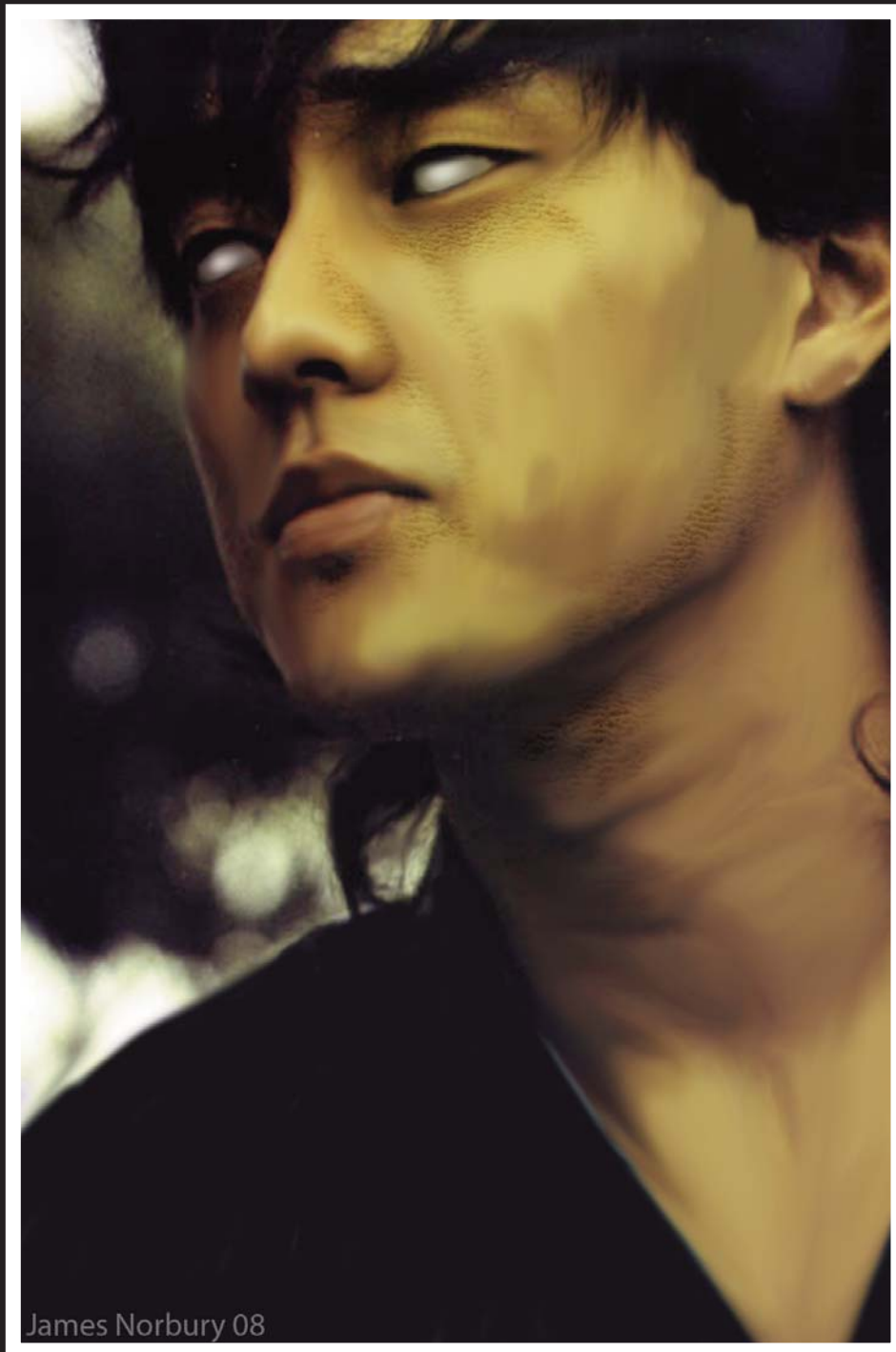


CORPORATION



James Norbury 08



THE EASTERN BANK

JAMES NORBURY

ALSO AVAILABLE FROM BRUTAL GAMES

Corporation - Core Rules

Machines of War - Technology Guide for Corporation (Mid 2009)

You need the Corporation Core Rules to use this book.

CORPORATION: THE EASTERN BANK

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V1.2

**JUSTICE? YOU GET JUSTICE IN THE NEXT WORLD,
IN THIS WORLD YOU HAVE THE LAW.**

WILLIAM GADDIS

DEDICATION

This book is dedicated to Ruth. No explanation is needed.

ADDITIONAL TEXT

Petroc Wilton, Matthew Keevil, Iain Stark, Paul Arran

ADDITIONAL PROOF READING

Ruth Burberry, James Norbury

KEY PLAY TESTERS

Ruth Burberry, Matthew Keevil, Paul Arran, Hugo Marchent, Jon Dore, James Norbury

PLAYERS

Most of all, thanks to all the players who are playing Corporation despite the fact that this book should have been out a year ago. We appreciate your loyalty and we can assure you that more books are coming.

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GENERAL NOTES

HOW TO USE THIS BOOK

It is not necessary for the players to read this book but the GM should read the following sections before running a game based within the Eastern Bank territory.

Once you have read these you can just pick and choose which sections of the book you'd like to use. You can allow the players access to the new character creation options or you can save them and allow them to be integrated at some later point in the game.

Section 1 - Introduction This outlines why the Eastern Bank is different to other locations within the Corporation world.

Section 5 - The UIG This section details the kind of response you can expect from the UIG within the Eastern Bank and helps clarify some existing details about the law.

Section 6 - System There are a few minor additions to the system. These are not changes, just new options.

INCREASED RANK LOSS

Rank loss in the Eastern Bank is 5x the normal amount. Unless noted all Rank point loss mentioned in the book is the standard international amount. If you are setting your campaign in the Eastern Bank it is up to the GM to multiply the Rank loss stated accordingly.

SO THEY BECOME DEPERSONAUSED

This is a serious issue and one that is quite likely to happen to any Division spending long enough in the Eastern Bank. In the event of depersonalisation here are some ideas to help the GM continue the campaign.

1. The players become outlaws, making money where they can. They'll need to net a lot of cash to pay for the maintenance of their cybernetics.
2. They go to jail. During that time a number of encounters can be run with the players working their way through the prison hierarchy.
3. The Rank loss was wrongful and the players must evade UIG capture while proving their innocence.
4. The Division could attempt to blackmail a UIG official to clear their names for them.
5. The Division could attempt to enlist the help of a rogue Archon although the price for such help is always high, no matter how low it may seem at the time.
6. They defect to another Corporation who will use their resources to get the players reinstated as citizens.
7. They must work off their debt to society by helping the UIG for a number of missions.

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THE EASTERN BANK

So what stops this book from simply being a collection of new items, rules, locations and so on? What is fundamentally different about the Eastern Bank and how does it affect your game?

The Eastern Bank is a nexus where the Corporations are forced into being unwilling neighbours. Although it is only the Ai-Jinn, E.I. and Shi Yukiyo Corporations which hold significant territories, Comoros are present both through the Centre for World Culture and more importantly the Janissaries, a special forces detachment whose intention is to fuel the fires of war between rival Corporations. Even the Federation, although distant for the most part, have managed to install detachments of Urban Assault Specialists to assist the UIG in policing the more violent areas of the Eastern Bank. There are near constant events where the proximity of the Corporations leads to them treading on each other's toes and causing great irritation to say the least. When an organisation the size of a Corporation becomes irritated the repercussions can be immense and worldwide war is a very probable end result. Consequently the climate in the Eastern Bank is incredibly tense and the threat of a sudden and irreversible conflict hovers over everyone's head.

After several near misses the UIG had little choice but to implement the 'Eastern Bank Capital Code'. This pioneering and devastating piece of legislation rules that anyone caught breaking the law in the area defined as a 'Capital Code Zone' would be subject to a new and more severe set of punishments. This had a profound affect on Agent activity in the area and the levels of street warfare and inter-corporate conflict dropped off dramatically. Time is the great truth however and the new motto of Eastern Bank Agents is *'Don't get caught'*. The sabotage, insurrection, espionage and physical warfare still continue, albeit at a vastly decreased rate, but those engaged in it use the latest methods to ensure the UIG come nowhere near to catching them.

THE EASTERN BANK CAPITAL CODE

Below are laid out the basics of the Capital Code. So successful was this legislation that it has been applied in other problem

CAPITAL CODE LAWS

1. Anyone breaking the law in a Capital Code Zone is subject to five times the normal Rank Point deduction.
2. The depersonalised are to be executed on sight. There are no prison sentences.
3. UIG Rangers have absolute power and may act as Judge, Jury and Executioner. This power extends to altering the law to take into account individual cases which they deem are not covered by existing laws.
4. UIG Surveillance data may be submitted as evidence.
5. The testimony of UIG Officers of Rank 3 or more is considered to be the truth and overrules conflicting statements made by outlaws, outcasts, civilians and Agents.

regions of the world and on occasion in Old and Open Cities for short times. The UIG would not be so foolish as to implement it on a broad scale though; they predict that the ensuing riots would deliver the world to hell via a different route.

SO HOW DOES THIS CHANGE YOUR GAME?

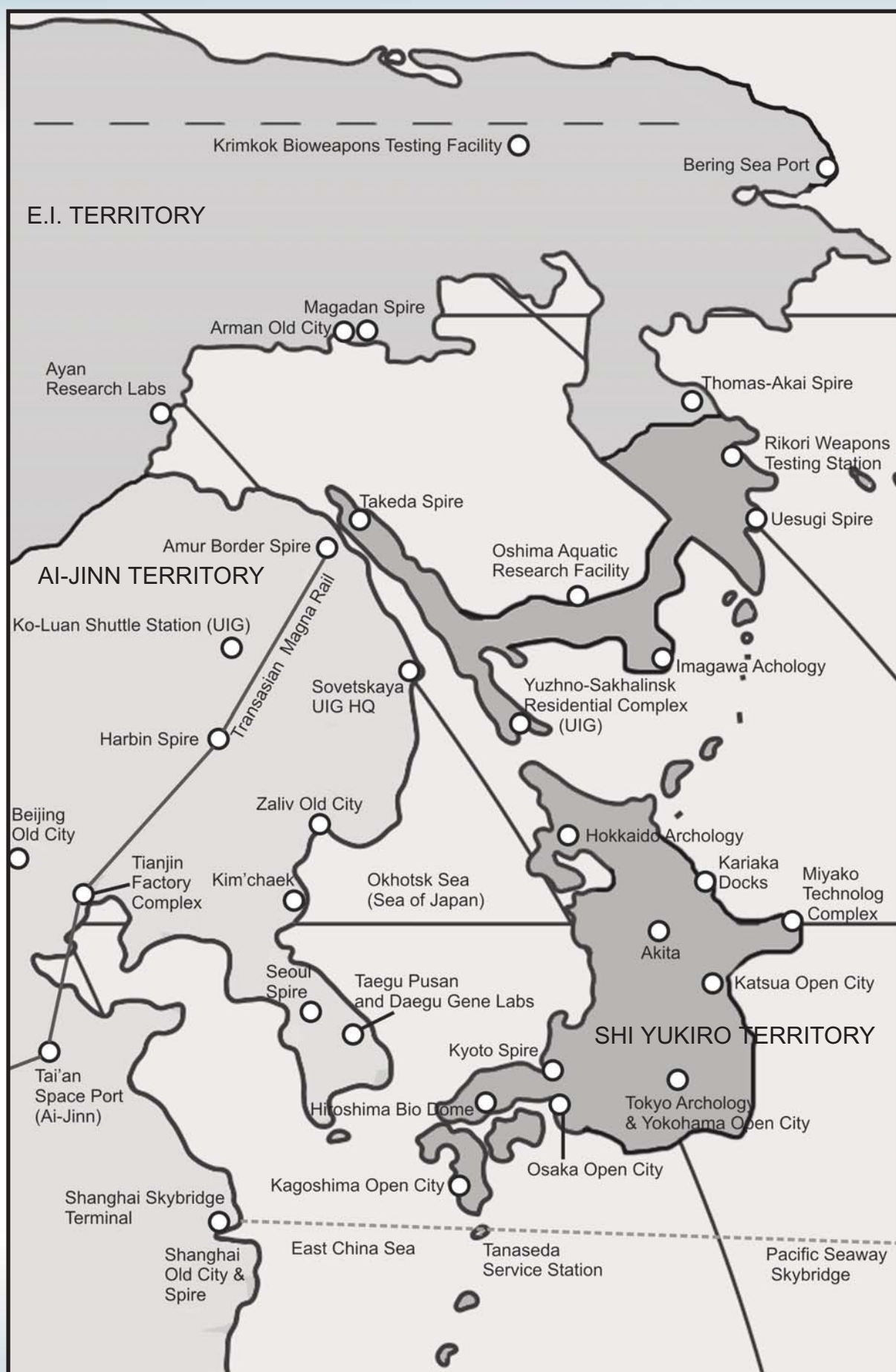
Basically it means you can't afford to get caught. Agents are employed to be the executive arms of the Corporation pursuing objectives that cannot be accomplished from behind a desk. If you see a group of foreign Agents outside a Spire there's a 90% chance they are attempting something illegal. The same applies in the Eastern Bank, the main difference is that the Agents need plausible deniability. If they need to break into a warehouse to ascertain whether it contains a cache of tech, they also need to be able to give a good reason why they are hanging around outside when the UIG cruiser appears.

Another common tactic used by rivals is to simply report suspicious activity rather than defend their assets. For example, if the Ai-Jinn see some Agents breaking into one of their compounds they may simply alert the UIG. This will have far more devastating repercussions than the Ai-Jinn just seeing them off with heavy arms. The UIG's attitude of 'let them get on with it' doesn't apply here and as a result they come down hard on anyone who looks like they may upset the delicate balance that defines the Eastern Bank.

ENVIRONMENTAL DIFFERENCES

Below are noted some of the changes Agents will notice when in a Capital Code Zone.

1. Malenbrach Squads are on regular patrol - 40% chance that a Malenbrach squad will respond to a typical distress call or UIG request for assistance.
2. UIG Surveillance Cameras monitor most of the city - 80% chance you are being watched by a camera while outside or inside a public building.
3. Rangers are fairly common in Capital Code Zones and the GM should feel free to have them respond to situations, head up groups of Marshals, follow Agents discreetly or even stop them for interrogation.
4. Droid Patrols - Murder & Enforcer class droids regularly patrol the streets and barren areas of the Capital Code Zone.
5. At any given time a curfew can be put into force in a particular area. This is done without notice but it is posted on numerous holowalls throughout the area, transmitted over media channels and broadcast from fixed and UIG vehicle mounted tannoy. Only those with Curfew Exemptions can pass through curfew areas.
6. Agents should expect regular harassment from UIG patrols and may be randomly detained without good reason. The Officer's will do this to get the Agents to start swearing or making some minor misdemeanour - they will then dock them Rank Points in the hope they become depersonalised and can be executed. This will net the Officer a good rep, some bounty and hasten his advance through the ranks of the UIG.



EASTERN BANK AGENTS

Capital Code Zones (CCZ) are dangerous areas and if an Agent messes up it can have extremely serious repercussions, not just for the Agent concerned but for his Corporation as a whole. Each Corporation has a different policy regarding what kind of Agent can work within the confines of a Capital Code Zone and these general policies can change overnight if circumstances require.

Upon reading this book you may want to run a game with new Agents set in the Eastern Bank. This raises the question: "why would these newbies be placed into such a hostile, dangerous environment?" It goes without saying that advanced Agents can be placed into CCZs for the simple reason that they are highly skilled and better suited to handling themselves. They will typically have more licenses giving them greater opportunity to conduct their duties within the limits of the law.

Below are listed a few reasons why newer Agents may be assigned duties within a CCZ.

1. Their death or depersonalisation (in the event of a disaster) is not such a loss to the Corporation
2. Agents may have their ID chips removed and effectively take the guise of Outlaws so that the Corporation can maintain complete deniability in the event of capture by the UIG.
3. Recently recruited Agents may be assigned minor missions within a CCZ to draw attention away from an experienced unit engaged in a much more important mission. This strategy of 'drawing fire' is a common technique and considered somewhat of a trial by fire as the newer Agents are often given a fairly brazen mission to ensure the UIG take notice. It goes without saying the Agents are generally not informed of their role as bait until the debriefing.
4. Specialist Divisions, who although not very experienced, excel in certain areas are often deployed into CCZs. Their lack of experience is made up for by their skill in one field such as hacking, infiltration, undercover ops etc.
5. The Division may have some kind of personal connection with the CCZ. For example, an Ai-Jinn Agent may have connections with a Triad operating within the Eastern Bank or an E.I. Agent may be a specialist in a disease that is currently plaguing an Old City.
6. The UIG say so! They may simply declare that it is the Division's time to do their part for justice.
7. Someone high up in the Corporation or another mysterious figure (such as an Archon) may have great plans for the Division. Their request carries a lot of weight so the Division must comply; regardless of how prepared they are for such an assignment.

WHAT'S SPECIAL ABOUT AN EASTERN BANK AGENT?

Initially nothing. Agents tend to be trained along similar lines and the Eastern Bank is a diverse place where any kind of mission may be assigned. In time Agents working within the Eastern Bank (or

any CCZ) will pick up key skills which allow them to survive in this oppressive environment.

1. A knack for lying is extremely handy. The UIG are itching to collar Agents at every chance they get. A good Eastern Bank Agent will always have a backup story which explains why he might currently be sawing the hand off a financial advisor.
2. Stealth cannot be underestimated. In this day of high tech surveillance, avoiding being seen is invaluable and will both prevent attention and save ammunition.
3. Every Eastern Bank Division should have an Electronic Intrusion Specialist. Attacking the front doors with heavy explosives and gunning your way through guards to achieve your objective will seldom yield the best results.
4. Don't lose Rank for stupid things. With the chance of getting nailed by the UIG significantly higher, every Rank Point is precious. A wise Agent will not knock over a gun shop to save money or start street fights to prove a point. A better course of action would be to take down a few Outlaws or confiscate some drugs to gain some Rank Points in reserve should the worst happen.
5. The 'Doomsday Scenario' as it has become affectionately known is a term for the worst that could happen. It's a situation which should be considered and planned for in every mission, for example, you're surrounded by 20 Malenbrach and a gunship, you've no weapons and got a bag full of stolen UIG datadrives. It's the ultimate backup in case the shit hits the fan. It may take the form of an Exit Man, explosives rigged to a UIG station, a hostage, a suitcase nuke, blackmail material on a UIG Commander, an OverRisk Weapon etc. Whatever it is, a good Eastern Bank Agent should always have an ace up his sleeve.

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The CORPORATION suspects?
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The UIG know
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TRAININGS

The following section describes new ways to customise your character. It includes new Trainings, Licenses and Downtime options as well as other choices to allow more diversity in character creation and advancement. These new features are all usable with the main game and are not exclusive to the Eastern Bank.

Our strength often increases in proportion to the obstacles imposed upon it.

Paul De Rapin

NON-COMBAT TRAININGS

SUMMARY OF TRAININGS

NON-COMBAT TRAININGS

Business Developer
Cybernetics Recovery
Car Thief
Drop Suit Specialist
Eastern Bank Knowledge
Evade Surveillance
Freerunner
Gambling & Gaming
God of Gamblers
Lawyer
Metahuman
Mission Officer
Performer
Psychometabolise
Resonance Filtering
Safe Share Investor
Sabotage
Scavenger
Share Investor
Subspace Mechtronics
Trap Building
Underground Command
Underground Status
Undivided Focus
Vanguard a.k.a The Fearless Leader

COMBAT TRAININGS

Ammunition Smith
Assault Mastery
Big Can o' Whoop Ass
Can o' Whoop Ass
Cult Hunter
Damage Firearm
Dirty Fighting
Gun Care
Heavy Gun Melee
Heavy Psi Blade
Iconic Psi Blade
Power Kick
Psi Dagger
Twin Psi Daggers
Twin Heavy Psi Blades
Restrain and Attack
Nuke

BUSINESS DEVELOPER

Business 5

You are able to quickly improve the value of a business at a low investment cost by using your superior knowledge of the market. When improving a business using Downtime you may make an additional 'Intelligence + Business' roll and if your XS exceeds the current level of the business the cost for improving its level is calculated as so: $\text{Current Business Level}^2 \times 50\phi$

CYBERNETICS RECOVERY

Cybernetics & Robotics 7

Cybernetics are expensive and recovering them off dead bodies is essential for anyone wanting to bolster their collection without shelling out considerable credits. This Training represents your skill at harvesting these much needed assets. The condition loss when you recover Cybernetics is reduced by 2 points. See page 67.

CAR THIEF

Crime 6

You are highly skilled at stealing vehicles of all descriptions. There are three categories of vehicle you can steal with this Training. Most auto theft requires a Depleteable Car Thieves Toolkit which costs 1000 ϕ and comprises a roll of tools used to assist in the theft of a vehicle. Obviously anyone with the Crime skill can break into and steal a car but the Car Thief Training heavily reduces any chance of failure and does not damage the car in the process.

Cheap and Old: This covers old and damaged cars which have very little in the way of security. You can steal these with no roll needed and no toolkit. It takes 1 round.

Typical: This covers 99% of common cars and bikes found on the roads. The thief does not need to make a roll but must use his toolkit. It reduces the stock of the toolkit by D10x10 credits* and takes D2 rounds.

Secure: This includes UIG cars, military vehicles, expensive and rare sports and luxury cars etc. The thief does not need to make a roll but must use his toolkit. It reduces the stock of the toolkit by D10x100 credits* and takes D4 rounds.

Time – You can automatically steal the car in one round if you use double the stock from your toolkit. Decide this before rolling.

*If there is not enough stock in the toolkit the car cannot be stolen using this method.

DROP SUIT SPECIALIST

Agility 5

Athletics 2

The nature of covert warfare in the Eastern Bank led to an increased use of drop suits (bingo wings) and as a result some practitioners became highly skilled in their use. This Training represents your mastery of Drop Suits and ability to control your fall flawlessly in most conditions. With this Training the GM should allow you to make all reasonable jumps without complications; only demanding descents may require an 'Agility + Athletics' roll (normally with a +4 to +8 bonus).

In addition you can ride thermals effectively gliding through the skies. Each mile an 'Agility + Athletics' check is required. Failure means you cannot tap a thermal and must land.

Even now, in the twenty-sixth century, certain atavistic tendencies in the human animal remain unchanged. One of these is that, unless alerted by a noise or other direct stimulus, the scope for spatial awareness in a given target almost always excludes the area directly above his or her head. The opportunities offered by this simple fact are, of course, almost without limit.

-notes from the Tobi-no-ansatsusha school introductory lecture

attr: Hiroyuki Mori, Clan Hitori veteran instructor

EASTERN BANK KNOWLEDGE

Arts and Culture 2

You have spent a great deal of time in or studying the Eastern Bank. You are familiar with the overriding politics as well as all kinds of obscure details. If you take this Training the GM should feel free to grant you additional information when relevant about people, geography, geology, weather, places, activities, societies, industry etc.

EVASIVE SURVEILLANCE

Stealth 7

Everyone can slip a tail when there's a load of places to hide or dense crowds. With this Training you can lose a team of trackers in a car park at midday or slip out of a building which is covered by a dozen watchmen. This does not make you invisible to cameras and the like, it simply represents your mastery of timing, distraction techniques and hiding within urban environments.

You roll Perception + Stealth + Street Culture

Observer rolls Perception + Observation

If you get more XS you succeed, if not you are spotted.

FREERUNNER

Athletics 6

Agility 8

Endurance 6

You have developed the art of freerunning and can travel with staggering fluidity and speed through cluttered and chaotic urban environments, up and around walls between gaps and over obstacles. You do so with style and acrobatic flair, which is impressive to watch and extremely hard to follow.

You gain +6 to any rolls to evade or give pursuit when on foot in

urban environments and are not slowed down when passing through cluttered or awkward areas.

When using Full Dodge your attacker's receive your 'Reflexes + 3' as a penalty to attack you instead of the typical 'Reflexes + 2' as you are able to dodge in the most unpredictable manner.

The GM may also award bonuses in other situations where appropriate. This Training is also a requirement to use personal anti-gravity generators.

(It is recommended to watch some videos on the internet on extreme freerunning to get an idea of what this training represents.)

The Chimera leapt from the ground to a fire escape, shot across to a thin ledge, flipped away and back to the ground again. Even heart and lungs bolstered by cutting-edge cybernetics weren't enough to keep up the pursuit. Agent Mendelov dropped back, wheezing, raised his Black Cougar and tried to draw a bead on the rapidly escaping target, but the Munashii man didn't even slow down; as the first slugs skipped and whined around him, the gaunt figure jumped straight up, pivoted around a stanchion, and was into the rusted web of scaffolding that clad the ancient, condemned building. Mendelov watched the target for a moment longer, a treacherous part of his mind admiring the lithe grace with which the cultist flipped and span his way up, up through the tracteries of metal, then spat and trudged back to where his Division was waiting.

He found Agent Drecker already set in firing stance, stocky legs wide apart, face bathed in the glow of the targeting screen, the blackened barrel of his railgun pointed in the direction of the old building and aimed slightly downwards. Mendelov looked back along the grimy, forgotten street, sighed, clapped Drecker on the shoulder. A thin whine built up for a moment, abruptly cut off by a thunderclap as the hypersonic slug tore the air and a small crater appeared in the concrete pavement near the base of the building. A moment later, the entire structure was a column of white fire so bright it hurt the eyes, roaring towards the heavens, scattering metal and brick shrapnel in a lethal spray.

Drecker placed the railgun carefully on the ground. "Old building," grunted the Nuke, "H-reactor in the basement." Mendelov nodded, sidestepped as a metre-long spear of white-hot scaffolding hurtled down beside him, and spat again. It was going to take a long time to find the body.

SHANGHAI NOODLE HOUSE

Every type of noodle
for every type of customer

From 10¢

Comm. Noodle101

GAMBUNG AND GAMING

Arts and Culture 3

You are skilled in many kinds of gaming including gambling. You understand the rules of all common games and many obscure ones (80% chance). You gain +4 to all gambling rolls. See Gambling on page 65.

GOD OF GAMBLERS

Gambling and Gaming Training

Intelligence 6

Perception 7

You are a true virtuoso of gaming. You know every gambling game ever invented. In addition, instead of +4 to all Gambling rolls you gain +6. You may also select your game of choice and you receive +8 to rolls when playing that game e.g. poker, baccarat, mahjong, blackjack etc. Another bonus of this Training is that you can automatically detect players who are cheating. What you do with this knowledge is up to you.

Be careful though, casinos tend to take a dim view of anyone displaying your level of skill.

(See Gambling on page 65)

LAWYER

Corp. Knowledge 7

Crime 3

Intelligence 7

Business 3

Whenever you or anyone you decide to defend suffers Rank loss you can use your knowledge of the law to reduce the Rank loss. Roll 'Presence + Corp. Knowledge' and note the XS. You reduce the Rank loss by one point per 2 points of XS (round down). The maximum reduction is 50% of the original sentence.

If you fail you are unable to affect the UIG's decision. Note that in the Eastern Bank both loss of Rank and a lawyer's prevention off Rank Loss are multiplied by 5.

Example 1 - You are charged with Grand Theft (a loss of 6 points). You pass your roll by 5 so you reduce the Rank loss by 2 points.

Example 2 – Your Division co-worker is charged with murdering an outcast (a loss of 2 points). You pass your roll by 10 but are only able to reduce the Rank loss by 1 point as it cannot be reduced below 50% of the original sentence.

METAHUMAN

Corporate Agent, UIG Officer, Character Creation Only

You have been genetically enhanced by your corporation and may apply the modifications of one Metahuman Strain to your character. Becoming a Metahuman requires several years of modification, gene cleansing and physiotherapy and as such may not be acquired after character creation. (See page 26 for more details of Metahuman Strains).

MISSION OFFICER

Corp. Knowledge 6

Intelligence 6

Rank 4

You have taken and passed the Mission Officer's Exam. You can now act in the capacity of a Mission Officer. Whenever you oversee a mission you are paid an additional 500¢ per level of your Rank with the possibility of a bonus if all goes well. If it goes badly you are held partially responsible. It is possible to act as a Mission Officer while in the field and receive transmissions from your acting Division.

PERFORMER

Arts and Culture 3

You are skilled in a form of performance such as singing, dancing or playing an instrument. You can perform to a good standard and earn money from your work; typically your 'Arts and Culture x 50¢' for a nights work. This will vary a great deal depending on the quality, location and clientele of the venue and how much preparation and promotion has been done. An art like juggling may require another skill such as Athletics to be of a reasonable level. You can master one form of performance per 2 levels of Arts and Culture.

PSYCHOMETABOUSE

Biokinesis 4

Telepath

You can metabolise the bio-energy within your body into Telepathic Energy at a rate of 2HP for 1TE. This power is similar to that displayed by Comoros Agents but much weaker.

RESONANCE FILTERING

Order of the True Faith

Telepath

Prescience 1

Presence 6

By a process of controlled and repeated exposure to emotionally charged resonance the mind of the telepath is made immune to the consequences associated with negatively charged resonance. More information on charged resonance can be found on page 82.

Agent Travane smiled as he contemplated the look of surprise on the bank teller's face when she punched up his account for a withdrawal. It was certainly uncommon in the extreme for a junior corporate Agent, even one employed by Eurasian Incorporated, to have access to the level of private resources he did. All the result of some very fortunately timed investments in various small, flagging biotechnology companies that any sane economist wouldn't touch with a yardstick thanks to the imminence of their bankruptcy.

But then, he reflected, how could they have known that the primary competition, in the form of the Gemini corporation, would face such an embarrassing case of industrial espionage? No less than four of their most secure labs raided by "parties unknown" within the past week? No wonder their backers decided to switch to the smaller independent research contractors.

Travane never ceased to be amused by economics, even if it did use up a lot of ammunition.

SABOTAGE

Mechtronics 7
Crime 4

You are a master at causing mechnronic devices and machines to come apart at the seams. You can do it quickly and effectively with little or no equipment.

What can you sabotage?

Anything with mechanical and electronic components can be sabotaged from guns to spacecraft; however the GM should add severe modifiers for machines which are protected against sabotage such as the 'World View' or a Cyberlin. In addition you need to access a part of the machine which is viable for sabotage. E.g. You could not sabotage the World View from the standard passenger area. You would need to access the FarDrive bay or a similar sensitive area.

It should also be noted that you don't need this Training to simply break a machine. You could hit a computer with a hammer until it stops working. This Training allows you to do it with predictable results on virtually all machines with few tools and in a short time.

SABOTAGE

Roll Intelligence + Mechtronics

You gain the following modifiers.

Basic Tools	+2
Advanced Tools	+4
Counter Sabotage Tech Installed (CST)	see below

If you succeed the machine ceases to function until repaired. This repair takes 1 hour per point of XS. A critical pass or passing with an XS of 10+ means you have totally destroyed the machine and it will need to be rebuilt.

Counter Sabotage Technology

Some machines are equipped with CST, this makes them harder to disrupt. (Gives a penalty to the roll). In addition you must pass the roll by 15 or more to totally destroy the machine.

Below are listed some examples of CST levels.

Level	Example	Modifier to Roll
None	Cheap Gun / Washing Machine	+0
Basic	Security Camera / Car	-4
Secure	Bank Machine / UIG Car	-8
Advan.	Cyberlin / UIG Emplacement Laser	-12
Elite	World View, UIG Computer Network	-20

Each attempt at sabotage takes 11 rounds (-1 round per point you have in mechtronics). That means a minimum of 1 round. As you need mechtronics 7 to buy this training the time frame is (3 to 12 seconds).

You can retry the sabotage attempt a number of times equal to half your Mechtronics (round down).

SAFE SHARE INVESTOR

Share Investor
Business 7

You are skilled at predicting the patterns of the market and can substantially reduce the risk of making a loss. You can re-roll once on the 'Returns from Investment' table on page 20. You must keep the newest roll.

SCAVENGER

Mechtronics 5
Assess Tech 5

You can add looted goods to the stock of your depleteable toolkit. You receive 50% of the items value but the goods must be reasonably appropriate to the toolkit you wish to stock. For example, you could add a scavenged energy cell to your mechnronics toolkit. You would add 25 credits worth of stock.

SHARE INVESTOR

Business 5

You are skilled at investing your money into sectors, companies, organisation and individuals. You gain +4 on your 'Return' when calculating your profits from an investment (page 20)

SUBSPACE MECHTRONICS

Ai-Jinn or UIG Employee
Intelligence 8
Mechtronics 8
Science 7

You are skilled in subspace engineering. You may use your 'Mechtronics' skill to build and maintain subspace related machinery and your 'Science' skill to make theoretic deductions on the nature and utilisation of subspace.

TRAP BUILDING

Survival Training
Arts and Culture 3
Mechtronics 3

You are skilled at constructing improvised traps such as trip wires, snares, pit traps and sprung spike traps. The exact nature of the trap is decided by the player, they can then go about creating the trap - see table opposite. You also gain +4 to any rolls which the GM considers to be 'trap laying'.

UNDERGROUND COMMAND

Presence 6
Underground Status Training
Part of a gang or organised criminal structure

You have an aura of command and confidence that shows you are used to making leadership decisions in the dark and dangerous world of the Underground. You may add your Underground Status rank to any roll the GM deems appropriate such as intimidating citizens, resolving disputes among gang members or forcing rival gang members to back down.

UNDERGROUND STATUS

Underground Operations Training
UIG assigned Rank holds little sway in the underground but nonetheless a hierarchy still exists. Although anyone can become known in the underground eventually, the purchasing of this Training represents your dedication and resolve to becoming someone of notoriety and not just another sleazy criminal. The system for Underground Status is detailed on page 22 .

TRAP BUILDING

1. Ensure you have adequate materials. The GM may require a 'Perception + Arts & Culture' to collect the relevant items.
2. The trap is created and laid – this requires an 'Arts & Culture + Intelligence' check. **Note the XS.**

Anyone who may fall foul of the trap can roll 'Perception + Observation' with a penalty equal to 4+ the trap layer's XS. If they fail they succumb to the effects of the trap.

Below are some examples of trap types.

Damaging Trap (e.g. Sprung Spikes / Spiked Pit Trap) (D6+2 damage) + (D6+2) for each point of XS on the trap laying roll.) XS 3 would deal 4D6+8
Note that these traps can be poisoned with toxins for an additional kick.

Restraining Trap (e.g. Snare, suspended net)
Once caught the target must roll 'Agility + Athletics' to get free. They receive -2 for each point of XS on the trap laying roll. Each attempt to escape take 30 seconds (10 rounds).

Surprise Trap (e.g. Shotgun rigged to fire when a door is opened, bucket of acid over a door)
Instead of the standard 'Perception + Observation' roll the Target must roll 'Reflexes + Athletics' with -2 for each point of XS the trap layer achieved. Failure means they are caught in the trap and take damage from the acid / shotgun.

More details about traps are on page 66.

UNDIVIDED FOCUS

Only certain individuals are permitted to take this training. At present these include:

Comoros Janissaries and Fidai
Order of the True Faith
UIG Marshals and Rangers
Advanced Cult of Machina

When a new character type is able to take this Training it will be mentioned in their description.

You may spend two Conviction points in a single action in order to give yourself +8 to your Action Total. You may not spend two Conviction Points in any other way, e.g. you can't make two re-rolls.

Espionage, for the most part, involves finding a person who knows something or has something that you can induce them secretly to give to you. That almost always involves a betrayal of trust.

Aldrich Ames

VANGUARD - A.K.A THE FEARLESS LEADER

Presence 8

Command Training

You've been Division Leader for at least 8 missions

Rank 3

You inspire confidence in those you lead and bring out the best in them. You are also skilled in co-ordinating assaults and developing strategy. All those under you gain a Conviction point at the start of each mission or sub-mission (typically once a game session) and your Division members gain +4 to all rolls to resist acting against the interests of the Division. E.g. If they are subjected to Mind telepathy, torture or mind affecting drugs.

This Training represents how much time and effort you put in to becoming a steadfast and reliable leader. The Corporation cannot fail to see this and reward you with a 10% pay rise and the title 'Vanguard' which is traditionally placed before the Rank – e.g. Vanguard Sergeant, and is considered a 'Distinction'.

See Distinctions on page 24.

"It's okay, take your time." Said Ariel, the Eurasian Incorporated rep, as the minutes ticked by.

Troy just stared at the contract before him, he couldn't even bear to pick up the pen and sign it, the first statement just kept reverberating through his mind;

"I, the signee[1], do hereby declare that for the duration of my employment, which shall be of a duration on less than fifteen (15) years, I, my person, goods, effects and all holdings shall be the express property of the contract holder, Eurasian Inc.[2] to do with as they see fit."

So it was true after all, Agents really were property of their corporation, he hadn't really believed it until now. Doubt began to creep in at the edges of his mind, did he really want to do this? Was the gargantuan salary and free access to spire living worth giving up his humanity to become a corporate asset? Perhaps it would be better to go back to the old city a free man.

Free, free to go for weeks without food, free to get knifed for the clothes on his back, free to die in the gutter...

The hesitation passed, Troy picked up the pen and signed the contract. Ariel smiled as she took it from him and filed it away in a dossier.

"Thank you, Troy, welcome to Eurasian Incorporated." She said warmly, shaking Troy's hand and then pushing an intercom button on her desk, a muffled voice answered the ping and Ariel leaned forward to speak into the microphone, "Geoff, fire up the gene-shifter, fresh meat coming your way."

COMBAT TRAININGS

AMMUNITION SMITH

Mechtronics 4

Intelligence 5

Sometimes you cannot get hold of ammunition for a weapon, for example:

The weapon is prototype and you cannot buy the ammo
The weapon is discontinued and the ammo is no longer available
You can't get to an ammo retailer.

Making your own ammunition is fairly expensive as you do not have the luxury of mass-production. However, sometimes it's worth it. You will need a workshop to produce these items and it takes 1 hour per 1000¢ worth of ammo you are building (minimum 1 hour). Note that to produce anything with Ion Technology you must have the Training 'Ion Smith'

Note: Ion Smith Training will be featured in a future book.

ASSAULT MASTERY

Assault 6

You are able to infuse your Telepathic Assault with increased power. You can add your XS to damage dealt with Assault Telepathy. If you 'Force the Power' you are considered to have passed with an XS of 0.

BIG CAN O' WHOOP ASS

Relevant Weapon Skill 8

Can o' Whoop Ass

You may spend a Conviction Point to automatically maximise the damage dealt by an attack. It can be any kind of damage dealing attack including grenades, telepathic assault, close combat, ranged weapons etc. but you must have at least 8 points in the relevant skill. I.e. to maximise a laser rifle attack you need 8 points in Tactical Firearms.

CAN O' WHOOP ASS

Relevant Weapon Skill 6

You may spend a Conviction Point in an attempt to increase the damage of an attack. It can be any kind of damage dealing attack including grenades, telepathic assault, close combat, ranged weapons etc. but you must have at least 6 points in the relevant skill. I.e. to maximise a plasma cannon attack you need 6 points in Heavy Firearms

System:

Spend a Conviction point, then re-roll your damage dice once (this can even be done on a maxing roll). Keep the highest total.

CULT HUNTER

Cybernetics and Robotics 2

You have dedicated a large part of your life to hunting the Cult of Machina. You gain +4 to any checks to identify potential cultists and add your 'Cybernetics & Robotics' skill to all damage against them. This uses the same basic system as the Mastered Weapon Training on page 24 of the Core Rules.

AMMUNITION SMITHING

No Roll Needed

Ammo Type	Crude
Example	Kinetic Bullets / Arrows / Bolts / Napalm
Cost	x1.2 normal cost
Mechtronics	3
Workshop	Basic

Ammo Type	Basic
Example	Smart Clip / Rocket / Dart / Rail Gun Round
Cost	x1.5 normal cost
Mechtronics	5
Workshop	Good

Ammo Type	Advanced
Example	Energy Cell / Plasma Shuriken Clip
Cost	x2 normal cost
Mechtronics	7
Workshop	Advanced

Ammo Type	Elite
Example	Ion Shuriken, Phase Bullet, Nano Needle
Cost	x3 normal cost
Mechtronics	9
Workshop	Elite

Key

Ammo Type	Ammunition Class
Example	An example of the ammo class – the GM should decide this.
Cost	The cost in credits to make the item
Mechtronics	Minimum Mechtronics needed to make the ammo.
Workshop	Minimum facilities to carry out the task.

Examples

Making a SMART clip –

1 clip costs $50¢ \times 1.5 = 75¢$ and takes 1 hour.

Making a clip of Plasma Shuriken

1 clip costs $1500¢ \times 2 = 3000¢$ and takes 3 hours.

It is essential to seek out enemy agents who have come to conduct espionage against you and to bribe them to serve you. Give them instructions and care for them. Thus doubled agents are recruited and used.

Sun Tzu

DAMAGE FIREARM

Assess Tech 6

Firearms are sturdy and designed to shrug off the knocks and scrapes of battle. This Training represents your study of the principal weak points of firearms and means you are able to deliver an attack which can potentially render a firearm useless.

DAMAGE FIREARM

System: Roll to hit with the penalty below. Roll damage as normal, if you equal or exceed the *Damage Needed* the weapon is rendered inoperative until fixed. (See page 31 of the Core Rules for fixing items.)

	Light	Tactical	Heavy
Penalty to hit	-7	-5	-3
	Damage Needed		
	Light	Tactical	Heavy
Kinetic	8	12	16
Energy	6	9	12
Plasma	4	6	8
Prototype	2	3	4

Note that these penalties are higher than you may expect as it is assumed the target is moving their weapon in the course of combat. If they are not, reduce all penalties by 1.

DIRTY FIGHTING

Close Combat 2

Street Culture 2

You have learnt a few dirty fighting tricks such as nut-kicking, eye gouging, rabbit punching and finger breaking. These various methods all serve to deliver an attack which is both savage and surprising. You may only deliver one dirty fighting move per combat scene as the opponent becomes much more wary once you have executed it. If the target also has 'Dirty Fighting' then he may make a 'Perception + Street Culture' roll. Passing means you cannot use this Training against them.

System: Before you make the dirty move (which must be a close combat attack) roll 'Presence + Lying & Acting'. If you pass the opponent gets no Defence against the next attack. If the target does NOT have I.C.E technology you may add the XS of the 'Presence + Lying & Acting' roll to damage.

GUN CARE

Light Firearms 2

Tactical Firearms 2

Heavy Firearms 2

Mechtronics 6

You are skilled at maintaining firearms. Each game session you can negate the first critical fail you roll with a firearm you have had time to maintain; the shot is considered a miss.

This Training is also has a role in constructing your own firearms from scratch although the rules for this are not covered in this book.

HEAVY GUN MELEE

Nuke Training

You can use the 'Gun Melee' Training with Heavy Firearms.

HEAVY PSI BLADE

Order of the True Faith or Comoros

Psi Blade 5

The Telepath can manifest a heavy Psi Blade instead of the standard one. This weapon acts like a two handed sword. It deals D12 + (Strength x 2) + 2 per point in Psi Blade. The weapon has rate 1.

Example – Brother Ramirez has Strength 8 and Psi Blade 6, his Two Handed Psi Blade deals D12+16+12.

ICONIC PSI BLADE

Order of the True Faith or Comoros

Psi Blade 10

You can summon a Psi Blade in a form of your choice. The GM should use existing weapons and Psi Blades to determine the properties of the weapon.

POWER KICK

Close Combat 5

Strength 6

While in close combat you can execute an extremely powerful front kick which knocks your opponent backwards and out of close combat (or down a well).

Roll to hit as normal; 'Agility + Close Combat' with a -2 penalty. Defence is applied as normal.

If you pass the roll you kick your opponent backwards a number of metres equal to your XS+1.

Damage

You deal your Strength in damage. (Armour applies)

If the target is prevented from flying backward the full distance by a wall or similar solid object, the impact damage deals 1D6 for each metre they should have travelled. This is considered one wound for armour purposes.

Example – Agent Shani power kicks a UIG Officer. He passes his roll by 6 and has Strength 7 meaning the Officer should take 7 damage and fly backwards 7 metres. There is a wall only two metres away so the Officer is stopped and takes an additional 5D6 damage as he impacts with the wall.

"This...is...Sparta!"

- King Leonidas, 300

PSI DAGGER

Order of the True Faith or Comoros

Psi Blade 5

You can cause your Psi Blade to manifest as a dagger. This deals D4+Strength+(1 per two points in Psi Blade rounded down). The weapon has rate 3.

Example, Sister Catherine has Strength 6 and Psi Blade 5, her Psi Dagger deals D4+6+2

Okay recruits, Agent physiology 101. First and most important thing you should remember about Agents is...they are tougher than you. The average Agent can keep walking, and fighting, with one missing lung and only half a heart, I've seen them run through plasticrete walls without slowing down, fall from a ten-storey building, break both legs, and still outmanoeuvre a hunter patrol, I've seen some of the old ones rip the side of a tank off like it was made of cardboard and let me tell you from experience; they can drink any one of you under the table. Does all this worry you? Good, it should do. We are engaged in a continual arms race with the Corporations and were it not for the Archons, we would lose, they are the only defence we have.

Attr. Staff Sergeant Hoffman, UIG Officer and counter-corporate activity expert.

RESTRAIN AND ATTACK

Close Combat 5

Unarmed Combat Specialist

Restrain Training

You can grab the opponent with one hand and deliver an extremely effective attack with the other hand.

System: Make a normal close combat attack (factoring Defence) with an additional -2 penalty. This represents grabbing them and deals no damage.

If you hit them, you may attack with the other hand. The opponent gets no Defence against this attack and your damage is automatically maximised. The rate of attack is reduced by one, so attacking with a Rate 1 weapon is impossible.

This system can also be used to administer unusual attacks such as syringe injections, collecting tissue samples, reciprocating hammer-chisel attacks etc.

TWIN PSI DAGGERS

Order of the True Faith or Comoros

Psi Dagger

Psi Blade 7

Close Combat 7

Twin Psi Blades

The telepath can summon and wield two Psi Daggers. The price must be paid to summon each one though only one roll is needed and they can be summoned as one action.

TWIN HEAVY PSI BLADES

Order of the True Faith or Comoros

Heavy Psi Blade

Twin Psi Blades

Psi Blade 7

Close Combat 7

The telepath can summon and wield two Heavy Psi Blades at the same time. Remember that Strength is not doubled when wielding a heavy weapon in one hand. The price must be paid to summon each one though only one roll is needed and they can be summoned as one action.

NUKE

Heavy Weapons as your Professional Skill

An obsession for heavy weapons

Heavy Weapons must always be your highest (or joint highest) skill.

There are those who obsess over their heavy weapons and treat them like children. Each weapon may have a name and will certainly be maintained in the best condition possible. Nukes are masters of their art and can do things with heavy weapons no-one else would think possible.

Many of the nuke abilities are noted with the heavy weapon in question. See the Ocelot AT17 on page 32 as an example. This Training also acts as a grounding for more abilities in forthcoming books.

All nukes receive the following abilities

Heavy Weapon Melee

Nukes can use their heavy firearms as close combat weapons. For this purpose they are considered 'Heavy Close Combat Weapons' which require Strength 6 to wield two handed and Strength 10 to wield one handed. The nuke retains his Defence when using the weapon this way. He cannot fire the weapon and use it as a melee weapon in the same action.

Damage D6+Strength Rate 1

You can opt for a more powerful attack dealing D6+(2 x Strength) but any doubles rolled reduce the condition of the weapon by D4 points.

Collateral Containment

Nukes are known for using huge weapons which can tear apart building structures. Collateral Containment represents a nuke's profound knowledge of the damage capacity of his weapon and means he can fire in confined areas without the associated danger of seriously damaging or destabilising a building.

This is normally automatic but the GM can demand an appropriate roll if he thinks the situation warrants it. Typically 'Intelligence + Heavy Weapons'.

Rapid Heavy Reload

Nukes are so familiar with their armaments that they can reload heavy weapons as a free action.

The bar went absolutely silent, apart from the occasional ping of cooling metal. Every pair of eyes in the room fixed on the single, empty shoe – the only recognizable object amongst the debris strewn around the crater – and the lazy coil of greasy smoke twisting sinuously up from it.

The clouds of plasma coolant on the other side of the room began to dissipate, revealing the scar-pocked face of "Ramses" Chambers, El Nuke and famously the holder of the Eastern Bank record for the shortest ever bar fight. "I told 'im," rumbled Chambers. "Now which of you maggots is going to buy me another drink to replace the one he spilled?" The sudden clamour of offers was deafening.

LICENSES

EQUIPMENT

ANIMAL LICENSE (SMALL) (I)

You may keep small domestic animals. (No larger than a big dog). You are responsible for all actions the animal takes.

ANIMAL LICENSE (LARGE) (I)

Animal License (small)

You may keep any domestic animals such as horses, goats, bears, tigers and pigs. You are responsible for all actions the animal takes.

INDUSTRIAL CYBERNETICS LICENSE (I)

You may have Industrial Grade cybernetics fitted such as Tracer Li. (See page 42)

OVER-RISK LICENSE (5)

Relevant Weapon Skill 8
Rank 3

The Agent is permitted to own, carry and discharge Over-Risk weaponry (see page 32) on UIG assigned missions or on missions where he has sought specific UIG permission. The missions are always for the good of society as a whole such as hunting down extremely dangerous criminals, containing a toxic chemical spill or neutralising a group of terrorists.

NANOTECH LICENSE (I)

Mechtronics 5

You are licensed to research, develop, maintain and use nanotechnology. This License is not required for NanoWire based equipment.

AUTHORITY

PCO LICENSE (2)

Biohazard and Toxin License

Pollution Analyser (equipment, see page 37)

You are a registered Pollution Control Officer. This allows you to enter any premise suspected of being a pollution source. Reasonable grounds must be established before entry. You may be called on the by UIG to investigate areas and but will be paid 500 credits x your rank for your work.

CURFEW EXEMPTION LICENSE (I)

UIG Officer, Federation UAS or specially selected individuals.

This license is required to be outside during curfew in a CCZ or similar UIG scrutinised zone. It is occasionally temporarily granted to individuals or groups if there are special circumstances.

DISTINCTION BESTOWAL LICENSE (20)

Your organisation is licensed to bestow Distinctions. The process of negotiation with the UIG is long and costly and only large

companies will generally pay.

The cost typically works out at 2D4 million credits and involves a great deal of effort dealing with bureaucracy by the time the system is in place. The rewards however can be huge as customers will flock to the business to become officially and universally recognised as a master in their art. (See page 24 for more about Distinctions.)

NIPPON BORDER GUARD (5)

Shi Yukiro Agent

This appointment must be offered by the Mission Officer

You are a registered member of the Nippon Border Guard and as such are not subject to normal Capital Code Laws when operating within Japan and its waters. UIG Rank point deductions are at the normal values rather than being multiplied by five, you may not be executed without trial, your testimony is considered equal to that of any UIG Officer of your rank or below etc. At the GM's discretion the UIG may overlook certain crimes committed in the execution of your duties such as torture during interrogation, deployment of unauthorised Over-Risk weapons and the like.

ENGINEERING LICENSE (I)

Subspace Mechtronics Training

You are licensed to build, develop and maintain subspace based systems such as FarDrive craft and Rift Grenades. (see Machines of War for Rift Grenades).

PROFESSIONAL

DIPLOMAT (4)

Corp. Knowledge 7

Presence 5

Looking Good 3

You are a trained Diplomat representing your Corporation. You may not be detained or searched by anyone except UIG Officers. If you are caught in a criminal act the License is revoked for 2 months. If caught in a second act then the License is permanently revoked and you may never hold such a Licence again.

GLADIATORS LICENSE (I)

A Combat Skill at 1

Strength, Endurance and Agility of 3+. Intelligence of 4+

This allows you to fight in arenas across the world. Simple combat proficiency and physical exams must be passed before the License is awarded.

UQUOR LICENSE (2)

1000¢ annual fee payable per 50 people your establishment can accommodate.

You are licensed to sell drinks containing alcohol or similar legal intoxicants.

WEAPONS MANUFACTURE UCENSE (PRIVATE) (I)

Relevant Weapons License

Mechtronics 3

You are licensed to manufacture weapons of all kinds providing you have the relevant weapons license. Your production facility may be subject to random UIG inspection to ensure the legitimacy of your work.

WEAPON RETAIL UCENSE (PRIVATE) (2)

Vending License

Relevant Weapons Licenses

You may sell weapons on a domestic level. You may only sell weapons to someone with the license to own the weapon and the transaction must be registered with the UIG. You may sell up to 20 weapons per annum. Tax is payable as normal.

WEAPON RETAIL UCENSE (COMMERCIAL) (IO)

Vending License

Relevant Weapons Licenses

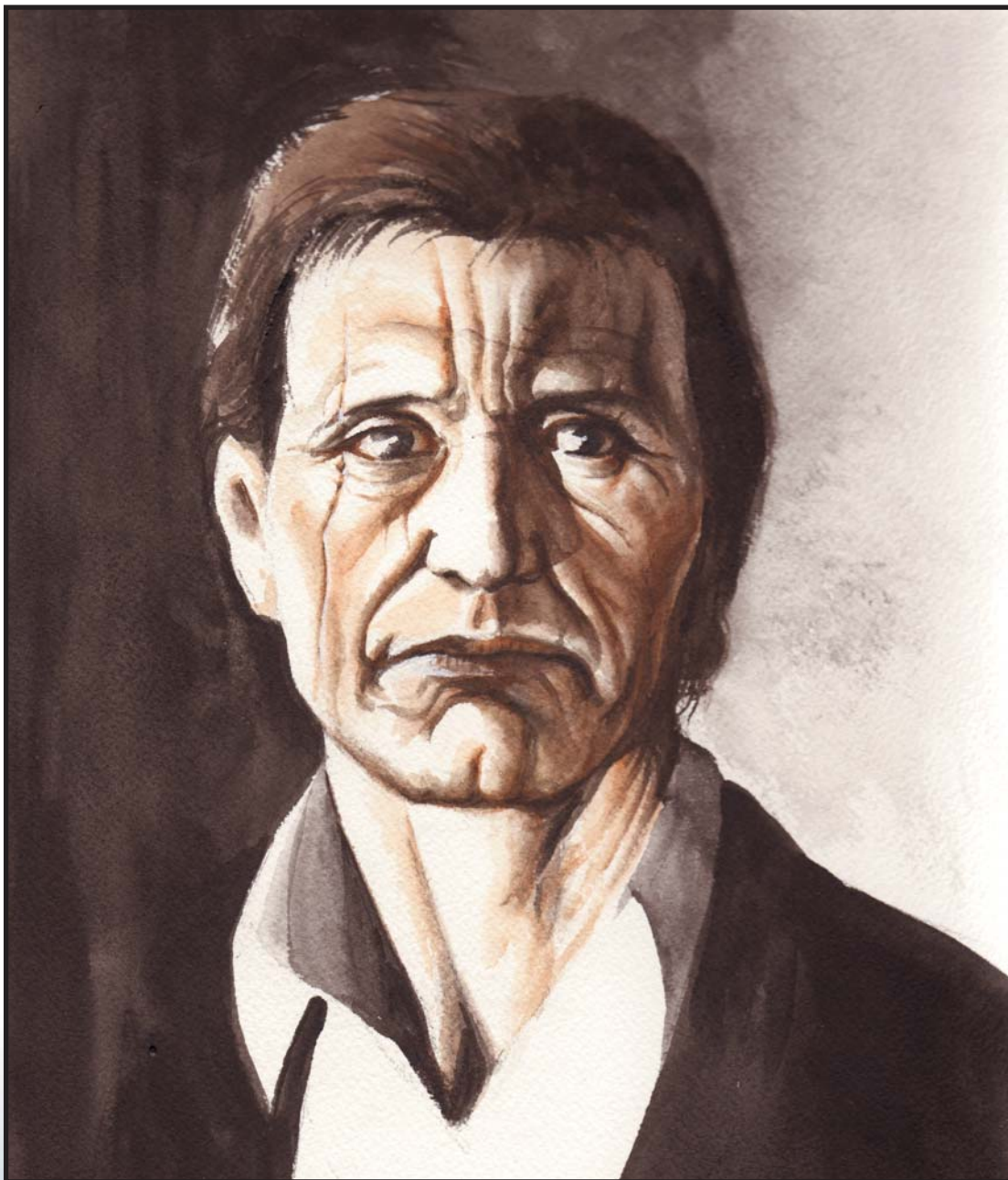
You and up to 20 of your employees are licensed to sell weapons. You may only sell weapons to someone with the license to own the weapon and the transaction must be registered with the UIG. You may sell an unlimited number of weapons. Tax is payable as normal.

WELTBALL PLAYER UCENSE (I)

Athletics 1

Strength & Endurance of 6+, Intelligence 4+

You are considered fit to play Weltball and have passed the rules exam. In addition you have signed a waiver ensuring you cannot claim damages if you are injured in a game.



ALEXI KIRVONOCHE - LANZAS FCD BOUNTY HUNTER

DOWNTIME OPTIONS

Below are listed a series of new downtime options. Some of these are intended to be long term endeavors such as creating a business or becoming a significant part of the underground.

BUILD A BUSINESS

Agents can attempt to establish a business with their downtime. These rules are fairly basic and will be expanded in a future supplement to allow Agents to built vast business empires and major corporate subsidiaries. Remember there is no reason why the GM cannot allow the Agents to do this without official rules.

Establishing the Business

You must spend 1 week of downtime and 1000¢. This establishes a level 1 business of your choice.

Developing your Business

By spending a week of downtime you may roll 'Intelligence + Business'

If you pass the roll you can increase your business by one level but must invest more money. The amount of money invested can be worked out with the simple formula below.

$$\text{Current Business Level}^2 \times 100\text{¢}$$

Example

To increase from level 2 to 3 would cost – $4 \times 100 = 400\text{¢}$

To increase from level 30 to 31 would cost - $900 \times 100 = 90,000\text{¢}$

Profit

This is why most people build a business. It may take a while to recover your investment but it'll pay off in the end. Bear in mind this profit is what you get to take home after all overheads such as paying staff, buying stock, rent and rates.

Each week you make money according to the following D10 roll on the 'Business Profit Table'.

BUSINESS PROFIT TABLE

Roll a D10	Profit
1 Great week	Business increases a level but makes no profit.
2 Good week	$\text{Business Level}^2 \times 20\text{¢}$
3-8 Typical week	$\text{Business Level}^2 \times 10\text{¢}$
9 Bad week	No profit
10 Disastrous week	$\text{Loss of Business Level}^2 \times 10\text{¢}$

25% extra ¢ should be added to profit for illegal businesses.

Roleplaying with your Business.

There is no reason your business should not become part of the plot. The GM may engineer a mission around your business or you may be able to convince other division members to help you expand your business in exchange for a reward. This kind of roleplaying could alter the random nature of business rolls, for example, if you spend time forging alliances with local criminal gangs and paying off the UIG then the GM could rule that 9 and 10 on the 'Illegal Business Event Table' are ignored and the D10 is re-rolled. Also note that players could band together so you could run a Division businesses.

Examples of Legal Businesses

Note that Agents cannot staff their own businesses, they simply manage them and the money made is pure profit.

Level	Shop / Store	Weekly Income
1-5	Market Stall, Coffee Tent	10 – 250¢
6-10	Old City shop	360 – 1000¢
11-15	Open City Shop	1440 – 2250¢
16-20	Spire City Shop	2560 – 4000¢
21-25	Large Open City Shop	4410 – 6250¢
26-30	Large Spire City Shop	6760 – 9000¢
31-40	Chain of Shops	9610 – 16000¢

Beyond level 41 the GM should start adjudicating until the advanced rules for businesses become available.

UNDERWORLD BUSINESSES

Underworld businesses are much riskier than legal ones but generate more money as there is no tax and more can be charged for these illegal services. There is also a chance of a UIG raid or rival criminals taking an interest.

Profit

Underworld businesses make 25% more cash than legal ones.

Examples of Illegal Businesses

Level	Example of Business
1-5	Selling DHC to kids
6-10	Auto Chop Shop
11-15	Protection Racket
16-20	Brothel
21-25	Extensive Drug Ring
26-30	Illegal Underground Casino
31-40	Contract Killing Firm

In addition to rolling for profit each week the player should roll on the table below.

ILLEGAL BUSINESS EVENTS

Roll a D10

- 1 D4 criminals have asked to come under your employ. For every 5 criminals that join your business you gain a Business Level for free.
- 2 Your services are in demand. You may re-roll on the 'Business Profit Table' and keep the best roll.
- 3-8 Normal week, nothing special happens.
- 9 A rival criminal group attacks your business. Your business is reduced by 1 level.
- 10 The UIG raid your business. You lose D4 Business Levels. Roll another D10. On a 10 you lose another D4 levels. Repeat this until you don't roll a 10 or the business is destroyed.

HIGH RISK WORK

Typically earning cash in your downtime yields 500¢ per week. This is a low risk way of earning a little cash and assumes that the Agent in question will not be placing herself in any serious danger. This new option allows Agents to spend their downtime in a high threat position such as guarding a VIP or clearing an underswell, where they may come to harm.

Roll a D10 and consult the table below. You gain no bonus for rank or level because the missions are always high risk, irrespective of your power.

You may spend a Conviction point before the roll to gain +1.
You may spend up to 2 points in this manner.

HIGH RISK WORK

1. You are brutally wounded. You lose D2 randomly determined cybernetic upgrades and are forced to spend 1000¢ on emergency healing procedures. If you don't have the cash your wages are held back until you pay it off.

2. You succeed although your expenses are equal to your reward and as such you make no profit.

3. You suffer a severed arm or leg (determine randomly) but manage to get the job done. You receive standard pay.

5-8 You succeed. Receive standard pay.

9. Excellent work, you receive double pay.

10+ The mission was a great success and managed to impress some powerful people. You receive double pay and D2 Rank Points.

Pay

Receive 1000¢ x Level

A Rank 2 will receive 2000¢.

Now that is risky!

The GM offer particularly dangerous work where a modifier is added to the D10 roll. For example, a -4. This would result in a lower chance of success. The reward money is then multiplied by this modifier. Obviously a +1 would have no effect so it must be at least +2.

INVESTMENT

During a week of downtime a character can set up one investment opportunity. This allows them to place money into a company, organisation or individual and hopefully reap financial rewards. You can opt to invest in a sector or in an individual company. You can buy shares in most companies and subsidiaries but the only people who can buy shares in a major Corporation are Agents and high-up employees within that corporation.

Investing in a Sector.

You should pick a sector to invest in from the list below (or one of your own choice with GM approval)

- | | |
|--------------------------|-------------------|
| 1. Armaments | 6. Raw Materials |
| 2. Medical | 7. Leisure |
| 3. High Tech | 8. Motor Industry |
| 4. Communications | 9. Power |
| 5. Cultural Institutions | 10. Education |

Investing in a Specific Company

You should pick a single company to invest in. There are dozens of companies in the Corporation world. Many are featured in the books and on the GM screen. The GM can also make up a company for you if you wish.

Investing in an Organisation

You can opt to invest in a group of people such as a collection of artists who you believe show promise, a criminal gang or some bright individuals who believe they have a product which may revolutionise life around the home.

Investing in an Individual

You can invest some money into a single person such as a professional fighter, an actor, an entrepreneur or a student who shows great potential. This is generally a long term investment.

How much can you invest?

You can invest anywhere from 1000¢ upwards in 1000¢ increments. It's completely up to you. The more you invest the more you can make. You are also free to pull your investment at any time, i.e. withdraw all money invested.

Returns of your investment.

At the beginning of each game session roll 'Intelligence + Business' taking into account bonuses from any appropriate Trainings you may have. Note the XS (positive or negative). This is your base 'Return'

You now get a bonus to this based on the table below. Roll a D10 and consult the appropriate line. Read down the column to the and add the 'modifier to your return.'

For example

*You have invested in a Sector.
 You pass your 'Intelligence + Business' Roll by 3
 You roll on a D10 on the table below and get a 5. Reading down you can see this is a +2.
 So your return total is +5.*

This means you receive 5% return on your investment. On an investment of 1000¢ this equates to 50¢. This may not

RETURNS FROM INVESTMENT

Investment	D10 Roll								
Sector	1	2-6	7-8	9	10				
Company	1	2	3-5	6-8	9	10			
Organisation	1	2	3	4-5	6-7	8-9	10		
Individual	1-2	3	4	5	6	7	8	9	10
Modifier	+4	+3	+2	+1	0	-1	-2	-3	-4

seem much but when you start increasing your investment and applying appropriate Trainings or boosters it can soon add up.

If you make a loss it may be easier to take it out of your personal money rather than reduce your investment as that can make the mathematics more complex.

Boosting your Investment.

In order to get some really good returns there are some things you can do.

BOOSTING YOUR INVESTMENT

Booster	Bonus to Return
Insider Information	+1 to +10
Share Investor Training	+4
Knowledgeable Investment	+2
Loyal Investment	+2 / +1
E.I. Agent	+2

Insider Information.

It is illegal to use insider information to profit from investments. If you gain insider information you can add between 1 and 10 points to your 'Return' depending on the usefulness of the information. The GM decides how much and you don't have to use all the information. If you are caught you lose an equal number of Rank Points.

E.g. You gained +4 on your 'Return' from finding out that your company are about to release a fantastic new product. Sadly you are caught by the UIG and they dock you 4 Rank points and you get no return.

Acquiring insider information can be roleplayed and can be a nice perk for Agents. It could be beaten out of others, stolen from computer systems or simply found out through sources.

Getting Caught

If you are using Insider Information the GM should roll a D100 in secret. If they get lower or equal to the amount of information you are using the UIG will track you down, detain you and dock some rank. The GM may decide to add a small modifier from -4 to +4 to represent unusual circumstances.

For example, you are using 5 points of insider information. If the GM rolls 5 or below you are caught and lose 5 Rank Points.

New Contact: Investment Insider

This individual can provide you with insider information equal to her level once per session. This does not have to be role-played unless you want to. Increasing this contact takes one Downtime Action per 2 points.

Trainings

There are some Trainings which represent your study of the market and the forces which work within it.
Share Investor & Safe Share Investor (see page 12)

Knowledgeable Investment

You gain +2 to your Return if your professional skill is related to the investment. I.e. If your professional skill is 'Tactical Firearms' you gain +2 on your Return if you invest in a firearms company. If

Business is your professional skill then you receive +2 on all Returns.

Loyal Investment

If you invest in your own Corporation you gain +2 to your Return. I.e. An Ai-Jinn Agent investing in the Ai-Jinn Corporation gains +2 to his return.

Eurasian Incorporated Agent

If you are an E.I. Agent you automatically gain +2 to all returns due to the wealth of invaluable advice surrounding you. E.I. are the best financiers in the world, it would be a shame to waste the opportunity to get some free help.

Misc.

The GM should feel free to make up new investment options with greater risks or unusual sub-clauses.

Another cluster of shells smashed apart the last of his cover and Agent Fredericks hurled himself into a roll that took him across the smoke-shrouded office. Ricochets whined around him as he skidded behind the bank of filing cabinets, cursing himself for not springing for that Anascan upgrade; his opponent was no more than a vague silhouette amidst the choking, acrid clouds, but seemed to be having no problem picking Fredericks out through the haze. Extending an arm up towards the top of the cabinets, he pushed the barrel of the AMS Suppressor over the edge and held down the firing stud, hosing the office with a ragged burst of fire. He heard the thump of a body hitting the ground and a muffled curse, too angry to be the cry of a seriously wounded man; and then a tense, charged silence. Fredericks strained to pick out the sound of his opponent's breathing while keeping his own as quiet as possible.

One of the monitors that had so far survived the firefight blared into life, startling Fredericks enough that he almost jumped up out of his cover. "Breaking news from the Federation this morning!" burred the idiot voice enthusiastically, the flickering light of the display strobing oddly through the greasy coils of gunsmoke. "With the resignation of Yeager's longtime financial controller Jay 'Killer' Hamson last night, Y&S stocks are down forty points. However, Yeager CEO Dave Harmil remains positive around the subsidiary's outlook, saying that the Federation expects a replacement to be on board by week's end. More as it breaks." Abruptly the monitor winked off again, its message delivered.

Fredericks felt his hand tremble, felt sweat loosen his grip on the submachine gun. Forty points! At that rate, if he survived the mission, his life wouldn't be worth living. Terror and adrenaline coursing through him, he bit down, opened the sneaker channel to his broker, started to mumble as loudly as he dared. "Brad? Brad! Yeah, me. No, listen. Can't talk. Yeah, I know, I heard. No, sell all of it. No, it'll go down a lot further than that. Damage limitation. Yeah. Yeah. Okay. Bye."

He closed the connection, bracing for a fusillade of shots, but nothing came. From the other side of the office, he heard a quiet stream of whispering in Mandarin. Listening intently, trying to place his opponent, he caught the Mandarin words for "buy" and "forty points" and felt fury rise in his gut like water boiling in a pan. Not only was the son of a bitch trying to shoot him, he was profiteering on the Y&S dip! With a scream of inchoate rage, Fredericks hurled himself forwards through the smoke, the gun crackling in his hand.

CRIME PAYS

During your downtime you can engage in criminal activity. Within the Eastern Bank you should remember that Rank Loss is multiplied by 5 so this can be a risky venture.

1. Decide the type of criminal activity you wish to engage in. You must have at least Crime 1.

2. The GM will decide an appropriate roll to make. For example, if you are stealing cars he may choose 'Intelligence + Crime'. If you are burgling houses he may require 'Agility + Crime'. Note the XS of your roll.

3. The GM now works out how much cash you make and your chances of getting caught.

The Pay Multiplier is a combination of the following factors

XS + Contact Level + 4 for each relevant Training.

XS: The XS of the roll. If it is negative it will reduce the payout.

Contact Level: This can be any number of relevant contacts. Their combined levels are added to the total. For example, a car thief would benefit from a chop shop contact or a hotel valet. If the thief has both then both can apply.

Trainings: The GM should be fairly strict on which trainings help. For example, the Car Thief Training would help stealing cars but the Mastered Weapon Training should not really help a mugger. If a hitman had Mastered Weapon in 'Sniper Rifles' then the GM may allow it every now and then but it's unlikely every hit will be at range.

For example, you are a hitman. You pass your roll by 5, have a contact at 5 who sorts out your targets for you and you have the Assassinate Training. This would give you a total pay multiplier of 14.

You multiply this number by 200 to get your reward (in credits). In this case 2800¢

Getting Caught

Each successive downtime you perform a crime there is a cumulative 5% chance you get caught. In addition if you fail your roll the amount you fail by is added to this % chance. The GM should use a D100 and if he rolls equal or below this % you're in trouble. If you do not engage in crime for a downtime action the chance to get caught is reduced by 5%.

For example. Agent Cunningham has engaged in contract arson for the past 3 downtime actions. (Currently he stands a 15% chance to get caught). This week he tries again and fails his roll by 4. Including this week's 5% that's now a 24% chance to get caught. He spends the next 3 weeks of downtime in his garage repairing guns. This drops the chance down to 9%.

Punishment

The GM can feel free to work out the punishment or use the quick system which is a loss of Rank Points equal to the half pay multiplier (round down). Remember, in the Eastern Bank this number should be multiplied by 5.

UNDERGROUND STATUS

Underground Status works like Rank but the GM will award you Underground Status Points rather than the Rank Points. Status points are awarded for making your mark in the seedier avenues of life. Below are listed some example activities and the Underground Status Points associated with them. The GM should feel free to award points for other acts not mentioned here which would increase a criminal's notoriety but remember a criminal will need some kind of evidence or witnesses to his endeavors.

Murder	Underground Status Points
UIG Officer	Rank x 2
Important Official	5
Outcast	1
Citizen	2
Agent	Half Level
Criminal	Underground Status

Selling Contraband

Small deal (Less than 100¢)	1
Moderate deal (101-5,000¢)	2
Big Deal (5,001 to 100,000¢)	3
Wholesale (More than 100,000¢)	5

Assassination

Easy Target (Level 0-1)	1
Basic Target (Level 2-10)	2
Moderate Target (Level 11-20)	3
Hard Target (Level 21-30)	4
Elite Target (Level 31+)	5

Fights

Fair Fight	1
Hard Fight	2
Outclassed	3
Badly Outclassed	4

Robbery

Small (10-100¢)	1
Medium (101-5,000¢)	2
Large (5,001-20,000¢)	3
Severe (20,000+)	4

US Points	Rank	Title
10	1	Soldier
25	2	Hood
45	3	Felon
70	4	Crook
100	5	Fugitive
135	6	Racketeer
175	7	Mobster
220	8	Gangster
270	9	Wiseguy
325	10	Kingpin

These are loose titles used only for descriptive purposes. They are not used by gangs or the UIG in any formal way.

Underground Status has limited use at present but will be expanded upon in further supplements

BOUNTY HUNTING

Bounty hunting is a popular pastime with Agents. Although the Core Rules cover it on a basic level the opportunity for bounty hunting within the Eastern Bank warrants more detail.

More About the Bounty Hunter's License

This allows an individual to collect bounty on a wanted criminal. Anyone who is technically a criminal (i.e. depersonalised) can be returned for a bounty to either Lanzas, the UIG or any other number of small bounty hunting organisations dotted across the world. There may still be a small reward offered but it is not an official bounty.

The ICR (International Criminal Register)

Anyone with a Bounty Hunter's License is also able to browse the International Criminal Register (ICR), this is an up to date list of the currently active 800,000 or so wanted criminals. The ICR includes a wealth of information such as last known whereabouts, places of business, aliases, operational methods, associates etc. Some wanted parties are not on this list because a UIG operation may be currently in action against them.

Claiming Bounties

To claim a bounty at least the head and right hand of the target must be taken to either a registered bounty hunting company (such as Lanzas FC&D) or a UIG Station. Once identity is confirmed the bounty is paid to the hunter in registered credits. If the head and right hand are not available then some evidence of the kill must be presented. The GM should adjudicate such evidence but often the bounty will not be paid, especially for higher profile criminals. Bounty Bags are available from UIG stations and other outlets to aid in the preservation of body parts. These are detailed on page 38.

Rewards

These are listed to the right.

If commissioning a bounty from a company such as Lanzas you must pay double this amount, the remainder is the company's fee. Bounty is determined by 2 factors, target threat and criminal level. Use the 'target threat' to determine the basic reward and then multiply this by the 'criminal level'.

Example 1

Joey 'the Tyre Iron' McCall is pretty handy with his fists (and his tyre iron). He is guilty of multiple muggings and at least two murders. He is currently registered as having -18 rank points and considered a 'medium threat'.

His bounty would thus be – $2000 \times 4 = 8000\phi$.

Example 2

Chi Yung is the head of the Ling Mao Triad in Changsha. She is known to have organised dozens of high profile crimes and personally murdered at least 18 people. Her triad exceeds 20 members and she is also a capable, augmented combatant. Her rank points currently run at -116 and she is considered a high threat. Her Triad members are also all medium threat, moderate criminals and will return individual bounties if killed or captured.

Chi Yung's bounty would be – $4000 \times 20 = 80,000\phi$

Triad Members would typically be worth – $2000 \times 2 = 4000\phi$

Taking the whole Triad out would make the Division 160,000 ϕ

PAYMENT FOR BOUNTIES

Target Threat

Zero Threat	A typical human	500 ϕ
Low Threat	Some basic combat skills or equipment	1000 ϕ
Medium Threat	Good combat skills or equipment	2000 ϕ
Increased Threat	High combat skills and/or equipment	3000 ϕ
High Threat	Elite combat skills and/or equipment	4000 ϕ

Criminal Level

Minor	-05 to -07 Rank Points	x1
Moderate	-08 to -15 Rank Points	x2
Significant	-16 to -25 Rank Points	x4
High	-26 to -40 Rank Points	x10
Extreme	-41+ Rank Points	x20

DISTINCTIONS

Various distinctions can be awarded to bounty hunters who have proved able in the field. These are added to the ID chip by the UIG and registered bounty hunting agencies.

Experienced Bounty Hunter	Collected 10 Bounties
Veteran Bounty Hunter	Collected 30 Bounties
Elite Bounty Hunter	Collected 50 Bounties and at least one bounty considered a 'high threat'

BOUNTY HUNTING OFFICES

Lanzas FC&D Lanzas has a local office in all major cities and Spires.

UIG The UIG has Offices in all significant habitations

Ku-Hin Ku-Hin is an Ai-Jinn subsidiary with offices in all Ai-Jinn habitations. Many are convinced that Ku-Hin does not deal with all criminals brought in as it should and that some are recruited into the ranks and given new identities.

Gotcha! European bounty hunting company based in Rotterdam Old City. It is a small independent office employing a permanent staff of 10-14 hunters at any one time. They are extremely gung-ho and enjoy going for maximum risk targets. These hunts are often filmed and televised. All hunters can return outlaws to the Gotcha! office in the normal manner.

WFTF Western Federation Termination Force – This Agency has 10 offices scattered around the Federations major cities. Each office functions as a legal agency for the deposition of criminals but also has a Division assigned to the office to undertake jobs pertinent to the Federation.

Masuhara Although this office is located in Tokyo open city it is not under Shi Yukiro control. The Agency employs covert stealth techniques to track and capture difficult or sensitive targets. Many of Clan Hitori work for Masuhara to maintain their skills when off-mission.

Tony's Legal Services

Hi, I'm Tony 'The Hammer' McMann, I've dealt with the law a lot in my time and I can use my experiecnce to help you.

I only provide one service - complete aquittal. That's how fuckin' good I am.

For a fixed fee of one hundred thoudsand credits I guarentee the charges will just disappear.

Whenever you use Tony there is a 7% chance he can't get the job done, get's caught and in the process you get dragged in. If this is the case not only is there no reduction in sentence or opportunity to use another lawyer, you lose a further 4 Rank Points for attempting to corrupt the legal process. On the bright side Tony does take payment in drugs, guns and black market goods.

CHANGING PROFESSION

Changing Profession is also a Downtime Option - See page 67

'Brother' Jarre looked from the unassuming little man in the manacles to the two large, impassive men flanking him in their flawless, impeccably tailored suits. "You did get all that, right? Guy doesn't look much, but he's an animal. Killed three of my crew, bit clean through the wrist of one of them to get out of his restraints. I had to knock him out cold to get him here, 'n even then it took some doing. He's quick, too, awful quick, you want to watch out for that -"

One of the twins – or at least they looked the same to Jarre – nodded gravely. "Yes, Mr. Jarre. We have your statement on file. Congratulations again on your bounty. This individual will most certainly be dealt with appropriately. You have the word of the Ku-Hin on that."

Jarre subsided, not wholly mollified. He backed towards the door, the two men keeping their carefully neutral eyes on him. As he reached it, the little man in the chains twitched his mouth up into a wan smile. Jarre turned, pushed through the door and left, walking rather more quickly than normal.

DISTINCTIONS

Distinctions are UIG certified grades awarded to individuals that indicate outstanding ability in certain areas. These are written to the ID chip by accredited organisations whose business involves the testing, employing and recognition of exceptional individuals. A Distinction Bestowal License is required.

Distinctions have no physical effect on a person, they simply act as a certificate which allows others to assess their competency without long drawn out tests. For example, the UIG want to employ someone to track down a particularly dangerous criminal. Sending amateurs after her will only get people killed and serve to warn the criminal that she needs to look over her shoulder. If an individual approaches the UIG with an 'Elite Bounty Hunter' distinction then there is a fair chance this person will get the job done first time with no fuss.

The writeable section of the ID Chip can contain essentially unlimited amounts of text data and so there is no limit to the number of Distinctions an Agent can acquire.

Examples of those who can award distinctions include:

Lanzas FC&D
The UIG
Jictar Hunting Authorities (Vastaag)
Eldoran Relic Reclamation Authority (ERRA) (Venus)

It should be noted that these organisations never award distinctions falsely. If one case of fraudulent bestowal is found the License can be permanently revoked. Distinctions are referred to in relevant parts of the book, the GM should feel free to invent his own Distinctions.

Madam Ling was a woman with a reputation, a reputation that had started with petty crime and drug dealing, grown with the addition of people smuggling and prostitution to her portfolio and become legend through the brutality of her ire when directed against anybody who threatened her business. The triads all showed proper deference and respect to Madam Ling and her small personal army of well-paid and incorruptible thugs. Nobody dared tread on the sectors she considered her own.

Sarutobi Shirow was a man with a reputation, a reputation that started as a peerless hitman, a reputation that had grown with the rumours that the Shi Yukiro had made him an Agent and, because above all else Shirow was a man with little patience, had become legend when he singlehandedly strode into Madam Ling's place, waded through her men, cutting them down on the edge of his Ion Katana like sheafs of wheat without breaking a sweat and left with Ling's head in one hand.

Reputation has its uses, one of those uses is for painting great big target signs.

The Forge Bar was heaving, the stink of sweat, smoke and the refinery strong in the air. Brother Uriel, seated in the back corner nursing a short, scratched at his cheek. The Asian Heat viral modifier he'd picked up at a local porn shop was of dubious quality and he began to fear it might wreck his geneset irreversibly. The mass of bodies was making surveillance all but impossible from this position. Knocking back the vedchek, he stood and slowly elbowed his way through the press of sweating figures until he could make out his objective; a table of five hulking brutes playing some obscure Chinese card game. These men, like most of the patrons, were refinery workers on their weekend leave. The Order had sent Uriel to Zaliv with a broad ranging charge to investigate rumours that the Ai-Jinn were desecrating the bodies of workers in order to gain some kind of pack mentality. The Order was strongly against messing with God's blueprints; ironic, he thought, that he should be using a viral modifier at this very moment – ah well – the greater good.

Uriel watched the men out of the corner of his eye. From his observations so far, he believed that these workers, though not keen as razors, were prone to violent outbursts at the slightest provocation. On top of that he felt very small in here, Uriel was six-foot and solid, but these men were giants and built like weltball players.

He spotted a gambling machine a few yards from their table, a good opportunity to get closer and maybe listen to their conversation. Uriel pushed his way towards the machine, pulled out a slip chip, shoved it into the slot and tried to slam the 'play' button in a way that suggested he was used to it. Reels span and lights flashed hypnotically – no win. He went to slam the button again but staggered backwards as needles of pain raced though his temples, down into his cheeks and around his jaw. He dropped to his knees clutching at his face, feeling the skin and muscles crawling underneath his fingers as he realised with horror the viral modifier was wearing off with savage speed. Small lesions split open on his face and his muscles tensed and twitched fiercely. The pain vanished as quickly as it came and as he opened his eyes saw the pit-bull face of one of the refinery workers, grinning at him. A massive, callused hand reached out and grabbed him by the neck, lifting him a clear foot off the floor.

A string of rough Chinese came from the finer's mouth.....think...Uriel translated slowly to himself and coughed back some words in broken Mandarin.

"Uh...holiday.....I'm here on holiday."

The finer laughed and looked around his co-workers. "I don't think so Corporate shit."

Uriel coughed again, the grip tightening. "No..no..I'm not Corporate, look, no socket." He tapped the back of his head desperately.

"Hmm...too bad, then you might have stood a chance."

The finer drew back a massive fist ready to deliver a punch that would have taken the Brother's head off. Uriel had little choice. Before the finer knew what was happening a crimson blade of raging fire drove its way into his stomach, up through his chest and out of his shoulder. The finer, unimpressed, turned his head to examine the spike of fire jutting out his body, then looked back at the man dangling from his fist.

"STUPID LITTLE BITCH."

Uriel was thrown to the floor like a rag doll, the monster dropped onto him, his knee impacting onto Uriel's chest and making the tell-tale sound of cracking ribs and sternum. Uriel tried to hack at him with his blade but another hand grabbed his wrist and snapped it like a dry twig. He felt knives of agony run up his legs but couldn't see what was happening. The finer on his chest then began to drive home punch after brutal punch; he could hear the wet smack of the fist on his face but all sensation was gone. He shut off his mind and searched for something higher, something stronger – but it didn't come. Death was certain and bloody.

METAHUMAN STRAINS

Efficiency and skilled personnel have always been the keys to success in the corporate world but only recently have advancements in genengineering made it feasible to specifically tailor employees to their work. Corporate employees often have to work in conditions that humans have never historically faced before and consequently are ill suited for. The solution to this has typically been suitable equipment but hazard-suits can rupture, rebreathers need to be periodically replenished, no easy solution has yet been found to eliminate muscle wasting during longterm space-transit and all these factors combine to increase liability and cut productivity. Where technology has failed, biology has stepped in to provide the answer; genetically modify corporate staff to enable them to work in otherwise hazardous environments without technological aid; enhance their existing abilities to improve their productivity or both. Trial and error has given rise to several standardised templates for creating the human sub-strains that have come to be known as metahumans.

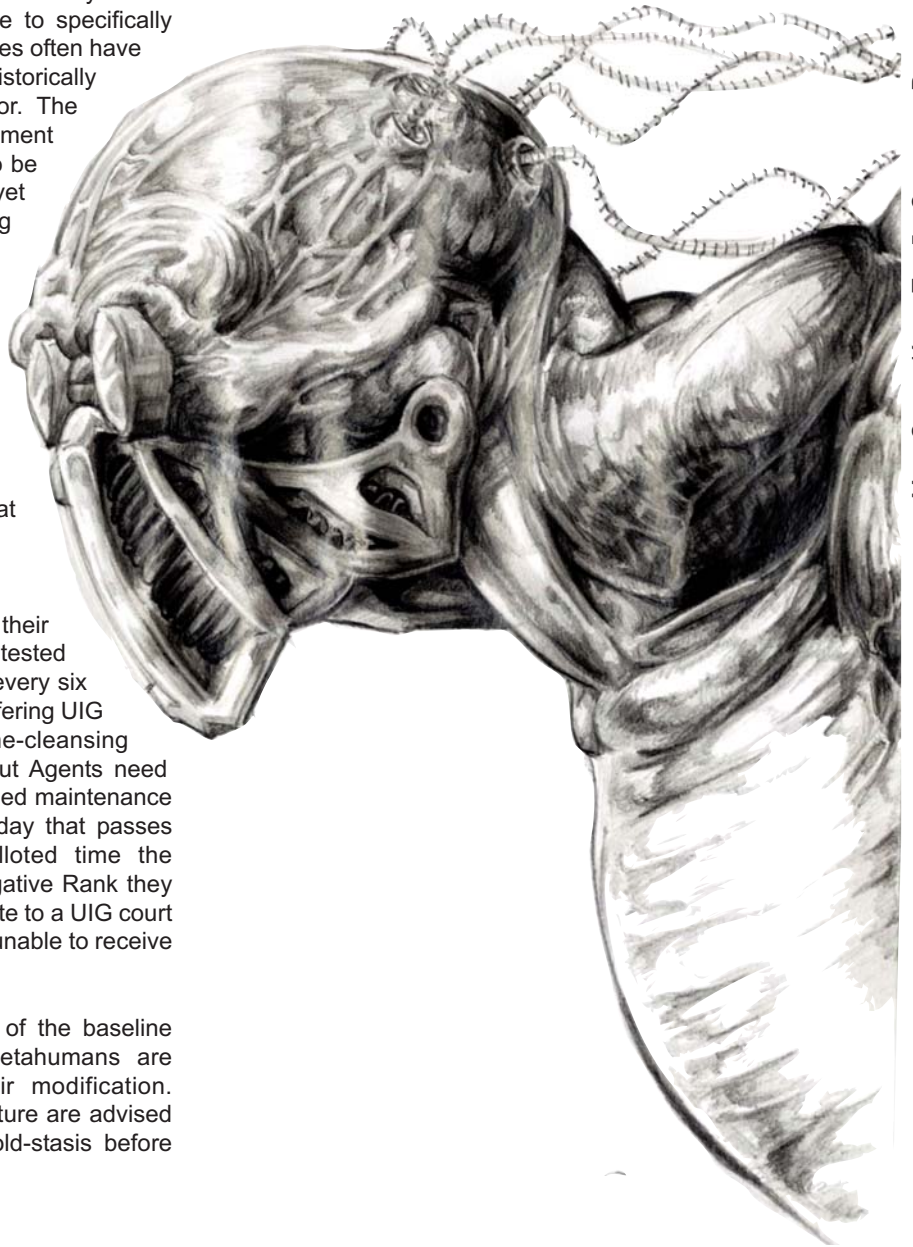
Metahuman Law

A metahuman must by law have a notation of their strain template added to their ID chip and must be tested for mutation and receive routine gene-cleansing every six months at a UIG-approved laboratory or begin suffering UIG scrutiny and possible depersonalisation. Gene-cleansing costs between 1500¢ and 3000¢ per session but Agents need never pay this as their monthly corporation-provided maintenance includes genetic repair as standard. For every day that passes without receiving gene-cleansing after the allotted time the character loses 1 Rank point, upon reaching negative Rank they are declared outlawed unless they can demonstrate to a UIG court that extenuating circumstances meant they were unable to receive treatment.

Furthermore, in order to prevent contamination of the baseline gene-pool with artificial mutant genes, all metahumans are sterilised as a matter of course during their modification. Metahumans who wish to have children in the future are advised to have samples of their gametes placed in cold-stasis before undergoing modification.

PLAYING A METAHUMAN

Simply take the training opposite at character creation and then select one of the metahuman strains.



META STRAIN KAPPA TAU 5 - CURRENTLY PROTOTYPE

TRAINING - METAHUMAN

Corporate Agent or UIG Officer, Character Creation Only
You have been genetically enhanced by your corporation and may apply the modifications of one Metahuman Strain to your character. Becoming a metahuman requires several years of modification, gene cleansing and physiotherapy and as such may not be acquired after character creation.

PLAYABLE STRAINS

MEA (MARTIAN ENVIRONMENT ADAPTION) "MINERS"

Commissioned by the Mars Mineral and Mining Corporation to improve the productivity of some of their longterm employees, the MEA gene-shift provides resistance to moderate levels of atmospheric toxins as well as denser musculature and more efficient lungs and cardiovascular system to improve endurance and allow the subject to make the most of available oxygen.

Identifying Features

Miners are roughly 6" shorter than the norm for their ethnic group and an equivalent amount broader. They possess squared facial features with large, wide noses and a slightly higher body-fat index than is normal for unenhanced humans.

Modifications

Miner characters have the following modifications;

- 1.Strength & Endurance natural ability maximum increased to 12
- 2.Agility & Reflexes natural ability maximum decreased to 8
- 3.Natural Inhaled Toxin Filter (Level 8). This stacks with cardiomechanics but not worn Toxin Filters.

AGR (AMPHIBIOUS GENETIC REWRITE) "ICHTHYANS"

The AGR gene-shift is most in use by Shi-Yukiro in their Aqua Palestra laboratories on Miller-Urey, it provides the modified individual with a binary respiratory system that allows them to switch between air breathing lungs and water breathing gills as well as toughened venal walls to protect the modified individual from the adverse effects of high pressure and rapid decompression.

Identifying Features

Ichthyans have little-to-no body hair, large chest and thigh muscles, are typically ectomorphic and have a set of gills lining the sides of their neck. Nictitating membranes cover their eyes when submerged and when out of water these can be partially seen, undeployed, in the corners of their eyes.

Modifications

Ichthyan characters have the following modifications;

- 1.Ichthyans are able to breathe both air and water without penalty.
- 2.Ichthyans are able to swim at their full land movement speed and are not required to make Athletics checks to do so capably.
- 3.Ichthyans are not subject to decompression sickness and may descend down to 3000 metres without suffering harm from the extreme ocean pressure.

SAR (SPACE ADAPTION REWRITE) "VOIDHOPPERS"

This gene-shift is used almost exclusively by Ai-Jinn spacers to help make deep hauls and spending months at a time on space

station bases less arduous. The SAR gene-shift is a modification of the AGR template and those carrying it have light, agile frames and a highly developed nervous system well suited to low-gravity conditions, musculature that won't waste from long periods in low-gravity conditions and cardiorespiratory baffles that allow them to survive exposure to hard vacuum for short periods.

Identifying Features

Voidhoppers are extremely lithe and have lean, wiry musculature, they are also noted for having unusually small ears, sharp facial features and long limbs. Most are also quite tall, up to 7' in height.

Modifications

Voidhopper characters have the following modifications;

- 1.Agility & Reflexes natural ability maximum increased to 12
- 2.Perception & Strength natural ability maximum decreased to 8
- 3.Voidhoppers can hold their breath for extended periods of time, even after exposure to hard vacuum they can hold their breath for a number of minutes equal to twice their Endurance and remain conscious for half that time. Once this time has elapsed the character begins losing 1 Intelligence each round until reaching 0 and dying from oxygen deprivation.

OGT (OPTIMISED GENETIC TEMPLATE) "ALPHAS"

The OGT gene-shift was the result of a project by Eurasian Incorporated to help improve the quality of their Agent-base. Extensive comparative genetic modification refines literally every facet of the Agents being, turning them into a true superhuman. Unfortunately the genetic reconfiguration is so extensive that they are extremely susceptible to mutagens and ionising radiation and as a result are far more likely to suffer from cancerous and degenerative disorders, though with modern medical advances this is typically just an annoyance rather than a life-threatening problem.

Identifying Features

Alphas look almost too perfect to be real and could put any bodybuilder or supermodel to shame with physiques more reminiscent of Greek statuary than human flesh. Most have a subtle aura of unshakeable self-confidence that makes those around them feel more than a little inferior.

Modifications

Alpha characters have the following modifications;

- 1.All natural ability maximums increased to 11
- 2.Alphas must roll below Endurance on 1D10 each game session in which a roll of '10' is always a failure. If the roll is failed they have developed a disorder of some kind and immediately suffer a 1D4 point reduction to one of their ability scores, decided by the GM. This reduction is permanent but they may spend 1000¢ per point of ability loss and a downtime week to receive medical care that removes the penalty.

MACS (META-AUTISTIC CEREBRAL SHIFT) "SAVANTS"

This gene-shift turns the modified individual into a form of artificial savant, the alterations to their synaptic patterns give them an instinctive insight into mathematics and science, particularly computer science, allowing them to make intuitive logical jumps that simply wouldn't occur to most people. The downside is that such individuals have trouble relating emotionally to those around them, often seeming cold or mechanical.

Identifying Features

There is little that separates savants physically from normal humans as their modifications are entirely internal. However, few ever show any outward signs of emotion and they may develop unconscious habits or psychological quirks such as muttering under their breath, nervous ticks or obsessive-compulsive behaviour.

Modifications

Savant characters have the following modifications;

1. Intelligence & Perception natural ability maximum increased to 12
2. Presence & Reflexes natural ability maximum decreased to 8
3. Savants may reroll any failed Assess Tech, Computers & A.I., Mechtronics or Science check a number of times per session equal to half their Intelligence score, only one reroll can be made per round.

CAR (COMBAT AGGRESSOR REWRITE) "DOBERMAN"

Doberman are the product of one of the Western Federations numerous supersoldier programs. The gene shift includes greatly strengthened tendons, enhanced agility and an over-developed adrenal gland that can send them into a frenzy of physical activity when under pressure. Doberman are often formed into crack squads of highly-proficient guerrilla fighters and deployed into situations where close-quarters combat is expected in order to break the enemies ranks and shatter their defences.

Identifying Features

Doberman have short but dense black hair on their heads, forearms, and shoulders reminiscent of their namesakes coat. Tanned skin-tone is common, as is a slightly hunched stance. Their facial features are chiselled and feral in appearance, often with pronounced canines.

Modifications

Doberman characters have the following modifications;

1. Strength & Agility natural ability maximum increased to 12
2. Presence & Intelligence natural ability maximum decreased to 8.
3. Doberman may spend a Conviction point to increase Strength, Endurance and Agility by 1 for one scene.

PRS (PSYCHOSOCIAL REFINEMENT SHIFT) "GEISHA"

Intended to be the perfect spies and diplomats, the Geisha strain are made to be universally attractive, with symmetrical facial features based on countless tests that determined what most commonly fits the human metric for beauty. Coupled with this they were given the natural ability to synthesise a form of pheromonal interrogation drug that can render those exposed to it docile and compliant.

Ladies and Gentlemen: its no secret our cities are becoming increasingly violent and it's clear that our valiant and dedicated UIG Officers are badly outnumbered and unable to combat the plague of street level brutality. I am pleased today to announce a breakthrough in law enforcement, something that we've been working on for over 19 years; the result of a massive effort from geneticists, biologists, psychologists and cyberneticists. I present Alpha 1.

Alpha 1 represents the first of a new wave of Critical Response Officers we've named Malenbrach. They're tough, uncompromising, highly skilled and unflinchingly loyal. What's more, we have a permanent gene-lab set up to continue production of the Malenbrach Project until we have at least one squad of these cutting-edge law enforcers in every city on the planet.

- Officer Mitchell Feridor, spokesman for the Malenbrach Project at the unveiling of the first UIG metahuman strain.

Identifying Features

Geisha were designed to be stunningly attractive but not in the too-perfect way that Alphas are but rather an idealised "pin-up" look that doesn't immediately identify them as non-human. Indeed it is almost impossible to tell the difference between a normal human and a Geisha by sight alone.

Modifications

Geisha characters have the following modifications;

1. Presence & Perception natural ability maximums increased to 12
2. Reflexes & Strength natural ability maximums decreased to 8
3. Geisha may use their manipulation pheromones once per day. When used, anyone within 5 feet must make a 'Presence + Endurance' check or become passive and suggestible. If they fail then any social Presence-based checks made against them gain a +6 bonus for the next scene. The influence of Geisha pheromones is too subtle for the target to realise they are affected under most circumstances but if they have previously been the target of this ability and know what happened to them then they will immediately realise what has occurred should they pass their 'Presence + Endurance' roll.

VIEWS ON METAHUMANS

Opinions regarding Metahumans vary between the corporations; The Ai-Jinn are extremely enthusiastic about the longterm improvement in functional efficiency Metahumans provide and are consequently the largest employer of genetically modified humans out of all the corporations. Eurasian Incorporated also appreciate Metahumans due to the fact that they provide yet another avenue by which problems can be solved through gross expenditure of capital. The Shi Yukiro and the Western Federation have no strong views on Metahumans, finding them useful in certain areas of business but overall of minimal importance. Comoros is extremely wary of the practice of human genetic modification and discourages it within the organisation but holds no true prejudice towards Metahumans.

The Order of the True Faith

To the Order, Metahumans are walking blasphemies, living embodiments of technology taking human beings to levels they were never meant to attain. The Daegu Genelabs are frequently a target of Order pickets and Metahumans can expect a cold, if not hostile reaction from any Order member and may even suffer physical attacks by extremists. Some of the most radical factions of the Order even go so far as to lobby the UIG to have the genetically engineered declared non-human and thus no longer subject to human rights laws, fortunately for the Metahumans the UIG have so far consistently responded with an unequivocal 'No'.

The UIG

Metahumanity proves an interesting conundrum for the UIG, by the time proper regulations had been established there was far too much lobbying from the corporations to outlaw the process and a number of modified individuals had already been created but the threat of genetic contamination was too great to be ignored. As a compromise the UIG passed legislature ensuring that all Metahumans are biochemically sterilised and regularly checked for genetic flaws but otherwise allowed the practice to continue. This disappointed the Ai-Jinn, who had hoped to establish Metahuman dynasties to further increase efficiency but for the most part the corporations agreed to the UIG's terms. Similarly to Comoros the UIG discourages their Officers from undergoing the gene-shifting process and any Officer who does is expected to pay for his gene-cleansing out of his own pocket but there is a degree of wary respect for those who have the dedication to go through with it and they often get assigned some of the more interesting investigations.

PLOT IDEAS

1. Ichthyan saboteurs have been sneaking around various Eastern Bank installations run by your corporation, avoiding detection by going in and escaping without watercraft.
2. A high-ranking Alpha in your corporation has been infected with a bioweapon that accelerates the progression of his disorders.
3. Act as bodyguards to a Geisha diplomat, you will have to receive and maintain anti-pheromonal drugs while doing so.
4. A female Metahuman Agent has become pregnant despite the sterilisation process and your Corporation wants the second-generation Metahuman baby intact. Shield her from UIG scrutiny by faking her death.
5. A riot has broken out between Order extremists and the Tianjin Miner-Strain Metahumans.
6. The modification of one of your corporation's Agents into the Alpha strain has gone horribly wrong, transforming him into a cruel, predatory monster; an Omega.
7. Metahumans are being abducted and killed for their enhanced organs to be sold on the black market.
8. The Cult of Machina have surfaced en masse and are attacking the Daegu Genelabs for it's 'Heresies of the Flesh'.
9. A genengineer at the Daegu facility is a member of the New God Dawn and is secretly using the facility to construct a fitting body for the New God - a flawless Alpha.
10. A biogenetic plague that Metahumans are seemingly immune to has sprung up in the old cities.

BLASPHEMY! Man, created in the divine image, is a perfect work, formed from primal clay. Yet man, in his hubris, seeks to improve upon the divine creation. Sinners! For three hundred years we have fought the spread of cybernetics, false offerings of the unenlightened, the ugly trappings of metal and plastic with which the sinners defile their own clay. Now, in their arrogance, compounding their hubris, the Five build their offerings of false flesh. Brothers! Sisters! Let not mercy stay your hand, for mercy is an aspect of the immortal soul, and the things in that building have no more soul than the armour you wear or the weapons you carry. Burn them all!

-attr: Inquisitor Caleb, Order of the True Faith, Eve of the Seventh Daegu Burning

Blasphemy. Flesh is obsolete, the clinging remnant of a dead age. All efforts must be forced towards the pinnacle, towards the swelling growth of the machine. Those who place their faith in this new flesh are damned. Those born to this new flesh are condemned. Rend them, tear them, carve out their stain.

-attr: Leviathan, Chimera Prophet of the Cult of Machina, Eve of the Third Daegu Burning

**A-PORK-ALYPSE
NOW**



PORKY DINER AND TAKE OUT

**THE BEST PORK*
IN THE EASTERN BANK**

***NOT REAL PORK**

EQUIPMENT

It's not living alone if you keep a rifle under the bed.
- Chuck Palahniuk

Within the confines of the Eastern Bank an Agent must be extremely careful to ensure he does not attract attention. For that reason the majority of equipment in this book is not overtly combat based. Instead it offers Agents the opportunity to do their job better, more efficiently and more discreetly. For example, the inclusion of depleteable toolkits allow an Agent to invest money to dramatically increase his chances of success in a technical field. This can prove extremely valuable when failure can result in depersonalisation.

Likewise, one of the main cybernetics retailers covered is Liberty Black, their range of covert, espionage related cyberware is ideal for any Agent attempting to avoid the strict punishments of the Capital Code Zone.

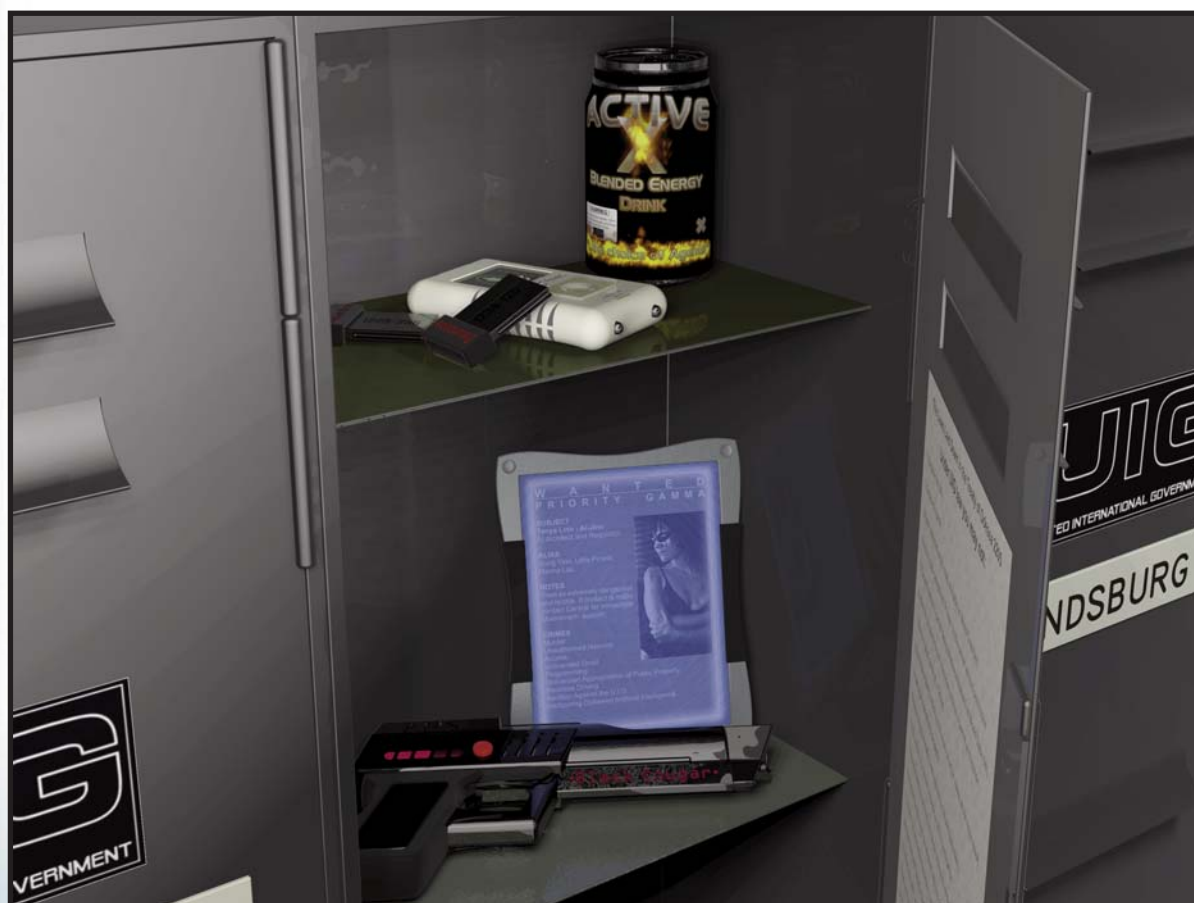
You will also find some prototype equipment available. This offers GMs a way to give players some interesting, powerful and potentially hazardous gear without needing to give them massive pay cheques and still maintaining game balance.

PROTOTYPE EQUIPMENT FAILURE

When using prototype or similarly high end equipment **any** doubles rolled mean the user must roll on the table below.

1	The equipment functions normally
2-3	The equipment will not function again for D10 rounds
4-7	The equipment will not function until repaired
8	The equipment fails to function, breaks and cannot be repaired
9	The equipment has a disastrous failure. If it is a damage dealing item it deals it's damage doubled to the user. If it is not damage dealing the GM should choose a result. Cannot be repaired.
10	GM Chooses.

Because prototype equipment varies in nature so much the GM decision is necessary. It would be overly complex to create a fail system for every type of equipment conceivable. *Note. Prototype failure on doubles overrides professional skills, etc.*



KUANG ARMS CONCERN

Welcome peoples of East Bank. Kuang is a longest running family business with reputation for excellent in field of weapon. Kuang specialise in solid-state round technical with focusing on hand gun and mid-size weaponage. Please be browsing catalogue and shop with confident. All purchase having one week of guarantee.

As additional happiness we have working with Shim, also fine weaponage maker and am bringing to you joyous guns to have death with enemies.

Pistol - KAC Shim 'Strong Wife' Semiautomatic Handholding Pistol

Damage D6 50¢ Medium Range Rate 2 EMP Immune

This is Kuang's most popular model. It been around for years and can be picked up in most old cities at any weapon dealer or junk shop. This weapon jams on all doubles rolled regardless of profession. It takes 2 actions to unjam.

Magnum - KAC Shim 'Glorious Victory' Heavy Duty Shooting Gun

Damage D12 100¢ Medium Range Rate 1 EMP Immune

An extremely heavy duty handgun. Companies such as AMS do not cheaply produce handguns that fire such powerful rounds due to fatigue on the weapon. KAC are undeterred by such problems.

Each time a 12 is rolled for damage the weapon loses 2 condition levels.

Machine Pistol - KAC 'Dancing Panda' Multi-Firing Bullet Pistol

Damage 3D6 500¢ Medium Range Rate 1 EMP Immune

Although an extremely cheap machine pistol it is notorious for jamming. The weapon is considered condition 1 and jams on all doubles when rolling to hit. It is a simple job to un-jam it which takes 2 actions.

Shotgun - KAC Shim 'Sunshine' Combating Shotgun

Damage 2D12 / 3D12 500¢ Medium / Close Rate 1 EMP Immune

A low quality shotgun which fires massive sprays of ammunition at the cost of enormous kickback and potential damage to the weapon. You must use both you normal action and free action to fire this weapon in order to adopt a stance which can buffer the kickback. This is not necessary with Strength 10+.

If a two of the damage dice roll the same number the weapons loses D10 condition levels.

Frag Grenade - KAC Shim 'Hello Happy' Throw Bomb

Damage 3D12 25¢ Support Weapons Rate 1 EMP Immune

Kac have crammed a massive dose of high-power, highly-unstable explosive into this oversize grenade. Each time one of these is thrown the GM should roll a D10. On a roll of 10 the grenade explodes when the pin is pulled instead of when thrown. This will obviously deal full (but not maximised) damage to the thrower.

These grenades are also have a 50% chance to explode if subjected to extreme heat or jolting.

Note: KAC weapons cannot be increased in quality.



OVER-RISK WEAPONS

Roll 'Perception + Heavy Weapons'

Y&S OCELOT AT17 ANTI-TANK GUN (HEAVY OVER-RISK FIREARM)

Damage Special 40,000¢ Long Range Rate 1 EMPS 15

This huge cannon is 7 feet in length, impossible to conceal and requires strength 8 to wield. It requires a 'Specific Equipment License' – page 26 of the Core Rules and an 'Over-Risk License'. The user must drop to one knee in order to fire the weapon else you receive a -4 to attack rolls. Once in position the user must spend one round to set up the weapons targeting system else he suffers a -4 penalty to his attack roll.

If you hit with the Ocelot the effect varies with the nature of the target. One smart clip provides one shot.

Against Vehicles

The Ocelot fires a depleted uranium, high-explosive plasma-bore slug, which is designed to penetrate the armour then explode within the vehicle shredding it and the occupants.

The weapon ignores (D10+10+Firer's XS) of vehicle Armour Value.

For example, if you pass your attack roll by 4 and roll a 5 on the D10 you will ignore 19 points of armour.

If this exceeds the armour of the target vehicle it is automatically destroyed. Everyone inside suffers 10D10 damage, which also ignores 10AV. Note this only works on conventional vehicles such as APC, cars, trucks and small tanks, not Cyberlins etc.

Against Personnel

The Ocelot is designed to punch through armour and then explode. Against personnel it is not very effective, it tends to punch a hole in them, pass through and then explode. For this reason personnel take only 3D10 damage from a direct hit which ignores 20 points of armour.

Solid Structures

If fired at walls or solid objects the Ocelot will penetrate AV in the same way as against a vehicle. If fired into an occupied building it will also damage the occupants of a room in the following way.

	Example	Damage
Small Room	Toilet, Broom Cupboard	10D10
Medium Room	Dining room, Lounge	7D10
Large Room	Lab, Conference Room	5D10
Huge Room	Foyer, Warehouse	2D10

Advanced Usage

To use the Ocelot one handed requires Strength 12 and the 'Nuke Training'.

The 'Nuke Training' also allows you to set up the weapon targeting as a free action and you do not have to kneel to use it as long as you have Strength 10 or more.

Ammunition – Each Slug for the Ocelot costs 250¢.

AMS AVALANCHE MBG6 - MULTI-BARREL GRENADE LAUNCHER (HEAVY OVER-RISK FIREARM)

Damage Special 45,000¢ Range Medium Rate Up to 6 EMPS 15

This bulky weapon must be held in both hands unless the user has Strength 10. It features a compound, rotating grenade magazine which holds 6 racks of 4 grenades. When the weapon is fired it launches 6 grenades in quick succession (one from each rack). These racks can be filled with any type of grenade.

Most users cannot accurately aim all 6 grenades. The most that can normally be aimed is 3 so the weapon effectively has rate 3 which fires 2 grenades at each target.

Achieving Rate 6

There are two ways to develop the skill and fire the weapon at rate 6.

1. Acquire the Nuke Training.
2. Have Heavy Weapons 9 or 10 and Reflexes 7+

NANO WEAPONS

NANOWIRE MINES - MIKURO COMPRESSED NANOBENNIC CHARGES (PENNYMINES)

Special 100¢ 20cm Range Rate Special EMPS 5

These small mines are the size of a coin and contain a tightly bound coil of nanowire. They are normally carried by those looking to evade pursuit by dropping handfuls of them to halt their pursuers.

Upon detonation (by stepping on the mine) the nanowire is set free, billowing outward in a 20cm arc. This nanowire ignores 10 points of AV and typically slices the targets foot into dozens of tiny pieces.

Anyone running through dropped pennymines must roll 'Perception + Athletics' with a penalty equal to the number of mines dropped or step on one. Slowing to a walk will automatically avoid mines in all reasonable circumstances.

Anyone stepping on the mine may roll 'Reflexes + Athletics' with a -10 penalty. Success indicates they pulled their foot away quickly enough to prevent removal but they still take D6 damage (ignoring 10AV). If they fail the roll foot loss is automatic and the foot cannot be recovered.

NANOWEB LAUNCHER - MIKURO NANOSYSTEMS X55 SPIDER (TACTICAL)

Special 70,000¢ 10 Metre Range Rate 1 EMPS 4

This vile tactical firearm resembles a heavy rifle in carbon-black and brushed steel with four mechanical claws surrounding the muzzle at cardinal points. When fired it launches a sphere of nanites which are then forced into a spider web like structure by the four manipulators. When the nanoweb impacts with a target there is a high chance that it severs several body parts. The weapon receives +4 to hit if you are within 5 metres of the target.

The launcher can hold 2 nanite clusters which cost 200¢ each. Each cluster creates one web (one shot).

Severing

If you hit roll 4D10; for each D10 that exceeds the targets AV a body part is severed (10's are considered to always sever). Determine the part randomly. You do **not** need to deal the amount of damage described on the severing table in order to sever the part. The nanoweb sheers through flesh with no effort. It is only the armour that can present a problem.

In addition, for each body part severed the target takes damage as on the table below.

Roll	Part	Dam			
01-20	Fingers	3	61-75	Arm	10
21-26	Face	2	76-85	Leg	12
27-47	Hand	6	86-97	Torso	20
48-60	Foot	6	98-00	Head	15

Example – Agent Redhawk (AV 4) is hit with a nanoweb. The attacker rolls 4D10 and gets 2,4,5,6. That means two random body parts are severed (for example foot and finger). Agent Redhawk takes 9 damage.

NANOBLADE KATANA - MIKURO NANOSYSTEMS - HYOUJIN KATANA (TACTICAL)

2D4+Strength 90,000¢ Close Combat Rate 2 EMPS 3

The nanoblade katana is carbon-black in colour and unusually heavy due to the dense stabiliser required to maintain the nanoblade which is mounted in the hilt. Strength 7 is required to wield it one-handed. It is devastatingly sharp ignoring all AV when attacking; however the nanoblade is extremely unstable and is highly susceptible to EMP. If a double is rolled with the attack dice the containment field collapses and the weapon loses its razor edge. (It is then considered a standard katana but loses the ability to sever on maximum damage). The field can be re-activated by someone with the Nanotech Training* and a nanotech toolkit or lab. This requires no roll but takes 1 hour.

**Note this Training is in Machines of War and not available in this book so an NPC or someone with Mechtronics and Science 8+ would have to do it.*

NANADE (NANO GRENADE) - MIKURO NANOSYSTEMS NN3 SHROUD GRENADE

Special 4,000¢ Support Weapons Rate 1 EMPS 3

This small, ovaloid black grenade, upon detonation, releases a cloud of aggressive airborne nanites which swarm the vicinity drilling and biting into all surfaces in the area of effect. Each round anyone in the area of effect takes D10 damage. Armour helps against this but each round the armour is eroded and reduced by 1, once at 0 the armour is considered ruined and cannot be used anymore. The nanites die after 10 rounds. Effective range is a 12 metre diameter sphere.

Note: These nanites have a basic programming which means they only attack armour and biological entities.

SUPPORT & THROWN

TAKATA - KARIUDO HIRA SHURIKEN

D2+Athletics / D2+Strength 20¢ 20 Metres Rate 3 EMPS Immune

Hira shuriken are small disks with bladed points used for throwing or sometimes slashing at an enemy. They vary in design but are small, subtle and very effective, especially when poisoned. The Kariudo is designed to hold and deliver a dose of toxin if the wielder desires. The user can also slash with the shuriken in close combat in which case the user does not retain their Defence (i.e. they are considered unarmed). It deals D2+Strength when used in close combat.

RIOT GRENADE

None 500¢ Support Weapons Rate 1 EMPS Immune

Upon detonation this grenade sprays hardening riot foam within a 3 metre blast radius. As soon as the grenade is thrown anyone in the area of effect can roll 'Agility + Athletics' with a penalty equal to the thrower's XS. If they pass this roll they are considered to have taken cover or dived out of the grenade's range.

Those who failed are automatically hit and locked in place by the riot foam. Breaking out requires the victim to accrue a certain amount of XS. He does this by passing a 'Strength + Athletics' roll. Only one roll can be made per turn and it is considered a normal action. Another unhindered Agent can help; his XS is added to the ongoing total. Negative XS does not reduce the total. Using Telekinesis or Assault gives you one point of XS per level you use above 4. *E.g. If you use level 7 it grants 3 points of XS.*

Subsequent grenades add more foam and increase the successes needed correspondingly.



Area	Range	XS Needed to Break Free
Red Area	0-1 metre	8 XS
Orange Area	1-2 metres	4 XS
Yellow Area	2-3 metres	2 XS

SMOKE GRENADE

None 100¢ Support Weapons Rate 1 EMPS Immune

These grenades release clouds of non-toxic smoke into the area. Only those with thermal vision (or another suitable vision mode) can see through it. The smoke rapidly fills an area of 10x10x10 metres and lasts for 20 rounds. (1 minute).

Immediate Affect	Small room filled	(2x2x2 metres)
Next Round	Typical house filled	(10x10x10 metres)

Without appropriate vision the following penalties apply in smoke.

Movement

Safe movement is reduced to ¼ normal speed. You can travel at full speed if desired but stand a high chance of accident (70%) – effects should be decided by the GM.

Blind Firing

You can fire blindly at a target through the smoke. Roll to hit as normal. If you pass the roll there is a 70% chance you miss anyway due to the target not being exactly where you thought it was. If you still hit damage is normal.

Close Combat

The smoke is less effective when viewing nearby targets. You may still attack in close combat, your enemy simply gains +2 to their Defence while the smoke is in effect.

TOXINS AND DRUGS

SUBSTANCE

POTENCY

CLASS

COST

BENZOYLMETHYL DERAZINE (OXYGEN / OX / FLY)

10

C

20¢ PER DOSE

Inhaled / Injected – Cocaine evolved to crack cocaine, crack evolved to jink and through numerous iterations became oxygen. These drugs are all chemically similar and are the drug dealer's best friend. Oxygen is an intensely addictive euphoric which costs very little to produce meaning street prices can be kept down and this opens up the potential customer base. Although the high from ox is comparable to similar drugs such as crack and DHC, there are no associated health risks. The evolution of this line of drugs has slowly eliminated most of the side-effects, the only significant health dangers are from the addiction itself, i.e. withdrawal and lack of self maintenance.

EQUILIBERATION™

6

C

300¢ PER DOSE

Tablet - This mild stimulant and psycho-active drug relieves joint-tension and increases the users sense of spatial awareness, gaining +3 on all Athletics checks. Favoured by athletes, gladiators, weltball players and professional dancers.

PENAXI-KEREMOL (REBOOT / PXX)

9

A

10,500¢ PER DOSE

Injected - PXX was developed by Gemini Bioware at the request of a renegade Order Crusader by the name of Savian Holt, he had access to considerable funds and is believed to have paid over 20 million credits for the development of this substance. Since the depersonalisation of Brother Holt the intellectual property of the PXX was seized by the Gemini Corporation.

Penaxi-Keremol must be injected into the target to be effective. It acts as a liquid battery capable of holding a 'Schaller Charge'. When this enters the target it gives them a focused and potent electric shock which, due to the nature of the Schaller Charge, stands a chance to reset an Agent's internal processor. This knocks them out for 30 seconds (10 rounds) while the system reboots and brings the Agent's primary systems back on-line.

PXX was banned by the UIG shortly after its release as UIG Marshals and Rangers utilise the same basic operating systems as Agents and are therefore equally vulnerable to the toxin. Needless to say, Penaxi-Keremol still finds its way into the hands of criminals and assassins on a regular basis.

System – If a target is hit with a shot of PXX they suffer D4 electrical damage. If their physiology contains Synaptic Modulation, an A.I. Chip and a Process Socket (all three must be present) then the attacker rolls a D4 and adds his XS. If he exceeds the targets internal A.I. they are knocked out for 30 seconds (10 rounds).

MEDI-SEAL (ALPHA-1-2-HYDROXYCILLIN)

6

D

50¢ PER DOSE

Medi-Seal (designed by Two Snakes) comes in small sachets. It acts to immediately stop bleeding from a wound, no matter how grievous. Each dose is enough to stop a single wound though a serious gusher might require two.

System: Medi-Seal stops the effects of bleeding even from mashing wounds. One dose must be smeared onto the wound for every 20 points of damage that the Mashing attack inflicted.

For example, you are hit by a chainsaw for 25 damage, you'll need 2 doses to stop the bleeding.

With a slight grunt Agent Klein dragged his longsword out of the sucking wound it had left in the body of the ganger who slumped to his knees in front of the Agent. He decapitated the man with a contemptuous backhanded slash. It was strange, command had warned him that they were a well-funded terrorist cell with access to high-end weapons tech but so far all he'd done was cut down a few half trained hoods sporting Kak-Shim knock-offs that barely managed to inconvenience him; they were certainly not equipped to handle Agents.

Another outcast appeared, ducking out of a side alley, a hard-eyed woman sporting some kind of injector rifle which she levelled at him. Klein almost had to suppress a sigh of boredom.

"You should know that anaesthetics won't work on me, little miss." he said in a droll tone of voice, ambling up to her, blade in hand "And even if you had that thing filled with poison it wouldn't kill me before I killed y-"
His sentence was cut short by the soft whoosh of compressed air from the injector, he barely had time to register the impact of the dart before his vision closed in to a pinpoint of light that blinked out like a winking star.

"What the hell is going on!?" he screamed internally before something else intruded into his field of vision;

E.I. Agent OS v3.5 - © Eurasian Inc. 2499

Starting...

Loading sensory connections...

Ocular uplink (100%)

In an instant his vision returned, flashing back into place and shaking slightly as it recalibrated, he wished it hadn't. The hard-eyed woman was standing mere feet from him, raising an industrial power-saw over her head to sever his limbs. In terror Klein tried to raise his sword arm to fend off the blow but it just wouldn't respond, that was when he noticed the scrolling text in the corner of his eye;

twitch fibre calibration.....(5%)

.....(15%)

.....(27%)

Connection lost, Retry? (Y/N)

AMMUNITION

PENETRATOR DARTS - 100¢

These darts employ a tungsten-gallium boring core to penetrate armour and deliver toxic loads to living targets.

System: Assuming you hit, roll a D6 and add your XS. If this number exceeds the target's AV then they are injected by the darts load. Each dart holds one dose of toxin and can be fired from any injector weapon. The darts cannot be re-used.

NANITE CLUSTERS - 200¢

These are used as ammunition for ranged nano-weapons. Each cluster looks like a small glass tube with sealed ends. Inside can be seen a flowing black tar with the consistency of mercury. This is a raw nanomorph compound which is formed into projectiles based on the nano-weapon's programming.

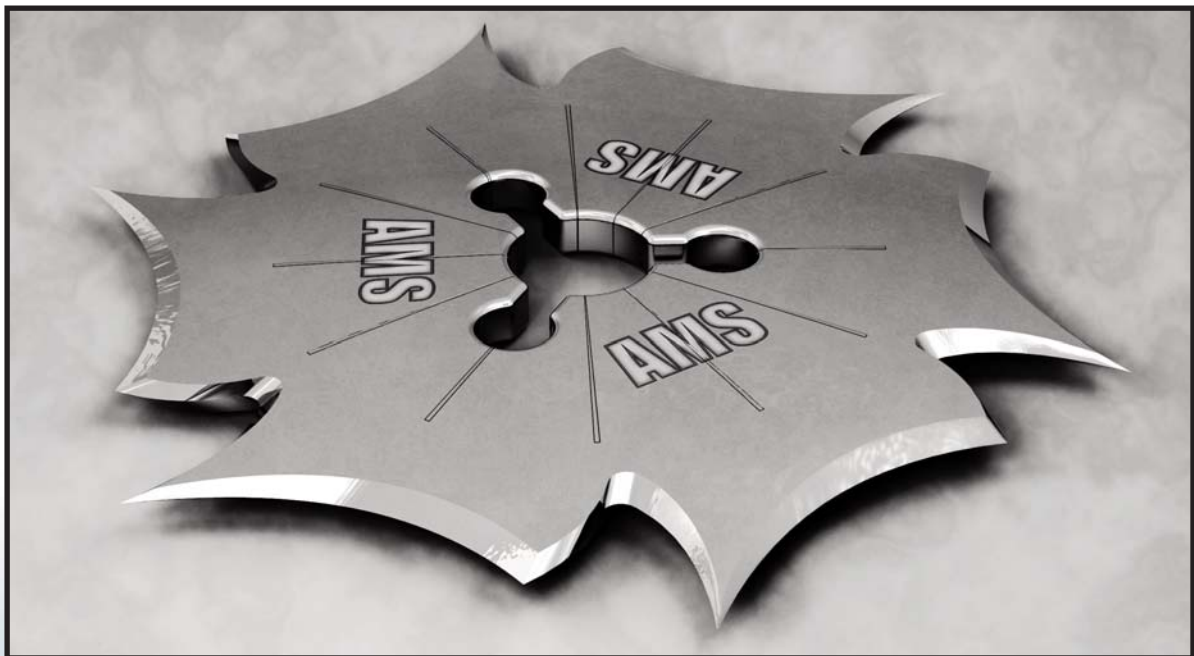
STEALTH CLIP - 250¢

This clip functions in the same way as a normal SMART clip with the following exceptions.

1. The weapon fitted with the stealth clip acts as though silenced even if it cannot normally be silenced.
2. When the projectile impacts it normally produces a greatly reduced noise. E.g. If you shoot something like a brick wall there would be no noise - If you shoot a glass window however, the shattering glass *would* make a significant sound

SELLING EQUIPMENT

Agents often wish to sell surplus equipment. As a rule of thumb you should offer them 33% of its value if it is to be sold quickly and easily, i.e. to Corporate stores or local shops. If you wish to roleplay the selling of equipment and use your social and business skills then you could offer 40-60%. Selling illegal or hot goods should definitely be roleplayed and may require Underground Contacts, Crime or Street culture. The money gained from such transactions can vary greatly depending on the desirability, rarity and legality of the item.



BLADE LAUNCHER ROUND

GENERAL EQUIPMENT

AUDIO NULL

2000¢

The device resembles a small black pyramid which can be easily kept in a pocket. When activated it emits a white audio-negative field which prevents any sound travelling more than one meter from the device. This means anyone stood within 1 metre of the pyramid can have a normal conversation but anyone outside this area cannot hear what is going on within the area of effect. The device will only work on sounds of conversation level or quieter and it must be placed in the open to function, e.g. on a table. This item is reusable.

CORROSIVES

Mild e.g. caustic soda	10¢ per 500ml
Medium e.g. battery acid	20¢ credits per 500ml
Strong e.g. hydrofluoric acid	30¢ credits per 500ml
Godlike e.g. carboranic acid	100¢ credits per 500ml

Mild and medium corrosives are readily available from hardware stores but strong and godlike corrosives can only be acquired from specialist outlets with a 'Biohazard and Toxin License'. See Corrosives of page 65 for more information.

CRYSTAL WEAVE BAG

1,500¢

This thick bag has a resealable opening and is large enough to hold a magnum. Any items placed in the bag cannot be detected by scanning equipment. The bag can also be placed over the hand to make the ID chip unreadable 80% of the time. Using crystal weave to hide items from scanners is illegal and anyone caught doing so will be deducted 10 Rank Points. These bag are quite delicate and will lose their properties after a few weeks of use.

ELECTROWIRES

100¢

These ingenious and inexpensive 5 metre lengths of translucent, elastic, conductive wire have multiport on one end and a liquid alloy tag on the other. To use them, one end is plugged into any power source (energy cell, domestic socket, industrial socket, electric fence connector etc.) and the other end is tagged onto a fixed surface. This then acts as a charged tripwire electrifying anyone who comes into contact with it.

Trapper rolls 'Intelligence + Stealth' to lay the wire; note the XS. The Trapper gains +4 if he has the Trap Builder Training. Target rolls 'Perception + Observation' with a penalty equal to the Trapper's XS to avoid the wire.

If the target fails he steps into the wire and receives an electric shock based on the source of electricity used. (see page 65).

HOLD-ALL

100¢

Made by Mule-Tech, this is a large, sturdy bag is used by Agents the world overs to hold guns, bombs, armour and the like. It can be carried in the hand or adjusted to form a rucksack. The Hold-All can be easily resized with integrated clips to hold anywhere between 5 and 100 litres. It can also be customised before purchase at any Mule-Tech outlet.

(Note armour types cannot stack)

Custom Design	Your choice of colours and decals	100¢
Anti-Grav Motor	Negates 500kg of weight	5000¢
Light Armour	Lightweight armour +2 AV	1000¢
Medium Armour	Armour granting +5 AV	2000¢
Heavy Armour	Metal plate armour +10 AV	3000¢
X-Ray Proof	X-Rays cannot penetrate the bag	500¢
Waterproof	The Hold-All is resistant to all water	200¢
Fireproof	AV 15 against fire.	300¢
Acid Resistant	AV 15 against corrosives	300¢
Lockable	'Good' mechanical lock	500¢
ID Chip Lock	'Good' electronic ID chip lock	1000¢

NANOPICKS

5000¢

Something of a misnomer as they are too large to be considered nanotechnology, nanopicks are computer-controlled lockpicks made up of several tiny interlinked robots that shift their position to alter the size and shape of the pick. On their own they can turn an amateur into a skilled locksmith, in the hands of the already skilled they can work wonders. Nanopicks provide a +4 bonus on crime checks made to open a mechanical lock. These are used instead of standard lockpicks and can still be used in conjunction with a lock analyser.

ORGAN PRESERVATION BAGS (O-BAGS)

100¢

These clear, tough bags are large enough to hold any human organ and contain a balanced liquid-nutrient medium. An organ placed into the bag will stay healthy for 48 hours before beginning to rot. These make suitable bounty bags.

POLLUTION ANALYSER

1,500¢

This device is fitted into an attaché case. It consists of a series of sensors which are able to determine the quality and quantity of pollution in an area. It can analyse solid, liquid and gas pollutants

SERPENT CAM

1200¢

This thin cord has a camera at the tip. The other end can be plugged into any type of display which will show the footage from the camera. It is typically used for seeing under doors or through small holes in walls. The cord is one metre long but larger versions are available at an additional 500¢ per metre (maximum 20 metres)

Landers peered through the crack in the air brick, he could make out two forms, they looked lightly armoured and didn't have the stance of those well versed in combat. Just to be sure he threaded in the serpent cam and looked around more carefully. It was at this point he withdrew it and left the area quickly. The men were not fighters but thieves and Landers had just found the stolen cache of 45 Executioner Droids.

THERMAL VISION GOGGLES

3500¢

This viewing enhancement resembles a pair of dark glasses which when activated allow the user to also see in thermal vision. The goggles allow the user to see in both photo and thermal vision, cleverly combining the two so that it is not difficult to navigate in areas of low thermal disparity. They negate the effects of standard smoke grenades.

EQUIPMENT

TOOLKIT (DEPLETEABLE CAR THIEVES)	1000¢
Maximum Stock	5,000¢
Applies to	Stealing Cars
Conversion	100¢ to gain +1 to Stealing Cars
TOOLKIT (DEPLETEABLE MEDICAL)	3,000¢
Maximum Stock	10,000¢
Applies to	Medical related rolls
Conversion	Spend 300¢ to gain +1 to related roll. Spend 100¢ to heal an extra HP with the Field Surgery training.
TOOLKIT (DEPLETEABLE CYBERNETICS)	5,000¢
Maximum Stock	20,000¢
Applies to	Cybernetics related rolls
Conversion	Spend 300¢ to gain +1 to related roll.
TOOLKIT (DEPLETEABLE NANOTECH)	10,000¢
Maximum Stock	20,000¢
Applies to	Nanotech related rolls
Conversion	Spend 400¢ to gain +1 to related roll.
TOOLKIT (DEPLETEABLE MECHTRONICS)	4,000¢
Maximum Stock	10,000¢
Applies to	Mechtronic Related Rolls
Conversion	Spend 300¢ to gain +1 to a related roll.

NEW SYSTEM MECHANICS DEPLETEABLE TOOLKITS

These toolkits confer an advantage to the user in the field. The user may invest money in the toolkit's Stock which can then be 'spent' in the field by using up the Stock in the toolkit.

Restocking

Restocking the toolkit can only be done in suitable surroundings such as a spire store or appropriate retail outlet.

Looted Stock

Anyone with the 'Scavenger Training' can add looted goods to their stock at 50% of their current value, however this stock is considered to be broken down when placed into the kit and cannot be re-used as the original item.

System

The toolkits come with 1000¢ worth of stock in them. You use up a certain amount of stock from the toolkit to give yourself a +1 to a relevant roll. Each toolkit lists how much stock must be used to gain a +1. For example, it would cost 600¢ to gain a +2 with a Depleteable Mechtronics Toolkit. You may gain a maximum bonus of +4. The toolkits are also considered to be standard toolkits of the same type and all bonuses from toolkits stack.

For example, a Depletable Mechtronics toolkit grants +1 to Mechtronics rolls. If you use 1200¢ in stock you'll receive +4.

UNIVERSAL NEUTRALISER **150¢**

This is a single dose of an ingenious bi-morphic compound which comes in a spray can and has a trigger dial on it which allows the user to select acid or alkali neutralisation.

The user can make an 'Intelligence + Science' check if the nature of the offending corrosive is not clear to determine which mode to use.

If the user does not know he can read the label which takes D3 rounds. This involves following a detailed and helpful flow chart to

determine the chemical nature of your discomfort. The user can then make a reasonable guess. (80 + Intelligence % chance he picks the right one).

Correct! The spray takes a full action to administer but will completely neutralise the corrosive and stop any further damage.

Wrong! The user takes double damage from the corrosive next round and it continues effecting him.

BOUNTY HUNTING

'Heads will Roll'

BOUNTY BAGS

100¢ FOR A ROLL OF 10

Bounty Bags (a.k.a Doore Bags after their inventor), are just large enough to hold a severed hand (with ID chip) and a human head. These body parts are the standard requirements of institutions such as Lanzas and the UIG as proof of death. The items are placed into the bag and a small tag is then pulled; the bag automatically vacuum seals and preserves the contents for 2 weeks. Bags are not reusable.

HANDCUFFS (NYLON TIES)

10¢ EACH

Produced by Doore Industries, these cheap, disposable cuffs are a good all-rounder for restraining low to medium threat targets. (See escaping handcuffs on page 51 of the Core Rules.)

HANDCUFFS (NANOWIRE)

35¢ EACH

Produced by Doore Industries, these simple nylon cuffs feature a built in low grade Nanowire. The wire is not stable enough to be used as a weapon but anyone who succeeds in breaking the cuffs automatically loses D2 hands. (See Escaping Handcuffs on page 51 of the Core Rules.) These do not require a Nanotech License.

NANOWIRE CONTROL COLLAR "HEAD-HUNTER"

1000¢

Having trouble collecting those DOA bounties? Need help removing those outlaws' heads? New from Doore Industries comes the "Head-Hunter" zip-collar. Simply fasten the collar around the deceased's neck, pull the handy rip-cord and the embedded Nanowire does the rest! Or, to add a little incentive for good behaviour, you can fasten the collar to a live captive for transportation - just watch them try to run away! As our company motto reads: "Heads will roll...."

System: Once the collar is attached a simple jerk (no roll required) will deal 2D10 damage ignoring 6 AV. If a total of 6 damage is done (after AV) the head is severed.

For an additional 1000¢ the collar can have a remote activator attached which allows the controller to sever the target's head at a range of up to 150 metres.

The prisoner can attempt to remove the collar with an 'Agility + Crime' roll. Each attempt takes 1 minute and a critical fail fires off the collar.

The Head-Hunter is reusable.

PROTOTYPE EQUIPMENT

See page 30 for Prototype Equipment Failure Table. This occurs if you roll a double when using it.

The technology featured on this page is considered to be extremely high-end and only available as a prototype; it cannot simply be purchased. Below are some examples of how Agents and adversaries could get their hands on it.

1. They are required to field test it by their Corporation
2. Steal it from a research lab
3. Buy it on the black market
4. Take it from a corpse of someone who was testing it / stole it.
5. A gift from an Archon (such gifts come with a heavy price)

Reaver Naninium Body Plates (Cybernetics)

Installation Simple, 5 Hours

Cost 6,000¢ each

Naninium is a material constructed on the molecular level. Strong, flexible Naninium body plates are inserted under the skin to provide protection to the wearer.

Effect

You can insert up to 4 Naninium body plates, they bestow no Agility penalty on the user due to their thin, flexible nature. Each provides a +1 bonus to AV. You can have a maximum of 4 plates in your body irrespective of type.

(Naninium is described in more detail in Machines of War).

Personal Anti-Gravity Generator 10,000¢

This device clips onto the belt and generates a small anti-gravity field. It effectively lightens the subject allowing them to perform enhanced acrobatic feats. The generator lasts for 3 scenes, then is burnt out.

While wearing the harness the following is in effect.

+2 to Athletics (regarding acrobatic feats)

+2 to Agility

The user can leap 5 metre distances as a free action.

The user can run around walls and across the ceiling providing they have the 'Free Runner Training' (page 10). This gives any opponents a -4 penalty to attack the wearer unless they are also wearing a PAGG and have the 'Free Runner Training'.

Broad Spectrum Invisibility Field 2,000¢

This device is the size of a mobile comm. unit and attaches to the user's belt. Upon activation it bends light around the user and his equipment making her completely invisible. The only signs of his presence are audible ones and environmental responses such as rain splashing off her shoulders. The device remains active for D6x10 seconds before burning out. The GM should make this roll. The device grants a +14 to stealth checks.

SHIRAKAWA CYBERARM SHURIKEN LAUNCHER (LIGHT FIREARM)

D4+4 Damage 45,000¢ Medium Range Rate 1/3/4 EMPS 10

This prototype cyberweapon employs a small rail gun chassis mounted into a cyberarm (not supplied) to launch small bladed disks at a ferocious speed and rate. The weapon can fire at rate 1 as a free action, rate 3 as a full action, or rate 4 which uses both the free action and the full action. Two such arms can be fitted creating a potentially lethal hail of shuriken. A clip of 12 shuriken is slotted into the arm. Note that acquiring these clips is very hard as the weapon is a prototype.

	Cost	Special
Standard Shuriken Clip*	200¢	None
Armour Piercing Clip*	400¢	Ignores 2 AV
Poisoned Clip*	400¢	Each shuriken can be loaded with a dose of poison.
Plasma Clip	1500¢	Ignores 4AV
Ion Clip	10,000¢	Ignores 10AV, Loses ion properties after impact.

*These shuriken can be thrown by hand in which case they deal damage like Hira Shuriken (page 34).

ANTI-MATTER CHARGE

Damage Special 30,000¢ Support Weapons Rate 1 EMPS 3

This small, matte black charge is the size and shape of a marble and is activated by a remote detonator. Upon detonation the charge makes a barely audible noise similar to a sharp intake of breath. All matter within 50cm of the charge is instantly and permanently gone. If someone is partially caught in the area of effect they lose D4 random body parts (this can include the torso) and lose a relative portion of their hit points, e.g. if they lose an arm and a leg, they would lose about 20% of their total HP. If a targets head is caught in the area they die. These charges are typically used to gain entry into high security buildings. Their sale and use is currently illegal and punishable by the loss of 15 rank points.

PNEUMATIC SHOTGUN - ANZEIGER PSS TORNADO

Damage 2D12/3D12 30,000¢ Tactical Firearms Rate 1 EMPS 6

This weapon fires a powerful cone of compressed air which creates a similar effect to a shotgun. The nature of the weapon however means that the target is hit by the entire cone of air, rather than a scattering of shot. This gives the weapons a higher capacity to injure the target although the damage dealt is NOT mashing. The intention is to make this weapons available to the UIG with a knockback / stun feature.

LIBERTY BLACK

COVERT OPERATIONS SPECIALISTS

-LIBERTY BLACK CRYSTAL WEAVE COATING.

Cost: Cybernetics with a crystal weave costing cost double their normal price. You can take existing components to be coated.

Crystal weave is a recently developed technology, designed by the Shi-Yukiro and promptly, stolen by Eurasian Incorporated who knew the tech would leak even further so took the initiative and started selling the rights to produce it.

Crystal Weave Coating (commonly called Crys Coat) consists of a flexible, thin sheet of finely grown rubidium-thorium microcrystals set into a Deffler orientation. This careful alignment absorbs certain wavelengths of radiation, passes them through the microcrystal weave and then emits them at a predetermined point. The end result is simple; items coated in crystal weave do not show up on scanners. No scanner has been created yet which will pick up items encased in it.

You cannot simply wrap an item in crystal weave, it must be carefully calibrated to ensure the probing scan will be absorbed and emitted in such a way that the scanner is completely fooled.

Legality: Crystal weave is not illegal. It is illegal however, to use it to break any laws. You must also declare if you have crystal weave coated equipment. Failure to do so results in the loss of 2 rank points per item. More if the item is dangerous.

It is of course dependent on your getting caught whether you are punished. The UIG, if given good reason will simply do a surgical investigation of a subject. If they find undeclared cybernetics then you can expect to pay a 5000¢ surgical fee and lose rank.

LIBERTY BLACK AUTO-TERMINATION SYSTEM (SUICIDE CHIP)

Installation Simple, 1 Hour
Cost 1500¢

This tag-chip is fired through the user's neck and into their spine where it electrochemically bonds to the dorsal nerve. Each chip is pre-programmed with an activation sequence (trigger) of the patient's choice. When the patient executes the trigger (e.g. clench both fists three times, swallow hard four times, sub-vocalise a phrase etc.) the dorsal nerve is overloaded with the users own bioelectricity and the brain is instantly fried (a psyche matrix cannot be taken*). An extremely powerful anaesthetic could render the user unable to execute the trigger.

*Psyche Matrixes are not covered in this book

Removing the Auto-Termination System

This is a difficult operation. It requires a Cybernetics + Robotics roll with a -10 penalty. The penalties listed in the 'Fitting Cybernetics Summary' box on page 62 of the Core Rules apply.

Remote Triggering

For an additional 1500¢ the ATS can be fitted with a remote trigger. This allows a third party within 500 miles to kill the target instantly. This is often used by nefarious parties to compel individuals to do their bidding.

LIBERTY BLACK SELF-DESTRUCT CORE

Installation Simple, 2 Hours
Cost 7,000¢
Prerequisite Auto-Termination System

This augments the existing Auto-Termination System by linking it to a powerful explosive charge located inside the patient. Upon activation the core blows up with the same effect as large explosive charge, (page 42 of the Core Rules), 9D10, 9 metre blast. If desired the Core can be detonated without blowing up nearby allies, enemies and assets.

LIBERTY BLACK NATURALISATION CIRCUITS

Installation Simple, 1 Hour
Cost +500¢ per Cybernetic Limb

Naturalisation Circuits are black-box upgrades that can be added to any cybernetic limb. They act as an intermediary between the user's nervous system and their cybernetics, modulating the fine motions of the limb to remove the mechanical quality from them. A limb that is not obviously cybernetic (i.e. by being fully weaponised, unnaturally large or possessing no synthi-skin sheath) becomes impossible to detect by sight alone if equipped with Naturalisation Circuits as it's motions become completely organic in appearance.

LIBERTY BLACK ID CHIP CONCEALER

Installation Complex, 1 Hour
Cost 5,000¢
Prerequisite ID Chip

This illegal upgrade takes the form of a small, crystal weave coated unit which is installed into the back of the hand. When the neural command is given a complex array of crystal weave sheets move into position around all sides of the ID chip unit making it impossible to read. This is extremely useful if your unit is going black and cannot afford to be identified.

Simply sticking a piece of crystal weave on the back of the hand will not achieve the same effect as the chip can be scanned from any angle. Placing your hand in a crystal weave bag makes it 80% unreadable but is far from covert.

This modification is 100% illegal and if caught the user will be deducted 20 Rank Points. (100 in a CCZ.)

ILLEGAL CYBERNETICS? HOW DO I GET THEM?

Some Liberty Black products are illegal. These are not available in stores and normally only be available with black market contacts or the 'Underground Operations' Training. Liberty Black manufacture these items in secret facilities and distribute via a select group of underground vendors. Ai-Jinn Agents may be offered them as rewards as the Ai-Jinn Corporation is one of Liberty Black's main re-sellers.

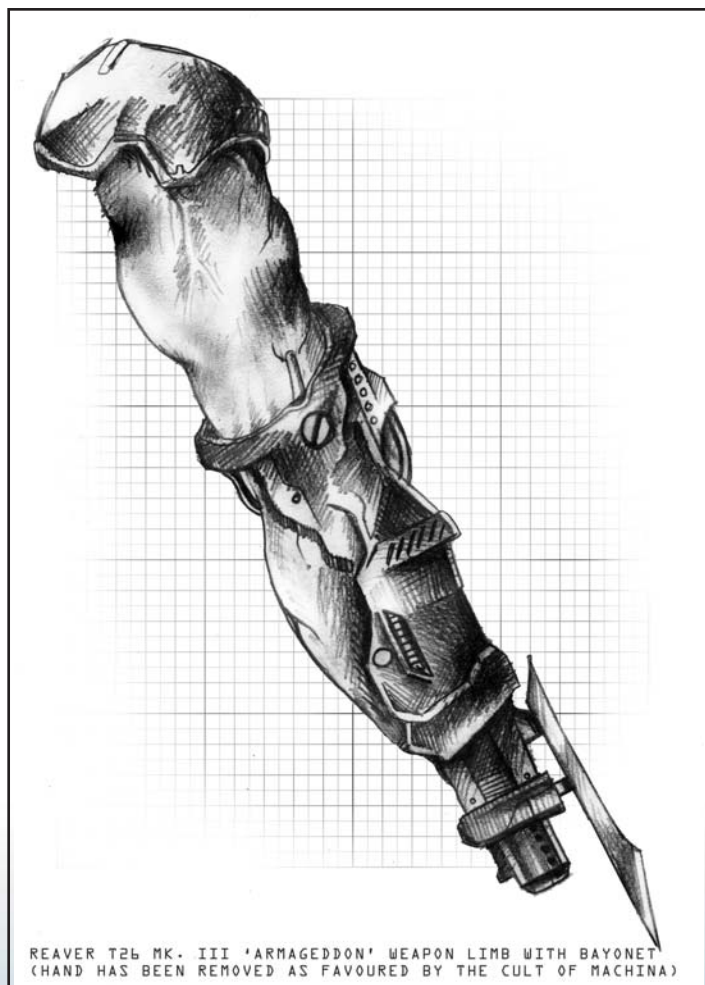
PROTOTYPE CYBERNETICS

Munashii Cybernetics are only available to Munashii (see page 41). It is possible for Agents to recover such cybernetics on missions but they cannot be bought in the conventional manner.

MUNASHII IMPLANTED BOLT-DRIVER

Installation Simple, 1 Hour
Cost 7,500¢
Prerequisites Cybernetic Arm

A signature cyber weapon of the Munashii Men, a powerful Japanese cell of the Cult of Machina, the bolt-driver is a versatile weapon well suited to the Munashii's hit-and-run tactics. Originally adapted from industrial rivet-guns, the bolt driver propels 8-Inch durasteel needles with considerable force from a hidden launcher in the patients forearm, as a weapon the bolt-driver deals D8 damage with a rate of 3 (medium range), ignoring 4 AV. If the target is standing within 5 feet of a wall or other hard surface the bolt-driver can be used to literally nail them to it. Use the Severing Table to determine the difficulty and damage required to rivet a particular body-part or alternatively make an attack roll at -8 to affix them without doing damage by skewering clothes, cybernetics etc. Getting loose requires a Strength + Athletics check with the shots XS as a penalty. The Munashii Men have made highly inventive use of the bolt-driver in the past such as using it for sealing doors and creating makeshift ladders to aid in climbing. A bolt-driver holds one Bolt Clip which costs 30¢ and contains 20 durasteel needles with recoilless propellant heads.



REAVER T26 MK. III 'ARMAGEDDON' WEAPON LIMB WITH BAYONET
(HAND HAS BEEN REMOVED AS FAVOURED BY THE CULT OF MACHINA)

MUNASHII MIMETIC CLAWS

Installation Simple, 4 Hours
Cost 6,000¢

A set of memory-metal tips are implanted into the outer extremities (fingers or toes) of the patient, remaining hidden until activated when they shift into bestial claws. The claws add +2 to climbing related Athletics checks and allow the user to climb upside down along completely horizontal surfaces and hang indefinitely as well as adding D4 to unarmed attack damage. This bonus does not stack with similar equipment such as knuckle dusters and tiger claws.

This augmentation may be bought a maximum of two times, one for hands and one for feet. Having both increases the climb bonus to +4 but otherwise has no effect.

MUNASHII GRAFT-MASK

Installation Simple, 1 Hour
Cost 1,000¢

The Munashii Men often graft armoured masks onto their featureless faces, these can take any form but the most common are either blank modelled after Kabuki archetypes or the Menpō of Samurai Kabuto helmets.

A Graft-Mask adds +1 to the patients AV and grants a +2 to intimidation-related Attitude checks.

DATANETICA

Reliable Field Processing

DATANETICA INTEGRATED COMPUTER

Installation Complex, 10 Hours
Cost x10 computer's normal price
Prerequisite Internal A.I. of 3+

A nanoengineered version of a computer is installed into a patient. The computer is accessed via neural request and the results are projected into the user's field of view by cortical stimulation. Any sort of non-mainframe computer can be installed by stowing the components into voids within cybernetics and between organs. A software and peripheral component jack is installed into the patient at a location of her choice.

If the patient is reduced to 0 HP as a result of violence then there is a 10% chance the computer is damaged and loses D4 condition levels.

If the patient has a limb or significant body part severed there is a 10% chance the computer is damaged and loses D2 condition levels.

This item is in common use by many Agents involved in covert work. It can be purchased from all good cybernetic outlets.

TRACER LI

INDUSTRIAL CYBERNETICS

TRACER LI SPECIALISE IN HEAVY-GRADE, CYBERNETICS FOR USE IN A VARIETY OF HIGH RISK, HIGH DEMAND INDUSTRIAL ENVIRONMENTS. EACH COMPONENT COMES WITH A 10 YEAR MAINTENANCE POLICY. THIS GUARANTEE IS INVALIDATED IF THE COMPONENTS ARE USED IN ACTS OF WAR.

All these items require an Industrial Cybernetics License.

TRACER U GOLIATH LOADER CLASS POWERED SKELETON

Installation Complex, 4 Days
Cost 22,000¢ (Excludes skull & limbs)

This is an extremely heavy-duty synthetic skeleton designed specifically for Ai-Jinn heavy industry workers to enable them to lift huge weights and be resilient to a number of common industrial hazards. Anyone equipped with the Goliath is recognisable due to the massive size of their new body and obviously mechanical movement.

Effect

+15 Hit Points, +1 AV, +4 Strength, +2 Endurance
Agility is reduced by 4 points to a minimum of 3 and can never go above 5. The Goliath has a built-in battery pack which must be recharged at a mains outlet for 1 hour per 72 hours of use.

TRACER U DERMAL HAZARD DEFENCE (DHD)

Installation Simple, 1 Hour
Cost 4,000¢

The skin is injected with a fortifying osmium-boron silicate compound which protects it against a variety of contact hazards typically encountered in an industrial environment. The skin appears slightly glossy and is almost plastic-like to the touch but shows no colour change.

Effect

The patient reduces damage from the following sources by 3 points per round.
Fire and extreme heat (not laser fire), corrosive chemicals, low level radiation and electricity.
The upgrade cannot be combined with Gemini Stealthskin or Videoskin due to the osmium-boron silicate interfering with the chromatophores.

TRACER U UNISOCKET

Installation Simple, 4 Hours
Cost 3,500¢
Prerequisite Artificial Skeleton and Strength 10

A unisocket is mounted into the palm of the hand. This connects to a high-power drive shaft built into the synthetic radius of the arm. This allows the patient to fit a variety of powered tool attachments directly into their hands such as wrecking drills, concrete saws, chainsaw blades and jackhammers. This attachment is highly sought after by Cultists who relish the idea of being able to attach and detach these handy surgical tools.

System

You may connect any items with unisocket attachments directly into your hand. These may be wielded as weapons and takes 9 seconds (3 rounds) to change.

BOLT ON TOOLS

TL FULCRUM SPREADER / CUTTER

Installation Bolt-On
Cost 4,500¢
Prerequisite Tracer Li Unisocket

This bolt-on works like a pair of invertible pliers either forcing two surfaces apart or shearing through dense matter. It is commonly used by emergency crews to rip vehicles open but is also used in the industrial sector for shifting heavy items, opening jammed doors and in wrecking yards. The Fulcrum has a socket for a single Energy Cell which lasts one day of normal use or 5-8 combat scenes (D4+4).

Effect

The Fulcrum can exert a force of 10 tonnes through its T-Grade durasteel blades and rams allowing it to rip through most metals, polymers, synthetics and minerals. It ignores 20AV and deals 30 damage. The weapon is slow to use however and it can only deal this damage once per minute if being used to cut through a solid substrate.

The Fulcrum can be used in a variety of ways as a weapon. When equipped it counts as a close combat weapon allowing you to retain your Defence. It counts as a powered melee weapon.

Bludgeoning Weapon

The fulcrum can be used as a club-like weapon.
RATE 2 DAMAGE D8+STRENGTH EMPS 20

Severing Weapon

It's hard to initiate a sever with the Fulcrum but once you've locked on, severing is inevitable. When rolling to initiate the sever an additional -2 penalty applies. E.g. -10 to sever a head. (See severing table on page 146 of the Core Rules).
RATE 1 DAMAGE 30 (IGNORES 20AV) EMPS 20

Mutilating Weapon

By ramming the Fulcrum into the opponent's chest and activating the spreader you can inflict a heinous mutilation. The attack is made at a -4 penalty.

RATE 1 DAMAGE 6D6+STRENGTH MASHING (5) EMPS 20.

The wound is so severe that instead of the standard bleeding, the victim loses 5HP per round until healed.

TRACER U CROSS-SUBSTRATE DIAMOND CIRCULAR SAW

Installation Bolt-On
Cost 1,800¢
Prerequisites Tracer Li Unisocket

This diamond coated circular saw is used for cutting through a

variety of substances cleanly and quickly. Combat Functions The circular saw can be used as an effective close combat weapon with the following properties.

RATE 2 DAMAGE 3D6+STRENGTH EMPS 20

It ignores 4 points of Armour Value and counts as a 'Powered Melee Weapon' If two of the damage dice roll 6 at the same time a target's random body part is severed. It is considered to be a bladed weapon capable of initiating a sever. The blades last 3 weeks of normal industrial use but only 3 or 4 fights; a new blade costs 25¢.

TL R6 WRECKING DRILL

Installation Bolt-On
Cost 2,000¢
Prerequisites Tracer Li Unisocket

The R6 is a powerful 40kg, reciprocating 50mm drill used to create large holes in resistant materials. The drill bit can be replaced with a T-Grade Durasteel Chisel which enables the R6 to hack through mineral and metal based substrates with ferocious speed. The drill-bits and chisels must be purchased separately

Drill 500¢ Will penetrate up to AV 10 at a rate of (11-AV inches per round) creating a hole up to 24 inches deep and 2 inches wide. *E.g Will drill through AV5 stone at 6 inches per round.*

Chisel 1,400¢ Will chew up surfaces with AV 10 or less at a rate of (11-AV litres per round). *E.g If a stone wall has AV9 it will remove it at 2 litres of stone per round (approx. 2 house bricks).*

COMBAT FUNCTIONS

Drills and chisels can be used as weapons if desired. It counts as a powered melee weapon.

Bludgeoning Weapon

The TLR6 can act as a simple bludgeoning weapon.

RATE 2 D6+STRENGTH EMPS 20

Penetrating Attack

If you wish you can use the TLR6 to carve open the target.

Before you do this, you must learn the Training 'Restrain and Attack' (page 16). This allows you to grab your opponent and use the full power of the drill or chisel against them and really drive the attack home. Simply hitting them with the drill is unlikely to cause much in the way of additional damage. Of course, if the target is restrained in some other way that the GM deems acceptable you can use these attacks anyway. The figures below take into account the rate reduction from using 'Restrain and Attack'. Note that armour is a compound of mineral, metal and polymers, hence the variable armour penetration.

CHISEL ATTACK RATE 3, DAMAGE D10 + STRENGTH, IGNORES 2AV
DRILL ATTACK RATE 1, DAMAGE D10 + STRENGTH, IGNORES 10AV
The damage from both of these attacks is considered Mashing.

Dear Mr Lang,
Please find attached our technician's assessment of the fault with your recently returned cross-substrate diamond saw.

The core drive motor burned out due to excessive load. Upon examination of the blade it was slightly buckled in several places as though it has been swung laterally into a hard object. In addition we found the cutting edge had been dulled by exposure to an extremely hard substrate which contributed to its subsequent overload. On analysis this substrate was determined to be cordonilite, a material used in high-end cybernetic body armour. The presence of multiple blood samples on the cutting surface and motor housing confirmed that this tool has been used to attack a living target, most likely a UIG Officer or high ranking

TRACER U NG55 PNEUMATIC NAIL GUN

Installation Bolt-On
Cost 1,600¢
Prerequisites Tracer Li Unisocket

This arm mounted nail gun uses a battery powered internal ETA converter to force nails into a range of substrates. The NG55 incorporates a sorting hopper allowing you to just drop the nails in and away you go. A range of nails can be used from the standard 2 inch hard steel to the 6 inch tungsten-core nerium plated heavy armorlok.

Nail Types	Damage	Cost per nail
Standard	Damage D3, Ignores 4AV	0.5¢
Armorlok	Damage D3, Ignores 10AV	2¢
Heavy	Damage D6, Ignores 4AV	1¢
Heavy Armorlok	Damage D6, Ignores 10AV	5¢

System

Nail guns are not intended for ranged combat and have an effective range of 5 metres. The attacker gains -2 to hit for every additional 5 metres he must shoot. It has a rate of 3.

Nailing Targets to Walls

If a target is against a solid surface when you shoot them and the GM deems it appropriate then you may pin them to it. (See page 206 of the Core Rules for wall AV.)

If the damage dealt exceeded the targets AV and the surfaces AV combined then you staple them to the wall. The opponent can generally still act but it takes one action for them to free themselves. A called shot could result in stapling the targets head or hand to the wall though this will not change the amount of HP needed to staple.

For example

Magus Opus, a cultist, shoots at Agent Fennik with heavy nails. He hits and deals 5 damage, ignoring 4 AV. Agent Fennik has AV 3 and is stood against a polymer wall (AV2). The shot will pass through Fennik and staple him to the wall.

WHAT GROUP ARE INDUSTRIAL WEAPONS?

These are all considered heavy weapons for rules purposes. Whether they are ranged or close should be obvious from the descriptions. If you wish to master one you must master the exact weapon. For example - Mastered Weapon (TL R6 Wrecking Drill). It is impossible to disarm these weapons.

Corporate Agent.

Recommendation: The guarantee should not be honoured in this case. Repair cost will be 355¢ including return postage.

Thank you for your custom, we would be happy to repair the tool at your convenience for the sum stated above.

Kind Regards,

David Chen
Customer Care
Tracer Li

THE CORPORATIONS

SHANGHAI OLD CITY



Within the Eastern Bank the Corporation's objectives and methods can vary from what one would typically expect. Although many of their aims remain constant, primarily to expand and exert more influence, they maintain alternative agendas which have arisen due to the presence of the Capital Code Zone or through an absence of direct political influence in the case of Comoros and the Western Federation. The main objectives of each Corporation are outlined in the following sections. This is by no means exhaustive and the wants and whims of a CEO can shift from hour to hour.

You will notice that the Corporations are given unequal coverage in this book. This is because some Corporations play a heavier role within the Eastern Bank territory. The Ai-Ji, for example, are highly active within the area and the nature of this region suits their operational method well. Their networks of organised crime

cells and facility for hiding from the law allow them to operate effectively within the region while ensuring none of the heat gets back to valuable Agents.

Comoros and the Federation on the other hand have little power within the area and so their Corporate activities within the Eastern Bank remain the same as in most enemy territories; spying, espionage and the establishments of a local base of operations.

The one overriding objective all Corporations is of course to remain beyond the eyes of the law whilst still getting the job done.

XXXVIII: If it is found by the Officer that any of the Crimes or Misdemeanours listed above should have been perpetrated by an individual who a) is not employed by or otherwise affiliated with Eurasian Incorporated, Comoros, Ai-Jinn, Shi Yukiro or The Western Federation, or b) is not employed by or otherwise affiliated with any subsidiary, controlling interest or fully or partly owned entity thereof, AND MOREOVER is of certifiable membership of a group consisting of three or more participants whose primary purpose is known to the UIG as the execution of, or pursuance of, criminal activities as defined in law; THEN the sentence to be enforced shall, at the discretion of the Officer, be reduced to a fine of fifty (50) credits, OR a verbal warning, OR time in custody of not more than two (2) hours. This article shall apply to all Crimes or Misdemeanours perpetrated within the scope of the Capital Code, including but not limited to murder, arson, grand larceny, fraud, kidnapping, extortion, theft, and littering, with the following exception as noted below;

XXXIX: Pursuant to article XXXVIII above, if the Crime or Misdemeanour is found by the Officer to be in contravention of any or all articles 6 through 87 of the Veristrov Decree with regards to Unlawful Use of, Interaction with or Development of Artificial Intelligences, THEN the sentence to be enforced shall remain as depersonalisation and/or termination, enforceable immediately without recourse to appeal.

-From The Capital Code, United International Government

My rifle is at my shoulder; I breathe deep and sight my target. Then I close my eyes, sight is only a distraction at this point, my every thought is bent on the task and I cannot miss, at the very moment I laid eyes on them I had already seen their death.

Snakes, dragons and lions, that's what this region is all about. In the north the lions lounge beneath balmy skies, waiting for night to fall and the hunt to begin, across the sea the mighty dragons sit jealously on their hordes, waiting for any sign that the serpents might try and steal their gold, all the while the serpents wrap their coils around them all, waiting for the right moment to tighten their grip. In a place like this there are great opportunities to be had for the hawk clever enough to realise that as long as the great three are all watching each other they are not watching the skies.

I squeeze the trigger as gently as a lovers hand, a dragon dies. They had been meeting with the serpents, much bad blood between those two, the dragons roared their ire and the serpents squirmed in protest but old enmities die hard, this time with the aid of Ion Katanas. Had they been allowed to unite the stability of the region would have increased and made it a poor hunting-ground for hawks like me. With a single bullet I have changed the course of history and by my action many shall die. It is often asked of me "can the ends truly justify the means?", to date I have only given one response; when you are building a perfect world, how can they not?



The Capital Code! Let us celebrate it, my brothers, not fear or lament it. For in this latest effort to take our weapons from us, the UIG has passed that critical point of balance where, directed properly, it becomes a weapon itself. Any Agent may learn to use a knife, a gun, a garrotte; learn now to use the Code and our enemies can be laid waste at a fraction of the energy cost previously mandated.

attr: Dragon's Head Emilio Wong

Crime

The Eastern Bank is a generally dirty, unpleasant place, rife with organised crime. The casual observer may think that the profusion of UIG Officers should have crime nailed but that's not the case. The heavy UIG presence is there to curtail the activities of the Corporations and maintain relative calm in streets, essentially preventing situations which may escalate into Corporate aggression. The presence of organised crime cells within the old cities actually has a pacifying effect on the population. Few are willing to act against the more powerful groups and as a result they tend to have stranglehold on their respective cities. The protection rackets are tight and ensure that small-time criminals don't start knocking over garages and liquor stores. Likewise independent criminals with more significant agendas such as hit-men, will generally seek permission from the local mob before engaging in a hit. The UIG find it far easier to monitor a few single organised units than they do pursue hundreds of petit felons. This leaves the bulk of the UIG's Eastern Bank forces to concentrate on the Corporations and their Agents.

The Ai-Jinn therefore seek primarily to control these crime cells and make sure they are ultimately acting in the best interests of the Corporation. This is typically done by one of three methods.

1. Insertion

This involves an Agent or a Division becoming accepted into a gang. After a time they will attempt to elevate themselves to positions of authority and thus influence the gang's actions.

2. Domination

The Agents simply demand fealty from the cell's leaders. In exchange they may offer weapons, contraband, information or sometimes just their continued existence. Any significant activities the gang partakes in must then be run past the Agents.

3. Elimination

The crime cell is attacked and destroyed, their assets and areas of influence are seized and controlled by Agents until worthy replacements can be found to take over the running of the operation.

Industry

The Ai-Jinn maintain massive industrial plants in the Eastern Bank and its surrounding regions. The Capital Code Zone offers an additional layer of security which allows the factories to be generally larger, less secure and contain more valuable assets. Obviously a plant containing a closely guarded secret will still be well protected but the ferocious response offered by the UIG is a reassuring bonus. Many Agent assignments within the Eastern Bank may involve the policing and administration of industrial plants as well as securing intellectual property from rivals to make these plants more successful.

Ai-JINN PLOT IDEAS

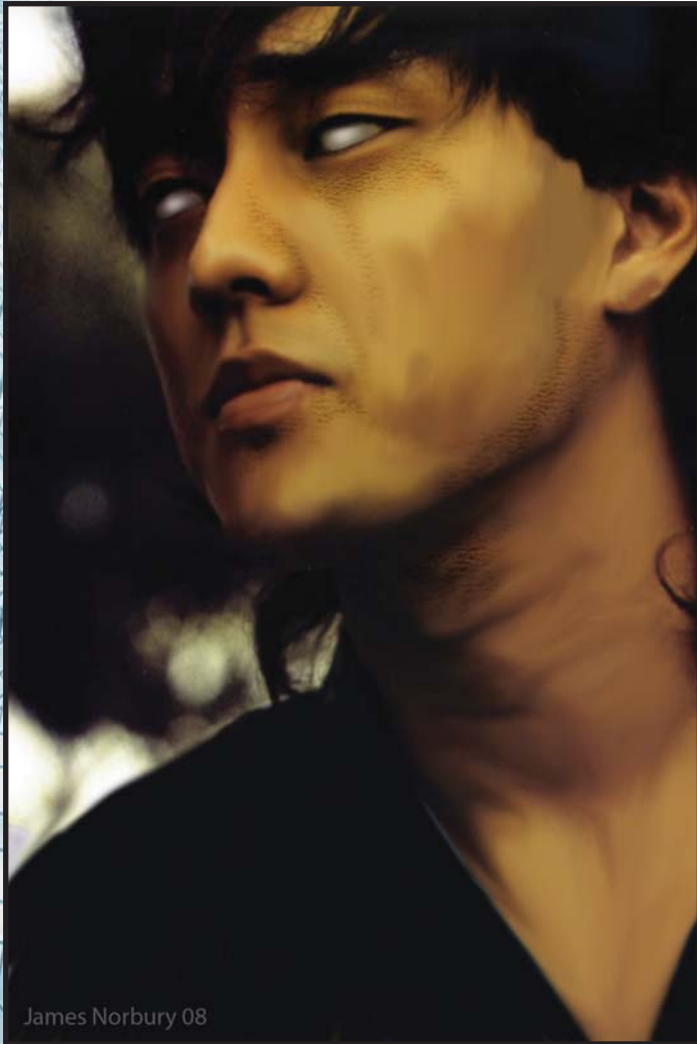
1. Set up some enemy Agents by feeding them false information about prototype technology within a factory. Then arrange for the UIG to catch them.
2. A local Russian Mafia cell is refusing to be brought under the control of the Ai-Jinn. They are too big to start open warfare with the Capital Code Zone. Find a way to bring them to heel.
3. Akita Cell Cultists have heard that an Ai-Jinn sub-space lab is producing anti-matter charges and decide to raid it. You are the closet unit and must respond to the raid.
4. A small, unauthorised gang are killing people who are paying the Ai-Jinn protection money. Track them down and deal with them.
5. The local casino is running at a loss. You will take over from the controlling Division and make it a success.
6. The A.I. at the Xing Xiao Droid Factory has gone haywire and is activating all the droids and sending them to do its bidding.
7. A rogue Archon contacts the Division and asks to be placed in charge of a nanofactory for 1 hour. In exchange it will make them *something special*.
8. Escort the Shadow CEO on a tour around the Old City of Zaliv.
9. A UIG Marshal is investigating a powerful triad member and is likely to find some dirt. Blackmail him to call off the investigation.
10. You need to take out an entire Yakuza Clan (~40 members) who are believed to be loyal to the Shi Yukiro. Do this without attracting any UIG attention.

That Ruby Lounge down in Old Shanghai, is the seediest pit of sex, drugs and underhanded dealing I've ever seen. Thing is, so many UIG hang out there it's damn near immune to legal scrutiny. On the plus side it's one of the safest places in the city and a great way to make some extremely useful contacts.

Lin Chen Yu – Ai-Jinn Shinobi

AI-JINN TRIADS

AI-JINN AGENT YUNG TAO MEN - HEAD OF THE KO-LO-ONG TRIAD



James Norbury 08

The Triad member is an integral part of Ai-Jinn history and operational method. This gives additional information on putting Triads in your game. Note that many Ai-Jinn street soldiers and gang members may be called Triads but only those with strong discipline, loyalty and respect for tradition can call themselves true Triads.

History

The Triads were originally a resistance movement in the 1760s sought to overthrow the Manchu Emperor and restore the Han Dynasty. Following the removal of the Manchu Emperor the Triad found themselves with no purpose and lost the backing of the people. They degenerated into crimes such as extortion and before long became the organised criminals we think of today.

The term Triad was used by British police in Hong Kong but has its cultural roots in one of their earlier names, Sanhehui, which means Three Harmonies Society (Heaven, Earth & Man).

In 1949 China came under strict communist law enforcement and the Triads migrated to Hong Kong which was under British Rule. Since then the Triads have travelled all over the world and any urbanisation with a significant Asian community is likely to have an established Triad working there.

TRIADS IN CORPORATION

Triads are essentially gangsters but hardcore Triads vary in a variety of crucial ways which make them stand out and make excellent player characters.

1. Code of Conduct.

On the opposite page is the Triad Code of Conduct set down when the Triads were a resistance movement attempting to restore the Han Dynasty. It is still highly respected among the 'old school' Triads and carries much weight. Some of the Oaths are a little outdated and do not directly apply, however the spirit the Oaths are still valid and a certain degree of translation to modern principles has occurred. For example, Oath 36 states that members of the Triad shall seek to avenge the deaths of a number of long dead individuals. This Oath now has a more general principle of vengeance against enemies of the Triad.

2. Blades

Blades run deep through the Triad culture. Many of the Oaths state that myriads of swords will be the punishment for breach of conduct. For this reason blades have become the weapon of choice for Triad members and primarily those which are short and concealable such as hatchets, melon knives, cleavers and short swords. Using guns is not outlawed but the more respected Triad leaders will not look favourably upon their wanton use.

3. Face

Paramount to the Triads is the concept of *face*. Losing face and losing honour are not the same thing. Honour is a trait associated with the Shi Yukiro and their samurai, not the Triad.

For example, a ranking Triad (Jonny Lao) is sat in a bar enjoying a drink and a game of cards. He sees a pretty girl and sends one of his lieutenants to buy her a drink. She doesn't realise who the buyer is and not only refuses the drink but flicks Lao the finger from across the room. Lao has been insulted and his fellow gamblers are obviously holding back their laughter through tight lips.

Jonny stands up and walks towards the girl while pulling a polished cleaver from under his jacket. He snatches her hand, forces it to the table and hacks it off while she screams and the bar looks on horrified. He then picks up the hand, douses it with the whiskey he bought her and shoves it in her mouth. He calmly wipes the cleaver on her dress and re-takes his seat. Face has been maintained.

No honourable individual would perform such an act but from that moment on, everyone in the bar has a little more respect for Mr. Lao.

THE TRIAD OATH

1. After having entered the Han gates I must treat the parents and relatives of my sworn brothers as my own kin. I shall suffer death by eating leftover dog if I do not keep this oath.

2. I shall assist my sworn brothers to bury their parents and brothers by offering financial or physical assistance. I shall be killed by five thunderbolts if I pretend to have no knowledge of their troubles.

3. When Han brothers visit my house, I shall provide them with board and lodging. I shall be killed by myriads of knives if I treat them as strangers.

4. I will always acknowledge my Han brothers when they identify themselves. If I ignore them I will be killed by myriads of swords.

5. I shall not disclose the secrets of the Han family, not even to my parents, brothers, or wife. I shall never disclose the secrets for money. I will be killed by myriads of swords if I do so.

6. I shall never betray my sworn brothers. If, through a misunderstanding, I have caused the arrest of one of my brothers I must release him immediately. If I break this oath I will be killed by five thunderbolts.

7. I will offer financial assistance to sworn brothers who are in trouble in order that they may pay their passage fee, etc. If I break this oath I will be killed by five thunderbolts.

8. I must never cause harm or bring trouble to my sworn brothers or Incense Master. If I do so I will be killed by myriads of swords.

9. I must never commit any indecent assaults on the wives, sisters, or daughters, of my sworn brothers. I shall be killed by five thunderbolts if I break this oath.

10. I shall never embezzle cash or property from my sworn brothers. If I break this oath I will be killed by myriads of swords.

11. I will take good care of the wives or children of sworn brothers entrusted to my keeping. If I do not I will be killed by five thunderbolts.

12. If I have supplied false particulars about myself for the purpose of joining the Han family I shall be killed by five thunderbolts.

13. If I should change my mind and deny my membership of the Han family I will be killed by myriads of swords.

14. If I rob a sworn brother or assist an outsider to do so I will be killed by five thunderbolts.

15. If I should take advantage of a sworn brother or force unfair business deals upon him I will be killed by myriads of swords.

16. If I knowingly convert my sworn brother's cash or property to my own use I shall be killed by five thunderbolts.

17. If I have wrongly taken a sworn brother's cash or property during a robbery I must return them to him. If I do not I will be killed by five thunderbolts.

18. If I am arrested after committing an offence I must accept my punishment and not try to place blame on my sworn brothers. If I do so I will be killed by five thunderbolts.

19. If any of my sworn brothers are killed, or arrested, or have departed to some other place, I will assist their wives and children who may be in need. If I pretend to have no knowledge of their difficulties I will be killed by five thunderbolts.

20. When any of my sworn brothers have been assaulted or blamed by others, I must come forward and help him if he is in the right or advise him to desist if he is wrong. If he has been repeatedly insulted by others I shall inform our other brothers and arrange to

help him physically or financially. If I do not keep this oath I will be killed by five thunderbolts.

21. If it comes to my knowledge that the Government is seeking any of my sworn brothers who has come from other provinces or from overseas, I shall immediately inform him in order that he may make his escape. If I break this oath I will be killed by five thunderbolts.

22. I must not conspire with outsiders to cheat my sworn brothers at gambling. If I do so I will be killed by myriads of swords.

23. I shall not cause discord amongst my sworn brothers by spreading false reports about any of them. If I do so I will be killed by myriads of swords.

24. I shall not appoint myself as Incense Master without authority. After entering the Han gates for three years the loyal and faithful ones may be promoted by the Incense Master with the support of his sworn brothers. I shall be killed by five thunderbolts if I make any unauthorized promotions myself.

25. If my natural brothers are involved in a dispute or law suit with my sworn brothers I must not help either party against the other but must attempt to have the matter settled amicably. If I break this oath I will be killed by five thunderbolts.

26. After entering the Han gates I must forget any previous grudges I may have borne against my sworn brothers. If I do not do so I will be killed by five thunderbolts.

27. I must not trespass upon the territory occupied by my sworn brothers. I shall be killed by five thunderbolts if I pretend to have no knowledge of my brothers' rights in such matters.

28. I must not covet or seek to share any property or cash obtained by my sworn brothers. If I have such ideas I will be killed.

29. I must not disclose any address where my sworn brothers keep their wealth nor must I conspire to make wrong use of such knowledge. If I do so I will be killed by myriads of swords.

30. I must not give support to outsiders if so doing is against the interests of any of my sworn brothers. If I do not keep this oath I will be killed by myriads of swords.

31. I must not take advantage of the Han brotherhood in order to oppress or take violent or unreasonable advantage of others. I must be content and honest. If I break this oath I will be killed by five thunderbolts.

32. I shall be killed by five thunderbolts if I behave indecently towards small children of my sworn brothers' families.

33. If any of my sworn brothers has committed a big offense I must not inform upon them to the Government for the purposes of obtaining a reward. I shall be killed by five thunderbolts if I break this oath.

34. I must not take to myself the wives and concubines of my sworn brothers nor commit adultery with them. If I do so I will be killed by myriads of swords.

35. I must never reveal Han secrets or signs when speaking to outsiders. If I do so I will be killed by myriads of swords.

36. After entering the Han gates I shall be loyal and faithful and shall endeavour to overthrow Ch'ing and restore Ming by coordinating my efforts with those of my sworn brethren even though my brethren and I may not be in the same professions. Our common aim is to avenge our Five Ancestors (Kok Max, Mong Long, Gee Seng, Gee Heng and Bong Lai).

AI-JINN TATTOOS (TATS)

Using tattoos to identify gang-members has been a tradition within the Organizatsiya, (the Russian mafia), since the days of the Gulags. In prison one's tattoos told your life story in surprisingly elaborate detail, without them one was considered a non-person. After the Organizatsiya was included into the Ai-Jinn their tradition of tattooing began to permeate the entire Corporation, growing ever more elaborate as they integrated the symbolism of other cultures into the system. While most Ai-Jinn gang tats are applied professionally, or at least using professional equipment, some hardcore Ai-Jinn prefer the authenticity of applying tats the traditional way pioneered in the Gulags; burnt tire or shoe-rubber soot mixed with urine and a piece of sharp scrap metal as a needle (synaptic mod. turned off), such tattoos can be distinguished by their blurriness and bluish colouration.

CARD SUIT TATTOOS

Spades - Most common type of card tattoo, designates a thief.

Clubs - A violent criminal.

Diamonds - An informant, usually forced onto the bearer.

Hearts - A prison bitch.

ORGANIZATSIYA SYMBOL TATTOOS

Stars - Nautical stars placed on the knees are an anti-authoritarian statement that the bearer will kneel to no-one, otherwise the number of points indicates time served in prison or, in modern times, years employed by Ai-Jinn.

'Grins' - A 'grin' is a grinning face with a humorous slogan attached that makes a slur against some authority figure such as a prison warden, hated MO or the UIG.

Crusader - A knight wearing the regalia of a crusader identifies the bearer as a sadistic killer.

Tiger - Worn by Ai-Jinn enforcers or those who have a major grudge for which they have sworn vengeance.

Cat - Possessing the positive traits of a thief such as cunning, quick wits, etc.

Barbed Wire - Worn around the bicep or other body part the number of barbs indicate years served in prison, across the forehead it indicates a former outlaw or depersonalised individual.

Skulls - The symbol of a murderer.

Candles/Candle Sticks - An assassin, the bearer is saying he can "put out your light".

Dagger - If placed on the shoulder with blood-drips it indicates a hitman, otherwise it identifies the bearer as a sexual predator.

Rose - Initiation tattoo, bearer was imprisoned in their teens and celebrated a birthday behind bars.

Spider - Drug dealer, a spider in a web may represent a drug addict.

Snakes - Indicates allegiance to the Ai-Jinn, if placed around both shoulders or neck it may indicate that the bearer feels oppressed or unfairly treated by the Corporation.

Crucifix - A highly-placed individual of Rank 6 or higher, a 'Prince of Thieves'.

Butterfly - A professional escape artist.

Crown - Division leader or head of crime family.

8-Ball - Unlucky, cursed.

Pyramid - Indicates bearer is an important individual in charge of a number of Divisions/Gangs, such as a Mission Officer.

Eye of Horus - Usually placed on the back, the shoulders or back of the neck; proclaims the bearer as showing no mercy for traitors.

THE AI-JINN ID CHIP

The Ai-Jinn alternative ID Chip is only covered briefly in the main rules. Here it is clarified and expanded upon to enable you to use it to full effect in your campaign.

MECHTRONICS OF THE ID CHIP

The basics for all Personal ID Chips are exactly the same, the associated data is what makes each one individual. This personal data is linked to the ID Chip by the UIG using Archon based technology which makes it virtually impossible to hack and alter.

Through great study and a little help, Ai-Jinn engineers have deduced that the reason the ID Chip is impossible to hack is because the personal information does not reside on the chip. It resides in remote UIG data vaults and is accessed through a tiny subspace link set up by the chip. The rift is extremely small and when a scanner passes over it, the chip requests the data from the vault and feeds it to the scanner. Most individuals and organisations simply don't have the facilities or knowledge to hack over subspace and so the chips remain secure.

Ai-Jinn engineers however, being extremely adept at subspace engineering from their FarDrive projects, designed a re-router which tells the chip to access the Ai-Jinn datavault, not the UIG one. From there, false information is transmitted back to the ID Chip Scanner and the illusion of a different identity is created.

This re-router is an extremely small device and is embedded into the Agents radius (a bone in the forearm). In the event of a command word, death, exposure to air or a mental impulse the re-router dissolves into common base molecules. In addition the methods of construction are split among several individuals so that no single person is capable of leaking the knowledge. So far, despite several efforts and many near misses, the Ai-Jinn's secret remains intact. Many rumours circulate but proof has always been evasive. It is also suggested that the Ai-Jinn have a better relationship than most with the Rogue Archons and these digital gods, for whatever reason, seem keen for the Ai-Jinn to continue their clandestine activities.

MANAGING YOUR ALTERNATE IDENTITY.

The alternate identity should be something fairly simple which the Agent can switch into when necessary. It should also be understood that your licenses do not apply to the alternate identity. The licenses must be acquired in the normal way as having the Ai-Jinn simply make them up can lead to inconsistencies when the UIG perform ID chip checks. Most trainings would carry across to your alternate ID, however some (such as Underground Status or Command) would be questionable if your alter ego was that of a laundry man. Ultimately the GM should make a decision based on circumstances. When creating your alternate identity you should be sure to create a character your Agent can slip into easily and who will not be too suspicious should the UIG decide to check you out. For example, if you design your alternate identity to be a taxi driver then when the UIG stop you and find you have no drivers license you may be in trouble.

SWITCHING IDENTITIES

This is done with a sub-vocal command and takes 6 seconds. It can also be set to switch if the Agent is paralysed or unconscious as a safety precaution.

CHANGING YOUR ALTERNATE IDENTITY.

The second identity can be changed which takes one week of downtime. Unfortunately licenses and ranks attached to this license are lost as the Ai-Jinn need to be careful that the ID Chip matches any records the UIG may have created on your second identity.



AGENT KUANA JOWORA - 3RD ECHELON JANISSARY



Comoros have very little direct influence within the Eastern Bank region. Their only legal territory is the Centre for World Culture (page 52) which is a non-military installation and provides little in the way of a strategic stronghold. Instead Comoros maintain detachments of guerrilla fighters, known as Janissaries. These highly trained men and women are set the task of creating political instability between enemies in an effort to reduce their power base and shatter the chance of Corporate alliances.

The campaigns waged by the Janissaries are surgical affairs and although violence is employed, carefully manipulated 'situations' are the normal route taken. By continually provoking the enemy and diverting the blame serious incidents can be incited which keep the Corporation's attention focused on each other and away from both Comoros and the citizenry.

THE ALAMUT MOUNTAIN SPIRE

Far from the Eastern Bank, hidden deep in the Elburz mountain range, south of the Caspian Sea, the Alamut Mountain Spire has served as the primary training centre for elite Comoros Agents for over a century. The Spire itself is in fact mostly comprised of the hollowed out mountain, the surface installation built on the site of the original Alamut fortress being only the proverbial tip of the iceberg. Not only is the Alamut spire heavily defended but it also

incorporates superb training facilities consisting of morphic assault courses, firing ranges, holo-dojos and even a small focus dome, not surprising considering that some of the most efficient and dedicated killers the world has ever seen are trained here; the Comoros Janissaries and Fidai.

Janissaries and Fidai are hand-picked out of those Agents most dedicated to the Comoros ideal of universal human liberation, only those for whom the cause transcends mere corporate employment are deemed suitable to undergo training at the Alamut Spire. Before entering Alamut each applicant is assigned a test, either mental or physical, and observed by the recruiters. In either case the level of the applicants success in completing the test is largely immaterial, if they made it this far then they've already been accepted to undergo special training, the test is to establish the best course for their training to follow; those who approach the test methodically with cold intelligence and logic are turned over to the Fidai for espionage and assassination training, those who try to defeat the test with fearless bravado and enthusiasm are selected for the ranks of the Janissaries, combat and sabotage experts without peers.

The final stage of training is the infamous 'Run of the Mountain', a yearly event in which all the potential Janissaries and Fidai are gathered in the lower levels of the Spire and given only twelve hours to reach the topmost level while having to outwit a number of veteran Agents, who attempt to hinder their progress and the Spire's own internal defences. The Run is incredibly difficult and few ever make it on their first try but those who complete it can consider themselves part of one of the most feared fighting forces on earth and are rewarded by getting to meet in person the ruler of Alamut Spire, the mysterious 'Old Man of the Mountain'.

You think me some base murderer? A hitman for hire? No, I do not kill for money, I kill because every life I take brings the world one step closer to utopia.

- Agent Seif al Din, Comoros Janissary

NEW RANKS

Da'is	A mission officer appointed the task of finding suitable candidates for training at Alamut spire.
Janissary	Combat expert, saboteur and political agitator.

The Old Man

Rank 9, Level 60

The master of the Alamut Mountain Spire is the shadowy figure known only as 'The Old Man', his original identity having been erased decades ago. He rarely appears in public, preferring to act through the Da'is and a network of sleeper Agents, some of which have been psychogenically altered so as not to know their true identity, lying in wait and living lives not their own for years at a time, possibly even as Agents of rival Corporations, until the telepathic trigger is sent and they carry out their assigned mission.

Details of the Old Man's appearance are sketchy at best, even those who have met him in person find it hard to agree on what he looks like and it is suspected that the same memory-altering telepathy he is so famous for using to create hidden assassins also defends his privacy.

Who knows? - The Old Man of the Mountain, that's who knows.

- Comoros Proverb

Comoros Mission Ideas

1. Your Division have been called in to test the trainees during the 'Run of the Mountain'.
2. The Old Man has sent orders for you to establish a new sleeper cell in the Eastern Bank.
3. Investigate the allegations that the Old Man may be planning a coup d'etat.
4. Help the Eastern Bank Janissaries smuggle out wrongfully imprisoned political criminals.
5. Disseminate illegal anarchist literature in a political hotbed, such as the Eastern Bank.

Rival Mission Hooks

1. Rig the 'Run of the Mountain' to make the internal defences lethal.
2. Steal information about one of the Old Man's sleepers before he assassinates someone valuable to your corporation.
3. Conduct a month-long period of surveillance on the Alamut Spire without being detected.
4. Some Da'is have shown interest in recruiting one of your Corporation's Agents; win him back to your side.
5. There is a sleeper Agent hidden somewhere within your Corporation. Identify and eliminate them.

It has long been a military axiom that to encumber an enemy with wounded is an effective strategy to diminish his strength. The single example of large-scale telepathic engagement on record, the December 6th Incident, suggests that this principle applies tenfold in the case of mental warfare.

For every one of the twelve thousand killed in the attack, three more were rendered (variously) clinically insane, irreversibly comatose, or otherwise permanently non-functional. Less than five percent of the survivors were ever able to function again as a normal member of the Corporation. The net cost - in terms of medical assistance, insured guaranteed dependent income, and psychological rehabilitation - to Eurasian Incorporated of maintaining the remainder was almost incalculable, somewhere in the tens of billions, and actually resulted in an unprecedented sustained loss curve until the Thirel Directive was passed by the Board in 2207 as an emergency solution. Even after the Directive was carried out, none of the fifty employees selected to survive it as ongoing test subjects ever showed any recorded improvement or sign of returning to normal behaviour.

In light of this, the recommendation of this Department remains that any Agent damaged non-lethally by direct telepathic assault be placed on immediate review subject to permanent suspension, expulsion or termination where appropriate to avoid incurring costs disproportionate to their value.

- from The Mind Unbound: Threat Analysis, Comoros Corporation

attr: Michael Kaspillis, EI anthropologist/geopolitical analyst

STUFFEM & CO.

The legal system is in place to attack the vulnerable, often when they are engaged in something completely legitimate. If you're one of the unlucky ones coming under the hammer of UIG oppression come and see us.

Reduce sentence by D2-1points 500€

Reduce sentence by D4-1 points 1000€

Reduce sentence by D6-2 points 2000€
(You may only choose 1 of the above options)

Counter-Sue

We can even try to get compensation for you. For a flat fee of 1000€ we'll try and hit them where it hurts.

20% chance of claiming D6x1000€

We do not ignite the fires of war, we simply stoke them.

Cadmus Halor – Comoros Janissary (3rd Echelon)

he screams in my dreams, the black fat man, screams in my dreams, screams screams screams, the fat man in my dreams, screams in my dreams, man screams, screams, he screams in my dreams

- extract, *EI Audio Observation Logs*, subject: Agent Radcliffe, December 6th incident survivor/ Disc 2, Day 134, Year 6 [edit codes: repetition, brevity, decibel limit.]

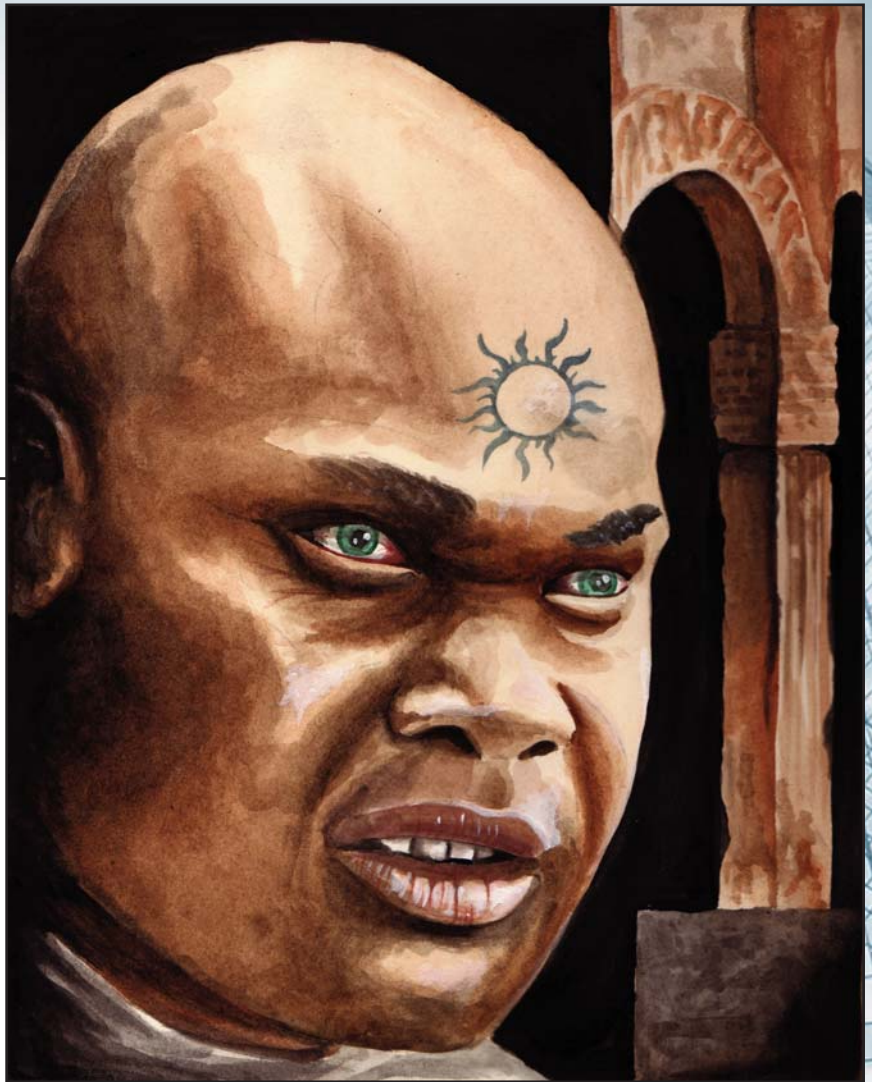
Listless eddies of wind swirled between the towering, haggard buildings of the battered city, filling the night air with dust and grit that stung the eyes and ground between the teeth. A drunk, stooped and broken, staggered haphazardly to the mouth of a darkened alley, slumped heavily against the wall, and gazed through milky eyes out at the confrontation unfolding in the street beyond.

At one end of the street, the group of Shi Yukiro Zaibatsu stood, poised, hands resting on sword pommels or the grips of handguns, while around them the samurai stalked out to form a loose ring, narrowed eyes locked on the Ai-Jinn opposite. The shadows at the other end of the street all but concealed the cluster of gang members, a press of men and women in dark, formfitting clothes grouped tightly around the Division head, but did nothing to hide the two Mechtricians that flanked the group. Both were hugely armoured, interlocking metal plates strapped or grafted to their bodies.

The fizz and flicker of the broken neons lining the street reflected sporadically off their suits and the shining muzzles of heavy weapons systems, all aimed squarely at the Shi Yukiro.

Between the two Divisions, a torn and filthy sheet of paper flapped and skittered in the wind. One of the Mechtricians turned to track it, then swivelled towards the intersection as, along with everyone else, she picked up the rhythmic sound of marching feet. Eschewing any notion of subtlety, the UIG arrived with a wedge of Malenbrach advancing in lockstep, stopping directly between the two groups. Faceless and formidable in hulking Erabite armour, the UIG Officers bristled with guns levelled variously and without apparent favouritism at the two Divisions, the red and blue strobes set into their shoulder guards adding to the chaotic, flickering play of lights. No-one spoke, or moved, and the street was silent but for the tuneless skirling of the wind.

Without warning, an explosion burst on the mirrored faceplate of the Mechtrician who had reacted to the fluttering paper, a fist-sized chrysanthemum of flame. Letting out a cry in Mandarin made harsh and guttural by the loudspeaker mounted on her helmet, she staggered back, spraying fire indiscriminately from the cannons built into her suit's gauntlets. One of the Zaibatsu



across the way crumpled, clutching an arm that now hung oddly from his shoulder, and a Malenbrach rocked back slightly on his feet. A moment later the street was a bedlam of gunfire and swordplay, the blurred lights of ion katanas melding with flickering neons, pulsing strobes and the actinic flares of muzzle fire, the silence shattered by explosions, ricochets, and the screams of the injured.

The drunk wandered back into the shelter of the alley as gunfire chewed brick splinters off the corner where he had previously been leaning. As he moved deeper into the gloom, he stood straighter, strode faster. His dusky skin and filthy clothes faded into the darkness, leaving only the milky gleam of his eyes. He snapped his fingers, and in the deepest shadows of the alley there blossomed a perfect, fist-sized chrysanthemum of flame. For a moment, a crescent of perfectly white teeth bared in a fierce grin reflected the light of the little explosion; then they, too, were swallowed by darkness, even as the low chuckle that rumbled through the alleyway vanished into the last rattles of gunfire and the moans of the dying.

COMOROS CENTRE FOR WORLD CULTURE

Comoros have only one stronghold within the Eastern Bank, Taegu Pusan City (South Korea), within which has been established the Centre for World Culture (CWC)

Although the CWC is controlled by Comoros, the UIG contributed resources to its construction. The Ai-Jinn (in penance for the Kim Cha'ek incident) were also contracted to complete much of the macrostructure. The Centre was intended to act as a cultural vault to safeguard the memory of distinct and valuable world cultures against ever increasing globalisation.

Physically the Centre comprises 7 main complexes, one housing each continent (Antarctica excluded) and one for administration, security, corporate accommodation and other undisclosed requirements.

The complexes vary in structure but each seeks to capture and conserve elements of various cultures which have either died out or are threatened.

GM Note

The CWC allows you to drop the Division back in history a little, you can consider that each Complex has a site to house the type of environment you'd like to run your game in. If you like the idea that the Division has to spend some time in 60's suburban America or Victorian London you can assume there is part of the a CWC dedicated to that area. The complexes are always being expanded so feel free to make them fit your game.

Common Complex Features

Each complex has a variety of environments which are sectioned from one another by physical barriers. Where necessary photo-mimetic panels are used to maintain illusions, these are huge TV screens which are thin, cheap and produce very convincing images which can be adjusted and co-ordinated by the administration.

You cannot readily pass from one district to another. There is a 'checkpoint' of sorts which will be in keeping with the culture of the area. In order to pass through you must have the correct permissions and change clothes so that you will blend into the next district. Sizes can vary from a few square miles for an Inuit village to dozens of square miles in the case of Sengoku Japan.

Corporate Support

The Ai-Jinn and UIG still provide significant support to the CWC and of course, all Corporations have a vested interest somewhere. Even old world towns had shops and E.I pay handsomely for the opportunity to stock those shops with authentic goods. Much of the technology needed to keep the Centre running is supplied by the Shi Yukiro on the understanding that Japanese culture receives disproportionately large representation. The Federation have limited influence here but do offer a support role in policing some

of the areas in exchange for dedicating districts to the some of the more recent cultures of Northern America. Overall the CWC does not make a great deal of money and is run as a resource for the people of Earth.

Visiting the Centre for World Culture

The centre has a small shuttle port and is easily accessible by car. Upon entry to the centre you must agree to abide by a few ground rules.

1. No out-of-era tech and no weapons of any sort are allowed. Cybernetic and biotech weapons must be disabled at your own expense. This typically costs 250¢ per weapon. Medical tech can be brought in with a doctor's note.
2. If entering a district as a resident you will act and dress in a manner in keeping with the area. Failure to do so will result in immediate expulsion. (Appropriate dress can be acquired at entry points for 150¢ upwards.)
3. You will be embedded with a tracking chip so that the authorities may monitor your location. This can be removed with a basic 'Cybernetics & Robotics + Intelligence' check but will alert the authorities.
4. You will abide by local district law or be expelled. These are not UIG laws, simply laws which would have pertained to the district and the time it is simulating.

There are two ways to visit the centre.

Spectator

It costs 120¢ per person to enter a single complex for a day. (Discounts are available for those proving low income). As a spectator you are restricted to 'invisible' areas, this means you cannot be seen by those within the district. The routes through the complex that you are permitted to travel are sealed off from the open areas and you simply observe what is going on. It is akin to visiting a museum in that you can look but not touch. The routes are carefully disguised so that your presence is undetectable to anyone within the active area of the complex.

Resident

You may become a short or long term resident in the complex. This means you may live in your chosen district for days or even weeks if desired. Although you are required to make every effort to blend in to the district, issues such as race or physiology are not factored. For example, a caucasian would not be prevented from spending a period of time in ancient China. She may be asked to take on a role which would add to the credibility of her presence but over all the experience is intended to be one of learning, not exclusion.

Cost 200¢ per day (up to 6 days)
1000¢ per week

Permanent Residents (Plants)

Some individuals are selected to become permanent residents, often due to them adding a certain something with their presence. For example, a man with strong Maori ancestry and knowledge of Maori culture may be asked to permanently reside within the New Zealand district. Over time thousands of residents have become permanent giving a great feeling of continuity to the various cultural districts.

The Underworld

Crime has unsurprisingly seeped into the CWC. Some districts are so large that they become like real world locations with their own criminal underworld dealing in all types of crime. Comoros and the UIG keep an eye on this crime and ensure that it does not get overt and out of hand. At most you can expect drug dealing, muggings, some prostitution and the occasional murder.

Example Districts

1920's Hong Kong
Victorian London
Sengoku Japan
1990's Gangland Los Angeles
Nigerian Village
1960's Suburban America
Tokyo in 2040
Post Second World War Berlin
Mayan Central America
Paris in the 1800's
Cold War Moscow
Colonial Australia
Amazonian Tribal Life
Ancient Egypt
Roman Europe
Hellenistic Greece
1800's Deli
The Holy Land 10AD
New York during the Corporate Wars
First World War Eastern Europe
1980's Mexico City
Inuit Village
1990s Dutch Hospital
Madagascan Forests
1900's Morocco
The Time of Dinosaurs
Civil War America
San Francisco in 2000
The Creation of the Eden Spire
Native America
Ancient Peking

Museums

There are also several museums in the Centre. These contain a variety of treasures ranging from ancient paintings and sculptures to modern marvels such as xeno-relics and the first plasma weapon.

The museums are extremely well guarded but there is still a great deal of controversy from various corporations and factions who claim the items contained within the CWC should be returned to their respective countries.

Example Mission Ideas

1. A fugitive has fled to the CWC and managed to get into one of the districts. Track and capture her.
2. You are requested to lower the crime rate in a district without spoiling the illusion created there. You must dress appropriately and ensure you do not stick out.
3. Rumour has it that a rival Agent has insinuated himself into one of the districts and is furthering his Corporation's goal from within the Centre. Identify him and take him out.
4. Set up covert cameras in a number of specific districts. Don't let anyone see you doing it.
5. A new shipment of droids has been received to play the part of bystanders. Something seizes control of them and uses them to terrorise the CWC. The controller demands a ransom or he will set them on the visitors.
6. An intercorporate peace conference is being held in the Italian Renaissance section of the CWC. The Ai-Jinn Corporation has refused to attend. Investigate why they are not present and ensure they are not planning some kind of attack on the representatives.
7. Terrorists have taken control of several sectors of the CWC. Your Division has been selected by the UIG to be part of a special ops strike force. You must take back the CWC.
8. The CWC contains many important relics from throughout the world's history. Your CEO has his eye on a few of them. Enter the complex legitimately and steal the items in question.
9. The great sword of Miyamoto Musashi has been generously loaned to the CWC. Your Division is charged with the duty of protecting it. If the Division fails to guard it they must recover it. The relic in question could be changed to suit the Corporation.

I do not need to remind anyone here of how unusual it is for the Six to offer direct advice on UIG strategy; the implications of the fact that they have done so here are surely not lost on any of you. Further, their predictive calculations match our own assessments. The entire Eastern Bank region is a flashpoint that at any moment could explode into conflict on a disastrous scale. Our own losses in the region attest to the turbulent nature of the zone: please refer to pages nineteen through four hundred and eight of the document in front of you for the complete breakdown of these.

Thus, the Capital Code Proposal. You have heard the details several times over the course of the week, so I will summarize. We are advised to grip the Eastern Bank in a steel fist, our only remaining way to contain the forces that collide there. The Six have pledged to provide the steel... we have only to clench the fist.

Those in favour?

- from the final day of the Capital Code Summit, Veristrov Hall, Antarctica

attr: Jaime Van Dyer, Speaker for The Exchange



E.I. AGENT JEAN - GERRARD BAPTIST, E. BIOWEAPONS TESTER



I believe we have found an elegant solution to all these nagging concerns about a lack of discipline on the part of certain of our Agents. Assign them to the Bank, and if they come back without getting themselves arrested and shot, I think we can safely assume they are fit to continue working for us.

Of course, if they get themselves arrested and are released, we may have to shoot them ourselves, for the look of the thing. But that's a human resources issue.

- attr: Gunther van Rosch, C.E.O., Eurasian Incorporated

The Northern reaches of the Eastern Bank are predominantly owned by Eurasian Inc. The luxurious Magadan Spire draws leisure hunters from all over the world and the notorious Colosseum is a favourite with citizens of all types. The cold, irradiated wastelands of Eastern Russia are for the most part left empty. Aside mining E.I. have a few of their more 'private' installations out in hidden locations within the Russian Barrens. These facilities are normally well concealed with satblankets and heavily fortified.

E.I.'s Eastern Bank territory borders with the Shi-Yukiro and the Ai-Jinn. Both Corporations are known for their efficient black ops teams and fondness for intellectual theft. For this reason E.I. do not maintain advanced research facilities within the Eastern Bank, preferring to locate them north as mentioned earlier. However, it still stands that the Thomas-Akai and Magadan Spires hold a wealth of sensitive information, which any rivals would be pleased to get hold of.

It is impossible for any Corporation to keep enemy Agents from entering Eurasian territory; primarily because it's illegal to prevent a person going about their lawful business. This means you cannot legally stop a group of rivals from hanging around your spire. Instead E.I. monitor their borders carefully and utilise numerous counter espionage methods to keep the Shi Yukiro and Ai-Jinn at bay. The main mechanism being the insertion of E.I. Agents into rival spires under a range of disguises and fitted with crystal weave cybernetics.

These Agents often take on the guise of wealthy residents or holiday makers, then use their positions to gather intelligence and make deductions about enemy activities.

"We have three rules here when it comes to dealing with UIG inspectors: Be courteous at all times, keep them away from room 31-C and if in doubt, blame it on Gemini."

- Attr. Klaus Anderson, E.I. antibiotics laboratory Kappa Phi, Currently on trial for bioterrorism.

EURASIAN INC. BIOWEAPONS TESTS

The Eastern Bank is an area of great environmental upheaval, the terrible bioweaponry that created Kim Cha'ek, combines with the thousands of tonnes of chemical soot coughed forth into the atmosphere by the Tianjin refinery complex and widespread poverty in the old cities to create a breeding ground for all manner of pathogenic micro-organisms. Add to this a convenient scapegoat in the form of the HQ of the much distrusted Gemini Corporation and you have the perfect testing ground for bioweapons with built-in plausible deniability. Clearly this is not a resource Eurasian Inc. would be willing to let go to waste. The Eastern Bank has become one of the greatest sources of human-testing data available to E.I., pathogens are tailored for lethality or to induce particular symptoms and then released into the old cities to run rampant among the poor and malnourished while their effects are monitored by E.I. technicians, sometimes with the aid of Agents.

While highly illegal there is little way of tracing these diseases back to E.I. Even if their artificial nature is discovered though the limited number of organisations with access, the level of biotechnology

required for such an operation has made their experiments one of the biggest open secrets among the UIG, who do their best to prosecute Eurasian Incorporated, albeit with little success thanks to the highly-effective E.I. legal division.

E.I. Agents performing this kind of work are often those who, even more than most, have utterly shucked any ethical pretence they might have once had. They see the destitute population of the Eastern Bank as ultimately just a useful resource for the betterment of those capable of paying for E.I.'s most sophisticated treatments. Many commonly used, everyday medicines see their theoretical conception in the Eastern Bank.

These Agents may be called to perform such unsavoury activities as kidnapping the plague-ridden victims of some new bioweapon for vivisection, testing a new combat drug derived from the Eastern Bank experiments in battle against rioting old city dwellers or keeping E.I.'s activities hidden from the authorities, be they the UIG or other corporate Agents.

These hardened corporate executives often break the typical E.I. stereotype of the over-paid work-shy delinquent in favour of the 'stony-eyed killer' look. How an Agent could find their way into such a situation varies from individual to individual; perhaps they were raised in the underswells and had to abandon their morality to survive, making them prime candidates for E.I.'s more illicit work, or maybe they are using the additional veil of secrecy E.I. affords to it's Eastern Bank Agents, to hide from something even more terrible in their past; either way, they're in deep with no way out.

Dangerous as these activities are Eurasian Inc. benefits so much from the research data gathered in this fashion that they are willing to risk the wrath of the UIG and in any case have numerous fail-safes in place to limit the amount of damage this could cause to the Corporation proper. The citizens of Magadan spire and beyond live long and healthy lives thanks to the old-city dwellers who form the test-ground in Eurasian Inc.'s research and almost all modern Anagathic treatments that can extend a human life in perpetuity have their conception in this grisly practice.

PERSONAUTIES

DR. WESLEY FEVERHAND MD

Genius Neurochemist (Rank 4, Level 15)

Originally an anaesthetist aiding BIO research on Miller-Urey, Dr. Feverhands personality became dangerously unbalanced following an accident wherein he was exposed to psycho-mutagenic compounds intended to heighten aggression in combat BIO's. Feverhand is a sadistic monster of the highest order, inordinately fascinated with the limits of the human mind and nervous system and completely without any trace of empathy for those he experiments on, indeed many wonder whether he is still capable of emotion that is even human. While a highly-competent general physician his speciality is in neurochemistry and he is one of the few individuals on the planet with the knowledge to create the psychosis-inducing toxin Lampadenite and the only one capable of creating its counter-agent. Recently his sanity has begun to degrade further still even as his genius has magnified, no-doubt exacerbated by his addiction to the classified E.I. neuro-accelerator 'Open 12'.

AGENT TRUMAN LEVESQUE

E.I. 'Cleaner' (Rank 2, Level 7)

When you need something to disappear, be it a murder weapon, a

stolen UIG cruiser or a body there's only one thing to know; "Call Truman".

A short (borderline dwarfism) man with a rapidly growing bald patch and a faint air of cheap cigars, Truman runs a mechanics shop and junkyard, actually a front for an E.I. fencing operation, in Zaliv old city. He and his men, all of them former finers and possessing some of their original cybernetic enhancements, will render down anything brought to them in a totally professional manner, ensuring no chance that the goods can be traced back to the one who contracted their services. He also runs a small underground that can filter items back to E.I. in secret right under the nose of the UIG and Ai-Jinn. Despite his small stature Agent Truman is a capable combatant with a combat chainsaw and a modified double-barrel shotgun. Even his yard can be converted into a compound capable of withstanding a concerted siege if necessary.

Who owns Christmas? Can we buy it?

- Jennifer McIntyre, EI Intellectual Acquisitions and Mergers

EURASIAN INC. MISSION IDEAS

E.I. Mission Hooks

1. You are given control over security at a research installation.
2. Someone has been abducting people infected with tailored pathogens before you can get to them.
3. Cultists have taken an E.I. bioweapon lab and are currently under siege, threatening to release it's experiments if their demands are not met.
4. A new bacterium that causes the bodies of Agents to reject their ICE nanites has been developed, test it in battle.
5. Clear out an extensive underground laboratory complex before UIG inspectors arrive and without attracting unwanted attention.

Rival Mission Hooks

1. A high-morbidity tailored pathogen has found its way into a spire owned by your corporation.
2. E.I. Agents equipped with advanced combat pharmaceuticals are conducting random hits on your Corporation's businesses.
3. A former Agent of your Corporation that went AWOL three months ago has been found wandering the streets of a nearby old city; naked, insane, riddled with needle-marks and powerfully telepathic.
4. Old city dwellers infected with some mysterious disease have devolved into mindless flesh-eating savages and are converging on your spire.
5. Investigate a series of bizarre ritualistic 'ripper' murders.

Actio personalis monitur cum persona.

- Graffiti found on a desk in the E.I. Legal Dept.

Translation: "Dead men don't sue"



SHI YUKIRO

HONOUR, STRENGTH, POWER

Kuni yaburete, sanga ari.

- Japanese Proverb, lit. "When the country lies in ruins the rivers and mountains remain."

The Shi Yukiro are used to operating within the Eastern Bank (as it is their home territory) and so there is no change to their operational method noted here. They are highly skilled at functioning within its confines and dealing with the consequences. As a result all Shi Yukiro Agents only suffer D4 x normal Rank point loss when caught breaking the law within the Eastern Bank.

THE NIPPON BORDER GUARD

Japan, after emerging relatively unscathed from the horrors of the Corporate War, has the unenviable position of its entire west coast bordering the Eastern Bank. With the threat posed by the twin neighbouring corporate superpowers, the Shi Yukiro requires equally threatening defences, defences which take the form of the Nippon Border Guard.

These elite Agents work on an operational method of surveillance and extreme mobility to defend Japan and its waters from outside incursion not only from hostile corporate Agents but from outlaws, pirates and smugglers. The Border Guard have bases all around the Japanese coast, particularly on the west coast but also on the east to guard against incursions originating from the American mainland, and a number of 'Daimyo' class offshore floating installations, all of which stock murder class droids and amphibious cyberlins for particularly serious situations. The Border Guard have access to enormous resources and ultimate authority within their remit of Japans defence, in fact if it were deemed necessary by the Border Guard high command the Shi Yukiro would actually redeploy D-Shift weaponry despite the UIG sanctions against their use.

Unusually for Agents, the Border Guard often work in concert with the UIG on amicable terms as both have the same ultimate goal of the protection of Japans citizenry, albeit for different reasons. As a result members of the Border Guard face less danger from UIG scrutiny within the East Bank CCZ providing they are operating within Japanese waters as some sympathy is extended toward them by the authorities. There is also some degree of cooperation between the Border Guard and the Agents of the Comoros Corporation. Much of Japan's coastline is home to some of the most astounding sights of natural beauty in the world as well as some surviving examples of feudal Japanese culture such as 16th century castles and ornate Shinto shrines, having been untouched by the environmental havoc that wracked much of the world. Comoros, with its mandate of the defence of world culture, has a marked stake both ideologically and economically in ensuring that the area is not laid waste to by warring factions or its ecosystem destroyed by the tamperings of Eurasian Incorporated. To this end the ranks of the Border Guard are sometimes supplemented by Comoros telepaths when their missions involve matters that might come to effect the Indo-African alliance such as drug smuggling, gang warfare and anything else that might discourage tourism.

PERSONAUTIES

AGENT HIGA NEJI

surveillance Expert (Rank 2, Level 11)

Neji is one of the Border Guards information-warfare specialists and spends much of his time in full-immersion with the coastal defence network. He constantly monitors for illegal access into the system by those

who might want to bypass Japans electronic defences, aided by his custom-built Shinobi-class A.I. 'Susano'o'. Neji is secretly frustrated by his slow rank advance in the corporate structure, being denied the honour of an Ion Katana even after filling his body with the most advanced information-control cyberware available to show his dedication. In an attempt to strike back at the superiors who snubbed him he has recently begun letting enemy Agents slip through the system in return for a large sum of credit finding its way into an offshore bank account of his. Needless to say, if this was ever discovered he'd soon find himself receiving an Ion Katana of his own, edge first.

AGENT LI AHN-FANG

Antiterrorism Agent (Rank 4, Level 25)

Originally of Chinese extraction, Agent Ahn-Fang has had to struggle against Shi Yukiro ethnic bias for much of his life but has secured himself a position of moderate respect within the Corporation through the uncovering and elimination of uncountable potentially damaging situations across the Eastern Bank, earning a reputation as a ruthless and methodical investigator who never fails to find his target. His division is highly capable in close combat situations and are often called in as a quick-response unit for the elimination of terrorist cells and organised crime bases. Li himself eschews the usual lightly-equipped Shi Yukiro modus operandi in favour of military fatigues, body armour and a Takata laser SMG along with his Ion Wakizashi.

SHI YUKIRO MISSION IDEAS

Shi Yukiro Mission Hooks

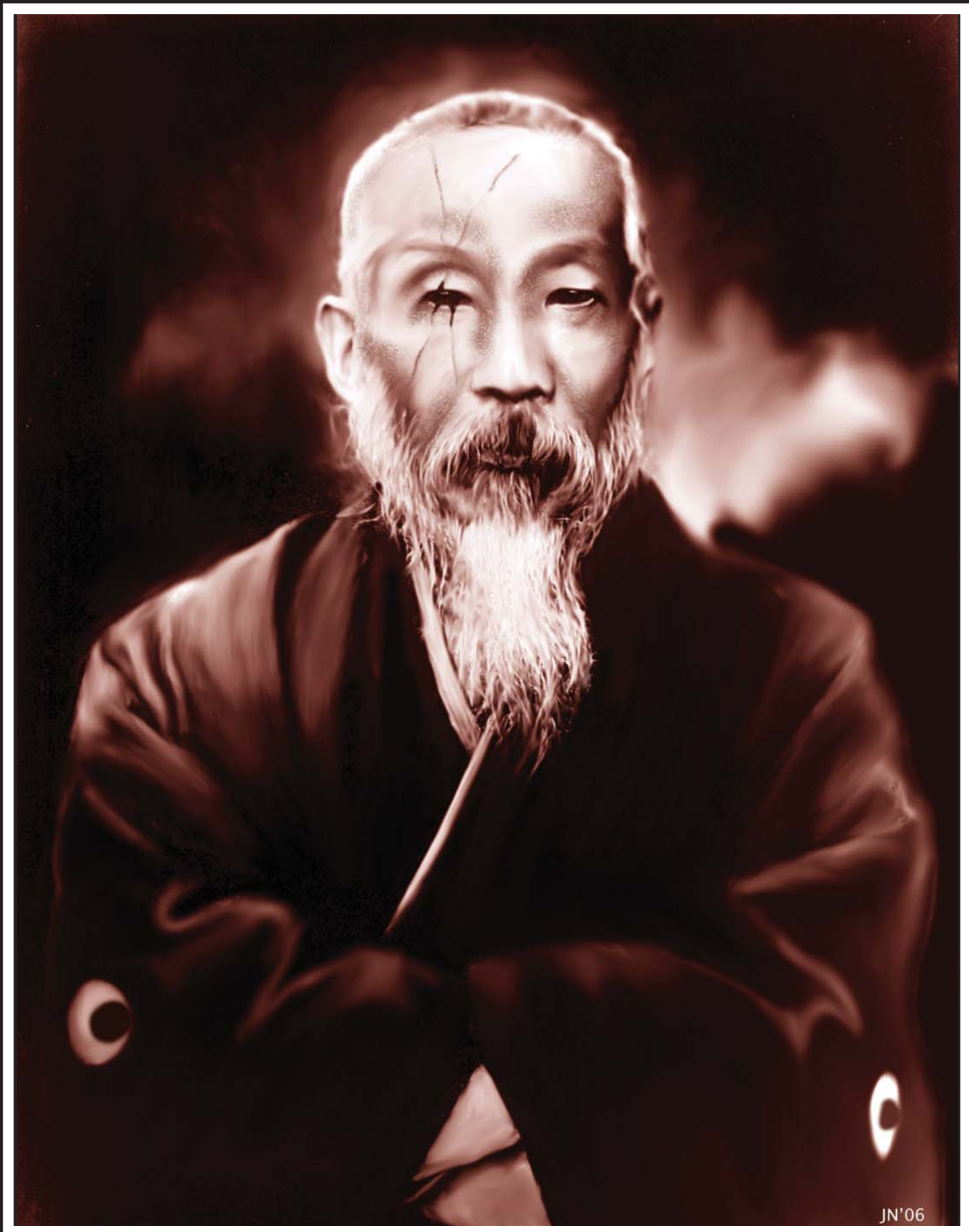
1. Seek out and destroy a drug smuggling ring that is flooding the streets with DHC.
2. Take control of the amphibious cyberlins to track enemy submarines back to their source and destroy them there.
3. Federation UAS have been spotted hitting mainland near an important installation.
4. Investigate the pirate attacks on Ai-Jinn tankers en' route to Japan carrying high-end machinery.
5. A rogue Archon shuts down the entirety of Japans west coast defences for fifteen minutes, find out why.

Rival Mission Hooks

1. Kidnap a Shi Yukiro scientist working on experimental high-energy physics.
2. Steal the override codes for a D-Shift installation so that it will pose no threat if Japan is ever invaded.
3. Rig the hit of a famous figure to look like it was performed by the Akita cell. The Akita Cell will likely not be pleased.
4. Use an inter-corporate meeting in Japan, wherein you will be your Corporations representatives, as an opportunity to discover more about the Shi Yukiro's defences.
5. Spring Agents possessing valuable information who were captured by the Border Guard from prison.

This Code will force the other Corporations operating in the Eastern Bank to move into the shadows, to lay down their guns and sharpen their knives. I say that we should welcome this development. For when they do so, they will surely find the shadows occupied... and our knives are sharp already.

*-Transcript of Shi Yukiro Board Meeting, immediately following the Capital Code Summit
attr: Daimyo Kito Mitsurigo*



JN'06



Patriotism is often an arbitrary veneration of real estate above principles.

- George Jean Nathan

The Federation have no strongholds in the Eastern Bank. The first attempt to gain some influence in the region is the offer their UAS Divisions (Urban Assault Specialists) to the UIG as a contract based policing force. The rates are extremely reasonable and actually end up saving the UIG money. The UAS are often better trained and better equipped than UIG response officers and so almost everyone benefits. The only real gripe comes from some of the UIG's Officers who see a lot of their cash heavy job opportunities being offered to UAS squads. This has created a rivalry between the two groups which is unlikely to be resolved any time soon. Oddly enough the UAS Divisions are not really after the money and are only there to further the Federation's influence in the Bank but the end result is the same; less work and less cash for the Officers. Initially the UAS were only sent on high risk assignments but as they continued to demonstrate their competency the UIG execs have started to use them for a broader range of work. It has now reached the point where the only assignments the UAS Divisions cannot undertake are those which require high level UIG clearance. The Officers are hoping this is not going to change.

So far the Federation have acquired a number of policing contracts from the UIG and therefore has a small but significant contingent of Agents in most of the Eastern Bank Old Cities. The incorruptible nature of UAS Agents make them ideal from the point of view of the UIG but undesirable in the eyes of powerful criminals and Agents working beyond the law.

The resident Corporations are furious about having Federation Agents patrolling their cities and regularly arrange 'accidents' to befall them or put contracts out on their heads. Fortunately the UAS are a tough bunch and they are able to offer enough intelligence that these occurrences are kept to a minimum.

UAS Agents working for the UIG are granted the same powers as standard UIG Officers of the same rank.



A VARIANT OF THE UAS SYMBOL

That the UIG has chosen to legitimise what is effectively a garrison of elite Federation troops throughout our territory is an outrage. Complaints through official channels have, however, fallen on deaf ears. You are therefore informally instructed that any mission in which one or more Urban Assault Specialists are killed or rendered permanently inoperative by accident, misdemeanour, or other cause not directly attributable to the Ai-Jinn Corporation will attract bonuses commensurate with number of casualties and extent of any psychological trauma inflicted on survivors. This message to be destroyed on reception.

*From Ai-Jinn internal update, West Bank region
-attr: Dragon's Head Emilio Wong
INTERCEPTED 15.6.2503, /UIGSurVeilbot
RELEASED 16.6.2503, /unknownadmin*

URBAN ASSAULT SPECIALISTS

No Agent starts off as an Urban Assault Specialist. After several missions those who have performed well in specific theatres of conflict may be short listed to apply for UAS status at the Phoenix Advanced Combat Centre (PACC). They must spend a total of 6 weeks at the centre which need not be in one continuous stretch. (Downtime is used for this work)

System: The trainee must have the following traits to pass the final exam.

Strength	7	Drive	2
Endurance	7	Heavy Firearms	4
Agility	6	Light Firearms	5
Perception	7	Medicine	1
Intelligence	6	Mechtronics	2
		Pilot	1
Assess Tech	1	Stealth	4
Athletics	2	Support Weapons	4
Close Combat	5	Tactical Firearms	7

WF Agent

Powered Melee Training and License

Dual Weapon Fighting (Tactical Firearms and Tactical Close Combat)

Standard Federation Licenses and Military Sign

Upon completion of the training the Agent is considered a member of the UAS. UAS Agents do not have to work in exclusive UAS Divisions; they may be members of standard divisions.

BENEFITS

The benefits of being a UAS Agent are significant and it is a highly respected position within the Federation.

Extra Pay

UAS Agents are paid an additional 10% to whatever they would normally receive.

Distinction

UAS Agents have the Distinction 'UAS' written to their ID Chip

Tattoo

UAS Agents receive the Winged Arms tattoo. This shows a rifle and sword flanked by eagle's wings. Some UAS divisions alter the design to reflect their speciality. For example, the 3rd Detroit Tomahawk Division have the eagle's wings flaming to represent their speciality in demolitions.

Plasma Longsword

UAS Agents are given an 'exceptional' plasma long sword upon graduation from the Academy. If the Agent performs particularly well the Corporation may upgrade the long sword condition for free.

UAS Training

When a UAS Agent enters an urban combat situation he gains a free conviction point for every UAS Agent present. (He counts himself meaning a minimum of 1) He may spend these points as normal and it means he can have more than 5 points temporarily. The point is lost at the end of the scene.

Strong Mind

The UAS receive a +6 bonus on rolls to resist disloyal behaviour. Examples include breaking under torture or ignoring a psychogenic's command to injure a WF Agent.

Capital Code Authority

Within Capital Codes Zones, particularly the Eastern Bank, UAS Agents can act in the capacity of police and are considered to be UIG Officers 2 Ranks higher than they actually are for the purposes of law enforcement. They cannot use this power to command other UIG Officers but they do have complete authority over the majority of Agents and civilians in the same way a normal UIG Officer would. Naturally, any abuse of this power will result in severe disciplinary action. Normally involving the loss of 20 Rank Points and expulsion from the UAS.

RESTRICTIONS

There are certain restrictions in place which can make life for a UAS Agent difficult. These should be considered before taking the exam.

Training

UAS Agents must spend 50% of all downtime at the PACC, brushing up on techniques.

Code of Conduct

The UAS must conduct themselves well at all times. They must be loyal, hardworking pillars of the Federation and totally incorruptible. Breaches in behaviour result in ejection from the unit.

Always Ready

UAS Agents do not have casual clothes. They must always wear their UAS issue fatigues (black and green camo) and be ready to respond at a moments notice. This means no drinking or drugs.

Federation First

The Federation must always come before friends and family. If an enemy kidnapped a UAS Agent's wife to use as a hostage the Agent should not even consider a rescue as his possible death would be a waste of training and resources. This protocol generally results in UAS remaining unmarried and childless.

GEMINI BIOWARE

PERFECTING YOUR LIFE

These technologies are being developed and actively campaigned for by an influential network of scientists and others who see themselves ushering in a new epoch for human life on Earth. They look forward to the day when parents quite literally assemble their children from genes listed in a catalogue. They celebrate a future in which our common humanity is lost as a genetically-enhanced elite increasingly acquires the attributes of a separate species.

- Richard Hayes, coordinator of the Exploratory Initiative on the New Human Genetic Technologies, May 2000

The soaring tower of Gemini at Vladivostok marks the centre for modern genetic engineering at its finest. Although both Two Snakes Medical and E.I. invest millions into genetic engineering each year, they haven't come close to Gemini in the field of playing God.

It's saying something that Gemini are such a successful company despite the fact that 70% of their research is considered illegal on Earth and as a result has an extremely small market. At present Gemini make the majority of their income from the genetic tweaking (and sometimes overhauling) of the next generation. Initially in the 21st century, the genetic engineering of humans was used to eliminate congenital diseases such as *tai sachs* and *xeroderma pigmentosum*. Over time what was considered reasonable changed from being life-threatening, incurable genetic disorders to a propensity for acne or overly large feet. Now, as predicted by Richard Hayes, you can pick your child from a catalogue. Do you want a square jawed sportsman or a refined, keen eyed academic? Just ask at the desk.

The prices are high and only the wealthy can afford serious genengineering. It's safe to say however, that anyone living in a Spire can and will alter the genes of their children. There are very few willing to leave it to chance, especially since (it is widely believed) the Corporate Wars have left a mutational taint all over the world resulting in an increased chance of a random genetic shift, which would commonly manifest in some minor birth defect. Any potential parent would gladly pay a few thousand credits to ensure nothing horrible will happen to their child.

Although there is little scientific backing to support this 'taint' theory in the Spire Environment, both E.I. and Gemini seem to expound it at every chance they get. The fact that E.I. doctors oversee 99.99% of pregnancies and sub-contract the gene-fixing to Gemini is simply coincidence – isn't it?

FOOD

The food industry benefits greatly from the work of Gemini, the movement towards GM food in the 21st century has only strengthened and although Gemini's scratch-built species are not permitted on Earth, their genetically enhanced versions of existing crops are highly valued.

Multymeat, the world's largest vat-grown food supplier, use Gemini developed seeder-strains to initiate fermentation in each vat. The fine tuning of the seeder-strains allows the final product to vary enormously in both flavour and texture.

BIO GENENGINEERING

The majority of Gemini's work involves research into the creation of BIOs (Bio-engineered Independent Organisms). At present BIOs are not permitted on Earth and this is Gemini's major obstacle; until they can sell their products to the masses they will be restricted to selling to a few off-world companies and eccentrics. Gemini remain resolute that one day the law will change and when that day comes they will rise to the position of a major Corporation as BIOs become part of the ever escalating Corporate arms race.

COMBAT BIOs

It is already obvious how valuable Combat BIOs have become to anyone engaged in off-world manoeuvres. Most of the large organisations such as the Lunas and Eldoran colony security services, Vastaag Authorities and Anzeiger have been quick to realise the advantages of BIOs coupled with conventional security. From basic deterrents such as Yard Bulls (similar to attack dogs) to towering monsters like the Mantis Evolution, BIOs are extremely off-putting to would be attackers. They are comparatively cheap compared to armed guards and cannot be corrupted. If they die, another arrives within 24 hours and there are no grieving relatives demanding compensation. For a little extra they can be trained to perform more elaborate tasks and even augmented with weapons and armour if need be. It seems that if the law changes, the Earth would become a whole lot nastier in a matter of weeks. Agents can be grateful in the meantime, that these dangerous creatures are only generally found off-world.

CLASS 2s

Gemini's new wave of BIOs are even more concerning and if the UIG could ban them off-world they would do it tomorrow. Known simply as the 'Class 2s', Gemini are currently developing a range of mechanically augmented BIO-human hybrids. This sickening and inhuman process is ironically the result of the UIG's own legislation; if it were not for the Depersonalisation laws Gemini would not have the stream of living breathing subjects to legally conduct their work on.

So far the Class 2s have met with limited success, their mixture of man, machine and BIO is inherently unstable and few Class 2s have survived more than a few weeks, mainly due to them tearing themselves apart as they discover what they have become. Gemini have tried hundreds of methods to force the Class 2s to accept themselves but even when restrained or paralysed the internal autonomic functions of many Class 2s continue to overload, often resulting in death from causes similar to epilepsy and heart failure.

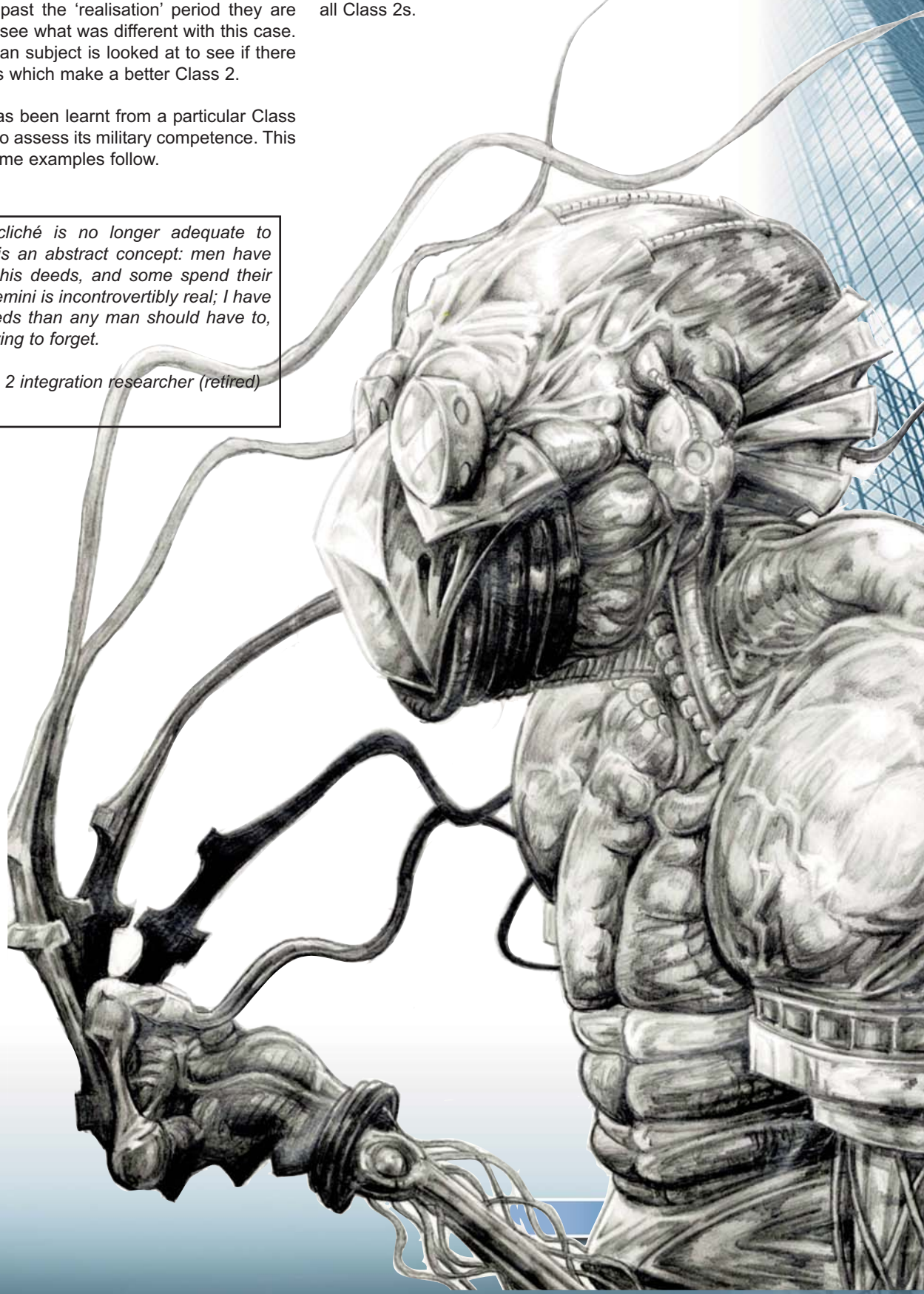
When a Class 2 does live past the 'realisation' period they are highly prized and studied to see what was different with this case. Often the history of the human subject is looked at to see if there were any psychological traits which make a better Class 2.

When everything of value has been learnt from a particular Class 2, it is inserted into the field to assess its military competence. This could take several forms, some examples follow.

1. It is assigned to a Division of Gemini Agents who must include it in their everyday work.
2. It is loaned to another Corporation such as E.I. or the Ai-Jinn or to an individual or small organisation in an experiment with mutual benefits to both parties.
3. It is released into the populace with a particular mission and tracked with surveillance. This option is not commonly used as a BIOs actions are the direct responsibility of its registered owner and Gemini, unless otherwise stated are considered the owner of all Class 2s.

'Playing God'? The old cliché is no longer adequate to describe this horror. God is an abstract concept: men have long yearned for proof of his deeds, and some spend their lives trying to find it. But Gemini is incontrovertibly real; I have seen more proof of its deeds than any man should have to, and now I spend my life trying to forget.

- attr: Greg Pearson, Class 2 integration researcher (retired)





Q: What's scarier than a seven-foot mutant in polycarbon armour, carrying an assault rifle and a badge?

A: The same dude on a commission scheme.

- Anonymous

Because the Eastern Bank is a Capital Code Zone the influence of the UIG is significantly stronger than in most regions of the world. On the most basic level this means that in any reasonably populated area you can expect a rapid UIG response. The Officers working in the Capital Code Zone are on *Performance Related Pay* and are given bonuses for arrests, convictions and executions. For this reason they tend to be extremely trigger happy and ask questions after the fact. In addition to this the Officers spend considerable cash upgrading their combat equipment knowing that it is a wise investment and will yield a heavy return.

UIG Duties and Squads

Within Capital Code Zones such as the Eastern Bank, the UIG employs a heavier duty regime. CROs are not used within the Eastern Bank. Minor duties such as Spire patrol or responding to burglaries are performed by experienced Officers.

RESPONSE

If there is a call for assistance the UIG will respond in the following way. All crimes are not listed here and the GM should use their judgement to decide what category an incident fits into.

Minor Incident - General Response Unit

Domestic burglary, minor assault, minor disturbance (e.g. someone yelling or being abusive), minor traffic violation (e.g. double parked), minor drug abuse, defacement or damage of property, prostitution.

Moderate Incident - Heavy Response Unit

Assault, gun shots fired, commercial robbery, car theft, moderate traffic violation (speeding / jumping red lights), attempting to carry unlicensed weapons through customs, moderate drug abuse, dealing contraband, resisting arrest, Outcast murder, low level street fighting, illegal business (e.g. underground casino)

Major Incident - Heavy Malenbrach Squad

Citizen / UIG Murder, hostage situation, bank robbery, major traffic violation (e.g. attempting to evade arrest in a vehicle), suspected terrorist, street warfare (normally Agents),

Deciding upon the response

Typically the UIG will send the correct response but it can be fun (and amusing) to roll on the random response table below. Sometimes mistakes are made or the nearest unit is inappropriate. This table is designed to represent the UIG making the odd mistake and sending the wrong units to assist.

An individual is responsible for all costs incurred during activities related to their arrest or interrogation. For example, if a Malenbrach squad is chasing a group of Agents and decides to use heavy weapons to bring a bridge down to block their route, the unfortunate Agents are responsible for the bill. These costs are generally expected and will often be paid for by the Corporation. However, in some instances (decided by Corporation's risk assessors and accountants) the Agents may be forced to pay their own way.

RANDOM UIG RESPONSE TABLE

D10 ROLL	MINOR	MODERATE	MAJOR
1	HRU	TMU	GRU
2	RMS	FRU	RRU
3-8	GRU	HRU	HMS
9	TMS	GRU	FRU
10	FRU	HMS	HRU

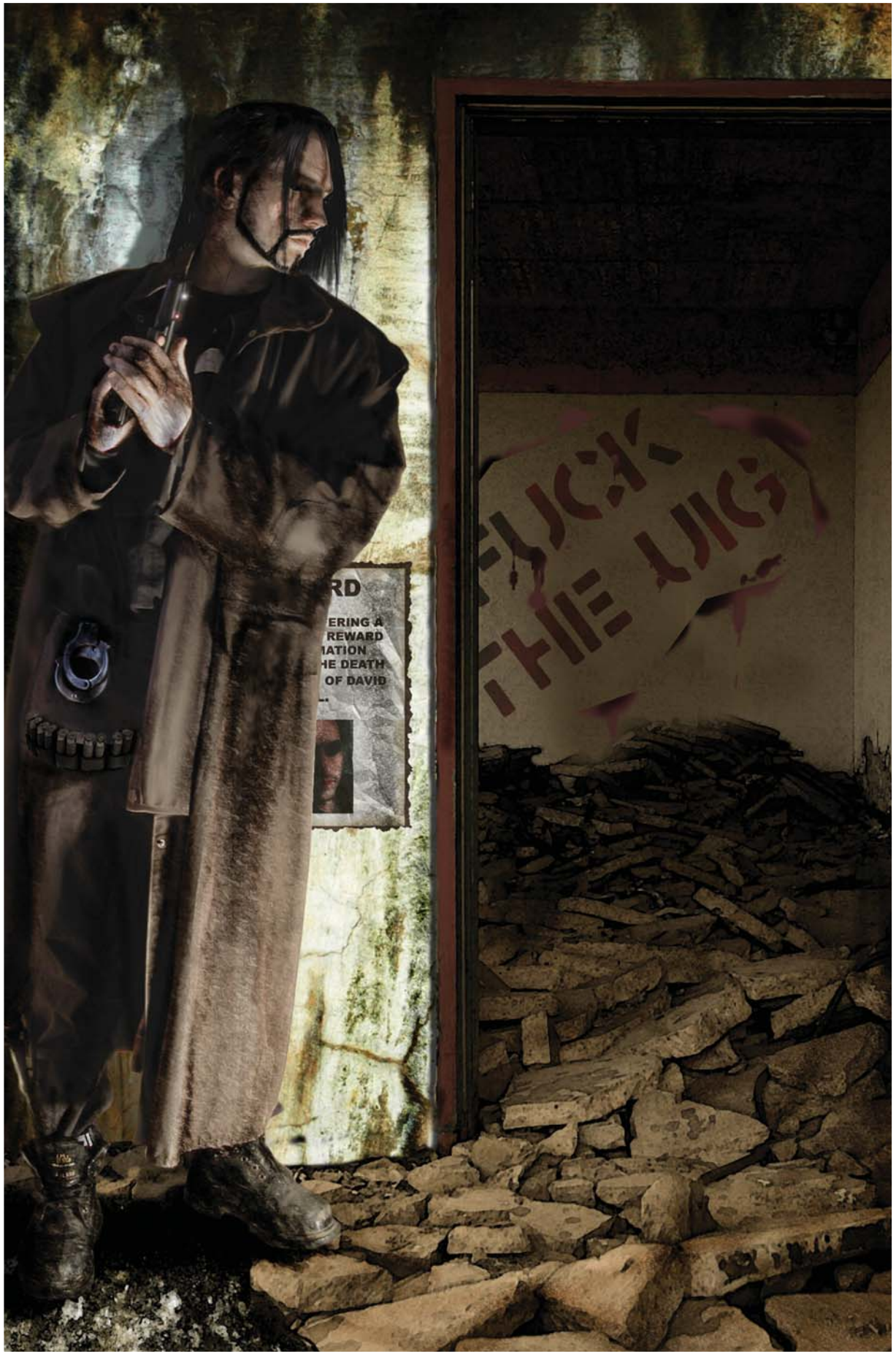
UIG RESPONSE UNITS

Initials Response Groups

GRU	General Reponse Unit
HRU	Heavy Reponse Unit
RRU	Rapid Response Unit
TMS	Tactical Malenbrach Squad
HMS	Heavy Malenbrach Squad
RMS	Rapid Malenbrach Squad
FRU	Full Response Unit

Typical Makeup

3-6 Officers with moderate arms in a car
 4-8 Officers with some heavy armaments in a van
 4-6 Officers with mixed arms in a Hover Vehicle
 4-7 Malenbrach with mixed weapons
 5-10 Malenbrach with heavy weapons
 4-7 Malenbrach with mixed arms in a hover vehicle
 10 Malenbrach and 20 Officers with arms and vehicles



THE LAW

If someone breaks into your house and you kill them, is it legal? If someone fires a missile at a Spire and you squash them with your cyberlin, do you lose Rank? This section aims to deal with these everyday legal conundrums.

It is not the intention for this section to nail down a complete legal system. Instead you should use it as a guide and allow the UIG (GM) to use judgement where necessary. And remember - just like real life, the UIG are sometimes fallible (or corrupt) and the wrong people end up losing Rank.

1. Self Defence

You always have the right to defend yourself if threatened. This means if you feel in danger you can draw your gun and shoot. Be careful though, if there are witnesses or sufficient evidence against you the tables can turn and you can end up being charged for murder.

2. Temporary Depersonalisation

Anyone currently engaged in a dangerous and obvious criminal act is temporarily depersonalised while the act is in progress and thus not protected by the law. This law means that if you have 100 Rank points and perform an armed robbery you can be shot dead and your killer will be immune to any repercussions. Supposing you are not shot and are caught after the crime, you will lose Rank in the standard manner. What counts as dangerous is generally down to common sense, someone parking in a 'no parking' zone should not be killed, someone tossing grenades into a school-yard should.

3. Corporate Safety Statute

Registered Corporate Strongholds (RCSs) such as Spires, Archologies and Installations are protected by the 'Corporate Safety Statute'. This means that the owning Corporation is permitted to take any reasonable measures to ensure the safety of the structure(s) and those within it. UIG Officers are almost always present in these areas and any apparent misuse of this statute may result in the right being revoked and the UIG being placed in charge of security at the Corporation's expense. For this reason the Corporation in charge of the area is generally reasonable in its security measures. If a Corporation wishes to impose stricter 'house rules' then it may apply to the UIG.

For example, the Takeda Spire has a strict dress code, this 'house rule' was passed by the UIG as being of cultural benefit to the citizenry. The Shi Yukiyo also paid a substantial fee to the UIG and granted them a favourable contract to supply Takata L60s to their Officers.

4. Acceptable Losses

Old Cities and Underswells are policed either by the UIG, the Corporations or both. The same rules apply as in point 3 (above) but the Corporations are given more leeway to enforce the law and remove troublemakers. It would have to be a fairly serious breach of conduct for the UIG to get involved. For example, torturing an entire family of innocents to ascertain the location of a criminal is unacceptable. The Corporation and the Agents responsible would



UIG MALENBRACH OFFICER BETA IV

be seriously reprimanded. Blowing up a drugs lab and 'accidentally' catching an innocent in the blast would just be put down to unavoidable collateral. (A common E.I. fallback).

5. Lawless Zones

Low Population Areas are technically covered by the same laws as point 3 but in reality are anarchic and unregulated. Anything goes and they essentially hold the same status as Free States where everyone does what they please with little fear of repercussions. Secret Corporation facilities are often located in these zones. The benefit of being hidden must therefore be balanced against the fact that your facility is much easier to assault without the law getting involved.

6. Illegal Interference

It is illegal to prevent someone going about their lawful business. For example, rival Agents cannot be prevented from entering a Spire's public access area unless the Corporation can prove unlawful intent on the part of the visitors. Certain exceptions to this exist with the permission of the UIG. For example, a club owner can insist no weapons are brought into the premises regardless of licenses. The club owner would simply need to apply to the UIG for an exemption.

NEW SYSTEM MECHANICS

ELECTRICAL DAMAGE

Electricity deals damage and effects depending on circumstances. (Note electrocution is to kill with electricity, not a general term for electrical damage.)

EMP

Electrical damage effects equipment in the same manner as EMP. It is generally much weaker and fairly ineffective though. See the table below to determine the amount of EMP damage an electrical attack deals.

Damage

Electricity can cause extensive burns to a target all over the body. Armour is **ineffective** against electricity unless it is insulated with a Galvanic Grounder (see Machines of War). Electricity does not cause bleeding. Agents are susceptible to electrical damage.

Knock Out

If the amount of electrical damage was greater than the target's 'Strength + Endurance' then they must pass a 'Perception + Endurance' roll or be knocked out. Anyone with ICE technology is immune to this effect.

Instant Death

Some sources are capable of causing instant death. If this is noted in the 'Special' column and the damage dealt was greater or equal to the target's 'Strength + Endurance' then the target must pass a 'Strength + Endurance' check with a -4 penalty or be instantly killed.

CORROSIVE DAMAGE

This is damage from sources such as strong acids and alkalis, typically in a liquid form.

When initially exposed to a corrosive you take damage as listed below.

Corrosive agents deal damage based on two factors. Quantity and quality. Consult the table below to determine the effect. (multiply the exposure by the strength to get the damage)

In the first round of being exposed determine the damage. E.g. a moderate amount of strong acid will deal 12 damage a round, this will continue for 2D6 rounds.

Armour and Corrosives

Armour helps against this damage but if the damage per round is greater than the armour's AV, it loses one AV each round until it reaches AV 0. It is then destroyed and useless.

Destroying Items

You can use acid to destroy items, simply work out the damage and see if it is effected. Note that many items will be resistant, e.g. Glass is resistant to very strong corrosives

Neutralising Corrosives

Universal Neutraliser is the best defence against corrosives and can be purchased from most DIY stores and Corporate Stocks. (see page 38)

Creating Corrosives

A basic lab is needed as well as at least 4 points in Science. No roll is necessary but the base materials are required. You can make two litres of corrosive per hour but you must pay 50% of the costs. This is considered to be the consumables needed to make the corrosive. See page 37 for prices of corrosive

CORROSIVE DAMAGE

Exposure	Example	Dose	Damage Multiplier
Light	Splash	250ml	x1
Moderate	Heavy Spray	1 litre	x2
High	Saturation	5 litres	x3
Strength	Example	Damage	
Mild	Caustic Soda	1 per rnd for D6 rounds	
Medium	Battery Acid	3 per rnd for D10 rounds	
Strong	Hydrofluoric Acid	6 per rnd for 2D6 rounds	
Godlike	Carboranic Acid	10 per rnd for 2D10 rounds	

ELECTRIC SHOCK DAMAGE

Class	Example	Damage	EMP	Special
1	Small Battery	None	1	None
2	Car Battery	1	D2	None
3	Energy Cell	2D6	D3	None
4	Domestic Socket	2D10	D6	Can cause instant death
5	Industrial Socket	4D10	D10	Can cause instant death
6	Direct Grid* exposure	8D10	2D10	Can cause instant death

*Grid - This is exposure to the raw power coming directly from power stations via the World Grid

GAMBUNG

1. The GM will choose the roll for the game based on its character.

For example

Poker might use 'Perception + Attitude'

Blackjack might use 'Intelligence + Arts and Culture'

A bonus of +4 is granted to anyone with the Gambling & Gaming Training or +6 / +8 for God of Gamblers (see page 11)

2. A stake is decided, for example 100¢. Each player then places 100¢ into the pot. This may not suit every game type but this is a basic system, GM's should feel free to design a more detailed system if they really wish to reflect the fine art of gambling.

3. Everyone rolls their dice and the XS is compared. The winner takes all the money in the pot. A draw results in the money being shared between the winners.

4. Some games are impossible to be good at without cheating such as roulette. In this case the GM should just make roll to decide if you win or not.

Cheating

You can cheat in any game to increase your chances of winning. To cheat simply roll 'Intelligence + Crime' with a -1 penalty for every 2 people at the table (round down). If you pass you can add your XS to next the gambling roll. If you fail you are spotted in the attempt by someone at the table.

The GM can apply further penalties for security video systems. (-4 is recommended)

For example, Agent Mickey Montanna is attempting to cheat at poker in a Triad casino. There are 4 other players, a dealer and 4 spectators (that's 9 people at the table).

Montanna rolls to cheat (Intelligence 7 + Crime 6 = 13). The 9 people at the table give him a -4 penalty so he needs 9 or less on 2D10. Montanna rolls a 12 and one of the Chinese card players gives him a hard stare, then visibly mutters into his smearer. Montanna goes a shade paler.

TRAPS

Traps by their nature are downright sneaky and are a favourite tactic of many Agents within the Eastern Bank. If laid well they can be anonymous and deadly. Traps take many forms from crude tripwires and spike-pits to high tech laser trip mines and nanowires. Some traps are designed for anybody to be able to lay such as trip mines, others require skill to set up such as sprung spike traps.

SIMPLE TRAPS

Simple Traps are designed to be laid by anyone with common sense and some basic instructions. Below are some examples of some Simple Traps.

- Laser Trip Mine
- Pit Trap covered in branches and leaves
- ElectroWires
- Nanowire Mines
- Conditional Mines
- Claymore Mines
- Land Mines

ADVANCED TRAPS (Requires the 'Trap Building' Training)

Advanced traps require a more in-depth knowledge to set up. Some examples follow.

- Shotgun wired to a door handle
- Tripwire connected to an explosive charge
- Sprung spiked branch
- Electrifying a metal floor

LAYING TRAPS

Roll 'Intelligence + Support Weapons' and note your XS

SUCCESS - means you have set up the trap correctly. The XS indicates the level of success.

FAILURE - means something went wrong, maybe the cord snapped or the battery is in backwards. You can keep trying but the GM should decide how long each attempt takes.

CRITICAL FAILURE - Oh dear - you fall victim to your own trap and must suffer the effects.

AVOIDING TRAPS

Anyone with the Survival Training receives +4 to spot any trap.

Spot Trap: Roll 'Perception + Observation (penalty equal to the Trapper's XS)

TRAP EFFECTS

The effects of traps can vary immensely depending on the type of trap. Some example traps are outlined below.

Pit Trap (Simple)

This is any kind of deep hole covered in a layer of thin matter which makes it hard to spot but easy to fall into.

Agents take 1 damage per 2 metres fallen

Normal Humans take 2 damage per 1 metre fallen.

Hazard at the bottom (e.g. spikes / blades) deals 3D6 + Trappers XS per metre fallen, armour helps against pit trap damage.

Sprung Spike Trap (Advanced)

This trap utilises a spiked or bladed springy length of material bent tight and attached to a solid object. When the target comes close, the trap is triggered and the bent material impacts into the them with great force ramming the spikes into them.

Damage - (2D4 x Trapper's XS)

Fling Trap (Advanced)

This trap generally uses the strength of a tied tree or large flexible object to fling the target several metres. If a tree is not available other suitable items might include a flag-pole or pneumatic ram.

Target is launched 2D4 x Trapper's XS in metres.

Agents take 1 damage per metre flung.

Normal humans take 3 damage per metre flung.

Armour helps against this damage.

Falling Object Trap (Simple)

A heavy object is rigged to fall onto the target when they pass beneath it. An object such as a sword or mine could also be rigged to fall; the GM should adjudicate this.

The victim takes D10 damage per 10kg the item weighs. (Round down). The item should be at least 1kg in weight and soft objects such as pillows may deal no damage at all.

For example, an item weighing 4kg deals D10, an item weighing 35kg deals 3D10.

CHANGING PROFESSION

It's not uncommon for an Agent to want to alter their Profession at some point during their career. The Corporation is happy to facilitate this change if they believe the Agent is serious and not going to change their mind again in the near future.

The Procedure

1. Permission must be sought from the Division Leader (if applicable) and the Mission Officer.
2. If permission is granted the Agent must take his new professional skill to 9+. He cannot simply be good at his desired job, he must be a virtuoso in order for the Corporation to consider the request a worthy investment of time and money.
3. The Agent must spend 6 weeks of downtime on a re-training course. This is a carefully structured course which teaches the Agent how to use their skills to greatest effect. This re-training does not have to be in a single 6 week period. For example, it could be split into 3 sessions of two weeks with missions in between.
4. After the re-training period the Agent is considered a Professional in the new skill and loses his Professional status in the old skill. The Agent simply does not have time to maintain two skills to such a high standard.

The Corporation will be very reluctant to facilitate another change in Profession. If the Agent does want to change again the Corporation will charge for the re-training. This follows exactly the same procedure but at an additional cost of 30,000¢.

In politics you must always keep running with the pack. The moment that you falter and they sense that you are injured, the rest will turn on you like wolves.

R. A. Butler

LAWYERS

The law is tough and despite an Agent's best efforts she may occasionally be charged and sentenced to a reduction in Rank Points. When this happens she can do one of three things.

1. Sit down and take it.
2. Employ a lawyer
3. Defend yourself or get a member of your Division to defend you. (This requires someone to have the Lawyer Training)

1. If you simply take the sentence you lose the amount of Rank stated – no questions asked.

2. If you employ a professional lawyer they will reduce your sentence with varying chances of success. See the posters on page **24, 50 & 96** for some sample law firms. The GM can make up more if required.

3. Defending yourself can be effective but generally not as good as employing professionals. (see the Lawyer Training on page 11)

Example lawyers are on page **24, 50 & 96**.

COUNTER-SUING

If you successfully reduce your sentence it means you have managed to convince the UIG you did not do what was alleged. In this case you can claim damages for wasting of your time, undue stress and defamation of character etc.

If you employ a professional lawyer it generally costs a flat fee to attempt a counter-sue and has a varying chance of yielding money. (See posters on 24, 50 & 96).

1. If you do it yourself you must have the Lawyer Training. (Or a Division Member can do it if they are willing and have the Training.)
2. The Lawyer must spend 1000¢ to instigate the counter-sue and rolls 'Presence + Corp. Knowledge' with a penalty of between -1 and -8. (This represents the skill of the UIG lawyer and should be decided by the GM. More serious crimes generally have better lawyers working them.)
3. If successful you win 2000¢ per point of XS.
4. Failure wastes the 1000¢ you spent to instigate the claim.

CYBERNETICS RECOVERY

Often you'll want to rip components out of an augmented subject for your own use. When you remove a cybernetic component from a body it normally suffers a drop in condition. The GM should make a decision as to how many condition levels the cybernetics will lose. This will typically be a dice roll. Some examples are listed below to give you a rough idea. Also note the cybernetics may already be damaged if the subject neglected them, used second hand parts or met with a particularly brutal death.

A *Skilled* cyberneticist has Cybernetics & Robotics of 5+
An *Amateur* cyberneticist has Cybernetics & Robotics of 4 or less.
The Cybernetics Recovery Training reduces any condition loss by 2 points.

Excellent Circumstances

Cybernetics Lab, skilled cyberneticist
1 condition level lost

Good Circumstances

Skilled cyberneticist with cybernetics toolkit
Amateur cyberneticist in a cybernetics lab
D2 condition levels lost

Fair Circumstances

Amateur cyberneticist with a cybernetics toolkit
Skilled cyberneticist with improvised tools
Skilled cyberneticist with a cybernetics toolkit but in a hurry
D4 condition levels lost

Poor Circumstances

Amateur cyberneticist with improvised tools
Skilled cyberneticist with a screwdriver in the back of a taxi
No cybernetics skill and a cybernetics lab
2D3 condition levels lost

Dire Circumstances

Amateur cyberneticist with a tyre iron whilst under fire
Skilled cyberneticist with bare hands while being attacked in melee
Untrained individual with improvised tools
2D4 condition levels lost

LOCATIONS

AMUR BORDER SPIRE WELCOMES VISITORS



The dark shadow of the Amur Border Spire looms dark and imposing on the western coast of the Okhotsk Sea. It represents the Ai-Jinn's most easterly border and is the closest Spire to their despised rivals, the Shi Yukiro. For this reason the Amur Border Spire is perhaps one of the best defended Spires in the world and represents the upper limit of how a Corporation will reduce a primarily residential complex to an uncompromising bastion of war.

Structurally the Spire is 700 floors high with a massive perimeter wall circling the main building 1km away from its lower slopes. What was a classically shaped, curved cone has become drowned in a mass of communication transmitters, heavy ordnance platforms and cyberlin rapid deployment rigs. The walls of the Spire are made of heavily reinforced duracrete and panelled with heavy-grade nanomactin, which will easily deflect the majority of energy based attacks.

The Amur Spire maintains no weather satellites as the Ai-Jinn technicians are convinced that they represent a risk to data security and interfere with the functioning of satblankets. As a result the weather around the Spire is perpetually foul bringing forth some of the worst rain, sleet and fog in East. In addition this area of the world is host to a wealth of Ai-Jinn industrial plants which produce enormous amounts of filthy pollution which tends to get carried on air currents and rain down over the Eastern Bank. (A fact the Shi Yukiro and Eurasian Incorporated are incensed about). As a result of this continual black rain the Amur Spire resembles a blackened gothic, techno-horror cathedral. Often as not it is

enshrouded in fog, only the ragged, jutting outlines, hulking patrol cyberlins and numerous signal lights are visible through the murky skies.

GM Note

The Amur Border Spire is the epitome of a War Spire and can be used as an extreme example of both security and poor resident relations.

ENTERING THE SPIRE

There are several layers of security that must be passed through to enter the Spire. Only Ai-Jinn Agents of Rank 5+ are permitted to land directly within the walls of the Spire and they are still thoroughly checked with voice recognition, identity history questions, ID Chip scans, hardware profiles, brain state (psyche matrix) scans and biometric checks.

Anyone else entering the Spire must pass through primary customs which is located about 2 kilometres outside the perimeter wall at the Amur-Dhan Shuttle Terminal. Each visitor passes through the following checks. Note that at each point there are a wealth of security measures including gun turrets, Agents, security guards, droids and installation defences such as gas traps, riot foam sprayers etc.

1. Basic Scan – The visitors must pass through three scanners, each of which, has an 80% chance to detect any aggressive equipment and contraband.

2. Visual Scan – A series of skilled observers watch the visitors pass down a corridor toward the ID checking room - These observers are adept at picking out anyone acting unusually or exhibiting suspicious behaviour. A 'Presence + Attitude' roll with a -4 penalty must be passed if you are trying to hide something.

3. ID Chip Scan – A standard ID Chip scan is made.

4. Cybernetics Scan – Visitors must proceed through a booth where they are scanned for cybernetics. This is then logged and any illegal cybernetics noted.

5. Detention Block – Any visitor who was flagged in any previous scans is taken aside at this point and placed in a detention cell to undergo questioning. This is normally a bad sign and there are significantly more people entering the detention block than there are leaving.

6. Exit via Magna-Rail – The visitors are taken via magna-rail train under the perimeter wall and into the Spire Compound. Here they are released and allowed to enter the Spire freely.

INSIDE THE SPIRE

The interior of the Amur Spire shows as little concession to style and comfort as the exterior. The floors are functional treaded steel sheet and the walls are either block-formed synthetics or reinforced alloy. The majority of surfaces are bare or showing signs they were painted long ago and are now neglected. Layer upon layer of peeling posters festoon the narrow corridors and hallways. Some advertise stores, gigs and shows, some advocating resistance, liberation and subversion, targeted of course, against the UIG. There are also a wealth of Corporate neo-industrial inspired artworks demanding loyalty and vigilance from all Ai-Jinn citizens.

Most Spires are spacious, open and boast broad, luxurious hallways lined with exotic boutiques, extensive shopping malls, opulent theatres, welcoming bars and fine restaurants. The Amur Spire exhibits no such decadence. Its numerous overhauls have elevated function over aesthetics; the aggressive nature of the Spire has caused many of the defensive structures to encroach into what were originally domestic sectors. What was once an expansive roomy common area, now has a network of enormous structural supports crisscrossing it to protect the spire from the recoil of recently installed ordnance. The originally logical and spacious corridors are now twisted and cramped to make room for the massive cyberlin rapid deployment rigs which are embedded into the Spire at numerous locations. Once sunlight shone into the impressive plazas, lounges, parks, social centres and recreational zones. Now the grey, muted light is shut out by dozens of nanomactin panels, which cover the outer surfaces of the spire.

Throughout the lower layers of the Spire (open to visitors and residents) litter and grime are a continual problem. The Ai-Jinn dedicate a pathetic portion of the Spires budget to cleaning and domestic maintenance, preferring to employ more guards and Agents and ensure the structural and defensive aspects of the Spire are continually monitored and improved.

Regular random checks are carried out on anyone currently within the Spire limits. This could be as simple as a Citizen being stopped by security to investigate the contents of their suitcase, or something more serious such as a group of Ai-Jinn Agents using pacifier weapons on a target and hauling them off for a complete strip search and interrogation.

When one leaves the common levels there is a small but noticeable improvement. Litter and graffiti become less commonplace and the walls are occasionally cleaned and painted. The Ai-Jinn are not so foolish as to put off their more wealthy residents and so a few standards are maintained. As you travel further up the Spire you eventually encounter the luxury you expect but few are likely to see this. Agents who are unlucky enough to be posted to Amur will likely find themselves in cramped, bare rooms with minimal facilities and heavy responsibilities.

SO WHY STAY HERE?

You may wonder why anyone would reside at the Amur Spire. There are two main reasons; one it's cheaper than most Spires and if you don't mind the heavy industrial vibe running through the place it's not that bad. Surprisingly some residents actually enjoy the run down feel of the place, in a way they're 'slumming it' without all the inherent risks.

Secondly and perhaps most importantly, the Amur Spire is arguably the most secure non-UIG structure in the world. Once you've proven your loyalty and gained residence you are virtually unassailable. The Amur Spire is home to many of the world's most notorious and powerful criminals who can plan, scheme and take safety behind the Spire's impenetrable walls. The presence of these crime-lords, elite assassins, and high-priority fugitives makes the Spire all the more compelling to the UIG and the Ai-Jinn's rivals but good luck to anyone trying to investigate; the income these men and women represent is enough to make sure the Ai-Jinn pull out all the stops to keep their charges hidden, secure and free to continue their business.

SECURITY RESPONSES

Security is big business in Amur, below is outlined a simplified response system. This can be converted with a little common sense to any spire or significant installation.

There are different levels of threat that can be registered in the Amur Spire ranging from a level 1 to a level 6 threat.

Level 1

Minor Incident - I.e. a drunk shouting at people or a citizen reports that someone was extremely rude. A suspicious suitcase left in a public area.

Response – Typically a squad of Ai-Jinn security guards armed with pistols and low-end tactical firearms will arrive at the scene and speak attempt to resolve the situation peacefully. They may resort to restraint and detention if necessary.

Level 2

Minor Crime – Bag snatching, refusing to pay for a meal, a fist fight between citizens.

Response – A single low level Agent accompanied by a small security squad will arrive on the scene. They will arrest the individuals and take statements from any witnesses. If necessary the Agent will deploy pacification techniques such as stun weapons.

Level 3

Major Crime – One or two individuals engaged in murder, arson, holding up a shop, breaking and entering.

Response – A Division of low level Ai-Jinn Agents will arrive on the scene with a range of weapons and equipment. They will demand complete surrender. If the hostile does not surrender lethal measures will be taken.

Level 4

Organised Aggression – A small group of hostiles working together to compromise the security of the Spire, e.g. holding up a bank,. A squad of rival Agents or outcasts have breached security.

Response – A squad of advanced Agents will arrive on the scene who have been granted access to the spire armoury. They are typically backed up by a detachment of droids. They will demand surrender; if it is not offered they will proceed with lethal force calling in more backup if needed.

Level 5

Small Scale Invasion – A small army (10 to 100 hostiles) are

attempting to compromise the security of the Spire.

Response – All security and Agents in the vicinity are alerted and all doors sealed shut. Aggressive installation systems are deployed and 5 to 10 Divisions of Agents are assigned to end the threat under the command of a single Rank 6 Agent. No surrender option is offered and 10 to 20 droids are also placed on standby. A large portion of the spire's defences are not assigned in case the small scale invasion is a diversionary tactic.

Level 6

Aggressive Takeover – The spire is attacked in a manner consistent with a full scale war, i.e. heavy machines of war are engaging the building, orbital attacks and bombing are occurring, network invasions are being instigated and ground units are attempting to force entry into spire territory.

Response – All installation defence systems are mobilised, all cyberlins are launched from their rapid deployment rigs and any orbiting craft are required to assist. All Agents and security are called to arms and offered equipment from the spire armoury. Information systems are primed to self-destruct and any unnecessary A.I.s present are transferred to other spires. All Corporate War A.I.s are called into service from all Spires and their tactical suggestions condensed at a neighbouring, unthreatened Spire so that a war-plan can be routed through to the besieged Spire. Once the source of the attack has been confirmed Ai-Jinn orbital strike systems will be ordered to bombard the aggressor's assets nearest to their orbital paths and the Ai-Jinn armoured infantry (which is terrifying in it's enormity) will be mobilised and ordered to go weapons-free on proximal enemy resources.

(It should be obvious from this last response why full scale Aggressive Takeovers don't happen. It would effectively start a world war, which at present, no single power bloc wants.)

THE AMUR UNDERSWELL

You might think that somewhere as paranoid as Amur would simply refuse to have an Underswell. Initially this was the case but increasing pressure from the UIG to provide cheap housing for the underclasses forced the Ai-Jinn to either build elsewhere or make use of their existing facilities. Rather than simply open their doors to the needy, the Ai-Jinn capitalised on their unique ability to corrupt and pervert the system by mobilising East Asian Tongs and charging them with populating the underswell. During the first six months the underswell reached 100% capacity but not, as the UIG intended, with homeless outcasts and citizens but with 12 Tong Brotherhoods and those from their areas of influence.

TONGS OF THE AMUR UNDERSWELL

Brotherhood

Hai Lang Tong
Pa Soon Tong
Li Loon Tong
On Sing Tong
Han Tong

Head

Jon Lang (M)
Lo Nan (M)
Rikki Hu (M) (A)
Du Lon (M)
Ari Gon (F) (A)

Notes

North East Sector. Prostitution and drugs.
North West Sector. Drugs and people smuggling.
South Sector. All crime types. Largest Tong.
East Sector. Gambling, extortion.
West Sector. Import / export, intimidation, extortion.

M = Male, F = Female, A = Agent

The underswells became much like a single city already under total control of the Tong and thus under the control of the Ai-Jinn. Because all the new residents were used to living under the oppression of the various Brotherhoods they knew their place from day one and today still retain the utmost respect and fear for the systems instigated by the Tong.

TONGS

The Tongs today are one of the least organised and structured criminal groups. They arose through a desire for self protection and affiliation where the Chinese were outnumbered and oppressed. Although they could be considered similar to the Triads, they don't have the detailed ranking system and extensive codes of conduct. Tongs deal mainly in people smuggling, gambling, prostitution and extortion which although lucrative, leads to a great deal of infighting between the Brotherhoods.

Although in the Amur Underswell the Ai-Jinn exert control over the Tongs as a whole and originally marked out clear territories, the Tong Wars have escalated to the point that there are now only 5 Tongs remaining and areas of influence are under constant threat. The Ai-Jinn have inserted Agents into positions of power within the Tongs to ensure that the fighting does not create weakness or disloyalty and so far it is all going well. The Tongs still have a stranglehold on the Underswell and rebel movements are almost unheard of. The five Tongs utilise very similar techniques to conduct their business, typically violence, intimidation, drug addiction and family threatening. The Ai-Jinn keep them supplied with the raw materials of their trade in exchange for continued service, loyalty and ultimately deference to the Corporation if need be.

AMUR BORDER SPIRE MISSION IDEAS

Rival Plot Ideas

1. One of your Agents, possessing a great deal of sensitive information, has defected and fled. Intelligence believes him to be hiding in the Amur Spire. Find and capture him.
2. Infiltrate the Amur Spire and map as many internal security systems as possible.
3. Using drop-pods or bingo wings, land inside the Spire Grounds and steal an A.I. from an automated cyberlin.
4. Enter the Amur Underswell. From there track down some insurrectionists and offer them Corporate funding.
5. Assume the role of a powerful criminal fleeing from the authorities. Appeal for refuge at the Amur Spire. (You may need to remove ID Chips).
6. Infiltrate a Tong in the Amur Underswell.
7. Attempt to become a resident in the Amur Underswell and gather intelligence
8. A VIP from your Corporation has business in the Amur Spire. Escort her and ensure her privacy is not invaded unduly.
9. Intelligence says that a notorious criminal from the Amur Spire is going to visit one of his lieutenants in Zaliv Old City. Intercept and kidnap her.

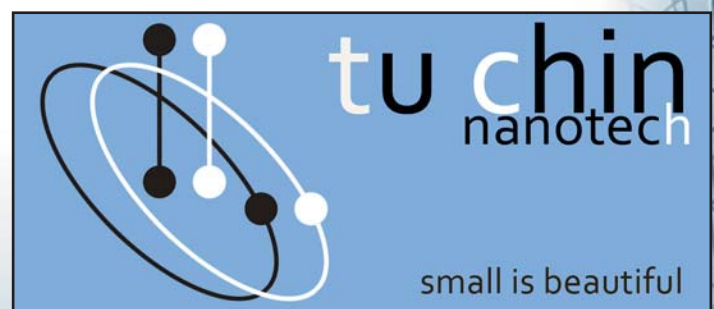
10. Gain access to the outside of the Amur Spire and disable the main transmission interception system so that an allied Agent from your Corporation can safely transmit a signal to your HQ containing important information he has collected without compromising his cover.

Ai-Jinn Plot Ideas

1. A group of outcasts has acquired some aircraft and are assaulting the Spire. Using the spires defences fend off the craft, then find out who they were and how they got fighters.
2. A Division of rival Agents is believed to be in the Spire somewhere. Identify them and find out what they are doing here.
3. Your Division are placed on security patrol checking the lower levels of the spire for trouble.
4. Find out who keeps putting up anti-Ai-Jinn posters in the west corridors.
5. Take command and regain control of a disobedient Tong in the underswell.
6. A UIG investigation squad is coming to look around the Spire. Your Division is charged with escorting and diverting them from potentially compromising evidence.
7. Someone has entered the SNS (Service Network System) of the Spire. Find them and remove them without damaging anything.
8. One of the automated patrol cyberlins has become self-aware and begun playing with tanks and emplacement systems etc. as a child would play with toys.
9. Rival Agents have acquired a detailed plan of the Spires defences. They are believed to have already fled and are holed up in Zaliv old city awaiting extraction. Find and kill them!
10. One of the defence A.I.s has gone crazy and is deploying internal security systems against the population. (gun turrets, riot foam, electric floors etc).

The Amur Spire is one of the most depressing shit-holes I've ever lived in. The weather is bloody miserable, the air smells of rotten eggs, none of the rooms have windows; it's like living in an old city but without the charming locals. I'll say one thing for it though; those Ai-Jinn bastards know how to keep the riff-raff out. I don't envy the bounty hunter who comes looking for me.

- Vince 'The Bomber' O'Grady
Currently 18th on the UIG's Most Wanted List



MAGADAN SPIRE

THE MEDITERRANEAN, BUT BETTER

In strong contrast to the Amur Border Spire across the sea, the Magadan Spire is an impressive construct, even by E.I. standards. It diverges from the classical spire construction and takes influence from more classical sources.

Physically the Spire towers 1110 floors high, which makes it one of the largest Spires in existence. The presence of several powerful weather satellites ensure the days are filled with warm sunlight

and the evenings are perfect for dining in one of the many terrace restaurants or taking a stroll around the manicured gardens.

Magadan has been designed from the ground up to give guests and residents a complete Mediterranean experience. Critics maintain that the Spire is tacky, cheap and like a Las Vegas hotel from the 21st century. They may have a point but when one actually visits the Spire as a wealthy guest the experience is

SAMPLE PRICES IN MAGADAN

Parking	Budget	Unsecured parking 5km from the spire	5¢ / day
	Standard	Secured parking 1km miles from the spire	10¢ / day
	Premium	Secured parking within the spire grounds	100¢ / day
Entry to Spire	Standard	There is a cover charge for entering the spire	100¢ for a week's stay
Meal for One	Budget	Simple one course meal at a basic restaurant	15¢
	Standard	Three course meal at a good restaurant	60¢
	Premium	Twelve course luxury meal at a top restaurant	500¢
Drinks	Soft Drink	S'cola, Nebulon Fizz, Water, S'orange Juse	2¢
	S'alcohol	S'wine, S'beer, S'whisky	5¢
	Alcohol	Authentically produced alcohol	50¢
	Fine Alcohol	Premier Champagne, Single Malt Scotch	150¢
Events	Budget	Basic Seat	50¢
	Standard	Standard seats	80¢
	Premium	Premium seats	200¢
Accommodation	Budget	Small but pleasant room	100¢ / day
	Standard	Room with facilities	200¢ / day
	Executive	Suite with facilities	400¢ / day
	Luxury	Large luxury suite	600¢ / day
	Premier	Large decadent suite, waiters, pool, gym etc	1,500¢ / day
	VIP Suite	12 rooms, private security, servants, etc.	4,000¢ / day
Activities	Cultural Tour	View the treasures within the Spire	20¢
	Tour the Grounds	Travel the exotic gardens on a guided tour	30¢
	Holosuite	Indulge your fantasies and hobbies	100¢ / hour
	Auto-Adventure	Off-roading, circuit racing, everything auto	200¢ / day
	Air-Adventure	Piloting, aerobatics, simulated dog fight	400¢ / day
	Culture Class	Learn to draw, cook, write, perform etc.	200¢ / day
	Pool and Beach	Relax by our giant pool complete with beach	50¢ / day
	Spa	Spend a day at the Magadan Health Spa	350¢ / day
	Sports	Train and compete at a variety of sports	50¢ / day
	Ocean Tour	Tour the coast on our military spec cruiser	150¢ / day
	Weltball	Amateur League Games	Event Prices
		Pro League Games	x2 Event Prices
	Colosseum	Visit the Colosseum, make a bet, see some blood	Event Prices
		Exclusive Gladiatorial Games	x2 Event Prices

overwhelming. Although there have been concessions made in respect to superstructure and inbuilt technology, the result is extremely successful despite the bastardisation of several cultures. The Spire boasts broad, columned hallways and walls embellished with marble friezes, classical Greek and Roman sculptures and exquisite hangings. Many of the great treasures of the past can also be found, some hidden away in restaurants or down little-used corridors, others in pride of place, adorning the Grand Atrium and great halls.

Many of the floors have large terraced balconies which extend out and are ornamented with soaring cypress trees, more sculptures and bushes laden with delicious edible fruit. These balconies range in size from small (extending from private suites) to enormous (acting as restaurants, plazas and marketplaces.) This has a profound impact on the shape of the Spire. Its basically octahedral-pyramidal shape is stepped in and out at all levels creating a bizarre, but appealing shape, which is remarkably reminiscent of the era intended. Of course, any student of history would be appalled and immediately pen a letter of dissatisfaction to Mr. Van Rosch. Unsurprisingly these few critics have had no effect on the success of the Magadan Spire and today it remains one of the places to go for the rich and indulgent.

FACILITIES

The Magadan Spire caters to everyone; well everyone with money. Regardless of your budget you can come and sample the delights of one of the most luxurious Spires in the world. Opposite are the basic prices for anyone wishing to enjoy Magadan.

MAGADAN WELTBALL ARENA

Magadan features a fantastic Weltball arena which has long been a source of controversy and international scrutiny. Although many of the big league teams regularly play at Magadan, there are not enough matches for E.I. to maintain a steady Weltball

entertainment industry. To resolve this issue E.I. run an amateur league, sponsoring dozens of young players so that they can afford the equipment and licenses to take part.

The criticism arises from the E.I. Participation Contracts the men and women who take part in these games are forced to sign. They effectively grant E.I. the rights to control such a large part of their lives that the players effectively become the property of E.I. Because of the awful backgrounds of these individuals the chance to take up the position of a glamorous Weltball player seems like a big step up. In reality it's no such thing, the death rate in these amateur games is horrendous and E.I. offer massive incentives based on brutality within the game. Each player is rated during the game and with enough 'credit' the players may be granted better armour, some cybernetics or even contract termination.

Generally the players have no upgrades, no combat training and no Weltball experience so it's not surprising that these games degenerate into savagery with game-green players heading directly for on-pitch reward weapons and cleaving each other apart in a desperate attempt to earn enough credit with E.I. to terminate their contracts and make off with some cash.

Legally speaking this whole affair treads a fine line but as of yet no one has been able to prove E.I. are doing anything illegal and so the games continue. There is also much debate as to whether all the players voluntarily sign up. Numerous reports circulate of unsuspecting individuals regaining consciousness in the locker room, dressed in a suit of Weltball armour with a terrible headache and a signed contract in front of them. Whether this is true or not is unconfirmed and few would make open allegations against E.I. for fear of waking up in the locker room themselves.

The massive following the Magadan League has accumulated among the rich and influential ensures that it's not going to stop anytime soon and the poor and impressionable will continue to be maimed and murdered on its steel killing fields.

"What happens in Magadan, stays in Magadan!"

(NOTE: This slogan in no way represents any actual guarantee of privacy or non-publication of personal data by Eurasian Incorporated; any of its employees or subsidiaries; or third-party surveillance, recording or private detective agencies employed by same. While Eurasian Incorporated endeavours to respect your right to commit acts of extreme sexual, societal, and/or religious deviance while a guest of this facility, the Corporation is nevertheless obligated by legislation laid down and enforced by the United International Government to assist them in any investigation specifically relating to transgressions of its laws and ordinances, and may furthermore choose to report, transcribe, or otherwise document proceedings taking place within this Spire for its own purposes. Eurasian Incorporated is unable to specifically endorse suggestions that capital donations by guests to any listed mainstream Eurasian Incorporated funds, securities interests, or pension instruments may mitigate the dissemination of any information so gathered. Please Tip Your Doorman.)



THE COLOSSEUM

MAGADAN GLADIATORIAL ARENA

In keeping with the Roman themes running throughout Magadan, E.I. have set up an impressive gladiatorial arena where combatants from around the world come to prove their worth and compete for both prizes and status. In addition to receiving goods and cash for their efforts within the arena, E.I. participate in UIG regulated 'Distinctions'. These exist in many parts of the Corporate world and allow a participant's accolades to be permanently recorded on the writable section of their ID Chip. Examples of other organisations participating include Jictar Huntering Authority, The Uberdrome, Katanga Motordrome, Luzon Gladiatorial Arena and most Weltball Arenas. If participants in regulated events earn awards, medals and honours they are noted and later uploaded to the ID Chip by a registered official. These accolades are then immediately obvious to anyone checking the ID Chip and this carries with it a certain status. In addition, they act as markers to potential employers of the ability of the individual allowing the participant to walk straight into high-risk, well paid work that is suitable for their skill level. (See page 24 for more information on Distinctions.)

Arena Layout

The Colosseum is located one kilometre outside the spire in a picturesque area of barren country, dotted with dwarfed trees and surrounded by cliffs. Structurally it is modelled on the original Colosseum, the ancient gladiatorial amphitheatre in Rome. The construction is of classical ochre stone and tiers of large steps provide seating which lead down to the broad, sun parched sands where the butchery is enacted over and over again. Of course, this is mostly an illusion; the arena is highly sophisticated, has a hidden alloy superstructure and boasts a plethora of cunning traps, cameras, weapon dispensers and the like.

Statistics

Seating	10,000
Diameter of fighting area	60 metres
Fighting area boundary walls.	4 metres high
Sand Depth	1 metre, then there is a 1 metre thick steel floor.

Defences

Dozens of plasma turrets track the gladiators and are deployed in the event of a significant rules breach. E.g. A gladiator attempts to attack an audience member.

Equipment Dispensers

These are located at the four compass points around the arena and one at the centre. When activated by the current Arena Master a pair of durasteel doors open and a piece of equipment is ejected into the air. It will generally land within 10 metres of the hatch. These hatches are too small for gladiators to enter.

Release Hatches

There are two release hatches, these are used to allow additional combatants into the arena.

Hazard Points

There are four hazard points located on the arena walls. These are capable of launching attacks such as acid sprays, random grenades, spear cannons, toxin darts etc. In addition they can be electrified, superheated, or covered in inaugurate / liquid alloy. Their functions are constantly updated and are used to introduce the unexpected into the games.

Main Gates

The North and South Gates are where the competitors enter. If more than two sides are competing then additional fighters can be introduced via the release hatches.

Additional Surprises

The arena is under constant modification and who knows what E.I. will add next. The GM can use this fact to add in any extras he feels are appropriate.

Participation

Participation in the games is simple, sign the contract on page 77. You may photocopy the contract for personal use or print it out from the website www.corpgame.com.

PAYMENT

For competing in the games a flat rate is paid out per match. This can be modified by any number of factors. Below are listed the basics but will require GM modification in some situations and remember sometimes material prizes are awarded for winning or punishments are administered for losing.

Base Rate

500¢ x Fighter's Colosseum Rating (Distinction)

Example - Rating 3 fighter receives 1500¢

The fight is not to the death

Divide the winnings by 2

Example - A rating 3 fighter receives 750¢

Fight is easy

Divide the winnings by 2

Example - A rating 3 fighter receives 750¢ for taking on an inferior opponent

Fight is hard

x2 winnings

Example - A rating 3 fighter who is outclassed but still wins will receive 3000¢

Team Fight

The winnings are split between the team.

Example - A team of 3 (rating 3 fighters) will receive 500¢ each

Championship

Winnings are increased for each round the fighter progresses.

Example – A rating 4 fighter receives 2,000¢ for the 1st round, 4,000¢ for the 2nd round, 6,000¢ for the 3rd round etc.

These can be combined – for example.

A Rating 5 fighter competes in an easy fight which is not to the death. His base rate is 2,500¢. He divides this by 2 for the 'easy' fight (1250¢) and divides again by 2 for not to the death (625¢). He only gets 625¢ but it was a very easy fight.

CLASSIC ARENA BATTLES

Several types of event are featured in the Colosseum and dozens of variations are invented each month to keep the spectators wondering what will come next. The quality of contenders varies greatly from arena hardened veterans to unskilled outcasts desperately trying to earn some credits to buy food. Regardless, the Colosseum has a great following and seats are always full of blood thirsty punters.

Below are listed a few of the match types which have become popular over the years. The GM should feel free to invent his own twisted death games and throw the players into them.

One on One

The most simple of matches where one combatant fights another. This can either be to the death or to submission.

Team Fight

Two sides, each comprising of 2 to 10 combatants fight each other to the death or submission.

Beast Fight

An individual or team is set against a particularly powerful, inhuman adversary. This would typically be a mutated creature, battle droid or on rare occasions something otherworldly or genetically created (only legal with express UIG permission). This match is typically to the death.

Hero

A single, powerful combatant is set against a team of lesser fighters. This is typically to the death.

Bum Fight

Two or more impoverished and unskilled fighters, typically outcasts, are set against each other with the reward of a huge cash prize or occasionally citizenship.

Debt to Society

A criminal is placed into the arena as one of the combatants, with enough wins and crowd approval they may pay their debt to society and be re-personalised.

Droid Battle

Custom built combat droids are set against each other to fight. The owners of the Droids are the ones who get the glory and lucrative engineering contracts are often granted to successful droid builders.

Man and Beast

Each combatant is permitted to bring in a creature, it must have a reasonable biological component such as a cyberwolf, cybercat or mutant horse. (E.I. reserves the right to reject the fighters choice if inappropriate.)

VARIANTS

These are variables which can be added to any match type.

Capture

The opponent(s) must be captured alive.

To the Death

The opponent must be killed, nothing else will do

No Telepathics

Telepathics may not be used

Telepathic Contest

Brawling and Telepathics only

To Submission

The opponent may submit, if she does not submit her death is permissible

No Weapons

No weapons can be brought into or are available within the arena

Ranged Weapons

Only ranged weapons can be brought into the arena. There may be restrictions on which type of ranged weapons.

Melee

Only close combat weapons can be brought into the arena. There may be restrictions on which type of close combat weapons.

Dispensed Equipment

Additional weapons and equipment are made available during the fight from dispensers built into the arena.

Dispensed Equipment Only

The only equipment and weapons permissible are made available during the fight from dispensers built into the arena.

Crowd Weapons

Specially selected members of the crowd are allowed to use stated firearms to attack the fighters. These individuals are normally prize winners from E.I. competitions or VIPs.

Restricted Weapons

Only certain weapons can be used in the arena. For example, knives, pistols, swords, blade launchers etc.

Vehicles

Combatants may enter the arena in or on vehicles

Crowd Helper

The combatant(s) may call in a member of the crowd to join them in the fight. E.I. can prevent anyone they choose from entering the arena to save the lives of important people or to prevent the fight becoming imbalanced. The helper needless to say, typically dies and these matches are often under-attended. (Maybe you could phone a friend!)

Shielded

Each combatant is permitted to wear a hard ion shield if they have one.

ARENA DISTINCTIONS

UIG Rating System Awards

There are numerous distinctions that can be gathered at the arena. Below are listed the most popular ones and when they are awarded. There are seldom fixed requirements for receiving these awards, they are normally handed out based on the discretion of the official Present.

Award	Awarded for
Colosseum Combatant	Completing a fight at the arena and not dying
Colosseum Winner	Completing a fight at the arena and winning
Colosseum Murderer	Killed several opponents in the arena
Colosseum Assassin	Killing an opponent with the first attack on several separate occasions
Colosseum Butcher	Killing an opponent in a particularly bloody manner
Colosseum Beast Master	Winning several Beast Fights
Colosseum Underdog	Winning a match against a theoretically far superior opponent
Colosseum Adept	Winning some matches at the Colosseum
Colosseum Veteran	Winning many matches at the Colosseum
Colosseum Master	Winning dozens of matches at the Colosseum
Colosseum Ascendant	Win hundreds of matches at the Colosseum
Colosseum Champion	Win the Colosseum Annual Championship
Colosseum Headsman	Severing the heads of several living targets
Colosseum Droid Lord	Winning several Droid Battles
Colosseum Telepath	Winning several telepathic matches

Colosseum Rating

There is also an overall rating which applies to all those who have participated in the games. This rating goes from 1 to 10, 10 being the highest. The rating is arbitrary and is occasionally increased by the official present. Below are some examples of ratings based on success in the arena.

Rating	Acts
1	Had a few fights
2	Won a few fights
3	Won several fights
4	Won several fights with style
5	Won dozens of fights
6	Won dozens of fights including some extremely challenging or famous ones
7	Won dozens of different fights of different types with great skill and showmanship
8	Won over a hundred fights, some of great significance
9	Won hundreds of fights
10	Won hundreds of fights and at least one championship, a hero among the people who fights with great skill and breathtaking showmanship

Colosseum Plots

1. Your Division is required by Corporate superiors, to fight a rival Division in the arena.
2. Your Division awakens in the locker rooms, contracts signed and ready to fight.
3. One of the combatants in the arena is an enemy of the Corporation. Enter the arena in order to publicly execute him.
4. Allegations of match fixing are circulating. Find out if they are true.
5. Fix a match so your CEO wins his bet. (He gets angry if he doesn't win)
6. Try to get some fighters to test new (illegal) combat drugs in the arena.
7. Go and find some suitable combatants to fight in the arena
8. An extremely important and famous fighter has come to the arena. You are ordered to take her out and show her a good time. (The division may also be instructed to get her drunk etc. to dull his performance the next day).

MAGADAN COLOSSEUM PARTICIPATION CONTRACT

I the undersigned, agree to the following terms and conditions:

1. I will pay the 50¢ administration fee (non-refundable)
2. I will arrive at the Colosseum and register 2 hours before my allotted fight slot.
3. I will provide my own arms and armour if permitted.
4. I will only bring and use weapons and equipment into the arena consistent with the rules of the event.
5. I agree to abide by all 'special rules' which apply to the event I am participating in. For example, fight to the death, fight to submission, ranged combat only etc.
6. I agree to grant Eurasian Incorporated (hereafter E.I.) the rights to all audio-visual data collected during the event.
7. I will only give interviews and make public appearances relating to the event with the express permission of E.I.
8. I agree to be featured on advertisements and literature related to the gladiatorial games.
9. I agree to a one hour photo shoot and interview pre and post event.
10. I agree to take complete legal responsibility for any non-combatants I kill or injure during the event.
11. I agree to return all dispensed items acquired in the arena. Any property belonging to the opponent(s) is mine to retain if noted in the pre-match conditions.
12. I will receive 10% of all profits from broadcasts and literature made 1 month or more after the event, which expressly depict me as the main character.
13. I agree to cease all combat in the event the warning siren is given. (This will be for emergencies only)
14. I agree to be inspected before and after the match by an E.I. medic and a UIG medic for signs of illegal or restricted substances and equipment. If I am found with such items I agree to be punished with the full force of the law and expelled from the games.
15. In the event of a draw I agree to participate in a rematch within one month providing I am physically able.
16. I agree to take no legal action against E.I. in the event of my suffering illness, wounding, maiming, brutalisation or mental decline as a result of partaking in the games.
17. In the event of my defeat or death I agree that my killer is entitled to any equipment I am currently in possession of providing that it was a condition set before the event. If removing said equipment will result in my death (e.g. removal of broad-scale cybernetics) then my opponent may not remove it without the assistance of a UIG licensed cyberneticist or appropriate technician.
18. I acknowledge that I may die in the arena and waive my family's legal right to pursue damages against anyone involved in the events which led to my death.
19. In the event that I die and am restored from a backup, I will pursue no course of vengeance against E.I., my killer or anyone involved in the events which led to my death.
20. I will not utilise any method considered not to be in keeping with the spirit of the games. For example, deploying orbital strikes, requesting extraction teams or making pre-match threats against my opponent's family. Doing so will result in my expulsion and subjection to E.I. and UIG disciplinary policy.
21. I will not leave the designated arena area during a match. Doing so will result in my expulsion and possible death.
22. I agree to accept any measures that are indicated to be the cost of losing. For example, I may have my arm severed if I lose the match providing it is stated before I sign up.
23. I agree to cover any costs the UIG or E.I. deem necessary to save my life in the event I may die in a match which is not 'to the death'.

Conditions of my next match to be written here.

Signed _____ Dated _____

TAKEDA SPIRE



The Takeda Spire stands as a monument to the historic era of Sengoku Japan. Its graceful but imposing structure takes elements from the great castles and pagodas of the 16th century and carries an air of both strength and timelessness.

The spire stands an impressive 1100 floors high (2900 metres) and is situated in the mountains near Okha in the New Japanese Territory of Kikano. The locale around the spire was badly damaged by environmental saboteurs during the Corporate Wars but has been since cleaned and carefully landscaped to boast a manicured but wild beauty.

Security around the Spire is also elegant in its subtlety. Casual visitors to Takeda would be oblivious to the lethal arsenal of high-end defence measures hidden throughout the spire grounds and surrounding countryside.

Inside the Spire simplicity and tradition are paramount. Although the Takeda Spire boasts some of the best environmental technology in any habitation, it is, for the most part, ingeniously concealed, only coming into view when needed. For example, small Noh (theatre) masks can be seen ornamenting the great wooden beams which bestride the Spire's ceilings. When a

SPIRE DEFENCES

These defences can be used as a template for the systems present in many spires. The GM should alter them as he sees fit and be aware these are only a fraction of the spire's likely defence. The basic automated defences are extremely well concealed and are set to attack anyone whose ID chip is absent or not registered with Takeda Spire Visitor / Resident Manifest. The spire and grounds are dotted with literally thousands of hidden remote ID Chip scanners each with a range of 20 metres. You can assume that anyone within the Spire or its grounds has an 80% chance of being scanned per 10 metres of movement. Infiltration is virtually impossible. When someone is spotted (either electronically or by security personnel) the systems deploy. The GM should feel free to decide which systems deploy where, but generally speaking the internal defences will be less environmentally destructive.

Turret Weapons (Machine Weapon) EMPS 30

These are mounted on mechanisms which allow them to rise from under the ground.

AV	8
HP	25
AT	17
Dam	6D6 (These can be laser, plasma or kinetic)

Dart Launcher (EMP Immune)

Penetrator Darts (page 36) are normally used because armoured Agents are the typical quarry. These small weapons are normally mounted in concealed areas or sometimes in recesses and mechanically deployed when needed.

AV	3
HP	5
AT	17
Rate	3
Dam	Armour Penetration (D6+XS), then delivers Toxin

TYPICAL TOXINS

Lambanic Acid	(Core Rules page 48)
Penaxi-Keremol	(Page 35)

Grenade Launcher (EMP Immune)

These tend to be loaded with riot grenades but those near the borders of the spire grounds may be loaded with gas, frag, incendiary or EMP grenades.

AV	10
HP	30
AT	17
Rate	2
Dam	As grenade

resident needs information she just locates a Noh mask and requests access. A small holoscreen is projected near her and when she has finished, it simply vanishes maintaining the tranquillity of the Spire and the illusion of a distant age.

This reverence for the past infuses all of the Spires public areas and many of the commercial and Corporate ones. The restaurants



THE TAKEDA SPIRE

and bars have been meticulously built to resemble historic tea and eating houses. Great expense has been taken to ensure that areas which can be examined have been constructed using traditional methods from authentic materials; often rosewood, cedar, red pine, white cedar, chestnut, and bamboo. These woods are grown at great expense along the western coast of Honshu in the Coastal Heritage District. Areas which cannot be so easily scrutinised or require greater structural integrity are typically faux traditional and are either veneered or surfaced to appear authentic to the casual viewer.

DRESS AND WEAPON CODE

A strict dress and weapon code exists within the Spire. Anyone entering the spire may carry only melee weapons, which are in keeping with the essence of the spire. This means swords, knives and the like (powered or unpowered) are all permitted but items such as rifles, chainsaws and viric lances are not allowed. Cybernetic weapons must be removed if obvious but are acceptable if not.

The items are stowed in a secure vault for a fee of 100¢ per week per item.

In addition to the weaponry restrictions, visitors are required to wear traditional Japanese dress, typically a kimono and sandals, but other forms of oriental dress with strong cultural ties are permitted. Failure to do so will result in the offending party being escorted outside the Spire grounds by Shi Yukiro security. If you do not have suitable clothes you can purchase them on entry to the spire. Prices start at 500¢ and increase to the tens of thousands.

Exceptions are listed below, the Shi Yukiro consider that these groups contribute to the essence of the spire whereas a group of Federation commandos in combat fatigues would certainly detract.

Order of the True Faith in traditional dress

Comoros in traditional dress

Ai-Jinn monks and martial artists in traditional dress

UIG Officers ignore this code and wear their standard armour. Noted VIPs and those with a genuine emergency may also be exempt.

LOCATIONS WITHIN TAKEDA SPIRE

The Masari Tea House

The Masari Tea House is a large and authentically constructed recreational area on the 744th floor of the Takeda Spire. It consists of a large, main hall where all Shi Yukiro Agents are welcome to come and drink tea and several smaller connected private tearooms. All are similar in appearance - tatami matting, paper shoji screens and heavy cedar beams.

The smaller rooms are used for mission briefings when the Mission Officer wishes to take her professional relationship with her division a step further. In addition the security and anti-surveillance in the Masari is superior to that of most offices.

If an Agent is asked to meet a superior at the Masari he can be assured that he has done something right.

The Sword Temple

The presentation of an ion weapon to a Shi Yukiro Agent is one of the most significant parts of their career. The ceremony always takes place at the great Sword Temple which is located in the beautiful koi gardens in the eastern grounds of the Spire.

The temple is spacious with enough room for approximately two hundred Agents to watch the ceremony and smaller sub-chambers leading off. It is dimly lit inside by many candles and incense floats through the hallways giving the place a sacred air which makes visitors whisper even though they are not required to. A shinto shrine sits at the back of the temple upon an enormous block of stone. The shrine is dedicated to the spirit of Kusanagi-no-Tsurugi, a legendary Japanese sword.

The ceremony is outlined below.

1. The Agent is summoned to the Sword Temple when he has reached the required level of trust and ability. This is typically Level 8 / Rank 3 though this can be raised or lowered for exceptional actions. He is required to dress in a traditional red and black kimono bearing the insignia of his clan, this normally costs 1,000 to 2,000¢.

2. The following people may attend the ceremony to watch and support the Agent. Immediate family, his Division, influential teachers, Mission Officers, Shi Yukiro Agents, shinto priests and the ion smith who made the weapon.

3. A purification ceremony is performed where the Agent is splashed with water from the Shinano River and he must then agree to give something up from his life; this should be significant such as meat, women, sleep, alcohol etc.

4. After a short proclamation by the priest of the Agent's value and duties he is presented with the ion weapon. The Agent then turns to face the Ishi (the Great Stone) upon which has been set a thick bar of reinforced durasteel (the Kei). The Agent is expected to attempt to hack the bar in two with his new weapon. Those who have chosen an ion dagger or similar small weapon may be at a disadvantage.

The bar has 20HP and AV30. Only occasionally is the bar severed. Note conviction can only be spent before this roll, not afterwards to make another attempt.

5. Once the Agent has made his attempt the Kei is removed by the priest, taken to the Kei Temple (a sub-chamber of the main temple) and mounted onto the wall with the hundreds of other Kei from Agents past. A lasting testimony to the strength of the Shi Yukiro and its Agents.

6. This concludes the ceremony. The Agent will typically be given a few days off to consider the transition and reflect on his upcoming responsibilities.

It is not surprising that the sword has regained its rightful status among the modern arsenal. Aside the potential for mastery that the sword offers, the wealth of shielding technologies currently available has reduced the potency of a typical firearm substantially. I refuse to denounce the benefits of a ranged weapon but the honour of an individual who favours such an inherently craven method of execution is without doubt, questionable.

Attr:- Tamotsu Idari, Sword Master, Samurai ad Technica

THE DAEGU GENELAB

Gemini's genelabs in Daegu, South Korea, were established due to the increasing demand for specialised personnel for the continual covert wars in the Eastern Bank. The Ai-Jinn, as the largest employer of metahumans in the world, were more than happy to provide Gemini with a lease within their territory for the purposes of establishing the installation but were outraged when Gemini began selling the services of their Daegu labs to the other competing factions in the area. Ai-Jinn's anger has cooled somewhat in the years afterwards, having been mollified by special rates for the labs services, but there is still some resentment at Gemini's betrayal and metahumans in the employ of the other corporations rarely stay any longer in Daegu than necessary.

The labs themselves are some of the most advanced anywhere in the world and its orbitals. They contain not just extensive genetic manipulation centres but also recuperation and physiotherapy wings to help newly modified metahumans get used to the alterations made to their bodies and minds. The Daegu Genelab is both the foremost producer of metahumans and also the hospital of choice for genetically modified individuals, employing some of the worlds foremost experts in oncology and genetic disorders as well as an expert aftercare team. The cavernous bomb-proof lower levels of the labs contain the gene-shift tanks where dozens of individuals sleep suspended in synth-amniot while Gemini genengineers monitor the progression of their modifications. It is rumoured that an even lower level exists, accessible only by high-clearance Gemini Agents, that contains the results of failed experiments; twisted, deformed, once-humans reduced to unrecognisable cancerous monsters and kept alive only for the insights they reveal about the human genome. Gemini of course dismiss the rumours as scandalous and unfounded but nonetheless they persist, reaching fever-pitch whenever one of the patients is declared to have died during modification.

The presence of the genelabs has left a perceptible mark on the Eastern Bank, which is home to the largest metahuman population of any area on Earth. More members of the miner strain are employed in the Tianjin refinery complex than on the Dreddoth station they were originally designed for and alphas are a fairly common sight in the Magadan Spire. While they still only make up a tiny portion of the overall population, metahumans are a highly visible presence within the Eastern Bank, the most common strains being the miners, ichthyans and alphas, though even the Western Federation has a metahuman presence in the area, the Daegu Genelabs having been outsourced for the production of their dobermen guerrillas.

Mission Hooks

1. Uncover the truth behind the rumours of failed metahumans in the basements of the Daegu Genelabs.
2. Steal the data for a revolutionary new gene-shift template from the Daegu Genelabs.
3. Protect a high-level Alpha official from assassination during a hospital stay.
4. One of the 'failed experiments' has escaped, capture it before Gemini does.
5. Gemini has hired you to deter UIG scrutiny while they conduct illegal terrestrial BIO research.

Hard to say which are worse: the monsters they grow there, or the monsters who grew them.

-attr: Haresh Singh, Comoros Trade Attaché

HIROSHIMA

In one of histories cruellest twists of fate, the only area in Japan to be badly affected during the Corporate Wars was the Hiroshima district. In an attempt to defeat the Shi Yukiro Corporation's formidable D-Shift defence's the Ai-Jinn developed a single functioning 'warp bomb'.

This used FarDrive rift technology to "plant" a bomb in the heart of a highly populated area. The bomb was designed to cause maximum impact, totally destroying the Hiroshima Spire and afflicting a 300 square mile area with critical levels of chromomagnic pollution.

As yet the Shi Yukiro have not found a cost effective way to neutralise the fallout from the bomb leaving the area highly lethal to anyone venturing into it unprotected.

The UIG maintain facilities in this area dealing with the humanitarian fall-out and monitoring any changes in the area lest it cause a global catastrophe. People still inhabit the irradiated zone but suffer crippling mutations as a result.

HIROSHIMA BIO-DOME

This high tech structure took 20 years to construct as the Shi Yukiro painstakingly removed and cleansed all the irradiated soil in the area in order to make it safe for construction. The bio-dome is built on the site of the original Hiroshima Castle. The castle and gardens have been reconstructed and is an exact replica of the original. (This being the second replica, the last one being built in 1958.)

Given the high degree of control allowed in the bio-dome all the plant and animal life within is natural. The environmental controls are handled by an advanced eco-strat A.I. (Ecological Strategy) ensuring the delicate eco-system is maintained.

Needless to say the Corporation see this as a crowning glory. The castle is used mainly for corporate hospitality and as a demonstration of the Corporation's technical excellence.

All personnel working in the site are required to follow traditional dress codes as in the Takeda Spire, and the centre is used as a living cultural museum with all employees required to learn traditional skills. Of particular note are the castle's weaponsmiths who are renowned for creating some of the finest swords in Japan and responsible for 70% of all ion weapons created for the Shi Yukiro agents.

The dome boasts a standing army of Samurai Ad Technica along with cutting edge electronic security systems. Access to the Bio-dome is only by air with airspace around the bio-dome constantly patrolled.

It is rumoured that the Corporation has research facilities under the castle's grounds but this is pure speculation and has never been confirmed.

KIMCH'AEK ENCLAVE

THE ORDER OF THE TRUE FAITH

The Order have a strong presence in the Eastern Bank, primarily in Korea and Japan but their acolytes can be found across the region, spreading the word and rooting out the defilers.

THE FORMATION OF KIMCH'AEK ENCLAVE

Kimch'aek (formerly Sonjin) began as a fishing village and evolved into a thriving industrial port with large metal processing facilities. During the early corporate wars Kimch'aek was an important Ai-Jinn mining and processing centre and the already heaving city became massively overcrowded and heavily polluted. This led to increased ill-health and genetic mutation. Despite these problems, the Ai-Jinn continued to utilise Kimch'aek in order to keep the much-needed resources rolling in. Although the Ai-Jinn saw this as a highly profitable system, the price was heavy and being paid by the thousands of diseased and suffering inhabitants. To prevent further transmission of disease the Ai-Jinn constructed huge perimeter fences and placed the entire city under quarantine, whilst still demanding the population worked within the factories and refineries. The local government, not yet formed into the UIG, were powerless to do anything and Kimch'aek became one of the most potent examples of corporate inhumanity.

Within ten years breaking point was reached and the city burst like an infected boil threatening to splatter Korea with the diseased and contagious. Those within the city had nothing left to lose and hurled themselves at the quarantine gates in their thousands, smashing down the fences and tearing apart the sentries. The mutated, the sick and the enraged poured into the surrounding area, putting millions at risk. The Ai-Jinn saw only one solution and immediately dispatched detachments of anti-personnel cyberlins to pacify the rioters.

The cyberlins were equipped with a variety of weaponry specifically designed to kill organisms while leaving structures and technology intact. This cold, clinical extermination of a city population earned the Ai-Jinn a diabolical reputation among humanitarian groups and fixed the term 'Atrocity Class' to any anti-personnel cyberlins (which still holds to this day).

And so the problem was solved, the sickness halted before it had spread significantly and the city cleared out ready to be repopulated with new workers. Fortunately, by this time the UIG was in consolidation and its basic statement of action laid down. The Ai-Jinn's behaviour at Kimch'aek was deemed unacceptable and they were fined several billion credits and forced to hand over some significant assets to the UIG Amnesty Department and other humanitarian organisations. Perhaps the most significant acts being the transference of Kimch'aek to the Order of the True Faith, the donation of the Ko-Luan Shuttle Station to the UIG and the gifting of Taegu Pusan City to Comoros in order to establish the 'Centre for World Culture'.

THE EFFECTS OF KIMCH'AEK ENCLAVE

Kimch'aek is like no other Order Enclave or Relic City. The abundant resonance that courses through the city is heavy with despair, rich with anguish and laden with the grief of millions. Although this resonance is still extremely potent and suffuses any Order Telepath with constant power, it exacts its cost in the slow and inexorable depression that seeps into anyone tapping energy from Kimch'aek. To stave off this melancholy the Order teach potent mind control methods which facilitate the filtering of emotion and allow its telepaths to endure the palpable misery infusing their minds. (see the Resonance Filtering Training on page 11). As a result only selected Order Telepaths are permitted within the limits of Kimch'aek. Other telepaths are advised not to use their powers while in the city. Opening an untrained mind amidst a sea of horror overwhelms the unprepared and in some cases cause permanent mental scarring.

Those with no telepathic power have little to concern themselves with; other than the general depressed mood which seems to hang over the city there have been no proven reports of side effects.

CHARGED RESONANCE

Resonance can be broadly broken down into three types; positive, negative and neutral. Resonance is a fickle and unpredictable beast and thus the categories are quite loose and poorly defined.

Positive – The effects of coming into contact with positive resonance are deemed to be more beneficial than they are detrimental.

Neutral – Neutral resonance is devoid of any significant benefit or ill-effect.

Negative – The ill-effects of coming into contact with Negative Resonance are considered to be greater than the benefits.

Effects of the Negative Resonance at Kimch'aek.

1. To anyone with the 'Resonance Filtering' Training, the resonance at Kimch'aek acts as Neutral Resonance.
2. Order Telepaths can consider Kimch'aek a minor Relic City and automatically regain 10TE per round while they are in the city.
3. Comoros Telepaths who sacrifice HP to gain TE within Kimch'aek only gain half the normal amount of TE
4. Anyone who uses telepathy within Kimch'aek and does not have the 'Resonance Filtering' Training must make a 'Presence + Perception' roll with a -8 penalty each time they attempt to use a power. Failure means they must roll a D6 on the table opposite. If you need to roll a second time on the table for the same person, re-roll duplicates.
5. Anyone attempting to deal damage using telepathics has it automatically maximised
6. Any form of Biokinesis is impossible unless you have the 'Resonance Filtering' Training.

D6 ROLLS FOR TELEPATHS WITH NO RESONANCE FILTERING.

1. The power works as normal
2. The telepath is overwhelmed by the grief and suffering surrounding him. The power fails to work and he cannot act for D4 rounds.
3. The telepath sees visions of the dead and diseased. His power fails, he cannot act for D4 rounds and cannot sleep for the next week due to the visions. The GM should feel free to apply some -1 or -2 penalties to the telepath's rolls for the next week to represent this.
4. The telepath is suffused with nausea and drops to the ground vomiting and groaning. The power he was using fails and he is unable to use telepathics for D3+3 days.
5. The raw energies course like a raging river through the telepath. The power goes off with a maximised effect. If there was a target for the effect, then the power targets everyone within 20 metres of the telepath. The telepath is wounded by the enormous torrent of power and suffers 3D6 damage which can only be healed naturally at a rate of D4 per day.
6. It seems the very souls of the dead rise up and tear through the telepath reducing him to -10 HP and rendering all carried equipment into useless lumps of metal and plastic (cybernetics are all reduced 5 condition levels as well). The telepath is unable to access his telepathic powers for 2D6 days.

VISITORS TO KIMCH'AEK

The city itself has been restored over many decades to be a simple, clean refuge for followers of the Order. Kimch'aek is open to anybody who wishes to visit and those who demonstrate their dedication are offered permanent residence in one of the cities numerous restored buildings. Any visitor to Kimch'aek is given a free room and a simple meal in exchange for completing menial, everyday tasks and speaking at one of the many worship buildings throughout the city.

This is not a complicated or overly formal affair, it is simply considered a traditional way to keep up with events and provide a glimpse of the staggering diversity of mankind's endeavours. Even bloody stories of war from the lips of hardened Agents are considered a valuable contribution. The Order has no wish to hide from the truth of the world and hearing the details from those responsible adds a certain insight that cannot be put across with the printed word or a second hand verbal account.

Refusal to partake in this scheme is met with disapproval but little more; if the guest continues to abuse the Order's hospitality for more than a few days they will be visited by one of the Order's representatives who will gauge the situation. If they believe the guest is in need of reflection, peace or counsel then they will likely be aided. If they are considered to be taking undue advantage of the Order's hospitality they will be asked to leave. An unwanted



BROTHER SEBASTIAN BENEDICT, KNIGHT OF THE ORDER

guest can remain in the city for several weeks until he is physically removed, this is a fairly rare occurrence as the Order do not want to resort to violence in this of all cities.

Kimch'aek Plot Ideas

1. An Order telepath seems to have been 'possessed' and is murdering Shi Yukiro employees. Could it be some effect of the resonance?
2. Locate a remnant of the original plague that infected Kimch'aek for the bioweapons division.
3. Investigate claims that the Order is using Kimch'aek as a base for researching psychogenics.
4. Ascertain the validity of the so-called 'Kimch'aek hauntings'.
5. Obtain and smuggle resonance material out of Kimch'aek for study.
6. An Order operative who wishes to defect has contacted you, extract him from Kimch'aek.
7. Represent your corporation in the bi-annual World Culture Conference at Kimch'aek with the intention of acquiring Order and Comoros contacts.
8. An Agent has developed 'Jerusalem Syndrome' and refuses to leave Kimch'aek, bring him back, by force if necessary.
9. Infiltrate Kimch'aek disguised as pilgrims and compile a full surveillance report.
10. One of the old Atrocity Class cyberlins is rumoured to be buried under rubble somewhere in Kimch'aek after it fell into a booby-trap. Recover it.

ARMAN OLD CITY

70 miles west of the impressive Magadan Spire lies the Old City of Arman. Through most of its life Arman was no more than a small town, its location and significance relating primarily to wars long gone and trades no longer practiced.

In 2308 E.I. constructed the Magadan Spire. As is typical in spire construction, MPUs (modular prefabricated units, also known as prefabs) were erected to house the thousands of workers who would assist in the building of the Spire. The prefabs were placed in the vicinity of Arman but upon completion of the Spire were abandoned. Their reclamation was considered not to be cost effective and E.I. were aware that some of the labourers and their families may want to continue living there.

And so Arman came to be, a bizarre, uneven sprawl constructed of thousands of modular units. From a distance it looks like grimy, haphazard pile of child's bricks. Upon close inspection it doesn't get much better. The prefabs are really showing their age, they were never designed to be lived in for 200 years and are festooned with cracks, rot and damp. In addition it was never intended they should be repaired and many of the parts are not user serviceable; this means the doors, heating and lighting, once broken are extremely difficult to fix resulting in some ingenious and crazy bodge jobs.

The basic prefab unit is 8 feet high, 8 feet wide and 15 feet long. This creates a caravan-like space but the unit can be attached to another unit and either a door added or the separating walls removed. It is therefore possible to create a large room or a series of interconnected rooms of varying sizes. As the city evolved influential residents were able to secure more prefabs to expand their houses. Acquiring new prefabs drives much of the cities politics.

Because the habitation was never meant to last, there are no permanent public amenities in place. The UIG have made clean water available and regular waste collections are made but this really brings the tone of the city down. Residents are forced to use public toilets or make their own. The roads are not worthy to be called roads, they are more like mud tracks which are occasionally covered in a layer of fine rubble by UIG contracted workers. Plans are in place to fix these problems but the taxes collected in the city are woefully inadequate. So far E.I. have paved a single broad main street which runs down the centre of the city named 'Rue de Van Rosch' and built several hygiene facilities in key areas to allow residents to wash and defecate in relative cleanliness. Sadly, (as you might expect), every resident is out for himself and many of the bathroom facilities have been stolen, even areas of Rue de Van Rosch have been ripped up and used to reinforce the prefabs.

Influences within Arman.

Power is a strange beast in Arman and money is not the driving factor for the simple reason that anyone with it moves out as soon as possible; instead the adage 'might is right' reigns supreme. The city can be divided into three sections, each under the control of a different group.

Ghudzak

Ghudzak runs along the southern side of Arman and incorporates all of the coastal property as well as some of the warehousing which was once used to store the city supplies during the *Construction*. The area is under the control of Jun To-Ling, an entrepreneur who has a hand in most of Arman's businesses. He is wealthy by Arman standards and employs a crew of around 40 who look after his business interests and ensure his private security.

Ozkhon

Ozkhon runs around the northern perimeter of the city and is the most inhospitable area. Crime is high here and the prefabs are in such awful condition no one wants to steal them. The waste collections don't come to Ozkhon and the roadways seldom receive an extra coat of gravel making the place especially muddy and foul.

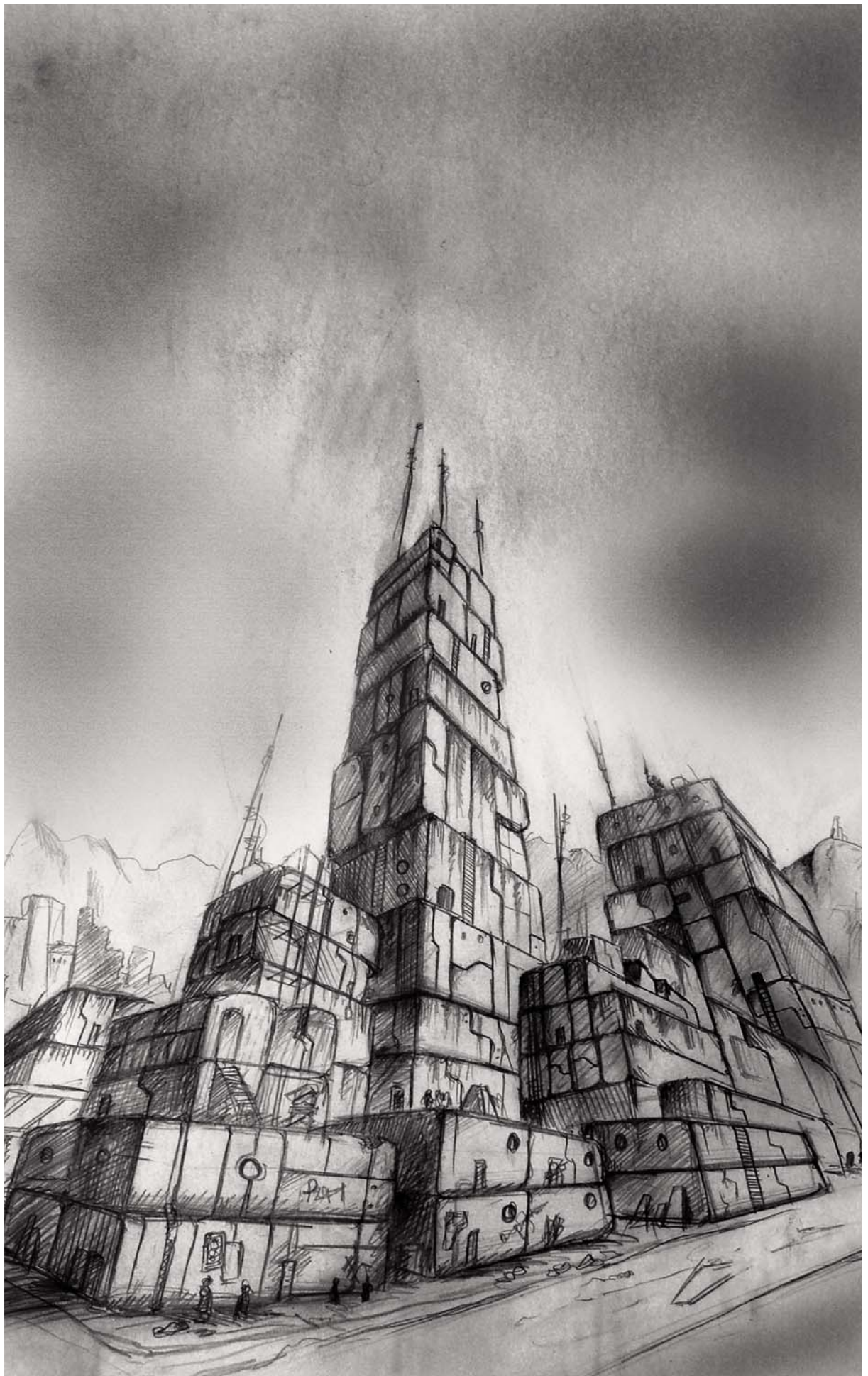
So who would want to live in this shit-hole? The Cult. They are above mud, waste and poverty and the lack of UIG interest combined with near instant access to a poorly policed city make for a good base of operations. Cult scouts came to this area long ago looking for a place to set up and found ancient cellars underneath the city from almost a thousand years ago. They quickly established themselves and the area has been attracting Cultists ever since.

Arman's proximity to the Magadan Spire ensures that regular visits are made to the city by E.I. Agents practicing their arts, slumming it, scoring black market gear or attempting to keep the poor in line. It's not uncommon for these Agents, and occasionally UIG Officers to go missing.

Batsov

Everything except Ghudzak and Ozkhon is controlled by the Vasarov family headed by the notorious Mikhail Vasarov, a man so violent and unpredictable he was posted in Arman to calm him down. He's an old school Russian mobster whose methods are typically brutal and unforgiving. Vasarov runs protection rackets on almost all of the businesses within Arman, much to the frustration of To-Ling. However To-Ling isn't stupid and realises that it is only by their say-so that he continues to live. The Vasarovs are not interested in managing small businesses and as long as To-Ling continues to play ball, his business will continue to exist. The mob also maintain a healthy drug supply network, profit from prostitution rings, gambling and black marketeering.

Perhaps one of their more unusual ventures is doing business with the local Cult cell. Many of the unwanted or below par cybernetics the Russian crime syndicates come across are channelled to the Vasarov family who in turn sell them to the Ozkhon Cult cell. The cell then take what they want and distribute the remainder to other cells in the nearby area. Such Cult / human relationships are rare and the UIG are rumoured to be attempting to infiltrate the mob to gain an insight into this partnership.



Although this group is supposedly under the control of the Ai-Jinn it has become too big for its boots and has started to disobey orders. The Ai-Jinn need to teach the Vasarovs a lesson but so far nothing has been done. At present the Ai-Jinn do not have Divisions of sufficient power to spare.

Visiting Arman Old City

So what's it like for Agents arriving in the city with orders to recover some stolen tech, assassinate a mobster or surveil the Vasarovs. Simply put, pretty tough. Blending in is very hard, the city speaks exclusively Russian; the mob sees to that. In addition everyone in the city has a job of some sort, the bitter winds, driving rain and freezing temperatures mean that living rough is not an option. As a result strangers stand out a mile and are eyed with great suspicion. Residents (generally speaking) will immediately inform the mob if they see anything suspicious in the hope they may receive some passing approval or even a small reward. The Russians have the city sealed up pretty tight and the best avenues of approach are through a rival, either To-Ling or if you're feeling really brave, the Cult.

Accommodation

There are places where visitors can stay, most notably The Stack, which is a precarious towering column of prefabs in the centre of the city with ladders strapped to the side. You can rent a room there for 30¢ a night but it's cramped, unsecured and dirty. On top of that the swaying of the tower, lack of soundproofing and the plastic bed sheets makes for a difficult nights sleep.

Commerce

There are dozens of retailers within the city centre selling all manner of goods from food and clothes to guns and medical supplies. The mob ensures business is kept civil and as a result the shop keepers can make a decent living. Although most types of goods can be acquired, the lack of supply combined with cramped prefabs means that the selection is very limited. For example, you could buy a gun with no problem, there's even a fair chance you could get a handgun but getting an exact model in its case with warranty will be almost impossible. The population has learned to live with this and it makes every shopping trip a surprise where you never know what you're going to come home with.

Entertainment

There are dozens of clubs and bars with remarkably cheap prices. The general grim atmosphere of Arman gives rise to a massive drinking culture but the lack of disposable cash has kept the price of having fun way down. Entry to clubs tends to be free but strict no-weapon policies are in place. Once inside you can get totally smashed on a cocktail of drink and drugs for less than ten credits.

Vchera

The most popular club is Vchera (Yesterday), although made of a series of prefabs and therefore small, it has an intense atmosphere and is a great place to score narcotics. This is due in no small part to the amount of mobsters hanging around. The club is fairly safe for its regulars and every Friday is fight-night where the willing (and often the unwilling) go at it until someone can't fight anymore. As long as the contenders are consenting, the fighting is legal and the local UIG Officers are regular faces on a Friday night. The mob welcome this level of interest from the UIG, it makes for good relations and more than one Officer is known to have succumbed to the lure of a little extra money in exchange for greasing the legal gears.

It's free to take part in a fight and the payout is based on the level you're fighting at. A street punk or a shop keeper with a score to settle may only take home 50¢ for a win whereas two augmented fighters could be looking at a few hundred credits for a good show. The mob make money through punters betting on the fights and of course from the increased revenue the bar brings in when a good fight is staged.

Sometimes fights to the death are held, these draw huge crowds and require the viewers to pay entry fees. Although a good amount of the money made is given to the local crooked UIG Officers, the profits are still enough make this spectacle a relatively common occurrence.

Welcome, my children, my dear ones, to the town of shadows. For we are always in the shade, in these darkened streets, of wealth and excess and glamour; but here is a mirror of all of them, and how vital, how vibrant, we remain in its reflection! Arman is a place of fortune, where a man who is clever and brave and strong can take for himself all that his heart may desire.

I look around tonight, and I see that many of you are passing through, visitors to our little town of shadows. Some of you are institutions here, familiar faces, and you of course will stay. A few of you – and may I say, my children, you are my favourites? – believe that you will soon leave, but will find yourselves staying a little while longer.

All are welcome. All are welcome to the games. Think not of the money you may win, but welcome the scars you will earn tonight as badges, trophies; so that wherever tomorrow may take you, no matter whether you leave the town of shadows or stay a while longer, you will always remember Yesterday.

-attr: Mikhail Vasarov, welcome address to the Vchera Fight Night

UIG

There is a single UIG office in Arman located towards the city centre. It has a permanent staff of 20 Officers of varying experience and a Malenbrach squad (Theta) who are there to deter the Cultists from entering the city. The Office itself is one of the few non-prefab structures in the city and looks like a huge, windowless slab of dirty concrete surrounded by reels of electrified razor wire and tracking machine gun turrets. The Officers are generally posted here because of some lapse in behaviour. The duration of the posting is normally about 3 years and considered to be a suspension of sorts. Those Officers posted here have a similar attitude of 'do whatever it takes to survive the three years and get what you can from it'. For this reason there is a lot of corruption and bribery going on which only goes to secure the mobs stranglehold on the city.

It goes without saying the Malenbrach squad are immune to the mob's methods and remain a resolute force for combating anarchy. Unfortunately it is up to the Officers in charge to dispatch the Malenbrach and so for the most part they remain unused. This tends to drive them wild, they were created to fight and without regular venting they become extremely unstable, thus when they are released they tend to go crazy and tear apart everything in sight.

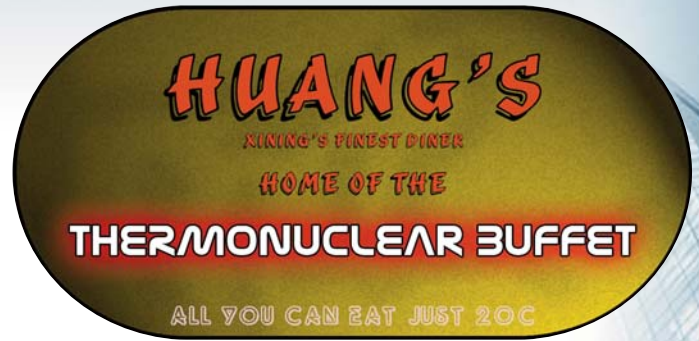
Corruption

An example of the Arman UIG's total corruption was in 2488 when a group of Western Federation Agents were requested by E.I. to

use their superior military skills to take down the inner circle of the Vasarov family. The operation was on the verge of success and the Federation Commandos had the mobsters cornered in the Vchera. The acting head of the Arman UIG, Franco Calpiatti, ordered the assisting Malenbrach squad to open fire on the Federation Agents. The Malenbrach, being a little desperate for action and completely loyal did as directed. Theta suqad were supposed to be acting as rearguard and the Federation Agents were totally unprepared. The Division were wiped out, though they are said to have put up a tremendous fight considering the circumstances. The official report submitted by Officer Calpiatti stated that the Federation Agents were using over-risk weapons without licenses and the threat to innocents called for immediate neutralisation. Both the E.I. and the Federation were furious but so far nothing has been done.

Plot Ideas

- 1.The UIG send the Division in to investigate corruption within the Arman Office.
- 2.Avenge the Federation Division who died in 2488. (Best done as Federation Agents)
- 3.Monitor the Cult cell to gather information on their cybernetic distribution game.
- 4.The Ai-Jinn are paying third parties to take down the Vasarov family.
- 5.Residents have been going missing around the city. Is it the Cult, the mob or the wildlife?
- 6.Jun To Ling wants a little extra help to protect his businesses from mob racketeers.
- 7.A fighter is beating all opponents in the Vchera. Find out who he is and how he does it.
- 8.Find out where the mob are getting all their drugs from and halt their supply.
- 9.A rogue Agent has fled to Arman offering his services to the mob, bring him back.
- 10.The Ai-Jinn want the mob back under their control – make it happen.



Huang's bar and grill is a Xining-based chain of east-west fusion restaurants that specialise in catering to agents and other heavily-augmented individuals. They prepare a dizzying array of signature dishes but have become particularly renowned for the 'Thermonuclear Buffet' (slogan: 'So full of energy you'd swear it was radioactive!'), for a mere 20 credits it provides an all-you-can-eat array of oriental and western food so loaded with protein and calories that any sane dietician would denounce it on the spot. For Agents and others who have heightened calorie requirements due to cybernetics, the Thermonuclear Buffet is a godsend, rumours that Huang's food is only partially multimeat, the rest made up of rejected combat-bio meat from Miller-Urey remain officially uncommented on. Individual branches tend to all resemble 20th century Chinese restaurants in various degrees of opulence, ranging from high-class to greasy-spoon but they are always clean and the food always hot and filling.

System

An Agent, or anyone else with an accelerated metabolism, who eats their fill at the Thermonuclear Buffet recovers their hit points at double the natural rate for 24 hours thereafter, an unenhanced person who tries the same is liable to end up with angina.

Protect your family, treat yourself

Have you stopped to think what might happen if you were chainsawn in two by a rampaging Cultist or blown into red mist by a suitcase nuke. Would your family be able to cope? Wouldn't you want to be certain that they would be well provided for?

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LIN GUAN REFINERY

The Ai-Jinn continually need more resources to fuel their sprawling factories and synth plants. The Okhotsk Sea hides a wealth of raw materials which until 2440 remain untapped. To resolve this issue the Ai-Jinn constructed the Lin Guan Refinery, an enormous structure capable of extracting and refining millions of barrels of oil and thousands of tonnes of various deep sea resources. In addition to this a great deal of the ore-rich rock brought back by the Ai-Jinn mining FarCraft is deposited at the refinery to be rendered into usable materials.

Appearance

The refinery covers an area of 6sq kilometres along the west coast of Okhotsk Sea. From a distance the refinery looks like an industrial nightmare, massive steel towers belch smoke and coloured fire whilst dozens of immense structures house the wealth of refining machinery needed to turn the raw materials into valuable resources. There is always a cloudy haze around the refinery itself which causes the myriad lights to blur and merge adding to the almost fantasy-like appearance the plant takes on.

Processes

The refinery is capable of processing dozens of different raw materials and storing them in hoppers ready to be taken to various industrial plants around Asia by the impressive trans-Asian magnarail. Much of the plant is fully automated but the Ai-Jinn are wary of trusting computers too much so a large employee base is maintained. This is composed of a small group of administrators and managers (which include some Agents) and hundreds of refinery workers known as 'finers'.

Refinery Workers (Finers)

The refinery workers themselves are extremely powerful individuals, typically of mixed Chinese-Mongol descent and always solid and dependable. Most of the workers are heavily augmented and been gene-shifted to enhance their physical strength and endurance. The setup in the refinery places them into duty squads; each squad has a particular assignment and works a certain shift, e.g. night shift on the B-phase actuators. The camaraderie within each squad is extremely tight and this is no accident. As well as careful profiling, the Ai-Jinn insist squad members attend mind-bonding sessions, which utilise physical and psychological procedures to ensure the squad become closer than brothers.

Security

The refinery is well defended from assault. As well as a contingent of three cyberlins the refinery maintains a large detachment of security droids and guards. There is also a significant Agent presence in the nearby city and the large number of triads in the locality put off many would-be intruders. The refinery is also very close to the Amur Border Spire which is perhaps the best defended structure in the world and able to offer heavy support to the refinery if need be.

THE WOLF BROTHER PROJECT

There is a little more to this than it would appear. Although the refinery is a legitimate business and handles a huge amount of the Ai-Jinn's raw materials, the works are a little surplus to requirement. The Wolf Brother Project began in 2422 with the intention of enhancing loyalty within Ai-Jinn Divisions. Initially existing Agents were subjected to a series of group building exercises which culminated in extreme psychological and codon-level gene manipulation. The results were varied and not as desired, in many cases warping the Agents and their sense of loyalty into a crazed pack mentality and in some instances created inter-division conflict which resulted in Ai-Jinn Agents tearing each other apart like savage animals. The project was thus shifted to target non-Agents and toned back in its invasiveness. When the Lin Guan Refinery was finished it was decided that it would make an excellent test ground for some of the basic principles of the Wolf Brother Project and 50% of the workers were subjected to the treatment.

It was a subtle result with the test group being a little more coordinated and better able to get on with one another. This was heralded as a success and before long the procedures were scaled up. The workers were in no position to complain as they had jobs (a rarity in this part of the world) and were well cared for by the Corporation. After numerous experiments, dozens of deaths and some heavy conditioning the Wolf Brother Project could be considered a success. Most of the heavy industrial workers in the refinery are now 'Wolf Brothers' and a fine balance of aggression, fellowship and coordination has resulted. The inter-pack rivalries have also been eliminated ensuring that separate groups will band together when necessary to fight a common foe. So confident are the Ai-Jinn in this project, that a number of new Agents have been trained using the Wolf Brother System to fortify their sense of loyalty and pack thinking.

SYSTEM EFFECTS OF THE WOLF BROTHER PROJECT

Group Amnesty

Wolf Brothers will NOT attack one another, they may disagree and argue but they will not cause physical harm to one another unless under dire circumstances or if it is for the benefit of the pack. *For example, if one member was under the influence of an enraging drug they might knock him out. If a brother's arm was caught in a machine a fellow brother may cut it off.*

Gender

Wolf Brothers can be female; they are still referred to as Brothers simply by convention but could also be called Sisters if necessary.

Bonus Conviction

Wolf Brothers are bolstered by their pack-mates and gain a free Conviction point every time they act as a pack in a scene. For example, a fight breaks out and all the Wolf Brothers pile in – they all gain 1 Conviction point which is removed at the end of the

scene. (This can take them temporarily above 5). Equally this could apply if they working in a non-combat environment such as constructing a machine, developing a plan or infiltrating a complex.

Resistant Mind

Wolf Brothers gain +8 to any rolls made to resist harming or acting against one another. This could be rolls made to resist torture, ignore mind affecting drugs, resist the attack of a psychogenic etc.

Pack Awareness

Wolf Brothers innately know where their pack members are within a range of 15 metres and share a heightened sense of awareness. This allows them to coordinate actions better and respond more effectively. When the pack is within 15 metres of each other they gain +4 to Initiative rolls.

Pack Vengeance

If a Wolf Brother is taken down, (i.e. he cannot act for some reason) the rest of the pack become enraged and fuelled with a sense of vengeance. The remaining pack must devote all their actions to attacking the source which incapacitated the Brother. If one pack member is a designated medic or doctor that member can spend one Conviction point to break off the attack and attempt to heal the wounded brother. When the source has been

neutralised the pack will then continue the attack against other enemies if possible. Any pack member can choose to spend one Conviction point to avoid this course of action if desired.

Loss of a Brother

When one of the pack is missing all Wolf Brothers become agitated and don't function as well. If the pack is in any way split up all Brothers receive a -1 to all Action totals. The spending of a conviction point can ignore this penalty for 1 scene. After 1 week of being split up the penalty is removed completely as the Brothers come to terms with their lost pack-mate.

Playing Wolf Brothers

GM's are welcome to use the information here to allow an Ai-Jinn division to be Wolf Brothers. However, the complete rules will be featured in the upcoming Ai-Jinn guide - '*The Dragon Awoken*'.



ZALIV OLD CITY

The construction of the Lin Guan Refinery has allowed the Old City (known as Zaliv) to grow from a filthy, disease ridden hole to a thriving city excelling in nightlife and all forms of entertainment. Although few of the residents of Zaliv City work in the refinery, the Ai-Jinn employees have made Zaliv their evening and weekend hotspot. This has lead to Zaliv becoming a low budget playground for the brutal, clannish refinery workers.

Although Zaliv features a broad range of entertainment it's the bars, brothels, gambling dens and immersion suites which seem to take most of the business. Work in the refinery is hard and mostly endured by men, as a result they form close knit groups with strong rivalries between shifts and departments, which often result in a kind of gang violence between the different factions. Although these men are not banned from maintaining a family it is certainly not encouraged and the Ai-Jinn make no allowances for the workers to maintain a steady relationship with their wives and children. Moreover, the family will typically live in run down parts of Zaliv and be separated from their husbands for weeks at a time. The end result of this lifestyle is generally devoid of close relationships which consequently leads to an abundance of brothels and immersion suites, whose clients are fuelled by alcohol and drugs from the plentiful bars.

Geography and Environment

Zaliv was once a coastal city but the refinery has been built over the entire Eastern portion of it which means there is almost no boundary between the refinery and the city. This creates an extremely dark, industrial atmosphere to Zaliv, which is quite literally in the shadow of the massive refining blocks and storage silos. Years ago, the UIG declared that any industrial process could only produce a certain percentage of pollution for each tonne of raw material processed. The Lin Guan Refinery is remarkably efficient and comes well within those limits, however, because of the sheer volume of processing that goes on and the proximity of Zaliv, the pollution created has an extremely profound effect on the local environment. How the Ai-Jinn managed to get the refinery placed so close to the city has never been publicly confirmed but the effect of an Ai-Jinn triad cell on a planning officer should never be underestimated.

POLLUTION

Sample Pollutants: Oxides of sulphur, nitrogen, carbon; volatile organic compounds, particulate matter, chlorofluorocarbons, ammonia compounds, ozone (ground level), peroxyacetyl nitrate, catalytic and hydrocarbon castoffs, heavy amines and wastewater.

The most noticeable affects of these pollutants are listed below with their in-game affects. These are not exclusive to Zaliv and can be used in other parts of the world with pollution issues.

Particulate Matter (Potency 1 Respiratory Toxin)

The air is filled with fine particulate matter which causes visitors to find themselves out of breath within a few minutes of being exposed to the air. In addition the fine, greasy dust coats nearly

every surface giving the city is characteristic black, grimy appearance.

System

-1 to Endurance while visiting Zaliv. This kicks in after 1 hour and takes 1 day in clean air to negate.

This can be prevented with a Level 1 respiratory toxin filter.

Wastewater (Potency 3 Ingested Toxin)

The local water is mostly consumed by the refinery, which uses it for cooling and then passes it back out into the water table. Anyone ingesting this water will suffer with diarrhoea, stomach ache, nausea and vomiting. Continuous exposure to it (via drinking) will cause the stomach to develop lesions and eventually split causing a slow, painful death. Exposure in other ways such as inhalation of steam or washing will result in skin sores and hair loss.

System

It's really up to the GM to adjudicate this toxin. A few drinks will cause the basic symptoms to manifest, after a few days / weeks the more severe symptoms will show. Remember many people will use the water in cooking as well as drinks.

Catalytic & Hydrocarbon Castoffs (Potency 1 Respiratory Toxin)

The affects on the human body of these chemicals are so long term that only residents need be concerned by them. These affects are typically a depressed cardio-vascular system, carcinomas and respiratory problems. More obvious effects include the feeling that the air is thicker and heavier than normal, a permanent grey haze, a distinctive sooty, smoky smell and a ubiquitous film of dirt.

BUSINESSES

As detailed earlier, a lot of Zaliv's relative wealth is due to the profusion of bars and pleasure centres. Most of these are privately owned by enterprising individuals and as such there are a diverse mix of styles. Below are detailed some examples of the businesses that exist in and around Zaliv. It's safe to say that the local Organised Crime Syndicates have a hand in every establishment in the city.

Little Tokyo Bar (Wei Xiao Jiu Ba Tokyo)

A pokey little place in the backstreets of Zaliv frequented mainly by Japanese residents. Its walls are painted a rich red and are lined with small booths. The barmaids seem to change regularly and all appear to be heavily under the influence of narcotics (typically Amalazine). On the surface the Little Tokyo Bar is a karaoke joint and every night a fair crowd builds up to try and win the coveted 100¢, bottle of Wakkanai Sake and a night pass to the Gold Doubloon.

The bar is run by Jimmi Kanasawa, a high ranking Yakuza member and Agent of Ai-Jinn (Rank 4, Level 22). He can often be seen in the bar at his regular table with his yakuza buddies openly discussing larcenous activities. In addition to the bar, Jimmi runs the Gold Doubloon (a brothel) from which he randomly selects barmaids for the evening.

TRIAD STRUCTURE

Triads play an important part in the activities of Zaliv Old City so below is denoted basic triad hierarchy.

No. This is the rank number used by the triad; they are often used as a code.

Title The title given to someone holding this rank

Chinese The Chinese name for the rank

Job The responsibilities of the rank.

Qty The number present in Zaliv Old City (approx)

(Note: these ranks bear no relevance to UIG Rank, although the Ai-Jinn use some of these titles in their own ranking systems)

No.	Title	Chinese	Job	Qty
489	Dragons Head	Shan Chu	Triad Leader	1
438	Vanguard	Sin Fung	Deputy / Incense Master	10
432	Straw Sandal	Chou Hai	Recruitment Officer / Liason Officer	20
426	Red Pole / The Fighter	Hung Kwan	Enforcer	40
415	White Paper Fan	Pak Ze Sin	Administrator	60
49	Member	Say Gou Zai	Soldier	500
0	Blue Lanterns	Lam Tang Lung	Uninitiated	1000

TRIADS CONTROLLING ZALIV

Business	English Title	Manager	Nature of Business
Shao Nu	The Maiden	Vanguard Kim Li (M,R4,L15)	High class bordello
Shi Zhan	Stone Warehouse	Vanguard Katie Yu Sien (R3,L10)	Drug processing
Xing Ren	Lucky Man	Vanguard Michael Leng (R3,L14)	High class gambling
Chi Fang Jian	Red Room	Vanguard Jin Ki Lang (M,R4,L20)	Large, cheap brothel
Huan Yin Wu	The Welcome House	Vanguard Johnny Lo (R3, L11)	Hotel (drug distribution)
Shuo Bi	Big Money	Vanguard Mia Chao (F,R3,L10)	Cheap gambling pit
Kua	Legs	Vanguard Kian Chen (M,R5,L18)	Mid Range Brothel
Dong Jiong	Eastern Fire	Vanguard Sian Jih (M,R5,L22)	Expensive night club which deals and processes drugs, has a gambling area and contains a high class brothel.

Under Manager the letters denote the following

M / F Used to denote the gender of the Manager if ambiguity is possible R=Rank L=Level

The Forge Bar (Da Zhi)

The Forge is where many of the Refinery workers (Finers) come to search for violence and oblivion. The bar is extremely functional to that end, and all furniture is welded to the floor; drinks come in plastic containers and are served from a station behind a dura-glass screen. An automated dual M50 turret is mounted into the roof and at least four Heavy Bouncers (see page 104) are always present, usually armed with Riot Grenades (page 34). Although

many ordinary outcasts and citizens frequent the Forge, its main clientele are squads of refinery workers. They typically number 5 to 10 on weekdays and 30 to 50 on the weekends. They tend to hang around in their Duty Squads getting lashed out of their minds on synthetic alcohol and perception altering drugs. The combination is brutal and causes these already violently disposed giants to become enraged at the slightest provocation. When this happens the bouncers just watch and try to make sure the violence doesn't consume the whole bar.

The Forge is run by Su Fong (Rank 0, Level 18), an ex-gang lord who gave leadership of a triad cell over to his second in command to take on a more managerial role. The Forge gives him an excellent mechanism to keep his ear to the ground and inform the local Triad of possible trouble and opportunities. Fong is a brutal looking man with a heavily scarred face and visible cybernetic upgrades, he is businesslike though and will always act in the best interests of the Triads. (Use the Triad Enforcer NPC to represent Fong.)

Oriental Palace Gambling House

This monstrous structure dominates the centre of Zaliv and is easily visible from afar by its wealth of gaudy lights and golden trim. The casino itself encompasses four floors of games including cards, dice, roulette and slot machines. The interior décor appears sumptuously rich with deep red walls and lustrous gold statues and detailing but closer inspection reveals it all to be cheap synthetics masking a tatty, old, crumbling building.

Entry costs 20¢ and allows access to all areas except the Black Room where the more dubious games of chance go on that only trusted guests are permitted to partake in. Throughout the casino a range of tables and machines allow gamblers to risk as little or as much as they please, although cheating is definitely ill advised.

The croupiers are trained to spot cheats and anyone caught attempting to defraud the casino will most likely end up in the basement, handcuffed to a radiator with a pack of Triads showing you the true cost of crime with a hacksaw.

The Oriental Palace acts as the main Triad headquarters in Zaliv and is where Mountain Lord Chiang Lam can usually be found surrounded by a crew of his most trusted and competent Vanguard.

Underground Structure

The Old City of Zaliv is predominantly run by the murderous Kai Dai Triad run by Mountain Lord Chiang Lam (Rank 6, Level 39). The Kai Dai run a broad spectrum of businesses focusing on prostitution, drugs and gambling. Although Lam runs the successful Oriental Palace he also maintains a number of smaller gambling joints, brothels and crack houses. Each of these are run by Vanguard who act as deputies and are of course fiercely loyal. Lam himself is an Ai-Jinn Agent which is a fact only known by the Vanguard and a few of the lower ranks; it is not a secret as such but there is no need to hand out information of that nature without good reason.



GROUPS

THE CULT OF MACHINA IN THE EASTERN BANK

The wilds of the Eastern Bank provide rich pickings for the Cult and their machine nests can be found scattered throughout the region. There are notable differences found in the various Cult Cells across the world which manifest in various ways, namely appearance, operational method, shifts in philosophy and degrees of brazenness. Despite regional variations the Cult adhere strongly to their core principles, retaining a virulent hatred for the flesh and the aspiration of machine purity. The most interesting sub-sect of the Cult in this region is undoubtedly the Akita Cell.

"Whoever fights monsters should see to it that in the process he doesn't become one himself."

Friedrich Nietzsche

THE AKITA CELL

North Western Honshu – Japan

The Akita Cell is a recent formation, mostly composed of younger members. Many of the Cell's hopefuls are anti-social youths, tired of middle-living or looking for something more exciting than Ai-Jinn controlled street gangs. Sadly, childish fantasies of being a cybersoldier are insufficient and most of these wannabes end up hanging from cellar walls by their eyelids; a grim reminder that dedication to the Machine must be absolute, unshakable and paramount to anyone wishing to attain Machine Purity.

The Akita Cell nonetheless thrives on the Japanese cyberculture born in the 20th and 21st centuries. Rather than the hulking brutes of decaying metal and butchered cybernetics that colour most people's view of the Cult, the Akita Cell hunt meticulously for the very best cybernetics that can be found. As a result the development of Akita Cultists is a slow one requiring great discipline, patience and restraint. It also provides problems for the high ranking Cultists as it becomes much harder to weed out those who join for the kudos and prestige and those who are truly dedicated to the Machine. The solution to this problem was devised by a truly devoted Cultist by the name of Munashii. (Munashii literally means 'empty', the idea being that when Munashii reaches the Pinnacle he will be complete and take a new name.)

The Munashii Process

When an outsider shows an interest in joining the Akita Cell she is immediately led to a remote location such as an open-cast mine, abandoned factory or disused subway tunnel. Excessive trepidation or nervousness at this point is seen as a sign of weakness and the hopeful is typically murdered. Providing they arrive at the destination the hopeful is restrained and subjected to the Munashii.

The Munashii involves stripping away all the facial features in a ritual lasting several minutes. There are no special tools used, it is up to the one administering the procedure to be creative. Upon completion of the mutilation the face is sprayed with Verlyate, a potent healing chemical used in emergency medicine which causes the flesh to take on a putty-like consistency allowing it to be moulded and then heal in hours to a healthy state. Small slits are cut for the eyes and a breathing tube is inserted into the neck but the overall impression is a faceless individual. This process is horrifying and almost half those who endure it kill themselves over the next few weeks. The Akita Cell see this as a form of selection; those who would be worthy of the machine would be glad to peel off the first layer of humanity on the path to Purity. The term 'Munashii Men' (Translation 'Empty Face') is applied to those who have undergone this process but have yet to begin replacing the featureless visage with gifts from the Machine God.

Style and Method

The Akita Cell are a far cry from the hulking, misshapen monsters that normally come to mind when the 'Cult' are mentioned. Instead they tend to be lean and delicate; appearing almost fragile to the uninitiated. Some have described these inhumanly fast creatures as 'living knives', a comment on their predilection for blade-augmented martial arts, emotionless facades and high-end Ekitai Vivamech augmentation.

The Akita Cell essentially seek the same goal as the rest of the Cult; assimilation into the machine. They plan their attacks carefully using direct neural links, the voice of the Cell members being ruined during the Munashii Process. This makes it extremely hard to spy on them and prevents them from blending into the outside world without taking extreme lengths. Unlike many Cultists they seldom attack Agents and augmented citizens as that would yield only run-of-the-mill upgrades. Instead they tend to focus on hijacking shipments, raiding tech labs and singling out individuals they know to be equipped with high-end components.

The raids themselves are terrible things to behold. A mass of wanton slaughter, the Akita Cell relish the opportunity to test their cutting edge technology against the flesh of man. Rather than quick effective kills, these Cultists savour every nanoblade slice, often filming the display and even risking their objectives while they becoming intoxicated by the surgical symphony.

So far though, the Cell have remained extremely evasive. Utilisation of devices such as invisibility fields, hologram

generators and wallrunners combined with lightning speed and insane agility make them extremely hard to catch. It should also be noted that almost all the members of the Akita Cell are obsessed with high-end technology and as a result they have the ability to hack their way through most of a facilities defences, shutting down alarms and turning off communication channels to ensure they are not disturbed at their work.

It may be of interest to Agents that Akita Cell members can only communicate easily with each other, they utilise a customised neural communications chip which is configured to only allow them to pass information to other fully fledged Akita Cell members. This makes them almost impossible to interrogate as they have no vocal capabilities. When they must communicate with outsiders for

any reason they will tend to jack themselves into a video screen or speaker.

Running the Akita Cell

The Akita Cell utilise rare and expensive technology that is often not available to Agents. Because of this the GM should feel free to make up his own technology which has interesting effects. See page 39 for some examples of prototype technology. This tech is generally untested and may have some serious side effects or be unreliable.

A sample Akita cell member is featured on page 109. You should also make up some weird variants and remember that they are generally so fast that their opponents lose their free action in close combat. This can make them very frightening.

Agent Tsuzura held himself to silence, controlling his breathing, willing his muscles to absolute stillness. Not a ghost of wind disturbed the water of the ornamental lake; the light from the lanterns glowed unbroken on the dark surface. But Tsuzura knew, nevertheless. Somewhere, here in the gardens of what had once been Matsue castle, was something that should not be. The Agent set his feet comfortably on the planking of the wooden bridge, reached inside the dark folds of his business suit, and withdrew the white hachimaki. Slowly, deliberately, he lifted the simple linen band to his head, and tied it securely at the back of his skull. His Division, spread through the castle grounds, was tasked with a single objective: the protection of the man who even now demonstrated his invention within the hulking metal research station that had taken the place of the long-derelict feudal castle. Tsuzura, sword of the Division, would not fail, and the ancient symbol, the headband, embodied that resolve. He laid one hand on the hilt of his weapon and waited for the darkness.

A whisper crept through the evening air, no louder than an exhalation, and then the softest splash. Something pale rose through the air from the lake, describing a gentle arc that brought it soundlessly back down onto the wooden planking metres from Tsuzura. He felt a stinging pain in his chin, the biting of an insect. Ignoring it, he stared through the gloom at the creature before him. A thin frame, almost atrophied, but with splinters of metal visible here and there as they glinted in the wan moonlight. A certain lopsided poise. And a face that was hard to make out in the gloom, but –

- but no, Tsuzura realized as the thing took a step forward into the waxen light of the lanterns. There was no face there at all, just a congealed, meaningless mask of marbled bloodstains and melted scars, with two slots sliced through where eyes had once been. The Munashii no Kao were here. Tsuzura bit down sharply to trigger his smeaker and gasped as pain rippled through his skull. Keeping his eyes fixed on his opponent, he raised his left hand to his chin, found the shuriken there; the creature had thrown, or shot, the tiny weapon in the middle of its leap from the water, with enough accuracy and force to penetrate the bone of his jaw and shatter the communicator. He would not be able to notify the Division of the threat.

For a moment that lasted an eternity, Tsuzura and the Chimera regarded each other, dark eyes locked with fleshy slots. Then the bridge creaked under two sets of running footsteps. Tsuzura flicked his blade out and down, snapping on the ion field as soon as the weapon cleared its scabbard and shutting it off immediately after his stroke. He did not see the other sword, black against the night, but heard it tear the air with a noise like silk. Then he was through and past, momentum doing its work, and their positions were reversed, he and the no-face devil facing away from each other on opposite ends of the bridge.

Gently, silently, the headband slipped from around his head and floated down to curl on the ground before him, cut clean through; his head had escaped the black sword by a thread's width. From behind him came a splintering crash, shockingly loud, then a slow dripping, slower, slower, and then, blessedly, nothing at all. Tsuzura allowed himself a single long breath, the prize for his victory.

A thin, piercing scream cut the night from the direction of the research centre. Two more spidery silhouettes arced up into the darkened sky, hung for a moment and dropped into the bamboo thicket ahead of Tsuzura. He only realized he was sweating, now, as the first droplets ran down his bare forehead and began to sting his eyes.

THE NEW GOD DAWN

The New God Dawn were originally a sect of the Order of the True Faith dedicated to bringing about the arrival of the 'New God'. Some equate this to a Second Coming or resurrection of a dead god. The Dawn believes the 'New God' will not simply appear and the way must be prepared for his or her arrival. Over the last century this 'bringing about of the New God' has changed from an esoteric study, practised by monks and religious scholars to an obsession among many parts of society and the search for the New God is certainly not restricted to those who consider themselves to be part of the Order.

Despite the variety of individuals and groups who invest their belief in the New God, the doctrines of the religion remain basically undiluted and those who would welcome the New God all take part (to a lesser or greater degree) in the 'Preparation'.

THE PREPARATION

The 'Preparation' has three main parts:

1. The Unravelling – This involves deciphering the clues hidden around us which, if correctly interpreted will reveal more information about the arrival of the 'New God' and how his or her coming may be facilitated.

2. The Proclamation – This requires that every living soul know of the New God. They do not necessarily need to believe in his imminent arrival but they must be aware that such an entity is thought to exist and have the option to denounce him.

3. The Execution – Not a murderous execution but merely enacting the processes deciphered in the 'Unravelling'. This is the most contentious and well known part of the Preparation which the media seize upon on a regular basis much to the anger of the Dawn's more conventional followers. The numerous adherents to the New God Dawn have countless interpretations of the messages they receive and as a result enact a broad range of activities to hasten the arrival of the New God. Some may simply burn candles and give prayer, others may resort to crimes such as murder, torture and arson or other more bizarre methods.

THE NEW GOD DAWN IN THE WORLD OF CORPORATION

Everywhere in the world religion and faith permeate. (In both real life and the Corporation RPG.) It may not make sense to many but its influence can be felt almost everywhere. Many executives have their offices laid out according to Feng Shui principles, shrines and religious icons are a common sight and exorcisms are carried out in many Eastern countries to remove malevolent spirits. Likewise the phenomenon of the New God Dawn cannot be ignored. Even if a CEO does not believe it himself, ignoring it would be foolish. Thousands of employees may hold strong ideas about the New God, good or bad which could have profound effects on the company as a whole.

It's therefore not surprising to find the New God Dawn has influenced most Corporations, minor and major, in some small way. Some Spires even contain NGD Investigation Departments who

are equipped and trained to research the New God and report back findings, regardless of whether they help to prove or disprove the idea.

Other Common Sources

1. On a street level, New God Preachers are a common sight, spreading the word and furthering the Second Preparation.

2. Sometimes a series of crimes is ultimately linked back to a member of the New God Dawn. The crimes are just his way of enacting the messages given to him.

3. Several Cult of Machina cells have been linked to the New God Dawn, believing that it may be a manifestation of the Machine God.

4. Impressionable teenagers often find focus and a higher purpose through searching for the New God. Alternatively they might want to project the image of being weird and culty.

5. Graffiti, strange patterns, the ramblings of drunks and nonsensical writings are often attributed with hidden messages by followers of the New God.

6. Even Agents and Officers are sometimes found to be ardent believers. It's no more unusual than finding a judge to be a Christian or a doctor to be Jewish.

New God Characters

The proponents of the New God Dawn typically refer to themselves as 'Enlightened' or 'Members of the New God Dawn' but these conventions are shunned by some who believe the search for the New God is personal and they are not just another member of a club. However, for the purposes of this section followers of the New God will be referred to as 'Enlightened'.

Anybody can be an Enlightened, there are no minimum requirements; it is much like following any religion. You can be from any background, rich, poor, upper class, lower class etc. Your character must however, to some degree, partake in the 'Preparation'.

The Preparation is different for everyone, below are some examples of how the processes are personally perceived.

1. Agent Evans is a xenologist, he studies alien cultures and looks for their influence. He believes the New God is in fact some kind of alien entity and searches the World Data Net for information. He has found on occasion information which he believes may help him to learn more, for example instructions on how to create a comm. device which may receive signals from an alien culture.

2. Unanimity is a Cult of Machina Architect who believes the New God is a manifestation of the Machine God. He uses patterns formed by random nanite movements to determine map references. He then visits these locations and attempts to recruit a local into the Cult. He believes when he has done this enough times he will receive some kind of sign and can proceed to the next phase.

3. Officer Levenstein is a UIG Commander; he believes the constant, brutal murders in his patrol zone are not random. Each time a murder occurs he marks it on a map, hoping to find some kind of pattern. The murders are committed by a variety of criminals for a number of reasons but Levenstein believes, nonetheless, that they are connected. He also believes that every 7th murder is especially significant and interrogates the killer until he explains whose orders he is acting upon. Although this is often fruitless and the killer may be acting independently Levenstein believes he must continue on this course of action.

Effects:

The benefits of being an Enlightened are all in the head and through association. There has never been any concrete proof of the New God or his alleged coming.

An Enlightened receives a Conviction point each time he completes part of the Preparation (maximum one per session). In addition, he must in some way surpass his last similar effort or at least do something significantly different.

For example, Agent Hansen considers himself a Member of the New God Dawn and actively partakes in the Preparation. Last week he took to the streets with a megaphone and preached for an entire day about the coming of a New God. He was arrested for not having a Preachers License but felt he had done well. The GM granted a Conviction point. A similar act will not receive a point; he will need to do something more to feel the same sense of achievement. Perhaps he should hijack a tannoy system or pay for a billboard / holowall to be erected proclaiming the New God.

The drawbacks to being a member of the Dawn are numerous. Many people think they are crazy and eye them with suspicion. Their social opportunities may be restricted as may promotional prospects if the employer does not share their views. Known Enlightened are often the first suspects in criminal investigations as their predilection for illogical and illegal acts is widely known, even if it is not universal.

As with any society though, the Dawn often help their own and sometimes it can be beneficial to announce your affiliation.

The Order and the Dawn

The Order of the True Faith does not have an official standpoint on the Dawn. Some see them as essentially treading the same path and looking for answers. Faith is often not enough and searching for clues in the world around us can act as a powerful reinforcement for religion.

Naturally, others in the Order consider the Dawn to be a bunch of thrill seeking conspiracy theorists, who routinely make a nuisance of themselves to gain publicity. They maintain the Dawn give the devout a bad reputation and it's true that in this world of science those who follow any kind of faith can often be tarred with the same brush.

The majority of the Order's disciples have their opinions somewhere in between. They realise some members of the Dawn are extreme using their faith as an excuse to act up and flaunt society's rules. Others are just looking for meaning in a senseless world.

One interesting point to note however, is that the higher up the

chain of command you go, the more intolerance you find. Over the past few decades as the Dawn has grown in popularity and influence, a number of its more notable proponents have gone missing. The Order denounce involvement of course but not much encouragement is needed to get some of the more fanatical crusaders to take action.

Mission Ideas

1. The Division's mission officer has joined the Dawn and is sending the Agents on secondary missions to further his goals. They need to first realise what he's doing, then either confront him or report him. Either way, it will not be good for the corp.

2. The Division are approached by a member of the Dawn who needs a task performed that is beyond his ability and highly illegal. He will pay well - this could be done in downtime.

3. A member of the Dawn has taken to serial killing to discover more truths. He must be found and stopped.

4. The local Dawn members seem to be very organised and may be about to form a chapter. The Division are required to pose as Dawn members in order to learn what is going on and whether this chapter will pose any threat.

5. A member of the Dawn has stolen an alien relic as part of the Execution. It has given him the ability to become invisible at will but at a terrible cost. Find him before something goes badly wrong.

6. Your CEO has had enough of the Dawn. He has charged several divisions with finding Dawn members within the Spire and making an example of them. Your division has been charged with the luxury floors of the Spire.

LEGAL PROBLEMS?

At Dempsy, Whit & Calibur we aim to make sure the law doesn't come down on you too hard.

We guarentee a reduction in your sentence or your money back. We'll even attempt a counter-sue to make the bastards think before they try it a second time.

Reduce sentence by 1 point 1000€

Reduce sentence by D2 points 3000€

Reduce sentence by D3 points 5000€

Reduce sentence by D4 points 10,000€

Reduce sentence by 2D3 points 20,000€

Reduce sentence by 2D4 points 50,000€
(You may only choose 1 of the above options)

Counter-Sue

For a fee of just 5,000€ we'll attempt a counter sue. It's not guarenteed but its worth a go. (35% chance of 2D6x1000€)

ANTAGONISTS



SPIRE GUARD (EUTE)



EUTE SPIRE GUARD - SHI YUKIRO

RANK 3 / LEVEL 10

COMBAT

HP	25
Shield	50
AV	6
Defence	8

WEAPONS

Katana	AT 16, Dam 2D4+7+XS, Rate 2
Plasma Rifle	AT 14, Dam 2D8+1+XS, Rate 2
EMP Grenades	AT 15, Dam 3D6+XS EMP, Rate 1

STATS

Str 7, End 8, Ref 7, Agi 8, Int 6, Per 7, Pres 5

SKILLS

Assess Tech 3, Athletics 5, Attitude 2, Close Combat 8, Computers & A.I. 2, Corp Knowledge 3, Crime 1, Drive 2, Light Firearms 5, Heavy Firearms 2, Looking Good 3, Mechtronics 3, Medicine 3, Observation 8, Pilot 1, Stealth 6, Street Culture 1, Support Weapons 8, Tactical Firearms 7

LICENSES

All Relevant Equipment Licenses, Detainment License, Vehicle License (Domestic), Bounty Hunters License

TRAININGS

Mastered Weapon (Katana), Mastered Weapon (Plasma Rifle), Mastered Weapon (EMP Grenade), Defensive Fighting

CYBERNETICS

Sub Vocal Communicator, Body plates x 3

EQUIPMENT

100%	Plasma Rifle
100%	EMP Grenades x 5
100%	Katana Superior 1/1-4/4 Critical)
100%	Field Combat Armour
100%	D4 IV medpacks
80%	Disposable Toxin Filter

DESCRIPTION

Spire Guards are not Agents but are often just as competent as a basic Agent and sometimes more so. It is a great honour to be called upon to guard one of the great Spires (or Cities) of the Shi Yukiro and the responsibility is taken very seriously. The selection process is long and demanding, only those who would die for the Corp make it through to the intense training programs.

As well as high martial skills the Elite Spire Guards are required to know the layout of the spire and its grounds off by heart. The final test includes a section where the candidate must navigate between two locations without the use of sight or hearing.

Spire guards have some basic cybernetics installed so they can hold their own against Agents for at least a short time. They are also fitted with Auto-Termination Systems which are linked to the Spire Control Centre. This allows the Spire Guard to be remotely executed should they be captured.

COMBAT

In combat the Elite Spire Guards will first call for backup. This backup will normally consist of a squad of standard security guards and perhaps a few more Elites. They are always aware of potential diversion and are careful not to leave an area unguarded.

If a threat is positively identified then more guards and Agents will be called in. Airborne craft will also be dispatched.

If forced to fight without backup Elite Spire Guards will take cover and fight with plasma rifles and EMP grenades hoping backup will arrive. If forced into close combat they try to get between the attackers and the target, fighting defensively until backup arrives. (The GM should apply as much defensive fighting as possible.)

FEDERATION UAS



WESTERN FEDERATION URBAN ASSAULT SPECIALIST

Rank 4 / Level 20

COMBAT

HP	44
Shield	100
AV	6
Defence	8

WEAPONS

SM Plasma	AT 18, Dam 6D8+XS, Rate 1
Plasma Sword	AT 16, Dam D8+11+XS, Rate 2
Magnum	AT 16, Dam D12, Rate 2
Grenades	AT 15, Dam (as grenade), Rate 1

STATS

Str 11, End 8, Ref 8, Agi 8, Int 6, Per 8, Pres 7

SKILLS

Assess Tech 4, Athletics 4, Attitude 6, Close Combat 8, Computers & A.I. 2, Corp Knowledge 4, Crime 2, Drive 4, Light Firearms 8, Heavy Firearms 4, Looking Good 4, Mechtronics 3, Medicine 3, Observation 6, Pilot 2, Psychology 3, Stealth 4, Street Culture 4, Support Weapons 7, Tactical Firearms 10

LICENSES

All Weapon Licenses, Domestic & Military Vehicle, Law Enforcement, Detainment, Search Domestic, Search Commercial, Public Appropriation, Termination 1 & 2

TRAININGS

Command (+4), Dual Weapon Fighting (Tactical Firearm & Tactical Close Combat), Gun Melee, Interrogation, Restrain, Survival, Mastered Weapon (Sub Machine Plasma & Plasma Long Sword), Powered Melee, Unarmed Combat Specialist

SPECIAL

UAS gain Conviction points to spend just like player Agents. They gain one Conviction for each UAS member in the squad.

CYBERNETICS

UAS have a varied range of cybernetics upgrades which allow them to resist damage and better perform their duties. The most common ones are structural such as alloy skeleton, cybernetic limbs and body plates.

EQUIPMENT

100%	3x IV Medpack
100%	2x Toxin Purge
100%	4 Grenades of Various Types
70%	D100x10 Credits (unregistered)
40%	Vehicle Keys
30%	Standard Medpack

DESCRIPTION

The UAS (Urban Assault Specialists) are an elite group of Federation Agents trained to work in difficult and often sensitive urban environments in a similar manner to the SWAT or Armed Response Units of the 21st Century.

They are extremely skilled soldiers and should not be used as incidental NPC encounters. Their tactics are solid and a prepared squad should be able to take down an inferior force with little or no trouble.

COMBAT

The UAS will take cover and lay down fire with Sub Machine Plasmas. If fighting in the open there will normally be a supporting sniper or rail gunner. They will tend to flush out the enemy with grenades while maintaining the hail of plasma fire. When in close combat they will use their plasma SMG and plasma long sword combination which is particularly effective with the Gun Melee Training. They will not be afraid to use their Conviction to make head severs or other quick-kill moves.

UIG RANGER

RANK 5 / LEVEL 25

COMBAT

HP	50
Shield	100 - Close form - functions in close combat
AV	9 - (See Erabite Armour page 124 Core Rules).
Defence	9

WEAPONS

Vortex Assault Rifle	AT 18, Dam 2D10 + XS, Rate 3
Plasma Short Sword	AT 17, Dam D6+10+XS, Rate 3
UIG Raven Magnum	AT 18, Dam D12+XS, Rate 3
Grenades	AT 14, Dam as grenade, Rate 1
Plasma Knife	AT 17, Dam D4+10, Rate 3
Strike	AT 17, Dam 5+D4+ XS, Rate 2

STATS

Str 10, End 9, Ref 9, Agi 8, Int 7, Per 8, Pre 8

SKILLS

Assess Tech 5, Athletics 5, Attitude 9, Close Combat 9, Computers & A.I. 4, Corp. Knowledge 6, Crime 7, Drive 6, Light Firearms 9, Heavy Firearms 5, Looking Good 6, Mechtronics 4, Medicine 5, Observation 8, Pilot 6, Psychology 5, Street Culture 7, Stealth 6, Support Weapons 6, Tactical Firearms 10.

LICENSES

Almost all Licenses can be acquired at a moments notice.

TRAININGS

Mastered Weapon (Short Sword, Pistol, Vortex). Command, Dual Weapon Fighting (Tactical Firearms & Tactical Melee). Power Kick, Unarmed Combat Specialist, Multiple Defence, Disarm and Attack, Aptitude, Field Surgery, Surveillance, Underground Operations, Assassinate, Gun Melee, Powered Melee,

SPECIAL ABILITIES

Conviction

UIG Rangers gain Conviction to spend like Player Characters. They have D4 points when encountered.

Rank Removal

UIG Rangers can remove Rank Points from you on the spot. Within 20 metres the Ranger can ascertain your identity with his built in chip reader. He can then use his sneaker to update the UIG database at will with Rank reductions. This can give the Ranger a great deal of power, however they will seldom abuse it and then only in desperate situations. They will not hesitate to strip Rank for insubordination and minor misdemeanours.



EQUIPMENT

100%	UIG IV Medpack x 2 - Heals all HP. Two of these medpacks can be attached to the Ranger at once.
100%	Vortex Assault Rifle
100%	Plasma Short Sword
100%	1 Frag, 1 EMP, 1 Incendiary, 1 Riot Grenades. (All Heavy)
50%	4x4 off-road armoured vehicle
100%	Erabite Armour

All Ranger equipment will not operate for non-Rangers.

CYBERNETICS

Rangers have a variety of cybernetics which increase their stats. and abilities. No two Rangers are the same so the GM should feel free to decide upon them. Some standard choices include.

Anascan PSE, Eternity Recorder, Midnight Vision, Thermal Imaging, Storage Drive, Internal Translator, Toughskin, Arm Defenders, Alloy Skeleton, Cybernetic Limbs, Body Plates.

COMBAT

Rangers are picked from the cream of the UIG. They do not enter combat without good reason and will only engage in fights they are convinced they can win. If a problem is too serious they are authorised to call in backup. This can take the form of Response Officers, UIG Patrols or Malenbrach Squads. The Ranger has the complete trust of the UIG and their requests are never questioned.

Assaulting

A Ranger will typically prepare to confront an enemy by staking out the location, laying explosives and then retreating to a sniper nest in order to take out the targets from range. When he has taken down as many targets as possible he will move in with grenades and eventually attack in close combat.

Close Combat

Due to the impressive healing power a Ranger possesses (2 UIG IV medpacks and 50hp from the Erebite Armour) he can potentially win when outnumbered or outgunned. The Ranger's classic close combat style is to attack with the short sword and vortex rifle. He will use the vortex to propel targets backwards and out of combat so he can attack them one at a time. Rangers tend to be merciless and will not take criminals in for questioning or trial. If you cross a Ranger you must either kill him or expect to die.

ALTERNATIVES.

Rangers are also known to go on large undercover missions where they leave their armour and vortex rifles behind and take to the streets, tracking down fugitives the old fashioned way. When this happens they tend to wear drab, plain clothes and avoid combat at all costs. The Ranger will often live rough or slum in cheap flop houses for months at a time in order to gather information on a target. True infiltration is not the domain of the Ranger however and this is normally left to Marshals or other UIG specialists.

ARCHON PATTERN

VORTEX ASSAULT RIFLE

This weapon is a powerful and versatile tactical firearm used exclusively by UIG Rangers. It consists of a standard kinetic rifle with a claw mounted sniper scope.

An Alternate firing mode allows for the 'Pacifier' round to be used.

Pacifier Mode

The weapon fires pins 12" / 30cm in length, the back end of which butterflies on exit. When a hostile is hit (assuming armour has been penetrated) the expanded butterfly mechanism pulls the hostile in its direction of travel. If some kind of solid vertical surface is present the 'Pacifier' is designed to embed into it and render the hostile immobile.

KINETIC RIFLE

Damage	2D10
Rate	3

Type	Tactical
Ammo	SMART Clips
Range	Medium
EMPS	Immune
Special	Can be aimed as a sniper's rifle.

PACIFIER ROUND

Damage	2D6 Mashing Damage Ignores10AV, Ignores Shields
Rate	1
Ammo	SMART Clips
Range	Special – 15 metres
EMPS	Immune
Special	See below

If the target is wounded they must pass a 'Strength + Athletics' check with a penalty equal to the attacker's XS. Failure results in the target being carried backwards D10 meters. If a vertical surface with AV 10 or less is in the way, the victim is stapled to the wall.

While Staped

The GM should apply penalties to anyone stapled to the wall. A -4 is recommended for most physical actions.

Escaping

A 'Strength + Athletics' roll with a -4 penalty must be passed to pull free. Each attempt causes an additional D6+4 damage.

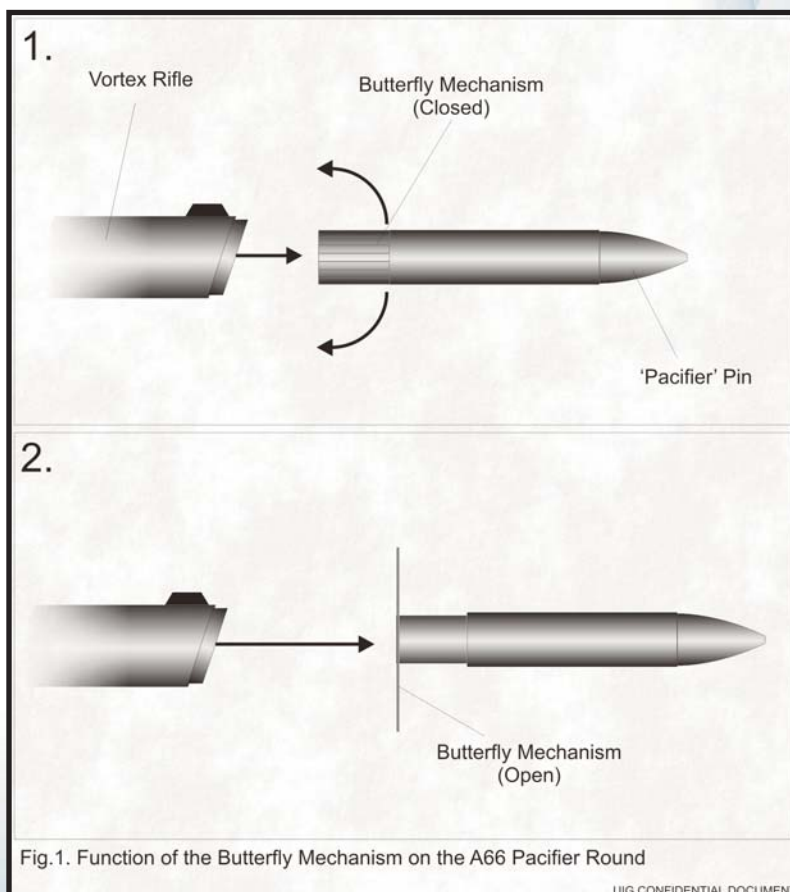


Fig.1. Function of the Butterfly Mechanism on the A66 Pacifier Round

UIG CONFIDENTIAL DOCUMENT

UIG RESPONSE OFFICER



RANK 3 / LEVEL 15

COMBAT

HP	30
Shield	50
AV	5
Defence	8

WEAPONS

Plasma Sword	AT 15, Dam D8+8, Rate 2
Sub Machine Plasma	AT 15, Dam 6D6+XS, Rate 1
Strike	AT 15, Dam 4, Rate 2
UIG Raven Magnum	AT 13, Dam D12, Rate 3

STATS

Str 8, End 8, Ref 6, Agi 7, Int 6, Per 7, Pres 7

SKILLS

Assess Tech 2, Athletics 2, Attitude 6, Close Combat 8, Computers & A.I. 1, Corp Knowledge 5, Crime 4, Drive 4, Heavy Firearms 4, Light Firearms 6, Looking Good 5, Mechtronics 3, Medicine 2, Observation 5, Pilot 2, Psychology 3, Street Culture 6, Stealth 3, Support Weapons 3, Tactical Firearms 8

LICENSES

These Officers will have a variety of Licenses and because they are found in squads they will normally have any license they need between them. Also Agents should bear in mind these Officers have considerable legal power and if they are questioned about their licenses may become irate.

TRAININGS

Advanced Disarm, Restrain, Interrogation, Surveillance, Mastered Weapon (Sub Machine Plasma), Powered Melee, Duel Weapon Fighting (Tactical Firearms and Tactical Melee), Gun Melee

CYBERNETICS

Sub Vocal Communicators

Response Officers may also have a variety of low cost useful cybernetics such as thermal vision, some armour plates or a replacement limb.

EQUIPMENT

100%	1 IV Medpack
100%	Thermal Vision Goggles
100%	Squad has a car
100%	Cuffs & Comm Device
100%	Field Combat Armour
90%	Mixed Grenades (5)
90%	Reusable Toxin Filter
80%	Tazer
60%	D100 Credits

DESCRIPTION

Eastern Bank Response Officers are a hard lot; they are seasoned in combat and have spent a fair amount of cash upgrading their weapons and defence. They patrol in squads of 3-6, typically in an armoured UIG vehicle. The vehicle will have backup ammunition and medical supplies. The squad will generally have been together for a long time and will work extremely well as a team. They are typically deployed in response to an emergency situation such as a shooter in a shopping mall, an escaped BIO in an old city or a group of low level Agents causing havoc.

SQUAD STRUCTURE

The Officer laid out here is a typical example. Each response officer is expected to have a speciality from the list below. The GM should feel free to change the STATS and skills of squad members to reflect the experience of the squad and their specialities. Response squad naming policy uses a metal followed by a number. The metal designates a district, for example, southern Japan is known as Mercury. There are 8 squads in that district named Mercury 1 to Mercury 8.

Squad Commander

Skilled in tactics and getting the most out of the Officers. If a commander is present in the squad they gain one Conviction point between them. They are usually equipped with some items of high-end UIG tech.

Technician / Hacker

In addition to his basic combat skills he will be well versed with droids, computers and mechnonics.

Negotiator

Versed in communication skills which may allow her to avoid violent situations. The negotiator will typically be fitted with universal translation hardware and will normally be the first course of action in hostage situations.

Telepath

Sometimes a telepath will be part of the squad. This is unusual and would only be the case in areas known to have regular problems with telepaths such as Relic cities or mutant nests.

Medic

Skilled in the use of toxins and dispensing medical aid. The medic will be knowledgeable about drugs and their effects.

Recon / Scout

Generally an agile and stealthy member of the team skilled in surveillance. She will typically work as a scout checking out an area before the team moves in. She may also have surveillance droids at her disposal.

Sniper

Skilled at ranged combat with both sniper weapons and ranged heavy weapons such as rail guns and rocket launchers.

Demolition

Skilled at laying and defusing explosives as well as being very accurate with grenades and adept with emplacement weapons.

Nuke

Skilled with the use of heavy weapons.

Pilot

Skilled in the driving of all vehicles and the piloting of all craft.

COMBAT

Most Officers carry an automatic tactical firearm as their primary weapon, which they are mastered in though this can change depending on speciality. Typically the squad will use the following methods when responding.

1. Satellite data is gathered to assess threats, terrain and sensitive

areas.

2. Intel is gathered on the targets if known and equipment is selected. For example, if the targets are highly augmented then more EMP grenades will be brought.

3. The squad travel to the target.

4. Scout performs recon and sniper sets up

5. Technician may disable any alarms or security measures. He may also attempt to tap into any active camera systems.

6. Demolition charges are laid which may be used later to hinder escape. For example, any cars in the area may be rigged with charges so that if the fleeing target tries to use one the Demolition Officer can destroy the vehicle.

7. Smoke and riot grenades are thrown into the target area.

8. Ranged attacks are used until impossible, then the classic tactical firearms and plasma blade combo is used which Response Officers are famous for. (Commonly known as Drill 'n' Kill)

Alternative - Iron Rogue

In 2318 the squad Iron IV responded to a violent outbreak at a bar in Miami. The bar was actually a cover for a UIG interrogation centre that's methods were sickeningly cruel (not to mention illegal). Due to a communication breakdown Iron IV could not be told to back down in time and they uncovered first hand the brutal inhumanity the UIG had condoned. The squad, under the leadership of Leanne Trasco immediately abandoned the UIG and formed a vigilante group with the intent to aid those oppressed by secret UIG regimes. The squad is still at large and rumour has it well armed and upgraded.

CAPITAL CODE ZONE RESPONSE VEHICLE

Iolite AG Cruiser

The Iolite is an eight man anti-gravity vehicle which is used by the UIG to respond quickly to situations in areas such as Old Cities, Open Cities and wastelands. Its structure is dagger-like with heavy armour plating on all surfaces. Because the vehicle needs to drop into crowded urban areas it has to be fairly compact, to this end two of the crew are stationed on the roof as gunners.

The Iolite seats a pilot, co-pilot, two gunners (on the roof). The remaining (up to 4) Officers are pressed into a fairly cramped crew compartment.

Size	8.3 metres x 4 metres
Speed	180mph
Shield	200hp
Armour	AV18

Weapon Systems

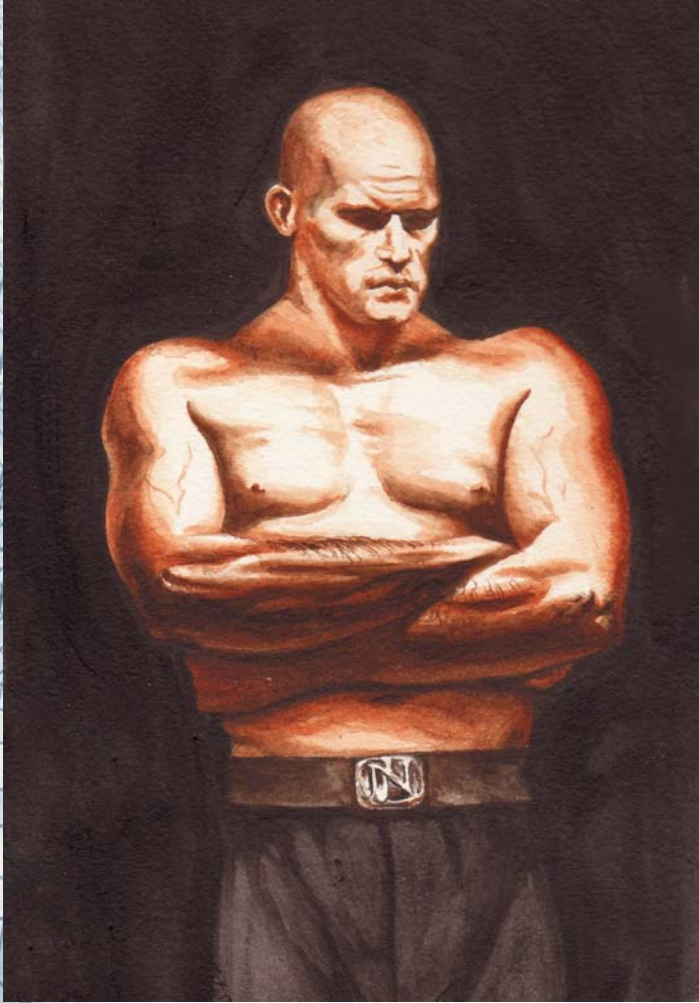
Two sub-machine plasmas mounted on the roof
Crew Controlled – AT 16

Two undermounted M50 Heavy Support Weapons
A.I. Controlled – AT 18

Two Rotating undermounted grenade launchers
A.I. Controlled – AT 18 (rate 2)
10 of each (Riot, Frag, Incendiary, EMP)

(Note - UIG Vehicles are typically named after minerals)

HEAVY BOUNCER



HEAVY BOUNCER

Rank 2 / Level 20

COMBAT

HP	40
Shield	0
AV	3
Defence	7

WEAPONS

Strike	AT 13, Dam D4+11, Rate 1
Baton	AT 13, Dam D6+11, Rate 2
Tazer	AT 13, Dam KO, Rate 1
Shotgun	AT 8, Dam 2/3D10, Rate 1

STATS

Str 11, End 9, Ref 6, Agi 6, Int 6, Per 5, Pres 7

SKILLS

Assess Tech 2, Athletics 4, Attitude 8, Close Combat 7, Corp Knowledge 2, Crime 5, Drive 2, Light Firearms 3, Looking Good 2, Mechtronics 1, Observation 5, Psychology 3, Street Culture 7, Support Weapons 1, Tactical Firearms 3

LICENSES

Light and Tactical Firearms, Domestic Vehicle, Detainment License

TRAININGS

Advanced Disarm, Restrain, Unarmed Combat Specialist, Dirty Fighting.

EQUIPMENT

100%	Tazer, Baton
70%	Shotgun
60%	IV Medpack
40%	Standard Medpack
50%	D100 in Slip Credit
60%	D100¢ in Drugs
70%	Local Communication Device

DESCRIPTION

Bouncers are used to prevent trouble and the heavy bouncer seems to relish it. This NPC represents the elite in doormen, bouncers and general peacekeepers in run down areas. They typically have a few levels of Rank which they have earned by resolving potentially dangerous situations over the years. Many would have more Rank but they tend to balance their good deeds with a fair dose of not-so-good deeds.

The heavy bouncer will typically live up to his name and be an extremely large individual. The cheap cybernetics and low grade muscle grafts take a lot of space and the idea of slim, elegant, lightning fast bouncers is more in keeping with luxurious Spire nightclubs and bars.

These cheap augmentations also take their toll physically, the heavy bouncers tend to walk in a disjointed manner and have obvious twitches and ticks from the badly installed hardware. The muscle grafts are often uneven or bulge in the wrong places giving some individuals the appearance of mutations or severe growths.

Despite these factors, the bouncers are a fearsome lot and tower above the typical club-goer. When confronted with adversaries such as Agents, Refinery Workers or Cultists the bouncers can still maintain their own for a while and are normally equipped with pacifying equipment to use until more serious law enforcement arrives.

REFINERY WORKER



RANK 0 / LEVEL 15

COMBAT

HP	40
Shield	0
AV	3
Defence	6

WEAPONS

Strike	AT 12, Dam D4+6, Rate 2
Shotgun	AT 8, Dam 2/3D10, Rate 1
TLR6 Chisel	AT 12, Dam D10+12, Rate 3, Ignores 2 AV
TLR6 bludgeoning	AT 12, Dam D6+12, Rate 2 (See page 43 for more info on the TLR6)

STATS

Str 12, End 10, Ref 6, Agi 6, Int 5, Per 6, Pres 8
(+4 to Initiative rolls from pack coordination)

SKILLS

Assess Tech 3, Athletics 4, Attitude 7, Close Combat 6, Corp. Knowledge 1, Crime 2, Drive 4, Light Firearms 1, Looking Good 5, Mechtronics 8, Medicine 2, Observation 5, Street Culture 6, Support Weapons 2, Tactical Firearms 2

LICENSES

Vehicle License (Domestic)
Industrial Cybernetics License

TRAININGS

Jury-Rigging
Unarmed Combat Specialist
Restrain
Restrain and Attack

EQUIPMENT

100% D100x3 in Slip Credit
50% Knife
50% D100¢ in Drugs

CYBERNETICS

Finers may be upgraded with a range of industrial cybernetics. The Tracer LI upgrades on page 42 are the most common.

DESCRIPTION

Zaliv Refinery Workers (also known as finers), are a fearsome bunch and have a devout pack mentality which makes them all the more concerning as they seldom fight alone. They are typically encountered in work crews of 3-6 in the clubs, bars and brothels of Zaliv old city and are some of the most violence hungry, easily provoked brutes an Agent is likely to encounter. Even the Cult hunt with purpose, 'finers just love the fight as though it were bred into their genes.

COMBAT

In combat finers work together with surprising proficiency. The Wolf-Brother gene running through them grants them all the bonuses listed on page 88. For general combat it is only really necessary to remember the +4 Initiative when acting as a pack. each finer gains a Conviction point which they can use in the same way as player characters.

Finers are not proud or noble and will use any means at their disposal to take down their foes, for example - one finer may grab and restrain a target while the other goes at them with a wrecking drill. This almost always leads to certain death.

The Wrecking Drill.

The finer makes a close combat attack at -2. If successful this grabs and restrains the target. He can then attack with the TLR6.

TRIAD ENFORCER



RANK 0 / LEVEL 12

COMBAT

HP	40
Shield	30
AV	4
Defence	7

WEAPONS

Strike	AT 13, Dam 5, Rate 2
Cleaver	AT 13, Dam D6+10, Rate 3
SMG	AT 13, Dam 6D6, Rate 1
Machine Pistol	AT 14, Dam 3D6+XS, Rate 1

STATS

Str 10, End 8, Ref 7, Agi 6, Int 6, Per 6, Pres 8

SKILLS

Athletics 4, Attitude 7, Business 4, Close Combat 7, Computers & A.I. 2, Corp. Knowledge 5, Crime 6, Drive 4, Light Firearms 8, Looking Good 3, Lying and Acting 4, Mechtronics 2, Observation 5, Psychology 4, Street Culture 7, Support Weapons 4, Tactical Firearms 7

LICENSES

None – typically outlaw status

TRAININGS

Mastered Weapon – Machine Pistol
Interrogation, Underground Operations, Dual Weapon Fighting (Machine Pistols), Dirty Fighting

CYBERNETICS

Bodyplates x 2
Alloy Skeleton
Switchprints
Storage Drive
Misc. Strength & Endurance upgrades

EQUIPMENT

100%	2 x Machine Pistols
70%	Kinetic SMG
60%	4 x Misc Grenades
40%	Meat Cleaver
50%	D1000 in slip credit
60%	D1000 in drugs
70%	Keys to a decent car

DESCRIPTION

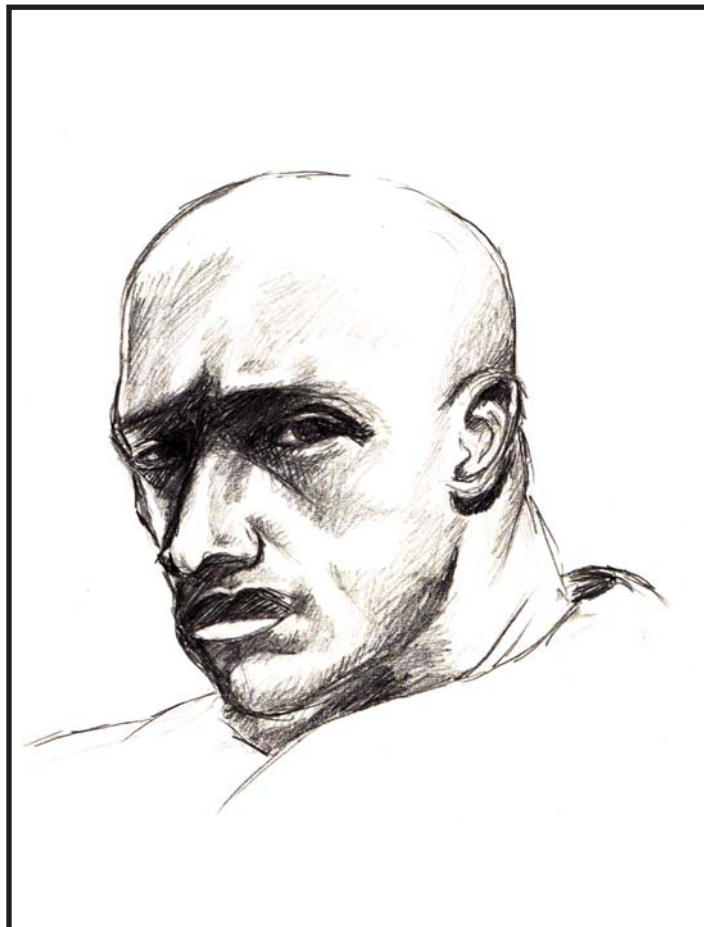
Enforcers are the Triads muscle. They travel round their areas of influence in crews of 2-5 ensuring everyone is paying up on time and doing their part for the Triad. Their trademark is ferocious brutality and disciplinary action normally takes the form of mutilation ranging from broken legs and arms to smashed fingers and severed body parts.

If forced into combat enforcers will typically back away firing their machine weapons. If this does not seem to be working they carry short melee weapons such as cleavers, hatchets, machetes, short swords and melon knives which they employ with great ferocity and enthusiasm.

Enforcers are a mixed bunch and they can have all kinds of variations. They will rarely carry heavy weapons as much of their work involves moving from street to street and the presence of such items would attract the attention of the UIG.

Nonetheless, some may carry larger tactical weapons under their coats or even grenades for really getting their point across.

COMOROS JANISSARY



NASIIR FATHALLA EBAID

RANK 3 / LEVEL 10

COMBAT

HP	35
Shield	25 (Telepathic) 50 (Hard Ion)
AV	3
Defence	8
TE	65

WEAPONS

Black Cougar	AT12, Damage D8, Rate 3
2 Psi Blades	AT15, Damage D8 +14 + XS, Rate 2

STATS

Str 6, End 6, Agi 7, Ref 7, Per 8, Int 8, Pres 8

SKILLS

Arts and Culture 4, Athletics 4, Attitude 4, Close Combat 8, Corp. Knowledge 3, Crime 3, Drive 1, Light Firearms 4, Looking Good 2, Lying and Acting 4, Observation 2, Pilot 1, Psychology 1, Stealth 5

LICENSES

Telepathics License level 8, Light Firearms Licence, Law Enforcement Licence, Privacy Licence

TRAININGS

Telepath, Telepathic Adept, Mastered Weapon (Psi Blade), Dual Weapon Fighting (Tactical Melee), Twin Psi Blade, Underground Operations

CYBERNETICS

Standard Agent Upgrades, Anascan PSE, Anascan 'Eternity' Recorder, Datanetia Storage Drive, Datanetia Internal Translator, Krieg Voice Synth

TELEPATHICS

Psi Blade	8
Assault	7
Jump	6
Shield	5
Biokinesis	5
Prescience	5

EQUIPMENT

100%	Black Cougar
80%	D10x100 Slip Credit
60%	Metapsitrophin
30%	Security Bypass Device
10%	D4 Viral Modifiers

DESCRIPTION

Nasiir is a fanatic, pure and simple, he was raised in a Comoros orphanage after his entire family and most of his village was wiped out when toxic chemicals used to lubricate the machinery in a nearby mining operation leaked into the groundwater and poisoned the entire villages water supply. The law suit filed by Comoros on behalf of its citizens bankrupted the company responsible, an Ai-Jinn subsidiary that had leased the land from Comoros, but Nasiir was far from satisfied. In the following years he trained to become a Comoros Agent and became one of the most promising recruits of the decade, his dedication was so fierce that he eventually found his way into the Comoros special forces; The Janissaries. Nasiir firmly believes in the Comoros philosophy and is appalled by the excesses of the other Corporations. While he has no overt dislike of the UIG he realises that they pose an obstacle to Comoros and has no qualms about instigating conflict within the Eastern Bank if it means lessening their stranglehold by even a fraction.



AKITA CELL MEMBER

ADVANCED AGILE CHIMERA

RANK 0 / LEVEL 30

COMBAT

HP	45
Shield	100
AV	10
Defence	7

WEAPONS

NanoBlade Katana	AT 21, Dam 2D4+10+XS, Rate 2, Ignores all AV (page 33)
Shurikens	AT 15, Dam D4+4, Rate 3 (From shuriken launcher (page 39))
Mimetic Claws	AT 21, Dam 4+D4+XS, Rate 2

STATS

Str 10, End 9, Ref 8, Agi 13, Int 7, Per 10, Pres 6

SKILLS

Assess Tech 6, Athletics 7, Attitude 3, Close Combat 8, Computers & A.I. 8, Corp. Knowledge 3, Crime 4, Cybernetics & Robotics 7, Light Firearms 5, Looking Good 6, Mechtronics 6, Observation 5, Science 3, Stealth 6, Street Culture 4, Support Weapons 3, Tactical Firearms 1

SPECIAL ABILITIES (INHUMAN SPEED)

When engaged in close combat with Akita Cell, player characters lose their free action.

LICENSES

None – typically Outlaw status

TRAININGS

Mastered Weapon (Nanosword), Mastered Weapon (Mimetic Claws), Hacking, Multiple Defence, Assassinate, Gun Melee Quick Draw, Unarmed Combat Specialist, Freerunner, Cybernetics Recovery

CYBERNETICS

Alloy Skull, Alloy Skeleton, Anascan PSE, Thermal Imaging, Cerebral Link, Neural Jack, Storage Drive, Arm Defenders, Naninium Plates x 4, Datamatica Integrated Computer (hacking) Misc. Strength, Agility & Endurance upgrades, Invisibility Field IV Nanopack (heals 20 damage), Self Destruct Core

Although the upgrades listed above are mainly standard cybernetics you can consider them a basic starting point. Akita Cell will also have a range of prototype technology which the GM should feel free to make up or take from other parts of the game such as the UIG only equipment section.

EQUIPMENT EXAMPLES

Cyberarm Shuriken Launcher, Nanoblade Katana, Personal AG Generator, Covert 100pt Shield, Hologram Generator.

DESCRIPTION

The Akita Cell are truly terrifying adversaries. A single member is a deadly foe but they are seldom encountered alone or surprised which makes even an experienced Division think twice before engaging them. Don't be fooled into thinking you can just grab a huge gun and blow them away. Even though their impressive armour will deflect a lot of damage they will rarely engage in a manner which allows them to be shot at. Instead Akita Cell Chimera tend to stalk a target, ideally assassinating it. If that's not possible then they will attempt to drop off rooftops or from windows to ensure they surprise the target and immediately engage them in close combat with nanoswords or mimetic claws.

COMBAT

The Akita Cell have two very different methods. They will typically enter an area with great care and disable as many security and comm. systems as possible. Once they consider themselves safe they often open up with ostentatious displays of skill and agility severing limbs, mutilating bodies and generally gorging themselves on depraved violence, sometimes even compromising their objectives. All equipment is coded to the cell and will explode dealing 9D6 (3 metre blast) if a non-cell member tries to use it.

ALTERNATIVES - THE MIDNIGHT ASSASSIN

Those Akita Cell less inclined to wanton combat often take a different approach, stalking a potential target until the time is right. They may even attempt to engineer a situation which brings a tempting target from another country to Japan.

Once the Cultist has identified and studied his target he will stalk it until the perfect opportunity presents itself, then make the kill and bring it back to the nest for dissection. These silent killers can make more advanced Agents and Officers a little paranoid when on missions in certain parts of Japan.

ALTERNATIVES - THE DISTANT CONTROLLER

Instead of attacking the target directly some Akita Cell may use upgrades such as the Droid Army Hub (see Machines of War) to control droids remotely.

You don't need to know the details of the upgrades, all that matters is that the poor victim may find himself being stalked by cybermonkeys or hunter killer droids which are effectively piloted by the Cultist.

The controller, often many miles away, will order the droids to kill the target and bring them back to the nest so that the upgrades can be removed and installed.

TAVIAN OKORA



RANK 0 / LEVEL 20 / COMOROS AGENT

COMBAT

HP	44
Shield	50 HP Covert
	64 (Telepathic)
AV	5
Defence	8
TE	58

WEAPONS

Strike	AT 16, Dam D4+11, Rate 2
Assault	Dam 6D6, Rate 1
Heavy Psi Blade	AT 16, Dam D12+20+XS, Rate 1
Plasma	

STATS

Str 7, End 7, Ref 7, Agi 8, Int 9, Per 8, Pres 10

SKILLS

Arts & Culture 7, Assess Tech 2, Athletics 3, Attitude 9, Business 5, Close Combat 8, Corp Knowledge 10, Crime 5, Drive 2, Light Firearms 3, Looking Good 4, Lying & Acting 9, Mechtronics 1, Medicine 4, Observation 6, Psychology 10, Stealth 4, Street Culture 6, Science 1, Support Weapons 1, Tactical Firearms 3

LICENSES

No Licenses – Tavian is considered dead by the UIG.

TRAININGS

Telepath, Telepathic Adept, Psychogenic (see page 99 of the Core

Rules), Mastered Weapons (Psi Blade), Eastern Bank Knowledge, Power Kick, Evade Surveillance, Interrogation, Meditation, Survival, Underground Operations, Assassinate, Advanced Disarm, Multiple Defence, Heavy Psi Blade.

TELEPATHICS

Assault 6, Biokinesis 7, Jump 5, Mind 7, Prescience 7, Psi Blade 8, Shield 8, Telekinesis 7

EQUIPMENT

Plasma Pistol, Hard Ion Shield, 2 x IV Medpack, 2 x Metapsitrophin Packs, Longsword, Viral Modifier, ID Chip Scanner, 5000¢ slip credit

DESCRIPTION

Tavian was killed in 2420, or so the UIG believe. After his supposed death he was taken to the Acre and trained in Comoros' darkest art - Psychogenics. His existing mastery of Telepathics and manipulative nature made him an ideal candidate for the advanced and illegal training regime.

Tavian currently resides within the Eastern Bank territories, travelling around as his work requires. His primary purpose is the gathering and redistribution of sensitive information. Typically this could be Corporate security secrets, blackmail details, UIG movements and the location of key assets. He dispenses this information to anyone he thinks has the capacity to act upon it while asking little in return.

The purpose of such activities is to fuel the fires of conflict between rival Corporations and the UIG. Comoros are aware of the rigorous laws in place within the Eastern Bank and so seed unrest in the knowledge that most of the retaliation will take the form of clandestine Corporate warfare and will not involve the general population to any significant level.

No one seeks out Tavian, he tends to come to them and offer his services. The deal often seems too good to be true and many are naturally suspicious but over time he has acquired a somewhat mythical reputation within Agent society and those lucky enough to be approached normally count their blessings. It's no secret why he leaks this information but it is nonetheless useful and always accurate.

There have been numerous attempts to take him down, especially when a Corporation has suffered a major blow due to his interference or the UIG has simply had enough of his war mongering. So far though, he remains free and continues to feed minor confrontations across the Eastern Bank.

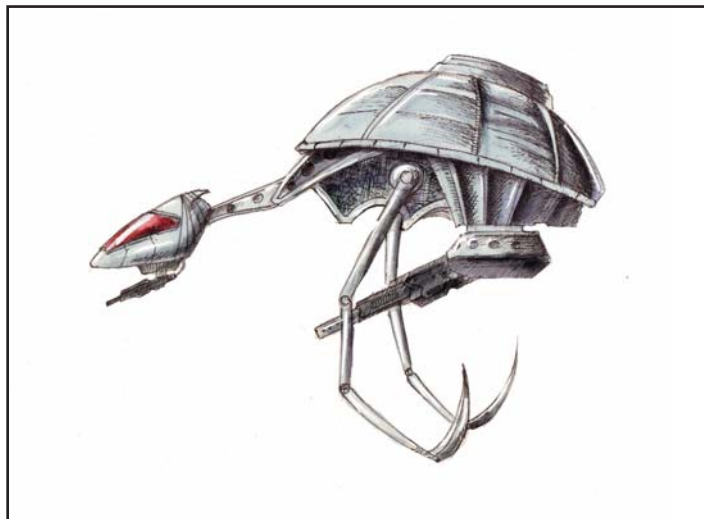
MIND TELEPATHY

Mind Telepathy will be covered in detail in a future supplement. For the meantime use the basic rules on page 99 of the Core Rules.

CONVICTION

Tavian may use Conviction and will have D4+1 points when encountered.

Y&S H9 VIGILATOR DROID



SENTINEL CLASS DROID

RANK 0 / LEVEL 15

Value 220,000¢

COMBAT

HP	55
Shield	50 (Regenerates 1 hp per rnd)
AV	8
Defence	6
EMPS	14

WEAPONS

2 x Plasma Cannon	AT 20, Dam 5D10+5, Rate 1
Sub Machine Laser	AT 20, Dam 6D8, Rate 1
Claws	AT 12, Dam D6+10, Rate 2

STATS

Str 10, End 10, Ref 6, Agi 6, A.I. 8, Per 11, Pres 6

SKILLS

Athletics 7, Close Combat 6, Corp. Knowledge 8, Crime 6, Heavy Firearms 9, Mechtronics 2, Observation 9, Stealth 2, Tactical Firearms 9

UCENSES

As per the programming, these can be anything depending on the rank and authority of the programmer

TRAININGS

Gun Melee

EQUIPMENT

20% A plasma cannon can be salvaged but is in condition D6
 20% Anti-grav generator can be salvaged.
 20% The A.I. can be salvaged.

DESCRIPTION

These droids (8 foot in length) resemble hovering insects with two great scything claws hanging beneath them. They also sport an enormous pair of independently tracking plasma cannons which hang on their underside and a sub machine laser located beneath the head. They drift around the streets of high security sectors looking for anyone breaking the law or appearing as though they may break the law.

They are also deployed in times of curfew; it's an eerie sight to see these insect-like constructs floating through the deserted streets. Typically these droids travel around 10 to 20 feet above street level; this affords them not only an excellent view of the area and the ability to look through windows but also increased defence against sneak attacks.

Vigilators are not a common sight in most of the world and are typically only used in sensitive areas such as Capital Code Zones or areas experiencing high crime or disorder.

LAW ENFORCEMENT

The primary function of Vigilators is to find criminals and those likely to break the law. Its optics are configured with face and form recognition software which is linked to the WDN. It can accurately identify any target with an 'A.I. + Observation' roll (the GM may apply modifiers for disguises and the like.) If it detects a high threat criminal or a group it will track them and call in UIG assistance. If it believes it can take down an outlaw target it will engage.

In addition to recognising people, the Vigilator can identify items with a successful 'A.I. + Observation' check (modifiers may apply) and use this information to take action. *For example, the Vigilator may rise up to look through a window and see a citizen with a gun on his lap. A quick check on the WDN reveals the citizen is not licensed to use it. The Vigilator confers with the local UIG office and if the duty officer approves, rank is deducted - if this leads to depersonalisation the Vigilator may well execute the subject.*

COMBAT

The Vigilator will not normally engage, it is programmed to first call for a local UIG unit. However if forced to fight for any reason it will tend to float up to it's maximum height of 35 feet and unload with its plasma cannons. It can fire all of its weapon systems each round with no penalties. If its shield becomes depleted it will break off and seek cover until the shield is recharged.

ALTERNATIVES

Surveillance Vigilators

This variant has its weaponry removed and replaced with high-grade cameras and scanners. They are also given better hover drives so they can float at heights of up to 500 metres and watch large areas. Their feeds are typically analysed by A.I.s or humans looking for unrest, anomalies, crashed craft, lost citizens etc.

NANO SWARM



RANK 0 / LEVEL 15 AND UPWARDS

COMBAT

Size 1	20hp (small)	Dog Sized
Size 2	40hp (typical)	Human Sized
Size 3	80hp (large)	Bull Sized

For each size category you increase the swarm by the HP doubles, e.g. Size 4 has 160HP

Energy	Size x 10
Speed	D4 x 10
AV	0
Defence	0

The nature of NanoSwarms mean they only take 10% (round down) of the damage dealt to them. For example, if you deal 35 damage to a swarm it only takes 3.

STATS

Str ?, End ?, Ref 5, Agi ?, Int ?, Per 10, Pres 6

SKILLS

Observation 8, Stealth 6
Observation is used to detect energy sources.

ABILITIES

NanoSwarms have various abilities they can use by spending Energy. Note that the goal of the swarm is to collect energy, therefore it will not spend it illogically. The cost is denoted in brackets. Each action states how long it takes to perform. When a swarm runs out of energy it collapses and effectively dies.

Nanetic Armour Dissolution (1) Standard Action

Hits automatically if the swarm is in contact with the target
Each round the target loses D4 AV per size category of the swarm. This loss is permanent as the armour is destroyed. This will also affect cybernetic armour but not bio armour such as Ti-Skin or Toughskin.

Nanetic Erosion (1) Standard Action

Hits automatically if the swarm is in contact with the target. Thousands of nanites attack the body by physically eroding the target.

Dam D10 x Size Category of the Swarm

The swarm recovers 1 Energy for each point of damage dealt

Consume Power Source (1) Free Action

The swarm can collect D10 Energy per round from power sources. Small sources such as energy cells will be drained in a round. Large sources such as nuclear fuel cells can last several days. Each round D10 Energy can be extracted from a source.

Absorb Energy Attack (0) Reflexive, requires no action.

This is free to use and always in effect. Any energy weapon (plasma / laser etc.) directed at the swarm simply fuels it at a rate of 1 point of damage per point of energy. E.g. if a laser pistol is fired then the Swarm will gain D8 energy or D6 in the case of a plasma short sword.

Travel (1) Free Action

The NanoSwarm normally drifts on the wind but can traveling a particular direction if desired. Its normal move speed is D4x10 but this can be increased to D8x10 by using this ability. This increase in speed lasts one round.

Nanofactory (5) Special Action

This regenerates the swarm. It restores 5hp. This can cause the swarm to grow beyond its original HP. It can use this up to D4 times per round.

Nanetic Mitosis (0) 2 Actions

A swarm can split into 2 if it has 40+hp. The HP and Energy should be divided as evenly as possible. Each swarm then acts independently.

Nanoshard (2 Energy and D4 HP) Standard Action

If the NanoSwarm needs to, it can fire a portion of itself at a target. It attacks with an AT of 15 and if it hits a barbed nanoblade pierces the target dealing D10+10 damage which ignores all AV. (Range 30 metres)

Nanoshield (10) Standard Action

This rarely seen ability allows the NanoSwarm to seal itself into an impenetrable sphere. Nothing has been known to damage the sphere. One group of bounty hunters tried to bring one back to a lab and collect a nice reward, unfortunately in transit the sphere exploded into nanoshards turning everything within 20 metres to dust. Who knows whether the nanites survived.

DESCRIPTION

It's unclear whether NanoSwarms spontaneously arose from discarded, broken nanotech in the techno-soup of the modern world or whether they are a scientific creation, which has somehow been set free upon the Earth. Regardless, they seem here to stay and their actions can still hamper the activities of anyone unlucky enough to come near them.

They resemble nothing more than a pulsing cloud of grey, glittering gas. Some are the size of a dog, others as large as houses although more commonly they are about 2x2x2 metres. This seems to be the size at which the swarm is most comfortable and when it grows much beyond this it seems generally splits into two smaller swarms. This lends credence to the idea that there was only ever one primal swarm from which all others are descended. These swarms have never been studied comprehensively. If a sample of the swarm is successfully taken it seems to lose its characteristic 'life force' and with it any behaviour patterns it once possessed. Attempts to contain a swarm have resulted in it either working its way through the container or losing its 'life force' and becoming a pile of nanite dust.

SELF PERPETUATION

It's commonly agreed by nanotechnicians that the NanoSwarm is able to shift its function with ease and even delegate parts of the swarm to carry out different duties much like a colony or civilisation. Some nanites will be charged with assimilation of energy which is then passed to others, how this is done is still a mystery but it can be seen occasionally as tiny crackles of electricity running through the swarm shortly after it has become seemingly lethargic. It seems unable to harvest the energy from atomic sources but can easily take it from sunlight and stored power sources such as energy cells, batteries, power stations, human bio-energy etc. This is believed to be the reason NanoSwarms can be so aggressive, particularly at night.

It heads directly to the largest energy source in the area and begins to drain it. Small portable sources such as energy cells and powered armour batteries will only last a round. Larger, continuous sources such as a sub-station or generator will feed a swarm indefinitely and it will simply hang around the source feeding, growing and splitting.

COMBAT

The NanoSwarm is an extremely tough combatant with no fear or emotion. Firing energy weapons at it will simply fuel it. The only way to damage it is with solid attacks such as blades and kinetic bullets. The swarm cannot feed off Telepathic energy so psi blades and 'Assault' also work well. One of the best techniques is to run away. The nanites swarm is susceptible to air currents and needs to expend energy to travel fast so may decide not to give chase. It has a number of ways to attack, each listed opposite.

Typically it will begin by dissolving any armour with 'Nanetic Armour Dissolution'. Once all armour is removed it will attack the target with 'Nanetic Erosion'.

The nanoswarm is immune to EMP, toxins and riot grenades.

GM ONLY

The NanoSwarm is a rapidly evolving creature and is an opportunity to surprise your players (especially if they've read the NanoSwarm description) as they will never know what to expect if you invent new and deadly powers for this adaptable and terrible predator.

It had all started so harmlessly, loss of contact with an outlying datavault installation containing nothing in the way of potentially sensitive information, probably just outlaws but best to send Agents just in case...

Erikson couldn't stop thinking about what had happened to Nayl, the scene just kept playing over and over in his mind; the whole Division running like rats escaping a sinking ship, Nayl wasn't fast enough, him tuning and firing his bloodstorm at that...that fog before it swallowed him, moving like it was alive...

He must have screamed for a good fifteen minutes but kept it busy long enough for them to escape, long enough for them to get back to HQ, only Erikson had been brave enough to look back as they fled. Needless to say, seeing your best friend deconstructed on the molecular level is something that stays with you.

"This is firehawk one, target acquired, ready to fire on your mark, Agent Erikson." came the crackly signal over his comm. The fog had grown so large now that its energy signature was scrambling communications, from where he stood overlooking the nano-deconstructed ruins of the datavault it looked like nothing so much as a stormcloud, dark and brooding but lit with occasional flashes from within as energy was released from it splitting atoms to perpetuate itself.

"Affirmative, firehawk one, load Arclite EMP charges and fire at will." he commed back to the squadron leader of the fighters circling above. A few seconds later shrieks of jet-ripped air announced the arrival of the missiles and their lethal payload. He smiled grimly when he saw the cloud try to part and avoid the missiles but their proximity triggers detonated anyway, lighting up the twilight with bursts of electromagnetic fury capable of frying a city block.

"Got you, you bastard!" he hissed triumphantly when he saw the cloud collapse in on itself, shrinking back from the charges like a wounded beast, he could almost hear it shriek. The cloud had closed in around the remains of the datavault, where once it was a towering nimbus now there was only a dense greyish-black dome with a core of red light shining evilly at its centre like a devil's eye.

"Good work, firehawk one, ready another salvo!" he yelled into the comm.

"Affirmative sir...wait, I'm picking up some unusual energy signatures from within the nanetic entity." replied firehawk one, sounding hesitant.

"What do you mean?"

"Sir...sir get out of there, its mass is increasing exponentially!" came the response, it's tone urgent and terrified.

Erikson cast his gaze back to where the cloud had been just in time to see the hard dome of nanites explode outward from the point of the EMP missile detonation, it tore across the plane at impossible speed as it expanded in a rough hemisphere, he dimly noticed the trees and scrub, previously unharmed by the thing, falling to dust in its wake, reduced to their base carbon molecules.

The comm fell from his limp fingers, insistent warnings from firehawk one slowly fading to unrecognisable static from the device's tinny speaker, there was no point running.

GEMINI CLASS 2

Gemini create some weird and wonderful things in their laboratories. Theoretically speaking the only ones posing a real threat are created off-world in high security labs under the scrutiny of UIG overseers. In reality however, this simply does not happen. Gemini have a wealth of labs dotted across the Earth where they conduct a range of illicit experiments ranging from subjecting humans to pathogens and mutagens to creating scratch built 'monsters' using genetic recombinators.

These experiments are carefully controlled and executed with secrecy and security as a high priority. Unfortunately, however, results are an even higher priority so invariably a few creations slip through the net. This does not just happen; sabotage, traitors, UIG undercover Officers and all out attacks by rival Agents are some of the factors which prevent Gemini from maintaining a totally sealed environment.

The end result is escapees, or Code 4s as they are known.

Code 4 : An illegally built, altered or maintained organism has escaped from a Gemini facility.

Code 4s are not always a threat to the safety of others but they are of significant concern to Gemini's management who must dispatch Agents or discreet bounty hunters to neutralise the Code 4 before the UIG become aware of its presence.

The particular type of escapee covered here is the Class 2. These are Gemini's current wave of BIO-human hybrids who also incorporate mechnronic augmentation.

UNAUGMENTED CLASS 2

HP	31
AV	1 (Toughened Skin)
Defence	6

STATS

Str 8, End 8, Agi 8, Ref, 8, Per 7, Int 5, Pres 4

SKILLS

Athletics 6, Attitude 6, Close Combat 6, Observation 6, Stealth 6

UCENSES - None

TRAININGS - These vary depending on how the creature is designed and trained.

EQUIPMENT - None

MORE HUMAN THAN HUMAN

Gemini do not generally modify or grow normal humans. They are far too weak to deal with the array of biomorphic procedures which they are expected to endure. Typically their subjects would be considered perfect human specimens with their physical STATS

well above average although outlawed Weltball players, gladiators, athletes and pit fighters also make excellent Class 2 material. Gemini are able to grow entire human bodies if they need to though existing subjects are cheaper. Cloned bodies are easier to work with as they are perfect and can be tailored to receive the implants, however, they lack a developed brain which is required for co-ordinated actions.

BUILDING A CLASS 2

This does not tell you, as a player, how to build a class 2. That is for another book. Instead this provides a selection of improvements which can be added to the basic host in order to create an effective organism.

Note that Gemini have no concern for the safety of their Class 2s. Most of these modifications are highly dangerous and will result in severe long term health problems.

Bio-Alloy Skin

The Class 2's skin is impregnated with a bio-alloy which makes it tougher and more resilient. The Class 2 gains +2 AV

Hyper-developed Sensory Lobes

The sensory lobes of the brain are genetically augmented to grow (or re-grow) to a much greater potential. The subjects skull must be remodelled to accommodate the bigger lobes. The Class 2 gain +2 Perception and +2 Observation

Phalangeal Claws

The ends of the Class 2's fingers are removed and replaced with large, sharp claws. Sometimes retractable claws are installed instead but they tend to be smaller.

Permanent Claws	+4 to unarmed combat damage
Retractable Claws	+2 to unarmed combat damage

Myotic Restructuring

This is the same procedure as Gemini perform on thousands of patients a year. They are not concerned with safety however, so this operation can be repeated up to 10 times for a total of +10 Strength. This subject will be bulbous and disgusting to behold. It is assumed a Class 2's Skeleton has been sufficiently reinforced.

Fibroctin Nervous System

The entire nervous system is upgraded to a fibroctin version. The Class 2 gains +3 Reflexes.

Weapon Arm

The Class 2's arm is replaced with a weapon. This gives them -1 Agility, they can wield the weapon with more ease however gaining +2 to attack action totals.

Armour Plating

The Class 2 has an armoured carapace; it could be mechnronic or biological. Either way it grants +4 AV. This stacks with any other AV bonus but the Class 2 cannot wear conventional armour or clothing.

Tentacles

The Class 2 has writhing tentacles. These could be on the arm, face, chest etc. The Class 2 can attack with them using a close combat attack. If it hits it can latch on meaning the target cannot escape close combat without severing the tentacles which requires at attack roll at -2. It must deal 8 damage to the tentacle.

(Toughened skin upgrades such as Bio-Alloy and will give the tentacles more AV but Armour Plating and Bone Plate Augments will not)

Inverse Knee Joint

Through inverting the knee joint, modifying the tendons and lengthening the legs the Class 2 can run like a gazelle at speeds of up to 55 mph. It also gains +2 Agility.

Cardio-Augmentation

An extra heart, bigger lungs and wider arteries give the Class 2 an all round improved endurance. It gains +4 Endurance.

Agility Boost

The frame of the Class 2 is lightened and balanced. All systems are tweaked for optimum dexterity. The Class 2 gains +4 Agility.

Bone Plate Augments

The bones of the Class 2 are genengineered to grow in certain patterns to act as sub-dermal plating. For example, the gaps between ribs are eliminated to provide a hard casing around the vital organs. This gives the Class 2 tremendous resilience but causes it to weigh more and lose agility.

The Class 2 gains +4 AV but receives -1 Agility.

Clotting Agent

The blood of the Class 2 carries an advanced clotting agent. This makes it immune to mashing damage.

Telepathic Powers

The Class 2 has access to Telepathic Powers. These are decided by the GM. TE is calculated as normal.

Regeneration

The Class 2 can regenerate its body. There are three levels.

Low	Heal 1 HP per minute
Moderate	Heal 1 HP per round
High	Heal 10 HP per round

Night Vision

The eyes of the Class 2 are altered so they can see in near pitch darkness.

Thermal Vision

The Class 2 can see in thermal vision. This can assist with tracking prey. Such a Class 2 cannot typically see in the more conventional manner.

Others

The GM should feel free to generate his own augmentations.

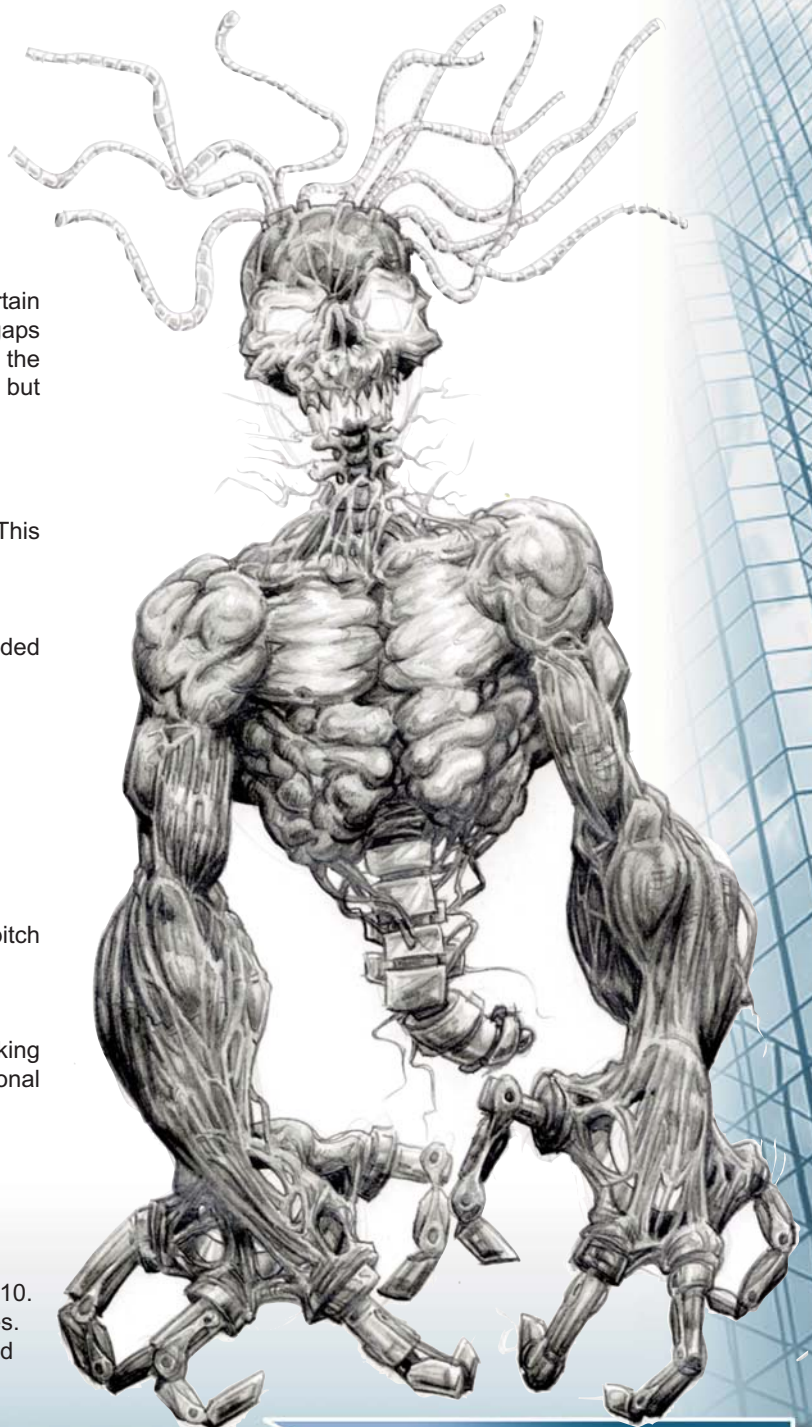
AUGMENTATION LEVEL

Class 2s are assigned a level. This normally ranges from 1 to 10. It represents how many augmentations the Class 2 possesses. For example, a Class 2 with Bio-Alloy Skin, Agility Boost and

Phalangeal Claws would be considered a level 3.

When a Class 2 rolls a double there is a chance they have some kind of seizure and lose their next action as the body buckles under the strain of the alterations.

Level of Class 2	Seizure on
10	1/1 to 10/10
9	2/2 to 10/10
8	3/3 to 10/10
7	4/4 to 10/10
6	5/5 to 10/10
5	6/6 to 10/10
4	7/7 to 10/10
3	8/8 to 10/10
2	9/9 to 10/10
1	10/10



GIGATHERIAN RAT

RANK 0 / LEVEL 1

VALUE: 7,500¢

CLASS: GUARDIAN/ROGUE BIO

COMBAT

HP	19
Shield	0
AV	1
Defence	5

WEAPONS

Bite AT 13, Damage D8+8+Disease, Rate 1

STATS

Str 4, End 5, Agi 8, Ref 7, Int 3, Per 9, Pres 2

SKILLS

Athletics 6, Assess Tech (Gnawing Wires) 4, Close Combat 5, Observation 7, Stealth 5

TRAININGS

Defensive Fighting

LICENSES

None, what did you really expect?

SPECIAL ABILITIES

PLAGUE CARRIER

All Gigatherian Rats carry a vile necrotising bacterium in their bodies, harmless to them but highly dangerous to others. Anyone taking a wound from a Gigatherian Rat's bite attack must roll under their Endurance on a D10 or contract the disease. For every 12 hours that passes they will lose one point of Endurance that is not recovered until the disease is cured at a medical facility; this typically costs 1,000¢

DESCRIPTION

Gigatherian Rats were originally created for the purpose of guarding ducts and service shafts on Dreddoth from unwanted intrusion by mutants and exoforms but some of the gene-templates were stolen from an off-world Gemini facility by Ai-Jinn industrial saboteurs and smuggled to Earth. Unfortunately, the Ai-Jinn had neither the facilities nor the experience to keep BIOs under secure conditions and now the Wastelands around the east Bank are infested with the creatures. Ironically this keeps crime rates down by forcing outlaws to band together against the packs of mutant rats instead of committing offences. Physically, a Gigatherian Rat has about the size and profile of a sheepdog, has bony spines and ridges dotting much of its body and insane bloodshot eyes. The first thing its victims tend to notice is the twin



fore-fangs the size of carpentry chisels and the foaming green saliva that coats them.

VARIATIONS

RAT KING

The Gigatherian Rat genome template contains a recessive gene that is only activated in one out of every two thousand births. A Gigatherian Rat with the active gene develops into a much larger, smarter and more dangerous version of the breed and is able to form other Gigatherian Rats into organised packs under its command. Such a BIO, termed colloquially a 'Rat King' gain the following

+2 Strength, +1 Intelligence, +1D10 Presence to a maximum of 10 and the Animal Skills Training, which gives it command of a number of Gigatherian Rats equal to its newly modified Presence.

In addition, a Rat King has an armour value of 3 due to the much thicker and more profuse bony plates covering its body.

TERRALOCITE

THE TERRALOCITE (AKA. THE ASPHALT SHARK)

RANK 0 / LEVEL 35

VALUE: MAY NOT BE PURCHASED

CLASS: COMBAT BIO

COMBAT

HP	150
Shield	0
AV	8
Defence	9

WEAPONS

Bite	AT 16, Damage 2D12+20+XS, Rate 1
Swallow	Special
Plasma Vomit	AT 11, Damage 4D10+XS, Ignores AV, Rate 1

STATS

Str 20, End 15, Agi 7, Ref 8, Int 3, Per 6, Pres 10

SKILLS

Athletics 6, Attitude 10, Close Combat 9, Looking Good (Terrifying) 10, Observation 6, Heavy Weapons 5 (Plasma Vomit only), Stealth 6 (10 below ground)

TRAININGS

Mastered Weapon: Bite, Unarmed Combat Specialist, Mastered Weapon: Plasma Vomit

LCENSES

None

DESCRIPTION

The Terralocite is believed by the UIG to be an urban legend, a psychological coping mechanism fabricated by old city dwellers to make sense of the huge number of disappearances that occur every year. In truth they're only half right. The Terralocite, a gargantuan, tunnelling, fang-mawed worm large enough to swallow a man whole, does indeed exist and remains one of Gemini's dirtiest secrets to date. It escaped from a secret Earth-based bio-research installation over a century ago before any restraints could be put in place and thanks to its robust silicon-based metabolism it will likely live for another two or three millennia. The Terralocite is a terrifying beast that moves through concrete and asphalt as easily as water thanks to its ability to biologically generate blasts of searing plasma to melt a tunnel; it requires certain elements found in mammalian life-forms to maintain its staggeringly complex metabolism and as the most profuse source of such matter is humans (and the underswell walls are resistant to plasma attacks) it typically makes a home for itself in a tunnel network beneath the old cities, preying on the poor and dejected. The Terralocite 'sees' its prey by geo-sonic sense and cannot detect anything not in contact with the ground.

COMBAT

Swallow

The Terralocite will usually initiate combat by burrowing up underneath its target and attempting to swallow them whole. The ground around the target becomes extremely hot to herald the Terralocite's arrival.

Target rolls 'Perception + Observation'
Terralocite rolls 'Agility + Stealth'

Compare the XS

TERRALOCITE WINS

The target is immediately swallowed whole, taking a cumulative 1D6 damage each round (so 2D6 on the second round, 3D6 on the third etc.). A character with a Strength score of 8 or more may attack the inner walls of the Terralocite's stomach with a -8 penalty and must deal a total of 40 points of damage to cut their way out, the stomach lining has an AV of 2 but plasma weapons are ineffective against it.

TARGET WINS

Target avoids the swallow - if they have a grenade or other explosive in hand at the time they may leave it behind as they dodge so that it will be swallowed by the Terralocite, allowing the weapon to bypass its not insignificant armour value.

Above Ground

Above ground it will attack with plasma vomits and bites but if in serious danger will attempt to flee below ground and find easier prey. It will generally burrow once it has swallowed a target in any case, meaning that even if they manage to cut their way out of the Terralocite's stomach they will find themselves alone in its tunnel with a VERY annoyed BIO. The Terralocite can burrow into the ground in 3 seconds and travels underground at speed 35.

PLASMA IMMUNITY – The Terralocite ignores all damage caused by plasma weapons.



Y&S / GEMINI MARK IX PROTOTYPE

GENESHIFTED CYBERWOLF

**ENFORCER CLASS****RANK 0 / LEVEL 5****VALUE 70,000€****COMBAT**

HP	35
Shield	0
AV	4
Defence	8
EMPS	16

WEAPONS

Claws	AT 18, Damage D6+D4+11, Rate 2
Bite	AT 18, Damage D6+D4+22, Rate 1

STATS

Str 11, End 11, Agi 10, Ref 9, A.I. 7, Per 8, Pres 5

SKILLS

Athletics 8, Close Combat 8, Observation 8, Stealth 7

UCENSES

As per the programmer, these can vary depending on the rank and authority.

TRAININGS

Unarmed Combat Specialist, Multiple Defence

BIOTECHNOLOGY

The Mark 9 can regenerate itself at different rates depending on circumstances. This regeneration is by no means perfect and the long term effects are a deflated immune system, multiple carcinomas and physiological anomalies such as deformed legs and twisted spines. For this reason the technology has not been used on humans.

PASSIVE REGENERATION

The wolf regenerates naturally while engaged in combat or intense activity at a rate of D6 HP per round.

ACTIVE REGENERATION

When the wolf is engaged in no other activity it can regenerate 6 HP per round.

DESCRIPTION

The Mark 9 is the result of a cooperative effort between Gemini and Yaeger & Stanton. It has a much larger biological component than the standard cyber animals and as a result is expected to be cheaper. It also has the ability to regenerate a substantial amount of its body.

Although at present the Mark 9 is more expensive than standard Cyberwolves, this model is a prototype and is predicted to retail at 15,000€

In addition to these physical factors the high biological component serves to aid the neural signal transmission meaning the wolf can react faster and more naturally than its more mechanical counterpart. This results in increased abilities.

COMBAT

In combat the Mark 9 can attack with claws and a bite each round. If it hits with the bite it can instigate a wrestle as on page 145 of the Core Rules. The Mark 9 can track effectively by scent, has night vision and excels at stealthy attacks.

LAW

The Mark 9 does not count as a BIO, rather the UIG consider it to be a piece of biotechnology. For this reason it can be used with a Cybernetic Animal License. Naturally the owner is responsible for all acts committed by the creature.

ALTERNATIVES

There are also variants in existence with augments similar to those on the Class 2s (see page 114). The legality of these is currently being debated and they are not at present legal to deploy on Earth.

YARD BULL

RANK 0 / LEVEL 10

VALUE: 15,000¢

CLASS: GUARDIAN BIO

COMBAT

HP	30
Shield	0
AV	4
Defence	7

WEAPONS

Bite	AT 14, Damage D10+D4+20+XS, Rate 1
Pounce	AT 14, Damage D10+D4+20, Rate 1
Claws	AT 14, Damage D6+D4+10, Rate 2

STATS

Str 10, End 7, Agi 7, Ref 6, Int 4, Per 8, Pres 7

SKILLS

Athletics 6, Attitude 6, Close Combat 7, Looking Good (Fierce) 7, Observation 6, Psychology 1, Stealth 6

TRAININGS

Mastered Weapon: Bite, Restrain, Unarmed Combat Specialist

LICENSES

None

DESCRIPTION

The Yard Bull looks like a large, armour plated mastiff hound. It stands around 4 feet at the shoulder and has an extremely powerful and intimidating build. They normally have a black or brown hide but can be grown to the client's specification for a 1,000¢ fee. The leathery armoured plates on its body offer good protection, as do the profusion of tough, myotically restructured muscles.

COMBAT

The Yard Bull will try to attack by stealth, moving up behind the target and then pouncing.

Yard Bull rolls 'Agility + Stealth'

Target rolls 'Perception + Observation'

If the Yard Bull gets a higher XS it can pounce onto the target dealing damage and then getting a free bite attack, ignoring the targets Defence. After this action combat continues as normal. Yard Bulls can claw and bite in the same action when not pouncing.

Yard Bulls are quite smart and will work in packs, distracting the target so a pack-mate can pounce from behind. If they use this method the GM should apply a -4 to -8 penalty to the target's 'Perception + Observation' roll.

Yard Bulls can be easily trained and commanded to Restrain targets instead of just attacking.

LAW

Yard Bulls are illegal on Earth. That does not mean you don't find plenty of them as the guardians and even pets of some of the Eastern Bank's most notorious criminals. More details on BIOs and their licenses are featured in the forthcoming '*Machines of War*'.



ALTERNATIVES

ALPHA YARD BULL

VALUE - 22,000¢

This massive version of the Yard Bull is bigger and tougher than a normal one. The GM should increase Strength, Agility and Endurance by 2 points and give it +1 Intelligence and +1 Close Combat. All Yard Bulls become more coordinated with an Alpha present and gain +1 to all action totals to represent this.

THE TRIAL OF HAN LI

The judge was a lean man, sharp featured and attentive with white hair carefully brushed back. His weather-beaten, brown skin a testament to the long, hot days Texas was still famed for. He leant forward on his chair, eyes boring into the man stood before him. The defendant was clearly of East Asian extraction, well muscled with short-cropped black hair, a flak vest and black combats. Sinuous tattoos of dragons, birds and koi ran over his shoulders and down his arms.

It was not looking good for Li; Judge McCade was notoriously hard on repeat offenders and particularly Ai-Jinn. Only last month Ko Lun, one of the Ai-Jinn's most respected Triad leaders had been captured and executed based on evidence which could at best be described as dubious. McCade had made sure every charge had stuck and Lun was executed by firing squad within two hours of conviction.

"Agent Han Li, this is quite a day for me and I'm sure many others gathered here today. You've managed to break some twenty or so laws this week. This kind of flaunting of the rules is exactly why the Capital Code laws were introduced but it would seem they have done little to hamper your enthusiasm for criminal behaviour."

He glanced at a display on his bench, then back at Li.

"To summarise for the court," he drawled, "I have asked the prosecution to give an account of the last three days, I should also inform you that the evidence we have been presented with is overwhelming, the only reason Ranger Kirokari did not kill you on the spot was to make an example of you and that is what we intend to do. If you will...."

A tanned European in a hand-tailored suit rose, stepped up and cleared his throat.

"Thank you your honour. From the assembled audio-visual data, combined witness testimonies, WDN logs and wealth of physical evidence we have managed to piece together the recent activities of Agent Li."

He began to pace as he spoke.

"On the morning of Saturday the 17th of September Agent Li left Seoul Spire having been briefed by his Mission Officer, the prosecution believe, to kill Miss Yvette Sanders, a leading financier in Magadan Spire."

A hawk featured Japanese woman sat next to Li barked out. "Objection...the court is speculating on our client's motives!"

The prosecutor smiled sardonically. "We did say 'believe'.. Agent Li is not being charged with the attempted murder of Miss Sanders. Now...if I may continue. Agent Li left the building in a black Kalari GT convertible at a speed averaging 290 miles per hour. The speed limit of 180 was blatantly ignored and the speed cameras issued an on the spot deduction of one Rank point. For the courts convenience I will multiply all rank loss from this point on by five as is required by CCZ legislation. I will also inform the court that Agent Li is a Rank 3 Agent who, until this crime spree held a total of 62 rank points."

He resumed pacing

"Agent Li travelled north via the R98 to Zaliv Old City where we have several witnesses who will testify that they saw him purchasing illegal drugs at the Coloki bar and employing the services of three unlicensed prostitutes."

An audible smirk escaped from the defendant's mouth.

"You find this funny?!" bellowed McCade, standing up and gripping the bench, "Or is there some joke you'd like to share with the class?"

Li shook his head dismissively still laughing under his breath "No...no...no, sorry judge. But if you must know it was five prostitutes and I only paid for four. One was free, a goodwill gesture from the locals if you like."

McCade began visibly shaking, his face turning redder by the second. Through clenched teeth he spat something to the effect that the prosecution should continue and retook

his seat.

The prosecutor took the cue and got back to pacing

“Agent Li was seen leaving Zaliv and heading north. During this trip he was noted driving dangerously by traffic cameras. As the UIG had reason to believe he could have been driving under the influence of narcotics a patrol was dispatched to bring him in. When the patrol caught up with him Agent Li attempted to outrun it for 180 miles before finally pulling over. When the Officers asked to see his details a fight broke out resulting in the death of both Officers. These were both rank one officers resulting in a loss of fifty rank points. To summarize that’s a total loss of ninety-five points including the drug and soliciting crimes in Zaliv.

The court should note that Agent Li was now considered an outlaw under UIG legislation. The UIG patrol vehicle was looted and destroyed, we assume by the defendant but we do not have evidence of this.”

The defendant is known to have travelled north, passing over the Ai-Jinn border at Kadesk and continuing until he arrived at Arman Old City. It should be noted there was a UIG Marshal squad pursuing the defendant at this time who were planning to take him down in the city on the night of the 17th. Once again we know that Agent Li illegally acquired restricted drugs and employed the services of several prostitutes. We believe the number was somewhere between 8 and 12.”

“Yes, twelve, that’s correct...well I think that’s correct. I was so high I forget.”

“SILENCE! One more outburst and I’ll have you shot here and now!”

“The Marshal squad ‘Red Devil’ moved in on the defendant’s position; a hotel towards the centre of the city. It would seem that the defendant was prepared however and the room was rigged to explode. Three of the 5 marshals were killed and the survivors were badly wounded. This tragedy resulted in the loss of a further 100 rank points to Agent Li who now stands at minus 195. He then stole the Marshal’s APC and proceeded towards the Magadan Spire.

It was at this point the UIG decided to employ the services of the Rangers. Kikokari, Hannerman and Levi were dispatched to capture and bring in the defendant. They

moved on his position in an Argonite class strike craft. This time the entire region around Magadan Spire was placed into standby status and numerous UIG units were prepared as backup.

After a heated confrontation Agent Li was finally captured. Over one million credits worth of damage was done during the capture. A further three UIG officers lost their lives and Ranger Hannerman was injured. Agent Li’s current rank loss stands at minus 385.”

“Well.” beamed McCade, “It seems we’ve brought a halt to your little escapade, you’ll be pleased to know that my decision, as usual, is death by firing squad. You’ll be executed in two hours. That’ll give the boys down in interrogation just enough time to get any useful information out of you.”

Li pulled himself to his feet, still smiling. “No need your honour, though I find the word honour inappropriate. My ‘escapade’ had only one purpose – to place me in front of you. If you really understood honour you would know that I cannot let the death of Ko Lun go unavenged. He was my mentor, captain and sin fung for many years and elevated me from the streets to what I am today. Without him I would already be dead.”

Realisation crept around the room and the court guards drew their weapons.

“Your honour does not understand honour and had you not been so keen to personally chastise me, may have lived to see another day.”

Amidst the sound of unloading weapons Li closed his eyes and bowed his head. The crystal weave-wrapped nuclear charge in his chest registered the mental command. A high pitched whine filled the room followed by a flash of white so hot and bright Ko Lun would see it from heaven.

SUMMARY OF EASTERN BANK ADDITIONS

This page summarises the new addition to the Corporation world to help reduce the time you need to spend looking through different books to find the Training or weapon you're after.

NEW TRAININGS

Non-Combat Trainings

Business Developer
Cybernetics Recovery
Car Thief
Drop Suit Specialist
Eastern Bank Knowledge
Evade Surveillance
Freerunner
Gambling & Gaming
God of Gamblers
Lawyer
Metahuman
Mission Officer
Performer
Psychometabolise
Resonance Filtering
Safe Share Investor
Sabotage
Scavenger
Share Investor
Subspace Mechtronics
Trap Building
Underground Command
Underground Status
Undivided Focus
Vanguard a.k.a The Fearless Leader

Combat Trainings

Ammunition Smith
Assault Mastery
Big Can o' Whoop Ass
Can o' Whoop Ass
Cult Hunter
Damage Firearm
Dirty Fighting
Gun Care
Heavy Gun Melee
Heavy Psi Blade
Iconic Psi Blade
Power Kick
Psi Dagger
Twin Psi Daggers
Twin Heavy Psi Blades
Restrain & Attack
Nuke

NEW UCENSES

Equipment

Animal License Small
Animal License Large
Industrial Cybernetics License
Over-Risk License
Nanotech License

Authority

PCO License
Curfew Exemption License
Distinction Bestowal License
Nippon Border Guard

Professional

Diplomat
Gladiators License
Liquor License
Weapons Manufacture License (Private)
Weapon Retail License (Private)
Weapons Retail License (Commercial)
Weltball Player License

DOWNTIME OPTIONS

Build a Business
High Risk Work
Investment
Crime Pays

EQUIPMENT

KAC Shim

Pistol
Magnum
Machine Pistol
Shotgun
Frag Grenade

Over-Risk Weapons

Anti-Tank Gun
Multi-barrel Grenade Launcher

Nano Weapon

Nanowire Mines
Nanoweb Launcher
Nanoblade Katana
Nano Grenade

Support & Thrown

Hira Shuriken
Riot Grenade
Smoke Grenade

TOXINS & DRUGS

Oxygen
EquiLiberation
Reboot
Medi-Seal

AMMUNITION

Penetrator Darts
Nanite Clusters
Stealth Clip

EQUIPMENT

General

Audio Null
Corrosives
Crystal Weave Bag
Electro Wires
Hold All
Nanopicks
Organ Preservation Bag
Pollution Analyser
Serpent Cam
Thermal Vision Goggles
Depletable Tool Kits
Car Thieves
Medical
Cybernetics
Nanotech
Mechtronics
Universal Neutraliser
Bounty Hunting
Bounty Bags
Handcuffs (nylon)
Handcuffs (nanowire)
Nanowire Control Collar

Prototype Equipment

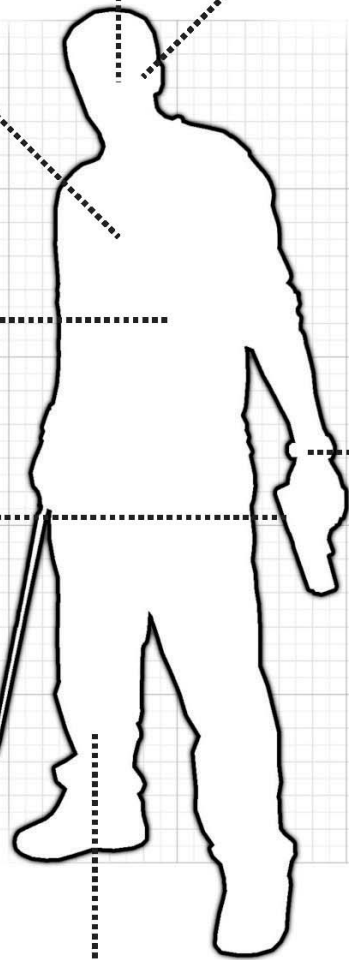
Naninium Body Plates
Personal AG Generator
Board Spectrum Invisibility Field
Shirakawa Cyberarm Shuriken Launcher
Anti-Matter Charge
Pneumatic Shotgun

Cybernetics

Crystal Weave Coating
Auto-Termination System
Self Destruct Core
Naturalisation Circuits
ID Chip Concealer
Implanted Bolt Driver
Mimetic Claws
Graft Mask
Integrated Computer
Loader Class Powered Skeleton
Unisocket
Dermal Hazard Defence
Bolt on Tools
Spreader
Diamond Saw
Wrecking Drill
Nail Gun

AGENT [illegible]

*CARRIED ILLEGALLY

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

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CORPORATION



MISSION PARAMETER - HUNT AND DESTROY
ALL TARGETS SPECIFIED TAKING ANY
MEANS NECESSARY.
1. LOKI SVERSSON - EURASIAN
2. CHIN MAI TONG - AI-JINN
3. ASUKARA MASAHITO - SHI-YUKI
4. DANIEL WEATHERS - WESTERN
5. LUANA PORANTO - CONOROS

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