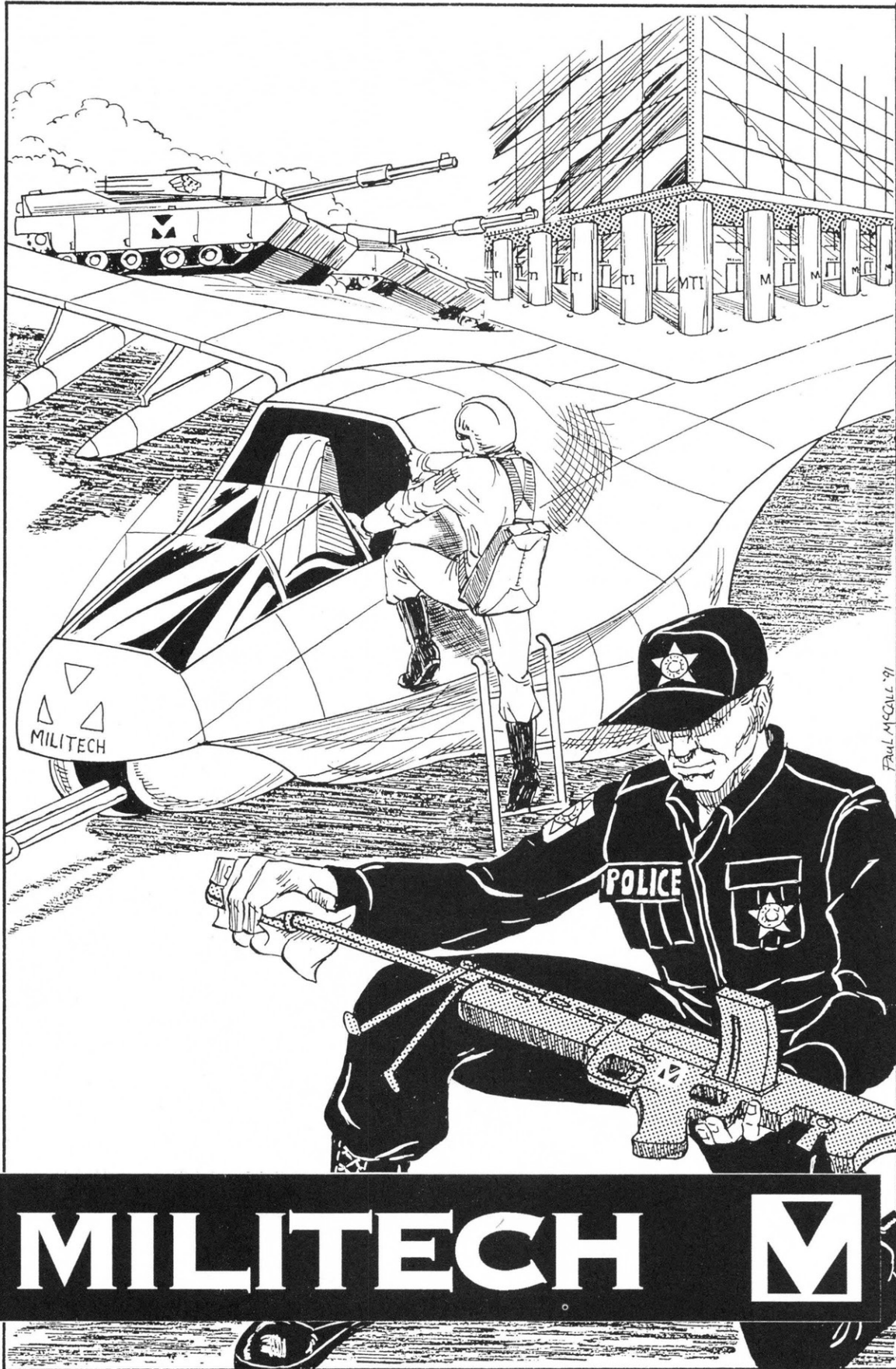
SKILLS: Combat Sense 4, Awareness/Notice 4, Hide/Evade 2, English 1-2, Shadow/Track 3, Wilderness Survival 5, Pistol 5, Submachine-gun 5, Tae Kwon Do 5, Driving 6, Melee 4.

CYBERWARE: Various. Some will definitely have cyberoptics with infrared capability and/or targeting scopes.

GEAR: Guards will be armored to **SP 4** on the arms and legs and **SP 12** on the body. They will carry flashlights, knives, Sternmeyer Type 35 pistols with three magazines apiece and H&K MPK-9 sub-machineguns with four magazines apiece. All will be in Schumann alpine woodlands camouflage. ●







MILITECH M

PRECIS

MILITECH INTERNATIONAL ARMAMENTS

Arms manufacturing/distribution, military vehicle production, and mercenary contracting

Headquarters: Washington, D.C.

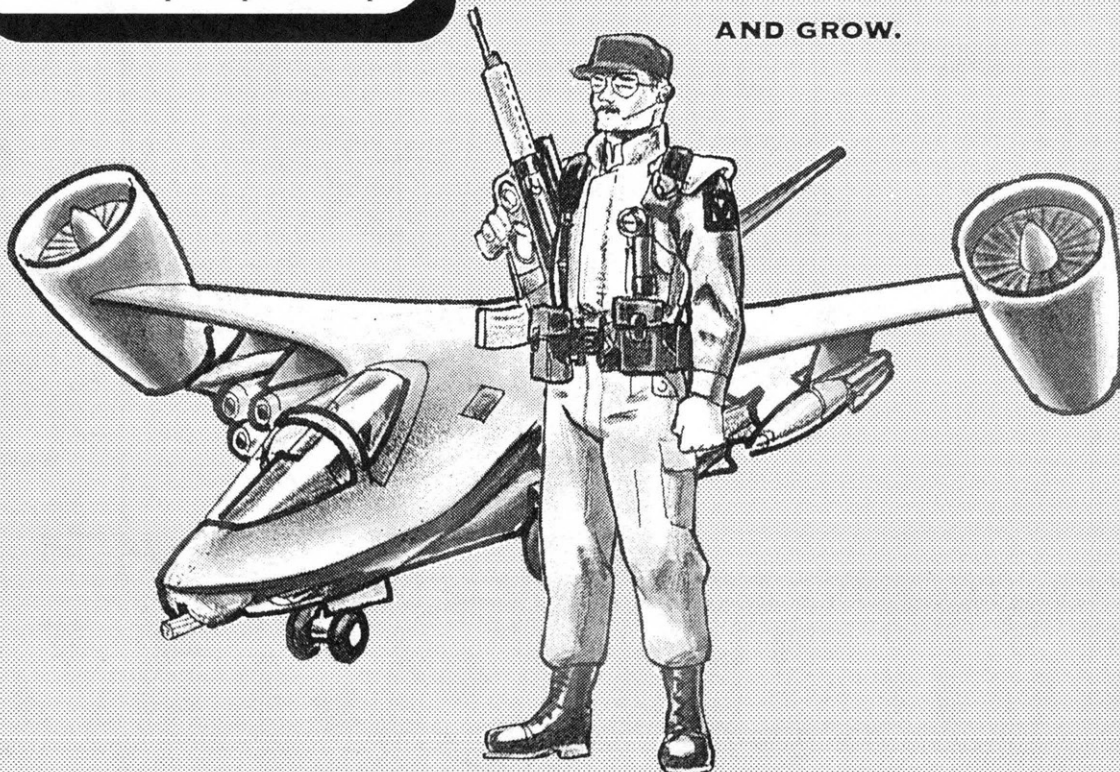
Regional Offices: New York, Miami, Chicago, Night City, Montreal, London, Rome, Beijing, Los Angeles, Zurich, Hong Kong, Rio de Janeiro

Name and Location of Major Shareholders:

Roland Yee of Hong Kong and the Board of Directors, 22%; General (ret.) Donald Lundee of Washington D.C., 8%

Employees: World Wide 300,000
Troops 100,000
Special Ops 5-10,000 aprox.

MILITECH CONTINUES TO BE A DOMINATING FORCE IN MILITARY HARDWARE MANUFACTURING. UNDER THE LEADERSHIP OF THE CAPABLE GENERAL DONALD LUNDEE (RETIRED), AND THE TECHNICALLY BRILLIANT ANTONIO LUCESSI (WHO NOT ONLY STILL DESIGNS, BUT SUPERVISES THE RECRUITMENT OF A NEW GENERATION OF TALENTED YOUNG DESIGNERS AND ENGINEERS), MILITECH CONTINUES TO FLOURISH AND GROW.



MILITECH INTERNATIONAL ARMAMENTS CORPORATION

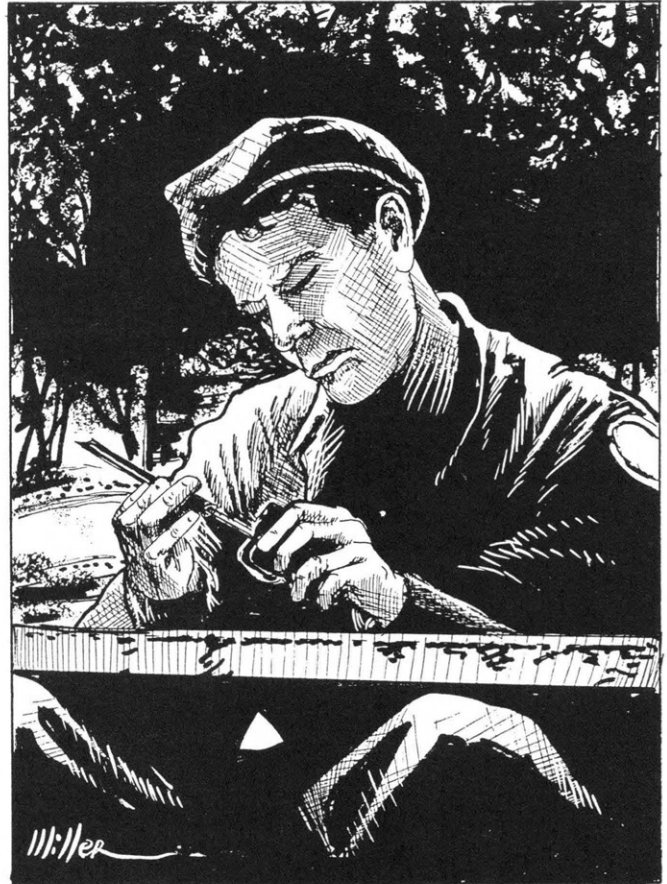
HISTORY

In 1998, although still mired in bankruptcy, the United States Government decided that it was time to purchase a new small arms weapons system to replace the aging and obsolete M-16A2s that its troops were using. Some firing trials were held at the Marine Corps base at Parris Island, South Carolina. Among the officials present was USMC General Donald Lundee, Marine Corps Chief of Staff, who, at fifty, was one of the youngest officers ever to serve on the Joint Chiefs.

In the end, the final trials came down to three weapons systems. One was FN's SAF, a cheap but atypically clunky and unreliable rifle that had made it to the finals only because it permitted the U.S. to stay compatible in ammunition and parts with other troops in the now obsolete NATO alliance, and because Fabrique International seemed to have gained powerful friends in the U.S. Government. The second was Colt's new AR-17X, a good gun that was destined to lose out in the end due to its high cost. The final entrant was an underdog that no one had even expected to make the final trials; a compact, reliable and moderately-priced rifle designed by expatriate Italian weapons expert Antonio Luccessi, and manufactured by his small but successful New Hampshire-based firm Armatech-Luccessi International.

To General Lundee, the choice was obvious. The Armatech-Luccessi system was the best combination of price, reliability, sturdiness and accuracy. It wasn't a perfect rifle but it was a damn good one; definitely the best of the three in the trials. Unfortunately the collapse of the U.S. economy and near collapse of the government had not only tightened the national purse strings, but it had also permitted the fingers of industry influence to penetrate to unsuspected depths within the political infrastructure. The net result was that, despite Donald Lundee's vociferous protests, and to his horror, the contract went to FN.

Ironically, five years later, the European Community switched to the brand new FN-RAL, an excellent gun that



Young Antonio as an armorer in NATO service, mid-1950's.

was unfortunately largely incompatible with the bastard SAF system. One year later, to the United States Government's further embarrassment, American boys armed with unreliable SAF rifles were dying by the thousands in the steamy jungles of tropical South and Central America.

Donald Lundee was sorry to see the whole fiasco come to a head, but he observed from a distance. Shortly after the finalization of the contract, he resigned from the Marine Corps to accept the offer of a CEO position at Armatech-Luccessi, the company that had so impressed him. Together, Lundee and Luccessi began laying the groundwork that would enable the small Armatech to become the world's largest weapons manufacturing conglomerate.

As a former Pentagon chief, Lundee was extremely well connected into the military-industrial complex, and he had many extremely wealthy industrialist and venture capitalist contacts. Several of the old-guard twentieth

century military contracting corporations had become bureaucratically top heavy and slow-witted, and had suffered crippling blows during the crash. Those that were still selling products were moving lots of shoddy and overpriced merchandise on the strength of contractual inertia alone. The time was ripe in the hostile, post-crash world for a new kind of military manufacturer...streamlined, efficient, producing superior, modern products at competitive prices, able to deal its technology anywhere in the world irrespective of political convention or outmoded national alliances. Lundee's pitch, supported by Luccessi's obvious brilliance as a weapons design engineer, was successful, and an infusion of capital was followed by a period of shrewd acquisition and the securing of several key contracts around the world. Armatech was propelled into a period of tremendous expansion. With the company's new world prominence and high visibility came a new name. Armatech-Luccessi was retired, and Militech Arms International was born.

Militech's growth was rapid, but it did not happen overnight. The first major success came in 2004, when, after the debacle of the Central American Wars, the U.S. finally junked the SAF. New trials were conducted, and the weapon finally chosen was Militech's Ronin Light Assault Rifle. Shortly after that Militech also won the military sidearm contract. The U.S.'s choice of those weapons caused them to sell in huge numbers to other nations and corporations around the world. At the same time, Militech was developing and testing new heavy weapons and vehicular systems, including artillery, armored vehicles and aircraft. Moderate prices and well designed products enabled Militech to break precedent and win several key contracts away from established defense manufacturers that were still operating after the World and U.S. crashes. More U.S. sales lead to more international sales, and by the mid-'teen years Militech was the largest defense contractor to the United States and several other countries and corporations as well. That made it possible for Militech to buy out several of its failing competitors and incorporate their designers and resources.

The rise to the top has not been without its rough spots. Several companies Militech bought out did not want to come quietly, and a few of the takeovers were made twenty-first century style: with savage corporate wars. In addition, Militech has made enemies of many of the surviving international military manufacturing corporations. Competition has always been fierce among these companies in

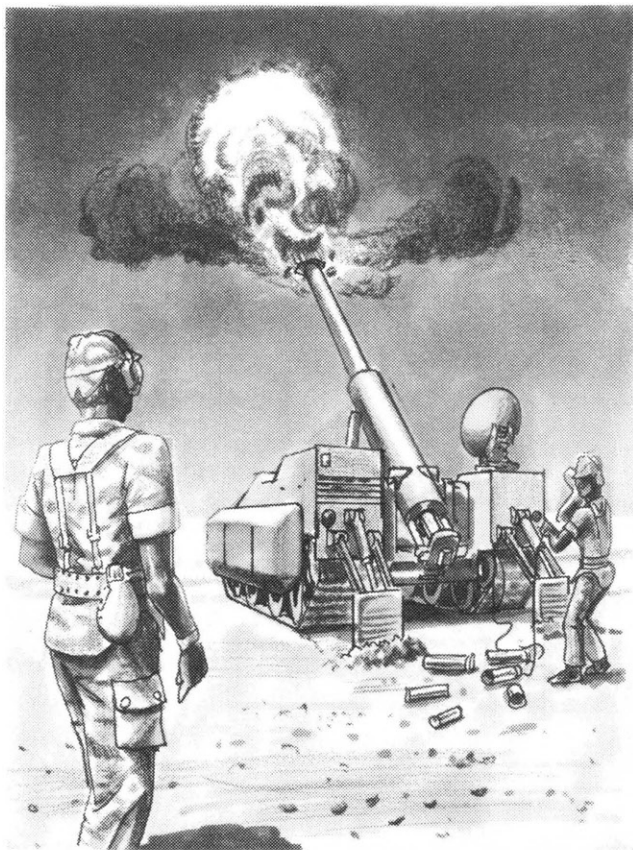
the warfare-ridden *Cyberpunk* world, and new weapons systems are often proven to prospective buyers when the selling company uses them to destroy its competitors.

Now, Militech continues to be a dominating force in military hardware manufacturing. Under the leadership of the capable General Donald Lundee (Retired), and the technically brilliant Antonio Luccessi, who not only still designs, but supervises the recruitment and progress of a new generation of talented young designers and engineers, Militech continues to flourish and grow. The corporation maintains a forward-thinking attitude and stays on the cutting edge of military development. Among its thousands of products, Militech manufactures small arms, heavy weapons, special weapons and explosives, chemical and biological weapons, armored vehicles, aircraft, boats and ships, military computers and avionics, field hardware, military accessories and military cybernetics. A variety of civilian products are also in their catalogue, including security systems, personal lethal and non-lethal weapons, and body armor. In addition, Militech has expanded into the lucrative world of mercenary contracting, and the corporation maintains a large force of crack, well-equipped soldiers for defense and contracting purposes. A policy of ruthless competition and no-quarters corporate warfare has helped keep Militech at the forefront of its industry. Huge, diverse and savage, it is truly a corporation for the twenty-first century.

MAIN PRODUCTS AND INTENT

In short, there can be little doubt as to what Militech's main products are. It's a weapons manufacturer, the largest one on Earth. Militech products are sold in varying volumes to eighty-two countries and over 250 corporations, not to mention millions upon millions of individuals, groups, gangs and small companies around the world. That's a lot of weapons, but market research has shown in 2020 that weapons are the durable goods with the highest grossing worldwide sales (and, incidentally, resale value). 2020 is a turbulent time, but that's just fine by the arms manufacturers.

Militech does display some product diversity, as all large corporations must. It not only sells all manner of weapons,



Militech artillery at work in Africa

from crossbows to jet fighters, but it also has launched into some research and theoretical grounds, conducting experiments with genetically altered soldiers and animals and combat strategy artificial intelligences that can steer ships, fly planes and operate armored vehicles. This combines with diverse sub-holdings to make Militech an extremely powerful and versatile corporation.

SMALL ARMS

The Militech products that are most visible to the man on the street are its small arms. Militech sells more pistols, rifles and sub-machineguns than any other single manufacturer in the world. Bulk shipments are bought by national and corporate armies, police departments, militias, security groups and so on. Individual weapons are sold over the counter by hundreds of thousands of dealers. Militech's high sales are due in part to a hard won reputation for producing a tough, reliable and accurate products at a reasonable price. On top of that, sizable discounts are available to bulk purchasers. The Militech Ronin is still the top selling assault rifle in the world, several years after

its release. Part of this is due to the U.S. Army contract, but much of it is due to strong private sales.

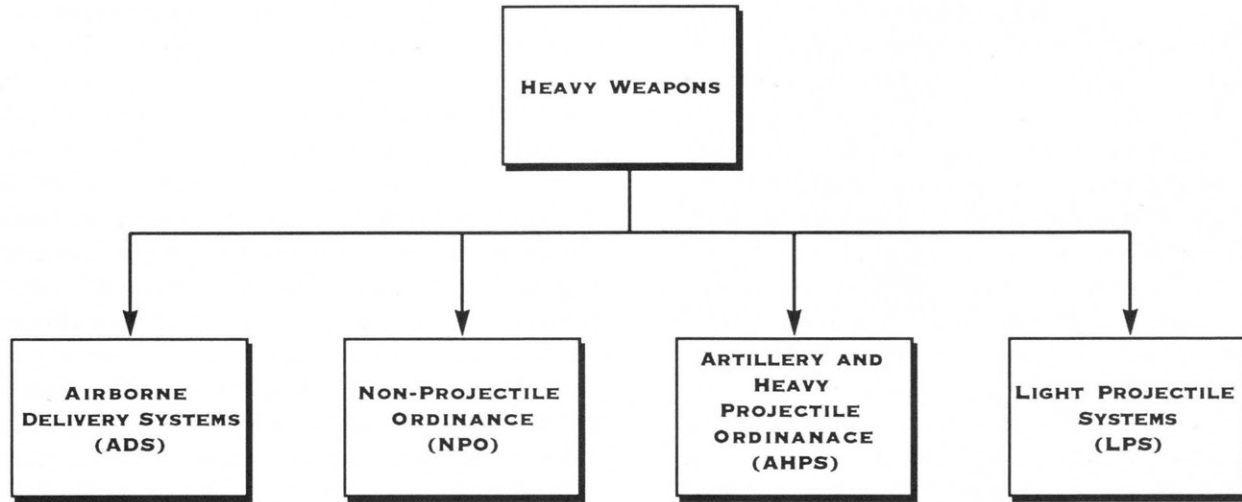
Another factor is the huge selection available. Among Militech's small arms products are small, derringer type weapons, special load revolvers, hundreds of the best pistol, rifle and sub-machinegun models in the world, sporting arms, special purpose weapons such as long-range sniping rifles, squad automatic weapons, full size machine guns, and shotguns. Each model has options. This means that any small arms needs you may have can be filled by one company. This is an advantage to bulk contractors, like armies and corporations, who would prefer to have to deal with only one maintenance and re-supply contract.

Militech continues to be innovative in small arms development. Among the designs and features introduced or being researched by Militech are tracking smart-bullets that can make trajectory adjustments in flight, super-light all-synthetic weapons, special purpose loads with explosive or selective material-piercing heads, recoilless systems, integral silencers with little effect on accuracy or muzzle velocity, and an improved gyrojet-type system that lights in the barrel and reaches full velocity at the muzzle of the weapon for close range use.

HEAVY WEAPONS

Less visible to private citizens, but of great importance to armies and corporations, are heavy weapons. Militech has never let its hand slack in this department, and has been a leader in heavy weapons design ever since Donald Lundee convinced Antonio Luccessi to diversify away from small arms. In keeping with its commitment to provide weapons for all applications and services, Militech manufactures heavy weapons of several types.

There are four main departments of heavy weapons manufacture: Airborne Delivery Systems, Non-Projectile Ordnance, Artillery and Heavy Projectile Systems and Light Projectile Systems. Within the company, these departments are known by their initials, ADS, NPO, AHPS and LPS. Airborne delivery specializes in missiles and bombs. They design and manufacture Militech's extensive line of air to air, surface to air and surface to surface missiles, also unguided rockets, and general and special purpose bombs of several varieties. Non-Projectile Ordnance is the department responsible for research, development and manufacture of



things like land-mines, grenades, satchel charges, demolitions packages, and specialized explosives such as liquids, gels, plastiques, micro-caps and det-cords. This department also produces the explosives used by Airborne Delivery in their warheads. Artillery is just what it says. They design and produce both the guns themselves and the shells that they fire, again using Non-Projectile Ordnance's explosives. Artillery's products include everything from super-long range weapons to light mortars, grenade launchers, and man-portable anti-armor rockets. They also make the heavy guns that mount on top of tanks, armored cars, and some armored personnel carrier chassis. Light Projectile Weapons makes such things as twenty and thirty millimeter cannons, vulcan-type multi-barrel machine guns, and other heavy machine guns. Many of these weapons find their way atop armored vehicles with Artillery's products, or into aircraft.

As with small arms, Militech stays on the cutting edge in heavy weapons development. Among the things that they sell, or have in development are IFF (Identify Friend or Foe) land mines: these are powerful land-mines that have a small radio receiver in them which can be pressure, sound or magnetic sensitive, and won't explode if they are receiving a coded IFF radio pulse from within a certain, adjustable range. That means that friendly troops and vehicles carrying a small IFF transponder can safely travel through a minefield, or on a mined road. The variable code makes duplicating the signal difficult, and the low power of the broadcasters makes tracking the signals impossible.

Another system is a tank-killing artillery round that explodes over a battlefield and releases multiple sub-warheads, each capable of firing a depleted uranium rod through the engine of an armored vehicle or grounded aircraft. (This is based on an older system developed at the end of the twentieth century, but it works more reliably. 20% chance per projectile of hitting a vehicle for 10D6 damage to the engine.) An anti-personnel version of this does the same thing, only it releases up to a thousand small, steel rockets, each with an infrared micro-guidance head that will key on a soldier's body heat. The rocket will then fire, and pierce the soldier's body (20% chance per projectile of hitting a player for 4D6 damage if you want to use it in a game). This weapon is known among infantry soldiers as a "porcupine," and is widely feared. If the target troops have advanced warning, they can partially defeat it by screening their bodies, wearing I.R.-defeating camo, or lighting off several flares or hot fires to confuse the rockets. Without warning, the weapon works too fast to respond against. It is a useful system in urban situations, where extensive collateral damage from explosives is undesirable.

A final example is the new, seven-barrelled thirty-millimeter anti-tank gun. It is designed to be mounted in aircraft, and fires depleted uranium shells. Unlike its predecessors, this gun uses rocket-propelled shells to avoid the crushing recoil that used to cause aiming problems and airframe wear in aircraft using older models. The "cartridges" are also much lighter than the old-fashioned thirty-millimeter rounds, allowing ground attack aircraft to carry up to twenty percent more ammunition than they could have with older systems.

VEHICLES

Of course, no truly vast arms conglomerate would be complete unless they had a few vehicles in their repertoire, and Militech has more than a few. Although many components are subcontracted, it can be safely said that Militech's catalogue includes light wheeled vehicles, armored personnel carriers, armored cars, tanks, armored hovercraft, small boats and submarines, large ships (yes, Militech owns a shipyard), vectored thrust aircraft, and true jet aircraft. Many of these products are manufactured under the name of subsidiary firms, but it usually doesn't take much searching to find the "A Militech Company" caption somewhere near their logo (see the "Resources and Stock" section for a list of some of Militech's subsidiaries). Many of these companies were former competitors that Militech hammered into financial oblivion and bought during its period of rapid expansion in the early 'teen years.

For obvious reasons, Militech vehicles are sold mostly to nations and corporations. There are, however, a few extremely wealthy individuals out there whose private security troops have some Militech armored cars or vectored-thrust attack craft at their disposal.

As with its other products, Militech is constantly working on ways to refine and improve its vehicles. Militech scientists have been responsible for improvements in reactive and synthetic armors, quieter, more fuel-efficient turbofan engines for vectored thrust applications and improved aircraft avionics and weapons systems. Militech has also been one of the first companies to incorporate memory plastics, memory metals and pressure and electro-responsive materials into the design of their vehicles. This has enabled them to come up with such things as deep diving, mini-strike submarines which can lurk at depths previously attainable only by bathyspheres, and airplanes that can subtly alter the geometry of their wings and fuselages while in flight for increased speed and efficiency.

ACCESSORIES

Militech markets a variety of military and paramilitary accessories, and this group of products accounts for much of the corporation's sales to private individuals. Many products in the diverse accessory line are appealing to people who have no need for firepower and no interest in military items. Of course, accessory items

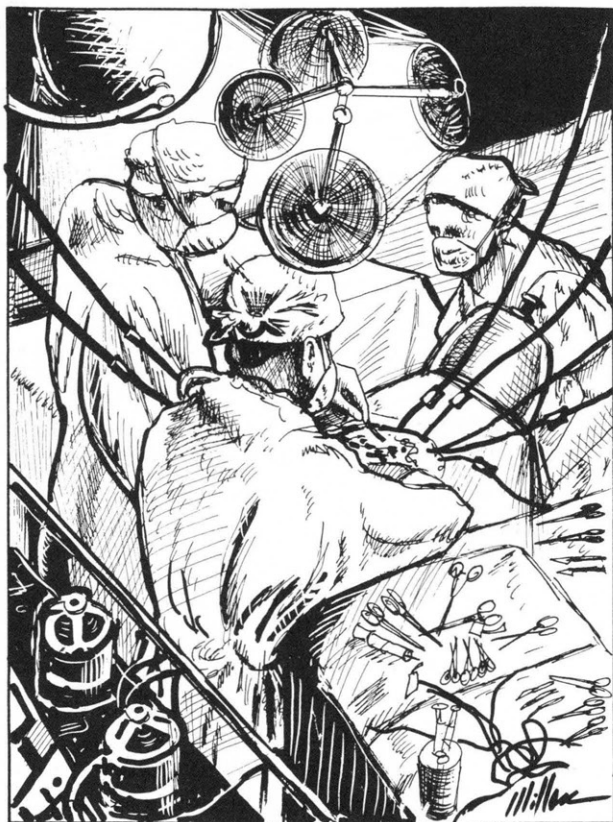
also sell in large numbers to the same people and organizations who purchase weapons systems. The wide demographic appeal of the accessories makes them second only in small arms in terms of sales volume for Militech.

The largest selling group of products in the accessory line are Militech's field computer systems. These are portable, battery-powered minicomputers of varying sizes and styles that have been designed to stand up to outdoor conditions and rugged treatment. They range in size from book-sized civilian versions of the TacStac to portable micro-computers with full-sized screens and keyboards. All are guaranteed dirtproof, waterproof and impact proof, and many come with integral cellular broadcasters and modems for patching into corporate computer nets and world information systems. The military applications of these units are pretty obvious; they give field troops access to computing power that can survive combat conditions, an important factor in this age of computerized field artillery, fire control, communication, coordination and medicine. Much of the sales volume for these systems comes, however, from the civilian sector. The units are popular among those who need field-ready computer power, and are willing to forego style for durability. This makes them a key item for people such as private solos, trauma teams, bands who need sturdy computers for road use and executives who need a computer that can survive the rigors of a backpacking trip (or an excursion into the urban combat zone). More than one well-to-do mother has bought one for a youngster who killed his last portable computer.

Naturally, there are also thousands of other items in the Militech accessory catalogue, including body armor, clothing, field rations, knives, weapons accessories, vehicular accessories, books and information disks, security equipment, exotic melee and ranged weapons, survival equipment and so on. (See the *Uniforms, Equipment and Personnel* section for details on more Militech products.) These items are sold at showrooms, and available through mail order (if you trust the mail) from catalogues available on hyperstack disk or in print.

SPECIAL PROJECTS

Militech has highly secretive research and development facilities where work on potentially profitable new weapons and accessory systems is carried out. These



Soldier James Teal, PFC being strengthened by cybernetic enhancement at the SPD.

facilities are also the site of what are known within the corporation as Special Projects. The Special Projects Department is the group responsible for the development of those ideas considered too exotic, sensitive, potentially dangerous, or P.R. damaging for regular development channels. The SPD is considered very hush-hush within Militech, and access to their files is granted only to the corporation's top executives, researchers and security men. A Special Projects' clearance is considered the big ticket within Militech, and means you are destined for success. It also means that Militech would instantly order your death if it came down to a choice between killing you or losing you to another corporation. All security around Special Projects people and development sites is fearsome, with only the most trusted and experienced of troops and security agents being used. The threat of extraction or corporate espionage against the Special Projects Department is so high that Militech has been known, as a purely preventive measure, to order the assassination of some of its own lower executives who have been accidentally exposed to sensitive SPD data.

The Special Projects Department's current programs are rumored to include the genetic and biochemical alteration of human beings and animals to produce more durable battlefield soldiers and guard animals, second generation combat drugs that can provide the desired effects without burning out the soldier or producing messy addictions, short-term biological agents that can sterilize a large area and then revert to harmless states within hours or minutes, refined ballistic body armors that can stop high energy projectiles and then dissipate the kinetic energy so that the wearer doesn't suffer the crushing impact of a non-penetrating bullet; tiny, cybernetically controlled assassination robots, and satellite and portable battlefield model high energy beam weapons for anti-ship and armor use.

MERCENARY TROOPS

Militech maintains a large standing army by most corporate standards and hires its troops out as a service to other corporations, nations and wealthy individuals. Militech's mercenaries are neither as specialized as Arasaka's primarily security-oriented troops nor as diverse as the Lazarus Group's variety of multi-purpose soldiers and agents. Except in special situations, Militech hires out only all-purpose, line soldiers (regular G.I.s in other words). They are competent troops, trained for a variety of special situations, including airborne, amphibious and all-terrain operations, but they are not special forces soldiers, and they lack the experience necessary for most special ops or super-specialized missions. Militech has no shortage of specialized troops, but it retains them for its own use. Militech's soldiers are generally contracted out to corporations or nations for basic infantry reinforcement in urban or field situations. Force sizes range from a one hundred man minimum to a ten thousand man maximum, depending on availability. Anyone requiring specialized troops or troops in greater or lesser numbers than those offered by Militech is referred to the Lazarus group.

Militech has been known to let other companies or nations use its special ops troops, but this typically happens only when the corporation has something other than contract money to gain from the operation. For instance, Militech would lease special ops troops to a smaller company who wanted to attempt an espionage mission, but only if that mission would damage a Militech competitor or lead to an increase in business for

one of Militech's departments. Alternatively, Militech has been known to let small companies use its special ops troops to steal secrets that it has wanted for itself. The corporation has then taken over the smaller company and absorbed all its assets and data. This method has the advantage of divorcing the corporation one step from any blame for the operation, but it is usually only employed when Militech was already planning a buyout of the smaller company.

POLICE SERVICES

Like Arasaka, Militech contracts police services to cities and arcologies around the world. Militech's police services department is smaller than that of its rival, but it is much more popular in the United States than Arasaka's police group. Although Arasaka does contract police services in some U.S. cities, Militech does not operate police departments in Japan. It would like to, but so far it has been shut out by Arasaka. This competition has not done anything to ease the high tensions between Militech and Arasaka. When Militech or Arasaka offices are located in cities with police forces contracted from the other corporation, covert violence, espionage and recriminations leading to open conflict are common. It is one subtle way in which the corporations wage war against each other. What better way to screw up your rival than by non-stop, legal, police harassment.

NOTE: For a more complete description of corporate police forces see the *Main Products and Intent* section for the Arasaka Corporation in Corpbook 1.

LONG TERM GOALS AT MILITECH

As a corporate chief executive, Lundee has discovered power above and beyond any he ever hoped to have as a military officer. He enjoys this power, and makes no secret of it. He also wants more; his once noble ideals in establishing the Militech corporation having given way to inevitable corruption. To this end, Lundee wants Militech to be the number one corporation on earth. Unfortunately for him, the two companies that stand between Militech's number three slot and the top of the heap are the mighty Arasaka and EBM corporations. Lundee is not easily daunted, however, and is convinced that, with proper management, Militech can become the largest, most powerful corporation on Earth.

A key part of Lundee's plan to make Militech number one is the acquisition or elimination of as many other large arms and arms-related companies as possible. Militech has made something of a crusade out of this, and has been quite successful at picking off its competitors and reinforcing its position at the top of the armaments manufacturing oligopoly. At this point, the only companies that are secure are those which are either under the wing of another large corporation, extraordinarily tightly run, or are too small to be worth any notice. All other arms companies are at risk from Militech, and tensions are high in the industry.

Another key part of Militech's plan for expansion is more extensive diversification. Militech already sells several general purpose products, such as computers, but most have their roots in some military application. Militech is currently trying to expand into some other markets, including finance, industrial manufacturing, raw materials and the space industry. A number of other large corporations take a dim outlook on this, and troubled times are ahead.

ENEMIES AND ALLIES

Saburo Arasaka currently holds the unofficial title of Most Powerful Man on Earth. His corporation is slightly smaller than number one EBM, but it has more world influence. Lundee's envy of the Arasaka chief and the Arasaka Corporation in general, is widely known. Many experts have expected the regular scraps between Militech and Arasaka to explode into full scale war sometime before 2030. At this point, it is anyone's guess who would come out on top. Militech's access to weaponry and troops is huge, but no one knows just how far the Arasaka Corporation's secret influence and resources extend. One thing remains certain: whenever Militech and Arasaka agents are in the same area of any city at the same time, bids on the high numbers for the nightly Body Lotto™ go through the roof.

Militech's attempts to monopolize the arms industry have, of course, made it the natural enemy of many other arms companies, as well as that of several larger combines that have weapons manufacturing subsidiaries. Among the more vociferous and troublesome of Militech's current weapons industry enemies are the small independents Stermeyer Waffenfabrik SA and Federated Arms. Larger corporations that Militech may conflict with in the future are the mighty Schumann-Stein and IEC con-

glomerates. For the time being, there is peace, as these three corporations are heavily interdependent.

Militech's closest current corporate ally is the Lazarus group. As already explained in the *Lazarus* section, the two corporations have a large-scale, mutually beneficial trade agreement. So far, this has worked out well for both sides. In addition, Colonel Emile Lazarus and General Lundee know each other from their days in the military, and are personal friends. There are possible clouds on the horizon, however, as Col. Lazarus disagrees with his friend's antagonization of Arasaka, and dislikes the shift in Lundee's thinking, away from the pursuit of military excellence, and toward the fulfillment of personal power goals. So far, the two of them remain close. Militech also has close business relationships with the huge German combines Schumann-Stein AG and IEC. Schumann and IEC manufacture many components for Militech vehicles and provide raw materials, including metals and polymers, for Militech manufacturing. The trade ties between the three corporations have not stopped them from running the occasional black op against each other, but so far none has caught the others at it.

Militech has managed to irritate several national governments around the world, mostly because it supplies their enemies, but none of those small countries have the power to cause Militech much trouble beyond their borders. Militech does have a constant problem with agents from these (mostly third world) nations running constant industrial espionage missions against them. To discourage these operations, Militech has launched into a new policy of retaliation, where the uncovering of any national agents results in those agents being mailed home in a box and a massive, one-time, retaliatory bombing raid being launched against some asset of the infringing country. The target is typically a military installation, power plant or industrial area. Ironically, Militech is generally much less harsh when corporate agents are uncovered, usually choosing only to run espionage ops of its own, and maybe a punitive assassination or two.

Militech's closest national ally is the United States. As far as international influence goes that's strictly a zero, since, following the Collapse, the phrase "American International Power" is widely considered oxymoronic. But, it does mean a constant stream of large-volume arms sales to the United States, and Militech has never been one to rebuff a large customer, even if the customer is debt rid-

den to the point of oblivion. Though the larger Government checks have a habit of bouncing, Militech rarely calls in its markers since the freedom from the regulatory interference (token and trifling as it might be) which dogs most other U.S. corporations saves them millions in legal, tax, and troop costs, and prevents costly relocation.

KEY PEOPLE

**GENERAL DONALD LUNDEE,
USMC (RET.)**



Donald Lundee is the man who, after being named CEO of the small Armatech-Luccessi, engineered its buyout and reconstruction into the mighty Militech corporation. Lundee is now seventy-two years old, and still thin, fit and handsome. He has been a strong, effective leader for Militech, and most of the credit for the corporation's huge success must go to him. He is also fiery and vocifer-

ous, and has a quick temper that has made him more than one enemy.

Unfortunately, Lundee, like so many before him, has been subtly warped by the tremendous power he has acquired. He originally joined Armatech-Luccessi with the highest of ideals. He wanted to produce superior military products at reasonable prices so that U.S. and other troops wouldn't be left facing the consequences of inferior weapons workmanship. The expansion of Armatech into Militech was a logical step toward making that philosophy apply at all levels of weaponscrafting, and not just to small arms. While Militech continues to maintain high quality standards and reasonable prices, but there are no longer any idealistic explanations for it. It is strictly business; another way for Militech to expand its market share and consolidate power. Lundee espouses noble corporate goals for public relations reasons but beneath it all, his desire is to see Militech become the most potent force on the planet.

Still, there are some problems for Lundee. While no one within the corporation can deny Lundee's leadership or executive abilities, not everyone on the board of directors likes him. This worries Lundee. Although he holds a large chunk of Militech stock and sits on the board of directors, he is not chairman, neither is the chairman a pawn of his. This means that he can lose his position as CEO should the board of directors find fault with him. Lundee has been waging a subtle financial war, trying to consolidate as much of the voting power as possible in his hands and those of those board members loyal to him. This has caused tension within the board of directors and has led to several assassinations and resignations. At this point, as the power struggle between Lundee and those board members who would replace him with their candidate continues, there is a great deal of turmoil. Lundee is not yet in imminent danger of being forced out, but that time could come if he's not careful.

None of this has done any good for Lundee's paranoia level, and he lives and travels under constant guard to prevent assassination. Fortunately for the corporation, the internal struggle has only mildly affected Militech policy, and has not damaged it politically or financially. By unspoken agreement, all internal strife is kept as secret as possible from the outside world so as not to betray any weakness within the corporation.

ROLE: Corp.

STATS: INT 8, REF 5, TECH 8, COOL 7, ATTR 6, LUCK 2, MA 5, BODY 6/8, EMP 7/5, SAVE 6, BTM -2.

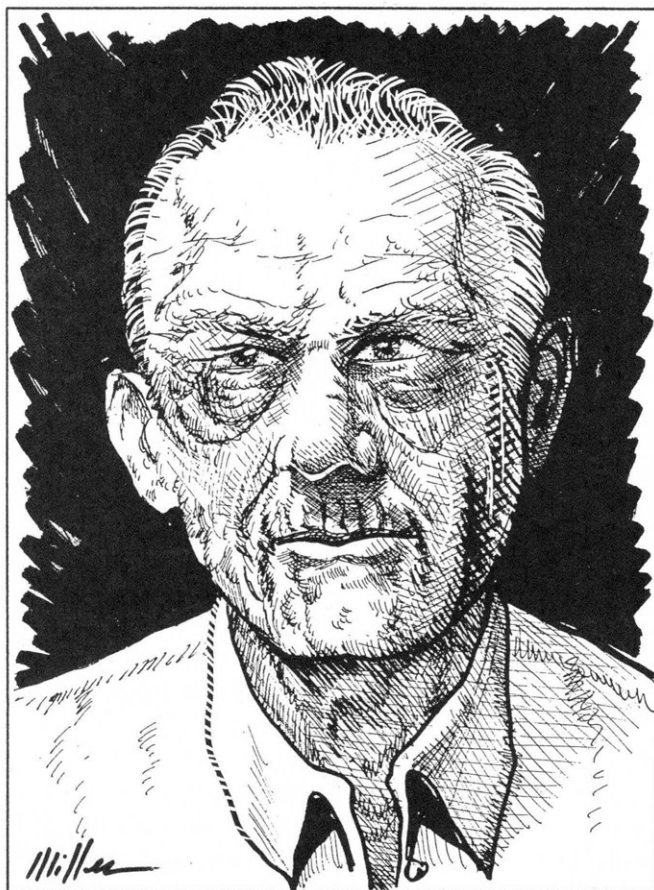
SKILLS: Resources 10, Wardrobe and Style 5, Intimidate 6, Leadership 7, Social 1, Education and Gen Know. 5, Expert Soldier 8, Expert Executive 5, Expert Strategy 5, Expert Politics 5, Expert Military Weapons 7, Melee 3, Stock Market 2, Brawling 5, Handgun 8, Rifle 4, Weaponsmith 6.

CYBERWARE: Basic processor, chipware socket, muscle and bone lace, nanosurgeons, Basic cyberoptic, targeting scope, Times Square Marquee, teleoptics, Low Lite™.

ANTONIO LUCCESI

Antonio Luccessi left the Beretta company to emigrate to the United States in 1992. For a few years he lent his expertise to Colt Firearms. Then, in 1996, he struck out on his own to found Armatech-Luccessi. Within two years, the young company had a small but successful line of products on the market. Luccessi knew that to turn enough profit for expansion he would have to win some large contracts with the government or with police departments. In 1998, Armatech entered the trials for the new U.S. Infantry Assault Weapon. Unfortunately, due to pork barrel politics, the poorly designed FN system won the contract. On the other hand, several police departments did buy the Armatech gun.

Luccessi knew that Armatech was going to have to bring a Washington insider into the company if he was ever going to win a big military contract. In 2000 Luccessi forfeited his position as CEO and chairman of Armatech and wooed Donald Lundee into replacing him. It was a good move on Luccessi's part, and one of the last active decisions he would ever make on large scale company policy. 20 years later, Armatech, under its new name, had grown into a monster beyond Luccessi's conception.



Luccessi holds a nominally high-powered executive vice-president spot within Militech, but he has little real power. This does not trouble him, since he is truly happy only when working in his design studio or the manufacturing shops. The real measure of Luccessi's influence in Militech is that he is director of the breadwinning Small Arms Development division, and is responsible for overseeing systems development and production and for recruiting new engineering and design talent. In this environment Luccessi is content and happy, with freedom and resources beyond any he ever thought he would have. He continues to produce innovative, award-winning weapons for his company.

Luccessi is nearly eighty-five years old, but he refuses to retire. He says he is only happy when he is doing what he does best, and to retire would be to die. Despite the medical advantages of the era, Luccessi has suffered problems with age. His eyes have long since failed and been replaced with cybernetic replacements. His arthritic hands have also given way to new artificial ones. Luccessi is a product of the previ-

ous age, and doesn't like having all this metal and plastic in his body, but he knows that it's the only way to continue his work. Since his abilities seem to have increased with age, no one in the board of directors is in any hurry to push him out. Luccessi and Donald Lundee have little contact any more, but they remain friendly when they meet. Because of his talent and knowledge of Militech proprietary data, Luccessi represents a high extraction risk. As a protective measure, he lives and works with his staff at the headquarters tower. He doesn't enjoy it, and would rather work at the old Armatech shops in New Hampshire, where many of the Militech small arms design facilities are now located. He makes regular inspection and work trips to the New Hampshire facility, always travelling under heavy escort.

ROLE: Techie.

STATS: INT 10, REF 4, TECH 10, COOL 6, ATTR 3, LUCK 8, MA 3, BODY 4, EMP 9/5, SAVE 4, BTM -1.

SKILLS: Jury Rig 10, Chemistry 5, Education and Gen Know. 8, Expert Computer Aided Design 7, Expert Draftsman 7, Expert Engineer 8, Expert Weaponsmith 10, English 4, Italian (Native), Mathematics 6, Physics 7, Electronics 6, Pistol 2, Rifle 2, Submachinegun 2.

CYBERWARE: Basic processor, chipware socket, smartgun link, nanosurgeons, basic cyberoptic (both eyes), teleoptics, Times Square Marquee, micro-optics, MicroVideo optic, targeting scope, two standard cyberarms, one normal cyberhand, one toolhand.

ROLAND YEE

Roland Yee is a wealthy Hong Kong businessman and financier. He was brought in on the original Armatech purchase and invested a great amount of money in the fledgling Militech corporation. Yee has continued to invest in Militech, and is currently the chairman of the board. Yee is a headstrong man who refuses to buck to either side in the internal power structure at Militech. This has made him something of a target, and he lives a



cautious lifestyle. Fortunately for Militech, Yee is also enough of a leader to keep things running smoothly while tensions continue among the board members. Yee would prefer to see Donald Lundee remain CEO for the time being, due to the General's experience and leadership, but he has no personal love for the man.

Roland Yee is fifty-nine years old, short, and extremely powerful despite his somewhat rotund frame. He is known for joviality and generosity among his friends, ruthlessness toward his enemies, and a business acumen that has become somewhat legendary in Militech and around the world. He has been on the board of directors since the inception of the corporation, but he has only been chairman for four years.

Yee spends much of his time at the Militech headquarters in Rosslyn, but he considers Hong Kong to be his home and maintains a lavish, well protected estate on Victoria Peak. Militech maintains a tower in Hong Kong and Yee spends much of his time working there when he is in town.

ROLE: Corp.

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

SKILLS: Resources 10, Wardrobe and Style 10, Human Perception 4, Leadership 6, Education and Gen Know. 9, Expert Financier 9, Expert International Business 9, Expert Executive 8, Stock Market 7, Expert Military weapons 2, Cantonese (Native), English 7, Choi Li Fut 3, Melee 3.

CYBERWARE: Basic processor, chipware socket, Mr. Studd™ rippers, basic cyberscopic, Times Square Marquee, Low Lite™ MicroVideo optic.

ANDERSON BENNETT

Anderson Bennett is another member of the board of directors. He has the third largest portfolio of Militech stock, and has been a member of the board of directors for six years. He also covets Yee's chairmanship, and is secretly trying to amass a controlling interest and sway the voting of the other board members to increase his power. Bennett is one of Donald Lundee's enemies, and would like to see the General replaced with an individual of his choosing. Anderson has ordered two bungled assassination attempts on Lundee. So far no one has traced them back to him. Bennett is extremely good at hiding his personal ambitions under a cloak of apparently good corporate intentions.

Anderson Bennett is forty-eight years old, and comes from an old-money Texas family. He maintains a corporate cowboy image, and is known for being an attention hog and media baby. He has some other allies on the board, but so far not enough to be a serious threat to Roland Yee. Yee has his suspicions of Bennett's disruptive activities, but has been wary of having Bennett forcibly removed (i.e., assassinated), since, due to Bennett's high profile, the death would almost certainly turn into a media circus. That wouldn't bother Yee, but he doesn't want any more outward indication of the board schism than necessary, as it would project weakness.

ROLE: Corp.

STATS: INT 7, REF 7, TECH 3, COOL 8, ATTR 8, LUCK 1, MA 6, BODY 8, EMP 10/4, SAVE 8, BTM -3.

SKILLS: Resources 7, Wardrobe and Style 5, Oratory 7, Seduction 3, Social 2, Persuasion and Fast Talk 5, Education and Gen Know. 5, Expert Businessman 7, Expert Executive 6, Expert International Business 3, Stock Market 7, Pistol 3.

CYBERWARE: Skinwatch, basic processor, chipware socket, data-term link, subdermal armor, basic cyberoptic, Times Square Marquee, anti dazzle, targeting scope, basic cyberaudio, bug detector, phone splice, scrambler, homing tracer, level damper, two Superchrome® cyberlegs with thickened myomar.

MARGARET ELLEN GOLDSTEIN

Margaret Ellen Goldstein was another one of the investors in the original Armatech buyout. She has been active in the directorship of the Militech corporation ever since. A wealthy heiress, she has increased her already sizable fortune through the success of Washington-based public relations and lobbying firm Goldstein, Harper, Shotwell and Associates. Goldstein knows General Lundee from his days in the military, when they traveled in the same Washington social circles. Lundee and Goldstein even had a brief relationship, shortly before Lundee resigned from the Marine Corps. Goldstein has remained a firm supporter of Lundee ever since Militech was formed, and continues to back him on the Board of directors. With one of the largest voting shares on the board, her power has proved invaluable to Lundee on several occasions. Goldstein and Anderson Bennett have a long history of disagreement and there is no love lost between the two. It is quite likely that they would be the major contenders for the chairmanship position if something were to happen to Roland Yee.

Margaret Ellen Goldstein is now sixty-three years old. She has had extensive (and incredibly expensive) cosmet-

ic reconstruction and body-sculpting, and still looks like she is in her late thirties or early forties. Her boyfriend is an East Coast socialite twenty years her junior. The P.R. firm, which continues under the directorship of Goldstein's son Mark, remains successful, but is now a wholly owned subsidiary of Militech. They handle all spokesperson duties for the corporation.

ROLE: Corp.

STATS: INT 9, REF 5, TECH 4, COOL 10, ATTR 8, LUCK 6, MA 5, BODY 6, EMP 8/5, SAVE 6, BTM -2.

SKILLS: Resources 8, Personal Grooming 6, Wardrobe and Style 8, Social 6, Persuasion and Fast Talk 3, Education and Gen Know. 7, Expert Lobbyist 9, Expert Public Relations 10, Expert Executive 5, Stock Market 2, Pistol 6.

CYBERWARE: Light tattoo, synthskins, techhair, basic processor, dataterm link, chipware socket, two basic cyberoptic modules, color shift, Times Square Marquee, MicroVideo optic, targeting scope, skin weave.

BRADLEY DAVID PARKER JR.

Bradley Parker Jr. inherited his position as a junior member of the board when his father, Wall Street financier Bradley Parker Sr. was assassinated in the wake of a corporate takeover gone bad. Parker Sr. had not been among the original Armatech buyout investors, but had moved into Militech stock only a couple of years after the buyout, when the still struggling company was attempting to fend off takeover bids from competitors that it has since destroyed. Parker Sr. left his entire portfolio and fortune to his son, Parker Jr. Unfortunately, Parker Jr. has not proved to be gifted soul that his father was. Most of the fortune went down the tubes, and only quick action by Donald Lundee preserved Bradley's Militech interests. Bradley Jr. has been indebted to Lundee ever since, and remains the General's staunch supporter. Lundee has taken a liking to the young man, and has taken him under his wing until he learns the ropes. Parker manages the General's day to day affairs, serves as his

executive assistant, and uses his board voting power to support Lundee. He is oblivious to his reputation as Lundee's toady.

Parker is a tall, thin man with blond hair. He is deathly afraid of surgery, and wears glasses rather than submit to cyberoptic implantation. This has made him the butt of some jokes around the company. He is about thirty-one years old, quick tempered and abrasive to everyone except Lundee.

ROLE: Corp.

STATS: INT 7, REF 7, TECH 4, COOL 6, ATTR 6, LUCK 7, MA 8, BODY 7, EMP 8, SAVE 7, BTM -2.

SKILLS: Resources 7, Accounting 7, Education and Gen Know. 5, Expert Military Weapons 2, Expert Personal Assistant 6, Stock Market 1, Handgun 2.

CYBERWARE: None.

NILS ENGELSSON, PH.D., M.D.

Dr. Engelsson is a vice president, director of the Militech Special Projects Department, and one of the most important non board-members in the Militech Hierarchy. Dr. Engelsson's specialties are biomechanics, biochemistry and reconstructive surgery. Besides being general director of Special Projects, he is also running the genetic, cybernetic and chemical modification experiments being performed by the Department. He is known amongst the troops and lower executives as Dr. Death, and considered someone to avoid. It is rumored that to cross him is to end up as the subject in one of his experiments. You might end up a superman. You might end up dead...or worse.

Dr. Engelsson is privy to Militech's deepest, darkest secrets, and is considered a class one extraction or assassination risk. He divides his time between the Rosslyn headquarters tower, where he reports directly to the board, and the super-secret Special Projects Labs near the Militech Weapons Proving Grounds in New Mexico. He is always accompanied by crack bodyguards, and travels long distances either in armed air-convoys or under deep cover.



Engelsson is a tall, whipcord thin man in his late fifties, with thinning blond hair. He is known for having a jovial attitude that can turn icy and threatening in the blink of an eye. Swedish by birth, he seldom returns to his homeland any more. When he does go back, he bases himself out of the Militech Stockholm office, a small but secure facility.

ROLE: Techie.

STATS: INT 11, REF 5, TECH 10, COOL 10, ATTR 4, LUCK 2, MA 5, BODY 4, EMP 6/3, SAVE 4, BTM -1.

SKILLS: Jury Rig 8, Intimidate 10, Education and Gen Know. 10, Expert Cybernetics/CyberTech 9, Expert Biochemistry 9, Expert Surgeon 7, Expert Research/Theoretical Medicine 10, Expert Nuclear

Medicine 6, Expert, Biophysics 7, Expert Military Weapons 5, Expert Special Weapons 5, Expert Manager 4, Swedish (Native), English 5, First Aid 6.

CYBERWARE: Basic processor, tactile boost, dataterm link, chipware socket, machine link (remote robot surgeon control), subdermal armor, two basic cyberoptic modules, Times Square Marquee, image enhancement, micro-optics, MicroVideo optic, digital camera, one cyberarm with RealSkinn™ and tool hand.

ANASTASIA LUCCESI



Anastasia Luccesi is Antonio Luccesi's twenty-five year old granddaughter, child of Antonio's youngest son. Attracted by the idea of working for the company her

grandfather helped to found, Anastasia fled her agrarian family at the age of seventeen to come work in the United States, leaving her distraught parents and siblings behind. Upon arrival, Antonio secured for her a space in the Militech special operations training school, wishing for her to become an executive, but believing that the combat training would help her protect herself in the dangerous corporate world. But Anastasia took to the combat training, and to her grandfather's consternation, decided to make a career out of special operations.

Anastasia was a special operations natural, and has become one of Militech's most dangerous agents. She is darkly and seductively beautiful, merciless, and adept at several forms of combat. She has run infiltration, extraction, espionage and assassination missions for the corporation. Her loyalty to Militech is above question, and she is a common sight around the Rosslyn office, the New Hampshire design facilities, the Special Ops School, and the Special Projects facilities where she has clearance as a security expert. She is known among the board by the codename Sphinx and among the lower executives and troops by the nickname The Bitch.

ROLE: Solo.

STATS: INT 8, REF 10/11, TECH 7, COOL 10, ATTR 11, LUCK 4, MA 8, BODY 8, EMP 9/4, SAVE 8, BTM 3.

SKILLS: Combat Sense 8, Wardrobe and Style 9, Interrogation 8, Seduction 9, Social 5, Awareness/Notice 6, Expert Special Ops 5, Hide/Evade 5, Italian (Native), English 7, Shadow/Track 4, Wilderness Survival 2, Driving 4, Pistol 8, Rifle 6, Submachinegun 2, Demolitions 3, Elect. Security 6, Melee 5, Aikido 5.

CYBERWARE: Basic processor, Kerenzikov boost-erware level one, adrenal booster, smartgun link, chipware socket, contraceptive implant, toxin binders, basic cyberoptic module, image enhancement, Times Square Marquee, tele-optics, Low-Lite™, cybersnake, rippers (both hands).

CARSON DOMINGUEZ

Carson Dominguez has been a junior member of the Militech board of directors for four years. He represents a group investment that has purchased a large portion of Militech stock for its portfolio. In this respect, he is typical of several junior board members, and would be completely un-noteworthy except for one thing...he is on the Arasaka payroll. Arasaka has had Dominguez, and most of the directorship of the group that employs him, in its pocket for several years. They were more than delighted when someone under their influence ended up on the Militech board, even in a junior position. Dominguez although junior, has access to a tremendous amount of information concerning Militech's products, plans and goals.

Dominguez owes no particular allegiance to either Arasaka or Militech. He simply likes getting two large paychecks. He works hard to conceal his duplicity, however, since he knows that his life wouldn't be worth spit if he was caught. Militech would kill him for being a spy and Arasaka would kill him just to tie up loose ends. He has considered attempting to get even more money out of the situation by revealing the truth to Militech and becoming a double agent, but the possibility of him surviving for long are small, so he has ignored that option for the time being.

Dominguez is about thirty-four years old, swarthy, handsome and dark. He is a clever executive, and has been a valuable member of the board for Militech. That is part of the reason why he can get away with spying for Arasaka for as long as he has. Dominguez has designs on Anastasia Luccessi, but also knows that, were he discovered, she is, in all likelihood, the person who would be sent to kill him. This has put a bit of crimp in his romantic plans.

ROLE: Corp.

STATS: INT 7, REF 8, TECH, 3, COOL 8, ATTR 9, LUCK 5, MA 7, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Resources 6, Wardrobe and Style 4, Personal Grooming 4, Education and Gen Know. 4, Expert Executive 5, Stock Market 4, Spanish 5, Library Search 2, Brawling 4, Melee 1, Driving 6, Pistol 5.

CYBERWARE: Basic Processer, chipware socket, Mr. Studd™, basic cyberoptic, Times Square Marquee, Micro Video optic, infrared, Superchrome® right cyberarm with flame thrower.

BASIC MILITECH SOLDIER

These are the basic soldiers used by Militech for its own war and security purposes and hired out as mercenaries. Variations encompass special ops solos, agents and trainers.

ROLE: Solo.

STATS: INT 7, REF 8/?, TECH 5, COOL 8, ATTR 5, LUCK 6, MA 7, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 4, Expert Soldier 3, Expert Airborne Ops 2, Expert Urban Ops 2, Specialty Skill (i.e., Expert Desert Ops *or* Expert Maritime/Amphibious Ops *or* Expert Demolitions *or* Expert Artillery *or* Expert Security, etc.) 1-6, Athletics 4, Pistol 5, Rifle 6, Sub-machinegun 5, Wilderness Survival 4, Stealth 2, Wrestling 4, Possible Vehicular Skill (i.e., Driving, Tank Operator, Pilot Fixed Wing, Pilot Helicopter) 2-9.

CYBERWARE: Various.

**POSSIBLE VARIATIONS:
FOR SPECIAL OPS/****SOLOS/SPECIALIZED SOLDIERS:**

INT 8, REF 9, Combat Sense 6, Up to four specialty skills, Pistol 6, Stealth 5, Hide/Evade 6 *or* Disguise 5, Elect. Security *or* First Aid *or* Tech Skill 2-8, Possible multiple vehicular skills.

Remember, Militech has soldiers who are competent tank drivers, fighter pilots, and so on. If you are designing or using a large group of Militech soldiers

make sure that the appropriate skills have been distributed. Many Militech solos, special ops agents and even corps will have come from the soldiering ranks and have some of these odd skills. It may not mean anything in most campaigns, but who knows when it could suddenly become important.

BASIC MILITECH CORP

These are the run of the mill middle and lower executives that work at various jobs throughout the corporation, and can be found at Militech offices around the world. Naturally, there is some variation, but simply by virtue of working for Militech, most have certain skills in common.

ROLE: Corp.

STATS: INT 7, REF 6/?, TECH 4, COOL 8, ATTR 7, LUCK 5, MA 6, BODY 7, EMP 8/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Leadership 1-2, Education and Gen Know. 5, Expert Executive 4, Expert Military Weapons 1-10, Expert Sales *or* Expert Advertising *or* Expert Management *or* Expert Finance *or* Expert Contracting *or* Expert International Business *or* Expert Stock Market 2-9, Pistol 1-5, Driving 1-4.

CYBERWARE: Various.

UNIFORMS, EQUIPMENT AND PERSONNEL

Militech is a tightly-run organization, and it expects the dress and mannerisms of its executive level employees and combat troops to reflect that. Variations in style and affectation are permitted, as long as the results look good.

EXECUTIVES

Militech pays its middle and upper level executives well, and it expects them to put a little of their paychecks into appearance. Militech doesn't enforce the conservatism of Arasaka, and most of the company's dress and style code is unwritten, but the understood conditions, and the nature of *Cyberpunk* executives to want to outdo each other whenever possible, keep things looking tight. In fact, more than one visitor has suggested, after a visit to a Militech office, that it's something like a large, tasteful fashion show. Nothing too wild, but everyone of an executive level is wearing some variation of whatever the current trends in business design and style are. The drab appearance of the staff and service employees, who don't receive the same top notch financial treatment, serves to make the upper echelons look even better.

There are a few specific rules which Militech executives are expected to follow, regardless of everything else. First: everyone, women included, keeps their hair short. No one knows why this has remained policy, although certain theories suggest that having an ex-chief of staff CEO is probably the root of the restriction. This is an unusual restriction for 2020, when styles dictating both men and women's hair length fluctuate wildly on an annual basis. The only exceptions are undercover special ops agents and some solos who refuse to enlist with Militech unless they can follow their own style inclinations. This bylaw has given fits to some of the executive men and women who would like to follow longer hairstyle trends, but it remains immutable. Militech executives, the women in particular, tend to make up for the hair length restriction by sporting a variety of unusual styles and colors instead. Also, as with most other corporations, a lapel pin with the company logo is a common accessory. Even here there is variation, however. Several styles are available, from discreet silver versions to diamond and platinum brooches for more ostentatious executives. Lastly, of

course, Militech executives are required to use company manufactured weapons and equipment whenever possible. It's punishable by reprimand to carry another company's weapon except under special conditions, or with written permission from the Militech Board of Conduct. Carrying an Arasaka weapon will get you fired and black-listed in a hurry, or killed as a spy. All Militech executives are issued a Militech hand gun when they are hired, but they are not required to carry it.

When executives are running field demos they are permitted to wear outdoor or casual clothes or paramilitary attire, but it is common for them to remain in business outfits and use actual Militech soldiers or service employees to handle all tasks which require grubby clothing.

SERVICE EMPLOYEES

Service employees, including cafeteria people, maintenance technicians and so on, wear uniforms specific to their position. Blue jumpsuits, caps and equipment belts make building maintenance people easily identifiable. Cafeteria employees wear red, janitorial staff wear green, medical staff wear white and so on. Executives are required to wear I.D. badges only in secure areas, but service employees must wear them at all times. All service employees carry whatever equipment is relevant to their job. Unlike executives, they are not permitted to carry weapons in the building, nor are they issued weapons upon hiring.

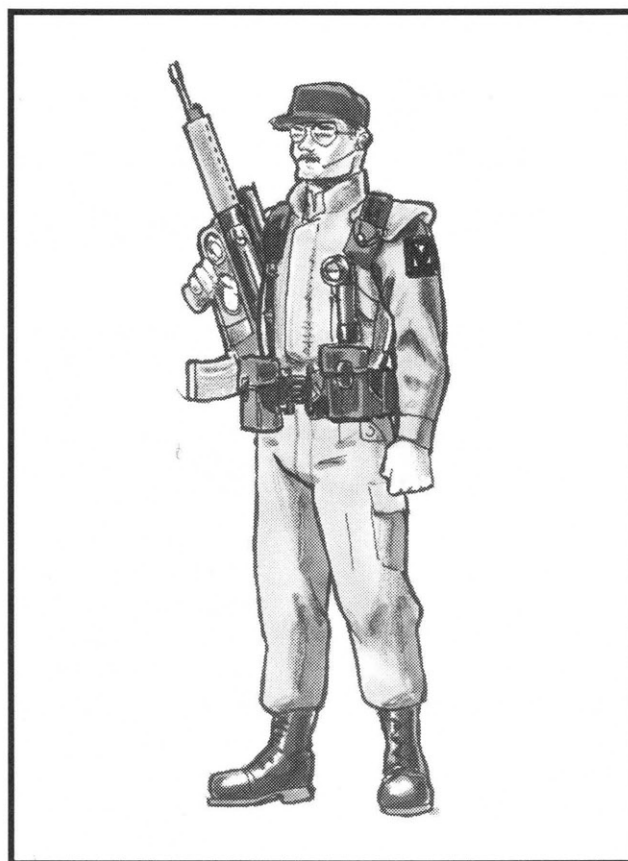
STAFF

The staff level employees have the greatest level of freedom of dress and style of all Militech employees. The receptionist and secretarial staff members are allowed to sport hair of whatever length they please, and any clothes that fit within the general corporate attire genre. The only exceptions are the front desk receptionists, who are required to wear a 'uniform' which is actually a stylish women's suit. Personal secretaries can wear whatever their executive bosses think appropriate.

Showroom sales staff tend to demonstrate the most flair. They are required to dress well, though not necessarily in business clothing. While many do wear suits and suchlike, it is common for sales staff to wear stylish shortsleeve, or casual long-sleeve outfits. It is felt that the cross section of styles will make some people, notably the younger clients, feel more at ease in the showroom, and thus, more likely to part with their money. Staff level employees need not carry identification except in towers and in secure areas. They

are not issued weapons, nor are they permitted to carry them in the towers except in the showroom area. In smaller offices, and showrooms not located in Militech towers, they are permitted to carry weapons whenever they like. This is considered a good policy since theft attempts at Militech showrooms, while rarely successful, are quite common. There are always some security agents on hand, but the sales staff feels a little more comfortable if they're packing a little punch of their own.

SOLDIERS



Standard Militech infantrymen wear a dark grey jumpsuit uniform. The cap, webbing, boots, helmets and torso armor are black. The Militech logo appears on the left shoulder and right breast, unit patch on the right shoulder. Rank appears on both arms and on the collar wings. There is a name patch above the right breast pocket on shirts and jumpsuits, and printed above the right breast on torso armor. The basic equipment load includes a small field pack with rations and water, medical equipment, spare ammunition for whatever weapons the sol-

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dier is carrying, a personal communications unit, a Tac-Stac, a light and a knife. The basic weapons load for ground troops is a field knife, a Militech Avenger pistol, and the Mk IV assault rifle. Paratroops use the Dragon Light Assault Weapon. (These are the same top of the line general-issue weapons made by Militech and sold to the Lazarus Group, the U.S. Armed Forces, and countless other clients.) There are variations in equipment for special missions and assignments, such as airborne ops, maritime duty, and chemical warfare, and there are woodland and desert camo patterns that can be used to replace the basic grey, which is typically used only for urban missions and facility guards. As with most other organizations, special ops troops and solos are usually allowed to requisition whatever equipment they feel to be necessary for a mission, and wear attire they deem appropriate. There are a variety of special purpose weapons, equipment and clothing available for the use of special purpose soldiers.

There is no dress uniform *per se* for Militech troops. A clean grey uniform with shined weapons, armor and

boots is considered appropriate for all ceremonial duties and assignments requiring a slick appearance. If soldiers are asked to attend a formal event as guests, and not in a combat capacity, they are expected to wear civilian clothes. For times when Militech wants armed agents or guards who can blend into upper crust formal events it is liable to use armed undercover special ops agents either in individual clothes, or when speedy identification is necessary, in matching suits. A discreet lapel pin indicates rank in dress situations.

There are no major variations in standard or dress outfits between officers and enlisted men. In non-combat situations officers wear a beret instead of the black cap that goes along with the combat uniform, but in action, helmets supplant both. In formal on-duty situations there is nothing other than the lapel pin to indicate any difference between officers and enlisted soldiers, but the quality of clothing usually makes a good indicator. Officers can typically afford much nicer suits than most enlisted men.

It's also worth pointing out that Militech uses more soldiers with special fields of expertise, such as tank operators and fighter pilots, than many other corporations. Naturally, equipment and clothing particular to each specialty is available, but the basic uniform remains the same grey and black, and the dress uniform is civilian clothes, same as for infantrymen. It is common for Militech soldiers of all varieties, when not in undercover situations, to wear a lapel pin indicating their specialty. All Militech uniform and equipment standards apply to both in house troops and troops contracted out as mercenaries. Clients using Militech soldiers as mercenaries are allowed to make minor modifications in dress or equipment to ensure compatibility with their own troops, if any, but Militech likes to maintain its own standards, and keeps a close eye on any changes.

GUARDS

Militech uniformed guards are a special detachment of their standard infantry with extra training in security procedures. They protect all Militech towers, regional offices, special facilities and sales showrooms. Guards wear the standard grey jumpsuit with black armor and accessories. Depending on the posting and their rank they will wear either a helmet, cap or beret. Guards do not use the full equipment kit that soldiers do, typically carrying only a personal radio, a light, a knife, and sometimes wrist restraints. Special equipment, such as night

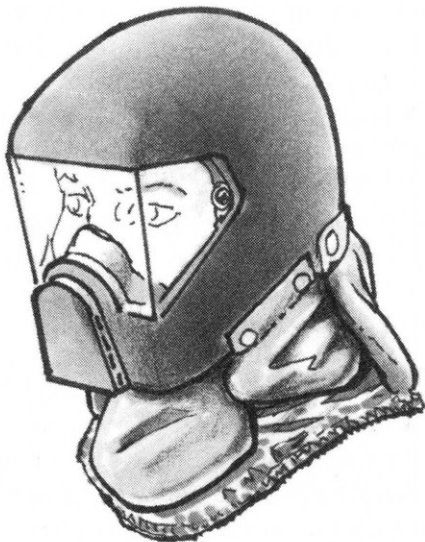
vision devices or non-lethal weaponry may be issued on some postings. Standard weaponry issued to guards includes the Avenger pistol and either the Viper sub-machinegun or assault shotguns.

Militech guards are removed from the normal Corporate Infantry chain of command, answering first to their site supervisor, then to the regional security director at the nearest main office or major facility, and then to the Security Forces Commandant back at the main office in Rosslyn.

VEHICLES, EQUIPMENT AND WEAPONS

As the world's largest designer and builder of military and paramilitary weapons and accessories, it goes without saying that Militech has an astounding array of equipment ready for immediate use or sale to other corporations and nations. The following are just a few of the many weapons and other pieces of equipment produced, used and exported by Militech. See also the Uniforms, Equipment and Personnel section on the Lazarus Group for the breakdowns on the five types of Militech firearms typically used by that corporation, as well as a description of the TacStac computer.

MILITECH M-88 REVISED COMBAT HELMET



The M-88 is a brand-new, fully enclosed infantry helmet that is currently being issued to special attack and guard

units for testing. It has an integral face shield and respirator and offers complete protection against all inhaled agents. The communications microphone and earphones are built in, as is a small, forward facing video camera array which not only provides input for night vision systems but can transmit images back to a rear-echelon receiver. The face shield functions as a heads-up display which is interfaced with a belt-pack accepting chipped data, such as maps. For complete navigational and informational aid the display can also be linked with a TacStac, or via cellular communications, to a rear-echelon data system. Among the other advantages afforded by the helmet are complete infrared and low-light imaging, full glare suppression, a smartgun targeting system, and an audio compression system which boosts weak sounds and limits loud ones. The helmet is powered by a seven-day, rechargeable battery in the belt-pack. Even with no power it is still a useful piece of armor. Helmet weight is relatively heavy at .75 kilograms, but due to advanced polymer construction, much lighter than it might otherwise be. The belt-pack weighs .5 kilograms and contains the batteries, transceiver and chipware sockets. It is connected to the helmet with a 1 meter cord. Connections for interface plugs and for the TacStac are also provided, allowing the soldier to cybernetically access and control all of his equipment in a combat situation. In game terms, the helmet is **20 SP**, the face shield **15 SP**. The helmet has **10 SDP**. Once 10 pts. of damage have gotten through the electronic functions no longer operate. Of course, by this time, the wearer may not care any longer. It has an Encumbrance Value of -1 to the wearer's REF. It offers Low-Lite, Infrared, Anti-Dazzle, Targeting, and Amplified Hearing and Level Damping comparable to the cybernetic functions listed in *Cyberpunk 2020*. It also has an Image Intensifier, but it is only +1 to *awareness* due to the helmet's limiting of peripheral vision. The communications system is comparable to a Toshiba PRC-10 radio. Only one visual intensification system can be used at a time, but they may all be used in combination with the targeting and map. The targeting is usable *only* with smartguns. Essentially, the helmet duplicates cybernetic features, although it may be worn for solely protective purposes. Good unit, eh? So what's the catch? The price. The helmet is not in general release yet, and is being used only by elite Militech troops. There are a couple floating around on the black market, but the list price is 5000eb, and the black market price is twice that. Rumor has it that underwater, spacesuit, and piloting versions of the

helmet are in development, or, perhaps already in use. Basic helmet price: 5000eb (10,000eb. black market).

NOTE: Remember, the helmet is designed to simulate cybernetic functions, you need not have cybernetics to use it. Without cybernetics, however, all data and control functions must be operated manually.

MILITECH BULLDOG COMPACT ASSAULT SHOTGUN



This is a compact, twelve-gauge, selective fire shotgun, utilizing a twenty-one round curved magazine. It was designed to fill the void left by the lack of easily controllable auto-shotguns, and uses a proprietary system of gas porting and spring compensation to reduce recoil. It also has an integral laser sight, which uses a diffraction scanner to draw a circle of bright red light equivalent to the pattern size at the impact point. For grenade and slug use, the laser may be tightened down to a narrow beam. The beam is also adjustable for different loads and barrel chokes. The gun fires single shots, three round bursts, or fully automatically. It may be bought as a factory smart-gun mod for 500eb extra. Options available include a jacketed slug for armor-piercing and a twelve-gauge grenade loaded singly. Explosion area for the grenade load is two meters. When grenades are fired roll 1D10. On a 1-2, the grenade doesn't detonate. It will still do 1D6 if it hits a target directly, however. This weapon is commonly sold to solos and security troops. It is also common among paratroops expecting to do urban combat. Price: 800eb.

SHT O L P 4D6(00)/ 3D6AP(SLUG)/ 2D6EXPL(GREN) 21 3/10 ST 50M

MILITECH REFRACTIX PLUS BINOCULARS

This is a line of state of the art Military-Marine binoculars for use in all combat situations. It is also an example of the kind of product which Militech sells in large volumes to the general public. Refractix binocs are standard

issue in many military organizations, but they are also a popular item on the civilian market. Depending on the model, power ranges from 4x to 10x, with fields of view from 30-50°. More expensive models have a zoom function. A small battery pack powers a host of options including laser range-finder, integral digital compass, and low-light and infrared settings. There are built-in jacks for interfacing to cybernetic control or video recording devices. The battery-pack is good for twelve hours of powered use. In power-off setting, or without batteries, the unit functions as normal, optical binoculars. They are the size of large, standard binoculars, although they look a little different. Weight: .5 Kg. Cost: 350-550eb.

MILITECH "COWBOY" U-55 GRENADE LAUNCHER

This is a multiple round, semi-automatic grenade launcher designed specially for use in urban situations. It fires a variety of specialized and all-purpose rounds from a rotating, drum magazine. The grenades are 25mm projectiles similar in appearance to large shotgun shells. Loads include fragmentation (5D6/3m Radius), flash (50% chance per person of -5 to REF and *Awareness* for 5 turns/5m radius), incendiary (4/3/2D6 for 3 turns, ignites all flammables within a 1m radius), concussion (3D6stun only/4m radius, armor acts at 1/3 effectiveness), and all standard gas and smoke loads. The weapon may be fired semi-auto or in three shot bursts. Any combination of loads may be in the magazine. A common technique is to use three shot bursts, and load the weapon so that each salvo fires one frag, one concussion and one incendiary round. For riot control, similar combinations of flash, gas and birdshot rounds are used. The launcher can be smart-chipped, and sports an integral optical sight. Light weight and stubby design make the weapon ideal for close the confines of urban combat. Popular with riot cops and the 'borg squad. Price is 800eb, 5eb per round.

HVY O N P VARIOUS(SEE ABOVE) 12 1/3 ST 150M

MILITECH SECOND CHANCE CYBERDOC IMPLANTED EMERGENCY MEDIKIT

This is a cybernetic device installed in the body and designed to counter some of the effects of trauma and chemicals. The system is self-contained in the form of a small, ovoid box implanted under the rib-cage and hooked into a neural plexus and the circulatory system. A

built-in biomonitor keeps tabs on vital signs and body chemistry. When distress is registered, the CyberDoc injects an antidote for the toxin, or in the case of trauma, drugs to prevent shock and circulatory collapse. The CyberDoc can counter sleep and nausea drugs, nerve and biotoxins and hallucinogens. In game terms, the stricken individual must roll 1D10. On a 1-3, the drug or toxin is fully counteracted. On 4-7, the drug or toxin does 1/2 normal effect. On an 8-10, oops, oh well, better file for that money-back guarantee. For trauma the CyberDoc is +2 to all stun and death save rolls. The bad news is, CyberDoc can counter any given effect only three times. (i.e., if you fail your boosted save three times, or you are exposed to a drug or gas three times, or for three turns, too bad...the CyberDoc gives you an edge, but it's no cure-all.) After that, the unit is out of the appropriate antidote or drug and must be refilled in an outpatient cyberclinic. A subdermal pack in the arm contains the battery (good for five years), a light which indicates when the 'Doc is running low or out of something, and a cutoff switch for medical reasons (can't have the 'Doc countering the Trauma Team's anesthetic). The 'Doc can also be implanted in a cyberlimb, which makes home reloading possible. The 'Doc is *not* effective against teargas or blister agents. Popular among solos, soldiers and cops.

MILITECH CYBERDOC MA CBD 1500EB 1D6-1 H. L.

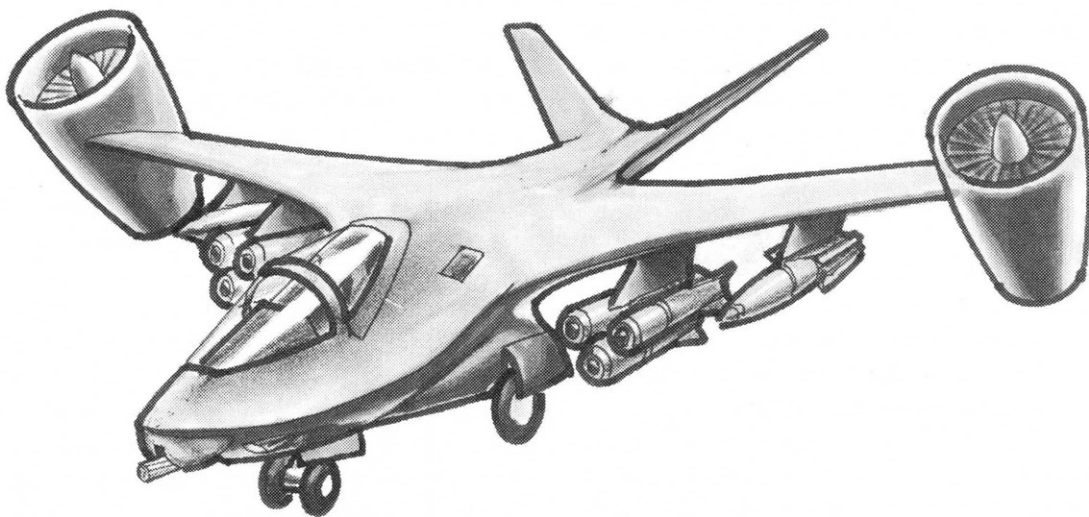
NOTE: The above line corresponds to the master cyberware list in *Cyberpunk 2020*.

MILITECH M-78 REVISED PERSONAL ARMOR

Militech has used advanced polymer technology to create a new generation of personal armor which is not quite as tough as other armors available on the market, but which is not susceptible to standard armor-piercing rounds and edged weapons. The drawback is that, in order to achieve the same degree of overall protection as other armors, more layers must be worn. The maximum single layer SP is 14. This has limited popular versions of this armor to three models: a T-shirt (**SP 7, EV +0**), a jacket, (**SP 14, EV +1**) and a heavy vest (**SP 18, EV +2**). (If layered under other armor, the T-shirt becomes EV +1.) The advantage is that all of these items stay at full resistance vs. armor piercing bullets and bladed weapon attacks. This armor is popular in situations where police and troops expect to face knives or AP bullets. A variety of styles and patterns are available, and Militech has sold the armor to designer clothing manufacturers for use in the latest upscale protective-wear. T-shirt cost: 130eb. Jacket cost: 300eb. Vest cost: 300eb.

MILITECH AVX-9C "VIPER" ATTACK AERODYNE

This vehicle bears little visible relation to its non-combat cousins, the AV-4 and AV-7. It is similar to the AV-6, but represents second generation design, dumping the original configuration for the latest in hybrid lifting body technology for increased speed and range. It is designed for use in attack, ground support and crowd suppression roles. It



uses two of the powerful International Electric MVB-Sidewinder Turbofans to generate over 50,000lbs of fuel-efficient thrust. Mounted on the ends of stubby wings, the Sidewinders can rotate through 110° for forward, vertical and reverse flight. The IEC MVB-Sidewinders replace the vectored Rolls Royce Pegasus IIs, now fading into obsolescence. The sinister-looking fuselage and stubby wings act as a lifting body for forward flight. The hull is dotted with hardpoints for a variety of stores, including rockets, bombs, gun pods and external fuel tanks. A crew of two operates the craft; the pilot flying by manual or cybernetic control and operating the nose-mounted turret minigun, and the radar/weapons officer riding above and behind the pilot, cybernetically operating the main stores. The Viper uses the latest in auto-tracking weapons and cybernetic navigation and guidance for true all-weather offensive capabilities. Six tons of stores may be carried. The Sony-Matsushita targeting computer is capable of tracking 50 separate targets, and conducting offensive action against five of them through the use of fire and forget missiles. A laser guidance system can deliver bombs with pinpoint accuracy. Zetatech International produced the night vision system which allows high-speed flight at low altitudes in darkness and heavy weather. The Viper has a top speed of 530mph, a ferry range of 1800 miles and an operational combat radius of 750 miles. Range can be increased by external fuel tanks. The Viper uses advanced polymer armors, and has **SP 75, SDP 110**. The exposed engines are the vulnerable point at **SP 50, SDP 30**. Although it has only weak glide characteristics, the Viper has ejection seats and an emergency parachute system which can save the aircraft in the event of catastrophic engine failure. The aircraft must be above 2500m altitude for the vehicular chute to work. Although fantastic by AV standards, the Viper is still no match for a true fighter aircraft. However for anti-armor and troop support it is unequalled. It is often used to fill the gunship role while AV-4s deposit troops in hot zones. It is in use by several national and corporate armies, and even some wealthy police forces. A naval variant is also in production. Cost: 18,000,000eb.

VIPER WEAPONS

Some of the stores that may be carried by the AVX Viper are: 1000, 500, 250 or 100lb laser guided or unguided bombs, 500 or 100lb cluster bombs, 500lb retarded bombs, 2000lb fuel-air bombs, 2 inch unguided rockets in 500lb/30 packs, Anvil-2 anti-tank missiles in 500lb/3 packs, 1000lb cannon or minigun packs including the

30mm rocket gun, chemical bombs, 750lb Lance long-range radar-guided AAMs, 300lb Falcon cyber-assisted infrared AAMs, up to two 2000lb (300gal.) fuel tanks, ECM packages, 500 or 1000lb programmed/radar-guided fire and forget air to ground missiles, and of course, that old standard, napalm. The AVX can also fire rockets containing the "Porcupine" and other advanced vehicle-killing rounds described in the *Main Products and Intent* section.

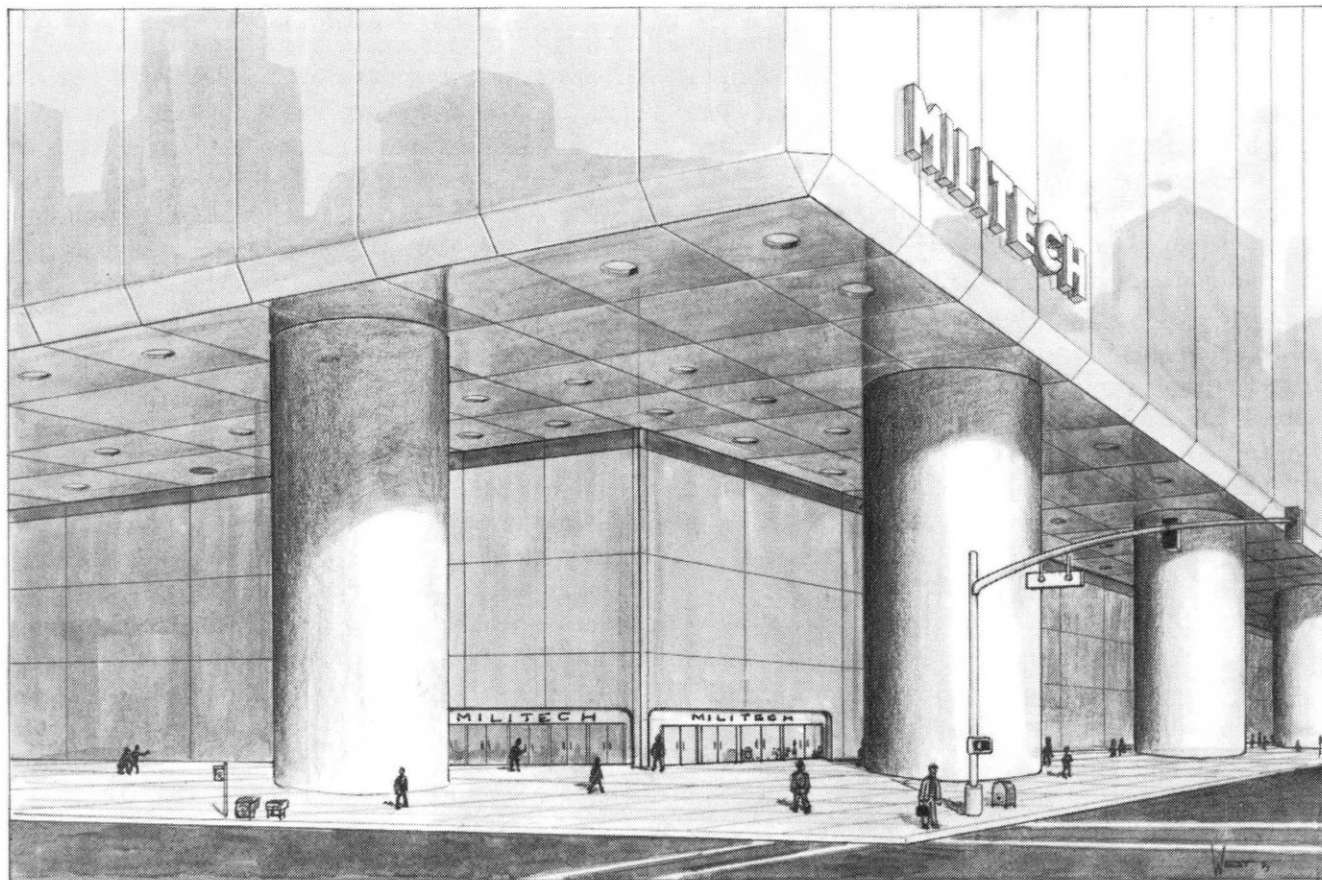
OFFICES AND KEY FACILITIES

Militech, like Arasaka, is among the more visible corporations in most cities. Militech's stupendous volume of regional, corporate and international sales requires large offices in cities around the world. These offices serve as loci for bureaucratic activity, sales and delivery, marketing, subsidiary management and military activity. In addition, the Militech showroom is an ubiquitous sight in most any upscale shopping area. One thing that sets Militech apart from Arasaka is that it has no standardized design for its large office towers. The Arasaka benchmark is the Tokyo tower, and all that corporation's other major offices are patterned after it in architecture and decor. Militech's head office tower stands alone, though, and subsequent towers have been designed and built according to individual ideas and plans. Militech does require its office towers to adhere to certain standards of safety, security and design, but in general a great deal of freedom has been given to the groups responsible for construction of new facilities.

THE MILITECH CORPORATE HEADQUARTERS TOWER

LOCATION

The Militech Corporate Headquarters Tower, like that of its ally the Lazarus Group, stands in Rosslyn, Virginia, across the Potomac from Washington D.C. The two towers are only a few hundred meters apart, and always clearly visible to each other. Like the Lazarus tower, the Militech tower has a clear view across the Potomac to the D.C. Mall, Foggy Bottom and so on. One advantage to being in Rosslyn is that the Militech tower is very close to the Pentagon, which is also in Virginia. As the U.S. Military is one of Militech's main clients there is always a great deal of road and air traffic between the Militech



Militech corporate tower Rosslyn, Virginia

tower and the Pentagon Complex. (In 2020, the Pentagon Complex consists of the old Pentagon building and the new Pentagon Tower. There has been some talk of moving all U.S. Military bureaucratic operations into the new tower and leasing the old Pentagon building out as low-rent housing in order to make few extra bucks, but the plan is currently in the formative stages and a matter of fierce legislative debate.) There is also a plan under way to string a private Metro subway line between the Pentagon complex and the Militech tower. This would ease road and air congestion, but Militech is still a little leery, as it considers Pentagon security to be haphazard, and far below modern corporate standards.

ARCHITECTURE

When one looks at the Militech tower, one thought is likely to pop into the mind: steel. The Militech tower, all eighty-two stories, is surfaced in burnished steel and mirrored glass. When the sun is shining, the reflections can make the tower painful to look at. This phenomenon has led Rosslyn and D.C. locals to come up with a couple of nicknames for the Militech tower. The building is com-

monly referred to as “the torch,” “the looking glass,” or most irritating to Militech employees, “twinkle tower.”

The structure itself is largely unimaginative: a square tower that goes straight up for eighty-two stories. The ground floor is under an all-around cantilever, but that’s the only piece of stylistic design to be found on the tower. Thick concrete columns rise from the ground to support the edge of the fourth floor, which is where the cantilever begins. A forty foot high glass wall with steel supporting members stands behind the columns and rings the bottom three stories around the base of the tower. The main entrance is in a recessed ground floor wall. Unlike the Lazarus and Arasaka towers, the Militech building is not surrounded by a concourse or plaza. It occupies the entire area of the city block upon which it is built, and the cantilever columns front the sidewalk directly. The sidewalk around the building is quite wide, but that is the only buffer zone.

The first three floors, designed as airy galleries, are open to the public, but tight security is maintained at all

times. Everyone in the bottom three floors is subject to weapons searches and scanning. Only Militech executives and guards may carry weapons in the building without special permission. The first three floors are serviced by special elevators and stairways which permit public access. Those elevators and stairs going to the fourth and higher floors, or to the secure underground areas are under tight security and may only be used by Militech employees and other authorized individuals. The tiered pavilion design of the bottom three floors of the Militech tower was conceived and built for purely aesthetic reasons, but it can serve a defensive role similar to that of the Lazarus Group's tower entrance in a pinch (see *Lazarus Offices and Key Facilities*). The second and third floors have clear, elevated fields of fire over all the building's main entrances. Unlike Lazarus, the Militech tower can not jettison its windows.

Above the third floor all design is standard. There are landing areas on the roof for helicopters, Osprey-type aircraft and vectored thrust vehicles. Below the ground floor Militech has the usual assortment of subterranean facilities, including a large loading dock, parking area, heavy storage facilities, troop areas, firing range and so on. The entrance to the underground area is a wide driveway in a secure courtyard across the street from the tower.

INTERIORS AND FACILITIES

The ground floor is elegantly designed and intricately landscaped. There are large green areas filled with exotic plants. Criss-crossing the landscaped areas is a system of small, man-made pools, streams and waterfalls filled with Japanese *Koi* carp. At intervals, small wooden bridges span the waterways. The lighting is muted and indirect. The lobby is gorgeous, and has won several architectural awards, but it was really designed for functional reasons, not aesthetic ones. The greenery, landscaping, lighting and even the water help to conceal the staggering amount of security devices, weapons and guard stations dotted around the ground floor.

There are two core areas extending up through the building. These contain the elevators and stairways that extend both up and down from the lobby area. The main reception area is nestled among the greenery between the two cores. Although the building may be entered from any side, the reception area faces only the main entrance way. The ground floor also contains a waiting area, a maintenance facility and a main security sub-station that

is tucked into a hidden room under the landscaped area. The elevators and stairways extending above the third floor or below the ground floor are sheltered from open view, under constant guard, and may only be accessed from near the reception area. The open-air elevators and stairways leading to the public second and third floor galleries can be accessed from all sides of the building.

The second floor contains a huge showroom where Militech products are on display and helpful sales agents stand in attendance to help prospective customers and clients. This showroom is run to somewhat tighter standards of dress and behavior than most others, but it services more important and powerful clients. It is frequently the sight of private sales, auctions and demonstrations, when dignitaries and officials from nations and corporations around the world come to see presentations on new Militech developments. The third floor contains an open air cafeteria and restaurant, a small military technology museum, and the offices of Militech representatives such as recruiters and general sales staff who are likely to have dealings with the public.

Other tower facilities include a surgery-capable infirmary in the underground area, auditoriums, extensive research and development areas, a large underground firing range, a small gymnasium, two cafeterias (other than the one on the third floor), conference centers, communications centers, four full-scale world situation/war rooms, a large security coordination center and a computerized machine shop/fabrication center. As with most other corporate offices there are rooms for executives who need to stay overnight, and full scale suites for upper level executives and solos. There are, of course, barracks for on-site troops and guards. It is interesting that Militech uses its war rooms not so much for running wars, as for keeping tabs on other people's wars for marketing and research reasons.

Tower air resources usually include three Ospreys and four AV-4s kept on site and several more kept in reserve at the Arlington/Rosslyn Corporate Air Center. Militech also keeps six of the brand new AVX Viper combat aerodynes on duty at the Air Center. The facilities for landing these at the tower are not yet in place, although they will be soon. Militech usually also has armored land vehicles on call in the subterranean area. Most of these are for demonstration and showroom purposes, but all are kept in a state of readiness and can be activated for combat within seconds.

PERSONNEL

The Militech Corporate Headquarters Tower contains the permanent offices of Donald Lundee, Antonio Lucchessi, Roland Yee and the board of directors. Nils Engelson also maintains an office at the tower, although he is seldom there. Antonio Lucchessi lives permanently at the tower, and has a suite and living complex occupying most of the seventy-ninth floor. Lundee and Yee also maintain permanent suites. Yee uses his occasionally, but Lundee rarely does as he has a mansion and secure compound only a few miles away and almost never spends nights at the tower.

Two hundred standard troops and guards are permanently billeted at the tower for security and demonstration purposes. For handling special situations thirty of Militech's top solos pull rotating duty at the tower in one week, fifteen man shifts. There are always an additional hundred troops on call at the Arlington/Rosslyn Corporate Air Center. Militech and Lazarus have a standing deal to help each other out if either requires extra troops in a pinch. Fifteen thousand people work at the tower on a regular basis.

SECURITY

Unlike Arasaka and Lazarus, Militech tries to keep its security discreet, hence the landscaping in the tower lobby. Nonetheless, security at all offices, especially the Rosslyn Tower, is extremely heavy. Half of the on-site troops are on duty at any given time, with the other half off duty under the condition that they can be called back at any second. When troops are posted to the Tower, they are "up" for a period of two weeks. During this time, they may not leave the tower without special permission from the tower security director. When their "up" period is over, they are rotated "down" for two weeks, during which they may receive liberty. Unless they have been transferred temporarily or permanently off tower duty, tower guards must stay in the Rosslyn/D.C. area, ready to respond to pager calls whenever they come. Periodically, they will receive complete liberty and vacation time.

REGIONAL OFFICES

Depending on the area, and the volume of local sales or military activity, Militech regional offices can range in size from towers comparable to the Rosslyn headquarters to tiny one room offices staffed by one representative. Most major cities have a fair sized

Militech office building for handling local distribution, management and contract sales, and at least one or two showrooms for retail sales. Regional offices handle all local bulk arms contracts, mercenary contracting, distribution, and other paperwork heavy jobs. Regional offices also contain the headquarters for the local ranking Militech Officer. This individual, with his or her staff, is responsible for overseeing and coordinating all local military endeavors and black operations. He answers directly to the district operations coordinator back in Rosslyn. Major Militech regional offices can be found in New York, Chicago, San Francisco, Los Angeles, Night City, Mexico City, Rio De Janeiro, Bogota, Tokyo, Beijing, London, Berlin, Moscow, Paris, Rome, Stockholm, Cairo and Nairobi. Smaller offices dot the world.

SHOWROOMS

When your average citizen thinks of Militech, the showroom is what he or she is most likely to recall. Everyone who lives in or near a major city has been in, or at least seen, a Militech showroom. Located in corporate areas or commercial malls, showrooms are how Militech sells its products to the general population. Depending on the location and typical clientele the showrooms can range from glitzy, rock pumping, teen oriented affairs offering polymer one shots and personal accessories and defense systems to quiet, elegant, civilized complexes where wealthy executives and high class solos receive personal demonstrations of the most up to date and exclusive systems. These are extremes, however, and the typical downtown showroom is designed to cater to all prospective clients, offering a little of each world to shoppers.

Although some showrooms, such as the suburban mall variety, are small, and offer only small arms and personal accessories, most of the downtown ones are quite large, occupying several rooms, and sometimes multiple stories in their host buildings. They will have a courteous sales staff trained in the use of the products they sell, and, of course, a contingent of soldiers and guards on hand to fill the multiple roles of security and demonstration. On hand will be a stock of the latest models of those Militech weapons and accessories which are legal for sale to the public or to solos with special permits. For executives and representatives of police departments and other potential large-scale clients there will be demo tapes and chips of military and paramilitary grade weapons.



Militech's Night City showroom

Sometimes there will be tanks, AVs, or other vehicles parked on the showroom floor like in an auto dealership. Although the vehicles are there for display purposes they are always combat ready, and can be brought into service within minutes. The Night City downtown showroom currently has two of the brand new, evil-looking AVX Viper assault aerodynes on display. These have not only attracted representatives of several local corporations for a look, but many casual shoppers have peeked in to get a gander at the exotic looking craft and left with some item for their home or personal defense collection. Shoppers can try their hand on an AVX simulator, and there are AVX T-shirts and lollipops for the kiddies. There is always a crowd at the large showrooms. All shoppers should be advised, however, that shoplifters will be prosecuted, if they live long enough to make it to court.

Besides functioning as retail outlets, showrooms also serve as recruiting stations, and any promising youngster or solo who wants to try his or her hand with the Militech Corporate forces is welcome to come on down for a personal interview, no appointment necessary.

SPECIAL FACILITIES

SMALL ARMS RESEARCH AND DEVELOPMENT

The small arms R&D program is in New Hampshire, close to the town of Laconia, off highway 93. This is the sight of the old Armatech offices. Here, in six buildings and two firing ranges (one open air, one underground), Militech engineers and technicians design and test all the corporation's small arms models, including handguns, assault rifles, shotguns, sporting arms, machine guns, sub-machineguns, and exotic weaponry. It is also where the corporation tests and appraises the competition's products, and runs trials for independent designers who want to license their products to Militech for mass production.

The Small Arms facility is not designed for full scale production, only design and testing. One building contains machine shops and fabrication areas, but they are sufficient only for producing prototypes and test models. Once a product has been approved for mass production and ordered by Militech or a corporate client the design specs are sent to the Militech small arms factories in Pittsburgh, Pennsylvania or Albstadt, Germany.

Small arms design is Antonio Luccessi's first love and true calling. His special design team in the Rosslyn tower always works closely with the crews at the Laconia facility. Laconia site director Dieter Kate is an old friend of Luccessi's. Luccessi occasionally makes trips under heavy guard to the Laconia facility. When he visits, security at the site is doubled and a quick response strike team stays on call in New York. There are suites at the compound for employees and guests who need to remain overnight, but most of the staff lives in the town of Laconia. Although Ospreys and AVs can land at the compound, most air traffic goes into the airport at Laconia. From there it is a short drive to the plant. Exceptions are made for high security deliveries or VIP guests.

RESEARCH AND DEVELOPMENT

Most Militech research and development, other than that for small arms, is carried out at the major offices, most of which have R&D departments, or at the dedicated R&D facility near Norfolk, Virginia. The tower-based R&D departments tend to be concerned with specific projects or working for specific Militech programs like ADS or LPS (see *Main Products and Intent*). Examples are: computers in Rosslyn, jet propulsion in San Francisco, cybernetics in Night City, armor in London, and so on. The general R&D facility in Virginia serves as a catch-all for those programs that don't fit in with any of the specific departments, but that are not heavy enough to fall under the jurisdiction of the Special Projects Department. The Norfolk site also has large scale fabrication facilities and warehouses that can be used for construction and storage of projects like vehicles, which can tax the limits of the regional offices' manufacturing capabilities. There is always a great deal of data and personnel transfer between all the tower R&D departments and the Norfolk site. The Militech chief of R&D is stationed at the Rosslyn tower, but she spends much of her time in Norfolk, only a short flight away.

The R&D department occupies the greater part of a large industrial park on the outskirts of Norfolk. The buildings include two warehouses, two fabrication buildings, an office building, and two design buildings. Security is, of course, tight as always. The area is open to public travel as the streets in the industrial park are under city jurisdiction. Norfolk's police department is run by Militech, however, and Militech is wont to hassle anybody who acts suspiciously near the R&D buildings. It is frequently a fatal hassling. All the buildings are off limits to unauthorized personnel.

THE SPECIAL PROJECTS SITE AND THE WEAPONS PROVING GROUND

Deep in the arid heart of New Mexico, south of route 42 and wedged between highways 54 and 285, is 5000 square kilometers of scrub and desert. Here, in the utmost secrecy, and under security that baffles even the crack agents of the Arasaka Corporation, Militech tests its new weapons and equipment. Known within the company as "the Garden," the Proving Grounds are the test site for all varieties of equipment, including aircraft, missiles, artillery, robotics, cyberenhancements, energy weapons, chemical weapons, armored vehicles and so on.

The Proving Grounds occupy a rectangle approximately 50 kilometers wide and 100 kilometers long. The area encompasses several varieties of terrain, including flatlands, low hills, and rocky canyonlands, all crisscrossed by a network of dirt roads and trails. Tucked in the Northwest corner of the grounds are the actual compounds. Facilities at the proving grounds include a full sized airfield, a main administration building, several large warehouse and fabrication buildings, barracks, executive residences, research labs and offices, a corporate village and various training ranges and mockups. To take some edge off being stationed in the New Mexico wilderness, which is sweltering in the summer and snowbound in the winter, the administration building, executive residences and corporate village have been built in and around a landscaped area of manicured lawns, evergreen trees and artificial ponds. Although the barracks, airfield and most of the service buildings are out in the scrub, the corporate village is open for all 5-6000 Militech employees and soldiers stationed at the Proving Grounds. The village, which looks like a corporate suburb minimall, contains several bars, clubs, shops, restaurants and other recreational diversions. It provides welcome relief from the climatic extremes, monotony and starkness of the desert.

Security over most of the Proving Grounds is automated. There are remote sensors and counter-intrusion systems sprinkled liberally across the grounds, and the perimeter fence is hot-wired and constantly monitored. Militech DIS-5 satellites in geosynchronous orbit over New Mexico survey the proving grounds with imaging systems powerful enough to recognize specific equipment from 40,000 kilometers above the Earth. From orbit, they can detect intrusion and provide advance warning of attacks. At the actual compounds, notably the warehouse and

laboratory buildings, security is harsh and merciless. Millions of eurobucks worth of proprietary systems are tested at the Proving Grounds every day, and no lapses in security can be allowed. Only authorized Militech employees and escorted, pre-cleared guests are permitted at the proving grounds, and all arrivals and departures must be cleared 24 hours in advance unless special authorization is given by the board of directors. There are 2000 troops stationed permanently at the grounds, and the security director answers only to the board of directors and General Lundee. Anyone caught near the compounds or the testing areas is likely to be treated as a corporate spy and 'disappeared' in very short order. Product demonstrations are a common event at the Proving Grounds. Security is always extra tight during these events to protect the guests and to protect Militech against spying by the guests.

Militech has had one consistent problem with the Proving Grounds. In 2008, as part of a government bail-out legislation package, the Emergency Federal Land Seizure Act was passed. This empowered the United States to appropriate certain reservation, wilderness and park lands for resale to corporations as a revenue generating measure. In certain cases, this meant relocating local populations. The area that would eventually be sold to Militech and become the Weapons Proving Ground had been part of the Pueblo and Apache Indian reservation lands. Despite advance notice and free relocation to new government constructed housing projects in the Los Angeles area, the Native American citizens took a dim view of the program, claiming that the lands were culturally important and, in certain cases, sacred. The Indians' claims were declared legally inadmissible under the Trent Precedent of 2005 and forced relocation was begun. After several months of combat and rioting the relocation was complete and the lands were opened to bidding. In 2009 the land was titled to the Militech Corporation in return for a vast arms and equipment package of unspecified value.

Ever since taking possession of the lands Militech has had a recurring problem with Indian nomad packs on the grounds. They have been filtering back from the Los Angeles projects and setting up hidden encampments on the Proving Grounds. The Indians' knowledge of the area has helped them to defeat Militech's high tech sensors and heavily armed security patrols despite their poverty and lack of modern equipment. The Indians like

to raid Militech research teams and security patrols, killing the people and stealing or destroying the equipment. Militech deals ruthlessly with the raiders when it catches them, but so far, the corporation has been unable to eliminate the wily nomads. As fast as they eliminate them, more appear. To date, the Indians, have been responsible for millions of eurodollars worth of damage and sabotage, not to mention loss of valuable personnel. Currently, they are considered a high priority problem at Militech. Despite their ragtag appearance, the Indians are far from the disorganized rabble the corporation considers them to be. They are running a concerted guerilla warfare campaign, small in scale, but well organized and with specific goals. There are rumors that they are being backed by Arasaka or some other wealthy power, but there has been no proof yet.

THE SPECIAL PROJECTS DEPARTMENT

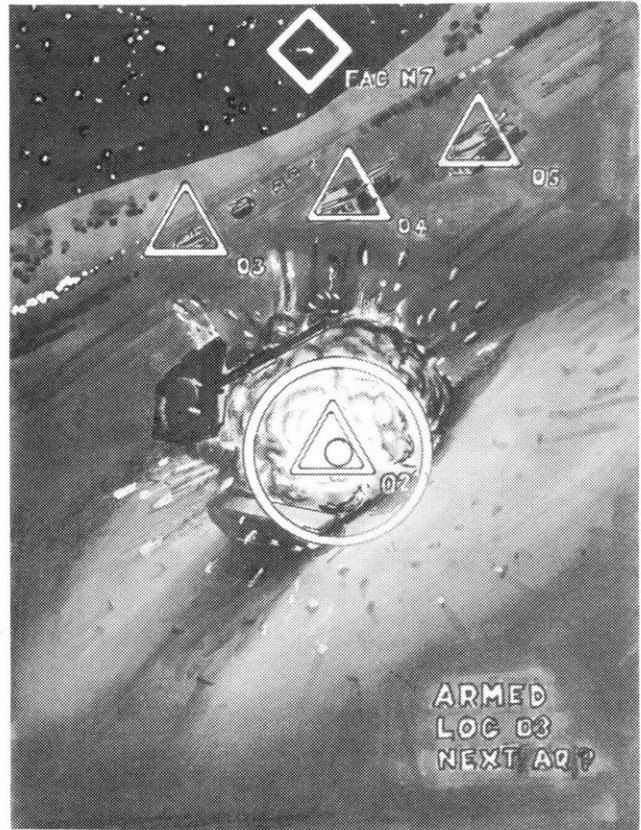
Three kilometers south of the Proving Grounds' corporate village, within the main perimeter fence and hidden behind a high secondary wall of solid steel and concrete, is a solitary, squat building with darkly tinted windows and a featureless grey paint job. Well insulated against the outside world, this is the site of the infamous Special Projects Division. The building extends ten stories below the ground, and is bristling with defense systems, some obvious, some cunningly hidden. Here are the offices and laboratories of Dr. Nils Engelsson and his special teams of researchers; some of the brightest and most ruthless people in the Militech organization. Buried within the Special Projects building, among other things, are biomedical labs, computer labs, chemistry labs, a small but sophisticated fabrication area, research surgery O.R.s, weapons testing areas, and living and recreation facilities for the 150 researchers and executives and 50 elite guards permanently stationed at the Special Projects building.

Special Militech clearance is required for access to the SPD databanks and facilities. Most of the regular Proving Grounds personnel are not cleared for Special Projects. The board of directors, General Lundee and Nils Engelsson control who has access to Special Projects. Unlike the regular areas of the Proving Grounds, guests, no matter how important, are not permitted at Special Projects. If one of the projects needs demonstration, it is taken out of the building and exhibited elsewhere.

If security at the towers and the proving grounds is tight, it is insane at Special Projects Division. All access and egress is rigidly controlled. The hundred and fifty full time SPD security troops are all elite, experienced soldiers under the command of one of Militech's best officers, Colonel Yari Bomulo. Bomulo is formerly of Tanzania's Kilimanjaro Security Regiment, the elite troops responsible for the ESA Kilimanjaro Mass Driver. 50 are on duty at any given time, with the rest on call at the corporate village. On-duty soldiers patrol the building and the grounds with cyberenhanced attack dogs of Dr. Engelson's own design (see *Uniforms, Equipment and Personnel*). There are two means of access to the SPD building: either through the front gate of the defense wall or via a secure subway monorail from the Proving Grounds administration building. (The monorail is monitored and controlled from the SPD end and the tunnel can be blocked by heavy doors or collapsed by explosion if necessary.) No aircraft are permitted to land within 1km. of the SPD building. If there is a crisis, shock troops stationed at the Proving Grounds compound can be at the SPD building within minutes. This is the only situation under which non-cleared Militech employees would be allowed access to the Special Projects area. Authorization for crisis response can only be given by Dr. Engelson, his chief assistant Dr. Nina Parris, Donald Lundee or a senior Militech board member. The SPD data fortress boasts one of the highest concentrations of lethal black ICE programs to be found anywhere in the net. The netrunner nickname for the SPD data fortress is "Freeman's Hell" after a legendary deck jockey who died attempting to penetrate the defenses.

MILITECH TROOP CAMPS AND TRAINING FACILITIES

Militech maintains a standing army of over 100,000 troops. Usually, 40-50,000 of these are on lease to corporations or governments around the world. The remainder either live on their own, at Militech postings, or they live at one of Militech's combination training camp/troop barrack facilities. Militech has the provisions to barrack about 50% of its troops at any given time. If less than 40,000 troops are out on contract at any time, the overflow live on call. Militech has seven large camps; each can support about 7,000 troops. The camps are located around the world, each in an area which offers unique training opportunities. The artillery/armor/flight training is at Camp Patton, Texas. Swamp/jungle training is at Camp Jackson, in southern Florida. Mountain/snow

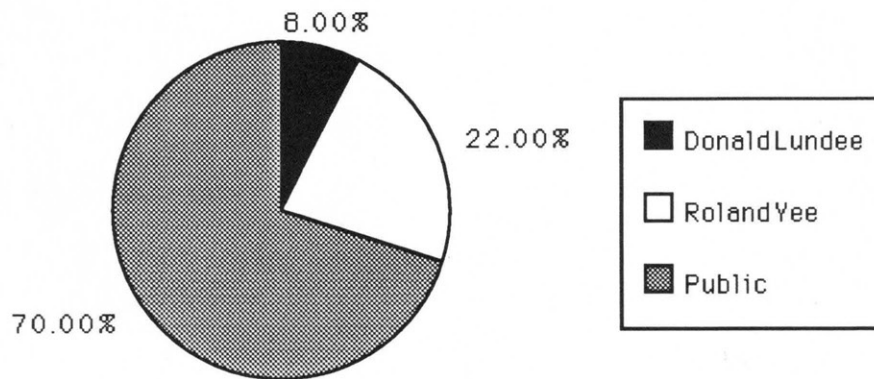


The Airborne Delivery Systems department comes through again.

training is at Camp Whitmore, in California's Sierra-Nevada mountains. Underwater/maritime training is at Concord Station, Connecticut, near the Militech Shipyards. Special forces/special-ops training is at the highly secret Camp Raney, Georgia. In addition, there are Militech Camps in England and Japan, giving access to the European and Asian theaters. All camps do basic infantry training and recruitment and have tight security. Facilities at the Militech camps always include an airfield, barracks, recreation areas, training areas and a large complement of artillery, armor and aircraft.

MILITECH MANUFACTURING FACILITIES

Militech and its subsidiaries have manufacturing plants in several countries. A few of the more important ones are the Aircraft shops in San Diego, California, the Shipyards in New London, Connecticut, the Vehicle Factories in San Jose, California, the Cyberware/ Computer/Accessory plant in Night City, the Ordnanceplants in Manila, the Philipines and Amsterdam, Holland, and the small arms factories in Pittsburgh, Pennsylvania and Albstadt, Germany.



RESOURCES AND STOCK

Militech is one of the Big-Ten corporations in the world of 2020—number six to be exact. The corporation’s diverse line of products, its wide ranging subsidiaries, and the huge 2020 market for weapons and military accessories all contribute to its success. Analysts have projected continued growth for Militech over the next several years, and it is no secret that the board of directors is eyeing a spot in the top five. That would put Militech in the company of other mega-corps as EBM, Arasaka, International Electric and so on. It’s going to be rough though, as competition at the top is fierce, and Militech has more than a couple of enemies.

VALUE OF THE CORPORATION

Militech’s total value in assets and holdings is 432 billion eurodollars, putting it only 50 billion behind number one, Euro Business Machines, and 43 billion behind the corporation’s main competitor, Arasaka.

Militech’s 432 billion eurobuck worth is divided among a variety of assets and holdings. Unlike some other large corporations, Militech has no bank attached to it, and can’t count outstanding loans and interest toward its assets. Yet, it does have prodigious annual sales, and the profit value of those contracts and sales are considered part of the corporation’s worth. Among its real assets Militech counts large manufacturing and real-estate holdings, investments and cash reserves of substantial

value, and an enormous stock of durable goods (mostly weapons) for sale and corporate use. Militech’s large sale stock of vehicles and weapons are considered a key part of the corporation’s value, but were the bottom to drop out of the arms market (unlikely) those holdings could become surplus dead weight and have to be sold at a loss.

STOCK

Militech is a public corporation with 430 million shares of common stock on the world market. Donald Lundee claims ownership of 8%. Roland Yee and the board of directors lay claim to another 22%. Considering these numbers, it seems that there is a controlling amount of Militech stock that could become the target of a leveraged group acquisition. A group acquisition is a tactic used by corporations in the unregulated world of 2020 to destroy other corporations financially rather than militarily. Several large corporations will form a temporary alliance to perpetrate a leveraged buyout and hostile take-over of a mutual enemy. The unlucky target corporation will then see its assets broken up and divided amongst the raiders. Frequently, fighting breaks out among the “allied” corporations over who gets to absorb certain desirable parts of the target corporation, but its usually happens too late for the breakdown to be of any use to the victim.

The specter of this kind of attack might seem to loom over Militech, considering its enemies, but the board has taken actions to prevent such an occurrence. Although the board and upper management own a total of only 35% of Militech’s stock, a program has been started under which Militech middle executives and commis-

sioned officers receive small portfolios of company stock as part of a recruitment package. As a condition of hiring, the stock may be traded only with the corporation's permission. Unauthorized trading brings harsh punishment. In addition, the packages aren't large enough to amount to any significant voting power, so although it is billed as an "employee ownership opportunity" it's really nothing more than a gesture. This program allows Militech to safeguard the greater portion of its stock while it serves as a P.R. tool for recruitment and advertising (Ad line: "Militech employees take pride in their work...and why shouldn't they, considering that they own the company." Yeah, right.). 10% of Militech's stock is protected in this manner, for a total of 45% of the corporation's stock safely off the market. Militech's cash reserves are large enough to buy the remaining 6% share easily. This would complete a controlling interest should a take-over attempt be made. Should an enemy like Arasaka attempt to buy a large share of Militech stock, a crisis fund would allow Militech to buy back up to 30% of its open stock, even at inflated prices.

The unprotected 55% of Militech stock trades openly on the world market. Because of the reliability of the arms market, the corporation's stock has always been a strong performer. The price range has run from 80 to 110 eurobucks in the last few years, with the average price showing a steady upward trend. Not bad, considering the original Armatech-Luccessi buyout was conducted at a per-share price of 12 eurobucks.

RESOURCES-MANPOWER

Militech and its subsidiaries employ about 680,000 people worldwide. Of these, 300,000 work directly under the Militech name, and 100,000 of those are corporate troops. Of Militech's 100,000 troops, a maximum of 80% may be used for contract work at any given time, and 20% are retained full time for corporate defense. Typically, only 50% are hired out at any one time. 90% of the troops are standard guards, line soldiers and specialists (pilots, artillery gunners, etc.), 10% are special ops troops, solos and agents who are never subcontracted out, but retained for Militech's personal use.

RESOURCES-HARDWARE

This is Militech's big advantage over many of its competitors. As it is an arms manufacturer, its corporate army is better equipped than most others, with a high volume of state of the art weaponry, vehicles and acces-

sories. This has helped Militech to hold its own militarily against its well armed nemesis, Arasaka. Among the major weapons and vehicles owned and used by Militech are approximately 250 AV-4s, 300 AVX-9As, 175 combat fitted Osprey aircraft, 155 main battle tanks, and 275 jet interceptors and attack aircraft.

Air and sealift capability is provided by 75 Boeing C-25 and 15 McDonnell Douglas C-181 aircraft, and six large cargo ships. The C-181 is a new cargo jet that has only half the lifting capacity of C-25, but is supersonic. The ships can be escorted by one of Militech's two small, nuclear-powered attack submarines.

Militech also has huge stockpiles of specialized weapons and equipment, artillery, small arms, electronics and so forth. Many of its aircraft and vehicles are outfitted for special missions such as surveillance or anti-submarine warfare.

The items listed above represent equipment owned by Militech's army and executive branches. Use of sales stock in emergency conditions can double the number of AVX-9Cs, tanks, jet aircraft, artillery and Ordnance that would normally be available. This would be a rare occurrence, as Militech would sacrifice tens of millions of dollars were it to use sales stock for combat purposes.

SUBSIDIARIES

The Militech International Armaments Corporation core companies are Militech Technologies (the main weapons arm), Militech Military Contracting (mercenaries), and Militech International (holding). These represent the greatest share of Militech's sales and business and are the branches that own and manage the network of smaller subsidiary companies.

Just a few Militech subsidiaries include: Militech Technologies, Militech Military Contracting, Militech International, Militech America, Militech EEC, Militech Asia, Militech Personnel Services, Militech Police Services, Militech Heavy Industries, Militech Computers Inc., Militech Avionics Inc., Combat Fashion Inc., Militech Showrooms Inc., Militech International Shipping, Militech Maritime Construction Inc. (shipyards), Militech Cybernetics International, Militech Aerospace Inc., Allisson Field Artillery Systems, Kunoshita Chipware, Kwik-ee Stop (convenience stores), Chouinard Electrodyne International, Klemperer Photo-Optical Systems and Speedy Eddy's Pizza Restaurants. ●



PULLING THORNS -A MILITECH MICRO ADVENTURE

In this scenario the characters are Militech Corps, Solos and/or Techs. This adventure can be comfortably run with only two or three player characters depending on how smart the players are. Four or five is probably optimum. One player must be the Corp team leader, and the others the various team members.

PART ONE PLAYER INFORMATION

Because of necessary explanations the briefing section for this micro-adventure is lengthy, and the GM may choose to have his players simply read copies rather than

dictating it all out for them. Alternatively, at the expense of some background, the GM can distill the briefing down to its salient points and answer the players questions as they arise.

As the scenario begins it is early afternoon and the characters are at work at their various stations around the compound at the Militech Weapons Proving Grounds in New Mexico. For the Corps or Techs this means they are somewhere in the administration or research buildings, dealing with their day-to-day responsibilities. The Solos are most likely on call in the corporate village or training at the ranges. Just to set the mood, the players should be aware that being stationed at the Proving Grounds is a kind of purgatory at Militech, and the thoughts of most of the characters at the site should be largely consumed with ways to get transferred to a tower or sub-office at a major city, where there's some action. This means performing any assigned tasks well and accumulating as many brownie points as possible.

Everyone's beeper will go off, and by making the necessary calls, the characters will find that they have all been summoned for a briefing at the secure area of the main administration building. Naturally, everyone reports promptly. (Being late to secure briefings is not considered a good way to amass those critical brownie points). In the briefing room the characters will find each other, an upper level executive known as Mr. Stroud, and the Proving Ground's security director, Colonel Charlotte Stryker. Mr. Stroud will begin the briefing.

"(Ladies and) Gentlemen, as you know, the demonstration trials of the AVX-10 Viper assault aerodyne are scheduled to begin tomorrow morning. Staying here at the corporate village are several representatives from prominent corporations and countries interested in purchasing the AVX system. Naturally, it is imperative that the demonstrations proceed without interference or obstruction. Unfortunately, in an incidence of either extremely bad luck for us or extremely good timing by them, we've detected a new Indian Nomad encampment on the grounds."

Stroud will gesture to a flunky sitting at a terminal. "Robert, the images, please." The room lights will dim, and a wall screen at the end of the room will flicker into life. It shows an infrared satellite image of the Proving Grounds, obviously taken from the DIS-5 surveillance satellite. The main compound and Special Projects sub-

compound are easily recognizable on the graphic. Also visible in a remote area of the grounds is a very faint but visible heat signature. Stroud continues: "The Indians have been the biggest thorn in the corporation's side ever since the Proving Grounds commenced operations. We hadn't seen any sign of them in four months, and were beginning to believe that we had licked the problem. Apparently, this is not so. Were word of our inability to deal with this problem to get out, it would be a major embarrassment to the head office, and there could be repercussions with regards to the corporation's stock value. This problem is more critical now than ever before. Colonel Stryker, will you please continue?" Stroud will motion to the Colonel, a greying, fierce looking woman with a multitude of scars and an Alabama drawl. She is wearing Militech desert camouflage fatigues, as she usually does.

"As y'all may know, my predecessor was removed from his position because of his inability to deal with the Nomad problem. He's now chief of security at our McMurdo Sound Antarctic research station. Before I say anything else I just want to make it perfectly clear to y'all that I don't intend to let the same thing happen to me.

"Now, y'all can see the heat signature down here in sector 17. This image came in off the satellite at 5:00 A.M. this morning—first indication we had that there was an intrusion. There's no activity scheduled in that area for reasons I'll explain in a moment. We figure the bastards must've slipped up, as our first indication of their presence is usually a dead patrol team. Now, we flew a recon mission at first light, and took some visible spectrum photos. Robert?" The image on the wall screen will change from the thermal satellite photo to an airborne surveillance photo. Colonel Stryker continues, "Now you can see that these are rough canyonlands with many cliffs, overhangs, and even caves that could provide cover for a large raiding party. The thermal image puts their position last night somewhere in this canyon here. We suspect that they're still there. Here's where you folks come in. Mr. Stroud?"

Stroud takes over. "Thank you. Now, as the Colonel said, these individuals are in the canyonlands in sector 17. The AVX trials tomorrow morning are scheduled for sector 16, which is similar terrain. Because a full-sized town mockup has already been erected on the flats there, to serve as an AVX Ordinance target, we can't move the demo to another sector. We will have over a hundred guests watching the demonstrations. It is imperative for

our sales, and for the image and credibility of Militech that the trials not be disturbed, sabotaged or interrupted in any way. An incident during a secure demonstration with other corporate and national representatives in attendance could damage Militech's reputation and security rating severely. So could a postponement. Any reason we could cite for a delay would reflect badly on Militech. We want you people to ensure that there are no disruptions. Colonel Stryker will explain the plan."

Back to the Colonel: "Well, here's the situation, folks. Normally, if we detected a situation like this we would suspend all operations and either carpet bomb the entire area with anti-personnel Ordinance and some chemical warheads thrown in for good measure or we'd send in an intrusion control squad to locate and eliminate the intruders man to man. Unfortunately, since neither of those methods is guaranteed 100% effective, we can only use them as a last resort. We only have 20 hours until demo time and it would only take one surviving Nomad with a light anti-aircraft missile to screw up the entire event.

"So, here's what we're gonna do. We're gonna send you folks in to make contact with the Nomads and attempt to buy them off. We'll arm you and give you a vehicle, and we'll authorize a disbursement of one million eurobucks. Drive out to this canyon under white flag and parley with the Nomads. Offer them half a million up front with another half mil and a one month military amnesty if the demo goes undisturbed. How you get in and out without being shot to pieces is up to you. While you're in contact, see what clues you can pick up as to whether the Nomads are bankrolled, and if so by whom. Also, we don't know if the Nomads are in sector 17 by coincidence or specifically to interfere with the demo. Find out what you can. If they are here specifically to interfere with the demo it means that security has been compromised and they have an informant within the corporation. If that's the case, we'll have to conduct an investigation and many heads will spiral.

"Report to us via cellular or radio by 0500 hours tomorrow morning. If we haven't heard anything, we'll assume you've failed and we'll carpet bomb the area. One more thing: there will be no support and no extraction, so as not to give the Nomads any advanced warning of bombing. Don't get taken prisoner. That is all."

So ends the briefing.

PART ONE GM NOTES

Despite the lengthy explanations, the players may still have some questions why the Nomads aren't being dealt with militarily. If you're grilled, emphasize the uncertainty factor. The brass believes that the promise of big money for the typically cash-strapped nomads will be a greater insurance policy than an assault. Remind the players that it takes only one survivor with a hand-held SAM to screw up everything. It doesn't even have to hit the AVX to undermine the clients' confidence in Militech. Also, the Colonel may add that there might be other entirely undetected Nomad camps in the grounds. If there are multiple camps, they will almost certainly be in touch with each other. If the Nomad leader accepts the money he can spread the word to other groups not to interfere with the demo.

If the players ask what insurance there is that the Nomads won't take the advance and then sabotage the demo anyway, have Colonel Stryker advise them that they should tell the Nomads that such an action will lead to a huge manhunt culminating in the execution of every Nomad found in the Proving Grounds. There will also be reprisals against friends and relatives living at the Los Angeles government housing projects. In addition, the credibility of the Nomads with regards to any future negotiations will be shot. For that same reason the Nomads can expect Militech to stick to any agreement. Stroud will warn the characters that they are *not* empowered to negotiate terms. If negotiation is necessary the characters may contact Stroud through cellular video link.

The characters are entirely on their own as to how they reach the Nomads without being killed. Militech will drop leaflets on the Nomads if the players request it, or take any other actions to warn the Nomads that the characters are a peace party.

PART TWO PLAYER INFORMATION

The players will set out immediately. They will receive a light all terrain vehicle equivalent to the Arasaka *Kuma* (SP 20, SPD 50, Speed 90mph). It will have a mounting for a Militech SAW (see Militech *Uniforms, Equipment and Personnel*) on the roll-bar. Other equipment will include gas for 500km of travel, floodlights, a white flag, a megaphone, a Militech combat-net radio, a cellular video-phone in a briefcase, water, rations, two TacStacs programmed with the briefing data, and an armored briefcase with 500,000 eurobucks in unmarked (non-

sequentially numbered) 100 eb bills. In addition, characters may take whatever personal weapons and equipment that they wish with them on the mission. They should be advised that the more weapons that they carry the harder it will be to persuade the Nomads that they are a peace party. The vehicle has room for five people. The journey to sector 17 will involve three hours of rough driving on dirt roads.

PART TWO GM NOTES

How things run from here on out is pretty much up to the players. Use your ingenuity to guide events to an interesting climax. Here are some ideas for how things should go.

The drive to sector 17 should be uneventful. It will be dusk when the characters arrive at the sector, with about one hour of light left. The TacStacs will make finding the arroyo where the heat signature originated from reasonably simple. Once in the right canyon, things will begin to get interesting. Have all the characters make awareness rolls to see if they spot *signs* of the Nomads before they actually see them or are seen by them. This will help the characters find the Nomads, instead of the Nomads finding the characters. If the characters spot the Nomads first (they will have to get out of the vehicle to do this, you can't be stealthy in a 4x4), they can decide how best to make contact without starting a firefight. If the Nomads spot the characters first, either as the characters are driving or on foot, they're behavior will be as follows:

- Characters driving, not showing white flag: Nomads launch surprise attack.
- Characters driving while showing white flag: Roll 1D10. 1-3 Nomads attack. 7-10 Nomads fire warning shots and attempt to parley.
- Characters walking with weapons, not showing white flag: Nomads launch surprise attack.
- Characters walking with weapons, showing white flag: Roll 1D10. 1-3 Nomads

attack. 7-10 Nomads fire warning shots and attempt to parley.

- Characters walking without weapons, showing white flag: Nomads will attempt to parley.

NOTE: The characters yelling over the megaphone that they want to talk can serve as a substitute for using the flag. All Nomad responses as above.

It is up to the characters how they respond to warning shots or surprise attack. They have a megaphone, and can always surrender and then talk. The more Nomads they kill the harder it will be to arrange a truce. If the characters all get killed or flee the mission is a failure and they face the wrath of their superiors.

PART TWO GM NOTES II: THE NOMADS

The situation with the Nomads is this: there are, in fact, only ten of them and they were not planning to sabotage the demos. The Nomad leader, once he catches on to the characters' spiel will attempt to convince the characters that he *was* actually planning to sabotage the demos and that there are other hidden Nomad groups in the area. He believes (probably correctly) that if the characters realize that there is only this one little band of Indians they will call for an attack and have them all killed. Fortunately for the Nomads, the chief is a master bluff artist. If the negotiations go well, the chief will accept the deal on behalf of "his people." At this point, the characters can retreat. When the AVX demo is not disturbed the next day the operation will be declared a success and the second half of the money will be delivered as promised, along with a one month amnesty. If the negotiations break down, (and this is totally up to how the characters roleplay the whole situation—make it tough on them) the Nomads will try to kill the characters, even if they have been warned about the bombings to come. If the situation warrants it, Stroud and the chief can negotiate over the video-phone. No matter what else happens, the characters will notice (if they roll well enough) that the Nomads are, in fact, using Arasaka weapons and equipment. (For game purposes, arm the Nomads with a variety of beat up Arasaka rifles and pistols, plus a selection of odd equipment and armor. They are not particularly heavily armed, and shouldn't have more than one firearm apiece.) Of course, this doesn't *necessarily* mean that they are bankrolled by Arasaka.

OPTIONAL SITUATIONS/ UNFORSEEN PROBLEMS

Here are some twists and turns that could add spice to this adventure. Implement as many as you like.

- ✘ One of the Solos and a Corp on the team have a long standing feud. Nothing livens up a *Cyberpunk* game like intra-party fireworks.
- ✘ Negotiations break down and the characters are taken hostage by the Nomads for use as a bargaining chip. The characters can sweat it out as the chief and Mr. Stroud debate their fate over the cellular video-link. If the characters are held in the arroyo past 5:00 A.M. they must take their chances in the bombing like everyone else (see Skill Checks below).
- ✘ The Nomads *are* planning to disrupt the demo, they do have a missile and there are several groups of them scattered throughout the area. This may not affect the scenario at all, but if combat breaks out or negotiations fail it could make things a lot more interesting. If the characters fail in their bargaining mission but escape after the encounter, they will find themselves up the creek the next day when the AVX is torpedoed out of the air in front of 100 potential buyers. (GM's discretion whether the Nomads succeed in their attempt.) As an offshoot of this option, this situation means that there is a Nomad mole somewhere in the Proving Grounds personnel. For big fun, have the players find out who the mole is and become targets, or have the mole try to hinder the player's mission in any way possible. For *extra* big fun make the mole Mr. Stroud or Colonel Stryker.
- ✘ Just to be extra nasty, have the characters succeed in their mission. Then have a random mechanical fault destroy the AVX during the trials or have a totally separate sabotage attempt destroy the aerodyne. Then the characters can be blamed for it.

Remember, if the characters kill many of the Nomads they may be hunted by the family.

- ✘ To make the characters sweat more, have the chief figure out that Militech is in a bind with regards to the demo. Then he can up the stakes big time, and give the characters the jitters. If you really want to give your players heart attacks with this sub-sce-

nario, have all their communications equipment be destroyed. Then they cannot contact Stroud for authorization to negotiate. When the chief ups the ante they'll be on the spot big time.

- ✘ If you're short on time, and just want to have an enormous firefight, have the Nomads think that the whole white-flag bit is some kind of trap. Their obvious response will be to attempt to sponge the characters.
- ✘ For a different twist on the whole scenario, have the players play the Nomads and experience the whole situation from the other side. It should take only minor reworking to adapt the scenario to the Nomads' point of view.

SKILL CHECKS

- Here are a few of the skill checks that characters will have to make during the scenario.
- Find the correct arroyo: INT roll over 15.
- Deciding to put the flag up to prevent attack: INT roll over 18 (or the players announce that they're doing it).
- Notice signs of the Nomads in the arroyo: Awareness/Notice roll over 24.
- See Nomads first: Awareness/Notice roll over 25.
- Characters detect the chief's bluff about sabotage mission/other Nomads: Human Perception roll vs. chief's Persuasion and Fast Talk roll.
- Notice that Nomads are using all Arasaka weapons and equipment: Awareness/Notice roll over 12 (or the players announce that they're checking).

- Survive 0500 carpet bombing: Roll 1D10. In some kind of shelter (i.e., cave), killed on 1-2, injured on 3-4, safe on 5-10. Out in open, killed on 1-5, injured on 6-8. Injured characters take 1-6 (roll 1D6) 1D10 attacks to separate areas of the body if out in the open, 1-3 (1/2D6) 1D10 attacks if in shelter. Have a nice day.

MAPS AND NPCs

OLLIE GUERRERO

Ollie Guerrero, a fifty year old Pueblo Indian, is the chief of the Nomad group hiding out on the Proving Grounds. He is wily and brave and will do his best to turn any situation to his advantage. Guerrero has more cyberware than most of the other Nomads.



ROLE: Nomad.

STATS: INT 9, REF 7/8, TECH 9, COOL 10, ATTR 5, LUCK 2, MA 7, BODY 8, EMP 9/6, SAVE 8, BTM -3.

SKILLS: Family 8, Leadership 5, Persuasion and Fast Talk 8, Awareness/Notice 7, Expert: Geography and Terrain of the Proving Grounds 9, Spanish 5, Melee 5, Shadow/Track 6, Wilderness Survival 7, Rifle 5, Brawling 6, Drive 4, Stealth 8.

CYBERWARE: Basic processor, Kerenzikov level one, chipware socket, interface plugs, right cyberarm with ripper hand.

GEAR: Arasaka WAA assault rifle (beat up), portable provisions and water, camouflaging material, knife, light body armor, survival equipment.

**BASIC
NOMADS**

These are Guerrero's nine (give or take) people. If more variation is desired, you can adjust the stats and skills for individuality. They should look fairly ragtag but act com-

petently. They have little cyberware but their weapons, although beat up looking, are sturdy and functional.

ROLE: Nomad.

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

SKILLS: Family 6, Awareness/Notice 5, Spanish 5, Shadow/Track 4, Wilderness Survival 7, Dodge and Escape 3, Brawling 5, Handgun *or* Rifle *or* Submachinegun 3-7, Heavy Weapons (one only) 4, Melee 4, Driving *or* Medtech *or* Basic Tech *or* Elect. Security 3-6, Stealth 8.

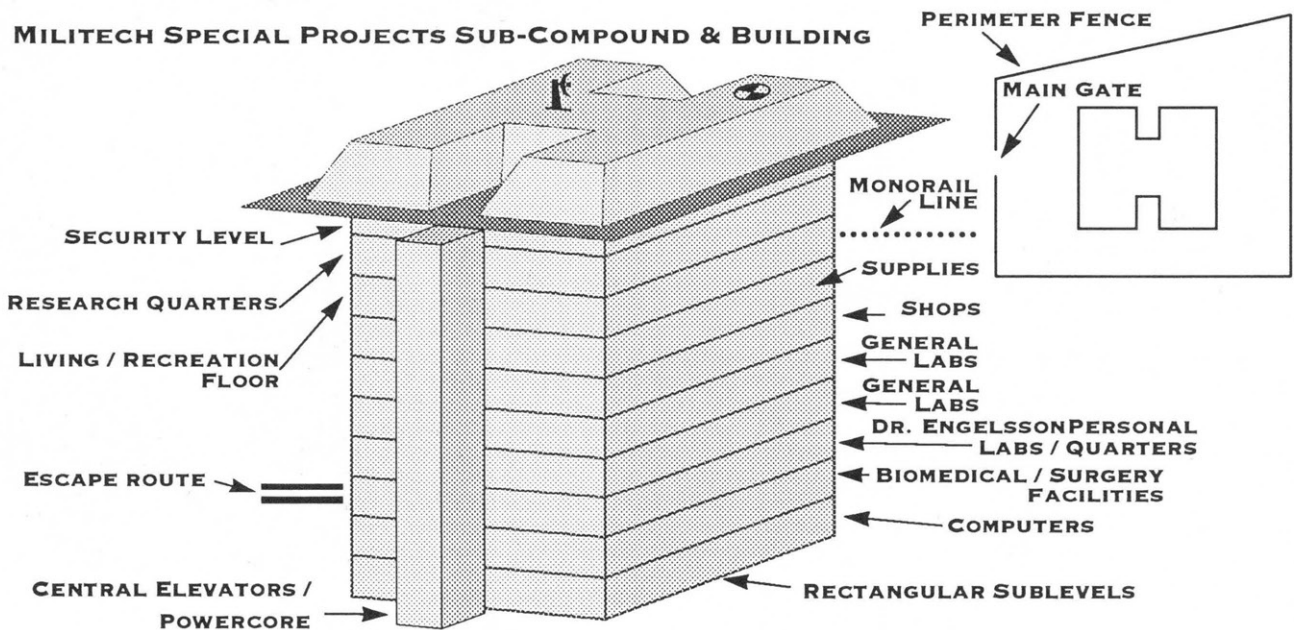
CYBERWARE: Various, but very little. Mostly chipware, cyberoptics/audio.

GEAR: Various. Survival equipment and supplies, beat up Arasaka weaponry, one portable anti-aircraft missile (optional), knives, light body armor.

OTHER SUPPORTING CHARACTERS

Militech soldiers, guards, executives and specialists as described in *Uniforms. Equipment and Personnel.* ●

MILITECH SPECIAL PROJECTS SUB-COMPOUND & BUILDING



THIS IS IN A SMALLER SCALE

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

PROVING GROUNDS
(DIVIDED INTO SECTORS)



TO SPECILA PROJECTS AND THE PROVING GROUNDS

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MOCKUP

A RANGE

B RANGE

GYM /
TROOP
FACILITIES

WAREHOUSES

BARRACKS

FABRICATION
BLGDS.

VECHILES

MONORAIL LINE
TO SPD

HANGER

RESEARCH LABS

OFFICES

ROAD TO
PERIMETER

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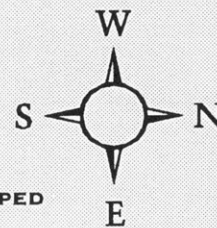
OSPREY /
AV PADS

PARK

EXEC.
RESIDENCES

LAKE

CORPORATE
VILLAGE



LANDSCAPED
AREA

AIRFIELD

TO THE PROVING GROUND AREAS

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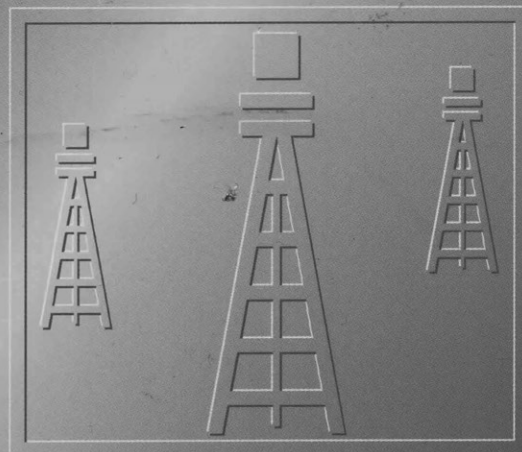
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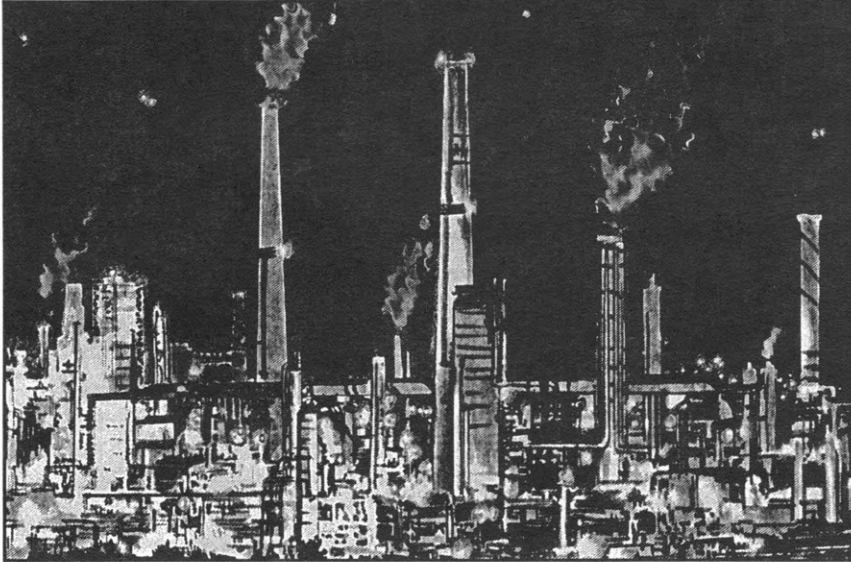
СМРП



PETROCHEM

CYBERPUNK

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INTRODUCTION:

WHO FEEDS THE MACHINES?

In a world sucked dry of resources by earlier generations, Man is still unable to slake his growing thirst for energy and raw materials. As the years go by, his machines spread over more and more of the Earth's surface. All that machinery cries out (and competes) for power to run its motors, oils to cool its innards, plastics to protect its surface, and raw materials to shape into new machines and other products. People want their cars, corporations want their factories, governments want their weapons, and all want the fuels and materials to keep these devices running without interruption.

So who feeds the machines in a world of scarcity?

Petrochem and SovOil, two of 2020's mightiest corporations, and two of *Cyberpunk's* greatest rivals.

CORPBOOKS

Corpbook Three is the third book in a series dedicated to bringing you information and source material on the most powerful, influential and cutting-edge corporations in the world of *Cyberpunk*. Each book has complete breakdowns on two corporations, including both new organizations and ones which you may recognize from *Cyberpunk 2020*. The corporations in each book are related in some way. They produce similar products, are rivals, are similar in scope, or any combination of the above. The material in the Corpbooks enables you to add a whole new dimension to your *Cyberpunk* game.

Villains can have more depth, heroes can know exactly who they are working for (or against), and you have a ready-made framework for intrigue and adventure.

WHAT'S IN THE CORPBOOKS?

Corpbooks are designed to allow you to easily find the exact information that you need. Each corporation write-up is composed of eight source sections: History; Main Products and Intent; Key People; Current Market Strategy; Uniforms, Equipment and Personnel; Offices and Key Facilities; Computer Systems and Data Fortresses; Resources, Subsidiaries and Stock. The source sections are broken into sub-headings for quick reference. Each write-up also includes a short adventure. As an extra bonus, this book also has a separate article detailing the history of the Second Corporate War, which involved both Petrochem and SovOil.

USING CORPBOOKS

The source material in Corpbook serves three purposes. First, it provides you with basic information that will enable you to easily set up adventures involving the corporations. Stats and equipment for company soldiers and guards, maps of company facilities, typical data fortresses, and descriptions of the movers and shakers in each corporation are examples of the kind of information you'll have at your fingertips. Second, the book describes the public and secret agendas and motivations of each corporation, providing you with ample material for creating scenarios and character backgrounds. If your characters are confronting the corporations, you'll have more to work with. If they are working

for the corporations, they'll know more about their employer's history and motivations. Finally, the descriptions will add depth and realism to any scenarios in which those corporations appear. You'll know what products are made by whom, who's likely to be responsible for what plots, and what the hallmarks of each corporation are, right down to the ads that characters will see on television.

IMPROVEMENTS

If you have read or seen the first two Corpbooks, you may notice some differences in this volume. For the first time we are including information for use in netrunning adventures, such as descriptions of company computer systems and typical data fortresses. The adventures have also been expanded, making them more challenging and involving. Finally, the article on the Second Corporate War will serve to explain the conflict between the two companies and provide one more element of source material to flesh out your adventures or characters.

NOTES

Players: This book is designed for both players and referees, but players may want to check with their referees before reading the contents cover to cover. There may be some information in here that your referee would like you to discover in the course of an adventure.

Referees: The information in Corpbooks is for use in your adventures, so feel free to customize the material however you wish in order to conform to your own *Cyberpunk* vision, or to your campaign's power level. Nothing is written in stone, and we encourage you to shape the material to your needs. When skill checks are cited in the adventures, the symbol \geq means *equal to or greater than...*

General: Because of the universality of some equipment and vehicles in *Cyberpunk*, there are cross references to *Corpbooks One* and *Two*, as well as to *Chromebook* and the *Night City Sourcebook*. We understand that our players may not own all of our books, but these cross-references avoid recapping material already published and allow us to include more new information.

You're all set now, so get ready for one more spin through the malevolent world of *Cyberpunk* corporations—your deadliest yet!

William Moss

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STAFF

EDITORS Derek Quintanar
William Moss

WRITTEN BY William Moss

ART DIRECTOR Matthew Anacleto

LAYOUT Matthew Anacleto

COVER Matthew Anacleto

ILLUSTRATIONS

Scott Ruggles
B.J. West
Scott Steinmann
Darrell Midgette
Bob Giadrosich
Matthew Anacleto

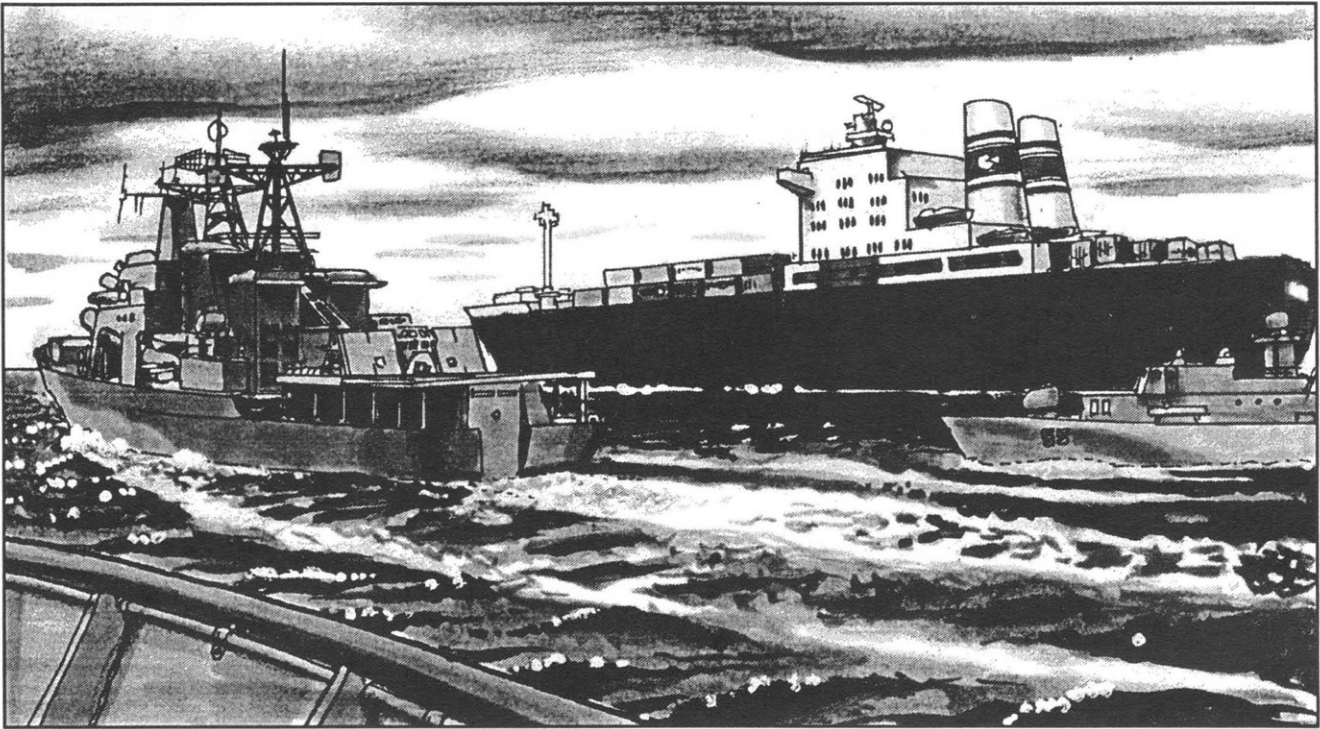
PETROCHEM & SOVOIL LOGOS BY

Mike Pondsmith
Scott Ruggles

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SPECIAL EXECUTIVE REPORT THE SECOND CORPORATE WAR: PETROCHEM AND SOVOIL IN THE SOUTH CHINA SEA



The SovOil Fleet sorties from Vladivostok

BACKGROUND

These days, the use of military and paramilitary force by corporations is taken for granted. It's part and parcel of commercial survival in the unstable and dangerous twenty-first century. Prior to 1996, however, armed corporations were almost unthinkable, and companies trusted in local law enforcement and military agencies to protect their assets. The events of the turbulent years from 1994 to 1998 changed all that. The plunge of the world stock market in 1994, and the subsequent international unrest, United States collapse, Middle East disintegration, and worldwide destabilization made it necessary for corporations to accept full responsibility for the protection and security of their assets. National armies and police organizations could no longer be trusted or relied on. Some corporations were stockpiling arms and training soldiers and special operations agents by the end of 1995.

It didn't take long for the newly armed corporations to begin flexing their military and paramilitary muscle. With government regulation becoming negligible, the emerging megacorps grappled for scarce resources, information, and market areas. The years from 1995 to 2000 were rife with brushfire warfare as several corporations jockeyed for position and power. Eventually, a new international hierarchy was established, with military potency as important a criterion as commercial success.

After the turn of the century, there was a drop in the number of corporate military incidents, as a relatively stable pecking order was established. Several corporations had perished, or been swallowed by the competition. The remaining corporations were survivors; organizations with resources and leadership that were competitive in the turbulent twenty-first century. The names ring familiar: Arasaka, IEC, EBM, Petrochem, SovOil, Orbital

Air, Net 54... New companies that relied on corporate military markets had been created. Among them: Militech, The Lazarus Group, and Sternmeyer.

Although the number of corporate military incidents declined after the year 2000, the size of these incidents certainly did not. The first warning of the scope that intercorporate confrontations could achieve came in 2004, when EBM and Orbital Air went to war over control of the floundering Transworld Air. This incident was a typical corporate war in that it was fought largely in the boardroom and world financial infrastructure, with sporadic, quick military engagements over certain key sites. It was atypical however, in that it lasted for a year and a half, three times longer than any previous corporate confrontation. It became known as the First Corporate War. Many people thought that the First Corporate War was as bad as a corporate confrontation could get. They were wrong...

CORPORATE MILITARY FORCES

Corporate forces are designed to fulfill a different mission than national armed forces. Corporations generally need to protect information and facilities, not territory. When they launch a military operation, it's usually a lightning strike designed either to cripple some element of an enemy corporation, or to seize some valuable resource or piece of information. Often, these raids are carried out covertly, with secret troops operating under cover of darkness. Seldom does the public find out, seldom does an incident last longer than a few hours, or days at most. To fight longer is to invite national intervention and unfavorable PR. Wholesale destruction is inefficient. Small, light, autonomous, quick-response units are the order of the day. Speed is of the essence. Ninety percent of most corporate wars are fought in the boardroom, on the world's financial and stock markets, and in the net. Only a tiny fraction takes place on the battlefield.

There are exceptions, however. On a few occasions, when the stakes have been very high, competing corporations have dug in their heels, called in their troops, and gone head to head for long periods of time. The most infamous confrontation of this nature was the three year war between SovOil and Petrochem over the priceless oil fields in the South China Sea. This conflagration has gone into the history books as the Second Corporate War. It will be long remembered by anyone who was with either corporation at the time, and by everyone living in the nations bordering that tropical sea.

PETROCHEM AND SOVOIL

Petrochem and SovOil have long had an acrimonious relationship. The two corporations produce the majority of the world's CHOOH₂, and are the only viable producers of raw petroleum products remaining. They have competed fiercely for markets and resources over the last fifteen years.

In 2005, relations between the two corporations were the best they had ever been, before or since. SovOil was producing CHOOH₂ in an experimental capacity

only, and the corporations had not yet come to grips over international resources. A deal was in the works that, at the time, seemed like a godsend for both companies. SovOil had huge Siberian oil fields that had not been tapped because the Soviet corporation had been unable to develop the necessary technology. Petrochem had offered to supply the technology in return for partial pumping rights in the region. Both corporations stood to benefit, and there was much talk of forging the penultimate corporate alliance; a commercial Camelot.

At the last hour, however, the deal collapsed. SovOil engineers announced the success of new, in-house developments that would enable the Soviet corporation to recover the Siberian oil without Petrochem's assistance. The deal was cancelled, and millions of Eurobucks and man-hours were lost. Relationships and communication between the two corporations evaporated, and a chilly silence settled in.

EARLY RUMBLINGS

Things might have gotten no worse, except for the discovery of previously unknown, potentially gigantic, oil fields in the international waters of the South China Sea. Geological surveys by SovOil and Petrochem yielded similar results at the same time, and both corporations, along with several smaller competitors, began exploration and experimental drilling in the region. Tensions in the South China basin began to increase.

The situation became critical within a few months after the two corporations began competing in the region. The major field was located in the Spratly Islands, an archipelago claimed by China, Malaysia, Vietnam, and the Philippines. Claims notwithstanding, no national government was in a position to enforce leases or restrictions on the oil parcels in the shallow seas around the islands. With no nation arbitrating, the race to stake claims in the area turned into a free-for-all. Immediately, each corporation accused the other of encroachment and sabotage

In anticipation of hostilities, both corporations began sending arms and troops to the area. In a matter of weeks, the Spratly Archipelago was transformed from a beautiful tropical ocean into the scene of a tense military standoff. Regional governments, including Malaysia, Vietnam, the Philippines, China, and Indonesia, recognized that the trade, shipping and environment of their area was threatened, and they pleaded with the two corporations to negotiate a truce.

THE DJAKARTA CONFERENCE

In November 2007, leaders from both corporations convened in Djakarta, Indonesia, along with high-ranking delegates from the surrounding nations. The Djakarta Conference was intended to allow the two corporations to peacefully parcel the area, and avoid armed conflict. It was the first and last time that Petrochem and SovOil ever met at the international negotiating table. When the week-long conference was over, a tentative agreement had been reached. SovOil was to explore the northern half of the Spratly field, and Petrochem the southern half. The line of demarcation was the tenth parallel. Both corporations signed the agreement, which was also a non-aggression pact. The paper was witnessed by the leaders of the surrounding nations, all of whom were eager to reap the trade benefits of peaceful exploration. The Djakarta Agreement was a major coup, coming so soon after the collapse of the Siberian oil deal. Although relationships between the two corporations were not healed, the prospects for peace looked good.

THE DESTRUCTION OF SABINA BRAVO

For a short while, it seemed that everything was going to work out well. But in March 2008, only four months after the signing of the Djakarta Agreement, came the event that was ultimately blamed for touching off the war. On Tuesday, March 18, 2008, at 2:34 AM, Petrochem offshore oil platform Sabina Bravo exploded into flames, killing all 173 personnel on board and completely destroying 22 well

heads. A three-hundred meter geyser of flame shot into the air. The glow was visible from Palawan Island in the Philippines, 240 kilometers away. Underwater, crude oil began to spill from ruptured pipelines into the still pristine waters of the Spratly Archipelago. Only quick action prevented the fire from spreading to the three other Sabina platforms, Alpha, Charlie, and Delta.

Even before the fire was extinguished, tensions began to increase again. The Sabina sub-field was only a few short kilometers south of the tenth parallel, and the Sabina Oil Reservoir extended across the parallel, into SovOil territory. Although on opposite sides of the demarcation, both Petrochem's Sabina Platforms and SovOil's Namyit Platforms pumped oil from the Sabina Reservoir. At the Djakarta conference, each corporation had argued for sole control of the Sabina Reservoir, and it had been a sticking point in the negotiations when it was announced that the tenth parallel rule would hold, and the corporations would have joint access.

Because of the competition for the oil in the Sabina Reservoir, Petrochem immediately accused SovOil of sabotaging Sabina Bravo with an underwater explosive device. SovOil denied all allegations, and, in turn, accused Petrochem of trying to blame them for their own technical and safety failings. Petrochem suggested that, if SovOil was in good faith, it would have sent their Namyit MSV platform (Mobile Support Vehicle, see SovOil Key Offices and Facilities) to aid Petrochem's Sabina MSV in the firefighting. SovOil rebutted by claiming that it needed to retain the Namyit MSV in case of an emergency at their field, especially in light of possible unjustified retaliation from Petrochem. SovOil diplomats also claimed that Petrochem might have used the presence of a SovOil vessel below the tenth parallel as the grounds for a charge of sabotage, even if the vessel was an MSV. Petrochem responded to this outrageous

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excuse by severing all diplomatic relations with SovOil. On the heels of the stress caused by the Siberian oil deal collapse, this move opened the doors for disaster. In the space of 100 hours, relationships between the two corporations had gone from recovering to critical. The South China Sea was about to become a crucible.

RETALIATION

It was Petrochem that was ultimately responsible for the first known military action of the war. Unable to believe that the Sabina disaster was an accident (which, ironically, it later proved to be), Petrochem dispatched a naval black operations team to sabotage one of SovOil's Spratly platforms. Petrochem elected not to attack a Namyit Platform, as that would be too obvious. Instead, Thitu One, 120 km north of the tenth parallel, was targeted.

On April 1st, 2008, operating from a long-range minisub, Petrochem divers planted special explosives at the base of two of Thitu One's three concrete legs. Two hours later, the explosives went off, and Thitu tipped into the ocean. 113 of 144 personnel were killed. There was no fire, but hundreds of millions of liters of crude oil discharged into the sea before troubleshooters on the Thitu MSV

managed to cap the severed wellheads.

Petrochem's tactical success was overshadowed by the disaster that followed. The minisub carrying Petrochem's troops was detected, depth charged, and critically damaged by a SovOil sonar net patrol boat while running for the tenth parallel. The sub was captured intact, and, although the soldiers committed suicide before they could be questioned, SovOil investigators discovered enough evidence to prove that the sub was responsible for the destruction of Thitu One, and substantiate their suspicion that Petrochem was responsible.

**A NEW
PRECEDENT**

SovOil was not going to stand for proven sabotage. Anatoly Novikovo gave new SovOil military commander Lupold Korepino the green light to draw up a plan for a retaliatory strike to be carried out openly, under SovOil colors. Korepino flew secretly to the Philippines to meet with SovOil's South China Sea military commander Admiral Ivan Ostrov. A strike was arranged for the early morning hours of April 8th.

Anticipating SovOil's retaliation, leaders of the nations that had participated in the Djakarta Conference pleaded with the corporation to use diplomacy. When it became clear that the crisis was beyond diplomacy, they threatened to oust the corporations from the region if they went to war. SovOil made soothing noises to the leaders of the surrounding nations, but it was only a coverup. The attack went ahead as scheduled.

By attacking despite the threats of the Djakarta Conference nations, SovOil set a new world precedent by being the first corporation to openly defy a national government (or several national governments). There was no subtlety, no hidden crime; SovOil simply thumbed its nose at the Djakarta Conference governments and defied them to interfere with company business. Corporations around the world watched eagerly to see what the

outcome would be. In the end, the nations were powerless to enforce their will upon SovOil or Petrochem. It was a major paradigm shift; conventional beliefs of who wielded power in the world no longer applied.

OPEN WARFARE

At 4:42 AM, on April 8th, 2008, the Second Corporate war was officially begun as SovOil aircraft struck simultaneously at several Petrochem platforms and pipelines. Petrochem had been expecting an attack, and had beefed up its own military and early-warning capabilities. Nevertheless, SovOil's strike was effective, and Petrochem's local operations were crippled.

It didn't take long for Petrochem to respond in kind, and within hours, Petrochem military commander Admiral Casey Sawyer (USN, Ret.) had authorized and drawn up a retaliatory strike. The war was joined in full. It would be a long time before there would be peace in the South China Sea again.

The early weeks of the war were the fiercest. Both corporations were at the peak of their military power, with fresh troops and full complements of equipment and supplies. Also, the opening weeks were the only time that both corporations had a great number of clear hardware targets to strike at. The corporations were trying not so much to seize control of territory, but to destroy the other's expensive equipment and bases. Platforms, flotels, MSVs, pipelines, terminals, and refineries were destroyed; reduced to blazing pyres by missiles, smartbombs, torpedoes, and sabotage. Within a few weeks, 75% of both corporation's South China Basin oil pumping and refining capabilities had been destroyed. Offshore fires raged unchecked as oil spouted from the remains of platforms, and overworked troubleshooting teams scrambled from site to site. Even after the fires were extinguished, billions of liters of crude oil spilled into the waters of the South China Seas. Coastal areas of the Philippines, Malaysia, Indonesia, Brunei, and Singapore, were irreparably fouled. Much of the once-beau-

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tiful sea was reduced to a toxic, lifeless, marine desert.

THE WAR SPREADS TO NATIONS

Early in the conflict, Djakarta Conference participants scrambled frantically to arrange a cease fire. Soon, however, the war began to have direct repercussions on the nations, and sentiments changed from trying to negotiate a peaceful settlement to exacting retribution for corporate attacks on land-based refineries and terminals, and for the death of the regional fishing and aquaculture industries and the destruction of thousands miles of shoreline. It was impossible for the Djakarta Conference nations to form a consensus on how to act, and international tensions began to spiral as involved nations began to accuse each other of allowing the debacle to snowball.

The international tensions crystallized into disaster when the Malaysian government announced that it was going to abandon a unified front and support Petrochem, which was basing all of its South China Basin operations on the eastern Malaysian province of Sarawak. The Philippines and Vietnam first accused Malaysia of selling out the region to Corporate interests, and then, in a 180° swing, announced that they were going to support SovOil, which was basing its opera-

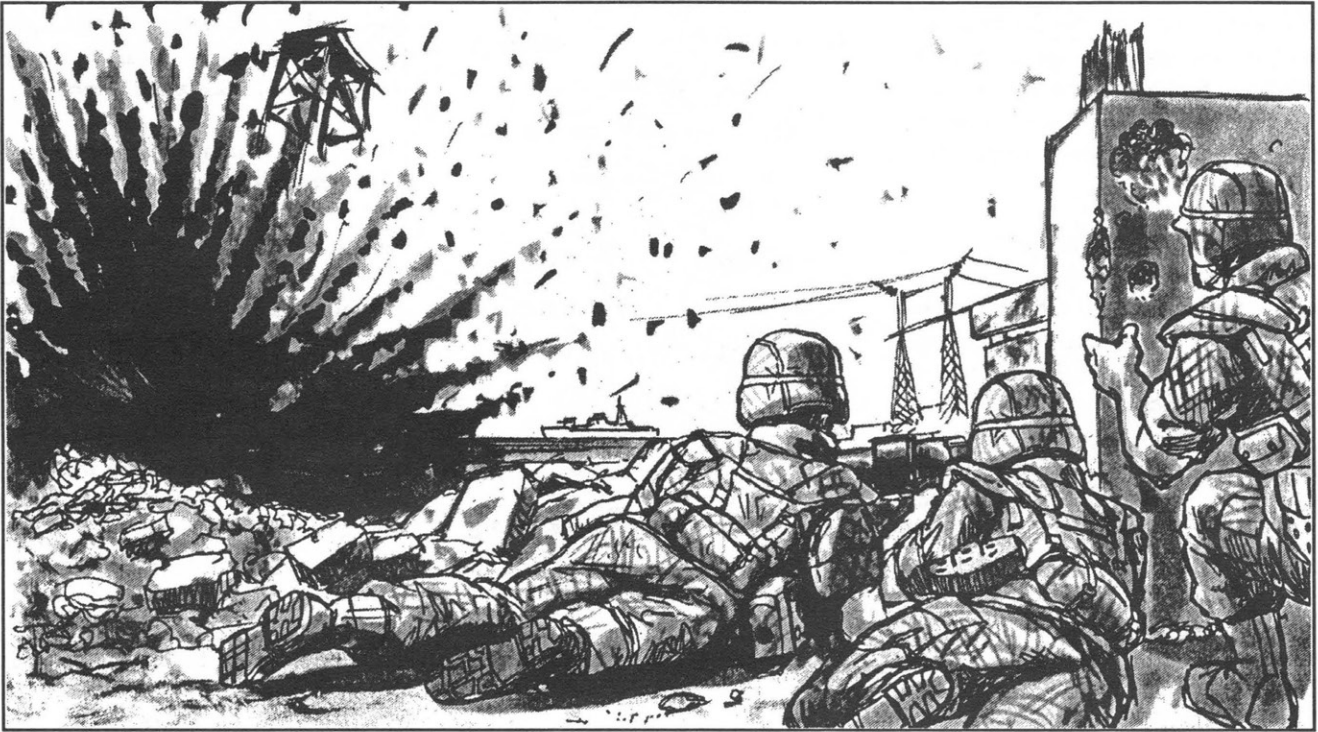
tions on their soil. Indonesia and China, frustrated at the turn of events, officially renounced the Djakarta Conference.

Although Vietnam managed to stay out of direct conflict, Malaysia and the Philippines immediately began arming their adjacent regions bordering the Sulu Sea and the Spratly Archipelago. Although all-out war between the two countries was avoided, there were several incidents between their naval and air forces along the border between their national waters, and over the strategically important Balabac Straights and Sibutu Passage. Insurgent groups in both nations used the conflict as an excuse and an opportunity to increase their activity.

This was a period of intense anxiety for the governments of many Pacific Rim powers. Both the United States and Japanese governments worried that an escalation of the conflict could involve China, the major regional power, and lead to the outbreak of a conflagration the likes of which had not been seen in the area since the closing years of World War Two. Such a war could ultimately involve the armies of the United States, Japan, and Korea, and fundamentally alter the balance of power in the Pacific Rim. Fortunately, the fears of the analysts were quelled when China proved to be both too geographically removed and too preoccupied with internal turmoil to become a major player in the war between SovOil and Petrochem.

THE CONFLICT DRAGS ON

Within a few weeks of the beginning of the war, after most of the physical damage had been done, the fighting changed from deep strikes aimed at facilities to a struggle for physical control of the Spratly Archipelago. The war bogged down as SovOil and Petrochem troops fought from island to island, and across the sea and sky to advance their areas of control. Behind the front, other teams worked tirelessly to repair the damage



Destruction of a SovOil rig, Spratly Is., May 2008

caused by the initial strikes and stem the flow of oil into the sea. But as fast as facilities could be repaired, they were knocked out again.

Within a year, it became clear that Petrochem was struggling. SovOil had the support of two South China Basin governments, while Petrochem had the backing of only one. The shipping distance between the South China Sea and the Soviet Union was half the distance to the United States. SovOil had armed forces more than twice the size of Petrochem's. Although neither corporation could commit all of its forces to the South China Basin, SovOil fielded almost 50% more troops and equipment in the region, and rotated in fresh troops more often. Also, SovOil's leadership was unified behind the war effort, while Petrochem's was divided. Petrochem's sole advantages were the quality of the weapons and equipment it fielded, and the relatively short tenure of SovOil commander in chief Lupold Korpino.

With almost all the factors in its favor,

SovOil began an inexorable push southward. Month after month, Petrochem forces gave up control of islands and waterways essential to the security of the Spratly Archipelago. If not for the stubborn tenacity of Ellen Trieste, Petrochem's majority shareholder and prime board power, the corporation would have conceded. Under orders from above, Casey Sawyer struggled on in his lost cause.

SUCCESSES FOR PETROCHEM

In 2009, after a year and a half of fighting, Petrochem had a string of unexpected successes. It started when an attack planned by Sawyer caught SovOil at the wrong time, allowing Petrochem naval forces to seize a chain of islands along the eastern side of the Spratly Archipelago. This enabled Petrochem to drive a critical wedge between SovOil's forces in the Spratly islands, and their supply depots on Palawan. This was followed by surgical air strikes against key SovOil bases in southern Vietnam. Encouraged by their successes, Petrochem leaders began talking about turning around the course of the war.

The greatest boost to the morale of Petrochem's troops and leadership came in October 2009. Spies learned of a secret inspection visit planned by SovOil founder and leader Anatoly Novikovo. Recognizing a key opportunity, Casey Sawyer planned an air sortie to intercept Novikovo's tiltrotor flight from Nha Trang to SovOil's offshore command post on Flat Island. On October 15, at 3:21 in the afternoon, a flight of Petrochem interceptors engaged the fighter CAP protecting Novikovo's ferry aircraft. Ten minutes later, Novikovo's Su-441 tiltrotor transport plunged into the ocean, shot down by a missile fired from a Mirage fighter on loan to Petrochem from the Malaysian government. There were no survivors.

SovOil was able to keep Novikovo's death secret for only 24 hours. After that, the denials of Petrochem's claims could no longer be substantiated. SovOil was rocked to the core. The secret police conducted an immediate purge to try and root out the individual who had given away Novikovo's plans. SovOil top leadership was thrown into turmoil as the Emergency Committee was left temporarily leaderless.

Casey Sawyer attempted to capitalize on SovOil's temporary disarray, and ordered massive attacks all along the Spratly front, and on several key Philippine and Vietnamese bases. Unfortunately, Sawyer did not reckon with the prodigious skill and dedication of SovOil's commander, Lupold Korepino. Korepino had predicted the time and location of Sawyer's strikes, and SovOil forces, still very much under command and control, were ready and waiting. Most of the strikes were failures.

THE CLOSE OF THE WAR

After the failure of Casey Sawyer's masterstroke, Petrochem would never again have a chance to win the war. In the wake of the attack, Korepino marshalled his forces, and began the nine-month southward advance that would end only when Petrochem forces conceded defeat, and evacuated the South China Basin in an historic four day airlift from Bintulu airport on Sarawak. There was never any formal surrender; Petrochem's leaders finally realized that they were only damaging the corporation's prospects for survival by trying to continue the fight. SovOil had seized control of all of the oil resources in the South China Sea. It has remained in control ever since.

AFTER THE WAR

Petrochem spent two years recovering from the war. Stock prices and cash reserves had bottomed out, and the company's military resources were severely depleted. A major program of rebuilding began. There were cries for the heads of those who had lead the company into the unprofitable war, but in the end, the only upper-level casualty was Admiral Sawyer. Despondent over losing the war, Sawyer resigned from Petrochem, and shortly thereafter, committed suicide. Marshall R. Shepard was named as his replacement.

These days, the company shows few ill-effects. The relationship between SovOil and Petrochem is volatile as always, but the company has recovered economically and politically, and is still one of the major corporate powers of the twenty-first century.

SovOil was also suffering after the war, having lost a great deal of manpower and equipment, while sinking billions of dollars into the effort. But, unlike Petrochem, SovOil was now in sole control of a huge oil resource. Not only was the Spratly Field still productive, but more fields were discovered at Panjang and other regions of the South China Basin. SovOil also set about mending fences with the government of Malaysia, which had supported Petrochem. In a masterstroke of diplomacy, SovOil negotiators hammered out an agreement with the government of Malaysia officially re-establishing a commercial relationship, and giving the corporation the right to lease land for refineries and other facilities. It wasn't long before SovOil was actively pumping record quantities of oil from the South China seas, and company stock and fortunes were on the way up again. Lupold Korepino was named a Hero of the Corporation for his role in the victory, and Anatoly Novikovo was enshrined as patriarch of the company. SovOil now has a submarine tanker, an offshore sub-field, and several buildings named after its founder.

OTHER CORPORATIONS

Other, smaller corporations had been active in oil exploration in the South China basin before the war. Unfortunately, none of those companies' platforms survived the war. With its victory, SovOil ensured that it was the sole oil power in the region, large or small. Some of those small corporations still bear grudges against SovOil and Petrochem, but few are in a position to do anything about it.

FALLOUT

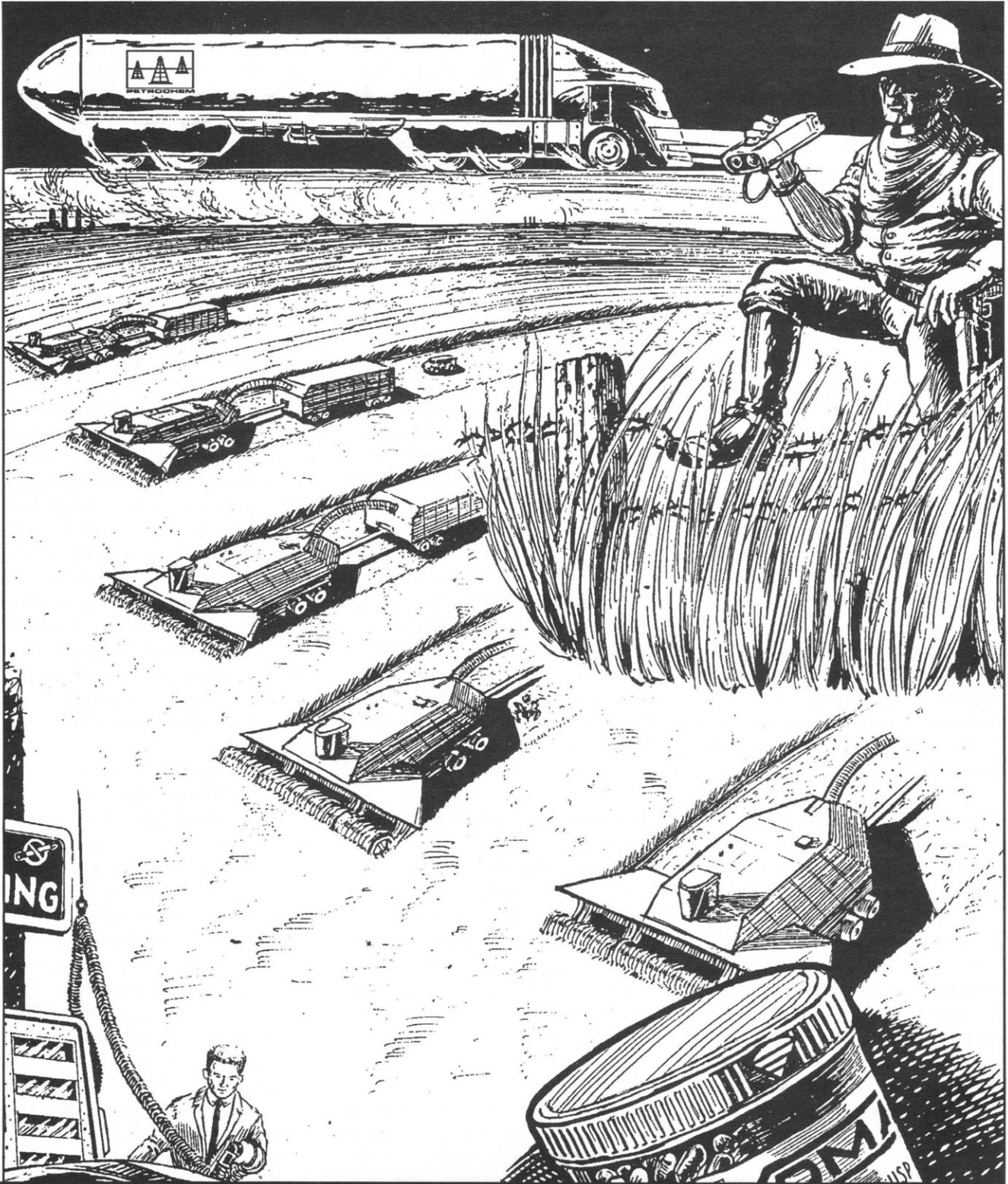
The war is over, but the effects remain. Although it was not as all-consuming or destructive as an international conflict, the damage was almost immeasurable. Even now, ten years after the war, the South China Sea is one of the most polluted bodies of water on Earth. No one knows how much petroleum flooded into the sea, but it remains visible on the floor of the shal-

low waters of the Spratly Archipelago, and on the beaches of Vietnam, Malaysia, and especially the Philippines. SovOil made half-hearted attempts at a postwar cleanup, but after several months eventually abandoned all efforts as futile. As part of its post-war lease agreements with the stricken countries, SovOil payed reparations for the fishing villages, industries, and tourist trade wiped out by the war. Reparation payments expired in 2015.

The Philippine government was overturned three times in quick succession after the war. The final government was very sympathetic to SovOil, and many analysts believe that they covertly aided the coup responsible for its rise to power. Relations between Malaysia and the Philippines have been normalized, and SovOil is also rumored to have had a hand in that. Most of the nations that once participated in the Djakarta Agreement now benefit economically from SovOil's presence in the region, and give the corporation their support. There are radical groups and terrorist organizations through out the region, however, and they are a constant source of irritation to the corporation and its national allies.

PETROCHEM AND SOVOIL TODAY

Tensions are still high between the two corporations, and once again they are both exploring the same region for oil. No one knows whether competition for Antarctic oil resources will lead to the same sort of confrontation and warfare as in the South China Sea. Some people believe that the two corporations have learned their lesson. Others believe that a rematch is inevitable. SovOil is confident in its ability to repeat its victory, but Petrochem leaders have sworn that they will never allow themselves to be defeated again. Both SovOil and Petrochem are now allied with other powerful corporations. One thing is certain: if war does erupt again, it will be on a scale that dwarfs the South China Sea conflict. There will be world-spanning repercussions, and when the dust clears, only one contestant will claim the spoils. ■



**PETROCHEMICAL
ASSOCIATES
INTERNATIONAL**

PRECIS

PETROCHEM

Petrochemical products and agribusiness. World's largest CHOOH2 producers.

HEADQUARTERS: Dallas-Ft. Worth Metro Area
REGIONAL OFFICES: Washington D.C., San Francisco, Night City, New York, Chicago, Tokyo, London, Hamburg, Hong Kong, Rome, Sydney. Xoma Pharmaceuticals HQ, South Night City. Major Oil/Agricultural holdings in Canada, Alaska, Antarctica, and in the West, Midwest, and Southeast U.S.

NAME AND LOCATION OF MAJOR SHAREHOLDER:
Ellen Trieste-Youngblood,
Crystal Palace Orbital Facility,
18.5%

EMPLOYEES: World Wide 400,000
Troops 50,000
Covert 1800

PETROCHEM'S BREAD AND BUTTER IS CHOOH2, THE SYNTHETIC ALCOHOL THAT HAS BECOME THE WORLD'S STANDARD COMBUSTIBLE FUEL; THEY ARE RESPONSIBLE FOR 60% OF WORLD SUPPLIES.

THE CORPORATION REMAINS ON THE CUTTING EDGE OF CHEMISTRY AND MATERIALS RESEARCH AND PRODUCTION. AND BY VIRTUE OF OWNING A HUGE FRACTION OF THE WORLD'S ARABLE LAND, IT IS ALSO AMONG THE WORLD'S LARGEST AGRICULTURAL CONCERNS.

FROM THE OUTSIDE, THE COMPANY APPEARS STABLE. WITHIN, THINGS ARE NOT SO ROSY. TENSION BETWEEN THE CAMPS OF TRENTON PARKER AND ELLEN TRIESTE IS BECOMING CRITICAL. BOTH SIDES PREPARE FOR A STRUGGLE THAT COULD TEAR THE COMPANY APART. IT REMAINS TO BE SEEN HOW LONG THE COMPANY CAN STAY SECURE AS WORLD (AND INTERNAL) TENSIONS RISE.



HISTORY

2004

Trenton Parker strode across the desert. All around him stood monuments to his family's former glory. The giant oil pumps dotted the plain for miles around. Once they had all dipped their heads in ceaseless, coordinated rhythm, pumping precious oil from the depths of the Earth; a field of enormous metal birds, bobbing in an endless orgy of feeding. Once Trenton had thought the feeding would never end. The machines would churn into eternity, drawing fossil fuels from some endless reservoir that would never run dry. He had been young and ignorant then, living off the fat of a family that had grown accustomed to an uninterrupted income of staggering proportions.

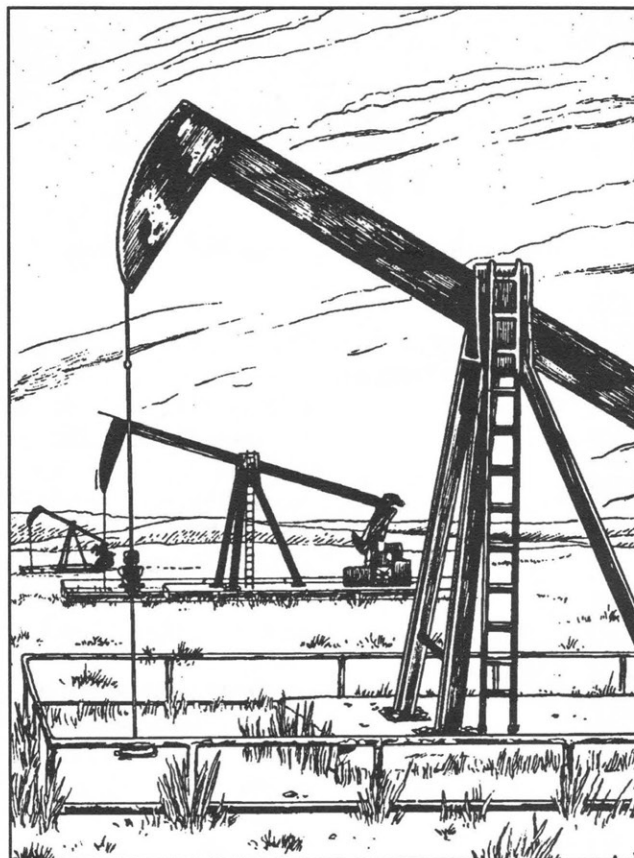
Now he knew better.

One by one, over the years, the machines had ground to a halt. The oil had disappeared, and there was nothing left for the machines to bob for. The pipes to the refinery and the shipping ports in Galveston had run dry. Oh, there was still oil produced in Texas, and some of it even came from the Parker family oil company, but it was a trickle. Now the oil was shipped by truck to the refineries, and it was used only for the manufacture of chemicals and synthetics. Those oil fields that weren't given over to cattle were home to Nomad tribes. Or completely desolate.

It wasn't over for the Parker family, though. Not by a long shot. The family had owned plenty of land, much of which was arable. Foresight had led Trenton's father, Louis, to raise the capital to make an investment that many others had scoffed at. Five years ago, when the oil was still flowing, Louis Parker had set up a licensing agreement with the infant Italian genetic engineering firm, Biotechnica. Parker Petrochemicals had become the only company in the United States permitted to commercially grow the genetically-altered wheat *Triticum vulgare megasuavis*, a high-sugar grain which was fermented and catalyzed to produce the synthetic alcohol fuel, CHOOH₂.

Trenton stopped at a barbed wire fence and leaned against a post. He pushed the brim of his Stetson up and surveyed the land before him. As far as he could see, it was covered with rolling waves of golden wheat. Ripples spread across the fields as the wind eddied over the low hills. Off in the distance a phalanx of combine harvesters rolled in a staggered line almost a kilometer across.

Five years of waiting had finally paid off. The family had been losing money ever since buying the license to grow the grain. For a while, it had looked like a monumental mistake. Land was being wasted, money had been spent, and equipment was idle. Suddenly, however, things had reversed themselves. After five years of hemming and hawing, Ford and General Motors both announced that they would begin manufacturing automobiles equipped with CHOOH₂-burning engines. Toyota, Honda and many other automotive giants had soon followed suit. Research was under way



into producing jet turbines that could burn the heavy alcohol, and shipbuilding companies were experimenting with it. Soon CHOOH₂ would be to the world what gasoline, kerosene and a score of other fuels had been. And no one in the U.S. was producing it except for Parker Petrochemicals. *Too bad old man Louis never lived to see his dream bear fruit (grain?)*, thought Trenton.

Or maybe not. Now it was all his.

Well, really his and Ellen's. Ellen Trieste was the woman who had provided much of the capital for the purchase of the Biotechnica license. The family hadn't enough assets to swing the deal by itself at the time. Louis Parker had persuaded Ellen Trieste to sink tens of millions of dollars into the deal. The license might allow Parker Petrochemical to grow T. megasuavis, but it was Trieste who had the true power of life and death over the company. With a word she could pull the license and plunge the family into bankruptcy. Not that she was likely to do it. Trieste was set to reap a huge return on the investment, and she was also a prime shareholder in the company.

It bothered Trenton that this woman held such power over his family's company, but he figured that it wouldn't last too long. She was old, and Trenton figured that she would be dead within five or ten years. She had no direct heirs as far as he knew, and with her gone, he would be in a position to purchase her shares in the company and take sole control of the Biotechnica license. It was only a matter of time.

2007

Trenton had to admit that things were going pretty well for the company. Under Ellen Trieste's guidance and his administration, Parker Petrochemicals had expanded like never before. The company had diversified its holdings and resources. It was now responsible for over 60% of world-wide CHOOH₂ production and it had a monopoly on the North American market. Across the world there were billions of acres devoted to the production of the genetically engineered wheat from which CHOOH₂ was made. The company had become one of the largest agricultural powers in the world. It was also a major international force in chemical and materials research, development and production. Labs and factories around the world were working on developing cutting edge products for the company.

Parker Petrochemicals had also become potent in another way. Shrewd acquisition and maneuvering and the development of new technologies and geological surveying techniques had allowed the company to uncover several new oil fields and to reactivate many old ones that were thought to have been exhausted. This gave them access to an increasingly precious commodity. Despite developments in synthetics, there were still some materials and chemicals that could only be created from fossil fuels. Although the amount of oil being pumped was only a fraction of what it had been in the past, it was enough to boost company fortunes considerably. All of the oil went into material and chemical manufacturing. Since the advent of CHOOH₂, there was no longer any need to burn it for power.

The company had been frustrated in one area. Huge, untapped oil reserves had been discovered in the Siberian territory of the Union of Soviet Sovereign Republics and in the South China Sea. There was enough oil in these reserves to triple the wealth of the company. Trenton tried to arrange a deal with SovOil, the giant soviet oil company. Under the terms of the deal, the company would get pumping rights in Siberia in return for helping SovOil to develop better pumping technology of its own. The deal fell through when SovOil developed its own pumping and exploration techniques. Trenton turned to the South China Sea instead, establishing several successful company drilling and pumping operations. Even there he was haunted by SovOil, however, as the giant Soviet company established its own operations in the region. Tensions spiraled as the two organizations competed for the same resources.

At the same time, internal problems began to plague the company. Over the years, Ellen Trieste had expanded her interests in the corporation. By 2007 she was the majority shareholder, although Trenton was the chairman, and only slightly behind in overall shares. Trieste proposed to the board that the name of the company be changed from Parker Petrochemicals to Petrochemical Associates International, or Petrochem for short. She felt that the new name would better reflect the company's diversification and international interests.

Trenton was horrified. This was still the company that his family had created, and he would be damned if he was going to let the name be changed. A power struggle followed, and Trenton came out the loser. He still held his position on the board, but Ellen Trieste consolidated her majority share, seized the chairmanship, and ousted Trenton as the major power in the company. Trenton was appointed Chief Executive Officer in a move to appease him, but a rift had been created between him and Ellen Trieste. That rift would never be repaired.

2008

After months of escalation, tensions between Petrochem and SovOil finally exploded in the South China Sea as the two corporations competed for drilling space in the oil fields. Three years of bitter war followed as the giant corporations destroyed each other's drilling rigs, sank each other's tankers, and fought on land and sea. Thousands of miles of pristine coastline was destroyed as billions of barrels of crude oil flowed into the water. Entire cultures died out as fishing grounds were destroyed. Warfare spread into Malaysia, Vietnam and the Philippines. (See the included article on the Second Corporate War.)

2010

The war in the South China Sea came to an end. Petrochem had lost, and SovOil became the sole drilling power in the region and the world's largest producer of crude oil and crude oil products, bar none. Petrochem was not even close any more. Fortunately, they still had the world's largest CHOOH₂ production facilities, and a great empire of chemical and materials research and fabrication facilities. The war had put a crimp in the company's fortunes, but not seriously. A few years of slow growth followed, as Petrochem recouped its financial and manpower losses.

The war had not helped to ease the tensions between Trenton Parker and Ellen Trieste. Ellen had firmly supported the war, while Trenton had argued against it. For a while it looked like Trenton would reverse his losses and seize control of the company, but Trieste rallied her supporters and headed off a coup at the last instant. The animosity between the two shareholders grew, but neither was able to unseat the other completely. Nor was either willing to risk direct action against the other.

2011

In failing health, and fearing for her life, Ellen Trieste moved her entire estate and control of her personal holdings up into the newly-completed Crystal Palace orbital. A Frenchwoman by birth, Trieste had helped to underwrite the construction of the ESA orbital and had been one of the project's major supporters. She ensconced herself in a secure villa on the orbital and began conducting all of her business dealings via telecommunications or virtual reality conference.

Ironically, Trenton backed off in his pressure against Trieste. With her being in failing health, he became more and more certain that

he would soon be the sole power at Petrochem. If he could appear supportive of the old woman in her failing years it might sit better with the board when he made his move for sole control after her death. She still had no successor, and Trenton felt sure that he would face no real competition in bidding for her shares and holdings.

2015

Ellen Trieste amazed Petrochem and the world by announcing that she planned to marry fellow board member Angus Youngblood. The shocking thing was that Youngblood was forty years her junior. Youngblood had always been a firm supporter of Trieste's policies, and he had been a thorn in Trenton Parker's side on several occasions. Often, Youngblood had provided the key votes that had enabled one of Trieste's proposals to win board approval or had caused one of Trenton's to be vetoed. If there was animosity between Parker and Trieste, the hatred between Parker and Youngblood could hardly be measured.

Trenton's plans for the future had been dealt a serious blow by the announcement. There was no doubt that Trieste would leave everything to Youngblood, giving the young Australian virtual control of the corporation. Trenton would be ousted for sure once Youngblood assumed control. In an effort to secure his position Trenton began a new campaign of PR, hoping to secure as many supporters as possible on the board. He would sooner die than see the company his father created jerked from his grasp by the unlikely pairing of a septuagenarian dowager and an Australian upstart.

2016

In a tabloid frenzy, Angus Youngblood and Ellen Trieste were married with an extravagant ceremony. The entire ceremony took place in the virtual reality of the Net. All of the guests, including Trenton, attended via braindance. In the virtual reality, the decrepit Ellen appeared as a virginal beauty somewhere in her late teens or early twenties. Security was provided by a host of crack Netrunners and overseen by ADRIAN, Ellen's personal AI. (This was doubly important as the Third Corporate War was raging throughout the Net.) The announcement was made that all of the couple's time together, including conjugal incidents, would be spent in the VR. By this time, Ellen was living in isolation, refusing to expose her body directly to any other living creature, including her husband.

This was the first time, as far as anyone knew, that this kind of relationship had been attempted. There had been virtual dating services and recreations, and people's personalities had been duplicated into AIs, but no living person had ever tried to maintain a day-to-day intimate relationship through the Net. Sociologists waxed enthusiastic about the possibilities opened up. Cultural barriers, language barriers, and age barriers could all be crossed. Other people said it was one more nail in the coffin of humanity. Knowing the whole marriage to be a farce, Trenton dismissed the entire event.

2020

Petrochem is now a major world force. It remains on the cutting edge of chemistry and materials research and production, and it is now the world's largest agricultural corporation and greatest producer of CHOOH₂. From the outside, the corporation appears stable.

Within the corporation, however, things are not so rosy. The tension between Trenton Parker's camp and Ellen Trieste and Angus Youngblood is becoming critical. Each side is preparing for a war that could tear the company apart from the inside out. Intrigue and betrayal are rampant. It is anyone's guess as to what's going to happen next.

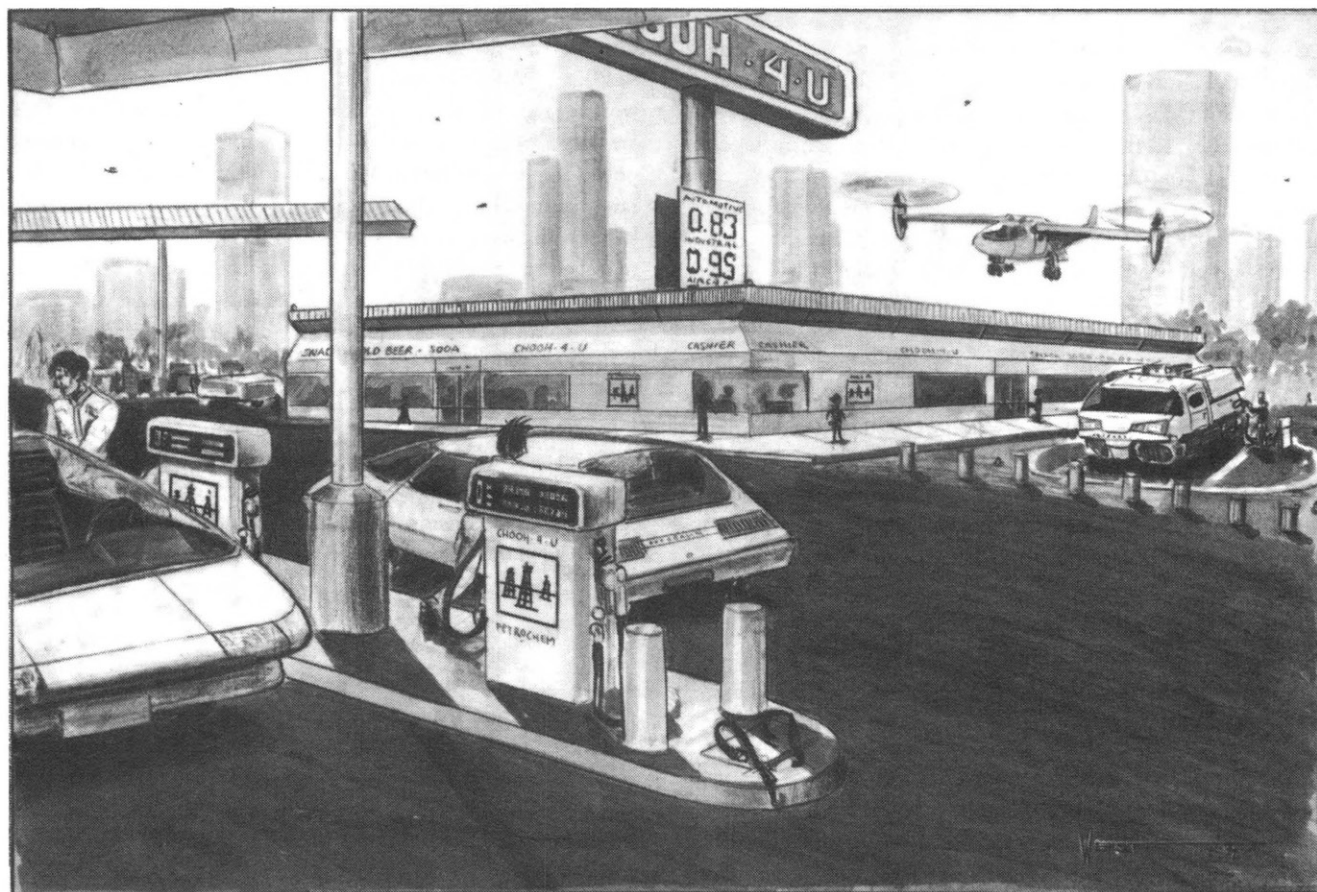
MAIN PRODUCTS AND INTENT

CHOOH₂

Petrochem's bread and butter is CHOOH₂, the synthetic alcohol that has become the world's standard combustible fuel. Although CHOOH₂ was developed by the small Biotechnica Corporation, it is produced by many other companies throughout the world. Biotechnica lacks the giant agricultural and processing resources necessary to grow the genetically-altered wheat and yeast in significant amounts, and process the rough product into CHOOH₂. Instead, Biotechnica licenses the rights to farm the patented organisms and refine the products to other companies. Since CHOOH₂ is the world fuel standard, and is both patented and impossible to produce without the engineered plants, these licenses are incredibly valuable. Corporations around the world bid against one another when the licenses become available. Bids in hard Eurodollars often rocket into the billions, and more than one corporate war has erupted over the licenses.

The first company to buy a license to produce CHOOH₂ was Petrochem. Because Petrochem was one of the initial investors in CHOOH₂ it has a special agreement with Biotechnica. When Petrochem's ten year license expires, the corporation need not compete with other bidders to renew. It need only negotiate a new price with Biotechnica. This arrangement has been profitable for both corporations. The result is that Petrochem is the world's largest producer of CHOOH₂. Although over 14 other companies also produce the fuel, Petrochem is responsible for 60% of the world supply. By agreement with Biotechnica it is the sole licensee in North America, and it has a monopoly on the United States market.

CHOOH₂ is a modified, synthetic grain alcohol produced by catalyzing the raw product created by Biotechnica's genetically-engineered organisms. It burns more rapidly and at a higher temperature than most other alcohols, making it much more suitable for use as a fuel. Different catalyzing processes result in several isomers and molecular weights in the molecule. These various types of CHOOH₂ are used in different kinds



Typical CHOCH-4U station in Heywood

of engines. Lighter varieties fuel internal combustion engines, intermediate versions find their way into jet engines and turbine engines, and heavy versions power ships and electrical generators. All of the molecules have the same proportion of elements, and all have two, four or six of the patented CHOCH groups on them. Mixtures of the weights are used for special applications. Any CHOCH₂ engine will burn any variety of the fuel, but each works most efficiently with the correct weight.

CHOCH₂ fuels burn cleanly, producing much more manageable emissions than hydrocarbon products. The fuel itself is toxic, however, as many winos and boosters have discovered after experimenting with what they thought was a strange variety of ethanol. The effects are similar to those of wood alcohol. At low doses, CHOCH₂ causes disorientation and blindness. Slightly higher doses cause death. CHOCH₂ is sold like gasoline, dispensed from pumps at roadside stations or wholesaled to airlines and shipping companies. Unlike gasoline, there is only one grade of each type of CHOCH₂. If you want to fill up your car, you're going to put in automotive (light) CHOCH₂. There are no quality distinctions such as regular and premium, at least in the United States. Overseas there are a couple of levels of purity depending on the company producing the fuel.

In the U.S. prices are very consistent from station to station, since all buy their fuel from Petrochem. The price does change in response to the availability of the crops and catalysts that are necessary to produce the finished product. A bad harvest or a blight can double the cost of CHOCH₂ almost overnight. Outside of North America several companies sell CHOCH₂, and the price fluctuates even more as they compete with one another for market shares.

FARMS AND REFINERIES

The essential raw ingredient of CHOCH₂ is a bioengineered, high-sugar wheat that is grown on enormous farms in many countries. Rolling hills covered with grain have replaced oil fields, and enormous CHOCH₂ catalyzing plants have been built on the foundations of refineries world-wide, with fermentation and yeast vats standing where oil tanks once dominated. Double-hulled tankers now carry the raw stages and finished product across the oceans, from farms to refineries and from refineries to customers. Enormous pipelines span continents, keeping the essential fuel flowing from the refineries and ships into the vehicles of the world's population.

Petrochem and its subsidiaries have millions of acres of farm land in the U.S. alone, and millions more overseas, all devoted to the CHOCH₂ wheat, *T. vulgaris megasuavis*. The corporation oversees the harvesting of the wheat and its fermentation and refinement at many facilities around the world. Petrochem farms and

refineries are a universally common sight, and the Petrochem CHOOH4U fuel stops are ubiquitous along the highways, and in the cities, of the world. Petrochem also wholesales CHOOH2 to other fuel-station operators. It does this to camouflage its monopoly from an American population that is suspicious of the enormous trusts that dominate 21st century commerce. It's a sure bet, however, that any fuel you buy in the U.S. comes from a Petrochem-owned farm via a Petrochem-owned refinery. It is quite possible that fuel bought overseas comes from the same source.

CHOOH2 wheat is also edible, and as it happens, quite tasty when made into breads and other grain products. A good harvest sometimes leads to a surplus of grain. When this happens, Petrochem sells the grain to food manufacturers or countries in need of food relief. Occasionally, as a public relations move, Petrochem will donate the grain to famine-stricken nations. Ironically, because of the licensing agreements, no companies can afford to grow *T. megasuaavis* solely for food purposes. Biotechnica and Petrochem have both taken legal steps against corporations and nations that illegally grow the hardy grain, and Petrochem has been known to use military action to enforce legal judgements.

CHOOH2 TECHNOLOGY

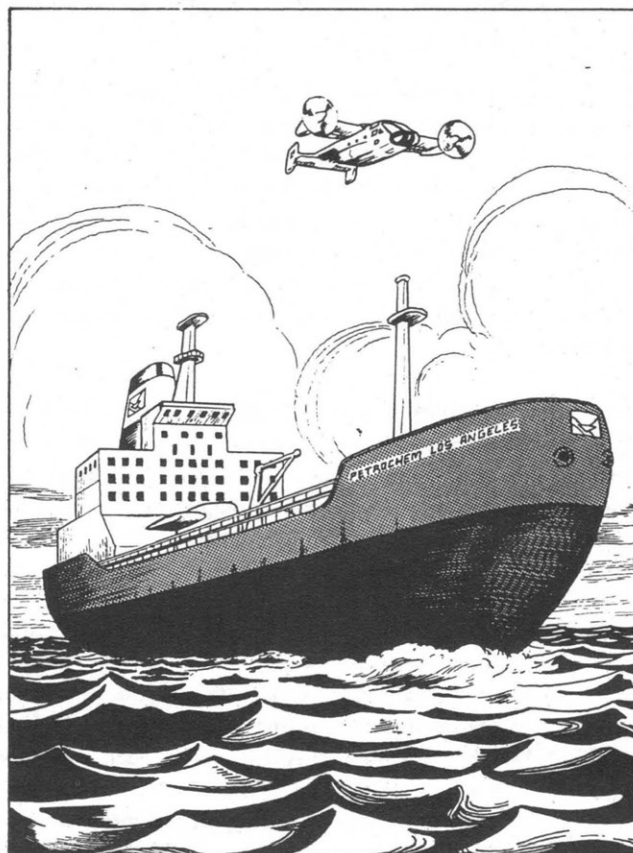
Petrochem produces CHOOH2 processing and refining technology for export and for its own use. Since Petrochem was the first corporation to market CHOOH2 on a large scale, it developed much of the technology used in the production and refining of the fuel. Many overseas CHOOH2 companies buy their own processing equipment from Petrochem. They may not have a world-wide monopoly on the fuel, but Petrochem does make sure that it extracts its pound of flesh for the patented fermentation and refining equipment. A notable exception to this is SovOil, which produces its own CHOOH2 equipment rather than buying it from Petrochem. Since Petrochem's techniques are patented, SovOil developed a system which uses a different process. It is more unwieldy than the Petrochem process, and it produces fuel with more impurities in it, but CHOOH2 isn't a major product for SovOil, and the Soviet corporation is willing to make some concessions to avoid giving Petrochem any business.

Petrochem also cooperates with firms such as IEC and Militech in the development of new CHOOH2-fueled engines and power systems. The more systems that rely on CHOOH2, the more of the fuel Petrochem will sell. Currently, projects are in the works to develop more powerful and more efficient CHOOH2 engines and to develop CHOOH2 replacements for gasoline-based weapons such as Napalm and flamethrowers. So far, the higher burning temperature of hydrocarbon products has made CHOOH2 versions of these weapons less desirable. A CHOOH2 thermal weapon does only sixty percent of the damage of a comparably-sized Napalm weapon. Research continues, however, and Petrochem is confident that they'll have competitive CHOOH2 explosive and incendiary systems on the market within a couple of years.

OIL

Only two companies still pump measurable amounts of crude oil in 2020. By far, the leader is SovOil, which sits on top of the world's largest remaining oil reserves. Although its oil resources are only a fraction of SovOil's, Petrochem is the only other world power in petrochemicals. With the advent of CHOOH2, oil is rarely burned for fuel outside of the Soviet Union, but it is still a key raw material for the production of synthetic materials and many chemical and pharmaceutical products. Petrochem has active oil pumping operations in Canada, Texas, Alaska, California and South America. The only sizable fields are off of the California coast and in Alaska. Most of the other fields are active only because Petrochem has developed new technologies which allow it to extract oil from fields previously thought to have been tapped out. Petrochem is ceaselessly exploring the world for undiscovered oil reserves, competing with its old adversary SovOil for the few fertile deposits remaining. The company still stings from its loss to SovOil in the war over the massive South China Sea fields, and the management longs for another find of a similar size.

Petrochem has a few oil refineries in the U.S., South America and Western Europe. These refineries process crude oil into chemical components that are shipped to factories and labs for use in the manufacture of plastics, chemicals and other products. As oil becomes scarcer, oil-derived products go up in price. Although they account for only a small percentage of its output, Petrochem makes substantial amounts of money off of oil and



coal-based chemicals and materials. Another major fossil fuel find could increase the corporation's wealth immeasurably.

PETROCHEMICALS

Organic chemical engineering technology has progressed considerably in the last two decades, and many petrochemically-derived materials have been replaced by substances that can be produced without a hydrocarbon base. Certain applications still require substances that haven't yet been replaced, however. Petrochem is one of the companies that fills this niche, providing specialized petrochemicals and polymers for use in manufacturing, aerospace engineering and medical engineering.

OIL TECHNOLOGY

Being one of only two companies still pumping any quantity of oil, Petrochem must be largely self-sufficient when it comes to developing and building oil drilling, pumping, and refining technology. Petrochem's engineers have developed a variety of techniques for wresting oil from old fields, including steam injection repressurization, super-deep drills, and flexible drills that can drill laterally to reach previously inaccessible areas. Maritime drilling techniques have improved too, with floating and submerged platforms reaching oil deposits in untapped sea floor oil fields. Petrochem reserves all of its drilling and pumping technology for in-house use, and does not export it or sell it to other companies.

Petrochem has a variety of special oil recovery programs under way. The Submerged Drilling Project is one example. It operates special facilities on the sea-floor areas off of the Gulf of Alaska and the Californian continental shelf. These platforms are prototypes for models that will eventually be installed in areas too deep or too vulnerable for anchored platforms. The Submerged Drilling Project is testing the viability of long-term underwater drilling and pumping operations. If the program is successful it could open up new drilling possibilities in oceans around the world. The drills and pumps are operated by crews that live under water for up to several months at a time. The oil is stored in underwater tank farms and pumped directly into special IEC cargo submarines that have been converted for tanker duty. The oil doesn't see the surface until it is offloaded at the refining terminal, possibly several thousand miles away.

Another project currently in the experimental stage is the ice drilling program in Antarctica. Petrochem, along with SovOil, has openly flaunted the 1990 treaty banning mineral exploration in Antarctica and launched a massive Polar Oil recovery program. Special rigs have been designed to penetrate the polar ice cap, which can be up to several kilometers thick. Once the ice is breached, the drill must still penetrate several thousand meters of crust to reach the oil deposits. If this program is successful it will give Petrochem access to large oil fields which have been heretofore inaccessible. A conflict may be shaping up, however, since SovOil is also exploring Antarctic drilling potential. Numerous nations and environmental groups have protested the breaking of the treaty, but none have the power to interfere with corporate operations.

Petrochem's special drilling projects are prime targets for industrial espionage and sabotage, and the corporation devotes a large percentage of its troops and agents to safeguarding them.

GENERAL CHEMISTRY

Petrochem is one of the largest manufacturers of chemical products in the world. It has factories in many nations, devoted to making all kinds of chemical products from synthetic motor oil, to fertilizer, makeup components, pesticides, and food additives. Literally thousands of products roll out of Petrochem's labs and factories and into stores, homes, and other factories around the world. Relaxed pollution and environmental protection standards have made chemical products cheaper and easier to manufacture than ever before. Petrochem has also established hundreds of plants in Third World and economically-depressed countries where large, cheap labor pools and relaxed regulation standards make it possible for the company to manufacture record amounts of chemical products.

THE XOMA CORPORATION

Petrochem has a variety of subsidiaries devoted to a number of specialized chemical research and manufacturing applications. Xoma Corporation is the most important of these subsidiaries. Xoma (pronounced "zoma") is responsible for the development and manufacture of Petrochem's extensive line of pharmaceutical products. Xoma is a world leader in the development of new



drugs. They have created vaccinations and treatments for ailments as wide as AIDS, schizophrenia, cyberpsychosis, and athlete's foot. The subsidiary attracts many of the best and the brightest of the physical chemistry, organic chemistry, biochemistry and molecular biology fields. Xoma's labs are highly proprietary, and commandeer some of Petrochem's toughest security. They are currently branching into genetic drugs and custom bacteria and viral development programs in a cooperative venture with Petrochem's ally, Biotechnica.

There have been allegations that Petrochem, via Xoma Corp, is connected with several incidents of designer drug proliferation and designer plague outbreak, but none of these cases has ever been brought to trial, much less proved. Petrochem's legal department has been effective in deflecting all claims, and even turning popular sentiment through the publicizing of the corporation's contributions to medical research.

WEAPONS

Exploiting the violent nature of the modern world, Petrochem also maintains a sizable department devoted to the development of chemical weapons, combat drugs and chemical explosives. Petrochem faces stiff competition from Militech in this department, but this has not stopped it from marketing a highly successful line of products to national and corporate armies across the globe. It has also not kept Militech from purchasing many products from Petrochem, including solid and liquid rocket propellents, advanced materials for the components of vehicles and weapons systems, and of course, CHOOH₂ to run its vehicles.

Petrochem has been at the forefront with the development of a line of lethal and incapacitating chemical weapons which act in seconds and then break down into harmless components within minutes of use, leaving the area safe for mop-up troops to move in without requiring protective gear. They have also developed a line of "Selective Agents" designed to be ineffective against troops that have received a series of antidote treatments. This allows soldiers to fight without protection in a cloud lethal to their enemies, or to call down defensive chemical strikes on their own positions without fear for their lives. There have been one or two unfortunate incidents with defective antidote treatments, but they have not dampened overall enthusiasm for the products.

Petrochem also bought the license to produce biological and viral agents developed by Biotechnica. Biotechnica is largely a development house, and it lacks the facilities for full-scale production of many of the items it creates. Because of the long, profitable relationship between the two corporations, Petrochem usually gets first crack at profitable licenses for Biotechnica weapons.

ADVANCED MATERIALS

Petrochem is responsible for the development and manufacture of a variety of materials designed to replace hydrocarbon-based plastics and other products dependent upon natural resources. The

company has a line of completely synthetic polymers and ceramics which have found popular acceptance as building materials, automotive parts, and electronics components. One of Petrochem's subsidiaries is Nanosystems Inc., one of the world's leading manufacturers of superconductors and nanotech devices. Another Petrochem company produces Asphate, the ceramic which has replaced oil-based asphalt as a matrix for road surfaces. Petrochem has released groundbreaking alloys and ceramics that can replace steel and aluminum as the structural materials in buildings and allow new styles and dimensions in construction.

Petrochem has developed a staggering variety of materials, from clothing fabrics to concretes. It currently supplies synthetic raw materials to a number of companies which manufacture other products, making it an essential link in the commercial success of corporations around the world. This dependence of other corporations on Petrochem products has served to make the corporation a world leader.

FOOD

Petrochem owns a huge fraction of the world's arable land. The corporation uses most of it for CHOOH₂ production but some of it is devoted to other crops. Most of the time, Petrochem has a surplus of *T. megasuavis*, the wheat that produces CHOOH₂, so planting more of it than necessary only serves to cut the price of the grain. Some of the land isn't even suitable for growing wheat, and must be used for other crops. Consequently, Petrochem puts its extra land to use by growing a variety of dedicated food and textile crops. Corn, beans, fruits, potatoes, soy, cotton and rice are all grown in large quantity by the corporation. As part of its agricultural interests, Petrochem also has large herds of beef and dairy cattle in the United States and South America, and poultry farms around the world. It even maintains fish ranches and aquaculture projects, although these represent a tiny part of the company's empire.

Petrochem's food products are shipped around the world for wholesale and retail distribution. Most of the agricultural products are sold under the name of the corporation's agricultural subsidiary, Continental Farms Agricornp. Continental Agricornp was created solely as a marketing move, since it was felt that people would react badly to food products sold under the name Petrochem. Petrochem's ownership of Continental Agricornp is not a secret, but that one step of removal is all that is necessary to appease the consumers. The company even owns an exclusive, suburban health-food chain called Good Earth Foods, but Good Earth goes out of the way to cover its link to Continental Agricornp and Petrochem. By virtue of Petrochem's huge holdings, Continental is one of the largest agricornps in the world.

RESEARCH AND DEVELOPMENT

Petrochem maintains a huge research and development budget, and it has several subsidiaries devoted entirely to the creation of new products which are then manufactured by other branches of

the corporation. Petrochem labs register for thousands of patents every month. While it's true that only a few of those go on to be commercially viable products, it speaks of the huge funding and resources that the company is willing to invest in the expansion of its product line and information base.

Petrochem labs currently work full-time on the development of advanced structural and electronic materials, drugs and pharmaceuticals, weapons, fuels and new recycling techniques. They recruit the best and the brightest of physical chemists, organic chemists, engineers, physicists, molecular biologists and biochemists. With the amount of talent at their disposal, it is not surprising that they produce a large number of the world's groundbreaking advances in the chemical and physical sciences. They also have labs and researchers working constantly on mechanical and geophysical advances for the petroleum drilling department. These are the researchers who created the methods and devices that allow Petrochem to exploit oil fields once thought to be inaccessible or depleted. They are also developing techniques for locating oil resources that have eluded discovery.

OTHER ALTERNATE FUELS

Some of Petrochem's mighty research and development resources are devoted to the endless quest for still more new fuel and energy systems. Petrochem is researching fusion, along with such companies as IEC Power Systems and Arasaka Heavy Industry. It is not doing it for the same reasons, however. IEC is researching fusion in order to provide a power source that can be used as an alternative to CHOOH₂-burning plants. They feel that this will free up land for critical food production. This wouldn't effect the demand for CHOOH₂ as a vehicle fuel, but it would cut down overall demand and reduce the value of Petrochem's CHOOH₂ license. It might also force Petrochem to convert some land to dedicated food production and idle some of their refining capability: a costly situation. Petrochem is researching fusion so that, if a breakthrough is made, it will be able to share in the profits and cut its losses.

Petrochem is also works continually on alternatives to the few products that still rely on fossil fuels and hydrocarbon products. Eventually, the oil will run out once and for all, and Petrochem wants to be ready to step in with the solution when that day happens.

PETROCHEM'S PLANS

Petrochem's directors are doing everything they can to guarantee the future prosperity of their corporation. A large part of this is ensuring that the demand for CHOOH₂ remains high. Petrochem maintains a continual campaign extolling the virtues of CHOOH₂ over such competitors as fusion power systems and battery-powered cars. So far, the program has been largely successful, and demand for CHOOH₂ is still growing. No one has managed to come up with a better fuel, and as long as the supply of CHOOH₂ isn't threatened, it seems unlikely that anything else will take its place.

Despite the continued success of CHOOH₂, Petrochem is always on guard. There are competitors who would like to introduce their own alternate grain fuels, or simply damage Petrochem's sales. One way that these companies wage war is by subjecting each other's crops to bioengineered plagues. There have been crises where a large part of the world's *megasuavis* crop has been destroyed and the price of CHOOH₂ has gone ballistic. As a safeguard, Petrochem developed a program which is now used by CHOOH₂ companies around the globe. It grows several varieties of the plant, each of which produces CHOOH₂, but each of which has different strengths and weaknesses with regard to viral, fungal and bacterial plagues. It becomes difficult for a saboteur to destroy more than a part of the crop. At the same time, Biotechnica, with Petrochem cooperation, is continually trying to develop tougher versions of the plant for its licensees to grow. But as the plants get tougher, so do the plagues, and the cycle spirals onward.

In order to protect itself against this kind of action, Petrochem has taken to using military force in retaliation for sabotage. By the end of the Second Corporate War, Petrochem had accumulated a large army and an ample supply of war materiel. It does not hesitate to use these resources to safeguard its money crop.

As a further safeguard, Petrochem is trying to expand its monopoly. It has been unable to persuade Biotechnica to make it the sole licensee for *T. megasuavis*, but it is continually expanding its market and attempting to drive competitors out of business. Petrochem has employed the plague tactic several times itself, and is shameless when it comes to edging out the competition however possible. Recently, Petrochem's market share has been growing in South America, but it faces serious competition in Europe and Asia from SovOil. SovOil's CHOOH₂ has more impurities than Petrochem's, but it is competitively priced and functions identically to Petrochem's in every respect except for emissions. Petrochem currently has a large lobby working in governments across Europe and Asia. The lobby is attempting to toughen air-quality standards so that people will be forced to abandon SovOil fuels. SovOil is a potent force, however, and it has been able to deflect Petrochem's efforts thus far.

SovOil remains Petrochem's greatest competitor in oil drilling as well. SovOil holds the edge, with access to far greater reserves than Petrochem. Petrochem devotes huge amounts of time and money to trying to expand its oil reserves and undercut those of SovOil. The board of directors at Petrochem would like nothing so much as to see SovOil go under for good, but, despite their efforts, that isn't likely to happen any time in the near future.

Petrochem continues to grow and diversify, expanding into more and wider areas of manufacturing and producing valuable chemical and materials patents every year. Most investors have targeted the company for good growth over the next few years if it can avoid another costly confrontation with SovOil. If the company continues to expand, the CHOOH₂ demand stays consistent,

and the oil drilling projects in Antarctica and on the ocean floor work out, Petrochem may be contending with *C Magazine's* Top Five within a few years. (*C, the Magazine for the Corporate Executive*, publishes the annual *C Century Report*, which details the top 100 corporations in the world.)

ENEMIES AND ALLIES

Petrochem's most obvious enemy is SovOil. The two giants have a fifteen year history of animosity and competition, and tension is growing again. Many analysts have projected a new corporate war between the two within the next few years. If it should erupt at the same time as the long-projected Militech vs. Arasaka Conflict, the shockwaves will rock the corporate world to the core, and could plunge the real world into disaster. Close scrutiny is being paid to the relationship between the corporations.

Apart from SovOil, Petrochem has no truly potent enemies. Many other companies compete in CHOOH₂ production, but most of them are small enough so that they represent no real threat. Periodically they disrupt Petrochem's operations, but without a coalition, which is unlikely, they will be unable to cause Petrochem any long-term damage. Petrochem also competes with other agricorps, but few of them are willing to take any serious action since they rely on the corporation for fuel.

Petrochem's strongest ally is Biotechnica. As long as Biotechnica holds the patents to CHOOH₂, the two companies will remain cordial. Biotechnica will not bend to Petrochem's will, but it does give its largest licensee special deals. Many analysts thought that, once it had the secret of CHOOH₂, Petrochem would squash the small Biotechnica and refuse to pay any license fees. Biotechnica has weapons that other corporations only dream about, however, including viruses which can destroy all known varieties of *T. megasuavis*. and prevent any seeds from being viable. What it created, it can destroy with unmatched efficiency. As long as Biotechnica holds these trump cards, Petrochem is unlikely to mess around. The companies continue to have a mutually beneficial business arrangement, although it strains a little at license renewal time.

Petrochem also stays on a cordial footing with the industrial giants: Arasaka, Militech, EBM and IEC. Many of these corporations have special deals which enable them to purchase CHOOH₂, at a bulk discount. This makes it cheaper for them to keep their armies running, and makes Petrochem a valuable ally. There are always other sources, however, and corporate alliances are fickle things.

Petrochem's monopoly on the North American CHOOH₂ supply is a valuable piece of insurance that has helped the corporation to remain secure in troubled times. It remains to be seen how long the company can stay secure as world tensions rise.

KEY PEOPLE



TRENTON PARKER (CORPORATE)

Trenton Parker holds the second largest share of Petrochem Stock and is the current Chief Executive Officer of the corporation. Trenton inherited control of the company in 2003, when his father, Louis, died. Unlike his father, Trenton does not have absolute control over the corporation. He shares power with Ellen Trieste (see below), and in fact, has fewer shareholder votes than she does. His decisions as CEO are subject to her scrutiny, approval and modification.

Trenton is understandably paranoid about his position within the corporation. His position as CEO is due only to Ellen Trieste's deference to the company's tradition of family leadership. She gave him the position as a gesture of appeasement after persuading the board to remove Trenton's family name from that of the corporation. It is well known that Trieste would prefer to have a non-shareholding CEO that she can manipulate, but she has not acted on this yet because such a move would be unpopular with the other directors, many of whom are still loyal to Trenton. Trenton is doing his best to consolidate support before Trieste changes her mind. That day is coming, and it will mark the start of a major power war within the corporation. When the dust settles, either Ellen Trieste or Trenton Parker will be gone. Trent has given up his tactic of waiting for the aged Trieste to die. Not only has she persisted despite failing health,

but her "husband," Angus Youngblood, stands to benefit from her schemes, and he will no doubt perpetuate them after her death. Trent is now planning on a full-scale power struggle involving most of the members of the board of directors.

Trenton Parker is a handsome, tall man of forty-six. He is fit and strong, and follows in his family's tradition of outdoorsmanship. He is an accomplished rider and mountaineer, and spends much of his leisure time enjoying what's left of the wilderness. Unfortunately, his position requires that he be tailed by a discreet security force at all times. Trent takes good care of his body, exercising regularly and adhering to a strict diet. His job has forced him to have a chipware socket and interface plugs implanted, but he refuses to use any other cyberware. He is a vociferous and opinionated man, making friends and enemies with equal facility as he speaks his mind freely.

STATS: INT 10, REF 8, TECH 3, COOL 9, ATTR 9, LUCK 5, MA 8, BODY 8, EMP 8/7, SAVE 8, BTM -3.

SKILLS: Resources 9, Personal Grooming 5, Wardrobe and Style 6, Endurance 5, Oratory 4, Leadership 5, Seduction 4, Social 7, Persuasion and Fast Talk 3, Awareness/Notice 6, Education and General Knowledge 8, Wilderness Survival 7, Athletics 4, Brawling 5, Driving 6, Riding 8, Handgun 5, Rifle 7, Expert Petrochem Corp. 7, Expert Business 6, Expert Petrochemicals 4, Expert Management 8, Stock Market 8.

CYBERWARE: Basic Processor, Chipware Socket, Data Term Link, Interface Plugs.

ELLEN TRIESTE (CORPORATE)

At this point, Ellen Trieste is the major power at Petrochem. She has the most shareholder votes, is chairman of the board, and wields the most influence over the other board members. On issues where she and Trenton Parker disagree, she and her supporters usually edge him in the vote by just a few percentage points. Ellen is not happy with this, and she is looking to expand her control over the corporation. She would be quite happy to see Trent Parker pushed out of the company completely, and she is working toward this goal.

Ellen was born in France in 1945, the daughter of a former resistance soldier and an American nurse. She dreamed of being an actress, and had a moderately successful film career as a sex diva in the mid and late 1960s. She never made it big in America, however, and she retired from acting in the mid 1970s. She had made a fair amount of money before the cameras, and decided to invest it. Her skills in money management far exceeded her skills as an actress, and within a few years she was sitting on top of a considerable fortune. In 1999 she made a



sizeable investment in the fortunes of the struggling Parker Petrochemicals. She has devoted herself to that project ever since, and now sits firmly at the helm of Petrochem. She has personal fortune valued at over eight billion Eurodollars.

Trieste has become more eccentric with age. As her health deteriorated, she became convinced that Earth's increasing pollution and population was to blame (which may have been the case). She removed herself to the confines of space, setting up shop in a villa in the ESA Crystal Tower orbital, a project which she helped to bankroll. She lives in a sterile apartment, and exposes herself to other human beings only in emergencies. She interacts entirely through telecommunications or virtual reality.

As Trieste becomes older she spends more and more time in the her custom virtual reality, a high definition, world-scale reproduction of an idealized post-war France. In her computer it is always just after VE day, and she is always the shining star returning to her homeland after a wartime exile in America. She is bathed perpetually in the computer-generated romance of movie stars and dashing young soldiers. Only business and necessary bodily functions interfere with her ongoing fantasy. Trieste is genuinely infatuated with Angus Youngblood. When the two rendezvous, he appears in the VR as her absentee love who has been valiantly fighting the Nazis and is now stationed in Germany.

At 75, Trieste is still mobile and relatively energetic, but she has several chronic ailments and is definitely deteriorating. Her decay is accelerated by all the time her body spends immobile while her brain interacts with her VR via braindance. Within a couple of years she will require assistance to move or feed herself. When this happens, she plans to commit her brain entirely to the VR and conduct all her business from there. Her body will be entrusted to the care of robots and medical personnel.

STATS: INT 10, REF 3, TECH 4, COOL 10, ATTR 2, LUCK 6, MA 3, BODY 3, EMP 10/7, SAVE 3, BTM -1.

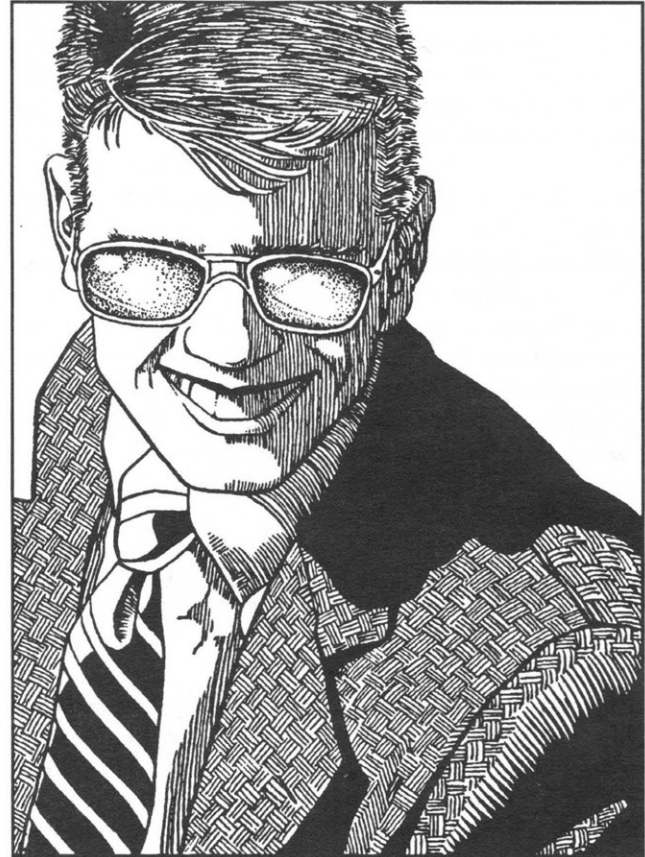
SKILLS: Resources 10, Leadership 6, Seduction 5 (in VR form only), Social 10, Persuasion and Fast Talk 4, Perform 7, Accounting 7, Awareness/Notice 6, Education and General Knowledge 7, Expert Petrochem Corp. 7, Expert Investor 9, Expert Business 6, Stock Market 9, French (Native), English 7.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data Term Link, Biomonitoring System, Pain Editor, Enhanced Antibodies, Nanosurgeons (aid medical treatment), Basic Cyberoptic, Times Square Marquee.

ANGUS YOUNGBLOOD (CORPORATE)

Angus Youngblood is a rich, young Australian investor. He became a major shareholder in Petrochem in 2013, when the company bought CHOOH2 growing land from his family's huge agricultural holdings in New South Wales. Angus is the third most powerful member of the Petrochem board of directors, subordinate only to Ellen Trieste and Trenton Parker. He is firmly in Trieste's camp, however, and always uses his votes to support her.

Youngblood is looking out for himself only. He is out to take control of Petrochem for his own family, and is using Ellen Trieste as a tool toward that end. Her infatuation with him is a blessing in disguise, for it has allowed him to combine his stock with hers and form a large controlling interest. He views his marriage to her as a joke, and like Trent Parker, is waiting for her to die. Youngblood stands to inherit her fortune and her interests in Petrochem. When that happens, he will become the single greatest power within the corporation. Youngblood considers Trieste a hopeless braindance lunatic with a staggering amount of power. He finds his time in her VR trying, and their sexual liaisons in the Net interesting but mildly disgusting. No matter how nubile she appears, he is always able to recall how old she really is. Youngblood plans to submit to Trieste's will only as long as she continues to make good business decisions. If she ever becomes irrational, he will take legal steps to have her declared incompetent so he can seize control of the corporation. Currently, Youngblood is lobbying to have Parker ousted from the CEO position, and his own brother, Malcolm, installed.



Always suave, witty and stylish, Youngblood is a handsome and healthy man of forty-one. He exerts an air of competence and control, and is known for his wit and casual bonhomie. It's a front that has disarmed many of his enemies. He's shrewd, ruthless, and has no qualms when it comes to mercilessly disposing of his enemies.

STATS: INT 8, REF 7, TECH 7, COOL 10, ATTR 8, LUCK 7, MA 8, BODY 7, EMP 7/4, SAVE 7, BTM -2.

SKILLS: Resources 8, Personal Grooming 6, Wardrobe and Style 7, Intimidate 5, Seduction 6, Social 7, Persuasion and Fast Talk 5, Awareness/Notice 5, Education and General Knowledge 6, Expert Petrochem Corp. 5, Expert Agriculture 6, Expert Business 7, Stock Market 5, Driving 6, Melee 2, Handgun 6, Rifle 4, Brawling 6.

CYBERWARE: Basic Processor, Interface Plugs, Chipware Socket, Data Term Link, Mr. Studd, Basic Cyberoptic, Times Square Marquee, Low-Lite™, Basic Cyberaudio, Radio Link, Phone Splice, Bug Detector.

MALCOLM YOUNGBLOOD (CORPORATE)

Malcolm Youngblood is Angus's younger brother. He lacks his elder brother's refinement and panache, but he is every bit as devious and power hungry. Malcolm has been in Australia, managing

the Youngblood family holdings in his brother's absence, but he is targeted for bigger things. Angus is pushing Ellen Trieste to fire Trenton Parker and replace him with Malcolm. Angus claims that Malcolm will support Ellen's policies completely, but his real motivation is that his brother will be a bulwark of support for his own ambitions.

Malcolm is not without his own plan. He sees his possible appointment at Petrochem as a major opportunity for himself. He would like to rise to a position on the board and divide power evenly with his brother, or even seize control for himself. A rivalry may develop between the two somewhere down the line, especially if Malcolm feels he is being shortchanged and goes behind his brother's back, or if Angus realizes the extent of Malcolm's ambitions.

Malcolm's advancement faces two obstacles. First, Ellen Trieste is not quite ready to force Trenton completely out of power. She still fears the reaction of the rest of the board. Also, at thirty-three, Malcolm is much younger than his brother. Both Ellen and Angus worry that people will complain about Malcolm's youth if he is made CEO. Angus intends to let Malcolm season for a couple more years, maybe by appointing him to a lesser position first. Malcolm doesn't want to wait, and his impatience may be his undoing.

STATS: INT 7, REF 8, TECH 6, COOL 8, ATTR 10, LUCK 3, MA 9, BODY 8, EMP 8/6, SAVE 8, BTM -3.

SKILLS: Resources 6, Personal Grooming 3, Wardrobe and Style 2, Seduction 2, Social 4, Persuasion and Fast Talk 6, Awareness/Notice 5, Education and General Knowledge 5, Expert Agriculture 6, Expert Business 5, Driving 5, Brawling 7, Melee 5, Handgun 6, Rifle 5.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data-Term Link, Basic Cyberoptic, Times Square Marquee.

RITA REDHAWK BRODIE (CORPORATE)

Rita Redhawk Brodie is Petrochem's Chief Financial Officer of the past five years. She is a supremely competent woman with superb corporate credentials. Brodie is also aware of the power struggle being waged at the corporation's highest levels. She has not told anyone, but she is firmly behind Trenton Parker. Her father worked for Parker Petrochemicals for several years, and as a native Texan, she remains loyal to the old power structure. She wants to tell Parker of her allegiance, but is scared of tipping her hand. As CFO, she has a fair amount of power, but she could be forced out if Trieste or Youngblood got word of her alignment.

Brodie has been approached by Angus Youngblood, and she has told him that she supports him and Ellen Trieste. She is hoping to get access to information that will be of use to Trenton Parker. As a

double agent, she may have overstepped herself, however, as she is now in danger of being crushed in the middle of the power struggle.

Rita Brodie is a tough, attractive Native American woman in her early fifties. She is an efficient and fair executive, and well liked by the people who work under her. She has made her name in a world of backstabbers by soliciting the loyalty and support of her underlings. This support may be invaluable to her if the power war heats up. She has had an on again/off again romantic dalliance with Col. Marshall R. Shepard (below).

STATS: INT 9, REF 5, TECH 7, COOL 9, ATTR 8, LUCK 5, MA 6, BODY 7, EMP 10/9, SAVE 7, BTM -2.

SKILLS: Resources 7, Wardrobe and Style 4, Streetwise 3, Human Perception 7, Leadership 6, Social 6, Accounting 9, Awareness/Notice 6, Education and General Knowledge 7, Expert Math 7, Expert Business 6, Expert Financial Analysis 7, Programming 5, Driving 6, Handgun 5, Rifle 2, Riding 6.

CYBERWARE: Basic Processor, Chipware Socket, Data Term Link, Interface Plugs.

COL. MARSHALL R. SHEPARD (SOLO)

Colonel Marshall Rock Shepard commands Petrochem's mighty military forces. He is a skilled and experienced military leader, with battle credentials ranging from Eastern Europe to South America to Central and Western Africa. Shepard was wooed to Petrochem in 2011, after the corporation's defeat in the South China Sea. The company felt it was time for new military leadership, and Shepard was tapped to replace Adm. Casey Sawyer (Ret.), who had resigned in the aftermath of the SovOil debacle. The board decided to bring in an outsider rather than promoting someone from inside the corporation because it was felt that a whole new perspective was necessary to revitalize Petrochem's worn-out military forces.

Shepard is a native of Liberia, and he cut his military teeth in one of that country's innumerable civil wars. Growing disenchanted with the petty differences of Liberia's warring factions, he went abroad to seek more diverse experience. As a roving mercenary, he served in an enlisted position in the Congo, Egypt, and Zimbabwe. The British intervention force in Zimbabwe recognized his leadership talent and sent him back to England for officer training, but he soon abandoned Britain to seek independent work again. As an officer, he led forces for Brazil and Yugoslavia, and briefly, for Orbital Air. Orbital Air sent Shepard to the elite Lazarus Military Institute (see *Corpbook Two*), where he learned advanced leadership and strategy techniques. Petrochem made him an offer he couldn't refuse shortly after graduation, and he has been there ever since. His stay at Petrochem marks his longest tenure with any one employer.



Shepard is forty-six years old. He has been a soldier since he was sixteen. All of his non-military education has come in fits and starts between military employments. Shepard is a rather stout black man with short, greying hair and a neatly trimmed beard. A physical powerhouse, he is soft spoken and intelligent. Popular with his troops, he has never been able to overcome his discomfort at dealing with executives and boardrooms. Shepard is trying to remain impartial in the face of the boardroom power struggle, but his command of the army is a desirable asset, and he expects to be dragged into the conflict eventually.

STATS: INT 9, REF 9, TECH 7, COOL 10, ATTR 6, LUCK 7, MA 8, BODY 10/12, EMP 9/5, Save 10, BTM -4.

SKILLS: Combat Sense 8, Strength Feat 6, Resist Torture/Drugs 5, Leadership 9, Awareness/Notice 6, English (Native), French 6, Spanish 5, Shadow/Track 3, Wilderness Survival 6, Education and General Knowledge 4, Expert Military Strategy 8, Expert Small Unit Tactics 5, Expert Special Operations 7, Expert Naval Warfare 3, Driving 6, Handgun 5, Rifle 7, Submachinegun 4, Melee 7, Heavy Weapons 5, Stealth 3.

CYBERWARE: Basic Processor, Sandevistan Speedware, Chipware Socket, Interface Plugs, Smartgun Link, Data Term

Link, Muscle and Bone Lace, Skin Weave, Basic Cyberoptic, Image Enhancement, Low Lite™, Infrared, Times Square Marquee, Targeting Scope, armored left Cyberarm and right Cyberleg with reinforced joints and thickened myomar.

CAPTAIN ANDREW WEYLAND (CAPTAIN BOA BOA) (SOLO)

Andrew Weyland leads one of the most terrifying black ops units in the corporate world: The Water Leopards. The Water Leopards are a group of Jamaican mercenaries that freelanced successfully for several years before hooking up with Angus Youngblood. Since Youngblood joined Petrochem, they have become part of the company's military forces. (See Uniforms, Equipment and Personnel for more information on the Water Leopards.)

Weyland is heavily into Rastafarian Mysticism, and he uses it as a tool to terrorize his targets and enemies. A ruthless and cruel man who enjoys his work and never tires of killing, he is a lethal enemy. He is also completely loyal to Angus Youngblood, although nominally a corporation employee. Weyland is a skilled soldier, and he aspires to command of Petrochem's forces. Youngblood has promised to oblige him when he seizes power, but the Water Leopards have an acrimonious relationship with the regular soldiers, and such a move could prove dangerous. Weyland and Shepard dislike and distrust each other, but they work together as their jobs dictate.



Weyland is a tall, imposing Jamaican, with a full set of braided dreadlocks. He sports the piercing, yellow, cybernetic eyes that are the trademark of the Water Leopards. He has a light-tattoo of a snakeskin pattern over his entire body, from which his troops coined his nickname of Boa Boa.

STATS: INT 8, REF 10, TECH 6, COOL 10, ATTR 5, LUCK 3, MA 10, BODY 10/12, EMP 8/3, SAVE 10/12, BTM -4.

SKILLS: Combat Sense 9, Intimidate 10, Resist Torture/Drugs 10, Leadership 6, Awareness/ Notice 7, Expert Black Ops 7, Expert Small Unit Tactics 6, Expert Jamaican/Rastafarian Mysticism 10, Shadow/Track 5, Wilderness Survival 6, Athletics 5, Dodge and Escape 5, Driving 4, Fencing 6, Melee 7, Capoeira 6, Handgun 6, Rifle 6, Submachinegun 6, Heavy Weapons 2, Demolitions 4, Stealth 7.

CYBERWARE: Light Tattoo, Basic Processor, Chipware Socket, Smartgun Link, Interface Plugs, Kerenzikov +2, Muscle and Bone Lace, Wolver (both hands), Skin Weave, Basic Cyberoptic, Color Shift, Targeting Scope, Low-Lite™, Times Square Marquee.

BASIC PETROCHEM EXECUTIVES (CORPORATE)

STATS: INT 7 to 10, REF 7/?, TECH 5, COOL 8, ATTR 9, LUCK 5, MA 7, BODY 6 to 9/?, EMP 8/?, SAVE 6 to 9, BTM -2 to -3.

SKILLS: Resources 6, Personal Grooming 4, Wardrobe and Style 5, Social 5, Persuasion and Fast Talk 6, Awareness/Notice 5, Education and General Knowledge 6, Expert Manager or Analyst or Accountant or etc. 4-10, Expert Petrochem Corp. 3-10, Brawling 4, Handgun 5, Driving 4.

CYBERWARE: Varies. Common business models.

BASIC PETROCHEM SOLDIERS/GUARDS (SOLO)

STATS: INT 5 to 8, REF 10/?, TECH 8, COOL 10, ATTR 6, LUCK 5, MA 9, BODY 8 to 10/?, EMP 7/?, SAVE 8 to 10, BTM -3 to -4.

SKILLS: Combat Sense 6, Leadership 5 (noncoms/officers), Awareness/Notice 6, Expert Soldier 6, Expert Infantry Ops or Naval Ops 7, Hide/Evade 5, Wilderness Survival 4, Athletics 5, Dodge and Escape 5, Handgun 6, Rifle 7, Submachinegun 5, Melee 4, Karate 5, Heavy Weapons 5, Stealth 4, Driving 5, Pilot Aircraft (various) or Weaponsmith or Psychological Ops or Demolitions or other specialty skill 6.



CYBERWARE: Varies. Very common.

GEAR: See Uniforms, Equipment and Personnel.

Note: Guards also get Expert Urban Combat 4, Expert Security Procedures 5, and Electronic Security 4, Expert Fire/Bomb Safety 4.

PETROCHEM SPECIAL OPS

SOLDIERS/WATER LEOPARDS (SOLO)

STATS: INT 6 to 10, REF 10/?, TECH 8, COOL 10, ATTR 6, LUCK 5, MA 10, BODY 8 to 10/?, EMP 7/?, SAVE 8 to 10, BTM -3 to -4.

SKILLS: Combat Sense 7, Leadership 5, Awareness/Notice 7, Expert Soldier 7, Expert Infantry Ops or Naval Ops 7, Expert Special Ops 7, Hide/Evade 6, Wilderness Survival 7, Interrogation 5, Resist Torture/Drugs 5, Athletics 6, Dodge and Escape 5, Handgun 7, Rifle 8, Submachinegun 6, Melee 6, Karate 6, Heavy Weapons 5, Stealth 6, Driving 5, Pilot Aircraft (various) or Weaponsmith or Psychological Ops or Electronic Security or Demolitions or other specialty skill 8.

CYBERWARE: Varies. As required.

GEAR: See Uniforms, Equipment and Personnel.

Note: See Uniforms, Equipment and Personnel for information on the Water Leopards. Water Leopards also get Resist Torture/Drugs 8, Interrogation 5, Intimidation 5, Stealth 5, Swimming 5, and Expert Rastafarian Mysticism 6.

CURRENT MARKETING STRATEGY AND PUBLIC RELATIONS

CHOOH2

A large amount of Petrochem's income comes from the sale of CHOOH2 to consumers. The fuel is relatively cheap to produce (as long as the harvest is good), and there is a substantial mark-up before it reaches retail. Petrochem uses different marketing tactics to make sure that sales of CHOOH2 stay high. Because it has a monopoly on the American market there is no need for it to compete with other producers, but it does run a large ad campaign aimed at promoting its CHOOH4U fuel stations. Ads run on television and radio, and billboards dot thousands of miles of highway. Unknown to the public, Petrochem also subsidizes the ad campaigns of many of the other fuel retailers that it wholesales CHOOH2 to. This is all part of Petrochem's scheme to maintain the illusion that the American CHOOH2 market isn't really a monopoly.

Overseas, Petrochem does have competitors, and it runs vigorous ad campaigns at all times. There are actually two separate international CHOOH2 campaigns. One touts the purity of Petrochem's fuels and espouses Petrochem's long experience with CHOOH2 production. The other campaign is part of the ongoing public relations war with SovOil. The two companies put each other down ruthlessly as they compete for market shares. They also have frequent price wars in the European and Asian markets. Often, this results in CHOOH2 selling overseas for half of what it costs in the United States.

Petrochem actively solicits large contracts to supply CHOOH2 to governments and corporations. These contracts provide the corporation with extra security, since wars and international tension tend to increase the demand for the fuel.

PUBLIC RELATIONS

Like most corporations in 2020, Petrochem uses high-visibility tactics to keep its name and logo in the public consciousness. CHOOH4U stops are a major factor in the corporation's visibility as every station sports the company logo. Television and magazine ads plug the wide variety of services and products offered by the corporation, while at the same time, enormous lighted billboards and signs tower over the business districts of many major cities.

Petrochem's food production division is a major public relations boon. The corporation has an ongoing program under which it distributes surplus food stocks to poverty-stricken urban areas and grain to famine-stricken countries. The amounts are small compared to the corporation's overall budget, but they serve their purpose as far as public opinion is concerned.

LOBBYING

In order to keep the demand for CHOOH2 high, Petrochem keeps a strong lobby in the governments of several countries. The corporation works to suppress the development of competing synthetic fuels and electric cars. It also works to undermine international support for fusion research, which could lead to reactors that will replace CHOOH2 power stations. Petrochem's international lobby is very powerful, but it meets with mixed success. CHOOH2 remains uncontested as the world fuel standard, but practical fusion power is still a high priority for many governments and the popular support for electric vehicles is growing as concern over the greenhouse effect increases. CHOOH2 burns cleanly in the sense that the major exhaust products are carbon dioxide and water, but carbon dioxide is still a pollutant in high levels.

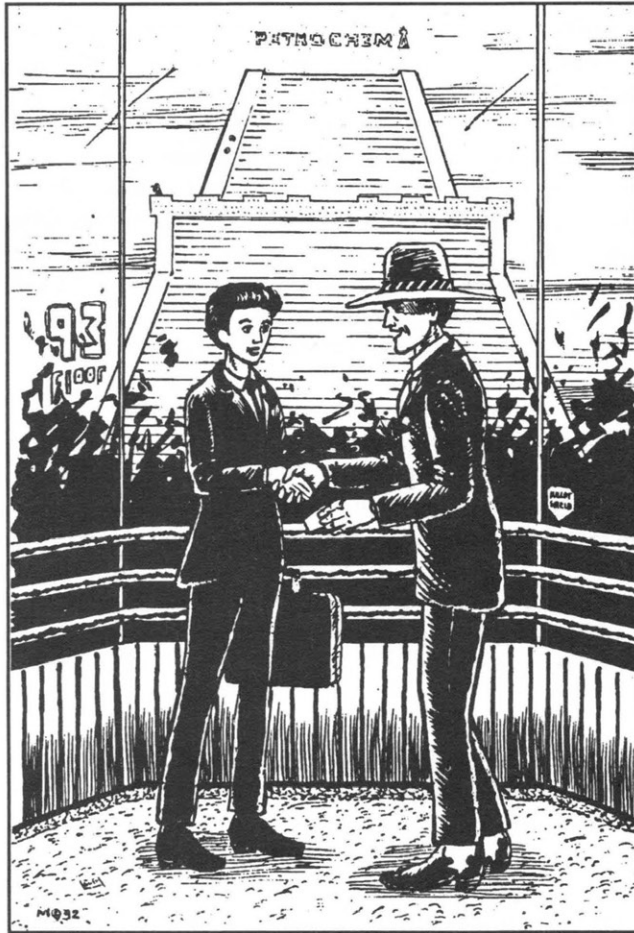
GENERAL PRODUCTS

Petrochem uses a variety of promotion tactics for its wide line of general chemical products. Ad campaigns for specific products and subsidiaries running on TV, radio, and in periodicals reach the general public, while competitive corporate bidding and marketing help the company to establish profitable large-scale contracts for raw materials and chemical supplies.

XOMA PHARMACEUTICALS

Xoma Pharmaceuticals has separate advertising and public relations campaigns aimed at handling the particulars of the pharmaceutical and medical research business. Xoma suffers from the same stigma that haunts many 21st century biological and biotechnical research houses: people are always suspicious of the products of biological and genetic engineering. Rumors about biological and chemical weapons production, bizarre animal research and strange drug experiments abound. The company faces the added complication that many of these rumors are true. Consequently, Xoma, like many other biotech companies, is always waging a huge campaign to improve its public image. Xoma plugs the many pharmaceutical advances made by the company, including new therapeutic drugs and vaccines. It also promotes animal welfare programs in order to cover for its experimentation and runs public vaccination programs in many of the same low income areas in which it secretly tests designer drugs and plagues. So far, the tactics have met with mixed results. The company has good sales, but people are still suspicious.

UNIFORMS, EQUIPMENT AND PERSONNEL



A Petrochem executive meeting with a prospective client

PETROCHEM EXECUTIVES

The dress style for executives in the home office is set by Trenton Parker. American-cut suits and fashions are the norm. Eurostyles are widely considered more cutting edge, but Trenton sticks to the older American styles that were popular in his youth. His concession to flair is western-style ornamentation. He frequently wears bolo ties and cowboy boots, and always carries the trusty Stetson that his father gave him on his twenty-first birthday. Trent's western styles tend to be serviceable, not the gaudy trappings worn by many would-be cowboy executives. Other executives follow his lead, and western affectations over American-cut suits have become a Petrochem trademark. Even many European and Asian Petrochem executives wear western styles.

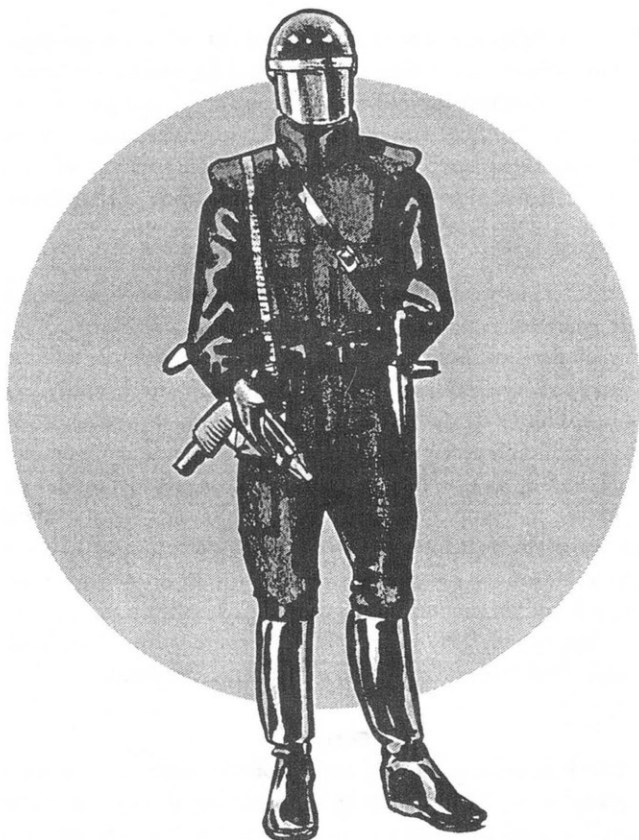
Western styles aren't universal among Petrochem employees. Women have more latitude than men, and tend to wear more diverse styles, and many of the young, up and coming executives have elected to stick with the current Eurotrends. Luckily for the fashion mavens, Petrochem is one of the few corporations where a little executive individuality is not frowned upon. The majority still stick to the boss' style, however.

Petrochem executives may wear identifying pins, and many styles are available, including tie tacks, lapel pins, and brooches. Most forego the pins, however, and let their fashions do the talking. Executives are required to carry their company ID card at all times. This card encodes all of the bearer's employee data, along with applicable access restrictions and privileges. It also functions as a cardkey, as a credit/debit card for those employees who are with the company credit union, and as a Trauma Team card for those on the health plan. The company permits executives to carry sidearms on company property. There are no restrictions on what brands or models may be carried. Cyberware is also permitted, but, as with fashion, many Petrochem executives follow Trenton Parker's lead and stick with minimal enhancements.

GUARDS

Petrochem office guards are drawn from the ranks of the company's soldiers. Guard duty is considered a good assignment as it usually keeps one near a population center. 'Guards' refers to





those soldiers who are used in office buildings or other facilities where they are likely to interact with the public. In all other situations Petrochem uses regular soldiers (see below). Soldiers who are selected for guard duty get eight weeks of special training in urban combat, security systems, threat recognition, fire and bomb threat procedure, and public interaction.

Petrochem guards have a different uniform and kit than regular soldiers. Enlisted guards wear khaki-colored pants and boots and khaki shirts and caps. They do not wear visible body armor, but do have SP 16 bulletproof vests under their uniform shirts. The management feels that the lack of visible armor makes the troops less intimidating to the public. This philosophy is the reverse of other companies, most of which want their guards to be as threatening as possible. The company logo appears on both shoulders, along with patches indicating which site the guard serves at. Name is on a badge on the right breast, and rank on the collar wings. Officers often wear plain clothes, usually navy blue blazers, white shirts, and grey slacks. The Petrochem logo is on the right breast and rank badges on the collar wings. They wear SP 16 vests under their clothes. There are no dress uniforms for guards.

Enlisted guard equipment kits include night sticks, wrist binders, mace cannisters, headset radios, wraparound safety glasses with clear or smoked lenses, electric stunners, and flashlights. Most carry only Colt Enforcement 10 pistols with four magazines. Some carry MustangArms ARS-5C 10mm submachineguns. Officers

forego the nightsticks. Heavy weapons, riot gear, and body armor are kept ready to go in the guard offices in case they are needed.

XOMA GUARDS

Xoma Pharmaceuticals runs its guards a little differently than the parent company. The guards wear black jumpsuits, boots and gloves. They also wear SP 20 vests over their jumpsuits and black helmets with dark visors. The company logo appears on both shoulders, name on the right breast and rank on the collar tabs. Kits include radios, wrist binders, mace, monoknives, Enforcement 10 pistols with four magazines and either ARS-5C submachineguns with four magazines or MustangArms Raider 12 gauge riot shotguns. They subscribe to the intimidation school of guard work, and make no efforts to interact with the public. Xoma guards are not recruited from the Petrochem army, but hired separately and trained by Arasaka Security. They have similar skills and training to regular Petrochem guards. Xoma uses regular Petrochem soldiers when it needs fully-equipped troops.

PETROCHEM'S MILITARY FORCES

Because of its history of warfare, and the precious oil resources and huge tracts of agricultural land that it must protect, Petrochem has a large military force of 50,000 active duty soldiers. Although it has only half the troops of giants like Arasaka or Militech, Petrochem reserves all of its soldiers for in-house use. The company had an army of 100,000 during the Second Corporate War. Forty percent of Petrochem's soldiers are naval personnel or marine forces.

SOLDIERS

Petrochem uses soldiers for military combat, special operations, and all security situations where the public is not a factor, including isolated manufacturing facilities, agricultural areas, docks, on ship-board, and so on. Soldiers rank from Private up to Colonel (the traditional top rank for corporate armies, with rare exception). Petrochem uses a variety of camouflage, but the default pattern is a custom beige scrub pattern which is designed for the golden CHOOH2 wheat fields. Troops in urban and industrial situation use black outfits. Other patterns include basic woodland and various types of night and special purpose camouflage. Soldiers wear the company logo on the right shoulder and their unit patch and specialty badges on the left. The name appears on the right breast and rank on the collar tabs. There are no dress uniforms for soldiers.

Soldiers who are stationed at fixed positions, such as farms, wear light kits, although they keep full kits on hand in case protracted fighting breaks out. The light kit includes the uniform, an SP 20 armor vest, an SP 20 helmet, water, a monoknife, a radio, a flashlight, a Colt Enforcement 10 sidearm with four magazines, and one of several possible other weapons. Main weapons include the MustangArms ARS-5C submachinegun, the MA Raider 12 riot shotgun, the Colt M-18 assault weapon, and the Militech Renegade squad automatic weapon (see *Corpbook Two*). A variety of heavy weapons are also available. The full kit contains extra sup-



plies that allow the soldier to fight in the field for extended periods: water, rations, sleeping materials, extra clothes, weapons maintenance tools, extra ammunition, binoculars, maps, and so on. There are other kits for special situations.

NAVAL PERSONNEL

One thing that sets Petrochem apart from many other corporations is its large navy. Many of Petrochem's precious oil reserves are at sea, including the delicate Submerged Drilling Projects off the coasts of California and Alaska. Petrochem's marine drilling rigs, submerged stations, seaport oil terminals, and refineries require constant naval protection. Petrochem's military has a naval arm with 20,000 personnel, including sailors, naval strategists, marines, and maritime special ops soldiers.

Non-combat naval personnel have their own uniform: a belted, navy blue jumpsuit with rubber-soled boots and a blue cap. The Petrochem naval logo appears on the right shoulder, and the unit and specialty patches on the left shoulder. Rank is on the collar tabs. The naval equipment kit includes binoculars, safety glasses, a steel blade knife, and an SP 14 armor/flotation vest (see below). Naval personnel carry the marine stainless version of the Colt Enforcement 10 pistol. Special-duty Naval personnel usually carry the marine stainless model of the Mustang Arms Raider riot shotgun, which is

unlikely to puncture ship and submarine hulls. Marine combat troops wear the same kit and outfit as terrestrial troops, except that their weapons are all stainless marine models and they have binoculars and the armor/flotation vest as part of their standard load. Marine troop uniforms sport the naval logo rather than the army one.

THE WATER LEOPARDS

The Water Leopards are Petrochem's special detachment of Jamaican terror troops. There are thirty members of the team, organized in three squads. The entire outfit is lead by Captain Andrew Weyland, known as Captain Boa Boa to his troops. The Water Leopards all sport dreadlocks, and many have beards. Most members of the group have elaborate light tattoos over their entire bodies. Many of the tattoos are in the form of Jamaican black magic symbols, some mimic ritual African tribal scarrings. Weyland's nickname comes from the intricate snakeskin pattern light-tattooed over his body. Water Leopards sport trademark yellow cybernetic eyes. They are an imposing group of men, and they use their knowledge of Rastafarian mysticism and traditional Caribbean black magic as tools of intimidation and terror. They have a widespread reputation as skilled, merciless troops.

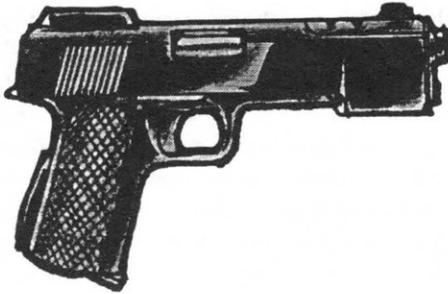
THE WATER LEOPARDS ARE AN IMPOSING GROUP OF MEN, AND THEY HAVE A WIDESPREAD REPUTATION AS SKILLED, MERCILESS TROOPS.

The Water Leopards serve land or sea duty as necessary. They have their own uniforms, weapons and kits. Their standard uniform is a dark, tiger-striped jump suit and a pistol belt. They seldom wear head protection, but in combat situations they will wear SP 18 body armor. They have a special panther logo that they wear on their left shoulder. It is the only marking on their uniform. Except for Boa Boa, there are no visible ranks within the unit; the men know who is senior to whom. In combat, the Leopards wear radios and carry Arasaka WSA pistols (P O J C 2D6+3(10mm) 15 2 VR 50m), WAA bullpup rifles (RIF +1 N C 5D6(5.56mm) 30 30 VR 400m), WMA Minami submachineguns, and M.A. Raider shotguns. They also have access to special weapons and heavy weapons when necessary. (See *Corpbok One* for detailed information on the WSA and WAA)

The Leopards are used for special intimidation and assassination missions. They have a poor relationship with the regular army troops, and work with them only rarely. The Leopards were brought to Petrochem by Angus Youngblood, and at any given time he is guarded by two to four of them. Although the Leopards nominally work for Col. Shepard, their ultimate loyalty is to Youngblood. There are rumors that he has used them on company personnel who have crossed him.

**VEHICLES,
EQUIPMENT AND WEAPONS**

COLT ENFORCEMENT 10 SIDEARM

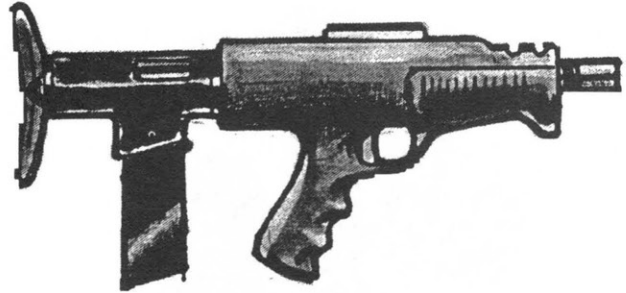


This is Colt Firearms latest addition to its venerable line of automatic pistols. As its name suggests, the Enforcement 10 is targeted toward the military and law enforcement markets. Like the .45 auto, the Enforcement 10 is built on a solid, heavy frame which helps to absorb the recoil of the potent 10mm round. The receiver and slide are fashioned from Sortex™, a tough, high-density ceramic composite developed by Petrochem for use in firearms manufacture. (Sortex™ is also used by Arasaka, Militech and Glock Firearms.)

The Enforcement 10 is the standard sidearm for all of Petrochem's security guards, soldiers, and naval personnel. It is corrosion and dirt-resistant and extremely reliable. Standard models come in matte black, blued metallic and marine stainless finishes. For an extra fee, the matte black Sortex™ receiver and slide can be made in one of several camouflage patterns. For a double fee, the gun can be made with a custom pattern. The patterns are integral in the Sortex™, and will not wear off. 550eb basic, 600eb camouflaged, 650eb custom camouflaged, +550eb smartchipped.
P +1 J C 2D6+3(10mm) 14 2 VR 50m

MUSTANGARMS ARS-5C

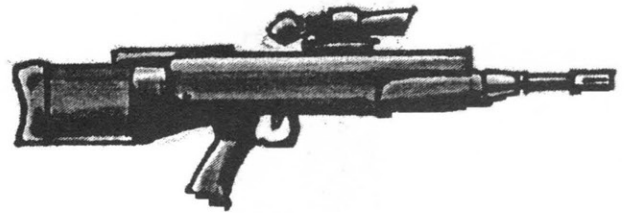
M.A.'s current model submachinegun. Like the Enforcement 10, it is fashioned mostly from the advanced ceramic Sortex™, and available in matte black, blued, marine stainless and camouflage finishes. It is a new system for the young company, gaining popularity among law enforcement agencies and corporate armies. The ARS fires single shots, three round bursts, and fully automatically at a punishing rate. The ARS is available with full and collapsible stocks, and with a variety of accessories including detachable



scopes (+2 to single shots, only when aiming), laser designators (+1), and silencers (Awareness roll to hear). 600eb basic, 650eb camouflaged, 700eb custom camouflaged, +100eb for scope, +100eb for laser designator, +50eb for silencer, +600eb smartchipped.

SMG +1 J C 2D6+3(10mm) 40 3/40 VR 200m

COLT M-18 ASSAULT WEAPON



The M-18 is Colt Firearms' latest full-sized assault weapon, and the third item in their new full-spectrum personal weapons line. Colt has been hurting since the U.S. Armed Forces abandoned the .45 auto and the M-16 for Beretta, FN, and later, Militech weapons systems. The new line is Colt's bid to regain its stature as a military weapons supplier, and the bulwark of this line is the M-18 rifle. The M-18 is a bullpup configuration weapon chambered for the common 5.56mm hyper-velocity round. It fires single shots, three round bursts, and fully automatically. Like the other weapons in the line, the M-18 has a stock, receiver, forearm and magazines fashioned from matte black Sortex. Unlike the other weapons, blued and metallic finishes are not available. Camouflage finishes are available, however, including custom designs. The M-18 comes stock with a quick-acquisition optical sight (+1 to basic WA, only when aiming). This can be replaced with scopes and laser designators. 750eb basic, 850eb camouflaged, 900eb custom camouflaged, +750eb smartchipped.

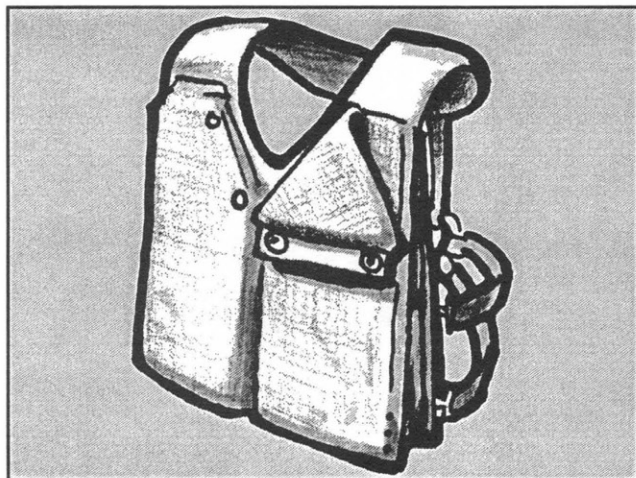
RIF +1 N C 5D6(5.56mm) 35 3/30 VR 400m

MUSTANGARMS RAIDER RIOT SHOTGUN

The Raider is standard design semi-automatic 12 gauge shotgun. It feeds from a five-round tube magazine and operates on blow-back. The barrel, receiver and magazine are steel; the stock and forearm are matte black Sortex. The Raider is not available in camouflage finishes, but it does come with an optional folding stock and in a stainless marine version. The Raider uses an old-fashioned tube magazine, but it does have one innovation. The magazine can load one shell at a time from the bottom of the

receiver, like a conventional shotgun, or the entire tube can be ditched and replaced in a matter of seconds. The tubes are somewhat awkward to carry, but they are valuable in a crisis. An advantage of the Raider is that the folding stock model can be concealed under a long coat. Options include extra magazines, a four-round magazine extension (not useable with replaceable magazines), interchangeable barrels with different lengths, chokes, and sights, laser designators, and scopes and optical sights for use with slugs and special loads. 400eb basic, 25eb per magazine, 50eb per barrel, 50eb for extended magazine, +400eb smartchipped. SHT 0 L C 4D6(00) 5/9 2 ST 50m

BALLISTEX MARINE SURVIVAL VEST



This is the armor vest worn by Petrochem naval personnel. It has been designed specifically for use by naval and special ops troops who are at risk of being injured in or around the water. The vest has layers of bullet-resistant fabric and thin ceramic plate over four inflatable bladders made of puncture-resistant Kevlar fiber. Four small CO² chargers individually inflate each of the bladders: left chest, right chest, left back and right back. The vest can be inflated with a tug on a ripcord or it can be set to inflate automatically within two seconds of immersion in water. It takes *full immersion* to operate the automatic setting. A special sensor ensures that splashes and rain will not do it. There is a quick release buckle that allows the wearer to ditch the vest in water or on land.

The vest is SP 14. The Kevlar bladder panels are SP 5, but they are exposed only when the vest is inflated. The vest can support a 250 pound person, head out of water, for up to 3D10+20 hours. The vest can only support a few pounds of metal or other dense material. It comes in a variety of colors and camouflage patterns. Uninflated, the vest is EV +1. Inflated it is EV +4. A bladder will be punctured if the vest takes 10 points of damage in one hit. Determine whether the wearer was hit in the chest or back and roll randomly to see which side the hit was on. The vest loses 1/4 of its flotation power for every bladder punctured. If all of the bladders are punctured the vest becomes -2 to *Swimming* skill. If a character takes a hit while wearing an inflated vest, there is a 50%

chance that an exposed bladder panel will be hit. There is always a 10% chance that one panel will fail to inflate under normal use. Occasionally (5%) a CO² charger will take a hit and explode, doing 1/2D6 extra damage to the wearer. Once inflated, the vest must be professionally treated and re-packed. There are a lot of catches to the vests, but they can save the life of a character who takes a hit and falls into the water. 250eb. 30eb to re-pack.

IEC OIL TANKER SUBMARINES

Petrochem has ten of the huge IEC cargo submarines (see *Corp-book One*), but it has had them converted into oil tankers. With oil the precious resource that it is, the company doesn't like to risk transporting it on surface ships vulnerable to attack and sabotage. The submarines are nuclear-powered behemoths ranging from 200 to 250 long with crews of 30 to 50. Periscope depth is 30m. Top surface speed is 70km/hr, top submerged speed is 60km/hr. Maximum operating depth is 750m. Top silent submerged speed is 40km/hr. They have four screws and front and rear lateral jets for harbor maneuvering. The subs have conning towers towards the rear of the hull and fully enclosed bridges with windows. The windows are shuttered below 200m, but they are left open at lesser depths for underwater viewing.

Submarine tankers can carry several million barrels of oil, and they can onload and offload at any terminal designed to service surface tankers. In addition, special design modifications make it possible for the subs to load oil at submerged terminals up to 250m below the surface. Minisubs are used to hook up and release the pipelines. Since salt water is used as ballast in the cargo tanks when the subs are empty, there is usually some mixing when the subs load oil. Most of the waste water is removed by bottom pumps, and the rest is separated during refining. The subs can carry enough provisions to remain at sea for up to six months, and their reactors need be refueled once every four or five years. The subs are extremely quiet, and they are equipped with torpedoes, mines, and surface to air missiles for defense. Some are designed to carry cargo as well as oil. The hulls are 80 SP and 5000 SDP. The conning towers are 50 SP.

SHIRAKAWA RESEARCH INDUSTRIES SUBMERSIBLES

Shirakawa Research Industries is a small Japanese company that makes, among other things, small submersibles for research and industry. These are battery-powered vehicles which range in size from 5m to 10m long. Most take a crew of one or two, and some can carry up to fifteen passengers. Many of the models have manipulator arms on them, and all are capable of reaching depths of up to 400m. All have universal docking collars on them so they can mate with the stations or any military or cargo submarine. Larger models have airlocks for divers. Petrochem uses the subs to ferry employees between surface support ships and the Submerged Drilling Project sites off the coasts of California and Alaska, to conduct exterior repairs on the stations, and to connect and disconnect the station's oil umbilical hoses from the submarine tankers.

SHIRAKAWA TYPE 1

A small submersible used for outside inspection, light repair and crew shuttling.

Length: 5m.

Crew: 1.

Manipulators: 2, small.

Passengers: 1.

Battery: 12hrs.

Speed: 20km/hr.

Oxygen Endurance: 12hrs at capacity.

Hull: 40 SP, 60 SDP. No airlock.

SHIRAKAWA TYPE 2

A medium sized workhorse submersible used for equipment ferrying, crew shuttling, and heavy repair and manipulation.

Length: 7m.

Crew: 1.

Manipulators: 2 small, 2 large.

Passengers: 5.

Battery: 18hrs.

Speed: 16km/hr.

Oxygen Endurance: 16hrs at capacity.

Hull: 40 SP, 80 SDP. Diving airlock.

SHIRAKAWA TYPE 3

A large submersible used primarily for crew and equipment transfer and emergency evacuation. Also can be used for heavy repair and manipulation, but it is unwieldy to pilot at close quarters.

Length: 10m.

Crew: 2.

Manipulators: 2, large.

Passengers: 10.

Battery: 20hrs.

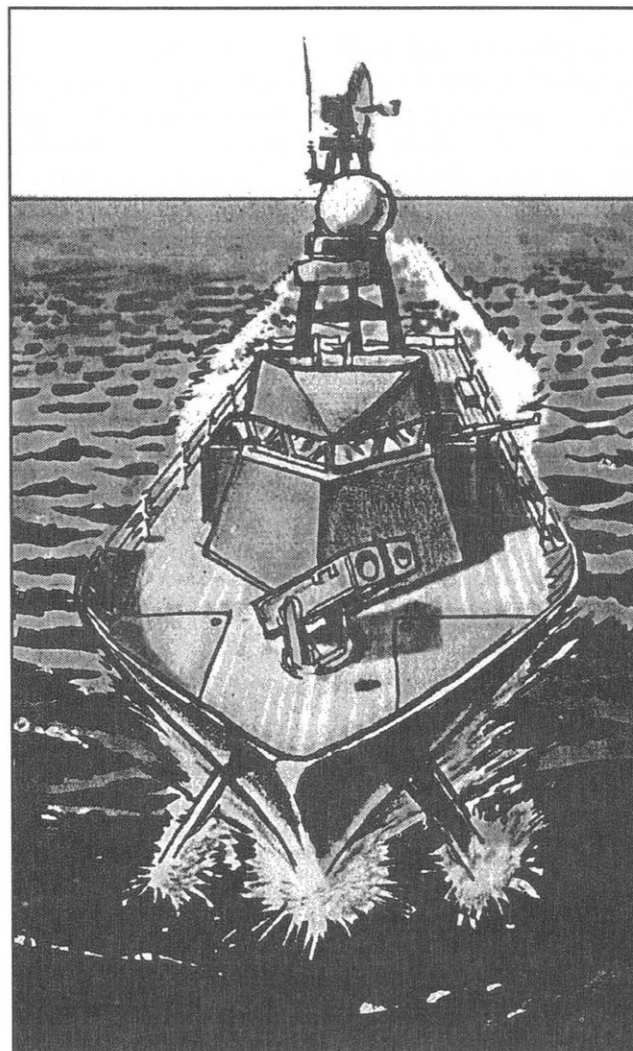
Speed: 16km/hr.

Oxygen Endurance: 12hrs at capacity.

Hull: 45 SP, 100 SDP. Diving airlock.

WELLINGTON LTD. HEAVY DIVESUIT

This is the suit used by the crews of Petrochem's Submerged Drilling Projects. It is an industry standard for underwater engineering, research and construction. Several models are available, but Petrochem generally uses the deep model DS-4. The DS-4 consists of a 7mm dry suit made of a special insulating material (developed by Petrochem), a backpack unit, and an airtight helmet. The backpack contains two high-compression air cylinders, a broadcasting unit, and a battery. The helmet connects to a ring on the suit, and has a microphone and headset, dual regulators, and a wraparound facemask for good visibility. Accessories include lights, tools, and buoyancy control devices. The suit is available in free-swimming or bottom-walking configurations. The rechargeable battery is good for ten hours. The air supply endurance depends on the depth. With special breathing mixtures, the suit is good to the limit of human endurance.



SNB Patrol Boat at battle speed

SNB FAST PATROL BOAT

The SNB Fast Patrol Boat is the mainstay of Petrochem's naval forces. It is an open sea vessel, 18m long, powered by a CHOOH2 turbine engine. It takes a standard crew of twenty, including ten sailors and ten marine soldiers. The ship has ten bunks, a small rec room, an armory, a wardroom and galley, supply rooms, and an enclosed pilot house. There is a twin 25mm autocannon (HVY +2 N R 6D10[25mm expl.] 1000 40 VR 800m) in a radar-guided bow turret, and .50 caliber (HVY -1 N R 4D10[.50cal] 200 10 ST 400m) machine guns can be mounted on the flying bridge and both side rails. The ship can also carry a variety of missiles and depth charges. Sea going range is 1500 miles, top speed is 60km/hr. Standard equipment includes sonar/anti-submarine and radar/anti-aircraft suites. Hull: 30 SP, 150 SDP. Superstructure: 20SP, 60 SDP.

PARACAINE

Paracaine is a recent innovation from Xoma Pharmaceuticals; a battlefield euphoriant/anesthetic that blocks the pain and terror



Petrochem home towers, Dallas-Ft. Worth suburbs

from major injuries while allowing the soldier to remain alert for evacuation or continued fighting. Previously, soldiers seriously injured on the battlefield were given Morphine, which blocked the pain, but also left the soldier incapable of action. Now, with Paracaine, a seriously or mortally-wounded soldier can ignore the pain and stress from major injuries and continue activity for up to thirty minutes or until the physical effects of his injury bring him down, whichever comes first. Side effects: compounding of injuries from movement, fatal or debilitating nerve damage (-1D6 to INT and REF, 10% chance), and psychosis and hallucinations (10% chance per dose). Caution: repeated doses or overdoses can cause fatal nerve damage (+10% chance of death for each administration within one day). Game effects: +5 to Stun/Shock Saves, no pain for thirty minutes. No fear from injury. Full alertness.

Type: Painkiller/euphoriant, strength +5.

Duration: 30 minutes.

Difficulty: This drug can not be made by characters.

Cost: 1000eb.

PRIAPAN SPRAY

Another Xoma Drugs concoction, Priapan is an emergency medical spray available on the open market. The spray forms a temporary, antiseptic, waterproof skin over exposed injuries, allowing a hurt

individual to be transported to a hospital or clinic. The spray contains anesthetics and coagulants, and sticks to dry skin but not to exposed flesh or bone. It can be painlessly removed with a sterile solvent. The spray is commonly carried by paramedics. Game effects: +2 to stabilization rolls, +1 to Stun/Sock Saves. Available in 1, 5 and 10 application sizes at 10, 30 and 50eb. One application will cover approximately 400 cm². Priapan skin lasts about two hours.

KEY OFFICES AND FACILITIES

THE PETROCHEM HEADQUARTERS TOWERS

Petrochem's world headquarters complex is on the outskirts of Irving, a Texas corporate suburb in the Dallas-Ft. Worth Metroplex, just a few minutes drive from downtown Dallas. The buildings are relatively recent, having been constructed to replace the old Parker Petrochemicals headquarters in 2006. Many of the Metroplex's once proud corporate sectors have fallen on hard times since the death of the American petroleum industry. The old oil company buildings have been leased piecemeal, sold, or just left to decay. Some areas still thrive, but most of the new buildings belong to agricornps and foreign high-tech corporations.

ARCHITECTURE AND LAYOUT

The Petrochem headquarters complex is really two separate towers, connected underground. The towers are angled slightly towards one another, with the main faces designed to create the illusion of a reflection. A mirror-image pattern of alternating rows of reflective and tinted windows helps to complete the illusion. Even the company logo is mirror imaged on the towers. There is also a large reflecting pool in the plaza in front of the buildings. The overall effect is quite striking. At night, powerful floodlights shine straight up from the roofs of the towers, reaching into the night sky over Irving. The two buildings are called Tower One and Tower Two.

The company owns several acres of land around the towers, and the complex stands alone. Although there are several nearby industrial buildings, the nearest other tower of any size is a kilometer away. A U-shaped road leads off the local highway, around the reflecting pool, past the fronts of both towers, and back to the highway. The road has exits for the loading docks behind each tower, the surface parking area, underground parking area, and a side road leading to a few other small company buildings in the area. The plaza and area around the towers have been pleasantly landscaped for relief from the arid scrub which lines most of the highway. There are picnic tables and recreation areas for use by company employees.

INTERIORS AND FACILITIES

Tower One, on the left, is the actual corporate headquarters, with the executive and board offices, the military command centers, and the liaison offices for all of the company branches and subsidiaries. Tower Two contains the headquarters for the subsidiaries Continental Agricorn and Petrochem Oil Technologies, and the regional office for Xoma Pharmaceuticals and a few other large subsidiaries. Both the towers have pads for helicopters, vectored thrust, and tiltrotor aircraft. There are loading docks at the rear of each tower. Beneath the plaza there is a large, subterranean area that links the two towers. The subterranean area includes a secure parking and vehicle area, a troop barrack and firing range, a secure infirmary with operating rooms, hardened shelters, a hardened military and security command post, an armory, lecture halls, and a cafeteria.

The towers are similar in interior decor and layout. The lobbies of the two buildings are almost identical. Each has a wide, recessed entrance, and each is high-ceilinged and painted and carpeted in light, airy colors. Photos and paintings depicting Old West and oil-business history line the walls, and there are scale models of Petrochem ships, oil platforms, and CHOOH2 refineries. At the rear of each lobby are long, curved counters with security posts, information stations and master receptionists. Banks of elevators are on the left and right sides of the desks. Further forward, near the windows, there are waiting areas with small groups of chairs and couches arranged around coffee tables. Each lobby has a centerpiece statue. In Tower One, it's Sam Houston. In Tower Two, it's Davy Crockett. The pleasant decor continues throughout the buildings.

Aside from the central facilities under the plaza, each tower has separate staff and executive cafeterias, a gymnasium, conference rooms, lecture halls, labs, a small infirmary, computer centers, security command centers, a communications center, and staff and executive recreation centers. Always conscious of public image, Petrochem also has a public information center and an education center in Tower One. Both are open to the general public. The information center dispenses non-classified information on Petrochem projects, products and plans, as well as basic information on the history of the company. The education center holds forums for local youth and adult groups, with lectures on the history of Petroleum and the development of CHOOH2, as well as the technology involved with each.

The headquarters keeps military and civilian vehicle pools, with a ready stockpile of jeeps, armored cars and troop transports for security, and armored limousines, regular company cars, and shuttle busses for employees. Air resources include three to four AV-4s, three Ospreys, and two helicopters. There are always one or two company executive jets at the Dallas-Love International Airport.

PERSONNEL

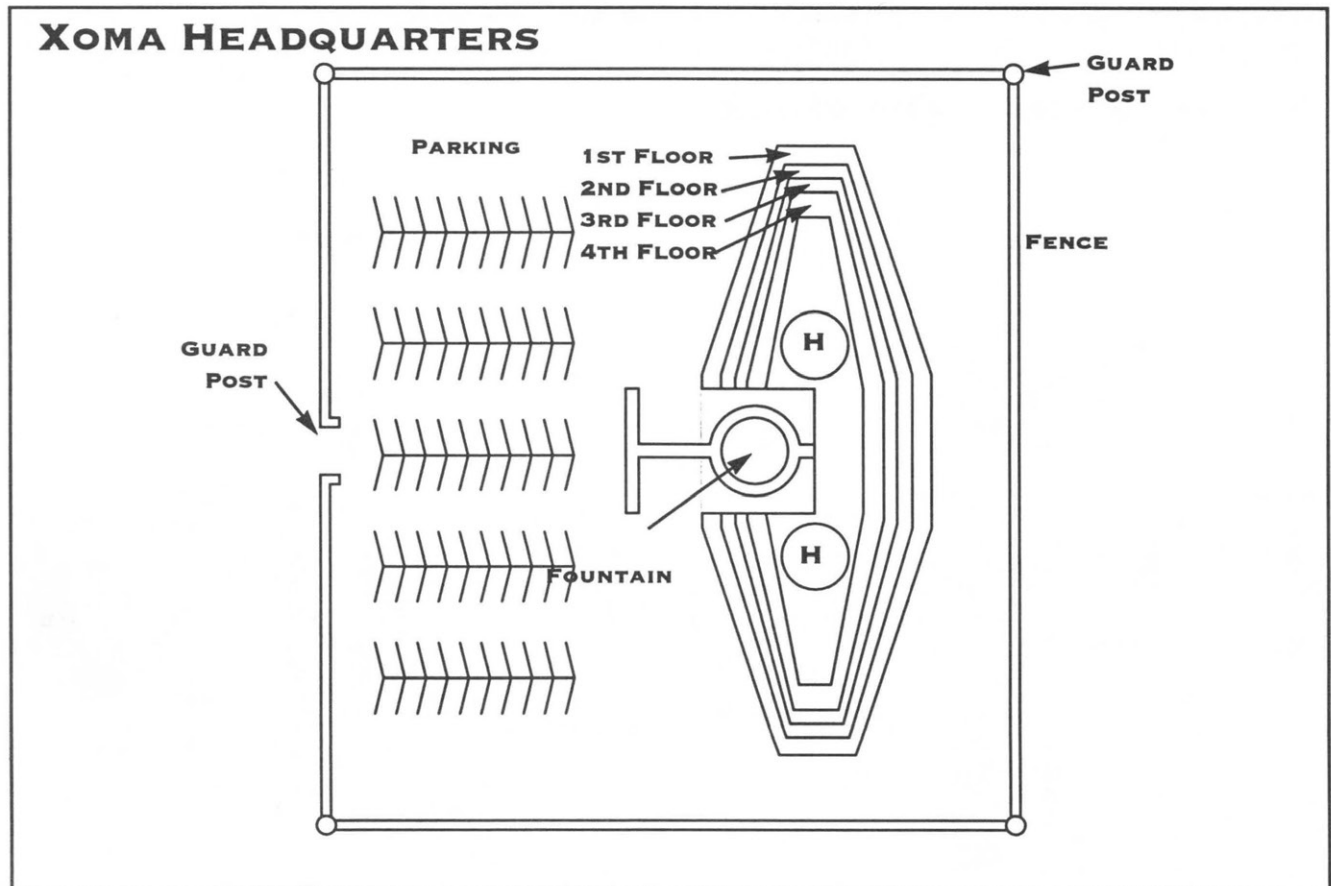
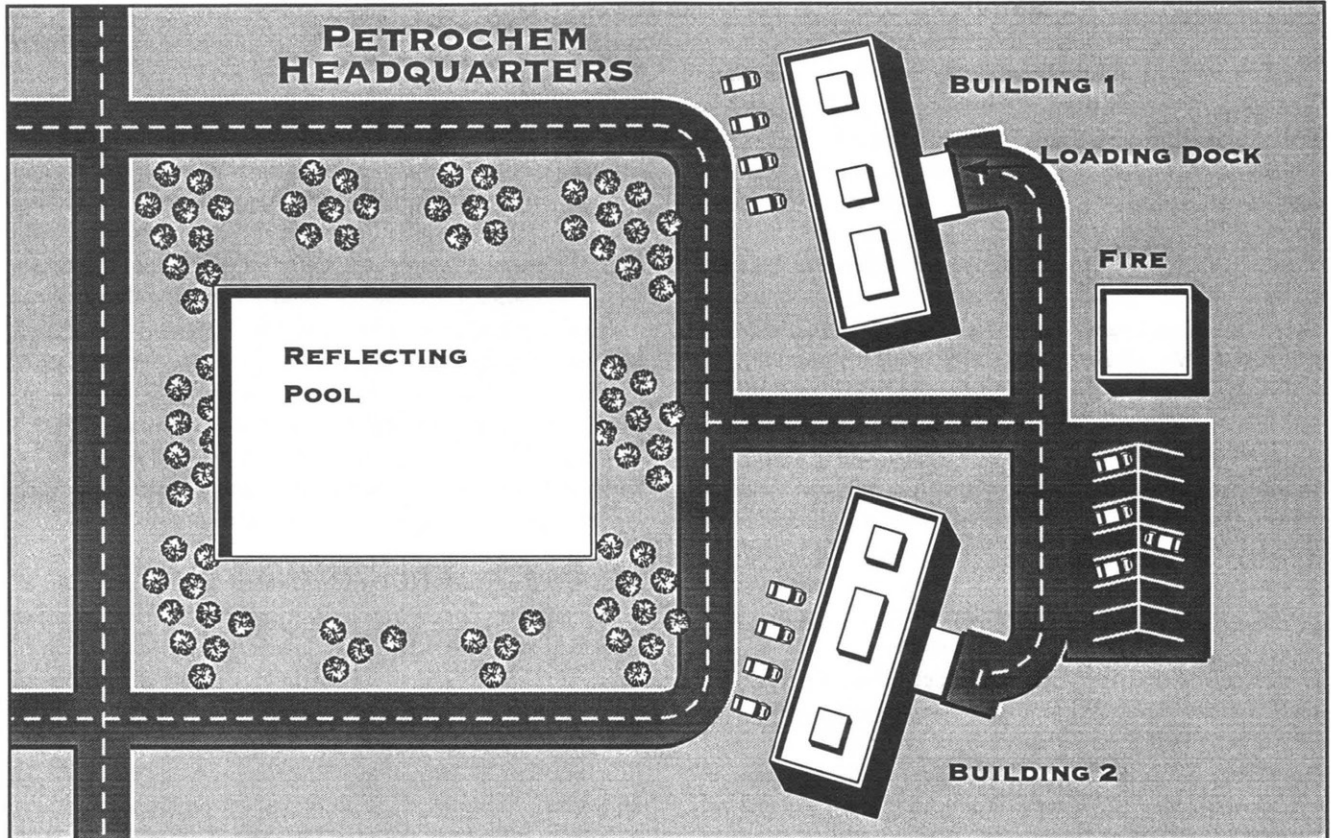
Tower One has the permanent offices for Trenton Parker, Rita Redhawk Brodie, Col. Shepard, the military chiefs of staff, and the board of directors. Tower Two has the offices for the Presidents of Continental Agricorn and Petrochem Oil Technologies, and the company liaison from Xoma Pharmaceuticals. There are 100 security guards on station at all times, and Petrochem billets a brigade of troops only few miles away. Eight thousand people work at the complex on a daily basis.

SECURITY

In accordance with the public relations plan, the security at the towers is kept discreet. Enlisted guards monitor the plaza, and the lobbies and secure areas of each tower, but most are armed only with pistols. There are always heavily armed and armored strike teams on call for emergencies. Plainclothes officers supervise the enlisted guards. Guards always travel in teams of two or more. A network of cameras and microphones surveys the plaza, subterranean areas, surrounding roads, and secure areas. All information is relayed back to the central security control area under the plaza. The security center also has control over all of the tower external and locking interior doors.

REGIONAL OFFICES

Petrochem has regional offices in cities across the globe. There is little standardization among the offices; each has its own style of construction and decor. Security arrangements and the company logo are the two things that change little from site to site. Major Petrochem offices can be found in New York, Washington D.C., Miami, Chicago, San Francisco, Night City, Tokyo, London, Hamburg, Hong Kong, Paris, Rome, Sydney, and several other cities.



XOMA

PHARMACEUTICALS

The Xoma Pharmaceuticals headquarters is located in Night City, where the subsidiary was founded. The building is a relatively small, black and white, four story structure in an office park in South Night City. The building sits in a fenced and patrolled area, all of which is off limits to anyone not wearing a Xoma or Petrochem ID or carrying a badge. Three hundred people work at the Xoma headquarters, 200 researchers and technicians, and 100 hundred management, staff and security. There are always twenty-two troops on duty in the building; four in the lobby, six patrolling the grounds, ten patrolling the building, and two at the gate. More troops can be called up within a few minutes. The interior decor of the building is extremely stylish and high tech. All access is tightly monitored. Facilities include an infirmary, armory, security center, cafeteria, and labs. There is always an Osprey on call on one of the two roof-top helipads.

THE SUBMERGED DRILLING PROJECT

The Submerged Drilling Project is Petrochem's program to develop new technologies for undersea oil recovery. Submerged platforms have three advantages over conventional surface platforms: they can operate in slightly deeper areas, they are unaffected by weather, and most critically, they are much less vulnerable to attack from the surface. Petrochem has two operating undersea platforms: SDPR (Submerged Drilling Project Rig) One and SDPR Two. SDPR One, off of Alaska, is at 171

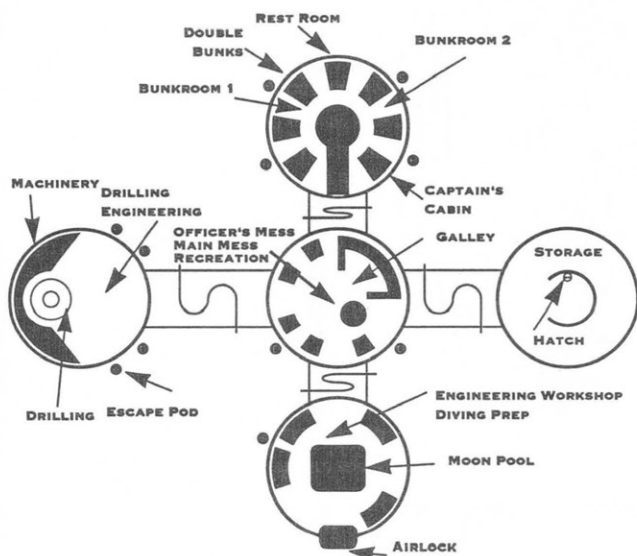
meters depth. SDPR Two, off of the California coast near Night City, is at 130 meters.

The SDPR platforms were created by SeaRig Inc., a division of Petrochem's Oil Technologies subsidiary. They are designed to operate at depths of up to 250 meters. Air inside the SDPRs is kept at the same pressure as the water outside, making it possible to withstand the crushing weight of a 250m water column. The atmosphere is a special, nitrogen-free blend of oxygen and inert gasses designed to prevent nitrogen narcosis and decompression sickness. Unfortunately, because of the extreme depth and the duration of the tours, it is still necessary for crew journeying to or from the surface to compress and decompress and undergo mixture adjustment for long periods of time. Potential crew are carefully screened, as some people can't tolerate the pressure and the physiological effects of working under saturation for long periods of time.

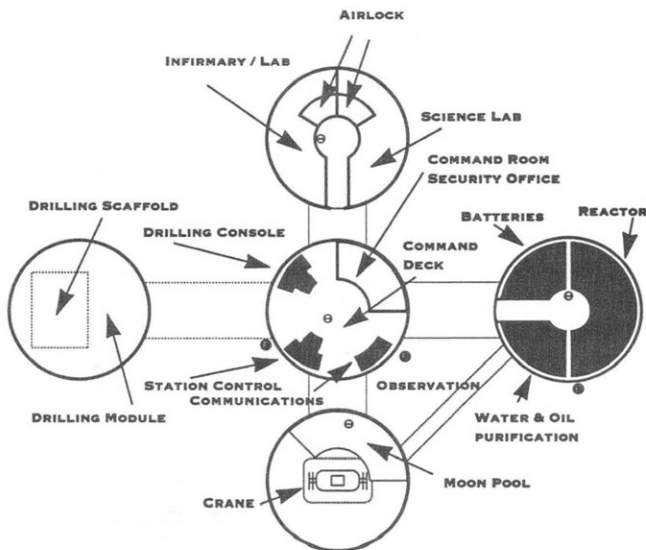
Each SDPR is staffed by a crew of thirty-two: twenty-two oil workers and engineers, five security personnel, three medical personnel, and two researchers. Crews work in alternating 12 hour shifts. Each rig is commanded by a senior engineer, with another engineer and a security man as the second and third officers. The command crew reports to a surface-based Corporate from the Oil Technologies division, who reports in turn to Byron Yun, Director of Oil Technologies. Yun reports directly to Trenton Parker and the board of directors. The SDPRs are in constant communication with the surface. At any given time, each may or may not have a support ship or a naval vessel over-

THE SUBMERGED DRILLING PROJECT

LOWER LEVEL



UPPER LEVEL



head, depending on whether there is a crew shift-change, technical problem, or security situation under way. Shifts are one month on and one month off.

The rigs are designed to be self sufficient for periods of up to a year. Each has a nuclear reactor for power, large food stores, water desalinators, and facilities for recycling air and human waste. There are only 18 bunks in each rig, since half the crew should always be on duty. Only the commander has his own room. Each rig has a power/battery room, two compression/decompression chambers, a wardroom, a galley, an infirmary/lab, a recreation room, an engineering workshop, a drilling room and drilling engine, a storage area, and a diving/submersible hangar with an open pool, airlocks, and docking collars (see maps). The pumping area is slightly removed from the main area, and connected by pipes to a large, underwater tank farm. The tanks are filled with sea water when not in use. Near each rig is a large area which has been planed flat by undersea tractors. The flat-bottomed tanker submarines can rest on these areas as they take on oil from the tank farms. Most of the time, however, oil is pumped to onshore terminals through standard underwater pipelines. Each rig has several Shirakawa Minisubs, and a SeaTrack (a battery powered undersea tractor that can maintain the sub berths). Each rig also has several unmanned ROVs (Remotely Operated Vehicles) that are used for light repair, survey, and surveillance work. The ROVs are connected to the station by 1000m cables.

SDPR SUPPORT SHIPS

Petrochem has two SDPR support ships, the *P.C.S. Zeus* and the *P.C.S. Apollo*. They are large, nuclear-powered ships used to ferry submersibles, supplies, and personnel from the mainland to the SDPR platforms. Support ships have landing pads for VTOL aircraft, hangars and cranes for submersibles, decompression chambers, and cables which can be lowered to the SDPRs to provide emergency air and power. They are 150m long, crewed by 500 men each, and have infirmaries, recreation areas, conference rooms, secure offices, movie theaters, and all the other facilities usually found on large ships. Each is usually escorted by patrol boats, and each has fifty marine security troops on board. Support ships are on station about 50% of the time.

FARMS

Petrochem has huge farms devoted entirely to the cultivation of *T. Megasuavis* for CHOOH₂. Farms can cover thousands of square kilometers, with buildings concentrated in a few scattered locations. The huge fields are crisscrossed with paved roads, dirt service roads, and irrigation ditches and pipes. Most farms have a remote outpost for every one hundred square kilometers of field. ROs have small security squads (usually no more than five to ten men), monitoring posts, huge silos for harvested grain, a garage for the automated combine harvesters, tractors and grain trucks that run in that area, and facilities for the workers that operate and service the machinery.

Each farm also has a command center which coordinates the planting, pest control, harvesting, and transport duties of the remote outposts. The command center has a large army garrison, and the offices for the farm director and security coordinator. If the farm is in a remote area, the center will also have recreation and sleeping facilities for farm staff. There is usually a small airfield near the command center for crop dusting, corporate and security aircraft. Unlike the remote outposts, which are usually Quonset or cinderblock structures, command centers are slick, modern buildings. Command centers also have large vehicle pools, including tractors, harvesters, grain trucks, security jeeps, company cars, and other vehicles.

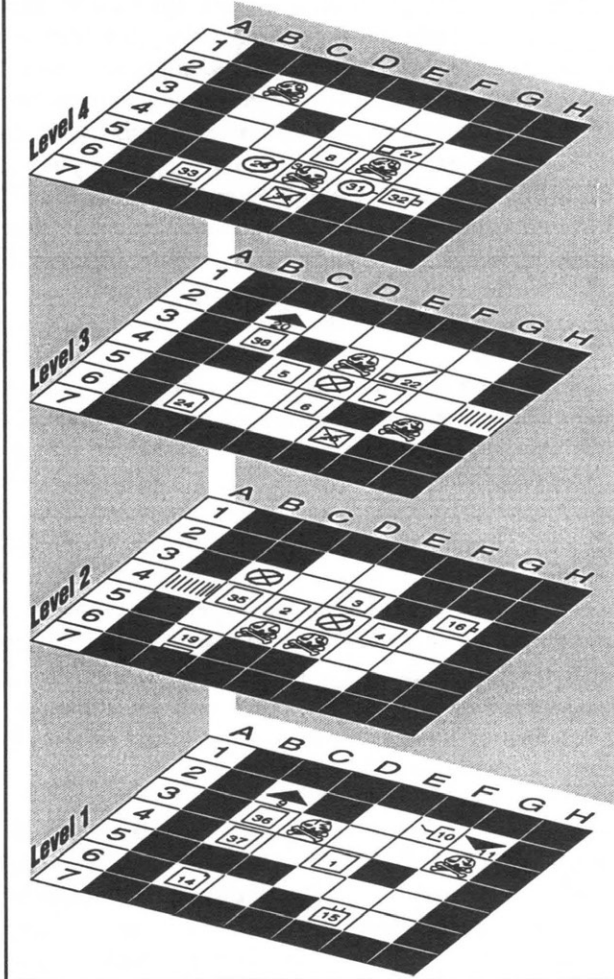
Security at farms is provided by the Petrochem Army, not the Guard Corps. Farms are often fenced, but not always. All farms have a network of hidden cameras, thermal sensors, microphones, radar, and motion detectors. The fields are also dotted with tall poles which give some cameras and radars a wide view. The poles also have loudspeakers. Sensors are monitored from remote stations and the command center. Troops are on call to respond to any threat. Depending on their size, farms can have from 20 to 500 troops on duty or on call. Total workers can be from forty to several thousand. Harvested grain is stored in secure silos, then refined on site or transported to refineries in huge, heavily-armed convoys escorted by soldiers in armored vehicles.

The farms are Petrochem's main source of income, and the corporation guards them jealously. Intruders usually get one warning from the elevated loudspeakers. If they do not immediately leave or surrender themselves, the security forces will attack them from the air or ground. If the farm is under alert, or the intruders look dangerous, the security troops may attack without warning.

REFINERIES

Fermenteries might be a better term for most of the plants, but the name is applied to all of the huge fuel processing stations, whether they use wheat or oil. Refineries are huge structures, with tank farms, refining towers, sumps, pumping stations, yeast farms, fermentation vats, filtering arrays, catalyzing tanks, power plants, furnaces, and docks, all connected by thousands of miles of pipeline. They can cover up to a square mile or more, and be staffed by several thousand personnel. Most of Petrochem's refineries are sea-front, to facilitate the loading of refined CHOOH₂ onto the tanker ships and submarines which carry it around the world, and to minimize the overland travel of the precious oil recovered by the offshore drilling rigs and SDPR platforms. These huge oil terminals and docks require even more personnel. The oil terminals are huge piers built several hundred meters off shore, in relatively sheltered, shallow water. The piers are connected to land by elevated roadways and huge pipes. Tankers and submarines can heave to at the terminals and load or unload grain, oil, and CHOOH₂.

DATA FORTRESSES



- 1 Personnel Records
- 2 Security Records
- 3 Communication Records
- 4 Research Records
- 5 Research Records
- 6 Research Records
- 7 Maintenance Records
- 8 Executive Priority Records
- 9 General Long Distance Link
- 10 Lab Manipulators
- 11 Lab Manipulators
- 12 Flatline
- 13 Pit Bull
- 14 General Printer
- 15 Elevator Control
- 16 Lab Camera
- 17 Watchdog
- 18 Dragon
- 19 General Terminals
- 20 Company Long Distance Link
- 21 Hellbolt
- 22 Personnel Doors
- 23 Watchdog
- 24 Security / Executive Printers
- 25 Video Boards
- 26 Knockout
- 27 Vehicle Loading Doors
- 28 Viral 15
- 29 Alarms
- 30 Hellhound
- 31 Security Microphones / Lab Transmission
- 32 Security Cameras
- 33 Security / Executive Priority Terminals
- 34 Elevator Controls (Freight / Loading Elevators)
- 35 Program Management / Security
- 36 Program Management / Security
- 37 Program Management / Security
- 38 Program Management / Security

The complexity and importance of the refineries makes them key targets for sabotage and attack. Refineries boast some of the tightest security to be found in the Petrochem Corporation, and all access is tightly controlled. The largest refineries, which process oil as well as CHOOH₂, have upwards of 1000 troops, although 100-500 is common at most facilities. Troops are always on alert status, and all refineries are fenced, and scanned by cameras, IR monitors, microphones, guard stations, and fire detectors. Security at refineries is provided by the Petrochem Army and Navy, and coordinated out of hardened, underground bunkers. There are always several armed and armored vehicles and aircraft at the disposal of the security troops.

Fire is a chief concern at refineries, and certain detachments of security troops have been trained and assigned to serve primarily as firefighters. Troops in refineries prefer to use shotguns, and use safety rounds in their other weapons whenever possible. A bullet in the wrong place can turn a refinery into an inferno. (Safety rounds: double damage to unprotected flesh, but only 1/4 damage to armor or any solid substance. No ricochets or indirect shots.) They will also use

nonexplosive weapons such as gasses and drug loads whenever possible. Those refineries which have marine terminals and docks also have naval forces, usually patrol boats with marine troops on board.

Most refineries are located near population centers, so crews don't usually live on-site. Security troops are the exception to that rule. For the benefit of the troops, and those employees who do have to stay on-site, refineries have gymnasiums and recreation centers, armories, fire stations, cafeterias, barracks, company stores, pads for all types of VTOL aircraft, and vehicle parks.

CHOOH-4U

Roadside stops just like gas stations, except that they sell CHOOH₂ instead of gasoline. Some also offer a variety of maintenance services and general automotive supplies. Self-service or full-service is available, depending on how much you want to pay. They're usually manned by three or four pump staff, and possibly mechanics. All operate 24 hours a day. Those stations in high-risk areas may have armed guards. All have video surveillance and a pay-first policy.

COMPANY COMPUTER SYSTEM AND DATA FORTRESSES

PETROCHEM COMPUTERS

Like all major corporations, Petrochem's computers are the storehouse for all of its precious information and records, and the key to all of its facilities and bases. So, like other corporations, Petrochem goes to great lengths to safeguard its computers against intrusion, sabotage and breakdown. The first step is to use only top-notch equipment and software. Petrochem uses a network of highly-regarded mainframes, including Microtech SARTA and SATAC and EBM Series 11000 systems. The datafortress software is by Skälderviken SA of Sweden, and the Net interface software is a custom design by EBM's Netshare division. The security design is by Arasaka. Petrochem's combined mainframes have thousands of MU and tens of processors, but limited interaction keeps the processors from combining to form an AI. With the exception of the villa (see below), no single fortress or subfortress has more than three processors or 12 basic MU. Some have expanded MU, which does not need to be run by a separate processor.

LAYOUT

Many corporations have one large datafortress for their headquarters. This allows a corporation to invest a great deal in creating one extremely tough fortress, but once a Netrunner cracks it, everything they may want is accessible. As long as the invading Netrunner can circumvent anti-personnel and intrusion software, he or she can rummage through the system almost at will.

Petrochem uses a different layout for its main datafortress; a system called Shifting Geometry. Each part of the central fortress has its own subfortress. The exterior size and shape, of each subfortress is the same, and the group occupies a constant area in Net space, but each has a different internal layout and set of contents. The subfortresses are connected only by hard-wired data transfer lines packed with lethal programs and accessible only from within one of the subfortresses. There are subfortresses for Security, Military, CHOOH2, Oil, Subsidiaries, Data Transfer, and General Database. The subfortresses are rearranged periodically so that it is impossible for Netrunners to keep a record of which is which. Unless he or she has inside information, a 'Runner will have to shoot blind to find the subfortress with the correct information. The trade-off for the system is that each subfortress is weaker and smaller than one large data fortress would be, but invading Netrunners must take more risks and more time to find the data they want.

No one subfortress has more than three processors or 12 MU.

REGIONAL DATA FORTRESSES

Only the main datafortress uses the shifting geometry pattern. The regional fortresses are more conventional. They stand alone, and are easier to penetrate. The regional datafortresses are the same shape and size as the *subfortresses* for the main system, but there is less useful information inside them. Black ICE and detection ICE are common. (See the sample.) No regional datafortress has more than three processors or 12 MU.

THE VILLA

Ellen Trieste's villa, in the ESA Crystal Palace orbital, has its own, discrete computer system. This system contains all of Trieste's personal records and data, and it supports her thirty-two MU, world-scale virtual reality and braindance interface. The mainframe is three linked, dual-processor Microtech SATAC 2 advanced computers, for a total of six processors and 24 MU. The AARAM (Adaptive Architecture RAM) memory that supports the virtual reality is contained in two 16 MU Microtech AARAM auxiliary memory banks. (Auxiliary memory banks add memory, but use limited processors capable of memory management only. They do not increase system intelligence, only available storage space.)

ADRIAN

The villa computer system has six linked processors with a total intelligence of 18. Trieste had Microtech AI support architecture built into the system, and the result was ADRIAN (it is customary to capitalize the name of an AI). ADRIAN is not a spontaneous AI; he was created with the AI architecture to meet Ellen Trieste's requirements. ADRIAN oversees the entire villa computer system and the villa itself. He is tied into the data files, and the security and environmental systems, and has full access to the Petrochem main computer system via Long Distance Link. ADRIAN is separate from the main Crystal Palace computer system, and must access it through regular channels.

ADRIAN is completely loyal to Trieste, and to Trieste only. He responds to her every whim, and can communicate with her either through the VR braindance or through a system of cameras and microphones throughout the Villa. He can also communicate with Petrochem employees on Earth via regular computer terminals and cybernetic interfaces. ADRIAN accompanies Trieste on her adventures in her custom VR, and in virtual conference situations. ADRIAN is human in appearance, and the AI plays her faithful valet. Youngblood and ADRIAN have a cordial relationship, but the Australian secretly dislikes and distrusts the AI.

ADRIAN's basic personality is stable, intelligent and businesslike, but he is capable of simulating emotions in order to please Ellen Trieste. To intruding or authorized Netrunners his ICON can appear either as abstract geometric forms or as the human valet character from the VR.



Detail of a Good Earth Foods (Petrochem subsidiary) advertisement

RESOURCES, STOCK AND SUBSIDIARIES

Petrochem ranks behind several other megacorps in size, assets, and overall value, but its high CHOOH2 sales and precious oil reserves make it one of the richest and most important companies in 2020. Petrochem also owns more land and more vehicles than many other corporations, and maintains larger armed forces. It has a number of diverse and widespread subsidiaries, including the powerful and wealthy Xoma Pharmaceuticals and the vast Continental Farms Agricorn.

VALUE OF THE CORPORATION

Petrochem's total value in assets is 381 billion Eurobucks, putting it in the number 8 slot in *C Magazine's* index of the top ten corporations. Petrochem is aiming for a spot in the top five, and figures that the discovery of a few new oil fields could give them the push they need. Petrochem needs an additional 50 billion in net assets to push into the top five, but competition is stiff, with several other companies, including Militech and SovOil, in the running for the same slot.

Petrochem's 380 billion eb is divided into a number of holdings. 160 billion represents the company's CHOOH2 holdings and sales, 100 billion is various other real estate and durable goods, including the fleets and oil projects, 60 billion is the projected value of Petrochem's oil reserves, 45 billion represents subsidiaries, 10 billion is investments and cash reserves, and 5 billion is miscellaneous holdings.

Although Petrochem has a smaller net worth than many other megacorporations, it is actually in a stronger financial position than several because it has no large banking arm, and only a small share of its assets are in the form of debts and liens held.

STOCK

Petrochem is a public corporation with 402 million shares of common stock. Petrochem's stock fluctuates in response the CHOOH2 harvest, the state of relations with SovOil, discovery or depletion of oil reserves, the fortunes of its privately held subsidiaries (Xoma, Continental Agricorn, etc.), and other market forces such as the US and EEC prime rates and national and world-wide military and economic tensions. It is believed that a major oil find might cause the stock to increase dramatically, and possibly to split, and many investors are staking fortunes on this. The current stock price is 110 eb per share. Over the past few years, the price has fluctuated between 79 and 121 eb per share. The all time low came in 2010 after defeat at the hands of SovOil, when company stock traded for 52 eb per share, down from a pre-war high of 99. Even these days, ten years later, war speculation is enough to cause the stock to tumble.

Ellen Trieste is the major shareholder, with an 11% share currently worth over 5 billion eb. Trenton Parker is a close second with a 9% share worth just under 4 billion. Angus Youngblood owns a 7.5%, 3.3 billion share. Other senior board members have shares ranging from 7% down to .4%. The thirty senior board members account for 33% of common shares, and represent much of the voting power. The 100 junior board members control another 20%. Some of the senior and junior board seats are held by representatives of subsidiary and independent corporations that own significant shares of Petrochem stock. The largest corporate holding is a cross-ownership share of 6.2% held by Xoma Pharmaceuticals, which is in turn wholly owned by Petrochem. The combined junior and senior boards have a 53% controlling share. The remaining 47% is owned by private investors, mutual funds, and unrelated corporations.

The average share held by a Petrochem senior board member is 1.1%, with a value of about 484 million eb. Most of the senior board members are billionaires or representatives of corporations with interests in Petrochem. The average share of a Petrochem junior board member is .2%, worth about 88 million eb. Many board members are partisan, backing either Ellen Trieste or Trent Parker.

RESOURCES:

MANPOWER

Petrochem and its subsidiaries employ just over 400,000 people world-wide. Fifty thousand of these are armed forces personnel, ten thousand serve in various merchant marine positions, forty thousand work at CHOOH2 or oil refining and/or drilling facilities, forty thousand work on CHOOH2 farms around the world, twenty thousand work on various other Continental Farms Agri-corp facilities, eighty thousand work as executives, researchers and staff at Petrochem offices and facilities, and 150 thousand work for various subsidiary companies and chains. A huge 60,000 work for the 7,000 unit, world-wide CHOOH4U chain.

RESOURCES:

HARDWARE

Petrochem owns ten IEC Tanker Submarines, 40 other huge tankers and freighters, 200 SNB Fast Patrol Boats, 40 various Shirakawa Submersibles, and 350 other naval vessels of varying size, from tiny outrider boats to large naval transports. Petrochem maintains its huge fleet because it is suspicious of sending its valuable oil and CHOOH2 cargoes via commercial shippers like IEC or Sato.

Petrochem also has a large supply of transport, military and executive aircraft. The company owns seventeen C-25 heavy cargo aircraft (see *Corpbook One*), 180 executive and military tilt-rotor aircraft, 100 executive and military helicopters, 205 AV-4s, thirty AVX Viper combat aerodynes (see *Corpbook Two*), twenty executive aircraft, and a number of other miscellaneous aircraft.

The company keeps a storehouse of other military materiel, including artillery, armored and unarmored combat vehicles, missiles, and heavy weapons. It also has large supplies of general items, such as trucks, cars, computers, farm and security equipment, and communications gear.

RESOURCES: BLACK

Aside from its potent military forces and secret agents, Petrochem has black resources, such as powerful viral agents that attack all strains of *T. Megasuavis* and the CHOOH2 fermentation yeast, *Saccharomyces prestoni*. Courtesy of Xoma's groundbreaking work, and the company's strong ties to Biotechnica, Petrochem also has access to a wide variety of chemical and biological warfare agents and combat drugs.

SUBSIDIARIES

Petrochem's unifying corporate body is the Petrochemical Associates International Corporation. PAIC's corporate divisions include: Petrochem Inc., Petrochem Petroleum Technologies, Petrochem CHOOH2, Petrochem Advanced Fuel (CHOOH2) Technologies, the Petrochem Credit Union, Petrochem Chemical Industries, and the Petrochem Armed Forces. Some subdivisions include: The Submerged Drilling Project, Petrochem Shipping, Petroleum Refining, Petrochem Farms, Advanced Fuel Refining, Special Projects, Advanced Materials, Alternate Fuels, Petrochem Weapons, and Petrochem Lobbying and Marketing.

Petrochem also has a large number of true subsidiary companies, protected by the usual web of cross-ownership and cross-investment. Just a few of Petrochem's subsidiaries are: Xoma Pharmaceuticals, Inc.; CHOOH4U, Inc.; SeaRig, Inc.; Continental Farms Agri-corp, International; Good Earth Foods; International Hydro-Technologies (pumping and pipelines); PetroTech Auto Parts; Loomis Advanced Electronic Research; Moo-Moo Burger; Zany-Cola; Triti-Fizz; Hydro-Chem, Inc.; Goman Pharmaceuticals; Sleep King Mattresses; Col-R-Boy Paints; Coastal Engineering and Construction Company; Nanosystems Inc; and the Dallas Cowboys football team. There are many more.

SCANDAL—A PETROCHEM ADVENTURE

INTRODUCTION

In this adventure, the characters are unwittingly drawn into a confrontation with the Petrochem Corporation. They discover that the illegal dumping of a highly toxic material is claiming the lives and the minds of local street people. Hired by the local citizens to expose the plot, they try to prove the corporation's responsibility while facing opposition from Petrochem's dangerous black ops forces.

This adventure may be played with any type or number of players. The run is especially well suited for a Media team or a team with a Media on it. Some characters will have to be combat effective for the encounter with the soldiers, but detective work is the focus of the adventure. If none of the characters has medical or biochemical skills, the characters will have to hire the services of a Ripperdoc.

PART ONE:

A LITTLE WEIRD TO BEGIN WITH

As the adventure begins, the characters are relaxing in the Uptown Club, a sarcastically-named, South Night City watering hole popular with the cyberpunk set (You may substitute the characters' regular hang out, if they have one, for the Uptown Club. See the *Night City Sourcebook* for information on South Night City). It is a quiet evening; a few 'punks are hanging out, swapping lies and cutting deals, but business is slow and activity is subdued. A *Blood and Ice* tune is thumping plaintively out of the jukebox. Sideways Clarence, the huge bartender, is mixing up the potions on demand. (He's called Sideways Clarence because he's so broad-shouldered that his friends, only half joking, suggest that he has to walk through doors sideways.)

Sideways Clarence is a compassionate man who remembers South Night City's better days. He has always allowed the local beggars to come into his bar and get a cup of coffee, as long as

MATTY
THE VAGRANT
(BEGGAR)

A typical Night City vagrant; dirty, gaunt, and unshaven, in scavenged clothes. He will fight until killed, knocked out, bound, or sedated. Boldface numbers indicate his stats while berserk.

STATS: INT 4, REF 7/9, TECH 3, COOL 5/10, ATTR 2, LUCK 1, MA 6/7, BODY 7/10, EMP 6/1, SAVE 7/10, BTM -2/-3.

SKILLS: Street Survival 5, Persuasion and Fast Talk 2, Streetwise 4, Awareness/Notice 3, Hide/Evade 4, Brawling 3, Melee 4.

CYBERWARE: None.

GEAR: A makeshift dagger made from a piece of sharpened iron (Melee 0 J - 1D6 - - 1m).

Note: Street Survival; a skill for beggars, tramps and urchins. It represents the ability to scrounge for food, cast-off clothing, and a safe place to sleep. Different from Streetwise in that it doesn't represent contacts or deal-making ability. It's like Wilderness Survival for the city.



they're not too smelly. This evening one such vagrant is nursing a cup of the complimentary coffee at a small table in a corner of the bar. Characters making a **Streetwise** roll ≥ 17 may recognize him as a normally harmless neighborhood bum named Matty. He is talking to himself softly, but that is not unusual for him. However, as a few minutes pass, characters who make an **Awareness/Notice** roll ≥ 15 may notice that the pitch and volume of Matty's solitary monologue are rising rapidly. It is impossible to hear what he is saying without coming within a couple of feet of his table.

If the characters approach the vagrant: He will become more and more skittish as he is approached. When the characters get within a couple of feet, two things will happen. 1) The vagrant's mumbling will become intelligible, rising in volume as the characters approach: "Get away-get away-get away—*GET AWAY!*" 2) He will go completely crazy, attacking everybody around him indiscriminately with a large piece of sharpened steel that he has pulled from his coat.

If the characters don't notice or don't act: They'll notice as soon as somebody else comes close to Matty, and he goes crazy and starts attacking anyone he can with his makeshift dagger. He may injure one or two people before he is subdued. If they don't get involved on their own, Sideways Clarence will ask the characters for help.

A
REQUEST

Once Matty has been subdued or killed, Sideways Clarence will call an ambulance and have him taken to the local free clinic for treatment or cremation. Neither the police nor the medical system has any interest in a loony Combat Zone bum, so there will be no investigation, or autopsy if he is dead. If he is alive he will be put in the psych ward where the overworked doctors will get to him when they have time.

Having taken care of immediate business, Clarence will ask to speak to the characters. "This isn't the first time that something like this has happened around here. I know of three other times with local beggars going berserk, hallucinating and killing themselves or attacking others. I know most of them are a little weird to begin with, but not homicidal. Don't know if they're getting into a new drug, or what. The public clinic won't do toxicology, and no one else is interested. I know it's hard to care about beggars, but if they're into something, how long before the local kids get into it? I've scraped up a few bucks from some of the other local merchants. I'd appreciate it if you folks could check this out."

Clarence can't come up with more than a few hundred bucks, so the characters are going to have to work for cheap, but it's their neighborhood, too.

MORE INCENTIVE

If the characters need more prodding, and they don't already have a Media on the team, try this: There is a freelance media who hangs out at the Uptown Club, a woman named Celia Pulawski. She's looking for her break, and she thinks there might be a story behind the psychotic beggars. She has a few more eb that she can throw into the kitty, and she'll ask the characters to help her investigate.

PART TWO: INVESTIGATION

If the characters agree to look into matters for Sideways Clarence, there are several ways that they can go about their investigation. Pursuing several paths will provide the most complete picture.

Investigate the other incidents of madness: There have been three other recent incidents involving sudden madness and hallucination in local beggars and vagrants. Two men and one woman have gone insane. The incidents received no official attention. Two of the vagrants are dead, and one is in the psych ward at the public hospital. If the characters check her out, they will find that she is incoherent. Although they are indicated, the clinic has not run any toxicology tests on her.

Research Matty only: The characters can talk to some of the other beggars and bums in the neighborhood (there are plenty). It might take a **Streetwise roll** ≥ 20 for them to find people who know Matty. Matty was a harmless individual who had lived on the street for over ten years. He drank, but, as far as anyone knew, he never took drugs or harmed anyone. He often slept at place called the Jungle, a squatters camp in a huge open pit.

Get some tests done: For some reason, the public health clinic hasn't done toxicology tests on any of the victims, but there's no reason why the characters can't find a sophisticated Ripperdoc willing to do it. The problem is getting a blood or tissue sample from Matty, or, if he has been killed, the other surviving vagrant. It is easy to arrange a visit with one of hospitalized vagrants, but because they have gone psychotic, any visits will be supervised, and officially, no contact will be allowed. The characters will have to bluff or bribe their way through the system. It will take a **Persuasion and Fast talk roll** ≥ 20 , a few eb, and some good role play to get the team alone with one of the victims. Once alone, it will take a **Medical Tech roll** ≥ 15 or a **First Aid roll** ≥ 20 to get a blood sample from one of the struggling vagrants without hurting them. A failed roll means a broken needle or other injury, and possible intervention from the medical staff. Tests from more than one of the psychotic vagrants would be helpful. The characters should not try to blast their way into the clinic. As an option, the Referee can rule that the bodies have not yet been cremated, and the characters can sneak into the morgue for a sample.

If the team gets a blood sample, they can have a local Ripperdoc do an analysis. It will take a **Streetwise roll** ≥ 18 for the team to find a 'doc with the necessary equipment, and it will cost

CELIA PULAWSKI (MEDIA)

STATS: INT 10, REF 7, TECH 7, COOL 8, ATTR 9, LUCK 5, MA 9, BODY 7, EMP 9/6, SAVE 7, BTM -2.

SKILLS: Credibility 7, Personal Grooming 5, Wardrobe and Style 4, Human Perception 4, Interview 6, Social 3, Persuasion and Fast Talk 4, Awareness/Notice 6, Education and General Knowledge 5, Brawling 3, Melee 1, Handgun 1, Driving 6, Photo and Film 5.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data Term Link, Machine/Tech Link, Basic Cyberoptics, Image Enhancement, Times Square Marquee, Teleoptics, Low-Lite™, Basic Cyberaudio, Amplified Hearing, Radio Link, Phone Splice, Sound Editing, Wide Band Scanner, Digital Recorder Link.

GEAR: SP 14 armored long coat, Raven Microcybernetics Cybercam EX-1 (see *Chromebook*).

200eb. If the team has a Medtech who also has Biology and Chemistry, the 'tech can do the analysis if he or she has access to a good lab and makes a **Medtech roll** ≥ 20 and **Biology and Chemistry rolls** ≥ 15 .

If the test is successful, the results will prove interesting. Each blood or tissue sample from a psychotic vagrant will show traces of the same compound. A little indexing will show that the chemical does not match any currently known street or medical drug. Its structure is similar to several known psychoactive substances. It could be the remnants of a street drug, or it could be from some kind of unintentional contamination.

General Background: It will serve the characters well to circulate on the street a little and see what background they can dredge up for the other victims. With a **Streetwise roll** ≥ 15 , and a little role play, it will probably come as no surprise when the characters learn that it wasn't just Matty, but all of the psychosis victims that regularly slept at the Jungle.

A good question: The characters may wonder why basic toxicology tests were not done on the vagrants, especially after so many cases of psychosis. If the characters talk to the orderlies at the public hospital, or do a little research, they will discover that toxicology is SOP on incoming mental patients, or the bodies of people who have gone psychotic. No one can explain why toxicology was not done on Matty, or any of the other victims of the strange Psychosis, especially considering their common connection to the Jungle.

DR. WALTER KRIEGER (MEDTECH)

STATS: NT 8, REF 8, TECH 7, COOL 7, ATTR 6, LUCK 4, MA 7, BODY 8, EMP 6/5, SAVE 8, BTM -3.

SKILLS: Medical Tech 8, Social 6, Persuasion and Fast Talk 5, Awareness/Notice 4, Education and General Knowledge 8, Expert Psychologist 8, Expert Neurochemistry 6, Biology 7, Chemistry 7, Brawling 2, Handgun 3, Driving 3.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data Term Link, Machine/Tech Link.

GEAR: Militech Arms Avenger with one magazine in desk or car, cellular phone, SP 10 armor T-shirt.

PART 3A: THE DOCTOR

If the characters want to find out why the standard tests were not performed on the victims of the sudden psychosis, they will have to talk to the staff at the public health clinic and to the doctor overseeing the cases. The staff won't know why the tests weren't performed, they "don't have access to that information." The characters will be referred to the doctor overseeing the psych cases.

DOCTOR KRIEGER

The person responsible for the unclaimed psych cases is a Dr. Walter Krieger. Krieger used to practice at an upscale suburban medical center, but he was drummed out after a malpractice suit involving a failed chemical treatment for a famous schizophrenic artist. The public clinic is the only place he can find work.

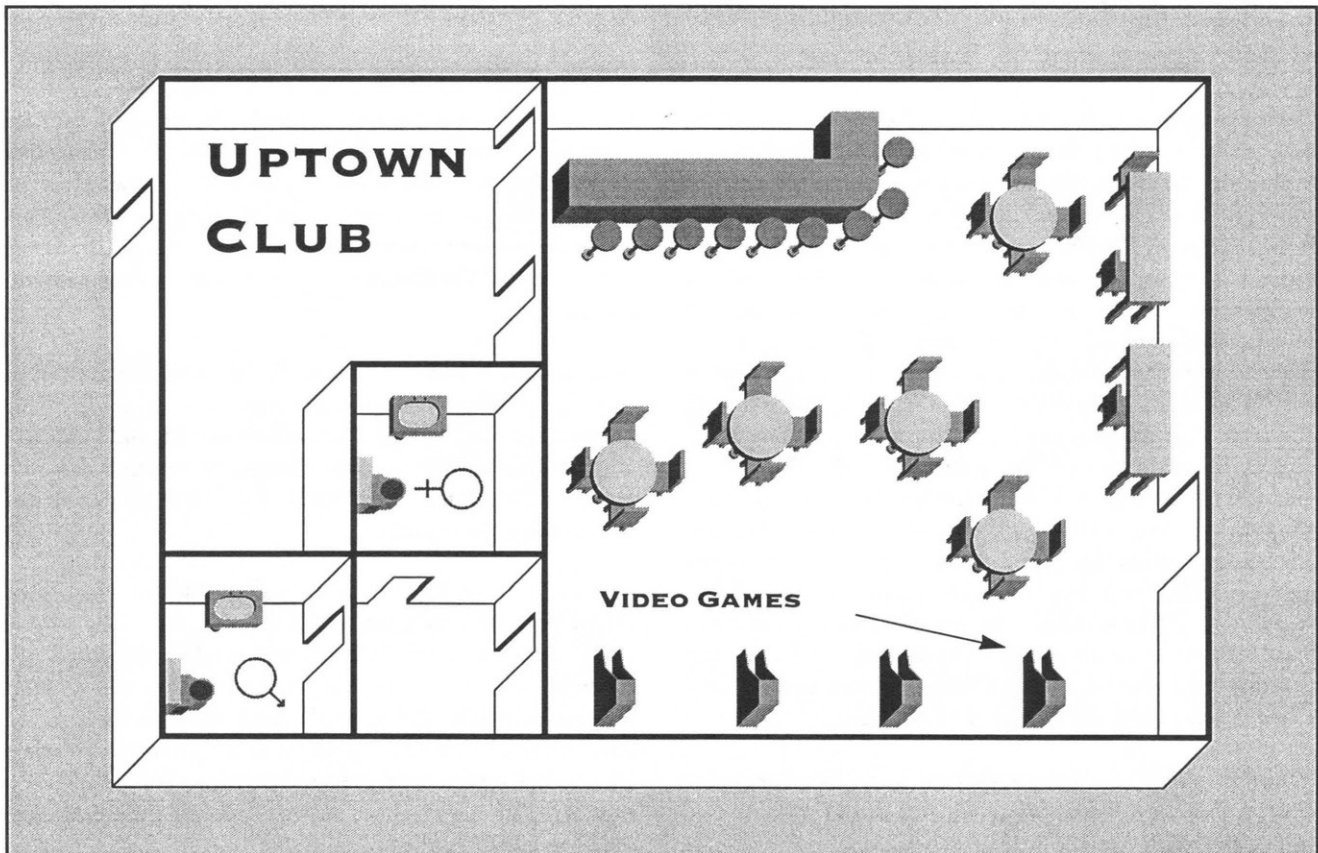
The characters will be able to get Krieger's phone number and business hours from the front desk. They can get his home number and address if they send a Netrunner into the clinic's computers. It will take an **Interface roll** ≥ 20 to access the correct information. Failure means the information can not be accessed, and the characters will have to talk to him at the clinic.

If the characters talk to him at the clinic or over the phone: He seems amiable, but he will explain that he has only a few minutes. If the players ask him why toxicology tests were not performed on the blood of the four psychotic vagrants, Krieger will

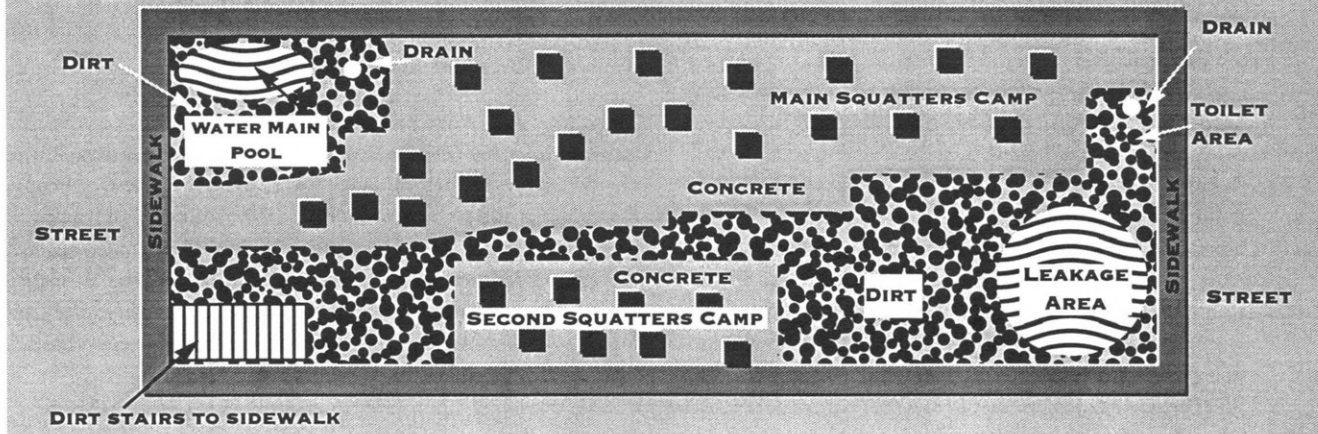
PART THREE: CONNECTIONS

Once they have researched the victims of the psychosis, the characters should have two things on their mind. 1) What is going on at the Jungle? All of the victims slept or spent time there. 2) How come standard toxicology tests were not done on the victims?

The characters can pursue either angle, or both at the same time.



THE JUNGLE



explain that, although the tests are mandated, the clinic is overloaded and nearly broke. He prefers to concentrate his effort on those he considers salvageable. He claims to know of no pattern to the symptoms, behavior, or residence of the four victims. They were just four poor people whose minds finally went. If the players confront him with the results of a test they may have conducted in their own, he will dismiss it as not meaning anything. He will then say that his time is up, and he must leave.

If any of the characters has Human Perception, have them make a **Human Perception roll vs. Dr. Krieger's Persuasion and Fast Talk Roll**. If the character wins by +1-2: he or she thinks that Krieger was worried during the interviews. By +3-4: Krieger was definitely worried, and may be hiding something. By +5-6: Krieger is hiding something, and afraid for his life. By +7 up: Krieger was lying, is afraid for his life, and may be dangerous. Human Perception over the phone is at -4, and works only if the person with the skill can hear both ends of the conversation.

If the characters confront Krieger away from the clinic: He will be much more belligerent. He will demand to know how the characters found him, and will tell them to reach him through the clinic if they want to talk to him. If pushed or coerced, he will tell the characters the same things as above. A Human Perception roll will also work as above. If the characters force Krieger to talk and make an **Interrogation roll vs. Krieger's Cool Roll**, he will spill a whole new story. He will tell the characters that he was going to run the standard tests, but he was approached while off-duty by two large, armed men. The men told him that they represented a certain party that wished to make sure that there were no toxicology tests on any living or dead vagrants or squatters that displayed the same symptoms of sudden psychosis, especially if they spent time at the squatter camp called the Jungle. They said that they would pay the doctor 5000eb to make the coverup. They also said that they would kill him if he talked or failed. After confessing, the doctor will plead with the characters for protection. If they release him, he will flee and disappear.

PART 3B, THE JUNGLE

The characters will eventually be checking out the Jungle, either before or after they talk to the good doctor. The Jungle is a squatter's camp that has been erected in a pit that holds the foundation for a huge tower that was never completed. The remnants of the foundation offer partial shelter from the elements. In one corner of the pit, where an enterprising soul has tapped a water main that was to feed the building, there is running water for drinking and showering. The pit is 100m per side, and between 5 and 10m deep. Makeshift stairs lead down from the sidewalk. Parts of the floor are dirt and parts are concrete. Over 400 people live or sleep in the pit, in boxes, tents and newspapers. Gangs raid the pit occasionally, but the large number of people living there acts as a deterrent. Most of the residents of the pit are true derelicts and beggars, with no money or resources.

If the characters research the history of the pit: Five years ago it was to be an office tower, built as part of mayor Judson Freeman/Mbole Ebunike's now defunct plan to revitalize South Night City. Construction was suddenly halted when the Petrochem Corporation filed a lawsuit asking for an injunction against construction on the grounds that the city had used unfair bidding practices when it refused to allow Petrochem to purchase the previously undeveloped land for its own uses. The city won the lawsuit, but construction was never resumed. Petrochem has recently launched another campaign to buy the property, and legal proceedings are under way. Vagrants have been using the pit ever since the construction crews stopped work in 2015.

If the characters talk to people in the pit: Many of the beggars and vagrants will be afraid of the characters at first, believing them to be police or gang members come to hassle them. Eventually, after a little role play, the characters will be able to get some of them to loosen up enough to talk.

There are four things worth noting.

- 1) Recently, more and more of the people living in the pit have been getting sick. Disease is quite common among the beggars, but incidents have been rising, and symp-

toms have been strange: weeping sores, dementia, and the strange psychosis that first got the characters involved in the whole situation. Even deformed rats and pigeons have begun turning up in higher numbers. A few people have begun abandoning the pit, but many remain.

- 2) Recently, strange people have been seen snooping around the pit at night. They move silently through the boxes, foundation parts and surrounding buildings. Many people believe that the strange intruders are from a new local gang. They are definitely not beggars. The few individuals who have gotten a good look have said that the intruders are big men wearing military clothes.
- 3) There have been more killings than usual in the pit recently. There are always occasional murders; people are killed for shoes, food, or a harsh word in the wrong direction. In the last month, however, there have been eight killings; twice the normal for that period of time. Three of the people killed were homeless leaders who were trying to rally the city to set up a permanent shelter at the site.
- 4) A strange liquid has begun seeping up in one corner of the pit, in a dirt-lined area. It is viscous and oily, and smells strange. People no longer live in that section.

If the characters stake out the pit: Activity in the Jungle winds down at about 11pm, when it gets cold. People start climbing into their boxes and going to sleep, and activity concentrates around five or six oil-can fires. If the characters make **Awareness/Notice** roles vs. the Petrochem special ops soldiers' **Stealth** (see Key People), they may see two or three large men in camo surveying the pit from the edge. Any characters looking without Low-Lite, UV, or similar enhancement will take a -3 modifier from the darkness. The soldiers will make regular surveys throughout the night. They will flee if confronted unless they have something to gain. They are Petrochem black ops soldiers. They have been assigned to oversee operations at the pit, where Petrochem is hoping to suppress the discovery of the leakage of toxic waste from an illegal dumping from 2011 to 2013. The soldiers are quashing all investigation or complaints until Petrochem can buy the property, legally evict the squatters, and cover up the site. There are four of them at the pit.

PART FOUR: CONFRONTATIONS AND COVERUPS

By now, the characters should suspect that they have a potential media bonanza on their hands. The evidence points to some kind of toxic waste scandal. There a couple of things that the characters may want to do.

Test the oily resin: If the characters spoke to the beggars in the Jungle, they know that an odd, possibly toxic and mutagenic substance is seeping up through the ground in one corner of the

pit. The characters may want to take a sample of the material and have it analysed. If the characters have not chased the soldiers away, or killed them, they may be in for a surprise.

If the four soldiers see the characters take a sample of the oily substance, they will attempt to intercept and attack the characters before they can have the resin tested. See Key People for weapons and stats on the soldiers. The soldiers will wait until the characters are away from the pit before they attack. Even if the characters manage to chase the soldiers off, the surviving ones will try to follow the team covertly to see where they are taking the sample. Have the characters make **Awareness/Notice** rolls vs. the special ops soldiers' **Shadow/Track**.

If the characters manage to defeat or elude the Petrochem soldiers, they can have the substance tested in the same way as the blood samples from Matty and the other vagrant. A Ripperdoc with a good setup will do the analysis for a couple of hundred eb. A character can do it with a good lab and a **Chemistry** roll ≥ 20 and a **Biology** roll ≥ 15 . Chemical analysis will reveal that the resin is a byproduct of the manufacture of a pesticide called DBZ. DBZ is used mostly on *T. Megasuavis* fields for CHOOH2 production. It is manufactured only by Petrochem. Petrochem's South Night Refinery manufactured DBZ until 2013, when production was transferred to another facility. The resin is supposed to be disposed of only in deep dumps designed for highly toxic materials. It is a known toxin and mutagen, and is known to be psychoactive, causing delusions and psychosis. Analysis will confirm that the agent in Matty's blood is also in the oily resin.

Dig: If the characters feel lucky, they may put on masks and gloves and dig in the spot where the resin is seeping to the surface. They will only have to go a few inches down before they find the source of the resin. There are steel drums buried in the dirt. Several of them have broken open, possibly from age and corrosive effects, releasing hundreds of gallons of toxic waste. It is this effluvium that is seeping to the surface. It never would have been discovered if not for the plan to build a tower on the site. This explains Petrochem's desire to prevent construction and investigation.

Unless the characters have eliminated or chased off the soldiers who survey the site each night, they will be attacked. The soldiers want to prevent the characters from digging on the site, and they will make every effort to accomplish this. They will attack stealthily, and the characters will have to make **Awareness/Notice** rolls vs. special ops soldiers' **Stealth** to get any warning.

Note: The characters will get the most complete picture if they dig *and* have the substance tested.

BREAKING THE STORY

If the characters have followed up all of the angles, they now have enough evidence to prove that the Petrochem refinery was running an illegal toxic dumping operation here sometime in the past.

Although the barrels are unmarked, Petrochem is the only company that makes, or has made DBZ, and, thus, the only company that would be dumping byproducts from the production of the pesticide. This kind of a story can vault a Media team into the big time. If the characters are a Media Team, or have a Media working with them, they should be excited. If not, they should try to contact a Media as soon as possible. They might even be able to sell the story for a good sum. They'll certainly get publicity.

A LAST DITCH EFFORT

Everything is not over with yet. The actions of the team have been observed and reported by the Petrochem Soldiers. Having failed to deter the characters with force, the company is going to give the soft touch a whirl before they send in the big guns.

Sometime after they have made their discovery, the characters are going to be intercepted by a Petrochem Corp who wants to cut a deal. The corp will meet the team at a location of the referee's choosing, any time before they break the story. He will make sure that it is in a location where his backup team can cover him. This could mean near the Jungle, outside the Uptown Club, or anywhere else where he won't be isolated with the team. He will probably do it someplace where there aren't a lot of people around.

The corp is named Robert Page. He is an underling of John Baldwin, the current director of the Petrochem Refinery and the man who was in charge of the DBZ production program from 2011 to 2013. Page will wait for the characters in the street. He will appear to be alone, but characters making Awareness/Notice rolls vs. The special ops soldiers' Stealth rolls after a -3 modifier may notice one or two of the commandos hidden on nearby rooftops or in dark doorways. Page will approach the characters with a briefcase. He will offer the characters 20,000eb in cash to forget everything they have learned until the Jungle is covered over. He will never say who he works for.

If the characters accept the money: Page is sincere. He will pay the characters with the cash in the briefcase. He will also warn the characters not to renege on the deal. If they do, he promises that Petrochem's elite terror troops, the Water Leopards, will hunt them down and kill them. The adventure is over. Chastise your players for being amoral.

If the characters reject the deal: Page will order the soldiers stationed around him to attack the characters and wipe them out. There are 4 to 10 special ops soldiers, depending on the strength of the characters' team. If the players survive the combat, they may interrogate Page and break the story. See below.

If the characters attack Page: The 4 to 10 hidden special ops soldiers will attack and attempt to wipe out the characters. If the characters win, they may interrogate Page and break the story. See below.

If the characters interrogate Page: Page will attempt to flee as soon as any combat breaks out. The characters may still catch



ROBERT PAGE (CORP)

STATS: INT 7, REF 8, TECH 5, COOL 9, ATTR 9, LUCK 6, MA 8, BODY 7, EMP 7/5, SAVE 7, BTM -2.

SKILLS: Resources 6, Personal Grooming 4, Wardrobe and Style 5, Social 6, Persuasion and Fast Talk 5, Awareness/Notice 5, Education and General Knowledge 7, Hide/Evade 2, Stock Market 5, Accounting 6, Karate 5, Handgun 3, Driving 5.

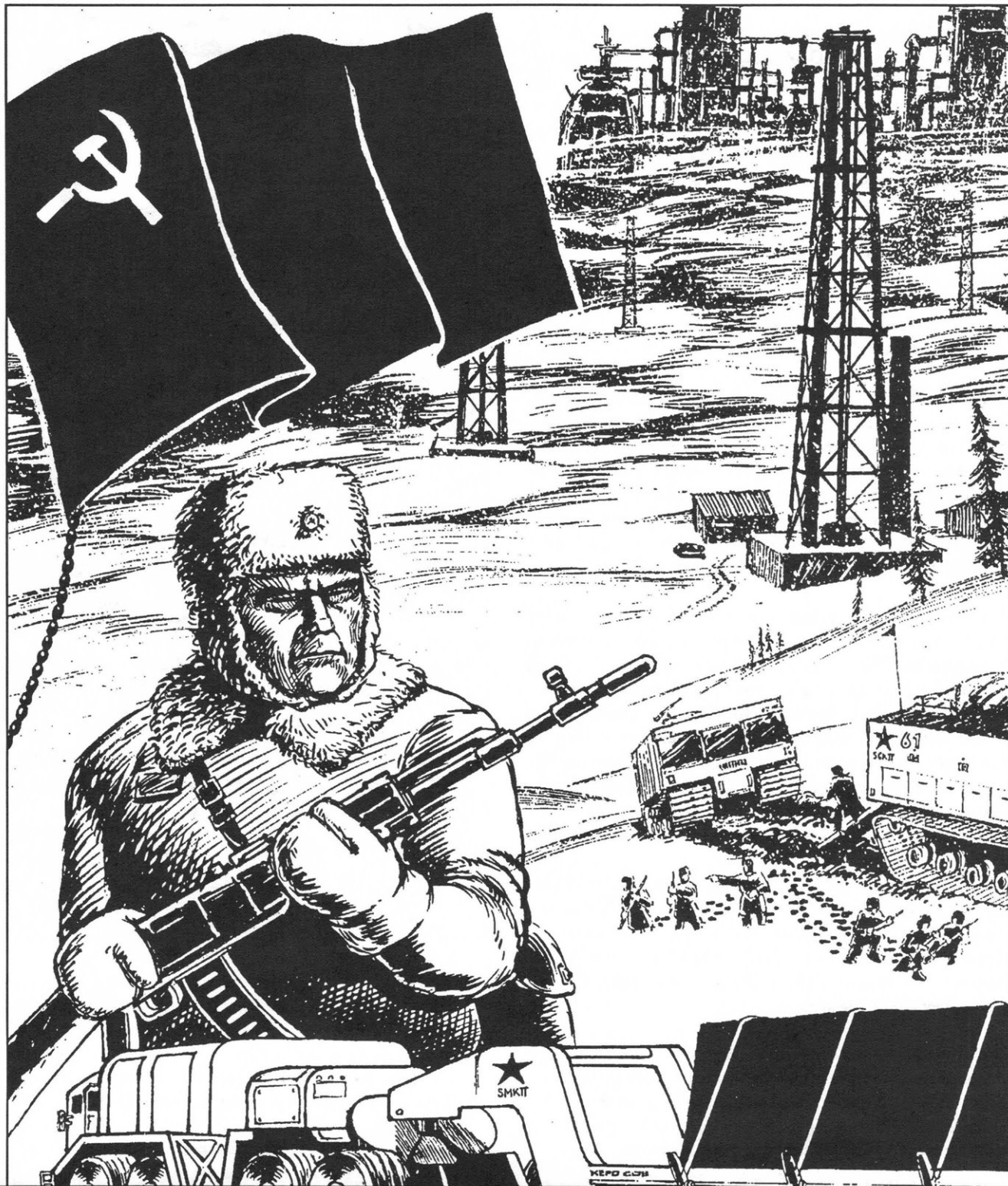
CYBERWARE: Basic Processor, Chipware Socket, Interface Plug, Data Term Link, Smartgun Link, Basic Cyberoptic, Times Square Marquee, Low-Lite™.

GEAR: SP 18 armor jacket, smartchipped Federated X-9mm pistol with three magazines, pocket radio transmitter.

him, however. If the characters take him alive, they may interrogate him. If the characters make an Interrogation roll vs. Page's COOL, he will tell them that he works for Petrochem, that the corporation is responsible for the waste, and that John Baldwin ordered him to buy the characters off or kill them so that he could complete his coverup.

CONCLUSION

If the characters survive the confrontation with Page and his commandos, they will have all the evidence they need to break a huge scandal wide open. The story will get major media coverage, the characters will get publicity, John Baldwin will be fired and tried, and Petrochem will issue a public apology and clean up the site. There will be no more cases of poisoning. The characters are local heroes. ■



SOVIET WORLD OIL INDUSTRIES

PRECIS

SOVOIL

World leader in oil recovery/refining. Extensive mining, heavy industry, and power transmission interests.

HEADQUARTERS: Moscow

REGIONAL OFFICES: St. Petersburg, Tashkent, Vladivostok, Tokyo, Seoul, Beijing, Manila, Ho Chi Minh City, Singapore, Sydney, Algiers, Rio De Janiero, Havana, Washington D.C., Night City, most capitals in United Europe

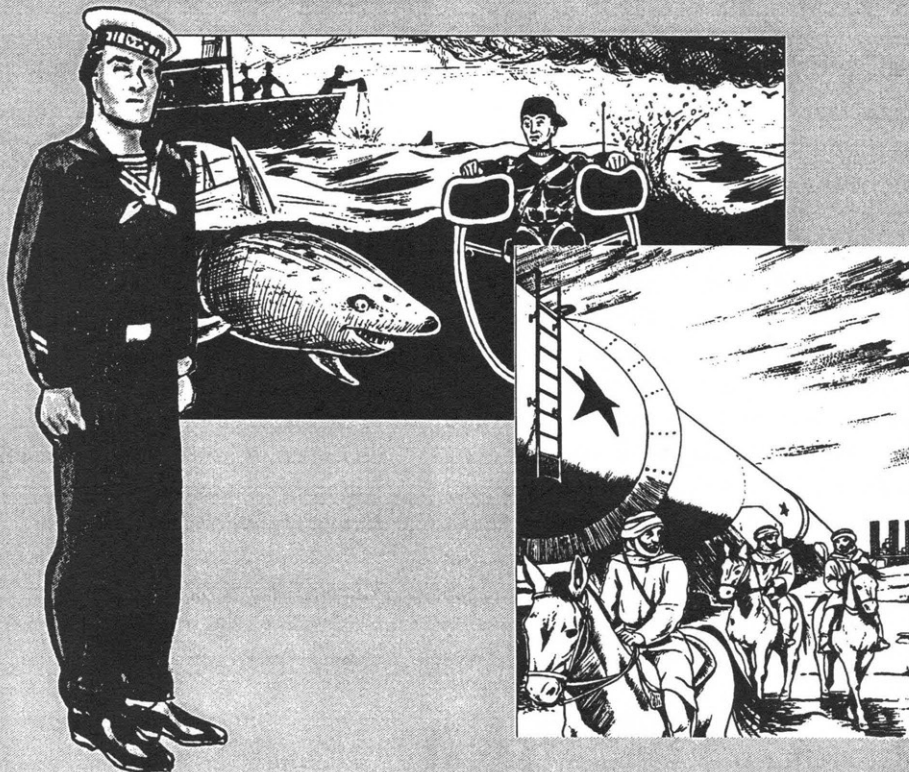
NAME AND LOCATION OF MAJOR SHAREHOLDERS:
SovOil Investments (Novikovo family) of Moscow, 8%; Inner Board of Directors, 20%

EMPLOYEES: World Wide 800,000
Troops 150,000
Secret Police/Specialists 50,000

IN 1997, THE SOVIETS HAD THE CAPABILITY TO RECOVER ONLY A FRACTION OF THEIR OIL RESERVES; THE LARGEST IN THE WORLD. AFTER A MASSIVE PROGRAM OF EXPANSION AND MODERNIZATION, KERO SOV, THE SOVIET STATE OIL INDUSTRY, WAS STRONG ENOUGH TO BREAK AWAY FROM THE UNION GOVERNMENT'S CENTRAL COMMITTEE. BY 2002, IT HAD BECOME THE SOVIET WORLD OIL INDUSTRIES: SOVOIL.

SOVOIL'S LEADERS KNOW, HOWEVER, THAT THE OIL WON'T FLOW FOREVER, AND ARE MAKING PLANS TO CARRY THE CORP INTO THE 2050'S, WHEN OIL IS NO LONGER A PRIME SOURCE OF INCOME.

IN THE NEW SOVIET UNION AND EASTERN EUROPE, SOVOIL IS A MAJOR ECONOMIC FORCE, AND ITS EXPANSION INTO OTHER INDUSTRIES IS NOT UNNOTICED BY PETROCHEM. MUCH ILL-FEELING REMAINS, EVEN 10 YEARS AFTER THE WAR; WITH COMPETITION HEATING UP, AND RESOURCES GROWING SCARCER, THE TWO GIANTS MAY BE HEADED FOR ANOTHER CONFRONTATION.



HISTORY

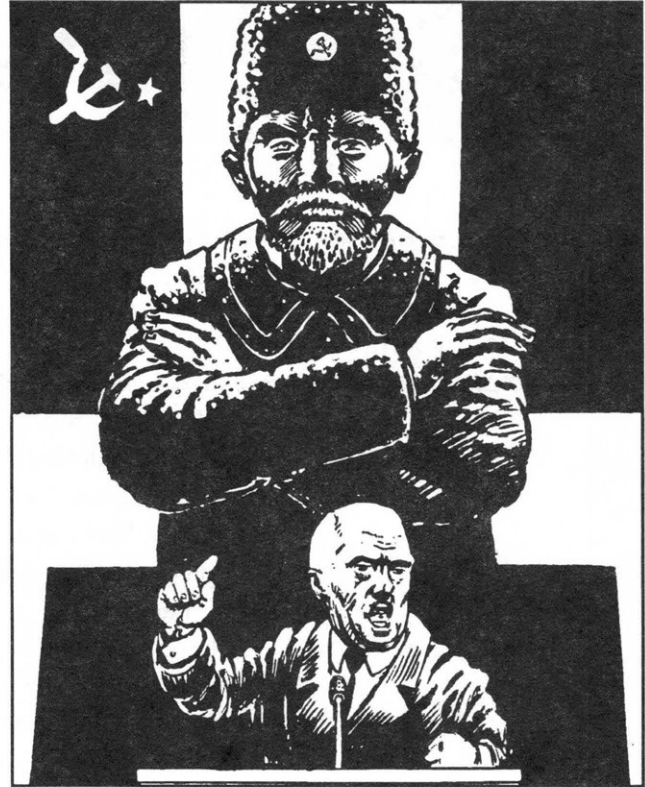
1994

Andrei Gorborev slammed his fist down on the polished mahogany table, silencing the bickering that had dominated the discussion for the last several minutes. Grudgingly, the delegates from the small nations that had once comprised the mighty Soviet Union gave the man at the head of the table their attention. "We *must* have an accord!" Gorborev exclaimed, "And we must have it before this conference ends. Too many times we have tried and failed. Now there is no alternative. The world grows unstable. The United States is suffering, and Western Europe threatens economic domination. If we are to compete as a credible economic force, now is our opportunity." He paced around the table, struggling to hide his contempt for the leaders of the new sovereign republics, few of whom seemed to be able to grasp the big picture. "And throughout this, what do I hear from this table? Threats...insults..." Gorborev scowled at the foreign ministers of Tajikistan and Uzbekistan, "...completely inconsequential border disputes." The two men lowered their eyes.

The President of the Soviet Federation strode back to his position at the head of the table, but remained standing. "I'm not asking you to compromise your sovereignty. I'm not asking any of you to give more than you'll receive. We must form an economic and strategic union. There must be free trade across our borders. Certain key industries must be centrally administrated, and allowed to operate without restriction. Only in this way will our Federation survive. Otherwise, we are doomed to catastrophe."

Out of this impassioned plea, the Union of Sovereign Soviet Republics was forged from the remains of the Soviet Federation. Andrei Gorborev laid the foundation for a new Soviet Union, a Union to be bound by political and economic cooperation rather than enforced ideology. Although still beset by internal conflicts, the new Union enabled the USSR to compete successfully with the EEC and USA, and avoid the complete chaos and disintegration which had been forecast for so long. The Union allowed the various republics to remain autonomous, with their own governments, armed forces and international relations, but it provided a political and economic framework for cooperation, and a military alliance for security. A Central Committee comprised of elected delegates from all of the republics dealt with economic and political issues that affected the entire union. The Committee was empowered to enforce policy with political and economic sanctions. A president was elected from the body of delegates. Andrei Gorborev, former president of the old Soviet Federation, served several consecutive two-year terms as president of the new Union.

Under the terms of the new union, republics were allowed to form their own free-market economies. In order to maintain regional



Gorborev speaks at conclave forming new Union of Sovereign Republics

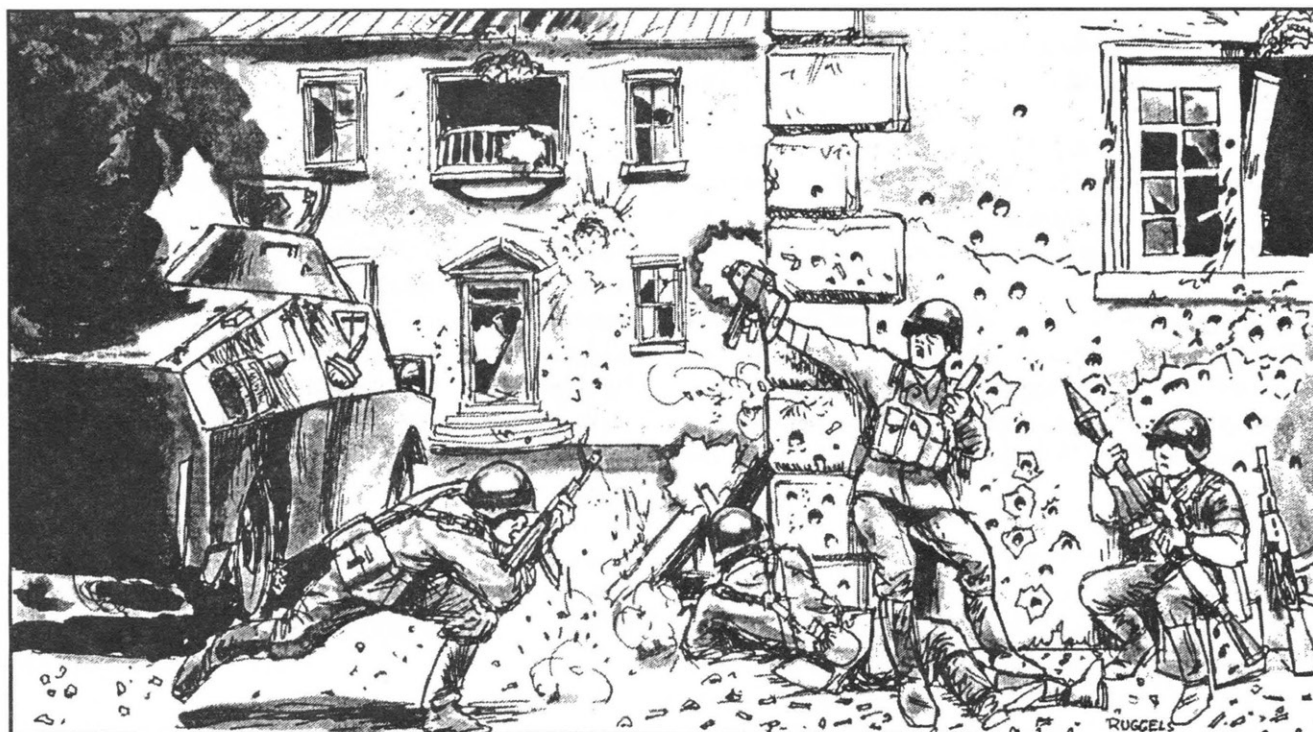
stability, certain key industries were kept socialized and administrated across all of the republics by subcommittees of the Central Committee. One such centrally-controlled industry was oil.

1996

Organization of the socialized state industries was proving difficult. Although they had all signed the Union agreement, most of the republics were arguing over which specific resources were to be ceded to Committee control. As one of the most valuable commodities, oil was a particularly sticky bone of contention. Siberia and Kazakhstan, holders of the largest oil reserves in Soviet territory, were being especially recalcitrant. In order to hasten progress, Gorborev ordered a reorganization of the State Oil Industries Subcommittee and named Anatoly Novikovo as new Director. Novikovo was the head Siberian delegate to the Central Committee, and a powerful leader. His charisma and connections with the Siberian oil industries were valuable assets, and formation of the state oil industry moved forward. Central Committee rules required that the Deputy Director of the State Oil Subcommittee be from a different republic than the Director. In a daring political move, Novikovo appointed Yarno Kurgasyn, his longtime rival and the chief delegate from Kazakhstan, as his deputy. With representation in the two major oil-producing regions, success was ensured.

1997

Consolidation of the State Industries continued against the dra-



A “Nights of Fire” action near party headquarters, Znamenka

matic backdrop of the KGB rebellion and the ‘Nights of Fire’, during which renegade KGB elements from the old Union of Soviet Socialist Republics waged war with reformist army units across the new Union of Soviet Sovereign Republics. The violent rebellion was unsuccessful, as reformists held onto power and the sovereignty movement survived, but a crucial element of future events had been established. During the unsettling year, the State Industries, including oil, lobbied successfully for the right to establish their own security forces to protect ‘valuable Union resources’ from attack and sabotage by the renegade KGB units and several rebellious army units which had joined them. The Industry Subcommittees argued that republican armed forces were unreliable, as they had no cross-border coordination and were more concerned with the welfare of the individual republics than with that of combined State resources. The Subcommittee directors claimed that they needed forces dedicated solely to protecting State industrial resources. The request was granted by Gorborev, and the fledgling State Oil industry began to establish its own army. Ironically, this would eventually become Gorborev’s political undoing.

Novikovo was interested in recruiting only the best. The early nucleus of SovOil’s army was drawn from the fearsome, pro-union, Soviet Interior Ministry troops: the OMON Black Berets. These were the core of SovOil’s first Special Ops units.

1998

Formation of the Soviet State Oil Industries was completed. All of

the oil producing, refining and transporting resources of the republics were firmly under the control of the State Oil Subcommittee and under the protection of the Oil Security Forces. Soviets began referring to the combined industries in the Russian language acronym, SGKP, or by the contraction KeroSov. In the West, the agency became known by the English version of the same contraction: SovOil.

In 1998, the Soviets had the technological capabilities to recover only a small portion of their enormous oil reserves, the largest in the world. Novikovo fought for a budget increase from the Central Committee, and initiated a massive program of expansion and modernization. Shortly thereafter, oil recovery and export operations began to snowball in size and revenue started to rise. The increased revenue enabled State Oil to make comparable increases in the size and technology of its security forces. Certain large reserves remained technologically inaccessible, however.

2000

The shortcomings of the new Soviet political system became obvious, as relationships in the SGKP Subcommittee began to break down. The charter of the Union of Soviet Sovereign Republics required that each State Industry Subcommittee have two delegates from each of the fifteen active republics. This meant that there were thirty politicians at the helm of the mighty SGKP. Despite the unifying influences of Novikovo and Kurgasyn, control began to break down as each delegate put the interests of his

republic before those of the industry or the Union. Novikovo realized that the only eventual solution would be to sever the relationship between the SGKP and the USSR government. Quietly, Novikovo began to talk to people, trying to get a feel for the sentiments of others and find out who would back him. In a key success, Novikovo won the support of Sergei Kirsanov, a Russian delegate and commander of the SGKP Security Forces.

Yarno Kurgasyn also agreed with Novikovo that the Industries had to function independently of the Central Committee, and that secession was in order. Together, the two men began planning their coup. Secretly, however, each wondered who would assume control of the SGKP when the power structure of USSR politics no longer applied.

2002

The year of the great Soviet corporate rebellion. Novikovo quietly ordered Sergei Kirsanov to put SGKP Security Forces onto full alert and transfer military reserves to key company sites. He then announced that the State Oil Industries were seceding from Central Committee control and going private. Gorborev and the Central Committee were enraged, and ordered USSR forces from the various republics to seize SGKP resources and installations. The weaknesses of the new USSR revealed themselves when the weak and uncoordinated republican troops were unable to wrest control of the installations from the well-led SGKP Black Berets. Republican troops were forbidden to destroy the installations, which were vital to the USSR's oil supply, and the Central Committee had no alternative but to give in and acknowledge the SGKP's independence.

With independence won, Novikovo and Kurgasyn began a purge and reorganization of SGKP leadership. The two leaders disbanded the Oil Industries Subcommittee and formed a new SGKP Directorate. The Directorate was composed of men and women from around the USSR who supported the rebellion or were invited in afterward. Novikovo was named Chairman and Kurgasyn named Chief Deputy.

Gorborev felt personally responsible for the situation, and resigned in disgrace from the USSR Central Committee. Byelorussian delegate Igor Starobin was elected to the Presidency as his replacement. With new leadership in the Kremlin, Novikovo extended an olive branch to the Central Committee. He proposed that the SGKP continue to serve State interests and develop State resources, and be allowed to operate freely across all of the republics. In return for autonomy, the company would no longer require state money for operation, and it would compensate the oil-rich republics for drilling rights and cooperate with their governments. Novikovo and the SGKP special forces had complete military control over almost all USSR oil resources and technolo-

gy, and the Central Committee and independent republic governments had to accept.

2003

The SGKP continued to assert its independence. It dropped the 'State' from its title, added 'World', and became officially known as Soviet World Oil Industries, or the SMKP. The nicknames KereSov and SovOil remained. In a major business coup, SovOil announced the development of huge new Siberian, Kazakh and Caspian oil resources, and went public on the World Stock Exchange. With much of the Middle East reduced to radioactive slag since 1997, oil was one of the most valuable commodities in the world. Investors snapped up the SovOil stock, and capital flowed into the company. Directorate members got first crack at the stock offering, and the power structure of the corporation remained intact. Very few foreigners gained enough shares to obtain board seats. Novikovo remained majority partner and chairman. A CEO and CFO were nominated.

2005

Dissent was spreading through the fractious USSR republics. The Central Committee, still under the leadership of Igor Starobin, began to lose control of the Union. Realizing that a breakup of the new Union would threaten SovOil, Novikovo began a covert program of political involvement. SovOil agents quietly circulated through the Central Committee and the governments of the individual republics, lining pockets and boosting the popularity and power of politicians in favor of continued unity. Over the course of the next two years, SovOil secretly became the major unifying force in the USSR.

2006

SovOil began producing CHOOH₂ under license from Biotechnica. The company started massive *T. megasuavis* plantations in the Ukraine, Georgia, Byelorussia, and Southern Siberia. Unfortunately, it was unable to import refining technology from the USA, and had to develop its own purification systems. The final product was inferior to Petrochem CHOOH₂, but it worked. Marketing began throughout Europe.

Some huge Siberian oil resources were still untapped due to technological deficiencies in the USSR. Petrochem made a proposal to supply SovOil with updated drilling, pumping and CHOOH₂ technology in return for partial drilling rights. For a while, the deal looked like it was going to go through, but shortly before the papers were to be signed, SovOil Engineering announced a breakthrough in drilling technology that would make American systems redundant. The company cancelled the deal at the last moment. This debacle created a permanent rift between the two corporations.

2007

Already heated tensions rose as SovOil and Petrochem began exploring oil resources in the South China Sea. New SovOil Security Forces Commander Lupold Korepino sent heavy reinforcements to SovOil installations in the area and prepared for the worst.

2008

The tensions come to a head, as open hostilities began between Petrochem and SovOil forces. Three years of bitter fighting followed, in one of the bloodiest corporate conflicts ever. Several smaller corporations were also dragged into the conflict. Some didn't emerge intact.

2009

While on an inspection trip to the war zone, Anatoly Novikovo, Chairman and President of SovOil and revered father of the company, was killed in a surprise Petrochem attack. Yarno Kurgasyn stepped in as new leader of the corporation. CEO Boris Svinarin was named new Deputy Director. Novikovo's son, Yevgeny, was named as the new CEO, and his daughter, Neonila, stepped into his seat as majority shareholder.

2010

Lupold Korepino's forces were victorious, and Petrochem was driven from the South China Sea. The toll was high, but SovOil seized control of one of the last large, oil-rich areas outside of the USSR. SovOil stock began a rapid recovery from its wartime low.

2012

Yarno Kurgasyn retired, worn down from years of high pressure at the top of Soviet politics and SovOil management. Boris Svinarin was judged to have had too little board experience to merit the chairmanship. The Novikovo family still held a majority share, and Neonila Novikovo's vote was instrumental in electing long-standing board member Arkady Cherminino as new Chairman.

2016

Arkady Cherminino played a crucial part in settling the conflict between Latvia and Lithuania. SovOil's success where the Central Committee failed helped to cement the corporation's role as the major unifying force in the USSR. By the end of 2016, the corporation had greater resources than any single republic or the Central Committee. The republics and the Committee became tools for the corporation.

2020

SovOil is now the seventh-largest corporation in the world, in terms of value, and still on the way up. Although smaller than many other corporations, it has enough political power in the USSR to draw on the resources of the republics and the central committee when necessary. SovOil is one of the major powers in the world.

MAIN PRODUCTS AND INTENT

OIL

As the name indicates, oil is SovOil's main product, and its primary source of income. The company pumps ten million barrels a day from fields in the Caspian and South China Seas, Antarctica, Siberia, and Kazakhstan. Petrochem, the only other company active in crude oil recovery, pumps a third of that amount.

SovOil sells its crude oil around the world, although over half finds its way into the domestic Soviet common market. The USSR lags behind the United States and Western Europe in the transition to advanced fuels, and many of its vehicles and generating stations are still powered by oil and oil distillates. The Soviet Union is one of the few regions of the world where gasoline-powered automobiles are still common, although CHOOH₂-driven vehicles are increasing in popularity. The one area in which SovOil can not sell oil is the United States. Petrochem has a monopoly on the United States oil and CHOOH₂ markets. SovOil retaliates by preventing the sale of Petrochem oil products in the USSR.

OIL DERIVATIVES

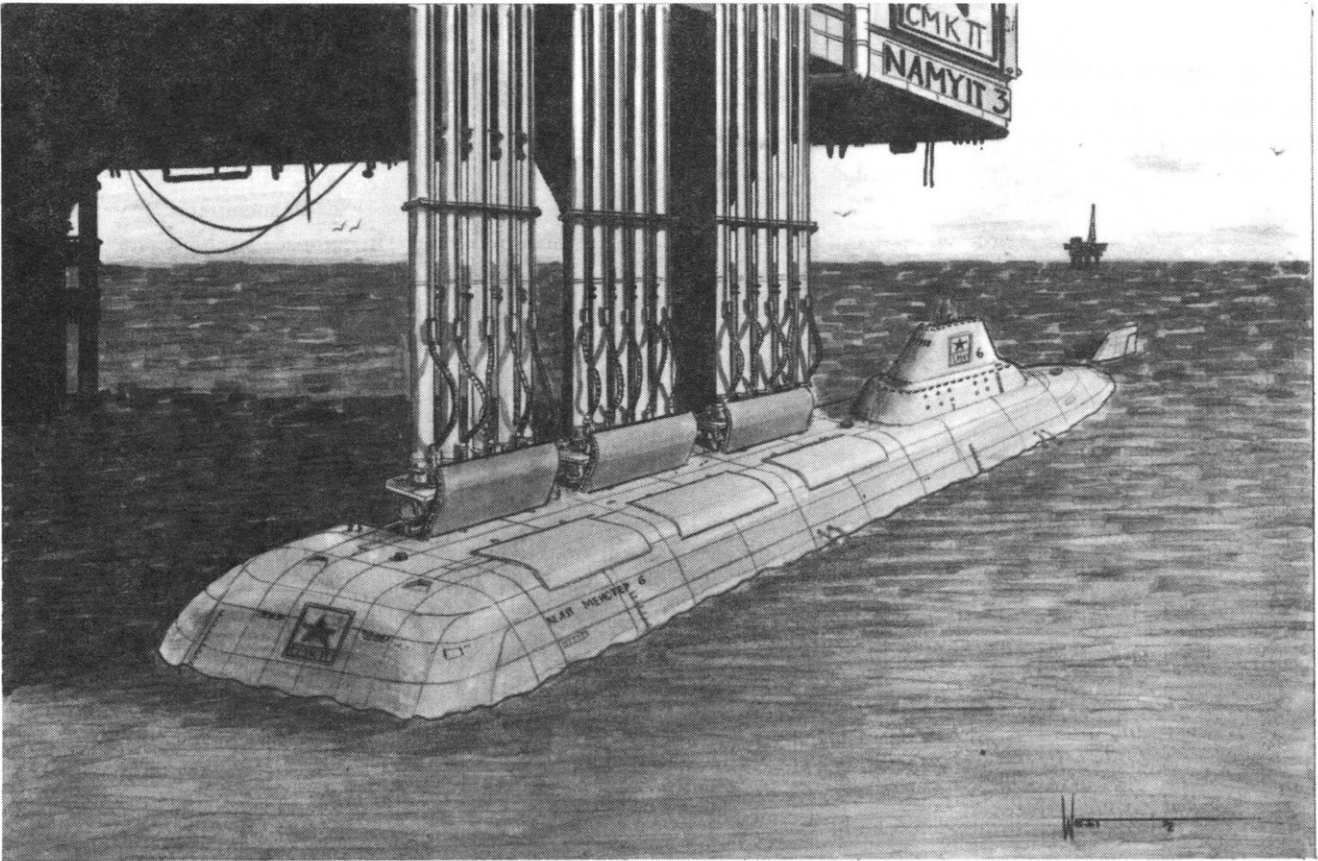
Although it still sells oil for fuel uses, SovOil is also competitive in advanced petroleum chemistry. The company has large, well-budgeted laboratories where scientists conduct continuous research on synthetics, pharmaceuticals, and other substances derived from raw petroleum. SovOil's petrochemical research and manufacturing divisions export thousands of products. Petrochem may be more advanced, with access to sophisticated new molecular engineering technology, but SovOil moves much more product, and it is catching up technologically.

GENERAL OIL TECHNOLOGY

Like Petrochem, SovOil is self sufficient in the design and production of oil pumping, transporting and refining technology. Since there is no world market for these items, no third-party companies will manufacture them. Fortunately, this is not an inconvenience for SovOil, as the corporation has access to huge manufacturing and heavy industry resources, many of which were once state-owned. Much of SovOil's heavy industry capability is devoted to oil-related manufacturing.

STANDARD OIL FIELDS

SovOil has tens of thousands of square miles of regular oil fields, stretching across the Muslim-populated scrub of Kazakhstan, the barren tundra of Siberia, and the perpetually frozen surface of Antarctica. In areas where drilling is still going on, hundreds of oil derricks rise towards the sky. The rest of the fields are dotted with



A sub tanker takes on a load from one of the China Sea platforms

the bobbing heads of oil pumps working already established wells. SovOil has tens of thousands of operational wellheads, producing millions of barrels of oil each day. Huge networks of overland pipes link the wellheads to sprawling tank farms and refineries. Systems of cameras and security sensors monitor the valuable fields, and SovOil Security Troops stand on twenty-four hour alert, ready to respond to any intrusion or attack. Specially-trained, crack troubleshooting teams can be scrambled at any time to deal with blown wellheads or catastrophic well or refinery fires.

OFFSHORE OIL ENGINEERING

A great deal of SovOil's crude is pumped from offshore rigs in the shallow and mid-level depths of the Caspian and South China seas. The company maintains over 1000 offshore platforms, each capable of running up to thirty productive wells. About 600 of these platforms are in the South China Sea, and 300 are in the Caspian. Of the remaining 100, thirty are with the exploratory program in Antarctica, and the rest are in other exploratory sites scattered around the world.

SovOil's pumping platforms are sophisticated and efficient, but they are conventional in design. SovOil is more confident in the security of its offshore platforms than Petrochem, and it has not tried to implement radical programs like Petrochem's Submerged

Drilling Project. The corporation views these operations as needlessly expensive, and prefers to place its faith in a large, well-armed security force. SovOil does use fifteen submersible tankers, and, though they represent only a small part of its combined oil fleet, they are the most owned by any single corporation. Although SovOil's submersible and standard tankers can load oil at offshore and onshore terminals, and at several major platforms, the corporation does not have the technology to do underwater oil transfers in the manner of Petrochem's SDPRs. The corporation does have submerged tank farms around its offshore fields, and thousands of kilometers of submerged pipeline around the world.

SovOil has a large subsidiary devoted to the manufacture and maintenance of the offshore rigs and much of their support technology: Offshore Engineering, Inc. This industry and its subcontractors are responsible for the economic health of many of the fourteen republics. Combined, they employ several hundred thousand people.

OFFSHORE SUPPORT SERVICES

Over 150,000 people work on SovOil's offshore rigs. The large amounts of personnel and equipment demand constant support services, and SovOil has an entire division devoted to just that. Several huge 'flotels' service the offshore rigs. These are enormous,

mobile platforms packed with recreational and service facilities for the crews and machines of the offshore rigs. Mobile fire-fighting and crisis platforms also patrol the fields, along with special naval vessels devoted to offshore security. On shore, shipyards and airports service the huge number of vessels that travel every day between the land and the offshore installations, and giant terminals and docks receive the oil arriving from pipelines and tankers. Special facilities house divers living under high pressure saturation for long periods of time, and huge recreational complexes serve off-duty offshore workers, some of whom may not have seen land for several weeks.

OIL TRANSPORT

SovOil's widespread pumping areas require a secure and well-developed oil transport industry capable of moving large quantities of crude under hostile conditions. The company's vital terrestrial and marine pipelines and huge fleet of tankers and support ships connect land and offshore oil fields to terminals and refineries.

One of the company's major concerns is shipping oil from offshore fields to onshore terminals. The company has a huge fleet of surface tankers, but they are vulnerable to attack. Submersible tankers are secure, but move less product than surface vessels while being more expensive to buy and operate. Pipelines are efficient for both underwater and overland transport, but they are expensive to lay (underwater pipeline costs five million eb per mile) and easy to sabotage. However, since they offer the best means of transport, SovOil has invested a great deal in pipeline technology and construction. One of the company's major departments is devoted solely to the design, construction and management of major oil and gas pipelines.

Little has changed in overland pipeline design; the lines are made of reinforced concrete, and usually not buried. SovOil uses a reinforced "bunker" design, where the pipeline is actually bored through the center of large concrete blocks rather than being a cylindrical tube. The lines also use three to five smaller bores rather than one or two large ones. This is expensive, but it helps protect against attack and rupture. The corporation also maintains a large, quick-response security force devoted solely to protecting the thousands of miles of overland pipeline and the critical pumping stations which regularly punctuate the lines.

The underwater pipelines have undergone a little evolution. They are still fashioned from concrete, as they have been for decades, but they use a special blend developed by SovOil. The blend has a proprietary, synthetic binding matrix that has some give, allowing the pipes and joints to flex more than regular concrete. This makes the pipelines more resistant to the seismic disturbances common in the volcanically active South China Sea. The blend is



Uneven progress: traditionally-garbed Kazakhs ride along the Trans-Ustyurt Pipeline

also lighter than regular concrete. This, along with the flexibility, enables the pipe to better withstand the common undersea cave-ins and shifts which can leave long spans unsupported. It also makes it possible for engineers to lay pipeline at greater depths and over larger chasms than they could with older technology. The lines are reinforced to stand up to sabotage and incidental hazards such as dragging anchors.

New cybernetic technology plays a part in modern oil pipelines. Once lines were cleaned by running 'pigs' (large scrubbing plugs propelled by oil pressure) through the bore. Now, cybernetically-controlled robots patrol the inside of the pipeline, scrubbing the bore and monitoring for developing leaks and structural cracks. Some robots can turn themselves into mobile plugs when necessary, using their bodies to seal ruptured pipes. Self-sealing systems repair small ruptures until technical teams can make long-term repairs.

REFINING

SovOil sells unrefined crude oil to several nations and corporations, all of whom process the oil to meet their individual needs. The company is, however, the largest refiner of oil products

remaining on the planet. SovOil has several large inland refineries near the Siberian and Kazakh oilfields, and large portside refineries on the Caspian and South China Seas. Shevchenko Refinery, near the Kazakhstani Caspian port of the same name, is the largest refinery on Soviet soil, serving oil and natural gas from both Caspian offshore platforms and Kazakh inland fields. The refinery has pipeline and tanker terminals for offshore oil, and is on the receiving end of the mighty Trans-Ustyurt pipeline. The Trans-Ustyurt is the largest oil pipeline in the world, although not the longest. It stretches north from Shevchenko to the Koschagyl field on the northern Caspian shores, and South to the Cheliken Peninsula fields in western Turkmenistan, on the southern shores of the Caspian.

SovOil's South China Sea refineries are in Vietnam, peninsular Malaysia, and the Philippines. The corporation leases space from the governments of these countries, and hires indigenous populations to work them. The foreign-territory refineries are problematic, since they are often compromised by diplomatic relations and terrorist activity, but they allow the corporation to refine oil products for sale in the economically powerful Pacific Rim without having to ship the crude back to the Soviet Union first. The alternative would be to sell only unrefined crude oil throughout the Pacific Rim, which would cut SovOil's profits. SovOil keeps things running smoothly by bribing local politicians, selling oil at a discount to the leasing nations, and maintaining large security forces in the region.

The company has three major South China Sea refineries. Kuantan Refinery, in peninsular Malaysia, serves the Panjang Fields. Nha Trang Refinery in southern Vietnam, and Cape Buliluyan Refinery on the Philippine island of Palawan, both serve the large Spratly Fields. The South China Sea is crisscrossed with a huge network of submarine pipeline that links the offshore platforms and oil terminals to the crucial refineries. A great deal of SovOil's commercial and naval fleet is also concentrated in the area.

SovOil has smaller refineries throughout the Soviet Union and around the world.

COMMERCIAL NATURAL GAS

Natural Gas is a standard byproduct of oil drilling. SovOil is the world's largest producer of the light natural gasses methane, ethane, butane, propane, and pentane. These gasses are valuable products in 2020, and they are collected and sold by SovOil. In terrestrial oilfields the gas is removed from the oil during refining, liquified, and sold to clients around the world or piped to local towns and power companies. On offshore platforms the gas is separated from the oil on-site, and then sent to the refineries in liquid form. Oil and gas do not run through the same pipes, but the pipelines run parallel. Off-

shore platforms burn part of the gas for their power, and the perpetual gas-flare at the top of a derrick or on an arm suspended out over the ocean is a ubiquitous feature of the large rigs. Some platforms and wells are devoted exclusively to pumping natural gas, especially in northern regions near the Arctic Circle, but generally the gas is harvested as an oil byproduct. SovOil also uses natural gasses for chemical and manufacturing purposes.

MINING

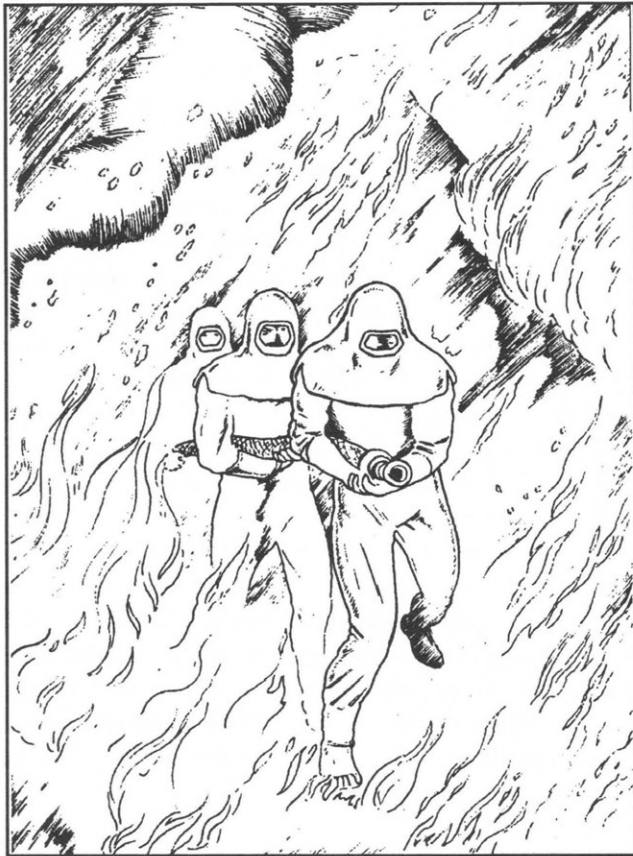
When the oil industries were originally coopted by the Soviet Union in the late twentieth century, coal mining was made part and parcel of the deal. SovOil has large coal mining operations throughout central and northern Siberia and in the western republics and the Balkans. The Soviet Union remains one of the few areas where coal is actively burned for heat and power. Coal and oil burning make the Soviet Union and Eastern Europe some of the most polluted regions on Earth. Unfortunately, as long as the coal is cheap and available there is not likely to be much improvement.

SovOil has diversified into other types of mining as well. The Soviet Union has huge deposits of phosphate minerals which are mined and used in fertilizers for CHOOH_2 and food agriculture. The company also mines large amounts of potash compounds, iron ore, and in Siberia, precious minerals and metals including gold, platinum and diamonds.

INDUSTRIAL TROUBLESHOOTING

Oil and gas recovery and mining are dangerous pursuits. A mining cave-in, blown well head, or refinery or platform fire can take hundreds or thousands of lives and cost hundreds of millions of Eurobucks in damage, insurance costs, and lost production. In addition to regular fire and safety personnel, SovOil maintains crack squads of quick-response troubleshooters. These men and women are not soldiers, they are specially trained engineers, technicians, and roughnecks, prepared and equipped to deal with the kinds of catastrophes that can suddenly strike the oil and mining businesses. These squads represent the cream of SovOil personnel: tough, smart and resourceful. They have to be prepared to deal with anything, from a wellhead spraying oil into the air (that could ignite into a raging firestorm at the slightest spark) to a mine collapse two miles underground, to fiercely burning offshore platform fires that must be attacked from the air and from underwater. The troubleshooting teams receive the best equipment available, are paid well, and spend only a small percentage of their time on the job. They also have a casualty rate of nearly fifty percent, and a fatality rate of twenty-five percent.

SovOil recoups the expense of the troubleshooting teams in two ways. First, a team will save the company tens of millions of dollars if it rescues just one platform over the course of a year. Most



Troubleshooters earn their pay: one out of every four will become a fatality

teams deal with about one company crisis a month. Second, SovOil hires the troubleshooting teams out to the few other nations and corporations which have mining or oil enterprises. The rates are exorbitant, but a severe refinery fire can knock a small pumping company out of business or cripple the economy of a nation, and SovOil's troubleshooters are recognized as the best in the business. Even Petrochem has grudgingly hired SovOil troubleshooters on two occasions. SovOil was more than happy to take its competitor's money in return for saving a platform that Petrochem would rebuild anyway.

Troubleshooting teams operate in a number of ways. They can be hired on retainer (under which a company or nation makes regular payments to SovOil in return for complete access to troubleshooting teams), they can be hired to oversee an area or project as a precaution for a set amount of time, or they can be called in on a case-by-case quick response basis. The latter is typical mode of operation, and teams and equipment are always standing by to scramble for SovOil or for a third party.

CHOOH2

Several companies around the world produce the advanced grain fuel CHOOH2. Petrochem is widely acknowledged as the world

leader in CHOOH2 production and technology, and SovOil is its only serious competition. SovOil produces and sells about half the volume of CHOOH2 that its American rival does, but it has a strong share of the western European market, and a virtual lock on the fledgling Soviet market. The company has large *T. megasuaavis* plantations in the Ukraine, Georgia and southern Siberia. Some of the Siberian plantations are possible only because of the grain's engineered hardiness. SovOil's plantations are not as sophisticated as Petrochem's, but they produce serviceable grain at a competitive price. A few of the farms are privately owned, or owned and managed by the various republican governments. These farms sell grain to SovOil, or barter it in return for various finished products. SovOil owns the majority of its agricultural resources, however, and is slowly buying up independent farms.

SovOil has large CHOOH2 refineries. Because CHOOH2 is not produced in the same areas as oil, the CHOOH2 refineries are, by and large, completely separate from the company's oil refineries. There are some combined refineries in Siberia, but they are exceptions.

The corporation has not been in the CHOOH2 business as long as Petrochem, and its fermenting and refining technology lags behind that of the American giant. SovOil's CHOOH2 has more impurities in it than Petrochem's, and it burns a little dirtier. Although this does not affect automotive performance much, it does raise pollution levels and add to wear and tear on vehicles. SovOil counters these detriments with effective marketing and cheaper retail prices than Petrochem. SovOil is slowly improving its CHOOH2 technology, and it may catch up with Petrochem within the next decade. Petrochem is doing all that it can to prevent this, and it has refused to export current refining technology to SovOil, although it does sell it to other CHOOH2 companies. SovOil is waging a fierce campaign of industrial espionage against Petrochem, in order to steal valuable CHOOH2 technology secrets.

RETAILING FUELS

SovOil retails gasoline and other fossil fuel products in the Soviet Union, and CHOOH2 around the world. In the Soviet Union, the retail stops are called by the corporation's Russian nickname: KeroSov. In the rest of the world, they are called by the corporation's English/Western name: SovOil. The stops sport the same logo and sell the same products, with the exception of gasoline which sells only in the Soviet Union. KeroSov/SovOil stations are very common throughout eastern and western Europe, and relatively common in major Asian nations. The Japanese market is one of SovOil's major strongholds, and a source of frustration for Petrochem, which is not having as much success in the region. SovOil stations can also be found in South and Central America, especially in those nations which still resent American interfer-

ence during the Central American Wars. The only region in which SovOil does not retail fuels is the United States, which banned the importation of foreign fuels under lobbying pressure from Petrochem. SovOil does have corporate representation in the US, and its non-fuel divisions are active in the States.

HEAVY INDUSTRY

SovOil needs a wide variety of specialized heavy equipment to run its oil, mining and CHOOH₂ operations. Since SovOil and Petrochem are the only two corporations with large-scale oil operations, they must be almost entirely self-sufficient in designing and manufacturing this equipment. SovOil has a huge heavy industry subsidiary which manufactures much of the oil and CHOOH₂ equipment used by the corporation. Mining is still common world-wide, and there are other corporations devoted to the production of mining equipment. Those items of special equipment that are beyond SovOil's production capabilities are specifically licensed to other manufacturers such as IEC and Arasaka.

SovOil Heavy Industries designs and builds most of the corporation's surface oil tankers, and all of its pipelines, offshore platforms, terrestrial drilling equipment, refining equipment, and CHOOH₂ fermenting equipment. These industries account for hundreds of thousands of jobs, and the economic survival of several of the fifteen Soviet Sovereign Republics. Heavy Industries also produces a number of specialized vehicles and sophisticated fire-fighting and disaster-control equipment. SovOil Heavy Industries' empire includes several huge steel mills, which supply steel, aluminum, and other metals and alloys to the manufacturing divisions.

Not all of SovOil's heavy industrial products are for company use. The corporation maintains a large international export business, and it ships many of its goods to international clients. Ships, construction equipment, heavy agriculture vehicles, and pipeline technology are all in high demand. In the last few years, SovOil has also become a major steel exporter, competing with many of the successful Japanese and Korean steel companies.

POWER

As an oil company, it was natural that SovOil branch out into commercial energy. The company acquired and renovated many of the Soviet Union's aging coal, oil, nuclear, and hydroelectric power plants, and built many of its own from scratch. SovOil now supplies electricity to most regions of the Soviet Union. The company is also the Union's sole supplier of commercial natural gas, and it pipes cooking and heating gas directly to many areas. In some regions, SovOil wholesales natural gas to local utility companies and distributors, but the corporation controls the supply and has a virtual monopoly over the

Soviet Union. SovOil is beginning to expand its Energy Division into the rest of Europe, where it will face stiff competition from IEC Power Systems and national companies.

GEOLOGICAL EXPLORATION

SovOil has a sophisticated geological research and engineering department that searches the world looking for the telltale signs indicating valuable oil or mineral deposits. The department and all of its information are proprietary, and kept under tight security. The company will lease the department to nations or corporations looking for mineral deposits to mine, but it often does so only under the condition that SovOil get first crack at any mining rights if the exploration pays off. All oil research and data is reserved exclusively for in-house use, and kept under the strictest security.

SovOil's petrochemical geologists are highly trained, and some of the best paid people at the corporation. Their talents make them key targets for extraction, especially by Petrochem, and SovOil works full time to make sure that these precious individuals are happy, well paid, and always guarded. No leaks are tolerated, however, and a geological researcher will be in serious trouble if he or she accidentally reveals company oil secrets. Talent is valuable, but information is priceless.

Schwann-Auerbach Engineering, a German electronics subsidiary of SovOil, produces much of the high-tech sonography, ultrasound, coring and chemical equipment used by the petrochemical geologists. The company also produces other high-tech electronic equipment such as electron microscopes and cybernetics for general sale and export.

MILITARY

SovOil has huge resources spread around the world. Many of these resources are critical, expensive, and fragile. It only takes one missile to completely destroy a multi-million eb offshore platform or to rupture an overland pipeline and spill millions of gallons of oil onto the tundra. Constant tension between SovOil and Petrochem, and a history of warfare means that these strategic assets must be perpetually safeguarded. The corporation invests a huge portion of its budget into military forces and monitoring technology. SovOil has the largest standing armed forces of any corporation in the world, bar none, and it reserves these forces entirely for internal use. The company does *not* license or hire troops out to other corporations or nations. Some military analysts believe that the combined SovOil security forces represent one of the four or five most powerful and sophisticated military armed forces on the planet. Everyone agrees that SovOil has the largest corporate army on Earth. Fortunately for SovOil's enemies, most of these troops must be reserved for guard and surveillance duties, and cannot be used as assault forces.

All told, SovOil has three hundred thousand troops and secret police. The company can afford to maintain this huge army for a few reasons: 1) SovOil has a huge cash income from the sale of oil and rare oil-derived products. This income puts SovOil in the number seven spot in the *C Magazine* Top Ten Index. 2) The price of operating in the otherwise economically depressed Soviet Union is low. Manpower is especially cheap, and SovOil pays its soldiers only bare wages. 3) The risk of losing outrageously expensive oil installations far outweighs the cost of paying for security.

SovOil invests in top-notch military and security equipment, ordering from clients such as Arasaka, Militech, IEC, Sternmeyer, Mikoyan-Gureyevich, Sukhoi, and Stolbovoy. The corporation's training advisors were taught by the Lazarus Group or original OMON Black Beret instructors, and they use a Lazarus-designed training regimen for their troops. Many of the corporation's security systems were designed and installed by the Arasaka Corporation's world-renowned Security Division.

SOVOIL'S FUTURE

SovOil is a wealthy and powerful corporation, with unmatched access to an incredibly valuable commodity, plus a variety of other products and industries. As long as the oil continues to flow, the corporation will thrive and grow. SovOil's leaders know, however, that the oil will not flow for ever, and they are making plans that will carry the company into the next step of its evolution, when the oil is no longer a prime source of income.

The first step toward ensuring the company's survival is diversification. SovOil is the major economic force in the Soviet Union and much of eastern Europe, and the company has a guaranteed market share in these areas. The more services and goods the corporation can provide the people of these regions with, the better off the company will be when oil is no longer a mainstay. SovOil is already active in mining, construction, shipbuilding, vehicular design, electronics, research and CHOOH2 agriculture. It is just beginning to move into aircraft, computers, synthetics, CHOOH2 power systems, and general agriculture. By 2030, the board hopes to have a product base diverse enough to support the company after the oil is gone.

A major part of the company's post-oil fortunes will depend on how successful SovOil's CHOOH2 endeavors are. SovOil's directorate hopes that the company can begin to compete with Petrochem in terms of volume and quality within the next decade. SovOil is increasing its agricultural base, expanding its CHOOH2 plantations into Eastern Europe and the Mediterranean nations. The company continues to fund extensive

research to improve the efficiency of its fermenting and refining technique, and the number of SovOil CHOOH2 stations and fuel supply contracts is growing daily.

SovOil's expansion in the CHOOH2 industry has not gone unnoticed by Petrochem. There is still a great deal of acrimony between the two corporations, even ten years after the war. With competition for the CHOOH2 market heating up, and world oil resources growing scarcer and more valuable, it looks like the two giants may be headed for another violent confrontation. Especially volatile hot spots include the Antarctic, where both corporations have ongoing oil exploration programs, and Western Europe and South America, where the corporations are trying to sell CHOOH2 to the same clients. Petrochem still smarts from its loss of the valuable South China Sea oil fields, and if another confrontation erupts it will no doubt commit every resource to make sure that it emerges on top. Military and stock analysts are keeping a careful watch on the situation. There is justified anxiety that, if another large conflict erupts, the world's supply of CHOOH2 and Hydrocarbon products will drop precipitously, and the entire corporate hierarchy will be destabilized.

DOMESTIC PROBLEMS

SovOil's concerns extend beyond its diversification and competition with Petrochem. The corporation operates in a very politically unstable area. The Union of Soviet Sovereign Republics is a shaky alliance at best. Despite Central Committee government and nominal economic cooperation, many of the republics have their own agendas. Hostilities often erupt between republics with long histories of conflict, and bickering and dissent are common. If a political catastrophe was to cause the fragmentation of the USSR, many analysts believe that SovOil would not survive for long as a corporate entity.

In order to stabilize the area as much as possible, SovOil has become both overtly and covertly active in the governments of most of the republics and in the Central Committee. The company lobbies publicly for continued alliance, and financially and politically supports pro-union politicians. Behind the scenes, SovOil's secret police actively work, via bribes, intimidation, and assassination, to make sure that the right people come to power and remain there. Although the new Union was envisioned as a self-perpetuating alliance, SovOil has become the primary force responsible for its economic and political stability.

Petrochem is aware of SovOil's precarious political situation, and the American corporation has an entire covert department devoted to destabilizing the USSR and interfering with SovOil's unification work. The Central Committee and the republican governments have become a huge battleground for

Soviet and American corporate and political espionage agents. Although most analysts are expecting another battlefield conflict, it could be the war behind the scenes that determines which corporation will survive and which will fade.

KEY PEOPLE

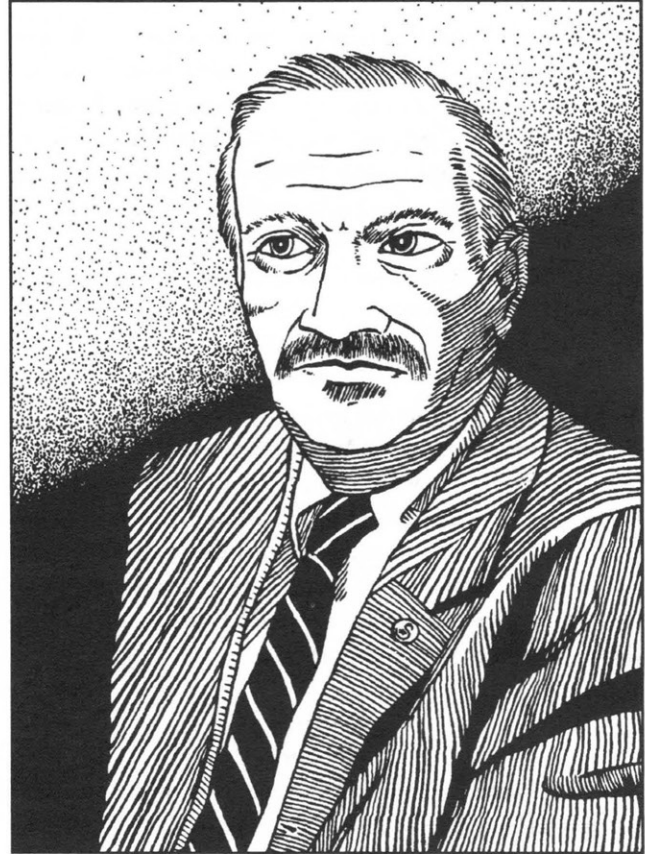
POWER IN SOVOIL

Many of the megacorps of 2020 have been under the control of one group of people, or 'dynasty,' for ten or twenty years. Arasaka, Militech, IEC, and Petrochem are all examples. SovOil is one of a few megacorps that are exceptions to that rule. The corporation has never been under dynastic control, and no leader has held power longer than founder Anatoly Novikovo's twelve years. Although the Novikovo family continues to be influential in the leadership of SovOil, it does not exert control over the corporation. Consequently, power in SovOil is more evenly distributed than in other corporations, although it is still wielded by a relatively small group. Considering the size and importance of the corporation, there is a surprising lack of conflict and subterfuge at its top level. Compared to the intrigue-ridden Petrochem Board, SovOil's Inner Board is placid.

The only time power truly concentrates is when the Emergency Powers Clause is invoked. Normally, the Chief Executive Officer, Chief Financial Officer, Secret Police Commander, and Security Forces Commander form the advisory committee to the Board of Directors. In times of crisis, they, along with the Chairman of the Board, become the Emergency Committee, and are empowered to act radically on behalf of the corporation without full Board approval. The Chairman of the Board is the leader of the Emergency Committee, but any of the five men can declare the crisis. The Emergency Committee stays in control only until the Inner Board can be convened, briefed, and given the time to make long term plans for a solution to the crisis. Once the Board is in session, the Emergency Committee reverts to an advisory body. In rare situations, such as military emergencies, the Emergency Committee stays in control for extended periods of time, although the Inner Board can veto its decisions with a two-thirds majority vote. This system enables the giant corporation to move rapidly in response to emergencies, while preventing the Emergency Committee from being used as a tool for a corporate coup. No other corporation has a comparable system, but no other corporation used to be a government agency.

ARKADY CHERMININO (CORPORATE)

Arkady Cherminino is the current Chairman of SovOil's Board of Directors. At SovOil, the Chairmanship is an elected position with a five year term. Central Board members vote amongst themselves, usually for one of three or four nominees. The Chair-



man is the nominal head of the corporation, but he has no authority over the Board, except to marshal votes and preside over meetings. He does, however, act as spokesman for the company, and he can cast crucial tie-breaking votes. The Chairman is also the head of the Emergency Committee, when it is invoked.

Cherminino is in his second term as Chairman of the Board, serving his eighth year as leader of the corporation. He was voted into the chairmanship after a weary and aging Yarno Kurgasyn retired to an estate in the Crimea. Cherminino has been a model leader for the corporation, winning friends in the Board and in the executive, and helping to keep the sometimes fractious Inner Board unified through a crucial period of SovOil's history. Most analysts predict that he will be elected to a third term in 2021, unless some crisis undermines the Board's confidence in him. SovOil has gone into emergency session only twice in Cherminino's tenure: once when two republics were on the verge of civil war, and once when a wave of terrorist activity in the Philippines and Malaysia threatened the corporation's South China Sea operation. Cherminino acquitted himself well each time, and few people doubt his abilities. He is an especially adept diplomat, and he has been instrumental in settling differences between several of the Soviet republics when the Central Committee has failed. He often acts as a consultant for the Central Committee, a position which gives him a unique opportunity to implement SovOil's hidden agenda.

Cherminino is a dynamic, affable man in his mid-fifties. He was a junior member of the SGKP Subcommittee before SovOil privatized; a New Reformist from White Russia. He has ascended to his high position with a quick mind, winning personality, cosmopolitan attitude, and strong entrepreneurial and diplomatic instincts. Despite his friendly demeanor, he is shrewd enough to recognize a power play when he sees one, and he deals with enemies quickly and finally. He is devoted to the Corporation, and dedicated to preserving the legacy of Anatoly Novikovo.

STATS: INT 10, REF 6, TECH 4, COOL 9, ATTR 7, LUCK 8, MA 7, BODY 8, EMP 8/8, SAVE 8, BTM -3.

SKILLS: Resources 10, Personal Grooming 5, Wardrobe and Style 6, Oratory 4, Human Perception 6, Leadership 7, Social 6, Awareness/Notice 5, Education and General Knowledge 8, Expert SovOil Corporation 10, Expert Diplomat 10, Expert Entrepreneur 7, Russian (Native), English 7, Stock Market 6, Driving 4, Brawling 3, Rifle 2, Handgun 2, Melee 1.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data Term Link.

YEVGENY NOVIKOV (CORPORATE)

Yevgeny Novikovo is Anatoly Novikovo's eldest son, and part of the family legacy in the corporation. Yevgeny is bright and creative, and he has instituted a number of profitable and imaginative programs and helped to expand the corporation economically and geographically. Yevgeny's drawback is that he is entirely undiplomatic. He has a fiery temper, and very little patience with other people. Although Yevgeny and Cherminino agree in many policy decisions, their personal confrontations are legendary throughout the corporation. The only time they shelve their personality differences is when the Emergency Committee is called into session. The rest of the time, most of their discussions are carried out loudly and briefly. The irony is that they claim to like each other.

Yevgeny is in his early forties, and relatively young to have the amount of power that he does. So far, however, he has not steered the corporation wrong. Most people expect that he will jump to an Inner Board position in a few years. Yevgeny is a cosmopolitan man, and he spends much of his time travelling internationally. He can often be found at SovOil installations around the world, breathing fire and personally motivating regional directors and site managers to work to their fullest possible capacity.



Yevgeny lives in the shadow of his father's memory, and many people believe that his personality results from a burning drive to distinguish himself and his accomplishments from Anatoly Novikovo. Anatoly was a deliberate, thoughtful man; the opposite of his son.

STATS: INT 9, REF 8, TECH 4, COOL 7, ATTR 8, LUCK 3, MA 8, BODY 7, EMP 8/6, SAVE 7, BTM -2.

SKILLS: Resources 10, Personal Grooming 3, Wardrobe and Style 3, Intimidate 5, Leadership 5, Awareness/Notice 5, Education and General Knowledge 7, Expert Executive 8, Expert SovOil Corporation 10, Expert Oil Business 6, Geology 3, Russian (Native), English 5, Stock Market 4, German 5, Melee 2, Handgun 6, Rifle 1, Driving 4.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Data Term Link, Tech Link, Smartgun Link, Basic Cyberoptic, Times Square Marquee.

BORIS SVINARIN (CORPORATE)

Boris Svinarin is the current Deputy Chairman of the Inner Board. Svinarin was appointed deputy when Yarno Kurgasyn

inherited the Chairmanship, after Anatoly Novikovo's death in 2009. When Kurgasyn retired in 2012, Svinarin was interim chairman for a brief period. He ran for the full chairmanship, but he lost to Arkady Cherminino on the grounds that he had too little Board experience to merit the full chairmanship. Indeed, Svinarin had been on the Board for only two years when he was appointed Deputy Chairman. Svinarin has now been Chief Deputy for over eleven years, and no one doubts his experience any more.

Svinarin is a solid, dependable, staid executive. He spends his days in the trenches, implementing Board programs and acting as a liaison between the Board and the executive. He has a subdued personality, and manages to get along with most people. Svinarin is one of the few people genuinely friendly with Yevgeny Novikovo, and he functions as a vital link between Arkady Cherminino and the irascible Chief Executive.

Despite his years of service and experience, most insiders doubt that Svinarin will ever ascend to the chairmanship. He lacks the media savvy and diplomatic prowess that a SovOil chairman must have to successfully negotiate the tricky political climate of the USSR. He is, however, an accomplished linguist; a valuable skill these days, even with MRAM chips.

Svinarin is a balding, chunky man in his early sixties. He is fond of enormous Cuban cigars and fine vodka. What he loses in style he makes up for in experience, dogged determination, and attitude. He is Georgian by birth, and fiercely proud of his heritage.

STATS: INT 9, REF 5, TECH 6, COOL 7, ATTR 5, LUCK 7, MA 6, BODY 7, EMP 10, SAVE 7, BTM -2.

SKILLS: Resources 9, Human Perception 7, Leadership 3, Social 8, Awareness/Notice 8, Education and General Knowledge 7, Expert SovOil 8, Expert Manager 7, Russian (Native), English 7, French 6, German 7, Stock Market 8, Driving 5.

CYBERWARE: None.

NEONILA NOVIKOV (CORPORATE)

Neonila is Anatoly Novikovo's daughter, and Yevgeny's older sister. When Anatoly died, she inherited ownership and control of his holding company, SovOil Investments. The firm owns 8% of SovOil's World Stock Exchange shares. SovOil Investments is not a SovOil subsidiary, it is a separate corporate entity under which a variety of world-wide portfolios and investments are managed. The SovOil stock represents SOI's largest and most valuable single



investment, however, and much of the company's activity is directed towards the management of that stock and the critical Board seat that it represents. Neonila's ownership and management of the investment company puts her squarely in charge of the largest single portfolio of SovOil stock. As major shareholder, Neonila is an influential Board member, and her votes have been instrumental in determining the course of the company's leadership over the past several years. Neonila is squarely behind Arkady Cherminino, and she continues to back his leadership of the corporation.

Neonila and Yevgeny have a tumultuous relationship. Yevgeny doesn't get along with her any better than he does with the corporation's other leaders. They are allies in the preservation of the family fortune and name, however, and they work together to accomplish their common goals. Neonila and Yevgeny have other, younger siblings with careers outside of the corporation.

Neonila is forty-seven years old. A former gymnast, she is considered quite beautiful, and is proud of her looks. She has never had cosmetic surgery or body-sculpting, and scorns those who have. She does use cyberware. Some people consider her arrogant, but no one doubts her executive prowess. Neonila is unmarried, and

her affairs and dalliances are a favorite topic of the Euro gossip-rags and network 'infotainment' shows.

STATS: INT 10, REF 7, TECH 3, COOL 10, ATTR 10, LUCK 5, MA 6, BODY 6, EMP 7/5, SAVE 6, BTM -2.

SKILLS: Resources 9, Personal Grooming 6, Wardrobe and Style 6, Leadership 3, Seduction 7, Social 8, Awareness/Notice 6, Education and general Knowledge 6, Expert SovOil Corporation 9, Expert Manager 7, Stock Market 7, Russian (Native), French 7, Athletics 6, Dance 7, Handgun 5, Driving 3.

CYBERWARE: Basic Processor, Chipware Socket, Data Term Link, Tech Link, Interface Plugs.

GENERAL LUPOLD KOREPINO (SOLO)

Lupold Korepino is the commander of SovOil's mighty Security Forces, and one of the most powerful military leaders on Earth. SovOil's military power is reflected by the fact that they are one of the few corporations that uses the ranks of General ('Marshall' in the Soviet Union) and Admiral. Flag ranks are almost always reserved for national use only. Customarily, the highest corporate rank is Colonel. No one disputes SovOil's use of these ranks, however. The company has one of the most powerful armies on Earth, and SovOil Marshalls and Admirals can receive their rank only if they have earned it in a national army or navy, or if they are awarded it through a two-thirds vote of the Inner Board.

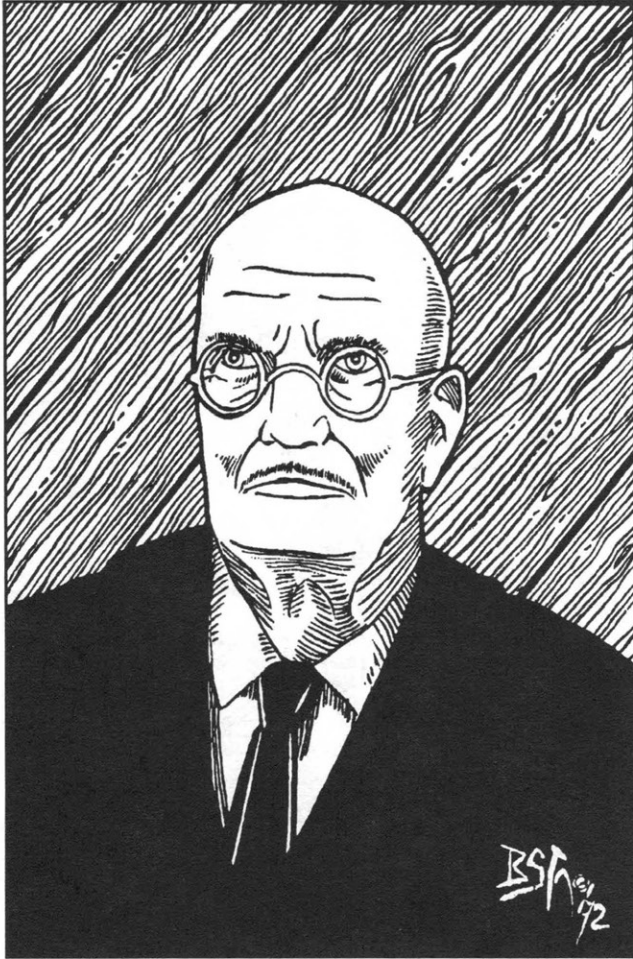
Lupold Korepino has earned his rank. He started his military career in 1985, when the USSR was still the Union of Soviet Socialist Republics. When the autonomy movement came in the early nineties, he returned to his native Lithuania to become a leader in their armed forces. He was a Lithuanian Lieutenant General by 2000. In 2001, he was attached to the Central Committee peacekeeping forces, where he continued to distinguish himself. In 2002, when SovOil seceded, he led one of the few successful assaults on installations seized by what were then SGKP Black Beret Security Forces. Shortly thereafter, he was promoted to General. SovOil was impressed with the ease with which Korepino overcame one of Sergei Kirsanov's crack units. In a move that shocked the military world, Korepino accepted the offer of a SovOil commission in 2004. In 2007, when Sergei Kirsanov retired, Korepino was named commander of the SovOil Security Forces. Korepino took control of the SovOil forces just before the outbreak of the Second Corporate War in the South China Sea. Three years later, he had led SovOil to victory. He has been a Hero of the Corporation ever since.



Korepino is sixty years old, but a physical fitness fanatic, and his body is still in excellent shape. He is a tall, grizzled man, with broad shoulders, close-cropped salt and pepper hair, and a dignified mustache. He is a hands-on commander, and he spends much of his time inspecting the corporation's troops and military facilities. He is an intelligent, stern man, and his council, approval, and friendship are highly valued at SovOil. He graduated from the Lazarus Military Studies Institute in 2016, and many people believe that he will be offered a portfolio and board position if he ever retires from active duty.

STATS: INT 10, REF 9, TECH 7, COOL 10, ATTR 7, LUCK 4, MA 8, BODY 9, EMP 8/4, SAVE 9, BTM -3.

SKILLS: Combat Sense 9, Endurance 8, Intimidate 6, Leadership 10, Awareness/Notice 8, Expert Strategist 10, Expert SovOil Corporation 6, Expert Soldier 7, Expert Soviet Military History 6, Expert International Military Studies 7, Hide/Evade 3, Russian (Native), English 5, Wilderness Survival 6, Karate 6, Dodge and Escape 4, Driving 6, Heavy



Weapons 5, Melee 4, Handgun 6, Rifle 5, Submachinegun 4, Pilot Rotary Wing/Vectored Thrust 5.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Smartgun Link, Data Term Link, Vehicle Link, Tech Link, Basic Cyberoptic, Times Square Marquee, Low-Lite™, Infrared, Teleoptics, Real-skinn® right Cyberarm with Toolhand.

VALENTIN DOMANEVKA (CORPORATE)

Valentin Domanevka is the director of SovOil's dreaded Secret Police. The Secret Police are a special department of SovOil that handles certain duties considered too sensitive for the regular Security Forces. SP assignments include all diplomatic espionage and information gathering operations, diplomatic black ops such as bribery, intimidation and assassination, internal affairs and Security Forces investigations, and body-guarding high company officials. The Secret Police do not handle military information gathering or military black operations such as corporate sabotage and extraction. They are completely independent of the Security Forces, and the relationship between the two departments sometimes becomes frigid when

they investigate each other or share information. Valentin Domanevka and Lupold Korepino have always been suspicious of each other.

Domanevka was a former Deputy Director of the once-legendary KGB. When the KGB was made a tool of the new Union's Central Committee, it became a policing body for the intelligence units of the fourteen republics. Dissatisfied with the historic agency's new role, Domanevka made the jump into the private sector. He has been with SovOil for eighteen years, and was largely responsible for the design and implementation of the corporation's Secret Police. At his urging, the Secret Police were set apart from the Security Forces, and the Secret Police Directorship was made a Board Advisory Committee position. He is one of the longest-tenured executives at SovOil.

At 71, Domanevka is one of the oldest members of the SovOil nucleus. He abandoned his hard-line politics for New Reformism only when it became obvious that the old Soviet Union was doomed. Domanevka is a tall, thin, bald man. He refuses to use cyberware, and he peers out from behind old-fashioned, round spectacles. He is renowned for an uncanny knack of knowing when people are lying or concealing something. One of the most powerful and deeply feared people at SovOil; rumors abound that he was responsible for the imprisonment, torture, and execution of hundreds when he worked for the government in the tumultuous 1980s and '90s.

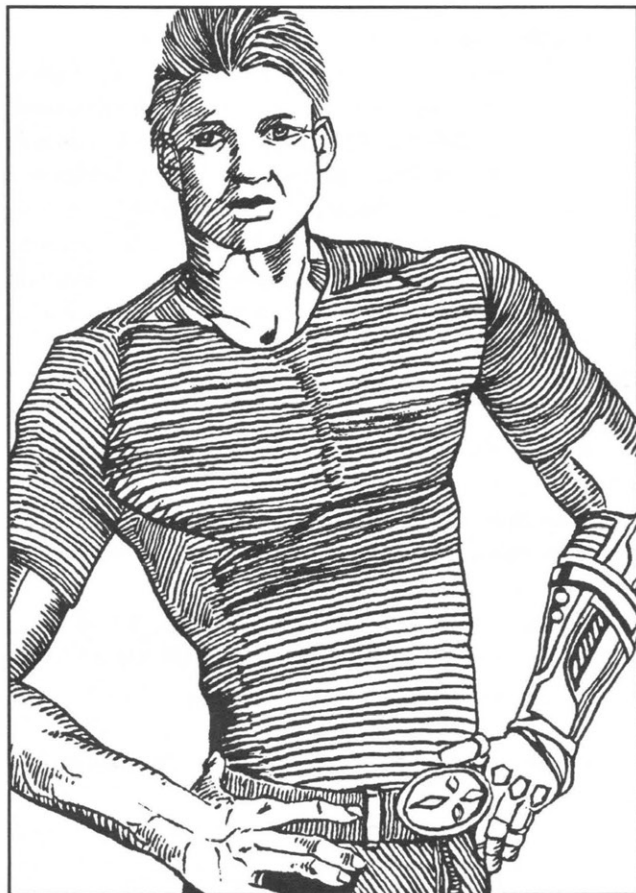
STATS: INT 10, REF 6, TECH 8, COOL 10, ATTR 3, LUCK 2, MA 7, BODY 5, EMP 9, SAVE 5, BTM -2.

SKILLS: Resources 8, Interrogation 10, Intimidate 8, Human Perception 9, Leadership 5, Persuasion and Fast Talk 7, Awareness/Notice 8, Education and General Knowledge 7, Expert SovOil Corporation 6, Expert Espionage and Political Intrigue 10, Expert Administrator 7, Expert Investigator 8, Russian (Native), English 9, Handgun 6, Driving 5, Electronic Security 6.

CYBERWARE: None.

PETER VAN RIJEN (TECHIE)

Peter Van Rijen is the Director of SovOil's Industrial Troubleshooting division. A native of Holland, Van Rijen cut his teeth as an oil well firefighter for Royal Dutch Shell Oil. After leaving Shell he spent many years as freelance oil-business troubleshooter in the North Sea fields and in the United States. Van Rijen had established a name for himself as a top troubleshooter when oil



was still a world-wide commodity. When Petrochem and SovOil became the only two companies producing significant quantities of oil in the early 21st century, Van Rijen became the object of a bidding war. SovOil ended up the winner, and Van Rijen has been with the corporation since 2005.

Van Rijen is the best in the business. He is experienced in offshore and dry-field well fires, refinery fires, and tanker and pipeline disasters. He is an accomplished engineer, diver, navigator, and pilot, and he has pioneered many new techniques for petroleum industry safety and firefighting. The only area he defers to other experts in is mining operations. SovOil has a disaster specialist with more experience in that area than Van Rijen.

Van Rijen is a strapping Dutchman of forty years. He keeps in top physical condition in order to withstand the rigors of his job. Despite his age, he continues to take a hands-on approach to disaster management, and he has the scars and cybernetics to prove it. Van Rijen is an easygoing fellow, and is widely liked by his staff, teams, and the SovOil management. He tends to stay out of the political intrigues that dominate the upper echelons of the corporation. Van Rijen lives in Amsterdam, but he spends a great deal of his time at the SovOil headquarters in Moscow, at his Soviet home in the Crimea, and on-site for the corporation.

STATS: INT 8, REF 8, TECH 10, COOL 10, ATTR 6, LUCK 7, MA 8, BODY 10, EMP 8/4, SAVE 10, BTM -4.

SKILLS: Jury Rig 10, Swimming/Scuba 6, Awareness/Notice 7, Oil Chemistry 6, Education And General Knowledge 6, Expert Structural/Petrochemical Engineering 9, Expert Firefighting 8, Expert Disaster Management 8, Expert Oil Technology 8, Expert SovOil 5, Dutch (Native), Russian 5, English 4, Mathematics 7, Physics 3, Brawling 5, Handgun 4, Driving 5, Pilot Rotary/Vectored Thrust/Fixed Wing 5, Demolitions 5.

CYBERWARE: Biomonitor, Basic Processor, Interface Plugs, Chipware Socket, Vehicle Link, Tech Link, Data Term Link, Nasal Filters, Radiation Detector, Chemical Analyser, Muscle and Bone Lace, Skinweave, Basic Cyberoptic, Thermograph, Low-Lite™, Times Square Marquee, Anti-Dazzle, Basic Left Cyberarm with Toolhand, Basic Right Cyberleg.

BASIC SOVOIL EXECUTIVES (CORPORATES)

Some are former diplomats or government *apparatchiks*. Most were brought into SovOil after the company was formed. Nearly all speak English, which is still the language of international commerce.

STATS: INT 7 to 10, REF 7/?, TECH 5, COOL 8, ATTR 8, LUCK 5, MA 7, BODY 6 to 10/?, EMP 7/?, SAVE 6 to 10, BTM -2 to -4.

SKILLS: Resources 5, Personal Grooming 4, Wardrobe and Style 5, Social 5, Persuasion and Fast Talk 6, Awareness/Notice 5, Education and General Knowledge 5, Expert Manager or Analyst or Accountant or etc. 4-10, Expert SovOil Corp. 3-10, Russian (Native), English 2-6 or Japanese or German 2-6, Brawling 4, Handgun 5, Driving 4.

CYBERWARE: Varies. Far less common than in western corporations.

BASIC SOVOIL SECURITY FORCE TROOPS (SOLOS)

Installation guards, soldiers, basic troops.

STATS: INT 5 to 9, REF 10/?, TECH 7, COOL 10, ATTR 6, LUCK 5, MA 10, BODY 8 to 10/?, EMP 7/?, SAVE 8 to 10, BTM -3 to -4.



SKILLS: Combat Sense 6, Leadership 5 (noncoms/officers), Awareness/Notice 6, Expert Soldier 6, Expert Infantry Ops or Naval Ops 7, Hide/Evade 5, Wilderness Survival 6, Athletics 5, Dodge and Escape 5, Handgun 6, Rifle 7, Submachinegun 5, Melee 4, Judo 5, Heavy Weapons 5, Stealth 4, Driving 5, Pilot Aircraft (various) or Weaponsmith or Demolitions or Security or other specialty skill 6.

CYBERWARE: Varies. Rare unless necessary.

GEAR: See Uniforms, Equipment and Personnel.

SOVOIL SECRET POLICE (SOLOS)

Espionage agents, assassins, internal affairs investigators, bodyguards.

STATS: INT 7 to 10, REF 6 to 10/?, TECH 8, COOL 10, ATTR 6, LUCK 5, MA 10, BODY 5 to 10/?, EMP 7/?, SAVE 8 to 10, BTM -3 to -4.

SKILLS: Combat Sense 7, Awareness/Notice 7, Expert Espionage 7, Expert Special Ops 7, Expert Security/Bodyguarding 7, Expert Investigation 6, Hide/Evade 6, Interrogation 5, Performance 6, Resist Torture/Drugs 5, Athletics 6, Dodge and Escape 5, Handgun 6, Rifle 6, Melee 6, Karate 6, Heavy Weapons 5, Stealth 6, Driving 5, Disguise or Weaponsmith or Psychological Ops or Electronic Security or Demolitions or other specialty skill 6-10.

CYBERWARE: Varies. Common.

GEAR: See Uniforms, Equipment and Personnel.

VAN RIJEN'S TROUBLESHOOTERS (TECHIES)

Usually specialized in one way or another. From several countries.

STATS: INT 8, REF 8, TECH 10, COOL 10, ATTR 6, LUCK 7, MA 8, BODY 10, EMP 8/4, SAVE 10, BTM -4.

SKILLS: Jury Rig 8, Awareness/Notice 7, Education And General Knowledge 4. Two of the following: Expert Structural/Petrochemical Engineering or Expert Firefighting or Expert Disaster Management or Expert Offshore Tech or Diving or Chemistry or Pilot or Mining Technology or Demolitions or other specialties 5-10. Expert Oil Technology 6, Expert SovOil Corporation 5, Brawling 5, Handgun 5, Driving 6.

CYBERWARE: Varies. Very common.

GEAR: See Uniforms, Equipment and Personnel.

CURRENT MARKET STRATEGY AND PUBLIC RELATIONS

OIL AND OIL PRODUCTS

As the larger of only two organizations producing significant quantities of petrochemicals, SovOil has no trouble marketing its oil products. Most petrochemical products are sold directly to other corporations for use in manufacturing or chemical applications, or to nations for use in weapons. Consequently, most of SovOil's petrochemical marketing efforts are targeted toward corporate clients. SovOil spends a great deal of time giving presentations to potential clients and setting up long-term supply deals and trade agreements.

The company uses a variety of slick marketing techniques, including chipped and multi-media presentations, tours, and contract incentives. Despite all this, the company's most valuable marketing asset is that it can undercut Petrochem's prices slightly, and can guarantee delivery of products for longer periods than Petrochem. The only reason SovOil doesn't completely dominate Petrochem is that there is always demand for oil products, at any price. SovOil can't supply every potential client, so a market share is left for Petrochem. Also, Petrochem produces several products that are beyond SovOil's technological capabilities. If Petrochem expands its oil resources in the next few years, analysts expect the competition between the two companies to grow fiercer.

The Soviet Union is the only area in which SovOil markets petrochemical products directly to consumers. The company is the only supplier of gasoline and fuel oils, so the marketing techniques are not aimed at competition, but at making sure that the company remains visible and favorably-viewed by the consumers. Oil products are marketed as part of SovOil's Combined line of consumer products, and they receive no special marketing attention.

GENERAL CONSUMER PRODUCTS AND ENERGY

SovOil also markets a line of chemical and manufactured consumer goods. Most of SovOil's manufactured goods are synthetic or metal products, or construction-oriented materials. SovOil's consumer goods are marketed world-wide under a variety of trade names. Advertising is standardized, with the company buying regular packages of air and display time on networks, marquees, and billboards in all of its client nations. Marketing and sales are higher in both Europe and Asia than in the US, where the corporation has yet to penetrate significantly.

SovOil supplies natural gas for cooking and heating purposes, coal and coal products, and electricity from oil, coal, hydroelectric, and nuclear power plants. The company has complete monopoly on these items inside the Soviet Union, however, so there is no question of marketing. SovOil does keep its energy prices reasonable to maintain public good-will.

HEAVY INDUSTRY

SovOil's heavy industry products are sold, like its oil, almost exclusively to corporate and national clients. SovOil markets heavy industry products in the same way as oil, and industrial goods are often sold as part of the same trade contract as petrochemical products. SovOil has long-term supply contracts to deliver steel and heavy manufactured goods to corporations that will go on to incorporate them into finished products. Clients include Sato Shipping, IEC, EBM, and others.

CHOOH2

CHOOH2 is one area in which SovOil has an extensive, high-powered marketing campaign. The company is competing with Petrochem, which produces more of the fuel at a higher level of quality. SovOil keeps its market share by out-pricing Petrochem, and by saturating target areas with extensive advertising campaigns and promotional programs. Western Europe has become a huge marketing battleground between SovOil's and Petrochem's CHOOH2 divisions. The ad war is just spreading to Asia. SovOil still has a smaller overall market share, but it is increasing with time as the company increases output and quality. SovOil is starting a high-level program to lock up some corporate CHOOH2 supply contracts, an area in which the company falls woefully short of its American rival.

**...THE UNION'S FOURTEEN SOVEREIGN
GOVERNMENTS ARE IN CONSTANT FLUX.
SOVOIL'S LOBBYISTS WORK FULL TIME
TO MAKE SURE THE CORP'S INTERESTS
ARE BEING FULFILLED. LOBBYIST
ACTIONS ARE COMPLEMENTED BY
COVERT ACTIONS OF THE SOVOIL
SPECIAL POLICE.**

PUBLIC RELATIONS AND LOBBYING

SovOil has a world-wide public relations program. The PR department has several major goals: 1) Overcome the stigma that still haunts Soviet organizations in the West. 2) Boost visibility in North America, in the US in particular. 3) Overcome growing world concern over pollution. SovOil is a major polluter, and oil spills and chemical waste scandals are common. While the troubleshooters handle the physical damage control, the corporation has high level spin-teams to handle PR damage control. 4) Boost world confidence in the corporation, despite the unstable political climate of the USSR.

The company also has a large political lobbying department that is active in the governments of many nations. A large part of SovOil's lobbying power is reserved for domestic politics. The Soviet Union's fourteen sovereign governments are in constant flux. Governments are always being overturned, and relationships and tensions between the republics are rarely stable. SovOil's lobbyists work full time to make sure that the corporation's interests are being fulfilled in the republican governments. The lobbyist legal actions are complemented by the covert actions of the SovOil Special Police, and the two organizations have been successful so far in maintaining SovOil's diplomatic agenda.



Contrast in styles: New and old-line SovOil executives

UNIFORMS, EQUIPMENT AND PERSONNEL

SOVOIL EXECUTIVES

SovOil executives have no set dress code, other than being required to wear acceptable corporate clothing. This has produced a style schism among SovOil executives. The flashy western Eurostyles have only just begun to spread eastward, and there is still a certain resistance to them among the older, more entrenched executives. Consequently, it is usually only the younger, more flamboyant corporates who flaunt the innovative cuts and patterns common to current executive fashion. Most of the old guard, who have been with SovOil since it was a government agency, tend to stick to more conservative styles. 'Conservative' in Soviet executive culture has a different meaning than in Japan or America. In the West (and ironically), the Far East, conservative means wearing the most unadorned of the current styles, in a subtle color or pattern, with basic accessories. In SovOil, conservative means wearing what your father wore. Older SovOil executives often sport styles that can be traced back to the first decade of the twenty-first century; the nineties, and in extreme cases, the nineteen-eighties.

In a world where last month's fashions can be hopelessly out of date, this tendency to stick to older styles has made older SovOil

executives the whipping boys of the international corporate humor circle. (Ex: Q: How many SovOil execs does it take to screw in a lightbulb? A: None, they haven't invented them yet.) As a result, SovOil executives are often dismissed by young, inexperienced executives from other corporations. This can be a deadly error, since SovOil's style deficiencies have no reflection on the power or influence of the corporation. Many a young executive head has rolled after a corporate treaty or contract negotiation has been fouled up by such ignorant levity. Many corporations now issue standing orders to their young executives to tread lightly when discussing fashion around senior SovOil personnel. Older, more experienced execs usually need no coaching.

Unfortunately, the conflict over style also plagues the company internally. With no clear dress policy, many older, senior executives attempt to enforce their conservative styles upon their own departments, leading to friction with younger personnel who are more tied into current fashion. Even in departments where this isn't happening, there is an obvious tension between the young and old executives. Fashion is only one symptom of this conflict, which can ultimately be traced back to the fundamental changes that wracked the Soviet Union twenty-five years ago. Many of the younger personnel have only vague memories of the old Soviet Union, and no respect for conventions or beliefs that some of the older executives may still adhere to. Fortunately, the corporation's strong leadership and firm mandate has helped to preserve unity, and minimize the effects of the executive schism.

Although SovOil has no overall dress code, there are a few accessory requirements for all executive personnel. All executives must wear a SovOil lapel pin when at work or on official duty, and all must keep a company ID/Data card with them at all times. Also, unlike many corporations, SovOil executives are required to keep their company passport on their person at all times. The passports add an extra measure of security, and SovOil executives may be asked by Security Forces or Secret Police to produce their papers at any time, especially if they are at a sensitive facility. Failure to produce the papers can result in a reprimand, or at a secure site, in arrest. The passport requirement has foiled many saboteurs and spies who made the critical error of assumption, and went in with forgeries or stolen copies of only the standard corporate ID card.

SovOil executives are permitted to carry weapons on company grounds only if they are former Security Force or Secret Police personnel, receive special permission, or are of senior grade. Regardless of previous experience, all must be trained and certified by the Secret Police before being permitted to carry weapons. At some facilities, especially refineries or other petrochemical installations with extreme fire danger, no one except for specially trained troops are permitted to carry firearms. All executives may

carry non-lethal weapons. Built-in cyberweapons are subject to the same restrictions as regular weapons.

SECURITY FORCES

Unlike many corporate military operations, no one mistakes the SovOil Security Forces for glorified guards. They are a fully-trained and well-equipped army and navy, with close to 300,000 personnel. Troops have standard and dress uniforms, and are permitted to wear civilian clothes only when on leave. The distinction between guard and assault duty is fine, with little difference in training or equipment except in specialized situations. Security Forces are expected to be able to handle either guard or standard military duty equally well.

SovOil makes no attempt to conceal its guards and soldiers, or to make them less threatening to the public. When on duty, Security Forces troops are always well-armed, and in full battle uniform. The company's assets are too valuable to jeopardize by putting the guards in suits and limiting them to pistols and other concealable weapons. SovOil's management does not go out of its way to make the troops intimidating, it merely takes a completely pragmatic view when it comes to military and security arrangements.

Basic Security Forces receive sixteen weeks of basic training and another four to twelve weeks of specialty training. Those who are selected for special duties may receive yet more training, lasting from four weeks to a year. SovOil recruiters target the general populace, competing with the various republics for high school graduates and young, unemployed people who need work. The corporation offers higher prestige and better training than most republic armies can offer, although the wages are slim. Also, many candidates are attracted by the chance of a corporate job after enlistment. SovOil offers basic enlistments of two, four and six years, with incentives for longer enlistment and re-enlistment. There are special bonuses for a 'full' enlistment of ten years and a 'lifetime' commitment of 20 years. Officers must have college degrees, or qualify for candidacy by test.

THE INFANTRY

The Infantry branch of the Security Forces, commonly called the Army, is the mainstay of SovOil's defense, with over 150,000 troops. At any given time, about 50,000 of these are posted as corporate guards around the world, and the rest are on active duty as soldiers. The standard infantry uniform is a set of fatigues in a custom pine forest camouflage called Taiga. In the basic uniform, the shirt is tucked in, rather than hanging loose as with American BDU's. Over the fatigues come webbing and boots made in the USSR. Standard headwear is a beret. There are a variety of accessories, including cold weather boots, gloves, hats, and greatcoats, light field jackets, hot weather gear, and different camouflage pat-



terns. (See below for cold-weather gear.) Officers wear the same combat outfits as enlisted soldiers. Both officers and enlisted men wear the rank on the collar tabs, the name on the right breast, the unit and specialty patches on both shoulders, and the company logo on the left breast and beret flash, or on the helmet.

The soldier's basic field equipment kit includes a primary firearm (usually a Stolbovoy St-5 assault rifle with 4-12 magazines), a handgun (the Stolbovoy St-2 pistol with four magazines), canteens, field rations, survival equipment and sleeping materials, a field radio, an SP 20 helmet, SP 18 body armor, a metal blade knife, a flashlight, rope, and Shanling field rations (See *Corpbook Two*). There are custom kits for special assignments and special ops work.

Guards wear the same basic uniform as the infantry, and use many of the same accessories. Instead of the Taiga camouflage pattern, however, corporate guard uniforms are usually a dark beige color. The basic guard kit includes the webbing, a primary firearm or non-lethal weapon that varies depending on the assignment, a handgun, a flashlight, wrist binders, a radio, and a metal blade knife. Facilities guards often wear camouflage and full infantry kits.

Infantry and guard dress uniforms are virtually the same. They are dark beige in color, and include belted tunics, dark boots, and white gloves. Enlisted men wear berets, and officers wear



Soviet- style wheel caps. Often, no weapons are carried. If guards are assigned to active duty while in dress uniforms, for diplomatic functions or the like, a sidearm in cross-draw position, boot knife, and micro-radio may be added. Dress webbing is brown leather. Badges and insignia are in the same positions as on the combat uniform, but medals and 'fruit salad' are added. Shoulder braiding also indicates rank and unit. SovOil infantry dress uniforms are different from those of most corporations, which use current-style suits as the basic pattern for ceremonial outfits.

THE NAVY

SovOil's Naval forces have their own uniforms and equipment packages. The basic Naval uniform for enlisted sailors is similar to that worn by the Soviet National Navy for several years: blue slacks, blue kerchiefed overshirt, red and white striped T-shirt, and a tufted hat. Accessories include deck shoes, cold weather gear, and tropical gear. Seamen wear their rank on both shoulders (with hash-marks on the sleeves), name on the left breast, and company logo, unit, and specialty on the right breast. The company logo also appears on the hat-flash. Naval personnel are trained for, and issued, weapons, but they seldom carry them unless on a security posting. There is no actual dress outfit for naval enlisted troops, other than a cleaned and pressed standard uniform with decorations and citations added. Since SovOil sailors usually wear T-shirts and jeans when on the job, a clean version of the standard uniform is usually ceremonial enough for them.

Naval officers wear khaki pants and a khaki shirt, deck shoes, and white wheel caps. Officer ranks appear on epaulets, name on the left breast, and unit, specialty, and company logo on the right breast and cap. The shoulders are bare. Officers may wear sidearms, but often don't bother. Naval officer dress uniforms are virtually the same as Infantry officer dress uniforms, but navy blue rather than beige-colored. Also, the braiding is replaced by epaulet stripes.

The basic Naval survival kit includes fresh water, rations, an insulated anti-shark basket, a flare gun, a life vest, an SP 18 armored combat vest, mirror, a radio locator/emergency beacon, specially insulated water suit, and sunscreen. Equipment and weapons vary depending on the assignment. Naval guards and assault troops often carry the same equipment as Infantry troops. Naval special ops troops use whatever equipment and camouflage is appropriate to the mission.

SECRET POLICE

The secret police have no standard uniform, choosing to use plain clothes whether on the job or off. Depending on the assignment, the clothes worn can span the full spectrum of styles, from the stodgy conservatism of the old-guard to the flashy Euro- and Asian-styles of the young executives. When meeting amongst themselves, the secret police tend to stick to conservative patterns and accessories, but in current cuts and fashions. Secret police wear no identifying marks or insignia other than the required SovOil lapel pin. They are issued badges and special passports and identification/data cards, but these, along with all other identifying marks, are often discarded when the agent goes undercover.

There are some items of equipment particular to the Secret Police. They use small, concealable radios with hidden microphones and discreet earpieces rather than the full-size headset radios issued to standard troops and guards. They also wear concealable SP 12 armor vests under their clothes. Secret Police are proud of their organization, and do their best to distinguish themselves from the regular Security Forces. To this end, Secret Police usually use Arasaka weapons, rather than the Stolbovoy firearms favored by the Security Forces. Although it is discouraged by the organization, Secret Police officers often get a special tattoo on some part of their body usually hidden by clothing. The tattoo is a small, abstract design featuring a hawk, and it can in no way be traced exclusively to SovOil.

Secret Police are fond of Cyberware, especially Cyberoptics and Cyberaudio which can be used for surveillance, and concealed weapons which can be used for bodyguarding and assassination. The Secret Police have a laboratory dedicated to producing special weapons and equipment for use in black operations. Much of this equipment is known only through rumor, although a few items have been captured and copied by other corporations.

TROUBLESHOOTERS

As befits their freewheeling style, the Troubleshooters are a casual group. They have no dress codes, or even trends, and actively flaunt some company regulations such as the lapel pin. Due to their necessity, and the tremendously difficult and dangerous nature of their work, the company is inclined to let their behavior slide. Company psychologists suggest that the Troubleshooters' wild off-the-job behavior is a cathartic release for the tremendous on-the-job pressures that they must face. Others believe that the Troubleshooters are merely wild, reckless individuals who exploit the great freedom and high wages they receive from the company.

The Troubleshooters have *carte blanche* with equipment, as expensive high tech is often necessary for their work, and frequently destroyed by use. Peter Van Rijen and his staff do not hesitate to use this privilege, and the Troubleshooters have a large reserve of vehicles and equipment, including American and Soviet vectored thrust aircraft, tilt-rotor aircraft, satellite communications, fire suits, heat-resistant cybernetics and body modifications, special chemicals and explosives, diving equipment, and wheeled and tracked vehicles. At the top of the list is top-notch portable medical and surgical facilities imported from Japan and the United States.

The only thing that all troubleshooters have in common is a biomonitor. Peter Van Rijen requires that all field personnel have one of the units implanted. Troubleshooter biomonitors are specially manufactured by Raven Microcybernetics to monitor a variety of physical and toxicological parameters, and broadcast that information to a central receiving station. See below for more information. Militech Second-Chance Cyberdocs are also common (see *Corpbook Two*).

VEHICLES, EQUIPMENT, AND WEAPONS

STOLBOVOY ARMS

Shortly after the Soviet Union began allowing private industry, Stolbovoy Arms was created in Lithuania. The Soviet armed forces had gone without a major personal weapons redesign for several decades, and most troops were still using variations on the Kalashnikov Action rifle, including the world famous AK series, and the later AKM, AKS, and A-80 lines. All of these weapons had elements in common, and they sported many of the same strengths and weaknesses. By the time the new Union was founded, and republics were arming their own forces, the time was right for the introduction of a new generation of Soviet made firearms. Stolbovoy Arms, previously a maker of hunting rifles and shotguns, rose to the challenge. The company, located in the peaceful seaside town of Giruliai, has since become one of the largest weapons houses in Eastern Europe, and a key supplier to SovOil.

Note: On the FNFF reliability table, all Stolbovoy weapons jam *only* on a roll of 1. Also, all Stolbovoy weapons are *Common* in the Soviet Union and Eastern Europe, and *Rare* in the US

STOLBOVOY ST-5 ASSAULT RIFLE



A light, sturdy bullpup weapon. The St 5 was designed to withstand the rugged environmental conditions in the Soviet Union. Using innovative design and special lubricants, Stolbovoy has created a weapon that can operate reliably under the most adverse conditions, including heat, cold, mud, dampness, sand and grit, lubricant contamination, and corrosive environments. One of the toughest, most reliable assault rifles in the world; troops are quoted as saying, "It never breaks!" Comes with iron sights, but can be scoped. In long and short barreled versions. 900eb. 1800eb smartchipped.

RIF -1 N C/R 5D6(5.45mm) 30 1/30 VR 400m

STOLBOVOY ST-2 PISTOL



Continuing Stolbovoy's tradition of extremely durable and reliable weapons, the St 2 is a handgun built with a composite slide and receiver and a patented action that virtually cleans itself of dust and grit. 450eb, 850eb smartchipped.

P 0 J C/R 2D6+3(10mm) 10 2 VR 50m

STOLBOVOY STS SUBMACHINEGUN



The last item in Stolbovoy's line of basic weapons, the StS submachinegun also incorporates the company's unique designs, and is one of the finest submachineguns around. Available with collapsable or fixed stocks. Comes with iron sights, but can be fitted with a variety of aiming systems. 600eb, 1200 eb smartchipped. SMG -1 J C/R 2D6+3(10mm) 32 30 VR 400m

RAVEN MICROCYBERNETICS ADVANCED BIOMONITORING SYSTEM

This is the unit designed for, and used by, the SovOil troubleshooters. It is just beginning to find its way into service with armies and special ops groups around the world. The Advanced Biomonitoring System works much like a regular biomonitor, in that it keeps track of the physical state of the person in whom it is implanted. The ABS tracks heart rate, blood pressure, body temperature, respiration, and blood and tissue toxins. It flags potentially dangerous readings with visual or auditory warnings. This information can be displayed on a wrist implant, in cyberoptics, or it can be broadcast to a remote receiver for display on a VDT. In this way, a control center can monitor its troops or workers from a distance, and warn of possible injury or poisoning, or respond immediately to aid incapacitated personnel. The actual implant is a disk five cm across and .5 cm thick with several microfine wire probes. It is usually positioned behind the sternum. A three year lithium battery is placed in a subdermal pocket in the chest or abdomen, and can be changed without surgery. The transmitter has a range of two kilometers, and each unit has its own transmission code to prevent cross-talk.

Surgery: MA, Code: ABS, H-Loss: (1D6/2)-1

SUKHOI SU-441 TILTROTOR TRANSPORT AIRCRAFT

This is Sukhoi Aircraft's copy of the popular VC-22K aircraft, the most popular in the tiltrotor series built by Bell-Boeing of the United States. It is slightly behind the US version in avionics and fire control, but it is a tough, reliable aircraft with the good all-weather capability so important in the huge Soviet Union. The 441 can carry 20 fully-armed troops, operate in adverse conditions, and mount a variety of systems, including gun pods and missiles and external fuel tanks. A power transmission system allows the aircraft to fly and land on one engine. It is used by SovOil Security Forces, and by the Offshore and Land-Based Oil divisions. Su 441 aircraft can also land and float on water. Powerplant: two Sukhoi NN 2 turboshaft engines. Max Speed: 300kts. Operational Radius: 1200-2000km. 10 SP, 220 SDP.

MIKOYAN MI-50 VECTORED THRUST VEHICLE

A Soviet vehicle very similar to the McDonnell AV-4, it is popular with corporations and military and police organizations in the new Union and Eastern Europe. This aircraft uses many western components, including IEC engines. It can carry six medical personnel

or troops and their equipment. It has no fixed weapons, but it can mount machineguns in the doors on both sides, and use them during flight. Powerplant: One IEC Sidewinder II engine. Max Speed: 200kts. Operational Radius: 600km. 45 SP, 110 SDP.

STERNMEYER COLD WEATHER COMBAT GEAR

SovOil troops are often called upon to operate and fight in the bitter cold of the northern Soviet and Siberian winter. Conditions like these can immobilize unprepared troops ill-equipped to deal with -60 to -70° C temperatures. Sternmeyer AG, a German arms corporation that supplies military organizations around the world, developed a new generation of winter combat gear using advanced insulating and armoring materials, and reactive fabrics. The most current model, G-12, has excellent insulating and wind and water repelling characteristics, yet is thin enough to breathe, and permit good mobility. The G-12 suit is made with a reactive fabric that can vent waste heat in times of exertion without compromising overall insulation. It comes in a variety of camouflage patterns. The typical outfit includes boots, overpants, a hooded overcoat, a balaclava, and gloves. The balaclava has a battery powered system that gently warms the air coming through the mouth and nose. The battery is good for 24 hours. Webbing and armor can be worn over or under the outfits. The outfits can protect soldiers in temperatures down to -70° C and in high winds, but are not recommended for use in temperatures over freezing. Cost: 300eb for jackets, 200eb for pants, 50eb for gloves, 50eb for balaclava, and 100eb for boots. Entire outfit can be bought at a package discount of 575eb. Packs, webbing and accessories are available. The suit can be packed and carried when not in use.

Note: The Sternmeyer G-12 suit has EV +1 when worn as an ensemble. Armor can increase this.

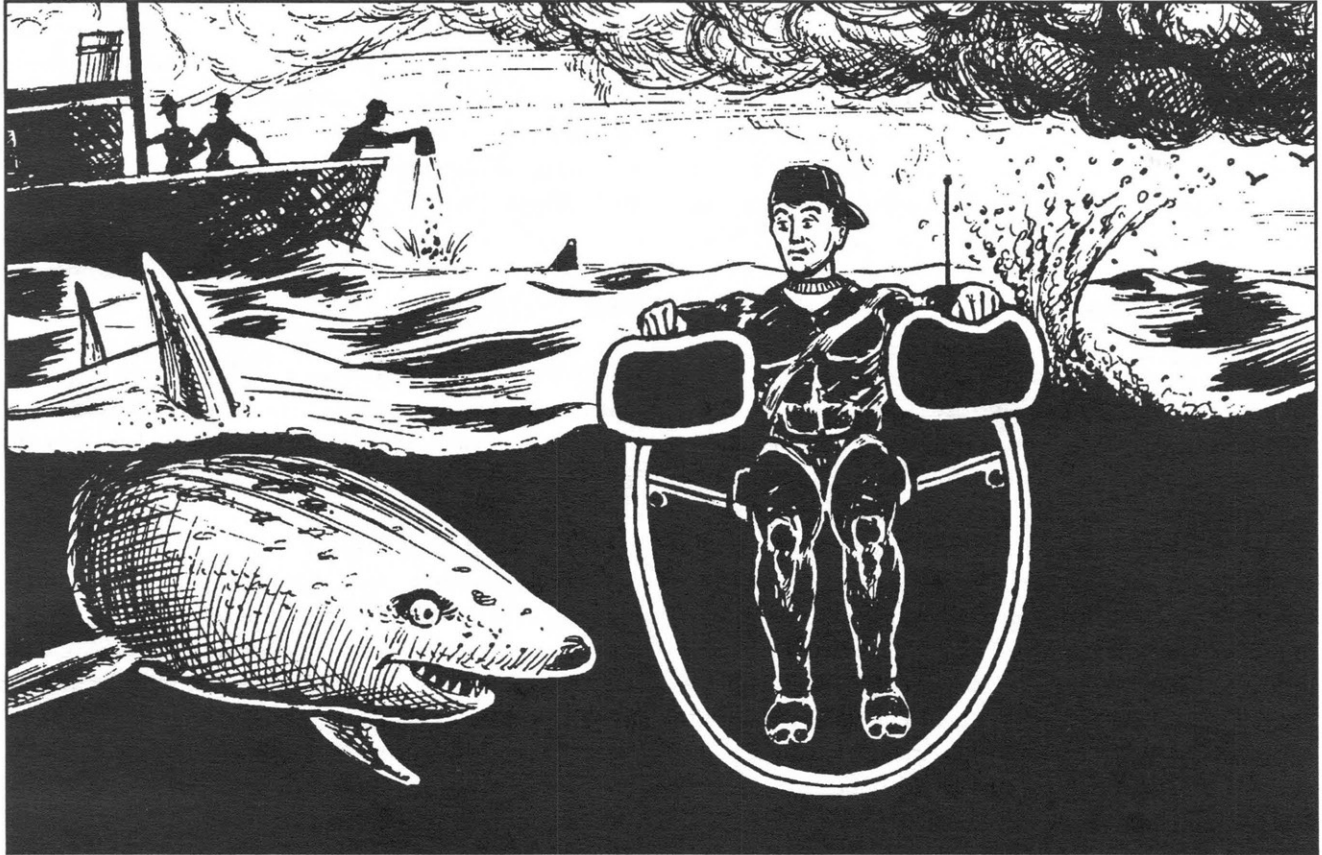
SOVIET MILITARY INDUSTRIES ARMORED GREATCOAT

For guards and soldiers working in cold weather conditions that aren't extreme enough to demand full combat gear, there is the SMI armored greatcoat. This item is also issued to SovOil corporate guards who are working in public situations where the Sternmeyer suit might be inappropriate. The greatcoat is good in temperatures down to -20° C, and in high winds and rain. It has built in armor at SP 14. When buttoned, the coat protects virtually the entire body. Webbing and gun belts can be worn over the coat, but, usually, no other armor is added. The coat is belted at the waist, and comes in olive green, brown, or black. Cost: 250eb.

Note: The SMI Armored Greatcoat has EV +1.

BEARSKIN HAT

Standard issue to all SovOil cold-weather troops. Usually worn with the SMI greatcoat. Cost: 50eb. Can be armored to SP 10 for an extra 25eb.



Ensign Jami Tealov testing the O'Niell shark basket under realistic conditions

O'NIELL SHARK BASKET

Developed by marine researchers and produced and marketed by Californian aquatic sports company O'Niell, the Shark Basket is the only device that has been proven truly effective in protecting drifting personnel from sharks. The basket is a multi-compartmented inflatable ring supporting a sealed, kevlar fiber bag. The bag is big enough to hold one person with a life jacket and bare supplies. The bag prevents blood from dispersing into the water, blocks the body's electric field, helps to insulate the user, and is a dark color to cut visual signature. The basket does not armor the diver; it just presents a package which the shark does not recognize as potential food. Sharks rarely attack baskets. Collapsible for storage in a small pouch, baskets inflate with a small CO² charger. Standard issue to SovOil personnel serving in offshore stations and naval units in the shark-infested South China seas. 50eb. One use.

FIORELLI-SANTINO DE ITALIA SPA ANTI-FIRE SUIT

This suit was developed by the small, Italian engineering house of Fiorelli-Santino for use in all heavy-duty firefighting applications. It is standard equipment for the troubleshooters, who must often venture through flaming oil and into burning oil rigs in the course of their duties. The suit is constructed from a double layered sandwich of several fabrics. The outermost is a

fireproof, rip-stop covering designed to reflect heat and shed burning liquids and embers. Below that are layers of insulating and armored fabric. Beneath the outer layers is a special, flame-retardant, insulating body-suit. Liquid nitrogen flows through a network of micro-tubules between the outer layers and the body suit. Hardshell plates protect the arms and legs. The suit fabrics must do the double duty of resisting extreme heat on the outside, and not freezing solid because of the liquid nitrogen inside. The body suit protects the wearer more from the liquid nitrogen than from heat. Only advanced materials make this possible, and these suits were nothing more than a dream eight years ago.

The suit comes with a matching head and shoulder piece which incorporates a helmet, and a special face shield. A back-pack is integral to the suit, and connects to the helmet and body. The back-pack is protected by the suit, and contains a half hour air and power supply, and the pumping and condensation unit for the nitrogen cooling system. A computer system monitors the suit functions and external temperature, and transmits this data to the wearer through cybernetics or a wrist display. The suit telemetry can also be sent to a remote monitoring station. For mild fire situations, the suit can be used without power, internal air, or liquid nitrogen.

The suit's resistance time depends on the temperature. The suit is good to limit of its air supply at 800° Fahrenheit, 427° C. It loses 5 minutes duration for every added 300° F, 149° C. Maximum recommended heat is 2000° F, 1093° C, for no more than 10 min. In a pinch, the suit can take five minutes of 2500° F, 1370° C. It can take spot exposure to extreme temperatures for brief periods. This enables the suit to shed burning petroleum and plastics. When the suit is overexposed, it loses integrity rapidly. It will fail completely 1D6 minutes after overexposure. Cost: 1500eb.

SOVOIL

CERAMIC PROJECTILES

These are a type of safety round used by the SovOil security forces in situations where regular bullets might penetrate a petroleum storage tank and ignite an inferno, or puncture a ship's hull. The bullets are made from a super-dense, brittle ceramic developed by SovOil. The ceramic bullets penetrate soft targets such as flesh, but shatter into fine particles on impact with metal or other hard substances. The ceramic is less dense than lead, and the bullets do less damage than lead bullets of equal caliber, but they will penetrate fabric armor, thin plastic, and bone. The bullets do not ricochet, but flying particles can injure eyes and break skin. The ceramic does not cause feed problems in automatic weapons.

Note: Ceramic bullets cost 1 1/2 times normal bullets of equal caliber. They do 3/4 damage to flesh and armor, and 1/4 damage to metal, glass and other hard substances. Shotgun loads also available.

KEY OFFICES AND FACILITIES

SOVOIL HEADQUARTERS

The SovOil World Headquarters is a sprawling, ten-story building on Shcherbinka Prospekt, near the center of Moscow. The building has been SovOil's headquarters ever since the corporation was a government agency, and it is showing its age. Although a new, modern headquarters tower is under construction on the outskirts of town, it will be two to three years before it is ready to enter service. Ironically, many of SovOil's recently constructed regional and international offices are much more modern than the dilapidated headquarters.

ARCHITECTURE AND LAYOUT

The headquarters building is a huge, squat affair, covering a large area. The building is made from stone and masonry, and is rather drab in appearance. The only clue to the identity of the owner is the legend "Soviet World Oil Industries" and the company logo etched

in the glass of the main entrance doors. The building was originally erected in the 1970s to be government offices for the old Soviet Union, and it followed the undistinguished precedent established by over fifty years of unimaginative socialist construction. The building is, however, very sturdy. The masonry walls are thick, and the building can be made nearly impregnable, even in riots.

The headquarters building is enormous, covering an entire city block. It is square, with a spacious central courtyard. The building was not designed with roof-top landing pads, but there is space for several tiltrotor or vectored thrust aircraft in the courtyard. Aircraft can land there in most conditions, but in extreme wind, rain, or snow they must divert to a local airport and passengers must shuttle to the headquarters by limousine.

INTERIORS AND FACILITIES

The SovOil headquarters building is as drab and utilitarian on the inside as on the outside. The only areas conceding anything to style or comfort are the lobby, the senior executive areas, and the guest apartments. There is little in the way of superfluous decor or adornment. Even in the large lobby, which has a security station, a reception desk, and passages to elevators, stairs, and the first floor hallways, the only decoration is a large portrait of Anatoly Novikovo hanging behind the receptionists. The courtyard has a small landscaped area, but it is usable only in good weather and is subject to noise from aircraft.

The SovOil headquarters is short on facilities common in many newer corporate towers. It has an infirmary, but surgery cases must be transported to the hospital down the road. There are no on-site barracks for security troops, and no weapons-firing areas. All parking is on the street except for a small underground lot for senior executive and security use only. There are guest apartments, but they are rarely used. Most employees live in the nearby SovOil housing complex, and would rather go home, even after a late night. The headquarters does have several cafeterias and lunch rooms, conference rooms and lecture halls, a loading dock, a large underground storage area, and top-notch security, communications, and computer systems. There are also armored limousines for executives, and usually two aircraft on call in the courtyard, with others ready to shuttle in from Sheremetyevo Airport or Domodedovo Airport.

SovOil's leaders have long taken the pragmatic view that the headquarters building was sufficient for their needs, but they recently decided that it was time for an upgrade. A new, state-of-the-art, eighty-five story tower is being built, with complete facilities and current architecture and design. Some departments will begin moving in within fourteen months, but the project won't be completed until 2023.



SovOil World headquarters, Moscow

PERSONNEL

The SovOil headquarters building has the offices for all of the senior executives and department heads, and offices and meeting rooms for the Inner Board. All of the company's divisions and many of its major subsidiaries are represented in the building. Senior executive and board offices are all located on the top floor, along with much of the building's sensitive property and information. Seven thousand people work in the building.

SECURITY

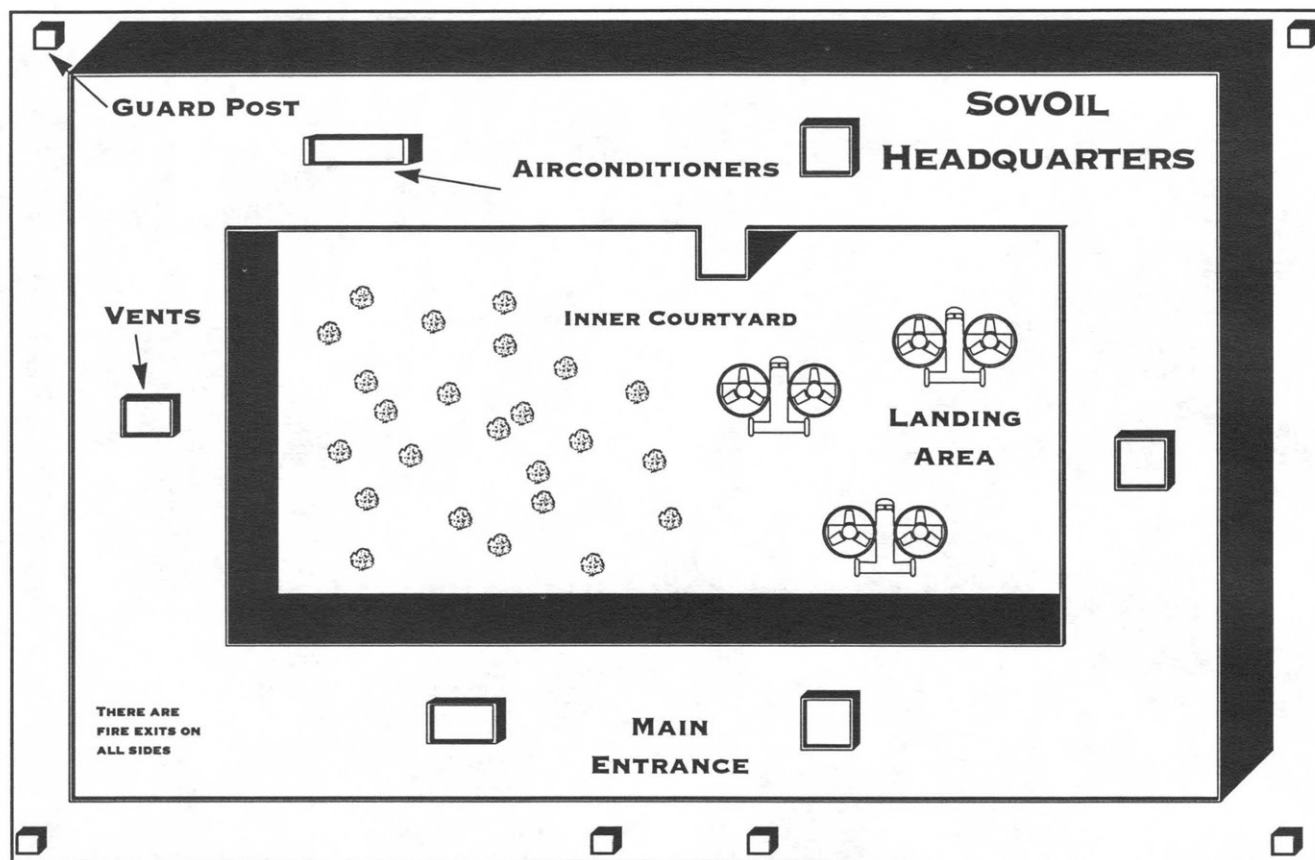
Security at the headquarters building is extremely tight, with uniformed guards and plainclothes Secret Police personnel on duty at all times. All security personnel are armed, and under the unified command of the building security director, a Security Forces Lt. General. This chafes the Secret Police somewhat, but they recognize the efficiency of a unified command. All access is controlled, and employees must present their ID card upon entry, and their passport if it is requested. There are several stations in the lobby, where employees are checked upon entry. In addition to the main entrance, there are smaller North and South entrances on the sides of the building. They are open only during business hours, and also under tight security. There are 60 security personnel on duty at any given time; about five

per floor, plus ten on outside posts. More can be brought in on short notice if necessary. Security is coordinated from a command center on the second floor. Personnel are supplemented by cameras and metal detectors.

SECURITY FORCES AND SECRET POLICE HEADQUARTERS

The Security Forces and Secret Police are not headquartered in the main building. Instead, these divisions have their own satellite buildings. The satellite buildings are small, five story structures across the street from the main corporation headquarters. Each is off limits to unauthorized personnel, and has the operations centers and senior staff offices for its respective organization. Each is guarded by its own personnel, has its own cafeteria and storage facilities, and serves about 500 employees. There are no secret passages between any of the three buildings. All are served by the infirmary, computer, and aircraft facilities in the main building.

The Secret Police Headquarters is also the site of the Secret Police Training Academy, where prospective agents receive classroom instruction in investigation, interrogation, and espionage. There is a camp in the woods a few hours outside of Moscow where they learn combat technique, infiltration, demolitions, and weaponscraft.



In the deepest basement sub-level of the Secret Police Headquarters is 'The Cellar,' the infamous prison where enemies of SovOil are interrogated, detained, and occasionally executed. Only specially authorized personnel are allowed access to The Cellar. Some very famous people who have disappeared are rumored to be held there.

REGIONAL OFFICES

SovOil has regional offices throughout the world, although they are far more common in Europe and Asia than in the United States. The regional offices are all smaller than the main headquarters, but most are more modern and more tastefully designed and appointed. In many corporations, getting moved to the home office is considered a move upward. In SovOil, with its drab headquarters (and deplorable Moscow weather), a transfer to Tropical Asia or Western Europe is an often sought after reward. SovOil has major regional offices in St. Petersburg, Tashkent, Vladivostok, Tokyo, Seoul, Beijing, Hong Kong, Manila, Ho Chi Minh City, Bandar Seri Bagawan (Brunei), Kuala Lumpur, Singapore, Sydney, Nairobi, Algiers, Caracas, Rio De Janiero, Havana, Rosslyn/Washington D.C., Night City, Druzhnaya (Antarctica), and virtually every capital city in Eastern and Western Europe. Minor offices span the world.

SPECIAL FACILITIES

REFINERIES

SovOil has industrial facilities all over the world. Like Petrochem, SovOil's most valuable installations are its large petroleum refineries. The massive Shevchenko installation, at the junction of several major pipelines and terminals on the shore of the Caspian Sea, is the largest refinery in the world. Its pipe networks, distillation towers and tank farms cover several square miles of land and waterfront. Although many of the functions at the modern complex are automatic or roboticized, the refinery has over 20,000 workers.

Shevchenko is a key part of the SovOil empire, and a major military and espionage target for all of SovOil's enemies. There are over 1500 soldiers and 250 firefighters stationed at the complex, and a troubleshooting team is on call at all times. 15,000 of the employees are oil workers, roughnecks, dock workers, vehicle operators, service employees, and so on. The rest are executives, managers, Secret Police, and other white collar employees. A special Secret Police unit shares the security duty, and all access and movement is strictly controlled. Only security and fire personnel, troubleshooters, senior executives, and other specially authorized personnel have all-access permits. Most other employees are restricted to specific duty areas. Shevchenko security personnel also oversee part of the huge Trans-Ustyurt Pipeline.

Although most of the refinery employees live in the nearby town of Shevchenko, the refinery is a small city unto itself. It has apartments for several thousand of the workers and troops, restaurants and movie theaters, bars, brothels (with SovOil-certified male and female prostitutes), barracks, an airfield, a surgery-capable infirmary, and several fire stations. There is also a large offshore terminal where several surface oil tankers can tie up and onload or offload oil and petroleum products. A shoreline wharf can dock freighters that need to offload bulk cargoes for the refinery. A battery of aircraft are available to shuttle troops and troubleshooters, and aid firefighters with aerial drops.

SovOil's other petroleum refineries range in size from a quarter the size of Shevchenko, to almost as large. Most of them are similar in terms of the facilities available and the proportions of different types of workers.

SovOil has CHOOH2 refineries, but they tend to be smaller than the oil refineries. They are also less secure, since CHOOH2 is a renewable resource, and SovOil's current CHOOH2 technology is not an espionage item. By no means should it be assumed that security is lax at CHOOH2 refineries, however. It is simply not as strict as at oil facilities. At dual purpose refineries, where petroleum and CHOOH2 are both processed, oil protocol takes precedence.

OFFSHORE OIL PLATFORMS

Much of SovOil's crude oil and natural gas is pumped from offshore oil platforms. The company has over 1000 offshore drilling and pumping platforms, and several enormous recreational platforms (flotels) and Multi-Service Vessels (MSVs). Each offshore platform can sink up to thirty wells, covering a wide area. The platforms are fixed to the sea bed, and designed to withstand even the worst typhoons. Usually, platforms are gathered in close groups of four or five, with many groups scattered over each oil field. Pipelines link platform groups together, and connect the groups to onshore oil terminals and refineries and offshore loading platforms.

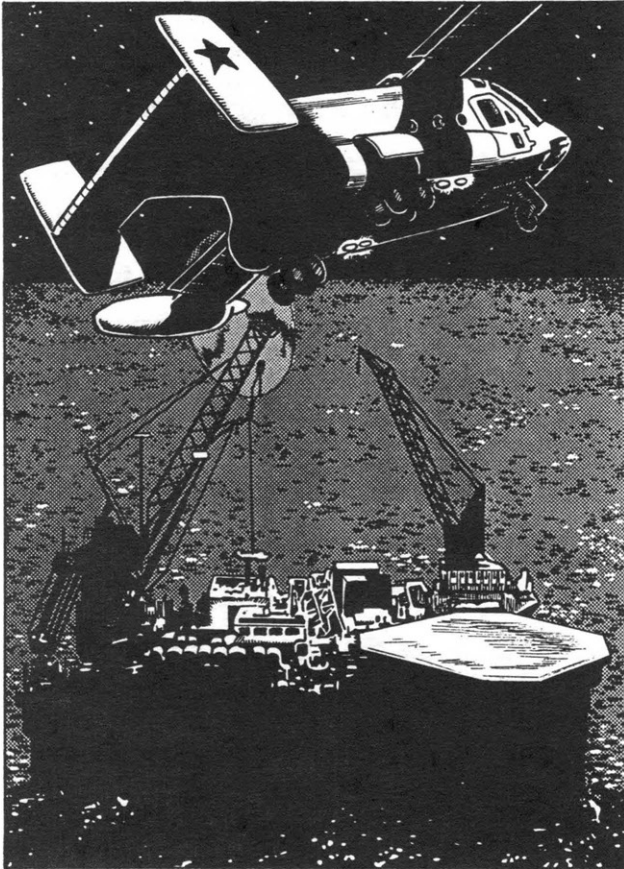
Each platform has between 140 and 180 people on board, including the commander, staff, firefighters, divers, Security Forces, and oil workers. Crew often work two weeks on, two weeks off, although some personnel, such as divers and flotel staff, can have four or six week shifts. Crews on experimental rigs, such as those in the Antarctic, also have longer shifts. The pay is good, and the time off is nice, but the work is brutal and dangerous. Usually, only 5% of the personnel are security troops or Secret Police. There is simply no space for any more. Reinforcements are brought in from flotels and MSVs when necessary.

EACH PLATFORM HAS 140 TO 180 PEOPLE ON BOARD WORKING 2 WEEKS ON, TWO OFF UNDER BRUTAL CONDITIONS. STAFF, FIREMEN, SECURITY, AND OIL WORKERS ALONG WITH DEFENSE SYSTEMS, INFIRMARIES, CONTROL CENTERS, DRILLING EQUIPMENT, AND POWER GENERATORS ARE COMPRESSED INTO SEVEN DECKS ANCHORED IN WATER UP TO 200M DEEP...

Platforms have good facilities, including defense systems, infirmaries (non-surgical), cafeterias, command centers, diving facilities, diving bells and minisubs, patrol boats, cranes, one or two aircraft pads, recreation rooms, video collections and libraries. All of this, along with the drilling equipment, tanks, power systems, and other machinery, is compressed into seven to nine decks, anchored in water up to 200m deep by giant concrete legs. There is a 50% chance that there is an aircraft present at any given time. All offshore platforms have radar-controlled anti-aircraft guns and missiles, active and passive sonar, and underwater cameras and lights.

FLOTELS

Although offshore platforms are well equipped, they can not be considered pleasant by any stretch of the imagination. The recreational facilities are cramped, and rapidly wear thin. Part of the problem is alleviated by flotels. These are huge, mobile rigs that float on enormous metal pontoons, and have crews of 100 to 200. There is usually one assigned to each field. The flotels can travel from rig to rig, and usually have regular aircraft service to and from each rig in their field. The flotels have expanded recreational, housing, and landing facilities, and are often the site



An SU-441 on night approach to the Namyit service vessel in the Spratly Archipelago

of offshore conferences and social events. SovOil flotels have movie theaters, company brothels, bowling alleys, dance clubs, large libraries, and other diversions. They also have expanded maintenance facilities, and quick response troops that can be dispatched to any rig in the field. There is always at least one aircraft at each flotel.

MOST LAND-BASED FIELDS ARE TOO LARGE TO BE FENCED. THOUSANDS OF MILES ARE COVERED BY HUNDREDS OF DERRICKS AND BOBBING PUMPS.

MSVs

The counterpart to the flotel is the Multi-Service Vessel. This is similar to the flotel in construction, and there is usually one assigned to each field, but it is devoted completely to maintenance and security. MSVs have expanded diving, analysis, diagnostic, firefighting, and military capabilities, and can respond to any military or technical emergency at an offshore field. Like flotels, there is always at least one aircraft on station, as well as minisubs, troops, and weapons. Troubleshooters working offshore shifts are stationed on MSVs. MSVs usually have between 75 and 200 crew on board.

TERRESTRIAL OIL FIELDS

SovOil's land-based oil fields cover tens of thousands of square miles. On any field, there can be hundreds of drilling derricks, and thousands of bobbing pumps working established wells. Unlike offshore fields, which are scattered pockets of frantic activity, land fields are usually thinly and evenly populated. Maintenance and construction crews circulate day and night, checking and repairing the pumps and pipelines, and working on drilling derricks.

Each terrestrial field usually has a coordinating center, where all of the machinery and pipelines are monitored; where aircraft, vehicles, firefighters, troubleshooters, and Security Forces are based, and service and recreation facilities are concentrated. If there is no town nearby, the coordinating center will have barracks, apartments and recreation facilities.

Security at terrestrial fields is mostly electronic. Most fields are far too large to be fenced, but virtually all derricks, pumps and pipelines have cameras and thermal sensors. As soon as unauthorized persons are detected, a security team can be scrambled by aircraft from the coordination center.

SECURITY FORCE BASES

SovOil's security forces are large enough to require several full-size military bases for training, equipment, troop housing, and command networks. SovOil has infantry and naval bases throughout the Soviet Union, as well as in Vietnam, Malaysia, the Philippines, Antarctica, and Cuba. Bases are commanded by SovOil flag rank officers. They serve as dispatch and coordination centers for forces assigned to that area of the world.

Most of the bases can house the men and materiel for one or two complete Soviet divisions. (A Soviet division has about 10,000 men.) All have barracks, recreation centers, armories, vehicle pools, maintenance areas, command centers, communications centers, housing units, and airstrips. Naval bases also have boats and dockyards. There are secure areas for storing special weapons and heavy weapons, and training facilities for troops. Most bases are located near towns or areas of strategic importance.

Although troops are trained at all Security Force Bases, there are four installations devoted to the indoctrination of new recruits. These are SovOil's largest bases, serving over 20,000 troops each. Teriberka Base, on the Barents Sea, and Vos-tochnyy Base, on the Sea of Japan, are the two main naval bases. Camp Kadnikov, near St. Petersburg (Leningrad), and Camp Tauchik, near Shevchenko, are the main Infantry bases.

COMPANY COMPUTER SYSTEM AND DATA FORTRESSES

SOVOIL COMPUTERS

SovOil uses computers designed and built by Sungan Industries, the enormous Korean combine. Sungan computers are speedy and reliable, although perhaps not quite up to the superior standards of Microtech, EBM, and Nippon Electric machines. SovOil is Sungan's major supplier of raw materials, and the computers are part of the two corporations' trade package. The mainframe units used by the SovOil headquarters are S-101 Research Models, a type common around the world. Three units combine to make up the Headquarters computer system and database. Peripheral memory units and processors increase the data storage and management capacity.

SovOil has various other systems at its regional offices, including the popular Microtech SARTA™ and EBM Series 11000 units, but these computers are used for special engineering and processing duties for which the Sungan mainframes are ill-suited. Sungan units handle the majority of database, datafortress, communication and coordination tasks.

SovOil's datafortress software is by Futayama Data Systems Inc. of Japan. Futayama designs state-of-the-art software, and datafortresses constructed with their software are always efficient and secure. In fact, the Futayama Software occasionally outstrips the abilities of the Sungan S-101 mainframes, and software engineers from the Japanese firm had to do a little modification work on the programs before the software and hardware mated smoothly. Some people expect SovOil to switch to Microtech SATAB™ computers in 2023, when it moves into its new headquarters. SovOil's Net interface was designed by Sungan Software, and it works well with both the Sungan mainframes and the Futayama datafortress software.

SECURITY

SovOil's computer security is good, but not as tight as at some other corporations. Some information, especially that concerned with oil research and projects, is extremely well-protected, but most experienced Netrunners consider the SovOil datafortress to be less of a challenge than those of many other corporations. SovOil uses a single fortress design, without any of the complex subfortresses or shifting geometry measures implemented by Petrochem. The fortress is compartmentalized inside, with cer-

DATA

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1																			
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SovOil Regional Data Fortress All codegates and datawalls are strength 7 including top & bottom

- 1 Security Camera
- 2 Building Alarms
- 3 Interior Doors
- 4 Long Distance Links
- 5 Flatline
- 6 Security Camera
- 7 Firestarter
- 8 Video Boards
- 9 Brainwipe
- 10 Exterior Doors
- 11 Printers
- 12 Zombic
- 13 Security Microphones
- 14 Hydra
- 15 Terminal
- 16 Terminal
- 17 Holo Displays
- 18 Elevators
- 19 Terminals
- 20 Dec Krash
- 21 Program Support
- 22 Program Support
- 23 Program Support
- 24 Program Support
- 25 Personnel Files
- 26 Security Files
- 27 Executive Files
- 28 Work Files
- 29 Data Base
- 30 Data Base
- 31 Data Base
- 32 Data Base
- 33 Watchdog

tain internal areas under higher security than others. Some subsections, such as the Security Forces Database and the Secret Police Database, can only be accessed from certain areas.

SovOil is a liberal user of black and white ICE, especially in the sensitive subsections of the datafortress. The company has invested millions in top-notch anti-intrusion software, from prestigious designers such as Arasaka and Skalderviken. There are usually live Netrunners patrolling the system as an extra security measure. Experienced freelance 'Runners know, however, that many Soviet decks are slower than the Japanese and European ones favored by data thieves.

SIZE

In keeping with the size of the corporation, SovOil's database is gigantic, with thousands of MU and many processors. Like many corporations with a distrust of AI's, SovOil takes measures to prevent the aggregation of processor power that can lead to the development of intelligence. The master database has only three main processors, and it uses peripheral processors and memory to drive non-central functions. Peripheral processors and memory do not contribute to AI formation, as their speed and communication with central processors is limited. There is only limited communication between mainframes at regional offices and the central computer in Moscow, and it is impossible for the processors to form the close, constant links necessary for AI development.

REGIONAL DATAFORTRESSES

SovOil's regional datafortresses are, generally, smaller versions of the headquarters system. They have a similar layout and processing power, and lack only the large storehouse of peripheral memory and processors. Look for concentrations of black ICE around sensitive subsections.

RESOURCES AND STOCK

CORPORATE VALUE IN 2020

C Magazine's ratings are based on the value of the assets and holdings of the corporation, rather than the value of the combined stock. Combined stock value would be the price to actually buy control of the corporation and its assets. Example: Arasaka has a rated *C Magazine* index value of 475 billion eb, but its 560 million shares of common stock are worth 130eb each, or a total of about 73 billion dollars. Thus, if stock prices were to suddenly freeze, you could buy the corporation for 73 billion eb. In reality, the more stock you bought, the higher the price of the remaining stock would rise, until a controlling share had been seized. Experts

have theorized that Arasaka has a real sale, or 'complete takeover' value of 150 to 200 billion dollars. To make a rough estimate of the complete takeover value of other corporations, multiply the number of common shares by the current price, and double the result. A 51% controlling share of the stock can be had for about 70% of the complete takeover price. Of course, most corporations strictly (and illegally) monitor the sale and ownership of major blocks of their stock. Virtually all make sure that a controlling share is held by a group of loyal individuals who will not sell under any conditions.

VALUE OF THE CORPORATION

SovOil is currently worth 400 billion dollars, making it the seventh largest corporation in the *C Magazine* top ten index. SovOil's ranking is interesting, however, as the corporation has far fewer developed holdings and subsidiaries than many of the other top ten corporations. Most of SovOil's wealth comes from the abstract, projected value of its known and potential oil reserves. If SovOil was to suddenly be stripped of all of its oil holdings, its CHOOH2, manufacturing, and other subsidiaries and properties would amount to about 200 billion in gross worth.

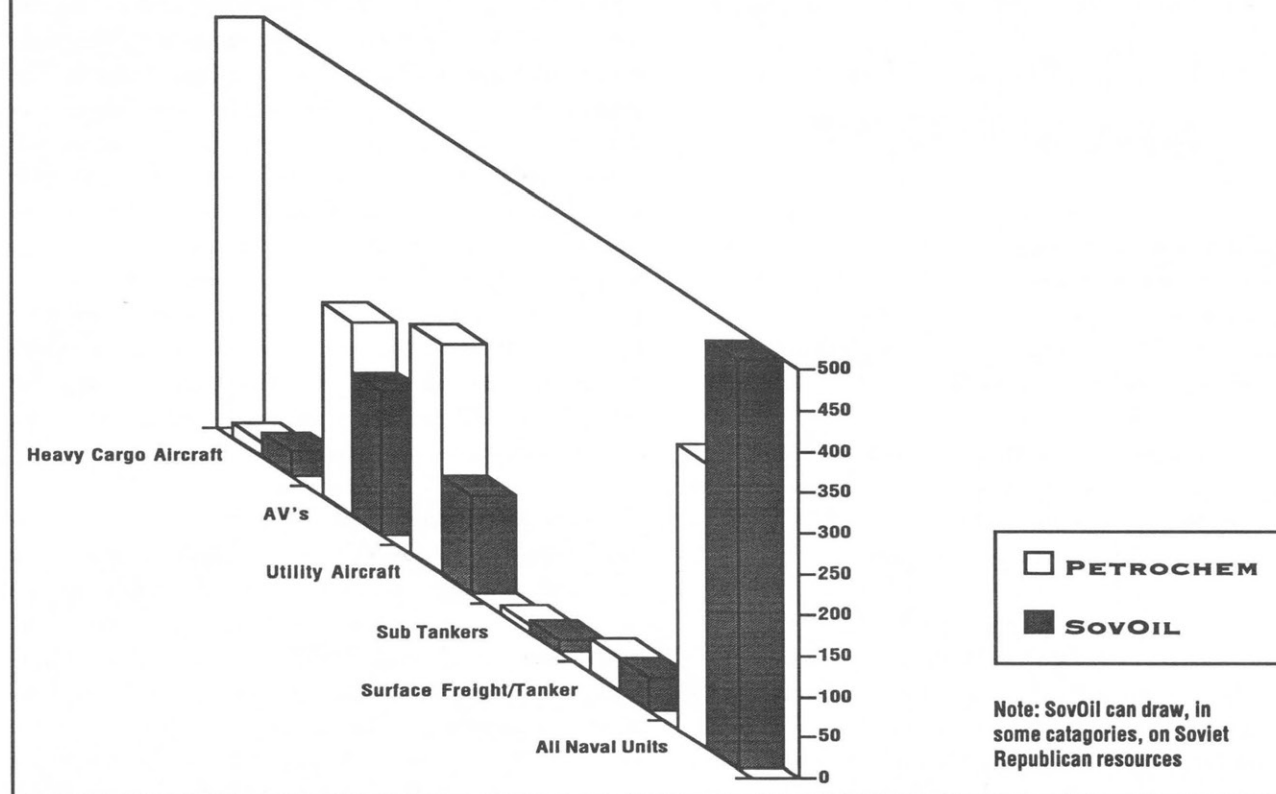
The breakdown of SovOil's 400 billion eb value is as follows: 200 billion is oil reserves at projected prices; 80 billion is CHOOH2 holdings and sales, 25 billion is subsidiaries; 68 billion is real estate, manufacturing, military, and other durable holdings; 15 billion is investments, loans and cash reserves; 12 billion is miscellaneous holdings. SovOil's directors know that the value from the oil reserves will expire someday, so the income being generated from them is being directed into the expansion of the corporation's subsidiary, investment, and durable holdings. The company hopes to be worth at least 300 to 350 billion in those areas when the oil runs out.

STOCK

SovOil is represented by 410 million shares of common stock. Prices have fluctuated as result of oil speculation and exploration, and the corporation's military situation, but the price generally centers around 118 eb per share, with annual fluctuations of $\pm 5\%$ to 15eb. The general trend has been upward since the end of the Second Corporate war.

Of SovOil's controlling stock, 8% is held by the Novikovo family's SovOil Investments Inc., under the control of Neonila Novikovo. The other inner board members hold average shares of about 1%, with individual holdings ranging from .2% to 5%. The inner board accounts for about 20% of the company's stock. The outer board of 100 individuals accounts for another 10%, with average holdings of .1%. Another 10% of the company's stock is held in trust by subsidiaries in cross-ownership programs.

CORPORATE VEHICLE DIRECT ACCESS



The remaining 60% trades openly. SovOil keeps cash reserves available to buy up the 11% necessary to retain a controlling share under any circumstances. This protects the corporation against hostile takeover, or disruption by enemies.

RESOURCES: MANPOWER

SovOil employs about a million people, a great number for its size. SovOil can afford this number largely because labor is extremely cheap in the Soviet Union, even under the Eurobuck. Of SovOil's million employees, one hundred thousand are Infantry soldiers, fifty thousand are Infantry guards, one hundred thousand are Naval troops, and fifty thousand are special forces, spies, and Secret Police agents. One hundred and fifty thousand employees work offshore installations, one hundred and fifty thousand work terrestrial fields and pipelines, and fifty thousand have specialized technical jobs. The remainder work in factories, subsidiaries, and in offices around the world.

RESOURCES: HARDWARE

SovOil's hardware resources have never been accurately counted. The company probably owns more vehicles and ships than any other corporation on earth. It has fifteen submarine tankers, forty surface tankers and freighters of capital size, and

hundreds of smaller freight, service, and naval vessels. The corporation also has thirty Tupolev Tu-80 transport aircraft (the Soviet counterpart to the American C-25). Additional resources include 1000 offshore platforms, twenty flotels and eighteen MSVs. Anything beyond these numbers, such as small aircraft and armored vehicles, is pure conjecture.

SUBSIDIARIES

SovOil has fewer actual subsidiaries than many other large corporations, although it has several divisions and subdivisions. The following are many of SovOil's (SMKP's) divisions and subsidiaries, under their Soviet Initials. Subdivisions are in parentheses. SMKP Oil (Offshore and Onshore); SMKP Oil Technologies; SMKP Pipeline Technologies; SMKP Shipping and Oil Transport Industries; SMKP CHOOH2 (Technology, Fermenting); KereSov Fuel Retailing; SMKP Heavy Industries (Steel, Shipbuilding, Construction); SMKP Power Utilities; Troubleshooters International; SMKP Heavy Industries; SMKP Mining Industries; SMKP Manufacturing; Schwann-Auerbach Engineering; SMKP Geological Services; SMKP Ballistics; SMKP Research and Development; SMKP Petroleum Refining; SMKP Petrochemical (Synthetics, Pharmaceuticals); SMKP Investments and Financial Services.

MONKEY IN THE MIDDLE: A SOVOIL / PETROCHEM ADVENTURE

INTRODUCTION

In this adventure the characters stumble into an espionage deal gone bad, and get caught between SovOil and Petrochem; two very large, very mean corporations. It will take good decisions and quick thinking if they are to get out alive. If they play their cards right, they can turn a big profit.

This adventure can be run with any number and type of characters, but it is intended for characters who are *not* SovOil employees. Since most referees will likely use SovOil as a foil for players, that is how the adventure is designed.

PART ONE: THE DROP

As the adventure begins, the characters are all enjoying an evening at their favorite club or bar. So far, it has been an uneventful evening, with a typical assortment of fights, melees, and brawls. Cyberpunks are used to having to pick out unfamiliar faces in a crowd. In 2020, you never know who's gonna pull out a gun and start laying waste to everything in sight, and it pays to have a keen eye. That's why, if they make **Awareness/Notice rolls** ≥ 15 , the characters will notice an unfamiliar man entering the club. He is tall, with dark hair and round glasses. The man is wearing a suit and carrying a briefcase, and is obviously out of his element in the 'Punker club. He looks nervous.

The man will approach the player characters, and ask if there is a rear exit from the club. All characters will hear the man's thick accent, but only those making an **Education and General Knowledge** or **INT roll** ≥ 15 will realize that it is Russian. As it happens, there is a rear exit from the club. If the characters point it out, the man will head for it rapidly.

Unless the characters have an overwhelming sense of curiosity, they may think no more of the matter. Their curiosity may be peaked, however, when they hear two gunshots from the alley behind the club. Of course, people get blown away in *Cyberpunk* all the time, and they may consider it none of their business. At this point, the characters can stay in the club, or go into the alley.

GOING INTO THE ALLEY

If the characters investigate the gunshots: They will find the tall man shot dead in the alley, his glasses shattered on the pavement. Two other men in dark suits are going through his pockets and his briefcase. They both have silenced pistols. The sound of the shots came from the unsilenced pistol clutched in the dead hand of the tall man. One of the mysterious men will pull a badge and ID out of his pocket, and speaking with the same accent as the tall man, tell the characters, "KeroSov Corporate internal business. Move along." At this point, two more men in dark suits will appear at the mouth of the alley, and come walking quickly towards the scene. They appear to be comrades of the two who killed the tall man. A dark limousine will block the mouth of the alley. Any characters making an **Education and General Knowledge roll** ≥ 20 will realize that these men are the serious-repped SovOil Secret Police.

If the characters fight the SovOil men: If the characters decide to stick around, the SovOil men will point their weapons at them and tell them, once again, to push off. If the characters still don't leave, they will fire. If the characters attack, the SovOil men will fight back. The two who confronted the characters have Arasaka pistols, the two coming down the alley have Minami submachineguns hidden under their jackets. The one in the limousine also has a Minami. If the fight goes badly for the SovOil men, the limousine will take off. The limousine is armored to SP 20, with SP 15 windows. See Key People for SovOil Secret Police stats.

STAYING IN THE CLUB

If the characters ignore the gunshots, and stay in the club, the trouble may come to them. Four men in dark suits will come into the club. They will speak briefly to the bartender, who will gesture toward the characters. Two of the four men will start searching the club, checking the floor and waste baskets. The other two will move over to the characters' table and ask, in Russian accents, if the characters spoke to a tall man with round glasses and a brown suit. The man they are describing is the man who asked the characters if the club had a rear entrance. The dark-suited agents will also ask the characters if they saw the tall man drop anything, or hand something to anyone else in the club (the characters didn't). If the characters ask, the dark-suited men will identify themselves as representatives of SovOil, on company business. They will produce SovOil ID cards if necessary.

Characters making an **Education and General Knowledge roll** ≥ 20 will realize that the men may very well be the dangerous SovOil Secret Police. Characters making an **Awareness/Notice roll** ≥ 22 will notice that one of the men has spots and streaks of fresh blood on his hand and cuff.

If the characters are cooperative: If the characters say that they only told the tall man where the rear exit was, and didn't see him drop or pass anything, the SovOil men will appear skeptical but not cause the characters any more trouble.

If the characters are uncooperative: If the characters get tough with the secret policemen, a fight may break out as the SovOil agents accuse them of lying. The Secret Policemen will fight well, but will flee if they feel seriously outclassed. See above for their weapons. Their limousine will be waiting out front. If any of the Secret Policemen are captured and questioned, they will not talk. They will repeatedly threaten the characters for interfering with SovOil company business.

A Hint: The characters may realize that something important enough for the SovOil agents to kill for and search for might be worth a great deal of money. Also, the characters almost certainly don't take kindly to a pack of anonymous suits poking their noses into *their* club.

PART TWO: FILTHY'S FIND

If the characters check the alley after the confrontation, they will find no body. They will find a large puddle of fresh blood, several 10mm shell casings, and a pair of broken glasses that look very much like the ones that were being worn by the tall man.

A LUCKY BREAK

The characters may consider the entire incident behind them, but a wild card has tipped the turn of events. That wild card is a ratty, smelly vagrant named Filthy. Filthy is something of a fixture in the combat zone. He is a wasted, hopeless, penniless Smash addict with a low wattage brain. Filthy is widely tolerated, however, because of his special talent. He has a gift for being in the right place at the right time, and overhearing important conversations, witnessing events, and finding objects of value to other people. He is a regular street informant for many of the cyberpunks operating in or near the Combat Zone. Unfortunately, Filthy's gifts do not extend to negotiating, and he often parts with his finds for no more than the price of a six-pack of Smash. Naturally, he also comes up with a fair share of duds.

Shortly after the SovOil men have left, Filthy will sidle over to the characters table. He saw the dark-suited men speaking with the characters (or noticed that the characters investigated the shots in the alley), and he has something that he thinks the characters might be interested in. Filthy says with his trademark lack of articulation, "Saw ya speakin' to those guys...those guys what shot the other guy. Was they lookin' for somethin'? They was I bet!" At this point, Filthy will wait to see what the characters say, although he will continue regardless. "I know what they was lookin' for. They

was lookin' for a disk." Of course, this is not news to the characters, if they have spoken to the SovOil men, and they may say as much. They will be surprised, however, when Filthy says, "I got it. I got the disk. I saw the tall guy throw it in the garbage. I got it out when all those guys were out back. No one else saw...just me! Wanna buy it?"

If the characters buy the disk: Filthy wants 20eb. He can be bargained down to ten. The characters should be reminded that Filthy can be a good source, and they shouldn't rough him up or con him if they want him to stay useful.

If the characters don't buy the disk: Start improvising. As written, the adventure depends upon the characters coming into possession of the disk. Remind the characters that it may be worth a lot of money to someone, considering the effort SovOil was willing to put into recovering it. Of course it will be dangerous to hold on to, but when is *Cyberpunk* safe? Any opportunistic team of cyberpunks worth its salt will be interested in the disk.

A hint: If the characters left the club for some reason, perhaps to pursue the SovOil men after a battle, then Filthy can easily catch up with them afterward. He can be convinced that the characters are interested in the disk because he saw them talking to the SovOil men in the club, or because he saw them fighting the SovOil men or checking the scene of the murder in the alley. Depending on the situation, he may raise the price of the disk a few eb.

THE DISK

The next step for the characters will be finding out what is on the disk. The disk is unmarked, so the characters will have to have it read on a computer. Anyone with a computer and an **Interface, Programming, or Expert Computers/Computer Tech** skill will be able to access the information on the disk with an applicable skill roll ≥ 15 .

There is a hitch. The information on the disk is in Russian(!), complete with Cyrillic characters. The characters will have to locate someone who speaks Russian, or find a Russian +3 MRAM chip (available anywhere fine chipware is sold).

Once the Russian language problem has been solved, the characters will get an idea of what is on the disk.

- The disk was initialized on a Sungan 101 mainframe computer at SovOil's Night City office at 01:31:55 (1:35 AM) the previous night. The log-on/init stamp shows that sensitive information was accessed by generic code from an open terminal, but written on a disk-drive belonging to SEVERNOYE S.I. (S. I. Severnoye). There is no record of who accessed the information.

FILMORE "FILTHY" WEST (VAGRANT)

A tall, decrepit, bony man, with ragged hair, and scraggly stubble. He wears torn, stained, cast-off clothing, and carries a small bag that holds all of his worldly possessions. The smell of stale Smash follows him around. There are rumors that Filthy was an important cop or investigator once, before he drank himself into oblivion. Filthy has no memory of his real name or past life. He barely remembers yesterday.

STATS: INT 3, REF 5, TECH 3, COOL 6, ATTR 3, LUCK 10, MA 8, BODY 5, EMP 10/9, SAVE 5, BTM -2.

SKILLS: Street Survival 8, Streetwise 7, Human Perception 5, Persuasion and Fast Talk 4, Awareness/Notice 10, Expert Eavesdropper 8, Hide/Evade 7, Brawling 2, Melee 1.

CYBERWARE: A decrepit left cyberarm that doesn't work right any more (1/2 strength, low finger mobility).

GEAR: None.

- The disk contains a variety of information, including product movement schedules, troop and security rotations, and most critically, results of new geological oil surveys in Antarctica. That information could be worth a great deal to a SovOil competitor. Petrochem, in particular, should come to mind. SovOil will also be very interested in keeping this information secure.

S. I.

SEVERNOYE

If the characters call the SovOil public information line, they will be told that there was an Executive by the name of Sasha Ivanovich Severnoye at the Night City office, but he was transferred back to the USSR that morning. No address or number is available, but any messages will be forwarded.

If the characters have a Netrunner take a poke around SovOil's Night City database, they will uncover a different story entirely. There is a classified personnel file for Sasha Severnoye. The photo for Severnoye matches the tall man who was killed behind the club. He is listed as a middle level executive. There are several recent additions to the file. 1) A Secret Police memo suspecting Severnoye of espionage crimes against the corporation. 2) A large flag on the file that says DECEASED, followed by the time and date of the gunfight behind the club. 3) A memo which says that the body has been shipped back to Russia.

Note: The Netrunner will need a Russian language MRAM chip or interface translation program to read the information. Unlike other foreign corporations, which have US databases in English, SovOil's is entirely in Russian. Use the SovOil sample datafortress.

PART THREE: DECISIONS

Now that the characters have the disk, there are several things they can try to do.

- Sell the information to someone, perhaps Petrochem, for a profit.
- Return the information to SovOil, perhaps in return for a reward.
- Sell the information to a fixer for less money, but, perhaps, less risk.
- Forget they ever found, heard, or saw anything.

If the characters try to sell the disk: The most likely customer would be Petrochem. Everyone knows that SovOil and Petrochem are bitter enemies, and espionage between the two is big business. The characters can contact a Petrochem corp themselves, or they can have a Fixer do the legwork. Either way, they will be put in touch with Gilbert Braham, Petrochem's Director of Information Services (i.e. spymaster) at the Night City office.

Gil Braham will tell the characters that he is interested in setting up a meeting. He will let the characters name a place and time. If the characters are at a loss, Braham will suggest they meet at Nero's, a downtown club, at eight PM the coming evening. Braham is batting around a number in the ten thousand eb range.

If the characters try to sell the disk to a third party other than Petrochem, they will have no trouble finding a fixer who is interested. If the characters don't have a fixer that they deal with regularly, use Jon Waddel, below. He will be recommended to the characters as a fixer with good corporate connections. A sale can be set up at any location of the referee's choosing, or use Chloe's or Nero's.

If the characters try to return the disk: The characters might call SovOil and tell the corporation that they have their missing data. Once the character mention what they have, they will be connected with a man named Dmitri Yablonov. Yablonov will identify himself as an executive, but he is really a Secret Police commander. Yablonov will suggest a meeting at Chloe's, an open air café in the Charter Hill area at noon the following day. Yablonov won't give the characters a number, but he does say that they will be rewarded for returning the disk. He will warn the characters not to copy the disk.

PART FOUR: A HEAP OF TROUBLE

By now, if they have any interest in turning a profit with the disk, the characters will have arranged a meeting with SovOil, Petrochem, or a third party. What the characters may not know is that whichever organization they have snubbed has not given up on trying to retrieve the disk. Both SovOil and Petrochem have been working behind the scenes with spies and Netrunners.

If the characters made a deal with SovOil: Petrochem spies have been active in the SovOil corporation. They have been on the alert ever since their mole in SovOil Night City (the tall man) was flushed and killed. They know that SovOil has not recovered the disk, and they have been keeping their ears open, listening for any clue that SovOil has uncovered a lead or set up a deal. They have been paying special attention to the characters, as the agent who was to get the disk from the tall man saw them:

- A) Butting-in out in the alley behind the club, or
- B) Speaking to the SovOil Secret Police in the club.

The agent did not see the characters buy the disk from Filthy, but any lead is better than no lead. Now Petrochem's spies have learned of the deal between the characters and SovOil, and they are going to try to prevent it. See *The Deal Goes Down*, below.

If the characters made a deal with Petrochem: SovOil has been suspicious of the characters ever since:

- A) The characters butted-in out in the alley behind the bar, or
- B) The Secret Police were told by the bartender that the tall man spoke to them.

SovOil had no proof that the characters had the disk, but it has suspected that they may have come across it. The company has not been able to track down the characters, but it has counted on them trying to sell the disk once they discovered what was on it. That suspicion has payed off, as SovOil Secret Police agents and Netrunners have learned of the meeting between the characters and Gil Braham of Petrochem. They will take steps to see that the disk does not fall into Petrochem hands. See *The Deal Goes Down*, Below.

If the characters made a deal with a third party: As above, SovOil has been suspicious of the characters ever since:

- A) The characters butted-in out in the alley behind the bar, or
- B) The Secret Police were told by the bartender that the tall man spoke to them.

JON "J.J." WADDEL (FIXER)

If the characters need a fixer, they will be referred to J.J. Waddel. Waddel has good corporate connections, and reputation for successful deals. Waddel will demand 20 points (20% of the deal), but he can be bargained down to 15 points if the characters are slick. Payment required only if the deal is successful.

STATS: INT 9, REF 10, TECH 5, COOL 10, ATTR 8, LUCK 4, MA 7, BODY 8, EMP 7/5, SAVE 8, BTM -3.

SKILLS: Streetdeal 8, Wardrobe and Style 5, Human Perception 6, Streetwise 6, Awareness/Notice 5, Hide/Evade 4, Shadow/Track 6, Brawling 6, Melee 4, Handgun 5, Submachinegun 2, Rifle 2, Motorcycle 6, Driving 4.

CYBERWARE: Basic Processor, Chipware Socket, Interface Plugs, Smartgun Link, Data Term Link, Rippers, Basic Cyberoptic, Times Square Marquee, Image Enhancement, Low Lite™, Teleoptics.

GEAR: SP 18 armor jacket, Sternmeyer Type 35 with three magazines in a shoulder holster.

GILBERT BRAHAM (CORP)

Gil Braham is a typical, double-dealing corporate looking out for number one. He's out to nail down the score that will assure his rise in the Petrochem hierarchy.



STATS: INT 7, REF 8, TECH 6, COOL 10, ATTR 10, LUCK 5, MA 8, BODY 7, EMP 7/5, SAVE 7, BTM -2.

SKILLS: Resources 6, Personal Grooming 5, Wardrobe and Style 5, Seduction 6, Social 4, Persuasion and Fast Talk 5, Awareness/Notice 6, Expert Manager 6, Expert Petrochem 5, Judo 5, Handgun 4, Driving 6.

CYBERWARE: Basic Processor, Smartgun Link, Data Term Link, Chipware Socket, Mr Studd™, Skinweave, Basic Cyberoptic, Times Square Marquee, Low Lite™, Dartgun.

GEAR: SP 14 armor jacket, Militech Arms Avenger pistol in shoulder holster, with three magazines.

DMITRI YABLONOV (CORP)



Tough and smart, Yablonov is a wily veteran of the SovOil Secret Police. He has been the Night City Director for some time. He is participating directly in this case because of its importance to the corporation.

STATS: INT 10, REF 7, TECH 6, COOL 10, ATTR 5, LUCK 6, MA 6, BODY 6, EMP 8/5, SAVE 6, BTM -2.

SKILLS: Resources 6, Interrogation 7, Intimidate 6, Leadership 4, Persuasion and Fast Talk 7, Awareness/Notice 7, Education and General Knowledge 7, Expert SovOil Corporation 6, Expert Espionage and Political Intrigue 8, Expert Manager 7, Expert Investigator 5 Russian (Native), English 6, Handgun 6, Driving 5, Electronic Security 6.

CYBERWARE: Basic Processor, Smartgun Link, Data Term Link, Basic Cyberoptic, Image enhancement, Low Lite™, MicroVideo Optic, Basic Cyberaudio, Amplified hearing, Radio Link, Scrambler, Bug Detector, Voice Stress Analyzer, Sound Editing, Wide Band Radio Scanner, Micro-recorder Link.

GEAR: SP 18 bulletproof vest worn under clothing and long-coat. Arasaka WSA (P O J C 2D6+3 (10mm) 15 2 VR) pistol with four magazines, in shoulder holster.

SovOil has been keeping discreet tabs on the characters ever since that incident, trying to find out if they have the disk. Now SovOil agents have learned that the characters not only have the disk, but they are going to sell it to someone else. That can not be permitted to happen. If the characters will not deal with SovOil, then they must be attacked so that the disk can be retrieved or destroyed. SovOil Secret Police agents will handle the mission.

THE DEAL GOES DOWN...

...**With SovOil:** The meeting is set for Chloe's cafe, in Charter Hill. The characters will get there without incident. Dmitri Yablonov arrived half an hour early, so if the characters are there earlier than that, they will see him arrive. Otherwise, they will find him at one of the outside tables (there are no inside ones). If the characters specified that he be alone, there will be no other obvious SovOil personnel visible. Otherwise, there will be two other agents with him. Have the characters make Awareness/Notice rolls vs. SovOil Secret Police Performance rolls. The characters will take a -2. If the characters win, they may notice that some of the other clients are keeping a very close eye on the meeting. If the characters mention this to Yablonov, he will say that they are extra security. If Yablonov was supposed to be alone, he will apologize, but tell the characters that he can't afford to be unprotected in this circumstance. Yablonov will have a total of five other men and women with him. Change this number to conform to your team's strength if necessary. Yablonov will have several thousand eb on him. One of his people will have extra money. Yablonov will pay the characters, and is not planning any duplicity. He will warn the characters that, if he learns they have copied the disk, he will find them and kill them. Yablonov will check the disk on a portable deck before paying.

Before the deal is finalized, have the characters and the SovOil men make Awareness/Notice rolls vs. Petrochem Special Ops Shadow/Track, all at -2 (see Petrochem Key People, and Uniforms, Equipment and Personnel for stats and weapons). Have the SovOil agents make a group roll. If the characters or SovOil people succeed, they will notice that several people are converging on the patio cafe from different directions. They look suspiciously similar, and dangerous. The eight (change the number as needed) approaching individuals will pull submachineguns out from briefcases and from under jackets, and attack the characters and any obvious SovOil personnel. They are Petrochem Special Ops out to steal the disk. Even if the characters are taken by surprise, they will have a phase to react in while the Petrochem soldiers are drawing their weapons. See Possible Outcomes, below.

...**With Petrochem:** The characters were supposed to meet Gil Braham at Nero's club, downtown. SovOil will not wait for the characters to get to the meeting to attack. As the characters are going to the meeting, have them make Awareness/Notice rolls vs. SovOil Secret

Police Shadow/Track rolls. If the characters succeed, they will notice that they are being shadowed by a brown van with dark windows. Although they don't know it yet, there are six armed SovOil men in the van. If the characters try to ditch the van, it will give chase, and the men inside will start firing. They are out to kill the characters and destroy the disk. If the characters lose the van, the agents will attack again at Nero's, and the characters will have to fight them in the club. If the characters don't see the van, they will notice it when it pulls along side them at a stop light, and the men inside start firing through the window. (The SovOil men will use the van even if the characters are on foot.) The SovOil men have several fragmentation grenades, and they are willing to use them if the characters are in a vehicle. The van is SP 15, SDP 75. See SovOil Key People and Uniforms, Equipment and Weapons for stats and weapons.

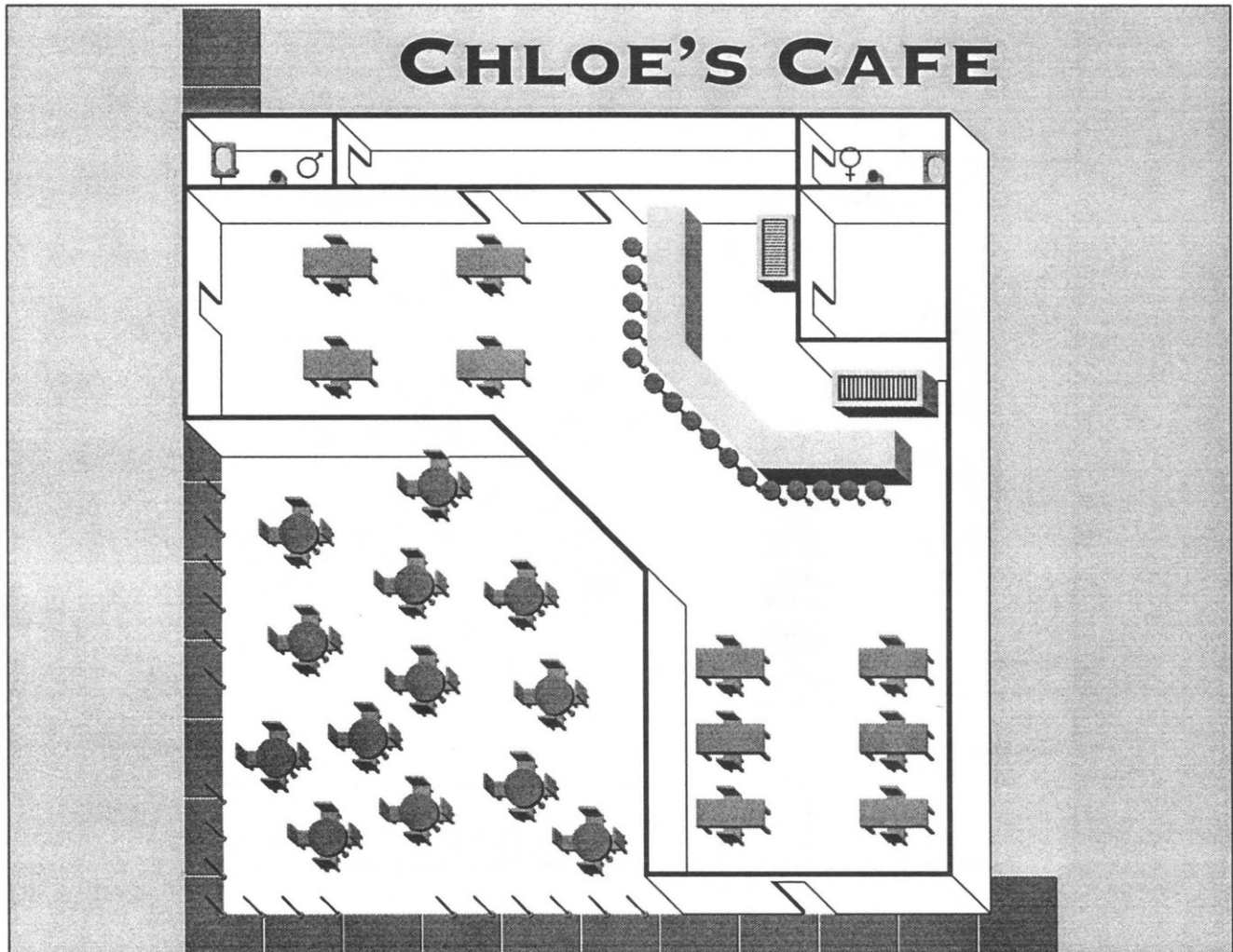
If the characters repel the attack(s), they will find Gil Braham at Nero's. He will have the money for the disk. If the characters specified that he be alone, he will be. If not, he will have two men with him. He will pay the characters, check the disk on a portable deck, and leave.

**...WITH A
THIRD PARTY:**

Treat it as making a deal with Petrochem. SovOil will use the van, and attempt to stop the characters and recover or destroy the disk. Referee's discretion as to whether the client is on the level.

**POSSIBLE OUTCOMES
RETURNING THE DISK TO SOVOIL**

- The characters anticipate or discover the Petrochem attack, and elude or defeat the Petrochem soldiers. The deal goes through, and the characters collect their reward (several thousand eb) from Dmitri Yablonov. The adventure is a success for the characters.
- The characters are wiped out by Petrochem, or lose the disk to Petrochem soldiers. Perhaps Yablonov and the other SovOil men are killed in the attack. The adventure is catastrophe for the characters. SovOil may think the characters were in league with Petrochem, and try to take revenge.



**SELLING THE DISK TO
PETROCHEM OR ANOTHER CLIENT**

- The characters defeat or elude the SovOil agents on the road or at Nero's. They sell the disk to Gil Braham or someone else, and pocket several thousand dollars.
- The characters are wiped out, or the disk is destroyed by SovOil's agents. The characters have nothing left to sell, even if they are still alive. Better luck next time.
- The characters are doublecrossed by the third party. Perhaps they escape to try another deal, perhaps not.

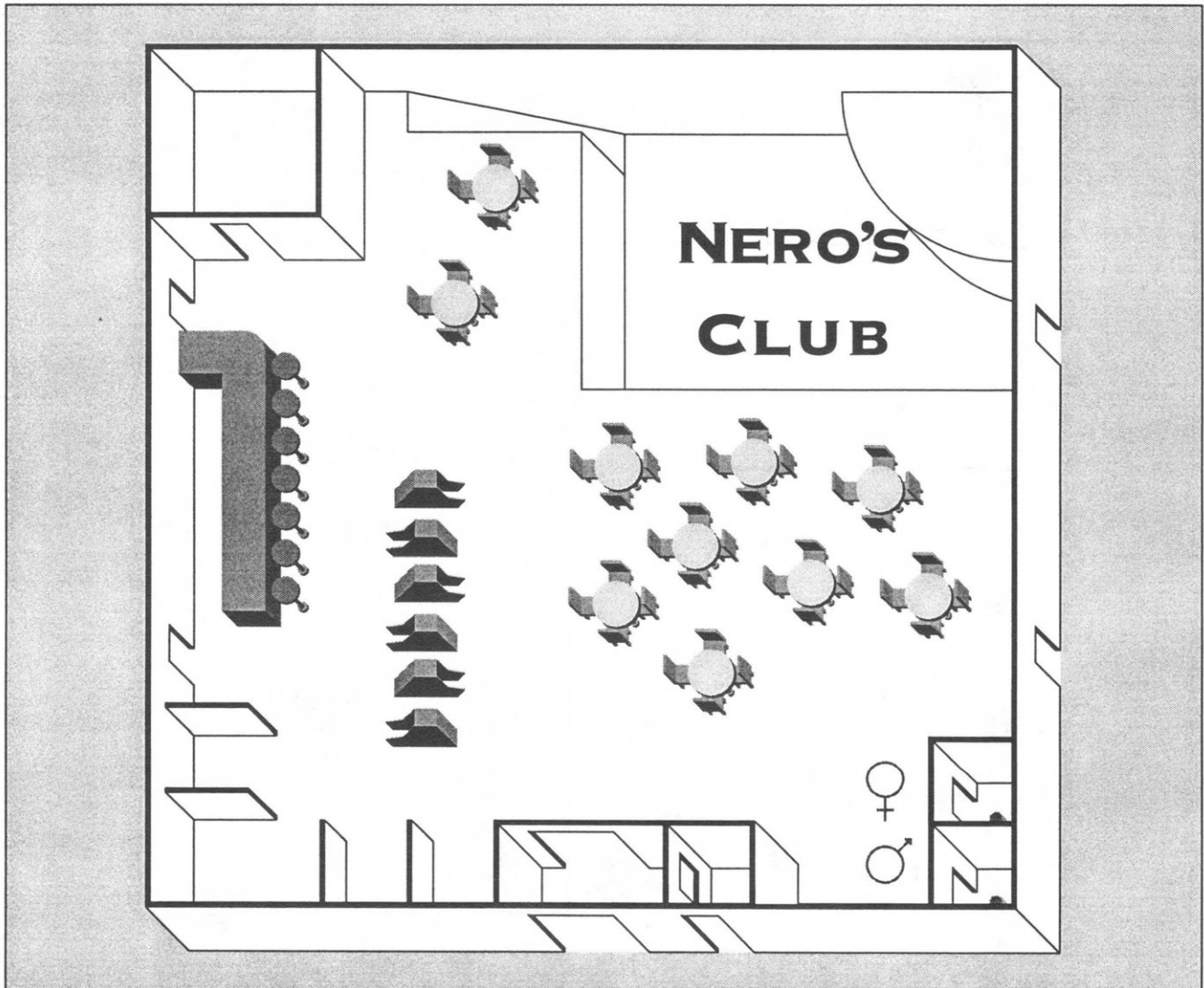
CONCLUSION

If the characters pulled off a successful deal, they can pat themselves on the back for being smooth operators, and go out to spend their hard earned money. If they fail, they have learned a lesson about megacorp espionage. They play hardball in the big leagues.

OPTIONAL EPISODES

- The characters may talk to both Petrochem and SovOil, and set up a bidding war. The risks will be higher, but so will the payoff if the characters succeed.
- The characters may copy the disk and try to sell it to multiple clients. Beware! Yablonov will know if the characters try to sell him a copy. Also, if SovOil finds out that the characters have done this, the corporation will try to take revenge.
- The characters keep the original, and try to sell a blank disk to a client. Bad idea, prepare for certain death.

If the characters are extremely cocky, have the corporation they are dealing with doublecross them. Alternatively, if they are dealing with a third party, have both SovOil and Petrochem attack, possibly at the same time. The resultant fireworks should be impressive. ■



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CORPORATION REPORT 2020



TO FIGHT THE CORPS YOU NEED TO KNOW THE CORPS

Corporation Report 2020 combines the classic Merrill, Asukaga & Finch Corporation Reports 1 thru 3 and spills the dirt on six of the biggest Megacorps of the 2020 era:

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