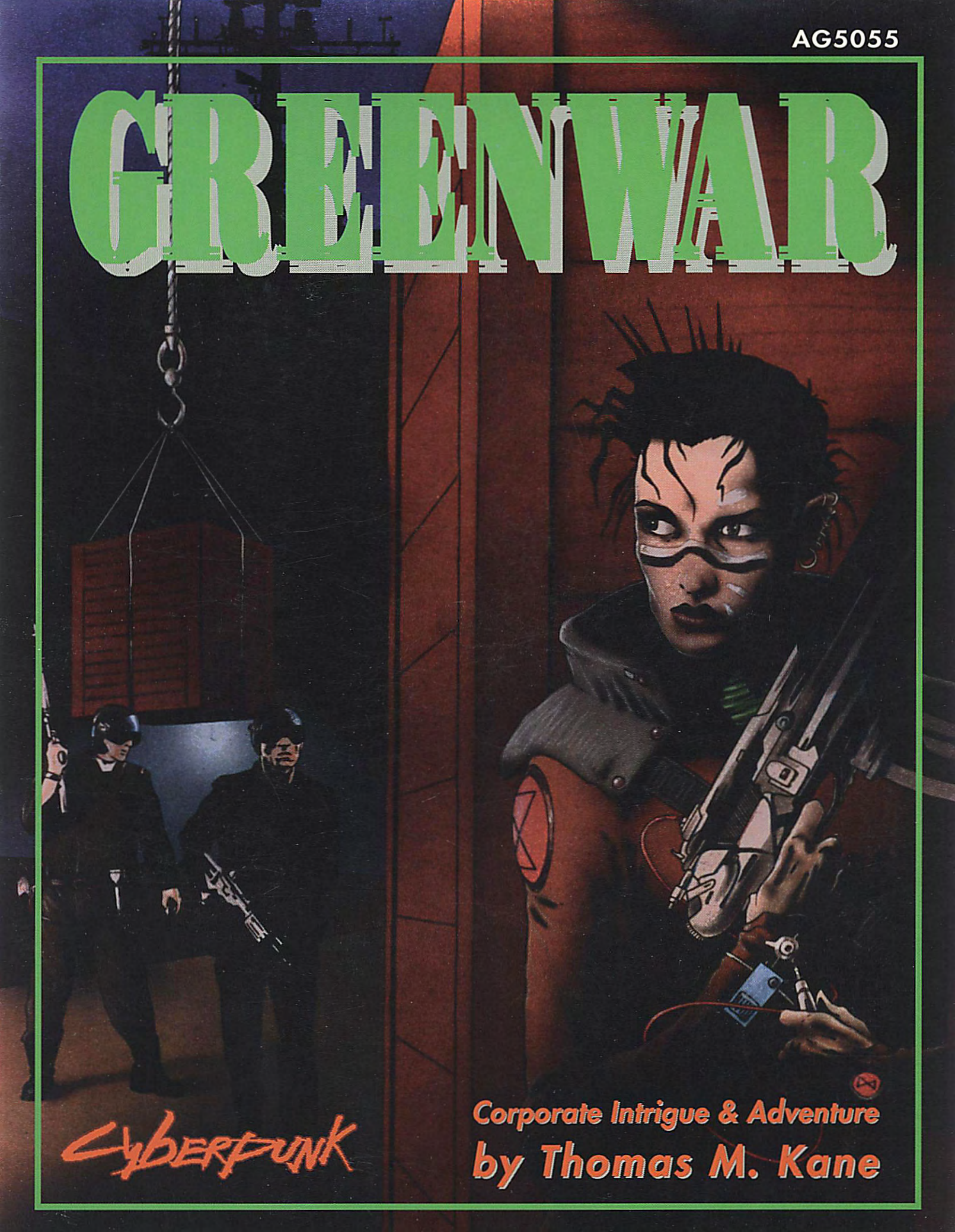
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GREENWAR



Corporate Intrigue & Adventure

by Thomas M. Kane

Cyberpunk

Cyberpunk®

GREENWAR

An Official *Cyberpunk 2020*® Adventure for 3–6 Players

by

Thomas M. Kane

ATLAS GAMES
CHARTING NEW REALMS OF IMAGINATION™

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GREENWAR

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Introduction

Making it to the Top

Welcome to the Top

It's the smell of power that lures you to the top. It's the polished desk of genuine hardwood. It's cruising into Los Angeles International in a slim corporate jet to cut a deal by noon and fly on to Osaka by evening. It's the top-floor office with a skyline view where you can look down at the streets and the lights and the endless rows of automobiles — a god gazing down from Olympus at the mortals on earth. It's being at the top of the food pyramid. It's ruling the money that rules the world. This is the life of the Corporate elite.

The Browning Investment Group requires a team of professionals ready to use innovative techniques to complete its takeover of Liverpool Shipping, Inc. If the PCs accept this job, they must settle matters with Liverpool Shipping's current owners and deal with the attentions of other powerful corporations. But nothing says the PCs can't look out for themselves as well. If the PCs choose, they can displace their own superiors and take a leading role in the Browning operation. They get the choice of whether to be players or pawns.

Character Types

Most roleplaying adventures begin by stating that they can accommodate parties and campaigns of any sort whatsoever. Technically, *Greenwar* cannot. Even in the cutthroat business world of 2020, corporations do not recruit investment managers in sleazy bars. This adventure fits most easily into a campaign with Corporate PCs, or at least one in which the party mingles freely with the Corporate elite. GMs can and should develop creative ways to bring other character types into the adventure, but this requires them to arrange certain events in order to make the story plausible.

Players need not feel ashamed of contriving such events. People find themselves in unlikely circumstances every day. If the Referee can find an earlier event in the campaign to justify throwing non-corporate PCs into the corporate world, this will add a great deal of color to the storyline.

To participate in *Greenwar*, the 'punks must meet Mr. Edmund Carleton of the Browning Group. The nature of this meeting depends on the composition of the group. A team containing a Corporate character has a natural way to join this adventure. Superiors in the corporation see a prime investment opportunity in the Browning Group's project. They invest in the Group's takeover of Liverpool Shipping. When Mr. Carleton of the Group needs a team to manage the project, the party's superiors offer them this "career enhancing opportunity." Unemployed Corporates may receive a direct invitation from Mr. Carleton.

Once one character receives an assignment from Mr. Carleton, the rest of the party has no difficulty joining the team. Browning expects an executive accepting this position to recruit Solos, Netrunners, and other specialists. These people must assume a respectable guise and describe their occupations with suitable euphemisms. Their skills are necessary to the operation.

With other character types, the GM may begin with the events of other adventures. If the 'punks have a Corporate contact, he or she may pass this opportunity to them in return for a recruiting fee from the Browning Group. He or she would also concoct Corporate credentials for the team. Likewise, the GM could introduce a Corporate NPC who accepts the Browning Group's assignment under his own name, but calls on the PCs to do the work (perhaps wishing to add this project to his resume without the work and danger). The executive may be pressured into accepting the job despite incompetence. In all cases, details depend on the people the party has met in previous operations.

If the team is not a part of the corporate world, there are people who can make it one. *Greenwar* can begin in a different way. Annette Chasov (see Chapter 2), wants moles within the Browning Group. The adventure assumes Chasov contacts the 'punks once they've established themselves as Browning operatives. Chasov could also take the PCs from the street and develop them as infiltrators. She could give them false backgrounds.

The following section is the PCs' introduction.

Meeting With Carleton

Mr. Edmund Carleton invites potential employees to a conference room in New York City's Queens district, in Cisneros Plaza. Those who find this location inconvenient may participate in virtual reality formvia direct Net interface or by holographic projection. Carleton is a middle-aged man whose lavish mass of blow-dried hair shows only a few artful strands of gray. His conservative suit, cut from the finest naturally grown wools, indicates his success in the corporate world.

Those attending the conference in person or by full, cybernetic virtual reality may partake of Brie, chilled cocktails, and mineral water from a small table to the side of the room. After refreshments, Mr. Carleton sits at the head of the table. He clasps his hands and makes eye contact with each PC. Read the boxed copy below aloud to your players.

With regard to Liverpool stock, Referees should take close note of Chapter 5: Events to learn how the PCs' efforts may affect the price of the stock.

The 'punks may negotiate for a higher fee, but they must do this in a way appropriate to the setting. Tough talking and threats simply remind Mr. Carleton that the PCs are not standard corporate material and may not be reliable for this operation. He responds to such pressure with a chilly blink: "This project operates within a budget," he says.

However, if the PCs can point to prior achievements in the business world and to associates at other noted corporations, they may excite Mr. Carleton's interest. Carleton would be willing to pay up to 1,000 shares per person to keep experienced business professionals within his team.

Once the party accepts Mr. Carleton's offer, he presents them with a manila folder containing documents on the Liverpool Shipping Project. The Browning Group rents the PCs a moderately priced, but stylish office in the city of their choice. The Group places the project resources at the PCs' disposal. Consult Chapter 1: The Browning Group for details on the information and resources available when this adventure begins.

"I represent a consortium of investors known collectively as the Browning Group. These people have put me in a position to offer substantial opportunities to those of you capable of keeping pace in today's fast-track, corporate environment. I am looking for independent thinkers, for people capable of initiative and aggressive action. Do we understand each other?

"The Browning Group wishes to acquire a controlling interest in the firm known as Liverpool Shipping, Inc. Preliminary inquiries imply that Liverpool Shipping shareholders have no intention of cooperating with our takeover bid. We expect them to resist us with every weapon at their disposal. Therefore, I need capable operatives to direct the buyout of Liverpool Shipping. I am hoping you can manage both the financial end of this operation and the less–orthodox aspects of the corporate conflict.

"We have chosen you hoping you have the capacity to handle many of these. . . unorthodox measures. . . yourself, rather than wasting funds and risking exposure by contacting outside professionals. Your task is to acquire over 50% of the Liverpool stocks for the minimum price possible with minimal damage to Liverpool's viability as a profitable corporation. This may require measures to depress the price of Liverpool stock, along with actions to persuade Liverpool investors to divest their holdings.

"You can expect a substantial return for your efforts. The Browning Group offers you payment in the form of its own stock. You shall receive 500 shares apiece. This number of shares is worth 5,000 European dollar units on today's market, and shall certainly increase if your efforts are successful."



Referee's Information

The Browning Group wants to obtain control of Liverpool Shipping, Inc., more or less intact, not seize territory in a war zone. Thus, the operatives assigned to take over Liverpool Shipping cannot simply seize their objectives by force; they must buy control using the funds at their disposal. The Browning Group doesn't find it profitable to spend money to convince Liverpool Shipping's owners to sell out willingly; thus, operatives must persuade them. PCs must wait for opportunities to buy Liverpool stock cheaply. When these opportunities do not appear, the PCs must create them.

Greenwar does not follow a planned series of encounters. It describes the PCs' task, their environment, and their potential opponents, leaving the party to sort out the details. Run this adventure using the style you use when running an individual scene or combat in the course of a traditional plotline. Wait for the PCs' actions, then roleplay the NPCs' response using the motivations and resources shown in this text.

Keep in mind that the PCs can buy stock at any time via Net connections to the World Stock Exchange. The Appendix provides rules regarding the rise and fall of stock prices. You may wish to determine stock market changes once per day.

Keep track of how many potential enemies have enough information to launch operations against the PCs. After each game, you may wish to plan the attacks to take place in the next session. Ideally, the game becomes an ongoing contest in which you plan NPC strategy while the players devise plans of their own. The side that acts most suddenly and unpredictably may render the other side's plans irrelevant before they occur.

The PCs determine the course of *Greenwar*. They decide where to spend resources and which Liverpool investors to pressure. As the situation develops, the PCs find they are not the only ones driving events, as enemies and other outside interests oppose them. You must plan the strategy of these antagonists and the timing of their actions using the guidelines in Chapter 3: Liverpool Shipping, Inc.

Greenwar Outline

The text of this adventure consists of seven sections: an Introduction, five Chapters, and an Appendix. Referees should familiarize themselves with all the parts before play, as any one could come into the game at any time. The events in this adventure need not take place in any one order.

Introduction: Making it to the Top

This section outlines the story and introduces major NPCs. Successive chapters cover other interest groups that may enter the story whenever the PCs come to their attention.

Chapter 1: The Browning Group

This section describes the party's employers. It describes the resources the PCs may employ. This chapter also covers the role Mr. Carleton has planned for the PCs and the challenge they may face if they choose to seize more independence. Pay attention to details relating to Edmund Carleton; until the PCs shrug off Carleton's influence, he imposes his plans upon the PCs' operations.

Chapter 2: Moscow Central

This chapter covers the KGB agent Annette Chasov and the ways she might enter this adventure. Chasov may offer the PCs aid and advice. She makes an ideal vehicle for the GM to use in helping the party past obstacles. Chasov helps the party for a reason: she wants to use them as her tools within the corporate world. The party may cooperate, but this adds a new wrinkle to the intrigue of this and future adventures. Chapter 2 describes things Chasov may request from the PCs, along with resources she may place at their disposal and measures she can take in her own defense.

As the Browning operatives develop their plans, the opposition to them coalesces. The climax to the adventure comes when the party confronts this focus of opposition. The composition and strength of this force depends on the party's subtlety and success in the early phases of the adventure. If the PCs strike down potential enemies before these people recognize them as a threat, they have made their job easier. If the PCs can come to an accommodation with a principle Liverpool investor, he does not support the coalition against them.

This adventure ends when the 'punks complete their strategy. The PCs can fail in any number of ways, from losing a firefight in some darker phase of the operation to running out of money without achieving their objectives. Those who fail may find it wise to vanish without a trace: the Browning Group doesn't care for those who waste its money. If the PCs lay their plans carefully, Liverpool Shipping's defenders realize the threat too late. Then, the party smashes its enemies one by one. By the time the Liverpool defenders prepare a defense, the PCs may have already bought control of their company.

A Note on Theme

Greenwar is not an adventure of heroes and villains. The Browning Group wants to seize control of Liverpool Shipping not because Liverpool has developed some diabolical threat to humanity, but because Liverpool has money and power. The plot features the dreary grind of corporate war and treason. This game consists of politics within politics, from personal rivalries to boardroom disputes to an international attempt to organize conspiracies. If the PCs end this adventure feeling jaded, they have tasted intrigue in the executive suite.

Liverpool Shipping's Background

Liverpool Shipping, Inc., entered the international transportation market in 2004, pioneering the use of semi-automated container ships. Its founder, Mr. Michaud, oversaw every step of the company's development. He serves as Liverpool's chief stockholder, CEO, and Chairman of the Board. For some time, Michaud shared his CEO spot with Edmund Carleton.

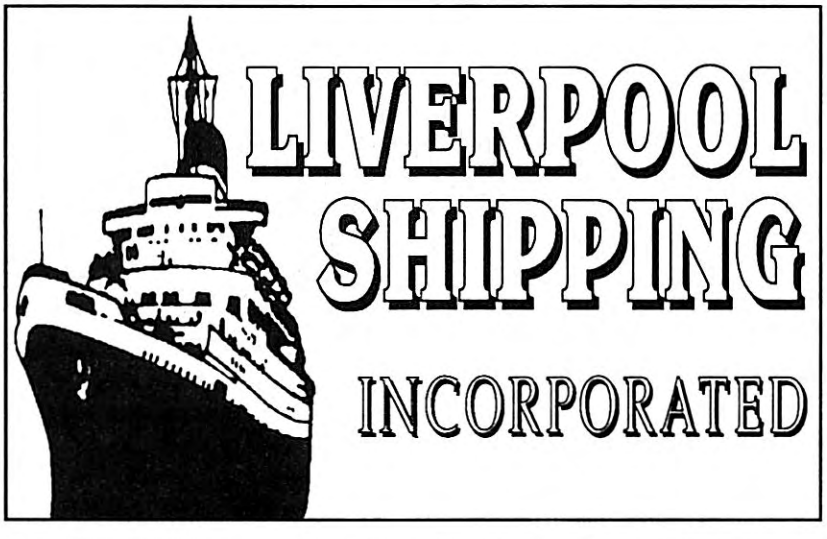
Mr. Michaud persuaded Biotechnica, Inc., to give his company one of the major contracts for transporting butyl-isotane, a catalyst used in producing CHOOH2. This rocketed Liverpool Shipping from the status of an insignificant British firm to one of the important small companies in the corporate world. In fact, Michaud feared his company could not fend off the dangers of this new position. He feared the butyl-isotane shipments would attract hijackers, anticorporate terrorists, and harassment by competitors. As a result, Biotechnica uses Petrochem, Inc., as a middleman in this contract, relabeling the butyl-isotane as more mundane fuel products.

In 2019, Edmund Carleton also won an important ally for Liverpool Shipping. He made contact with the founders of the Afrikaan Free Enclave, a "white citystate" established in 1995 after the fall of South Africa. The AFE has a lucrative diamonds and precious metals trade. It also required a company to import munitions. Unfortunately for Liverpool Shipping, when the AFE declared independence, it nationalized the holdings of several corporations in its territory. This caused most of the world's corporations to impose a partial embargo upon the AFE, both to punish the Afrikaaners for their act and to win the goodwill of countless concerned people who objected to the AFE's racial policies. Although Liverpool retains its ties to the AFE, it must make most of its shipments in secret.

In late 2019, a rift shook Liverpool Shipping, Inc. Mr. Carleton tried to oust Mr. Michaud, with the help of other executives. In the end, Michaud kept his seat, and Carleton ended up unemployed. The other mutinous Liverpool Shipping executives died under mysterious circumstances.

Friction within Liverpool Shipping continued as the Japanese corporation Akari Heavy Industries requested that the British shipping firm open an Asian branch and accept Akari's "corporate friendship." Some Liverpool Shipping executives enthusiastically supported the expansion, but the older hands questioned Akari's offer. Akari attempted to swing the decision in its favor by buying 13% of Liverpool's stock in an implicit threat to buy out the entire corporation. The threat of violent unrest prompted Biotechnica to float a rumor that it would withdraw its butyl-isotane contract unless both sides reached a settlement. Therefore, Liverpool Shipping's management accepted Akari's original proposal.

In 2020, Edmund Carleton joined with the Browning Group, a circle of investors who consider Liverpool a promising target for a corporate takeover. Browning resolved to hire a team of relatively unscrupulous operatives to acquire their target. It is here that the PCs enter the adventure. Ω



Chapter 3: Liverpool Shipping, Inc.

This section describes the various resources available to the opposition. PCs may attempt raids, seizures of property, and random terrorism in support of their investment strategy. This section contains maps and keys for Liverpool facilities, allowing the GM to run such expeditions. Chapter 3 also describes Liverpool's response to an outside threat, the events which may alert company executives to the danger, and the financial and other resources Liverpool Shipping, Inc., can commit to its own defense.

Chapter 4: Liverpool's Investors

This chapter describes major shareholders in Liverpool Shipping, Inc., along with other investment figures who may meddle in this adventure. Chapter 4 describes their motivations and the chances that they might assist the party, or at least remain neutral. This chapter also describes the physical security these investors employ, because the PCs may find themselves accomplishing some of their most important business deals by physical means of persuasion.

Chapter 5: Events

This chapter provides additional notes for staging potentially confusing or conflicting events and intricate plot complications.

Appendix: Playing the Market

This section provides game mechanics for financial manipulation and market prices. The Referee should be sure to understand this part. These rules lie behind every section of this adventure, as the PCs attempt to buy Liverpool stock at a suitable price.


THE
BROWNING
GROUP
PRIORITY
LAB 7

Chapter 1

The Browning Group

Introduction

Once the party formally accepts Mr. Carleton's offer, he schedules a second meeting for them to receive a complete briefing on the operation. This meeting takes place two days after the first. At this conference, the party encounters Browning Group executives Cynthia Brunner, Johnson Gardner, and Carlos Pavel. Details on these figures appear under the section "Browning Executives" on p. 16.

Upon meeting the team, Johnson Gardner puts his burly arm over a random PC's shoulders with this hearty advice: "Get us Liverpool, my friends. You'll have to pardon my language when I say none of us give a flying frack how you go about it."

Cynthia Brunner advances to the party with a faint smile. "You are indeed responsible only for success, at minimum cost to the Group. You may contact any of us for assistance, but none of our investors wish to meddle in your operations."

Brunner passes the PCs a briefcase bound in black alligator hide and closed by a silvery lock. "These documents provide full details on the target corporation. They also summarize the funds at your disposal."

Finally, Gardner nods to the party. "Nobody's denying that this is a tough job. As a result, we'll be giving you a permanent staff member to make your life a little easier. The name's Peter Kernan. Think of him as a general gofer — a gofer who knows a little business law and is also a good friend when things get a little nasty."

Gardner and Brunner anticipate that Carleton may attempt to take control of the project. They hope to make clear, in a subtle way, that the party is not bound to follow his orders. Beyond this, the Referee may either roleplay the entire meeting, or simply allow the party to peruse the new documents. PCs may peruse Brunner's documents in private if they wish, and may pose questions to any of the Browning investors present. The sections titled "Browning Resources" and "Browning Executives" (pp. 15 and 16) provide guidelines on how these executives may answer.

Kernan joins the PCs as soon as the meeting ends. He helps the party as best he can and accompanies them constantly. He does not refuse a sharp request for privacy, but if the PCs complain about his presence, Kernan explains that he has a duty to keep the Browning team safe, and must be with them at all times. Kernan serves as a spy for Gardner and Brunner, making sure that the PCs do not betray the Browning Group.

The briefcase contains Liverpool's Corporate Balance Sheet (pp. 11–13) and other related information (see pp. 10 and 14). GMs may wish to photocopy this information for players, or may simply let players look at these sections of the text.

Once the PCs receive this data, they may begin. GMs, however, need to keep the following in mind.

• **Edmund Carleton** demands frequent reports from the PCs. Roleplay each of these intrusions. If the PCs have accomplished something, he simply nods, though if they have damaged Liverpool assets, he berates them for it. "We are attempting to acquire a corporation, not a blackened shell." Carleton forbids any plan to harm Liverpool investor Preston Carter, or to take any action against the Afrikaan Free Enclave. This includes attacking Liverpool holdings in the AFE. However, Carleton warmly approves of an attack on Mr. Michaud. "Strike the serpent at its head," he says. If the PCs do not think of this, Carleton suggests it; if they show any interest in the proposition, he compliments them and offers support.

• **Cynthia Brunner** also requests progress reports, less frequently and in a more businesslike manner. She also monitors all the PCs' expenditure of Browning money electronically. Brunner investigates evidence of incompetence or embezzlement. If the party does its job diligently, however, Brunner tries to be unobtrusive and helpful.

• **Peter Kernan,** the PCs' "gofer," keeps track of their activities on behalf of Gardner and Brunner. If he observes the party embezzling money, or discovers them dealing with Annette Chasov (see Chapter 2: Moscow Central), he pretends to see nothing but secretly reports the incident.

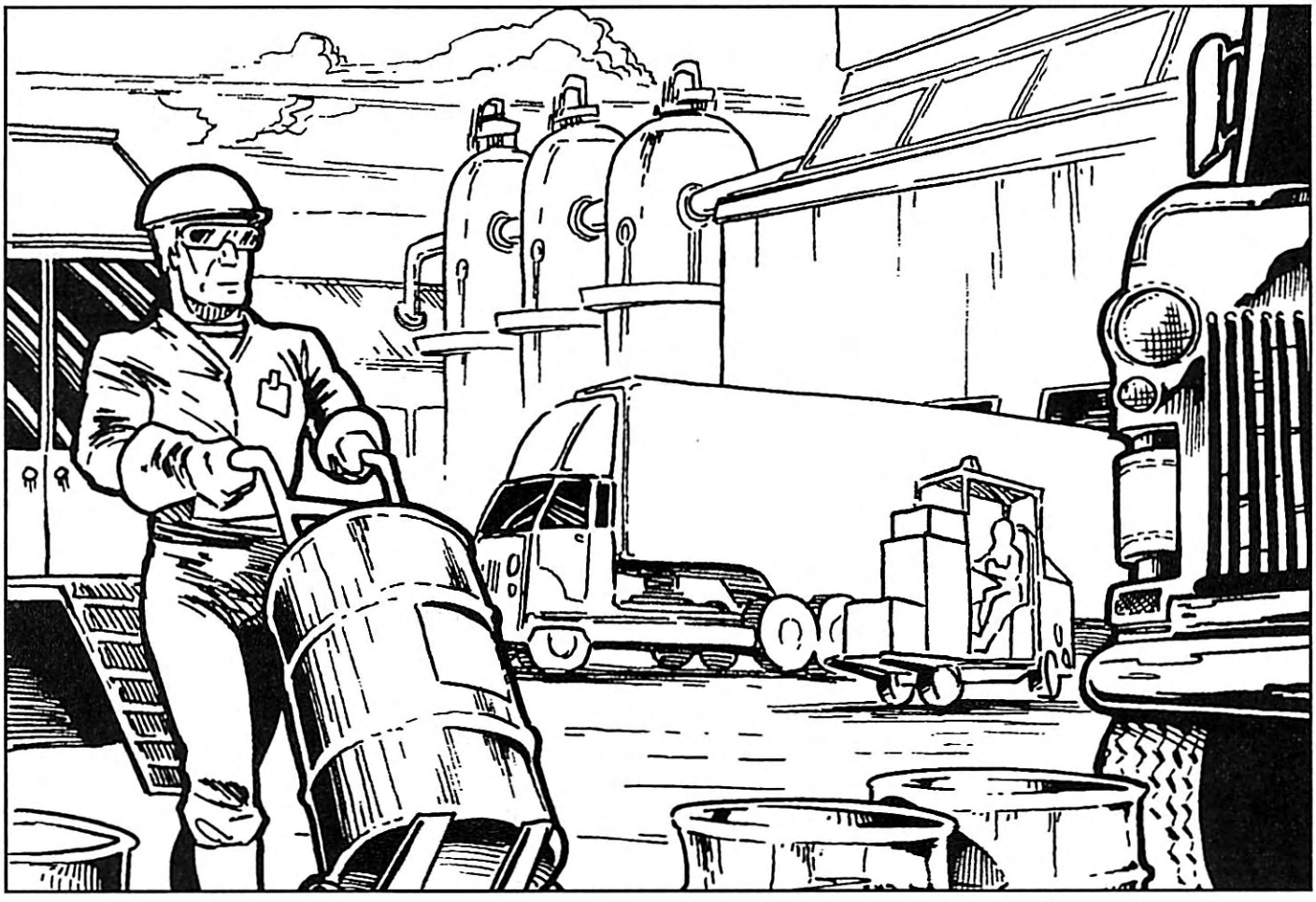
• **Annette Chasov** is described in Chapter 2. She wishes to work with the PCs. Chasov wants to open a channel to the Browning Group's special team and accustom them to cooperating with her. Chasov knows all about the party's existence due to contacts within the Browning Group. At first, Chasov bides her time, hoping the PCs come to her for information, or make the mistake of threatening one of her agents, giving her an excuse to demand favors from them.

However, if two weeks pass, or if the party accumulates over 5% of Liverpool Shipping stock without either event taking place, Chasov invites the PCs to Darktower Resort, her Fort Hood headquarters (see Map 3 on p. 33), simply to discuss the future of Liverpool Shipping. There, she warns the PCs that she has an interest in Liverpool Shipping, but adds that she also has information they may find useful. Chasov says she wishes to cooperate with the PCs. In any event, do not drive the players in any one direction with regard to Chasov; let them decide their course for themselves.

Liverpool Shipping, Inc.

This British shipping firm specializes in bulk transport of industrial materials. Liverpool Shipping's pioneering role in the use of semi–automated container vessels made it an early star of the 21st century transportation industry. Confidential contracts with International Electric Company and Petrochem International contributed to this corporation's high profit margin. However, recent shipping irregularities have tarnished Liverpool Shipping's strong reputation. Furthermore, Liverpool Shipping's decision to enter the field of hazardous materials shipping has frightened the more conservative players on the worldwide stock exchanges.

The recent shocks to Liverpool Shipping's corporate image have driven its stock prices to their lowest point in 10 years, in spite of Liverpool Shipping's substantial material assets and the important niche they hold in the transportation market. Because of this, the Browning Group considers Liverpool Shipping, Inc., ripe for acquisition.



Liverpool Shipping, Inc.

Corporate Balance Sheet



Liverpool Assets

Liverpool Shipping, Inc., maintains the following assets.

Parker Office Complex: This compound contains the headquarters of Liverpool Shipping at 128 Waterloo Plaza, Liverpool, UK RJ7 20W. The headquarters includes a cluster of small buildings around an antique office building dating back two centuries. The office complex is worth an estimated 20,000,000eb. Parker Complex contains the boardrooms for Liverpool's chief executives and provides living quarters for many of them. Parker Complex contains advanced security systems financed in part by Liverpool's wealthier clients. Floorplans for the complex are held in secret Liverpool files.

Shipping Fleet: Liverpool owns 10 Cetaean Class semi–automated container ships built by the Komasu Dockyards in Korea. These vessels are worth 7,000,000eb apiece. The location of these ships varies with contracts. Ports of call include London, Cape Purity (AFE), Gdansk, Kiel, New York, Copenhagen, Oslo, Tokyo, Seoul, Singapore, and Rio de Janeiro.

The Liverpool Shipping fleet includes a specialized ship, the *Baroness*, designed for high–speed transport of hazardous cargoes. Construction costs for *Baroness* amounted to 15,000,000eb.

Air Fleet: Liverpool Shipping owns three Bell–Mitsubishi Stratosphere Lift Aircraft based in London. These vehicles are worth 12,000,000eb apiece.

Warehousing and Dock Facilities: Liverpool maintains permanent dock and warehouse facilities at London, Oslo, Rio de Janeiro, and Cape Purity. These installations are worth approximately 1,000,000eb apiece.

Pension Fund: 50,000,000eb.

ASSETS

	August 15, 2020
CURRENT ASSETS	
Cash and Cash Equivalents	10,700,000
Accounts Payable	9,800,000
	22,900,000
PROPERTY AND EQUIPMENT	
Real Estate	24,000,000
Shipping Fleet	85,000,000
Air Fleet	36,000,000
Miscellaneous Property & Equipment	5,600,000
	150,600,000
TOTAL ASSETS	175,500,000

Liverpool Liabilities

Liverpool Shipping has the following liabilities.

Leverage: Liverpool Shipping carries a debt of 300,000,000eb. Of this, the company owes 100,000,000eb to Chase Manhattan Bank. The remaining 200,000,000eb consists of bonds held by private investors.

LIABILITIES & STOCKHOLDERS' EQUITY

	August 15, 2020
CURRENT LIABILITIES	
Accounts Payable	6,100,000
Accrued Taxes	8,300,000
Current Portion of Long–Term Debt Obligation	8,600,000
	23,000,000
LONG–TERM DEBT OBLIGATIONS (excluding current portion)	
Chase Manhattan Bank	42,800,000
Investment–Grade Bonds Issued	79,900,000
	122,700,000
STOCKHOLDER'S EQUITY	
Common Stock, ($0.10 par value, 10,000,000 shares authorized, issued and outstanding)	1,000,000
Retained Earnings	28,800,000
	29,800,000
TOTAL LIABILITIES & EQUITY	175,500,000

Liverpool Commitments & Ventures

Liverpool Shipping, Inc., holds the following contracts.

Petrochem International: Liverpool Shipping keeps details of its most profitable contract secret. The Browning Group cannot determine what cargo Liverpool Shipping carries on behalf of Petrochem. This operation involves shipments throughout northern Europe and the Americas. Previous Year Expenses: 30,000,000eb; Previous Year Returns: 60,000,000eb; Previous Year Profit: 30,000,000eb.

International Electrics: The IEC contract involves shipment of raw materials in the production of electronics goods from Berlin to London, Singapore, and Western destinations. Previous Year Expenses: 10,000,000eb; Previous Year Returns: 12,000,000eb; Previous Year Profit: 2,000,000eb.

R. Maas, Inc.: R. Maas, an Afrikaaner corporation, deals in gold, diamonds, and exotic metals (such as platinum). It requires rapid transport of valuable cargoes on short notice. This contract is hampered by the current international restrictions on trade with the Afrikaan Free Enclave, imposed when the Afrikaaners annexed corporate property upon their territory. Previous Year Expenses: 20,000,000eb; Previous Year Returns: 28,000,000eb; Previous Year Profit: 8,000,000eb.

Engesa, Inc.: This Brazilian manufacturer of cheap weapons, uses Liverpool Shipping to distribute its products. Previous Year Expenses: 3,000,000eb; Previous Year Returns: 8,000,000eb; Previous Year Profit: 5,000,000eb.

Akari Heavy Industries: Akari, a Japanese conglomerate with interests in steel, polymer production and construction of industrial machinery, uses Liverpool for short–notice transportation. Many Liverpool Shipping executives vigorously opposed this contract, believing that the Tokyo operation involved far too much expense and diverted resources from Liverpool's older operations. The debate ended in Akari's favor when Akari purchased 13% of Liverpool Shipping's stock. Previous Year Expenses: 10,000,000eb; Previous Year Returns 8,000,000eb; Previous Year Loss, 2,000,000eb.

Liverpool Stock Prices & Shareholders

Price Per Share, Liverpool Shipping, Inc., Stock: 20eb.
Shares in Circulation: 10,000,000eb (500,000 shares).
Public Market Shares: 4,900,000 Primary Shareholder Stocks.

Mr. M. Michaud: (1,500,000 shares, 15% ownership.) This French–born businessman founded Liverpool Shipping, Inc., and serves as its CEO, despite a move two years ago to remove him from office. Two of the executives who suggested his ouster later died under mysterious circumstances. Under ordinary circumstances, Michaud rules this corporation like a personal fief. M. Michaud keeps his intentions for the corporation to himself. He never publicly stated his opinions on accepting the contract from Akari Heavy Industries. Those who know Michaud characterize him as ruthless and unpredictable, but utterly rational.

Pension Fund, Akari Heavy Industries: (1,300,000 shares, 13% ownership.) One year ago, the Board of Directors found itself in a bitter dispute over whether to accept a contract from Akari Heavy Industries of Japan. Akari ended the dispute by buying 13% of Liverpool Shipping's stock. Opponents of the Akari contract mistrust the Akari shareholders. Thus, Akari's representatives have a hard time finding allies in shareholder votes. Still, Akari owns enough of Liverpool Shipping to demand attention, and uses this influence aggressively.

Treasury of the Afrikaan Free Enclave: (1,000,000 shares, 10% ownership.) The Afrikaan Free Enclave provided much of the capital that allowed Liverpool Shipping to form. Over the following years, the AFE sold its stock in small quantities. This pattern changed abruptly following the Akari contract dispute. Afrikaaner representative Jan T. Hoffel was among the Japanese corporation's fiercest opponents. As Akari bought Liverpool stock, Hoffel directed his country's treasury to increase its purchasing as well.

Preston Carter: (500,000 shares, 5% ownership.) This billionaire has a worldwide reputation for canny investment. He funds a small publishing empire largely as a hobby, printing, among other things, a business magazine called *Players*. Mr. Carter uses his fortune to fund a variety of other interests, most notably his passion, which is dog–sled racing.

Carter's activity on the board of Liverpool Shipping indicates a desire to protect his investment. He has played both sides on the more controversial decisions of the corporation, such as whether to accept the Akari contract and whether to retain Mr. Michaud as Chief Executive Officer. Carter originally opposed the first idea and supported the second, but switched his position as the balance of votes turned against him.

Geneva Angelique Numbered Account #18912HR: (700,000 shares, 7% ownership.) The identity of this investor remains unknown.

Key Executives, Liverpool Shipping

CEO, President: Mr. M. Michaud, founder of Liverpool Shipping, is also Chairman of the Board.

Vice–President, Rapid Air Transport: Ms. Carla Demarque heads Rapid Air Transport. Her expertise within the field and her ruthless trimming of useless expenditures makes this department disproportionately profitable compared to Liverpool's other ventures. The Akari contract represents a significant increase in her department's business.

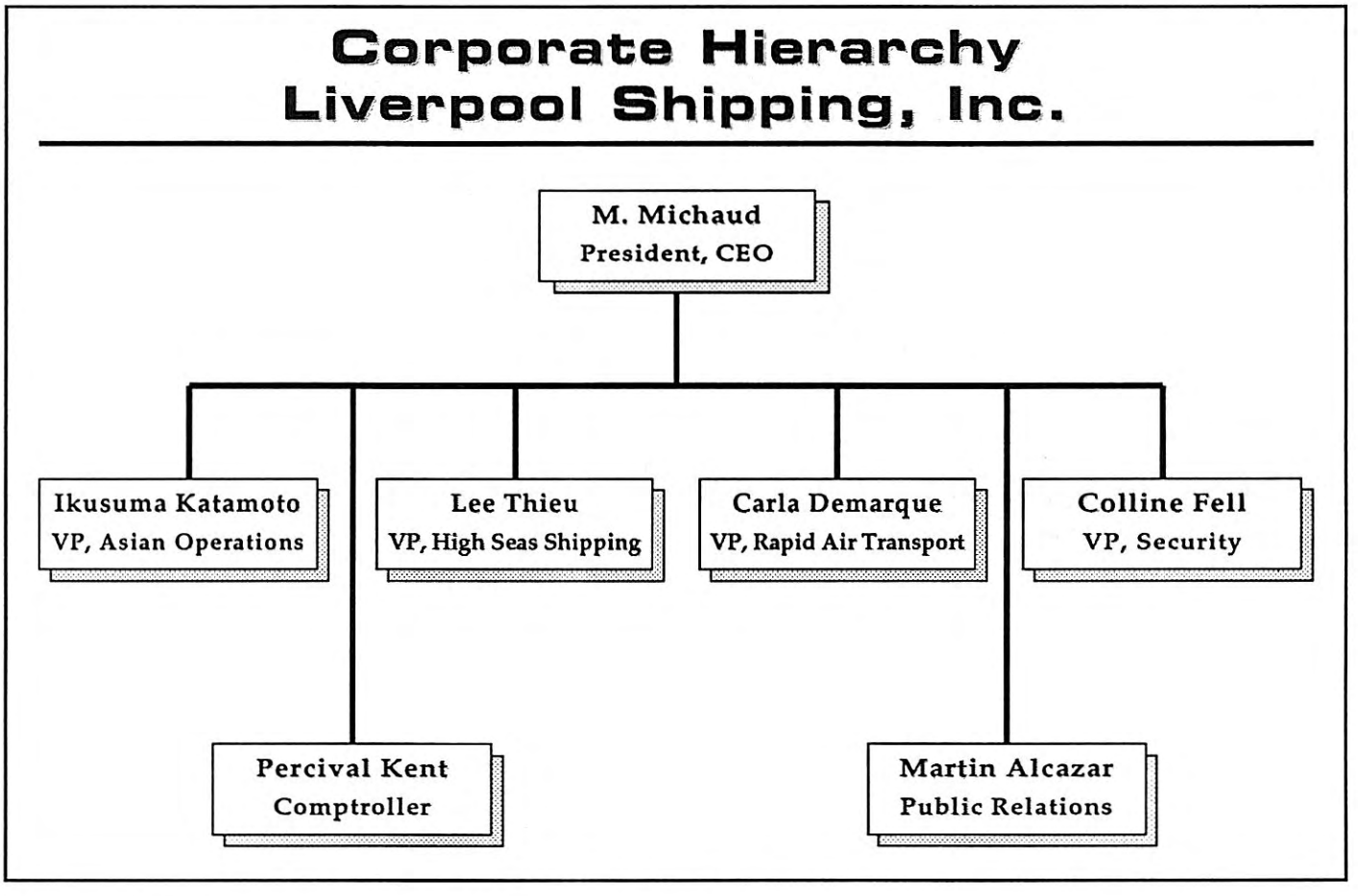
Vice–President, High Seas Shipping: Seaborne shipping remains the cornerstone of Liverpool's operations. Mr. Lee Thieu heads this department. Thieu vigorously opposed the Akari contract. When Akari purchased 13% of Liverpool's stock, the rumor mill reported Thieu's imminent dismissal. He has, however, remained in his position.

Vice–President, Asian Operations: A solemn, portly man named Ikusuma Katamoto supervises this department. He came to Liverpool directly from Akari Heavy Industries, and his department exists solely to fulfill the Akari contract.

Vice–President, Security: Ms. Colline Fell heads Liverpool Security. The opening of Asian operations tests Ms. Fell's abilities: the route makes ships vulnerable to the modern–day pirates of the eastern Pacific. Ms. Fell is known for her conservative use of force and effective commando operations.

Comptroller: Mr. Percival Kent supervises the administration of other departments and the expenditure of company funds. Kent, at 75 years old, is constantly expected to retire but has announced no intentions of doing so.

Public Relations Officer: Mr. Martin Alcazar supervises Public Relations. Since Liverpool does not depend on mass appeal for its customers, the corporation treats his department as unimportant. The most severe PR test came in 2019 when the *Carmen Rose* released volatile fuels into Oslo Fiord. A subsequent fire covered over 10 square miles of ocean. Despite this incident, Liverpool avoided audit by either the Norwegian or international environmental authorities. Alcazar credits his "Safety Here" ad campaign for averting such interference. The real reason why Liverpool escaped severe consequences remains open to speculation.





Browning Resources

As the Browning Group's Special Investment Team, the PCs have the following resources at their disposal. Although the PCs have free reign over withdrawals from these allocated funds, they are expected to explain and account for their expenditures if the purchases become extreme (see Chapter 5: Events for more details).

The Browning Group allocates capital equal to 50,000,000eb for the acquisition of Liverpool Shipping, Inc. These assets are currently held in high–liquidity, tax–free municipal bonds. Use of these funds must comply with international trading laws and normal scrutiny. Expenditures from said funds shall be made at the discretion of the Operating Team. However, Ms. Cynthia Brunner maintains power of audit over the use of said capital (see Cynthia Brunner, pp. 17 and 20).

In addition, the Browning Group allocates 100,000eb for as–yet undetermined measures requiring extreme confidentiality. This money is currently within Account #45T34891, held in the Luxembourg Banque Franzgraten Internationale.

Peter Kernan

Peter Kernan works as an administrative assistant for executives of the Browning Group. He is quiet and ready to follow orders, though lazy when working unsupervised. Recently, Gardner assigned Kernan to serve as an aide to the Special Team in charge of acquiring Liverpool Shipping. He ordered Kernan to assist the party, but also to observe their activities and report to him.

Kernan performs his spy mission with more diligence than he usually applies to office tasks. He attempts to make himself silently, unobtrusively present wherever the party goes. If the party splits up, Kernan tries to follow the characters who usually do the most talking. Kernan makes an effort not to confront the party or seem nosy, but he does provide excuses for following the party everywhere.

Kernan stands 6' 7" tall. His broad shoulders and heavy features add to his imposing appearance, but those who watch him observe that he lacks the movements of a trained fighter. Kernan dresses in a business suit, but he removes his jacket whenever possible, working in a white shirt and narrow tie.

Peter Kernan

Peter Kernan is a Browning Group administrative flunky. His purpose is to aid the PCs.

Stats

INT 8	REF 5	TECH 7
COOL 5	ATTR 5	LUCK 5
MA 4	BODY 5	EMP 6

Cybernetics

Amplified Hearing, Interface Plugs, Phone Splice, and Realistic Cyberoptic with MicroOptic Video.

Skills

Accounting +6, Awareness/Notice +4, Handgun +3, Interview +4, Melee +2, Programming +2, Resources +3, and Stealth +3.

Equipment

Colt AMT Model 2000 and Kevlar T–Shirt.

Combat Scores

Initiative: +5 Stun/Death Save: 5
Body Type Modifier: –2
Armor: Torso 10

Edmund Carleton

Carleton feels Liverpool Shipping owes him the position of CEO. He feels strongly that Browning members have the obligation to treat him as a superior. Unfortunately, he has never had the financial means to control these organizations himself, and while he played a role in the founding of both, he hardly made himself indispensable. Carleton feels eternally snubbed and frustrated. He behaves arrogantly toward inferiors and resentfully toward equals, making it all the more difficult for him to acquire influence.

Carleton's broad jowl and trace of whiskers adds to his gruff appearance. He has small, round eyes and a blunt nose. Blotches of red appear on his face when he gets angry or excited. Carleton dresses in a dark suit, but keeps a stylish English longcoat close at hand at all times. This coat has thick kevlar weave inside. Carleton has three personal bodyguards, listed on p. 17.

Stats

INT 8	REF 8	TECH 5
COOL 7	ATTR 3	LUCK 5
MA 4	BODY 5	EMP 6

Browning Executives

The Browning Group consists of individual investors and corporate interests who have pooled their money to acquire Liverpool Shipping, Inc. Profit is their motive. Some members of the Group, however, have special interests. Edmund Carleton has bitter memories of days working for Liverpool and treats this takeover as a personal vendetta. Furthermore, executives of RIN, Inc., fear that Liverpool has grown strong enough to dominate the CHOOH2 market through its near–monopoly on the transportation of CHOOH2 components.

PCs may go to individual Browning fund directors for special aid and advice. Furthermore, if they commit certain indiscretions, the PCs may lead enemies to Browning facilities. (If the PCs commit this error, the Browning Group certainly finds a way to punish them, depending on the scale of the attack they unleashed.) A list of these investors follows, describing their personal resources and willingness to assist the party.

Edmund Carleton

Once a prominent executive within Liverpool Shipping, Carleton now sees himself as a leader of Liverpool's enemies. Carleton once served as a co-director of Liverpool Shipping, alongside Mr. Michaud. He made early ties with the Afrikaan Free Enclave and developed a friendship with Preston Carter, a noteworthy Liverpool investor. Carleton flattered himself by taking credit for Liverpool's early successes, and considered himself a natural candidate for the Board of Directors. However, he had no chance of attaining this ambition as he owned little actual stock. Furthermore, Carleton had a loud dispute with Mr. Michaud, the Liverpool CEO. Michaud promptly terminated Carleton's employment.

After losing his job with Liverpool Shipping, Carleton sought revenge by helping to organize the Browning Group's drive to take over Liverpool Shipping. For Carleton, this fight is personal. Carleton wants his old rival, Mr. Michaud, dead. Furthermore, Carleton feels entitled to direct the takeover attempt and reap the profits himself, despite being no more than one shareholder in the Browning Group's project.

Carleton remains a mediocre businessman with a boundless ambition. He meddles in the PCs' operations whenever he can, trying to claim credit for their successes. Carleton refers to the party as "my group" and gives them orders. He constantly presses to have Mr. Michaud eliminated. At the same time, Carleton vigorously opposes any action that threatens Liverpool investor Preston Carter, or the interests of the Afrikaan Free Enclave.

If Carleton could eliminate Michaud, he might attempt to return to Liverpool Shipping, Inc., and claim an executive role there. See Chapter 5: Events for details.

Carleton has 5,000,000eb of his own for investment. Chapter 5: Events mentions some ways in which he might use these funds, and Referees should feel free to make their own plans on his behalf.

Johnson Gardner

This executive represents the RIN, Inc., biotechnical firm pension fund. Johnson Gardner works constantly, managing both RIN affairs and those of the Browning Group, but he still smiles enthusiastically and works to retain contacts. Because of his outside commitments, Gardner takes a secondary role in most Browning operations. Since he cannot participate directly in all decisions, Gardner relies on Cynthia Brunner to manage Browning affairs competently. Gardner usually cooperates with her and sides with her in disputes.

Cynthia Brunner

Brunner manages the funds of the Browning Group itself. She oversees the funds of hundreds of shareholders who invest in Browning Group ventures. She wishes to make the maximum profit for the Group. Therefore, Brunner cannot trust either Carleton, who clearly sees this takeover battle as a personal vendetta, or Gardner, who has his own agenda of wrecking Liverpool Shipping's fuel–carrying operations. Brunner wants Liverpool Shipping, Inc., seized at minimum expenditure with a minimum of damage to its assets.

If the PCs appear to share Brunner's goals, she can be a true friend. She respects loyalty and competence. When Brunner finds employees with these qualities, she rewards them with great freedom of action. This executive can make up to 1,000,000eb of corporate funds available per week without the need for board approval. Furthermore, the Group members generally follow her advice in voting at meetings. Unless some other Browning Group executive has a strong reason to oppose Brunner, the Referee may assume that the Browning Group agrees with whatever she suggests.

Note that Cynthia Brunner has powers of audit over use of Browning funds. The Referee may use her as a tool to steer the PCs away from foolish decisions or to provide guidance if the party runs out of ideas. Brunner also guards against embezzlement. Most of the time, Brunner allows the PCs to spend money as they wish, if she considers them competent. Otherwise, she can make life difficult by demanding explanations of each expenditure. If Brunner catches the PCs in an act of treason or gross incompetence, consult Chapter 5: Events.

Brunner has a team of four Security Operatives to police the Browning Group (see sidebar on p. 21). If the PCs turn against Browning, she can easily expand her team of hit–men.

Cybernetics

Adrenal Pump, Amplified Hearing, Bug Detector, Interface Plugs, Phone Splice, Sandevistan Speedware, Toxin Binders, and Voice Stress Analyzer.

Skills

Accounting +6, Awareness/Notice +4, Interview +4, Melee +2, Persuasion +3, Programming +2, Resources +7, Stealth +3, Stock Market +8, and Submachine Gun +5.

Equipment

Arasaka Minami 10, Armored Jacket (Light), and Kevlar Vest.

Combat Scores

Initiative: +8/12 Stun/Death Save: 5
Body Type Modifier: –2
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6+3 • REL VR) +13
Armor: Torso 10, or Torso 10 • R.Arm 10 • L.Arm 10

Carleton's Guards (3)

These guards owe their loyalty to Carleton, not the Browning Group (they serve as his bodyguards). If the PCs become a threat, Carleton may send one of these guards to eliminate party members by booby traps and poison. Working with the humorless Carleton wearies these men. Their faces are drawn, and they fidget as they stand guard. All dress in respectable–looking pants and shirts, with ties and heavy, armored jackets.

Stats

INT 8	REF 8	TECH 5
COOL 7	ATTR 3	LUCK 5
MA 4	BODY 8	EMP 2

Cybernetics

Amplified Hearing, Bug Detector, Interface Plugs, Phone Splice, Toxin Binders, and Voice Stress Analyzer.

Skills

Awareness/Notice +6, Combat Senses + 7, Demolitions +4, Electronic Security Systems +3, Melee +5, Stealth +3, Submachine Gun +7.

Equipment

Arasaka Minami 10, Armored Jacket (Heavy), and C–6 Plastic Explosive (2 blocks).

Combat Scores

Initiative: +13 Stun/Death Save: 8
Body Type Modifier: –3
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6+3 • REL VR) +15
Armor: Torso 20, or Torso 20 • R.Arm 20 • L.Arm 20

Johnson Gardner

Gardner has an aggressively friendly disposition. He may forget names, but when he meets someone face–to–face, he does not hesitate to smile, slap backs, shake hands, and throw his arm around peoples' shoulders. Gardner relies on his personality to maintain his network of business connections despite his enormous workload.

Gardner's friendly disposition does not prevent him from employing some fairly hard–headed business practices. Gardner does not trust the Browning Special Team, and assigns the executive Peter Kernan to keep an eye on them. Although he does not hire his own security team to deal with treasonous employees, Gardner can point potential threats out to Cynthia Brunner, who has the resources to deal with them.

Johnson Gardner is a light–skinned African–American. He has an athletic frame and wide brown eyes.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 6	LUCK 4
MA 6	BODY 8	EMP 6

Cybernetics

Bug Detector, Interface Plugs, Phone Splice, and Voice Stress Analyzer.

Skills

Accounting +5, Awareness/Notice +6, Handgun +5, Interview +4, Melee +5 Persuasion +4, Programming +2, Resources +5, and Stock Market +8

Equipment

Colt AMT Model 2000 and Kevlar Vest.

Combat Scores

Initiative: +8 Stun/Death Save: 8
Body Type Modifier: –3
Colt AMT Model 2000 (# Shots 8 • ROF 1 • DAM 4dD6 + 1 • REL VR) +13
Armor: Torso 10

Carlos Pavel

Carlos Pavel works as a chief administrator for the Browning Group. He plays little part in briefing the party, or conducting other important business, but the PCs catch occasional glimpses of him. Pavel wants a role of more importance, but does not seem to have the aggressiveness to obtain it.

Pavel acts as a secret agent for the spymistress, Annette Chasov (described in Chapter 2). Pavel keeps his controller abreast of all developments, including the hiring of the party. When Annette approaches the PCs, Pavel's information lets her know exactly who to contact. Pavel also offers her a way to keep track of the party's loyalty and deeds.

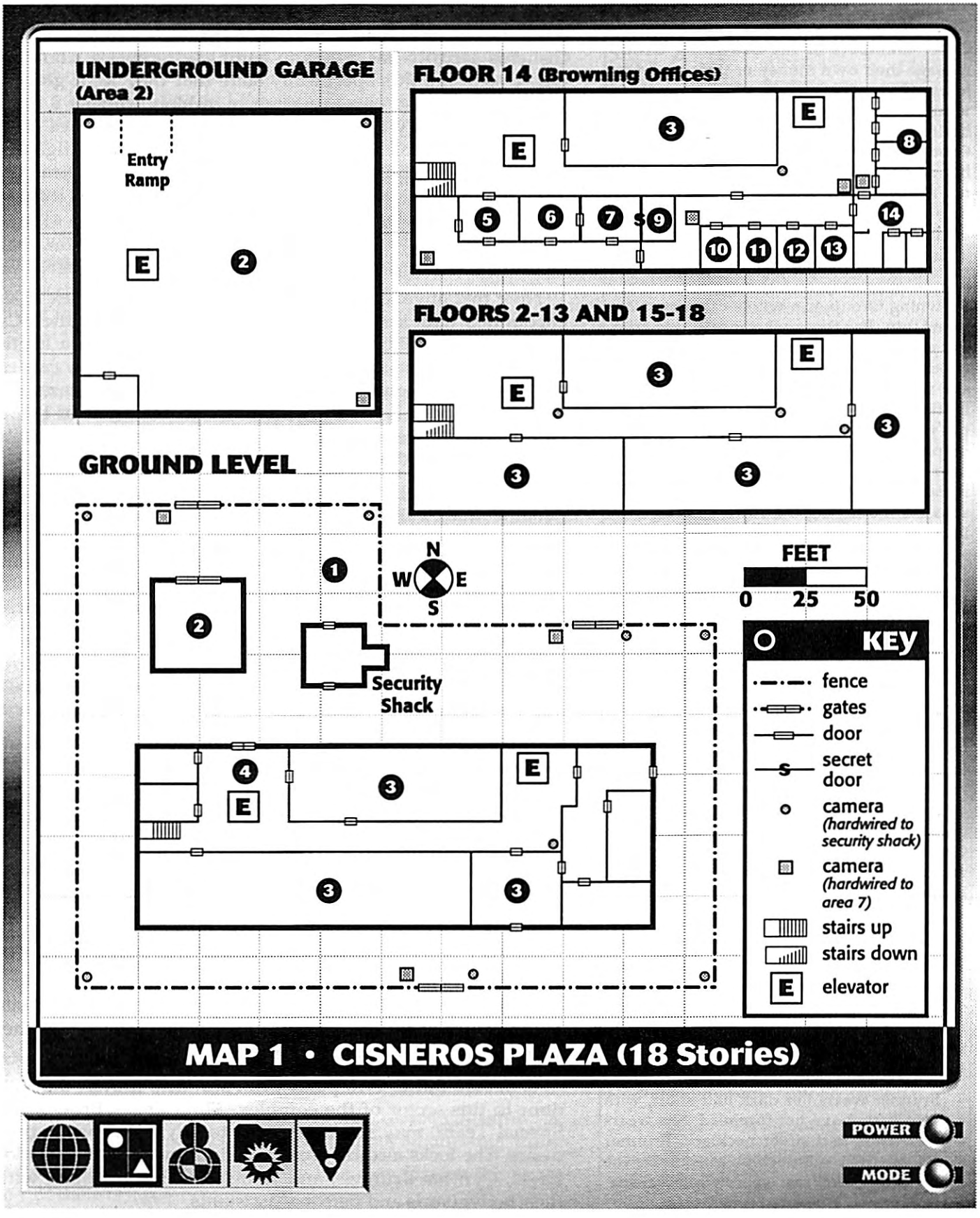
If the party decides to watch Pavel, it may catch him passing information to Chasov. Pavel's Net account contains a collection of Browning financial records, gathered in an E–mail package and ready to dispatch to a Fort Hood electronic address. Furthermore, those who trail Pavel for a period of days may see him meet with Chasov. The Referee should roll 1D10 each day agents monitor Pavel. On a roll of 1–3, Pavel photocopies the material on his desk. Then, after work, Pavel takes the copies to the Darktower Resort (see Maps 2 and 3, pp. 33–34). There, he checks the briefcase behind the counter and "forgets" to pick it up when he leaves.

Cisneros Plaza

As a consortium of investors rather than a corporation, the Browning Group maintains few buildings or resources. However, it does rent an office complex in Cisneros Plaza in Queens. The Cisneros offices contain working space, connections to international telecommunications services, and secure accommodations for operatives or guests. The party may use this complex as a base of operations (see Map 1 on p. 19).

The party may take cover in the Cisneros complex to escape Liverpool assailants. Referees need not fight out large battles between the NPC attackers and NPC guards. Instead, assume that NPC guards cancel NPC attackers on a one–for–one basis, leaving only the excess to fight the PCs.

Furthermore, skilled assassins may not even bother to engage the guards. Allow them to penetrate the complex by passing an Electronic Security Systems roll with a Difficulty of 18 and an opposed Stealth roll against one of the sentries. If the intruders succeed, they reach the PCs inside without a battle. Each PC may then attempt a roll of Intelligence + Awareness/Notice to hear the attackers before they arrive. Referees who enjoy a particularly active role in the game may actually plan out a way for the attackers to sneak in, making rolls as appropriate and giving the PCs chances to detect and prepare for the assault.


UNDERGROUND GARAGE
(Area 2)
Entry
Ramp
E
2
FLOOR 14 (Browning Offices)
E
3
E
8
5
6
7
S
9
14
10
11
12
13
FLOORS 2-13 AND 15-18
E
3
E
3
3
3
GROUND LEVEL
1
2
N
W
E
S
FEET
0
25
50
Security
Shack
4
E
3
E
3
3
KEY
fence
gates
door
secret door
camera (hardwired to security shack)
camera (hardwired to area 7)
stairs up
stairs down
E
elevator
MAP 1 • CISNEROS PLAZA (18 Stories)
POWER
MODE

Cynthia Brunner

Other members of the Browning Group manage their own money or their own projects. This frowning, sharp–tongued woman, however, manages the Group itself. Brunner forces the others to act in the Group's interests, and keeps them operating according to Group policy. This does not always place Brunner among the most popular members of the Group, but Brunner never allows that to concern her.

Only those who share Brunner's devotion to efficiency and the interests of the Browning Group as a whole can expect her friendship. For those who meet these criteria, she makes a useful ally. Brunner has enough influence to get almost anything she wants in Browning, and she does not hesitate to use this power on behalf of people who strike her as diligent workers. She emphasizes the spirit of company policy over the letter, and may even bend rules for those who impress her, as long as the reasons for modifying the rules outweigh the importance of the rule itself.

Brunner has encountered the spymistress Annette Chasov before. The meeting took place in 2018, when Brunner worked for Microtech's Defense Electronics Unit. Chasov operated more actively in the field then, and she personally undertook the job of corrupting Mr. Romer, a Microtech employee whom Brunner formerly considered her most valuable employee. Romer managed to smuggle out extensive amounts of secret material before Brunner realized what had happened. Romer then escaped. Brunner attempted to have him tracked down, but she got only a note from Chasov; it contained several cutting remarks and was signed "the female James Bond." Brunner now hates Chasov with a passion.

In 2020, being despised, wealthy, well–known is a dangerous thing. Therefore, Brunner protects herself with four security guards (see p. 21) and personal cyberware. Her security forces receive a Browning paycheck, but obey her orders without question. When necessary, she uses them as an assassination squad.

Brunner wears her dark hair short, with a slight curl above her forehead. She wears a black dress and silver necklace. Brunner stores her light submachine gun inside the loose suede jacket she wears while outside, and keeps it nearby at all times.

If the PCs themselves commit crimes within the Browning headquarters, they have more than the guards to worry about. Cisneros security has access to complete forensics laboratories. Unless the PCs specifically state that they wear gloves, wear hairnets, and clean up their own blood during a raid, investigators may find fingerprints or DNA samples. The Referee should roll 1D10. On a roll of 1–3, the investigators find a sample significant enough for positive identification. They then request all employees at the complex, PCs included, to submit a blood sample and fingerprints. This allows them to connect the perpetrators with the deed. The PCs then face arrest, or possibly an attack by Cisneros security officials.

Note that anyone intruding in the Cisneros complex risks encounters with security patrols. Most of the time, the PCs need not worry about such activity, since they have a legitimate reason for being here. However, when the party carries out obviously illegitimate activities inside Cisneros Plaza, the Referee should roll 1d6 every 15 minutes. On a roll of 1–2, a pair of Guards pass and make inquiries. (See area 1 for details and consult the sidebar on p. 23 for Guard statistics.)

1. Perimeter: Potted trees soften the appearance of the cyclone fences that surround this complex. A system of motion detectors alerts the Plaza Security Center (area 7) to intruders who enter from locations other than the gates. One must pass a roll of Reflexes + Electronic Security Systems with a Difficulty of 18 to sneak past without triggering the alarms.

Cisneros Plaza maintains 12 Security Guards on premises. They operate from the Security Shack indicated on Map 1. At any given time, half of these Guards are on patrol. The other half wait at the Shack, ready to respond to an intrusion.

2. Underground Garages: These concrete caverns accommodate the automobiles of Plaza workers and guests.

3. Other Offices: An assortment of other firms have their offices behind hardwood doors in this section of the Plaza. Corporate names range from Infocomp to the legal establishment of Barney & Cliff. Unless the PCs disturb them, these firms play little part in this adventure.

4. Lobby: Oriental landscape paintings adorn the walls of this Lobby. Receptionists at three separate desks direct newcomers to appropriate offices.

5. The Browning Group Office: A polished ebony desk sits at the center of this room. Cushioned chairs of false leather stand in the corners for use by guests.

6. Secure Suite: Two palm–print scanners protect the steel door to this sector of the complex. The PCs, as Browning's Special Team, may set these locks to any palm prints they desire. The locks already recognize Edmund Carleton, Carlos Pavel, Cynthia Brunner, and Johnson Gardner, along with their bodyguards and personal assistants.

The Secure Suite contains a windowless meeting room, equipped with white noise generators and electronic scanners. A communications room contains fax, telephone, and electronic–transmission equipment, all wired into the most secure lines possible and routed through a series of Net "dead–letter boxes" to prevent any but the most sophisticated trace or eavesdropping systems from locating it.

7. Security Center: The Browning Group has a private Security Center for the PCs' use. This chamber contains monitors for the cameras within the complex. Controls in these rooms can automatically lock and unlock any doors within the Browning complex. Speakers attached to each security camera allow those in the Security Center to speak with anyone at any point throughout the complex. A separate monitor alerts officers at this station to disturbances elsewhere in the Plaza.

The Security Center also contains an arms vault. Browning's corporate license allows the Group to legally equip this facility with any man–portable weaponry. PCs may use this to excuse possession of whatever munitions they own.

8. Living Quarters: The Browning office complex contains four apartments for executives, guests, or defectors. Two have windows and two do not. The rooms have whitewashed metal doors and reinforced walls, making them secure against assassins and useful as prison cells. The furnishings resemble those of a midrate motel, with video screens, reproductions of abstract paintings, and tiny bathroom facilities.

9. Secret Passage: One panel of the beige wall slides aside here, leading to a concealed corridor. This passage runs through a series of tunnels used to service the Plaza's wiring and water utilities to a warehouse three blocks away.

10. Carleton's Office: This spare office contains a computer terminal and several stacks of investment clippings from assorted datafaxes. The clippings all pertain to Liverpool Shipping's past and present. PCs who read through it discover the same information in their briefing, spread out through hundreds of individual articles.

11. Gardner's Office: Johnson Gardner has a crowded office, but keeps everything meticulously organized. Neat piles of paper sit on his desk, along with memory chips arranged in careful rows. His file cabinet drawers are full. Gardner manages his duties as an executive in the RIN, Inc., energy conglomerate in addition to his work on the Browning project.

12. Brunner's Office: Cynthia Brunner keeps a single red rose upon her desk. The room is neat and a small office partition creates a space for her secretary.

13. Pavel's Office: This disheveled office contains the Browning Group records. A secretarial pool adjoins this office.

14. Special Team's Office: The PCs may furnish this space to suit their tastes.

Stats

INT 6	REF 8	TECH 3
COOL 5	ATTR 4	LUCK 5
MA 8	BODY 5	EMP 6

Cybernetics

Adrenal Booster, Bug Detector, Interface Plugs, Phone Splice, and Skin Weave.

Skills

Accounting +8, Awareness/Notice +6, Handgun +5, Interview +4, Melee +5 Persuasion +4, Programming +2, Resources +5, Stock Market +6.

Equipment

H&K MP–2013.

Combat Scores

Initiative: +8 Stun/Death Save: 5
Body Type Modifier: –2
H&K MP 2013 (# Shots 35 • ROF 32 • DAM 2D6 + 3 • REL VR) +14
Armor: Head, Torso 12 • R.Leg, L.Leg 12 • R.Arm, L.Arm 12

Security Operatives (4)

Brunner's Security Operatives have learned to respect the tough woman who commands them. She drills the group regularly on teamwork. When serving as bodyguards, two take position to engage the attackers while the other two escort Brunner toward safety, sandwiching her between them. They drop Dazzle and Smoke Grenades to protect their employer.

Stats

INT 4	REF 7	TECH 3
COOL 5	ATTR 4	LUCK 5
MA 8	BODY 11	EMP 6

Cybernetics

Adrenal Booster, Cyberoptic with IR & Targeting Sight, Interface Plugs, Muscle & Bone Lace, and Sandevestan Speedware.

Skills

Aikido +6, Awareness/Notice +6, Combat Senses +7, Handgun +5, Melee +5, Stealth +5, and Submachine Gun +7.

Equipment

Armored Jacket (Medium), Dazzle Grenade, Gas Mask, H&K MP–2013, Nylon Helmet, Sleep Gas Grenade, and Smoke Grenade.

Combat Scores

Initiative: +14/18 Stun/Death Save: 11
Body Type Modifier: –5
H&K MP 2013 (# Shots 35 • ROF 32 • DAM 2D6 + 3 • REL VR) +15
Armor: Head 20 • Torso 20 •R.Arm, L.Arm 20

Carlos Pavel

Pavel grew up a social isolate, overlooked by his wealthy parents and frightened by his peers. His intelligence allowed him to excel in school. His parents shunted him into the study of business, enabling him to enter the corporate world in his early 20s. He had no friends, lovers, or interests except his work. Pavel gave work all his devotion, and managed to reach upper management by age 30, when Cynthia Brunner hired him as an administrator in the Browning Group.

When Pavel joined the Group, his life changed. As Pavel began work on Brunner's projects, the spymistress Annette Chasov began cultivating him as a mole within the Group. She arranged to meet him at a reception held by Biotechnica, Inc. There, she struck up a conversation and invited him to dinner the following week. At the second meeting, Chasov asked Pavel to become one of her agents. Pavel accepted the offer.

Spying for Chasov gives Pavel one of the few thrills in his life. It is also one of the few things he can do which give him a sense of importance. Chasov plays on these emotions, arranging meetings at slick nightclubs and arriving to speak with him in stylish sportscars, emphasizing the glamour of life as a spy. She encourages him to carry a gun, mingle with the cyberpunk cutting edge, spend his money on flashy things, and do the other things he would enjoy, but feels reluctant to risk doing. Chasov also listens to Pavel and talks cheerfully with him. Thus, Pavel thinks of Chasov as a friend, perhaps his only real friend. He is utterly loyal to her, and expects nothing in return.

Pavel works hard for the Browning Group because he knows Chasov wants him to. Therefore, Cynthia Brunner still trusts him. He fears and hates her, however.

This thin businessman has curly brown hair. His wide eyes make him look slightly soft and timid. Pavel has a quiet voice as well, and seldom speaks unless called upon.



Browning's Net

The following is the Browning Group Net (see graphic above).

1. PCs' System: The Special Investment Team may use these 4 memory banks. If they Netrun using Browning's mainframe, they have 40 total MU, a Speed of 4, and Level 7 Data Walls.

2. Murphy

3. Hellbolt

4. Bloodhound

5. Zombie

6. Carleton's Files: These files contain worthless mail and personal accounts, as well as Browning Group business data. Carleton corresponds frequently with midlevel executives in Liverpool Shipping. He receives regular bulletins on diplomatic affairs from the Afrikaan Free Enclave. (One dispatch rails against multinational corporations who continue an arms embargo against the AFE.) Carleton trades notes on retirement spots, golf, and the British New Tory party with Preston Carter, a Liverpool investor. Anyone who examines Carleton's contract with Browning learns he has the right to take 25% of its Liverpool stock as severance pay if he leaves the Group.

If Michaud dies, Carleton plans a defection to Liverpool (see Chapter 5). PCs may gain early warning by monitoring these files. Carleton writes to Liverpool executives inquiring about a leadership position in the corporation.

7. Gardner's Files: Johnson Gardner keeps organized files. He has no incriminating data, or information unavailable to PCs.

8. Brunner's Files: These files contain the accounts of hundreds of minor investors in the Browning Group, showing their accounts, dividends paid to them, etc. Brunner's files also contain records on the PCs' performance. The Referee may make up details depending on what this performance has been. Whenever the PCs spend Browning Group funds, a record of the transaction appears in this account. Brunner's files offer direct access to her 1,000,000eb discretionary fund.

Brunner's account files record each use of the party's discretionary funds. Netrunners could tamper with this to cover up their own embezzlement from the corporation. When PCs withdraw money from their 50,000,000eb account, a record appears here, allowing Brunner to determine whether the expenditure was justified. If PCs withdraw money for their own purposes, they must disguise the transaction as a legitimate purchase. This requires an Intelligence + Accounting roll with a Difficulty dependent on the sum embezzled (see Table 1 below). Make the roll in secret. If the PCs fail, they find out when Brunner summons them to her office to answer some questions, with four Browning troops in armor watching them.

9. Pavel's Files: These files contain a mass of paperwork. Any Netrunner who examines this region of the Data Fortress may try a roll of Programming + Awareness/Notice with a Difficulty of 15 to detect a "backdoor," or unprotected outlet to the Net. On a Programming + Awareness/Notice roll with a difficulty of 20, the Netrunner detects a line in Pavel's word processing software that transmits all data in the system through the backdoor to Darktower Resort (see Map 3, p. 34).

10. Interoffice Memos

11. Dead Drop Box: This dummy Net system serves as a "letter drop" for Browning communications. By routing messages through this account, one can foil most attempts at tracing. The account, however, is not a direct datalink, but a holding place for messages. Netrunning operations cannot be performed through it with immunity to Bloodhounds, etc.

12. Hellhound Ω

Table 1
Embezzlement Difficulty

Sum Stolen	*Difficulty*
Up to 10,000eb	10
10,000–99,999eb	15
100,000–999,999eb	18
1,000,000–9,999,999eb	20
10,000,000eb or more	30

Stats

INT 9	REF 5	TECH 5
COOL 4	ATTR 6	LUCK 4
MA 6	BODY 5	EMP 6

Cybernetics

Interface Plugs and Phone Splice.

Skills

Accounting +7, Awareness/Notice +4, Handgun +3, Persuasion +4, Programming +2, Resources +4, and Stock Market +7.

Equipment

Armored T–Shirt and Colt AMT Model 2000.

Combat Scores

Initiative: +5 Stun/Death Save: 5
Body Type Modifier: –2
Colt AMT Model 2000 (# Shots 8 • ROF 1 • DAM 4D6 + 1 • REL VR) +13
Armor: Torso 10

Cisneros Security Guards (12)

These guards wear tan uniforms with silver badges and operate in groups of 2, with a reserve of 4 who answer calls for backup. Cisneros Guards have minimal combat training, and see their position as no more than a job. If faced by determined attackers wielding heavy weapons, they try to escape.

Stats

INT 5	REF 7	TECH 5
COOL 4	ATTR 6	LUCK 4
MA 6	BODY 8	EMP 6

Cybernetics

One Cyberoptic with IR and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +4, Brawling +5, Combat Sense +5, and Handgun +5.

Equipment

Armored Jacket (Med.), Nylon Helmet, Radio Communicator, Sternmeyer Type 35 Heavy Pistol.

Combat Scores

Initiative: +12 Stun/Death Save: 8
Body Type Modifier: –3
Sternmeyer Type 35 (# Shots 8 • ROF 2 • DAM 3D6 • REL VR) +12
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20


ARASAK

Chapter 2

Moscow Central

Introduction

The Browning Group is not the only organization attempting to gain control of Liverpool Shipping, Inc. Russia's intelligence service, the MVD (the current incarnation of the USSR's GRU), wishes to dominate the global fuel market and considers this shipping concern an excellent place to begin. Annette Chasov currently directs the project of acquiring control of Liverpool's shipping routes.

Chasov does not risk her resources in a direct bid for control. Instead, she attempts to control the people who are attempting to control Liverpool Shipping. Chasov wants to infiltrate all the factions of Liverpool and Browning so that no matter who wins, her position grows stronger. She then pits these different factions against each other to keep them weak, frightened, dependent on her aid, and too preoccupied to turn against her.

Currently, Chasov directs her efforts toward one goal: to install Carlos Pavel as CEO of Liverpool Shipping, Inc. Chasov intends to accomplish this by using the PCs as a means to that end. Chasov evaluates the personality of each PC and uses flattery, threats, ruses, and bargains as necessary to keep those PCs under control.

Cynthia Brunner knows Annette Chasov and hates her. Brunner loathes Russia as a nation and Chasov as a person. Brunner also wishes to keep any outside organization from controlling the Browning Group. Therefore, if the PCs work with Chasov, they must keep this a secret from their own organization, or face Cynthia Brunner's wrath. If Brunner learns that the PCs are dealing with Chasov, she demands that the PCs cut their contacts with the spy. In addition, she may levy a fine of 5,000eb against each PC, to be taken out of their payment. If the party resists her demands, Brunner may fire them, as described in Part 5: Events, under the section entitled "Fired."

As a final note, keep in mind that Cynthia Brunner has agents spying upon the PCs. As a result, there is a good chance that any dealings the 'punks have with Chasov, if not guarded, will be witnessed and reported by Brunner's spies.



Meeting Chasov

Shortly after the PCs accept the Browning Group's assignment, they come into contact with Chasov, also known as Diablo. This contact can come in three forms. PCs who contact Fixers or other outsiders in an attempt to gain intelligence information about Liverpool Shipping targets may receive a tip that Diablo has the data they desire. Those who do not seek information from Chasov may meet her in a less friendly fashion. Liverpool Shipping's Public Relations Director Martin Alcazar and investor Christopher Woodruff work as Diablo's agents. When the PCs attack these executives, the executives naturally call on Chasov to protect them. Finally, if the PCs neither seek help from Chasov nor attack her friends, she simply contacts them and asks for a meeting.

If the PCs attack Chasov's protected agents, this powerful woman gives the PCs a chance to avoid a destructive vendetta. She contacts the PCs swiftly, using electronic mail or telephone at their Cisneros

Annette Chasov

Chasov grew up surrounded by international intrigue. Her mother came to the new Russian state to escape punishment for her role in an embezzlement scandal at the French offices of EBM. Chasov's father, a native Russian, served as a courier for the intelligence services. Annette Chasov had a reclusive childhood, but acquired an interest in her parents' lives. In her late teens, she entered the Young Bear youth program, which supplanted such organizations as Komsommol. There, her potential for understanding and manipulation blossomed, along with her interest in undercover work. By the end of her Young Bear career, Chasov came to the attention of the intelligence services, which recruited her for her current role.

Chasov seldom performs break-ins or other dangerous field work. Instead, she makes friends, plays on personalities, and (to the extent she can) rearranges peoples' lives. If she wants to learn secret information, she tries to compromise someone who already has access to it; if she wants something done, she develops a connection with someone who has the authority to do it.

Chasov speaks in a rich, pleasant voice. She asks a number of questions during conversation. Furthermore, she remembers all the answers people give, a trait which not only makes her seem like a good listener but helps her glean any useful information.

Wherever Chasov is she always seems at ease and slightly amused by the proceedings. Chasov grins often, curling her lip in an expression of mischief. Those who look carefully sense a hint of diabolic cunning within her smile. Chasov has an attractive, slightly plump face, and often wears round spectacles. She wears her red-auburn hair tied back, with bangs. Due to the hazards of her position, Chasov seldom removes her armored jacket, but she has made sure that it is at least stylish. Black suede covers her jacket, and she has a rakish, upturned collar.

Stats

INT 10	REF 7	TECH 5
COOL 7	ATTR 7	LUCK 6
MA 3	BODY 6	EMP 9

Cybernetics

Sandevistan Speedware and Toxin Binders.

offices. Her contacts within the Browning Group can provide the correct E-mail addresses and phone numbers. If, for whatever reason, the PCs cannot receive this message, Chasov's street contacts can almost certainly put her in touch with the PCs through whatever Fixers the party operates with. When Chasov proposes a meet, she invites the PCs to the Darktower, a private resort in Fort Hood, Texas. If the 'punks hesitate to appear at a place she chooses, she allows them to propose an alternative spot.

When the party arrives at the meet, the Referee should describe the setting, giving the party a chance to buy drinks, choose a table, etc. A description of Darktower Resort appears on pp. 33–37. Leon, Chasov's assistant, approaches the party first. He is a black Jamaican man with his long hair bleached blond. Leon dresses in the style of a cybernetic cowboy, with 10-gallon hat, ebony eyes, chrome spurs, and a submachine gun slung on a braided leather thong. Leon discreetly examines the PCs for weapons, then escorts them to meet Chasov. Stomper and Chasov's other bodyguards occupy tables on either side of the PCs, ready to move in case of trouble.

The Referee should note the cameras in Leon's cybereyes. He photographs the PCs in Darktower in case his mistress ever wishes to prove that the party worked with her.

Dealing with Chasov

The Referee should actively play Chasov's role in negotiations with the party. Chasov wants to charm the PCs, to accustom them to working with her, and to ferret out their plans and capabilities. The smoothest way for the Referee to simulate this is by attempting to manipulate the players in the same fashion while roleplaying Chasov. This allows players to actually experience the situation and to respond by roleplaying whatever negotiating strategies they feel their characters would use.

Chasov listens carefully to the PCs to pick up an idea of their plans. Referees may find it useful to keep a log of Chasov's successes, especially information the PCs leak while talking to her. This both allows one to prove later that Chasov knows a certain fact and also helps the Referee identify effective psychological ploys. If players ask why the Referee is taking notes, he or she should not tell them.

If the PCs seek information, Chasov requests information in return, asking about personnel and floorplans not covered in her own files on Liverpool and Browning. In return, she wants data from the PCs, information on Liverpool's upcoming shipments, lists of employees in Liverpool facilities, and information on the PCs' upcoming plans for raids. Note that Chasov has a special interest in the last sort of information, and that if the party gives it to her, she may pass it on to her

contacts within Liverpool facilities. This allows those contacts to avoid being present when the PCs attack their work places. Chasov does not give the party more information than it asks for. If the PCs need to know more, they must bargain for it.

When attempting to reach an accommodation with the party over raids on Liverpool, Chasov opens with a simple statement of the problem: "You are hoping to take control of Liverpool Shipping, while I happen to have interests within that corporation." If the PCs seem surprised that Chasov knows of their intentions to take over the company, she simply raises an eyebrow and smiles. Then she suggests, "If we coordinate our activities, it isn't necessary that we be enemies."

Chasov wants to protect her agents within Liverpool, but her real objective is to gain an active role in the PCs' operation. Chasov wants the PCs to keep her informed about their plans so she can protect her own agents, but also so she can pass the information on to her own contacts. Furthermore, Chasov demands payment for her tolerance of the party's activities. She requests this payment comes in the form of information on Liverpool Shipping employees and investors.

No matter what pretext Chasov uses to initially meet with the party, she suggests continued cooperation. (If the party needed to deal with her once, they'll need to deal with her again.) Chasov has information on most of the party's likely targets, and most of these targets also contain assets which she has pledged to defend. Thus, Chasov tries to convince the party that it should contact her before each Browning operation.

Chasov wants to cultivate a friendship with Browning's operatives and deepen their willingness to work with her. Assuming the party continues to work with her, Chasov varies the location of the meeting, taking the 'punks to the glittering Palace Casino in Las Vegas, the Munich taproom Lieberman's (world-famous for its brew), and the London performance of *Colors*, a hit musical about Los Angeles street gangs. This has a three-fold purposes. Chasov herself has upper–class tastes, she wants her agents to enjoy meeting with her, and she also wants to encourage them to spend Browning Group funds for these expenses.

No matter how long Chasov knows the party, Leon greets the PCs before his mistress does, scanning for concealed weapons. Stomper and Chasov's other bodyguards accompany her everywhere.

The Referee should use his or her own roleplaying skills to put the PCs at ease and make them think of Chasov as a friendly figure, even a confidante. Smile, talk in a cheerful voice, and even make character small–talk if the players are sufficiently wrapped up in roleplaying to sustain it. Whenever the party discusses Browning operations, Chasov becomes quiet and encouraging, allowing PCs to talk as much as they want. She asks minor questions to sustain the conversation,

Skills

Awareness/Notice +7, Dodge/Escape +5, Human Perception +7, Interrogation +6, Intimidate +5, Melee +8, Oratory +8, Persuasion +8, Pick Pockets +8, Social +7, Streetdeal +8, Streetwise +6, Wardrobe & Style +5.

Equipment

Armored Jacket (Medium), Monofilament Scourge. This slim wand spools out a cat-o'-nine-tails of monofilament cord, similar to that used in Slice 'n Dice cyberware. It causes 2d6 damage in close combat.

Combat Scores

Initiative: +7 Stun/Death Save: 6
Body Type Modifier: –2
Armor: Torso 18 • R.Arm, L.Arm 18

Leon

Leon strives to be ever–silent and ever–present. He watches for threats, searching Chasov's clients for guns and scanning rooms for potential hazards. Leon dresses in a style to match the location where his client operates. In Fort Hood, he wears neo-cowboy clothing. In the finer parts of Europe, he adopts a dinner jacket with tails.

In combat, Leon attempts to get Chasov out of danger as quickly as possible, shielding her with his body when necessary.

Stats

INT 10	REF 9	TECH 5
COOL 5	ATTR 7	LUCK 6
MA 5	BODY 7	EMP 2

Cybernetics

Bug Detector, Cyberaudio with Amplified Hearing, Cyberoptics with IR, Interface Plugs, Muscle & Bone Lace, Sandevistan Speedware, Targeting Scope, Toxin Binders.

Skills

Awareness/Notice +10, Combat Senses +8, Dodge/Escape +5, Karate +7, Melee +8, and Submachine Gun +8.

Equipment

Arasaka Minami 10, Armored Jacket (Med.), Handheld Weapon Scanner (contains both metal detectors and explosive-sniffing equipment, adding +4 to Awareness/Notice skills for a frisk).

Combat Scores

Initiative: +17/20 Stun/Death Save: 7
Body Type Modifier: –2
Arasaka Minami 10 (# Shots 30 • ROF 20 • DAM 2D6 + 3 • REL VR) +18
Armor: Torso 18 • R.Arm, L.Arm 18

Stomper

Stomper is actually Polgara Olanova, a big-boned Russian woman of enormous strength. If anyone attacks Chasov, Stomper charges to engage the attackers in combat. She enjoys fighting hand–to–hand, crushing people with her cybernetic arms. When not fighting, Stomper is a hearty, good–natured woman who keeps her silence only around Chasov. Stomper's massive limbs give her a stubby appearance, although she is actually fairly tall for a woman at 5' 10". She wears loose black clothing with violet trim, and ties back her hair with a black band.

Stats

INT 5	REF 8	TECH 4
COOL 5	ATTR 3	LUCK 6
MA 5	BODY 11	EMP 2

Cybernetics

Adrenal Booster, Cybernetic Arm with Hydraulic Rams & Armor, Cyberoptics with IR, Microwave Shielding, Muscle & Bone Lace, Sandevistan Speedware, and Targeting Scope.

Skills

Awareness/Notice +6, Combat Senses +8, Dodge/Escape +5, Karate +8, Leadership +4, Melee +8, and Submachine Gun +8.

Equipment

Arasaka Minami 10 and Armored Jacket (Medium).

Combat Scores

Initiative: +16/19/20 Stun/Death Save: 11
Body Type Modifier: –5
Arasaka Minami 10 (# Shots 30 • ROF 20 • DAM 2D6 + 3 • REL VR) +17
Armor: Torso 18 • R.Arm, L.Arm 18

but avoids arousing suspicion by seeming too curious. Chasov may also make brief suggestions. Her advice is good — Referees may use this as an opportunity to give the PCs hints and keep the plot flowing. However, Chasov actually uses these conversations to accustom the Browning Special Team agents to telling her everything they know, and the Referee should do the same.

Chasov makes an effort to evaluate each PC's personality and determine ways to take advantage of it. As her relationship with the PCs deepens, Chasov tries to make special allies within the party. She looks for a Browning operative who seems frustrated by the way the rest of the party treats him, or who has some sort of special requirement, such as a debt, a rival within the team, or a personal enemy. Chasov has a deep understanding of psychology, and may guess at relationships between PCs even if they do not manifest themselves while she is present. Therefore, Referees may feel free to use their own knowledge of tensions within the party even if Chasov technically does not know about them.

In that case, Chasov meets secretly with the estranged character. Leon visits the target at home, or in some other place where the rest of the party is not present. The Referee may determine whether or not Leon can find the target in such circumstances, but keep in mind that Chasov has an extensive network of informers, including Pavel, a prime NPC executive in the Browning Group. Once Leon makes contact with the PC, he invites the character to a secret meeting with Chasov.

The Referee should roleplay this meeting in a private place so that the rest of the PCs do not know what goes on. Chasov shows the PC her usual friendly treatment. She then asks the chosen PC to discuss the rest of the party, and to tell her if they have been concealing any information concerning their operations. If necessary, Chasov plies the character with money, or whatever else the character requires. Chasov then suggests conducting such meetings on a regular basis. In this way, Chasov hopes to divide the party against itself and to insure that she always gets the full story on the Browning Special Team's activities.

Chasov anticipates that PCs may attempt to follow her after a meeting. Therefore, she has a decoy system set up, to lead unwary assassins to an address other than her own. After a meeting with the PCs, Chasov returns to Darktower Resort, if she was not already there. From Darktower, she takes her private elevator into the lower levels. Shortly afterward, a stylish silver automobile with tinted windows emerges from the underground garage and proceeds to 44 Staple Street. A gray van follows it along this route. These vehicles contain only the three guards assigned to protect 44 Staple Street. The real Chasov leaves in an unremarkable blue sedan from the upper garage an hour later. This vehicle goes to her real dwelling at 11 Maple Avenue.

The following shows information Chasov can give the party.

• Chasov knows of the Liverpool Security Reserve in the Afrikaan Free Enclave (see Chapter 4: Liverpool's Investors). She can warn the PCs about Michaud's ability to reinforce security at other installations with forces from this location.

• Chasov knows that Liverpool Shipping smuggles arms and other contraband for the Afrikaan Free Enclave, despite an international embargo imposed when the AFE nationalized corporate property on its territory. If the party made proof of this public, they would create an international scandal which would severely injure Liverpool Shipping, Inc.

• Chasov knows that Akari, Inc., one of Liverpool's main shareholders, has placed this corporation on a "shaky assets list," of investments which may not be worth their cost.

• Chasov can provide layouts for Liverpool's ships, aircraft, and port facilities (see Maps 7, 8, and 9 in Chapter 3).

• Chasov knows that Edmund Carleton of the Browning Group once served as a co-director of Liverpool Shipping, along with Mr. Michaud himself. She knows that Carleton has close ties to the Afrikaan Free Enclave, and to Liverpool investor Preston Carter.

• Chasov knows that Biotechnica uses Liverpool Shipping, Inc., as a near-exclusive shipper of butyl-isotane, one of the chemicals used in producing CHOOH2. In order to avoid attention from hijackers and the like, Biotechnica camouflages this move by using Petrochem, Inc., as a middleman. However, Liverpool Shipping's contract with Petrochem actually covers up this arrangement.

• Chasov can warn the PCs about the activities of Force X, Christopher Woodruff, and Martin Alcazar (see Chapters 3 and 4 for more information).

• Chasov knows that a nasty squabble just took place at a party for members of the Liverpool Shipping board, where Mr. Michaud made an unwelcome proposition to Preston Carter's daughter Bridgett.

• Chasov can persuade Christopher Woodruff to sell his Liverpool stock to the PCs for 15eb per share.

Chasov squeezes as many favors from the party as she can. The appointment of Pavel as CEO is her first priority. However, she is also interested in the following things. She may request some of these things early in the adventure, to accustom the PCs to obeying her. If the PCs do not resist her, Chasov keeps requesting more and more.

• Chasov wants advance warning for all the PCs' activities. As noted elsewhere, she uses this information to keep her own agents out of danger. Chasov also passes this information to Christopher Woodruff (see Chapter 4), who uses it to plan his investments.

Chasov's Personal Bodyguards (4)

Stomper commands four additional bodyguards, who help protect Annette Chasov. In open areas, the Bodyguards fan out, forming a perimeter around Chasov whenever possible, forming a square about 20' wide with themselves at the corners. When Chasov goes into more enclosed areas, these Bodyguards position themselves at doors and windows, remaining within easy call of their mistress. While in public, the Bodyguards attempt to blend in with the crowd. If anyone attempts to harm Chasov, the Bodyguards open fire with their submachine guns, trying to cover her escape and doing their best to support Stomper.

Chasov's Bodyguards dress appropriately for the setting where they operate. In the Darktower Resort, they wear leather and denim. In Europe, they wear suits.

Stats

INT 5	REF 8	TECH 4
COOL 5	ATTR 3	LUCK 6
MA 5	BODY 8	EMP 4

Cybernetics

Adrenal Booster, Cyberoptics with IR, and Targeting Scope.

Skills

Awareness/Notice +6, Combat Senses +7, Karate +8, Melee +8, and Submachine Gun +7.

Equipment

Arasaka Minami 10 and Armored Jacket (Medium).

Combat Scores

Initiative: +15/16 Stun/Death Save: 8
Body Type Modifier: –3
Arasaka Minami 10 (# Shots 30 • ROF 20 • DAM 2D6 + 3 • REL VR) +16
Armor: Torso 18 • R.Arm, L.Arm 18

Note that if the PCs tell Annette Chasov lies, they can mislead Christopher Woodruff. Chasov, however, grows furious if a falsehood becomes obvious, demanding reparations from the PCs in the form of other favors from the following list. Choose from the list in descending order, depending on the relative severity of the lie and your impression of Chasov's reaction to it. If the PCs continually lie to Chasov, going beyond the reparations listed below, improvise a few demands of your own to throw at the party.

• Chasov wants the PCs to locate and retrieve information for her. She requests financial records, personal correspondence, and business contracts from Liverpool Shipping's Net system and from the Parker Office Complex. In obtaining this material, the PCs must penetrate and ransack these locations (see Parker Data Fortress on p. 59 and Map 6 on p. 51 for more details), all without leaving any clues that it was they who conducted the raid.

• Chasov asks the PCs to acquire money, weapons, cybernetic parts, and computer hardware. She may ask for from 5,000 to 50,000eb worth of equipment purchases at a time, depending on how pliable the party seems. Chasov has the PCs ship these items, not to her, but directly to assorted Fixers in Milan, Rio de Janeiro, and Hanoi. If the PCs purchase these items with their open account, Cynthia Brunner demands to know how they used the various items they purchased. For further details on Brunner's reaction to this misuse of funds, refer to the section entitled "Embezzlement" in Chapter 5: Events.

Naturally, Annette Chasov could just as easily acquire these items herself. However, if someone else acquires them for her agents, she makes it significantly harder for authorities to trace the contraband back to her. Of course, Chasov has a second, more secretive motive for this request: she also wants to accustom the 'punks to breaking laws and betraying the Browning Group on her behalf.

• Chasov wants Mr. Michaud dead. Michaud refuses to cooperate with Chasov and wields far too much influence within the corporation. In addition, note that Michaud's death also encourages Edmund Carleton to defect to Liverpool Shipping, Inc. (See Chapter 5: Events for details.) The resulting chaos in both companies furthers Chasov's plans. Furthermore, Chasov would take some satisfaction in seeing Carleton killed, too, since he is also difficult to control.

Chasov's Assignment

The party's success at appointing Pavel as CEO of Liverpool Shipping, Inc., depends largely on its approach. If the Browning Group has any inkling that someone like Chasov wants to manipulate Liverpool's CEO, the party has no hope. However, if the party figures out the politics within the Browning Group, it may accomplish a subtle coup.

To appoint Liverpool Shipping's CEO, the party must get Edmund Carleton out of the way. Then, the party must convince the rest of the Browning Group to accept its appointment. The party's success depends on its ability to work with Cynthia Brunner. Brunner is capable of becoming Liverpool Shipping's CEO herself, and also wields enough influence to insure that any other candidate is one of her choosing. However, if the PCs cultivate Brunner as a friend, they can convince her to go along with their ideas. The Referee may call for a roll of Empathy plus some social skill, with the Difficulty ranging from 15 to 25, depending on the party's past relationship with Brunner.

Edmund Carleton burns with the desire to be Liverpool Shipping's CEO. Furthermore, as a senior member of the Browning Group, Carleton has every reason to expect the position. Therefore, the party must dispose of him, either violently or by more subtle pressure.

If Carleton does not become CEO, Brunner might. She controls Browning's assets, and she commands a great deal of respect. However, Brunner does not covet the office of CEO unduly because she feels more comfortable managing money behind the scenes. Brunner has a taste for power, but controlling the Browning Group's assets gives her all the influence she could possibly desire. Therefore, if the PCs propose making Pavel CEO, Brunner may listen. If the party strikes Brunner as being competent and sensible, she may agree with their choice of CEO.

If Brunner does not respect the party, the PCs have no chance of convincing her to make anyone CEO. Assassinating Brunner solves none of the PCs' problems. If Brunner dies, Johnson Gardner takes her position as head of the Browning Group. He then tries to appoint a CEO from RIN, Inc., and events go beyond the PCs' control.

If the party cannot make Pavel CEO, Chasov may demand a different favor at a later date. This demand can be the start of another adventure.

Fighting Chasov

Chasov can be a useful ally for the party. However, she can also become an enemy. The party may decide to attack her the moment they learn that she supports Liverpool employees. PCs may decide to resist her attempts at manipulating them. Finally, if the PCs prove either too clever or too incompetent, Chasov may decide that she simply cannot work with the party. She then attempts to eliminate it.

Chasov passes the risk of eliminating her enemies to others. People throughout the corporate and intelligence communities know her as a source of information. Therefore, Chasov can strike against the PCs simply by informing all their enemies of their existence and intentions. This pool of enemies obviously includes the investors and executives of Liverpool Shipping. Likely candidates include Mr. Michaud, Christopher Woodruff, and the Afrikaan Free Enclave (see Chapter 4). If the PCs have any personal enemies Chasov knows of, she contacts them as well.

When Chasov releases information on the party, this leads to a flurry of attacks by all the enemies she has tipped off. The Referee must decide how these foes strike, using the guidelines under their individual descriptions. If Chasov knows of the party's plans for an attack on Liverpool Shipping facilities, the PCs enemies may lay an ambush at the target site. Otherwise, they send hit teams to find the party elsewhere. The Referee may wish to jot down a list of attackers and their rough plans, simply to insure a realistic sequence of attacks.

Fortunately for the PCs, Liverpool executives do not trust each other enough to coordinate their assassination plans. However, Michaud may deploy the Security Reserve (see Chapter 3) to any Liverpool facility targeted for attack by the PCs.

Obviously, these assassins wish to attack the PCs when they are least prepared, but first they must locate their targets. GMs should be scrupulous about limiting assassination plans to information the NPCs possess. This information, however, may be extensive. The Referee may consider everything the PCs themselves have told Chasov (also considering the possibility that they may change these plans after splitting with Chasov). Second, the Referee should recall that Pavel passes all information from the Browning administrative files directly to Chasov (see Introduction). Pavel knows how often PCs come to the Cisneros offices.

Pavel also knows all information the party makes available to the Browning Group, although he does not know what they privately tell individual executives.

Naturally, Chasov makes every effort to keep the PCs from knowing that she wants them dead. If the PCs seem unaware of the enmity, Chasov may even keep meeting with them to avoid suspicion and to gather any information they are naive enough to drop. She does not allow assassination attempts in her own Fort Hood headquarters. In fact, Chasov may even offer the PCs "protection" against their enemies, the extent of this protection depending on the party's degree of usefulness to her scheme. If the PCs seem incompetent, Chasov simply refers them to the Mustang Security bodyguard agency, which she knows to be equally incompetent. If the PCs are dangerous fighters, she gives them genuine warnings about Michaud and his henchmen, hoping the PCs will injure him as much as he injures them.

If the PCs ever made an attempt to cooperate with Chasov, she may turn their own employers against them as well. Ms. Brunner of the Browning Group considers Chasov a rival, and Chasov has honed her methods of infuriating Brunner to a fine art. In this instance, Chasov sends Brunner a mocking note, thanking her graciously for the services of the PCs, complimenting Brunner on the PCs' skills, and mentioning any sensitive information the party happened to slip. This sends Brunner into a rage. Chapter 5: Events describes how Brunner may purge the Browning Group in the section entitled "Fired."

If the PCs wish to attack Chasov, they must penetrate her Fort Hood headquarters. Chasov does not emerge from her comfortable stronghold, and she keeps herself well defended there. The genial warrior Stomper leads her team of personal Bodyguards to provide added protection therein. With the electronic and human guards of the Darktower Resort, these Bodyguards usually have a chance to prepare a lethal trap for intruders.

Note that the Fort Hood Police cooperate with Chasov completely, but *only because they are unaware of her Soviet ties.* This is important; the PCs may use the information against Chasov by threatening to make disclosures to the authorities, thus creating a major dilemma for the spymistress by blowing her cover to a bunch of commie–hating good old boys from deep in the heart of Texas.

The police do not interfere with Chasov's operations, but they make every effort to arrest anyone who violates her property. They also attempt to track down anyone Chasov identifies as an enemy. PCs who make enemies with Chasov and still remain in Fort Hood for any length of time find the whole city establishment working against them.

Smart 'punks will not loiter in this area if they are known as Chasov's foes. Those 'punks who make enemies with Chasov but fail to grasp the situation may allow the police to arrest them. Those who, for whatever reason, make a public nuisance of themselves may encounter the police as well.

If the police cannot accuse Chasov's enemies of felonies, they harass them with minor charges, cheerfully arresting them for littering, disturbing the peace, or similar charges. Once in jail, the 'punks are at Chasov's mercy. If Chasov considers the PCs a threat, she sends Stomper to murder them in their cells. If Chasov still wishes to use the PCs, she lets them spend a few days in jail to demonstrate her might and to throw at them the fear of incarceration in a small Texas town.

Fort Hood's police service seems rather crude, but the department keeps a more careful watch on the town than many realize. The police have worked out an understanding with nearly all the town's bartenders, shopkeepers, and even shadier characters. The police provide "special attention" to the security of local businesses in return for being made aware of potential trouble. The police also willfully look the other way from the "less–than–lawful" actions of some of Fort Hood's shadier citizens in return for information regarding out-of-towners and other troublesome folk.

If Chasov has alerted the police to apprehend the PCs, the officers are likely to know as soon as the party does any business in town. Make a secret roll of Empathy + Streetwise with a Difficulty of 18 for any wanted characters who do business in Fort Hood. If this roll fails, the police learn of the PCs' presence within 1D10 hours. This applies even to business conducted with underworld connections, unless the party offers bribes of at least 200eb specifically to keep their identities secret.

There is also the inherent chance of random discovery. In this case, the GM may roll 1D10 whenever the party appears on the streets of Fort Hood. On a roll of 1–2, the PCs encounter a uniformed police patrol. This consists of two officers, who have radio communicators and can call for backup.

Chasov's Headquarters

Annette Chasov maintains her undercover headquarters in Fort Hood, Texas. Her holdings there include a fortified safehouse along with the Darktower Resort, a resort catering to corporate executives. The Texas location gives Chasov access to the developed North American continent and the booming Latin American black markets. From her centrally located operation, Chasov manages espionage rings throughout the Western Hemisphere.

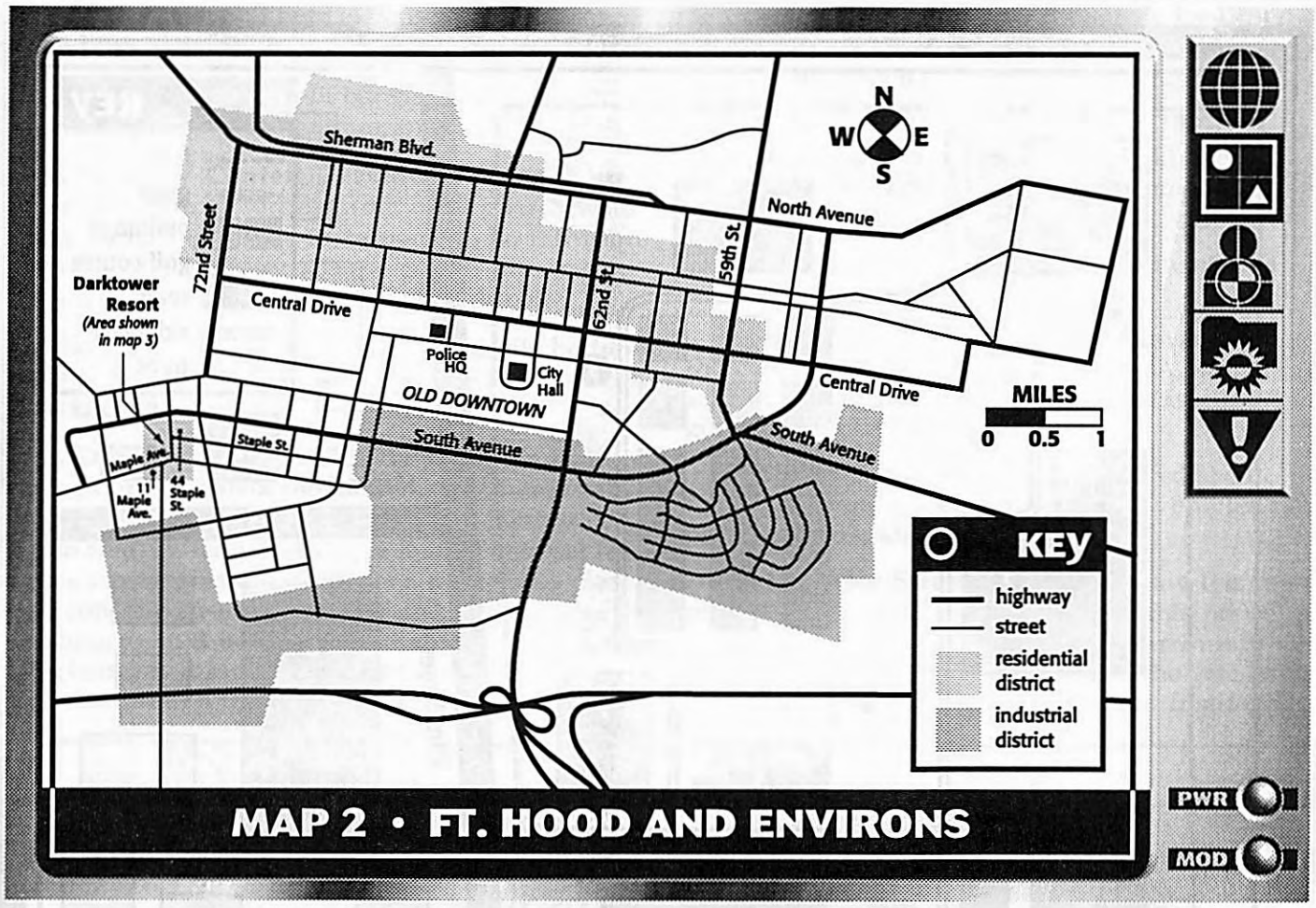
If the PCs spy on Chasov or try to attack her in her "hometown," consult the following material for her holdings. The map of Fort Hood (see Map 2, p. 33) is easy enough for the PCs to find: checking any phone booth provides a copy. A map of Darktower Resort, however, will not be as easy to locate.

Fort Hood, Texas

This former U.S. Army installation was decommissioned in the 1990s. Since then, the town built around it has floundered financially, replacing the monetary void by opening its doors to any coporation that will have it. In addition, the city tolerates a few less–respectable enterprises (such as Chasov's Darktower Resort) to operate within its limits. Fort Hood attracts the headquarters of small corporations and the branch offices of larger ones. Factories dot the landscape on the southern side of town, with offices and apartments on the north. A Fixer connection anywhere can direct travelers to the Fort Hood black market. Guns change hands freely here, with prices 10% below normal.

Those seeking information on Annette Chasov may find a source by spending at least 50eb in bribes. Informed sources on the streets know that Chasov operates the Darktower Resort as a snare for junior businessmen, recruiting them as agents for her own schemes. The friendly "stress management technicians" of the resort's health center specialize in setting executives up for blackmail. Street contacts also believe that Chasov sleeps at a safehouse on 44 Staple Street. Nobody knows exactly who Chasov works for, or what she wants.

If anyone asks questions about Chasov, the Referee should secretly roll Streetwise + Empathy for that character. If the roll fails to equal 20 or higher, Chasov learns who is asking questions.



Darktower Resort

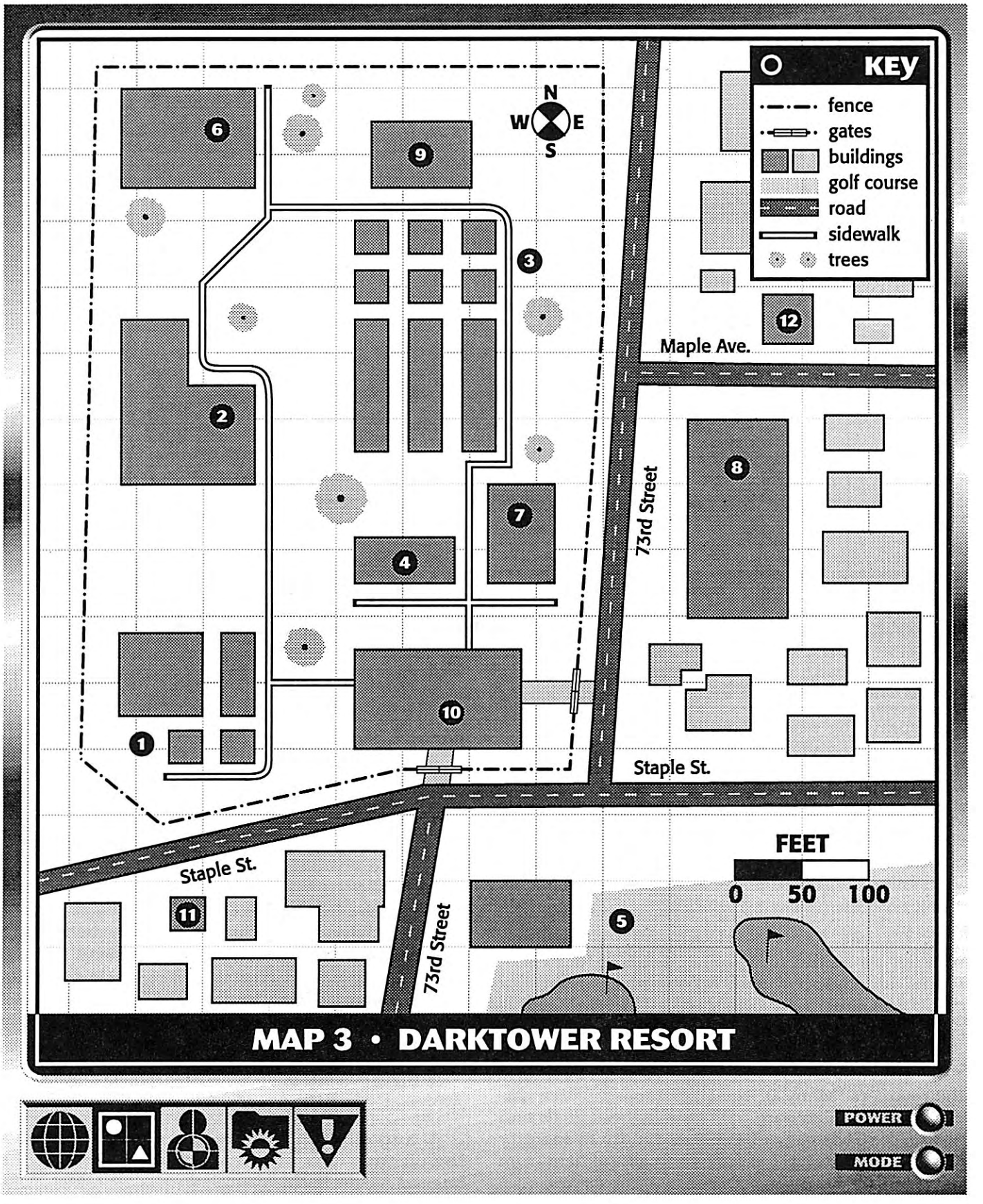
This sprawling resort complex stands on the edge of town, with a view of the brown Texas grassland beyond the remaining strip developments. Darktower Resort is built around a central executive building, the black monolith which gives the complex its name. A cyclone fence surrounds the complex, with security cameras mounted at 20' intervals. Map 3 on p. 34 shows guard stations along with the following locations.

1. Career City Workshop: This complex includes an auditorium and a cluster of four classrooms, all equipped with holographic omnimedia displays. Career City offers week–long workshops on such topics as Aggressive Promotion, Career Finance, and Management for Success. These seminars attract midlevel executives looking to enhance their careers. Many of the workshops involve discussions in which participants talk about goals and obstacles. Chasov uses these seminars to identify businessmen ambitious enough to accept help from her in return for selling corporate information.

2. Executive Health Center: This immaculate trio of white buildings centers on a gymnasium with an indoor pool. Side offices offer tanning salons, biofeedback units, and massage parlors. The voluptuous "Stress Management Technician," Maria Cupros, arranges "partner–assisted exercise" for clients who seem inclined. Cupros has a variety of lovely assistants of both genders and all racial types who administer this "exercise." Whirlpool rooms and private suites above the center cater to a variety of fantasies. The Darktower Resort records all this activity. The audio surveillance devices use the building's framework as a microphone. Mirrors and reflective trim conceal fiber–optic conduits which convey video images to cameras located elsewhere. For these reasons, bug–scanning devices find no trace of surveillance equipment.

3. Private Suites: These rooms house executives. All contain bugging devices described in area 2.

4. Surveillance Center: This chamber contains the electronic equipment which record all the bugged rooms in this complex.



MAP 3 • DARKTOWER RESORT

5. Golf Courses: These expanses of bright-green grass offer entertainment to higher executives.

6. Lounge: This well-lit barroom features potted plants, black leatherette couches, and elegant cocktails.

7. Security Center: Darktower maintains an extensive security force. A unit of 12 guards waits in this building, ready to respond to an intrusion anywhere in the resort. These guards also answer calls at 44 Staple Street and 11 Maple Avenue.

The Security Center contains a missile battery with four Scorpion 16 missile launchers in case of airborne intrusion.

8. Darktower Club: This dark building offers four floors of barrooms, dancing, and entertainment. The mood within its shadowy interior contrasts sharply with that of the lounge and the rest of the resort. This is a disturbing, mysterious place. The concrete basins at its door and at the center of the lounge hold not plants, but abstract sculptures of gleaming black steel. Eerie modern music pounds through the room, either from a live band or an exceptionally fine sound system. A few of the more daring executives from the resort patronize this bar, but much of the clientele comes from Fort Hood's tiny artistic quarter, or from other cities.

Four armed guards watch the Darktower Club. If the guards send for help, reinforcements arrive from area 7 in 1d6 minutes.

The private rooms of this establishment, like all others, contain listening equipment.

9. Subterranean Garages: These caverns house the cars of this resort's elite guests. A walled-off section of the subterranean garages is closed to guests, reserved for Chasov.

10. Upper Garages: This metal-roofed shed contains maintenance equipment and vehicles not parked in the underground garages.

11. 44 Staple Street: Annette Chasov lets most people believe that she lives within this house. A 20' wall topped with razor wire surrounds the compound. The stone guardhouse at the gate holds two guards in plain gray uniforms. Inside, one



Darktower Security (12)

Chasov hires the best security to protect her HQ. The forces have drilled together and operate as a team. They do not know the details of her operations, nor do they care.

Stats

INT 5	REF 8	TECH 4
COOL 5	ATTR 3	LUCK 6
MA 5	BODY 8	EMP 4

Cybernetics

Adrenal Booster, Cyberoptics with IR, and Targeting Scope.

Skills

Awareness/Notice +6, Combat Senses +7, Karate +8, Melee +8, Submachine Gun +7.

Equipment

Arasaka Minami 10, Armored Jacket (Medium), and Dazzle Grenade.

Combat Scores

Initiative: +15/16 Stun/Death Save: 8
Body Type Modifier: -3
Arasaka Minami 10 (# Shots 30 • ROF 20 • DAM 2D6 + 3 • REL VR) +16
Armor: Torso 18 • R.Arm, L.Arm 18

Mustang Security Agents

Mustang Security watches apartment complexes and retail stores in Texas. Its employees have neither the training nor the abilities to cope with dangerous assignments. The company's customer representatives continue to solicit more lucrative and violent assignments, despite the number of agents lost. The services of a Mustang Agent costs 1,000eb per week. These agents operate in groups of 2–8.

Stats

INT 5	REF 5	TECH 4
COOL 5	ATTR 3	LUCK 6
MA 5	BODY 5	EMP 4

Skills

Awareness/Notice +3, Combat Senses +5, Handgun +5, and Melee +5.

Equipment

Armalite 44 and Armored Jacket (Medium).

finds a tastefully furnished house, with hardwood furniture and wall–mounted entertainment systems. The hum of cleaning drones fills the building. Noises of televisions and low conversations filter down from upstairs rooms.

This compound has an elaborate and extensive security system. Not only are the outside doors sealed, but all internal portals have multiple locks, keyed to electronic locking devices. One must pass a roll of Technical Ability + Electronic Security Systems with a Difficulty of 18 to bypass these electronic locks. A sophisticated motion detection system protects this complex. Wires crisscross the area between wall and house, running just below the grass. A current running through these wires sets up a magnetic field; any motion through the area sets off a silent alarm at 11 Maple Avenue and at the Security Center (area 7). Those who try to move through the area without triggering such devices must pass a Reflexes + Electronic Security Systems + Stealth roll with a Difficulty of 20 to succeed.

Chasov occasionally uses this building as a safehouse for agents or to conduct black market transactions. However, the building serves mainly as a trap for anyone seeking Chasov's life. Five minutes after one opens any door, it swings shut automatically and engages a secondary lock, which requires a Technical Ability + Security Systems roll with a Difficulty of 20 to open. The thick and sturdy external wall serves to keep people in as well as out.

Three armed guards live in this house. They engage intruders with their submachine guns, setting ambushes around corners. Furthermore, 1D6 minutes after anyone triggers the motion detector alarms, Stomper leads Chasov's bodyguard team from area 12 to destroy the intruders. The squad from area 7 surrounds the house, placing three troops at each corner. These soldiers take cover by convenient buildings across the street. They fire on intruders who try to escape and cover the retreat of any of Chasov's forces which must withdraw.

The Referee should note that this is a particularly deadly ambush. A party which walks into it may well be wiped out. For this reason, the Referee may wish to allow PCs a chance to slip away before Chasov's guards surround the building, such as by having some of the locks prove defective. However, Referees should also not feel any compulsion to do so. If the PCs take the risk of attacking Chasov on her own grounds and then allow themselves to walk into her ambush, they deserve to pay the price.

12. 11 Maple Avenue: Chasov lives on the second floor of this white, two-story dwelling. Stomper and her other bodyguards live with her. Leon occupies the first–floor apartment. Chasov's apartment features a broad cushion with a backrest, where Chasov reclines like a Persian princess as she goes over her day's work. Side rooms provide a kitchen and bedrooms.

The wide lawns outside this building are mined. Ultrasonic motion detectors trigger the charges, Each person attempting to sneak up to this building by any means except the path to the front gate must pass a roll of Reflexes + Stealth with a Difficulty of 20 to avoid triggering the system. Those who fail suffer 7∂6 damage from a grenade explosion, and alert everyone inside to their presence. The windows of Chasov's apartment allow Stomper and the other bodyguards to fire down upon anyone attempting to cross these lawns. Steel reinforcements around the windows give anyone firing out 20 SPs of cover for all regions but the head and arms.

The front door of 11 Maple Avenue contains both a camera mounted over the doorway and a tiny video unit hidden in the eaves high overhead. This alerts Stomper and the other bodyguards to anyone attempting to enter. An electronic lock keeps the door shut, requiring a Technical Ability + Electronic Security Systems roll with a Difficulty of 20 to open. Once intruders get in, they find themselves forced to advance up a narrow staircase to reach Chasov's apartment. Worse, this staircase takes a sharp turn just before reaching Chasov's door. What this means in practice is that only one opponent can reach the door at a time — letting Stomper engage the attackers in hand–to–hand combat one at a time.

Chasov's apartment contains disks of information gathered from numerous corporations and government agencies, along with dossiers on the people who provide that information. One could sell this for 50,000eb on the general black market, or for up to 100,000eb to those with a special interest in corporate espionage.

Long-Term Consequences

The Referee may determine large-scale consequences of Chasov's conspiracy. If she succeeds, Russian secret agents have gained indirect influence over two-thirds of the world's fuel reserves. This obviously opens the possibility of further Russian expansion or corporate counterattacks. Alternatively, the change in power could mean nothing at all. The Russians and corporations may accommodate one another and proceed with their machinations more or less unchanged.

For the PCs, the consequences of working with Chasov depend upon their willingness to remain her tool. Chasov treats her agents as well as any controller does, and her organization needs people with the party's skills. The Referee may use Chasov as an adventure patron, dispatching the PCs to steal information, eliminate enemies, or infiltrate and subvert organizations around the world. If the party wants a patroness like this, then all may be well. If not, the PCs' future depends on whether or not they have allowed Chasov to gain solid influence over them. Ω

Combat Scores

Initiative: +15/16 Stun/Death Save: 5
Body Type Modifier: –2
Armalite 44 (# Shots 8 • ROF 1 • DAM 4D6 + 1 • REL VR) +10
Armor: Torso 18 • R.Arm, L.Arm 18

Fort Hood Police

Fort Hood's law officers match the traditional image of the Texas police: heavy-set and clean-shaven, with deep accents and old-fashioned principles. The rights of suspects and legalisms of criminal justice matter less to them than their own sense of law and order. If they take a dislike to someone, they make his life miserable.

The Fort Hood Police cooperate with Chasov, giving her property extra protection and harassing her enemies at every opportunity. Chasov's control over these officers is powerful, but she does not control the police through bribery. Instead, she makes generous contributions to the department and its members on a perfectly reasonable basis: giving money to police charities. She impresses the officers as a hearty, capable woman (exactly the sort they respect). The Fort Hood Police assist Chasov willingly, and PCs can neither buy them away from her nor accuse them of corruption.

Stats

INT 5	REF 8	TECH 4
COOL 5	ATTR 3	LUCK 6
MA 5	BODY 10	EMP 4

Cybernetics

Bone & Muscle Lacing, Cyberoptics with IR, and Targeting Scope.

Skills

Awareness/Notice +6, Combat Senses +6, Handgun +6, Melee +8, and Shotgun +6.

Equipment

Armored Jacket (Medium), Arasaka Rapid Assault Shotgun, Colt AMT Model 2000 and Nylon Helmet.

Combat Scores

Initiative: +15/16 Stun/Death Save: 10
Body Type Modifier: -4
Arasaka Rapid Assault Shotgun (# Shots 20 • ROF 10 • DAM 4D6 • REL ST) +13
Colt AMT Model 2000 (# Shots 8 • ROF 1 DAM 4D6 + 1 • REL VR) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20



Chapter 3

Liverpool Shipping, Inc.

Introduction

This section covers the object of the brewing corporate war — the assets of Liverpool Shipping, Inc. This material will probably enter the adventure either when the PCs attempt terrorism to drive down the price of Liverpool Shipping stock, when the PCs attempt to physically seize valuable assets, or when the PCs decide to meet with important NPCs on Liverpool Shipping property.

Fighting Liverpool

When the PCs fight Liverpool Shipping, the first thing the Referee must consider is how much Michaud and his followers know about the PCs. At the start of the adventure, Michaud suspects that Carleton and the Browning Group have ambitions against his corporation, but knows nothing definite. Michaud has hundreds of enemies who seem equally dangerous. However, as attacks by the PCs mount, his level of awareness grows. The more Michaud understands, the more vigorously he counterattacks, buying up Liverpool stock with his own money, assigning Martin Alcazar (see p. 55) to boost the value of Liverpool shares, and sending Force X to eliminate party members.

The following notes explain ways Michaud may recognize the threat to his company.

• After PCs attack a Liverpool Shipping installation, the Security Reserve sends a fully equipped forensics team. Unless the PCs specifically stated that they wore gloves, covered their hair, and cleaned up any of their own blood left on the site, the team has a chance of identifying their DNA pattern. The Liverpool forensics team can then trace this through international medical records and street contacts. There is a 2–in–10 chance that they manage to identify and locate the party members (roll of 1–2 on 1D10). Force X then makes an attempt to destroy the PCs (see p. 44).

Note that if the PCs attack an installation protected by cameras without covering their faces, Liverpool security forces have a far easier time recognizing them. Note that shooting out cameras does not destroy any pictures the devices have already taken. This requires a trip into areas 7 or 18 of the Parker Complex (see pp. 52–53). If Liverpool Shipping agents have photos of the PCs, they can locate the party on a roll of 1–4 on 1D10.

• Whenever the Browning Group acquires a total of 5% of Liverpool Shipping, Inc., stock or buys over 1% of Liverpool's stock in a single day, Michaud recognizes the potential for a takeover attempt. He knows quite well that Carleton heads the Browning Group. Therefore, he puts all his defense plans into action, including the use of Force X to destroy Browning's operatives.

The PCs can delay detection by this method if they spread their purchases out over many days. They may also arrange to make their purchases through dummy accounts. (In this fashion, the PCs fabricate dozens of imaginary investors, each of whom buys a small amount of Liverpool stock). Each transaction through a dummy account requires a roll of Intelligence + Accounting with a Difficulty equal to 15. Failure indicates that Liverpool identifies the attempt for what it is and immediately recognizes the takeover attempt.

Investor Christopher Woodruff also notices any attempt to buy over 5% total Liverpool stock or 1% in a single purchase. He tries to profit from the takeover. Chapter 5: Events describes his reaction.

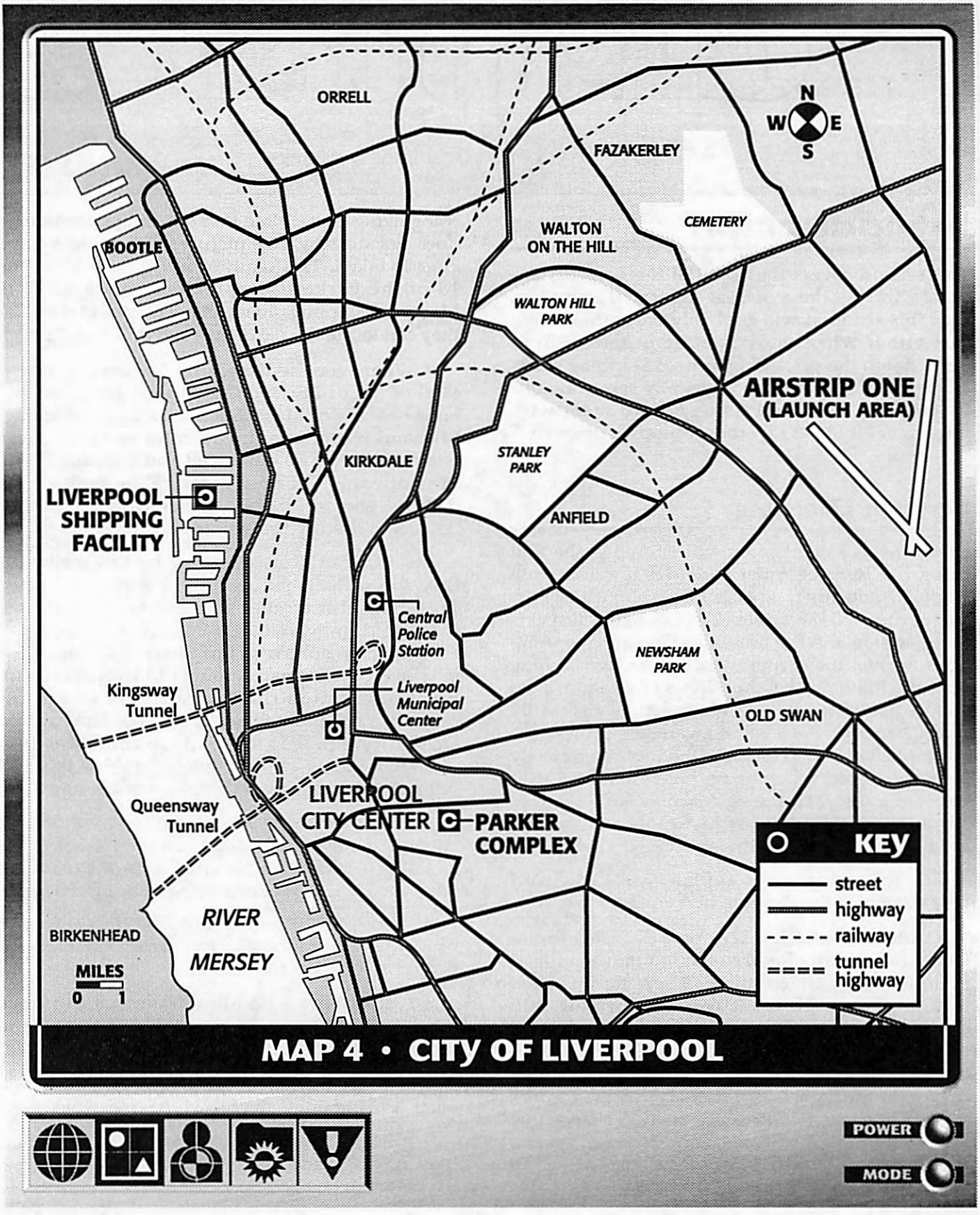
• If the party attempts but fails to corrupt the Browning Group's executives or investors, these people may report the incident.

• Netrunners who allow Liverpool to trace them to the Cisneros complex give away the takeover attempt, with all results described above.

• If Carleton defects to Liverpool, he sends Force X to eliminate the Browning operatives.

• If PCs hire outsiders to carry out operations, they risk a leak of information (see Chapter 5: Events for details).

• If the party resists Annette Chasov, she reveals everything she knows about the Browning Group to Liverpool Shipping executives.


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FAZAKERLEY
CEMETERY
WALTON ON THE HILL
BOOTLE
WALTON HILL PARK
AIRSTRIP ONE (LAUNCH AREA)
KIRKDALE
STANLEY PARK
LIVERPOOL SHIPPING FACILITY
ANFIELD
Central Police Station
NEWSHAM PARK
Kingsway Tunnel
Liverpool Municipal Center
OLD SWAN
LIVERPOOL CITY CENTER
PARKER COMPLEX
Queensway Tunnel
RIVER MERSEY
BIRKENHEAD
MILES
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KEY
street
highway
railway
tunnel highway
MAP 4 • CITY OF LIVERPOOL
POWER
MODE

Attacking Liverpool

PCs who attack Liverpool facilities face several threats. First, most offices, ports, and ships post guards, as described in the notes on individual sections. Executives in charge of certain locations have personal assassination squads who may counterattack against troublesome PCs. Second, Mr. Michaud, the corporate autocrat behind Liverpool Shipping, maintains a murder team of frightening abilities and also commands the Security Reserve that can provide increasing sentry protection at threatened locations. Third, several corporations have an interest in preserving Liverpool Shipping's current operations and they may contribute both regular and irregular forces to the cause.

Whenever the PCs attack a Liverpool facility, the Referee must consider which of these forces come into play. If Mr. Michaud has forewarning of the attack, Force One of the Security Reserve reinforces the guards on the scene. Even if Michaud does not have forewarning, the PCs may encounter special troops during a raid. A detachment known as Force Q travels randomly among Liverpool's facilities, guarding against unexpected attacks. Table 2 shows where Force Q appears at any given time.

Note also that if Force One is occupied at one location, Liverpool can still rush Force Two to a threatened location, given eight hours' notice.

Often, PCs may strike Liverpool Shipping holdings, destroy some minor asset, and withdraw. After this, the Referee must consider how quickly Liverpool Shipping replaces its losses. It is safe to assume that Liverpool Shipping hires new workers to take the place of minor employees. This includes ordinary security guards and minor executives. It takes 1D6 weeks for the company to restore lost personnel. The company also repairs property damage over the course of 3D6 weeks. Liverpool Shipping naturally changes locks and installs different security systems after a penetration, preventing future intruders from entering by the same route.

Elite guards prove harder to replace. When the PCs kill guards with extensive training and cybernetic enhancements, the Referee should permanently remove them from the adventure. Although Liverpool would eventually look for replacements with similar capabilities, this does not take place quickly enough to affect this corporate war. Assume that the company cannot replace any Solo with a Combat Senses score of 7 or higher.

When PCs eliminate corporate leaders, they may trigger a power struggle within Liverpool. In some cases, the text describes who takes their place. At other times, the Referee should either pick a replacement from the lesser executives described in the text or make up a new NPC. PCs may exploit the political unrest to seed further disruption or to

Table 2
Force Q Security Timetable

Date	*Location*	*Cover*
Oct. 1–3	Parker Offices	Maintenance Crew
Oct. 4–17	Cargo Ships, Pacific	Sailors
Oct. 18–20	Stratospheric Flights, Global	Special Cargo Consultants
Oct. 21–30	Parker Offices	Maintenance Crew
Oct. 31–Nov. 8	Cargo Ships, North/Baltic Sea	Sailors
Nov. 9–13	Stratospheric Flights, Global	Special Cargo Consultants
Nov. 14–23	Cargo Ships, Atlantic	Sailors
Nov. 24–30	Cargo Ships, Pacific	Sailors
Dec. 1–10	Parker Offices	Maintenance Crew
Dec. 11–18	Cargo Ships, North/Baltic Sea	Sailors
Dec. 19–25	Stratospheric Flights, Global	Special Cargo Consultants
Dec. 26–31	Cargo Ships, Pacific	Sailors

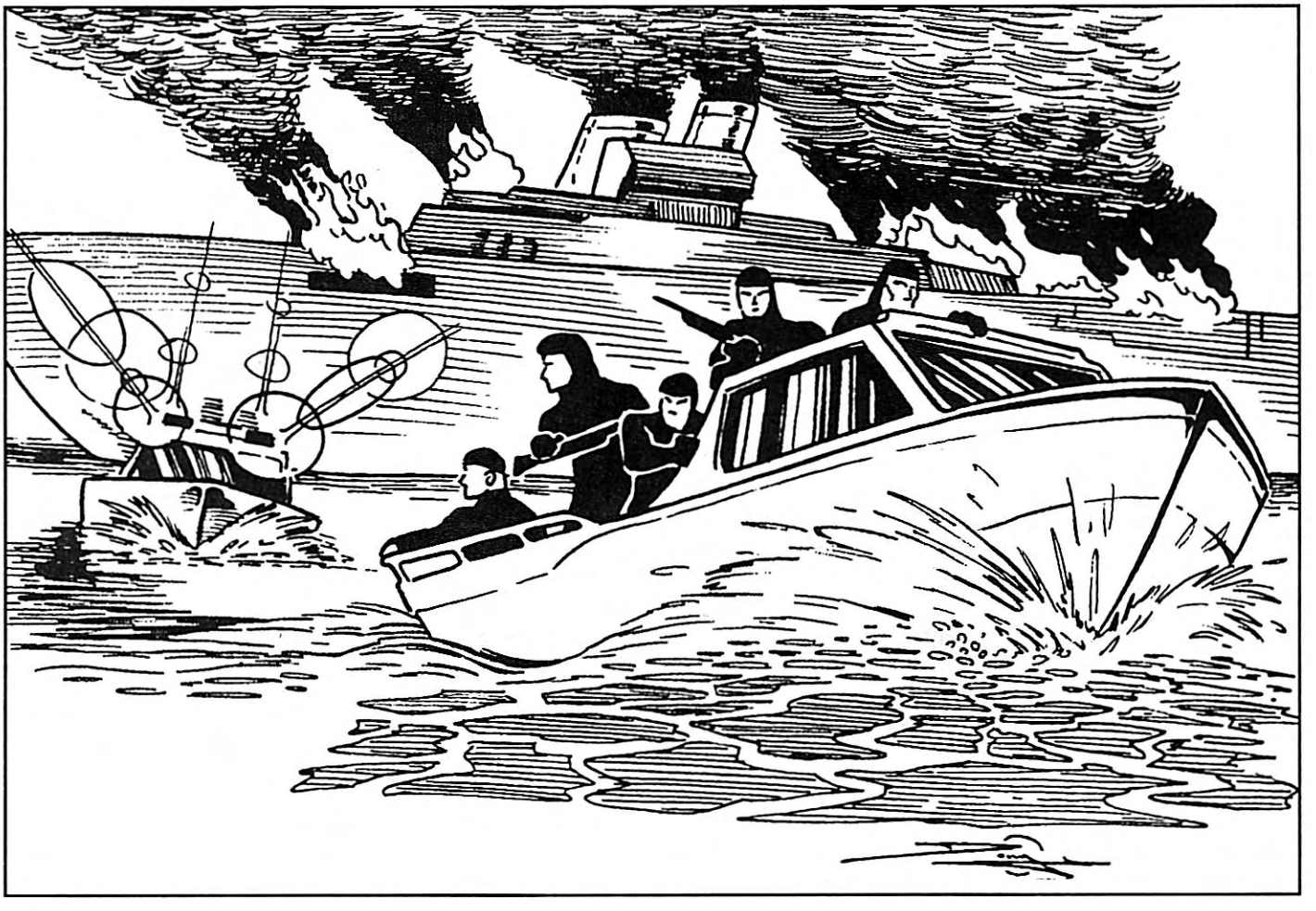
plant their own agents within the corporation. The party may sponsor friendly NPCs to take powerful positions, eliminate strong leaders to create chaos, or intervene in more elaborate ways. Due to the enormous variety of possibilities, the text cannot cover each possible event. The Referee must make up details of these scenarios as needs arise. However, this offers a clear opportunity for intrigue and roleplaying.

The Referee must never forget how individual events fit into the overall corporate war. Any operations against Liverpool property affect the price of Liverpool stock, whether the party intended them to or not. Neither Liverpool's investors nor Annette Chasov forget this. At the close of each operation, the Referee should decide how these figures respond, and what the final result for stock prices shall be. Chapter 5: Events provides guidelines.

Referees should also keep track of the damage PCs do in raids. Any successful attack calls for a roll on the Table 9 (see p. 92) in the Appendix to determine the effects on Liverpool Shipping stock values. Kidnapping executives, seizing facilities, and hijacking shipments lowers stock prices without actually damaging the corporation. If the PCs cause extensive property damage, they destroy the actual value of the corporation. This permanently reduces the value of Liverpool Shipping, Inc., thereby reducing the value of the PCs' payment as well. See "Victory" in Chapter 5 for details.

Sabotage

As the Browning Group approaches victory, Michaud grows desperate. He decides to create a final incident to embarrass Browning and make its victory hollow. Michaud decides to blow up three of Liverpool's ships on the high seas. The first two carry butyl–isotane for Biotechnica, under a Petrochem contract. The third is the *Baroness*, a hazardous–cargo ship loaded with deadly PHG compounds. As the "Victory" and "Biotechnica" sections in Chapter 5 explain, this causes the value of Browning's Liverpool holdings to plummet.



Furthermore destruction of *Baroness* poisons 15 square miles of coast, causing numerous deaths and a nightmare of litigation. The GM may decide when Michaud reaches this point of desperation. As a guideline, assume Michaud is ready to commit sabotage when the Browning Group owns 40% of Liverpool Shipping's stock.

Michaud orders Carla Demarque to direct the sabotage program. He sends his commands to her sector of the Browning Data Fortress (area 12). If the PCs do not interfere, Demarque has no choice but to comply: Michaud is powerful, Demarque lives within his headquarters, and she has a child. However, even Demarque is horrified by these orders. If the PCs extract her from the Parker Complex, she insures that the sabotage does not take place. It takes 1D6 days for Demarque to arrange each act of sabotage. During this time, PCs may intervene.

Demarque's order commands her to hire outside operatives for the sabotage mission. She selects a team of three Hired Saboteurs (described in the sidebar on p. 44). These second–rate operatives board the ships claiming to be members of Force Q, using forged IDs provided by Demarque. One may locate errors in the IDs by passing an Intelligence + Awareness/Notice roll at a Difficulty of 15. Once on board the ship, the operatives conceal explosive charges in the cargo compartment, engine room, and bilge. These charges have both a time fuse (set for three hours) and a radio detonator. The explosives also contain motion–detection circuits to set them off if anyone tampers with them. Anyone wishing to move or disarm the charges must pass a roll of Technical Abilities + Demolitions with a Difficulty of 15 to avoid setting them off.

After planting the charges, the Saboteurs attempt to escape in lifeboats and set off their bombs. They attempt to destroy *Baroness* as it sits in port or sails along the coastline to cause maximum contamination of inhabited areas. The PCs may intervene against these sabotage missions, but they must expect Liverpool Shipping's security forces to try to stop them. To the guards on the ship, Browning's agents seem far more like attackers than the supposed members of Force Q.

Michaud hopes to blame the destruction of *Baroness* on "corporate terrorists" (which is to say the Browning Group). The resulting lawsuits cause a drop in Browning stock value, as described under "Victory" in Chapter 5. If PCs give the international media proof that Michaud himself committed the acts of sabotage, they neutralize this effort and make Michaud into an instant public villain. The British government issues a warrant for his arrest, but unless the PCs intervene, he escapes trouble.

Annette Chasov learns of the sabotage order through Martin Alcazar the moment Demarque receives it. Chasov warns the party instantly as a result. Chasov wishes to control Liverpool and does not want an incident like this hanging over it.

Security Reserve

Mr. Michaud bases his Security Reserve on the South African coast. The following sections describe their base and the forces there. If the PCs attack this base, Map 5 on p. 45 describes the location and the forces they may encounter. This section also explains the forces Michaud can send and their tactics for dealing with Liverpool's enemies.

Force One

Force One consists of 20 moderately trained security troops. They bolster the regular security forces at endangered locations. Force One offers not firepower, but manpower. These troops are intended to make a building's defenses airtight, reinforcing undermanned positions and providing troops to patrol areas that might otherwise have gone unmanned. Each Liverpool area has a brief section describing how Force One reinforcements fit into the usual security pattern.

Force Two

Force Two is the Security Reserve's own reserve. This mixed team contains combat specialists and trained sentries for a total detachment of 10 men. Michaud dispatches these troops to any threats which arise while Force One is deployed. Recently, these surprise threats have proved the most dangerous, leading to high casualties within this unit.

When responding to a troubled location, Force Two's tactics depend on the time available. If possible, this unit deploys its six security specialists to increase manpower at potential security loopholes. Each section describes where the local commanders place such reinforcements. The six–man assault unit takes a position at the security headquarters, ready to respond to any threat.

Hired Saboteurs (3)

This Solo team calls itself the Three Horsemen. Its members go by the names War, Plague, and Famine. The Three Horsemen regularly perform undercover operations for corporate and organized crime sponsors. Although the members of the Three Horsemen take pride in their assignments, they remain mere corporate hirelings. As a result, they do not rank among the Solo elite.

Onboard *Baroness*, these Saboteurs plant explosives and flee. If the Three Horsemen are unable to flee without obstacle, they shoot their way to freedom. The Saboteurs' cyberware allows them to plunge into the ocean and escape.

Stats

INT 5	REF 7	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 8	EMP 2

Cybernetics

Cyberoptic with IR, Gills, Kerenzikov Boosterware, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +4, Brawling +5, Combat Sense +7, Demolitions +6, Submachine Gun +7, and Swimming +5.

Equipment

Armored Jacket (Heavy), Dazzle Grenade, Fragmentation Grenades (3), H&K MPK–11, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +14 Stun/Death Save: 8
Body Type Modifier: –3
H&K MPK–11 (# Shots 35 • ROF 25 • DAM 4D6 + 16 • REL ST) +16
Armor: Torso 20 • R.Arm, L.Arm 20 • Head 20

Force One Troops (20)

These security agents wear gray jumpsuits with the Liverpool Shipping, Inc., insignia on the shoulders. Each Force One Troop wears a helmet and an armored jacket equipped with broad pockets. Force One Troops have more training in observation and detection of threats than simple combat. Thus, their leaders use them as sentries and consultants rather than combat–response forces.

In some cases, Force Two may arrive in the middle of a battle. Then, these troops attempt to destroy intruders as effectively as possible. When the location of the fighting is obvious, all 10 members of the squad advance to the combat area. If the attackers have used diversions or simple stealth to conceal their location, Force Two splits into two squads, each containing three assault team members and three security experts. These search independently for the intruders, with security experts providing fire from cover while the assault team members attempt to close with enemies.

Force Two's heavy losses force its leaders to employ mercenaries. This has enabled the spymaster Annette Chasov to infiltrate the Security Reserve through the group. Among other hired guns, this unit recruited George Sabin, a veteran of operations in Russia and Ukraine. During one of his last campaigns there, Russian forces captured Sabin's partner and closest comrade, Gregory Starling. Now, Russian intelligence uses Starling as a hostage to demand services from Sabin.

Sabin keeps Chasov informed of events within the Security Reserve. She can relay this information to the PCs if she chooses.

Force Q

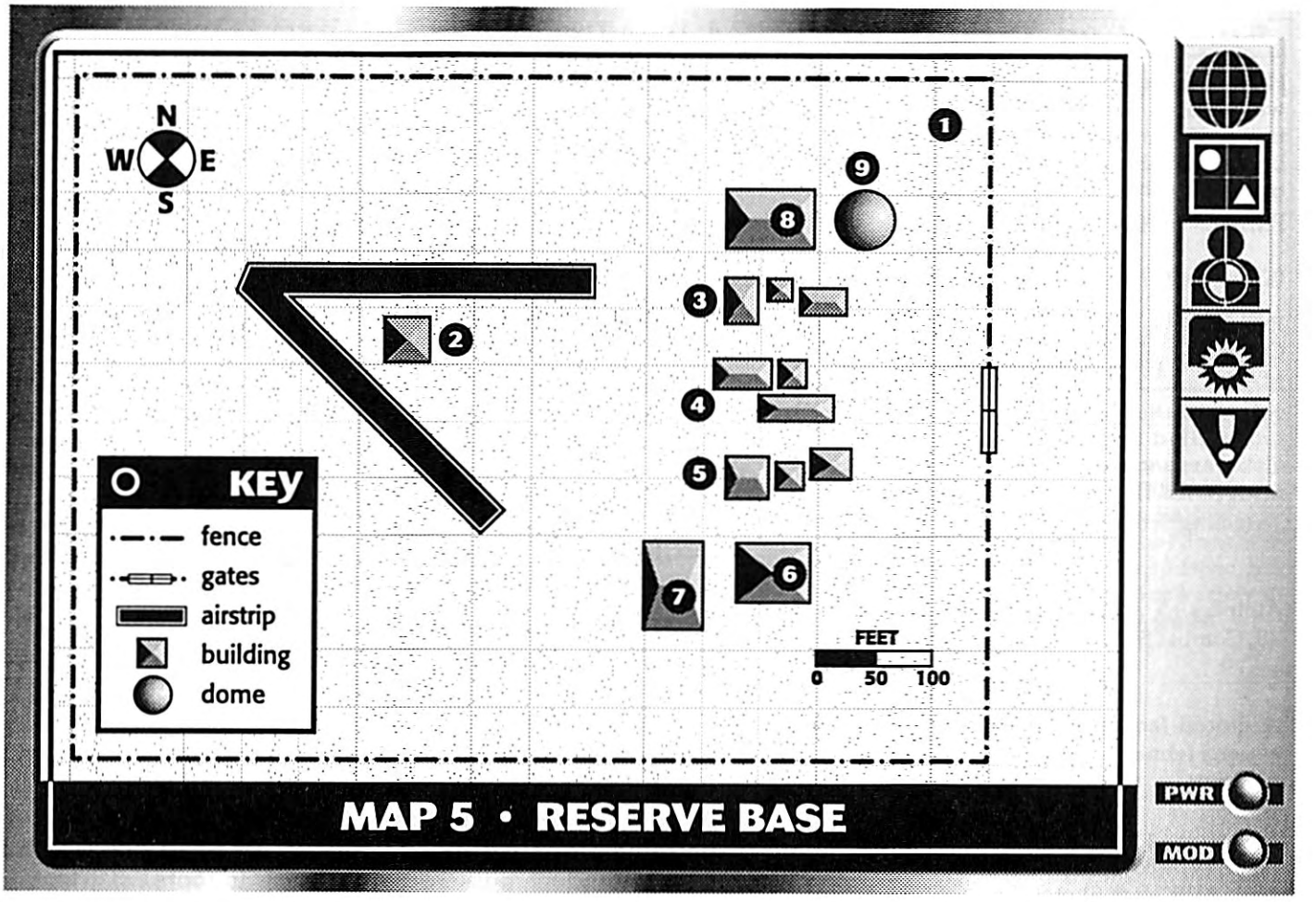
The elite Force Q attempts to take enemies unaware and pounce on them. Like the Q–ships of antisubmarine warfare, Force Q hides itself among relatively defenseless targets, waiting for an opportunity to strike. Force Q's five members disguise themselves to resemble sailors, dockworkers, or other laborers in the area they choose to protect. APTR chips allow them to perform their jobs with convincing skill, and the workers around them don't always know their true identities.

For the first two months of this adventure, Force Q follows the timetable listed in Table 2. Assume that Force Q protects all shipments within a given area at a given time. Although Liverpool ships carry several dozen cargoes to different North Sea destinations between October 31 and November 8, one container ship can service all these customers. Thus, if the PCs attack Liverpool Shipping's European shipping at any point during this period, they encounter Force Q.

If *Greenwar* lasts longer than three game months, the Referee may simply make up a longer timetable for Force Q. The Referee may also choose to make up a new timetable at any point where Liverpool Shipping, Inc., has reason to assume that outsiders have learned the Force's plans.

Force X

Force X is Mr. Michaud's assassination squad. It specializes in infiltration and close attack. These assassins favor brutal weapons designed to terrorize Michaud's enemies (see p 47).



Security Reserve Base

Note that security forces on sentry duty come from Force One. Their statistics appear in the sidebars on pp. 44 and 45.

1. Perimeter: Liverpool's Security Reserve Base borders on open savannah. The African sun shines on golden grasslands. A chainlink fence surrounds the base itself with a 200m kill zone around it. A pair of sentries watch each corner of the fence, dug into a concrete–lined trench. Each pair of guards has a Scorpion 16 missile for use against approaching aircraft. In a serious battle, Force Two arrives to deal with the intruders.

2. Airfield: Chalk lines and black, blasted earth mark the stretch of ground used as an airfield. The Security Reserve owns two suborbital Boeing–Exec corporate jets modified as troop transports. They keep these aircraft underground when not in use, protected beneath a roof of molded concrete 10' thick. A concrete pyramid covers the elevator used to raise and lower the aircraft. A squad of 5 sentries protects the airfield.

3. Force One Barracks: This cluster of modular plastic buildings includes living quarters for the soldiers of Force One, a tiny video/braindance theater, and a dispensary.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 5	EMP 2

Cybernetics

Cyberoptic with IR and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Demolitions +4, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Force Two Troops (5)

Half of Force Two has training and cyberware geared for close combat. These burly troops dress in black armor jackets with Liverpool Shipping logos. Force Two assault troops fire their guns when necessary, but prefer to crush enemies with their cyberarms.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 10	EMP 2

Cybernetics

Cyberarm with Hydraulic Rams, Cyberoptic with IR, Muscle & Bone Lace, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +8, Combat Sense +5, Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 10
Body Type Modifier: –5.
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Force Two Security (5)

Five members of Force Two specialize in observation and stealth. They attempt to locate intruders and guide the rest of the force to them. In combat, they hang back and attempt to use their submachine guns.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 6	EMP 2

Cybernetics

Cyberaudio with Amplified Hearing, Cyberoptic with IR, Radar Sensor, Targeting Scope, and Wide–Band Radio Scanner.

Skills

Athletics +5, Awareness/Notice +7, Brawling +8, Combat Sense +5, Submachine Gun +5.

4. Force Two Barracks: These barracks resemble those of Force One, with a little more dirt and a few more cans of Smash on the grounds. At night, the mercenaries of Force Two drink and raise cain. They are at –2 to all rolls during this period, due to minor intoxication. Force X also occupies this building.

5. Force Q Barracks: These spotless barracks are locked and sealed, protected by a pressure–plate security system. PCs must roll Technical Ability + Electronic Security Systems at Difficulty 15 to overcome it. Two force commanders work in the central administration building. Their computer records include a schedule for Force Q's upcoming locations (see Force Q sidebar).

6. Gunsmithing Shop: This armory contains equipment for the repair and construction of weapons, along with munition supplies. These resources include ammunition in all calibers, 100 Fragmentation Grenades, 50 Sleep Gas Grenades, and 60 kilograms of C–6 Plastic Explosive.

7. Clinic: This tan building contains a surgical bay and facilities for cyberware maintenance and implantation.

8. Officer's Compound: Colinne Fell, Liverpool's Director of Security, lives in this white house. She keeps a large data library of electronic texts from around the world. A small model of an outmoded Soviet jet sits atop her desk.

Mr. Michaud has electronic surveillance devices planted in the walls of Colinne Fell's house. These devices broadcast anything they pick up to area 7 of the Liverpool Shipping mainframe. Fell suspects the presence of these devices, and refuses to conduct any sensitive business indoors.

9. Safe House: Liverpool Shipping uses this steel–domed building for hiding employees or allies whose existence must remain secret or whose lives may be in danger.

Parker Complex

Liverpool Shipping, Inc., makes its corporate headquarters in the old Liverpool offices of financier Ichabod Parker at 128 Waterloo. These offices date back to the early decades of the 20th century. A sprawl of modern office and communication facilities have sprung up around the original building. The antique Parker offices stand like a gloomy island of dark stone, wrought iron, and carved hardwood among the cream–colored forms of modern office modules. Liverpool's legendary fogs hang over the old and the new alike.

The Parker Complex matters for two reasons. It serves as a symbolic center of Liverpool Shipping's operations, and an attack on it shakes the confidence of employees and stockholders worldwide. Furthermore, the Parker Complex serves as a nerve center for corporate operations. If the PCs want information on Liverpool or its plans, they can find it here. If they want to locate its executives, they find them here as well.

British Law

PCs operating in England may run afoul of Scotland Yard. The 21st century bobbies supplement their traditional billy clubs with submachine guns, but still maintain the standards of detective work and public protection established in earlier epochs. Also, Liverpool Shipping's security forces cooperate with the Liverpool Police, giving them copies of security camera tapes, etc. British Police also investigate crime scenes within 2d6 hours. Keep in mind also that England is under Martial Law Authority (see *Eurosource Book,* p. 11 for more details).

If the PCs break into a building without specifying that they take such precautions as wearing gloves and covering their hair, the police have a chance of finding a fingerprint or tissue sample suitable for DNA matching. Roll Technical Ability + Awareness/Notice for the police investigator with a Difficulty of 18 to determine if the investigation produces such evidence. Once the police have this sort of evidence, they need only take the PCs into custody to pin the break–in on them. The forensic data proves their involvement in the crime.

Whenever the PCs emerge onto the streets, the Referee should roll 1D10. On a roll of 1–4, the party encounters a police patrol at some point. Thanks to an MRAM system known as SIC (Suspect Identification and Correlation), the 21st century bobby can automatically identify any known felon he encounters. If the police have only verbal descriptions of the criminals, the officer must pass an Observation + Awareness/Notice with a Difficulty of 20 to identify the PCs.

Cyberpunks operating in England must take Britain's stringent firearms laws into account. Anyone trying to bring weapons into the country must circumvent Customs or face confiscation of the guns and jail time. A Fixer can locate a smuggler or corrupt Customs official by passing a roll of Streetdeal + Cool (Difficulty 15). Services cost 100eb per weapon shipped.

Off–Site Employees

Many of Liverpool Shipping's lesser employees live outside the office complex. PCs looking for information may wish to approach them in their own homes rather than in the protected confines of the Parker offices. This way, the PCs need not deal with Liverpool Shipping's on–site security. Party members who openly attack Liverpool employees or break into their houses must still evade the British police, but those who trick or bribe these people need not fear even this.

The majority of Liverpool's employees live in the corporate suburbs south of Liverpool's industrial district, in one or two room flats with their families. They shop at the nearby Woolshire Mall and gather at an assortment of local pubs. PCs seeking information may try a roll of Empathy + Streetwise, or Empathy + Intimidation with a Difficulty of 15 to locate some-

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 6
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Force Q (5)

The agents of Force Q present a motley appearance. They have pot bellies and unshaven chins, tattoos and uneven clothing. This helps them blend in with the workers they hide among, concealing their identity until they find Liverpool's enemies and attack. Although this group has no uniform, all wear long jackets of one variety or another, to conceal submachine guns.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 7	EMP 2

Cybernetics

Cyberoptic with IR, Interface Plugs, Skin Weave, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +8, Combat Sense +5, Demolitions +4, Submachine Gun +5, and Swimming +4.

Equipment

H&K MP–2013.

Combat Scores

Initiative: +13 Stun/Death Save: 7
Body Type Modifier: –2
H&K MP–2013 (# Shots 35 • ROF 32 • DAM 2D6 + 3 • REL ST) +13
Armor: Torso 12 • R.Arm, L.Arm 12 • R.Leg, L.Leg 12 • Head 12

Force X Agents (3)

The Force X assassins attempt to penetrate their victims' hideouts by stealth and set booby traps involving explosives, gas or both. When this does not suffice, they set up an ambush as deep within the victim's

own territory as they can get. Use the assassins' Stealth, Shadowing, and Electronic Security Systems scores to see how well they manage to track the PCs.

The details of a Force X ambush depend on the area in question, but usually two of the assassins attempt to set up a triangular crossfire from three sides of a cleared kill zone. (The kill zone may be anything from a corridor to a street to a parking lot.) A remotely detonated charge at the center of the kill zone completes the trap.

Stats

INT 5	REF 7	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 7	EMP 2

Cybernetics

Cyberarm with Buzzhand, Cyberoptic with IR, Interface Plugs, Skin Weave, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +8, Combat Sense +5, Demolitions +6, Electronic Security +5, Submachine Gun +5, Pick Lock +6, Shadow/Track +5, Stealth +7, and Swimming +4.

Equipment

Armored Jacket (Medium), C–6 Plastic Explosive (two blocks), Fragmentation Grenade, Gas Grenade with Biotoxin II Gas, H&K MP–2013 (with integral silencer), Jamming Transmitter, Radio Communicator, Security Scanner, and Smoke Grenade.

Combat Scores

Initiative: +12 Stun/Death Save: 7
Body Type Modifier: –2
H&K MP–2013 (# Shots 35 • ROF 32 • DAM 2D6 + 3 • REL ST) +12
Armor: Torso 30 • R.Arm, L.Arm 30 • R.Leg, L.Leg 12 • Head 12

Colinne Fell

Colinne Fell commands the security forces of Liverpool Shipping, Inc. Fell does her job professionally and well. Fell entered the mercenary profession after a brief career in professional tennis and a longer career as a student of political science. She is extremely well educated, with a taste for classical

one willing to cooperate. The Referee should make this roll in secret and roll 1d6. On a roll of 1–3, the person the PCs contact refuses their suggestions outright. On a roll of 4–6, the contact pretends to go along but informs Liverpool Shipping security of the incident. To bribe one of these employees, one must pay at least 500eb. If the PCs try more subtle techniques for influencing these people, the Referee may determine the chances of success based on roleplaying and social skill rolls. See "Typical Liverpool Employees" for sample personalities.

Liverpool employees can provide the following information.

• Floor plans and security procedures for parts of the Parker Complex. These people do not know about hidden cameras, alarms, or other secret security devices. You may decide which part of the complex individual employees have seen.

• PCs could steal monitor bracelets (see "Parker Complex," p. 49), from Liverpool employees. However, none of the off–site employees have clearance to enter the Gymnasium, Security Centers, Ventilation Shaft, Generator area, or any of the sections of the central Liverpool building except the Lobby.

• Employees from the correct departments know the cargo and timetables for upcoming shipments (see "Ports of Call").

Typical Liverpool Employees

If the PCs approach random Liverpool Shipping employees, the Referee may use the following personalities as typical. Most Liverpool employees have no noteworthy combat skills.

Marilyn Palmer: At work, Palmer is a mousy, sad–faced woman who sighs as if constantly oppressed. All this changes at night. Then she becomes lively and excitable, ready to laugh and ready to party. This 30–year old woman is a regular at all Liverpool's hottest clubs. She is an expert on modern music, who can boast of seeing nearly every major European band in live concert, both before and after it went platinum.

Palmer relies on her night activities to make up for the dreary reality of her job and family life. At home, Palmer lives in a tiny apartment, supporting an unemployed, lazy brother and his five children. The PCs could tempt her with a monetary bribe, and the glamour of working with an undercover corporate strike team might also motivate her to help them.

Brian Condon: This skinny office worker wears wire–framed glasses and has a blotchy red face. When he speaks, his voice squeaks out in a high–pitched whine. He is somewhat timid and tends to resent anything he perceives as a slight. Condon's supervisors at Liverpool Shipping harry and overwork him, leaving him eager to punish them. However, the PCs could easily arouse Condon's anger as well if they allow him to feel exploited, ignored, or insulted. If this occurs, he wastes no time in reporting the PCs to security.

Parker Complex

The Parker Complex uses a Personnel Monitoring System designed to detect intruders and control the movement of employees. Employees of the Parker Complex wear monitor bracelets of black plastic that emit an ultrasonic identification pulse at 10–second intervals. Human ears cannot detect this pulse, although cyberears designed for high frequency reception pick it up as an annoying screech. Ultrasonic sensor suites throughout the complex monitor these pulses, keeping track of where every employee is at any given time.

The sensor suites also contain ultrasonic motion detection equipment. When the equipment detects moving objects that do not correlate to known Liverpool Shipoping employees, they direct the guards from areas 7 and 18 to the location. When possible, these guards come from more than one direction, hemming the intruders in. To slip past a sensor without triggering it, intruders must first pass a roll of Reflexes + Electronic Security Systems with a Difficulty of 15.

When Michaud sends Force One to reinforce security at the Parker Complex, the guards position two permanent guards at the Ventilation Ducts (area 4) and Generators (area 5). In addition, the Parker Complex establishes security patrols inside the complex. Whenever intruders are in the hallways, the Referee should roll 1D10. On a roll of 1–3, the party encounters a team of four Force One soldiers who challenge them and demand identification. The troopers carry radios, thus allowing them to call for backup.

During periods when Force Q protects the Parker Complex, members disguise themselves in blue maintenance overalls. They roam the grounds freely, cleaning, painting, and installing new electrical wiring.

Not only does the Parker Complex maintain extensive guard forces, several of its executives stand ready to punish anyone who attacks their corporation. Akari Heavy Industries, has an interest in maintaining the status quo within Liverpool, and its executives maintain an experienced hit team (see "Akari Intervention"). Furthermore, Mr. Martin Alcazar of Public Relations happens to work for the spymistress Annette Chasov. Anyone who harms him risks her reprisal. If the PCs hurt, kill, or threaten Alcazar, Chasov immediately demands to meet with them, as described in Chapter 2: Moscow Central.

Even if PCs do not directly harm Alcazar, an attack on this building harms the public image of the corporation, and thus falls into his domain. Alcazar tries to contact the PCs and deal with them, using his private hit team (see p. 54).

During a general alert, Parker Netrunners can lock or unlock any door or elevator in the complex using the systems in area 4 of the Parker Data Fortress (see p. 59).

music and a deep knowledge of African culture. Fell thirsts for excitement, and has a deep intellectual interest in the tactics of modern combat.

Fell appears rail thin, with long, light brown hair. She wears camouflage pants and a black battledress jacket. She wears a nylon helmet whenever she expects trouble.

Stats

INT 8	REF 8	TECH 5
COOL 6	ATTR 4	LUCK 4
MA 7	BODY 5	EMP 4

Cybernetics

Adrenal Booster, Cyberoptic with IR, Interface Plugs, Nasal Filters, Sandevistan Speedware, Skin Weave, Targeting Scope, and Toxin Binders.

Skills

Athletics +8, Awareness/Notice +7, Brawling +8, Combat Sense +9, Demolitions +4, Education +7, Handgun +5, Rifle +8, Submachine Gun +6, and Swimming +4.

Equipment

Armored Jacket (Light), H&K MP–2013, and Nylon Helmet.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MP–2013 (# Shots 35 • ROF 32 • DAM 2D6 + 3 • REL ST) +13
Armor: Torso 26 • R.Arm, L.Arm 26 • R.Leg, L.Leg 12 • Head 12/32

British Police

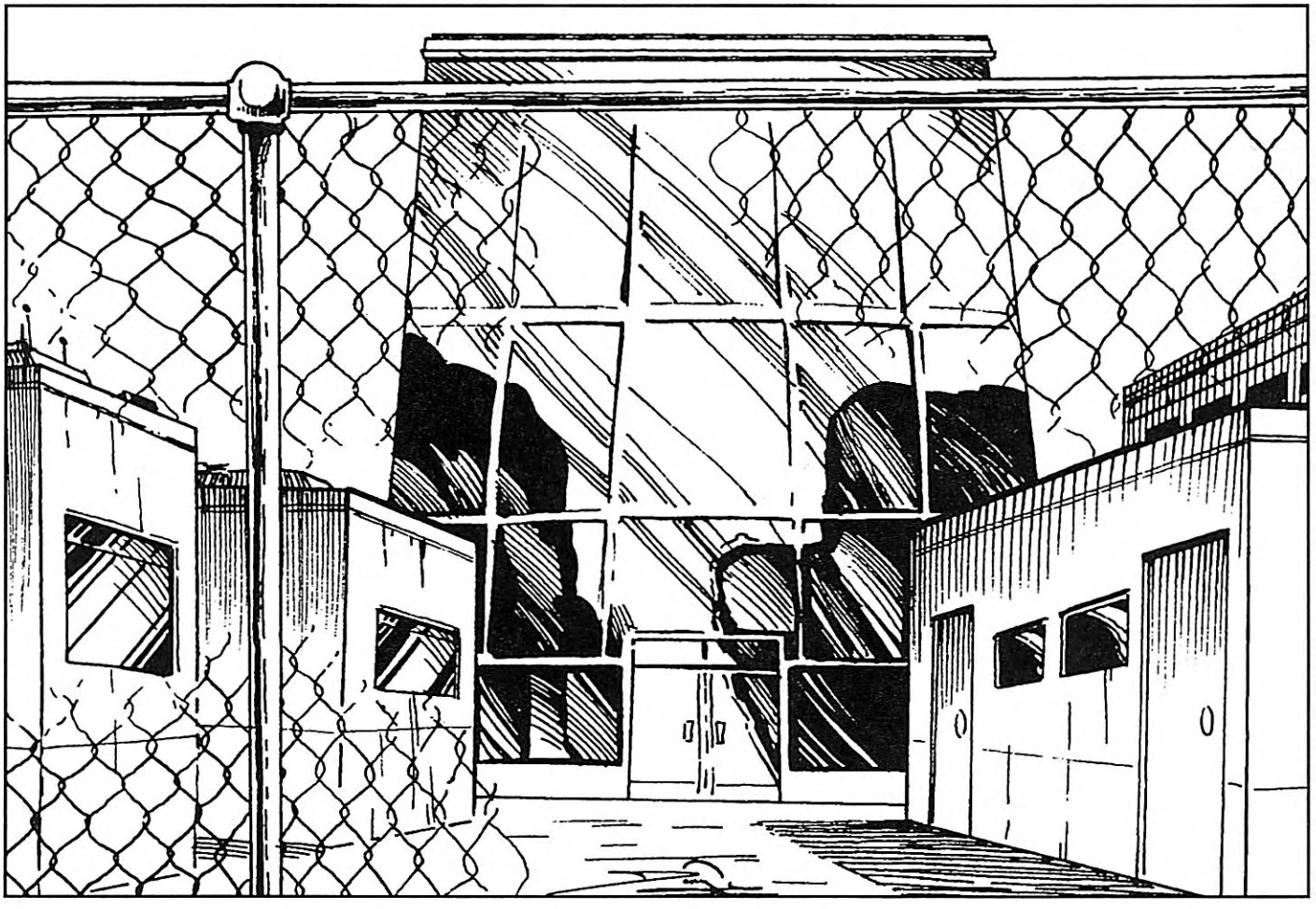
British Police normally patrol beats alone. A detachment sent to apprehend criminals consists of two officers unless the department has reason to expect violent resistance, in which case five officers go to the scene.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 6	EMP 2

Cybernetics

Cyberoptic with IR, Targeting Scope, and Wide–Band Radio Scanner.



Parker Complex Defenses

Parker Complex has 10 sentries, stationed in pairs as shown on Map 6. Two reserve forces of five guards each wait at the Security Centers (areas 7 and 18). Furthermore, this complex employs electronic systems to prevent unauthorized intrusion. Electronic locks protect every door, controlled by the central computers and by keypads at the doors. One must pass a Technical Ability + Electronic Security Systems roll at a Difficulty of 20 to penetrate the locks. A system of security cameras broadcast simultaneously to the two Security Centers.

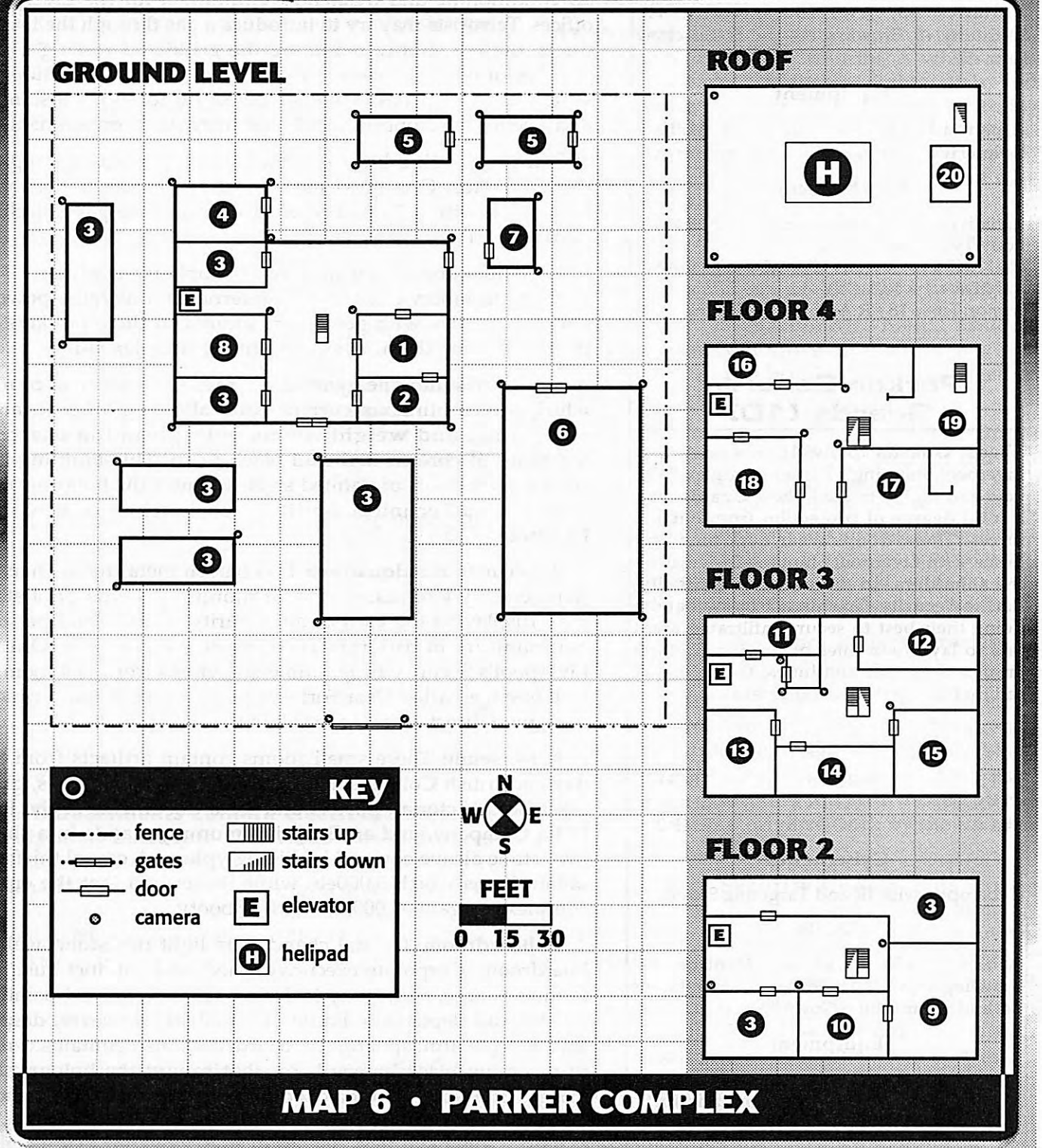
Parker Complex Layout

All internal doors are automated, opened by infrared motion detectors, magnetic keycards or area 4 in the Parker Data Fortress. Doors have 15 SDS.

1. Lobby: The Parker Complex Lobby is in one of the antique stone buildings which stand at the center of the complex. The room itself seems dim and old–fashioned, with wooden ceiling fans rotating overhead and a portrait of Dickens on one wall.

2. Antechamber: This wood–finished chamber contains leather–covered chairs and a glass–topped table. An assortment of curios adorn the stone mantle, ranging from black powder muskets to a rhinoceros horn pierced by a single bullet hole. The antiques would be worth 3,000eb to kleptomaniac PCs. Representatives from Akari, International Electrics, Biotechnica, and other corporations who deal with Liverpool Shipping wait within.

3. Business Offices: Liverpool Shipping has its business offices in a series of prefabricated buildings. These beige, uniform structures stand in orderly rows. Inside, one finds workstations for several hundred minor managers, built around secretarial offices. These offices handle administration, legal matters, Customs regulations, customer relations, tax laws of different countries, etc. Note that anyone using the terminals in this area can gain automatic access to area 2 in the Parker Data Fortress (see p. 59).



MAP 6 • PARKER COMPLEX

POWER
MODE

Skills

Athletics +5, Awareness/Notice +7, Authority +5, Brawling +8, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +8 Stun/Death Save: 6
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Parker Security Guards (10)

These Guards provide security for Liverpool Shipping's Parker Complex. Well paid and highly trained, these Guards offer a solid degree of protection from outside forces. These troops wear dark blue uniforms with Liverpool Shipping insignias on the shoulders. In the event of difficulty, Parker Security Guards act immediately, doing their best to secure infiltrated areas and to lay down lines of fire if a firefight ensues. If trouble continues, these Guards call for backup from other locations.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 5	EMP 2

Cybernetics

Cyberoptic with IR and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Demolitions +4, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

4. Ventilation Systems: This stainless steel shack contains air conditioning and freshening equipment for the Liverpool offices. Terrorists may try to introduce a gas through the intake ducts, though simply removing the grille and tossing a gas grenade or other dispenser has no effect. The air conditioning system uses a spectrometer for detecting foreign substances and a series of scrubbers which eliminate such contaminants.

Someone with a bit of engineering expertise can bypass these systems. One must pass a roll of Technical Ability + Basic Tech with a Difficulty of 15 to locate the gas detectors and disable them.

5. Generators: A pair of concrete bunkers stand here. The hum of machinery comes from underneath. Liverpool powers Parker Complex with generators located in these bunkers. If the PCs destroy them, all systems in the complex fail.

6. Gymnasium: The gymnasium features basketball courts, whirlpools, continuous–current pools allowing long–distance swimming, and weight rooms with gleaming exercise machines of chrome and dull black foam. This building has several back doors of painted steel. To enter the building, one must pass a Technical Ability + Lockpicking roll with a Difficulty of 15.

7. Security Headquarters: This barren metal rooms houses five Security Guards. A row of monitors stands on a steel rack, displaying the views from security cameras and personnel monitors in different sections of the complex. One of Liverpool's Security Programmers operates from this room as well (see the Parker Data Fortress, p. 59). There is one terminal here, with direct access to area 3 in the Liverpool Net .

8. Museum: These small rooms contain artifacts from the days of British Colonialism. Tigerskins adorn the walls, glass cases hold Victorian posters and legal documents of the East India Company, and an Egyptian mummy stands in a shadowy stone alcove covered by hieroglyphics. A casual thief can obtain items worth 5,000eb, while those who loot the entire complex can gain 30,000eb worth of booty.

9. Boardroom: Crystal chandeliers light this stone–walled boardroom. Corporate executives meet and conduct business around a large, mahogany table. An ornately framed painting on the wall depicts the Battle of Trafalgar. However, despite this antique atmosphere, the boardroom also contains a row of gleaming black hemispheres that project the holographic images of executives who choose to participate in conferences by virtual reality.

10. Mainframe: The constant hum of fans fills this white chamber. A tiny window in the door allows one to look in at the banks of computer equipment. Two guards watch this area at all times. A palm–print reader protrudes from the wall beside the doorknob.

Even if human guards fail, the computer can protect itself. Its casing contains armor plate with an SDP of 25. The device also contains a laser defense system slaved to the mainframe and equipped with mirrors and lenses allowing it to hit up to five targets per discharge, anywhere in the room. The beams hit on a roll of 6 or higher on 1D10 and cause 5D6 damage. In addition, the victim must pass a Reflexes roll at a Difficulty of 12 to avoid losing an eye. Those who fail to roll a 6 lose both eyes. Eye protection such as polarized cybereyes or a flare compensated helmet visor add 3 to these rolls.

Authorized technicians and programmers register their ID badges and palm prints before arrival. Anyone who wishes to log a false registration must tamper with area 7 in the Parker Data Fortress.

The mainframe's backup power supplies allow it to function even if someone interrupts power from the generators in area 5. Note that anyone using the terminals in this room can gain automatic access to area 8 in the Parker Data Fortress.

11–16. Apartments: Apartments line these hallways, housing the families of important Liverpool employees. Electronic autokitchens, omnientertainment decks, and conferencing systems give the inhabitants all the comforts of modern life (although the apartments are still pitifully small).

Each apartment has an adjoining office, electronically connected to the rest of the facility and the company mainframe. Liverpool's chief executives live with their work 24 hours a day, with all the convenience (and pressure) that implies.

All apartments contain electronic bugging equipment built into the walls. These devices broadcast all conversations in the rooms to Mr. Michaud's personal computer system (see area 9 of the Parker system). Noise filters allow Michaud to listen to conversations even if the PCs take precautions such as running water or playing music.

A specially designed white–noise generator can foil these devices. Annette Chasov can obtain these devices for her agents. Fixers can locate white–noise machines for 5,000eb and a Cool + Streetdeal roll with a Difficulty of 15. The difficulty in procuring a white–noise generator lies not so much in the illegality of the devices as in the fact that relatively few street contacts have a need for them.

11. Martin Alcazar's Apartment: Alcazar and his wife Tricia occupy this room. They own a variety of modern toys, from a Zentachi holographic entertainment suite to Rockwell De–Lux dream enhancement goggles.

12. Percival Kent's Apartment: This room contains an unusual piece of furniture. A white panel on one wall features a variety of lights, dials, and monitors, along with an IV tube and electrode–studded body harness. This machine performs continual dialysis and monitoring functions to supplement those of an implanted biomonitor. Kent uses this device to gauge and maintain his health.

13. Ikusuma Katamoto's Apartment: Ikusuma decorates his abode in Japanese minimalist style, with tatami mats and ink–on–rice paper artwork.

14. Lee Thieu's Apartment: Thieu's desktop computer constantly hums with ongoing work. A stained coffee cup sits beside it, and the smell of nicotine smoke hangs in the air.

15. Carla Demarque's Apartment: Demarque lives in this apartment with her 10–year old son Pytor. Pytor's toy submachine gun lies on the floor ready for use. Most of the room lies in disarray, with toys, papers, and bits of clothing interspersed on tabletops. Demarque's computer workstation, however, remains perfectly ordered, with no clutter except a single pile of papers awaiting work.

16. Storeroom: This room houses a variety of janitorial supplies and equipment.

17. M. Michaud's Apartment: This triple–sized apartment has gold–fixtured faucets and a private jacuzzi. An abstract sculpture of polished black plastic adorns the living room. Anyone who passes an Intelligence + Education roll with a Difficulty of 10 recognizes it as an original work by the sculptor Bartcelli, worth 100,000eb.

18. Secondary Security Center: This barren room houses five Security Guards. A row of monitors stands on a steel rack, displaying the views from security cameras and personnel monitors in different sections of the complex. One of Liverpool's Security Programmers operates from this room as well. There is one terminal here, with direct access to area 3 in the Parker Data Fortress.

19. Maintenance Room: The maintenance staff uses this as a workroom. It has a fully equipped tool bench and other maintenance equipment.

20. Small Hangar: This security–locked building holds all the fuel tanks, flight control, landing equipment, etc., necessary to maintain helicopter flights from the roof of the Parker Complex.

Martin Alcazar

Before entering PR, Alcazar worked as a media promoter. He retains the style of an entertainment tycoon, dressing in silk shirts and light–colored trousers, adopting a business suit only for formal occasions. Alcazar addresses men and women alike as "baby." On all occasions, Alcazar remains relaxed, his voice smooth and his smile arrogant.

Stats

INT 7	REF 5	TECH 5
COOL 8	ATTR 8	LUCK 7
MA 6	BODY 4	EMP 5

Cybernetics

Interface Plugs and Shift–tacts.

Skills

Awareness/Notice +6, Handgun +5, Personal Grooming +5, Persuasion & Fast–Talk +7, Resources +4, Social +5, Streetwise +5, and Wardrobe & Style +4.

Equipment

Armored Vest, Radio Communicator, and Sternmeyer Type 35 Heavy Pistol.

Combat Scores

Initiative: +5 Stun/Death Save: 4
Body Type Modifier: –2
Sternmeyer Type 35 (# Shots 8 • ROF 2 • DAM 3D6 • REL VR) +10
Armor: Torso 10

Alcazar's Thugs (2)

Organized crime plays a substantial role in the entertainment industry; Alcazar's media career forced him to do business with the underworld. Therein, he cultivated a relationship with a pair of high–level hit men. These freelance killers have little subtlety but a great deal of combat power.

Stats

INT 5	REF 7	TECH 5
COOL 4	ATTR 6	LUCK 4
MA 6	BODY 10	EMP 3

Cybernetics

Adrenal Booster, Cyberoptic with IR, Kerenzikov Boosterware, Muscle & Bone Lace, Smartgun Link, Subdermal Armor, and Targeting Scope.

Dealing with Executives

Wise corporate raiders attempt to create and exploit divisions within enemy management. One of the primary reasons for the party to visit the Parker Complex is to contact senior executives there and attempt to strike deals with them. The following section outlines office politics within Liverpool Shipping, Inc. The Referee may use this material to decide how executives respond to proposals from the party, and what happens if the party eliminates individual executives.

Liverpool Shipping's politics are most likely to enter play when the PCs offer one of the company's executives a proposal. This makes the Referee's job simple. Referees need only decide how the executive responds to an offer and then roleplay the results. In most cases, the Referee may make this judgment simply by determining whether or not the PCs' idea matches the NPCs' political interests. If the Referee still feels uncertain, try roleplaying the affair from the NPC's point of view, trying to get the most favorable offer possible. A few social skills dice rolls may decide the issue.

Naturally, Liverpool Shipping executives may betray the PCs. Thieu may gladly have the PCs kill Ikusuma and then assume the dead man's position — only to launch an inquiry into his rival's death and finger the PCs, thereby gaining credit for finding the killers. Percival Kent may pretend to go along with the party's suggestions in order to reveal what he learns to Michaud. The details depend on the proposals the PCs offer, but Referees should behave as deviously as possible when playing these NPCs.

Keep in mind that the executive offices and apartments in the Parker Complex contain electronic surveillance devices, and that these employees can leave the Parker Complex only on company–sponsored vacations and trips. Browning agents who forget to take precautions find they have broadcast their plans to Parker's monitoring system. This means Michaud and Liverpool Shipping's security forces learn about them and their plans. The Referee may determine the repercussions based on what the party says on tape, but an assassination attempt almost certainly follows. If the bugs pick up a prolonged conversation within the Parker Complex, a team of guards may arrive to seize the participants on the spot.

If the PCs corrupt an executive, they can use that official's terminal to enter the Liverpool Data Fortress areas 10 to 14 (see the data fortress map on p. 59). The PCs can also gain information about any plans the corporation develops, floor plans of Liverpool Shipping facilities, and identification cards to get them into Liverpool Shipping buildings and vehicles. If the PCs pay their contacts especially well, they may even engineer an accounting error which causes sufficient losses to endanger Liverpool Shipping's stocks. Roll on Table 10, the Crash Table (see Appendix).

Martin Alcazar



Martin Alcazar's main ambitions involve expensive status symbols. A simple monetary bribe would have to be staggering to rival Alcazar's high salary, but he responds well to offers which money cannot easily buy (limited–edition sports aerodynes or sex). Art and antiquities bore him, however. Alcazar has no interest whatsoever in Liverpool Shipping's internal politics as long as he is able to maintain his comfortable salary and company privileges.

The main advantage in bribing Alcazar lies in preventing him from doing his job. As Public Relations chief, Alcazar strives to maintain Liverpool Shipping's corporate image, thereby indirectly keeping stock prices high. By interfering with his PR work, the PCs can hasten the fall in Liverpool Shipping's stock prices, thereby making it easier to buy control of the corporation.

Like any corporate executive, Alcazar can offer the PCs access to the Liverpool Shipping mainframe and can introduce them to other important people, notably Annette Chasov. If the party does not act to neutralize Alcazar, he employs two tactics against them.

• Alcazar begins a program of courting "investor confidence." He invites Preston Carter and Akari Heavy Industries executives to swank restaurants in Paris and Tokyo. He also mails encouraging reports on the state of Liverpool Shipping's security to minor investors. During Alcazar's campaign, the Referee should add 2 to all rolls on Table 9 (see Appendix).

• If the PCs fail an attack on Liverpool Shipping holdings, allowing Liverpool's forces to capture one of their agents or withdrawing without accomplishing their mission, Alcazar takes advantage of it by circulating corporate propaganda. This boosts confidence in Liverpool Shipping stock. Roll once on Table 9 (see Appendix).

• Alcazar also employs a private hit team (see sidebar, pp. 54 and 55). Alcazar uses this team to eliminate people who threaten Liverpool Shipping's corporate image, such as the Browning Group's investment team. The Referee must plan details for their attack on the party.

If Alcazar dies, Annette Chasov demands reparations. A far–less flamboyant executive from Liverpool Shipping's ranks then takes his office. This suited businessman would continue Alcazar's public relations duties, but would lack access to the underworld support utilized by Alcazar.

Skills

Athletics +5, Awareness/Notice +4, Brawling +8, Combat Sense +8, Handgun +5, and Submachine Gun +8.

Equipment

Armored Jacket (Medium), Fragmentation Grenades (2), Ingram MAX–14, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +17/18 Stun/Death Save: 10
Body Type Modifier: –4
Ingram MAX–14 (# Shots 20 • ROF 10 • DAM 4D6 • REL ST) +16/17
Armor: Torso 36 • R.Arm, L.Arm 18 • Head 20

Percival Kent

This old executive has devoted his entire life to business. He has worked at Liverpool Shipping since the company's founding, and holds great devotion to the corporation. Outside that, Kent has few interests and no loves. He speaks in a dry, acerbic voice and pays little attention to people who do not have business with him.

Kent has sparse, stark, white hair, which he wears neatly combed over his scalp. His face shows few wrinkles, but lines of age appear around his eyes and mouth.

Stats

INT 7	REF 5	TECH 5
COOL 8	ATTR 8	LUCK 7
MA 6	BODY 4	EMP 2

Cybernetics

Interface Plugs.

Skills

Accounting +10, Awareness/Notice +6, Handgun +5, Persuasion & Fast–Talk +4, Resources +8, Social +4, & Stock Market +5.

Equipment

Armored Vest and Sternmeyer Type 35 Heavy Pistol.

Combat Scores

Initiative: +5 Stun/Death Save: 4
Body Type Modifier: –2
Sternmeyer Type 35 Heavy Pistol (# Shots 8 • ROF 2 • DAM 3D6 • REL VR) +10
Armor: Torso 10

Ikusuma Katamoto

Ikusuma Katamoto has a taste for exotic pleasures and a strong streak of cruelty. Darkness finds him in the shady sections of the city, seeking new entertainment for his jaded tastes. Ikusuma does not let his fun interfere with his work as an executive, and he manages to consistently rise through the ranks of Akari Heavy Industries. His night–time activities have led to scandals, but he always manages to overcome them.

Ikusuma wears his jet–black hair slicked over his forehead. Both of his eyes are black cybernetic replacements. He dresses in a black suit at work, and fuchsia silks while on the town. Ikusuma speaks in a thin, menacing tone of voice. Years of indulgence have made Ikusuma paunchy and have given his face a debauched leer.

Stats

INT 7	REF 5	TECH 5
COOL 8	ATTR 8	LUCK 7
MA 6	BODY 4	EMP 4

Cybernetics

Cyberoptics with IR, Interface Plugs, Mr. Studd, Sandevistan Speedware, Targeting Scope, and Toxin Binders.

Skills

Accounting +7, Awareness/Notice +6, Handgun +5, Resources +6, Persuasion & Fast–Talk +4, Social +4, Stock Market +5, Streetwise +5, Submachine Gun +5, Wardrobe & Style +6.

Equipment

Arasaka Minami 10 and Armored Vest.

Combat Scores

Initiative: +5/8 Stun/Death Save: 4
Body Type Modifier: –2
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6 + 3 • REL VR) +10
Armor: Torso 10

Lee Thieu

Thieu lives in a state of constant resentment. He envies all whose positions are better than his own and dislikes those he considers beneath him. Akari's recent entry into Liverpool operations severely curtailed Thieu's power and fanned his bitterness to a new level. This businessman's eyes seem to spark with unhappiness. He grows angry easily and his voice has a continual whine.

Percival Kent



Under no circumstances does Kent collaborate with the Browning Group's officials. Kent helped found Liverpool Shipping and loves the corporation like the wife and children he never had. He flatly refuses bribes, his face flushing red. Kent supports Liverpool's cooperation with Akari Heavy Industries, considering this a prudent move for the company.

Although Kent does not command hit teams that threaten the PCs' lives, he constitutes a dangerous enemy and a worthwhile target for removal. Kent works tirelessly to oversee Liverpool finances and to maintain investor confidence in the corporation. Furthermore, due to his conviction that nobody (except Michaud) cares for the corporation the way he does, Kent confides his plans to no one. Much of his most important information exists only in his mind. Therefore, Kent's assassination would lead to sudden panic within the corporation and its investors. Roll on Table 11 (see Appendix) if Kent dies.

Ikusuma Katamoto



This Japanese businessman speaks little English and scarcely bothers to conceal his role as an agent of Akari Heavy Industries. Most Liverpool boardmembers despise Ikusuma. He could be important to the party for three reasons. First, he can offer resources available to any executive, such as a computer account and access to Liverpool planning. Second, he acts as liaison to Akari Heavy Industries. Ikusuma's reports may convince them to send "special technicians" to deal with threats against their Liverpool Shipping investment, and may convince them to withhold forces. Third, as a controversial figure within Liverpool, Ikusuma has the potential to seed dissension within the corporation. Though he would not do so willingly, the party might manipulate him into it.

When deciding whether Ikusuma assists the party, keep in mind that this man has a great deal of concern about appearances and none whatsoever about morals. He would accept a bribe of 1,000,000eb and might yield to threats, but only if the party behaves discreetly. Furthermore, he has a secret he cannot allow anyone to reveal. He once arranged the death of a

yakuza oyabun, and if word of that ever leaked out, his life would be short indeed. Chasov knows of this incident, and if the party works with her, she may give them this tool for blackmail. If Ikusuma dies, Mr. Thieu takes his position.

Lee Thieu



This Thai businessman rose through the ranks of Liverpool Shipping. If not for the Akari contract and the presence of Mr. Ikusuma, he would control all shipping enterprises. Thieu's career ambitions combine with his inborn hatred of the Japanese to make him Ikusuma's enemy. Thieu would help the party if they eliminated Ikusuma or Carla Demarque. Thieu can give PCs schedules for shipments, maps of ships or harbor facilities, and access to computer systems via his own account. If the PCs kill Thieu, Ikusuma assumes his position within Liverpool Shipping.

Carla Demarque



Carla Demarque serves Liverpool efficiently. If the PCs offer her a chance to betray the company, she finds herself caught between two choices. She hates Liverpool, feels miserable in her job, and would like to turn upon it. However, she has a 10–year–old son named Pytor, and doesn't wish to expose him to the dangers of corporate intrigue. The fact that both live in the Parker Complex makes treason all the harder. Furthermore, she does not know when the company is monitoring her with electronic surveillance devices. Thus, unless the PCs make their offer in an especially discreet way, Demarque must refuse. Even if she feels safe in discussing the matter with them, she insists on having her son removed from the Parker Complex before she takes action on the PCs' behalf.

If the PCs press their offers without giving Demarque the protection she requires, she takes what she considers the safest course of action, and reports them to her superiors. They order her to play along, and see what she can learn about the PCs. Therefore, she continues to feign interest in the party's offer, but actually reports everything she hears.

If Demarque dies, Mr. Thieu takes her place.

Lee Thieu is a balding gentleman with golden skin, almond eyes and a dark suit.

Stats

INT 7	REF 5	TECH 5
COOL 8	ATTR 8	LUCK 2
MA 6	EMP 4	BODY 4

Cybernetics

Interface Plugs.

Skills

Accounting +10, Awareness/Notice +6, Handgun +5, Persuasion & Fast–Talk +4, Resources +8, Social +4, Streetwise +4, and Stock Market +5.

Equipment

Armored Vest and Sternmeyer Type 35 Heavy Pistol.

Combat Scores

Initiative: +5 Stun/Death Save: 4
Body Type Modifier: –2
Sternmeyer Type 35 (# Shots 8• ROF 2 • DAM 3D6 • REL VR) +10
Armor: Torso 10

Carla Demarque

In 2010, Carla Demarque's career was interrupted by the birth of her son Pytor. As a woman with extensive business experience but few savings, this left her a slave to her job, and her superiors knew it. Demarque found herself stuck in the most unrewarding executive posts, unable to quit. Her job at Liverpool initially seemed like a promotion, but in fact, Mr. Michaud used her the same way, paying her the lowest salary of any of his Vice–Presidents and using her for all the corporation's most unpleasant jobs.

When the PCs talk to Demarque, they find her quiet and wary. She blinks often, and tries to back away from any conversation which starts to concern a dangerous topic. Demarque wears granny glasses and ties her hair in a dark bun. She dresses conservatively, in dark colors.

Stats

INT 7	REF 5	TECH 5
COOL 5	ATTR 5	LUCK 2
MA 6	BODY 4	EMP 4

Cybernetics

Interface Plugs.

Skills

Accounting +10, Awareness/Notice +6, Handgun +5, Persuasion & Fast–Talk +4, Resources +8, Social +4, Streetwise +4, and Stock Market +5.

Equipment

Armored Vest and Sternmeyer Type 35 Heavy Pistol.

Combat Scores

Initiative: +5 Stun/Death Save: 4
Body Type Modifier: –2
Sternmeyer Type 35 (# Shots 8 • ROF 2 • DAM 3D6 • REL VR) +10
Armor: Torso 10

Parker's Netguards (2)

These young data security experts dress in business shirts and ties. They usually discard their jackets for work. Both have the same short haircuts and fresh young faces. Parker's Netguards work at Security Terminals that offer 20 MU memory, a Speed of +4, and Data Walls of +5.

Stats

INT 10	REF 8	TECH 10
COOL 5	ATTR 5	LUCK 5
MA 6	BODY 4	EMP 5

Cybernetics

Cybermodem Link, Digital Recorder, and Interface Plugs.

Skills

Electronics +3, Interface +6, Programming +8, and System Knowledge +6.

Equipment

Armored Vest and Security Terminals with the following Programs: Armor, Flak, Hellbolt, Invisibility, Killer VI, and Viral 15.

Combat Scores

Initiative: +8 Stun/Death Save: 4
Body Type Modifier: –2
Armor: Torso 10

Parker Data Fortress

The Parker Data Fortress resembles an office building of Victorian London, broad and massive, with fog drifting past its gray stones. One enters through a wooden door with a brass doornob and knocker.

Among other things, the Parker Data Fortress offers Netrunners a way to communicate with Liverpool Shipping's most important employees — by leaving mail directly within their computer accounts. Lucky Netrunners may receive a chance to meet actual Net icons representing Michaud, Demarque, and Ikusuma, all of whom jack directly into the Net. This offers prepared Netrunners a chance to carry out an electronic kidnapping or assassination.

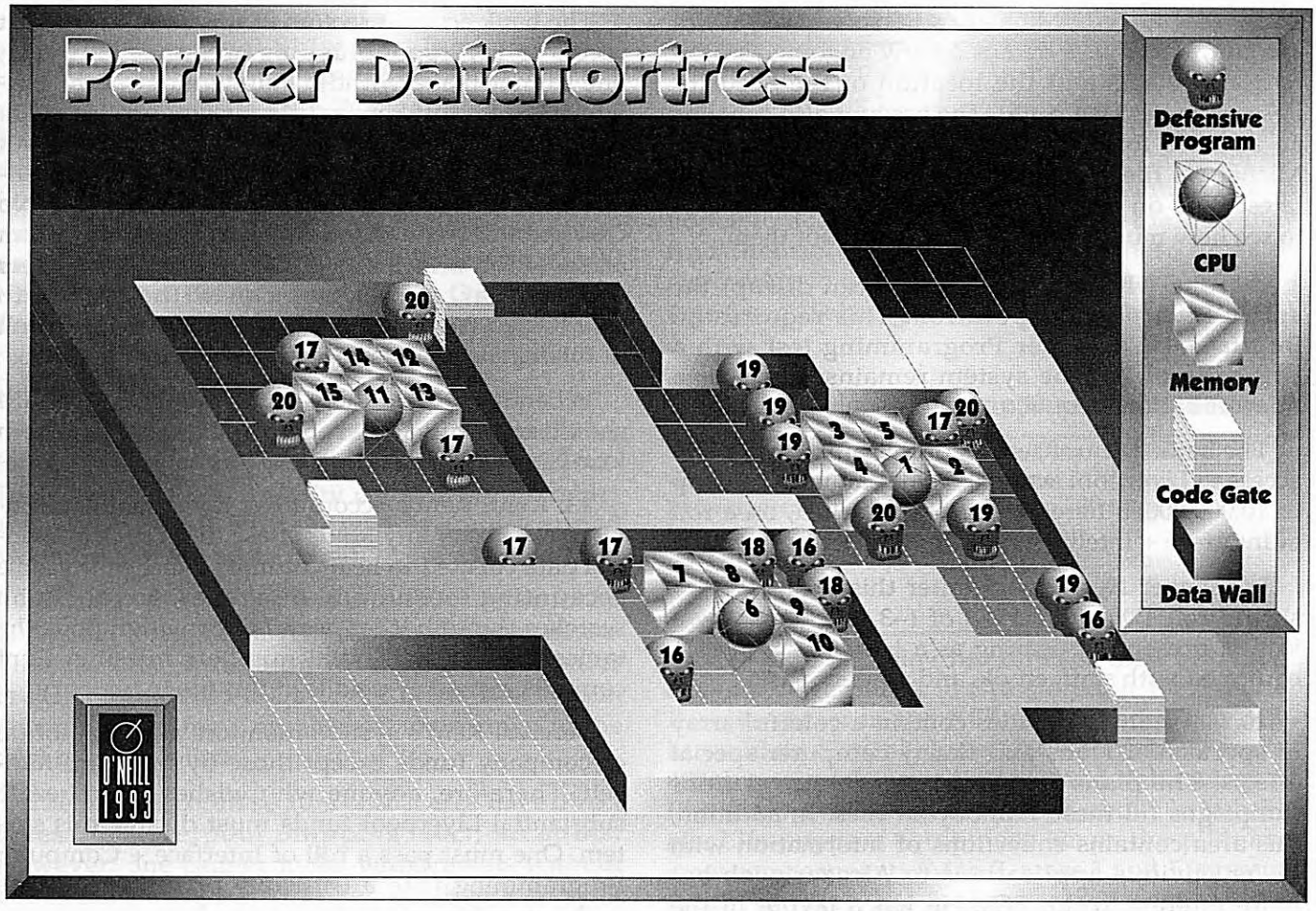
In addition to ICE programs, the Parker Data Fortress employs a live Netrunner patrol. One Netrunner operates out of each Security Station. (See area 7 listed in the following key.) When intruders circulate in the Parker Data Fortress, the Referee should roll 1d10 every turn. On a roll of 1, the intruders encounter one of these guards. The Netguards attempt to kill intruders, since Liverpool Shipping does not have the resources to locate their meat bodies and capture them alive.

1. CPU #1.

2. Office Systems: All data processed by Liverpool Shipping secretaries, managers, accountants, and legal assistants passes through these systems. This data contains numerous items of minor interest such as receipts, memos to project directors, etc. Anyone who views these files may attempt an Awareness/Notice + Interface roll with a Difficulty of 15 to determine the plans for any Liverpool shipments or other legal operations taking place in the next day. By passing a roll with a Difficulty of 20, one can learn about all plans for the next week.

A crash in this system could create panic within the corporation. However, most employees keep backups of their work on removable memory chips, allowing them to recover from such an attack. More insidious Netrunners may plant a virus that lies dormant until it has a chance to infect the backups as well. One must pass an Interface + Computer Programming roll with a Difficulty of 25 to create a virus which can outfox the built–in security screens. (These low–level defense algorithms are an integral part of most data storage networks and do not qualify as full–fledged IC.)

Netrunners can also help themselves to money from accounts in this area. However, any expenditure or combination of expenditures exceeding 1,000eb requires confirmation from Percival Kent's expert system (see area 13). Furthermore, one cannot withdraw money without an identification password. One must pass an Intelligence + Interface roll with a Difficulty of 20 to tease these codes out of the system. One cannot draw more than 100,000eb from accounts in this area.



3. Security Monitor: This system controls the connections between security systems and the Security Station (Map 6, area 7). Netrunners can disconnect security devices here, but the devices still broadcast to area 7 of the Data Fortress and area 7 of Map 6. By passing a Technical Ability + Interface roll at Difficulty 18, a Netrunner can cut off both sets of security systems from one location.

4. Physical Plant: This system controls all environmental and convenience appliances within the Complex. That includes thermostats, elevators, lighting, and door locks. A Netrunner in this location can lock and open doors anywhere in the building.

5. System Maintenance: A Netrunner who enters this area sees a room full of gears, flywheels, rack–and–pinions, and spouts puffing steam. This virtual apparatus maintains the Parker Net's own internal workings. One could crash the entire Parker Network from this point by passing a roll of Interface + Computer Programming with a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

6. CPU #2.

7. Security Monitor: This system controls the connections between security systems and the first Security Station (see Map 6, area 7). Netrunners can easily disconnect security devices here, but the devices still broadcast to area 4 of the Parker Data Fortress and area 18 of Map 6. By passing a roll of Technical Ability + Interface with a Difficulty of 18, a Netrunner can cut off both sets of security systems from a single location.

8. Computer Self–Defense: Netrunners entering this sector of the Parker Data Fortress see a massive iron fortress held together by giant rivets. This account controls much of the internal ICE in the Parker system, along with the automated guns located at area 10 on Map 6.

9. Michaud: Michaud's account looks to Netrunners like a stark, golden pyramid. This account offers a means of communication with Michaud himself. It also offers access to Michaud's own memos, calendars, and other personal papers.

These files include Michaud's Personal Difficulties account, which lists details on any ongoing assassination projects and the location of the Security Reserve forces (see p. 45). The account also contains an address for the AFE's security headquarters. Michaud's files also contain Liverpool Shipping's latest data on the Browning Group, allowing PCs to see how much the enemy knows about them.

Anyone who crashes this area can disrupt the entire Liverpool corporation. This requires an Interface + Computer Programming test with a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

The bank account sectors of this area have direct access to Liverpool accounts. One can withdraw up to 10,000,000eb here, no questions asked, on a roll of Interface + Intelligence with a Difficulty of 25.

Whenever Netrunners enter this area, the GM should roll 1D10. On a roll of 1–3, Michaud's own icon is present, appearing as a towering pharaoh, equipped with staff, crook, and golden mask.

10. Alcazar: These files contain a colorful array of spectacular icons and flashy computer special effects. The plans for upcoming public relations campaigns fill these flamboyant files. In addition, this area contains collections of information with fewer obvious applications to Alcazar's job but more interest to the PCs. He has a layout of the AFE Security Headquarters, timetables for Liverpool shipments, and lists of Liverpool personnel. Alcazar collects this data for Chasov. Her address appears in his collections. Alcazar's files also include the names and addresses of his freelance assassins (see the sidebar text on p. 54).

11. CPU #3.

12. Demarque: These files have the virtual appearance of a well–kept farmhouse, with green fields stretching in all directions. Demarque's most interesting files include complete technical details on Liverpool's aircraft and their flight plans. Demarque's account also contains data on aircraft flights to and from the Afrikaan Free Enclave, including details on Liverpool's plans to violate international embargoes upon that outcast nation.

Anyone who crashes this account can disrupt all Liverpool Shipping's air transit operations. This action requires an Interface + Computer Programming at a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

The bank account sectors of this area have direct access to Liverpool Shipping accounts. However, one cannot make withdrawals without authorization registered in Percival Kent's account (area 13). Netrunners get no warning of this requirement, but those who attempt to withdraw funds without permission logged on Kent's files receive a "No Comptroller Authorization" notice and trigger an alarm which brings one of the Security Netrunners (see sidebar, p. 58). One can withdraw up to 1,000,000eb from this account. This requires a roll of Intelligence + Interface with a Difficulty of 25.

Whenever Netrunners enter this area, the GM should roll 1D10. On a roll of 1–3, Demarque's own icon is present, appearing as a sleek, black panther.

13. Kent: Kent's account has no virtual environment or frills of any kind. These files contain financial data collated in neat columns using impeccable accounting techniques. However, anyone who searches through it for useful information finds the tables useless, with vital numbers missing. Kent commits many key details of this file to memory.

Percival Kent's system monitors all expenditure of company funds except those by Michaud himself. Therefore, anyone who wishes to embezzle substantial Liverpool funds must disable this system. One must pass a roll of Interface + Computer Programming with a Difficulty of 15 to authorize such expenditures.

Kent's system also contains a file of Liverpool investors, along with the extent of the company they own. Note that this file names Christopher Woodruff and lists his current Liverpool holdings.

Anyone who crashes this account can disrupt all Liverpool's operations. This requires an Interface + Computer Programming with a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

14. Thieu: This area appears to be a lavish shrine in Southeast Asian style, with a dome plated in gold. Thieu's files contain layouts for all Liverpool ships and timetables for goods being shipped outside the Pacific. This includes shipments involving the Afrikaan Free Enclave.

Anyone who crashes this account can disrupt all Liverpool Shipping non–Asian delivery operations. This action requires an Interface + Computer Programming with a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

The bank account sectors of this area have direct access to Liverpool Shipping, Inc., accounts. However, one cannot make withdrawals without authorization registered in Percival Kent's account (area 13). Netrunners get no warning of this requirement, but those who attempt to withdraw funds without permission logged in Kent's files receive a "No Comptroller Authorization" notice and trigger an alarm that brings one of the Security Netguards (see the sidebar on p. 58). One can withdraw up to 1,000,000eb here. Doing so, however, requires a roll of Interface + Intelligence with a Difficulty of 25.

15. Ikusuma: Ikusuma's files contain timetables for all of Liverpool Shipping's Pacific operations. The account's virtual reality component resembles an emerald golf course, with a snow-capped Mount Fuji in the background.

Anyone who crashes this account can disrupt all Liverpool Shipping's Asian delivery operations. This action requires an Interface + Computer Programming with a Difficulty of 20. The system remains down for a number of hours equal to the total number rolled.

The bank account sectors of this area have direct access to Liverpool Shipping, Inc., accounts. However, one cannot make withdrawals without authorization registered in Percival Kent's account (area 13). Netrunners get no warning of this requirement, but those who attempt to withdraw funds without permission logged in Kent's files receive a "No Comptroller Authorization" notice and trigger an alarm that brings one of the Security Netguards (see sidebar, p. 58). One can withdraw up to 1,000,000eb from this account. This action requires a roll of Intelligence + Interface with a Difficulty of 25.

Whenever Netrunners enter this area, the Referee should roll 1D10. On a roll of 1–3, Ikusuma's own icon is present. Ikusuma's arrogance is immediately apparent: his icon appears an image of himself, only far slimmer and smartly dressed in an Giordiano tailored suit.

16. Hellhound.

17. Zombie.

18. Firestarter.

19. Viral 15.

20. Bloodhound.

Liverpool's Transport Holdings

Liverpool Shipping's ports and transport vessels play a dual role in this adventure. They offer targets for terrorism designed to drive down Liverpool stock prices. However, they also constitute Liverpool assets, which the Browning Group hopes to acquire intact. Therefore, the PCs may find themselves either attacking these areas or attempting to defend them from Demarque's sabotage (as in "Sabotage" earlier in this chapter).

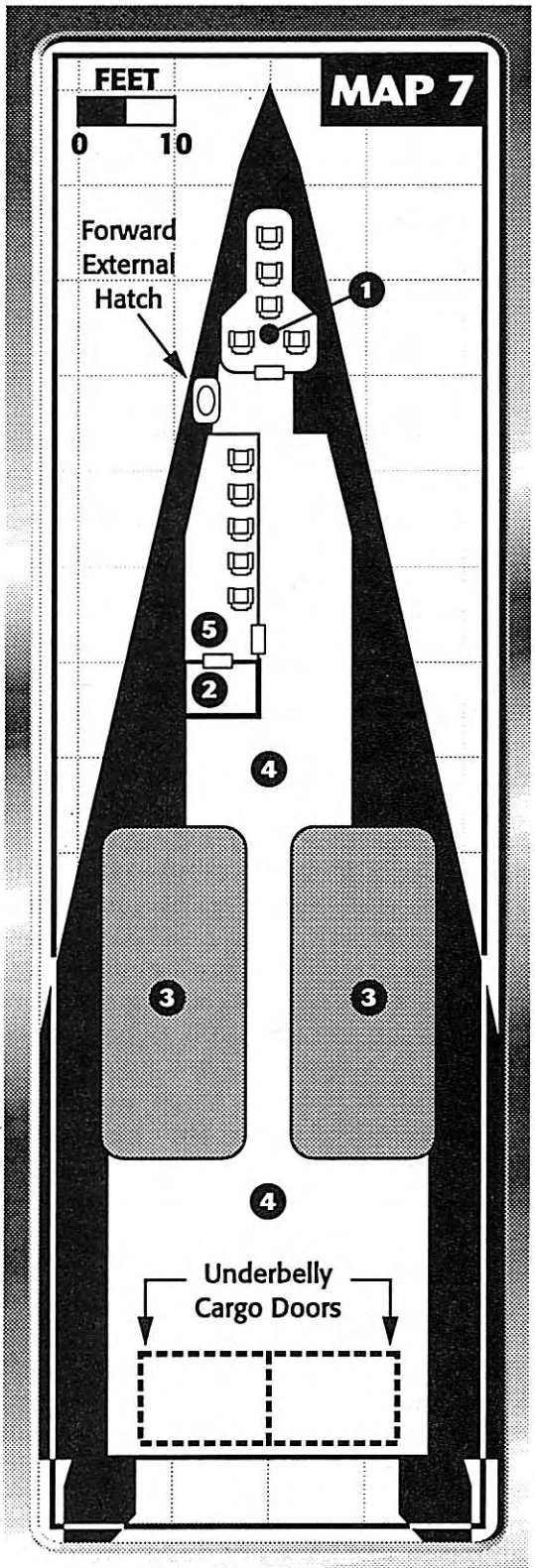
Bell-Mitsubishi Stratosphere Lift Aircraft

Speed: Mach 1.5	**Acc/Dec:** 100/100 MPH
Crew: 5	**Range:** 8,000 miles
Passengers: 5	**Cargo:** 200 tons
Maneuver: 500	**SDP:** 150
SP: 25	**Type:** Airplane
Mass: 100 tons	**Cost:** 10,000,000eb
Equipment: None	**Weapons:** None

Liverpool Shipping has three of these aircraft in active service plus a fourth stored at the Security Reserve center in the AFE (see Map 5). The Bell–Mitsubishi Stratosphere Lift Aircraft measures 400m long, with a needle nose and delta wings. It flies at an altitude of 22km, high above breathable air. Life–support equipment keeps the pilot and crew compartments (Map 7, areas 1 and 5) pressurized. However, the fuel and cargo bays (areas 3 and 4) are not. Any weapon shot causing even one SDP of damage to the aircraft walls depressurize the cabin. Anyone in a depressurized area adds 3 to the Difficulty of all rolls due to anoxia. Also, victims of low oxygen must make a Stun Save every three minutes. A cybernetic independent air supply or oxygen mask prevents these effects.

When Force Q rides aboard a Bell–Mitsubishi Aircraft, the members disguise themselves as aircrew. Two take positions in the pilot's compartment (area 1) while the rest ride in the crew compartment (area 5). Force Q members usually fight hand–to–hand to avoid puncturing the hull with bullets. Force Q members carry guns on aircraft duty, but they load them with Sky Marshal® Safety Rounds.

Sky Marshal® Safety Rounds are similar to hollow–point ammo in that they are designed to flatten upon impact. These rounds double the SPs of any armor, but they also double damage against unarmored targets (or against targets where the round gets through armor protection). A box of 50 Sky Marshal® Safety Rounds costs 100eb.



BELL-MITSUBISHI (Interior Plan)

Note that any attempt to get at these aircraft on the ground involves penetrating airport security. Details vary from city to city, but the Referee may assume that most airports maintain a perimeter fence with cameras or other electronic monitors, and guard approaches to the tarmac with metal detectors and chemical scanners. Depending on the security level of the area, sentries may watch the airfield and patrols may visit the hangars. Assume that airport security operates in teams of four, with 10 personnel available as backup. If necessary, use the statistics for Liverpool Shipping's Parker Security Guards to represent airport security officials (see p. 52).

Key to Map 7

The following key lists locations shown on Map 7 to the left.

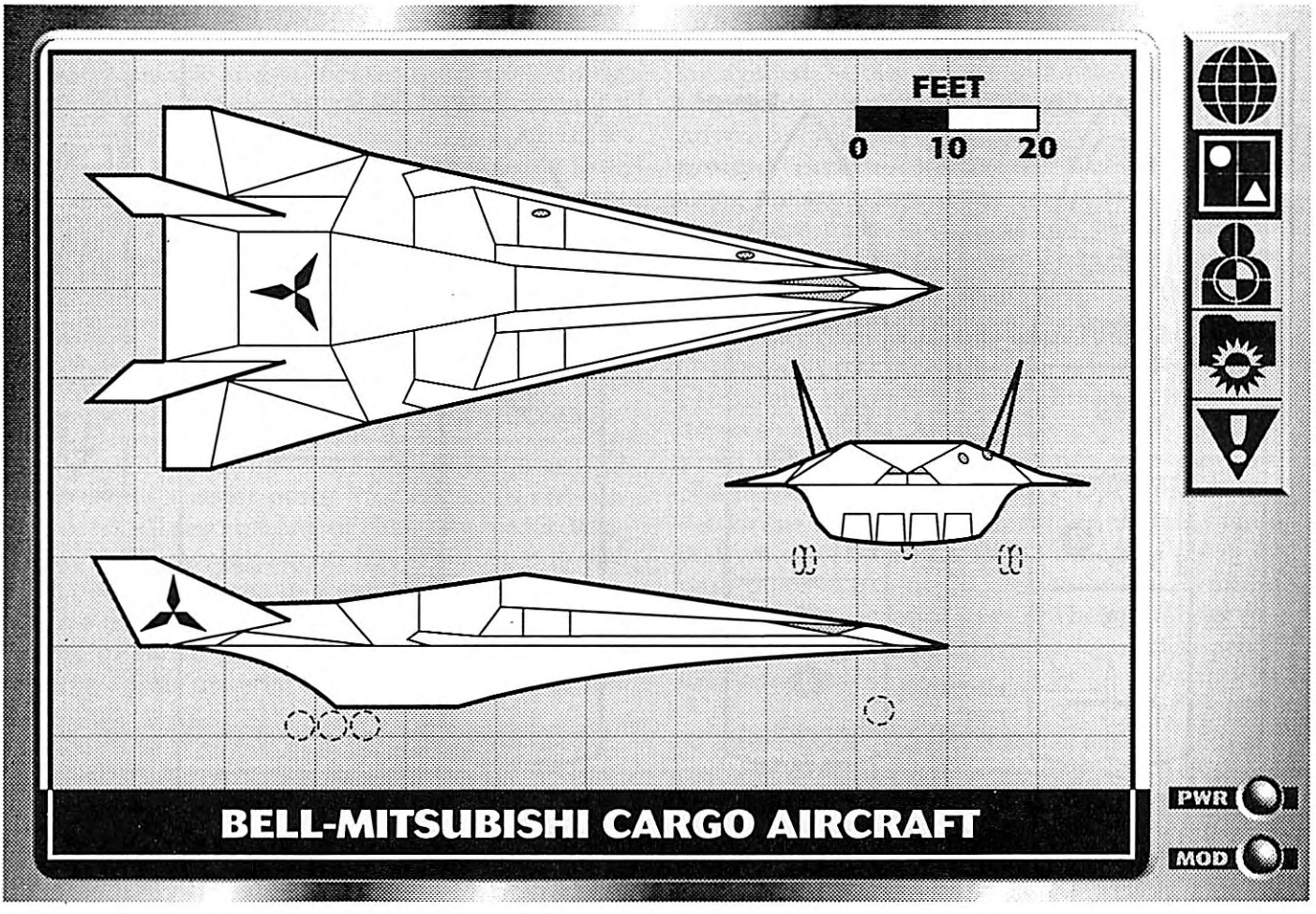
1. Pilot's Compartment: This compartment contains none of the gauges and controls common to 20th century aircraft. An amber computer monitor scrolls out vital information in digital form and a single joystick allows the pilot to take manual control if cybernetic control fails. The pilot and copilot recline on couches with wires in their Interface Plugs, flying the aircraft by mental control. The pilot's chamber contains three more couches.

2. Galley: This white metal compartment has a tiny window, with glass nearly 3" thick. Stainless–steel extrusion devices dispense soybean coffee and processed food.

3. Fuel Bays: Aircraft fuel is stored here in cylindrical tanks, each sheathed in black foam casings made of a semiliquid polymer (which seals over minor leaks). In spite of this precaution, even a small incendiary charge here could trigger an explosion destroying the plane.

An ultrasonic motion detector watches over this area. Anyone who enters the cargo bay (area 4) must pass a Reflexes + Electronic Security Systems roll with a Difficulty of 18 to avoid triggering it. Authorized personnel wear an armband that broadcasts an identification signal, neutralizing the alarm. If the motion detector picks up an intruder, it rings an alarm in the pilot's compartment (area 1) and discharges a sleep–inducing drug mist into the bay. This mist contains DMSO, allowing it to penetrate any uncovered skin. Anyone exposed must pass a Stun Save every turn. On a successful save, one still suffers a –2 to all stats.

4. Cargo Bays: Liverpool Shipping, Inc., stores cargo in duraplastic cases, suitable for rapid loading and unloading. Each case is white plastic, reinforced with ridges and equipped with mating grapples, allowing one to lock crates together. Forklifts are parked in various locations inside the cargo bay, and a winch hangs from the bay ceiling. The winch is bolted to a movable platform; it slides back and forth, moving containers as necessary.



5. Crew Compartment: This cylindrical chamber has five couches for takeoff and landing, in addition to a video entertainment console, communication center, and toolchest. Normally, two technicians and one security agent travel with a flight. Specialists for handling certain types of cargo and passengers may come as well.

Cetaen Cargo Vessel

Speed: 30 knots	**Acc/Dec:** 0.5 MPH
Crew: 25	**Range:** 4,000 miles
Passengers: 20	**Cargo:** 15,000 tons
Maneuver: 25	**SDP:** 500
SP: 40	**Type:** Cargo Vessel
Mass: 2,500 tons	**Cost:** 20,000,000eb
Equipment: None	**Weapons:** None

A Cetaen Cargo Vessel is a slim watercraft, built for speed and cargo capacity. Liverpool Shipping owns 10 of these ships, plus a specially modified version called *Baroness*.

When Force Q rides a Cetaen Cargo Ship, its members patrol the decks constantly, under the pretense of cleaning, checking hydraulic systems, and other mobile tasks. Roll 1D10 every five

Flight Security (1 per flight)

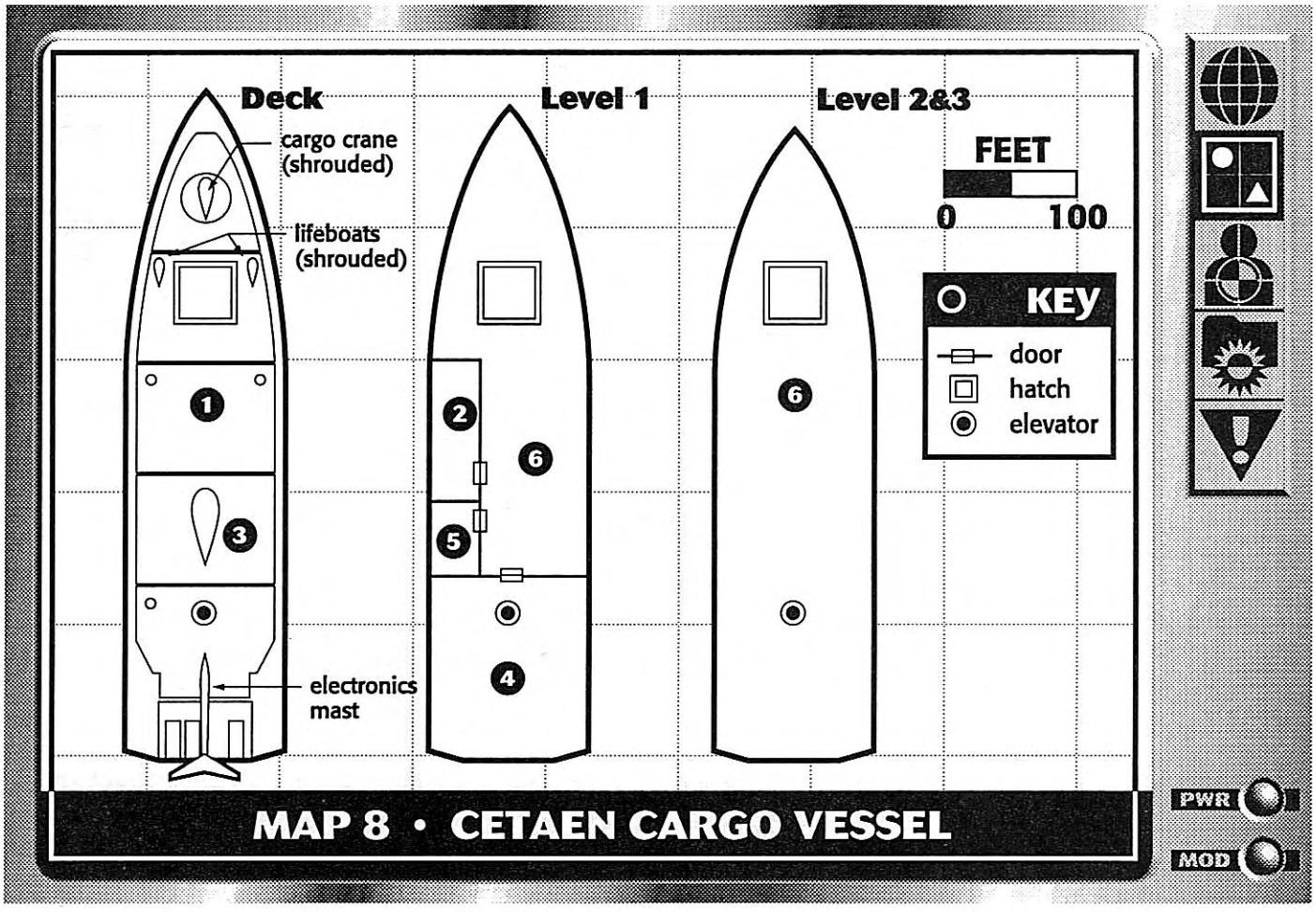
When Liverpool Shipping's airport security personnel fight battles in the sky, they try to avoid gunfire, for fear of puncturing the hull. Their cyberlimbs make them formidable in hand–to–hand combat. These troops do carry guns, but they load Sky Marshal® Safety Rounds — special flattening bullets for use in the air. These rounds double the value of any armor protection. However, if any damage gets through the target's protection, the bullet causes an extra 1d6 damage due to its large exit wound.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 5	EMP 5

Cybernetics

Cyberarm with Hydraulic Rams, Cyberoptic with IR, and Targeting Scope.



MAP 8 • CETAEN CARGO VESSEL

minutes whenever the PCs attempt anything covertly on shipboard. On a roll of 1–3, two Force Q agents enter the area.

1. Deck: The top of a Cetaen appears sleek and aerodynamic. No superstructure rises from the deck. A needlelike spire with a dish antenna on top houses all electronic instruments. Teardrop–shaped domes cover lifeboats and the deck crane. A camera on the instrument tower sweeps the deck and surrounding ocean, sending images to the crew compartments (area 2).

2. Crew Compartments: A galley, barracks and pool room occupy this section of the ship. The ship normally carries two security personnel, who ride here. *Baroness* carries four Security Troops.

3. Bridge: This tiny chamber contains a panel of manual controls, along with a couch where the ship's helmsman jacks in. At most times the room is empty and the Cetaen proceeds under automatic control. An ultrasonic motion detector monitors this chamber when the helmsman is not present.

Anyone who enters the bay must pass a Reflexes + Electronic Security Systems roll with a Difficulty of 18 to avoid triggering it. Authorized personnel wear an armband which broadcasts an identification signal, neutralizing the alarm. The motion detector alerts the crew compartment to intrusion.

4. Engines: This access hatch leads to the ship's turbines, powered by a diesel/CHOOH2 engine.

5. Medical Bay: This pale green clinic contains a small surgical theater. *Baroness* also contains a high–pressure decontamination shower, which collects all water used in an isolation tank.

6. Cargo Compartments: Each ship carries cargo in white standardized containers, stacked in a grid pattern. Winches mounted on the ceiling of each level allow the crew to shift these containers around as desired. *Baroness* has airlocks at each entrance to the cargo compartments. The hazardous–materials ship also equips the cargo bays with security cameras, broadcasting images of the interior to the Security personnel in area 2.

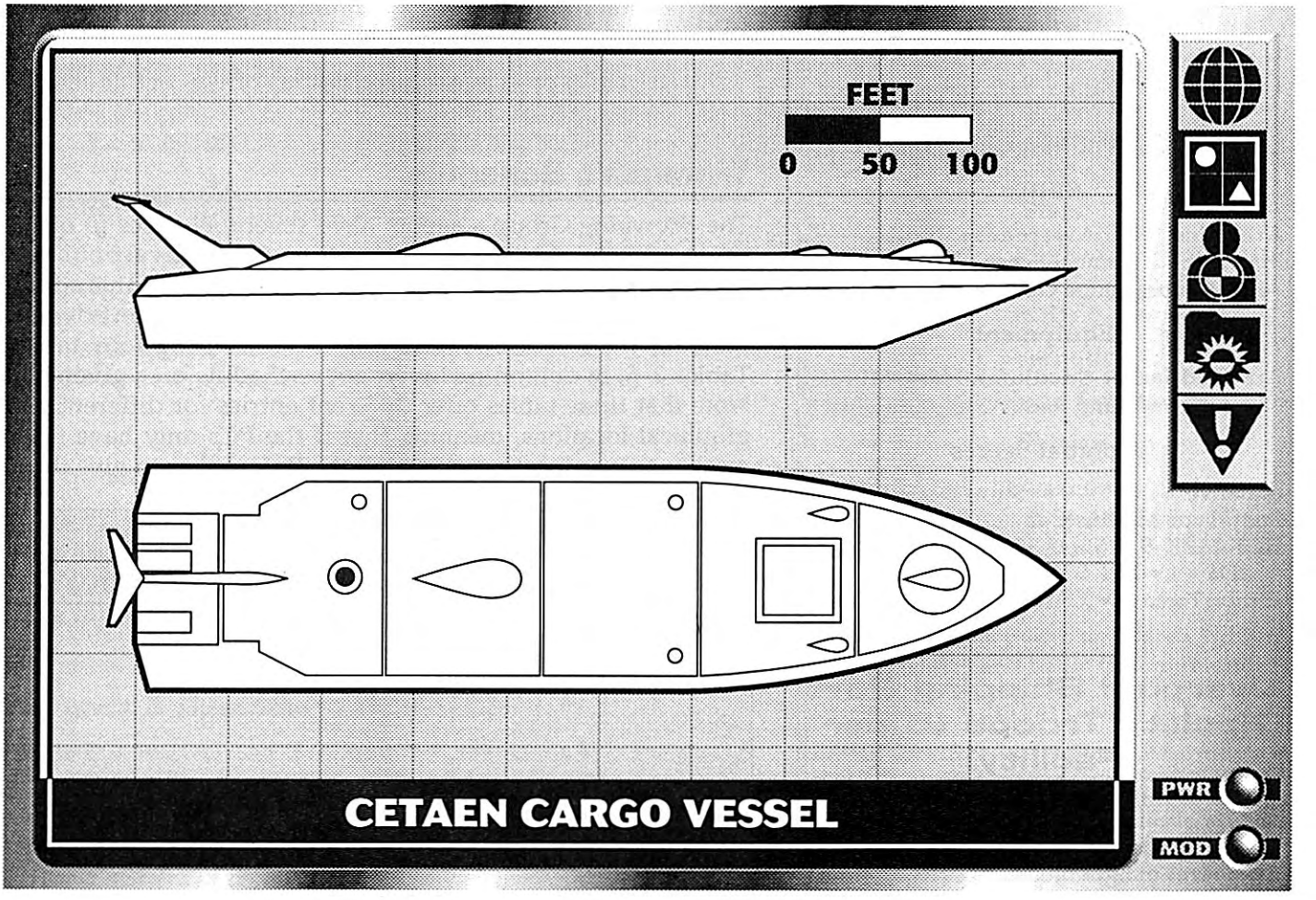
Baroness carries hazardous chemical cargoes. Anyone who breaches the containers without a protective mask and suit risks exposure. Unless otherwise mentioned, these containers contain a toxic cocktail causing 1D6 points damage on direct exposure. The Referee should make a secret Stun save for the character. If the victim fails, he or she suffers subtle respiratory system damage which manifests itself 2D6 months later. The victim loses 1D6 points of Reflexes, and can regain them only through extensive surgical therapy costing 10,000eb.

Liverpool Modular Port Facilities

Liverpool Shipping maintains harbor facilities in 15 of the world's major ports. This text does not contain detailed descriptions of each city, particularly since most Browning agents have no reason to visit them, except perhaps in a swift raid against a single one of the 15 ports. If the campaign gravitates to one of these cities, the Referee may wish to develop a little material on that particular location.

To the corporate terrorist on a routine raid, all the cities take on a grim similarity. Dark breakers lap against the oily stones under the docks. Squalid warehouse districts cluster along the coast, with downtown skyscrapers looming in the background. Liverpool Shipping builds its harbors along the same layout the world over. Liverpool's engineers base their harbors upon the Akari Modular Port Design, which has become standard for ship docking facilities around the world.

Security reinforcements from Force One or Force Q protect port facilities by setting up regular patrols and by placing hydrophones in the water to detect swimmers. One may swim quietly enough to avoid triggering the hydrophones by passing a roll of Reflexes + Swimming with a Difficulty of 15. To determine if the patrols locate intruders, assume that whenever the PCs spend time at a given location, there is a 3–in–10 chance every 15 minutes that a two–man patrol passes. The remainder of the reinforcements wait at the security station pending further orders.



Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Demolitions +4, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Liverpool Shipping Security (4 per ship)

These Troops accompany each Liverpool Shipping Cetaen–class container ship.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 5	EMP 5

Cybernetics

Cyberoptic with IR, Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Demolitions +4, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Liverpool Shipping Port Facility Troops (5 per Facility)

These Troops are standard issue at any Liverpool Shipping Modular Port Facility. They wear Liverpool Shipping insignias on the sleeves of light blue jumpsuits.

Key to Map 9, Modular Port Facilities

The following key lists locations on Map 9 (see p. 67). As stated earlier, Liverpool Shipping's port facilities are based on a modular design created by Akari Heavy Industries. As a result, Map 9 should suffice for all Liverpool Shipping ports.

1. Perimeter: A 15' chainlink fence topped by barbed wire surrounds every Modular Port complex. Vibration sensors detect and pinpoint anyone who attempts to climb the fence, relaying this information to the Security Station at area 2.

2. Security Station: This concrete bunker houses five Liverpool Shipping Security Troops (see sidebar to the left).

3. Docks: Rusty cranes stand over the dock facilities. Two light motorboats lie moored by the main dock, alongside a pair of forklift trucks.

4. Warehouses: These identical sheet–metal buildings contain orderly rows of modular containers. Each one has a rotating security camera on the roof, sweeping the entire interior. These cameras broadcast images to area 2.

5. Loading Docks: This concrete bay has cranes for loading cargos onto trucks, VTOL aircraft, or other transport.

6. Lounge: This long metal building contains a cafeteria and coffee lounge for employees.

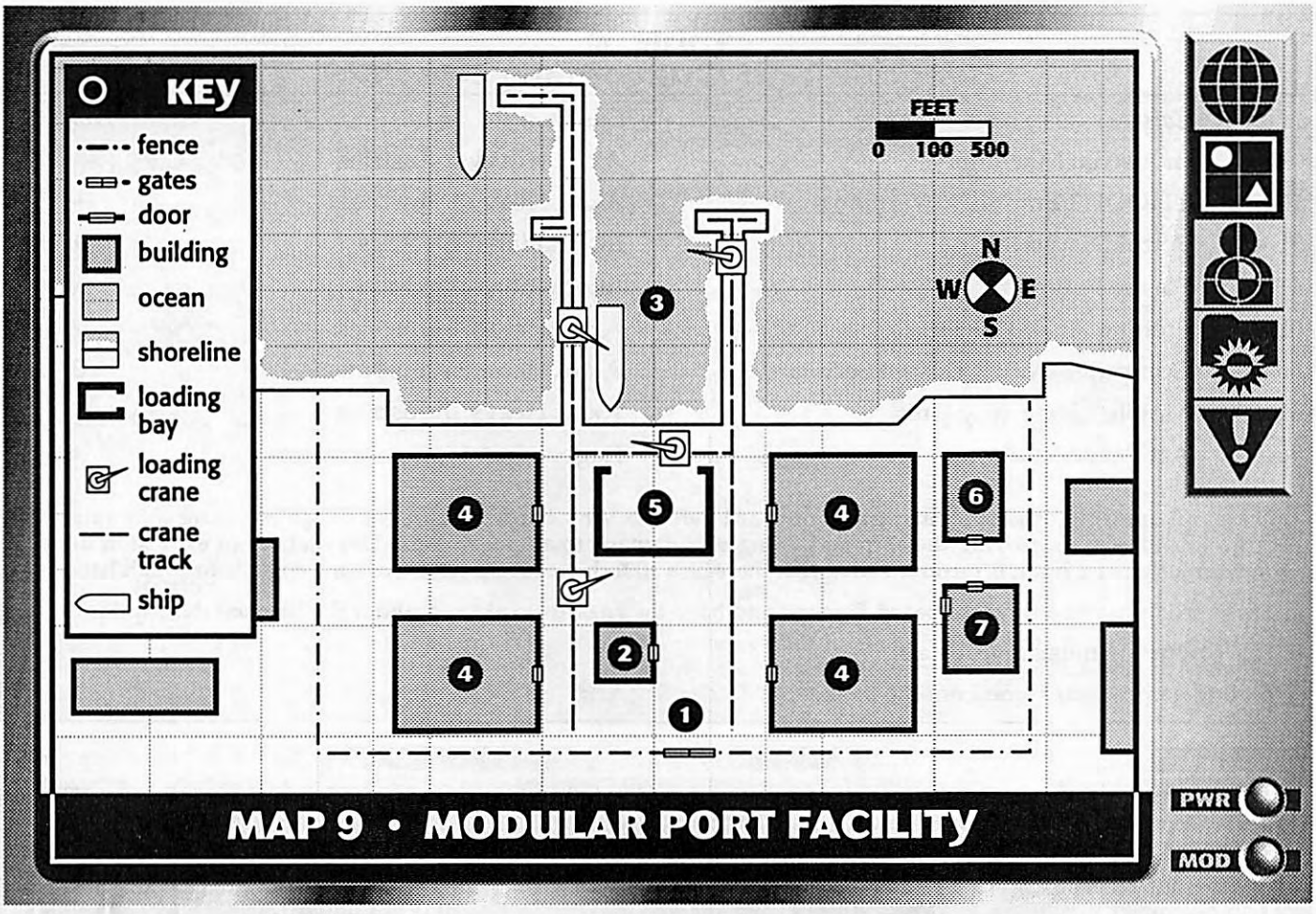
7. Office: An on–site manager has his offices in this shack.

Transport Schedule

The Browning Group's agents have several chances to obtain timetables for Liverpool shipments. Since Liverpool may make hundreds of shipments during the period of this adventure, it is not practical to create its entire timetable in advance. Instead, the Referee should use the following four tables, Tables 3–6, to determine Liverpool's schedule on a given day. Note that these tables offer different entries for different geographical locations, meaning that if the PCs only have information on one location, this is all the Referee has to give them.

Table 3
Number of Shipments per Day

1d100	*Atlantic*	*Pacific*
01–25	0	0
26–50	1	0
51–75	2	1
76–94	3	2
95–00	5	3



MAP 9 • MODULAR PORT FACILITY

Number of Shipments per Day

Table 3 on p. 66 shows how many shipments Liverpool Shipping makes on a given day. Roll 1D100 to determine how many of these shipments go to each hemisphere. Once this number is generated for both hemispheres, proceed to Tables 4 and 5 as determined by the roll on Table 3.

Cargoes & Customers (Pacific)

Table 4 shows which company commissions the shipments and what the cargoes are for that hemisphere (Pacific). Some cargoes only travel by air. With others, the GM should roll 1D10. On a roll of 1–3, Liverpool carries the material by airliner.

Cargoes & Customers (Atlantic)

Table 5 shows which company commissions the shipments and what the cargoes are for that hemisphere (Pacific). Some cargoes may only travel by air. With others, the GM should roll 1D10. On a roll of 1–3, Liverpool carries the material by airliner instead of by ship.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 5	EMP 5

Cybernetics

Cyberoptic with IR and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Demolitions +4, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Table 4
Cargoes and Customers (Pacific)

1d100	*Cargo*	*Customer*	*Notes*
01–15	Industrial Machinery	Akari Heavy Industries	—
16–30	CHOOH2 Engine Powerplants	Akari Heavy Industries	—
31–40	Petrol Distillates	International Electrics	1
41–50	Plastic Polymers	International Electrics	—
51–65	Etching Acids	Akari Heavy Industries	2
66–80	Computer-Aided Design Software	Akari Heavy Industries	3
81–95	Mobile Laboratory Unit	Akari Heavy Industries	3
96–00	Artillery Munitions	Engesa, Inc.	4

1. These inflammable products must travel onboard *Baroness*. Any spark, gunfire, or rough handling may cause the cargo to explode, destroying the ship and doing 6D6 damage to all passengers. The chances of explosion depend on your judgment, but it is recommended that there be a 10% chance (1 on 1D10) for each episode of rough handling.
2. These products must travel onboard *Baroness* and have the hazards explained under the *Baroness* description.
3. This equipment must travel by air.
4. All Engesa products come from Rio de Janeiro.

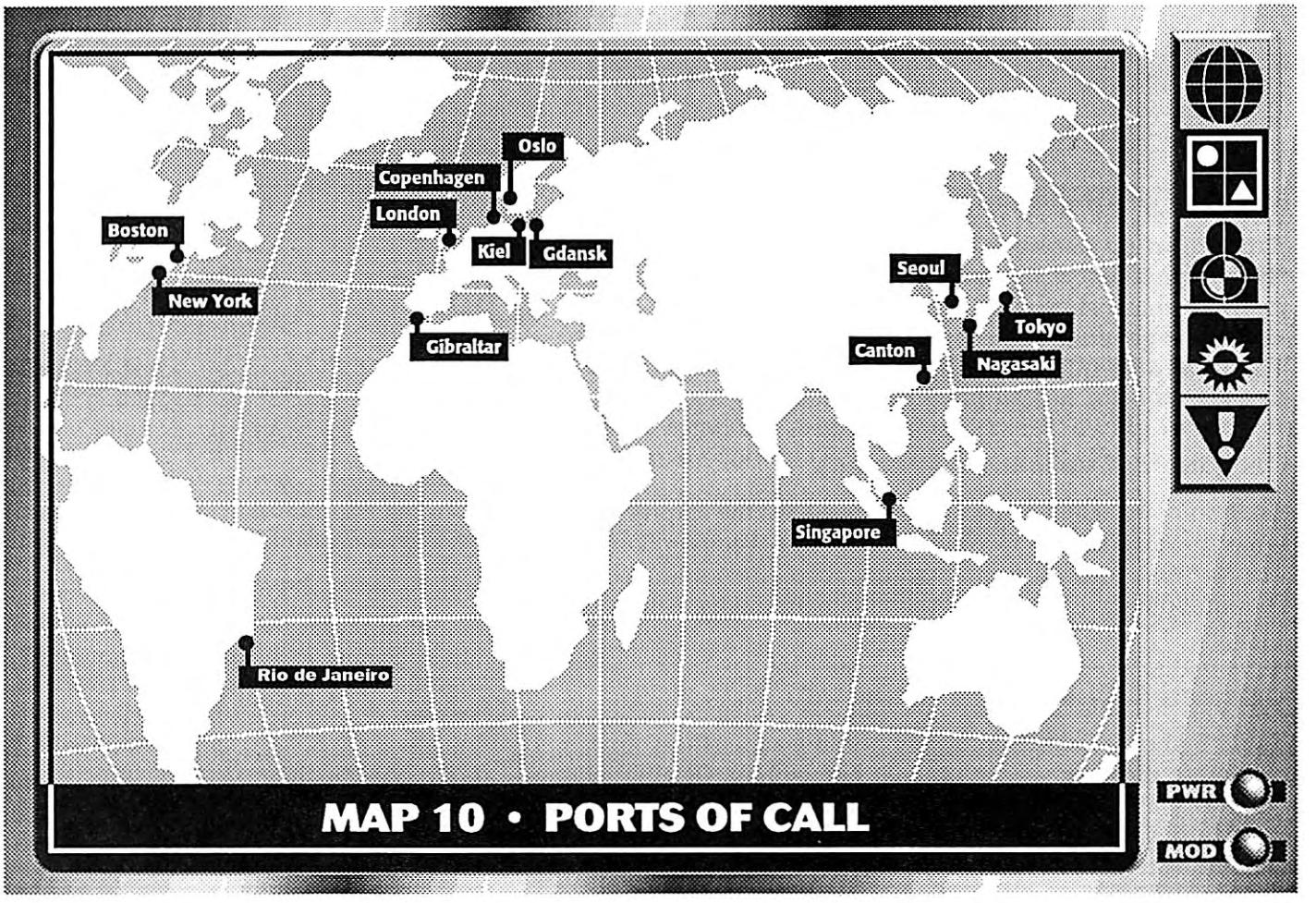


Table 5
Cargoes and Customers (Atlantic)

1d100	*Cargo*	*Customer*	*Notes*
01–20	Classified Material	Petrochem, Inc.	1
21–30	Classified Material	Petrochem, Inc.	2
31–35	Industrial Machinery	Akari Heavy Industries	—
36–40	Diamonds and Precious Metals	Maas, Inc.	3
41–45	CHOOH2 Engine Powerplants	Akari Heavy Industries	—
46–50	Petrol Distillates	International Electrics	4
51–60	Plastic Polymers	International Electrics	—
61–70	Raw Starch Products	Petrochem, Inc.	5
71–80	Chemical Munitions	Engesa, Inc.	6
81–90	Armored Fighting Vehicle Powerplants	Engesa, Inc.	7
91–00	Artillery Munitions	Engesa, Inc.	7

1. Most Liverpool files fail to identify the cargo on this type of shipment, although the recipient is invariably Biotechnica, Inc. Anyone scanning files of Liverpool senior executives discovers that the "Classified Material" is actually the catalyst "butyl–isotane," used in CHOOH2 production. If the PCs attack this shipment, consult the event Biotechnica in Chapter 5.
2. As above, but shipped by aircraft.
3. This cargo is stored in a few attache cases and worth 2D6 million eb. These shipments always originate in Cape Purity. Since international agreements prevent the AFE from exporting these products, Liverpool must disguise these shipments. Roll a second time on this table to determine what the shipment officially contains.
4. These inflammable products must travel onboard *Baroness*. Any spark, gunfire or rough handling may cause the cargo to explode, destroying the ship and doing 6D6 damage to all passengers. The chances of explosion depend on the Referee's judgment, but it is recommended that there be a 10% chance (roll of 1 on 1D10) for each episode of rough handling.
5. See the results for 01–20, above.
6. These products travel aboard *Baroness*. Treat them as Biotoxin II on p. 100 of the *Cyberpunk* rules. All Engesa products come from Rio de Janeiro.
7. All Engesa produces come from Rio de Janeiro.

Origins & Destinations

Table 6 shows the various ports of arrival and destination. Roll twice on this table, first for the origin of a shipment and second for its destination. Note: some cargoes always come from the same origin.

Ports of Call

Map 10 shows the various ports of call frequented by Liverpool Shipping's container ship line. It would be impossible to enclose a map of each city. If the PCs engage in any actions within these ports, feel free to find maps of the cities, alter them to your liking, and run the adventure that ensues. Ω

Table 6
Origins and Destinations

1d100	*Atlantic*	*Pacific*
01–15	London	Tokyo
16–30	Gdansk	Seoul
31–40	Kiel	Tokyo
41–60	New York	Singapore
61–70	Boston	Nagasaki
71–80	Oslo	Seoul
81–90	Copenhagen	Tokyo
91–00	Gibraltar	Canton


CAMERA 14
SECTION A

Chapter 4

Liverpool's Investors

Introduction

Liverpool Shipping's investors are the key to this adventure. They own Liverpool, they have the resources to defend it, and they have the authority with which to sell it to the Browning Group. The PCs may approach Liverpool's investors in any way they choose, attempting to trick, bribe, or blackmail these people into giving up their holdings. This section describes those people, and gives the Referee a basis for determining their actions.

Mr. M. Michaud



Nothing the party does makes Michaud anything but an implacable enemy. He built Liverpool Shipping almost single-handedly and he wishes to keep personal control of it, running the corporation as a private fiefdom. Michaud shuns contact with the public, running his company from his apartments within the Parker Complex. If anyone threatens his control over his company, he tries to destroy them, using the Liverpool Security Reserve to reinforce threatened locations and Force X to assassinate enemies.

Michaud also does everything within his power to defend Liverpool Shipping, Inc., in financial battles. He has 10,000,000eb in liquid capital, which he uses freely to buy up Liverpool stock. After one month of takeover struggles, the sale of property allows him to spend 15,000,000eb more. A reminder of this appears in Chapter 5: Events.

Those who hope to kill Michaud must penetrate to his apartments within the Parker Complex, (see Map 6 and description in Chapter 4). Michaud also has a private bodyguard Bones (described in the sidebar on p. 72). The Referee may simply assume that any NPCs sent to do this job fail.

Michaud's death would prove a turning point in the adventure. Liverpool Shipping's founder has no clear successor and no single heir to his possessions either. This would naturally initiate a major power struggle within the corporation.

In the event of Michaud's death, proceed as follows. Upon the announcement of Michaud's death, the VanTill Investment Group of Manchester, England, immediately takes control of Michaud's estate on behalf of his more distant relatives. VanTill's money managers wish only to preserve Michaud's capital, not to retain control of Liverpool Shipping, Inc. The VanTill managers readily sell Liverpool Shipping shares if market conditions seem favorable. This does not depress the price — the investors do not dump the stock — but it does make these shares available for purchase. PCs can take advantage of this, as can Christopher Woodruff (see pp. 80–81).

By assassinating Michaud, the party also makes any threats against other Liverpool Shipping investors far more believable.

Akari
HEAVY INDUSTRIES

Akari Heavy Industries

(1,300,000 shares, 13% ownership.)

Akari Heavy Industries of Tokyo considers Liverpool Shipping, Inc., a useful corporate vassal, both for Liverpool's shipping fleet, container shipping contracts, and for its influence over the manufacture of CHOOH2. However, the Japanese manufacturing firm sees no need to enter the raging battle to own this corporation. Akari wants only to be one of Liverpool Shipping's major customers and stockholders. Furthermore, other companies can offer Akari Heavy Industries the same services as Liverpool Shipping, and Biotechnica can easily take its business elsewhere.

M. Michaud

Michaud has spent his entire life positioning himself in the business world. He knows how to organize an enterprise and knows how to remain in charge. His career culminated in the founding of Liverpool Shipping. Now he has a great deal of personal pride in the company (in addition to millions of eb). Michaud takes an attack on Liverpool as a personal threat, and fights it bitterly.

Success makes Michaud arrogant. He considers most people beneath him, and feels entitled to whatever he wants. Michaud doesn't hesitate to praise his own abilities, or to tell others how foolish he thinks they are. This makes him numerous enemies and may be his only flaw as a corporate leader.

Michaud speaks in an acerbic French accent. He has a perpetually baleful look in his eyes. His receding hairline and meaty neck add to this menacing appearance. Michaud dresses in Italian suits, and fastens his tie with a clip of gold.

Stats

INT 9	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 8
MA 6	BODY 5	EMP 3

Cybernetics

Interface Plugs, Skin Weave, Toxin Binders.

Skills

Accounting +6, Awareness/Notice +7, Resources +9, Stock Market +9, and Submachine Gun +5.

Equipment

Armored Vest and H&K MPK–9.

Combat Scores

Initiative: +8 Stun/Death Save: 5
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +14
Armor: Torso 22 • R.Arm, L.Arm 12 • R.Leg, L.Leg 12 • Head 12

Michaud's Bodyguard

Bones accompanies Mr. Michaud everywhere, watching for potential threats. Michaud prefers Bones to remain inconspicuous, and the bodyguard complies, sel-

If Akari Heavy Industries' relationship with Liverpool Shipping becomes too dangerous, Akari cuts its ties with the smaller shipping corporation.



If the PCs contact Akari regarding Liverpool Shipping, they receive an invitation to the Osaka offices of Mr. Toku Wa, a Financial Planner for the Pension Fund. Toku Wa receives the party in a wide corner office, in which two entire walls are actually well–scrubbed windows, providing a vista of the city below. Toku Wa treats the party with classic Oriental courtesy and obtuseness, spending hours on meaningless pleasantries and refusing to give any meaningful answers to proposals from the party. Akari Heavy Industries is quite satisfied with its position right now. It has no interest in selling its Liverpool Shipping stock and no desire to have anything it cannot already get.

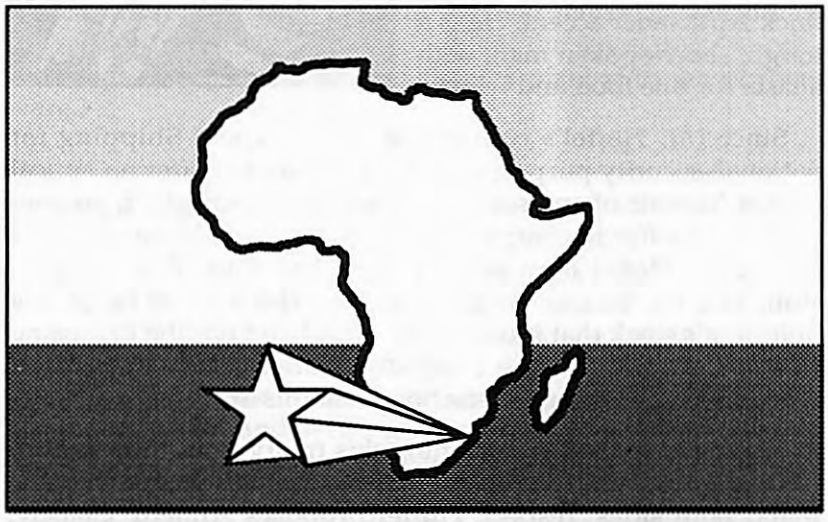
The Referee should roleplay as much of the conversation with Toku Wa as possible, because Toku's personality offers the PCs their best clue for dealing with Akari. Toku's politeness borders on meekness. When offered proposals, he must generally respond that he will bring the idea up "if his superiors have the time." Players should gain the impression that Toku is a weak man in a weak position, using Oriental formalism to cover up this fact. His corporation has committed a large amount of money to Liverpool Shipping already and has no interest in further involvement.

Threats may have an effect on Toku Wa, although only the most subtle means can bring the effects the party desires. Violent threats bring outside involvement — obviously the last thing the PCs need. Akari has no desire to lose money through its association with Liverpool Shipping, and if the party convinces Toku that his corporation's shipments are in danger, he will try to cut his ties with the shipping firm as cleanly as possible. Under these circumstances, Toku Wa will try to sell his Liverpool Shipping holdings for at least 15eb per share. If the PCs offer this price, Toku sells out. Otherwise, he releases the stock gradually, selling 1,000,000 shares (10% of the total) on any day when the stock price exceeds 17eb.

To have any chance of intimidating Toku Wa, the party must support its warnings with force. As a general guideline, the party must have destroyed or captured at least one of Akari's shipments and defeated at least one of Liverpool's Security Reserve teams to impress Akari. Alternatively, if the party can destroy at least three of Akari's own shipments, it need not defeat the security team.

No megacorporation allows itself to be bullied. If the party's warning to Toku Wa seems like a blatant threat, or involves a demand for Akari to sell its stock below the 15eb minimum, the corporation responds with force. It alerts Michaud to everything it knows about the party. Furthermore, Akari dispatches a pair of its elite covert operatives, the Divine Lightning, to every Liverpool ship or harbor in Asia. (Use the guards stats that appear on pp. 66–67.)

The Referee must decide exactly how Akari Heavy Industries interprets the party's approach. Much of this depends on roleplaying, and the GM may simplify decisions by having PCs make rolls of Empathy + Persuasion. One must pass such a roll with a Difficulty of 15 to keep Toku from interpreting a warning as an insulting threat. It takes an Empathy + Persuasion roll with a Difficulty of 20 to convince him that Akari must sell its Liverpool Shipping holdings.



Treasury of the Afrikaan Free Enclave

(1,000,000 shares, 10% ownership.)

In 2019, the Boers of South Africa's east coast declared their secession from the Republic of South Africa, forming this "white homeland." The governments and corporations of the world viewed this new country with disgust, both because of its repugnant racial policies and because the new Enclave nationalized extensive holdings from the powerful DeBeers Combine. In 2020, the Boers withstood two coup attempts and one overland assault from South Africa. The rest of the world has now contented itself with allowing the Enclave to exist but treating it as an international pariah.

Liverpool Shipping is one of the Afrikaan state's only corporate friends. Edmund Carleton, the Liverpool director currently with the Browning Group, arranged a bargain with this nation. Liverpool openly transports Afrikaaner diamonds and precious metals, while secretly arranging their sale to many

dom speaking or making eye contact with others. This bodyguard spends nearly 24 hours a day with his employer, serving as a silent guard. Bones does not mind this isolation at all. The cyberware in his body has left him with nearly no social impulses, and he has a difficult time envisioning people as anything other than objects to be protected or targets to be destroyed.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 8	BODY 11	EMP 2

Cybernetics

Adrenal Booster, Cyberoptic with IR, Muscle & Bone Lace, Sandevistan Speedware, Skin Weave, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +9, Demolitions +4, Martial Arts (Judo) +9, Submachine Gun +10.

Equipment

H&K MPK–9, Metal Gear, and Radio Communicator.

Combat Scores

Initiative: +18/21/22 Stun/Death Save: 11
Body Type Modifier: –5
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +21
Armor: Torso 30 • R.Arm, L.Arm 30 • R.Leg, L.Leg 12 • Head 32

Toku Wa

Toku Wa lives the life of the ideal Japanese saraiman. He holds a lifetime contract with Akari and supports a wife and three children in Tokyo, helped by his company's Fruitful Family Plan. Although he has little real power or freedom, he enjoys the sheltered life of an Akari manager. He is satisfied with this situation. Toku finds his Liverpool assignment onerous, because it calls on him to make decisions and become involved in a corporate conflict where he does not always know exactly what to do.

Toku is a slim Japanese man whose gray suit and dark tie help him to vanish within any group of businessmen.

Stats

INT 7	REF 5	TECH 5
COOL 4	ATTR 4	LUCK 6
MA 6	BODY 5	EMP 3

Cybernetics

Interface Plugs.

Skills

Accounting +6, Awareness/Notice +7, Japanese Etiquette +8, Resources +4, and Stock Market +5.

Equipment

Armored Vest.

Combat Scores

Initiative: +5 Stun/Death Save: 5
Body Type Modifier: –2
Armor: Torso 10

Jan T. Hoffel

This military expert led the armored forces that won independence for the Afrikaan state. Hoffel is direct and short–spoken, disdaining subterfuge. Hoffel considers the interests of his government before all else.

Hoffel has a hawklike face, with a prominent nose and angular features. His heavy brows sit atop glittering, predatory eyes. Despite his rank within the Afrikaan government, he wears a simple military uniform, including the khaki armored jacket issued to officers.

Stats

INT 8	REF 8	TECH 5
COOL 6	ATTR 5	LUCK 4
MA 6	BODY 5	EMP 5

Cybernetics

Cyberoptic with IR, Implanted Explosive Charge (detonated by a coded radio signal), Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +7, Demolitions +6, Pistol +5, Rifle +7, Submachine Gun +5.

Equipment

Armored Jacket (Medium) and Colt AMT Model 2000.

buyers who have officially foresworn trade with the outcast country. Michaud also facilitates a two–way arms trade between the Boer Arsenals and Engesa, Inc., of Brazil. Therefore, the Afrikaan Free Enclave values Liverpool Shipping highly. The Afrikaaners will do whatever they can to keep this corporation independent.



If the Browning Group investors wish to negotiate with the Afrikanner treasury, they meet the Treasurer himself, Jan T. Hoffel. Hoffel wears a tan military uniform with a Sam Browne belt and slung Minami submachine gun. He meets the party in a white mansion with a view of the savanna. Hoffel speaks with a thick Afrikaaner accent. He is a tough, short–spoken man, with a taste for fine food and wine.

Since Mr. Hoffel's country needs Liverpool Shipping for national–security purposes, monetary gestures offer no appeal to him. Threats of any sort simply make him angry. If, however, the PCs offer to continue Michaud's favorable treatment of his nation, Hoffel may agree to a pact of mutual nonaggression. The Afrikaaner treasury retains the 10% of Liverpool Shipping's stock that it owns but votes to accept the Browning Group's takeover of the company. Hoffel dislikes Michaud, and would take some satisfaction from this arrangement.

Hoffel would propose signing this treaty through a neutral party. Naturally, this party must have the strength to command both sides' respect. Hoffel proposes Annette Chasov, the Fort Hood spymaster (see Chapter 2). Chasov frequently uses Hoffel as a go–between for arranging her own operations; in return, she obtains favors for the Afrikaan Free Enclave. Chasov does not inform Hoffel of any contact between the PCs and herself, so Hoffel introduces her as if the party has never heard of her before.

The party could also attempt to ruin the Afrikaaner state's Liverpool connection. By providing public proof that Liverpool smuggles AFE cargoes to unauthorized destinations, or that Liverpool carries weapons for the Afrikaaner state, the party could create a scandal sufficient to end this trade. This causes Liverpool to lose a valuable part of its trade. Roll immediately on Table 9 (see Appendix), and note that the value of Liverpool assets declines as well (see "Victory" in Chapter 5). If the Afrikaaners have any knowledge of the party, this insures that they attempt to destroy the PCs. Likewise, if they know of the Browning Group's attempts to take over Liverpool, they continue to hold their 10% of Liverpool stock out of spite and the hope of reviving the deal.

If, by some clever feat, the party manages to both expose Liverpool Shipping's Afrikaaner trade and simultaneously manages to keep its own role secret, the Afrikaan Free Enclave would release its 10% of Liverpool Shipping stock onto the market. The Referee must decide whether the party's resources allow it to carry out this operation. Obviously, this action requires a Media connection, and it requires the party to act early in the adventure, before the Browning Group's intentions become well known.

If the 'punks become enemies of the Afrikaan Free Enclave, Hoffel tries to destroy them. In this case, Hoffel sends a team of mercenaries to make an assault on the Cisneros Plaza complex, ideally at a time when the PCs are inside. Once the assault begins, Hoffel's team makes no attempt to keep its attack quiet or surgical. Survivors of the assault team almost certainly face arrest after the battle, but by then the damage will be done. To guarantee their success, Hoffel has assured the assault team that he can arrange their release. (The truth of the matter is that Hoffel intends to kill the team after the mission ends, using the explosive charges planted in their cyberware.)

Preston Carter

(500,000 shares, 5% ownership)

The eccentric billionaire Preston Carter purchased shares in Liverpool Shipping half as an investment and half as a hobby. Having made his fortune in the polymer industry, Carter enjoys buying stock in small corporations, exercising his skills at management, and writing articles about his decisions in *Players*, the magazine he publishes. If the PCs wish to contact Carter, they must visit him at his Alaskan estate, where he currently prepares for the dogsled racing season (see Map 11 on p. 78 for details).

To contact Preston Carter, the PCs must go through his daughter, Bridgett Carter. Bridgett acts as the billionaire's aide and secretary. The impression the PCs make on her is crucial to all future dealings with Carter. Carter dotes on his daughter and follows her advice in almost everything.

Persuading Preston Carter to sell his Liverpool Shipping stock voluntarily is largely a roleplaying challenge. Carter is a quirky, fun-loving man who enjoys exciting experiences and lavish displays of money. If the 'punks show him a good enough time, Carter may decide to sell them his shares as a gift between friends. As a guideline, this does not occur unless the players produce enthusiastic roleplaying and an imaginative idea for entertaining Carter. The entertainment must cost at least 1,000,000eb, if only for frills and gold-plating. Winning Carter's friendship should be a genuine test of imagination. Do not feel obligated to let the players succeed simply because they try.

Combat Scores

Initiative: +15 Stun/Death Save: 5
Body Type Modifier: –2
Colt AMT Model 2000 (# Shots 8 • ROF 2 • DAM 4D6 + 1 • REL VR) +13
Armor: Torso 18 • R.Arm, L.Arm 18

Mercenaries (12)

The Afrikaan Free Enclave employs mercenaries from around the world. Most recruits come from the seamier sides of Germany, France, and the Netherlands, where right-wing gangs share the racial ideals of the Boer nation. These soldiers of fortune love violence of all sorts. They cherish large-caliber firearms and talk endlessly about the merits of different weapons.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 8	EMP 3

Cybernetics

Cyberoptic with IR, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +7, Demolitions +6, Rifle +7, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), Climbing Gear, FN-RAL Heavy Assault Rifle, Fragmentation Grenades (2), Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +15 Stun/Death Save: 8
Body Type Modifier: –3
FN-RAL Heavy Assault Rifle (# Shots 30 • ROF 30 • DAM 6D6 + 2 • REL VR) +16
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Guard Dogs (10)

These are basic Doberman Pinschers, specially command-trained to guard and attack.

Stats

INT 2	REF 8	TECH 0
COOL 0	ATTR 0	LUCK 4
MA 8	BODY 5	EMP 5

Attacks

Bite +7 (Damage 1d6).

Combat Scores

Initiative: +8 Stun/Death Save: 5
Body Type Modifier: –2

Preston Carter

Preston Carter has a thirst for life matched only by his colossal ego. At a subconscious level, he feels that earning a great deal of money qualifies him as an expert on every subject. Carter has published books (through his own printing company) on subjects ranging from dog breeding to Biblical scholarship. Carter also fancies himself to be rather witty, and constantly quotes aphorisms of his own invention. For example: "Don't feed the tiger unless you fill him up" and "If everyone thinks of you as a friend, you can pick your enemies."

Despite his foibles, Preston Carter can be a pleasant person. Despite his high opinion of himself, he is quite willing to listen to others and to laugh at his own mistakes. Carter also does not hesitate to spend his money on gifts or spectacular entertainment. Carter occasionally jokes that he bought his estate in Alaska to save money because it keeps him away from city restaurants, theaters, and shops. Preston Carter is a good friend of Edmund Carleton.

Preston Carter has a full head of white hair, which he cuts short and parts neatly. He has a trim mustache as well, and smokes a pipe of dark wood.

Stats

INT 7	REF 5	TECH 5
COOL 4	ATTR 4	LUCK 6
MA 4	BODY 4	EMP 3

Cybernetics

Biomonitor, Enhanced Antibodies, Interface Plugs, Skinwatch, and Toxin Binders.

Skills

Accounting +4, Awareness/Notice +7, Education +8, Handgun +3 Resources +8, and Stock Market +9.

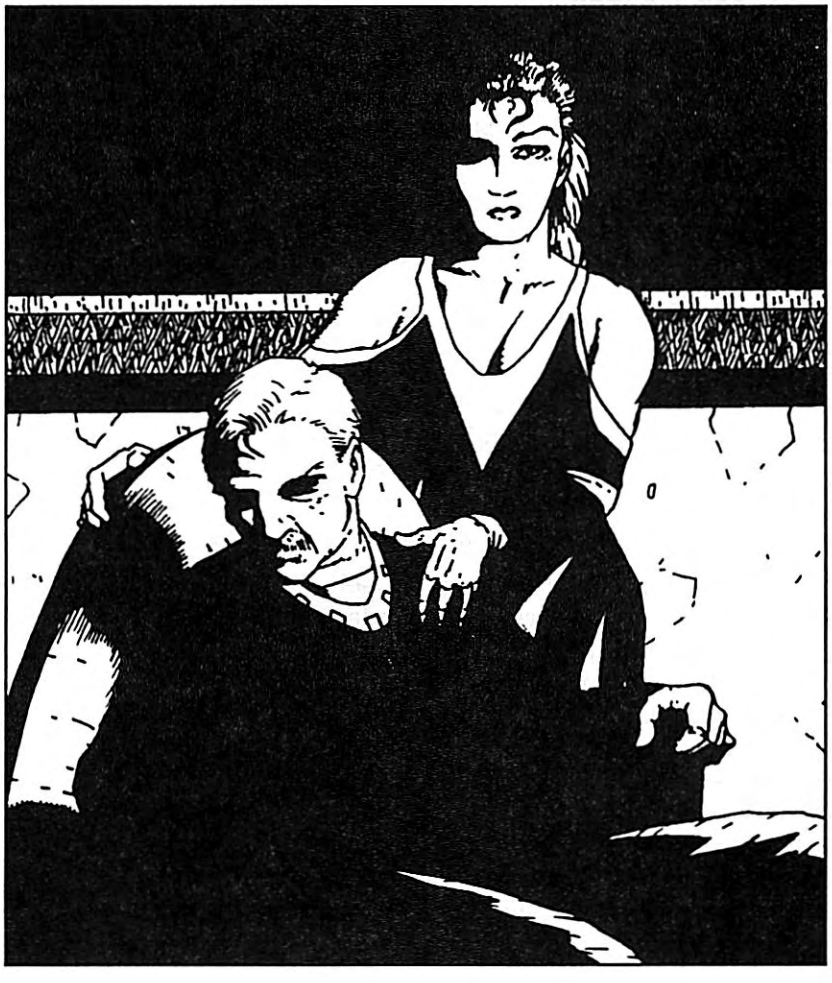
Equipment

Armored Vest and Federated Arms X–9.

The PCs could also try to make Carter give up on Liverpool Shipping in disgust. Carter was (and is) a good friend of Edmund Carleton, but he considers Mr. Michaud cold, boring, and irritating. Bridgett also dislikes Mr. Michaud, and this counts for a great deal in the eyes of her father. If the PCs can work out a scheme to exploit Carter's dislike for Michaud, such as contriving an insult between the two, or creating some disaster for Liverpool Shipping (a disaster that appears to be Michaud's fault), the PCs might persuade Carter to abandon the corporation. The details for this scheme, of course, depend on the PCs' imaginations.

If the PCs can't persuade Carter to sell his stock to them, they may convince him to vote in favor of the Browning Group's takeover.

In any negotiations, the party may wish to impress Bridgett rather than Mr. Carter himself. Carter's daughter is a more canny businessman than her father, perhaps because she takes managing the corporation seriously, rather than treating it as a grand game. Therefore, if the party can make a sound financial argument — backed up by evidence — that Liverpool Shipping's stock will decline in value, Bridgett may listen.





Any male PC who hopes to win favors from Bridgett using his Seduction score plays a dangerous game. The young woman is stunning, and she welcomes a dashing young companion, but Bridgett also keeps her head and will not make decisions against her own best interests simply for the attentions of a lover. Furthermore, should her father hear of the relationship, he will stop at nothing to see Bridgett's lover killed.

Threats affect Preston Carter only if the party seems able to carry them out. Carter's first reaction to extortion, naturally, is anger, and he has had his bodyguards assassinate blackmailers before. However, Carter will risk nothing which might harm his daughter. A threat to Bridgett may convince him to do anything the party requests.

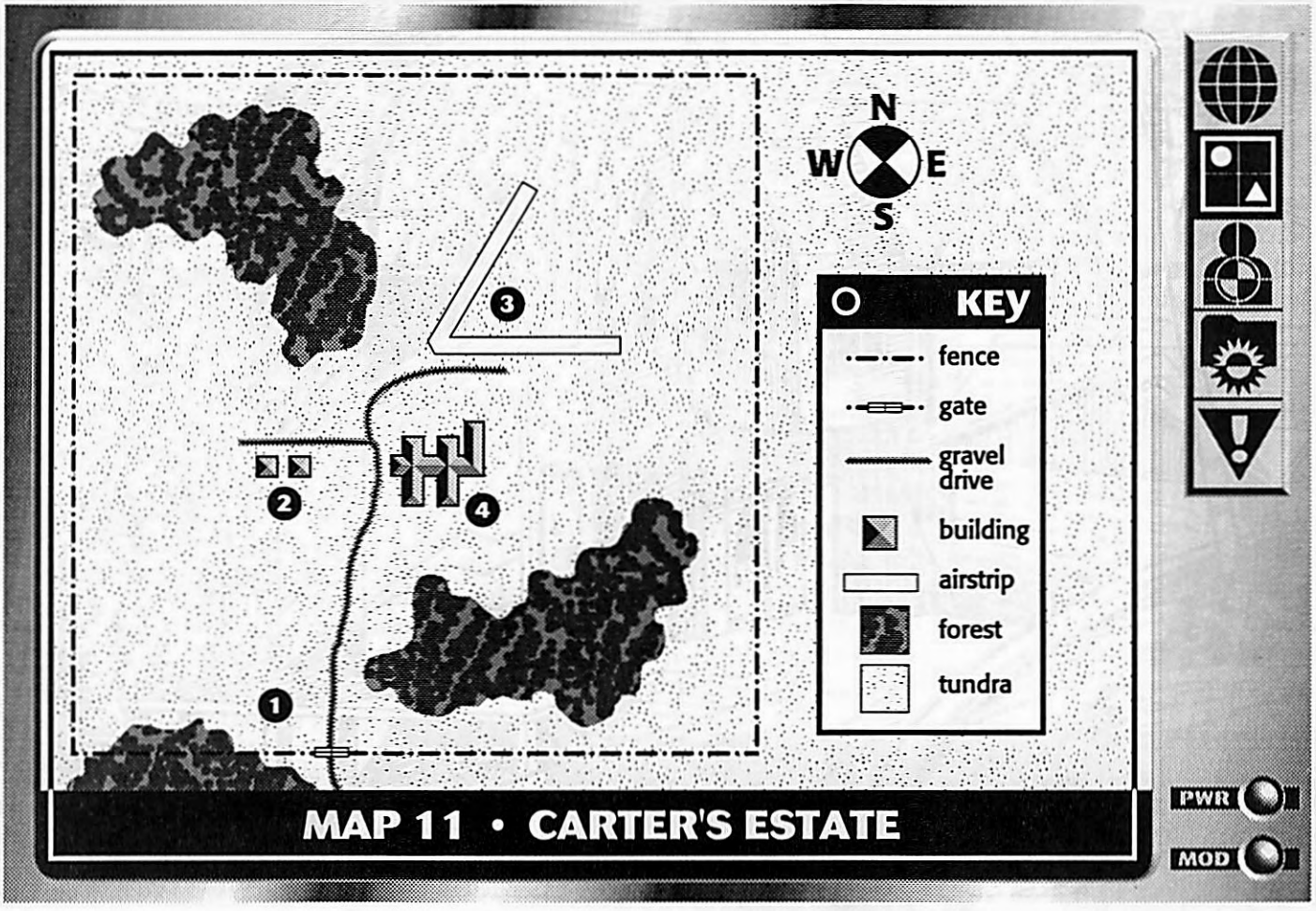
If Preston Carter dies, Bridgett inherits his wealth. If both die, the family wills have a clause by which Christopher Woodruff receives their Liverpool Shipping stock. Woodruff is an old friend of the family, and Bridgett considers him a sharp young man.

Carter's Estate

Preston Carter lives on an enormous estate in Central Alaska. The landscape consists of thick tundra grass, broken by jagged stone. Dark pine forests cover the eastern sections of the estate. When the adventure begins, the ground is bare, but snow falls in late October and lies heavy on the ground a month later.

The first question anyone planning a break–in on Carter's estate must consider is how to get to central Alaska in the first place. A helicopter or aircraft is the usual solution. Assume that Preston Carter's guards detect any aircraft landing within four miles of the estate, and send patrols to investigate. Carter's estate has the following layout.

1. Perimeter and Grounds: A buried system of geophones protects the outside of this complex, containing an internal expert–system recognition package allowing it to identify human footsteps. Anyone suspecting such devices may attempt a Reflexes + Stealth roll to avoid triggering the



devices, with a Difficulty of 18. Those who fail alert the guards at the mansion to their arrival. A team of five promptly arrives by helicopter to investigate.

If the intruders fail even to roll a 15 on the Stealth roll, the system identifies them as human intruders and triggers a booby trap. The improvised mines contain an explosive charge placed beneath a 20th century automobile battery, thereby spraying their victims with both lead shrapnel and concentrated acid. This causes 3D6 points damage and also destroys 1d6 points of armor on all sections of the victim's body. Preston Carter designed these devices himself and is quite proud of them.

Ten guard dogs roam freely on Carter's property. Intruders in the tundra have a 3–in–10 chance of meeting one every 15 minutes (roll of 1–3 on 1D10). Each dog wears a radio transmitter and a vital–signs monitor that broadcast its location and state of excitement to the security guards at Carter's mansion. This system also alerts the guards if a dog dies. A patrol of three guards arrives to investigate anything the dogs discover.

The tundra itself bears fewer hazards, although it also has a dearth of cover. Anyone walking in front of the party must pass a roll of Intelligence + Wilderness Survival with a Difficulty of 12 or step into hidden marsh. The grasses cause these areas to appear dry, but they actually conceal six–foot deep pits quagmires of mud and water. One may crawl out by passing a Swimming + Body Type roll with a Difficulty of 8, or with help from a friend, but this may douse ammunition and cause other inconveniences. After November, the marshes freeze solid.

2. Kennels: These wooden hutches house Carter's fifty prize huskies. Carter does not use them for combat, but they may attack PCs foolish enough to release them. Their statistics appear in the text above.

3. Airfield: An airfield of black pebbles scars the tundra grass. Four of Carter's guards watch this airstrip. Concrete hangars house two helicopters and one light corporate jet, all armored to 30 SP and equipped with gunports.

4. Mansion: This pine lodge contains spacious living rooms, a small but well–equipped hospital, and a broad lounge with glass walls, allowing one to view the arctic terrain. Carter and his daughter Bridgett live here, along with over 30 servants and assistants. Bridgett and Preston have two personal bodyguards each, who stay with them at all times. Eight more security troops live here, with four on duty at any given time.

Carter's Net

Carter does not maintain an entire mainframe at his Alaskan estate. However, he rents space in an Infocomp time–sharing system. One may learn about his subgrid and its general location by passing a System Knowledge + Intelligence roll with a Difficulty of 18, or by talking to a contact with suitable Net connections. The system map shows the portion of Infocomp's Anchorage data fortress relevant to this adventure.

1. Zombie.

2. Bloodhound.

3. Carter's Account: This one file contains all Carter's computer resources, from complex mathematical games to electronic magazines on dog breeding and sled racing to controllers for the geophones around his estate and for the biomonitors on his guard dogs.



Combat Scores

Initiative: +5 Stun/Death Save: 4
Body Type Modifier: –1
Federated Arms X–9 (#Shots 12/ROF 2/ DAM 2D6 +1 /REL ST) +8
Armor: Torso 10

Bridgett Carter

This dark–haired, dark–eyed girl is the center of her father's attention. To his delight, she has inherited his business sense, and as Preston Carter drifts farther into retirement, she takes over more and more of his investment decisions. Bridgett has a strong will and likes to get her own way, but she can also be diabolically subtle. If she feels that the PCs are offering her a worthwhile deal, she bargains fairly with them, but otherwise, she does her best to trap and thwart them.

Bridgett is slim, with curly hair. She dresses in dresses of the latest cut, made of the popular Luna™ cloth, which glitters with a silvery sheen. Her voice is a charming lilt. Bridgett does not mind if people think of her as a simple rich girl interested primarily in fashions. If people underestimate her, that only makes it all the easier to outwit them.

Bridgett hates Mr. Michaud. Liverpool's founder regularly attempts to undercut her control over the Carter fortune, feeling that he can control her father more easily. Furthermore, he has also had the gall to make advances toward her.

Stats

INT 7	TECH 5	REF 7
CL 4	LK 6	ATT 9
MA 4	EMP 3	BODY 4

Cybernetics

Enhanced Antibodies, Interface Plugs, Toxin Binders.

Skills

Accounting +4, Awareness/Notice +7, Education +7, Handgun +6 Personal Grooming +4, Resources +7, Social +4, Stock Market +6, Wardrobe and Style +6.

Equipment

Armored Vest, Federated Arms X–9.

Combat Scores

Initiative: +7 Stun/Death Save: 4
Body Type Modifier: –1
Federated Arms X–9 (# Shots 12 • ROF 2 • DAM 2D6 + 1 • REL ST) +13
Armor: Torso 10

Personal Bodyguards (4)

Two of these cool–eyed professionals accompany both Preston and Bridgett at all times. They dress well, in suits or gore–tex snowmobile suits (depending on the location). Preston and his daughter treat their bodyguards as friends of the family, and often chat or exchange jokes with them.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 3	BODY 7	EMP 3

Cybernetics

Cyberoptic with IR, Kerenzikov Boosterware, Skin Weave, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Combat Sense +8, Karate +7, Submachine Gun +7, and Wardrobe & Style +4.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +18 Stun/Death Save: 7
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +13
Armor: Torso 30 • R.Arm, L.Arm 30• R.Leg, L.Leg 12 • Head 22

Security Troops (8)

These men wear blue uniforms and carry their guns slung openly.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 7	EMP 3

Unknown Investor
(700,000 shares, 7% ownership)



An anonymous investor holds 7% of Liverpool's stock. Those who search through Liverpool's secret files discover his identity as Christopher H. Woodruff, a senior executive in Arasaka America. Woodruff's investment involves no conspiracy but his own. He intends to use Liverpool to make the maximum profit possible, he does not mind becoming involved in the corporate war, and he is not afraid to take risks.

Woodruff understands how corporate takeovers work. He knows the PCs must depress the price of Liverpool's stock. He knows equally well that corporate takeovers involve large purchases of stock, and this will eventually drive the price up again. Therefore, when Woodruff discovers the PCs' attempt to buy out Liverpool, he adopts the following strategy.

First, Woodruff sells his stock, not all at once, but in increments of about 1% a day, hoping to accumulate liquid capital without contributing to the stock's decline in price.

As Liverpool prices dip, Woodruff buys back as much stock as he can afford. In addition to the proceeds from his earlier sale of Liverpool stock, he has 10,000,000 eb to invest. Naturally, he tries to buy at the stock's lowest point. Referees must use their own judgment to determine when this comes, just as Woodruff must use his own market savvy to pick this point. As a rough guideline, he buys when the stock reaches 10 eb per share, whenever other investors dump at least 1,000,000 shares of Liverpool stock on the market, or whenever the stock begins to climb in price for a prolonged period.

Eventually, Woodruff hopes to sell all his Liverpool stock for a profit. If the PCs can afford to pay Woodruff the prices he wants, they can work with him. Otherwise, they have little to negotiate. Woodruff does not yield to threats — he did not get to his current position in Arasaka by fearfulness. He uses Arasaka agents both for his own protection and to punish enemies (use the guards stats on pp. 66–67). If the party manages to kill Woodruff, his friend Preston Carter acquires his shares. Only if Christopher Woodruff, Preston Carter, and Bridgett Carter all die do the shares appear on the open market.

Attacking Woodruff carries an additional hazard. Woodruff works within Arasaka as an agent of Annette Chasov. He does not use this connection needlessly, but if the party persists in attempts to kill him, Woodruff naturally uses every resource he has. If the PCs have not yet met Chasov, she may summon the party to warn its members not to harm

Woodruff or to demand accounting for any harm they have done. (See Chapter 2, above, for more details on Chasov.)

Chasov hopes to keep the party and Woodruff both alive and fighting one another. She intends to control them both, and to use them against each other to keep either from growing too powerful. Therefore, she passes details on the party's operations to Woodruff, helping him plan his investments, and also broadcasts his ideas to the PCs.

Christopher Woodruff lives in an apartment in downtown Seattle. He commutes to the Arasaka offices each day in an armored limousine (20 SP). His two bodyguards accompany him at all times.



Woodruff's elite bodyguard, Louise Hilton, lives in his apartment, avoiding public notice. However, anyone who attacks him at home meets her. Hilton accompanies Woodruff whenever his life seems in extreme danger. Louise Hilton does not ride in the same car as Woodruff; she follows him in a red sportscar of her own.

If Woodruff sees the need, he may dispatch Hilton to assassinate Browning Group operatives, or to plant explosives in their headquarters. Hilton attempts to penetrate the target area by approaching the PCs and claiming to be a defector from Liverpool Shipping. Hilton claims to have been one of Michaud's elite security agents. If asked about her reasons for defection, she grunts and complains that her superiors were treating her as "cannon fodder." Hilton then provides accurate information on the Parker Complex floorplans and other Liverpool Shipping holdings in return for sanctuary.

Hilton pretends to be terrified that Michaud will send hit teams after her. If the PCs try to disarm her, Hilton protests bitterly, asking what they expect her to do if Michaud's assassins attack her.

After spending a few days with the PCs, Louise Hilton plants nerve gas booby traps where the PCs will trigger them. If she considers the party dangerous, Hilton then attempts to sneak away. If she feels that she can bluff the party, however, she stays. If anyone tells Hilton about the grenades, she pretends to collapse in a fit of terror, claiming that she herself must be the target of the attacks.

Louise Hilton can also use her dartgun and cyberpistol to dispatch PCs foolish enough to let her find them alone. However, Hilton does this only when she is sure that she can kill her victim quickly, and only when she is sure that she can blame the death on Liverpool Shipping agents.

Cybernetics

Cyberoptic with IR, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, and Submachine Gun +5.

Equipment

Armored Jacket (Medium), H&K MPK–9, Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +13 Stun/Death Save: 7
Body Type Modifier: –2
H&K MPK–9 (# Shots 35 • ROF 25 • DAM 2D6 + 1 • REL ST) +13
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Christopher Woodruff

Christopher Woodruff began his career as a Solo. However, killing for hire struck him as a loser's game. Woodruff knew that sooner or later, when his employers no longer needed him, he would become expendable. Therefore, he saved his money, developed his contacts, and jumped into the executive suite at Arasaka America.

Woodruff practices business with the same quiet shrewdness which made his career as a Solo. He keeps his goals firmly in mind, not allowing outside considerations to distract him. Woodruff memorizes law books and disks full of business data. Woodruff knows how the system works and knows how to exploit it.

Woodruff wears a standard business suit. However, he has shoulder–length hair which he ties back in an unbraided ponytail. Hair is his souvenir of life as a street killer, and he will not part with it willingly. Woodruff wears round glasses.

Stats

INT 8	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 8	EMP 4

Cybernetics

Cyberoptic with IR, Flare Compensation, Skin Weave, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +5, Education +8, Law +7, Stock Market +7, and Submachine Gun +7.

Equipment

Arasaka Minami 10, Armored Jacket (Medium), Dazzle Grenade, Nylon Helmet, Radio Communicator, and Smoke Grenade.

Combat Scores

Initiative: +16 Stun/Death Save: 8
Body Type Modifier: –3.
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6 + 3 • REL VR) +18
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20

Lieutenant Louise Hilton

This short, sturdy woman has simple tastes and a devious mind. Hilton likes beer and professional cyberwrestling, and strongly favors Cheezdip® with Real Nacho Flavoring. Hilton is also an accomplished actress, capable of infiltrating secure compounds and spontaneously making up alibis. Her career in Arasaka's uniformed forces earned her the rank of Lieutenant. Hilton continues to employ that title, even now that she serves as Christopher Woodruff's personal mechanic.

Hilton's light-brown hair hangs in a flaxen, yet functional ponytail. Hilton has the chunky build and facial structure of a well-fed farm girl. Plastic surgery might make her far more fashionably attractive, but Hilton could not care less about her personal appearance.

Stats

INT 8	REF 8	TECH 7
COOL 4	ATTR 3	LUCK 4
MA 6	BODY 5	EMP 4

Cybernetics

Cyberarm with Realskinn, Cyberoptic with IR, Dartgun (with Nerve Toxin Poison), Pop-up Medium Pistol, Sandevistan Speedware, Secret Bicep Compartment in Cyberarm (containing 2 Nerve Gas Grenades), Skinweave, and Smartgun Link. Note that the fingers of Hilton's Cyberhands contain Lockpicks.

Woodruff's Apartment

The following is a key to Map 12, Christopher Woodruff's apartment. The apartment is located in Seattle, actually in Newport Hill (a Seattle suburb) on Lake Washington. For further details on the region, consult a map of the region or a road atlas and extrapolate changes. However, since most of the action that takes place in this region takes place in Woodruff's apartment, the need for such additional resources is optional and is up to the GM.

Woodruff's apartment is part of an affluent housing complex that lies amidst immaculately cultivated trees and artificially constructed landscape. The complex itself is contained within a cyclone fence (cleverly hidden among the trees). Entry to the compound is made via an asphalt road that is blocked by a gate. The gate requires a security card to gain entry. Clever PCs may circumvent this security measure by making a Technical Ability + Electronic Security roll at a Difficulty of 20. Otherwise, climbing or cutting through the fence and running through the woods are other options.

Additional security is provided by a small contingent of guards housed in a small apartment near the housing complex gate. The layout of this "guard house" is identical to Woodruff's apartment. At any time, two guards are stationed in this apartment. They conduct frequent rounds on foot (once per hour) and immediately investigate any sign of trouble within the compound. In dangerous situations, the guards call local police for backup. Use the Police and Security Guard stats in the sidebars on p. 37 and on pp. 80–81 for these NPCs.

The rest of the apartments in this complex are identical in layout to Woodruff's apartment, the only differences being the specific uses of rooms and the furnishings contained therein. Likewise, not all the occupants of these apartments feel the same need for personal security that Woodruff requires.

1. Living Area: The sunken floor and artfully designed walls of this room make the space look quite roomy. Woodruff decorates his walls with a pair of Imperssionist paintings, one depicting a lady with an umbrella on a country bridge, the other showing a carriage horse on a Paris street.

2. Hilton's Bedroom: Lt. Louise Hilton lives in this little room. The ceiling slopes down over her rumpled bed. She has a Captain Crusher cyberwrestling poster on the wall. Hilton keeps a scruffy black kitten named Rogue, who attacks anyone who enters.

3. Security Bedroom: This room contains two futons and a simple table with a computer. The computer's monitor gives a continual view of scenes through the apartment's security cameras and sensors elsewhere in the building.

4. Lavatory: This lavatory remains fairly clean, but Hilton keeps a stack of *Cyberpsycho Live* magazines by the toilet.

5. Kitchen: The tile cabinets contain a range of food, from Japanese takeout to real vegetables and meat to Hilton's favorite nachos and cheese dip.

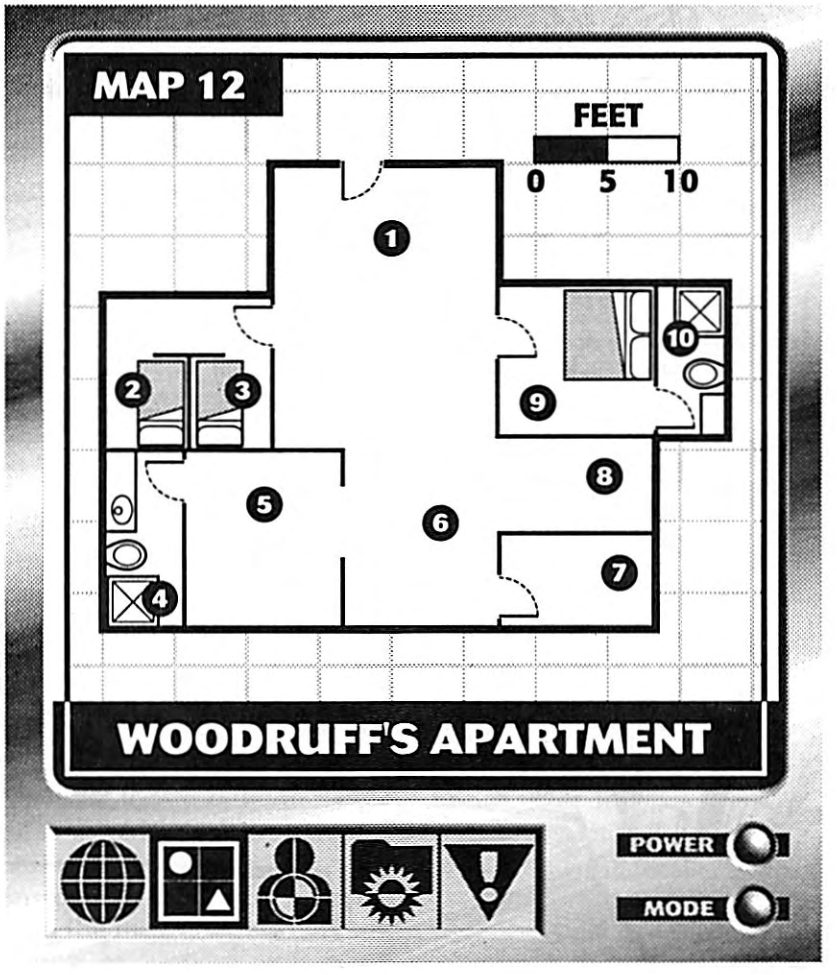
6. Dining Area: This room has a small glass table beneath a stained–glass lamp. Four chairs surround the table.

7. Office: A gooseneck lamp extends over Woodruff's computer terminal and piles of papers. Shelves thick with both paper books and optical chips line every available space.

8. Entertainment Center: A comfortable couch faces the composite entertainment center, with its high–resolution holoprojector and massive audio speakers. A bookshelf lined with paper books, video tapes, and art objects stand here as well.

9. Woodruff's Bedroom: Woodruff has a wide waterbed and a private holographic/audio entertainment center. He keeps a set of barbells next to his bed. A hardwood shelf stands against the wall; it contains a display of miniature aircraft and experimental suits of powered armor. More bookshelves line the other walls.

10. Lavatory: Woodruff's private bathroom features a built–in jacuzzi. Ω



Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +8, Demolitions +7, Electronic Security Systems +8, Handgun +10, Hide/Evade +7, Pick Locks +8, Stealth +8, and Submachine Gun +7.

Equipment

Arasaka Minami 10, Armored Jacket (Medium), Gas Grenade (Nerve Toxin), Nylon Helmet, and Radio Communicator.

Combat Scores

Initiative: +16/19 Stun/Death Save: 5
Body Type Modifier: –2
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6 + 3 • REL VR) +18
Cybergun (# Shots 8 • ROF 2 • DAM 3D6 • REL ST) +22
Armor: Torso 30 • R.Arm, L.Arm 30 • R.Leg, L.Leg 12 • Head 32

Bodyguards (2)

These two gentlemen accompany Christopher Woodruff everywhere. They wear silvery mirror shades, dark suits and expensive fedoras. Both have identical round, Japanese faces.

Stats

INT 5	REF 8	TECH 5
COOL 4	ATTR 4	LUCK 4
MA 6	BODY 8	EMP 3

Cybernetics

Cyberoptic with IR, Flare Compensation, Smartgun Link, and Targeting Scope.

Skills

Athletics +5, Awareness/Notice +7, Brawling +5, Combat Sense +8, and Submachine Gun +7.

Equipment

Arasaka Minami 10, Armored Jacket (Medium), Dazzle Grenade, Nylon Helmet, Radio Communicator, and Smoke Grenade.

Combat Scores

Initiative: +16 Stun/Death Save: 8
Body Type Modifier: –3
Arasaka Minami 10 (# Shots 40 • ROF 20 • DAM 2D6 + 3 • REL VR) +18
Armor: Torso 18 • R.Arm, L.Arm 18 • Head 20



Chapter 5
Events

Introduction

The events in *Greenwar* consist of NPC reactions to the PCs' activities. In most cases, the Referee should plan and coordinate these events based on his or her own reading of those NPCs' resources and intentions. Details on some of the more likely events appear below, along with ideas on how to stage them.

Information Gathering

The PCs may seek information from outside contacts on their mission. However, this is not the sort of game where PCs can pick up scuttlebutt at bars. People with friends in the corporate world may hear basic rumors about Liverpool Shipping, its position as a major cargo carrier for Biotechnica's CHOOH2 divisions, and its suspected connections to the Afrikaan Free Enclave. The Referee should feel free have NPCs explain basic facts about the game setting or clear up misunderstandings.

However, more detailed information requires more specialized contacts. PCs who make a concerted effort to learn more about Liverpool eventually receive a tip to contact Annette Chasov, an underworld operative who takes a special interest in this corporation (see Chapter 2). Rumors about her indicate that she works for the Russian intelligence services, but one must pass an Intelligence + Streetdeal roll with a Difficulty of 12 to learn this.

Outside Talent

The PCs need not do all their own dirty work. If they wish to hire outside mercenaries and Netrunners to strike at Liverpool Shipping, they may. To locate outside mercenaries, a Fixer must pass a roll of Empathy + Streetdeal with a Difficulty of 15. The Fixer may search for a team of any quality desired. The party must then negotiate with the mercenaries over price.

The price of mercenaries depends on their general quality. This is based on the Combat Senses skill of a Solo leader or the Interface skill for a Netrunner. PCs should not know the mercenaries' exact skills, but they should know the general reputation of the hirelings. GMs may provide additional hints through roleplaying and description of the mercenaries' appearances. The GM may make up statistics for mercenaries. Assume that the team leader brings along the best followers and equipment the PCs' payment can buy (see Table 7 below for mercenary qualities and costs).

Table 7
Mercenary Team Quality & Fee

Quality Level	*Skill Level*	*Mission Fee*[1]
Thugs	5	25,000eb
Established Talent	8	50,000eb
Elite	10	70,000eb

[1] Price for an entire team.

PCs may negotiate to reduce the fees. Referees may roleplay these scenes or call for a roll of Cool + Streetwise with a Difficulty of 18. Success reduces a fee by 20% (1/5).

To determine the results of a mercenary raid, the Referee should roll 1D10 and add the Combat Senses score of the team leader (or the Interface score for a Netrunner). For the mission to succeed, the total must exceed a Difficulty number set by the Referee. Referees must use their own judgment when setting these numbers, assuming that a standard undercover operation has a Difficulty of 12, a dangerous operation has a Difficulty of around 15, and a truly impossible assignment has a Difficulty of 20.

Anything the PCs do to compromise the security of a mission automatically increases its Difficulty. One easy way to tip off the enemy is to pay a team with money from an ordinary bank account, thereby creating a paper trail which any weeflerunner can pick up. The Browning Group assigns the party a special account of unvouchered and untraceable funds for use in hir-

ing mercenaries. If the party tries to hire mercenaries using their general account, the Referee should automatically add 3 to the Difficulty Level of the mission. By the same token, an attempt to keep said mission under wraps from the Browning Group executives will be compromised by the paper trail left behind the payment.

The effects of a successful raid by NPC mercenaries can include the following.

- A spectacular attack on Liverpool Shipping property, causing a roll on Table 10 for Liverpool stock. (Usually a Difficulty of 15.)
- The recovery of a specific bit of information. (Usually a Difficulty of 10.)
- The neutralization of a specific security device or other instrument within a Liverpool Shipping facility. Prevention of sabotage upon a Liverpool Shipping container ship. An attack on this scale can cause a roll on Table 11. (Usually a Difficulty of 12.)
- The assassination of a Liverpool Shipping executive or investor. (Difficulty of 15 to 20.)
- Other effects considered reasonable by the GM.

If a raid fails, the Referee should note how many points the roll failed by. Table 8 below shows repercussions of a failed roll.

Ideally, these rules allow PCs to speed play by using mercenaries for minor tasks, while encouraging them to undertake the most crucial missions themselves. If this turns out not to be the case, the Referee should modify the rules as necessary.

Vouchered Money

The Browning Group gives the party access to an open account containing millions of eb (see Chapter 1). This amount may tempt the PCs to use the money improperly, despite the fact that such an act could easily have fatal repercussions. Nevertheless, PCs may attempt to use the Browning Group's public accounts to hire mercenaries, buy weapons to conduct other illicit transactions, and so forth.

The bank keeps full records on the use of the Browning Group's open account and makes no secrets about its origins. Therefore, any regulatory agency can trace this money from the purchase back to its source (as can Liverpool Shipping, Inc.). This makes black–marketeers reluctant to accept this cash since they take a risk that someone may follow its paper trail to them. To illustrate this reluctance, double all black–market prices when the PCs spend open funds, and increase all Streetdeal and Streetwise Difficulties by +5.

Any PC who makes an illegal transaction with the Browning Group's open funds must pass an Intelligence + Accounting roll with a Difficulty of 15 to avoid leaving a trail that tips off Liverpool Shipping to the purchase. If the PCs fail this roll, Liverpool Shipping's lawyers trace the funds to their source. Then, if the party hired mercenaries for an assault on Liverpool Shipping property, or purchased equipment to be used against them, Liverpool Shipping's lawyers have a case for use in International Business Court (see "Legal Intervention" below).

Table 8
Failed Rolls & Repercussions

Roll Failed By	*Results*
1–2 points	The attack succeeds, but the operatives do enough damage to reduce the value of the party's reward by one category (see "Victory" below).
3–4 points	Team skips out on mission. The Referee should roll 1d10. On a roll of 1–2, they return their advance payment. Otherwise, they keep it. If PCs wish, they may hunt the team down. If the Referee rolls 8–10 on 1d10, the team sells all the information it has to Liverpool.
5 or more points	Team members are all wiped out or captured. Prisoners reveal everything they know about the people who hired them. If the people who did the hiring did not take suitable precautions to conceal their identity, Liverpool now knows their enemy. This can lead to assassination attempts and to public knowledge of the takeover attempt, leading to a roll on Table 11, the Frenzy table (see Appendix).

Embezzlement

Some cyberpunks may decide to rob their employers. Unfortunately for thieves, whenever anyone withdraws money from the Browning Group's main account, the banks automatically record the transaction. Bank records include the amount withdrawn, the date, and the recipient of the money. Cynthia Brunner may review these expenditures at will. She may also demand to see proof that the party actually got whatever they officially spent the money for. If Brunner catches the PCs stealing money, consult "Fired" below. Brunner has no interest in bribes and seldom fears blackmail.

If the party wishes to embezzle from its open account and survive, it must cover up its deeds in the Net. This requires the Netrunner to tamper with area 8 of the Browning Data Fortress.

The Browning Group gives its Special Team access to a 100,000eb account of funds not officially connected to Browning. This money truly is untraceable. Browning Group auditors have no way of knowing what the PCs do with this money. This means the party can discreetly embezzle it without fear, although Brunner may unofficially demand an explanation of what the PCs spent it on.

Fired!

If the party betrays the Browning Group or sufficiently mismanages the internal politics of this Group, it may find its own employers turned against it. The things which lead up to this depend on the events of the adventure and the Referee's assessment of the party's actions. Referees should give the party ample chance to play one Browning executive off against another and avoid trouble, both because this encourages clever scheming and because a real rift between the party and its employers can derail the adventure. Brunner can prove a staunch ally for the party if she believes that they have honestly attempted to fulfill their duties. However, if the party unduly abuses its status with the Group, do not hesitate to punish them.

When possible, Ms. Brunner attempts to bring the party back under control. She can punish them by halving their payment. She can also place new members into the party to keep an eye on them. If, by lucky coincidence, a new player wishes to enter the game at this point, Brunner could give him or her secret orders to watch over the other members of the party. Brunner may also secretly recruit helpful PCs to spy on their team members, offering up to 5,000eb apiece and warning them that if they refuse, she may terminate the entire team.

If Brunner's initial measures fail, she must terminate the PCs' contract entirely. The Browning Group can automatically cut off the PCs' access to its bank accounts. Browning executives can bar the PCs from the Cisneros offices and hire new security to keep the party from taking revenge on them. Furthermore, if the PCs have committed embezzlement or murder while in the Browning Group's service — even on the Group's behalf — they may report this to the authorities. This matters even to a cyberpunk. Once the PCs are no longer working for a corporate interest, they become easy to prosecute. The police and courts would love to use the PCs as an example to other offenders and as a public reminder that the criminal justice system does punish corporate crimes. The PCs can go from the status of corporate raiders to street fugitives fast. This, of course, can become the next adventure.

Legal Intervention

Corporate law does exist in 2020. Governments still try to keep the peace within their borders, and Infocomp (see *Eurosource Book*) tries to mediate fair practices between the multinationals. Corporations obey Infocomp's decisions (at least openly) because it makes business easier for all. Thus, although the PCs can and must attack Liverpool Shipping property, they must maintain a facade of discretion.

The Referee should use Legal Intervention more as a threat than an actual weapon. If PCs ignore the necessity of covering up their illegal activity, their Browning Group allies and Liverpool Shipping rivals warn them about the dangers of suit before Infocomp. Infocomp has the official power to annul contracts, impose fines, force companies to pay each other damages, and compel corporations to fire executives. Rumors claim that it also enforces its law with an elite team of female Eurosolos known as the Euryales, who permanently retire those whose behavior truly offends Infocomp.

If the party openly ignores Infocomp's warnings and makes attacks Liverpool Shipping can clearly trace back to the Browning Group, Infocomp may intervene. It commands the Browning Group to abandon its takeover attempt against Liverpool Shipping and fire the PCs (see "Fired").

Carleton's Defection

Edmund Carleton, a principal member of the Browning Group, once served as a codirector of Liverpool Shipping, Inc. Carleton lost that position after a clash with Mr. Michaud. Carleton still feels entitled to control Liverpool Shipping and still harbors ambitions to hold his old position once again. Furthermore, even though he created constant friction within Liverpool Shipping, Carleton was one of the corporation's founding members. As a result, Carleton still has friends among Liverpool Shipping's stockholders. For example, Mr. Carter remembers Carleton as a golf partner, and the Afrikaan Free Enclave considers him one of its allies. Carleton may win himself a chance to get his old job back. If Carleton sees this opportunity, he takes it, leaving the Browning Group — and the PCs — betrayed by his actions.

For Carleton to regain his position at Liverpool Shipping he needs Mr. Michaud out of the way. If the PCs kill Michaud, Carleton gets his chance. Carleton's contract with the Browning Group makes him a part owner in the Liverpool Shipping takeover bid. At any time he wishes, Carleton may file papers to withdraw from the Browning Group and take personal possession of 25% of its Liverpool Shipping shares. Therefore, Carleton's defection back to Liverpool Shipping represents a potentially fatal injury to the Browning Group's takeover bid.

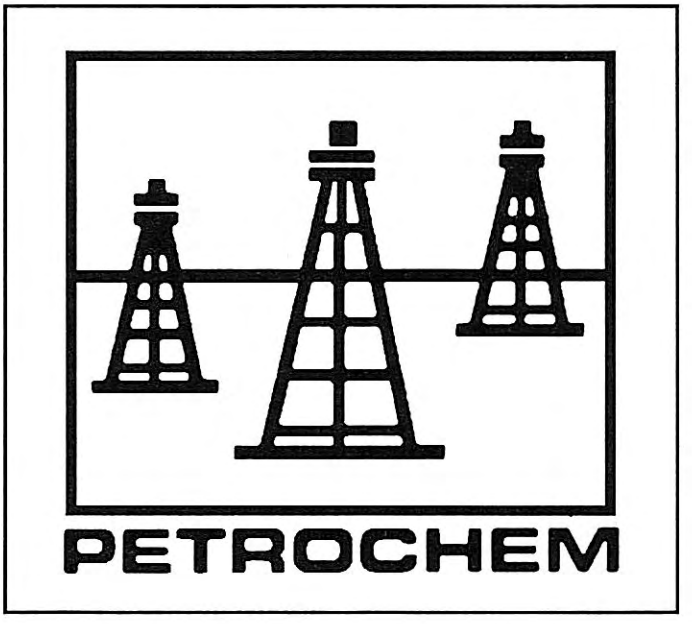
Carleton cannot slip back into the Liverpool Shipping position at once; he must arrange matters with his supporters. This arrangement takes 1d6 days. During that period, any PC who spends time around the executive offices of the Cisneros Plaza complex notices Carleton spending hour after hour hunched over his computer terminal, working harder than anyone has seen. Anyone who infiltrates Carleton's accounts in the Net finds a flurry of E–mail messages to Mr. Parker, the Afrikaan Free Enclave, and Ms. Demarque (along with messages to assorted lawyers) regarding the possibility of him accepting a job as President and CEO at Liverpool Shipping, Inc.

The PCs can restrain Carleton by force. Note, however, that Carleton does not actually own the Liverpool Shipping stock until he files papers to claim it, meaning that the stock remains the property of the Browning Group if Carleton meets with some unfortunate "accident."



Biotechnica, Inc.

Biotechnica cannot tolerate interruptions in its butyl–isotane trade, nor does it need to. Although Liverpool Shipping proves convenient for transporting this material now, it is hardly the only shipping company in existence. Therefore, whenever the party destroys a Petrochem shipment, the Referee should roll 1D10. (Petrochem is acting as a middleman for Biotechnica.) On a roll of 1–3, Biotechnica cancels its contracts with Liverpool. This causes three rolls on Table 10, the Crash table for Liverpool's stock (see Appendix).



Petrochem, Inc.

Any attacks that upset Petrochem's business cause problems for both companies. Whenever the party destroys a Petrochem shipment, roll 1D10. On a roll of 1–3, Petrochem cancels its contracts with Liverpool Shipping. This causes three rolls on Table 10, the Crash table for Liverpool's stock (see Appendix). In addition, Petrochem may sponsor other means of "protest" (GM's decision).

Victory: Ending the Adventure

Greenwar does not have a complex final encounter. The action climaxes in whatever battle of guns or politics pressures Liverpool Shipping's shareholders into giving up a decisive amount of stock. The story concludes the day the Browning Group controls at least 51% of the shares in Liverpool Shipping, Inc.

The final scene of this adventure is quiet, dignified, and businesslike. The members of the Browning Group, including the PCs, fly first–class to meet the shareholders of Liverpool Shipping in the opulent conference rooms of the Hotel Geneva. Lawyers in dark, pin–striped suits precede the corporate heads of office into the conference room to discuss final details in clipped tones. Then the rival executives sit down together around the polished tables, their greetings cordial. Their bodyguards stand silently against the dark paneling, quietly observing the affairs from a reasonable distance. Wires run from their communicators to their ears.

A lawyer brings in a few final documents to ratify the most recent transfers of stock and the new owners' right to control the corporation. These papers are printed on heavy bond paper, with wax seals affixed (like the scrolls of a king in ages past). The signing of these documents (like treaties signed by heads of state) is a mere formality. One by one, each executive draws out a finely tooled pen made of gold, silver, or burnished titanium. Each executive places a signature upon the page. The lawyer collects the signed documents, places them in an alligator–hide attache case, and walks from the room.

PC Rewards

As their reward, the PCs have 500 shares apiece of stock in the Browning Group. The acquisition of Liverpool Shipping, Inc., increases this value significantly. Those who hold their stocks for a prolonged period may reap far greater gains, as the Browning Group harnesses Liverpool Shipping's profit. The price of the Browning Group's stock rises over the next 2d6 months. Furthermore, the Browning Group pays its shareholders dividends every three months, allowing PCs who retain this stock to have a small but regular income.

The extent of the PCs' gains depends on the state in which the corporate war left Liverpool Shipping's assets. The more the PCs destroyed, the less they earned now. The following list shows the base reward PCs can expect and the ways events in the adventure may modify that.

Assuming the party did no significant damage to Liverpool Shipping facilities, the Browning Group stock ends this adventure with the base values listed below.

Base Stock Values of the Browning Group

Figure	*Value in eb*
Value per Share	16eb
Quarterly Dividend, per Share	0.25eb
Value per Share After 2d6 Months	30eb

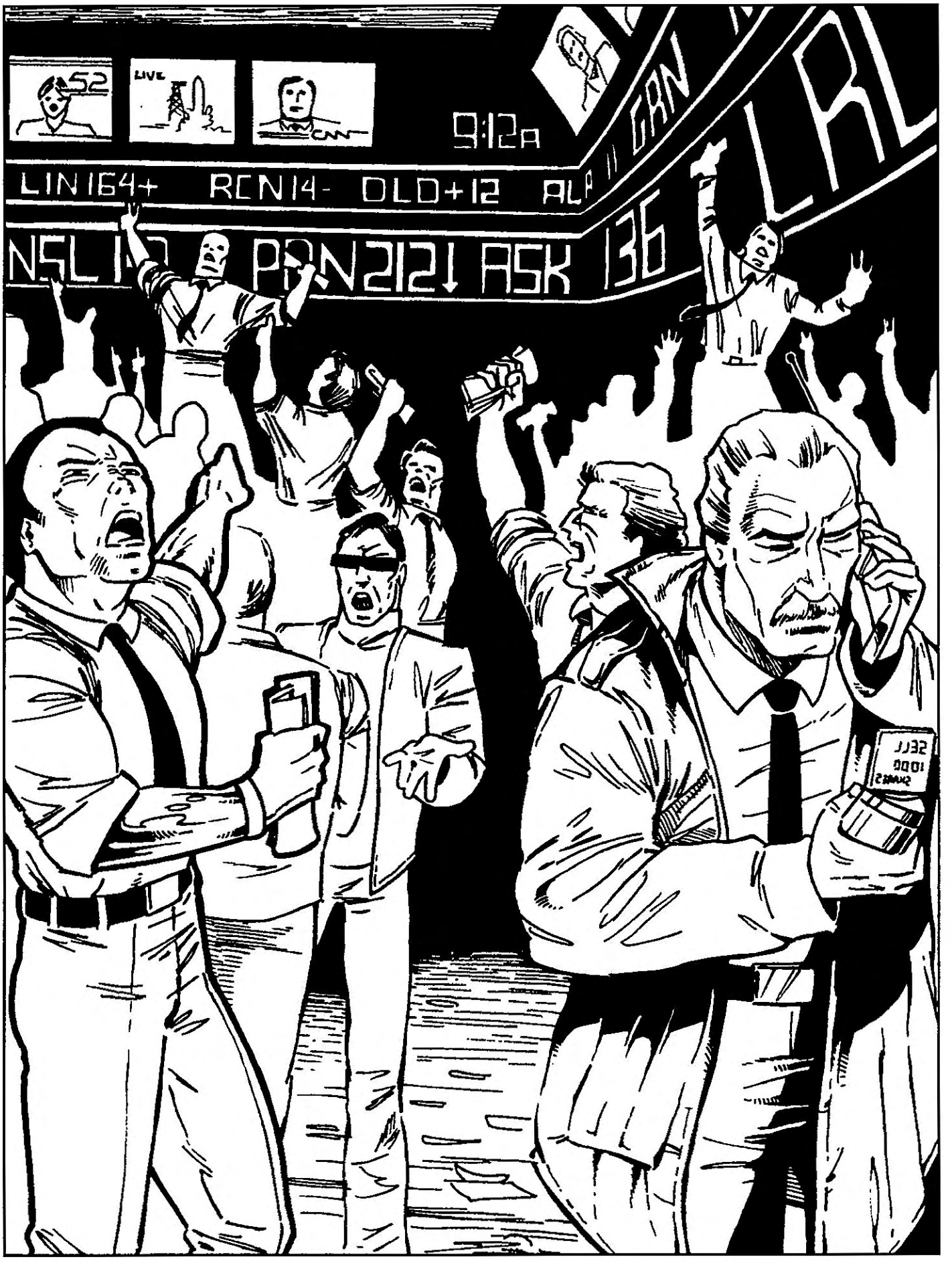
However, the destruction of Liverpool Shipping assets reduces the value of this reward. The Referee should note the number of times the PCs did significant damage to a Liverpool Shipping equipment and/or installations. This includes setting fires, blowing up large portions of buildings, destroying cargo, and engaging in extensive firefights with automatic weapons. Each such incident reduces the current value of their stock by 2eb, the quarterly dividend by 0.05eb, and the ultimate value per share by 1eb.

The actual sinking of a ship, destruction of an aircraft, or leveling of a building counts as two incidents. Note that Michaud's sabotage of the *Baroness* threatens to sink three ships, and that the sinking of has greater consequences described below.

The loss of the Biotechnica contract halves both the quarterly dividend and the ultimate value per share. It subtracts three from the current value of the stock.

The media exposure of Liverpool Shipping's Afrikaaner Free Enclave connection counts as two incidents for purposes of reducing the PCs' reward.

If Michaud succeeds in blowing up *Baroness* along a populated coastline and if the Browning Group sustains the blame, resulting lawsuits count as two incidents for purposes of reducing the PCs' reward. Ω


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Appendix

Playing the Market

Stock Prices

"Buy low, sell high," runs the maxim of the market. The Appendix provides rules that determine how the price of a stock rises and falls. In *Greenwar*, you should use this information to determine the price of stock in Liverpool Shipping.

In future adventures, this information could govern corporate conflicts of many sorts, from intercorporate war to power struggles within the boardroom. These struggles may involve the PCs directly, or they may serve as a backdrop, explaining why NPCs hire the party's services. Rich PCs might play the market simply for profit's sake, earning gains and losses as shown in these rules.

Corporate Statistics

Whenever the PCs become involved in the politics of a corporation, you must design that company's vital statistics. Most of the corporations in *Greenwar* already have the base vital statistics provided. All the GM need do with these statistics is maintain the fluxuations that routinely occur in the market (and in the course of the adventure) and modify the stats based on devaluation via sabotage, PR smears, and other negative acts. The positive changes the PCs create need to be represented in these statistics as well.

With new coporations, however, the GM will need to assign values to these attributes in any way he or she thinks best suit the adventure. Important statistics are as follows.

1. Stock Circulation & Price: The Referee must determine the total amount of stock in circulation, and its price per share. These numbers are vital because they determine the base price of buying control of the company. (The exact price depends on market fluctuations, as described below.)

You should also design any major NPC investors and decide what percentage of the stock they hold. These are the people the party must contend with to acquire control of the corporation. Note which of these investors cooperate with the party, what happens if they die, and what kinds of resources they can use against antagonists.

2. Corporate Assets: The Referee should decide what buildings, vehicles, raw material resources, combat troops, and other valuable things a corporation owns, along with how much they would cost to buy. Thus, a company with valuable assets and a low price per share is ripe for corporate takeover. One can make a profit simply by buying control, breaking it up, and selling its parts.

3. Profits & Liabilities: These matter primarily if the party plans to take control of a company and keep it for a long period of time. Each month, the corporation earns a certain amount of money. Each month, however, the corporation must also pay money to fulfill debts and operate facilities, leading to a net profit or loss. The company's owners may add this money to their bank accounts or use it for further corporate activity. A corporation's profit is one of several important statistics the Referee may decide as a simple judgment call.

One can add a great deal of interest to play by dividing a corporation into its individual departments and assigning a profit or loss value to each. For example, a company's Oklahoma factories may turn a substantial profit, while the European installations suffer from labor unrest and the Northwest laboratory complexes drain funds without producing a profit. The Referee may then make up subplots around each installation. Corporate managers could simply sell the less profitable assets for whatever the market will pay, but they might also take action to make their lagging departments profitable. Perhaps scientists at the Northwest laboratories are on the verge of a breakthrough, and if the managers fund their expensive research now, they will develop a profitable new designer gene.

You should also design personalities and political interests for the NPC executives who run the corporation. The PCs may be able to increase their profits by recognizing and disposing of executives who are treasonous or simply incompetent. Furthermore, the dealings between executives govern what really happens within a corporation.

Market Fluctuations

With regard to this adventure, the game mechanics of stock trading are simple. Both sides decide what stocks to buy and subtract the price from their funds. However, the price of stocks and commodities varies constantly, changing with the ever-changing currents and tides that drive the market. The challenge in investing lies in timing, in buying a stock when it is cheap and selling it when it is expensive. When the PCs buy and sell things on a corporate scale, the Referee must decide what the current price per share will be.

Referees may assign stocks a base value of their choice. The total value of all shares of stock should be higher than the value of the corporation's physical assets, unless the company is completely ripe for corporate takeover.

Whenever the PCs wish to buy or sell a stock or commodity, the Referee should check to see its current price. Table 9 (shown below) indicates how stocks and commodities vary in value. If the investors do not like the results of this table, they may delay their transaction until prices rise or fall. While investors are watching the market for an opportunity, the Referee should roll on Table 9 once per day.

In general, the Referee should make rolls on the Table 9 in secret. Therefore players do not know, for instance, if there will be a positive or negative modifier on the next roll. However, if a character passes a roll of Intelligence + Stock Market with a Difficulty of 15, the Referee may reveal this information to the player.

Notes on Tables 10 & 11

In addition to general market trends, individual stocks undergo sudden ups and downs in popularity. Therefore, when certain events take place, the Referee should roll on the Crash or Buying Frenzy Tables (Tables 10 and 11, respectively, on p. 93) to determine the effects of the event on prices of a stock. The Referee should make these rolls in response to specific game events, or in response to events on the other table.

Roll on Tables 10 or 11 whenever some event occurs which seems likely to have a dramatic effect on investor confidence in a given stock. Typical reasons for this roll appear below.

- A successful terrorist attack upon corporate property, with threats of more. (Crash, Table 10)
- Rumors circulate that the corporation is a takeover target, indicating that the takeover artists will be willing to pay high prices for the stock. (Buying Frenzy, Table 11)
- Company demonstrates its intention of resisting a takeover, thereby driving up the price of its stock. (Buying Frenzy, Table 11)
- Corporation loses a major contract. (Crash, Table 10)
- Five percent of a stock is dumped onto the open market within a single day. Note that one makes a separate roll for every five percentage points dumped, so that if someone chose to release 20% of a stock on a given day, the Referee would roll four times. (Crash, Table 10)

Table 9
Market Table

1d10	*Result*
1 or less	Roll on Table 10, the Crash Table. Subtract 1 from the next roll on Table 9.
2	Stock price declines by 1eb per share. Subtract 2 from the next roll on Table 9
3–4	Stock price declines by 1eb per share. Add 1 to the next roll on Table 9.
5–6	Stock price rises by 1eb per share.
7–8	Stock price rises by 1eb per share. Subtract 1 from the next roll on Table 9.
9	Stock price rises by 1eb per share. Add 2 to the next roll on Table 9.
10+	Roll on Table 11, the Buying Frenzy Table. Subtract 3 from the next roll on Table 9.

Table 10
Crash Table

1d10	*Result*
1	Stock price declines by one–half.
2–3	Stock price declines by one–quarter. Add 1 to next roll on Table 9.
4–5	Stock price declines by one–quarter. Subtract 2 from next roll on Table 9.
6–9	Stock price declines by 1eb per share. Subtract 2 from the next roll on Table 9.
10	Stock price rises by 1eb per share.[1]

[1] Investors feel that the stock has "hit bottom" and will go no lower.

Note that this may cause the price of a stock to fall in the middle of a transaction. Thus, the Referee should conduct such a major sale of stock as several smaller sales, with a different price for each sale.

- Five percent of a stock is purchased from the open market within a single day. Note that one makes a separate roll for every five percentage points bought, so that if someone chose to buy up 20% of a stock on a given day, the Referee would roll four times. (Buying Frenzy, Table 11)

Note that this may cause the price of a stock to rise in the middle of a transaction. As a result, the Referee should conduct such a major sale of stock as several smaller sales, with a different price for each sale.

- Corporation gains a major contract or announces a promising new product. (Buying Frenzy, Table 11)

Note that if one investor arranges to sell his stock directly to another, the stock price is unlikely to change. This is true even if a large number of shares change hands in the transaction. Such transactions leave the amount of stock on the market the same and do not alter the balance of supply and demand. The only common exception is if the transaction is an overt prelude to a hostile corporate takeover.

Table 11
Buying Frenzy Table

1d10	*Result*
1	Stock price rises by one–half. Multiply by 1.5.
2–3	Stock price rises by one–quarter. Subtract 1 from next roll on Table 9.
4–5	Stock price rises by one–quarter. Add 2 to next roll on Table 9.
6–9	Stock price rises by 1eb per share. Add 2 to the next roll on Table 9.
10	Stock price falls by 1eb per share.[1]

[1] Investors feel that the stock has "hit top" and will go no higher.

Corporate Political Structure

The founders of a corporation can raise money in two ways: by borrowing money, or by selling the right to part ownership in the corporate profit, represented by shares of stock. Debt, whether in the form of bank loans or corporate bonds, represents nothing more than a liability the corporation must pay, with interest. With respect to this adventure, the loan does not give the creditors direct control over corporate policy. This is not to say, however, that the creditors do not have any say in the borrower's corporate policy.

In reality, creditors can exercise indirect conrtol over borrowing corporations in a number of ways. Companies on the verge of bankruptcy, for example, often find themselves agreeing to contract stipulations within the loan agreement, thus allowing creditors some degree of say. These arangements are by no means standard nor customary. For the sake of game play, assume that creditors have no direct say in matters of corporate policy. Alter this in cases where a more realistic feel is appropriate, or in cases where the damage to a company's financial viability is pronounced.

Shares of stock, however, represent part ownership of the corporation. Shareholders have no guarantee that they will ever receive a return on their investment. On the other hand, if the corporation produces a profit, shareholders receive a share proportional to the amount of stock they own, minus whatever operating expenses the corporation deducts for its future operations.

Stockholders also have the right to participate in corporate decisions. In 2020, this means power. A company's stockholders make decisions by a system of voting wherein one share equals one vote. Therefore, if one person or coalition can buy over 50% of a company's stock, that single faction has complete control over the corporation, no matter how many individual stockholders happen to oppose them.

A second set of corporate rulers exist. In most corporations, the stockholders do not have the time or expertise to manage day–to–day business affairs. Instead, they hire a staff of professional executive managers organized into a system of Vice–Presidents controlling major divisions of the corporation and lower authorities supervising smaller sections of the company. A Chief Executive Officer, or CEO, controls the entire corporation.

Stockholders can hire or fire executive officers at will. Furthermore, nothing prevents senior executives from investing heavily in the corporation, or major stockholders from appointing themselves to leadership management positions (and collecting the salary that entails). Therefore, in the ideal corporation, the investors wield all real power, while executives exist only to maximize their profits.

Executives perform all day–to–day leadership, and the fate of a corporation generally rests in their hands. Like the prime ministers of a republican monarchy, these executives lack the final authority in theory, but in practice they exercise total power. This is particularly true in larger corporations, and most true of all in the Japanese zaibatsus, in which the good of the corporation itself takes precedence over the personal profit of stockholders.

In 2020, corporate politics also contain an element of force. Although one cannot legally acquire corporate property by assault, stockholders may recognize what the law does not, and sell their shares cheaply after the buyer has already seized what (s)he wants by force. There is no percentage in fighting a losing battle. Such attacks must, however, remain discreet unless the attacker has the military resources of a nation or megacorporation to support them. The corporations and governments of the world realize that such behavior threatens the entire system by which they prosper, and therefore they do not hesitate to crush any group which uses force too liberally.

In a typical corporate battle, the combatants use force only as a tool. A terrorism campaign can slash the value of a rival's stock, making it ripe for purchase. One might seize control of an enemy facility at the height of a crisis, encouraging shareholders to give in to the inevitable. Executives intent on preventing a takeover may threaten to sabotage their own assets, and therefore the aggressor may send countersabotage teams to seize such facilities first.

Thus, corporate conflict takes place at many levels. One can seek personal and political influence with a corporation's managers or stockholders. One can also purchase stock in an attempt to gain a large enough vote in the corporation to sway any decision one's own way. This seldom needs to be a full 51% — in a close race, even 10% or 15% of the vote can decide the outcome. Finally, one can resort to brute force. Both governmental and corporate forces attempt to prevent corporate takeovers by simple conquest, but such things do occur. Ω

About the Contributors

Thomas M. Kane (Nomad)



Kane began his career in Farmington, Maine, operating from a hidden stronghold in the wilderness, which few even of his closest associates ever saw. He continued to have a long career as President of the Table Gaming Club in Farmington. His accomplishments in office include outflanking a combative crowd at UMF-Con #8 to suppress a riot involving advanced-technology water guns. Graduation from college forced Kane to retire his position as President, leaving him free to do freelance collection operations for Kingpin Heidi.

One can speculate about the reasons. In 1992, Kane left town. He hopped a Greyhound bus and took it to California, by way of Harlem. He's officially doing PhD work in Political Science, working with a professor who comes to class with a rifle. He's also pulled together some contacts and started the game club racket all over again, as President of a group called Games Central. Games Central now has its own fax number, a room, dozens of members, and plans for a convention. Kane doesn't have a gavel, so he gets attention at meetings with an 8' leather horsewhip.

Stats

INT 7	REF 6	TECH 5
COOL 5	ATTR 5	LUCK 7
MA 10	BODY 5	EMP 7

Cybernetics

Interface Plugs, Toxin Binders, Skin Weave.

Skills

Accounting +1, Chemistry +2, Cloak & Dagger Combat +5, Driving +2, Family +6, Education & General Knowledge +7, History +5, Human Perception +5, Know Language (Chinese) +1, Leadership +5, Oratory +4, Stock Market +4, and Swimming +3.

C. Brent Ferguson (Rockerboy)



Cyber Brent Ferguson claims to be 21 years old, and has applied himself as a freelance artist for 3 years, working for a number of major and minor gaming companies. Prior to his career as an artist, C. Brent worked in a graveyard, a leather tannery factory, a supermarket meat department, and at the corner of 46th and 6th Avenues handing out fliers. Comic book fans will recognize this artist for his work on *Terminal Drift*, a comic book published by Neotek Iconography, Ferguson's own comic book company. Aside from these meager-paying hobbies, however, C. Brent is most noted for his work as a founding member in two industrial noise bands: M. T. Hed (based in Milwaukee, WI) and Nervous Sys-op (based in New York).

Though often mistaken for an atheistic, anarchistic, demon-spawned, rude creative genius, Ferguson is in fact only the latter. C. currently lives in a fiberglass coffin in Cheap Hotel in Brooklyn. Cosmic Brent also has a torn ligament in his right knee.

Stats

INT 8	REF 5	TECH 6
COOL 5	ATTR 4	LUCK 5
MA 6	BODY 4	EMP 5

Cybernetics

Digital Recording Link, Interface Plugs, Phone Splice, and Toxin Binders.

Skills

Awareness/Notice +7, Intimidate +5, Pick Pockets +3, Pistol +3, Streetwise +4, and Wardrobe & Style +6.

Equipment

Armored Jacket (Medium), Flashlight, Rotoring Rapidographs, Sony Walkman®, and Sternmeyer Type 35 Heavy Pistol.

Doug Shuler (Nomad)



Doug Shuler has been a freelance artist for 7 years, and has done work for many minor game companies, including FASA, GDW, ICE, R. Talsorian Games, Steve Jackson Games, West End Games, and White Wolf. Doug is an avid gamer, a *Star Wars* and *Star Trek* fanatic, and a student of the martial arts. Doug has a black belt in Kung Fu and is nearing a black in Tae Kwan Do. And then there's the *real* world. . .

. . . in which Doug Shuler is a Nomad on the streets of 2020. He has been wired near cyberpsychosis for two reasons: the basics and the fun. As far as the basics go, he has the chrome to keep him stylish, the intelligence to remain a step ahead, and the martial training to avoid losing. As far as the fun goes, he has been wired for every type data jack in the entertainment world. Not a Netrunner, he does the data dance into the Virtual World from sim-pleasures only, to which he has become addicted. Doug spends too much money and time on simulated reality, adding to his dwindling care for the real. Doug has been nicknamed Pestilence by his riding companions, who go by the names War, Death, Famine, and Irving.

Stats

INT 8	REF 11	TECH 5
COOL 8	ATTR 8	LUCK 10
MA 7	BODY 7	EMP 5

Cybernetics

Left Cyberarm (with "Wolvers"), two Cyberoptics (with Antidazzle, Color Shift, IR, and Lowlight), Interface Plugs, Reflex Chips, Stylin'® Kung Fu (chipped to +3), and Targeting Scope.

Skills

Athletics +6, Combat Sense +9, Drive +5, Kung Fu +8, Melee +6, and Seduction +5.

Possessions

Black Duster, Chinese Broadsword, 10eb, Kundalini Shiva Motorbike, Stylish Shades, and an attitude.

Once Upon a Time™

The Storytelling Card Game

by Richard Lambert, Andrew Rilstone and James Wallis

"Once upon a time there lived a wizened old woman. She lived all alone since her one true love, a sage, had gone away years before and she had nobody to keep her company except a frog. One day there came a knock on the door of her cottage. She opened it and discovered it was her brother the wizard who needed her help. He had been sent by the king of a far-off land to find the king's eldest son who had been turned into a huge bird by an evil witch. So the two set off..."



Once Upon a Time is a game in which players create a story together, using cards that show important elements from fairy tales. One player is the Storyteller and creates a story using the ingredients on her cards, trying to guide the plot towards her own ending. The other players try to use cards to interrupt her and become the new Storyteller. The winner is the first player to play out all her cards, ending with the "Happy Ever After" card.

The object of the game is to create an entertaining story. The means are simple rules that favor cooperation, consensus, and imagination. From college dorms to elementary classrooms, from singles' apartments to grandparents' homes, this is a game for everyone!

Once Upon a Time contains:

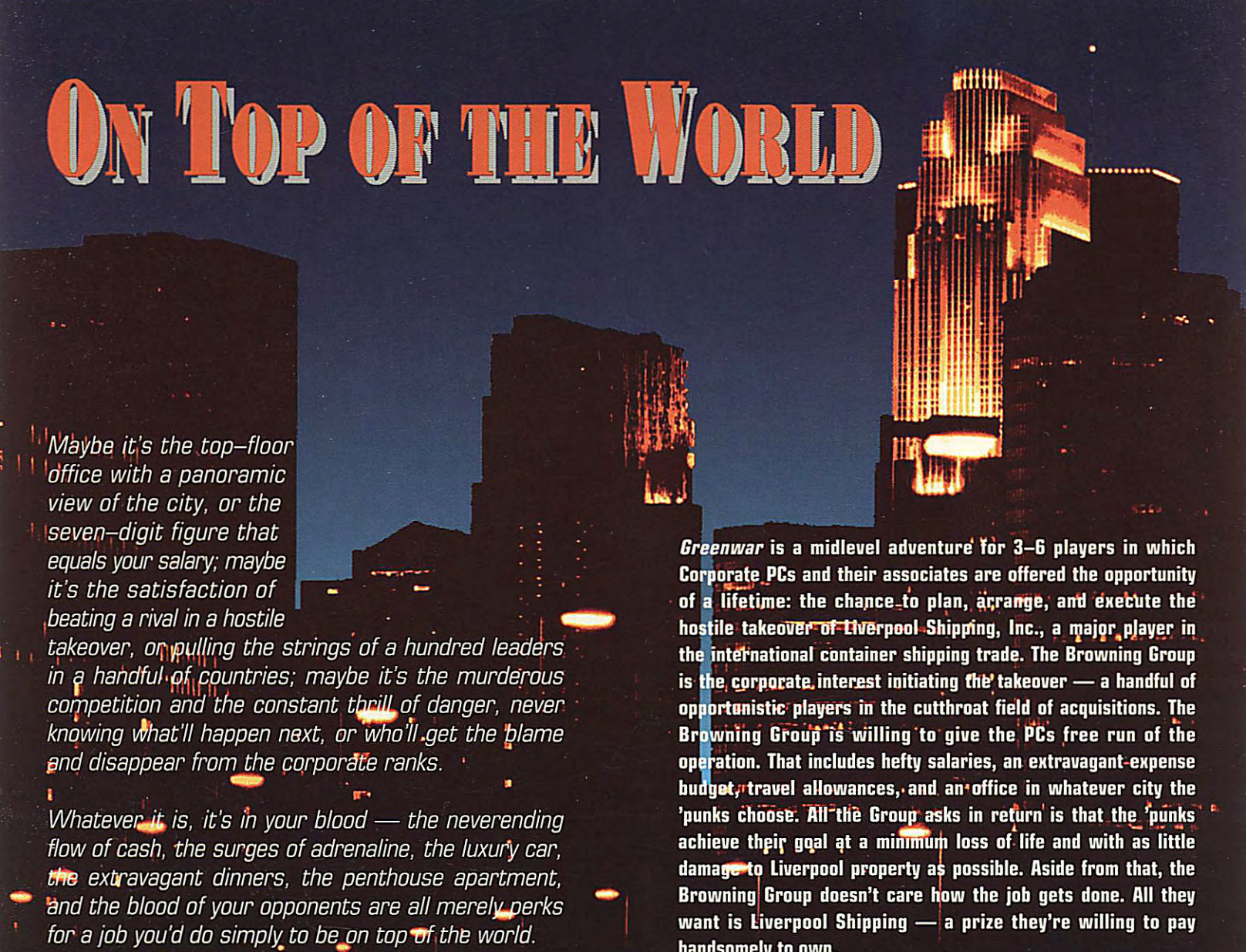
- A "Once Upon a Time" deck (108 cards), with cards of Characters, Aspects, Places, Events and Items, each featuring a woodcut illustration; and Interrupt cards;
- A deck of 36 "Happy Ever After" cards;
- A four-page rules sheet, including an example of play
- All stored in an attractive, full-color box!

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Suggested Retail Price: $17.95

On Top of the World



Maybe it's the top–floor office with a panoramic view of the city, or the seven–digit figure that equals your salary; maybe it's the satisfaction of beating a rival in a hostile takeover, or pulling the strings of a hundred leaders in a handful of countries; maybe it's the murderous competition and the constant thrill of danger, never knowing what'll happen next, or who'll get the blame and disappear from the corporate ranks.

Whatever it is, it's in your blood — the neverending flow of cash, the surges of adrenaline, the luxury car, the extravagant dinners, the penthouse apartment, and the blood of your opponents are all merely perks for a job you'd do simply to be on top of the world.

Greenwar **is a midlevel adventure for 3–6 players in which Corporate PCs and their associates are offered the opportunity of a lifetime: the chance to plan, arrange, and execute the hostile takeover of Liverpool Shipping, Inc., a major player in the international container shipping trade. The Browning Group is the corporate interest initiating the takeover — a handful of opportunistic players in the cutthroat field of acquisitions. The Browning Group is willing to give the PCs free run of the operation. That includes hefty salaries, an extravagant expense budget, travel allowances, and an office in whatever city the 'punks choose. All the Group asks in return is that the 'punks achieve their goal at a minimum loss of life and with as little damage to Liverpool property as possible. Aside from that, the Browning Group doesn't care how the job gets done. All they want is Liverpool Shipping — a prize they're willing to pay handsomely to own.**

Greenwar Includes the Following

- Dozens of non–player characters — foes to oppose and allies to enlist in the battle for control of a multinational shipping company.
- New corporations, equipment, and *Cyberpunk 2020*® setting background.
- Additional rules and helpful advice for running battles in the boardrooms.
- Action and adventure in the struggle for ownership of a multibillion–eurodollar, international shipping trade.

Greenwar

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One Step Ahead of the Competition

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