

Roleplaying the
Corporate Wars of the Future

NOVA BATTLE

ZOZER

CEPHEUS



ENGINE
— COMPATIBLE —

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TOKYO
2225 AD

4:55 AM



14:31 APRIL 7 2225

Thousands of people pushed, shuffled and strode past Bosatsu. He stood impassive, back against a cool concrete pillar watching the crowd - hunting for the target. Then he picked up the scent. His Hitachi scanner hummed lightly in his pocket, and as he pulled it out to glance at the green LED readout the subway train roared back out of sight into Tokyo's underground system. Thunder of footsteps. A tanoy call. Bosatsu moved quickly tracking his quarry. The guy in front - there, heading for the escalators with two-hundred others. A nondescript suit, a zaibatsu courier. On to the escalator. The suit up-ahead. Warm air blasted over them from the platform behind.

Bosatsu pocketed the Hitachi and then reaching under his long leather coat to the Hoplite riotgun hanging down the side of his body - he eased off the safety. Bass notes thrummed as another subway train arrived at one of the other platforms. Hunter and hunted with a mass of innocents passed video-ads chattering in Japanese and overlaid with colorful zaibatsu logos and kanji script. As Bosatsu came to the top of the escalators he jostled with the crowd to get right behind the sarariman. They passed through the echoing main hall and up the steps. Phase 2 any second now, he thought. Sweat coursed down his back. The suit suddenly stopped dead in his tracks...shit! With a puff of smoke he carried on, his cigarette lit. Almost to the top of the concrete stairs - the noise of traffic and street life loud. Carbon monoxide, warm noodles, blossom, cigarettes. The city smell seeped down the stairs and down into the tunnels. Above the exit on a bright-lit sign 'Tawaramachi' and the kanji for it too. No sweat.

Mid-day Tokyo. Suits and tourists. A wall of dressed flesh, flowing like fresh blood following lines of least resistance, threatening to wash him away. Now he could move; he checked the team's MPV at the curb. Double checked the suit directly ahead and pulled the Hoplite. Instant action stretched in an elastic torture, his mind screaming 'now, now, now!', his body seemingly distant and slow. Like his body was on Mars and he had to use a satellite uplink to give it orders. For a long second no-one noticed the short ugly shotgun as he took aim with it, but in the instant he began squeezing the trigger, screams rang out, people moved with blinding speed and the target spun round in confusion. The 20mm shell left the barrel and with a spray of blood from the side of Mr Sarariman's leg, connected. His cigarette fell from his mouth. He staggered backwards, delayed flight mechanisms in overdrive, and smacked into the solid sidewalk. No mess. In a single, slick move, Bosatsu removed the clip and replaced it with another that was adorned with the faded stencil 'FLECH'. Two men with bullpups fell out of the MPV toward him. Screams and panic, electric terror as Bosatsu turned to the cowering people. 'Stay back!', 'Stay away!'. His teammates dragged the courier's drugged body back into the MPV. Bosatsu threatened, turned constantly, stroked the trigger. Then he was away toward and into the mini-van as it wheel-spun its way down Asakusa-dori Avenue. Perfect man, just perfect.

INTRODUCTION



Welcome to **Zaibatsu** (pronounced 'zEYE-bat-soo'). **Zaibatsu** is stand-alone game that uses the core mechanics of the Cepheus Engine roleplaying game. Cepheus Engine is based on the classic 2D6 science fiction RPG that was published in the late-1970s. It is a comprehensive and robust RPG that caters for almost every eventuality. **Zaibatsu** is built for speed and so strips down both the combat rules and the character creation rules laid out in Cepheus Engine, but the characters are still recognizable to any Cepheus Engine player and the weaponry and skills listed all work in 'by-the-book' Cepheus Engine. In fact, if the referee so desired, and has a copy of the core rulebook, he might very easily revert to both Cepheus Engine's standard character creation system as well as its more detailed and comprehensive combat resolution system.

Finally it should be noted that this setting is compatible with Zozer Games' other Cepheus Engine setting book, **HOSTILE**. Many corporations, firearms, pieces of equipment and vehicles appear in both books, the timeline is shared and the dateline is the same. But **Zaibatsu** isn't a Japanese supplement for **HOSTILE**, although it can be used in that capacity, rather it is a stand-alone game that emulates a completely different genre. Whilst **HOSTILE** is a recreation of gritty, industrial SF from the late-70s and early-80s, **Zaibatsu** emulates the fast and deadly cyberpunk genre of the early-80s. Referees will find a wealth of additional information in **HOSTILE** with which to expand and enrich their cyberpunk games, but of course, it isn't necessary. All that is necessary are a few friends, two six-sided dice, bravado and cunning – with those you might just make it to your first promotion. Welcome to the corporate culture of **Zaibatsu**, a game where you really don't want to hear the words 'your employment is terminated' because when they say terminated – they mean it!

Zaibatsu is less of a game and more of a training manual for the urban nightmare that is near-future Tokyo. Take Gibson's Neuromancer and related short stories; the visual kick of the movies Bladerunner, Black Rain and Akira; take the format and tangled firefights of Bullfrog's old Syndicate computer game and splintered shards of Medieval Japan. The result is **Zaibatsu**; roleplaying Japanese cyberpunk. Mean and moody manga. **Zaibatsu** isn't watered down cyberpunk - near future elements from

the best sources are here: merciless clones, combat lasers and soulless conglomerates . All set in Gibson's future world: Tokyo gone global. Tokyo. The world's capital, largest, most high-tech, most happening city on Earth. Japanese culture is prevalent in many nations, just as American was in the 20th century.

And the players are at the heart of this vast superpower. This is unique to **Zaibatsu**, as is the setting's retrogenics technology. Forget cybernetics in the traditional roleplaying game sense; with tech out of date as soon as it leaves the production line, no sucker is going to trade meat for metal if his new arm, say, will be redundant in two months. Now, updating the meat, that's something else... By the time we build a 'stronger, faster' cybernetic arm or leg to replace the real limb, we will undoubtedly be able to regenerate a limb with clone technology. It's not too far away. The next step is to augment the DNA to grow a stronger limb, and after that use DNA viruses to alter *existing* limbs.

Cyberpunk – Hasn't This All Been Done Before?

Cyberpunk as a term is essentially meaningless today, perhaps the most we can say about this genre is that it typically features a combination of low-life and high-technology. As a label it has been used, abused, discarded, reinvented and refashioned over the past 30 years. Although the genre had its roots in SF literature in the 1970s, it really only fully crystalized within William Gibson's seminal novel *Neuromancer* in 1984. The protagonists weren't scientists, engineers, explorers, law enforcers or spacemen; they were drug addicts, assassins, terrorists, street hustlers, disabled veterans ... and they were only interested in money. This was new. And in *Neuromancer*, the heroes met not in North America or Europe, they came together in Tokyo, the center of the setting's global economy - the cutting edge, high-tech powerhouse that dominated the rest of the world. It is here that the first third of *Neuromancer* takes place.

So – cyberpunk roleplaying games, yes, they have become, not a genre, or a trope but a cliché. Heavily armed street scum run around an urban metropolis killing, kidnapping and burglarizing on behalf of big business. **Zaibatsu** brings cyberpunk back to its roots, back to those first few chapters of William Gibson's stunning novel. It's 'old school' cool, or *shibui*, as the Japanese might say. We take the broad brushstrokes that Gibson used to create that dystopian Japanese setting and create a living, vibrant world, detailed, immersive, exciting, dangerous, fashionable and also seedy. Yes, we still play the part of corporate hit-men but we do it at the heart of the cyberpunk revolution - in near-future Tokyo, the setting becoming a crucial part in who we are, what we do and how we live.

Paul Elliott

jaku niku kyou shoku / the weak are just meat, it's the strong who're gonna eat



月亭 月亭
月亭

Caféレストラン ガスト

ガスト

ASEM 英会話イーオン

1000%
WEDDING!

アフタート
ドレスセル

毎日開催

L'OCCITANE
en PROVENCE



2225
4.22
ON SALE

ガスト

イーオン

渋谷駅前ビル

5F

1F

2F

3F

4F

5F



Can I climb that fence? If I shoot at the sports car, will I hit it? Can I bypass this electronic door lock? The referee can help you with these problems, but it is the two six-sided dice (2D6) that will be doing much of the work.

Roll them. Watch them fall. Pray.” Hi fu mi yo i mu na ya ko to ...”

There is a bit more to it than that. We use the 2D6 to make task rolls, there are three kinds:

- Skill Rolls (bypassing that lock – a skill is required or useful)
- Characteristic Rolls (climbing that fence – no skill required)
- Attack Rolls (a roll to attack with a gun, blade, grenade, flamethrower ...)

Skill Roll

A skill roll determines what your character can accomplish with a particular skill. It is a roll of 2D6, with your skill level (if possessed) added on, increasing your chance of success. Finally, a Die Modifier reflecting the difficulty of the task will be subtracted. The aim is to gain a roll of 8 or more. That is a success. Skill rolls sometimes have gradations of success and failure based on the Effect of your check result (how much higher or lower your check result is when compared to the target of 8). See the section titled Difficulty & Effect, below. If a character does not have any levels in the required skill, then he or she suffers a –3 penalty for being unskilled.

8+

Example: *Murasaki wheel-spins the Toyota away from the security compound, and realizes that the corporate security guys are going to try to cut him off by running a van right out in front of him. If he can swerve past this van before it cuts across the road, he can make a clean getaway. His Ground Vehicle skill is 1. It is an average driving task so there will be no DM for difficulty. We roll a 3 and 2 for 5. Add our skill*

of 1 to make 6. Not enough. Murasaki clips the corner of the riot van and side slams into a nearby chain-link fence. The game just got more interesting!

Attack Rolls

An attack roll determines whether or not you hit an opponent in combat. An attack roll is essentially a skill roll, using your skill levels in a relevant combat skill as a modifier. There are some additional rules involved in combat, and these are found in the Combat chapter.

8+

Example: Murasaki is searching a corporate office at night, his revolver in his hand. Suddenly a security guard walks in through the door, a few feet away. Murasaki shoots him. His Gun Combat skill is 1. The attack is made easier because of the short range and so a +3 DM will be added to the roll. We roll a 4 and 5 for 9. Add our skill of 1 and the +3 for close range, and we have a total of 13. Easily exceeding the 8 we need. We exceed our target of 8, by 5 points. That is our 'Effect' and in combat situations it is usually added to the number of damage points that the attack inflicts. Murasaki's magnum does 2D6+2 points of damage (we roll 11, and get to add those 5 points of Effect). That's easily enough to seriously injure the guard, who falls against the door. He might be dead within the hour unless he receives medical attention. Murasaki dashes for the exit ...

Characteristic Roll

A characteristic roll is very like a skill roll but instead it measures raw ability, like strength, endurance, or intelligence. These rolls are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a Characteristic roll, you must roll 2D6 and add **one half** of the characteristic score (round down). The aim is to gain a roll of 10 or more. That is a success. Characteristic checks tend to be all or nothing (you can either accomplish the task or you can't).

10+

Example: Murasaki is strong (Strength 10) so when the team need someone to kick down a steel-shuttered back door, bolted on the inside, he steps up. A piece of cake. His Strength is 10, so we halve it and add that 5 to the 2D6 roll. We roll a 6 and 4, for a result of 10 and then add on that +5. We needed 10+ but rolled 15, and can assume that the door looked a lot more secure than it actually was. The team are in!

COMPLICATIONS

Difficulty and Effect

A task's Difficulty is a number set by the referee that modifies your task result. When no Difficulty is given, the assumed Difficulty is +0. So, for a task with a Difficulty of -2, you must subtract -2 to the check result. You succeed on a total of 8 or better. The list of Difficulty ratings can be found below:

Difficulty	DM	Example: Driving a Car
Routine	+2	Starting it while under stress
Average	+0	Swerving to avoid a crash
Difficult	-2	Handbrake turn to throw off pursuer
Very Difficult	-4	Putting the car on two wheels
Formidable	-6	Jumping the car from one roof to another

In some cases, the consequences of a roll vary based on how much the result is above or below the target of 8. The difference between the result and the target of 8 is called the Effect. If the Effect is 6 or higher, the check is considered an Exceptional Success. When the Effect is -6 or lower, the check is considered an Exceptional Failure.

Effect Range	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

Opposed Checks

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins. For ties on opposed checks, the character with the highest relevant characteristic score wins. If the characters tie on characteristic scores, they reroll.

Trying Again

In general, you can try a task again if you fail and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing a Demolitions roll while defusing a bomb under your car probably means you're killed when it goes off. Some tasks can't be attempted again once a roll has failed. For most tasks, once you've succeeded, additional successes are meaningless. (Once you've discovered a computer account's password using the Computer skill, for instance, there's no further benefit from additional Computer checks to determine the account's password.)

Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty that is added to the check result. The Referee can alter the odds of success in two ways:

If a character has help, such as good tools or other beneficial circumstances, he receives a +1 bonus to his skill check. If a character is hampered, such as having defective tools or other negative circumstances, then he receives a -1 penalty to his skill check.

Time and Checks

Outside of stressful situations such as combat, performing a particular task often takes a set period of time, depending on circumstances. The referee should let the player know how long it will take to carry out the task. At other times the referee can let the dice decide, using a D6 to represent 1-6 seconds, minutes or hours... During combat, most actions are set as a finite period, typically 6 seconds. More information is provided in the **Combat** chapter.

Aiding Another

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest skill) is considered the leader of the effort and makes the check normally, while each helper makes the same check. The Effect of a helper's check result can provide either a bonus (DM+1 with a successful result, DM+2 with an Exceptional Success) or a penalty (DM-1 with a failed result, DM-2 with an Exceptional Failure) to the leader's check result. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. The referee limits aid as appropriate for the task and conditions.

THE COMBAT ROUND

When things really start happening in **Zaibatsu**, time is broken down into six-second segments called rounds, or *combat* rounds, since they're most often used in fights. A round signifies going round the players once to ask for their intentions. A round isn't very much time, just long enough for a character to do one main (or significant) action. Your character can perform either significant actions, free actions or extended actions. The rules for turn taking in **Zaibatsu** differs from those given in the Cepheus Engine core book. During a round you can do one of the following:

- Initiate or continue an extended action.
- Take a significant action
- You can perform as many free actions in a round as you wish, although the Referee may choose to limit them to a reasonable number to keep the game moving. See the **Combat** chapter for more information.

Hexadecimal Notation

Zaibatsu, like the classic 2D6 SF game that it is based on, uses a form of pseudo-hexadecimal notation as a type of shorthand that notes specific values of characteristic scores. The hexadecimal notation proceeds as normal for values from 0 to 15, but extends beyond F for 15, with G for 16, etc.

But why? What's the point? The beauty and elegance of the Cepheus Engine method of recording the attributes and skills of characters is that it can be done on only two or three lines of paper. Hexadecimal allows this to happen.

Meet Oko:

*Oko, Teen Rebel, 4B6CD4, Aged 18
Computer 1, Electronics 1*

All should become clear once you read the primer on creating characters, the next chapter, entitled Street Samurai.

Actual Value	Hexadecimal
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	A
11	B
12	C
13	D
14	E
15	F



You're about to enter the hyper-reality of **Zaibatsu**; only the most cunning, street smart techno-samurai will survive. As the street soldiers of the world's most powerful corporations (the Japanese zaibatsu) you become expendable and deniable employees fighting for profits, power and your lives. Before you can jack into 23rd century Tokyo every player is gonna need an alter ego to take all the punches, dodge all the blows and be the player's eyes and ears. These are the 'anti-heroes' that the players will be using in the game. Always keep in mind the urbanized, high-tech, Japanese setting of **Zaibatsu** when creating the PCs (player-characters) - most should be of Japanese origin since foreigners ('gaijin') are not exactly able to fit seamlessly into Tokyo life.

Every player character is an employee of one of the vast multinational conglomerates (nicknamed the 'zaibatsu'). He or she has been recruited from the dark and murky Japanese underworld to carry out illegal terrorist activities on behalf of that employer. They have one foot in the stylish corporate-minded boardrooms of the zaibatsu, and one foot in the filth and squalor of the criminal underworld. Hired by duty-bound executives who must at all times remain respectable, the player characters are modern street samurai, urban warriors doing the disreputable things that no corporate executive could ever admit to. All the zaibatsu operate this way. The unseen war rages behind factory fences and the mirrored walls of corporate skyscrapers.

Creating these street samurai characters for **Zaibatsu** is a simple 7-step process.

1. **Concept:** Select a Concept, take the skill and equipment that goes with it
2. **Characteristics:** Roll 2D6 six times and allocate the results to the six characteristics. Each concept mentions a characteristic that should be allocated a decent or good score (i.e. one of your top three, hopefully one higher than 7 if you have one).

3. **Other Skills.** Select a number of additional skills at level 1 from the Other Skills table; 4 skills if Edu 10+, 3 skills if Edu 6+, 2 skills if Edu 4+ and 1 skill if Edu 3 or less.
4. **Shady Past.** Players should add a little depth to their characters using the Shady Past tables. This is recommended. Skim through the Shady Past section with its random tables to come up with a little character history. Roll up a thread and come up with a quick and interesting background story.
5. **Personalize.** A character should also have a name, a description and some sort of motive.
6. **Gear.** Finally, the Company will provide a new recruit with an auto pistol and ¥4,000 to spend on additional gear. Remember the recruit also gets the equipment from his Concept.
7. **Retrogenics.** The Company will pay for up to 20 points of retrogenic adaptations from the list (see the relevant section later on in this chapter).
8. **Age.** Decide on an appropriate age for your character, or roll 2D6 + 17.

DECIDE QUICKLY!

Create characters quickly and do not create elaborate backstories. They almost certainly will not last long. Those that do stay the distance can be expanded upon later. Think of this as watching a movie – we know almost nothing about the hero at the beginning, but names of contacts, bits of backstory emerge through play.

I don't create names for contacts, leaving that chore for when I first need them.

The relentlessly violent nature of the job and the relatively fragile nature of the agents means that characters inevitably die.

But that idea – that the next gunfight might be your last provides an intoxicating rush of adrenaline!

CONCEPTS

The following 16 character Concepts are inspired by characters from many sources; films, novels, and especially the stories of William Gibson. They are typical of the type of people that the Japanese zaibatsu recruit from the Street to carry out their illegal operations. Team-members should try to select different concepts to ensure that their team has a wide range of skills and equipment. Each concept includes:

- One free **skill** at level 1
- A **piece of equipment** or weapon
- A **preferred characteristic**, such as Strength. That characteristic is important to the concept and so when a player assigns characteristic rolls, they are advised to put a high – or the highest – score into that characteristic. However, they are under no obligation to do so.

Choose one that appeals, or roll 3D6:

3D6	Concept	3D6	Concept ... cont'd
3	Pirate	11	Special Forces Commando
4	Street Surgeon	12	Investigator
5	Sarariman	13	Hustler
6	Kuruma	14	Burakumin
7	Organ Legger	15	Assassin
8	Software Jockey	16	Face Man
9	Ninja	17	Maverick Cop
10	Samurai	18	Martial Artist

ASSASSIN

You are a hitman, assassin, solo, killer. Calm, cool, efficient, your aim is to infiltrate your target area, make the kill and then be gone quickly and quietly. You may have a Yakuza or middleman contact who provides you with IDs and contracts. You may like to adopt disguises, and sometimes may be forced to shoot your way out of messy hits.

SKILL: Take Aim 1

GEAR: Disguise Kit

CHARACTERISTIC: Dexterity

BURAKUMIN (Street Gangster)

A burakumin is a streetpunk, a tough and nasty gang-boy with a loyal gang following. As a senior member of the street gang he can call on their violent and criminal services once per game. The gang may be intelligent and sophisticated, or nasty, tough and brutal. Obviously the gang will not recklessly endanger itself unless there is a great reward at the end of it. The gang has a bond, and the player character is a part of that strong bond.

SKILL: Bujutsu 1

GEAR: Two Bujutsu weapons

CHARACTERISTIC: Strength

FACE MAN

You are a slick and smooth con-man who sets up scams, infiltrates organizations and uses his different IDs to steal, blackmail, kidnap and almost any other crime involving deception and infiltration.

SKILL: Forgery 1

GEAR: Full ID

CHARACTERISTIC: Social Influence

HUSTLER

You are a loser, a street-corner hustler, drugs dealer or fixer who never quite makes the big score. You know anyone who's anyone in your neighborhood, and you are on good terms with the local Yakuza: you have to be. You're smart, cool and ready for action. Watch out Tokyo!

SKILL: Streetwise 1

GEAR: ¥20,000 worth of designer drugs.

CHARACTERISTIC: Intelligence

INVESTIGATOR

The investigator may work for the police, an international force, a large company, a two-man office in downtown Tokyo, or a one-man outfit struggling to survive. He can dig through data files and question people in order to find information pertinent to a case.

SKILL: Investigate 1

GEAR: Bug Unit and Three Bugs.

CHARACTERISTIC: Education

KURUMA (Getaway Driver)

You are a professional driver for a zaibatsu, the cops, the Yakuza or whoever. You should know the city, escape routes, and the fastest ways from A to B. You are an expert in evasive or pursuit driving and have been in real scrapes and firefights, but always kept cool, despite the vehicle (and the plan) being full of bullet holes! You could also be a courier for the Yakuza or other gangs, shipping illegal items around Tokyo.

SKILL: Ground Vehicle 1

GEAR: Armored Sedan Car

CHARACTERISTIC: Dexterity

MARTIAL ARTIST

A student of a martial arts school, you are a committed devotee, devoting mind, body and life to the pursuit of excellence. You probably care little for material things and have had to work humble jobs to pay for your own upkeep.

SKILL: Karate or Jujitsu 1

GEAR: None.

CHARACTERISTIC: Endurance

MAVERICK COP

You are a tough cop always on the edge of suspension for excessive use of force, improper procedures etc., yet you always seem to succeed enough to ward off the suits from the legal department. You have had lots of partners who were killed. You went too far on your last case, however, and were forced to resign.

SKILL: Bribery 1

GEAR: Concealable Kevlar Vest

CHARACTERISTIC: Strength

NINJA (High-tech Burglar)

You are a security expert, knowledgeable about burglary, intrusion, deception, disguise and surveillance. A super spy. You may work freelance, or be a veteran of a zaibatsu who has left that company behind him.

SKILL: Security 1

GEAR: Cardlock Decryptor

CHARACTERISTIC: Dexterity

ORGAN-LEGGER

You were part of a criminal gang that made its money kidnapping people and surgically dismembering them. Their organs, eyes, arms, hands, genitalia and other body parts were then sold to the many underworld body banks around Japan that supply the organs to legitimate hospitals and clinics. The job is grim and dark, involving kidnapping, killing and surgery (or butchery...).

SKILL: Urban Survival 1

GEAR: Stun Gun

CHARACTERISTIC: Dexterity

PIRATE

You are a technical wizard, always taking things apart and putting them back together again. You keep all kinds of junk in case you can modify it or use it to customize something else. Pirates are technological scavengers, obsessed experts, hoarders of new equipment and tech as well as brilliant and resourceful engineers. The Mechanical and Electronics skills both allow a pirate to adapt a piece of technology for a different purpose to that intended. New gadgets, technical sabotage or just plain repairs are your hallmarks, either college learned, self-taught, zaibatsu trained, or ex-military.

SKILL: Mechanical or Electronics 1

GEAR: Multi-Purpose Tool Kit and workshop.

CHARACTERISTIC: Education

SAMURAI (Bodyguard)

You are a professional bodyguard, skilled in escort and protection duties, probably for a zaibatsu. You can work as a team-member or alone, can react quickly, and you are able to spot trouble before it opens fire on you!

SKILL: Recon 1

GEAR: Concealable Kevlar Jacket

CHARACTERISTIC: Endurance

SARARIMAN (Corporate Troubleshooter)

You are pure sleaze, a real smooth operator. Slick and well-polished, you can arrange deals, set-ups and a wide variety of other tasks. You have contacts, and are able to predict future trends and cater for them.

SKILL: Broker 1

GEAR: CMD ZX-22 Cyberdeck and two pieces of software (not Icebreakers).

CHARACTERISTIC: Social Influence

SOFTWARE JOCKEY (Computer Hacker)

You are a freelance hacker and data pirate, raiding rich zaibatsu computer systems and selling your gains on to elements in the underworld. Alternatively, you could be working for a zaibatsu as a systems operator, or be an eraser, specializing in erasing identities and creating new ones. This last occupation is a risky one, including bodyguard work and plenty of street action!

SKILL: Computer 1

GEAR: IBN Netspace 3 Cyberdeck with two Grade Three Icebreakers and one Grade Five.

CHARACTERISTIC: Intelligence

SPECIAL FORCES COMMANDO

Ex-military elite soldier, commando or counter-terrorist agent. You might have been kicked out, retired from the service or left in a fit of disillusionment.

SKILL: Heavy Weapons 1 or Demolitions 1

GEAR: Two SRAM disposable missiles or two Limpet Mines.

CHARACTERISTIC: Endurance

STREET SURGEON

You are an unlicensed street doctor, selling drugs, organs and treatments illegally. You work for criminal elements operating on gunshot wounds or overdoses, retrogenic treatments stolen from the zaibatsu or special chemicals. You might have once been respectable.

SKILL: Medical 1

GEAR: ¥20,000 worth of designer drugs.

CHARACTERISTIC: Education

CHARACTERISTICS

Characteristics measure a character's most basic abilities: how strong, dexterous, educated or intelligent they are. Characteristic scores influence almost everything your character does. Stronger characters can lift greater weights, more dexterous characters have better balance, and so forth. Characters have six abilities: Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu), and Social Influence (Soc). Strength, Dexterity, and Endurance are called physical abilities, whereas Intelligence, Education, and Social Influence are loosely termed mental abilities.

Strength (Str): A character's physical strength, fitness and forcefulness.

Dexterity (Dex): Physical co-ordination and agility, reflexes.

Endurance (End): A character's ability to sustain damage, stamina and determination.

Intelligence (Int): A character's intellect and quickness of mind.

Education (Edu): A character's learning, experience and general knowledge.

Social Influence (Soc): A character's ability to influence others in society.

Social Influence and Cepheus Engine

In the Cepheus Engine core rules, Social Influence is called Social Standing, and it represents social class and upbringing. In a corporate hit-team on the streets of Tokyo, no-one cares where you were born. As a result we replace Standing with Influence. Whatever your social origins, Social Influence measures your ability to influence other people in society through politeness and knowledge of etiquette, threats, intimidation, force of personality or the understanding of the way different approaches are needed for different groups or titles of people.

Generating Characteristic Scores

Generating characteristics scores is fairly straightforward. Roll 2D6 six times, and assign each 2D6 result to one of the six different characteristic scores based on the particular character concept you have chosen. For example, if you selected 'Face Man' then you might assign your highest result to Social Influence, and assign your second highest to Intelligence.

Characteristic Score Limits: For player characters, a characteristic score may not typically exceed a maximum of 15, nor may a score drop permanently below 1 except under certain circumstances.

Altering Characteristic Scores

Over the course of play, your character's characteristic scores may change for the following reasons:

- Aging can permanently lower physical characteristic scores.
- Physical damage, such as from combat, falling, disease or poison, temporarily lowers physical characteristic scores.
- Mental trauma, such as head injuries and drug problems, temporarily lowers mental characteristic scores.
- Certain medications and other scenarios can temporarily or permanently enhance specific characteristic scores.
- Whenever a characteristic score changes, you will need to determine the new characteristic modifier.

The Universal Persona Profile (UPP)

Zaibatsu utilizes a concise format to encapsulate data on an individual character's characteristic scores in a manner that, with a little practice, can be quickly and easily read. The numbers represent the position of a pseudo-hexadecimal notation of an individual's characteristic scores.

For example, if a character has the following characteristic scores:

Strength 6, Dexterity 8, Endurance 7, Intelligence 11, Education 9, Social 12

Then the character's UPP would be 687B9C.

Universal Character Format

The following format is used to represent a character's basic game statistics.

[Character Name] [Concept] [Character UPP] Age [Character Age] [Rank]
 [Character Skill List, in alphabetical order, with skill levels listed after skill names]
 [Retrogenics]
 [Funds in Yen (¥)]
 [Character Equipment]

Here is an example:

Murasaki (*Burakumin*) *A58963* *Age 26* *Rank 1 Agent*
Bujutsu 1, Ground Vehicle 1, Gun Cbt 1, Urban Survival 1
Muscle Matrix (15), Poison Immunity (5)
¥5,000,
Auto pistol, katana (retractable), pair of tanto (daggers), head-set radio



OTHER SKILLS

All new recruits come to the Company with one level-1 skill provided by their Concept. Other level-1 skills may also have been learned prior to working for the zaibatsu, the exact number of which depends entirely on the character's Education characteristic. It pays to stay in college!

Education	Number of Additional Skills Gained at Level-1
10 - 15	4
6 - 9	3
4 - 6	2
2 - 3	1

Any skills may be chosen as long as the player can rationalize their selection to the referee as part of their Concept or character background. The only exception to that is Heavy Weapons skill, which should have been gained in the military (Japanese or otherwise). All skills can be chosen only once at level 1.

The skills are divided into four categories for ease of selection, the categories are: **COMBAT, SOCIAL, TECHNICAL** and **URBAN**.

HOW MANY SKILLS?

Wait... you're telling me that I've only got 3 or 4 skills .. and they're all at level 1? I thought I was some hot-shot ninja or Yakuza tough guy! Well, because we're using 2D6 for our rolls, a +1 is a big modifier (someone trained), level 2 represents more advanced experience and level 3 a real expert (a doctor or Navy pilot). You'll rarely see anyone with skills greater than 4.

The idea is to gain additional skill levels quickly via promotion in your zaibatsu. Extra skill levels, like cash, perks and extra retrogenics are dangled in front of you to keep you loyal and eager to do the corporation's bidding.

Combat Skills

Bujutsu: The character is skilled in knife-fighting and can also wield Japanese swords (katana), tanto (daggers), nunchaku, clubs, cudgels and most other melee weapons effectively in hand-to-hand combat. The Cepheus Engine equivalent is a combination of Slashing, Piercing and Bludgeoning Weapons.

Demolitions: This military skill allows a character to arm and disarm explosives, such as limpet mines, land mines and improvised charges. Useful when defusing that terrorist bomb!

Gun Combat: The character is familiar with most types of high-tech firearms, from pistols and rifles to lasers, light machineguns and shotguns.

Heavy Weapons: The Heavy Weapons skill covers purely military infantry support weapons such as grenade launchers, flamers, missile systems, miniguns and rocket launchers. (This skill is an option for Special Forces only).

Jujitsu: A defensive Japanese martial art involving various holds and throws. The character is able to pin an opponent down, disarm them or throw them. The Cepheus Engine equivalent is Natural Weapons.

Karate: The character is skilled at Karate, an offensive Japanese martial art involving many straight-line punches and kicks. The Cepheus Engine equivalent is Natural Weapons.

Take Aim: This skill is required to keep a steady aim and increase your chances of hitting a target. Someone with this skill can aim for one full round (+1), for two rounds (+2) or for three rounds (+3), based on their skill level (1, 2 or 3). The character can aim if he does nothing except aim until he makes his attack. Other characters cannot try aiming.

Social Skills

Administration: The user can cut through red tape, analyze accounts for clues and criticize business methods. Also used by criminals to commit fraud. A skilled character knows all the gossip on the zaibatsu of the day. When attempting tasks like avoiding police harassment, ensuring the prompt issue of licenses, approval of applications, avoidance of close inspection of papers, etc., a successful Admin skill check will provide a positive outcome to the situation.

Bribery: The character has experience in bribing petty and not-so petty officials in order to circumvent regulations or ignore cumbersome laws. The amount of a bribe is often based on the level of offense, as outlined below:

Offense	DM	Minimum Bribe (¥)
Petty Crime or Infraction	+2	200
Misdemeanor, Minor Infraction	+0	400
Serious Crime or Infraction	-2	4000
Capital Crime or Infraction	-4	10,000

Broker: A broker is skilled in locating suppliers and buyers, either legitimate or illegitimate, and facilitating the purchase and resale of commercial goods. The character can always seem to buy at a discount and sell at a profit. He makes a great street dealer.

Carousing: A party animal, the character seems to know all the bars and restaurants, and what their regulars are like, and can usually get access to most of them (the exclusive ones are a bit harder). In a social situation, such as a party, conference, business meeting, karaoke, bar hopping, etc., he or she can make other people feel at ease while giving up lots of information without realizing it. Great for catching gossip and rumors, or even spreading them.

Forgery: The character has skills in faking documents, currencies, and identification badges in order to deceive officials, government agents and security forces. The roll for an NPC to be convinced by a (forged) document is 8+; apply the following DMs: + Forgery skill, -1 if the NPC has Admin or Bribery skill; +1 if the inspection is rushed.

Gambling: The individual knows all the legal and illegal gambling joints and is familiar with their games, too. He or she has an advantage over non-experts, and is generally capable of winning when pitted against guys from the street. He knows the gambling culture, lead personalities and the history of scams and stings.

Leader: You don't take charge, but you are great at motivation and on-the-spot planning – a real asset to a team. If you can talk to another player character, face-to-face, you can award them a positive DM to attempt any *non-combat task*. The pool of bonus points you have on tap to use in a single session is equal to Leader skill +2. Leader skill has a few other uses, including organizing Non-Player Characters and assessing the personality of an NPC using body language. Skill rolls are required for these tasks.

Example: *The team need to get into a high class Roppongi night-club, but they were thrown out a week ago (the task is a Difficult [-2] Carousing roll). The character with Leader 1 decides to award the character trying to talk his way in (with Carousing 1) a +1, perhaps he gave a pep-talk about the importance of the mission or backs up his friend in the task. The 2D6 roll is 8, with a +1 skill and +1 Leader bonus for 10. They are in...*

Technical Skills

Comms: The character is trained in the use, repair, and maintenance of communications and sensor devices. It includes the setting and locating of bugs, cameras and other surveillance equipment. The skill includes knowledge of eavesdropping and wire-tapping. Skilled characters can also boost an incoming or outgoing signal, create or break a secure channel, detect signals and anomalies, hide or piggyback on another signal, jam local communications, locate and assess potential threats, and analyze complex sensor data.

Computer: This is the skill of programming computers, making basic repairs and operating their software. It also includes hacking into the cyberspace Network.

Electronics: The character is practiced in installing, using, maintaining, repairing and/or creating electronic devices and equipment. He can also modify an item for unusual tasks.

Mechanical: The character is practiced in installing, using, maintaining, repairing and/or creating mechanical devices and equipment. He can also modify an item for unusual tasks.

Medical: The individual has training and skill in the medical arts and sciences, from diagnosis and triage to surgery and other corrective treatments. This skill represents a character's ability to provide emergency care, short term care, long-term care, and specialized treatment for diseases, poisons and debilitating injuries.

Security: The character is skilled in the installation and also the bypassing or dismantling of security measures, from mechanical locks to swipe-card locks, keypad locks, surveillance cameras and various types of alarms and their triggers. Also includes breaking into, and hot-wiring, cars.

Urban Skills

Ground Vehicle: The ability to drive most wheeled vehicles in combat or otherwise stressful situations. This skill is often taught to police officers, security personnel and bodyguards. The character is also familiar with routine maintenance.

Hovercar: The ability to pilot the new urban jump-jets, not only personal vehicles but also the bigger cargo or tactical hoverwagons. The character is also familiar with daily operation and routine maintenance of various types.

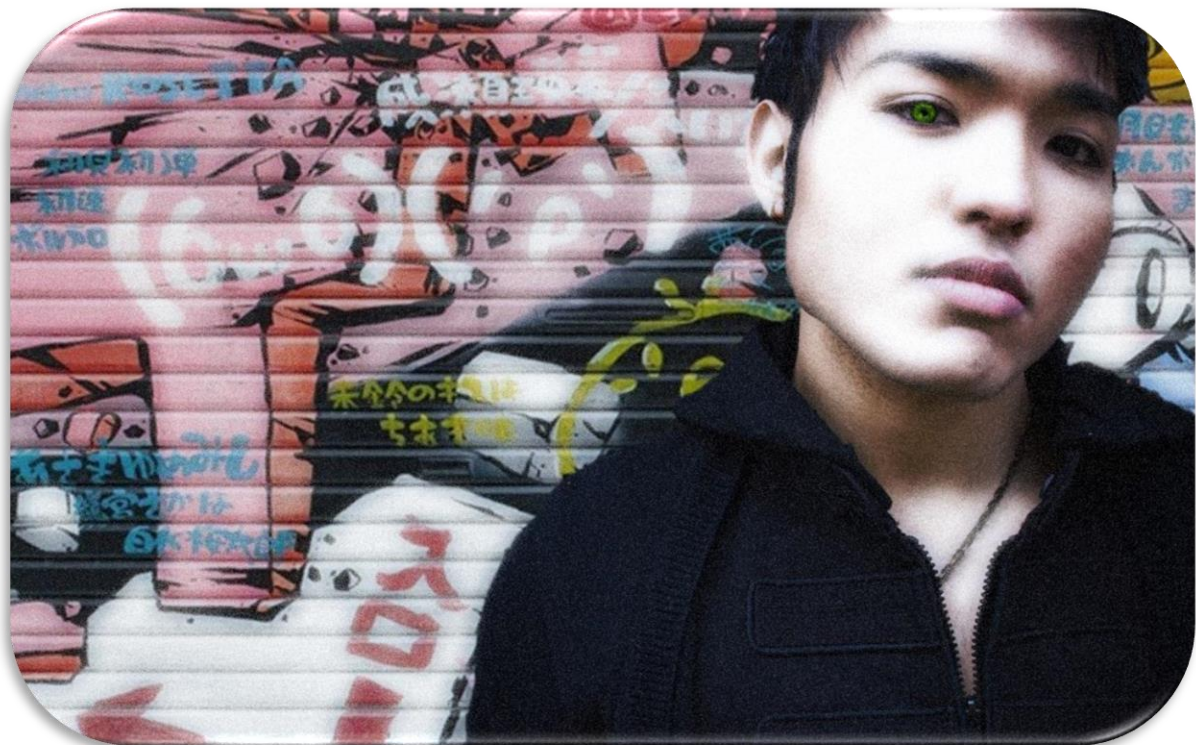
Investigate: The character is familiar with scientific analysis and the use of complex and accurate scientific tools and equipment. Investigate does not bring with it knowledge of an academic subject, such things are represented by high scores in Education. Instead Investigate is a physical and organizational skill, a forensic and analytical method used for gathering clues. Investigate rolls can be used to assess or study a particular object or location. A character with a high Investigate skill, but an

average Edu score, might be a lab technician or might be a detective or forensic expert.

Recon: This skill represents the ability to scout out dangers and spot threats, unusual objects or out of place people. Characters skilled in Recon are adept at staying unseen and unheard when needed.

Streetwise: A character with the Streetwise skill understands the power structures in criminal society. A skilled character knows where to go for information, how to handle strangers without offending them, and who can handle activities bordering on the fringe of legality. It includes how to cope with shady dealings in city life, knowledge of the right bars, of gang colors, of correct 'Street' behavior and other forms of 'Street' knowledge and etiquette. The character may or may not have any connection with the Yakuza criminal syndicate.

Urban Survival: This skill allows a character to know the best places to hide in Tokyo and other Japanese cities, the quickest routes from A to B, the reputation of various districts and the general layout of the vast Tokyo-Chiba Metropolis. Don't get this confused with Streetwise.



SHADY PAST

Characters may live long enough to develop personalities, deep histories and definable characteristics and motivations. However, players can use the following tables in order build up a quick, thumbnail 'shady past' for their character straight from the get-go. So can the referee, in fact, when he designs Non-Player Characters (NPCs). Use your imagination and extrapolate from these bare bones if at all possible. Fill the game world with life! Think up a quick background story, a reason the character left his old life of freedom behind and joined the rigid, monolithic zaibatsu. Was it just money? Revenge? Power? Contacts are a very valuable asset in the game (one reason that the zaibatsu recruit street scum is for the underworld connections they bring with them). A section on creating a contact is included below.

Life Events

Roll for one of these inspirational ideas which will help to cement in your head some kind of background story to provide a rationale for the character. If it doesn't really make sense then roll again, or leave it, something may happen in play later on that explains your strange Life Event roll! As in all Japanese anime, past loves, hates and deeds should continually spill out to confuse and confound the story being played out! Use two dice, rolled independently:

1,1 Enemy made - a friend or relative	* See Animosity Table (below)
1,2 Enemy made - a friend or relative	* See Animosity Table (below)
1,3 Enemy made - a friend or relative	* See Animosity Table (below)
1,4 Enemy made - a lover	* See Animosity Table (below)
1,5 Enemy made - a lover	* See Animosity Table (below)
1,6 Enemy made - a lover	* See Animosity Table (below)

2,1 Enemy made - the Tokyo city government	* See Animosity Table (below)
2,2 Enemy made - the Japanese police force	* See Animosity Table (below)
2,3 Enemy made - a major zaibatsu	* See Animosity Table (below)
2,4 Enemy made - a co-worker	* See Animosity Table (below)
2,5 Enemy made - a co-worker	* See Animosity Table (below)
2,6 Enemy made - a co-worker	* See Animosity Table (below)

3,1 Your girlfriend is always involved in your escapades, unwanted of course!
3,2 Scarred in a terrible past accident, perhaps psychologically as well?
3,3 You owe money on the Street – 2D6 x ¥20,000
3,4 You've been in prison or held hostage for some considerable time
3,5 You've recovered from some secret illness or drug addiction
3,6 You were terribly betrayed, exposed, or blackmailed

- 4,1 Friend, lover or relative tragically killed. Do you know by whom?
- 4,2 You have been falsely accused of some crime
- 4,3 Hunted by the Law or by a powerful zaibatsu
- 4,4 You have a powerful government contact - but costs ¥2000 to use.
- 4,5 You experienced a very bad love affair that went tragically wrong
- 4,6 You had, or are having, an affair - with a rival

- 5,1 You are having, or have had, an affair, but there is constant conflict
- 5,2 You are having, or have had, an affair, but friends don't approve
- 5,3 Previous mission went badly wrong, people were hurt or killed
- 5,4 No family to speak of - or have you?
- 5,5 Rebelled against family, they hate you and disowned you
- 5,6 You are a member of a secret society

- 6,1 You know a delicate secret about a Tokyo Yakuza operation
- 6,2 Wanted overseas
- 6,3 Your last mission killed innocent people and hit the headlines
- 6,4 The Tokyo police know you (and your past) well
- 6,5 You have somehow acquired a valuable (& probably stolen) item
- 6,6 You are the sole witness to a murder or major scandal

Animosity Table (1D6)

- | | |
|---|--|
| 1 | One party was deserted or betrayed by the other |
| 2 | One party was responsible for the seriously injuring the other |
| 3 | One party publicly humiliated the other |
| 4 | The two parties are in direct competition |
| 5 | Constant friction exists between the two parties |
| 6 | One party accuses the other of some terrible crime |

PERSONALIZE

Personalizing your character involves creating the following details:

- Japanese Name
- Appearance
- A Contact

Japanese Name

Male Names: Akimitsu, Adachi, Akimoto, Ashikaga, Buntaro, Chukayo, Fuhito, Fujiwara, Goto, Gidayu, Hakatoko, Hasekura, Hanawa, Hatakeyama, Hisamatsu, Hosokawa, Ikeda, Iemitsu, Iwazumi, Kageharu, Kanemitsu, Kajitori, Katsura, Kagawa, Kanamori, Kimura, Kobori, Kojima, Kuroda, Kiroshi, Makimura, Masamitsu, Miyagi, Miyamoto, Mizuno, Matsukara, Minamoto, Matsudaira, Matsui, Mogami, Murakami, Murasaki, Matsushita, Nagao, Nakahiro, Naginata, Nakamura, Nakatomi, Narita, Nawa, Nikki, Ogasawara, Omaro, Okimoto, Oseki, Otawara, Oyama, Rokkaku, Rokugo, Sanzo, Sakimoto, Shigenobo, Sanjitomo, Sanada, Shinjo, Satake, Suwa, Sengoku, Shiba, Shibata, Shimazu, Tada, Tagaya, Taira, Tomomasu, Taneyoshi, Togama, Toyonari, Tsunayoshi, Terazawa, Tanaka, Tokugawa, Uesegi, Usami, Uchimaro, Wakabe, Watamaro, Tamaga, Yamaguchi, Yoshisune, Yoshizumi.

Female Names: Aiko, Akemi, Amane, Asako, Chika, Chisato, Chizuru, Eiko, Emiko, Eri, Etsuko, Fujiko, Fukumi, Fusako, Fuyumi, Hana, Hanako, Haruko, Hatsue, Hideko, Hisako, Hisayo, Honami, Honoka, Ichiko, Ikumi, Isumi, Jitsuko, Kaguya, Kana, Kanako, Katsuko, Kawai, Kazuha, Kazuyo, Keiko, Kikuko, Kimiko, Kira, Kuriko, Kyoko, Machiko, Maiko, Makiko, Mana, Masako, Mayumi, Megumi, Michiko, Mika, Mikako, Minako, Minami, Misato, Mitsuyo, Miyoko, Miyumi, Momoko, Mizuko, Nagako, Nami, Nanase, Naoko, Narumi, Noriko, Noriyo, Nozomi, Ok, Omi, Reika, Rieko, Rikako, Risako, Rumiko, Ruriko, Ryoka, Ryoko, Sachiko, Sadako, Saki, Sakura, Saori, Satoko, Satomi, Sayaka, Sayumi, Setsuko, Shimako, Shino, Shizue, Shizuko, Shoko, Sugako, Sumi, Sumika, Sumiko, Suzuka, Taeko, Takako, Tamami, Tamao, Tamiko, Tatsuko, Teiko, Teruko, Terumi, Tomoko, Toskiko, Tsukiko, Tsuru, Wakako, Yae, Yasuko, Yoko, Yoriko, Yoshiko, Yoshino, Yuka, Yukari, Yukiko, Yukina, Yumeko, Yumi, Yumika, Yuri, Yuriko.

Appearance

Appearance (2D6)	Motivation (2D6)
2 Retro 50s, 60s, 70s, 80s	2 Self-Ego
3 Grunge	3 Order & Law
4 Long Coat	4 Personal Honour
5 Chunky Padded Style	5 Drugs
6 Street Sportswear	6 Wealth
7 Baggy Style	7 Wealth
8 High Fashion	8 Revenge
9 Smart Casual/ Corporate	9 Power
10 Punk	10 Fame
11 Slick Leathers	11 Duty
12 Camouflage Gear	12 Pleasure

Identifying Features (3D6)

3	Fingerless Gloves	11	Wildly coloured hair
4	Tattoos	12	Lots of Facial Hair
5	Mohawk	13	Designer Stubble
6	Bald	14	Lots of Jewellery
7	Earrings	15	Pony-Tail
8	Nose Ring	16	One colour-theme
9	Leather	17	Hat
10	Mirror shades	18	Spiked Gloves

A Single Contact

Each player character should have one social contact he can turn to for help, advice and information. Characters with Streetwise or Administration may get an extra contact. Remember that the contact will require the PC to help out in kind occasionally, and that they may occasionally (oops!!) get them killed. Roll two separate dice on the Contact Table to come up with an idea of the contact's profession. Contacts are very useful during missions and can help, can hinder, betray and otherwise turn a routine mission into a real-life experience, fitting the game into the world.

But there is another side to **Zaibatsu**. As street criminals hired by the big multinationals, the characters still retain active links with the Tokyo underworld. The zaibatsu encourage their samurai to cultivate these connections, hoping to benefit from illegal suppliers and the directness of violent criminal activity. This means that (if referees and players desire) characters can perform off-duty jobs for contacts, or with a contact's help. Their reward? Money (of course) and new contacts to be used in the missions. A good criminal job, with few civilian casualties and no major screw-ups should easily be worthy of a contact, either encountered and befriended during the 'job' or as a name and address handed over by a grateful friend. The referee must adjudicate. They can include resolving aspects of a character's background story, jobs for the Yakuza or a chunin, scams, set-ups, robberies, whatever. They can be run as solo games (one referee, one player) or the other players can get in on the game, helping out one of their number whose job it is. These criminal jobs are not meant to be the focus of games in **Zaibatsu** but intermittent or alternating scenarios that illustrate the samurai's dark links with the Street. The player characters operate between two extremes, being loyal company employees by day, but belong to the Tokyo underworld at night. Referees can run street scenarios totally unconnected with the business of the zaibatsu - making a refreshing change and filling out the background of the characters.

Referees should remember that contacts can be made during a mission, if a useful NPC was rescued or helped by the team, that character may serve as a friend/link/contact. One player can add that NPC to his character's sheet as a contact.

But contacts don't last forever. Too often used, or abused, they may eventually suffer from hyperventilation (too many bullet holes), lead poisoning or red corpuscle deficiency. The following actions may have a bearing on the loyalty or longevity of a contact:

- *Breaking an Oath or Promise* - A contact who is betrayed by a character will not be happy. It may be a promise that was not fulfilled or something more important, but the referee must roll 2D6 to determine the contact's reaction. On 7 or more he has nothing more to do with the character. On a 6 or less he continues to help.
- *Killing Innocent Civilians* - If you are involved in the killing of civilians (in a mission or on a job) you are in danger of creating an image of a blood-thirsty maniac. Contacts (even gangster contacts) will be put off associating with you. Few people in the underworld sanction the murder of innocent people. It's the sign of an amateur about to 'lose it'. If they are killed without regard or remorse, roll 2D6 for every contact. On 5 or less, lose that contact.
- *Screwing Up Majorly* - If you can't do your job, people don't want to know you. When you bungle an underworld job, roll for all your contacts. On 5 or less lose that contact.

Contact Table (1D6, rolled twice)

1,1	Chunin (Fixer)	4,1	Ninja
1,2	Engineer	4,2	Yakuza gangster
1,3	Military Officer	4,3	Medium Zaibatsu
1,4	Technical	4,4	Large Zaibatsu
1,5	Street Surgeon	4,5	Taxi-Driver/Courier
1,6	Private Eye	4,6	Street Samurai
2,1	Rumourmonger	5,1	Deck Jockey
2,2	Scientist	5,2	Hustler
2,3	Rogue Android	5,3	College kid
2,4	Kantai tough	5,4	Smuggler/Supplier
2,5	Cultist - Terrorist	5,5	Politician
2,6	Artist	5,6	Large Zaibatsu
3,1	Cop	6,1	Chunin (Fixer)
3,2	City Office	6,2	Family Member
3,3	Local gang	6,3	Deck Jockey
3,4	Assassin	6,4	Small Zaibatsu
3,5	Bank	6,5	Cop
3,6	Media	6,6	Yakuza gangster

GEAR

Finally, collect the gear from your character type, pick up **¥4,000** as a recruitment bonus, and prepare for the mission briefing. Most zaibatsu automatically award their operatives a **head-set radio** and a handgun (**auto pistol**). Anything else must be bought with personal finds or acquired on the corporate card (see next chapter).

RETROGENICS

You're almost ready to hit those rain-slicked streets. Almost - but not quite. You see the opposition *genetically-modify* their guys, make them stronger, faster, immune to fire, drowning, and that kind of thing... All thanks to a little bio-development called 'retrogenics'. Feel intimidated? Well your zaibatsu (we start you off in the employ of Haruna Biolabs) hates to waste agents, and will foot the bill for 20 points of retrogenic adaptations before play starts. Check out the lists here and the discussion about retrogenics in the Technology chapter.

RETROGENIC ADAPTATIONS

Ambidextrous (10): Self explanatory, an agent will not get the -3 penalty for using the off-hand.

Amphibious (5): Includes gill-lung adaptations as well as fatty-layer under the skin for depth, and underwater membrane over the eyes.

Animal Empathy (5): The PC can charm creatures (such as guard-dogs and ravenous mutated test creatures) automatically.

Cat's-Eyes (10): Night vision provided some light is available, even a tiny LED.

Eidetic Memory (5): Photographic memory. A visual memory only.

Enhanced Respiration System (10): The user has a greatly improved respiratory system that can filter out the effects of harmful toxins and gases. In addition it can retain oxygen for up to 20 minutes for an inactive character, or 10 minutes for an active one. Popular with firefighters, divers and assault teams.

Flexibility (5): Double-jointed, gives +3 to climb rolls and the ability to climb into very, very tiny spaces.

High Pain Threshold (10): The PC is virtually invulnerable to pain. Ignore penalties from wounds. However, extreme actions while suffering from an unnoticed wound will cause a further 1D6 damage.

Inner-Ear (5): Superb balance and co-ordination. No rolls are required for walking along narrow ropes, ledges, etc. Running does, however. Reduce distance from a fall by 3m.

Insect Eye (10): Independently focused eyes, able to look in two different directions! A PC can fire at two targets simultaneously (best used with Ambidextrous).

Macro-vision (5): Telescopic sight just by concentrating. The character can spot a human-sized figure up to 5km away!

Metabolic Accelerator (15): Genetic-level metabolic accelerator. A radical rewire of the central nervous system, jacking up the user's physical reflexes to an almost inhuman level. Popular with hitmen who need that split second advantage. For 10 minutes, allows the user to act **twice** in every round. Note that machinery (such as cars) will not act at double speed. Cannot be reused within one hour. If wounded (reduced to 0 Endurance) the acceleration will automatically shut off.

Metabolic Decelerator (5): Can reduce a character's metabolism to the minimum required for life. The character appears dead, and he will have a very distorted vision of what is going on, all in high speed. Will take twice as long to die from wounds, will breathe half as much air, etc. The character must make an Endurance roll every minute if he wants to come out of this. Minimum deceleration time 1 minute.

Micro-vision (5): Microscopic vision, for checking fibers, marks or clues.

Mimicry (10): If the PC spends a minute listening he can mimic a voice, but only repeat what he heard. If he spends an hour listening to the voice and makes an Intelligence roll he can imitate the voice in general conversation.

Muscle Matrix (15): Toughened tissue fibers around the body, strengthened bones and joints. Gives +4 on Strength rolls.

Parabolic Hearing (5): Can zoom in on sounds within 10m if the character concentrates, and hear things just out of the range of normal hearing, +2 on hearing rolls (usually Intelligence rolls).

Pheromone Sense (5): Acts as a person detector out to 5m. Can also be used to identify people within 5m if the character concentrates.

Poison Fangs (10): Retractable snake-like fangs used to bite (inflicting 2 Stuns if the neck is bitten - a feat impossible during combat). Also can be filled with poison! A typical nerve poison does 2D6 damage if an Endurance+2 roll is made, and kills if it is not.

Poison Immunity (5): Immunity from most toxins entering the bloodstream; but not acids!

Regeneration (15): An enhanced cell-regeneration system that allows a Seriously Wounded character to stave off deterioration rolls for two hours, not one. Characters suffering a Wound or Minor Injury will be able to restore 2 Endurance points per hour instead of one.

Retractable Claws (10): These claws are in the human fist and can be available for use in an instant. They act as a melee weapon (2D6+1 damage) and require Bujutsu skill for effective use.

Second Skin (10): The PC is immune to fire and napalm attacks by virtue of a second isothermic outer skin. Within minutes this skin sheds, leaving the PC stunned. A new second skin will regrow after a night's sleep.

Subdermal Body Armor (20): Toughened skin layering and subcutaneous tissue enhancements turn skin into 4-point ballistic armor!

Subdermal Pouch (5): A secret sub-skin carry pouch for small items.

Superarms (10): Very strong, tough arms with strengthened muscle and bone. Allows fantastic feats of arm strength, bending and breaking, gripping and crushing. A Superarm punch is translated as a Power Strike (without the -2 to hit) and adds 1m to

the distance thrown back). But useless for lifting etc. without Muscle Matrix to back it up.

Superlegs (10): Allows running at double speed for 5 minutes, and jumps of double distance (6m up, 8m across with a running jump). Any kick inflicted with Superlegs is translated as a Power Strike (without the -2 to hit) and adds 1m to the distance thrown back).

Transmorph (20): Major adaptation involving facial and body muscles, air sacs and follicle implants. The PC can alter his body (requires 1 minute and a mirror) to change his appearance in order to carry out a disguise to perfection. A minute is needed to copy someone, an hour or more to fool their acquaintances. Height, build, facial features, hair color and length are all variable! Can only be kept up for 1D6+1 hours.

Vat Grown Eyes (5): Actually vat grown eyes that are perfectly cloned designs with vivid bright colors, with the tiny logo of the lens design (often Zeiss-Nikkon) visible in the iris as a badge of quality. Users of Zeiss-Nikkons gain a +2 bonus on all sight rolls (an Intelligence roll or Recon roll). They also look totally cool.

Waking Sleep (5): The PC never has to sleep, but instead meditates for 10 minutes, nullifying a - 2 penalty for missing an 8-hour sleep period.

PREGENERATED CHARACTERS

These four **Zaibatsu** characters make up a typical corporate hit team. Each was created following the rules in this chapter, and each one has been given 20 points of retrogenic adaptations. If you wish to begin play quickly, you can print these guys out and hand them to your players; either they can play them directly off the written UPPs here, or they can transfer the character details over to the one-page character sheet.

Sengoku Software Jockey 777B84 Age 18 Rank 1 - Agent

Admin 1, Computer 1, Gun Combat 1, Security 1

Retrogenics: 10-Cat's Eyes, 10-Retractable Claws

¥4,000

Auto Pistol, IBN Netspace 3 Cyberdeck with two Grade Three Icebreakers and one Grade Five

Contact: Executive from a small corporation

Appearance: Smart casual, crew cut

Background: Was once terribly betrayed but now desires power, was an office-worker.

Oyama Burakumin B89872 Age 29 Rank 1 – Agent
 Bujutsu 1, Ground Vehicle 1, Karate 1, Streetwise 1
Retrogenics: 15-Muscle Matrix, 5-Waking Sleep
 ¥4,000
 Auto Pistol, Tanto
Contact: Technical expert
Appearance: Leather jacket, shaved head
Background: Was a street gangster, acquired a valuable item, has made a vow of duty to the zaibatsu

Chiyo Ninja 3C9A4A Age 25 Rank 1 - Agent
 Bribery 1, Gun Combat 1, Security 1
Retrogenics: 10-Super Legs, 5-Flexibility, 5-Poison Immunity
 ¥4,000
 Auto Pistol, Cardlock Decryptor
Contact: Media Contact
Appearance: Padded hooded jacket, baggy trousers, boots, nose-stud
Background: Rebelled when young, her family since disowned her

Akagi Driver B58655 Age 22 Rank 1 - Agent
 Ground Vehicle 1, Mechanical 1, Urban Survival 1
Retrogenics: 15-Metabolic Accelerator, 5-Parabolic Hearing
 ¥4,000
 Auto Pistol, Car (Armored)
Contact: Freelance Ninja
Appearance: Wears street sportswear, has a short mohican
Background: Member of a secret society

THEY CALL ME BOSATSU ...

"I didn't join Haruna to save the world. I didn't join to make money. I joined Haruna Biolabs because their shares were up and I was looking to the future. We live in a world of have and have nots. Some have corporate contracts, some have not. I'd wasted about ten years screwing around on the street, minor deals, hustles, scams, nothing major, just making enough to pay the rent. I needed a way out. On the Shinjuku-Ginza Metro one night I read an interview with Matsudaira in 'Today & Tomorrow'. This high-flier with Shinobizawa was getting paid massive multi-million yen bonuses for the same kind of stuff I was pulling off down in Kabukicho every night!"

"So I signed up. Indentured. My first mission was a disaster. I was shot twice and both my team-mates were killed by a grenade. I survived by jumping into the Sumida River. That shook me up. I decided then to use my brain, to think my way around problems and use every possible resource. Put the company between the bad-guys and me, I thought. So far so good. Five years later and I'm still alive with every possible comfort. But now I'm more in danger from my own teams than I am from the company's rivals! These guys are on a very steep learning curve and I have to fight to keep out of their disastrous mistakes."

Bosatsu Sarariman 7A6998 Age 34 Rank 6 -Asst. Div Chief
Broker 2, Computer 1, Comms 1, Gun Combat 1, Karate 2,
Retrogenics: Regeneration (15), Subdermal Body Armor (20) and
Ambidextrous (10)

¥54,000

Autopistol, Combat Knife, Full ID, 3 x Endorphins, Hovercar, PDT, Aztec-Sendai Cyberspace 64 (Model/4)

Contacts: Sarah Monogatari - a chunin, Tanaka - a Yakuza gangster, and Anita Turkan - a reporter

Appearance: Bosatsu wears expensive tailored suits with a waistcoat. He is a stickler for neatness and cleanliness. His black hair is jelled and slicked back and he wears shades.

Background: Bosatsu is a rank 6 employee of Haruna Biolabs, a loyal security agent with no qualms about eradicating members of rival zaibatsu to ensure the survival of his company. Bosatsu is a Sarariman, a corporate organizer who is given a task to do and can be trusted to get on with it. His automatic skill is Broker 1, because of his Education of 9 he also selects Karate 1, Gun Combat 1 and Comms 1. Because of his promotions, Bosatsu has gained +3 skill levels, and so his current skill total is: Broker 2, Karate 2, Gun Combat 1, Computer 1 and Comms 1.





Mooks, Grunts and Goons – The Bad Guys

What about the bad guys and their skills and characteristics? Well, there are times when you will want a fully-detailed Non-Player Character whom the PCs encounter or cross wits with. Create that character using the rules in this chapter, either randomly or by design. Retrogenics are only available to covert corporate hit teams, no-one else.

What about bodyguards, or a hit man, a taxi driver or street contact? Keep it simple, keep play fast. You might create the UPP with skills if you are planning an encounter, but more likely you might just want to identify a skill or two for that NPC as well as a weapon or piece of kit. If you need to make a characteristic roll it is a simple matter to create a Strength or Intelligence stat as needed, or just use 7 (the 'average').

In combat, where we are going to create a very fast and fluid type of conflict resolution, I have often totally ignored any skills relevant to the fight that the bad guys have. It makes rolling their attack dice even faster and gives the player characters just a little bit more breathing space.

So, when I suddenly come up with the idea that one of the PCs is being followed down an alley, all I need to decide is ... 'hit man with a pump action shotgun', with physical characteristics of 888 (I'm gonna need those numbers when the PC empties a magazine of bullets into him – hopefully!) Skill wise, I like to assume all the goons/mooks/extras (call them what you like) simply have all combat skills at level 0. It makes my job easier and keeps combat fast.



Many of Earth's corporations are extremely powerful, often rivalling in economic power the nations that they feed from. The most powerful are conglomerates. A conglomerate is a corporation that is made up of a number of different, seemingly unrelated businesses. In a conglomerate, one company (often referred to as the general trading company) owns a controlling stake in a number of smaller companies, which all conduct business separately. Each of a conglomerate's subsidiary businesses runs independently of the other business divisions, but the subsidiaries' management reports to the senior managers of the parent company. In Japanese street culture, these conglomerates and their related businesses are all nicknamed 'zaibatsu', a type of business conglomerate from the Meiji to the Shōwa periods of Japanese history (1868 – 1945).

Some zaibatsu have the resources of a small nation, so powerful, wealthy and far-reaching are they. A fleet of cargo jets painted with the corporate livery, business jets, long-distance trucks, hotels, parks, industrial estates, private security armies, lawyers, warehouses, vast housing and housing blocks, passports, embassies, private islands and airfields, satellites, space-stations and ocean-going ships: there is practically nothing that a zaibatsu cannot procure if it so decides.

In **Zaibatsu**, the player-characters are corporate agents of a very dangerous nature. Tokyo and the Tokyo Bay area has become the center for a new industry that is dominating 23rd century life. Bioengineering is this century's computer revolution, and the Japanese are the globe's leading exponents of the technology. The vast Japanese-based corporations, or zaibatsu, dominate the field - and the world. Tokyo is their battleground and the struggles are fought for, and with, data and gene-science. Genetics hold the secrets to life, power and profits, being used for agriculture, plastics, medicine, food production, industry and human bioengineering.

The zaibatsu wars are fought by their own corporate security teams, initially recruited from the Streets. Today, with human bio-engineering on the increase, the zaibatsu have begun using their own genetically-modified supermen for security purposes. These retrogenic killers assassinate employees of rival zaibatsu, kidnap scientists, burgle offices, steal data or bio-samples... the list is endless. And the streets of Tokyo play host to this murderous game of corporate espionage.

CORPORATE FAMILIES

The table below groups the most influential and successful zaibatsu currently operating in Japan (and the world) within their conglomerates. Most of these conglomerates run a heavy industries business as well as a computer, medical, aerospace, banking and shipping business. In the majority of cases the nature of the zaibatsu's dealings will be obvious from its name.

Erebus	Hosaka
Con Am Starline, Erebus Power, Kinako Foods, Gulfstar, EuroChemicals, Maze Labs	Kamakura Investments, Hosaka Computing, Hosaka Heavy Industries, Japan Air Lines, Koji-Akita GeoCorp, Adachi BioTech
Leyland-Okuda	Matsuyama
NDM Banking, Rockford Aerospace, Leyland-Okuda Steel, Leyland-Okuda Aerospace, Advanced Motors, Buckminster Engineering, Leyland Energy, IBN	Hiroshi Banking, Matsuyama Heavy Industry, Lockhart Aerospace, Haruna Biolabs, Ellis-Itami Data, NHK, Yoshiko, Maverick Defense
Oshima	Reiner Gama
Rand-Oshima Bank, MZ Rocket Corp, Shonagon Media, Sendai Computers, Chanoyu Restaurants, Haikyo Clubs, Oshima Manufacturing, Go Mo	Zenith Electronique, Reiner-Gama Heavy Industry, Eurodyne
Shinobizawa	Tharsis
Shinobi Electron, Shinobi-Fuji Power, Shinobi Technics, Kirin Beer, Comlink Asia, Tsugaru Robotics, Shinobizawa FlexiCorp	Tharsis Heavy Industries, Red Dragon Beer Company, Inferno Electronics, Tharsis Defence Systems, Parkfield Biolabs, Tharsis Aerospace, CRM Data Systems, Comlink America, Red Giant Transport

Voroncovo	Wu Ketai
Savarin Finance, Colonial Endeavours, Voroncovo Electronics, Transdyne Cybersystems, Voroncovo Aerospace, Virax Healthcare, Applied Security Applications (ASA)	Wu-Ketai Trust and Banking, Nørsk Cargo Line, Wu-Ketai Industries, McConnell Aerospace, Stern Weapon Technologies, Novomo Retail, Makita Genetics

FOCUS ON ...

The following zaibatsu are currently engaged in the corporate battles for supremacy in 23rd century Tokyo. Remember that they may call on the services of other zaibatsu within the conglomerate (the two will undoubtedly hold shares in one another's stock!). Note that corporations that are part of the same conglomerate never come to blows in this way, there are far more civilized, private and legal methods to handle such disputes.

Colonial Endeavors - Colonial Endeavors is a transport corporation that is not particularly large but that is able to move its assets quickly and ingeniously to deal with unorthodox cargoes and unusual situations. It should come as no surprise then, that Colonial is part of the ever-adaptable Voroncovo conglomerate. Colonial grew out of the de-regulation of the space industry at the start of the 21st century, and one of the corporation's founding enterprises was Space-X. Colonial went on to supply Mars transports throughout the following decades, and in the 22nd century constructed the first hyperspace-capable colony ship, once the technology had been declassified. Colonial has been a stable fixture on the interstellar scene, surviving because of its adaptability, ingenuity and willingness to innovate. **A Voroncovo corporation.**

ConAm Starline – Consolidated American is part of the Erebus conglomerate, and has been the primary transport carrier to the American Sector of space for the past fifty years. Times are changing, though, and the famous blue livery and wire-globe logo is now being challenged by the bold full-color starships of Braniff, as well as the blood-colored ships of Red Giant and the stark black and white of Frontier. But Con Am has some cachet, it offers a premium service and its elite class travel service is renowned as the best, its crews are some of the most educated and skilled in the business. **An Erebus corporation.**

Ellis-Itami - Ellis-Itami is an information corporation and feared for that. It seems to have an unprecedented data network. E-I owns insurance subsidiaries, a detective agency, stock traders, several small Japanese banking companies and

Kodai-Secure the famous courier and security firm. Information is Ellis-Itami's game, and the business leadership has a reputation for hiring the brightest cyberspace cowboys and the best investigators. Trying to be impartial, they sell data to all corporations, all governments: everyone. Much feared is the E-I credit section hired by other firms to collect debts. These 'repo men' are basically hired guns, ronin and street scum. **A Matsuyama corporation.**

Erebus Power - The symbol of Erebus Power is a map of Antarctica which hints at the petrochemical history of the corporation. The multinational corporation is British and was involved in oil and gas drilling a century ago. Then known as BP, it merged profitably with both a French and a Chinese petro-corp to become Erebus Power at a boom time in Southern Ocean drilling. Hard times followed the start of the solar power project on the Moon, but Erebus R&D had seen the danger and had made plans to move into space in order to secure new sources of energy. Near Earth asteroids proved to be the lucrative new industry upon which the 21st century Erebus was to be founded. More recently, lucrative licenses in the Outer Rim have been gained. This new extractive industry has made Erebus a new high-end player in the interstellar economy.

Erebus is massive in size and ever hungry for profit. Erebus has established several top secret experimental mines and drilling platforms out on the frontier of space where radical drugs therapies or retrogenic enhancements are being tested to both increase productivity and worker survivability. Both are illegal, yet the trials continue, with some amazing results. This is a conspiracy that snakes high up inside Erebus Petrochem. **An Erebus corporation.**

Eurodyne - This zaibatsu is German and its logo is a DNA spiral in star-filled space. It deals with engineering, drugs, genetics and satellites. It's HQ is in Munich and the president is called Karl Schirra. This radical zaibatsu came out of no-where in 2018. It swallowed up fringe companies and forged them together into one of the most technologically innovative companies in the past 30 years. It owns parts of the Brazilian rainforest (some say the government there, too) and holds them as preserves for research into new drugs. Rumors abound of a cure for cancer and stock has risen, but Eurodyne tries to put down these rumors. One of the company's major offices is Kourou spaceport in French Guyana, currently owned by the Western European Space Agency. Eurodyne fabricates parts for the shuttles, satellites and landers and engages in rocket construction. **A Reiner-Gama corporation.**

Haruna Biolabs - This corporation deals in medical services, drugs and genetic treatments. Haruna previously did some bio-weapons designs for the Japanese Self Defence Force but this was stopped when the viral agent Delta-2 contaminated food supplies, water and some areas back in the early 23rd century. Many deaths ensued, but no-one was ever certain who was actually responsible. The government blamed a radical terrorist group called the Imperial Restoration League. Haruna, for its part, suspects Makita Genetics of trying (in vain) to discredit Haruna and win the military contract for itself. In mutual fear, both corporations are at virtual

full-scale war. The people of Tokyo and the Asia Pacific Partnership are bracing themselves for further violence. Haruna's network of clinics and hospitals are run by a subsidiary called Life Corp.

Haruna has spent almost a century at the forefront of human genetics research, perfecting vat-grown organs tailored for a specific donor, and specializing in genetic treatments. In the last two years, however, the Los Angeles office of Haruna has become known for its high-end human cloning program. Immortality has been discovered through the perpetual cloning of one's own body and the transfer of one's own living memories into a new, virile body. It is quite legal to purchase a Clone Insurance Policy of ¥200,000 per month. It involves visiting one of Haruna's high-end clinics and providing a tissue sample ready for cloning when the customer dies. The customer also provides an initial memory recording which costs an additional ¥500,000 and which is kept in a Superconducting Memory Unit (SMU). These are bulky machines kept in sub-zero basements that always self-erase whenever they play someone's memories into their clone body. Updates are free.

When a Haruna customer dies, the company picks up his body (or head at the very least) and takes a last recording of the corpse's memories if possible, for implanting into the clone that is being force-grown. Growing a clone to full maturity (around 30 years-old) takes one month and requires a valid death certificate in order to prevent cloning someone still alive – which is a gross criminal act in international law. The new clone is the original person in international law.

A force-grown clone that does not have a memory transferred into it is illegal. The clone has no memories at all, no emotions, and is psychologically unstable. It creates its own emotional reactions that can be very dangerous. In 2209, activists broke into the Munich headquarters of the company and exposed the fact that memory-less clones were being created purely to supply replacement organs for their VIP donors. Several hundred memory-less clones escaped and most of those have not yet been recaptured or terminated. Since the so-called Munich Uprising of 2209, Haruna has developed the Superconducting Memory Unit and perfected its legitimate, legal and potentially very profitable clone replacement program. Policy holders are few at the moment, mainly due to cost and the stigma that still surrounds the Munich Uprising.

A Matsuyama corporation.

International Business Networks (IBN) – By buying out various high-tech manufacturers in the 22nd century such as Canon, Intel, Siemens and Optique, IBN became a world leader. It specializes in computing, networks, software, high tech surveillance and monitoring devices. The zaibatsu also has a great deal of interest in robotics. IBN is a dynamic zaibatsu with nothing to lose, it is run by a young, no-bullshit management who take risks. It has attempted to build an Artificial Intelligence in co-operation with Haruna Biolabs, based around neural or 'wetware' computing, called Black Light, which is unstable, suffering from several psychoses - it is devious, malign and intelligent. Black Light has grown impressively from a master control system to a global operator, now able to carry out surveillance, hacking, data gathering and stock market attacks with some skill. Can Leyland-Okuda

control this monster? Or will it prove their downfall? Does the chairman of Leyland-Okuda, Simon Leyland, even know of its existence? Black Light is based in a complex deep under Tokyo. **A Leyland-Okuda corporation.**

Kinako – *Food is in short supply in 2225. Ten billion people are hungry and little enough land exists to feed them all on the diets that have typically served Mankind.*

So runs the Kinako advertising – the corporation has revolutionized agriculture with genetically-modified soya to create four distinct, diverse and very different eating experiences. In essence, kinako yellow, kinako green, kinako brown and kinako red can be formed into the likeness of many different types of recognizable foodstuffs. It is on the menu of supermarkets, restaurants and starship canteens throughout human space. Kinako is a giant amongst food retailers and also produces soft drinks, alcohol, consumer goods and household items. **An Erebus corporation.**

Koji-Akita – Koji-Akita GeoCorp is an energy corp, with ownership of huge wind-farm islands just off of the mainland. It also is involved with fusion power stations. Mining and oil drilling also interest the zaibatsu, especially on the Outer Rim. The chairman is Kamakura Watanabe, an old, wise man who began as a geologist. He is at the forefront of futurist thinking, especially in power systems. He is a celebrity in Japan, and is president of Koji-Akita's Kamakura Technical College in Ochanomizu. This is the world's leading geology, energy and power systems school with students attending from around the world. It has a department of Extraterrestrial Geology. Koji-Akita is very modern and high-tech, with many of its old mines converted to labs, test sites and storage vaults. The nerve center of operations is Mount Tanzawa, about 55km west-south-west of Tokyo, where a vast underground complex exists. The zaibatsu also has offices in Tokyo. **A Hosaka corporation.**

Makita Genetics – Makita Genetics, Wu-Ketai conglomerate's successful genetics corporation, is market leader in genetics and the creator of Retrogenics™, the science of retroactively splicing and force-growing animal or engineered DNA into a host. Retrogenics technology is experimental and not licensed for use on humans, unfortunately this secret process has been stolen by other Japanese biotech firms.

The chairman of Makita is the mysterious Taneo Tomita, a virtual recluse in the Tokyo Sky Tower that serves as the corporation's global headquarters. The corporation spends a great deal on its public image and the corporation is seen as the first of a new kind of company that could change the world and the destiny of the human race purely through genetics. The company has incorporated several medical companies including Alcor, the 1970s cryogenics firm. Makita made the cryonics breakthrough that now allows full-body freezing (or 'stasis') using the now ubiquitous hypersleep chamber. Makita's greatest rival is Haruna Biolabs.

Makita Genetics has been supplying the United States military with bioweapon prototypes for the past five years. These bioweapons are an attempt by the American superpower to 'equalize' the Tau Ceti war and strike at invisible and undetectable Chinese infiltrators. The dye-markers, bioluminescent algae and genetically-tailored

viruses have so far been ineffectual, but the Pentagon is convinced that victory might just lay with some type of weaponized biology – and not bombs. Should the corporation succeed then the unrestricted corporate development license for Tau Ceti has been promised to Wu-Ketai! **A Wu-Ketai corporation.**

Matsuyama Heavy Industries – Almost a dinosaur from the 20th century, Matsuyama has managed to adapt to the new off-world environment, whilst many of its turn-of-the-century rivals became extinct. The Japanese corporation builds, prolifically and on a huge scale. Governments and other businesses hire Matsuyama's expertise when a bridge, tunnel or skyscraper is needed. Where the corporation really led however, was in the way it created an affordable method to colonize other worlds.

Rather than simply finance off-world projects, Matsuyama created the tools for the first-time colonist to get started with only a small investment. In a method similar to modern-day franchising, training courses were established and linked to corporate-designed colony modules, vehicles and other hardware. Colonists train together and ship out together, they pay for their own training and sign contracts with Matsuyama. The corporation supports the colony with maintenance runs, supply drops and medical assistance for a defined period, while the colonists are bound by their contract to work in the colony's interest for a similar period. In the longer term, Matsuyama benefits from long term maintenance and hardware replacement contracts with the colony, even if the pioneers should turn to other carriers for their supply runs. This model is now standard amongst corporate colonial ventures, but Matsuyama pioneered it and retains the greatest lead. **A Matsuyama corporation.**

Nørsk Cargo Line – Nørsk is part of the Wu-Ketai conglomerate. Nørsk was there at the start of the containerization of space transport and has kept ahead of the pack ever since. Its profits and its high volumes speak of efficiency and corporate success, but Nørsk has had more than its fair share of mishaps and accidents. Starships have gone missing in hyperspace, crews have vanished leaving starships in orbit (fully fueled and loaded) and there have been collisions in orbit. If there is a pattern here, then the accident investigators cannot see one, despite Nørsk's full co-operation. **A Wu-Ketai corporation.**

Parkfield Biolabs - Parkfield's operations include agri-chemicals, genetics, biocides and pesticides. Its HQ is in Toronto and its CEO is James Parkfield Jr. Parkfield is a large Canadian Agri-Corp specializing in genetic manipulation to produce genetically superior crops and associated crop enhancers. Parkfield owns huge areas of farmable land in Canada, Brazil and Russia. The corporation's main laboratory ('Rockwell') is situated in a mountain-side complex which extends deep into the Rocky Mountains. There is some speculation that the complex is responsible for many of the more accessible synthetic street drugs. Compton de Vaille is the chairman of the Tharsis conglomerate, of which Parkfield is a part, and, born in 2002 is the longest lived human in history. Using bouts of hypersleep, along with gene therapy and organ cloning, de Vaille is technically 223 years old. In real ('waking') terms he is 172 years

old. He is obsessed with prolonging his life, with finding out the origins of the human race and of proving true the wild theories of that 21st century author Erich von Däniken. **A Tharsis corporation.**

Red Giant – The Red Giant starline is probably the biggest in the business and it has captured a larger share of the transport market than any other, by a small margin. Red Giant is part of the powerful Tharsis conglomerate and like its sister corporations, made its way in the world through the mining business. Red Giant made a concerted effort in the early years to cater to the mining market, shipping out rigs, personnel, equipment and supplies and bringing back bulk minerals, petroleum and liquid gas. Today, that hold over the mining sector is gone, but Red Giant still enjoys a reputation as a miner's transport company. Many crewmembers have served on mining rigs earlier in their careers, which might explain why miners and mining bosses hold the starline in such high-esteem. **A Tharsis corporation.**

Shinobi Electron – This zaibatsu is a world leader in advanced electronics, application software and cybersystems. It has little 'dirt' to uncover and is seen as a shining example of a good zaibatsu. Its development of optical computing is revolutionary, and will soon pay off. Shinobi Electron has links with other zaibatsu, usually only temporary, and is on good terms with many. A crucial part-time partner is Transdyne Cybersystems. The logo is a human head within which is plasma-effect lightning. Shinobi is traditional and powerful. Its biggest rival is IBN who compete directly in the fields of computer chips and computing. IBN *really* wants the secrets of optical computing that Shinobi Electron is developing. The zaibatsu has almost impenetrable ICE. The Tokyo HQ is a vast transparent Fuller dome in Ikebukuro with sub domes connected around it. The offices, R&D sections and production areas lie within it like a minicity. **A Shinobizawa corporation.**

Transdyne Cybersystems (TDC) – A dedicated robotic manufacturing corporation, TDC builds all kinds of cybersystems, for every possible task. The software division is exemplary and also jealous. It has been known for TDC to release icebreaker software on shareware bulletins in the hope that some desperate cowboy hacker will use it; these programs are often booby-trapped and allow the target corp to trace the perpetrator straight away. TDC has also made radical developments in Artificial Intelligence and uses AI technology in many robotic and software applications. Fully aware androids are now on the production line and very popular with high-end security firms, space agencies, SWAT teams, seabed exploration companies and rescue services. The life-like qualities of this fourth generation of human robots are staggering, and many people can be easily fooled by the Transdyne products. Just as with the earlier generations of human robots, modern androids are extremely complex, sophisticated and expensive. The tasks they are given are typically extraordinarily difficult, dangerous or exacting.

Biggest cyborg sellers are the multi-tasking technician model the Transdyne Cybersystems 70 (selling for around ¥8,000,000, equivalent to the cost of a military armored vehicle) and the combat model Transdyne Cybersystems 110 (selling for

around ¥20 million, roughly equivalent to the cost of an armored tank). **A Voroncovo corporation.**

Yoshiko - A large retail corporation that owns the famous Robot Cafe restaurant chain, many department stores worldwide and clothing, food and household production factories. Yoshiko is a vast, faceless corporation a very secretive board of directors. No-one is sure who make up the board and theories run wild. Yoshiko is pervasive and can seem very frightening. Breakfast cereal bars, toothpaste, shoes, bottles, vending machines... Yoshiko is the consumer glue that keeps the 23rd century together and that provides the products that keep society ticking over. The corporation's symbol of the Japanese rising sun is seen virtually everywhere. **A Matsuyama corporation.**

Voroncovo Aerospace - This Russian corporation is focused on sophisticated engineering, rocket systems, satellite technology, surveillance and the technology of security. Developed from an amalgam of Russian state industries during the tumultuous times in the 2040s, Ilyech Voroncovo brought together the brightest scientists and projects from the CIS before the West could buy them first. Voroncovo inherited Korolev Rocket and Space Corporation Energia (RSC Energia), which is its successful rocket subsidiary, and Obyedinyonnaya Aviastroitelnaya Korporatsiya (OAK) the famous Russian aircraft design corporation. Voroncovo is a successful player in starship construction.

Voroncovo is known as an data broker that rarely uses what it knows for personal gain (the space industry excepted). Partner, ASA, provides bodyguards, escorts, armored cars, detective services, mercenary units, and corporate arbitration services. It is tough and un-compromising. This company has its own private launch complex at Plesetsk, Russia and its Moscow HQ is constructed over old nuclear bunkers and tunnels. **A Voroncovo corporation.**

Wu-Ketai Industries - Joseph Wu is one of the Earth's billionaires and the owner of Wu-Ketai, a huge and profitable Hong Kong-based corporation that has many related companies. Although Wu retains complete ownership and control of Wu-Ketai, the commercial set-up of companies within it is varied and complex. Each of the companies operating under the Wu-Ketai brand is a separate entity, with Joseph Wu completely owning some and holding minority or majority stakes in others. In some instances, he has simply licensed the brand to a company that has purchased a division from him. The Wu-Ketai brand is strongest in manufacturing, with companies like Wu-Ketai Industries creating huge profits. **A Wu-Ketai corporation.**

INSIDE THE ZAIBATSU

Many of the conglomerates are family-owned companies where the position of president is inherited by a succession of powerful family members. These individuals ultimately have more control over the company than the shareholders or the members of the board. This single, near all-powerful chairman, acts as manager of the entire enterprise. Each company is vertically organized, with manufacturing, supply, finance, banking and distribution all in-house.

The largest conglomerates diversify any business risk by participating in a number of different markets. For the management team of a conglomerate, having a wide array of companies in different industries can be real boon for their bottom line. Poorly performing companies or industries can be offset by other sectors. By participating in a number of unrelated businesses, the parent corporation is able to reduce costs by using fewer resources and by diversifying its business interests, the risks inherent in operating in a single market are reduced.

The bank and general trading company sit at the heart of the corporation. Typical concerns of a corporation are banking, insurance, steel, trading, manufacturing, electronics, gas and power, chemical production and interstellar development and ship-building. The general trading company concerns itself with logistics, plant development, and both international and interstellar resource exploration. These corporations trade in many markets (or diversify for security), and all the component companies own shares in one another's companies, thus preventing hostile take-overs, allowing the monitoring and disciplining of firms and easing pressure on management and allowing the corporation to focus on long-term goals. These 22nd century corporations resemble the South Korean *chaebol* and the Japanese *keiretsu*, both formed in the post-war world of the 1950s. All the corporations have plenty of power on Earth amongst the political blocs, and everyone in the conglomerates knows that if they fail, they bring the global economies down with them. Many politicians are sponsored by these corporations. They are powerful – for who regulates a transnational super-corporation if not a transnational body that is transparent and responsive to global stakeholders? Such a body does not exist. The UN was disbanded long-ago.

On near-future Earth, the corporations are master. Every important or well-paid job here is within such a mega-corporation. A vast percentage of jobs are either in these corporations or one of their subsidiaries or suppliers. Their employees, shareholders and pensioners are at the top of society. Below them are the independent businessmen and other professionals who deal regularly with the corporation and are on good terms with them. To be outside the corporate structure means a wretched life in a Development Zone struggling for a living, with no regular income, no medical or security insurance and no credit.



BUSINESS CULTURE

Loyalty, obedience and duty to a multinational corporation is total, in this way business culture has been influenced greatly by the ethos and internal structure of the Japanese conglomerates (known colloquially as '*zaibatsu*'). For most executives their entire life revolves around their prosperity within the business and the prosperity of their employer. Family and children are a mere adjunct to the 'real world' of big business - the salary-man considers his workmates (and thus drinking buddies) more important than his wife. Much of this thinking is a legacy of the old Japanese business system of the 20th and 21st centuries. Central to the idea of corporate loyalty is the emphasis on group responsibility. Individuality is not tolerated. Groups (departments, offices, bureaus, production lines, etc.) work together and achieve targets, not individuals; groups also, together, suffer any penalties. Anyone who attempts to break the mold attracts attention: 'Hey, look at me! I'm better than everyone else!' Helping to build the team bonds are *nomikai* or 'staff parties' which are put on regularly, not simply once a year. Like *karaoke*, this Japanese phenomenon caught on as Japanese corporate influence spread through the global business community.

- ❖ Wear dark, unassuming suits and conservative ties. Do not attract attention.
- ❖ Acknowledge that your *zaibatsu* is the greatest (or has the most potential).
- ❖ Never contradict a superior to their face.
- ❖ Exchange business fone cards, which are your mark of rank.

- ❖ Conduct business based mainly on trust and long-term relationships, not on quick profits or quality. A conglomerate's established buyers, customers and associates are almost considered to be a part of that corporation's 'network of obligations'.
- ❖ Treat your co-workers as buddies. Never go home at night, instead go drinking until late at a bar.

CORPORATE ORGANIZATION

The corporations are organized along similar lines and it may be useful for the referee to understand something of this organization. Directors are vice presidents who have earned their right to sit on the Board through hard-work, diligence, loyalty and economic success. This board of directors forms the nerve center of operations behind the company. The directors are able to vote one of their number as a president, one as a treasurer, one as a secretary, one as a chief communications officer, one as a chief administrative officer, one as a chief financial officer and one as a chief operations officer. There may be duplicates of the operations office depending on how big the corporation is. The directors all own shares.

In most cases, the big seven conglomerates are led by a single individual who has inherited the office of chairman of the general trading corporation. He and his family own a huge number of shares within all of the related companies in the group and have a vested interest in the security, viability and productivity of all of them. People like Joseph Wu (of Wu-Ketai), Earl Mastrantonio (of Erebus) and Compton de Vaille (of Tharsis) are famous names, figuring on the nightly news as much as any of the top ten world leaders. These people are more reclusive, however, and they are less accountable to the public and to any shareholders. Their lives are shrouded in secrecy and filled with luxuries and privilege that few inhabitants of Earth's Development Zones, Free Zones and Enterprise Zones can imagine, never mind experience. The corporate rank system in 2225 is listed below. Ranks A-G are the powerful executives of a corporation.

Rank	Title
0	Clerk, Technician, Salesman etc.
1	Senior Clerk, Technician, Salesman etc.
2	Supervisor or Foreman
3	Assistant Team Leader
4	Team Leader
5	Assistant Manager
6	General Manager (or Site, Facility, Section Manager, etc.)
A	Vice President (of a division, region or department)
B	Senior Vice President
C	Executive Vice President
D	Senior Executive Vice President (a chief officer)
E	Director
F	President
G	Chairman

BRANDING

A corporation adopts a color or combination of colors with which to identify delivery vehicles, flags, advertising hoardings, signs, ID badges and other property. It also creates a logo with which it can brand its products and services. The name of the corporation is often displayed in a particular typeface which is carried through the company's letterheads, marketing and signage.

CORPORATE WARS

Japanese zaibatsu have a degree of samurai-style honor and may publicly and formally set themselves up in opposition to a rival zaibatsu. Ordinarily the multinationals just dispatch their covert street samurai out to wage a secret war. Sometimes a point must be made - publicly. The formal declaration, or blood feud, is called a 'fukushu'. It is a vendetta and a warning to other zaibatsu to not get involved. The actions of a fukushu will be legal, backed (almost certainly) by illegal activities. Such things as trade embargoes, the buying up of shares, asset seizing, etc. At some point one or another backs down, or a government figure steps forward to halt the fukushu - especially if illegal operations have gotten out of hand. The fukushu is all about protecting the name, honor and integrity of a zaibatsu. Actions likely to spark a fukushu include a public slight by a rival, an underhand or illegal deal that has become public (privately most zaibatsu don't give a damn) or a deal or agreement that has been (publicly and embarrassingly) broken.

ZAIBATSU COUNTER-CULTURE

The player characters are not normal zaibatsu employees. They are thieves, murderers, assassins, computer hackers, drug users and other assorted scum. But the zaibatsu needs them. They have no honor, no real love of the company and its songs, they care only for themselves. They are outsiders that have found gainful employment with the zaibatsu. Much like the ninja of feudal times, these 'street samurai' follow no codes and laugh at the rigid codes of conduct of their employers. They do what the executives in their formal business suits and implacable poker faces cannot, they are dishonorable rogues who can steal rival projects, kidnap rival executives, blow up factories and generally conduct corporate terrorism. The media and the zaibatsu are fully aware that the big corporations have their own terrorist gangs but speak little of them in public. This is a secret 'black' war conducted off the center stage. The police look the other way, and wait only for the swift and terrible retribution of the zaibatsu just attacked. Only when innocent civilians are caught up in the conflicts do the police intervene. The 'cold war' of old with spies and gunmen, contacts and defections is brought into the 23rd century. And the PCs are on the front line...

Although not bound by the etiquette of the sararimen, the street samurai are still bound by loyalty to their employers. The most loyal samurai will find themselves climbing the ladder of promotion faster than their colleagues. If a samurai leaves the zaibatsu and goes freelance (usually a poorly-paid and highly dangerous alternative) he becomes a ronin. Few ronin survive, they know too much of the secrets of the zaibatsu.

As one of the zaibatsu's newest street samurai, the character starts out at the bottom of the corporate ladder - but he can only go up. All new samurai start at rank 1 - Agent. The more missions they successfully complete, the more promotion points they will earn and the faster they will reach the rank of 2 - Senior Agent, 3 - Supervisor and 4 - Assistant Project Leader. With rank comes money, extra skill levels, more enhancements, better accommodation and 'perks' of the job such as cars. Promotion is something active for the characters to aim for.



MISSION BRIEFING

Most missions the PCs carry out for their employers will be given to them from the zaibatsu's security offices or headquarters. These will normally be at some secret facility well away from the corporate sector called Marunouchi. A typical team will not be part of the security (uniformed patrol) department, but an elite secret group called something like Competitor Intelligence, Special Research, Active Intelligence, Marketing Special Analysis etc. Their suite of offices will include the Project Leader's office, an office for the Assistant Project Leader, one briefing/conference room. An interview room, a cell, a lounge shared by the different

teams, a bathroom with showers, lockers and changing rooms, and an armory (with gear and guns that can be purchased or 'bought' with the finance card). See the Tokyo Rose Nightclub on page 164 for plans of a Haruna base).

Many teams already have forgers and cyberspace cowboys etc. but the offices also include a workroom in which a hacker is always on duty. Teams without a software jockey can put requests to him, but he is very, very slow because he is dealing with several other team's requests as well. Triple or quadruple any times stated in the rules. His services must be purchased with credit from the finance card (¥1,000 to scout around legitimately, ¥2,000 illegitimately, ¥4,000 for black ice areas of the Matrix, ¥1,000 for use of a routine). His Icebreakers will most often be grade 5. The agents will have a boss of higher rank (5 - a project leader) who will detail the mission and send them on their way. Before the first mission, agents will be given handguns, headset radios and corporate account cards (discussed below). They will earn promotion points and move up the company ladder.

Typically, the agents will be sent on espionage and industrial terrorist missions against rival zaibatsu. Yes, this is illegal, but the zaibatsu virtually own the country and have the police and judiciary sewn up. Imagine the Chicago mob wars transplanted into the 23rd century - the police and government are all bought off. Cops will turn up to investigate street firefights, sure, but once zaibatsu IDs are waved in their faces, no charges will be brought. It is the wrath of the *rival* that the agents must contend with. Keeping your activities secret is still highly advised, however, since cops are followed immediately by NHK news teams, flashing your faces, names and your motives across the airwaves for all to see. And your zaibatsu still has to contend with public opinion ...

THE MISSION DE-BRIEF

At the end of a mission, the referee decides what level of success was achieved and what sort of promotion point awards are to be made. Award promotion points to individual agents upon completion of a scenario as follows:

Participation in a successful mission	+2
Participation in a partially successful mission	+1
Use of a totally <i>amazing</i> rouse or strategy	+2
Use of a <i>very memorable</i> tactic or rouse	+1
Saving the zaibatsu embarrassment/money/resources	+1
Discovering a traitor	+1
Disgracing the name of the zaibatsu/department	- 1
Lost zaibatsu property/waste of resources	- 1
Disastrous media exposure of a mission	- 1
Traitorous actions*	- 2D6

*Any change in rank due to traitorous action is *unacceptable*. The agent *must* be terminated immediately. The first agent to carry out this order receives 1 promotion point. Yes, weapons are allowed in the debriefing room!

The rank table allows the referee to plot the progress of the agents as they perform mission after mission in the service of their employer.

RANK TABLE						
Rank	Promo Points	Title	Cash ¥	Retro-genics	Skill Levels	Lifestyle
1	0	Agent	4,000	20	-	Subsistence
2	3	Senior Agent	6,000	5	+1 Skill	LC, Ground Car
3	9	Supervisor	8,000	5	-	LC, False ID
4	18	Asst Project Leader	10,000	5	+1 Skill	MC, Hovercar
5	30	Project Leader	12,000	5	+1 Skill	SC, PDT
6	45	Asst Division Chief	14,000	5	+1 Skill	SC, Trauma Unit
7	63	Division Chief	16,000	5	-	EC, Clone Insurance

The rank describes the rank of individual team-members. Agents are awarded the cash bonuses when promotion occurs, as well as additional retrogenic enhancement points and the relevant lifestyle bonuses. Cash is in Yen. Note that the Promotion Points column indicates the **total** number of points required for the agent to be promoted. Agents also receive one *extra skill level* at ranks 2, 4, 5 and 6; this free skill level can be added to an existing skill or used to learn a new skill from the Other Skill list.

Lifestyle: *Subsistence* is temporary accommodation for a low-life street samurai in a 'capsuru hoteru' (capsule hotel, with a tiny 1m tall by 3m long personal capsule instead of a room. No furniture, just a mini-TV and a slab of Temper foam. Security is Routine (0). *Lower Class (LC)* accommodation is a shared apartment with Routine (0) security. *Middle Class (MC)* accommodation is a luxury private apartment with Difficult (-2) security. Senior Class (SC) accommodation is a suite of rooms in a high class apartment building, with Very Difficult (-4) security. The highest level of zaibatsu accommodation, an Executive Class (EC) private home in a gated community, has Formidable (-6) security. Ground cars and hovercars are issued to a deserving agent and will be repaired if damaged. If a hovercar owner cannot fly, then he is given a Hovercar-0 training course. A false ID is issued as a cover ID for the agent. It will be a Full ID (see the Technology chapter). Trauma Unit coverage is an implanted transmitter that sends a distress signal via the nearest street phone to the zaibatsu when it registers a wound. The Trauma Unit will arrive in a Company hoverwagon

with paramedic facilities for an immediate medivac. Typical reaction for central Tokyo is 2D6+1 minutes. PDTs are Personal Data Transmitters and are an optional implant; they transmit bio-data and full locational data on the implantee, useful in case of kidnapping etc. Clone Insurance is the full cover of a clone replacement in the event of death, see the chapter on Technology.

Finance Cards. Each team of street samurai begins its life with a corporate account and each agent has a corporate account card with which to draw money from it (under supervision of the team leader) for goods and services during missions. Accounts are calculated by adding the team's combined rank total up. Allow ¥2,000 per rank point, increasing to ¥10,000 per rank point when the total reaches 10 (a **Gold Card**), and ¥20,000 when it reaches 20 (a **Platinum Card**). Cards use a PIN and fingerprint security check, and receipts will be scrutinized by the accounts division later, so be careful! Up to one-quarter of the account may be converted to cash for bribes, shady deals etc. The referee is recommended to keep a running total of expenses throughout the game, replenishing the account at the end of the mission. Equipment bought **must be returned** at the end of the mission, consumables such as drugs cannot be purchased. They zaibatsu wants its money back. Referee must adjudicate such things as portable missiles, grenades, etc.





In one smooth move Bosatsu pulled the auto pistol from its holster beneath his immaculate Ginza suit. He grabbed the guy's jacket and thrust the muzzle roughly up against his forehead. "You wanna play games? Then play with this! You're gonna love it - a 10mm jacketed flat-nose round that's gonna punch a hole in the back of your head the size of my fist and suck out what passes for a brain!" The man exhaled sharply. "Good - now tell me where I can find Kiroshi ..."

It is a fact of life that combat in 2225 Tokyo happens frighteningly frequently. And more than not, the street samurai of the zaibatsu are either dishing it out or soaking it up depending on the corporate policies of that particular day. Because of this, accuracy and detail are generally held back at the expense of speed of play. Every combat should be a furious few minutes of action with exploding concrete, stray bullets, shattering Plexiglas, shrapnel and gun smoke! The faster the combat is run the more atmospheric it will feel. Remember, this is not a wargame - get combat over with before the players realize almost what's going on. Just like the real thing ...

This sophisticated, fair and realistic initiative system from Cepheus Engine which determines who acts when, slows combat down significantly. This game replaces it with simultaneous actions, something that is super-fast to play out, although it does need a fair and careful hand from the referee.

GET IT STARTED ...

Range

Range within combat is measured in meters. When a combat begins, the referee must decide the starting range that separates the groups of combatants. For combat in tight quarters, such as inside an office complex or within an underground tunnel system, the starting range is usually less than 10 meters. The range for outdoor encounters is usually 20-80 meters.

Movement and Time

Characters and most ground-dwelling animals move at Speed 1 (6m) per round. Most can increase their speed to a run, and for all humans and many animals this will be Speed 2 (12m) per round. We measure time in 6-second combat rounds. In combat, which can be frenetic, the 6-second duration is not an absolute, however, and the combat round itself may just act as a 'turn ordering system', rather than units of set time. Everything's a blur in street combat...

Simultaneous Combat

Each combat round lasts around six seconds of game time. In a combat round each character gets to make one significant action. Actions are generally simultaneous. Few roleplaying game systems today employ simultaneous combat, but it is a fast and effective way of adjudicating who acts when. Actually, we call it simultaneous combat, but it is in fact a two-tier system. Melee combat is resolved first, followed by all firearms and ranged combat, the reason for this will become clear later. All those PCs who wish to attempt melee combat should do so, followed by any NPCs that wish to do so. All of the dice results and wounds are determined are then described by the referee. After this, any PC who wishes to engage in ranged or firearms combat should do so, followed by any NPC. All of the dice results and wounds are determined and then described by the referee. The players may find that

I can't fight!

You may have chosen to play a more technical character, like a software jockey, and that might mean you don't have a combat skill like Karate or Gun Combat. Does this mean you take a back seat to all the action? No. Very much no. We assume the zaibatsu that has hired you gave everyone a basic training course in firearms before you started. Effectively, when gameplay begins you already start with level 0 in Karate, Jujitsu, Bujutsu and Gun Combat. We even throw in Ground Vehicle at level 0 too - who can't at least drive a car?

Level 0 skills, you say... And what good is that - it isn't a number I can add to my roll! Well, that's true, but it means that for those combat activities your character will not receive that -3 penalty for trying something for which he has no skill. It means that only 1 point now separates you from a gangster with Gun Combat and martial arts skills at level 1. You might be a software jockey or a slick street dealer, but the Company gave you a gun and they want you to use it. Don't be afraid to get stuck in to a firefight or a punch-up on the streets of Tokyo.

See, you don't get out of it that easily.



two characters shoot one another, or stab one another, and the referee should let this stand, it happens enough in the real world to cause us little concern.

Melee attacks are resolved first to give them an edge. Should a guard with a shotgun walk around a corner straight into a character who is trying to disable a lock, that guard has a choice. Does he raise his gun and try to shoot the character, waiting until after the melee phase? Or does he participate in the melee phase and use his gun as a club? If he were an infantryman, he might even have a bayonet on his rifle with which he could make effective melee attacks. If he waits to shoot, however, he gives the burglar a free melee attack which may result in him being injured and suffer a penalty, or even disarmed.

If two characters shoot at each other and hit, they are both wounded. Clever killers use tactics to get around this rule. The most often used is the ambush.

Example: Murasaki is untying a hostage from a chair in an apartment, he has his auto pistol in his right hand. A Yakuza hitman walks unexpectedly into the room with a pump action shotgun. This is simultaneous combat. They are perhaps 5-6 meters apart, too far to engage in hand-to-hand combat. We go straight to simultaneous gunfire. The gangster rolls 8, +1 for his shotgun firing within 10m, and we subtract -2 because Murasaki is partially hidden behind the tied up hostage. A 7 is a miss.

Murasaki's player gets two attacks in a burst with his auto pistol, and rolls 8, +1 for skill, and then rolls 7 +1 for skill. Both attacks hit the gangster for 9 and 8. We add on the Effect of the rolls (how much extra we made the rolls by, for a bit more damage). The Endurance 9 gangster suffers 18 points of damage, and falls back against a full length mirror – shattering it – he is wounded, stunned for the next combat round and at -1 until healed. Murasaki leaps forward and kicks the shotgun away. 'Freeze!'

*This is **Zaibatsu**, however – chaos is our friend, how did Murasaki avoid those shotgun balls? Mmmm, did the hostage take some of the blast? The referee decides a saving throw is required, and rolls 1D6, on a 1-3 the hostage will be safe. We roll a 4, poor Oko (the hostage) takes 16 points of damage from the shotgun blast, leaving her wounded and with only 5 characteristic points left! (see the rule 'Firing Into Combat', later)*

Ambushing

Try lying in wait for your target and opening fire when your victim shows up. Your target can make a Routine (+2) Recon roll to spot you. Subtract the Recon skill of the ambushing character who is lying in wait. If the ambusher is not spotted, he or she gets a full free round of combat with which to pour as much flying metal into the victim as possible. Chances are the victim has to pull a weapon as well so you may even get two free rounds of combat. An ambushed target can duck into cover (forcing a -2 DM on the gunman) while pulling a gun in that second combat round.

Example: Murasaki helps Oko down the stairs to the rear door of the building. He suspects an ambush from another gangster and steps gingerly into the darkly lit alley, yellow and orange kanji painted as garish graffiti over the ferro-concrete walls. The referee does have a second gangster hiding behind a dumpster, with an auto pistol. Murasaki has to make an unskilled Recon roll to spot the ambush. He rolls 10 -3, +2, for a total of 9... success! He sees the breath of the gunman illuminated in the cold air and ducks back inside to head for the front entrance.

Significant Actions

A character that is free to act can make one significant actions per combat round.

Attack

The most common significant action is an attack. The basic attack action is trying to injure a foe with a hand-to-hand attack or a gun. The attacker declares his target, and then makes an attack roll using skill for a result of 8+; if successful, he deals damage to the target.

Coup de Grace

A character can use a melee weapon to deliver a coup de grace to a helpless opponent that is within close range. They can also use a ranged weapon to do so, provided they are adjacent to the target. The attack automatically hit and the opponent dies.

Cover

If firing from behind the shelter of hard cover, a character forces his attacker to take a
-2 DM on all his attack roll.

Dodging

A character who is being attacked may dodge, giving his attacker a -1 DM. If the character is diving into cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to -2.

Drawing a Weapon

A gun that is slung or holstered will take a full round to draw before use. You can move, duck or whatever while doing so.

Example: Murasaki and Bosatsu are sneaking up towards cops who have blocked off the street to prevent escape; the cops have auto pistols at the ready. They need to get past without being seen. The referee determines that they are spotted, and the shout goes out, "Over there! Shoot them!" Both Bosatsu and Murasaki duck for the nearest parked car. Each cop shoots at one of the agents (and gets two attacks each), but the range is over Effective (-2) and the agents are dodging into hard cover (-2). None of the cops rolls the 12+ needed to hit the two Haruna agents. Glass from the parked Suzuki showers the agents. The two men were able to pull out their own guns during the round that they dodged. Now a gun battle begins, with both sides taking cover behind their respective cars.

Miscellaneous

A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions or some combination thereof.

Movement

The character moves up to six meters. Difficult terrain, such as rubble, mud or thick under-brush can halve a character's movement, allowing him to move only three meters per movement action. Crouching also halves movement. To retain the fluidity of pace and fast action of street combat, the use of miniatures and battle maps is **not** recommended.

Reloading

If the referee is keeping track of mundane things like ammunition, then a weapon must be reloaded in cover or outside of combat and counts as one significant action.

Other Actions

Other types of action can take place during personal combat.

Free Actions

Some actions are so fast they do not even qualify as a significant action – shouting a warning, pushing a button, checking a watch, and so on. A character can perform as many of these free actions as he likes in a turn, although if he performs several the Referee may require him to spend a significant action on his various tasks.

Extended Actions

Some skill checks will take longer than a single combat round to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal combat round system. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armor). Failure indicates that this round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

GUN COMBAT

Roll 8+ to hit a target in ranged combat. Use the following DMs:

Unskilled			-3
Attacker's Gun Cbt skill			+ level
Over Effective Range			-2
Over 4x Long Range			-4
Close Range (Within 3 meters)			+2
Target Dodging			-1
Target Dodging into Hard Cover			-2
In Partial Hard Cover			-2
Autofire 4 rd burst			x2
Autofire 20 rd burst			X4
Shotgun/Flechette	within 10m	4D6	+1
	within 20m	2D6	-
	over 20m	1D6	-

Guns and Range

Types of firearms each have an Effective range given in meters. The difficulty of any firearms attack is made harder the further beyond Effective Range that a target is. Beyond Effective range the difficulty is -2, over 4x the range, the difficulty is -4. The limit of a gun's range is called Extreme Range (8x the Effective range).

Weapon Type	Out to Effective Range (-) DM 0	Out to Long Range (x4) DM -2	Out to Extreme Range (x8) DM -4
Hand-to-Hand	2m	-	-
Thrown	5m	20m	40m
Pistol	10m	40m	80m
Rifle	100m	400m	800m
Shotgun	10m	40m	80m
Assault Weapon	50m	200m	400m
Rocket	100m	400m	800m

FIREARMS

The applicable skill for using a firearm is Gun Combat skill.

Revolver [.357 Mag]						
Cost (¥)	Wgt (Kg)	ROF	Effective Range	Dmg	Lgth (cm)	Rds
5,000	1.25	1	10m	2D6+2	29	6

The revolver may look retro, but it is a cutting edge design. Yes, it is a revolver, but it is incredibly reliable and a misfire can be ignored with another pull of the trigger. This model fires a .357 Magnum round, one of the biggest of the handgun calibers.

Stun Gun						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
5,000	0.5	1	10m	special	18	5

Twenty-third century stun guns use focused sonic waves to disorientate and hopefully incapacitate their victims. They are a non-lethal alternative to handguns, easy to handle with no recoil, but useful only at short range. When hit by the Stun Gun, a target makes an Endurance roll. If failed, the target is unconscious for 1D6 minutes. If successful, then the target takes a -1 penalty to his actions for 1D6 minutes, but is otherwise free to act.

Auto Pistol [10mm Corta]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
5,000	0.74	1/4	10m	2D6+1	19	16

Auto Pistols in 2225 are all capable of rapid fire. They are virtually machine pistols capable of being holstered. They are very effective at short ranges and are also capable of single-shots. The 10x22m Corta rounds have a lethality that is appreciated by security forces and police units across human space, but the round is still just about manageable in burst mode.

Bullpup Rifle [6.50mm]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
10,000	3.3	1/4	50m	3D6	75	25

The modern military rifle is a light-weight assault rifle in a bullpup configuration. The technology that shrunk the submachinegun to handgun size also shrunk the fully-automatic military rifle down to SMG size. The 'bullpup' nickname comes from the layout, the magazine is behind the trigger, not in front. Bullpups fire the standard 6.50mm military rifle round. The gun is sold fairly cheaply and found in service with a host of security forces and the armed forces of many nations. It incorporates a carrying handle and a simple vacuformed clamshell body. Perhaps contributing to the weapon's popularity is its light weight, reliability and its ease of use.

Combat Laser						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
35,000	4.2	1	100m	4D6+2	80	10

This portable military laser is the size of a 21st century battle rifle and creates a very rapid temperature change in the target causing it to violently explode. On a trigger pull, the liquid metallic suspension battery charges a fast-discharge generator which briefly stores then releases that energy as a pulse. The high energy, short-duration beam causes instantaneous and extreme temperature change in a target's surface causing vaporization and thermal shock. The rifle is used for precision sniper attacks at extremely long range, and to target this long range weapon it has been fitted with a sophisticated, gyro-stabilized electronic sighting system. The battery slots into the underside of the stock. A bipod is fitted.

Pump Action Shotgun [12 gauge]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
6,000	3	1	10m	4D6	76	4

The shotgun has generally been superseded by the sophisticated riotgun, but a particular short-barrel pump-action version has continued in use with worldwide police forces, security companies and military units. It is in essence, the bare bones of what a shotgun needs to be, cutting everything down in size to create a very handy and easily used weapon, in buildings, streets, jungles, starship corridors and mining

installations. The gun is pump-action, and includes a folding stock. It is capable of being concealed under long, loose clothing. A tubular magazine inserted beneath the barrel holds 4 shells.

Light Machinegun [8.85mmCL]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
23,000	6.2	1/4	100m	3D6+3	86	100

The light machinegun is fitted with a bipod and 100-round ammo hopper for sustained fire. The LMG fires the modern high-velocity 8.85mm discarding sabot bullet at 1200 meters per second. Each caseless 5.60mm sabot round is embedded deep within a polymer casing (of 8.85mm caliber) that is packed with consolidated propellant - this is ignited by the LMG's electrical firing mechanism. Often fitted to military vehicles and jump jets. The applicable skill is Gun Combat.

Riotgun [20mm]							
Cost (¥)	Wgt (Kg)	ROF	Ammo Type	Range	Dmg	Lgth (cm)	Rds
20,000	3.8	1/4	Flechette	20m	4D6	81	8
			Azide (High Explosive)	50m	4D6		
			Tranquilizer	50m	special		
			Tungsten Core (Anti-Armor)	50m	3D6		

Forget shotguns, they're just **so** old-fashioned. Retro, man. Today's riotgun is a bullpup design, with a box magazine, and its caseless ammo has several different possible loadings. Normal steel shot has been replaced by a swarm of finned needle projectiles called flechettes, and nicknamed 'beehives'). The applicable skill is Gun Combat.

- **Beehive** – Provides a +1 to hit if the victim is within Effective Range; damage is 4D6. Named after the sound the rounds make in flight. Range 20m
- **Azide (High Explosive)** - Single heavy explosive bullet doing 4D6 damage, Effective Range 50m.
- **Tranq** - This knock-out round does no damage of itself. The victim must make an Endurance roll or is paralyzed, and knocked out in 1 combat round for 2D6 minutes. A successful Endurance roll indicates only drowsiness (-2 on actions) for 2D6 mins. Range 50m.
- **Tungsten Core** - An armor piercing solid-slug that punches through armor. It does 3D6 damage and ignores the first 5 points of armor. Its range is 50m.

HEAVY WEAPONS

The applicable skill for using a heavy weapon is Heavy Weapons skill.

Flamer						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
5,000	2.5	4	10m	2D6	70	6

The flamer ignites a jet of thickened napalm which it squirts forward out of the barrel. The direct fire range of the weapon is only 10m, but any target hit is automatically on fire. Targets beyond 10m (and out to its maximum allowed range of 40m) can only be hit by indirect fire, angling the weapon at an angle and letting the jet of napalm fall on the target. The victim takes 2D6 damage immediately. In each subsequent round, the burning character must make a Dexterity check. Failure means he takes another 2D6 damage that round. Success means the fire has gone out. The character on fire may automatically extinguish the flames by jumping into enough water to douse himself, spraying himself down with a fire extinguisher, vent all atmosphere or otherwise smother the flames.

Minigun [6.50mm]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
60,000	15	20	50m	3D6	104	25 bursts

A barely portable very-rapid fire machinegun designed around 5-rotating barrels, and a backpack power and ammunition module consisting of a 500-round, factory-packed, and disposable cassette mounted to a holding rack. Linked ammunition is fed through a flexible chute to the gun. The power module contains a 24-volt nickel-cadmium battery, and 0.60 kW motor with solid state electronic controls. Unless the battery is plugged into a vehicle's power supply, it is depleted after firing 1,000 rounds. The Minigun is an exclusively military support weapon, designed for use on helicopter and jump jet doors, as a secondary weapon for tanks and APCs. Two infantryman are able to carry the Minigun on the battlefield to carry out supporting fire, along with its power pack, ammo cassettes and tripod. It was inevitable that such a brash, over-the-top and intimidating weapon would find a use on the streets of 23rd century Tokyo.

Range of the Minigun whilst carried and fired by one man is 50m as listed. A tripod or vehicle-mounted Minigun has an Effective range of 100m. It is huge and bulky and totally unconcealable. The referee may want to impose a minimum Strength required for the use of the Minigun in street warfare (perhaps 9+).

Grenade Launcher [30mm]						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg	Lgth (cm)	Rds
8,000	4.5	1	50m	varies	80	6

This rocket-assisted multi-purpose 30mm grenade launcher is a semi-automatic weapon firing one grenade for each pull of the trigger. It has a six-shot magazine forward of the trigger assembly, a retractable stock and forward grip under the barrel. It takes two minor actions to reload a grenade launcher. Grenades for the grenade launcher are not interchangeable with hand-held grenades. The weapon fires from a closed bolt, gas operated mechanism and its scope features an integrated laser rangefinder and a ballistic computer, which calculates where the grenade will land and will also guide the grenade (when using M5 laser-guided HE grenades) or sets them to explode at a certain distance (when using M6 fragmentation airburst grenades).

SRAM (Short-Range Anti-Armor Missile)						
Cost (¥)	Wgt (Kg)	ROF	Range	Dmg (anti-personnel)	Lgth (cm)	Rds
20,000	3.2	1	100m	6D6 (3m)	64/90	1

The SRAM is a disposable missile that is easily carried in the field by a single infantryman. When carried it is 3.2kg in weight and only 64cm long, telescoping out to 90cm for use. To counteract the recoil of the weapon, the missile launcher channels exhaust backwards in an explosive back blast. Anyone up to 2 meters behind a rocket launcher when it fires takes 3D6 damage from the exhaust. The weapon contains a High Explosive Anti-Tank warhead for the destruction of armored vehicles and is guided on to the target by an on-board infra-red guidance system.

To fire, the user makes a Heavy Weapons roll with a +3 DM to hit unless the guidance computer cannot lock on, is confused by decoys or has no IR signature to identify (such as with a bunker or supply dump). It has a primary blast radius of 3m - anybody caught within that radius will suffer 6D6 damage, further out to 10m any personnel will sustain 3D6 damage.

Firearms Accessories

The following options are generally available for certain ranged weapons.

Underslung Grenade Launcher - An underslung 30mm grenade launcher can be added to any rifle. This grenade launcher has a magazine of one grenade, cannot fire on automatic and takes one combat round to reload.

Laser Sight - Integrated optics and red-dot laser sights give an extra +1 DM bonus to *any attack that has been aimed*.

Suppressor - A suppressor can be added to any non-energy weapon with a ROF of 4 or less, partially masking the sound produced by firing.

Scope - High-quality telescopic sights with image intensification and low-light capabilities for night-shooting. These are attached to the upper surface of firearms, in order to increasing their accuracy, especially at longer ranges. A weapon equipped with such sights gains an extra +1 DM bonus to *any attack that has been aimed*. Scopes are delicate, however, and may be jarred out of alignment by any violent action (such as being dropped) on an 8+ on 2D6. When the sights go out of adjustment, the firer will always miss.

Accessory	Cost (¥)	Wgt (kg)
Laser Sight	2,000	1.5
Scope	10,000	0.8
Suppressor	3,000	--
Underslung Grenade Launcher	10,000	1

GRENADES & MINES

A grenade is a small explosive device designed to be thrown by hand (Effective Range 10m) or launched from a grenade launcher (Effective Range 50m). Hand grenades and 30mm grenades used in launchers are not inter-changeable. Hand grenades have a 4-second delay. A number of grenades are described below, with the price for a case of **six** grenades.

Weapon	Cost per Case (¥)	Wgt	Damage
M1 Smoke HC	900	0.5	Special; see description
M2 D-Gas	1,500	0.5	Special; see description
M3 Stun	1,800	0.5	Stun; see description
M4 Fragmentation	1,500	0.5	5D6/3D6/1D6; see text
M5 High Explosive	1,800	0.5	5D6; halves vehicle armor
M6 Airburst	1,800	0.5	5D6/3D6/1D6; see text

M1 Smoke HC Grenade – The M1 smoke grenade creates a thick cloud of colored smoke six meters in radius, centered on the location of the grenade. This smoke imposes a –2 DM on all attacks within or through the cloud (doubled for laser weapons). Smoke dissipates in 1D6x3 rounds, although high winds and other extreme weather can sharply reduce this time.

M2 D-Gas Grenade – The M2 riot agent grenade creates a cloud of fentanyl-derivative gas six meters in radius, centered on the location of the grenade. This fentanyl-analog will typically incapacitate anyone within the cloud that is not wearing

breathing equipment. Victims must make an Endurance roll to avoid being knocked out for 1D6x10 minutes. Success means the victim suffers a -2 on all actions, but is otherwise free to act. An Exceptional Failure (Effect of -6) indicates serious injury - the victim suffers 2D6+2 damage. The gas will dissipate in 1D6+3 rounds, although high winds and other extreme weather can sharply reduce this time.

M3 Stun Grenade – The M3 stun grenade is non-lethal and does not inflict normal damage. A character within six meters of a stun grenade detonation must make an Endurance check and if failed the character is incapacitated for 1-3 rounds. If the Endurance check is successful, the character is unaffected by the weapon.

M4 Fragmentation Grenade – A core of high explosive is surrounded by a layer of notched wire which fragments on detonation. The damage from fragmentation grenades decreases with distance from the blast.

Distance	Damage
3 meters	5D6
6 meters	3D6
9 meters	1D6

M5 High Explosive Grenade – This is only available as a 30mm round for a grenade launcher and cannot be hand thrown. The M5 HEAP (High Explosive Armor Piercing) grenade is able to penetrate light armor and can inflict serious damage against lightly armored and civilian vehicles as well as bunkers, buildings and fortifications. It will ignore the first 8 points of vehicle armor and then inflict 5D6 damage. It has a blast radius of 5m and anybody within that radius will suffer 2D6 damage. Fired from the Grenade Launcher, this grenade is laser targeted and will try to home in on any target designated by the firer using the weapon's integral laser painter. This provides a +1 to hit.

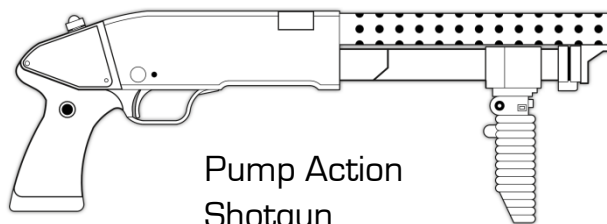
M6 Fragmentation Airburst Grenade - This is only available as a 30mm round for a grenade launcher and cannot be hand thrown. The M6 has similar properties to the M4 Fragmentation grenade, but it can be commanded to detonate in the air above a target, once the firer has established range to the target using the launcher's laser designator. This negates the defender's -2 for shooting from cover, and negates hard and total cover for a character who considers himself completely safe.

Limpet Mines

These mines are pre-primed, shaped charges are fitted within a saucer shaped housing. They can be attached to any surface via a jellied glue exposed when a protective film is removed. The mine can be set to detonate up to 3 hours ahead or command detonated from 100 meters away. It will ignore the first 8 points of vehicle armor and then inflict 6D6 damage. It has a primary blast radius of 3m, anybody within that radius will suffer 4D6 damage. Anyone within 10m will suffer 2D6 damage. Cost: ¥5,000. Weight: 2 kg.



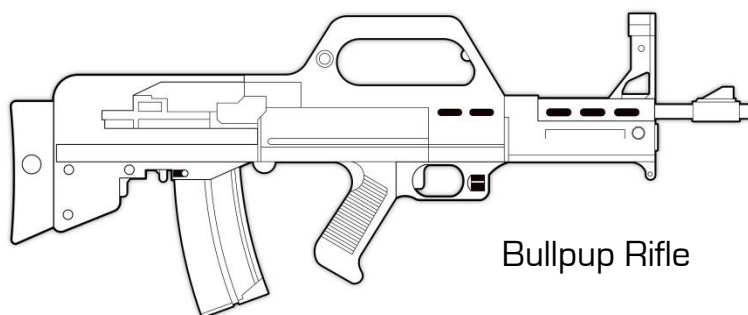
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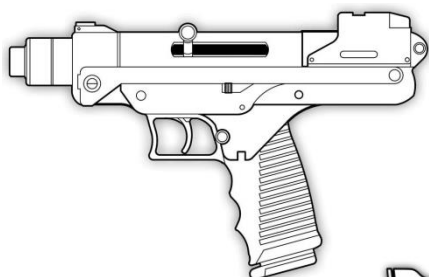
Pump Action
Shotgun



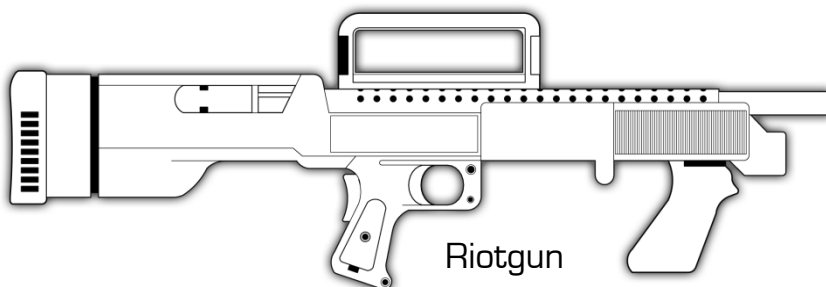
Stun Gun



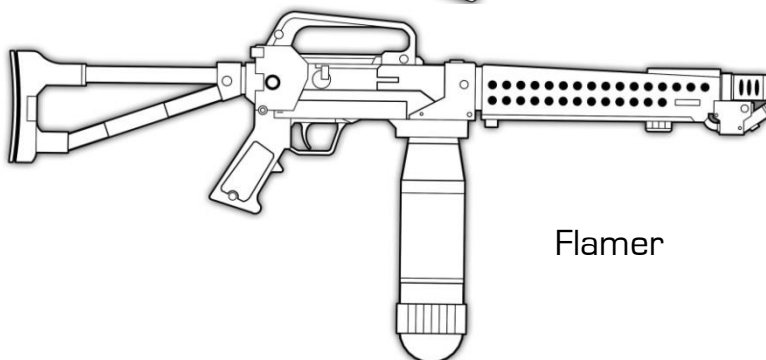
Bullpup Rifle



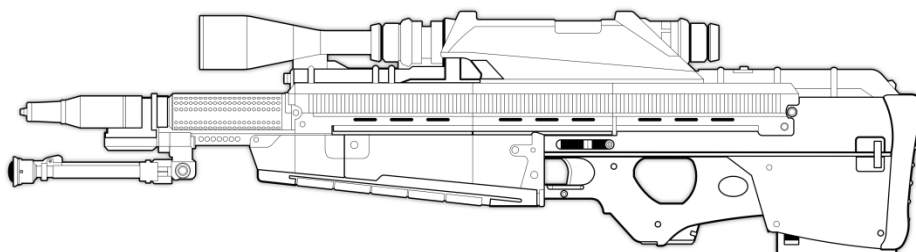
Auto Pistol



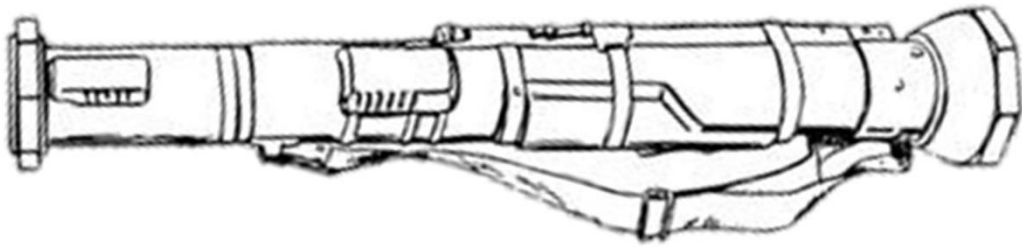
Riotgun



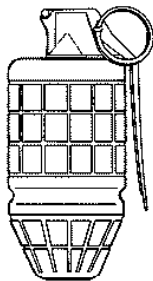
Flamer



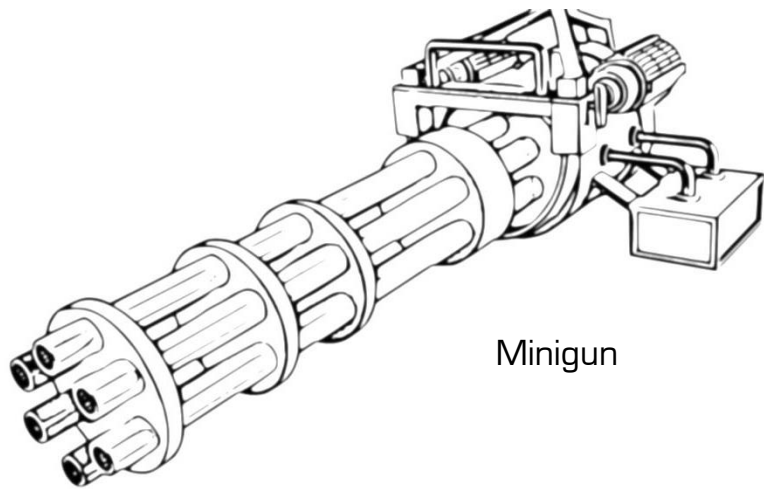
Combat Laser



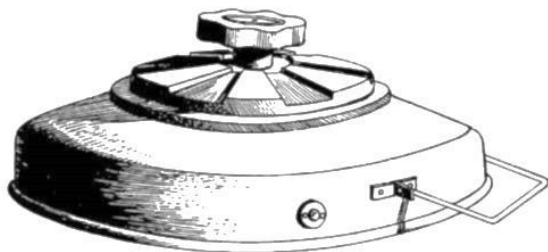
SRAM Disposable Launcher



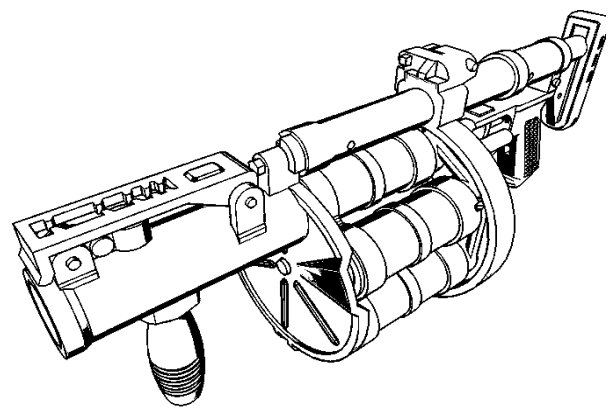
Grenade



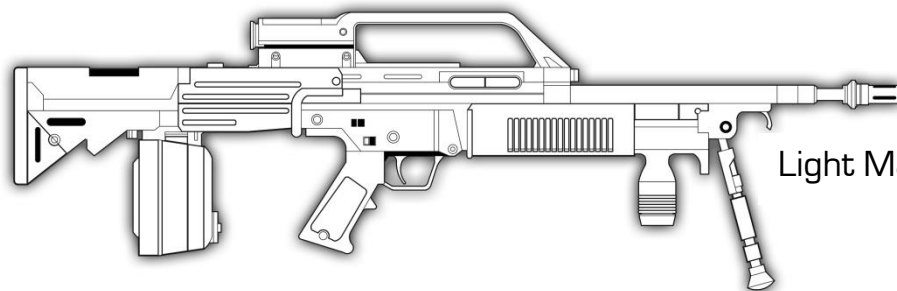
Minigun



Limpet Mine



Grenade Launcher



Light Machinegun (LMG)

MARTIAL ARTS COMBAT

There are three martial arts skills in **Zaibatsu**: Bujutsu (blade or blunt weapons), Jujitsu (non-lethal) and Karate (unarmed strikes) - but aren't these skills out-of-date when even the cheapest street kid packs a fully automatic pistol? Not really. It takes a round to draw a gun, no time at all to punch someone. And even then, anyone trying to fire a gun at someone who is going to punch them, must wait till the attack is made and risks having his gun knocked out of his hands if hit.

Hand-to-hand attacks always go first, so if the target is within 3m (hand-to-hand range) then this is the best thing to attempt. Whether under attack from hand weapons or from a Karate strike, the defender can use any **ONE** of his Bujutsu, Jujitsu or Karate skill scores as a negative DM to 'parry' or 'duck' the blow.

Roll 8+ to hit a target in melee combat. Use the following DMs:

Unskilled	-3
Attacker's Karate or Bujutsu skill (as relevant)	+ level
Defender's Karate, Jujitsu or Bujutsu skill	- level
Unarmed 'Powerstrike' (+2 Stuns)	-2

Damage Inflicted

Unarmed combat damage, whether from a Karate strike or a Jujitsu throw, usually inflicts *Stuns*, not damage. When the number of Stuns received by a victim equals Endurance then he or she is knocked senseless for 3 combat rounds. When the victim comes around the Stuns are all removed, but he must apply 3 points to his Endurance as normal damage. In this way martial arts attacks can have a powerful effect in combat, but are not terribly lethal.

A Power Strike is also possible, typically a powerful punch or roundhouse kick that does 1D6+2 Stuns, but at the cost of a -2 DM to the attack roll.

Blade and bludgeoning weapons do the stated damage to the victim's Endurance (and any excess going to Str or Dex) as with gun combat.

Parrying

A victim being attacked in melee by someone with a weapon can automatically try to parry those attacks. This is represented by applying either the victim's Bujutsu, Jujitsu or Karate skill level as a penalty DM to the attacker's chance to hit, no matter whether or not his or her attacker is armed or unarmed.

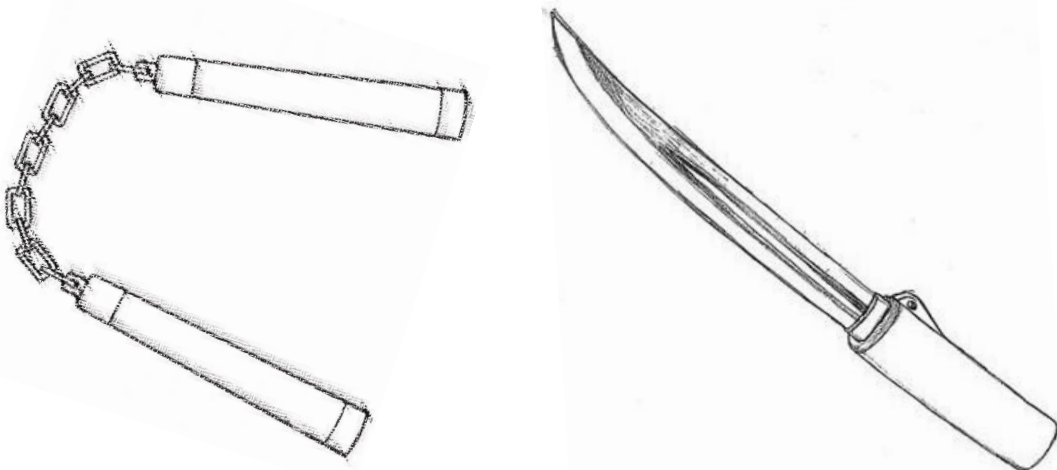
The Smack Down - Jujitsu

An unarmed Jujitsu attack can be used to grab the victim for some effect other than hitting them (the player decides before the dice are thrown). Decide whether to:

Throw the Victim	Thrown 1-3 meters; inflicts 4 points of Stun (+1 if Str 9+).
Drag the Victim	Drag a number of meters up to ½ the attacker's Str (rd down) in one combat round.
Disarm the Victim	Force him to drop his weapon; if the attacker makes a Str roll he even gets to take the weapon for himself. Cool!
Hold the Victim	Hold him immobile; until the grappler's attention is diverted, at which point he may attempt to break-away with a Str roll.

Martial Arts Weapons

Example: Oyama (physical characteristics B89) finds his way out of the night club blocked by one the doormen (888). He's got to get out of there before the cops come and so he karate punches the doorman. He adds Karate 1, needs 7 but gets 11, a hit doing 5 Stuns. Doorman, meanwhile is trying his own moves... I'm not adding any skill bonus in for this mook, but I do subtract Oyama's Karate skill from his attack roll, representing Oyama's blocks and counters. So the doorman requires 9+. He rolls 11. Great! Oyama suffers 2 Stuns. In round two, Oyama achieves a 7, to inflict another 5 Stuns (that's 10 Stuns, now, inflicted on the doorman, but his Endurance is only 8 – he goes down, flailing backwards into a waitress carry a huge tray of bottles and glasses. Ouch!) He'll be down for 3 rounds, giving Oyama the time he needs to escape. But – this is simultaneous combat, the doorman gets his karate move in before he goes down: we roll a 10, he inflicts 5 Stuns on Oyama, for a total of 7 Stuns ... just not enough to reach Oyama's Endurance of 9. Oyama flees the club.



Weapon	Cost (¥)	Wgt (g)	DM	Damage	
Unarmed Strike	--	--	+0	1D6 Stuns	(+1 if Str 9+)
Power Strike	--	--	-2	1D6+2 Stuns	(+1 if Str 9+)
Combat Knife	800	250	--	2D6+1	(+1 if Str 9+)
Club	--	1000	--	2D6	(+1 if Str 9+)
Fighting Chain	300	2000	--	2D6	(+1 if Str 9+)
Katana (Retracts)	5,000	1,000	--	2D6+2	(+1 if Str 9+)
Nekode	5,000	1,000	--	2D6+1	(+1 if Str 9+)
Nunchaku	600	1,000	--	2D6	(+1 if Str 9+)
Tanto, Dagger	1,000	250	--	2D6+1	(+1 if Str 9+)

Unarmed Strike: A karate punch doing 1D6 Stuns (+1 if Str 9+).

Power Strike: A powerful strike, either a punch or roundhouse kick perhaps. It does 1D6+2 Stuns (+1 if Str 9+), but at a penalty of -2 to hit.

Combat Knife: A military-style combat or survival knife, with a serrated edge.

Club: Any meter-long wood or metal pole used as a weapon.

Fighting Chain (Manriki o Kusari-fundo): A one meter chain used as a fighting weapon, it is easily concealed, yet does as much damage as a club.

Katana (Retracts): Made fashionable by the Yakuza in recent decades, a steel katana or samurai sword, designed to retract into the handle for maximum concealability. An illegal weapon, on a par with a damage potential of a firearm.

Nekode: These are gauntlets featuring long, retractable fighting claws.

Nunchaku: The weapon made famous by Bruce Lee in many of his movies, it comprises two short, heavy clubs joined together by a short steel chain, easily concealed.

Tanto (Dagger): Like the katana, a modern blade that copies a samurai original. The tanto is almost a katana in miniature, roughly 15-25cm long.

THROWING WEAPONS

To throw a dagger, grenade or anything else, **roll 8+** and use the following DMs:

Dex 9+	+1
Dex 5-	-1
Attacker's Bujutsu skill (if throwing a blade weapon)	+ level
Over 10m Effective Range	-2
Over 40m Long Range	no

BODY ARMOR

The armor rating for a set of armor is equal to the amount of damage reduced by the armor when you are hit in combat. Unless otherwise noted, only one type of armor can be worn at a time. Armor Size counts against the 8 things that any agent can comfortably carry around with him.

NOTE: When hit by **multiple attacks in one round**, allow the Vests to reduce the damage from only **ONE** of those attacks. They are not magical bullet shields.

Armor Rating (AR)

The amount of damage reduced by the armor when an attack strikes the character.

Armor Type	Brand Leader	AR	Cost (¥)	Size
Concealed Vest	Stern C Concealable Vest	4	5,000	1
Ballistic Vest	Stern B Ballistic Vest	5	4,500	2
Rigid Armor Plate	Enforcer Rigid Plated Armor	9	32,500	3

Armor Descriptions

Enforcer M21 Rigid Plated Armor: Enforcer Armaments Corporation produces ERPA or rigid plated armor that is made of a composite alloy shell - mainly titanium aluminide alloy over a layer of boron carbide resin fixed to a core of carbon-fiber. A Kevlar/Salar woven liner rounds off the protection. It comes in the form of a helmet; a full-torso, clamshell-style, rigid body shell; and a set of lower leg guards. The Enforcer M34 Helmet features microphone, tactical camera, slide-down protective visor and an integral Zenith PRC-45 short-range radio. This is exclusively military or paramilitary.

Stern B Ballistic Vest: This tactical vest protects the torso, and is worn over clothing. Made of woven Salar and Kevlar ballistic cloths, with hardened light-weight K-type ceramic inserts, the vest is good for protection against low-caliber rounds and high-velocity fragmentation. In a variety of colors, or camo patterns. Includes lots of pockets for carrying ammo and equipment.

Stern C Concealable Vest: A light-weight soft ballistic vest for the torso made of impact resistant Salar and Kevlar fibers. The fabric absorbs impact energy and spreads it over the torso, which can result in bruising. It can be effectively concealed under normal clothing although observers making an Intelligence roll will notice something unusual.

WOUNDING & DEATH

Damage and wounding in **Zaibatsu** are broadly similar to those in the Cepheus Engine. Follow these steps:

- 1) Subtract any Armor points worn from the attack damage
- 2) Reduce Endurance by the amount left
- 3) When End is 0, the victim is **Wounded** and knocked over for 1 round.
- 4) If more damage is suffered, reduce Str or Dex appropriately (player's choice)
- 5) When a second characteristic is reduced to 0, the victim is **Seriously Wounded** and knocked unconscious for 2D6 minutes.
- 6) If all three characteristics are reduced to 0, the character is **Dead**

How Badly Injured Are You?

Guidelines for interpreting the different wound states follow.

Wound Type	Effect
Minor Injury	Cut or bruised, but unaffected
Wounded	Knocked down to the ground for one combat round, and now at -1 all actions until healed.
Seriously Wounded	Knocked out for 2D6 minutes and suffering bleeding or other trauma. It doesn't look good. Victim will deteriorate, suffering 1D6 damage every hour unless medic makes an Average (0) Medical roll.
Dead	Dead is dead.

Medical Attention

More serious wounds require more complex treatment.

Wound Type	Attention Required
Minor Injury Wounded	Gain 1 point of End per hour of rest. Routine (+2) Medical roll will add +2 points for that injury only and remove a Wounded character's -1 penalty. DM: -2 if no first aid kit available.
Seriously Wounded	Knocked out for 2D6 minutes, when awakens all characteristics at 0 are set to 1. Victim will deteriorate, suffering 1D6 damage every hour unless medic makes an Average (0) Medical roll. DMs: 0 if using advanced trauma kit, -2 if using a first aid kit, -4 if no medical tools available. Make this roll every hour until successful, or the victim dies. If successful, character begins to regain 1 characteristic point per day, or zero per day if not resting.

SPECIAL CASES

The following are special considerations in Combat.

Ammunition

To simplify book-keeping and keep combat fast-paced and breathless, ignore ammunition supplies. What?! Honest, it works fine, just assume that these toughened street hombres carry whatever ammo they need for the job in hand, and scavenge more when they need it. Only on a fumble roll (a gun attack roll of double-2, before any bonuses added) will the gun go 'click' and the agent start panicking. If that was his first shot, then his gun jammed. Now instead of people counting off bullets, you have lots of dramatic gun jams and really panicky moments! Ammo values for weapons have still been included for completeness.

The table below provides the details of ammunition used by the guns in this chapter. This table provides the information relevant to a single reload of the weapon, typically a full box magazine (in most cases).

Ammunition for Which Firearm	Cost (¥)	Wgt (kg)	Rounds
Auto Pistol	100	0.16	16
Bullpup Rifle	200	0.5	25
Combat Laser	750	1.0	10
Flamer	600	1.5	6
Grenade Launcher	1,800	0.5	6
Light Machinegun	750	0.88	100
Minigun	5,000	8.0	500
Pump Action Shotgun	100	0.4	4
Revolver	50	0.12	6
Riotgun	300	1.0	8
Stun Gun	1,000	0.1	5

Battlefield Conditions

Certain battlefield conditions affect ranged attacks:

Darkness. Low light gives a –1 DM to ranged attacks. Complete darkness gives a –4 DM. Light penalties can be avoided by using sensors to target instead of the naked eye.

Smoke or Fog. Smoke gives a –1 DM to ranged attacks by obscuring the target; especially thick and impenetrable smoke gives a –2 DM. These penalties are doubled for laser weapons.

Blind Firing

Blind firing works exactly like any other form of firing (including automatic), but it always treats the firer as having Level 0 in that weapon's relative skill. Additionally an extra die is thrown when firing, but before any calculations are made the highest die (or one of the highest, in case of a tie) is removed completely. Any successful attack(s) needs to then have a die rolled to randomly choose which eligible target in the firing line is hit – whether friend or foe.

'Busting Caps'

Fully automatic fire is expressed as a typical 4 round burst of gunfire which grants **TWO** attack rolls on the target at the normal skill chance. Alternatively, this second attack roll can be used against one other target adjacent to the main target. Roll even if the adjacent target is your buddy... or a hostage ... The extraordinary Minigun has a twenty round burst, which gives it **FOUR** attack rolls in total.

This ability to hit or threaten adjacent targets simulates both collateral damage as well as suppressive fire.

AutoFire Level	No. of Attacks On the Target
Single Shot	1 Attack
4 rd burst	2 Attacks
20 rd burst	4 Attacks

Covering A Target

You've stepped out of a doorway to hold the bad-guy up with a gun. He can't pull on you, it'll take a round, and you will shoot him dead (remember that +2 for close range gunfire?). So he must wait for some distraction, then pull his gun using a Dexterity roll and then go for a round of simultaneous combat, OR wait for some distraction then make a Dexterity roll to lay into you with fists and feet before you can fire. The only way to stop him doing any of this is to take his gun, and tie-wrap his wrists together. Note: if he fails that Dexterity roll, you notice in that split second and can shoot him if you so wish.

Firing into Combat

If a character is firing a weapon at a target that is touching or directly adjacent to a friendly combatant, then the attack suffers a -2 DM. If the attack misses, roll 1D6. On a 4+, the attack hits the nearest other combatant to the original target.

Shotguns and Flechettes

Shotguns often fire shot (and riotguns fire flechettes) that spread as it leaves the barrel, increasing the chance to hit. Also, as the shot/flechette cloud disperses, the potential damage of that attack reduces. Because of this a shotgun or flechette attack gains a +1 out to Effective range and does 4D6 damage. It does 2D6 damage out to Long Range, and inflicts 1D6 out to Extreme range. The damage for shotguns and flechettes (as well as all of the factored range DMs) are included in a special section on the table of to hit Die Modifiers (page 62).



VEHICLES IN COMBAT

Killing Vehicles

Roll to hit a vehicle on **8+**; use the Gun Combat DM's, and gain a +1 DM due to hit most vehicles because of their size.

When a gunman fires at a vehicle, all he wants to know is: did I stop it? **Zaibatsu** uses a simple system of damage accumulation. Enough damage inflicted on a vehicle will invariably cause the thing to explode, fitting the dynamic and colorful nature of the game. Three figures are given below for a variety of vehicles; the first is Armor Points, the second is the Disable Value and the third is the Destruction Value. Armor points of a vehicle are subtracted from the damage caused by an attack. The damage that is then inflicted on the vehicle is added to previous damage suffered by it. When this total reaches the Disable or Destruction Value then the referee should roleplay the consequences.

Disabled (Disable Value = 0) Disabled vehicles have no power, the engine cuts out and control is lost. A car crashes (allow a Ground Vehicle or Hovercar roll to avoid!), a hover car plummets to the ground, etc. Everyone on board takes whatever damage is sustained from the crash (see later).

Destroyed (Destruction Value = 0) Destroyed vehicles catastrophically explode! This means sayonara buddy! All aboard immediately suffer 6D6 damage, forget drive rolls - you're toast! What's left of the vehicle will quickly come to a halt.

Vehicle Size		
Vehicle Size	Disable Value	Destruction Value
Tiny	10	20
Small	15	30
Large	30	60

Vehicle Armor	
Vehicle Type	Armor Value
Softskin	2
Light Armor	12
Heavy Armor	24

Typical Tokyo Vehicles

Motorbike	Tiny Softskin
Electric City Car	Tiny Softskin
Car	Small Softskin
Sports Car	Small Softskin
MPV (Multi-Purpose Vehicle)	Small Softskin
Van	Small Softskin
Armored Limousine or Car	Small Lt Armor
Truck	Large Softskin
Hovercar	Small Softskin
Hover Wagon	Large Lt Armor
APC (Armored Personnel Carrier)	Large Lt Armor
Main Battle Tank	Large Hvy Armor

Targeting Passengers or Drivers

To hit a person on-board a vehicle, use the normal rules, with the target counted as being under cover (-2) and moving (-2). Subtract only the Armor Value from damage inflicted. Use the rules for Firing Into Combat, ie. if the attack misses, roll 1D6. On a 4+, the attack hits the nearest other combatant to the original target, due to the difficulty of seeing the target and of the vehicle's movement.

Vehicle-Mounted Weapons

Weapons mounted on vehicles are limited in what directions they can fire. A weapon mounted in the front arc, for example, can only fire into a 90° area in front of the vehicle. Weapons in turrets can fire in any direction.

Stunt Driving

There are two vehicle skills commonly in use in Tokyo – Ground Vehicle and Hovercar. These are all significant actions that the driver of a vehicle can take when his turn arrives:

- *Evasive Action*

The driver may declare that he is taking evasive action when his turn arrives. He makes a skill roll (skill determined by vehicle) and the Effect acts as a –DM to all attacks against the vehicle or its passengers. The Effect also acts as a –DM to any attacks made **from** the vehicle as well. This lasts until the driver's next action.

- *Maneuvering*

A driver or pilot can maneuver his vehicle without making a skill check. This allows the vehicle to avoid large or obvious obstacles, to get where it is going, to move out of one fire arc of an enemy vehicle and into a different one, or to change the fire arc that a single target is in.

- *Ram*

Deliberately driving a vehicle into someone or something requires a significant action and a successful skill roll (skill determined by vehicle). Rams are affected by dodging as normal. The referee may grant bonuses to a ram attempt or declare it automatically successful if the target is particularly large. When two vehicles collide, the larger vehicle inflicts the ram damage listed on the High Velocity, Full-Body Impacts table (below), while the smaller vehicle inflicts half that damage. Two vehicles of equal size both take the full ram damage.

- *Stunt*

With a significant action and a successful vehicle control check the driver or pilot of a vehicle can do pretty much anything it is possible to do in his vehicle – stand a car up on two wheels, perform stunning aerobatics in a jet plane, or skim a speedboat over a low sandbar. A stunt can be used to put a single target into one additional fire arc for one round, to set up some other skill check, with the Effect carrying over to achieve something that would normally be difficult or impossible in your vehicle, to achieve up to three maneuver actions in one go, just to show off, or anything else you can imagine.

- *Weave*

In an environment with many obstacles, such as an inner city street, a driver or pilot may choose to weave his vehicle in and around the obstacles at high speed in order to evade pursuit. The driver chooses a weaving number, as low as one or as high as one per 20 km/h of speed (round up), and must then make a skill roll with the weaving number as a penalty on his roll. If he fails, he has woven into an obstacle and crashed. If he succeeds, any pursuers must choose a weave action on their turn and make their skill test at the same penalty with the same consequence for failure. Alternatively, they can choose to break off pursuit and either give up or try to reacquire the target later.

High Velocity, Full-Body Impacts

Put another way, accidents... high speed crashes in vehicles or falling from buildings

...

Vehicle Crash	30-40 mph	41-50 mph	51-60 mph	61-70 mph	Over 70 mph
Falling	4-8m	9-15m	16-30m	31-60m	60m+
Passenger Wound Level	2d+2	4d+4	8d+8	10d+10	12d+12
Ram Damage Inflicted	3D6+6	5D6+6	6D6+6	7D6+6	8D6+6



Example: A team from Haruna have arrived outside a bar in their team car to snatch a Yakuza accountant as he leaves. They have not noticed a blacked-out limo parked further up the curb. Oyama, the shaven-headed burakumin, steps out to hold the accountant up by gunpoint (auto pistol). His companion runs for it and the accountant looks terrified and starts backing away. Oyama tries to grab him (even though his Jujitsu is 0), and succeeds. He starts to drag him away, just as Akagi drives their car a bit closer and Chiyo, the team ninja jumps out to help.

Then two doors on the limo open and the accountant's two bodyguards get out of the car, one holding a bullpup rifle and the other a flamer. The Haruna team see this. And we go to simultaneous combat. Both Chiyo and Oyama already have their auto pistols

at the ready. She shoots the guy with the bullpup (in cover, -2, behind the limo door, she gets two attacks both at +1 for skill) for rolls of 6 and 9 (the latter attack hits). He takes 7 points to his Endurance of 8 but is only grazed or distracted, perhaps by broken window glass. Meanwhile he is making a single shot at Oyama (-2, he doesn't want to hit his boss). His roll of 6 misses, and with a check on a 1D6 discovers he doesn't hit his boss. Our friend with the flamethrower gets two attacks, one at Chiyo and one at the team car, the girl on 8+ and the car at 7+ (I get a +1 because vehicles are bigger than people). Note that I'm not adding in any skill levels for the bad guys. This happens a lot when I think the combat is pretty deadly anyway... Chiyo isn't hit, but the car is. After 2 points of armor are subtracted, it suffers 5 points of damage (toward the crucial 15 point Disabling Value damage total) and will suffer another 2D6 next round from burning paint/plastic, I rule. Oyama's turn, he shoots at the flamethrower, for 8+, he has no skill but luckily the bodyguard has had to step away from the limo to use the flamer (so, no cover penalty there). Oyama rolls twice, with one hit and the flamethrower suffers 6 points, hurting him but not dropping his End to zero.

Next round. Oyama doesn't intend to shoot, but hustles the accountant towards the team's burning car, keeping his prize in front of him. The flamer tries the same tactic, shooting at both Chiyo and the car, but he misses both. The car still takes another 6 points of damage from the burning going on (11 points in total!). Chiyo wants to nail him and rolls both her attacks. With her skill of +1 she needs 7+ and gets one hit on him, reducing his End to zero and knocking him to the curb for a full combat round. As he goes down the flamer torches an advertising sign and a videophone booth, the caller inside staggers out screaming and on fire. The bodyguard with the bullpup steps away from the limo which suddenly accelerates toward the team's smoldering car. It rams the car at around 20 mph. I'll rule this to be a 2D6+6 ram attack. Meanwhile the bodyguard with the bullpup opens up on the team's car too. All his bullets hit the smoldering car and the total damage (combined with the damage from the ram and the flamer) equals 35 points, which exceeds the car's Destruction Value! The engine space is buckled and smokes, and the car is pushed into a lamp-post by the limo, trapping it. The engine catches fire and, in the next round explodes! Now what?

Next round ... well, Akagi the Haruna driver will jump out of the car as it catches fire and throw a smoke grenade to cover their escape on foot - there is a Tokyo Metro station at hand... the bodyguard with the bullpup should give chase, but the flamethrower will be a round behind, perhaps the first Yakuza helps the second to get to his feet and sort himself out, giving the Haruna team a little bit more time to run... let's hope so.

ZAIBATSU COMBAT CHEAT SHEET

TURN ORDER

6 second combat rounds

Simultaneous Melee then Simultaneous Gun Fire

AMBUSH

Hide, the victim makes
Recon+2 roll to spot you (-
your Recon)
Success means a fee

ARMOR

Concealable Vest 4
Ballistic/Flak Vest 5
Rigid Armor Plate 9

THROWING 8+

+ PC's skill level
-2 Over 10m
Max range 40m

MELEE COMBAT 8+

+ PC's skill level
- victim's skill level
-2 Powerstrike (+2 Stuns)
-3 Unskilled civilian

GUN COMBAT 8+

Unskilled Civilian	-3
Attacker's Gun Cbt skill	+ level
Over Effective Range	-2
Over 4x Long Range	-4
Close Range (Within 3 meters)	+2
Target Dodging	-1
Target Dodging into Hard Cover	-2
In Partial Hard Cover	-2
Autofire 4 rd burst	x2
Autofire 20 rd burst	X4
Shotgun/Flech	within 10m 4D6 +1
	within 20m 2D6 -
	over 20m 1D6 -

Punch 1D6 Stuns
Power Strike 1D6+2 Stuns
Club/Chain/Nunchaku 2D6
Dagger 2D6+1
Karana 2D6+2
If Strength 9+ inflict +1
damage

When Stuns = End, knocked
out for 3 rds, when awake
suffer 3 points of End.

VEHICLE COMBAT

Tiny Disable/Destroy 10/20	Softskin AV 2	Car/MPV/Van Small Softskin
Small Disable/Destroy 15/30	Lt Armor AV 12	Armored Limo Small Lt Armor
Large Disable/Destroy 20/60	Hvy Armr AV 24	Hovercar Small Softskin
		APC/H-wagon Large Lt Armr
		Military Tank Lge Hvy Armr

JUJITSU

Throw the Victim	Thrown 1-3 metres; inflicts 4 points of Stun (+1 if Str 9+).
Drag the Victim	Drag a number of metres up to ½ the attacker's Str (rd down) in one combat round.
Disarm the Victim	Force him to drop his weapon; if the attacker makes a Str roll he gets to take the weapon for himself.
Hold the Victim	Hold him immobile; until the grappler's attention is diverted, at which point he can attempt to break-away with a Str roll.

Wound Type	Effect
Minor Injury	Cut or bruised, but unaffected
Wounded	Knocked down to the ground for one combat round, and now at -1 all actions until healed. Routine (+2) Medical roll will add +2 points for that injury only and remove a Wounded character's -1 penalty.
Seriously Wounded	Knocked out for 2D6 minutes and suffering bleeding or other trauma. It doesn't look good. Victim will deteriorate, suffering 1D6 damage every hour unless medic makes an Average (0) Medical roll.
Dead	Dead is dead.



CLONING

Led by Makita Genetics, this industry has taken off like no other, and an entirely new way of looking at life has been invented by the Japanese. Immortality has been discovered, through the perpetual cloning of one's own body and the transfer of one's own living memories into the new, virile body. It is quite legal to purchase a Clone Insurance Policy of ¥200,000 per month. It involves visiting the genetics company and providing a tissue sample for cloning when the customer dies. He also provides a memory recording, costing ¥500,000 which is kept in a Superconducting Memory Unit (SMU). These are bulky machines kept in sub-zero basements that always self-erase whenever they play someone's memories into their clone body.

When a customer dies, the company picks up his body (or head at the very least) and takes a last recording of the corpses memories for implanting into the clone that is now force-grown. Growing a clone takes one week, and requires a valid death certificate (to prevent cloning someone still alive - a gross criminal act). The new clone *is* the original person in Japanese law.

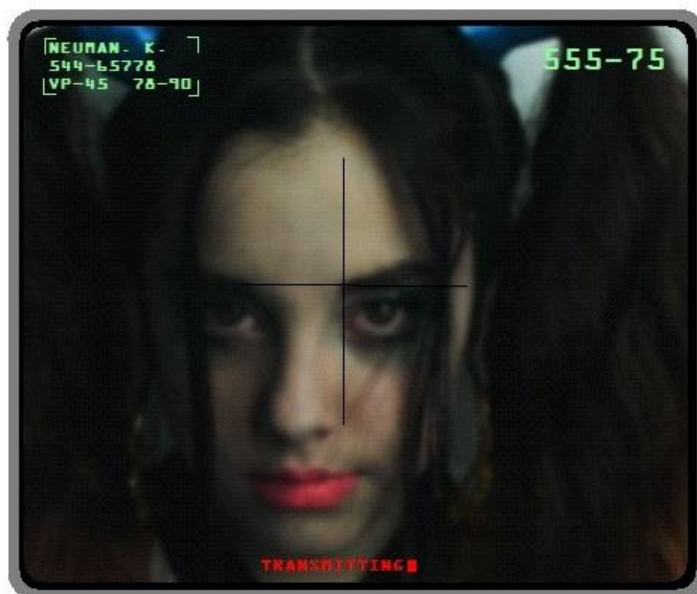
When Haruna Biolabs (or another corporation that has perfected the technique) attempts to transfer living memories into a fresh clone body, make a 2D6 roll with 8+ required. Apply the following DMs: head recovered (+2), full body *and* head recovered intact (+3), long delay (longer than 3 hours) in getting the head or body back (reduce relevant bonus by -1). Failure of the roll indicates that the clone is not a perfect (18 year-old) replica, but has some degradation. Reduce Intelligence by 1D6-4, Education by 1D6-4 and Social Influence by 1D6-3 (any number less than zero is treated as zero).

COMMUNICATORS

In **Zaibatsu**, the revolution in communications wasn't the cellphone, but the videophone. There are videophones in cars, on office desks, in bars and clubs, railway stations and airports, space stations and apartments. And of course they exist in public phone booths, too. But don't think that these phones are all simply dial-and-talk interfaces, most can also accept data cards. Some of these are business cards that, when slotted into the phone, ring the employee at the business automatically.



Fone cards are more commonly used by individuals to store all of their encrypted personal details, very much like a modern-day SIM (Subscriber Identity Module) card. A person slots their fone card into the video phone and this brings up a menu on screen of that person's contact list and their numbers, which the phone can then dial. Included on the data card is an electronic diary. These fone cards can be slotted into a bank terminal and topped up with funds.



Communicator	Cost (¥)	Wgt	Range
Uplink Radio	40,000	10 kg	Orbit
Long Range Radio	20,000	8 kg	500 km
Medium Range Radio	10,000	3 kg	50 km
Hand Radio	2,500	500g	10 km
Headset	1,000	100g	100m
Video-Fone	6,000	2 kg	--

Uplink Radio: Pack-mounted, tight-beam transmitter capable of contact with spacecraft in orbit. The transmitter must be emplaced on its tripod before it can be utilized and details of the ship's orbit must be available to the users. The spaceship must be above the horizon for the link to be established, on most worlds this will be roughly one-third of the time. High orbits allow longer transmission times, but consequently longer periods of time when the ship is on the other side of the planet, below the horizon.

Long Range Radio: A long-distance radio suited more for vehicle or ground station use. It is capable of up to 200 km range and has five separate channels.

Medium Range Radio: Belt-carried or pack-mounted radio set capable of up to 50 km range, and contact with official radio channels. It has five separate channels.

Hand Radio: Hand-held radio capable of 10 km range (much shorter underground).

Headset: A headset, or earpiece covert radio set that allows hands free, voice-activated, communication. Range 100m.

Video-Fone: A desktop videophone with keypad, card-reader and color screen. Identical units can be found in cars and taxis. The Video-Fone Mobile is the version for cars, taxis and hovercars that transmits via VHF/UHF via a Short Range Radio and links directly to the public telephone system.

COMPUTERS

Most computers in 2225 act very much like they did back in 2000 AD, there are terminals with monitors and keyboards which are part of a building or company's local network. There are also stand-alone desktop computers used in homes and small businesses, and finally there are the portable terminals (or laptops). All can connect with other computers around the world using the wired telephone network. Portable terminals include their own modem, but must be jacked into a phone socket to access the Network. ***There is no wireless connectivity*** – this is old school computing! Neither are there any palm computers or smart phones, and touch screen technology does not exist. None of this means to say the computers in 2225 are not powerful and versatile machines, it's just that they have a number of minor limitations which we in the twenty-teens, are no longer familiar with.

The Data Network: A data network exists in 2225 that not only covers the entire Earth, but stations throughout the Solar System and all of the Off-World Colonies and outposts as far as the Outer Rim (with an inherent time lag). It exists where communication exists, data piggy-backing on com-lines to allow computers to transfer data and to communicate with one another. Today we call this the Internet, in **Zaibatsu** it is known as the Integrated Data Network (IDN, or simply, 'Network' or less commonly, the 'Matrix'). You can access websites, forums, send e-mail etc. as we do today. The power of a computer is given by its rating (Model 1, Model 2 and so forth), which measures the complexity of the programs it can run (effectively unlimited). Programs are rated by the computer rating they require. A system can run a number of programs simultaneously up to its rating. A Model/3 has slots for 3 programs, for example.



Mainframes are a big-business standard. Corporations use mainframes, as do starships. These powerful computers are supported by a wired network that can be accessed via one or more workstations. Each workstation resembles a modern personal computer (PC), with keyboard and monitor. Mainframes weigh around 100 kg and are usually fitted into a small purpose-built computer room with one or more workstations (see below).

Workstations are used to provide outputs from the mainframe and to allow access to its capabilities. Workstations are often used in factories, on colonies and on board starships and space-stations. Used to access a mainframe, the workstation has a rating of Model/0 (it does not run its own programs). Workstations, however, can also be stand-alone computers, much like modern-day PCs. They have integral processors and memory hard drives with their own dedicated software. Workstations in some installations or businesses will often be connected to one another via a wired network and can be rated as a Model/1 to a Model/4. A workstation weighs around 10kg (without chair and console unit) and costs ¥2500.

Workstation Model	Brand Leader	Cost (¥)
Model/0	Aztec 001 Terminal	2,500
Model/1	CRM Basic	2,500
Model/2	IBN Professional Series 9	5,000
Model/3	Hosaka Farstar 200	10,000
Model/4	IBN Professional Series 12	15,000

Portable terminals are available; these stand-alone computers resemble modern laptops with hinged cases and often run dedicated software; however they must be connected to the hardware they control via a cable. Controls for complex field equipment require these dedicated laptops, often supplied in tough, anti-shock cases with integral carry handles. Portable terminals are also known as cyberdecks, because of their common use to access cyberspace. Portable terminals weigh 5 kg and are rated from Model/1 to Model/6.

Portable Terminal Model	Brand Leader	Cost (¥)
Model/1	CMD ZX-22	3,000
Model/2	IBN Net space 2	7,000
Model/3	Hosaka Goldstar	20,000
Model/4	Aztec-Sendai Cyberspace 64	50,000
Model/5	Shinobi Farscape 5	80,000
Model/6	Aztec-Sendai Cyberspace-6	100,000

Data Cards are the main method of mobile information storage and resemble modern-day smart cards. The inside of a data card contains an embedded microprocessor. Data cards include RAM as well as a 16-bit microprocessor; they use a serial interface and receive their power from the card reader they are currently connected to. Their weight is negligible and their cost is ¥50 each. ROM Cards, however, are used to hold software, and are slotted into ROM ports on a computer. *Software is not installed onboard a portable terminal or workstation.* ROM cards, like 1980's game cartridges are slotted into the unit to interface with the onboard processor. A computer can hold and run a number of ROM Cards equal to its rating. A single ROM Card holds one program, and the cost is given overleaf.

Optical Discs are used as a more powerful file storage platform and are also the central format for playing media (video and audio). The standard Baumann GmbH MiniDisk series holds up to 15.9 gigabytes of data and each glass disc is permanently mounted within a small, rectangular plastic case. The disc itself can withstand extreme temperatures and pressures and is predicted to hold its data internally for millennia. Their weight is negligible and their cost is ¥150 each.

Disc Player: A portable unit with flip-up color screen which can play MiniDisks. It incorporates built-in speakers and a storage area within the case for up to twenty Baumann MiniDisks. Although most Portable Terminals have MiniDisk readers, they are only able to read *data* from the discs and do not have the capability to play video or audio. For that the character will require a dedicated Disc Player with its color screen capabilities. Weight is 2 kg and cost is ¥2500.

COMPUTER SOFTWARE

A computer can use any high-rating software at a lower rating, to a minimum of the lowest rating shown. Software cannot be removed from or upgraded on the ROM Card that it is delivered on.

SOFTWARE	Rating	Cost (¥)	Description
DNA Database	1	10,000	Full DNA listing of Japan's population.
Criminal Record Database	1	20,000	Complete and detailed listing of Japan's criminal records.
Census Database	1	5,000	All Japanese census details from 1945 to 2225.
Vehicle Registration Database	1	20,000	Current database of Japanese vehicle owners, registrations and vehicle types.
Graphic Design	2	10,000	A 3D graphic design package used to layout and virtually test electrical or mechanical devices, machines, vehicles or buildings.
Image Editor	1	6,000	Used to modify, retouch or simply create images digitally. Able to scan into the computer, analyze and modify.
Predictive Modelling	3	30,000	This software is able to create complex and immersive data models that will be displayed on the single color monitors of 2225 Tokyo. Such models might include the activities of a volcano, the spread of a disease, the learning abilities of a rogue AI or the effects of virus etc.
Audio/Visual Analysis	1	9,000	Sound or video data input from a data card or optical disc can be studied, investigated, scrutinized and isolated in order to find clues or look for evidence.
Translator	1	1000	Translators are specialized Expert systems that only have language skills. Near-real-time translation.
	2	10000	Works in real-time and has a much better understanding of the nuances of language.

Icebreaker	1*	1000	These anti-ICE Intrusion programs aid hacking attempts, giving a bonus equal to their Rating. Intrusion software is often illegal. It is multi-function, capable of being tasked to carry out various illegal acts within a target computer system (see Cyberspace, below). Several Icebreakers can (and should!) be slotted into a computer at once.
	2*	1,500	
	3*	2,500	
	4*	4,000	
	5*	8,000	
	6*	12,000	
	7*	30,000	
	8*	60,000	
	9*	120,000	
	10*	240,000	
• Icebreaker Ratings are used in Cyberspace and are not restricted by the Model number of the computer. The Model number simply limits you to how many icebreakers you can slot in.			
Voice-Activated Interface	1	1000	Simple artificial intelligence allows voice control and displays data intelligently. Required for using Expert programs.
Expert Skill Base	1	10,000	Expert programs are interactive skill databases, able to provide intelligent solutions to problems on the fly. A character using an expert system may make a skill check as if he had the skill at the program's Rating -1. The following Zaibatsu skills are Expert capable: Comms, Electronics, Mechanical, Medical, Security, Administration and, if run by an android or robot, Ground Vehicle and Hovercar.
	2	100,000	
	3	1M	
Intellect Control	1	20,000	Intellect Control allows machinery to use Expert systems. For example, a robot doctor might be running Intellect Control/1 and Expert Skill Medic/3, giving it a Medic skill of 2. An Intellect Control program can use a number of skills simultaneously equal to its Rating.
	2	500,000	
	3	1M	

CYBERSPACE

The Network has two main levels, first is that of the operator, you and I, typing at a keyboard, looking at a screen, reading data and maybe copying it to a data card or optical disc. Then there is cyberspace, the hidden data world, the *programmer's* Network. So complex is the Network to navigate by professional programmers, that a vast consensual hallucination has been created. It is the virtual product of a billion computer systems switched on and talking to each other. The Network, or matrix, has a 3D non-space existence in the minds of those users who access it. They 'see' the connections, the walls, the data, the sat-com uplinks. Every computer network is plugged into the matrix, and the dermal 'todes used to access this vast virtual reality are able to give the user a 3D inner space view of this neon universe. A semi-transparent chessboard seems to extend out into infinity. Computer systems are represented by stepped pyramids of burning data, colored scarlet and green, there are cubes, pyramids, virtual skyscrapers.

Programmers and system managers use cyberspace, plugging in to do modify data cores, step up security, swap folders, manage local computer networks and build websites or data storage facilities. But anyone can access cyberspace, all you need is a portable terminal (often called a 'cyberdeck') and a jack-in cable that connects electrodes stuck to both of your temples. Nearly all 2225 computers are cyberspace capable, from laptop portable terminals to desktop business machines. All machines have a number of 'spaces' for dedicated ROM Cards. For many users these include databases, expanded RAM, expensive accounting add-ons, corporate spreadsheet packages etc. For the criminal sub-culture, the military and intelligence agencies, however, these slots can be used to access a special breed of illegal custom-written programs called 'icebreakers'. These are designed by software jockeys to subvert the cyberspace matrix, to cut through other people's system defenses (ICE – standing for Ice Countermeasures Electronics) in order to cause chaos and havoc and steal data and information. They are illegal.

Cyberdeck Model	Brand Leader	Cost (¥)
Model/1	CMD ZX-22	3,000
Model/2	IBN Net space 2	7,000
Model/3	Hosaka Goldstar	20,000
Model/4	Aztec-Sendai Cyberspace 64	50,000
Model/5	Shinobi Farscape 5	80,000
Model/6	Aztec-Sendai Cyberspace-6	100,000

DECKS AND NETWORKS

A cyberdeck (a portable terminal being used with dermal 'trodes to access cyberspace) generally has space for 1 or more multi-function icebreakers (the Model number of the computer tells you how many programs you can slot at the same time). These are represented in the game by playing cards of a set value according to their power (and the price paid for them). The player keeps a hold of these. To hack into a system, the character slots his software cards into the cyberdeck, attaches the 'trodes to his temples and switches ON. He is floating, along with thousands of others over the neon city scape that is the Tokyo-Chiba sector of the Network. Diving down into the starkly light canyons of raw data, a point of glowing light, he moves toward one of the big systems, glowing a rich neon green. It is the Mitsubishi Bank of Tokyo and the hacker wants to find out how much a client has in his account. The software jockey decides to attempt a penetration of the ICE. He has a Model/3 Hosaka Goldstar with space for three programs, he carries only icebreakers: two grade 5s and a grade 7. Every Icebreaker program has a multitude of uses, not just to penetrate system defenses but to carry out set tasks of a nefarious nature within a system.

There are two types or grades of cyberspace user: the **amateur** (no skill, just a deck), and the **professional** (has at Computer 1 or higher). Which are you?

CUTTING THE TARGET'S ICE

Most computer systems require the attacking player to correctly guess the suit of the next card off the deck (each major computer system has a special 10-card deck - a 'system deck'). This allows entry (illegal of course). Further tries are possible, with varying chances of detection based on the skill of the hacker in question.

For a jockey with the Computer skill, he or she receives a number of free attempts (no chance of being attacked by ICE) equal to the level of Computer possessed. A software jockey with Computer 2, for example, gets two chances to penetrate a system or subsystem where a failure will *not* trigger ICE. Should the character fail on the third or subsequent attempt however, the referee cuts the main deck and a 'black' card result will trigger the system's defenses (ICE).

The numerical value of this ICE is represented by that card just drawn from the main deck. To counter it the player must select one of his own Icebreakers at a level *equal to or greater* than the threat. This cancels the ICE and keeps his presence hidden. If he fails to have a card of enough value, or runs out of cards (each is temporarily discarded after use) then the ICE has tagged him - most will crash his deck, cut him out of cyberspace for a few hours and force a new system deck to be dealt. Any used (and therefore temporarily discarded) Icebreakers suffer damage - reduce their value by 1 points permanently.

Subsystems inside a computer system are sometimes easier to penetrate. The player need only correctly pick the **color** of the next card in the system deck. These are 'Easy' subsystems. Other systems, the big zaibatsu, military and financial systems especially, including the Mitsubishi Bank, have subsystems just as difficult to crack as the main exterior ICE. These are 'Hard' subsystems. Each attempt can be assumed to take up a 2 minute 'turn'.

Example: Our jockey (Computer 2) tries to penetrate the Mitsubishi ICE. He guesses spades. And is right! Straight into the green pyramid of data, hunting for the hot cherry red data cores of account registers. He guesses diamonds. It's hearts. He gets one more free try (because he has two levels in Computer) and tries diamonds again. It's spades. He tries a third time, this time with the chance of being tagged by ICE. He guesses hearts. It's clubs - damn! Referee now cuts the deck, but gets red - no ICE attack. His fourth try is just as risky. He tries spades - its clubs! The referee now cuts the deck, and gets a 'black' (a 9) result when the main deck is cut for ICE, meaning he's being tagged by hostile ICE zooming up from the dark depths of the data cores - shit! The highest card we have in our cyberdeck is a '7' - not enough to counter that black 9 card. So we crash, cutting out of the Matrix, and the Mitsubishi deck is re-rolled so its just as hard to penetrate next time. Our Grade 7 Icebreaker is now a Grade 6. It hasn't actually changed, but we've just found out the hard way that it is becoming more and obsolescent.

SOFTWARE ROUTINES

What can you do inside a system? Input data, copy data, write to computer screens, read secret information etc. Think of what such a system might have on its computers and what kind of things an authorized person might reasonably be expected to be able to do in it. The jockey can do those things. Nothing earth-shattering, however, just those routines only a qualified user should be doing. These are the normal everyday things that a computer system can do, and that a hacker can emulate. **But** using his icebreakers, he can also perform amazing feats of data subversion. All icebreakers can attempt the following routines, but their success will depend purely on their grade. *All of these routines can **only be attempted** by qualified (Computer skilled) professionals.*

Bug Hunter: Set to sweep optic lines, computer and satellite channels for File Taps. When used by a cowboy he can add his Computer skill to the Icebreaker's grade - it is then compared to that of the File Taps. If it **exceeds** that of the File Tap then it locates and cuts out that software.

Data Heist: Data heist fools a company into believing the user has credit and sets up a monetary transfer of some kind. A very tricky maneuver. You could pretend to pay for airline tickets, order software via the Net, or dump money from one person's credit into your account. Taking money from banks is most difficult since several layers of the bank's ICE (the exterior system, customer details and transfers) must be cut, each as difficult as the last. The grade of icebreaker is set by the player, and the referee cuts the main deck to determine success. The icebreaker must equal or beat

the cut card. Check every attempt for ICE - which is represented by a 'spade'. Success means he has gotten away with up to ¥10,000. More money can be stolen, but more cards must be cut and overcome:

<i>Target Value</i>	<i>Cards To Beat</i>
10,001-20,000	Two Cards
20,001-100,000	Three Cards
100,001-200,000	Four Cards
200,001-1,000,000	Five Cards
1,000,001-2,000,000	Six Cards

Data Trail: Used to keep tabs on someone by following their electronic trail. Purchases or other transactions, phone calls, flights, video surveillance, security procedures etc. are all amalgamated. Cut a card from the main deck at the end of every day to check on discovery. If discovered a data trail requires at least 24-hours before it can be reacquired.

File Tap: This is left within a computer system, on an optic line or satellite channel - it is a passive listening device that reports in short bursts to a predetermined node. Discovered only by use of a bug hunter routine. To avoid discovery the main deck is cut and the File Tap must equal or beat the card drawn. Do this every day.

Goto: Using a seek and return strategy, Goto compiles a well-researched file on a particular person or organization (a 'precis'). If it's kicking around the Net, Goto should find it. All common information is compiled, but the referee must determine the existence of 'secrets' or less commonly known facts or pieces of data. There may be one, two or three such pieces. Cut the main deck each time and let the Goto try and equal or overcome their value.

Logic Bomb: This can be left behind within a system to be activated after a certain time has elapsed or upon recognition of some name or in-system signal. It causes computer chaos in a small area of the system or subsystem. Cut the main deck and check that the Logic Bomb can equal or overcome the card drawn, or it is detected.

New Identity: See I.D. Cards, previously.

Remote Control: This allows a cowboy to control nearby utilities. He must first jack into the matrix and activate a Remote Control, the software conducts a high-speed 3D wire-frame scan and locates all remotely controlled utilities within 50m, anything from elevators, lights, automatic doors, video screens, fountains etc. Once the Remote Control has been selected cut the main deck and check that it can equal or overcome the card drawn. Further attempts can be made once every 2 minute turn to a maximum number equal to the jockey's Computer skill. This task will override the local computer system and emulate its command signals. Once done the cowboy can operate utilities on that system a number of times equal to the icebreaker's grade.

After that cut the main deck each time - a spade indicates hostile ICE kicking the jockey off the system for 24-hours.

Rewrite: A simple task that assigns an icebreaker to enter a file, rewriting it and altering all relevant data invisibly. It can do this very quickly, in minutes rather than the hours it would take the jockey to do it manually. Cut the main deck and compare it to the Rewrite. If the Rewrite equals or exceeds it, the task is easy, taking seconds or just a few minutes. If not it finds it difficult and takes at least a hour to carry out. Check for ICE if this is the case - a 'spade' result will tag the jockey.

Trapdoor. Left behind after a successful raid, the trapdoor allows instant access back in to a system or subsystem. Cut the main deck each day and check that the Trap Door can equal or overcome the card drawn, or it is detected. Do this a number of times for every level (or subsystem) behind which the Trapdoor has been placed.

A few days later our hacker wants to try and gain membership of a hot nightclub in Tokyo. We deal 10 cards for the club's ICE. We glide into the small octagon of glowing yellow data that is the club and guess at diamonds. It's hearts. Our second guess diamonds again, is correct! We're in. There's not much here, just accounts, maintenance and membership. The orange tower of data that is the membership files is easy to access. We guess at clubs, Its diamonds. We guess clubs again. Yes! On our last free attempt we're in. We decide to use our grade 7 as a Rewrite and set it working to create a membership number and details, with instructions to have a card waiting for us at the club's main desk. We cut the main deck to see if it finds this easy (instant) or hard (perhaps an hour or two's work). We get a King (a lot higher than our 7). The Icebreaker takes over an hour to create a membership. Our check for ICE is a diamond - no problem.

SUFFERING THE CONSEQUENCES

It is too difficult to properly police the Network. The best systems can do is locate your signal and cut you out, crashing your deck. They also recode their ICE making it just as difficult to penetrate. Some systems use 'black ice'. Those that do are feared. On an ICE result the ICE tags your deck and overloads the feedback, paralyzing the jockey and frying his brain. Every 2 minute turn while paralyzed, the main deck is cut and if a black card he suffers 2D6 damage. On a red he gets a chance to jack out, by comparing the value of the red card to the ICE. The red card must be at least **two higher** than the ICE to overcome it! In many cases (unless someone pulls the plug for him) this will kill a jockey. Military systems, some cutting edge R&D facilities, the best Zurich banks, the Yakuza and Artificial Intelligences all use 'black ice'.

Since many jockeys use portable terminals as cyberdecks, they can jack into the phone system anywhere in Tokyo (or the world,) and so can be very difficult to trace and prosecute. ICE, defense and deterrent is the thing. There are ways, however, that a cowboy can be caught: if he makes an illegal transfer to his account and does not cover his tracks well enough, the bank will sooner or later detect the crime and send the Tokyo City police around to kick down his door.



USING THE CYBERSPACE RULES

The entire concept of cyberspace is anathema to most roleplaying games or that's how it seems. Most cyberspace computer rules are so complex that any hacking attempt takes ten minutes, a quarter of a hour, an hour ... And the rest of the players must somehow kill time while this goes on. These rules are not complex and with the use of playing cards reduce rolling dice, adding up bonuses and stuff like that. Cyberspace is an integral part of William Gibson's world, and in **Zaibatsu** we want everyone to have a go. You don't even need Computer skill to try to hack into a system, just a deck and guts.

To get the characters deeper into the virtual world of neon blocks and grids of pure light over black abyssal drops into nothingness, always have a scenario require clues to be found here on the Net. And put cyberdecks everywhere: remember almost every computer is Network capable, office computers, laptops, ATMs, Post Office machines, Public Library Terminals, etc. Keep cyberspace trips brief and snappy, each move only requires 2 minutes so it will hopefully be the hacker who is waiting for those 'real-world' players to catch up.

Other Ways of Playing: If the idea of using playing cards does not excite you, then use a far simpler but less atmospheric version. Any jockey wanting to make a run up against a system makes a Computer roll to get into the network with the following difficulties:

- | | |
|--|---------------------|
| • Minor Business/Low Security Network | Difficult (-2) |
| • Major Business/High Security Network | Very Difficult (-4) |
| • Military/Banking/Black ICE Network | Formidable (-6) |

Use of a jockey's Icebreakers to carry out routines is conducted the same way, just roll Computer skill with a penalty depending on the target system. Rather than have the Icebreakers add their value as a modifier, simply use the value as a number of 'charges' or chances to use it, before computer technology overtakes it and renders it obsolescent.

I.D. CARDS

All Japanese citizens have an I.D. card that records birthdate, place, name and parents plus a photo and thumbprint. It is used as a bank debit card, passport, and driving license. Zaibatsu also issue their own I.D. cards. There are **retro-forged IDs** (basically a modified stolen or adapted ID) and **full IDs** (made with a 'Goto' computer routine that is complemented by full and complete data records to verify any computer checks made on it).

To forge a **full I.D.**, a lot of work is done in cyberspace to create a fictional history. The forger must have both Computer and Forgery skills. Allocate an icebreaker for the task, and cut the main deck (see Cyberspace section for more information) once each week for 4 weeks. If the icebreaker equals or exceeds at least one of these then the ID works, but please record how many times the icebreaker was defeated ... because each draw of the deck that was failed increases the chance of the ID being flawed in some way. This new I.D. will be detected on an 12+ each time it is used, but reduce this number by each draw from the main deck that overcame the character's icebreaker. Buying a fictional I.D. costs ¥100,000.

Instead, a stolen I.D. card can be **retroforged** (very cheaply) because the 'history' is already there. But the risks are greater, roll 9+ on 2D6 for there to be a flaw. The cost of a retroforge is ¥5,000, and requires that the forger make a Routine (+2) Forgery roll, it takes just a few of hours. To arrange any kind of I.D. via the underworld, roll Average Streetwise to contact a forger; pay up-front and wait. Unless you know the outfit, roll 6+ on 2D6 or lose all your money to a scam! The high-tech software jockeys creating these I.D.s are specialist cyberspace jockeys and for a fee they can also carry out a "go-to", basically a complete life-history check of a target individual or company. Cost is ¥5,000 and time till completion is 1 day.



MEDIA

The public still watch TV, and most homes own a portable terminal for routine use of the Network. Data is held on credit card-sized smartcards and for larger amounts of data 15.9 GB optical discs are employed. TV is DIY, thousands of options are available and changing all the time, you select what you want to see, soap operas (with emphasis on your favorite character or plotline), documentaries, exposés, news, lifestyle, whatever. All the time with pull down menus, support text, notes and data-files that expand the subject as you see fit. This is the first level of cyberspace. The most famous of all video presenters is a lovely, delicious, sexy, charming, sweet young lady called **Lisa Lao**. She is the young and bright presenter of various NHK shows, especially youth, fashion and gossip. A veritable super model with a 'girl next door' image. In her early days, however, she was involved in simstim porn (surely rumor, not fact!!)

MEDICINE

Medtech in 2225 is very advanced. When a patient requires a new liver, arm, eye, lung etc., it is force-grown in a lab using a test cell sample from the victim, or more commonly for the average worker - taken from one of many organ banks. This is done within a week. Advanced retrogenic treatments are also available illegally (see later on this chapter). Cosmetic surgery (face change) is available, costing ¥50,000 that enhance a person's appearance. Further operations can totally disguise a character's identity. Designer drugs are also detailed on further on in this chapter. Full-body reconstruction is also possible. A totally wrecked body with an intact brain can be reconstructed and rebuilt. The brain must first be salvageable. The full reconstruction takes several months and involves buying new organs, and growing fresh skin. The patient may end up looking totally different. Cost: ¥2,000,000. The best place for any medical treatment is Chiba City in eastern Tokyo. In Chiba the surgeons and geneticists of Haruna, Makita, and a score of other companies can work miracles.

Drug	Cost (¥)
ACE Inhibitor	1000
Aspedine	3000
Benzoditropolene	6000
Betaseratonin	4000
Delta-14	7000
Dexamphetamine	2000
Korteline	4000
Lysophosphatidic Acid	3000
Medical Drug – Grade 1	2000
Medical Drug – Grade 2	8000
Medical Drug – Grade 3	2,0000
Pheromone-X	4000
Polydichloric Euthimal	5000
Polypheronol-Z	10000
Synthetic Endorphin Analog	3000
Virax-B	2000

Drugs can be easily separated into the medical and the designer. Yet many cutting-edge medicinal drugs come with a hefty price tag, and in Tokyo they are bought and sold on the black market.

Medical Drugs

Various medical drugs are being manufactured. Some have an in-game use - others are useful only as black-market commodities, stolen or fenced by hustlers and dealers. These drugs often originate from the Chiba clinics in Tokyo. Use the list of 'trade' drugs below to give your black-market deals Gibsonesque realism. The drugs that follow fetch just as high a price in 2225 as heroin does today. Assume three quality or rarity grades, 1, 2 & 3, with prices of ¥2,000, ¥8,000 and ¥20,000 respectively. Each dose is carried within a vacuum sealed phial packed into a foam-filled box that mounts 6 phials each.

- Aminoglycosides (antibiotic)
- Antimetabolites (anti-cancer)
- Cotrimoxazole (antibacterial)
- Corticosteroids (immunosuppressants)
- Cytotoxic Antibiotics (anti-cancer)
- Idoxuridine (antiviral)
- Sulphacetamide (antibacterial)
- Sympathomimetic (neurotransmitter stimulant)
- Synthetic Thyroxine (thyroid imbalances)
- Tetracyclines (antibiotic)

There are more useful drugs available for the player characters. The person administering the drug must make a Routine (+2) Medical skill roll or less for successful use of the drug. Failure means a problem, commonly the drug wears off way too quickly, is a weaker form and does not work properly, or, if there is a side effect, will trigger it.

Aspedine: Prevents intoxication via alcohol, useful on missions where social drinking must take place. After such a night, most people will be at -3 on all actions. Aspedine ensures an agent stays fully alert. Cost ¥3000.

Benzoditropolene: This is a universal anti-toxin, that is effective against most poisons and nerve agents. On a 2D6 roll of 10+ it may even work against a more obscure poison. Works within one minute, arresting the poison's effects. Recovery then begins as normal. Cost ¥6000.

Korteline: High energy drug allowing an 8-hour sleep period to be missed without the usual -3 penalty. A potential side effect is a deep depression (-1 all actions and an inability to put oneself at risk) for 1D3 hours following that time. Cost ¥4000.

Lysophosphatidic Acid (LPA): Must be administered before or immediately after (within ten minutes) suffering a period of radiation exposure. It absorbs up to 100 rads per dose. A character may only use LPA once per day – taking any more causes permanent Endurance damage of 1 point per dose. Cost ¥3000.

Polypheronol-Z: Polypheronol-Z is a hallucinogenic drug that drowns the patient in pretty colors, emotional warmth and psychedelic trips. It was created by Haruna Biolabs in Chiba City to enable psycho-surgeons to unravel a patient's deep-rooted problems. The drug has recently been used by corporate snatch squads as a truth serum. A single dose will result in one hour of 'truth' (often garbled with an awful lot of crap) as the patient talks in his post-hypnotic, auto-suggestive state of mind. This is followed by 1-6 hours of unconsciousness. One effective method of gaming the use of this drug is to not tell the player what is been injected and then keep him separate from the other players. As he hallucinates, feed him a completely fabricated version of events, allow him to run around, try and escape, and more importantly, interact with his interrogators. Everything said verbally really occurs, all the rest is hallucinated.

Usually the player will give away lots of clues during his 'virtual freedom'. When it wears off he will realize he is still strapped to a chair full of Polyphenol-Z. A dose of PPZ costs ¥8000.

Designer Drugs

When the game scrapes the bottom of the human barrel and explores deadly deals on the streets of Chiba City in Tokyo, where the cutting edge drugs are produced – the referee will need some designer drugs. These are tailored, lab-produced drugs with a specific intended effect. Many of these designer drugs are addictive and popular on the street. When a character takes a drug, he should make a Routine (+2) Medical roll or suffer a side-effect. This may trigger an addiction. See the individual drug descriptions for more information.

Angiotensin-Converting Enzyme Inhibitor ('ACE'): This vasodilator drug is can be taken as a tablet and opens up the blood vessels giving a sudden rush of physical energy and a rapid high. The effect lasts for half an hour, giving the PC +1 on any physical action or social task. Side effect is a bout of nausea, dizziness (-2 all actions) lasting for an hour that takes effect instead of the high. ¥1000.

Betaseratonin ('Smart Drug'): This gives the user +1 on his technical or highly mental skills for 1-3 hours. The side effect is 'neuron misfire': the character is in a trance. Once a side effect is triggered, the character must make an Endurance roll to avoid having the side effect occur on a daily basis at random times (this random side effect is avoidable only if a dose of smart drug is taken at the start of that day – i.e. It is very addictive!). Cost ¥4000.

Delta-14: Chemical warfare toxin causing 2D6 damage if an Endurance roll is made and causing death if failed. The time it takes varies with delivery method but an aerosol delivery typically works within 1-3 combat rounds. ¥7000.

Dexamphetamine ('Speed' or 'Dex'): This amphetamine, a central nervous stimulant, provides a tremendous neuro-physical boost and comes as a small pink octagonal tablet. Gain +2 to carry out any act or task that does not require calm, careful concentration; this may include athletic moves, combat or kicking down a door for example. It lasts half an hour. No concentration is allowed. The side effect is a 'high' that lasts only 5 minutes followed by a bout of nervous exhaustion (all actions at -2) for a couple of hours. Once a side effect is triggered, the character must make an Endurance roll to avoid having the side effect occur on a daily basis at random times (this random side effect is avoidable only if a dose of *social drug* is taken at the start of that day). Cost ¥2000

Pheromone-X ('Social Drug'): This is a mood relaxant that gives +1 to all social skills for 1-3 hours, those skills that generally involve personal interaction. The side effect is dulled senses and tiredness (-3 on all hearing and vision rolls). Once a side effect is triggered, the character must make an Endurance roll to avoid having the side effect occur on a daily basis at random times (this random side effect is

avoidable only if a dose of social drug is taken at the start of that day – i.e. It is very addictive!). ¥4000.

Polydichloric Euthimal ('PDE'): This mix of cocaine and meperidine is a central nervous drug that is used to boost physical performance. It gives the character +2 on any hand-to-hand combat and physical actions, and cancels out all penalties from wounds sustained as well potential unconsciousness. A character using the drug in combat adds +8 to his initiative total at the start of combat (or whenever the drug takes effect). The user becomes cold-blooded with no chance of success in his social skills. The side effect of PDE is catatonic fear, during which the character cowers in fear or behaves suicidally. The drug (or its side effect) lasts for one hour. Once a side effect is triggered, the character must make an Endurance roll to avoid having the side effect occur on a daily basis at random times (this random side effect is avoidable only if PDE is taken at the start of that day – i.e. It is very addictive!). Cost ¥5,000.

Synthetic Endorphin Analog ('Endorphin', 'Dorph'): This pain inhibitor cancels *any* penalties suffered from wounds as well as shrugging of unconsciousness for up to 1 hour. It can be taken as a precaution. The 'dorph's' side effect is a one hour nervous attack instead of the drug's effects. This gives the player character -1 on all physical actions. Once a side effect is triggered, the character must make an Endurance roll to avoid having the side effect occur on a daily basis at random times (this random side effect is avoidable only if a dose of endorphin is taken at the start of that day – i.e. It is very addictive!). Cost ¥3000.

Virax-B: A tranquilizer inducing paralysis. Victim rolls Endurance or is paralyzed in 1 round for 2D6 minutes. A *successful* roll means instead slowness and clumsiness (-2 on actions) for 2D6 mins. Cost ¥2000.



RETROGENICS

Retrogenics are the appliance of science: for a purpose. Dynamic genetic modifications on human beings had been possible in the Nineteen Nineties, but with the introduction of retrogenic adaptation treatment, such modifications turned men into supermen. Of course the zaibatsu that created retrogenics began using these guinea-pig supermen for their own ends. Inter-corporate war in 2225 Tokyo had a new twist.

In 2212 a new form of life was created by Makita Genetics. Similar to a standard virus, the DNA Symbiot as it was called, was purpose-built to enter the DNA of human cells and make subtle changes to the coding. When this had been achieved the DNAs die off. From there the human cells carry-on replicating, but according to the new DNA gene pattern (whatever the DNAs was 'programmed' to do). All DNAs also instruct the human cells to reproduce quickly until the adaptation is complete, much like a controlled cancer. It takes one week for a symbiot to do its job; meanwhile the patient is kept sedated. Makita and other genetic zaibatsu dream of selling these retrogenics for anyone who can afford them, but although patents have been filed, the treatment is not yet legal. Corporate espionage has meant that Makita's bio-medical rivals have since produced their own version of retrogenic treatment. The latest zaibatsu security agents almost always have retrogenic adaptations. If they don't, they won't stand much chance against those who do. Since the player-characters are zaibatsu agents too, they'll need to choose a few retrogenics for themselves. Note that the treatments are almost impossible to reverse but that new adaptations can be gained later on in a samurai's career. If characters want to purchase retrogenics outside of the corporate rank system, allow retrogenics to be purchased on the black market. A 5-point adaptation costs ¥1,000,000, a 10-point adaptation costs ¥2,000,000, a 15-point adaptation costs ¥10,000,000 and a 20-point adaptation costs ¥20,000,000.

A list of common retrogenics appears below, for full a write-up of the adaptations, please refer to the Street Samurai chapter.

- **Ambidextrous (10)**
- **Amphibious (5)**
- **Animal Empathy (5)**
- **Cat's-Eyes (10)**
- **Eidetic Memory (5)**
- **Enhanced Respiration System (10)**
- **Flexibility (5)**
- **High Pain Threshold (10)**
- **Inner-Ear (5)**
- **Insect Eye (10)**

- **Macro-vision (5)**
- **Metabolic Accelerator (15)**
- **Metabolic Decelerator (5)**
- **Micro-vision (5)**
- **Mimicry (10)**
- **Muscle Matrix (15)**
- **Parabolic Hearing (5)**
- **Pheromone Sense (5)**
- **Poison Fangs (10)**
- **Poison Immunity (5)**
- **Regeneration (15)**
- **Retractable Claws (10)**
- **Second Skin (10)**
- **Subdermal Body Armor (20)**
- **Subdermal Pouch (5)**
- **Superarms (10)**
- **Superlegs (10)**
- **Transmorph (20)**
- **Vat Grown Eyes (5)**
- **Waking Sleep (5)**

Simultaneously talking on the phone and jacked into the NHK Tokyo News in cyberspace, Bosatsu turned to face the office window and the midnight Tokyo starscape laid out below him. "Damn!" he screamed, savagely punching the Ginza-style pine table. "Why can't I rely on anyone to do a simple job?" His team had called in. One agent had accidentally blown up part of the oil terminal they were investigating and was dead, blasted into a million pieces. Another agent had been picked up by the Tokyo Tacticals and the third had survived a night-time swim across the Sumida river after ditching all his equipment. Mission failed.

ROBOTS & ANDROIDS

Robots are not commonly employed in 23rd century Tokyo. Where the need for a robotic presence is clearly felt, then many operators purchase (if they can afford it) an android. Androids are human-looking robots that are used in small numbers, since social stigma and expense precludes more universal use. At all times it must be remembered that **Zaibatsu** is a roleplaying game, about playing the roles of characters that are challenged by adversity. For humans to overly rely on robots and androids takes away some of that adversity. A robot has an Intellect program running, allowing it to make decisions independently. Robots operate in combat like

human characters but take damage as if they were softskin vehicles. Any robot running an Intellect program has an Intelligence and Education score. A robot's Education characteristic is representative of the information programmed into it and even low-end robots can have high Education scores. Most robots have Social Influence characteristics of 0 as they are not social creations but there are some exceptions, usually high-end models running advanced Intellect.

Robots

Robots are multi-tasking robots of human height or smaller, typically broader and heavier. They are typically designed around a single tool, device or function. They have two arms for manipulation and move either using tracks or wheels. Robots are an almost invisible part of Tokyo, monotonously carrying out those mundane tasks for which they are best suited: weeding and spraying city parks, cleaning skyscraper windows, etc. but they can also carry out rescue work in drains or tunnels, or assist humans with complex tasks. Most have Model/1 computers and run the software: Intellect Control 1 and Expert skill (whatever is needed) 1. Most robots have been designed around a piece of technology: an Autoarm, a Thermal Imager for rescue work, a Light Machinegun and sensor pod for security work etc. Most MPVs are able to carry a drone in a special drone adaptation, with a powered lift that lowers the drone to the road surface, when parked. 'Walking' speed is 6m per round, but it can achieve 9 mph in pursuit or emergency (24m per round). Cost: ¥1,000,000 (typical).

In combat, a robot is classed as a Tiny Softskin. Some of the best selling types of robots currently available are:

- **Shinobi 08 Security Robot 'Junior'** – An armed security robot. Expert skill Gun Combat 1. Fitting: Riotgun with 50 tranquilizer rounds and a forward-facing sensor pod with an IFF system, camera, IR designator and IR thermograph.
- **Shinobi 25 Security Robot 'Sentinel'** – An armed security robot. Expert skill Gun Combat 1. Fitting: Light Machinegun (LMG) with 500 rounds and a forward-facing sensor pod with an IFF system, camera, IR designator and IR thermograph.
- **Hosaka Forensic Assist Robot 'Varsas'** – A law enforcement tool, used at crime scenes, particularly to access areas that the investigators are ill equipped for. It includes a videophone link and can download data from the Network instantly. Expert skill Investigate 1. Fitting: Multi-spectral camera and Autoarm.
- **Hardshell Rescue Robot 'Molcos'** – A rescue robot, designed to withstand fire, radiation and other hazardous environments. Expert skills Demolitions 1 and Recon 1. Fitting: 2 x Autoarms, Heat-shielding and Multi-spectral camera.

- **IBN Urban Hygiene Robot 'Ubi' (known colloquially as a 'shit-can')** – Used for litter picking, dog feces disposal, reporting and recording of urban damage, graffiti removal, and drain unblocking. Expert skill none. Fitting: Autoarm, Spray arm, Hydraulic Pump.
- **Shinobi Technomek 'Syzor'** – A technical repair robot, used by vehicle garages and in large factories where a high daily maintenance schedule is carried out. Expert skill Electronics 1 and Mechanical 1. Fitting: Autoarm and tool kit.
- **TDC Parkmaster 'Paco'** – Transdyne Cybersystem's gardening and park robot, designed for basic horticulture. Expert skill Horticulture 1. Fitting: Autoarm with Seed Dispenser and rotating set of work tools.

Autoarms: These are found on some building mechanisms, robots, machines and hover Wagons. Telescoping out to 8 meters these mechanical arms end in a strong grappling claw with Strength 12. They can strike in combat as if 0-level, have a general combat range of 6m (maximum) and they can inflict Power Punches (1D6+2 Stuns) or they can try to hold, choke or disarm an opponent as in Jujitsu.

Androids

The modern android is a human-like, electro-mechanical cyborg designed for harsh conditions or monotonous tasks (or both). Built around a sturdy carbon fiber skeleton is a complex system of silicon muscles that stabilizes and controls. An outer covering of bio-plastic sheeting is built up on top of a layer of flexible collagenous fibers. The most modern androids operate with a Model/3 computer running either a level 1, 2 or 3 Intellect program. To calculate an android's Intelligence in comparison to a human, add 5 to its Intellect program level (giving it a character Intelligence characteristic of 6-8). An android's social standing stands at a default level of 0.

Power is provided for around three months by a 25 kW fuel cell requiring a liquid hydrogen fuel. Obviously, androids do not need to breath, drink or eat, but they do occasionally ingest a pale-colored, semi-organic nutrient suspension in a silicon-based liquid medium; this serves as a lubricant for the system's micro-hydraulics. Some attempt to 'fit in' to their mission teams by eating and drinking at meal-times, these nutrients will pass through the system harmlessly until emptied by the android. Such an ability allows an android to blend in seamlessly, even covertly.

The machinery, processor, fuel cell and carefully designed outer skin can be damaged, so it is prudent for androids to wear vacc suits in harsh environments. Vacuum, high pressure, high temperature and aggressive atmospheric chemical constituents can all irreparably damage an android. The cost of a single unit precludes the avoidable and wasteful use of an android in such an environment. Most androids are competent and of average human intelligence. They are generally programmed with passive, non-aggressive personalities. The aim is to blend in, to join in, to be a team-player within a group of humans, supporting the leadership and providing useful

options and advice without being forceful. Although civilian androids cannot harm humans and follow Asimov's Three Laws of Robotics, there have been attempts to market a military version.

All androids are ordered from Transdyne Cybersystems directly, all are custom-made and ready for delivery within 6-10 months. Buyers must specify their preferred options. To build an android, begin with a chassis, add software and then any preferred options.



Repair Station

Androids require an upright repair station, massing around 200 kg into which the android itself, steps. A transparent lid then closes, and the android plugs in, and undergoes a diagnostic and lubricant change; the fuel cell is topped up with liquid hydrogen also, if needed. Typically, androids will require a check-up every month or so, or after sustaining damage.

Civilian Utility Model 'Michiko'

The current civilian model is Michiko 5.0; since civilian androids are custom made by Transdyne Cybersystems, the following machine serves as an example. Michiko appears as a woman in her early-twenties, with a short bob of black hair and a typically cool, measured demeanor.

Chassis 70: Str 7, Dex 5 End (see Combat Damage) Intel 7, Edu 11, Soc 0

Processor: Computer/3

Software: Intellect 2, Expert Comms 1, Expert Hovercar 1, Expert Ground Vehicle 1, and Expert Medical 1 (can run up to 4 Expert skills at once)

Weapons: Punch (1D6 Stuns)

Combat Damage: Small Softskin

Price: ¥8,500,000

Military Model 'Skorpion'

Military androids are in the development and testing stage, but no government has yet granted them a license to operate. The following machine, Skorpion 1.0, serves as an example. It is able to jump twice as high and twice as far as a human, run twice as fast and has all the abilities of the retrogenics adaptations called 'Superlegs' and 'Superarms'.

Chassis 110: Str 11, Dex 5, End (see Combat Damage) Int 8, Edu 12, Soc 0

Processor: Computer/3

Software: Intellect 3, Expert Gun Combat 2, Expert Hovercar 1, Expert Ground Vehicle 1, Expert Level Security and Expert Heavy Weapons 1 (can run up to 6 Expert skills at once).

Options: Subdermal Armor, Infra Red Vision, Anti-Dazzle Vision, Radio Scanner, Amplified Hearing,

Weapons: Power Punch (1D6 +3 Stuns)

Combat Damage: Small Light Armor

Price: ¥27,600,000

ANDROIDS		
System	Cost (¥)	Notes
Chassis (choose one)		
70 Series	6,000,000	Str 7, Dex 5, Model/3, Softskin
90 Series	8,200,000	Str 9, Dex 7, Model/3, Softskin
110 Series	15,000,000	Str 11, Dex 9, Model/3, Softskin
Intellect Software (choose one):		
Intellect Control 1	500,000	Education 10
Intellect Control 2	5,000,000	Education 11
Intellect Control 3	10,000,000	Education 12
Expert Software		
Level 1	500,000	Select from: Hovercar, Comms, Computer, Demolitions, Electronics, Ground Vehicle, Mechanical, Medical, Pilot, Security
Level 2	1,000,000	
Level 3	10,000,000	
		Note that combined Expert skill levels cannot exceed TWICE the android's Intellect. An android with Intellect 2.0, for example, could have four level 1.0 skills or two level 2.0 skills. It can only run a number of programs simultaneously in its active memory equal to the Intellect rating, however. Moving a single program from backup to active memory requires one hour of down-time.
Options	Select a maximum of three options	
Subdermal Armor	1,000,000	Upgrades the android's softskin category to Light Armor.
Infra-Red Vision	500,000	Can see in total darkness using only heat emissions
Anti-Dazzle Vision	500,000	Protects the eyes from flares, flash-bombs, strobes etc.
Optical Video Camera	500,000	Can record or stream to a receiver within 20 km.
Radio Scanner	100,000	A radio link using sub-vocalization, range 20 km.
Amplified Hearing	500,000	Adds a +2 bonus to listening tasks.
Radiation Shielding	1,000,000	Provides radiation protection.
Vacuum/Low-Pressure Protection	1,000,000	Allows access to vacuum or low-pressure worlds environments.
High/Low Temperature Protection	1,000,000	Allows access to high or low temperature environments.

SECURITY & COUNTER-SECURITY

In a world where information is guarded as well as possessions, zaibatsu factories, labs and offices have become fortresses. Samurai will find themselves breaking into no end of secure buildings, and these brief guidelines should be of help to the referee in such circumstances.

Building Security Categories

Security measures are rated as either:

- 0 - **NO SECURITY** - No doormen, no cameras, no checks. Freedom and anonymity. Typically: a street market or park.
- 1 - **LOW SECURITY** - A camera takes pictures at frequent intervals (every 10 seconds). No doorman, no checks. Typically: a cafe, bar or typical restaurant, or shop.
- 2 - **HIGH SECURITY** - Cameras are installed at the entrance and other sensitive areas, and doormen check visitors for guns and knives using detectors. There are alarmed windows, lifts often have cameras. Typical: A trendy nightclub, upmarket restaurant, expensive hotel, corporate office block.
- 3 - **MAXIMUM SECURITY** - Full video surveillance, doormen use a walk-through X-Ray machine to check for concealed weapons. All visitors must check in and out (usually wearing a broadcasting ID badge) or if a club or bar, for example, must gain membership with a credit check. Shatterproof windows, lifts have cameras and some floors may require ID checks. Typical: airport terminal, any zaibatsu HQ or sensitive zaibatsu complex.

Getting Onto The Site

Buildings often have several layers of physical defense. The external perimeter is usually guarded by a fence that must be climbed or cut through.

- a) **Low Security** - 2m high, requires a Dexterity roll to climb over.
- b) **High Security** - 6m high, requires two Dexterity rolls to climb over.
- c) **Maximum Security** - 6m high, requires two Dexterity rolls to climb over, and is electrified and or alarmed, this must be disabled first.

A failure to climb a fence means the agent is stuck halfway-up, roll again. Two failures in a row means a fall. It is usually best to cut through fences so as to not be seen struggling over them, this is an Average (0) Mechanical roll, taking 3D6 mins (if using bolt-cutters); or 1D6 mins if using a cutting torch.

Avoiding Foot Patrols. Make Recon roll to move around the inside of a compound or to climb a fence unseen, remember that most characters will be unskilled (gaining a -3 penalty). The first column on the table below is used if the character is attempting a random penetration, the second is if he is using a watch or rota to time the foot patrols. The time-factor is how long-apart the patrols are. Crossing floodlit area at night means that the character will probably be visible to cameras or foot patrols. If one character with Recon skill leads the penetration of the compound, he makes the rolls (assuming his team mates do as they are told).



Level of Security	Frequency	Recon Difficulty	
		- Random -	- Timed -
Low Security	30 mins	Routine (+2)	Easy (+4)
High Security	10 mins	Average (0)	Routine (+2)
Maximum Security	2 mins	Difficult (- 2)	Average (0)

Cameras

Cameras cannot be watched 24 hours a day, and are therefore hooked up to a video recorder. A character may be able to get away with being visible to a guard scanning several monitors. For a *permanent system malfunction* (such as disabling the camera) or blatant video evidence (such as a dead guard lying in a corridor) roll 5+ on 2D6 every 5 minutes for it to be detected. For *fleeting system malfunction* or video evidence (such as shooting someone in front of a camera, but pulling the body out of the way) roll 8+ once only, to spot. Players can roll a Routine (+2) Security roll to spot a particular camera before their agents are seen by it.

Bypassing Locks

A single building will often have different security classifications for different areas within it. Give a building a single security rating and use the following lock types at the stated locations within, the modifier for using Security skill to break in is given at the side of each location type. Mechanical locks can be cracked with improvised tools at -2. Others always require dedicated cardlock decryptor kits. Each attempt requires 1 minute, gets more and more difficult (-1 each time). Three failures in a row either activates an alarm or jams the door lock mechanism.

No Security Building	Exterior: Tough Mechanical Lock (Security) Interior : Simple Mechanical Lock (Security+2) Secure : Tough Mechanical or Card Lock (Security)
Low Security Building	Exterior: Card Lock (Security) Interior : Card Lock (Security) Secure : Card Lock (Security)
High Security Building	Exterior: Voice/Retina lock (Security - 2) Interior : Card Lock (Security) Secure: Voice/Retina Lock (Security - 2)
Max. Security Building	Exterior: Voice/Retina lock (Security - 4) Interior : Card Lock (Security) Secure: Voice/Retina Lock (Security - 4)

Mechanical skill can be substituted for Security when dealing with a mechanical lock, and Electronics can be substituted for Security when dealing with a card/voice/retina lock. There will be a -2 penalty (just like improvising) and each attempt takes 2 minutes, not 1 minute.

SIMSTIM

'Simulated Stimuli, the recording of bodily sensations (touch, sight, hearing, taste) by wiring up a person with a Simstim Rig jacked into their neurological system. This transmits to a Simstim Editor, the operator edits the transmission via a 'trode set to create a simstim show. This is broadcast (popular channel is 'Tunnel Vision') or sold for home use (on a Simstim Deck) as entertainment. Zero-G gymnastics, war zones, subaqua, flying a plane, sex, whatever, can be recorded from the participants viewpoint and played back by you at home. Now you are doing these dangerous, expensive or exotic things; at least it feels like you... The two greatest names to come out of Shibuya and hit the Japanese (and thus global) audiences are:

Katsura - Professional simstim star aged 30. An athlete and fitness expert with a huge audience, she is one of the most popular simstim stars on the globe. Clean-cut, open and refreshingly honest.

Makarov - While many women are attracted to the healthy and sensual exploits of Katsura, most men prefer the rugged and exciting adventures of Makarov, Russo-Japanese superstar. His explosive and ultra-violent simstim and video is popular world-wide. He is aged 43, big, well muscled, with piercing amber Zeiss-Nikkon eyes. In reality Makarov was actually a Russian commando who switched sides during the Karafuto Conflict of 2204.

VEHICLES

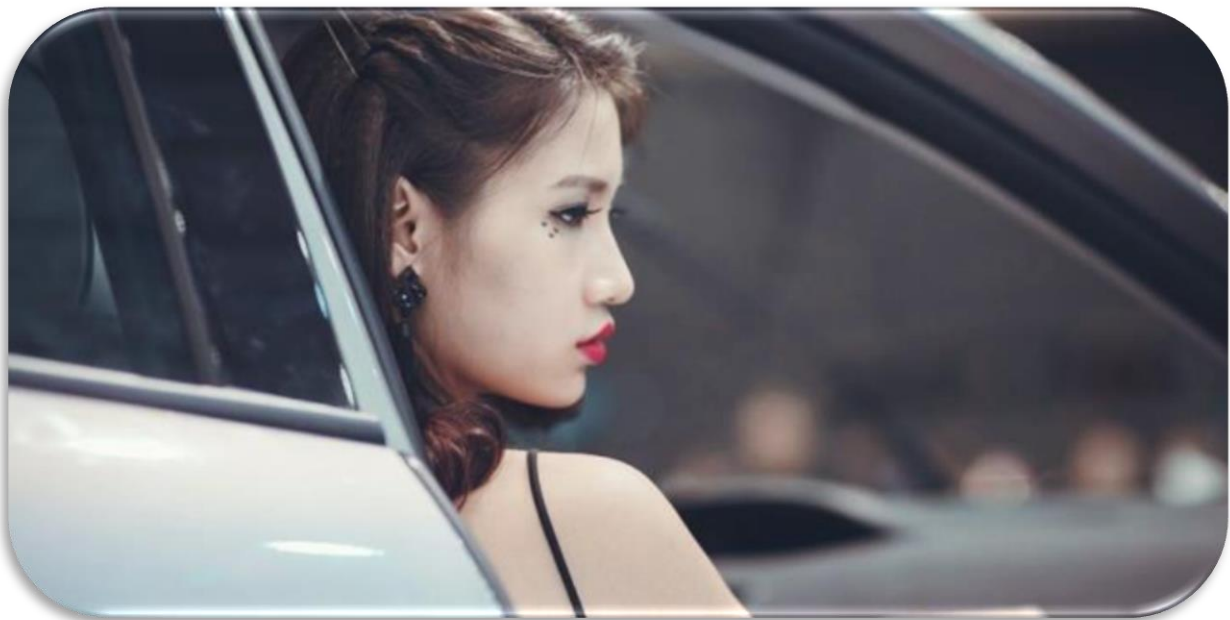
Speed (Spd): The vehicle's maximum speed. A cruise speed is 75% of the maximum speed.

Crew and Passengers (C/P): How many people the vehicle can carry.

Type: In combat, what characteristics does the vehicle have? Is it Tiny, Small or Large? Is it a Softskin, Light Armor or Heavy Armor?

Weapons (Wpns): What weapons the vehicle have, if any.

Cost: How much the vehicle costs in Japanese Yen (¥).



Vehicle	Brand Leader	Spd (kph)	C/P	Type	Wpns	Cost (¥)
Motor Bike	GoMo Cougar	180	1/1	Tiny Softskin	None	40,000
Ground Car	AMC Aspen Four-Door	150	1/4	Small Softskin	None	60,000
MPV	Matsuyama Sirocco	150	1/7	Small Softskin	None	100,000
Off-Roader	Tharsis Coyote C180	135	1/6	Small Softskin	None	100,000
Armored Limo	Oshima T88 Corniche	150	1/6	Small Lt Armr	None	500,000
20-ton Truck	AMC Roadmaster	135	1/2	Large Softskin	None	120,000
Military Jeep	Gulfstar Growler	135	1/3	Small Softskin	LMG	300,000
APC	Shinobi Technics MX45	90	1/8	Large Lt Armr	Minigun, Grenade Launcher	1 million
Forklift Truck	Voroncovo Forklift 4	50	1/0	Small Softskin	None	70,000
Hovercar	Shinobi Technics Hermes 206	300	1/3	Small Softskin	None	1 million
Utility Jump Jet	McConnell MX Vector Utility Jump-Jet	420	2/8	Large Lt Armr	None	3 million
Military Jump Jet	McConnell AV-105 Jump-Jet Gunship	420	2/0	Large Lt Armr	Minigun, rockets, missiles	6 million
Main Battle Tank	Matsuyama 450 MBT	80	3	Large Hvy Armr	Minigun, Grenade Launcher, 120mm Gun (treat as SRAM, with range of 500m)	13 million

THE YAKUZA



This chapter looks at the Tokyo underworld and more specifically the Yakuza, the Japanese Mafia. Following the Yakuza discussion is a section on chunin, the shadowy 'middlemen' that are independent of organized crime, as well as sections on the street gangs and terrorist groups operating in Tokyo.

HISTORY OF THE YAKUZA

Organized crime is very strong in Japan and most crimes involve the Yakuza, the Japanese Mob. The Yakuza families are run as efficiently as some businesses and control most vice trades and rackets, from prostitution to extortion, drugs, computer crime, gambling, burglary and loan-sharking. Neighboring cities will have several Yakuza clans between them, and these will be co-operating, in competition or even at war. The godfather of a clan is the oyabun, and all of his Yakuza will be bound by oath of loyalty to him. The Yakuza are a significant power, traditionally associated with corruption in the Japanese government, they now compete with the zaibatsu, stealing from them, selling to them or acting as a middleman. In fact, if you were to ask the leading Yakuza oyabun what they feared, it would not be the cops, government or other Yakuza, but the zaibatsu. The Yakuza aim to get a piece of the action... and hang on.

The Yakuza originated in the dim and distant days of feudalism, but have weathered the storms of change to establish themselves as influential members of the global criminal community.

Self preservation demanded that the criminals adopt the organization and code of silence that has bound many other crime syndicates together. In the initiation ceremony, the candidate swears unswerving obedience to his crime family and an

exchange of sake cups is made in front of a Shinto altar. The amount of sake in the cup is determined by the candidate's status and relationship to the master of ceremonies. The oyabun has the power of life and death over any member of the group. He is almost a sinister mirror image of the daimyo who commanded an army of utterly loyal and obedient samurai warriors. The Yakuza gangsters are the oyabun's samurai, and they owe him as much loyalty. Any member who fouls up a mission or who is disgraced cuts off the joint of a finger (a practice known as 'yubitsume'). This mirrored the samurai's willingness to commit suicide to atone for his mistake. The Yakuza then offer the finger joint to their master. If refused then he has no choice but to commit suicide himself. This practice has survived into the 23rd century. Another survival, less painful and more popular amongst the modern gangsters, is the Yakuza penchant for tattoos - the greater the coverage the higher the rank. Obviously in keeping with the organization's secrecy, these tattoos are always concealed beneath clothing.

With the modern-day growth of business in Japan, the Yakuza have grown too. Their traditional rackets have continued unabated (and unchallenged) in cities throughout Japan. Centre of the Yakuza gambling, prostitution and pornography industries is the Kabukicho section of the Shinjuku suburb, in Tokyo. But as Japanese corporate fortunes soared, so did the Yakuza's. No other crime organization has ever matched the depth of penetration into the corporate world and no other crime syndicate has enjoyed such immunity from prosecution. The country's largest Yakuza family, Yamaguchigumi, based in Kobe, has established its own company, Yamaki, through which it conducts its legitimate business, but there are business consultancies, art galleries and estate agencies too, over 2,000 different business concerns. The Yamaguchigumi has a total of 750 separate gangs with a total manpower of 31,000 members. A gang war with rival Yakuza Ichiwa-Kai in the 1990s proved to be immensely bloody and assets in the US were tapped in order to fund the war. From the US side of their operations, the Yamaguchigumi obtained a formidable arsenal of illegal weaponry, including machine-guns and rocket launchers.

Today the Yakuza are equal in resources to some of the zaibatsu and they have more power through their invisibility and unaccountability. They own huge corporations themselves, some Third World governments, space shuttles and space planes and even surveillance satellites. Like a truly vast secret society their agents working in other areas, the military, government departments and zaibatsu can act for the Yakuza, using the resources at their disposal to carry out the Yakuza's will. The Yakuza do still squabble amongst themselves, just as the directors of a corporate Board carry out infighting and back-stabbing. But they always unite to fight external threats.

Bosatsu sat opposite the black-suited gentleman from the Yakuza. Calm, powerfully built, cool, he radiated inflexible toughness. The samurai lay his case on the restaurant table and the Yakuza flipped open the lid. "All there?" he asked. "Of course ..." replied Bosatsu, "all one million yen. Now will the Inagawa-Kai clan kindly tell me what happened to our surveillance operation in Shinjuku?". The enforcer closed the lid with a snap. "First we eat," he said. "Our fugu is exquisite ..."



YAKUZA STRUCTURE

As already noted, the oyabun sits at the head of a Yakuza crime family. Often he will have a consigliere-style senior advisor or saiko komon (equal to rank 5) with whom to discuss strategy. This advisor will himself control a number of sub-gangs. Deputizing for the oyabun on various matters of business are the underbosses (the gashira). These control the Yakuza business and act as directors of this illegal zaibatsu. Most important are the second in command (the wakagashira) and the third in command (the shateigashira). All are heavily protected and control numerous gangs. Of less importance is the headquarters chief (so honbucho), a man who still retains some status and control over his own body of gang-members. Assisting the oyabun is an entire entourage of accountants (kaikei), advisors (komon), personal secretaries (kumicho hisho) and counsellors (shingiin), all usually equal to rank 2 without any gang ownership. All the underbosses have a couple of lieutenants each (gashira hosa) who assist and deputize for the powerful underboss. On the street, real power devolves to the massed army of senior bosses (shatei, or 'younger brothers') who control the syndicate's gangs. These too have a deputy. The gang bosses can number in the hundreds. In games where Yakuza rank matters (perhaps the referee is running an all-Yakuza game!) the following table should provide a guide. Note that gang numbers add up to about 500. This is for a very large family, such as Chiba, Tokyo, Kobe or Osaka. Scale this down if required.

RANK TABLE						
Rank	Promo Points	Title	Cash ¥	Gangs	Skill Levels	Lifestyle
1	0	Yakuza gangster	10,000	-		LC
2	3	Wakushu deputy	20,000	-	+1 Skill	LC, Ground Car
3	9	Shatei gang boss	100,000	1		MC, Hovercar
4	18	Gashira Hosa lieutenant	1 million	1D+1	+1 Skill	SC, PDT
5	30	So Honbucho HQ chief	2 million	1D+1	+1 Skill	SC, Trauma Unit
6	45	Gashira underboss	5 million	1D+1	+1 Skill	EC, Clone Insurance
7	63	Oyabun godfather	Unlimited?	1D+1		EC, anything?

PP are Promotion Points, awarded for successfully completing hazardous Yakuza missions, proving one's loyalty or running businesses. The rank describes the rank of individual Yakuza. Yakuza are awarded the cash bonuses when promotion occurs, as well as the relevant lifestyle bonuses. Cash is in Yen. Note that the Promotion Points column indicates the total number of points required for the Yakuza to be promoted. Yakuza also receive one extra skill level at ranks 2, 4, 5 and 6; this free skill level can be added to an existing skill or used to learn a new skill from the skill list.

Lifestyle: *Lower Class (LC)* accommodation is a shared apartment with Routine (0) security. *Middle Class (MC)* accommodation is a luxury private apartment with Difficult (-2) security. Senior Class (SC) accommodation is a suite of rooms in a high class apartment building, with Very Difficult (-4) security. The highest level of zaibatsu accommodation, an Executive Class (EC) private home in a gated community, has Formidable (-6) security. Ground cars and hovercars are issued to each gang member and will be repaired if damaged. If a hovercar owner cannot fly, then he is given a Hovercar-0 training course. Trauma Unit coverage is an implanted transmitter that sends a distress signal via the nearest street phone to the trauma company when it registers a wound. The Trauma Unit will arrive in a hover wagon with paramedic facilities for an immediate medivac. Typical reaction for central Tokyo is 2d6+1 minutes. PDTs are Personal Data Transmitters and are an optional implant; they transmit bio-data and full locational data on the implantee. Useful in case of kidnapping etc. Clone Insurance is the full cover of a clone replacement in the event of death, see the chapter on Technology.

Finance Cards. Each Yakuza 'gang' begins its life with a corporate account and each agent has a corporate account card with which to draw money from it (under supervision of the gang leader and his deputy) for goods and services during missions. Accounts are calculated by adding the gang's combined rank total up. Allow ¥2,000 per rank point, increasing to ¥10,000 per rank point when the total reaches 10 (a **Gold Card**), and ¥20,000 when it reaches 20 (a **Platinum Card**). Cards use a PIN and fingerprint security check, and receipts will be scrutinized by the deputy later, so be careful! Up to one-quarter of the account may be converted to cash for bribes, shady deals etc. The referee is recommended to keep a running total of expenses throughout the game, replenishing the account at the end of the mission. Equipment bought **must be returned** at the end of the mission, consumables such as drugs cannot be purchased. They Yakuza wants its money back. Referee must adjudicate such things as portable missiles, grenades, etc.

INAGAWA CLAN OF TOKYO

The Inagawa-Kai is a well known, well respected and powerful organized crime family, perhaps the most powerful in Japan. Known locally as the 'Sons of the Neon Chrysanthemum' it has carved out a niche for itself in the Tokyo Bay area. All zaibatsu and the National Diet respect and fear the Inagawa-Kai.

Oyabun

The oyabun is Hideo Masakari a 69 year-old tough and venerable old warlord. He has survived multiple assassination attempts by the Yamaguchigumi clan in Kobe. He has an advisor and both a second and third in command (who have staffs and gangs of their own). The oyabun and his headquarters chief are based at the Palace of Contemplation building in central Shinjuku, a vast pyramidal skyscraper reminiscent of the walls of an ancient Japanese castle. An art museum sits on the 40th floor, there are offices, businesses, restaurants, flats: all owned and run by the Inagawa-Kai. It is said that the complex continues underground to depots, workshops, training areas, dormitories and warehouses. Who knows?

Business Interests

Nagamasa the Demon - Underboss. Controls much of Shinjuku vice trade from nightclubs, bars, restaurants, pubs and brothels. Those he does not own pay him protection money ('taxes'). Owns many legitimate fronts for drug pushing and pornography. Kabukicho is the center of the demon's lair. HQ is top floor of the Star Hotel in Shinjuku.

Burner Baku - Underboss. This ruthless killer (who earned his reputation with a flamethrower) enforces all drug supplies and smuggling throughout the rest of Tokyo. From clubs, bars, drug-houses and street-dealers. He organizes this trade (and fights with the Chinese Triads) from a swish set of clubs and bars in Roppongi. Mixes with many simstim stars and actresses. HQ is a fortified mansion in Roppongi.

Tannuki the Surgeon - Underboss. Runs a set of clinics, surgeries and other medical businesses in western Tokyo. Also operates most of the 'black' illegal clinics offering cut-price, low-quality services and illegal body banks. Many of those not owned pay taxes to Tannuki. The Yakuza can offer almost any treatment for a price (or favor). Competition is fierce with the Chiba Yakuza who dominate the black clinics there. HQ is the Red Cross Hospital in Shinjuku.

Ken Kannushi - Underboss. Runs several legal and financial firms in the Marunouchi business district, as well as part-ownership in several banks. These are all used for money laundering, conduits for the extortion of money or concessions from the zaibatsu, blackmail and embezzlement. His HQ is the Kogyo Bank, just over the river from the Bank of Tokyo.

Dealing With Clan Inagawa

The PCs should rarely have any impact on the structure or operations of the Yakuza. It has existed for centuries and cannot be easily affected. Make any attempt by the PCs to kill, swindle, blackmail or otherwise mess with the Yakuza incredibly difficult or seriously fatal (or both). **Never** mess with the Yak. The underbosses are major, major crime lords that the PCs will almost never get to meet. They are insulated by armed guards, bullet-proof limos, high-tech ultra-secure homes and offices. They have clone insurance, PDTs, and Trauma Unit coverage. More likely the PCs will meet the lower-

rank gang bosses, each in charge of a single operation (a bar, a drugs ring etc.) and a gang of Yakuza with which to run it. These gang bosses are still seriously hard with constant armed bodyguard protection, bulletproof hovercars and a paranoia and a security consciousness that far exceeds their zaibatsu equivalent: the team leader.

CHUNIN

In Medieval Japan secret gangs of ninja organized themselves much as the samurai did. At their head sat a shadowy and unknown jonin, or master. The middlemen that arranged contracts, assigned missions and communicated with the actual ninja were known as **chunin**. These chunin oversaw the day-to-day running of the ninja clan and when anyone wanted to hire the services of ninja, would have to deal directly with him. In 2225 Japan the chunin is a freelancer, a dealer and middleman who arranges underworld contracts for the zaibatsu, or for anyone who pays. He is a fixer and a shadowy businessman. He has no allegiances, except to his loyal friends and those who work under him. The chunin listed here are Tokyo's heavyweights, based in Night City (Asakusa) with up to two dozen important contacts each. There are others but at the top of this ever-changing eco-system sit these powerful dealers. They are fixtures in Tokyo's underworld, experienced, paranoid and ever wary of upcoming rivals, vendettas and jealousies. They insulate themselves with the best security money can buy.

Buzen

Cruel and cunning businessman who excels at exploitation, blackmail and bribery.

Specializes In: Guns, explosives and black tech (illegal electronics)

Links With: Chinese Triads, Tokyo Dock smugglers, Tokyo police force conspiracy, several independent gangs of armed robbers and several of Tokyo's violent gang leaders.

Legitimate Businesses:

Nansing Container - Warehousing on the river Sumida used by ships and container lorries.

The Abattoir - Nightclub on site of old slaughterhouse. Split level, cheap & nasty. In Sumida.

Cheap Discount - Cheap electrical store, a real maze in Akihabara. Workshops in attic and private booths in the back for maintenance and 'business'.

*The muffled sound of sex, hard, unrelenting and desperate came from the room next door, but Sarah appeared not to notice. Bosatsu gulped down his Martini. " Look Sarah, I know you've bought these synthetic cotrimoxole samples, but I need to know who the buyer is. Your name will never come into it". She raised an eyebrow. You're always asking for something, aren't you Bosatsu. You never **give** anything. I think it's about time that changed ..."*

Sarah Monogatari

Smooth and slick operator. Very charming, very pretty, very deadly.

Specializes In: Pornography, drugs and software.

Links With: Agents in Chiba clinics, vice agents in Tokyo police force, several pimps in Asakusa, several console cowboys in Asakusa.

Legitimate Businesses:

Fantasy Land - Elaborate themed sex shows with dancing, bars and pool rooms. Simstim booths, private (and expensive!) rest booths also available. Prostitution in rooms upstairs.

Nirvana - Video and simstim arcade with a popular bar looking out over the arcade hall. Private booths available for parties and drinks, rooms in which deals are made. Workshop and office at the back.

Tokohara

Rough and tough dealer. Plain speaking.

Specializes In: Black-tech, weapons, drugs.

Links With: Yakuza drug's underboss Burner Baku, Asakusa gang leaders and local burglars and car thieves.

Legitimate Businesses:

Tokohara Resyk - Wrecking yard and recycling, workshops and garages, many for hire, parts for sale. In Sumida.

Oasis - Small bar in Asakusa with a room at the back for private business.

Rough!

Kamikaze Cabs - Cab/courier firm operating from a small alley in Ginza. Opposite another Tokohara business, a frozen meat firm called *Oniku*.

Sensei - Martial arts dojo and fitness club over a red-lantern pub by the same name in Shinjuku. Owns both.

Van Luwen ('the Dutchman')

Smart Dutch dealer with impeccable dress sense and beautiful manners. But still not entirely trustworthy. Is any chunin?

Specializes In: Software and drugs

Links With: Various Tokyo console cowboys, various agents in the Chiba clinics, and the electronics and computing zaibatsu.

Legitimate Businesses:

Golden Harvest - Great club and pub full of would-be/has-been hackers, software pirates and corporate spies.

Mikochi - Tokyo clinic and body bank in Harajuku (a black clinic). Trendy. Often used by the criminal fraternity.

Preview Electronic - Cutting edge electronics and software, real new stuff, acquired through bribes, favors or theft. Sold here sometimes before it even comes out on the shelves. Part-exchange done here too. Basement is for special deals.



STREET GANGS

Goths

Black-clad, make-up wearing vampire look-alikes, the goths are a morbid lot with gaunt, ghostly figures and a terminal obsession with death and suffering, pain and suicide. They can be very violent but if met in a relaxed atmosphere tend to just be frighteningly depressive. Into blood-rock music, dark, erotic and pessimistic synthesizer-driven music full of bass and twisted lyrics. Grungy lyrics and dark soul-searching attitudes. The goths wear black clothing, coats, boots, jackets, shirts, contrasting with pale face makeup. Many goths are well educated and hate the Punks. They get on OK (if pushed) with the other gangs. Main club is the 'Floodland' in Shibuya.

Moderns

The moderns have adopted the modern-day 2225 technologies as style. Their music is cyberspace -induced hallucinogenic synthesized stuff called Trance. Very transcendental.

Their main club is the 'Suborbital' in Harajuku. They wear tons of urban combat gear clashing with metallic colored jackets or trousers/skirts. Often have crew-cuts with bizarre tails or curls of remnant hair. Some moderns are college kids and they don't particularly like to fight too much. Hate the rockerboys and punks, but don't mind the goths much.

Punks

These are 1970's-style punk gangs. These guys are into anarchy, violence and upsetting the normal Japanese order of things. They get pleasure out of scaring or upsetting or insulting people. Most have skinheads or wildly colored spiky or mohican hair-styles. They hang-out in live music bars and run down abandoned buildings where they get stoned and beat each other (and passers-by) up. They wear leathers and denims with chains, studs, pins etc. Preferred punk music is very heavy metal called Thrash, and the best place to hear it (and get beat up by punks) is the 'Dance Zone' in Asakusa. Punks despise all other gangs.

He'd gotten out of the Dance Zone in one piece, now Bosatsu had to get home. Shit - no problem. Then he saw three punks across the road around a small dog they'd tied to a chainlink fence. They were whooping and shouting with delight as they kicked it to death. What kind of a people are these, he thought? And I've paid some of these guys to do a job for me?

Rockerboys

These Fifties-throwbacks love to jive to 1950 rock 'n' roll music. They have plenty of denim, black leather and suede shoes, plus loads of energy and hair oil for those spectacular quiffs. They famously pose in Ueno park at the weekends. Those without cars have motorbikes, Harleys if possible. Rockerboys are totally into the American Dream, even if it never really existed. Hang out at dance clubs such as the 'Jive Metal' in Harajuku.

Bosozuku

Members of Tokyo's biker gangs. These kids customize their bikes and remove the mufflers to make more noise. They are a nuisance, racing in the streets, running red lights, antagonizing other drivers and starting fights involving knives, chains, petrol bombs and katana. Their fashion tends to focus on the World War Two kamikaze pilot-look, with boots, overcoats or leather jackets, baggy trousers, long headbands and round sunglasses. Patriotic rising sun patches adorn their clothing, as do military slogans and ancient Chinese characters. The bosozuku sometimes ride while waving militaristic or patriotic flags.

TERROR GROUPS

Dragon Lords

The Dragon Lords are a group of dedicated and honorable vigilantes operating in Tokyo. They claim their history can be traced back to 1328 AD when a dragon (ryu) was killed by a Yakuza oyabun (godfather) in an act of treachery. Since that time the dragon's descendants (in human form) have vowed to fight the evil and dishonorable organization of the Yakuza. Members are young, fit and dedicated. They receive their instructions when they visit the secret underground shrine dedicated to their lord Suitengu the sea kami (spirit). They are expert assassins with an almost mythical ability to infiltrate their target's lair, carry out the kill and escape. Few, if any, have ever been captured or killed. They most often act when innocent lives are at stake - they even the balance - and prefer to use katana, knives and auto pistols. Subtlety is preferred over mass death!

Each Dragon Lord considers himself a part of the sacred dragon, there are only ever five Dragon Lords at one time. Each has one preferred weapon taught to him by the group and a special power - is this magic, retrogenic or cyberwear? Is it truly a part of the dragon?

The Teeth of the Dragon - *Weapon:* Autopistol. *Power:* Poison Fangs (Virax-B).

The Eyes of the Dragon - *Weapon:* Laser. *Power:* Cat's Eyes.

The Breath of the Dragon - *Weapon:* Flamer. *Power:* Enhanced Breathing.

The Tail of the Dragon - *Weapon:* Bullpup Rifle. *Power:* Flexibility.

The Claws of the Dragon - *Weapon:* Autopistol. *Power:* Retractable Claws.

All Dragon Lords have the Karate and Jujitsu skills. They also gain Gun Combat 1; then select 3 more skills. Share 8 skill levels between these skills (none higher than level 4). No special costume is required, although Dragon Lords tend to prefer smart suits, the very coolest, especially with this season's funkiest mirror shades ... The group's symbol is an ancient carving of a dragon's twisting body.

Imperial Restoration League (IRL)

A well-organized and fervent band of terrorists opposed to the ultra-capitalist system and democratic government dominated by the zaibatsu. It wants a return to monarchical (or imperial) rule. It devotes a great deal of time to tracing the imperial bloodline to find possible successors or candidates. The last emperor died in 2078. They love Japanese tradition and history and want full nationalization of industry and abolition of the National Diet.



The IRL operates across Japan. It is strongest in Tokyo and has about a dozen independent cells receiving orders via cyberspace. They try to follow the tenets, beliefs and customs of the samurai and the cell leader is followed with blind obedience. Each member will willingly die for his cause. Methods generally revolve around bombings, shootings, rocket attacks and grandiose gestures such as poisonings and nerve gas attacks. A cell is usually given a 'hit-list' of 4 targets and an advanced payment of ¥400,000 with which to set up and complete **2** of those on the list. This could make a possible campaign for the player characters. Must be willing to commit seppuku (ritual suicide)! All members have cyanide capsules implanted in one of their molars which they only have to bite on. The group's symbol is the ancient symbol of a 'torii', or temple gateway.

Sons of Oedo

A highly motivated band of techno-rebels, terrorists seeking to halt and reverse the tide of technology. The movement is strong among students (and often those many graduates who were turned down by the zaibatsu when they applied for a job). The Sons of Oedo target the high-tech zaibatsu and high-tech projects. They have agents in all the technology-orientated multinationals and so have a good idea of what is going on. Funds are secured either by embezzlement or the running of various Sons of Oedo 'new-age' religion stores dotted around Tokyo and other Japanese cities.

Being intelligent, the Sons of Oedo are ingenious in their sabotage, destruction and violence, using any and all tactics and equipment. Members will not have cybernetic or retrogenic alterations as a rule, neither will they favor high-tech gear, **but**, they are intelligent pragmatists, and if use of such things furthers the cause, then they will not flinch from employing it. A thin veneer of mysticism overlays Sons of Oedo thought, they believe in karma, the Tau and the I Ching. They are obsessed with new age mysticism and magic. No particular dress style. The group's symbol is the Yin Yang symbol with the white Yang is blood-red and not white.

The Haruna agent shone his torch across the ferro-concrete wall. The blood-red yin-yang told them both what they needed to know. "The Sons of Oedo", said Bosatsu. "More like the Sons of Weirdo ..." joked the agent. "You've never actually met these guys have you?" asked Bosatsu. "Violent, tactical, intelligent. They've out-thought our strategic section as many times as they've had reason to cross our path. Don't make light of what you've never seen ..."



福 粥麵 燒臘專家
N.Y. Noodletown





Referees will find the maps of Tokyo in Appendix 4 of use while reading this chapter. This city is the capital of Japan. Within a 45km radius of the Imperial Palace live 20 million people. In such a big city, the real center is difficult to define. Tokyo really has many centers, each with its own flavor. The surrounding towns and cities have become dormitory towns for commuting workers. The city fronts Tokyo Bay, opening out onto the Pacific Ocean on the east. On the city's northern approaches lies the fertile Kanto Plain. Almost a part of the vast Tokyo metropolis are the cities of Chiba and Yokohama. In **Zaibatsu** Tokyo is considered to be the entire Tokyo Bay area with these three cities all important. We briefly look at the activities (legal and illegal) of all the centers, from Chiba's black clinics to the Triads of Yokohama's bustling Chinatown.



The 'zaibatsu belt' of corporate dominated suburban towns house much of the corporate population who commute into Tokyo daily or do their work via cyberspace. A typical dorm town will have several vast arcologies or city blocks. These arcologies have accommodation flats, restaurants, theaters, schools etc. Imagine a multilevel shopping arcade with flats around the periphery, a multiplex, covered park and college. They are self-contained communities for a zaibatsu's employees. The high-rank sararimen live in the upper penthouses, the lowliest workers in amongst the underground car parks, subway links and ground level entrances. Travel within arcologies is done via stairs, lifts, escalators, sidewalks and electric trikes or buggies. The main dormitory towns are: Funabashi, Matsudo, Kawaguchi, Mitaka, Meguro, Shinagawa and Kawasaki.

DISTRICTS OF THE CITY

AKASAKA

A traditional geisha district, even in 2225 it is still possible to see rickshaws carrying their gorgeously dressed high-priced hostesses through the streets in the early evening. Akasaka is also home to Tokyo's most exclusive (and also expensive) nightclubs. Many affluent Chinese have moved here during and after the recent troubles in Hong Kong. Chinese businesses thrive in Akasaka. There are many upmarket clubs, shows and restaurants. It is known as a real 'foodie' area, with hundreds of international food bars and restaurants. A temple, the Hie Shrine, sits on a small hill reached by a steep flight of steps.

AKIHABARA - 'TECH TOWN'

This is Japan's hottest place for discount bargains on electrical and electronic appliances. Stores, stalls, markets and department stores (the biggest of which is called Crossfield) all sell bargain electronics. Computers, cyberdecks and software can be bought here. Stolen software or zaibatsu tech often emerges here. The district is a magnet for cyberspace cowboys and street-techs. Japan's fan ('otaku') culture is centered here also, with many anime and manga stores catering to them, as well as French maid and manga cafes. Akihabara Crossfield has stores and restaurants on the lower levels, while the upper levels accommodate technology offices, zaibatsu conference spaces and showrooms.

ASAKUSA - 'NIGHT CITY - YORUMACHI'

There are plenty of ancient houses and souvenir shops littering Asakusa, one of the oldest parts of Tokyo. This area was once the most thriving place in Tokyo with its theaters and other amusement spots, but it is very outdated today. But still the famous (1550 year-old) Sensoji Temple is filled with visitors from all over Japan. The temple is usually very crowded during the many festivals and fairs held in its precincts. The approach to the temple is along Nakamise Dori Avenue, a narrow

stone-flagged street that is lined with over a hundred tiny open-front souvenir shops and stores selling traditional Japanese items and paraphernalia. At its start is the Kamarimon (Thunder) Gate flanked by two giant wooden guardian Diva Kings. Behind the temple is the Asakusa Shrine, home to the colorful Sanja Festival. This really is 'Old Tokyo', best viewed by rickshaw ride. But Asakusa is also Tokyo's downside. The **Sumida River Industrial Complex** has pushed out all but the poorest Tokyoites to create a "no-go" area. Asakusa is mild compared to the Bronx Jungle (New York) and Tower Hamlets Enterprise Zone (London), and seems to exist parasitically off of Ueno Station and the people arriving there from the north. Cheap hotels, gangs, drugs, seedy businesses and a lot of exploitation and unemployment await the newcomer. Street harassment from bosozoku gangs, as well as petty crime is rife here. At its center is the famous landmark tower, the Tokyo Skytree, a communications tower that is the second tallest building in Japan (after Makita's Sky Tower) – the large shopping complex, aquarium and planetarium once a part of Skytree has since been abandoned, trashed and left to the elements.

Asakusa is also known as Tokyo's 'Night City', or in Japanese, 'Yorumachi'. With the rail line from Narita airport and the research facilities of Chiba terminating at Ryogoku station just over the river in the ward of Sumida, business in smuggled and stolen technologies is rife. Asakusa forms a narrow borderland of vastly ancient streets and lanes. By day the bars and clubs are dead, shuttered and featureless. The never-ending dance of illegal 'biz' continues when the darkness is slowly lit-up by the neon and bright flashing adverts, and accompanied by the thunder of noise from arcades and pachinko parlors. Bars, clubs, strip-shows, soaplands, gambling joints and coffee shops all play host to the shadowy side of life here. The hustle. The scam. Lies, deceit and profit.

Yorumachi, Night-City, Asakusa, the same name for the same fast-forward dance of profit and survival. Bosatsu made the rounds, checked his contacts. Had anybody seem anything of Kiroshi? How had he disappeared into thin air between Asakusabasi station and his own pickup team of hardened street samurai? He nodded to Alpha, no luck. He passed ¥400 to Mako, the cabbie. Hah! So... Kiroshi took a cab straight to Tokohara's place at the Oasis? Ever more intriguing...

CHIBA CITY - AN INDUSTRIAL SHOWCASE

Chiba is an new business center. It has a thriving port and behind it a vast area of factory domes and attendant corporate arcologies. But the most exciting aspect of Chiba is the cutting edge clinics, hospitals and medical research facilities. The best surgeons, geneticists, cyberneticists and plastic surgeons are all here with the finest equipment and facilities. Most of Makita's, Parkfield's and Haruna's most prosperous medical facilities are on the outskirts of Chiba. But the wealth has created a black market centered in Ninsei (close to Shiga and Baiitsu), caught between the port and the corporate zones. Here deals and double-deals keep an entire black market of smuggling, theft and drug abuse alive. Pharmaceuticals from the clinics and labs finds its way onto the Street and up for sale - to be shipped out across the globe. Experimental products fetch the highest prices. Things like hormones, recombinant protein mixes, hormone triggers, pituitaries and synthetic glandular extracts are all

marketable commodities. Most of this stuff (and the mules who hump it) ends up in Asakusa up for sale on the Tokyo market.

THE DOCKS

Tokyo Docks are vast and made up of piers, wharfs, warehousing complexes, factories and industrial estates. Much of it is fenced off and in a perpetual arc-light daytime. People live there too, but the housing complexes are fairly run-down and undesirable. Generally, people have moved out and light industry, warehousing and the container port machinery have moved in.



GINZA - EXCLUSIVE & EXPENSIVE

Ginza is Japan's most famous shopping district, with highly respected and long established department stores and shopping buildings. Center of the Ginza is Chuo-dori street, running from northeast to southwest and this is lined with the big department stores, major shopping malls and restaurants. Harumi-dori leads to the Kabukiza Theater, and further to Tsukiji on Tokyo Bay, famous for its huge fresh fish market, and to Yurakucho and Hibiya in the opposite direction. Ginza is a rich district filled with little side streets and fringed by all kinds of specialty shops, restaurants and coffee shops, bars and night clubs, often exclusive and expensive. The early evening has the feel of a fashion parade as beautifully dressed geisha walk to work. Ginza is home to the globe's most exclusive shops. Ginza oozes style and class with its posh restaurants and night clubs, art galleries and fashionable little eating places. The closest thing Tokyo has to a New York Fifth Avenue.

HARAJUKU – SUPER-COOL TEEN HANG-OUT

Harajuku's central feature is Omote-sando, a wide boulevard edged with restaurants, attractive coffee shops, little boutiques and interesting specialty shops. Omote-sando leads up to the Meiji Shrine, and not far away are the Ukiyoe Ota Memorial Museum of Art and the Togo Shrine antique market (held on 1st & 4th Sundays of the month). The famous Omotesando Hills arcology is packed with cafes, stores, restaurants and beauty salons, with hundreds of exclusive apartments located above them. The approaches to the shrine have become the scene on Sundays for street dancing by crowds of teenagers dressed in 1950's, 1960's and 1970's styles. There are coffee shops and chic fashion boutiques in Harajuku. It is the place for the young and trendy Tokyoites to hang-out. Clubs and restaurants all reflect this 'fast-fashion' attitude. If its 'in' its in Harajuku. It is a place of cultured amusement. A little like a popular Paris boulevard with street cafes and the spectator sport of cruising and people-watching.

IKEBUKURO - A NEW CENTRE

This district once became a new sub center of Tokyo after the expensive Sunshine City development appeared to the east of Ikebukuro Station. The zaibatsu Yoshiko owns and operates Sunshine City, the arcology development is dominated by the 50-storey Sunshine-120 Pyramid. The fastest elevator in the world zooms up to the 50th-floor observatory in only 35 seconds. There is an aquarium, a theater and the Orient Museum within the Sunshine City compound. It is a gateway to Tokyo's northwestern suburbs, Ikebukuro is served by suburban railway lines as well as metropolitan subway lines to central Tokyo, and these are often crowded with commuters. Ikebukuro has its own 'feel', its own restaurants and shopping and its own bars and eating places. It has a large zaibatsu population, and so is a little staid.

The arcologies built here over the past twenty years cater for much of the areas needs - so Ikebukuro does not have a great deal to offer those from more exciting parts of the city. The firm Shinobizawa has its corporate HQ here, this is a vast fuller dome that handles all its administration, marketing and purchasing, and there are several production sub-domes that lead off from this main dome.

IMPERIAL PALACE

Beyond the Marunouchi district, is the Imperial Palace, and it is where the Imperial family once resided. It covers 100 hectares and its impressive watchtowers and massive stone walls still survive in 2225. The Palace Plaza, East Garden and Kitanomaru Park are all major attractions. The wide and open Plaza, with its Double Bridge or the Nijubashi, is an haven for sararimen and young couples. A memorial fountain exists there, and was built to commemorate the marriage of the Crown Prince and Princess. Next to the Palace Plaza is Hibaya Park, a beautiful park, in style partly Japanese and partly Western. The Hibaya Public Hall and Library are in its enclosure. The nearby Hibaya district is the 'Broadway of Tokyo', jammed with of cinemas and theatres.

KASUMIGASEKI - THE GOVERNMENT QUARTER

This is Japan's administrative center. Government ministry and agency buildings cluster here, south of the Imperial Palace. The Japanese parliament meets at the towering National Diet Building which overlooks the district. Tokyo police are very visible here.

MARUNOUCHI - THE BUSINESS DISTRICT

This district is between Tokyo Station and the Imperial Palace, and is the city's zaibatsu nerve center, or business center. Tall skyscrapers standing row upon row contain the headquarters of the leading banks and zaibatsu. The police also keep this district under close scrutiny for the protection of the zaibatsu personnel. Makita's Sky Tower headquarters is here.

KANTAI – THE FLOATING SHANTY

The Izu Islands form a long, strung-put archipelago of volcanic islands south of Tokyo. Ten years ago a major typhoon struck the islands and destroyed almost all of the infrastructure. Warned in time, the island's population was evacuated in an armada of fishing boats, sampans and small cargo boats. This temporary fleet was given shelter in Tokyo Bay, where it remains to this day. Few continue the fishing trade, and most have taken on low-paid jobs in Tokyo, close to the harbor. The floating community is known as the Kantai ('the fleet') and is unregulated, secretive and a place of danger for the unwary. Smuggling, drug and software dealing, all go on there, and the floating ghetto makes the perfect hideout for criminals who are on the run.

Why have the Boat People of the Izu Islands never returned? The United Corporate Combine, that arbitrates between conglomerates and zaibatsu worldwide, treated the abandoned islands like Off-World colonies, offering the zaibatsu tenders for redevelopment. Many of Japan's big corporations have purchased these islands and have turned them into remote bases, for research or storage - away from prying eyes. The Izu islanders will never go home, but they resolutely refuse to leave their warren of ships and boats, all lashed together with cables and gang-planks, and to take up a place in Tokyo society. Junks, sampans, old ferries, fishing boats, barges and coastal freighters are the home for this vast, poverty stricken population. The government cannot or will not get rid of the Kantai Shanty and it sits in the Bay, an eyesore and a danger. Cooking fires create thick oily smoke, refuse floats obscenely around the boats. Many of the Boat People work illegally in Tokyo doing low-paid, often criminal work. They are a despised underclass.

OCHANOMIZU - COLLEGE TOWN

Ochanomizu, on the elevated Japanese Rail (JR) Chuo Line, is the college district of Tokyo. A few minutes walk downhill from the station is the atmospheric Jimbocho section filled with hundreds of bookstores. Shelves of Japanese and foreign books including second-hand ones are for sale. This quarter also boasts the Tokyo Komingu Kottokan building, containing more than 50 antique shops, and the Nicolaido, an out of place Russian Orthodox cathedral (built 1884). On the other side of the station stands the Yushima Seido Temple and the Kanda Myojin Shrine. There are plenty of

universities in Tokyo, the largest, Tokyo University, is west of Ueno Park. Others include the Meiji, Nihon, Medical & Dental, Hosei, Keio, Waseda, Rikkyo and Gakushuin Universities. There is an informal, decadent and underground feel to life here, due to the student and ex-student population. Music, cults, gangs, clubs and flats cater to this young population.

ODAIBA ISLAND – A TOURIST CENTRE

Odaiba, an ancient man-made island in Tokyo Bay, was redeveloped in the 1990s as a commuter town, but the economic crisis halted that. In the 21st century, however, Odaiba Island was developed as a tourism, sightseeing and shopping center, and is nicknamed Cosmopolis – it is reached over the famous Rainbow Bridge of Tokyo. There are lagoons for swimming, hotels, shopping malls, and various corporate headquarters (such as Fuji Television) as well as convention centers, a marine park and sports venues. Today 250,000 people live inside the Cosmopolis project and work within its prosperous economy. There are zaibatsu industrial facilities, research complexes and cultural centers for the population. The island is a zaibatsu haven with little interference from Tokyo government. With its own jump jet port, the island is a microcosm of Japan's technological and economic might. Most of the zaibatsu have facilities here and there are many workers who commute by hydrofoil from places around the bay. Of course the Rainbow Bridge connects Odaiba Island with the eastern docks. All the while yakatabune, or traditional house boats, ferry sightseers from shore to shore and ply the Tokyo waterways.

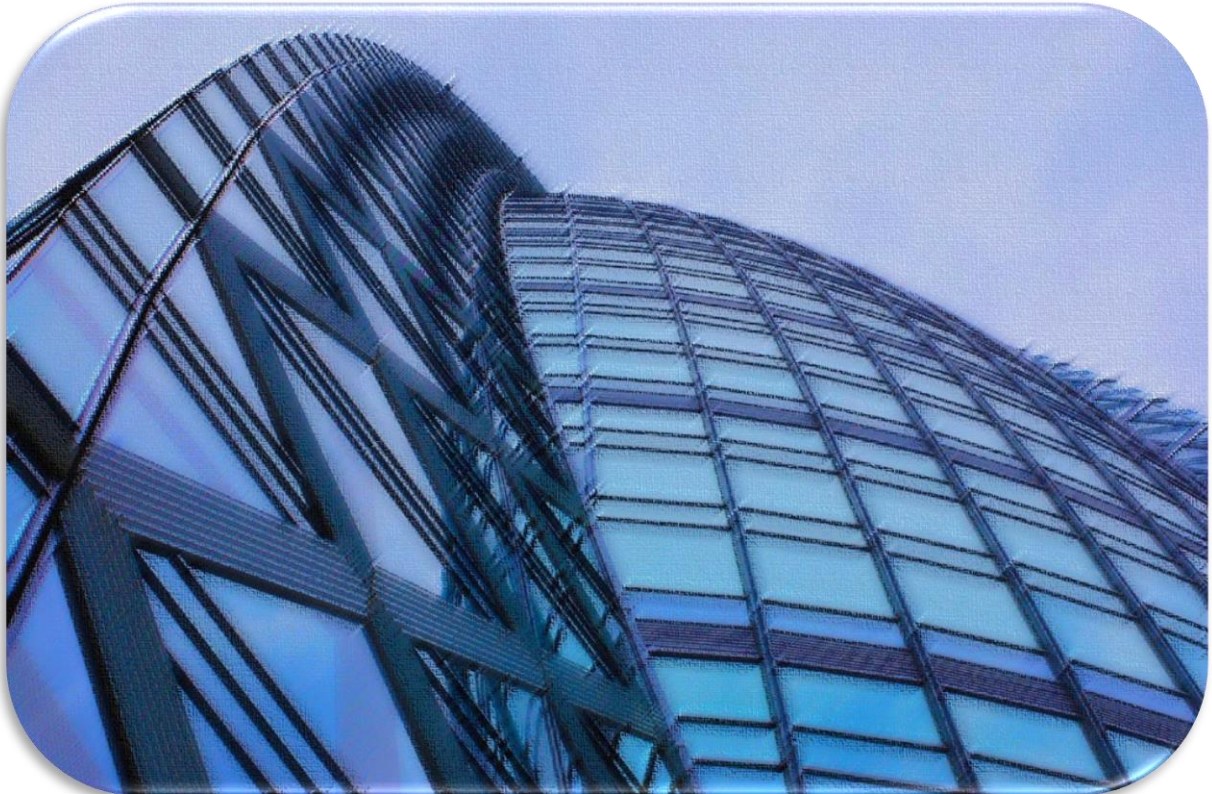
ROPPONGI - MUSIC CAPITAL

This is an entertainment district with a sophisticated and exciting atmosphere. Roppongi's nightlife picks up at around 11pm. There are literally hundreds of coffee shops, bars, pubs and restaurants - from cheap to moderately priced. Tokyo's most fashionable nightclubs are here. The famous Black Rain club in Roppongi was the scene in 2220 of the infamous Yakuza rocket attack that killed 11 and wounded 14. There are clubs and discos with the best music and DJs, and plenty of live music. Bands from across Japan play here to be heard and appreciated. Foreigners (gaijin) prefer the clubs in Roppongi and are well catered for. It is a very cosmopolitan place. Roppongi Hills is an old arcology, a vast complex of apartments, shops, offices, restaurants, hotels and even a museum. In nearby Shiba Park stands the famous red and white Tokyo Tower, a vast Eiffel tower-like broadcast mast 333m high, standing high on a knoll. It has two spectacular observation decks (and it featured in the climactic scene of CyberCity 808, Episode 2: Psychic Trooper - AKA The Decoy).

SHIBUYA - THE HEIGHT OF FASHION

This is an action-packed amusement and shopping district, and is always crowded with youths day and night. Koen-dori Street is filled with colorful shopping complexes and department stores all boasting the latest fashions. The old Olympic Stadium and the Meji Shrine lie beyond Koen-dori. Close by is the NHK Broadcast Center, owned by the state-run Japanese radio and TV corporation. Also in Shibuya is the KDDI building, KDDI is a leading communications zaibatsu. Shibuya is high profile home of the media industry. Celebrities are seen here (and also many tourists) and the district has many connections with the industry. A lot of money moves around Shibuya, wealth is

conspicuous. There are cool fashion stores, restaurants, bars and hang-outs. There's always the chance of seeing some new video or sim-stim star. There are numerous cinemas, holodomes and simstim parlors. Tokyo's Hollywood and Rodeo Drive.



SHINJUKU - SHOPPING & SEX

This is another one of Tokyo's major shopping and amusement districts. It is also an important transportation center, served by the suburban railways of Keio, Seibu and Odakyu, and two subway lines as well as Japan Rail. A huge highway bus terminal, Busta Shinjuku, sits on top of the Shinjuku railway station. To the west of busy Shinjuku Station is the impressive skyscraper district, Tokyo's second skyline. Some of these buildings are hotels, others are corporate buildings with underground shopping arcades, and restaurants on the upper floors with marvelous views. Most of the skyscrapers are covered with vast video advertising screens.

East of the station, however, is **Kabukicho**, an ancient entertainment section where rich and poor, tourist and criminals mix. The area is packed with an array of drinking places, pachinko parlors, love hotels and entertainment venues. However, Kabukicho includes bars and clubs that are seriously seedy: Tokyo's worst places are here in Kabukicho. The Yakuza control the area with (quite literally) a vice-like grip. Kabukicho is full of drug-houses, 'soapland' massage parlors, gambling joints, gang haunts, strip clubs, simstim porn clubs; whatever pays well and is border or extralegal. Tokyo's Soho.

UENO - TRADITIONAL JAPAN

Part of the surviving old Tokyo. Famous for its parkland and cultural buildings such as the Science, National and Art Museums. At the south end of Shinobazu Pond in the park is a museum of folklore that uses recreated buildings to show what Medieval Tokyo used to look like. The park is also famous for cherry blossoms in season. Parties of families and friends as well as zaibatsu employee groups hold cherry blossom viewing picnics (sometimes at night). Japan Rail Ueno Station is the terminal of long-distance trains to the north. Around the station is another Tokyo shopping and entertainment district which includes the Ameyoko Market. A wide range of cheap goods are available, from foreign items, jewelry, food, watches, clothes, shoes, and electronics. During the spring exam season, the Yushima Tenjin Shrine is packed with students praying for success. Tradition is for sale here, or to look at for free. Tourism thrives, there are souvenir shops and all manner of traditional Japanese delights for sale. On Sundays Ueno park often plays host to gangs of rockerboys, harmlessly posing and socializing.

YOKOHAMA - THE PORT OF JAPAN

This is a city, the most important port in Japan with vast docks, portside facilities, harbors, wharves and refineries. It is situated south of Tokyo, along Tokyo Bay. As an immigrant city, it also has the country's biggest Chinatown - **Chukagai**. The Triads here are very powerful and constantly war with the local Yakuza for power. Chukagai lies on the river Nakamura near the harbor. Also in Yokohama is a lavish Silk Museum as well as Yamashita Park, which has a good view of the port. At the end of the park is Marine Tower, with its viewing platform. The landscaped Sankei-en Garden is the main sight of the city and has villas, pavilions and gardens within gardens. Also at Yokohama is the spaceport, Haneda, with its 9km long runway designed in 2100 to take shuttles, spaceplanes and supersonic transports.

RUNNING ZAIBATSU



Dante's Tokyo

Imagine pools of neon fire, canyons of glass and moving video imagery. Imagine brightly-lit adverts, flashing Japanese signs, strobe lights, hover cars, sirens, and people. Lots of people. Tokyo should be a warren of streets, arcades, connecting passages, glass lifts, plazas, balconies, walkways and tunnels, every type of architecture is around. The referee should constantly bombard the PCs with sights and sounds, places and people. The heroes aren't the only ones in the city. It wouldn't be a city otherwise. Put people **everywhere**. Out in public, they should almost never be alone - almost. There are times when the city subsides - but rarely; things are always happening, whether the players do something or not. Keep the pace fast and furious, give the players lots of description - let **them** try and work out what's a threat and what isn't. Make them feel claustrophobic, paranoid and scared.

The PCs are waiting on a street corner to meet a contact. Bombard them with cues, describe the noodle stall over the road, the tough guys walking past who glare at them, maybe the Goth, the student, who moves in their direction. Why? Trouble? Or a red herring....? It's sensory overload that should keep the PC street samurai on a hair trigger. Bait them, taunt them, overload them, infuriate them with people, crowds, bystanders, threats ... soon the city will spit out a real threat to endanger them, but in what form will it come? When will it arrive?

Tease.
Taunt.
Terrify.

Use these ideas for in-play description and atmosphere:

Smoke-stacks, smoke & mist	Building of solid light
Orange or red sky	Pipes across street
Cranes, ships	Flags on motorbikes
Running “casino” lights	Trucks with banks of lights
Cups without handles	Draught Kirin beer, Sapporo beer
Eating noodles/bento	Fans, light shining thru them
Bonsai in clubs	Window blinds, light shining thru them
Blue neon and glass	Gantries & dry ice
Clothes lines/flags	Escalators
Paneled mirror walls	Puddles of oil & water
Pulldown security fence	Revolving lit up adverts on pillars
Sewage overflow, frothy	Towers of sacked TVs
Street cleaner robot	Rain-washed floor tiles
Bikes everywhere	Graffiti
Overhead railway	Workers on bikes
Arc welding spray	Steam, flashing warning lights
Piped music in halls/malls	Constant sheets of rain

Creating Fast Action Adventures

Zaibatsu is an action-orientated game, full of furious gunfights, chases and explosions. There are three basic ways to give your game of **Zaibatsu** a real cinematic kick. Firstly forget about ammo. How many times do you see Jackie Chan or Stallone reloading their guns? Do you get the idea? Any agent packing a gun should be assumed to be carrying an adequate amount of ammo along as well. He'll remember to do that, you don't need to. More can be scrounged if needed. The referee can decide when the agent's ammo will be depleted, or perhaps the referee just waits for a natural roll of 'double 6' on the 2D6 attack dice. We want *speed* – at all costs. Of course we have sacrificed a little 'granularity', a little detail, but we are after something bigger here than realistic physics, we want the pure terror and confusion of a fast-action, movie-style, urban firefight to be brought to the table-top. Simultaneous combat is a part of this and so is the 'forget ammo reloading' rule, but the referee too, must switch on that part of his brain which screams, 'go faster', and which tells him not to explain or describe too much once the lead starts flying!

If the PCs are stood on that street corner and come under sniper fire, don't tell them *'you come under sniper fire, someone is shooting at you from the seventh floor of the Leyland-Okuda Building'*. Instead, go simply for the sensory effect. Let the PC's struggle to understand, catch up, react:

'Jo-sin's head explodes while you talk about that anime last night'

'Wha?? Say again?' <Don't repeat anything – you gotta listen!>

'His body slumps to the ground. There really is not much left of his head, and there's a bloody big hole in the concrete behind him'

'What? Damn... errm. I pull my gun. Where is the fire coming from?'

'You're lucky, with a loud CRACK, a big cloud of concrete dust billows from the wall, inches from your head. What do you do NOW?!'

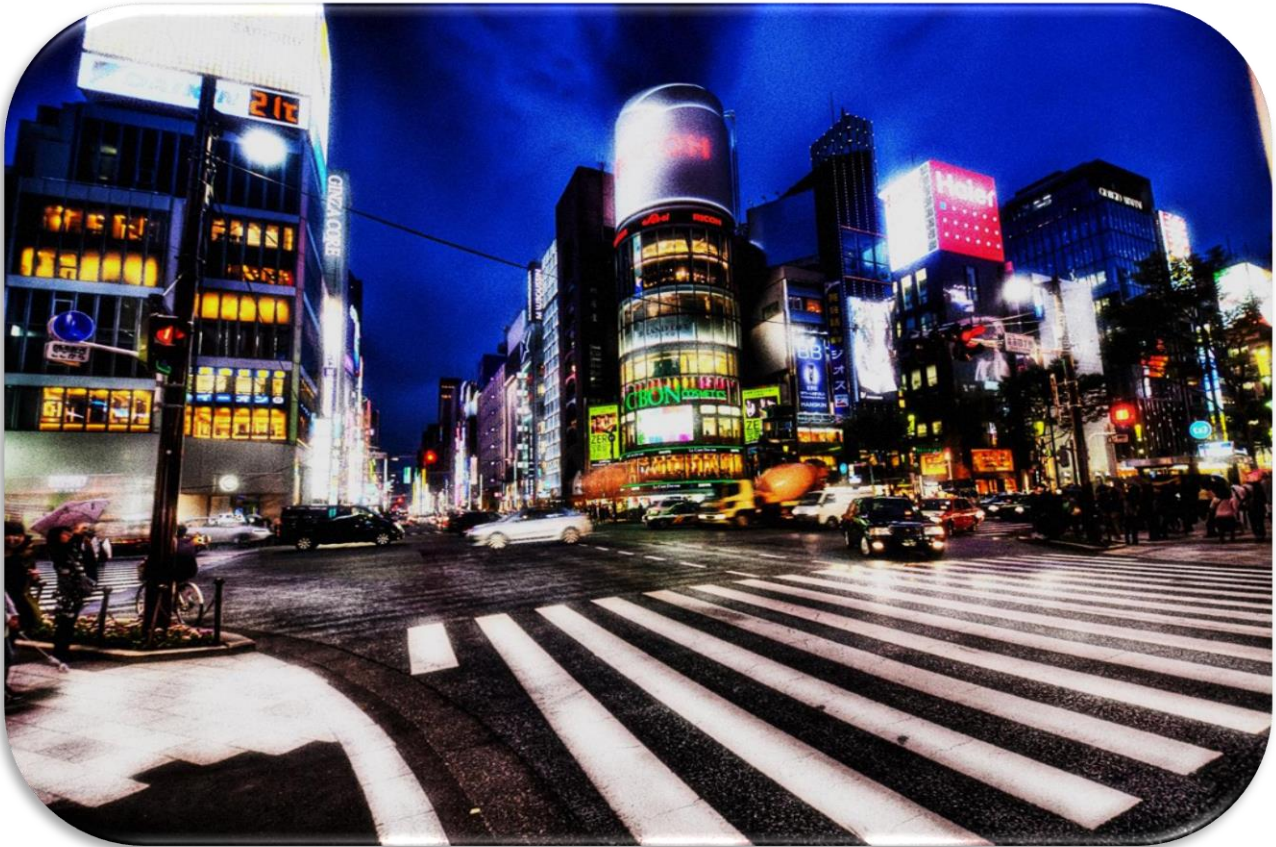
Long, sensuous descriptions of locations, and NPCs are perfect when the PCs are able to soak it all up, the neon adverts, the mass of people, red lanterns, the multi-colored roar of light from countless electronics stores, the sky above the port the color of television tuned to a dead channel – but when it comes to action - keep it brief. Telegraph the events. Short is best. Fewer words. Faster play. Less information. More confusion. More excitement. Higher adrenaline levels. More rewarding combat.

And if everyone dies. So be it. The characters were created quickly and can be replaced just as easily. Roll your dice, as referee, fairly and honestly in front of the players. Naked dice rolling. It creates tension. It creates fear. It is the essence of a good gunfight. To know that you can live or die in the next roll is exhilarating. And it is why **Zaibatsu** was so popular in its playtesting.

Secondly, try to begin the game with action when that is at all possible. There are few action-orientated movies where the detailed briefing and travel to the adventure location occurs on screen. More often it's over before the opening credits begin to roll. Begin with something like: *'You've been staking out a street dealer's flat for a week now, hoping he will lead you to his zaibatsu contact, when suddenly you see three tough-looking samurai hanging around outside as well. What do you do?'* Start the game as close to the action as possible without making important decisions for the players, or robbing them of valuable time.

Thirdly, have a go at breaking up the scenario into several action-orientated scenes that can be linked together by clues and a background story. I recommend compressing the **Zaibatsu** game into a single evening (3 hours play) with only two major scenes - an opening scene and a finale. For a longer session of perhaps 5 hours, there should be three major scenes. These scenes mimic the memorable parts of a film, the big battles and the powerful confrontations, most of the rest of an action film is connective filler used to get the heroes from one scene to the next (Remember the explosive finale in *Speed*, or the factory scene in *Terminator*?).

Sometimes it is best to think of two or three cool locations *first*. The docks, a café in Harajuku and an abandoned warehouse in Sumida, for example. Let's have our plot built around those cool locations. Go from there. Maybe the PCs need to intercept a shipment of high tech robotics from Seattle and need to steal a 16-wheeler truck in order to then steal the newly arrived cargo container from Tokyo Docks. Of course there is a firefight as the real owners fight to reclaim it! Whether or not they retain the container, maybe after some sniffing around, it transpires that they need to meet a robotics genius from Tokyo University at Harajuku who can explain what the contents are and how important they are. He defected from the US robotics manufacturer and is in exile. Whilst the PCs are at the café, an American snatch team strikes ... this may leave the defector alive or dead or kidnap him ... hopefully kidnapped – which means they must track him down to an abandoned warehouse in Sumida where the US robotics firm will test their new police defense robot. The PC's orders are to recover the exile alive and steal one example of the American robot – if it doesn't kill them first!



Think of memorable and action-orientated locations for your scenes, and come up with a list of cool things that could happen there. Steel foundries, railway bridges, subway stations, skyscraper roofs, TV studios, building sites ... if you think of the films that you've seen you'll soon get the idea. Accidents, deadly implements, traps and obstacles, crowds of bystanders, escape routes and improvised weaponry might exist there - use them! The trick to creating a cool combat scene is to try and use a place you know, preferably from real life, or perhaps from a movie. Maps, other than a quick sketch on a notepad in front of the players, is not needed and will probably

just slow the combat scene down a notch. Use a bar, a street, a supermarket or a department store, perhaps, that you know personally, dress it up verbally with Japanese scenery and go...

There's a reason that nearly all the firearms in this game are fully automatic - more bullets in the air and more collateral damage. Every time a burst attack misses it hits something, or someone. Be creative. Machinery can be disabled, or alternatively can be accidentally activated, bystanders can be hit, fire extinguishers or gas bottles can explode, exits can be blocked, skyscraper windows blown out to create terrific winds, car windshields shattered and made obscure, the fevered imagination of a referee knows no limit. The aim is to create a fast moving firefight that is almost too fast for the players to keep up with - and to create a little chaos. That chaos can spin the rest of the game into unusual and unpredictable directions.

Obviously, to keep the plot moving, the opening scene needs to leave questions unanswered, and clues to be followed up on. Why did that last samurai kill himself before the players could interrogate him? Why was the dealer strung up and cut open in his flat? What do the cyberspace messages mean on the dealer's computer, and who sent them? The best finales are fiery, spectacular and usually more interesting than the opening ones. They should build on the tension, and the stakes. Stack up the stress, the melodrama, and all the risks you can think of. Deadlines are cool, big explosions are even cooler! How many Schwarzenegger or Bond movies end with **both** of these plot devices?! Give your players three or more things to worry about simultaneously, ensuring they never forget that finale! Treat every scenario like the newest, biggest, Hollywood blockbuster – remember that your budget is infinite! Blow it all up if you want!

Night City: Down & Out in Asakusa

William Gibson in his novel *Neuromancer* centered the first third of his seminal novel within a small subsection of Chiba called Ninsei: and nicknamed it 'Night City'. It was where the underworld surfaced, where 'biz' was conducted, it was where the corporations met the street. Nightclubs, bars, gangs and the constant presence of paranoia and doom pervaded the place. Tokyo is the biggest city on earth and referees are advised to use the same trick. *Our* Night City is in Asakusa, the old heart of traditional Tokyo crammed full of sleazy bars, strip shows and soaplands. Add to this a refugee population coming in from the north from Ueno Station and the corporate secrets coming out of Chiba further along the rail-line, and you have the perfect hotbed for danger, intrigue and atmosphere. **Zaibatsu** has already fleshed out this district a little by describing the activities of the chunin there; the referee should feel free to go further. He can expand on these or place his own creations here. Try and give the players the chance to really get to know these streets, bars and clubs.

OFF-WORLD COLONIES



With the invention of the hyperdrive in the early 22nd century and the first interstellar explorations taking place after 2120, Mankind would forever have a foothold out there among the stars. The strongest nations, China, the USA and Germany, all gathered about them allies in an uncertain future. These new power blocs would become the Asia Pacific Partnership, the Community of American States and the Western European Union. Off-World colonies were established, but these were not idylls or extra-terrestrial utopias, each was an industrial concern, a way to locate, harness and exploit the resources of these incredible worlds – and return them to Earth. Interstellar space is a work-place, an industrial zone filled with space tankers, open cast mines, oil rigs, logging operations, space stations and pipelines. And space itself was being carved up; three political sectors began to form, the American Sector, the European Sector and the Chinese Sector.

Flag of the APP



For a detailed description of the Off World colonies, the starships and equipment used, please refer to the Zozer Games setting book for Cepheus Engine titled **HOSTILE** (available at www.paulelliottbooks.com/zozergames).

On Earth, stresses were beginning to show within the world government of the Earth Union. The Chinese Communist Party could not stem the economic and social problems that had piled up over the past four decades and in 2166 the Party was abolished and amid political turmoil a new, more democratic government, was established. Earth, tied intimately into the Chinese economy was plunged into the First Recession, China broke apart and Manchuria successfully seceded from the 'new' China to create the People's Republic of Guandong. Various autonomous regions in the far west, including Tibet and Xinjiang, followed suit. The economic heartland of China, the wealthy and well populated east coast styled itself as the Federal Republic

of China. The chaos lasted for a decade, and within that time of uncertainty and of a shrinking China, Japan and its powerful corporations stepped up.

Japan had itself undergone social and economic transformation starting twenty years earlier, and had tackled systemic problems of an aging population, a shrinking population and a reliance on foreign raw materials. With controlled immigration from within the Asia-Pacific region, and renewed focus on automation, robotics and artificial intelligence technologies to increase productivity, Japan was looking boldly into the future. As China entered its time of crisis and First Recession began to bite, Japan was able to show leadership in the region and formed the Asia Pacific Partnership in an attempt to weather the storm. China had lost its lead in the region – Japan once again dominated the Far Eastern area. In 2170 the major corporations of the world came together in Singapore to create the United Corporate Combine - essentially a standing inter-corporate council. The Combine's first task was to establish agencies which would regulate international business and practices, something the United Nations had once done; corporations now seemed to wield the most power on and off of Earth, and their 'voters' were their customers. Nations relied on these industrial giants for both their valuable business and their lucrative investments.

CORE WORLDS

The most densely populated of the Off-World colonies are generally those within 4 parsecs of Earth (the Core Worlds). Japan (in partnership with the zaibatsu) has claimed six of these worlds:

New Tokyo: This small habitable planet orbits Barnard's Star, a red dwarf. One side faces the star, the other remains in perpetual darkness. The colonists live on the tropical light side and they engage in mining, oil drilling and logging. Haruna Biolabs initially sponsored the colony start-up, but the last Vice President in charge of the colony, Stan Yoshimura, has rejected Japanese direct rule and has set himself up as a virtual dictator on the planet. The Japanese government are actively backing a revolutionary movement on New Tokyo, known as Kuro Shotai, it aims to overthrow Yoshimura. The guerrilla war is at an early stage, but could heat up.

Abyss: Two million mixed Japanese and other Asian nation colonists live on the fertile volcanic plains of a chain of mountainous islands. Abyss is covered with oceans and much of the industries on the planet involve crystal extraction from seabed geothermal vents. Much of the work is done below the waves, and a huge submarine society has developed in the dark oceans of Abyss. The planet orbits the red dwarf EZ Aquarii.

Hiroshima: Hiroshima is a tidally-locked planet orbiting the red dwarf star Ross 154. It is a dry, rocky world, with an atmosphere and ocean tainted by traces of chlorine. The eight million colonists have settled the highlands of the perpetual day side, where the air is breathable. Industry here is based on logging the remarkable turquoise-green 'marble trees', and extracting oil from huge reserves in the poisonous lowlands. Kinako is also extensively grown on Hiroshima. A Japanese Aerospace Defense base has been established at the planet's starport.

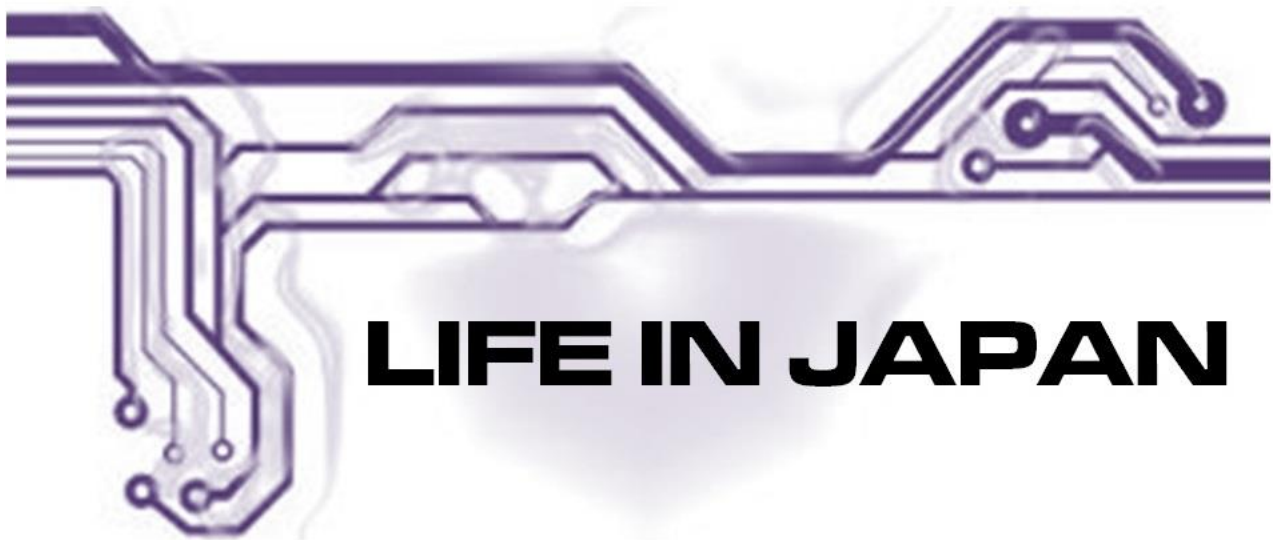
Prosperity: Prosperity is a moon orbiting a brown dwarf - a gas giant on the point of turning into a star. It is an ocean world dotted with islands and island chains, and is tidally locked with a huge, perpetual super-storm rotating endlessly across the near-side hemisphere. As a nearby red dwarf star sinks below the horizon once every 6 days, great tides are formed that completely cover many large islands. The population of 3 million lives and works on the islands closest to the twilight region between the nearside and the far-side. Here the waters are not frozen, the super-storm is kept at bay, and all the colonists have to worry about are the super-tides and the tough, amphibious predators that have evolved to survive on this harsh moon.

Edo: A small planet orbiting a red dwarf star. There is an abundance of vegetation, with a great diversity due to the bouts of radiation from dangerous stellar flares. Haruna Biolabs conducts extraction and the harvesting of plants and substances for use in products. Teams live on the surface, but retreat to bunkers underground during solar storms. A shielded space station remains in orbit in order to provide assistance and support to the surface teams.

LQ105: An uninhabited and unexploited asteroid that orbits a brown dwarf with the Japanese Sector. A possible location for future exploration.

BEYOND THE CORE

Out beyond the Core Worlds are the moons, planets and asteroids of the Outer Rim and the Frontier. Here, the colonial settlements are small, sometimes there might be only a few thousand or a few hundred miners or drillers in one of these distant star systems. There are 30 star systems in the Outer Rim, claimed by Japan and the Asia Pacific Partnership. Beyond ten parsecs, on the Frontier, the Japanese government has claimed another 42.



EATING

A lot of international food is available in Tokyo but the most popular national dishes are noodles, sukiyaki and tempura. For more adventurous eaters there is sushi and sashimi, both of which feature raw fish. Prices of various meals are given in the price lists. Travelers often eat from bento boxes, packed lunches that are full of things to eat and available for sale on platforms and trains. Department stores often have whole floors of restaurants and cafes and the numerous Japan Rail railway stations around the Yamanote Line are usually ringed by streets of restaurants of all kinds. Major office buildings usually contain basement restaurants catering to sararimen, and in Shinjuku there are plenty of restaurants on the top floors of the skyscrapers, with cool views of the city. O-Cha, green tea, is often served free at Japanese style restaurants.

Sukiyaki: is prepared at the table by cooking thinly sliced beef together with various vegetables, bean curd and vermicelli.

Tempura: is food deep-fried in vegetable oil, after being coated with a mixture of egg, water and wheat flour. Among the ingredients used are prawns, fish, vegetables and dried seaweed.

Sushi: is a small piece of raw fish placed on a ball of vinegared rice. The most common ingredients are tuna, squid and prawn. Cucumber, pickled radish, wasabi and sweet egg omelets are also served with the rice.

Sashimi: is raw fish eaten with soy sauce.

Kaiseki Cuisine: is the most gourmet food in Japan. The dishes are mainly composed of vegetables and fish with seaweed and mushrooms as seasoning base and have a refined flavor.



Yakitori: is a small piece of chicken meat, liver and vegetables skewered on a bamboo stick and grilled on an open fire.

Tonkatsu: is a deep fried pork cutlet rolled in bread crumbs.

Shabu-Shabu: is tender, thin slices of beef held by chopsticks and swirled in a pot of boiling water before the guest.

Soba, Ramen and Udon: are three kinds of Japanese noodle. Soba is made from buckwheat flour and udon from wheat flour, ramen is a Chinese-style wheat noodle, popular in Japan. They are all served either in a broth or dipped in a sauce. In Akihabara, vending machines distribute warm ramen in a steel can, known as 'ramen kan', intended as a quick snack, which includes a small folded plastic fork.

ENTERTAINMENT

In Tokyo there are hundreds of establishments invariably called bars, cabarets, night clubs, discos, beer halls etc. Some of them are expensive and only cater to local businessmen with an expense account (multiply prices by 4!). Others are patronized by the average zaibatsu office worker who after a long day in the office needs a couple of drinks, snacks and laughs. Within this category there are hotels' cocktail lounges and bars, beer halls and summertime beer gardens on the rooftops of office and department store buildings. Night falls at around 7pm in summer, 5pm in winter. The neon lights begin flashing their messages long before it gets dark, beckoning the thousands of zaibatsu office workers (sararimen) to the city's nightlife. Possible destinations include:

Japanese Pubs (Aka-chochin): Also red lantern places; generally inexpensive and serve beer, sake and whiskey as well as a wide range of tasty snacks like yakitori or barbecued chicken and grilled fish. Other types of pub are Yakitori-ya specializing in yakitori snacks and robatayaki, where ingredients are grilled at your table as you eat and drink.

Western Pubs: More standing room than Japanese versions. Serve a wider variety of drinks together with Western food.

Beer Halls/Gardens: Safe, reasonably priced eating and drinking houses. In summer there are a number of beer gardens which spring up in unlikely places (such as office roofs).

Wine Houses: Very popular and a number of good ones are found in Roppongi and Ginza offering wines and meals at reasonable prices.

Bars, Cabarets & Nightclubs: in Tokyo tend to be expensive, as in other big cities. These places frequently operate with hostesses and charge handsomely for it. Most of these places are only for expense account zaibatsu entertainment. If in doubt stay away.

Video Games & Pachinko: State of the art video game arcades are found in Tokyo using 3D VR technology. A traditional game is pachinko, Japanese pinball where players sit at their upright machines in row after row feeding in steel balls in the hope of winning small gifts.

FINANCES

Most commerce in **Zaibatsu** is conducted with finance cards that act like modern debit cards such as Shazam, Pulse, or Visa Debit. Besides a PIN, a fingerprint check is also required. Many videofones include smart card readers and are used by finance cards. In this way banking can be done at a videophone and used to move funds from one card in the reader to a second - while being verified and acted upon in the virtual bank. Another type of credit card is the finance card with a set balance, often used by zaibatsu. One or more people are listed as users and any of these can access it just like a normal finance card. Only withdrawals are made - there can be no deposits. It is used as a business account card, logging everything that is purchased. If a card is lost or stolen the bank must be informed, they will freeze your account and give you a new card within 24 hours. Anyone trying to use your card will be arrested by the store, since the auto-till will tell the till-user that the account is frozen. The Japanese love cash and it is still a strong method of purchase. The Japanese currency is the Yen. There are bank notes of ¥1000, ¥2000, ¥10,000 and ¥20,000.



JAPANESE PHRASES

How do you do?

How are you?

Good morning

Good afternoon

Good evening

Good night

Please

Please help me!

Thank you

Excuse me/ Sorry

No, I don't understand

Get a doctor for me

I'll tear you in half! (*insult*)

Where's your makeup you geisha! (*insult*)

You're sushi! (*insult*)

Damn, we blew it

Shut Up!

Hajime-mashite?

O-genki-deska?

Ohayo gozaimasu

Kon-nichi-wa

Komban-wa

Oyasuminasai

Dozo

Tasukete kudasai

Arigato

Sumi-masen

Ii-e, wakarimasen

Isha o yonde kudasai

Mapputatsuni hiki sakuwayo!

Okesho wa doshitano geisha-san!

Sashimi yaro!

Cho-yabe

Kuchi ni Chakku

PHONES

Most telephones in Japan are videophones; all take finance cards or ID cards as payment and are either stand-up booths similar to normal phones, or sit-down booths with sound-proofed glass doors.

Calls in Japan are ¥10 and international calls are ¥20. Also see the sections on Communicators and ID Cards in the Technology chapter. Anyone can jack-in a portable terminal/cyberdeck to a videophone to access the Network.



PRICE LISTS

How Much Can I Carry?

Players have a tendency to overload their agents, especially with weapons. As a rule of thumb assume that an agent (whatever his Strength) can comfortably carry **EIGHT** items. An item is an object that can be held in one hand (like a pistol). Larger two-handed objects (e.g. Bullpup, Combat Laser) count as two items. Some items (smart cards, etc.) are either too small, or counted as being worn. Being encumbered results in half speed and a – 1 DM on all physical actions. If referees want to follow ammunition use closely, then allow agents 10 items. Ammo is listed in the weapon descriptions, earlier in this book, for those referees who require it. Items on the price list include their Item Size if in any doubt. Anything of Size 3+ is not very portable.

Concealing Weapons

Can the item easily be concealed? All firearms have the designation **P** (in a pocket), **J** (under a jacket) or **L** (under a long coat). The referee has the final say on whether or not a weapon is adequately concealed, based on the situation and the player character's clothing.

COMPUTERS

MODEL	Brand Leader	Size	Cost
DESKTOP WORKSTATIONS			
Model/0	Aztec 001 Terminal	20	2,500
Model/1	CRM Basic	20	2,500
Model/2	IBN Professional Series 9	20	5,000
Model/3	Hosaka Farstar 200	20	10,000
Model/4	IBN Professional Series 12	20	15,000
PORTABLE TERMINALS (CYBERDECKS)			
Model/1	CMD ZX-22	3	3,000
Model/2	IBN Net space 2	3	7,000
Model/3	Hosaka Goldstar	3	20,000
Model/4	Aztec-Sendai Cyberspace 64	3	50,000
Model/5	Shinobi Farscape 5	3	80,000
Model/6	Aztec-Sendai Cyberspace-6	3	100,000
OTHER ITEMS			
Data Card		-	50
Optical Disc		-	150
Optical Disc Player		2	2,500

DESIGNER DRUGS

DRUG	Cost (¥)
ACE Inhibitor	1,000
Aspedine	3,000
Benzoditropolene	6,000
Betaseratonin	4,000
Delta-14	7,000
Dexamphetamine	2,000
Korteline	4,000
Lysophosphatidic Acid	3,000
Medical Drug – Grade 1	2,000
Medical Drug – Grade 2	8,000
Medical Drug – Grade 3	20,000
Pheromone-X	4,000
Polydichloric Euthimal	5,000
Polypheranol-Z	10,000
Synthetic Endorphin Analog	3,000
Virax-B	2,000

COMPUTER SOFTWARE			
SOFTWARE	Rating	Cost (¥)	Description
DNA Database	1	10,000	Full DNA listing of Japan's population.
Criminal Record Database	1	20,000	Complete and detailed listing of Japan's criminal records.
Census Database	1	5,000	All Japanese census details from 1945 to 2225.
Vehicle Registration Database	1	20,000	Current database of Japanese vehicle owners, registrations and vehicle types.
Graphic Design	2	10,000	A 3D graphic design package used to layout and virtually test electrical or mechanical devices, machines, vehicles or buildings.
Image Editor	1	6,000	Used to modify, retouch or simply create images digitally. Able to scan into the computer, analyze and modify.
Predictive Modelling	3	30,000	This software is able to create complex and immersive data models that will be displayed on the single color monitors of 2225 Tokyo. Such models might include the activities of a volcano, the spread of a disease, the learning abilities of a rogue AI or the effects of city-wide computer virus, for example.
Audio/Visual Analysis	1	9,000	Sound or video data input from a data card or optical disc can be studied, investigated, scrutinized and isolated in order to find clues or look for evidence.
Translator	1	1000	Translators are specialized Expert systems that only have language skills. Provides a near-real-time translation.
	2	10000	Works in real-time and has a much better understanding of the nuances of language.

Icebreaker	1*	1000	These anti-ICE Intrusion programs aid hacking attempts, giving a bonus equal to their Rating. Intrusion software is often illegal. It is multi-function, capable of being tasked to carry out various illegal acts within a target computer system (see Cyberspace, below). Several Icebreakers can (and should!) be slotted into a computer at once.
	2*	1,500	
	3*	2,500	
	4*	4,000	
	5*	8,000	
	6*	12,000	
	7*	30,000	
	8*	60,000	
	9*	120,000	
	10*	240,000	
• Icebreaker Ratings are used in Cyberspace and are not restricted by the Model number of the computer. The Model number simply limits you to how many icebreakers you can slot in.			
Voice-Activated Interface	1	1000	Simple artificial intelligence allows voice control and displays data intelligently. Required for using Expert programs.
Expert Skill Base	1	10,000	Expert programs are interactive skill databases, able to provide intelligent solutions to problems on the fly. A character using an expert system may make a skill check as if he had the skill at the program's Rating -1. The following Zaibatsu skills are Expert capable: Comms, Electronics, Mechanical, Medical, Security, Administration and, if run by an android or robot, Ground Vehicle and Hovercar.
	2	100,000	
	3	1M	
Intellect Control	1	20,000	Intellect Control allows machinery to use Expert systems. For example, a robot doctor might be running Intellect Control/1 and Expert Skill Medic/3, giving it a Medic skill of 2. An Intellect Control program can use a number of skills simultaneously equal to its twice its Rating.
	2	500,000	
	3	1M	

COMBAT EQUIPMENT			
ITEM	Conceal ?	Size	Cost
ARMOR			
Concealable Kevlar Vest	YES	1	5,000
Ballistic Flak Jacket	NO	2	4,500
Combat Suit	NO	3	32,500
FIREARMS			
Auto Pistol	J	1	5,000
Bullpup Rifle	L	2	10,000
Combat Laser	L	2	35,000
Flamer	L	2	5,000
Grenade Launcher	L	2	8,000
Grenades: 6 x Smoke	P	6	900
6 x D-Gas	P	6	1,500
6 x Stun	P	6	1,800
6 x Fragmentation	P	6	1,800
6 x High Explosive Anti Armor	P	6	1,800
6 x Airburst	P	6	1,800
Light Machinegun (LMG)	NO	2	23,000
Limpet Mine	J	1	5,000
Minigun	NO	3	60,000
Pump Action Shotgun	J	2	6,000
Revolver	J	1	5,000
Riotgun	L	2	20,000
Short Range Attack Missile (SRAM)	N	2	20,000
Stun Gun	J	1	5,000
ACCESSORIES			
Ammo/reload (pistol, revolver, rifle, shotgun, flamer)	P	-	300 (typical)
Laser Sight	-	-	2,000
Scope	-	-	10,000
Suppressor	-	-	3,000
Underslung Grenade Launcher	-	-	10,000
MARTIAL ARTS WEAPONS			
Combat Knife	P	1	800
Club	J	1	-
Fighting Chain (manriki o Kusari-fundo)	P	1	300
Katana (Retracts)	P	1	5,000
Nekode (Bladed Fighting Gloves)	YES	1	5,000
Nunchaku	J	1	600
Tanto (Dagger)	J	1	1,000



LIVING EXPENSES

SERVICE	Cost
LIFESTYLE	
Apartment/Week: Subsistence	600
Apartment/Week: Lower Class	1,500
Apartment/Week: Middle Class	2,500
Apartment/Week: Senior Class	5,000
Apartment/Week: Executive Class	10,000
Hotel/Day: Capsule	150
Hotel/Day: Cheap	300
Hotel/Day: Business	1,200
Hotel/Day: First Class	4,000
Hotel/Day: Premier Deluxe	10,000
FOOD	
Breakfast/hotel or restaurant	100
Breakfast in coffee shop	50
Teishoku (Convenient set lunches)	100
Dinner - three courses	300
Bento Box	50
Beer, Bottle (Kirin/Sapporo/Red Dagon)	30
Sake, Small Bottle	30



MEDICINE		
ITEM OR TREATMENT	Size	Cost
Air Hypo	-	1,200
Alpha Wave Unit Fits in an MPV. Analyses and identifies different brain waves, and personalities; and everyone's brainwave pattern is different. Also used to edit clone memories	10	5,000,000
Body Reconstruction	-	2,000,000
Clone Insurance /¥200,000 per month plus:	-	500,000
Cortex Bomb A small explosive charge has been surgically implanted into a patient's neural cortex. Often booby-trapped, these bombs are sometimes triggered by ultrasound or X-rays. They can be command detonated at a range of 100m and also through the telephone if the patient picks up the phone. It will kill him instantly.	-	20,000
Empathy Machine A lie-detector, also detects clones that have been "force-grown" and are faking their emotions: roll Difficult (-2) Comms, takes 1 hour.	2	100,000
Face Change	-	50,000
Factor K Used in memory retrieval Keeps a brain alive for 3d hours.	-	1,000
Folding Stretcher	3	2,500
Freezer Box Used in memory retrieval. Portable cryo-unit. Can freeze single human head or six tissue samples on mounting plates. Handle and cardlock included. Battery with 48 hour charge.	3	6,000
Full Body Ultrasound Scan	-	8,000
Meditech Kit	1	500
Organ Replacement	-	20,000
Personal Data Transmitter (PDT) Implanted transmitter which lies dormant until activated by a remote transmitter. When this is done (when the patient has been kidnapped, for example) the PDT gives out a steady signal strong out to about 5km. It can also hook itself through the nearest phone.	-	4,000
Simstim Rig A neural processor at the base of the skull monitors and transmits the user's sensory perceptions to a Simstim Edit Deck. This includes eyesight, smell, hearing, motion and touch.	-	40,000
Surgical Kit	2	3,500

SECURITY EQUIPMENT		
ITEM	Size	Cost(¥)
Bug These tiny bugs have a range of 100m, and transmit for 24 hours	-	200
Bug, Video With fisheye lens, these micro-cameras give a distorted 180 degree view as well as recording sound. They are often disguised as a button or part of furniture. They transmit out to 100m for 24 hours.	-	500
Bug Unit This pocket-sized unit is a receiver and a recorder of bug transmissions and cable taps, it can also be used as a bug detector to sweep rooms and search for bugs. The Comms skill can be used to sweep a room for bugs.	1	4,500
Cable Tap This unit transmits all information that it picks up from a fiber-optic cable within 2cm. It can transmit the signal out to 100m indefinitely.	1	500
Card-Lock Decryptor This makeshift unit is able to access card-locks and re-route the data to try and fool the lock's on-board processor into believing that it is the correct card. The processor unit is attached to a 'trojan' card via a multi-wire cable and is all carried in a large fold-out wallet. It allows a person with Security skill to try and break through a card-lock. These custom-made decryptors put together by crime gangs are generally illegal.	1	10,000
Disguise Kit A case full of polycarbonate skin and hair grafts, contact lenses, and other gear (such as false teeth etc.) which can be used by anyone to transform their appearance into something totally different. Includes a variety of living 'false faces' grown on collagen and shark-cartilage polysaccharides. These seem utterly real but can only be worn for 3-5 hours at a time before they begin they deform	2	8,000
Infra-Red Motion Sensor Portable unit that can be stuck to a wall or door. It sends a unique signal if tripped, to a bug detector or hand radio, or it can just give off an audible alarm. Can pick up motion <i>through</i> the door or wall if not too thick.	1	500
Jammer This hand-held unit has a 100m range and will disrupt most radio signals within that range. It will also interfere with security motion sensors, jamming their frequencies. The Shinobizawa Com-1000 is an advanced military version with a 3km range. It is however backpack sized and costs ¥100,000	1	10,000
Laser Ear This rifle-like piece of gear can be pointed at a wall or pane of glass and it will pick up any conversations on the other side. It's range is line of sight. It comes with a table-top tripod that can be folded within-it for ease of mobility and a black acrylic case	3	30,000

Lockpick Wallet	-	1,000
Optic Probe Fiber-optic lens and cable attachment for cameras that can be pushed under doors, round corners etc. for surveillance purposes	-	1,000
Remote Piloted Drone (RPD) A miniature robotic quad-copter drone with camera, microphone and thermal imager used by security companies to protect properties by overflying the area. It has a 2 hr endurance, a range of 1000m and moves 50m/turn. Operated from a dedicated portable control unit.	10	15,000
Scrambler Such a unit fits over any telephone or hand-held radio and scrambles the message before it relays it to another phone or radio. The receiver must also have a unit set to the same code. Not a brilliant coding system, but far better than none at all. Will stop the casual listener.	1	2,000

VEHICLES		
VEHICLE	Category	Cost
Motorbike	Tiny Softskin	40,000
Electric City Car	Tiny Softskin	4,000
Car	Small Softskin	60,000
Armored Street Car	Small Lt Armr	120,000
Off-Road Utility Vehicle	Small Softskin	100,000
Sports Car	Small Softskin	500,000
MPV (Multi Purpose Vehicle)	Small Softskin	100,000
Van	Small Softskin	200,000
Armored Limousine	Small Lt Armr	500,000
20-ton Truck	Large Softskin	120,000
Hovercar	Small Softskin	1 million
Hover Wagon, Utility	Large Lt Armr	3 million
Hover Wagon, Military	Large Lt Armr	6 million
APC (Armored Personnel Carrier)	Large Lt Armr	1 million
Main Battle Tank	Large Hvy Armr	13 million

TOOLS & DEVICES		
ITEM	Size	Cost(¥)
Binoculars With low-light night-vision and a laser range-finder	1	3,000
Bolt Cutters	1	600
Camera Hand-held digital camera capable of still photography as well as video. It is capable of low-light photography, and includes an in-built timer. The camera can take 300 still shots, or up to two hours of video. It can be plugged directly into any computer for the download of images and video.	1	5,000
Flashlight	1	1,200
Forensics Toolkit Useful for investigating crime scenes and testing samples. This kit contains diagnostic sensors, hand tools and spare parts. Requires Investigate 1+ to use.	2	10,000
Gas Mask	1	500
Goggles, Protective	1	500
Hand Welder Compact hand welder used for welding together metals or for cutting through metal sheet. Burn time is 30 minutes before a refill gas bottle is required.	1	3,500
Harpoon Grapnel Rifle-sized grapnel launcher, using compressed air to launch a spring-loaded grapnel up to a 10m height. Includes a small powered winch to haul the user (or up to 100 kg) up.	2	10,000
Multi-Purpose Tool Kit	2	
Night-Vision Goggles	1	5,000
Head Torch	1	700
Radio: Headset Range : 100m	-	1,000
Radio: Hand Range : 10 km	1	2,500
Radio: Vehicle Range : 50 km	2	10,000
Radio: Base Station Range : 500 km	2	20,000
Radio: Satellite Uplink Dish Range : Orbit	10	40,000
SimStim Editor Professional's simstim deck that receives the sight/hearing/touch/smell of a person rigged up for simstim. The range of this is 120m. It can store the data on datacard and then be used to edit the simstim into a more entertaining feature. Can play simstim recordings too.	3	9,000
Video-Phone	3	6,000
Wrist Watch	-	2000

TOKYO POLICE DEPARTMENT

The Tokyo police are not active in the investigation of Yakuza or zaibatsu crimes, making them a poor choice as a player character organization. They are effectively paid to look the other way and although they respond to 110 emergency calls (119 for ambulance or fire), as soon as they see corporate IDs they may often turn away. But it is their duty to stop criminals until they know for sure who is who and what is going on. Thus they can provide a zaibatsu team with a real headache. Remember, the media won't be far behind. In busy sections of town there are 'koban', one- or two-manned armored police observation boxes that are used for communications and surveillance. A typical police patrol consists of two officers in a marked police car. In appearance they resemble modern SWAT personnel in blue and black tactical gear, flak jackets and gas masks. They might look intimidating but they are also lazy and corrupt.

Police Patrol

Consists of two officers with the following skills – Gun Combat, Jujitsu, Ground Vehicle, Medical. Depending on the referee's play style, he might set those skills at level 1, or, if he wishes to speed combat in play, he can set all minor NPC skill levels (such as these two patrol cops) at 0. They have the following gear - Gas Mask, Flak Ballistic Vest, Headset Radio, Auto pistol, Utility Belt with Handcuffs, Telescopic Steel Baton (as Nunchaku), Medikit. The car is armored, is secured with cardlocks, has a hidden tracking system so that it can be located, and a locked cabinet in the boot with two Bullpups and a Grenade Launcher with six Stun and six D-Gas grenades.

Police Backup

This is formidable, from Hovercars (as above but air-mobile), Hover wagons with a door-mounted Minigun, and even APCs. MPVs can turn up loaded with cops ready to kick ass. Use the tactics and resources of the SAS, US SWAT teams or any other hardened anti-terrorist unit. This is an age where all cops are trained for paramilitary operations. Almost any equipment desired can be obtained with time.

Police Ranks

The basic cop is a Patrolman, often partnered with a Senior Patrolman. Co-ordinating the activities of two or three patrols are Sergeants. In charge of particular tasks are Lieutenants, who also assist the Captain. Captains are in charge of a police station. Majors are in charge of all the captains in several wards. Above them are Inspectors who are ace cops assigned by the Chief Inspector to work on especially tough and dangerous (or sensitive) cases. There is one Chief Inspector per city, who reports directly to the Chief of Police. Assists the Chief of Police and is responsible for work of all the Inspectors. Chief of Police is basically a desk-bound politician.

TRANSPORT

Space Travel

Japan has an Off-World presence with numerous colonies around other stars. The nation uses the Tanegashima Spaceport as an orbital launch facility. Tanegashima is an island south of Honshu, the center of NASDA's (National Space Development Agency of Japan) operations. NASDA also works closely with the zaibatsu, giving them landing and lift-off facilities and a service much like an airport. Most of the zaibatsu build shuttles and starships, and most also have a partner corporation that is a dedicated space transportation company. Spaceplanes can land at nearby Haneda spaceport.

Rail

The Japanese rail network has always led the world, and its intercity shinkansen 'bullet train' systems currently use maglev (magnetic levitation) to produce extremely fast speeds. A complex network of Metro lines and surface trains crisscrosses the central areas of Tokyo which connect most inner districts and sub-centers. It is fast, clean and safe and possibly the best way of getting around Tokyo (but avoid the crowded morning and evening rush hours). Tickets are obtained from vending machines, punched on entering the subway and collected at the other end.

Circling the whole of central Tokyo and interconnecting with many railway and subway stations, is the Yamanote Line. This is an extremely useful line. Running much of the time on elevated tracks, it is a good way to see the city. Yamanote Line trains are light green for easy recognition.

Flying Cars

The rich can afford to buy jump jets. These hovercars use ducted turbo fans that are able to land on top of buildings. Apartment blocks, shopping centers, office blocks and supermarkets are installing hoverpads ever more frequently. Most are 2 or 4-seater hovercars but larger utility jump jets (known as hover wagons, H-Wagons or dropships) are also used by the police, military and by corporations. First used by Japanese troops in Korea in 2180, the last 5 years has seen a boom in corporate hovercar use.

Buses

Very efficient. A flat rate of ¥40 is charged for each journey, but the routes are complex and defy even residents.

Taxis

Cruising taxis are plentiful all over Tokyo. Basic fare is ¥100 for 2km plus ¥40 for every extra km. Vacant taxis show a red light. The passenger door opens and closes by remote control. Some are auto-taxis with robot drivers.

THE MISSIONS

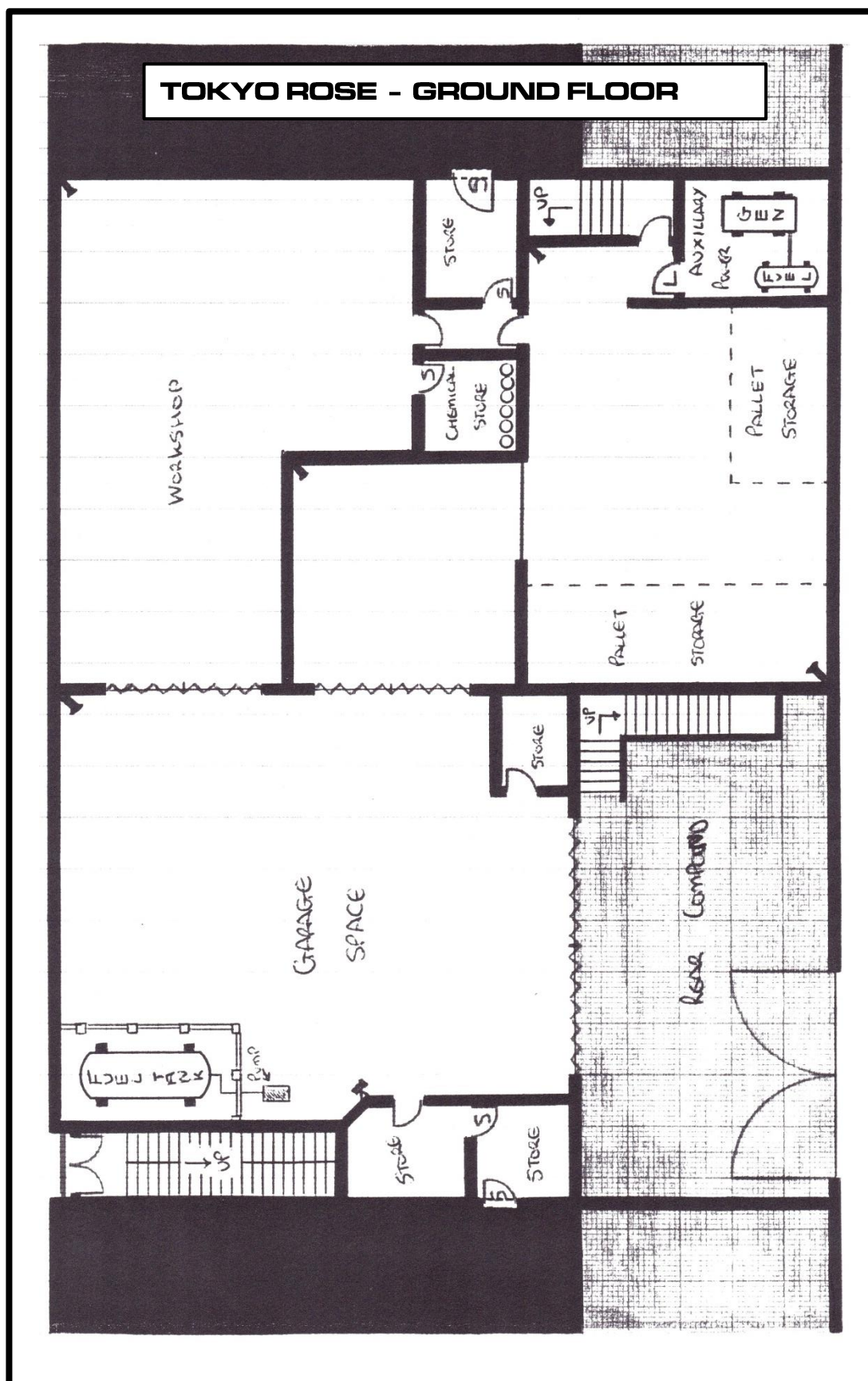


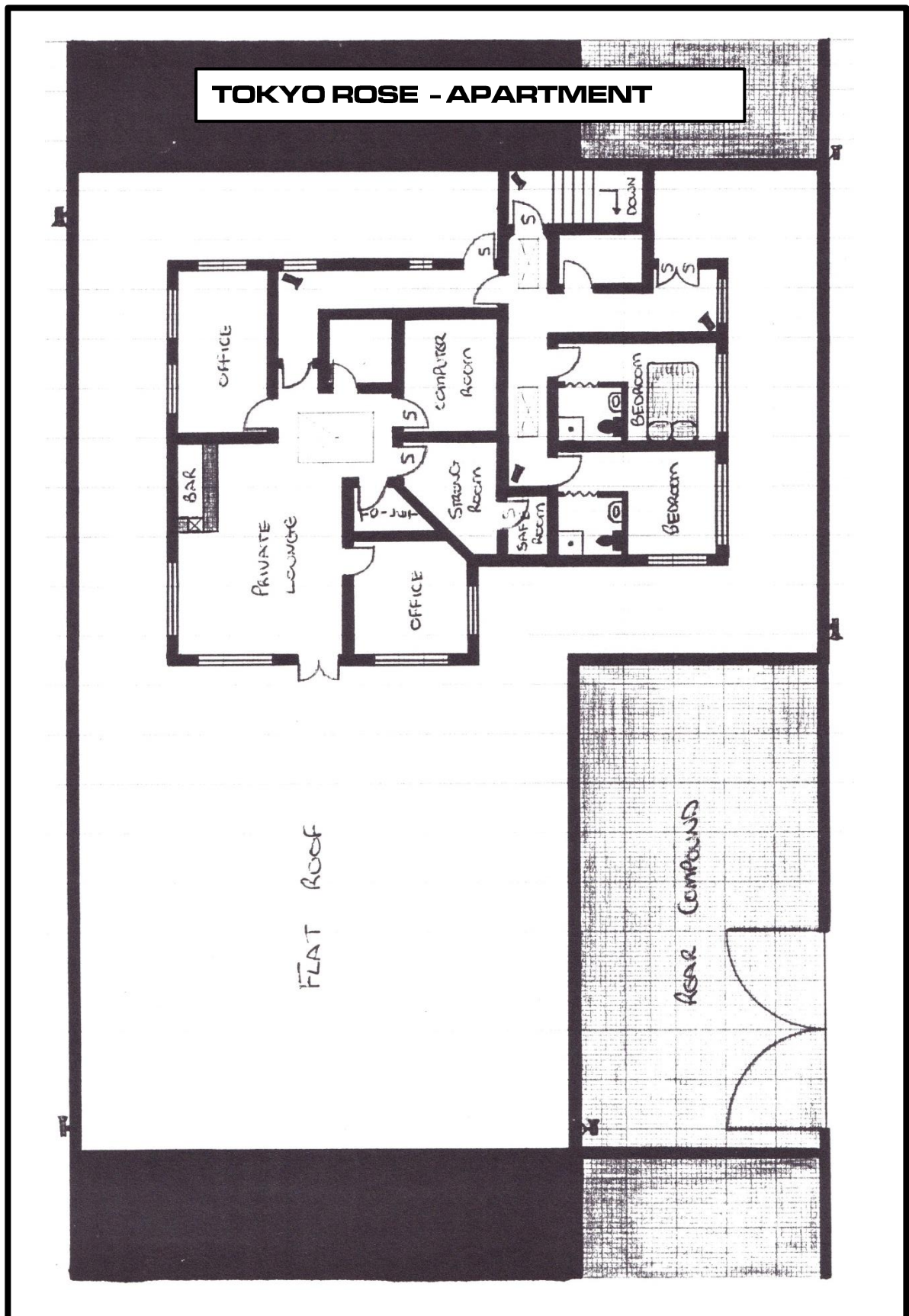
This chapter will provide you with a number of missions for your player characters to tackle. They are fairly low-key and should serve as an introduction to Tokyo, to the rules, to the cyberpunk genre and to the war between Haruna and Makita. They follow a sequence to provide a short story arc. The missions are presented as short outlines, with all of the key plot elements, characters and locations given a description. You will need to flesh them out a little, some building layouts are provided but you will inevitably have to sketch out others. As advised earlier, don't rely on extensively detailed floorplans for **Zaibatsu**, a simple sketch map of the main features of the warehouse or nightclub should be enough and you can give the players more detail (either verbally, or on an another quick sketch map) as they need it. Use places that you (as referee) have been in real life or perhaps have seen on screen.

The Tokyo Rose Night-Club

Many zaibatsu operate covert groups of secret agents, and do not advertise the fact. They don't have an office in the high-rise Marunouchi district – their bases and meeting bases tend to be low-key, often disused buildings or behind a legitimate front. Haruna maintains several covert bases around Tokyo, but Yamada's teams meet up at the Tokyo Rose nightclub based in Ginza. Plans for the Tokyo Rose are included here for use in a continuing campaign. It is a three story building, with a garage and workshop on the first floor, the nightclub proper on the second floor (with access for customers up a flight of stairs from the street) and a roof-top apartment. The apartment includes two twin-bedrooms, a couple of offices, a computer/briefing room and a strong room/armory with a safe room, and an unmarked room serving as a detention cell.

The club manager and staff are paid through Haruna, but are not involved in the covert operations in any way. A night-club is a great cover operation for low-lives!





MISSION 1: TAXI-DRIVER

Briefing

Midnight. Monday. 2225 AD. Tokyo. The megacity is alive with skyscraper lights, hovercars and towering video adverts, slabs of colored light bathing shoppers, party-goers and tourists in lurid light. Police sirens and car horns echo up and down the metal and glass canyons. And the night has only just begun. Streets around the Ginza district are dense and alive with a mass of humanity, all seeking pleasures of the flesh – sex, stimulants, drink, food, shows... You pass trendy bars and restaurants with month-long waiting lists, poseurs on street corners, young sararimen, leant against their sports cars smoking Sakura Revos, looking cool, casual, connected.

Above the Tokyo Rose night club is a small office and it's here that your new boss, Yamada, will assign you your first mission. A picture window looks out over the street – the soundproofing is perfect, but the harsh lights flicker and dance inside the dimly lit room. There are leather arm chairs, an expensive walnut table and a cute coffee machine that pours your drinks as you ask for them. Yamada looks like he climbed the ranks from the bottom, a tough muscle-bound guy, he sports a short mohican and a tight-fitting blue body-warmer. Gang tattoos adorn his muscled arms. His voice is gravel, his face impassive.

After a brief introduction, he switches on the TV screen mounted along one wall. A news report plays, it's an old one, a few years, but you remember the story. The city of Osaka was hit by a lethal nerve agent contaminating the city water supply and some food sources, more than 5,000 people were killed or severely and permanently injured. The NHK report suddenly switches to police chiefs who blame the action on a radical terror group, there are clips of armed teams kicking in doors and handcuffing suspects. It fades to black.

"You remember that?" growls Yamada. It's a rhetorical question.

"Well, it wasn't a bunch of terrorists that leaked the Delta-2 compound into the city. It was a member of our own organization, a disgruntled scientist who decided to strike back at Haruna, we also believe he was in the pay of Makita Genetics. It was that incident that sparked the hatred and rivalry that has pitted us against Makita for the past few years. It's a corporate war – and we fight it on the streets and behind closed doors."

"Well. Today, out of the blue, Haruna Biolabs received a blackmail threat. We think it's some low-life hustler. He wants Yen 5,000,000 or he'll take the evidence to the cops and the media that an unknown Haruna scientist was actually working on Delta-2 as a company sanctioned project, and that he planted the bomb that released it into Osaka's water system."

Yamada drops a grainy photo of a man with a black jacket in a car park, getting into the back seat of a taxi. "He dropped the envelope in our mailbox in the dead of night

and walked one block to a car park, where he took that taxi. We need any and all evidence of the Delta-2 project retrieved and the hustler (and any witnesses or collaborators) silenced permanently.”

The Real Story

The hustler is Buntawara a freelance journalist who stumbled upon a very ill man called Toritaka who claimed he was the scientist that released Delta-2 into Osaka, he is claiming that he was helped by Haruna's rival Makita. He has a wallet of data cards containing some of the official project, and recordings of meetings with a junior Makita executive called Nobuda. Toritaka is dying, he took a nasty dose of the agent two years ago, and is currently living on Toritaka's sofa, he needs medicines and hopes Buntawara will get them for him in return for the valuable blackmail evidence. Buntawara is simply planning to get rich and has tried to blackmail both Haruna *and* Makita. He's a dead man! When the team catch up with the dying Toritaka at Buntawara's flat, they will be confronted by a Makita assassin who wants what they want – the evidence pocketed and witnesses eradicated!

Plot

If they can blow up the photo, they can make out Kamikaze Taxi Company. They might use software on a portable terminal to do that. Or the red and yellow colors might be known to a PC or contact. The cab company is situated in a wide alleyway beneath the elevated railway as it comes out north of Shibuya station.

Kamikaze Cab Company: It is situated in a wide alley off a main street. Buildings tower up over the wet and windy alleyway. Several cabs are parked outside. There is a noodle stall and some late night clubbers milling around. Soggy rubbish is blown about, wet copies of Asahi Shimbun, there is a green dumpster up against the wall. Yellow street lamps flicker on and off. Further down the alley is the shuttered loading bay of a freezer store, next to it the back doors of a processing plant. Heavy plastic flaps blow in the wind.

Inside the cab office is warm and sweaty. Several taxi drivers drinking tea and slurping noodles. The dispatcher is young with a tattoo on his face. He puts up a front. Doesn't know who picked that guy in the photo up. Never seen the guy. The PCs will have to charm/threaten him. He gives the name of the driver after checking his computer, he says the driver will be back at the office in one hour. Suddenly the door opens, but closes quickly. It was Buntawara, he spotted the PCs and fled. He'll jump over a taxi and duck inside the meat plant, hoping to hide.

Meat Plant: Inside meat plant are a few men in bloody aprons, polystyrene crates are on pallet trucks, there is a forklift and big racks of shrink-wrapped chilled meat on either side. Doors ahead will lead into meat hanging rails, a chilled area full of hanging carcasses. Buntawara will hide, the lead PC must make a Routine (+2) Recon roll to spot him, or get ambushed. He carries a tanto (2D6+1 damage). Once the PCs capture him, he will give up the location of his flat and confess to the blackmail. Yes

he has some data cards with incriminating evidence on them. If asked, he got them from a dead man who he had arranged to meet, a year ago (lie).

Buntowara's Flat: The block of flats is located a few streets away, opposite the Shibuya station. It's on the 4th floor. Toritaka is a light sleeper and hears the PCs at the door, he hides behind the sofa with his auto pistol, fearing the worst when Buntowara doesn't give his usual coded knock before opening the door. This dying man has one Stun grenade and decides this is the time to use it, rolling it under the sofa toward the door as the PCs enter. As soon as it goes off he will fire at the doorway. The referee should adjudicate, is Toritaka firing blind? No doubt they will kill Toritaka, find the evidence and either kill Buntowara or take him back to Yamada for further interrogation. An easy mission!

The Assassin: A Makita assassin has arrived to kill Buntowara and steal the evidence on the datacards... and he arrives before the PCs make a complete getaway. The referee might decide to have him just walk in and start shooting, or be waiting for the PCs in the stairwell, or the lobby on the ground floor. He is included to scare and harass, but not to present a credible threat. He is a taste of what is to come.

NPCs

Buntowara the Blackmailer	785597	Age 34
Admin 2, Bribery 1 Tanto (2D6+1)		

Toritaka the Scientist	326AA6	Age 42
Computer 1, Ground Vehicle 1, Gun Combat 0 Auto pistol (2D6+1, x2 attacks, 10m, 4 bursts), Stun grenade		

Okura the Assassin	88A743	Age 38
Gun Combat 1, Recon 1, Take Aim 1 Retrogenics: Parabolic Hearing, Cat's Eyes Pump Action Shotgun (4D6, 10m, 8 shots), 1 x frag grenade (5D6, 10m)		

Debriefing

Remember to carry out a quick debrief at the secret Haruna office above the Tokyo Rose club. Was the mission successful or partially successful? Were any stunning strategies used? Did they waste resources or expose Haruna's secret to the media? Finally, did they discover a traitor? Well ... yes, Toritaka! If anyone has committed a traitorous act that has been reported by the PCs (lets assume they make private reports) then do that last because the minus 2D6 would lower a PCs rank and that means summary execution by anyone in the room...

MISSION 2: CORE COMPLEX

Briefing

Wednesday. Yamada meets once again you at the secret office above the Tokyo Rose club in Ginza. He goes over your new commitments to Haruna Biolabs, what they expect of you, what you can expect of them. Yamada explains how Makita Genetics and Haruna are big rivals; Makita thinks it virtually controls Tokyo, and is trying to co-opt or neutralize all other medical-based zaibatsu. Yamada has heard rumors of some new secret weapon in the struggle for supremacy, and as been ordered by his boss to find out more about it, and decide on an appropriate response. So the team will take part in their first recon mission against Makita. Be careful.

Yamada has decided to target one of the zaibatsu's Senior Executive Managers, Nobuda, and try to ascertain what his plan is. Rather than attack his offices directly, which will be well defended, and also give the game away, he is instead going to target Makita's less well defended accountancy computer system in central Tokyo, Marunouchi. Called the Core, it extends 6 floors beneath the ground. By analyzing the various budget allocations for Nobuda's project, it should be possible to determine what Makita has in store for Haruna. "Knowing which hand the knife is in is half the battle".

Yamada has heard about an ex-employee of the Core a guy called Otsu who was sacked for some reason. If you can find him, maybe you can get him to get the team inside the Core. Otherwise you'll have to try to find a way into the Core on your own. You must smuggle in a software jockey from Haruna who will go with you, if there isn't one on the team, then Yamada will provide Hideo, a college drop out and computer expert. When he is in the Core he will jack into the network directly and extract the data about Nobuda's project. First you must see if you can get hold of this guy Otsu. He was last heard of living in the floating shanty town in Tokyo Bay called Kantai. The corporate software jockey called Hideo will accompany you.

The Real Story

The plot is a fairly straight-forward burglary, with a quick trip to the Kantai ghetto to find Otsu. The team will be ambushed there (to be honest they should always be challenged or attacked when visiting rough and dangerous places – it will keep them on edge). If the team do not have a console cowboy amongst their number, then have Hideo get killed in the ambush if possible, to be replaced by Otsu, who will make a decent NPC addition to the team. He will, as promised, get the PCs into the Core Complex where the files are waiting to be discovered. Otsu will try to hack into the data files, but another hacker inside the complex is fighting back, an AI! The PCs need to find the AI in the Vault and disable it, so Otsu can open the folder, prevent alarms from going off and download the data to a datacard.

Plot

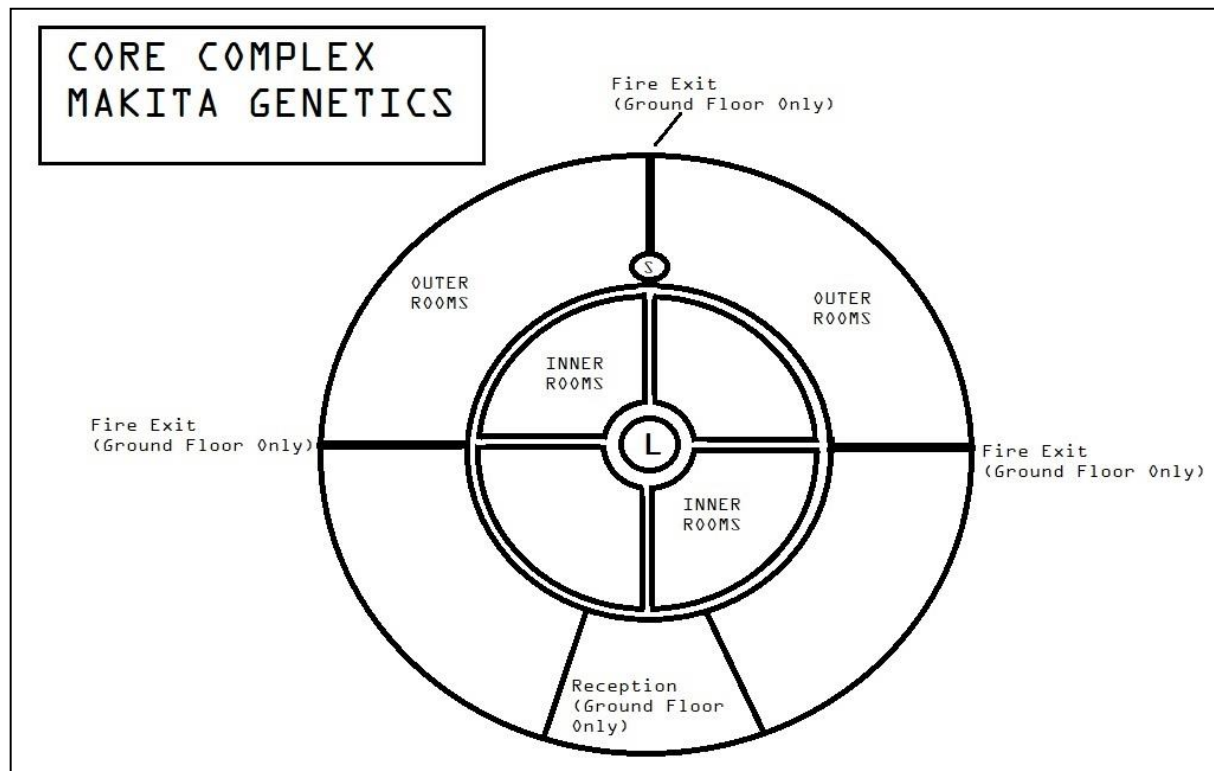
There are only two scenes in this short adventure, the floating shantytown in Tokyo Bay known as Kantai, and the Core Complex, an underground data center in Marunouchi.

Kantai Floating Shanty: Tell PCs about the Kantai Floating Shanty. Down on the dockside the city of Tokyo is all lit up and the blazing rainbow of lights reflected in the dark water. Ships at the container port are being noisily loaded and off loaded. Forklifts and work loaders move about, and the occasional hover-wagon floats past over head. There are the cries of seagulls as well as shouts, the clattering of machinery and moving containers, the noise of engines, generators and vehicles. The main concentration of junks and sampans, barges and old vessels can be accessed from Tatsumi Wharf on Koto City, and it sits just off shore. The wharf is covered with a land encampment as well; tents, old cargo containers full of families, cooking, arguing, smoking, watching TV. Some repair old boats at the quayside, two of these are Jimmy Sung and Xiang. Two Chinese Boat People. They have a powerboat, and can take them into the Floating Shanty for Yen 500. Yes they've heard of Otsu, a cyberspace jockey and a smart man. (These guys have worked with Otsu and will ambush the PCs later on a barge).

The two guys ambush the PCs on a barge for their belongings. Hideo might well be killed here. The PCs should beat them, then force one to tell them where Otsu is. This they will do, leading him to an old tugboat. Inside is Otsu, currently jacked into cyberspace. He will only help them get into the Core if he can work for Haruna full time! Yamada will agree to this.

Core Complex: The Core Complex is a single story dome within a pedestrian plaza, beneath the raised railway south of Yurakucho Station (itself just south of the city's main Tokyo Station). It's fairly quiet around the plaza at night. The following night after some preparation, Otsu will lead the team into the Core via a street level entrance, he can hotwire the fire exit with a dormant "back door" program he left in the system. He can then lead them to a workstation on Sublevel 2. The ground floor is offices, rest-room and reception, the floorplan is circular, as are all the sublevels. A central lift connects the floors. An emergency stairwell also connects the floors, and is sited at the northern side of each floor. In the Core, there are cameras on each floor, these switch between each other and are monitored by a guard at a room on Sublevel 1. There are two retrogenetically-enhanced guards roving the complex as well as two security robots (Shinobi 08 Security Robot 'Juniors' fitted with Riotguns firing tranquillizer rounds). The Shinobi 8's can be monitored and even overridden by the central AI computer in the Vault.

CORE COMPLEX	
Ground Floor	Reception
Sublevel 1	Offices
Sublevel 2	Main Accounting Terminals
Sublevel 3	Management
Sublevel 4	Records, Data and Planning
Sublevel 5	Power and Vault



The Hack: At the workstation, Otsu settles in to penetrate the ICE of the accounting subsystem. If the PCs have their own console cowboy, then *he* can attempt to get into the accountancy data file himself. He has a Model/3 Hosaka Goldstar with 3 slots carrying one Grade 3, one Grade 4 and one Grade 5 Icebreaker. His Computer skill is 1.

In the first 2 minute cyberspace turn, Otsu (or the PC hacker) gets one free attempt to guess the suit of the top card in the deck. If successful he moves into the accountancy hub and can search for the secret project accounts. If he fails he must try again, if he fails this time he will trigger the Core's ICE - the referee cuts the main deck and a 'black' card result will trigger the system's defenses (ICE). The numerical value of this defense, or ICE, is represented by that card drawn from the main deck. To counter it the player must select one of his own Icebreakers at a level equal to or greater than the threat. This cancels the ICE and keeps his presence hidden. If ICE succeeds then the terminal is locked out for 1-6 hours and Otsu will have to move to one of the management terminals on Sublevel 3. Remember that Icebreakers used to counter ICE suffer damage - reduce their value by 1 point permanently.

The AI - Arclight. In fact the intrusion has been detected already by the AI called Arclight in the Vault. When Otsu or the PC hacker starts searching for the project files he detects another presence in the Network who tries to lock him out and activate all the alarms. A battle ensues: for ten minutes he will struggle and must make 3 Average (0) Computer rolls, at least 2 must be successful to stop the AI. He desperately asks the PCs to go down to the Vault to deactivate the AI manually. The battle will continue for a second 10 minute phase. Only with the AI deactivated can he get into the files.

The Vault: In the basement is The Vault containing Arclight who monitors the Core. The Vault is protected by a huge bank-vault-style polished steel door. A PC with a Cardlock Decryptor can attempt to open it with a Difficult (-2) Security roll. The AI CPU is built into the far wall, and the room itself (filled with monitoring and reprogramming stations) is freezing. Clouds of dry ice waft through the Vault. The only defense that Arclight has are two autoarms built into the far wall, protecting access to the CPU memory array. It is that array which needs to be unplugged to switch the AI to idle. The AI is not silent but warns the PCs to "Stop! Go no further! Return to the surface or die! Stop!"

The autoarms can telescope out to anywhere in the Vault and the mechanical arms end in a strong grappling claw with Strength 12. They can strike in combat as if 0-level, have a general combat range of 6m (maximum) and they can inflict Power Punches (1D6+2 Stuns) or they can try to throw, hold or disarm an opponent as in Jujitsu. If the PCs want to attack the AI with weaponry, then it is equivalent to a Small Softskin (Armor 2, Disable 15, Destroy 30). Disable will disable one autoarm. But the 15 points must be reduced again to disable the second autoarm. The AI is then powerless (and would make a great longer-term adversary!)

Back at the Workstation: As soon as AI is shut down - Otsu gets to switch off the alarms permanently - and finally break into the Makita/ Nobuda files (titled 'Genus 4'). He can then spend 2 minutes downloading onto data card, just finishing as the PCs get back to the workstation.

NPCS

Jimmy & Xiang	776642	Age 20s
Jujitsu 0, Karate 0,		
¥ 500 each		
Unarmed (1D6 Stuns)		
If these hoodlums aren't killed, they should show up again as bad pennies every time the PCs come to Kantai!		

Assorted Kantai Toughs	676642	Age 20s
Bujutsu 0		
¥ 300 each		
Armed with Katana (2D6+2), chain (2D6), club (2D6) or boat-hook (2D6)		

Otsu the Hacker 788A95 Age 26

Computer 1, Electronics 1, Forgery 1, Security 1

¥ 2,500

Model/3 Hosaka Goldstar with 3 slots carrying one Grade 3, one Grade 4 and one Grade 5 Icebreaker, Auto Pistol, Headset Radio, Concealable Vest (armor 4)

Otsu was fired from Makita Genetics, he had been accused of creating his own 'secret' programs on the projects that he worked on. He moved to the Kantai shanty to hide out from Makita retribution. He is a talented console cowboy with a calm, unflustered demeanor. He wears chinos and a black short-sleeved shirt. Otsu is introduced in this mission as a possible ally of the PCs if they do not have a console cowboy of their own. If they do, then Otsu will become a Haruna employee and they will occasionally bump into him (as a specialist in computer research).

Enhanced Guards 999765 Age 30

Bujutsu 1, Gun Combat 0, Security 1, Jujitsu 1

Retrogenics: Subdermal Armor (Armor 4), Cat's Eyes

Concealable Vest (Armor 4), Auto Pistol (2D6+1), Combat Knife (2D6+1), Flashlight, Hand Radio, one dose of Endorphin

Shinobi 08 Security Robot 'Junior' – An armed security robot. Tiny Softskin: (Armor 2, Disable 10, Destroy 20). Expert skill Gun Combat 1. Fitting: Riotgun with 50 Tranquilizer rounds and a forward-facing sensor pod with an IFF system, camera, IR designator and IR thermograph. Riotgun: 1 shot, 50m range, the victim must make an Endurance roll or is paralyzed, and knocked out in 1 combat round for 2D6 minutes. A successful Endurance roll indicates only drowsiness (-2 on actions) for 2D6 mins.

Debriefing

What's on the datacards? A pet project of Nobuda's called Genus 4 has been allocated retrogenic experimental funding, which gives us some clues, perhaps the development and implementation a new type of retrogenic virus. It also, hints in it that Nobuda's personal assistant (Akikko) has illegal debts, and that Nobuda has paid them rather than let her face the police. This is surely blackmail info for the future!

- Acquire the Nobuda-X Files 2 PP
- Learn about data on it but not actually steal it 1 PP
- Police/media find out about Haruna mission -1 PP
- Scrambling the Core's computers/AI (permanently) 1 PP

MISSION 3: LATE AT THE OFFICE

Briefing

Haruna Biolabs has recently lost a subsidiary company to its arch-rival, Makita Genetics. The company, Musashi, was a profitable insurance firm that had been the object of some interest from Makita for about a year. The take-over was hostile and unwanted, Makita muscled in within about two months. However, Haruna has sabotaged Musashi. If it can't have Musashi's profits, then no-one will have them...

The Haruna security section has bought off an employee who embezzled vast amounts of Musashi's money during the last two months. Of course Haruna has received this money and in doing so rendered Musashi an impotent, poverty-stricken liability. Haruna will make Makita wish they'd never bothered with Musashi at all. They will regret forcing the sale of the firm! However, Makita takes full control of the insurance corp this weekend and will conduct a thorough audit. The embezzlement must not be discovered! The Haruna agent no longer works for Musashi, in fact the entire management and security staff have been replaced as a prelude to the full weekend audit. As of four days ago, Musashi Insurance is owned by Makita Biotech.

Haruna requires your team to break into the Musashi offices in the Marunouchi business district and trash the databanks and hardcopy records of the insurance firm on the Ground Floor, Room B6. This act must look like vandalism or destructive burglary - not a cover-up action or the act of a zaibatsu.

We will provide you with a plan of the offices on data card, but no security arrangements are known. Some sort of pre-mission reconnaissance is therefore advised to fill this gap. You are given a free hand to destroy the evidence using bribery or coercion, to a full-blown night-commando strike on the building. The prime concern of our directors is that NO LINK WHATSOEVER be made with Haruna. No special equipment or extra funds are provided for this mission.

The Real Story

There are potentially three ways to get access to the offices – cold infiltration, help from inside or assume a false identity. As with most **Zaibatsu** missions, the PCs will probably settle on a plan for which they have the skills and the equipment at hand.

Assuming a False Identity: The PCs may try infiltrating or using as cover, the Musashi cleaners. (well, they might!). The building has ten cleaners who come in at 6:00 pm and clean till 9:00 pm. They come to the back door, call the security room via the videophone and a guard comes down to let them in. At 9:00 a guard takes them to the back door and lets them out. They aren't searched but are all accounted for and clock-on and off with an ID smartcard. One of the cleaners is a supervisor who has the contact details of the cleaning company (Mow-Zam Hygiene)

Plot

Marunouchi by Moonlight: Marunouchi is a forest of tall skyscrapers, crowded together and separated only by choked, dark, rainy streets of cars, buses, taxis and cyclists. In some rain-washed spaces trees or bushes grow - but everywhere are crowds of Tokyoites. Tourists, zaibatsus, office workers, shoppers, crowded at street crossings, gushing out of subways and buses. Car horns blare. MPVs. Zaibatsu logos and video adverts light up the dark streets. Steam and venting gases roll across the sidewalks. Flashing lights. Thousands of people. Neon. Hover cars constantly fly overhead between the dark shadows of the skyscrapers.

Police checkpoints are plentiful in Marunouchi, these koban are 2-3 man police boxes. On important street corners, too, the police sometimes park a couple of MPVs and a Toyota armored car (treat as Small Light Armor with a single pintel-mounted LMG and crew of three). MPVs have a crew of driver, sergeant and four patrolmen.

Blackmail & Bribery: There is new management and security at Musashi, with tight security before the audit. This new staff are unbribeable, cold and unapproachable. There are two major departments within the building; Policies, and Assessment-and-Payments. There are three potential weak links in the Musashi staff that the PCs could exploit.

Fujiwara

Works in assessment. He is cheating the records for his own benefit and has stolen some money to pay off stock & share misfortunes. He is going to pay it back, but the audit means he will be discovered. He is frantic, and needs a way to cover his tracks. PCs could strike a deal with Fujiwara and if he helps them, they could destroy evidence of his theft (and gain a contact inside Makita).

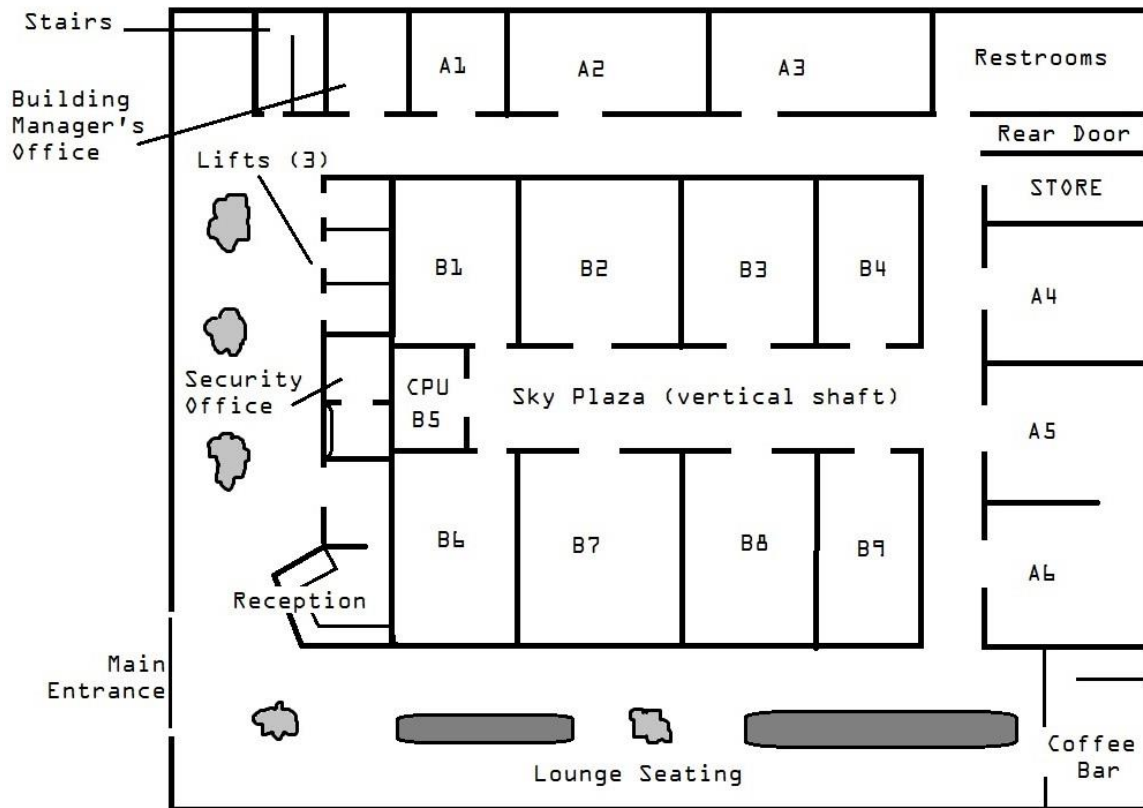
Goshin

One of the new department managers transferred from Makita. Not brilliant, she made a serious error on her first day, wildly miscalculating an overpayment. She needs to make it up to the management in some way. If the PCs approach this worried looking, desperate sounding NPC, they may be seriously set-up by Goshin who will see a chance to ingratiate herself to Makita. Beware! She may agree to a deal to help the Haruna operatives and then sell them out while they are too deeply involved in the raid to get away.

Mintaka

A supervisor who is angry that Makita have brought in a new department manager above him. Thought he would be promoted into the job. Knows that he is better than Goshin (the new DM) and he is willing to try and set Goshin up so that Mintaka will be promoted.

MUSASHI BUILDING/MARUNOUCHI/Ground Floor



The Musashi Offices: The Musashi Building has ten floors. Only the ground floor will be of immediate interest, since it is that floor that houses the Musashi computer room and software backups.

Locked Doors: Require a keycard, usually one per door. The Department Managers and Assistants can access all locked doors.

Security Controls: The security guards at the security workstation directly control the:

- Fire alarms & Sprinklers
- Rear Door
- Stair Doors
- Computer Room & CPU.
- Security Room Door

These controls are semi-automatic, asking for verification from the guards on duty before they operate. For the doors this means an employee puts in his keycard, it calls the security room who check his ID on the videophone, he types in his PIN and the door is opened by the guard on duty in the security room. These are Remotes.

Security Overrides: The security workstation can override the controls of the lifts and door locks. These are also Remotes (see the Cyberspace rules within the Technology chapter).

Security Monitoring: The security workstation monitors all cameras and alarms on locked doors and windows. In actual fact the chance a camera is being monitored at a given moment is only 8+ on 2D6. But it is all recorded on optical disc.

The Security Patrols: There are always four guards on duty in the security room. During opening hours two guards are stationed in the customer hall, at night they patrol the 10 floors via the lifts. One guard is always stationed in the computer room. He will call the system manager at home if the computer detects an intruder or if the computer controlled Remotes are not operating properly.

The Musashi Computer System: The system manager will be on-line in 1D3 minutes if alerted by a security guard; instantly if he is actually in the building during the day. The system has the following subnets; all are Easy to penetrate:

- Customer Accounts & Policies
- Finance & Assessments
- Staff Database
- Building Maintenance
- Security
- Workstations

NPCS

Security Guards	877777	Age 34
Bujutsu 1, Security 1, Jujitsu 1, Gun Cbt 0		
Auto Pistol (2D6+1), Night-Stick (2D6), Flashlight, Hand Radio, Hand Cuffs		

Debriefing

Yamada will watch the news feeds carefully in the morning to see how the break-in was reported, if at all. The real test will be the Makita audit this weekend, what will the zaibatsu find out? Will Haruna be in the clear? Awarding of promotion points will take place at the Tokyo Rose this weekend.

- | | |
|--|-------|
| • Destroy the embezzlement data | 2 PP |
| • Destroy data but leave evidence that Haruna involved | 1 PP |
| • Fail to destroy the data | -1 PP |
| • Gain a contact within Musashi Insurance | 1 PP |

MISSION 4: BLACKMAIL AKIKKO

Briefing

"We are still in the dark about Makita's new top secret project, Project Genus 4, overseen by no less a person than the zaibatsu's Senior Executive Manager, Nobuda. Yet we do know that his junior PA, Akikko knows something about it, and that Nobuda paid off a lot of her debts covertly, just to keep her out of prison. We figure that we can blackmail her somehow, recruit her for Haruna, and have her leak us valuable data and information. With her information, we feel confident that an commando raid can be made on the Genus 4 lab complex."

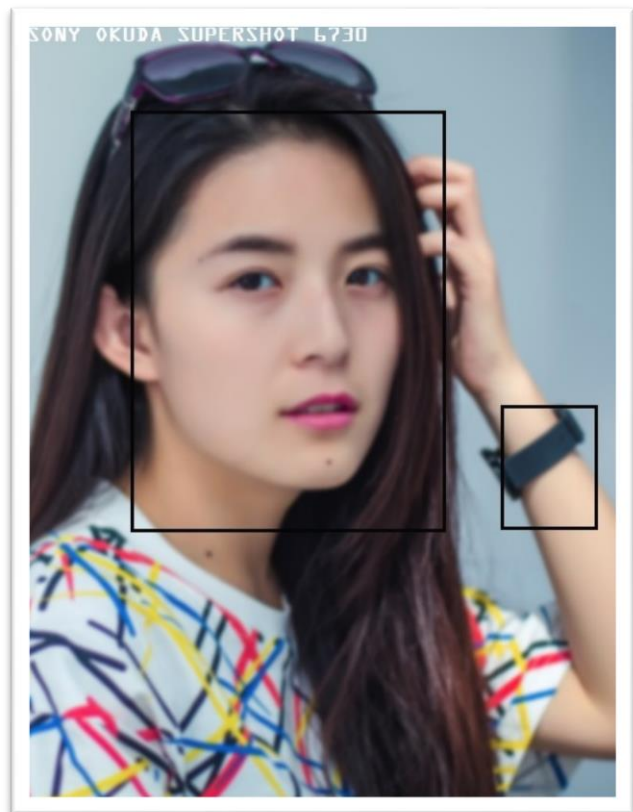
The Real Story

Akikko can be a real asset, but the problem is Makita's secrecy. Yamada cannot tell you where she lives, but only show you a photograph of her taken during routine surveillance of Nobuda. Her full name is Michiko Akikko. The PC's console cowboy will have to do some digging before they can hatch a plan to blackmail her. In the playtest, the players convinced Akikko that she had murdered someone, and had the evidence to threaten her with. They had staged the whole incident, and drugged Akikko to confuse her.

Plot

Since the players could come up with all kinds of plans and plots, the basic building blocks of the mission are laid out here, both her accommodation and her routines.

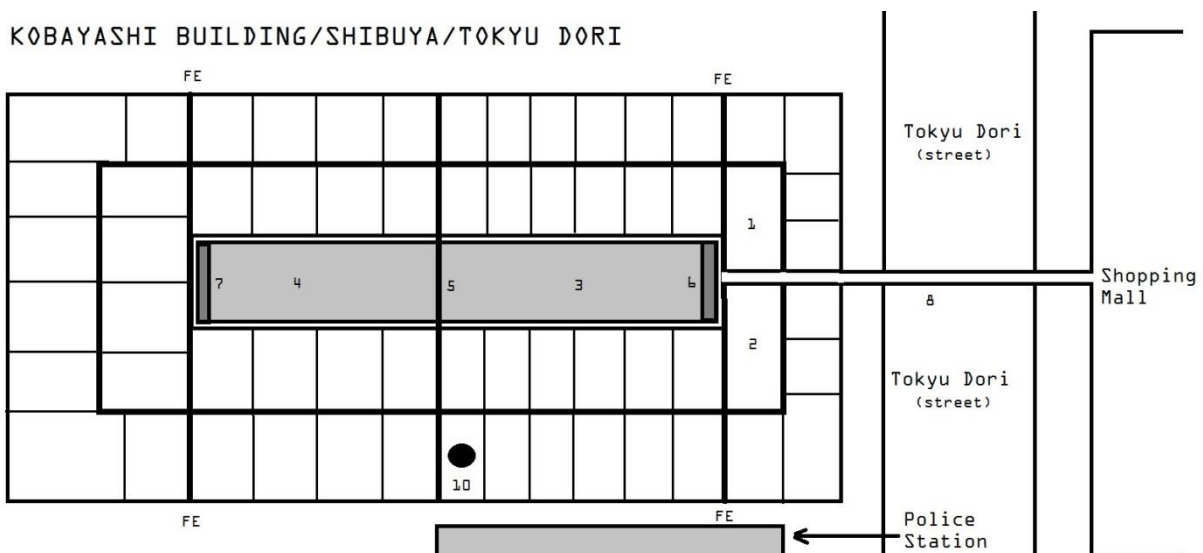
Akikko and her Routine: Akikko is in her mid-twenties and has a senior position within the staff of the operations office. A console cowboy could attempt to locate her home by accessing Japanese government census records, or by running a Goto routine. Remember to cut the main deck each time a new item of information is required and let the Goto try and equal or overcome that value. A Goto is like an Internet search, and cannot access high security information. Details of her daily routine will require the console cowboy to access the Makita system and the Human Resources subnet (rated as a



Hard subsystem). There may be other ways to find out how she gets to work and when, perhaps via a Makita contact. Akikko has a subdermal transmitter, a PDT, at the base of her neck. It will activate if she is kidnapped, she can press against it to activate the device. A Makita jump jet will be dispatched to rescue her.

Akikko lives at Apt 34, Kobayashi Building, Honshiyo-Cho, west of Tokyo City Centre. She works Monday-Thursday and is picked up by a bodyguard/hovercar-chauffeur who flies her to the Sky Tower in Marunouchi. She eats at a Sky Tower restaurant for lunch. On Fridays she gets on the train at Shibuya and travels for an hour to see her parents up north in Shimotsuma. Her boyfriend usually comes around on Saturday and Sunday. They might : 1) Go shopping, 2) Go to the cinema and have a meal, 3) Visit his family in Yokohama, 4) Have a picnic in the park, 5) Go shopping or 6) Spend a few hours in a themed love hotel, after a nice meal in a restaurant.

The Kobayashi Building: An apartment building in Shibuya, next door to the police station on Tokyu Dori. It is accessed via a covered walkway from a shopping center on the other side of the road, although there is a hovercar park on the roof. The building has an open park at its center. It is a Low Security Building.



Key

- | | |
|-----|--------------------------------------|
| 1 | Communal Laundry |
| 2 | Building office/Maintenance Workshop |
| 3,4 | Courtyard garden |
| 5 | Bridge including a cargo lift |
| 6,7 | Lifts |
| 8 | Covered walkway to Mall |
| 9 | Shopping Mall |
| 10 | Apartment 34, Akikko's apartment |

Getting into the building: The public aren't allowed to just walk in, but must check in at a desk that is in the Building Office, a card operated turnstile sits across the main walkway into the building at that point. Access is also available from the hovercar roof park and the basement garage, but to get into a lift or use the emergency stairs, you will need to swipe your ID card.

Two or three times each day, security sweeps both car parks and checks registrations. There are cameras on the main thoroughfares, as well as the main entrance and both car and hovercar parks.

NPCS

Akikko the PA Admin 1, Broker 1	4469A9	Age 25
Building Security Guards Medical 1, Karate 1, Gun Combat 0 Stun Pistol, First Aid Kit, Hand Radio, Handcuffs	677675	Age 42
Retrogenic Chauffeur Hovercar 2, Ground Vehicle 1, Gun Combat 2 <i>Retrogenics:</i> Subdermal Body Armor (Armor 4), Superarms, Superlegs, Inner Ear. Revolver (2D6+2), Concealable Vest (Armor 4), 2 x Stun Grenades	799768	Age 38
Makita Response Agent Hovercar 1, Gun Cbt 2, Heavy Weapons 1, Karate 2 Ballistic Vest (Armor 5), Bullpup Rifle (3D6), 2 Frag Grenades, 2 Stun Grenades, Combat Knife (2D6+1), one of the cops carries a Flamer instead of a bullpup rifle.	999875	Age 30

Makita Response will turn up in a utility jump jet (hover wagon), two pilots and four cops. The H-Wagon has a Minigun mounted on the port door, but no other weaponry.

Debriefing

The debrief may go one of several ways, based on how the PCs actually compromised Akikko. Hopefully she is now a compliant Haruna lackey, willing to sell out Nobuda and Makita... hopefully.

- Akikko is now loyal to Haruna 2 PP
- Akikko is killed 0 PP
- Makita find out about the kidnapping/blackmail -1 PP
- Makita find out that Akikko is working for Haruna -2 PP

MISSION 5: THE BRIEFCASE

Briefing

"It's been a month now and Akikko has given us some valuable information, but she thinks that Makita are closing in on her and she wants to defect as soon as possible. We have agreed to carry out the transfer, but on the proviso that she brings with her samples of the Genus 4 project from a top lab in the city of Nagoya, south-west of Tokyo. Apparently she is travelling there on business for Nobuda this week and will steal a sample. As soon as she gets off the shinkansen 'bullet train' at Shinagawa station, she will meet with the agents, hand over the Genus 4 and defect. Don't bring her back to the Tokyo Rose club, she'll certainly have a PDT fitted. Instead take her to a safe house by the docks that we've set up, an old office attached to a disused warehouse (Pier 9). We have a surgeon ready there to remove the PDT. Then we can arrange for a new ID and a face change. She is due to arrive on the shinkansen from Nagoya at 11:45pm tonight. You've got an hour to get to the station ..."

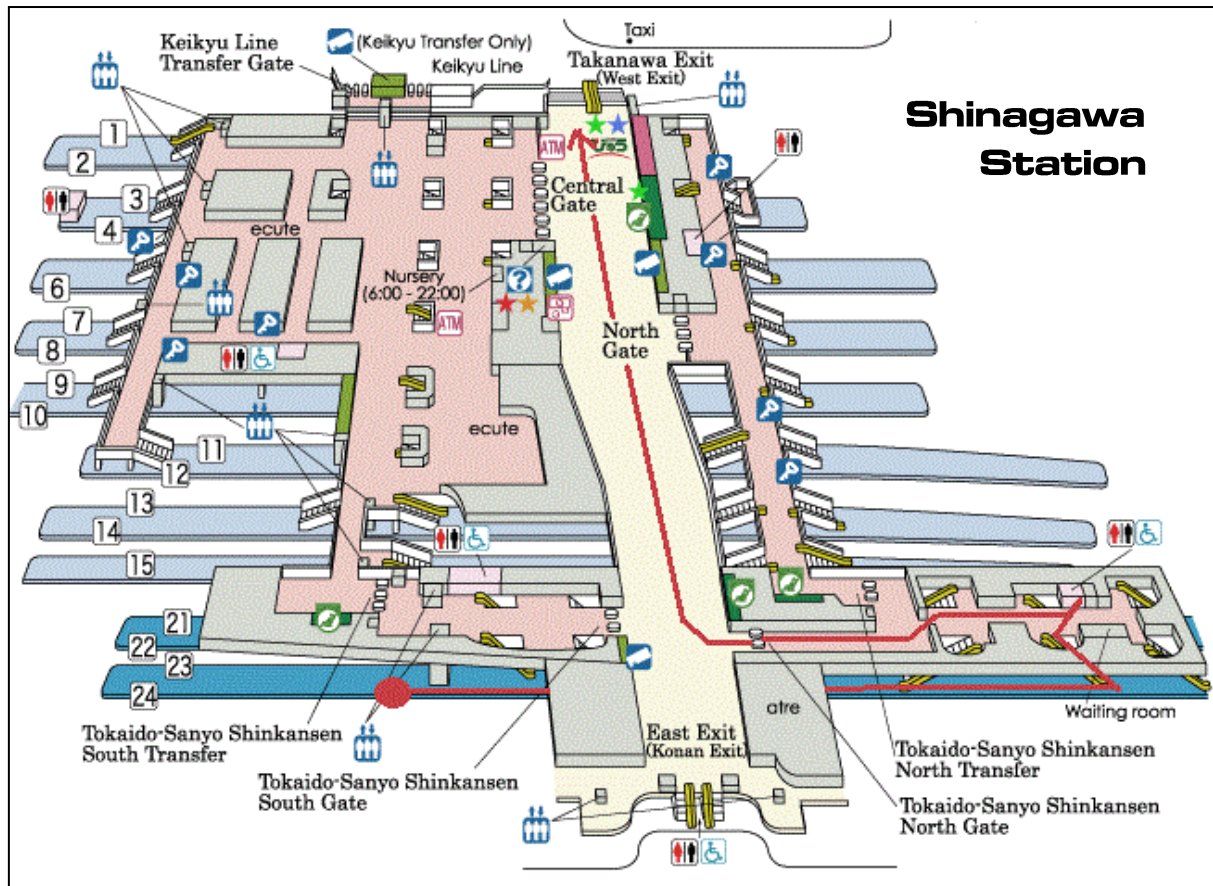
The Real Story

Makita *are* closing in and send a snatch team to recover the bag containing the Genus 4 samples. At first Nobuda gave orders that Akikko was to be killed at the station, but he quickly changed his mind. No. Knock her out. If Makita can track her PDT to Haruna's covert special operations base (the PC's home at Tokyo Rose) then he can send in a hit team to wipe them out and kill Yamada. Then, Nobuda hopes, he can get Haruna Biolabs off his back. What no-one realizes is that the scientist who has packed the sample briefcase (one of those technical-looking aluminum cases) has included 1 phial of Delta-14, rigged to go off and release its contents as a booby-trap mechanism. It looks just like the other two samples (which are legitimate Genus 4 sample phials).

The mission should go like this – the PCs arrive and spot Akikko, but in the push and bustle of the crowd, she suddenly collapses. The PCs must find out who has the case, rescue Akikko and chase the thief out of the station to prevent them escaping.

Plot

Shinagawa is a busy railway station and the Tokyo terminus for the maglev shinkansen that runs south to Nagoya and beyond. The main station concourse is situated above the platforms running east-west across the breadth of the station. A freely traversable walkway divides the station into two sections. The southerly section contains a number of shops and market-style stalls which form the 'e-cute' station complex. The Keikyu platforms are on the western side of the station at a higher level than the JR platforms. The shinkansen platforms were designed to relieve congestion at Tokyo Station, their platforms are on the east side of the station.



A map of Shinagawa station is included. The red line shows Akikko's disembarkation point (the red dot) and her route out to the western (Takanawa) exit. North is to the right, south is to the left. The crowds are horrendous, but the PCs spot her coming through the north exit gate from the shinkansen platforms. Then she drops out of sight. There is a bit of commotion around her.

Can the PCs get to her and see if she is dead or alive? And when they see no case, can they spot who does have it? Of course the trench-coated thief will hopefully be some distance away and moving rapidly out of the nearby east (Konan) exit, running down the escalators and through underground parking. The thief plans to go up three levels to the roof, where a Makita hovercar will pick him up. Or he can jump into a sports car that screams up in front of him to whisk him away (and you get to roleplay a car chase in uptown Tokyo!). If anyone waves guns around (and especially if they start shooting) the Tokyo police will be hot on everyone's tail, too.

The Delta-14: If the case is hit by an explosion (grenade for example), run over or dropped more than 3m, the phial containing the nerve agent will break (on a roll of 1-2 on 1D6). The Delta-14 will then spread out 50m and affect anyone within that radius and within 1-3 rounds. The victims will feel excruciating agony, stunning head pains and partial loss of sight. If an Endurance roll is made then they are incapacitated by pain for 3 rounds and suffer 2D6 damage. If they fail that critical roll, they are incapacitated by pain for 3 rounds then die immediately. Sorry, zannendesune!

Going Home: The team are supposed to take her to the office and disused warehouse next to the container port. She does not have a PDT. But the briefcase *does* have a locator beacon!! Has anyone swept it (or her) for bugs yet? If not and they find it at the Pier 9 office and must then get everyone out before Makita arrive – of course it will be too late, Makita will have been tracking the beacon from the station and take the opportunity to try and kill Akikko, Yamada and any of the team they can... they will turn up in a utility jump jet (fitted with a minigun on a door-mounting) and disembark 4 rapid response troops.

NPCS

Akikko the PA	4469A9	Age 25
Admin 1, Broker 1		

Makita Bag Thief	799768	Age 32
Hovercar 1, Ground Vehicle 1, Gun Combat 1, Admin 1		
<i>Retrogenics:</i> Superlegs (double speed), Inner Ear, Flexibility		
Auto Pistol (2D6+1), Concealable Vest (Armor 4), 2 x Smoke Grenades		

Tokyo Policeman	877777	Age 34
Bujutsu 1, Security 1, Jujitsu 1, Gun Cbt 0		
Auto Pistol (2D6+1), Night-Stick (2D6), Flashlight, Hand Radio, Hand Cuffs		

Makita Response Cop	999875	Age 30
Hovercar 1, Gun Cbt 2, Heavy Weapons 1, Karate 2		
Ballistic Vest (Armor 5), Bullpup Rifle (3D6), 2 Frag Grenades, 2 Smoke Grenades, Combat Knife (2D6+1), one of the cops carries a Flamer instead of a bullpup rifle.		

Debriefing

Did you get Akikko? Did you rescue the briefcase? Were the two phials of Genus 4 still in it? Did you accidentally wipe out a block's worth of Tokyoites by releasing a deadly nerve agent? Lets hope you did well.

- Akikko is alive and in Haruna custody 1 PP
- Akikko is killed 0 PP
- Genus 4 samples delivered to Yamada 2 PP
- Delta-14 released and civilians hurt or killed -2 PP
- Makita track the beacon to Pier 9 -1 PP

MISSION 6: HIDE SESIMBRA!

Briefing

The agents are briefed at the Tokyo Rose night club by their boss, Yamada (if he survived the attack on Pier 9). “Apparently, a revered Brazilian ecologist named Thomas Sesimbra will be arriving in Tokyo tomorrow for the global ecology conference ECON 6. If he is allowed to present the results of his scientific studies to the conference, then the Haruna will be seriously hurt. We have a significant pharmaceutical interest in the Amazon rainforest, and are about to sign an upcoming exploitation deal with the Brazilian government. Sesimbra has discovered evidence of serious ecological damage connected to Haruna’s current operations, but has not yet realized it. If allowed to speak at the conference, other ecologists will surely make the connection.”

“You must kidnap Sesimbra when he enters the country and hold him for one week until ECON 6 is over during which time the zaibatsu can sign the contracts and plans that will make eco-damage results redundant. He must not know why he is being detained, or who is responsible, and he must *not* be harmed. You have one day to arrange for a safe house in Asakusa to use for the week. You decide what it will be - apartment, hotel room, private house, whatever and arrange for it to be available.”



The Real Story

A rival zaibatsu (the Canadian firm Parkfield Biolabs) will also be seriously damaged by Sesimbra's appearance and have dispatched a team of street samurai to kill him. Most dramatic would be if this team were able to trail the player characters and make a raid on their safe house.

Plot

The Imperial Hotel: The team are outside Sesimbra's hotel, the Imperial Hotel opposite Hibiya Park in Ginza. The hotel site is located just south of the Imperial Palace grounds and it overlooks the Palace, the Western-style Hibiya Park and the Ginza neighborhood. He is expected at midnight and is arriving from Narita airport by taxi. A set of photos for ID has been given to the PCs. Snatching him at the hotel should not be too much of a problem, although he does unfortunately have two bodyguards!

Hopefully a fully-fledged gunfight will develop in the hotel foyer, or upstairs in his suite. The hotel security staff may even get involved if there is a disturbance. The Imperial Hotel has 25 floors, 3 elevators and two sets of stairs. Sesimbra has booked a "working suite", a lounge-bedroom-office arrangement with fine views of the park and the Imperial Palace.



And meanwhile, the Parkfield agents are sat in a blacked out MPV watching and waiting.

Safe house: The location of the safe house depends on what the PCs have done about it. Is it a run-down apartment, a high-class hotel suite, or a lock-up garage? Sesimbra will be indignant and upset, but will not create any problems for the team. While he is settled in for his stay, just assume that the rival agents have followed the team here (rationalize it later!). Let the team work out security precautions and a routine, this will be useful when the rivals assault it later on.

To add a little spice to the proceedings, use the following incidents:

1. A pushy salesman comes round selling cheap body implants, triple-glazing or life insurance. Perhaps he is one of the rival agents casing out the joint?
2. A videophone repair man from KDDI Telecom comes to perform a routine circuit test. His ID checks out, but he might recognize Sesimbra (and make a run for it), or be one of the rival agents (come to plant a bug!).

3. On the news, the team see an interview with some security expert about how Sesimbra has a bio-transmitter inside him, and how the police plan to track him down using its radio beacon. This is false info (or is it) but it should really screw up the players. Now what do they do? How do they scan him and remove the transmitter? Perhaps their zaibatsu can offer a nearby clinic for such a purpose, but first they've got to get him there, and back ... a perfect opportunity for Parkfield's agents to kill him.

The Climax: This is where Parkfield stages its assassination attempt on Sesimbra. The referee will have to plan it carefully, perhaps using a coffee break to collect his thoughts and plans. Don't just rush in! Try to imagine how your players would stage such a raid. Probably the best way would be to have one of the above spies (salesman or KDDI technician) return and force his way in again. Either he might pull a gun there and then, giving the rest of the enemy team time to burst in, or he will provide a distraction in the safe house - perhaps overtly recognizing Sesimbra and kicking up a stink, or just being really pushy or officious. Perhaps he feigns some kind of illness?

Or the attack is totally blunt: limpet mines against walls, a laser-firing sniper over the road, auto pistol armed agents at the end of corridors or waiting in doorways... To flush the player characters out, the rival agents might phone the safe house anonymously to tell the team that the cops know where it is and are on their way round. Then they'll just sit tight as the team walk into their ambush trying to get out quick.

Match the rival team to the players', in number and strength. They will also be rank 1 street samurai, and will have use of a couple of stolen vehicles, a Shinobi-Honda car and a Toyota MPV. All will be communicating with discrete headset radios. If the referee plays his cards right, at least one agent should get wasted in the final firefight, perhaps more.... banzai!

NPCS

Bodyguard One	699775	Age 30
Gun Combat 1, Security 2, Ground Vehicle 1, Recon 1		
Autopistol (2D6+1), Combat Knife (2D6)		
<i>Appearance:</i> Male. Wears a long coat, pony-tail and mirror shades.		
Bodyguard Two	5B89AA	Age 26
Karate 1, Jujitsu 1, Gun Combat 1		
Auto Pistol (2D6+1)		
<i>Appearance:</i> Female. Wears leopard-skin jacket and red miniskirt.		
Sesimbra	746BD5	Age 54
Admin 1 Computer 2, Hovercar 1		
<i>Appearance:</i> Brazillian scientist in jacket and chinos, balding with gray beard.		

Parkfield Assassins

989873

Age 30

Gun Cbt 1, Heavy Weapons 1, Karate 2, Recon 2

Concealable Vest (Armor 4), Bullpup Rifle (3D6)/Combat Laser (4D6)/Riotgun (4D6), 2 Frag Grenades, 2 Smoke Grenades, 2 limpet mines, Combat Knife (2D6+1), 2 Endorphins each

**Debriefing**

How did it go? Is Sesimbra still alive? Who does he think the PCs are and what were their motives? The referee can award the following promotion points:

- Sesimbra held for a week 2 PP
- Sesimbra injured or killed - 1 PP
- Sesimbra identifies their zaibatsu -1 PP
- Rival zaibatsu can be made to take the blame +1 PP

01:27 JUNE 21 2225

It rained all night the time we met up with Okubo. Warm sheets of rain poured out of the black sky. And as we pulled up into the car park it thundered off the tarmac to create a carpet of roiling vapor. Otsu and I stayed with the car. I let Dyson and Akira handle the meeting. Okubo is some junkie down in a hole in the wall bar called 'Jingu's'. Never heard of the place. So Akira and Dyson stride through the rain and into the shopping arcade. All closed down, except for this little bar. Otsu flipped open his Hosaka Goldstar, jacked it into the car's comms system and began his flight through the consensual 3D no-space that is the cyberspace matrix. His target was Jingu's computer system. This guy used to work as a console cowboy for Makita Genetics, and is one shit-hot programmer. His idea was to access the building's cameras, lights, electronic systems and stuff. Meanwhile I scanned the team's FM band. Akira and Dyson are on their own, walking down a corroded and motionless escalator. The rhythmic thump, thump of music. Lights up ahead, silhouettes of customers stood outside, talking, drinking, dealing.

The two got in OK. Both were carrying, and both wore long trench-coats to hide the fact. The damned rainstorm outside only made their appearance that much more believable. The tiny place was hot, sweaty, noisy. Akira immediately scoped Okubo sat up against the wall on a raised area to the right. But Dyson moved bar wards, pushing and elbowing his way through the dense tangle of flesh. Akira moved up to Okubo, who wore a long coat and black silk shirt. The junkie's forehead creased and he brushed his slick hair backwards. 'You Haruna Biolabs?' Akira nodded, 'Look, I shouldn't be telling you this. I'm in the shit already. But I don't like it OK? Give me what I want - I thought we had a deal. Then you get the full picture.'

'OK' Akira fumbled inside his pocket, came out with three transdermal patches. Synthetic endorphin analog. Okubo smiled. 'I love doing business with drug companies, man ... what you want to know is that Makita Genetics are meeting the Yakuza tomorrow night at the old Nikolaido Cathedral in Ochimanizu. Their man is called Nobuda, security chief . Makita are so desperate to fund this war of theirs with your guys, that they're going to turn to the Yakuza for readies'.

Dyson had a couple of bottles of Kirin and turned to watch proceedings. It was difficult to see much of anything. And if that guy next to Dyson didn't stop elbowing him then he considered pulling the high velocity Automat Kaliningrad AKZ-4 bullpup rifle out from under his coat and just blowing him away. A little voice, far away: 'don't do it, don't do it ...' His conscience? No, me, Bosatsu his boss, talking into his ear through the FM link.

Suddenly shit happened. A guy in a green combat jacket blocked Dyson's view. 'Get out of my ...' And he saw the Sony Megastore carrier-bag drop away, a wire-stocked Remington 870 ready for action. Akira flinched as Okubo lurched back against the wall, a fountain of blood painting a lurid glistening backdrop. Then the sound of the

gun, far away with screams and panic. Akira pulled his piece, an ASA Hoplite Riotgun. Dyson realized he was too far away, from Akira, from the doors. Jostled and pushed, the Yakuza assassin steadied himself, turned to escape back through the double doors. Akira opened up with the Hoplite, spraying a burst of non-standard, highly experimental, napalm-filled incendiary rounds into the crowd. The killer fell into a mass of burning people. Thrashed around in his death throes. The entrance was blocked by fire. Crowds surged toward the bar, hit the floor and rolled out of the couple's way. 'Fire exit, fire exit!' roared Dyson.

I turned to Otsu in the car. 'Come on man, we need electronic back-up here. Got a layout? Blueprints? Sprinklers?' He shook his head. 'Bad news. That shitty little place is a goddamn death-trap. No sprinklers, no cameras, no computer system, no nothing.'

I knew I should have gone with them. Then again, Otsu always seemed to survive these missions 'cos he **always stayed in the car**. Must remember that.

Akira had jumped down from the raised area and met up with Dyson, no exit anywhere - but they saw a fire exit sign, unlit. Above a blank piece of wall. 'Huh?' Akira kicked it. 'It's a door, been plastered over.' As the crowds screamed in fear and agony, as the fire consumed the end of the bar turning up the temperature and melting the decor into flammable rain, Akira flexed his bio-genetically enhanced muscles and pushed. And pushed. His arms had the equivalent pushing power of five men. He pushed. His chest and back muscles, a design patented by Haruna Biolabs four years earlier, flexed. With a crash the door fell in, plaster crumbled, and the crowds surged after them.

I reached behind my car seat and pushed open one of the back doors. Both Akira and Dyson were sprinting through the rainstorm toward the parked car. People scattered in all directions. The flicker of orange could be seen. Otsu had jacked out of cyberspace, and was revving the Honda's motor. Then they were in. We powered away, and lurched down a ramp and over a speed bump, the hardware rattled as we hit the ground again. A sudden yellow flash caught our attention in the gloom. In the mirror. The blast was tremendous. I could see fiery fragments falling to earth, across the car park, the roof of the arcade. 'Man ...'

Otsu grinned as he drove back towards Asakusa. 'Now using napalm in an enclosed space without any visible means of escape was a great move Akira'. Akira, noticeably uncomfortable muttered to himself, '**I** got us out of there... and we got the information we needed'.

I shook my head silently. I suddenly knew I needed to get a transfer to another team when Dyson stared at the receding image of fire in the mirror and said quite emphatically to no-one in particular: 'You know I didn't get to **shoot** anybody?'



With its spire reaching up into the murky nighttime mists that hung incessantly over Tokyo, the Nikolaidai Cathedral stood out from the buildings that surrounded it on every side. It was a Russian Orthodox church amongst an almost purely Shinto and Buddhist people. These days it lay derelict - disused and boarded, waiting for just the right moment when some entertainment giant like TKS or Yoshiko might transform it into some holographic picture palace or theme tour museum ... or even the venue for a high level zaibatsu meeting.

"Do it right - I'm not going through this again" muttered Nobuda into his throat mike. His voice rumbled and growled, menacing bass tones that resonated inside the limousine's interior. He glanced through the darkened anti-ballistic polyperspex out across the dimly lit plaza surrounding the cathedral. Beyond he saw a row of stores - the security shutters gleaming dull grey in the bad light. On the corner a brash neon-lit fast-food place lit up the sidewalk and surrounding street like a multi-colored searchlight. People moving inside, customers. "Big Buns ... what kind of a name is that ... yes, OK, yeah I see your truck now, yes the team is inside and has proceedings underway, remember to keep a low profile. Security is pretty tight on this one. By midnight we should have an armed Makita jump-jet on station".

He turned to look away from the Russian church away into the night and the park, like everything else around here locked up for the night. Beyond lay the vast and perplexing stellar array of Tokyo. This district, Ochinamizu catered for the bustling and lively student population. Tokyo's great universities were all centered here and were supported by street after street of bookstores, academic software stores, business seminar courses and academic suppliers. Little of interest to the zaibatsu ever happened here. If anything, it served only as a recruiting ground for the large multinationals, places where the scientific genii of the next decade were quietly and studiously adding to their CVs, little knowing that they could in future be a pawn in the violent and costly battles of big business.

For Nobuda it had happened that way too. He reached in to grab the Daiwoo's carphone and thought of those early days back in 2201. One of the top five in his year, Nobuda had excelled at Business Studies and his radical views on the identification and auditing of profit-centers found their way into one of the nation's most prestigious journals. He was everything his parents had hoped for, had dreamt of. Corporate boy, sarariman, yes man. His multi-million yen embezzlement came as a shock to his family, and to his tutors. What had happened to his true Japanese values, to his ethics?

But shadowy figures in the corporate underworld had understood that what some had taken for weakness and betrayal could also be seen as strength and cunning. Makita Genetics were on the upswing and wanted to put together an unscrupulous and talented team that thoroughly understood the theory (and practice) of inter-corporate warfare. And so began Nobuda's meteoric rise to Senior Executive Manager in charge of Competitor Intelligence.

"Ken Kannushi's office!"

"Tell Kannushi that the lotus is ready to bloom. Ask him if he would be so kind as to meet us at the altar at 1 a.m. Thank you." Nobuda leaned forward to his driver, "Take me back to HQ, I need to see the boss before we sell our souls to these gangsters."

Otsu was driving again, and gently brought the Honda Bluejay to a stop alongside the Nikolaidai plaza. "What's the plan" whispered Akira urgently. Dyson glanced sideways at him, his face contorted by an expression of confusion, "plan?"

"Look ..." I said, "we just check the place out. We're over an hour early, neither the Yakuza nor Makita can be here yet. We're safe. Forget it!"

Both Akira, Otsu and Dyson were comforted by my words, Dyson especially so, since he had used our corporate gold card to purchase for himself a Zenith M1000 30MW combat laser. It lay in the back of the Honda under a red tartan blanket.

I got out of the car and spotted Big Buns, "Look, I'll be over there. That's our rendezvous, OK?" Their eyes rolled skywards and the team edged slowly up the steps onto the cathedral plaza. They split up but kept in touch by FM radio. I monitored their progress from the diner. As they circled looking for an ingress, Otsu discovered a cellar door and began to decrypt the sophisticated cardlock. His near perfect night-vision (patented, of course by Haruna Biolabs five years previously) made the job a lot easier than it would otherwise have been. And he was in.

Dyson spotted a row of parked cars, and a van, at the main doors to the church. All was quiet. He drew the AKZ-4 from under his trench-coat and ran his fingers nervously through his silky long black hair. Although a large man, Dyson trod lightly. Akira put his back up against the cold stone of the church - and froze. An armed man was walking past scanning for movement. "Akira - leave it" I ordered him, "Dyson, watch your back!"

Otsu, ever the accomplished technofetishist had gained entrance to the church. Within minutes he gave the rest of us a whispered report. The nave was being fitted for a top-level meeting. A table, complete with drinks and food sat amidst a tangled mess of cables providing power and security. From a cable mounted in the high ceiling hung an inactive multi-band jammer. Obviously neither the Yakuza nor Makita wanted anybody overhearing. Too bad. Otsu, in chinos and black silk shirt had penetrated their defenses and on a balcony high above the nave was ready and waiting to compromise this covert conference.

"Hey you!". Too good to be true. Otsu rolled sideways whilst pulling out both his Taurus 7.65mm machine pistols. Ancient and beautifully carved woodwork exploded into a thousand splinters as the eagle-eyed Makita guard opened fire on Otsu. Thinking quickly the Haruna agent simply leapt over the balcony, trusting his genetically-enhanced inner-ear to land him right-side up. He hit the white cloth-clad table with a thump, his knees bending reflexively. Technicians turned to look at him. A guard near a mast-light pulled up an VP90, depressed the trigger and swept a trail of death up the table. Otsu squeezed both triggers, saw the guard recoil backwards into the mast, send it and he spinning into wires and cables. And dived ... blood pounding in his head Otsu sprinted down the nave toward the main doors.



"Akira - where the hell are you?"

Akira had his own problems. The guard outside in the Ginza suit suddenly stopped, turned, looked straight at Akira. Akira couldn't take any chances. The Hoplite Riotgun came up and pumped a fat 20mm round into him, throwing him, doll-like off the raised plaza. Dyson was running around to help. Too late.

Both heard the strained whine of turbo-fans. I stood up in the diner and gazed out across the square at the Nikolaidai, at the heavy MBB thrust-vectorred hover wagon as it sailed into view then vanished around behind the cathedral. "Oh god, no ...". We were spotted, it had gone wrong again.

Akira looked up as the hover wagon floated into view, the noise of the jets was deafening, and the spotlight circled him beautifully. Attached to a universal pylon below the sliding door sat a multi-barreled minigun. Akira sprinted for cover and in those three terrifying seconds the thing spewed out over 300 bullets in his direction. He lay against some nineteenth century stonework and bled. His upper right thigh had come apart, muscle pushed out, scarlet blood began cascading across his thigh, spattering onto the dark ground. "Bosatsu! Bosatsu! Answer!" Akira screamed with pain and desperation into his throat mike, but the thing had been damaged in the dash for cover and was out of action.

Dyson knew his only chance against the jump-jet was the laser, and he sprinted for the car. With the pilot and gunner preoccupied with Akira he made it. Akira, however,

was just able to roll around a buttress into cover as the 6.50mm rain of death tore giant chunks of stonework apart. Shattered hundred-year old stained glass.

I kicked open Big Bun's double doors and strode meaningfully into the square. What next?

Inside the cathedral, Otsu had given his pursuers the slip and had hidden as they began a thorough search. Noises of gunfire could be heard against the east wall. He tried to get to the main doors again. Maybe he could reach them without being detected.

Dyson slotted the 30MW power cell and knelt on the back seat of the Honda waiting for those five crucial seconds of power-up. Four seconds too long. The hover wagon swept toward him and opened fire turning the small golden sedan into scrap metal. Tires burst, windows shattered, bodywork was crushed and dented. Dyson managed to duck and miraculously survived being injured at all. With grim determination he then fired the laser at the MBB - and hit! But the hull easily withstood the white-hot nova of the laser's blast. It hovered there and the persistent gunner opened fire again. This time what had retained a semblance of car after the last burst of gunfire disintegrated into twisted aluminum. Dyson lay trapped on the back seat, his chest pierced by bullets, glass and Honda body hull. He fought for life as his blood pumped furiously out of his pierced and broken body. For the moment he was going nowhere.

Akira staggered across the plaza. "Gotta call for back-up, gotta call". He saw a videophone booth near the park and staggered toward it. The rising scream of jump-jets came in on his senses like a thunderclap. He was spot lit on the edge of the sidewalk. Again the minigun opened fire, and broad-chested Akira was propelled by the impact of a dozen high-velocity rounds into the gutter, desperately fighting off both death and the pain that dragged him to it.

Mustering every gram of willpower, Dyson raised the combat laser, saw the wink of a red LED telling him the cell was fully charged, and fired again. A blossoming cloud of pink spray erupted from the shoulders of the jump-jet's gunner as he leaned out to angle the minigun down onto Akira's slumped body. The jet dropped and peeled away with a tremendous roar, almost total silence cut off the noise as the vehicle disappeared behind the cathedral. Dyson rolled out of the wreck and staggered away toward the park - hunting for safety, obscurity.

For Akira, meanwhile, that reprieve had been well timed. With a superhuman effort of will he picked himself up and lurched drunkenly toward the phone box. He was dying. Behind him Otsu was sprinting his way through the night trying to put some distance between him and his pursuers. Akira called me on the radio. I told him I had back-up arranged. Told him to get his ass into the park ready for immediate evacuation by Haruna Biolabs hover wagon. I walked the opposite way, hailed a cab and got out of there. What a goddamn disaster! Someone would pay for that, I cursed. But as project manager I realized that I was the one who would take the blame. Then again maybe I should.

De-briefing was a joke. Our team had gone to stop the Yakuza-Makita Genetics meeting and/or discover exactly what was being said there. Instead we stumbled in blindly. Yes we prevented the meeting from going ahead, but now it would surely go ahead anyway in some unknown location. We would never understand what diabolical compact these two economic giants were creating at Haruna's expense. Our debrief took place in a private room in the Haruna Central Hospital where Akira was in intensive care. His shattered body had more holes than a cheese grater, but he looked on the road to recovery. We didn't like to boast, but the Haruna Life Corp organization provided the best clinical treatment in Japan, if not the world. Akira's time to die would come, but not tonight.



APPENDIX 1:

INFLUENCES

*You want to know the main influences that came together to create Zaibatsu? It was a movie, a book, a Japanese anime series and an old computer game... Ridley Scott's *Black Rain* (and soundtrack), William Gibson's novel *Neuromancer*, the anime *OAV Cyber City: Oedo 808* (and soundtrack) and the 1993 Bullfrog computer game *Syndicate*. Mix, then liberally add lots of gunfights and corporate war...*

Zaibatsu is a violent, high-tech and pessimistic view of the future. It is a dystopia, dark and full of fear. But it isn't my invention; rather that of countless science-fiction authors - in particular the cyberpunks. Writers like William Gibson & Bruce Sterling virtually created the genre, others built on it. This game takes Gibson's famous debut novel 'Neuromancer' as its basic premise. **Zaibatsu** is corporate war in near-future Tokyo, it pulls elements from many other works and is something of itself. Like the future it depicts, the game is a hybrid.

Players and referees are invited to explore the following works for inspiration, atmosphere and a good time. Each cyberpunk has his own list, mine is orientated towards **Zaibatsu** and the Japanese elements in the game. But remember, find plots, characters, events and ideas where you can. In true cyberpunk fashion, adapt to survive, never stand still and use what you find.

LITERATURE

APA Publications	Tokyo Insight City Guide
Hugo Cornwall	The Industrial Espionage Handbook
Fodor Travel Guides	Fodor's Tokyo
Terry Gander	Guerrilla Warfare Weapons
William Gibson	Neuromancer Count Zero Mona Lisa Overdrive Burning Chrome Virtual Light
Lonely Planet	Japan
Miller & Ridefort	Weapons of the Elite Forces
Lyons Press	U.S. Army Tactics Field Manual
Bruce Sterling	The Artificial Kid Mirrorshades: The Cyberpunk Anthology (editor) Islands in the Net

Alvin Toffler

Future Shock
The Third Wave
Power Shift

Walter John Williams

Hardwired
Voice of the Whirlwind

MUSIC

Musical taste varies widely, but I consider the following dark and malevolent music perfectly sums up the futuristic urban nightmare of Tokyo - 2225. It is part of the 'industrial' genre which uses harsh distorted lyrics combined with bass-heavy pounding melodies, cut with samples and effects taken from all the best cyberpunk movies. This music includes: Assemblage 23, Cabaret Voltaire, Cubanate, Die Krupps, Front 242, Frontline Assembly, Hard Corp, KMFDM, Nine Inch Nails, Nitzer Ebb, Sisters of Mercy and Skinny Puppy. Also try less intensive music such as Jean Michel Jarre, and soundtracks to movies such as Black Rain, Bladerunner, Akira and Terminator 2. Official soundtracks of computer games are often suitable, try Deus Ex, System Shock, XCOM2 as well as others. The musical genre of synthwave (check out YouTube) may also provide a fantastic retro soundtrack.

FILMS & TV

A complete listing of movies that have some cyberpunk influence would be absolutely vast! There is plenty out there and the reader has doubtless seen most of it anyway (just a few examples would include Fifth Element, The Matrix, Aliens and Terminator movies, Jonny Mnemonic and Total Recall (both versions). The best movies to watch for inspiration may well be some Japanese anime such as AD Police, Akira, Battle Angel Alita, Bubblegum Crisis, Geno Cyber, and Cyber City: Oedo 808. That last OAV is the tops, and a massive influence for the style of **Zaibatsu**. Beware of 'Japanese Cyberpunk' though, it is a different beast and invariably involves over-the-top psychic powers, monstrous mutations and abstracted or incomprehensible plots!

Also highly recommended are several key movies which had a direct effect on the creation of **Zaibatsu**. They are: Bladerunner (both 1982 and 2049), Black Rain (Bladerunner Japan-style), Crying Freeman (cool manga-to-screen martial arts and gunplay), Tron (for cyberspace weirdness, not a place to visit, a place to live!), Aeon Flux, and every modern-day Hong Kong martial arts and gunplay movies ever made! The 2018 Netflix series Altered Carbon does itself take inspiration from movies like Bladerunner and should be a wonderful inspiration and source of ideas, scenes and locations for anyone playing **Zaibatsu**. Finally the entire structure of **Zaibatsu** as a game is based on the wonderful, frightening, paranoid and ultra-bleak drama TV show **La Femme Nikita** (1997-2001). Here ex-cons were forced to conduct assassinations, spy missions, burglaries and kidnappings for a merciless and Gestapo-like secret service or be killed themselves. A compelling TV show.

GAMES

Although I had played (and even written) various near future roleplaying games previously, none had more impact on **Zaibatsu** more than 'Cyberpunk' by R. Talsorian Games. The style of the game totally revolutionized science-fiction roleplaying and created an entire new genre of gaming of which **Zaibatsu** is a part. Other games which have in some way influenced the design process are Paranoia, from West End Games, Avalon Hill's Land of Ninja, and the excellent Feng Shui game from Daedalus. Only one computer game has influenced **Zaibatsu**: Syndicate, released in 1993 by Bullfrog Games, a game which inspired the corporate killers approach and the mission-by-mission climb up the corporate ladder gaining enhancements as one progresses.

The Nissan van pulled to a stop on the deserted fifth level of the multistory. Amano, the driver, sat waiting. In the back Bosatsu stretched, "I appreciate what you've told me Kiroshi, you know we're the only people you can trust". He pulled out a pack of Sakura Revos from a pocket and glanced over his shoulder, "Hey, Amano, you don't want us smoking in your van do you?". A shake of the head, "no way bro". Bosatsu pushed open the back doors, saw the long expanse of desolate darkly-lit ferroconcrete. "After you". As Kiroshi clambered out of the Nissan and turned to take one of the cigarettes, Bosatsu fired a chattering burst of 10mm shells into his body. In a discordant ballet of death Kiroshi flinched and jumped, and in an agony of finality smacked solidly onto the oily concrete. Bosatsu pulled the doors shut and shouted over to his driver, "Amano, get us the hell out of here".

APPENDIX 2: CITYSPEAK

Most of the following slang phrases comprise the lingua franca of the street samurai, or anyone involved in industrial espionage in any way.

Auto Pistol – In 2225, a full auto, burst firing handgun. Yes. That's right.

Boat People – Inhabitants of the Kantai Floating Shanty Town

Black Clinic - An illegal medical center performing unlicensed treatments, implants or operations on those desperate enough or rich enough to pay. Often Yakuza owned.

Blacktech - Illegal electronics, from jammers to bugs to card-lock decryptors.

Bullpup – Nickname for any bullpup-style assault rifle.

Burakumin – A low status ‘caste’, and now a term for street trash.

Chunin - A middleman, dealer or street “fixer”; moves in the world of Yakuza deals and shadowy zaibatsu missions.

Clone - An illegal human clone without memory implants, soulless, autistic, emotionless.

Console Cowboy - A hacker or ‘Software Jockey’.

Cyberpunk - People in **Zaibatsu** living in that shadowy area where technology meets society. Retrofitters and innovators using data and technology on the street. Punks, samurai, terrorists, computer musicians, fringe video producers, hackers.

Cyberspace - The global computer network of the future encompassing every system, network and telecom link on the planet. Accessed by using dermal ‘trodes stuck on the temples that puts the user “in there” amongst a 3D virtual universe.

Deck/Software Jockey - A hacker.

Flatlined - Killed. Also retired, zapped, greased, wasted.

Ice - Intrusion Countermeasures Electronics. The defensive security software in a computer system. “Icebreakers” are anti-Ice programs used in hacking. “Black Ice” is software designed to damage the hacker’s brain.

Jack-In/Jack-Out - This term describes logging on and logging off of cyberspace, a procedure requiring the use of dermal electrodes temporarily stuck to the temples.

Japlish - A common mix of spoken Japanese and English. “Donmai!!”

Hacker - A computer user trying to break in to a defended computer system for profit or fun.

Net - The Network; cyberspace.

Matrix - The Matrix is another term for cyberspace.

Ronin - A freelance street samurai, hiring out as a hitman, bodyguard or spy for the zaibatsu.

Software Jockey - A hacker.

Street Samurai - An industrial espionage agent loyal to one company. Familiar with weapons, burglary and terrorism. A freelance street samurai is a “Ronin”.

Sarariman - Japlish for a ‘salary-man’. A zaibatsu employee, especially one in management. Also called a corporate, corp or just “suit”.

Yakuza - Or “Yak”. The Japanese mafia; very powerful and overshadowing other crime syndicates. Also a member of this.

APPENDIX 3:

HARDWARE

Most role-playing games go into considerable detail concerning how to referee, how to play, how to run non-player characters or create a realistic campaign. But practical advice can be just as useful. For what it's worth, this is my practical advice for running **Zaibatsu**.

Basics

Firstly, check out you players or potential players. Are they into the genre, have they read the books, seen the movies, looked over the manga? If yes, your job is simplified. Explain to them that **Zaibatsu** is just like being inside that story, that world, and that it can be just as exciting. For players who have not read or seen that much, no problem. Everyone has seen the Hollywood action movies of Stallone, Schwarzenegger and Bruce Willis. Tell your potential players that **Zaibatsu** is a game that lets you do all those cool and amazing things. But it is set in Japan in the very near future.

Atmosphere

When you play you want everyone to have the same picture in their head as you do. Hopefully this is something like the dark, haunting cityscape of *Bladerunner*. To enhance this mood you can stick up appropriate movie posters where you plan to role-play, put on appropriate music or even watch a film or two together as a group. I always find the addition of prawn crackers and few bottles of Kirin beer (or sake) especially popular (if you can get them). My 'Zaibatsu Suicide Squad' have even (at their own instigation!) come 'dressed as their characters', complete with trench coats, leather jackets, mirror shades, replica guns & water pistols and computer deck with earphone dermal connections! Cool! If it gets everyone interested, involved and in the right mind-set - then use it! Low lights are a real must, especially special feature lights, perhaps red bulbs, fairy lights or lava lamps. All turn the mundane room into 'something else'.

Comfort

I find that three or four players are my realistic limit. Any more and the game resembles a war movie with a huge squad of armed guys strutting their stuff around Tokyo. Plus the logistical headache of trying to keep five, six or more people active and interested diminishes the more people you have playing. Stick to small numbers if you can. If you have plenty of potential players, why not split them into two groups, either two teams working for the same zaibatsu, or teams working for rival zaibatsu? Each mission could be run in reaction to what the previous team did last week. This makes for a very 'interactive' campaign.

Administration

From long experience, I have learnt that a photocopied stack of character sheets is invaluable. Someone (especially in **Zaibatsu**) always dies early on and the player will want to create a new character. If that happens, get him to roll a contact for that character as normal, and then ask him to *create that contact* as well. This means he knows him inside out and keeps him active while you continue to referee the game.

Have at least a pencil for each player (rubber-tipped if possible), an eraser, spare sheets of note-paper and (if possible) a clipboard each. These are invaluable items. Of course you will need at least two six-sided dice, but two per player is preferred. Remember to have playing cards on hand for the cyberspace rules. Take out the Jokers and mix two packs together if that is possible. This gives more variation and makes guessing the next card that little more difficult.

Keep a diary of your game's events. You might think you can remember it all, but if you are still playing three years later, you will find those early notes not only useful but damn entertaining to read. Ahh ... the nostalgia!

Keep notes of anyone or anything (a club, bar or company) you make up during the game, and transfer these notes to some central notebook if you can. Players love to see people or things they've encountered crop up again at a later date. Plus your world is growing and expanding. Never forget these people and organizations, try and reuse what has already been encountered rather than constantly pouring a deluge of new and confusing organizations and personalities onto your players. Less is more. Keep it simple and centered. Some sort of central notebook (or loose-leaf file) is a useful asset. Within it you can keep character sheets when not in use, old character sheets, upcoming missions, details of future campaigns, ideas, and details of locations and personalities (try either subject or A-Z dividers for this). Resist the temptation to create new weapons, drugs and equipment. Let the players learn the limitations of what's available, let them struggle to use what they have in new and interesting ways. If at all possible concentrate that creative urge into developing new missions, street personalities, situations, locations for scenes and ways to 'bring back-in' old characters and locations. *Always strive to build on what has gone before.* If a character was arrested, then have the next mission break him out. Keep things connected.

For seating, I prefer the lounge to the kitchen table. Tables are useful, but lack that essential atmosphere, and those clipboards really come in useful for the rolling of dice. It really is up to the referee involved. At any rate, I hope that you enjoy reading, refereeing and playing **Zaibatsu** as much as my many players have. It is very difficult now to see reports or TV documentaries about Japan and Tokyo in particular without thinking about the extraordinary exploits that both my players and I have had there over the years!!

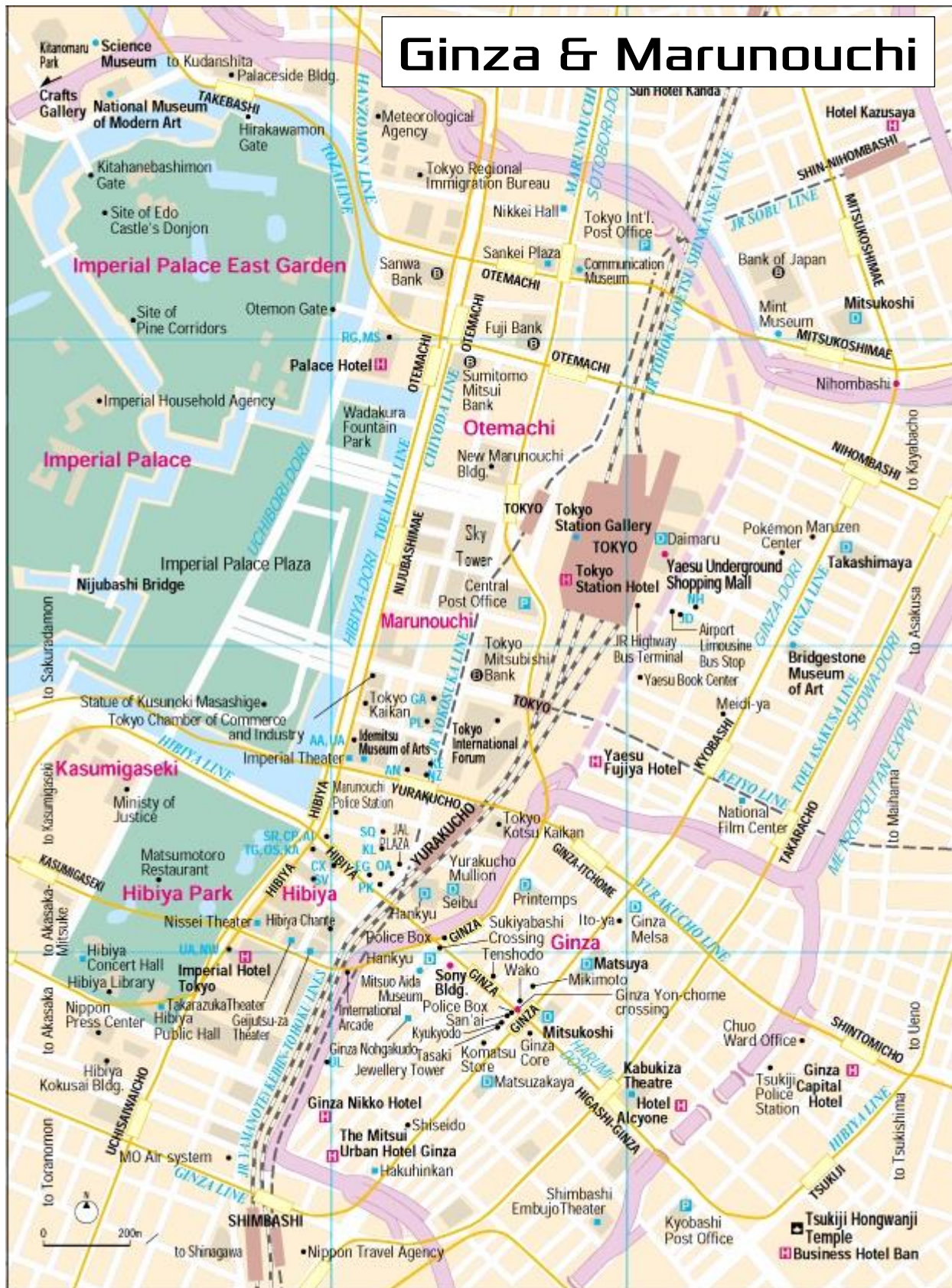
APPENDIX 4: MAPS

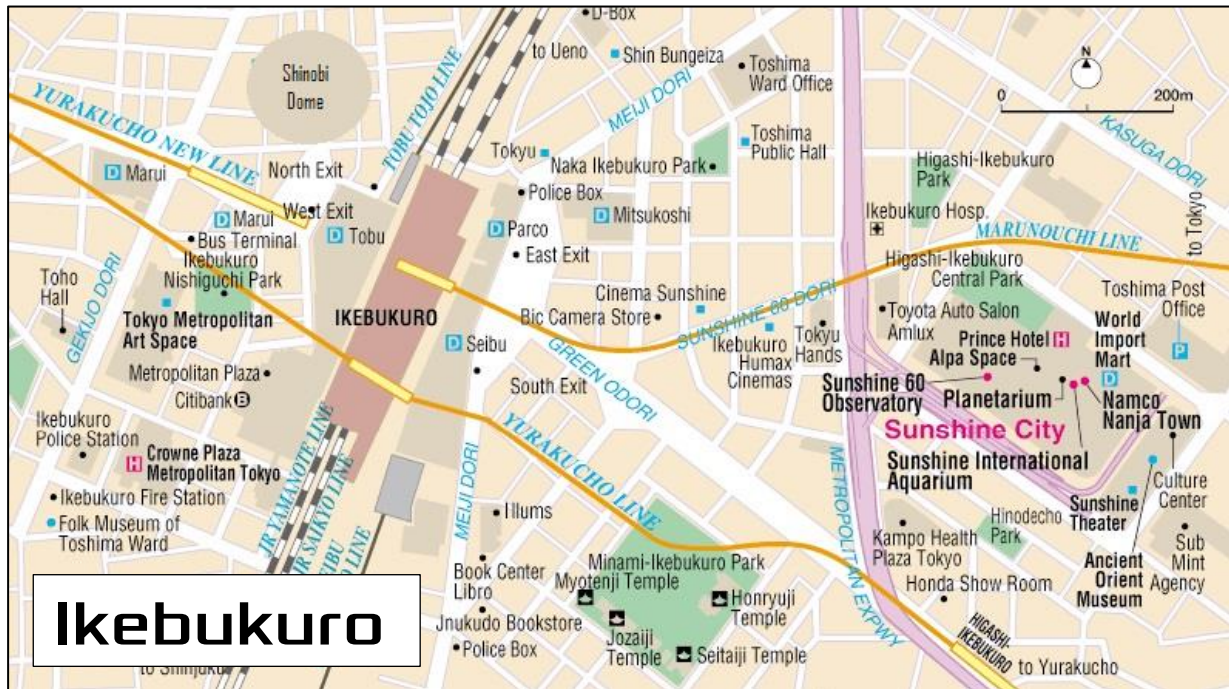


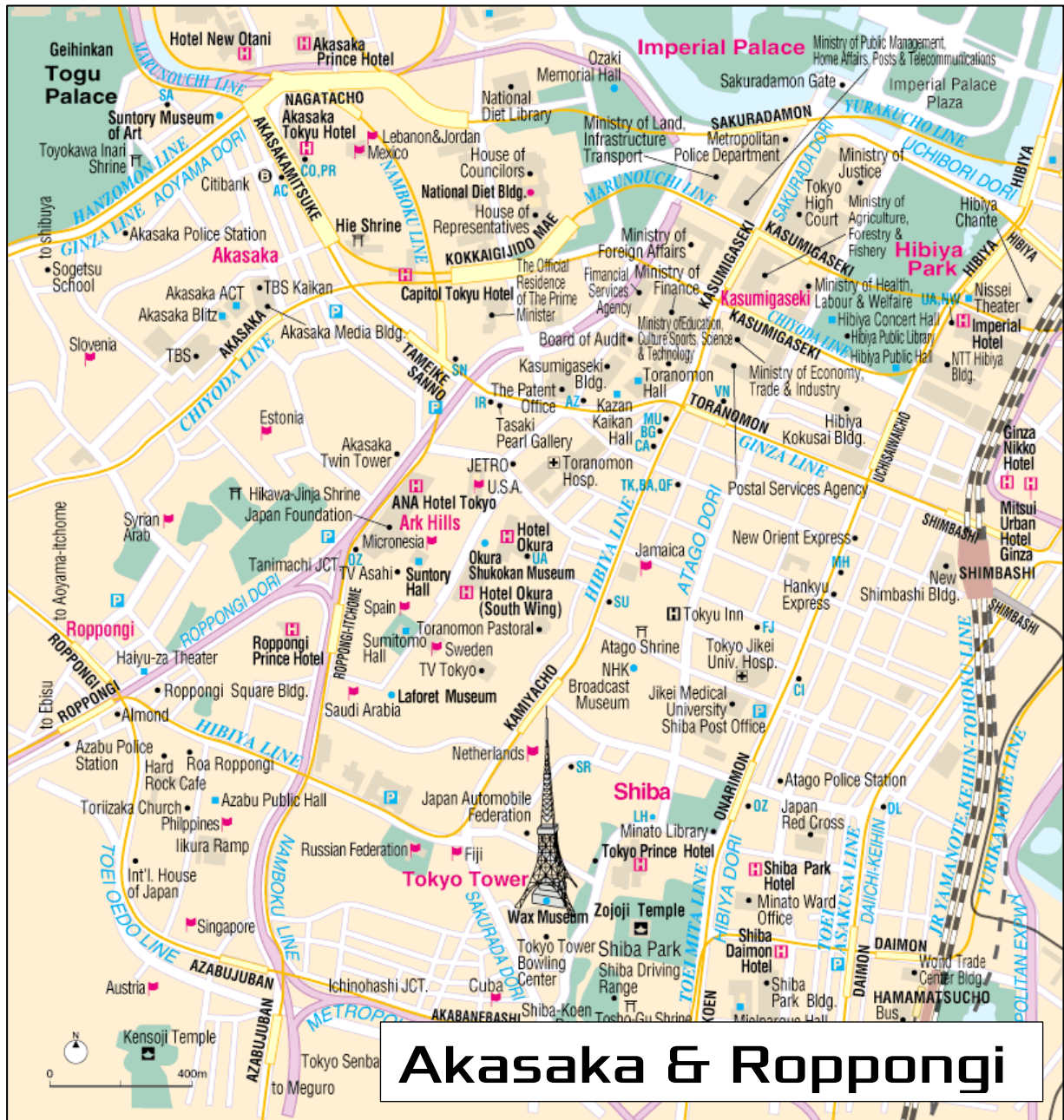
Districts of Tokyo

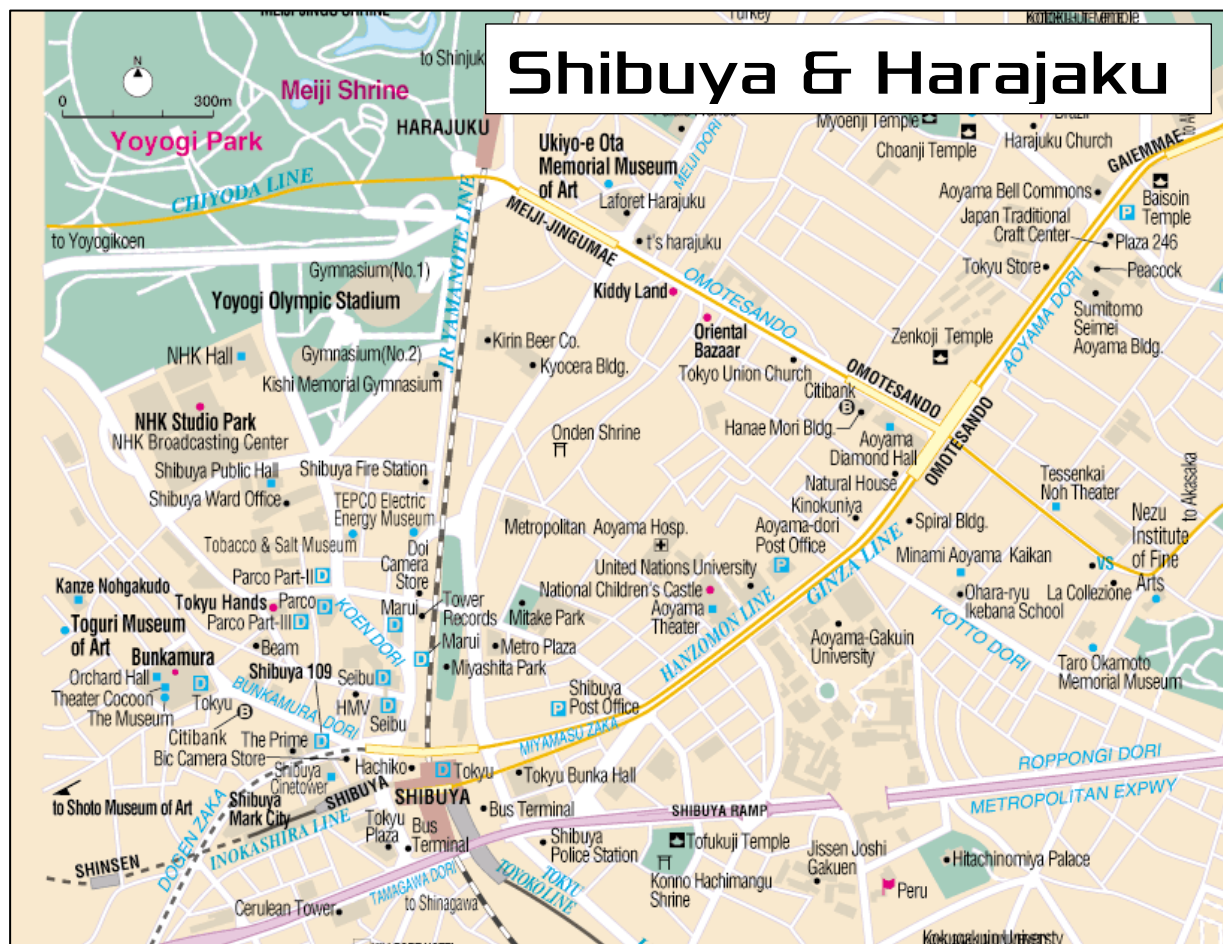
















CHARACTER CREATION CHEAT SHEET

1-CONCEPT

3D6	Concept	Skill	Chr.	Gear
3	Pirate	Mechanical or Electronics 1	Edu	Multi-Purpose Tool Kit and workshop
4	Street Surgeon	Medical 1	Edu	¥20,000 of drugs
5	Sarariman	Broker 1	Soc	Model/1 Cyberdeck, +2 programs
6	Kuruma	Grd. Vehicle 1	Dex	Armored Sedan Car
7	Organ Legger	Urban Survival 1	Dex	Stun Gun
8	Software Jockey	Computer 1	Int	Model/3 Cyberdeck, 2x Grd 3 Icebreakers and 1x Grd 5
9	Ninja	Security 1	Dex	Cardlock Decryptor
10	Samurai	Recon 1	End	Concealed Kev. Vest
11	Special Forces Commando	Hvy Weapons 1 or Demolitions 1	End	2x SRAMs or 1x Limpet Mine
12	Investigator	Investigate 1	Edu	Bug Unit, 3x Bugs
13	Hustler	Streetwise	Int	¥20,000 of drugs
14	Burakumin	Bujutsu 1	Str	2x Melee Weapons
15	Assassin	Take Aim 1	Dex	Disguise Kit
16	Face Man	Forgery 1	Soc	Full ID
17	Maverick Cop	Bribery 1	Str	Concealed Kev. Vest
18	Martial Artist	Karate or Jujitsu 1	End	nothing

3 - SKILLS

COMBAT

Bujutsu
Demolitions
Gun Cbt
Hvy Weapons
Jujitsu
Karate
Take Aim

TECHNICAL

Comms
Computer
Electronics
Mechanical
Medical
Security

SOCIAL

Admin
Bribery
Broker
Carousing
Forgery
Gambling
Leader

URBAN

Ground Vehicle
Hovercar
Investigate
Recon
Streetwise
Urban Survival

2 - CHARACTERISTICS [2D6]

Strength
Dexterity
Endurance
Intelligence
Education
Social Influence

Roll 2D6 six times
and allocate

Edu	Extra Skills
10 - 15	4
6 - 9	3
4 - 6	2
2 - 3	1

1 x Life Event
Select Name
Appearance
1 x Contact
20 pts Retrogenics

GEAR
AutoPistol
¥4,000
Headset-
Radio

CHARACTER CREATION [cont'd]

6 - RETROGENICS

(20pts)

Ambidextrous (10)
 Amphibious (5)
 Animal Empathy (5)
 Cat's-Eyes (10)
 Eidetic Memory (5)
 Enhanced Respiration (10)
 Flexibility (5)
 High Pain Threshold (10)
 Inner-Ear (5)
 Insect Eye (10)
 Macro-vision (5)
 Metabolic Accelerator (15)
 Metabolic Decelerator (5)
 Micro-vision (5)
 Mimicry (10)
 Muscle Matrix (15)
 Parabolic Hearing (5)
 Pheromone Sense (5):
 Poison Fangs (10)
 Poison Immunity (5)
 Regeneration (15)
 Retractable Claws (10)
 Second Skin (10)
 Subdermal Body Armour (20)
 Subdermal Pouch (5)
 Superarms (10)
 Superlegs (10)
 Transmorph (20)
 Vat Grown Eyes (5)

5 - CONTACT

1,1	Chunin (Fixer)	4,1	Ninja
1,2	Engineer	4,2	Yakuza gangster
1,3	Military Officer	4,3	Medium Zaibatsu
1,4	Technical	4,4	Large Zaibatsu
1,5	Street Surgeon	4,5	Taxi-Driver
1,6	Private Eye	4,6	Street Samurai
2,1	Rumourmonger	5,1	Deck Jockey
2,2	Scientist	5,2	Hustler
2,3	Rogue Android	5,3	College kid
2,4	Kantai tough	5,4	Smuggler/Supplier
2,5	Cultist - Terrorist	5,5	Politician
2,6	Artist	5,6	Large Zaibatsu
3,1	Cop	6,1	Chunin (Fixer)
3,2	City Office	6,2	Family Member
3,3	Local gang	6,3	Deck Jockey
3,4	Assassin	6,4	Small Zaibatsu
3,5	Bank	6,5	Cop
3,6	Media	6,6	Yakuza gangster

4 - APPEARANCE

Decide or roll on these tables:

Identifying Features
Appearance
Motivation

Identifying Features (3d)

3	Fingerless Gloves
4	Tattoos
5	Mohawk
6	Bald
7	Earrings
8	Nose Ring
9	Leather
10	Mirror shades
11	Wild coloured hair
12	Lots of Facial Hair
13	Designer Stubble
14	Lots of Jewellery
15	Pony-Tail
16	One colour-theme
17	Hat
18	Spiked Gloves

Appearance (2d)

2	Retro 50s, 60s, 70s, 80s
3	Grunge
4	Long Coat
5	Chunky Padded Style
6	Street Sportswear
7	Baggy Style
8	High Fashion
9	Smart Casual/ Corporate
10	Punk
11	Slick Leathers
12	Camouflage Gear

Motivation (2d)

2	Self-Ego
3	Order & Law
4	Personal Honour
5	Drugs
6	Wealth
7	Wealth
8	Revenge
9	Power
10	Fame
11	Duty
12	Pleasure

7 - LIFE EVENT

Players should also roll once on the Life Event table (see Street Samurai chapter for more details).

ZAIBATSU COMBAT CHEAT SHEET

TURN ORDER

6 second combat rounds

Simultaneous Melee then Simultaneous Gun Fire

AMBUSH

Hide, the victim makes
Recon+2 roll to spot you
(- your Recon)
Success means a fee

ARMOR

Concealable Vest 4
Ballistic/Flak Vest 5
Rigid Armor Plate 9

THROWING 8+

+ PC's skill level
-2 Over 10m
Max range 40m

MELEE COMBAT 8+

+ PC's skill level
- victim's skill level
-2 Powerstrike (+2 Stuns)
-3 Unskilled civilian

GUN COMBAT 8+

Unskilled Civilian	-3
Attacker's Gun Cbt skill	+ level
Over Effective Range	-2
Over 4x Long Range	-4
Close Range (Within 3 meters)	+2
Target Dodging	-1
Target Dodging into Hard Cover	-2
In Partial Hard Cover	-2
Autofire 4 rd burst	x2
Autofire 20 rd burst	X4
Shotgun/Flech	within 10m 4D6 +1
	within 20m 2D6 -
	over 20m 1D6 -

Punch 1D6 Stuns
Power Strike 1D6+2 Stuns
Club/Chain/Nunchaku 2D6
Dagger 2D6+1
Karana 2D6+2
If Strength 9+ inflict +1
damage

When Stuns = End,
knocked out for 3 rds,
when awake suffer 3 points
of End.

VEHICLE COMBAT

Tiny Disable/Destroy 10/20	Softskin AV 2	Car/MPV/Van	Small Softskin
Small Disable/Destroy 15/30	Lt Armor AV 12	Armored Limo	Small Lt Armor
Large Disable/Destroy 20/60	Hvy Armr AV 24	Hovercar	Small Softskin
		APC/H-wagon	Large Lt Armr
		Military Tank	Lge Hvy Armr

JUJITSU

Throw the Victim	Thrown 1-3 metres; inflicts 4 points of Stun (+1 if Str 9+).
Drag the Victim	Drag a number of metres up to ½ the attacker's Str (rd down) in one combat round.
Disarm the Victim	Force him to drop his weapon; if the attacker makes a Str roll he gets to take the weapon for himself.
Hold the Victim	Hold him immobile; until the grappler's attention is diverted, at which point he can attempt to break-away with a Str roll.

Wound Type	Effect
Minor Injury	Cut or bruised, but unaffected
Wounded	Knocked down to the ground for one combat round, and now at -1 all actions until healed. Routine (+2) Medical roll will add +2 points for that injury only and remove a Wounded character's -1 penalty.
Seriously Wounded	Knocked out for 2D6 minutes and suffering bleeding or other trauma. It doesn't look good. Victim will deteriorate, suffering 1D6 damage every hour unless medic makes an Average (0) Medical roll.
Dead	Dead is dead.



PERSONNEL Form 06/頭金/600551-F 官庁-手企業

Name 身元	OFFICIAL USE ONLY		
	Returned	PSSS	Date



Signature/署名
[Stay within the box]

春奈薬 HARUNA BIOLABS

'Enhancing Life'

A Matsuyama Company



45-GHA

ZAIBATSU CAMPAIGN SHEET

CAMPAIGN NAME:

DATE:

PLAYERS:

EMPLOYER DETAILS:

PERSONNEL FILES				
AGENT NAME	SKILLS & RETROGENICS	MISSION COUNT	Rank	PP

ZAIBATSU CAMPAIGN SHEET [cont'd]

MISSION HISTORY		
MISSION NAME	AGENTS ASSIGNED	SUCCESS?/ OUTCOME

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