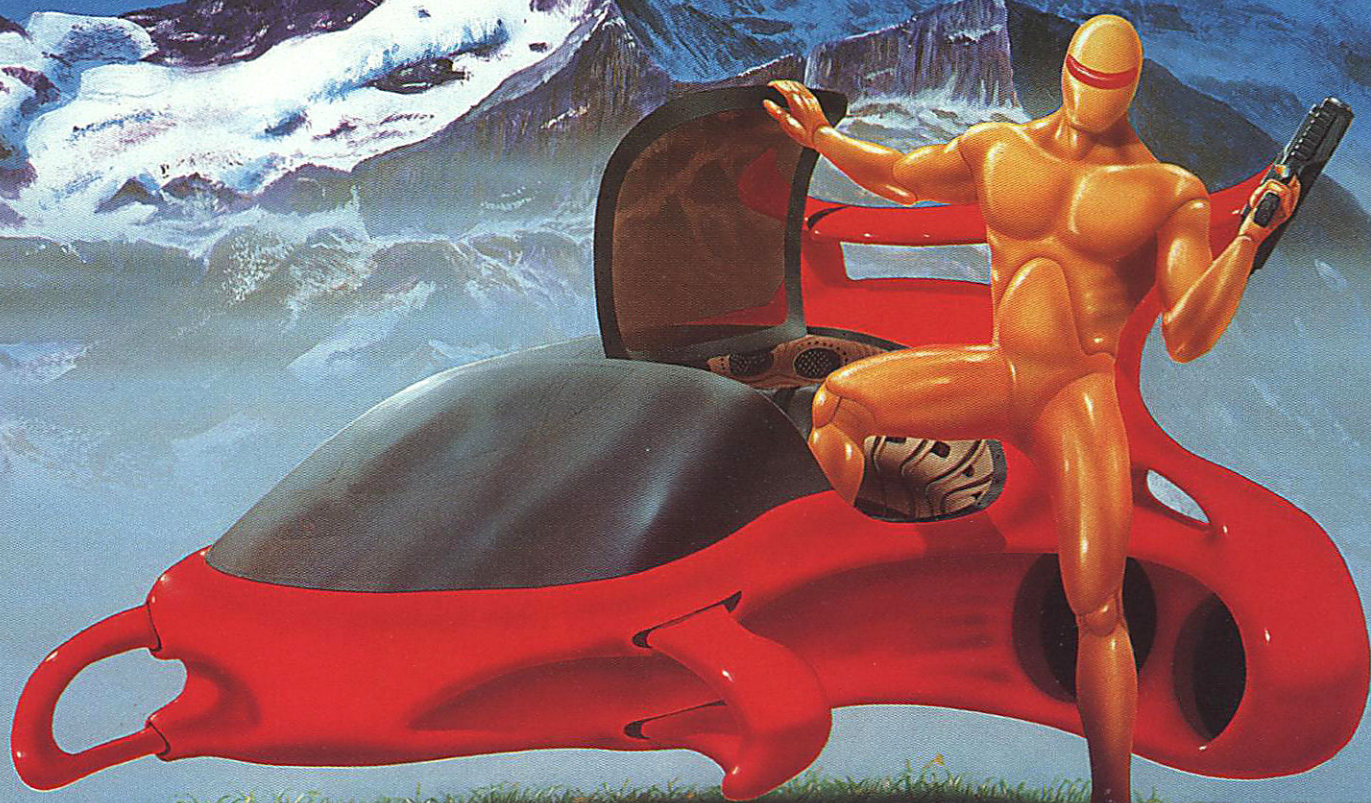


CYBERTM EUROPE

#5109



*A Campaign
Sourcebook for*

**CYBER
SPACE**

CREDITS

Principal Author: Anders Blixt

Subject Authors: Johan Andersson (organized crime), Mats Blomqvist (Berlin, soccer hooligans), Erik Granström (Great Britain), Per Lundberg (horse-racing), Erik Rågvik (the Aryan Brotherhood, the Blood Shadow, city geography, demographic zones, drugs, flybike games, the Moslem Brotherhood, music, subcultures, theater, Megacorps), Dag Stålhandske (forensics & police work), Mattias Wåhlén (Cardinal-General Oscar Marcos).

Consultants: *Equestrian terminology consultant:* Eva Jangö, *French language consultant:* Martin Rundkvist, *Russian language consultant:* Bo Peterson, *Vintage cars consultant:* Robert Palmqvist, *Useful advice:* Stefan Litsenius, Florence Vilén.

Editor: Kevin Barrett

Cover Illustration: Paul Campion

Interior Illustration: Dan Smith, Chuck Muchow

Layouts & Color Map: Bill Covert

Project Specific Contributions: *Series Editor:* Kevin Barrett; *Page Design & Paste-Up:* Bill Covert; *Cover Graphics:* Terry K. Amthor.

Adventure playtesting: Anna Allard, Erik Andersson, Mats Blomqvist, Bengt Bäverman, Christer Carlsson, Johan Cassel, Leif Eurén, Jan Frelín, Åke Samuelsson, Göran Wengelin, Mattias Wåhlén.

Special thanks to: The Royal Norwegian Embassy in Stockholm, Nord-Norsk Reiselivsindustri in Narvik, Russell Miller, George Lucas, Steven Spielberg, Ridley Scott, Olle Sahlin.

Dedication: This module is dedicated to the memory of Harry Martinson (1904-78): Poet, Nobel Laureate, Visionary.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry K. Amthor; *Sales Manager:* Deane Begiebing; *Editing & Development Manager:* Coleman Charlton; *President:* Peter Fenlon; *CEO:* Bruce Neidlinger.

ICE STAFF — *Editing & Development Staff:* Kevin Barrett, Monte Cook, Pete Fenlon, Jessica Ney, Terry Amthor; *Graphics & Production Staff:* Bill Covert; *Sales & Customer Service Staff:* Heike Kubasch; *Shipping Staff:* John Breckenridge, Sterling Williams, Jasper Merendino.

C

Y

B

E

R

L

U

R

O

P

E

Vi kom från Jorden, Doris land,
klenoden i vårt solsystem,
det enda klot där Livet fatt
ett land av mjölk och honung.
Beskriv de landskap som där fanns,
de dagar som där grydde.
Beskriv den människa som i glans
sitt släktes likdräkt sydde
tills Gud och Satan hand i hand
i ett förstört, förgiftat land
kring berg och backar flydde
för människan: askans konung

[We came from Earth, Doris' land,
the jewel in our solar system,
the only globe where Life had got
a land of milk and honey.
Describe the landscapes there,
the days that dawned there.
Describe man who in splendour
sew his species' shroud
until God and Satan hand in hand
in a devastated, poisoned land,
among hills and slopes fled
from man: king of the ashes.]

Aniara, song 79

TABLE OF CONTENTS

PREFACE	3
1.0 INTRODUCTION	4
1.1 LANGUAGE PROBLEMS	5
1.2 THE EVER-PRESENT SHADOW OF THE PAST	5
1.3 EUROPEAN CITIES	6
1.4 BRIEF EUROPEAN TIMELINE	6
1.5 DEFINITIONS	7
2.0 EUROPE	8
2.1 THE EUROPEAN IDENTITY	9
2.2 LANGUAGES	9
2.3 ALPHABETS	10
2.4 THE COMMUNITY LANGUAGES	10
2.5 EUROPEAN CONFLICTS	10
2.6 EUROPEAN DEMOGRAPHIC ZONES	14
3.0 THE EUROPEAN COMMUNITY	18
3.1 ETHNIC IDENTITIES AND THE PROBLEMS WITH MINORITIES	21
3.2 IMPORTANT REGIONS	22
3.3 CENTERS OF DECAY	23
3.4 THE EUROPEAN FEDERATION	23
4.0 THE OUTSIDERS	26
4.1 GREAT BRITAIN	27
4.2 THE THIRD COMMONWEALTH OF INDEPENDENT STATES	32
4.3 SWITZERLAND	34
4.4 THE VATICAN	35
5.0 BERLIN	40
5.1 RECENT HISTORY	41
5.2 POLITICS	41
5.3 POLICE	41
5.4 CITY COMMUNICATIONS	41
5.5 BERLIN'S PROBLEMS	41
5.6 GEOGRAPHICAL OVERVIEW	44
5.7 BELSEN BAR	47
6.0 CULTURAL PHENOMENA	48
6.1 SPORTS: "BREAD AND CIRCUSES"	49
6.2 ENTERTAINMENT	52
6.3 DRUGS	52
6.4 VEHICLES OF THE CHURCHILL ERA	53

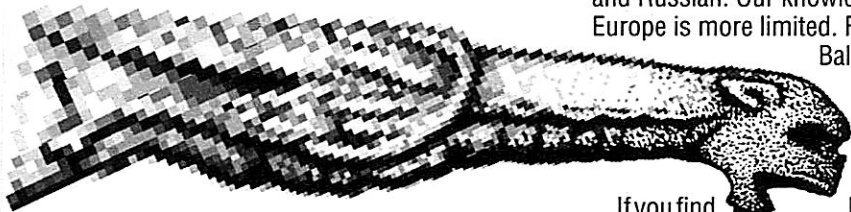
6.5 GANGS AND SUBCULTURES	54
6.6 SPECIFIC SUBCULTURES	54
7.0 THE CORPORATE WORLD OF 2090	57
7.1 MEGACORPS	58
7.2 BANKS AND FINANCIAL INSTITUTIONS	59
7.3 SMALL BUSINESS	59
7.4 EUROPEAN-BASED MEGACORPS	59
8.0 WARFARE IN THE 2090s	70
8.1 THE LOW INTENSITY CONFLICT	71
8.2 THE SOLDIERS	73
8.3 EUROPEAN MILITARY FORCES	73
8.4 THE MILITARY AND THE STATE	74
8.5 MILITARY ETIQUETTE	74
8.6 THE SPECIAL MISSION BRIGADES	76
9.0 LAW ENFORCEMENT	79
9.1 DATA PROCESSING	80
9.2 SURVEILLANCE IN THE STREETS	81
9.3 BUGS	81
9.4 DNA IDENTIFICATION	82
9.5 INTERROGATIONS	82
9.6 ACTUAL PRACTICE	83
9.7 GEMEINSCHAFTSAMT FÜR VERFASSUNGSSCHUTZ	84
10.0 THE CRIME SYNDICATES OF EUROPE	86
10.1 THE DI VINCO SYNDICATE	87
10.2 OTHER CRIMINAL ORGANIZATIONS	91
11.0 ADVENTURE: THE HUNT FOR U-1205	92
11.1 THE GERMAN BACKGROUND	93
11.2 THE ARTIFACT	93
11.3 THE CURRENT ACTORS	94
11.4 THE SEARCH FOR THE SPEAR BEGINS	97
11.5 RUNNING THE ADVENTURE	97
11.6 PART 1: BERLIN	99
11.7 PART 2: NARVIK	107

HTUNG!

MAX-X

APUNIS

THIS MODULE about Europe has been written by a group of Swedish role players, of which two (myself and Erik Granström) are professional authors. In early 1990 I suggested to Kevin Barrett, the ICE editor responsible for *Cyberspace* products, that a module about Europe could be something worth publishing. He agreed. I then said that such a module should be written by Europeans, since we possess first-hand knowledge of our own continent and its ways. He agreed again and suddenly I had a job in front of me. I recruited some of my creative role playing friends and we all got started. You will soon read what we have come up with.



You will find a lot of information about the European societies in this module. Some of it may seem a bit academic, but it has been included for an important purpose: to give American role players a feeling for the "flavor" of Europe. Interspersed in the descriptive texts you will also find some first-hand accounts. In these, anonymous Americans and, occasionally, Europeans cynically talk about their experiences of Europe.

Our continent is not like America across the Atlantic, but something quite different. You will find a lot of Americana in Europe—like *Teenage Mutant Ninja Turtles*, *Iron Crown's* role playing games, and *Burger King*—but that is just on the surface.

Here in Europe there are a multitude of distinct cultures, whose traditions date back to the Middle Ages and beyond. They make us Europeans into what we are: more than fifty ethnic groups sharing a continent. We have fought bloody wars against each others since the dawn of history. Finally, after the madness of 1939-45, the leaders of the major democratic countries decided that their nations had to unite to avoid a re-run. The European Community (EC) and the concept of a European federation as its final goal was born in the 1950s. The trend towards democratic unity is strong—remember the sudden fall of the Iron Curtain in 1989. In the 21st century there will be a United States of Europe, but it will be a union quite unlike the United States of America.

We have tried to portray that union in the dark future of *Cyberspace*, by combining the fantastic elements that role playing games always contain, with a genuine feeling for how the common European future could be, given the circumstances of today and the postulates of the game. Fortunately we did not write the module in 1988.

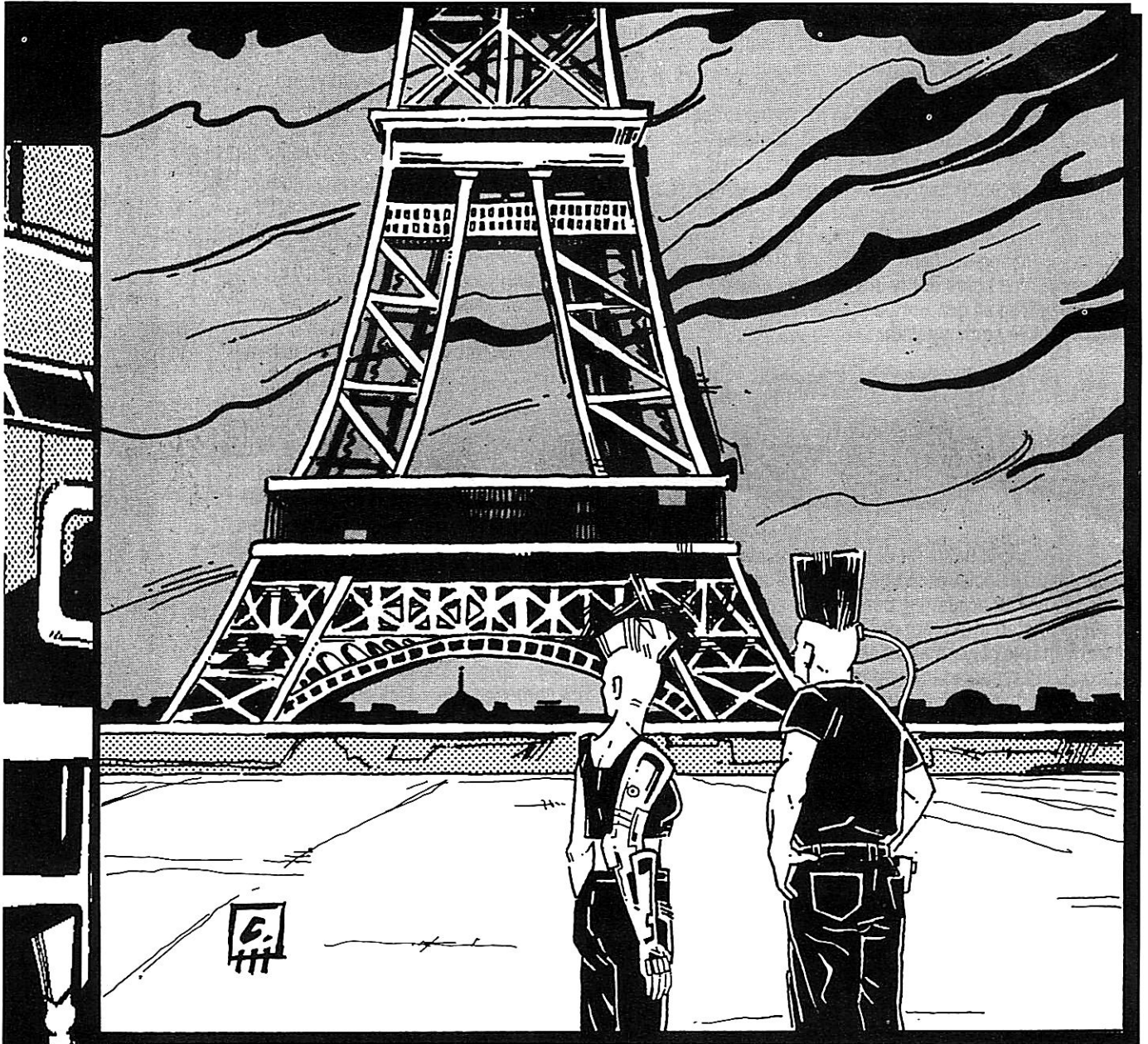
There is an unavoidable bias in this module. We Swedes live at the northern tip of Europe. Our country and culture is oriented towards the other Scandinavian countries, along with Britain, France, and Germany. Beside our native Swedish tongue, all of the designers know English, and some of us have also studied German, French, and Russian. Our knowledge of south-eastern Europe is more limited. For that reason, the Balkans and the Mediterranean Rim have become more peripheral in this module than they deserve.

If you find linguistic quirks in the texts, consider this: Not one of the writers has English as his native language; we have all learned its British version in Swedish schools. For that reason, Swedish phrasing or idioms may easily slip into what we write and remain there. Your characters will discover the same phenomenon when they visit Cyber Europe. They will meet many English-speaking persons, whose command of that tongue will be less than perfect.

Welcome to Europe of the 2090s. We hope you will enjoy the visit.

Anders Blixt
Stockholm, January 1991

P R E F A C E



1.0 INTRODUCTION

AN AMERICAN going to Europe in 2090 will not experience the same thing as a visitor would have done one century earlier. In the 1990s, US tourists would find many American phenomenon in Europe, such as *McDonald's*, *Coca Cola*, *Levi's*, artists like *Madonna* and *Bruce Springsteen*, and much more. Many of these would appear different from what they are in the US, but the visitor would still feel that American culture was a part of Europe.

In 2090 several cultural manifestations that once were considered distinctly American, have merged into the global culture. This means that although a US visitor to the European Community would recognize many things from home, these would not feel American to him. Instead, they would be perceived as global.

1.1 LANGUAGE PROBLEMS

Being an American in Europe was more difficult than I expected. Our schools being what they are, I hadn't had any decent training in French. When I arrived at the Charles de Gaulle airport outside Paris, I was dumbfounded by the French signs and the chattering of the locals. But I realized that in most ways the Europeans are just like us: money and guns talk louder than words there, too.

Most Americans believe that they can speak English in all foreign countries and be understood. Sadly that is not the truth. Instead, an American going to Europe in 2090 needs knowledge of at least German or French to manage everyday life.

All European children study both these languages in grammar school, but many adults have forgotten a lot of what they learnt, since they do not use them daily. The visitor will find it useful to know at least a smattering of the local language as well. (However, few Americans will have the chance to pick up knowledge of say Basque or Latvian in the US.) But, on the other hand, when dealing with European corporate or government administrators, the visitor will find them fluent in both German and French. Most likely, they will also have good knowledge of English or Japanese.

1.2 THE EVER-PRESENT SHADOW OF THE PAST

I never believed there could be so much history. I mean, back in New Haven, we think that we live in an old city, but Paris was something so ancient I was amazed. It has existed since the time of the Roman Empire, you know. Versailles was so great that I just stood there gazing. The city authorities and the Megacorps are mighty proud of the old buildings and ceremonies and say that they make Paris so special. But I think it is mainly a matter of props. Beneath that surface you'll find the same kind of slums, criminals and politics as back home. The French thugs I fought died the same way Americans would have.

In the 21st century, the European cities are fairly similar to American ones, since the trends of architecture are global. But interspersed with the gleaming glass-and-steel corporate palaces you will find the ever present remnants of the Euro-

pean past: churches, palaces and other ancient buildings. Many date back to the early Middle Ages or, in Rome, even further.

In Warsaw there are some monumental buildings from the 1950s, serving as remainders of the grandiose attitude of Stalinist architecture. In the center of Berlin you will find the ruins of the late 19th century *Kaiser Wilhelm Ged  kniskirche* ("Emperor Wilhelm Memorial Church"), devastated by the bombings during World War Two and kept as a memory of those evil days. In the middle of Paris stands the *N  tre Dame* cathedral, built during the 14th century. Outside that city you can visit the incredible *Versailles* palace, built by Louis XIV during the late 17th century when France dominated Europe. The countryside of Bavaria is dotted with more or less preserved medieval castles. In Rome you should visit the Colosseum and other ruins dating back to the Roman Empire about 2000 years ago. In Mycenae, Greece, the archaeologists have excavated Agamemnon's palace from the Homeric age, around 1200 BC. In Brittany, France, and in Scania, Sweden, you find stone rings and stone graves dating back to the stone or bronze ages more than 3500 years ago.

An American making a speech can invoke national icons like the Mayflower, the Founding Fathers or Abraham Lincoln. Europeans can go even further back in their history. In France you mention Joan of Arc's campaign against the English during the early 15th century. The Serbians talk about the battle of Kosovo Polje against the invading Turks in the 14th century. On Iceland you mention the Norse settling before 1000 AD. When talking about the current conflicts between the EC and the Arab countries, many Spanish and French politicians refer to Charles Martel, whose Frankish army crushed the Arab invasion of southern France in 732. You will also hear talk of the mythical hero Roland who is said to have fought against the Arabs in northern Spain during the early 9th century, and the Spanish knight El Cid, who defeated the Arabs in Spain during the early Middle Ages.

The list is long, but these few examples illustrate the point: wherever you travel in Europe the past is present in one way or another. The Europeans are far more conscious of being heirs to millennia of history than an American would ever be.

1.0



WORLD COMP

**SUPERPOWERS AZANIA AND UAE
SIGN COMPREHENSIVE CULTURAL
EXCHANGE ACCORD—"WE LIKE
THEIR LOUNGE SINGERS" SAYS
SHEIK**



i

**PLANKTON HARVESTERS OF NORTH
AMERICAN FREE TRADE ZONE
ATTACK JAPANESE ALGAE SKIMMERS
WITH SSMs OFF ACADIAN COAST**



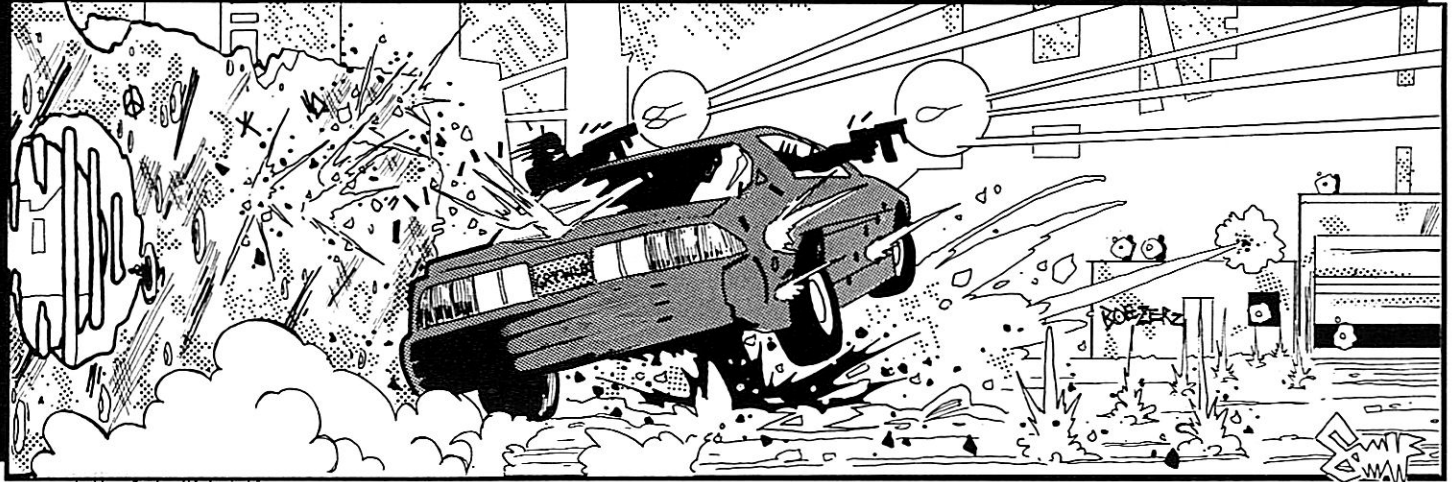
C Y B E R S P A C E

1.3 EUROPEAN CITIES

There is one major difference in urban geography between Europe and the US: the European city centers never decayed into slums during the 20th century. They are more mixed than American ones. You will find extreme luxury and total decay separated by just a few blocks.

The worst part of the European urban jungles are instead found on the peripheries. There vast suburbs have decayed for the last fifty years, with the population growing more hopeless and criminal. From these born-to-lose areas the human wolf packs emerge to hunt after darkness falls.

• We had just left the Île de la Cité after a meeting with our mission manager and drove north. In a couple of minutes we were in the XVII arrondissement, fighting for our lives against this boezer gang. We drove them off, but the car was shredded. Went back to the Île and got arrested because the car was all shot up—didn't pass specs. A bad day, man.



1.4 BRIEF EUROPEAN TIMELINE

2025 — The EC is transformed from an association of nations to a federal state.

2029 — The Ignalina fission power plant in Lithuania is destroyed in an explosion of unknown origin. Radioactive material is released into the air. Parts of Lithuania become lethally polluted for centuries. The death-toll is unknown, but amounts total at least 10,000.

2031 — The Oskarshamn fission power plant in southeastern Sweden suffers a catastrophic meltdown. Thousands die from radioactive poisoning. A large area surrounding the plant is devastated for generations to come. The cause of the disaster is never made public.

2032 — In a referendum, Swiss citizens opt for an ecological future. The outcome was influenced by the two nuclear disasters.

2036 — The second English Channel Tunnel collapses due to construction errors; it is not rebuilt.

2041 — Parts of central England are hit by three Chinese nuclear warheads not stopped by the Satellite Defense System. The explosions create a wasteland, uninhabitable for many years.

2061 — The Criminal Areas Act is passed by the EC which sets aside certain isolated areas as

Kriminalbezirken, in which normal laws do not apply. These areas are used as prisons.

2062 — Great Britain forcibly takes control of Scotland and Ireland.

2067 — The British re-establish colonial domains in Africa in unpopular military campaigns.

2071 — Great Britain secedes from the EC, a move much appreciated by the other EC member nations.

2073 — Polish insurgents in western Byelorussia initiate guerilla warfare against authorities there. They receive clandestine support from their brethren in Poland.

2074 — The Byelorussia army and the Polish Landwehr fight occasional skirmishes as the Byelorussians try to stop support from reaching the insurgents in their country.

2075 — Great Britain launches the interstellar ship *Indomitable* from Earth orbit.

2079 — Ecotopian terrorists based in Switzerland unleash a campaign of violence in the EC and Russia under the code-name "Gaia's Revenge." It is directed against individuals and industries the movement considers to be threats to nature. (In the classical Greek mythology, Gaia is the Mother Earth goddess.)

2081 — Cardinal Otelo Nascimento of Brazil is elected pope and ascends St Peter's throne as

John Francis I. He soon tries to implement radical policies and causes much annoyance among the clergy in the Catholic hierarchy.

2089 — The EC army, without authorization from the EC cabinet, starts to patrol the Swiss border in order to combat Ecotopian incursions. The tri-centennial of the French Revolution is celebrated in Paris on July 14 with much pomp, festivities and street violence.

2090 — NOW

1.5 DEFINITIONS

Below you'll find the definitions of several foreign terms and abbreviations.

An der Freude: The national anthem of the European Community, the music written by Beethoven for a poem by Schiller.

Apostolic Carabiniers: The anti-terrorist force of the Vatican.

Boezers: Very violent and destructive subculture.

Bonapartism: An arrangement in which an authoritarian community leader rules by trying to unite the diverse interests of the local groups with emphasis on pragmatic action. This is very common in Europe wherever the original political structure has ceased to function properly. A bonapartist leader may be allied to or controlled by big business.

Brigade d'Action Rapide (BAR): (Rapid Action Brigade) Rapid deployment brigade of the EC navy.

Bureau d'Intelligence Navale (BIN): (Naval Intelligence Bureau) The intelligence bureau of the EC navy.

Churchill Era: A 21st century term coined for the cultural period 1939-56 in Europe.

Cold War: Roughly the period 1947-90, during which the ideological conflict between the West and the Soviet Union played the dominating role in world politics. During this period Germany and Berlin was divided into a democratic and a communist part.

Creos: Medieval retro subculture in the European wilderness.

Crystal: A common form of recreational drug.

Cyberpunks: Violent, cyberware oriented subculture.

DeleteZone: Devastated wilderness area.

Designer Drug (DD): A drug that has been designed for a specific individual and tailored to his metabolism and genetic set-up to achieve a certain kick with minimal side-effects.

Ecotopians: A Swiss-based organization fighting for an ecological world with terrorist methods, striking against Megacorp installations and key executives all over the Earth.

Flowers: Back-to-nature subculture.

Gemeinschaftsamt für Verfassungsschutz (GV):

(Community Agency for Protection of the Constitution) The federal police of the EC.

Glavnoe Upravlenie Gosudarstvennoi Besopasnosti (GUBG): (Supreme Authority for State Security) Russian secret police and civilian intelligence agency.

Guardian Office: The security service of the Sun Church.

Heeresnachrichtendienst (HND): (Army Intelligence Service) The intelligence bureau of the EC army.

Hegos: A hedonistic-egotistic movement in Britain, putting emphasis on personal pleasure.

Information Institute (II): The intelligence organization of the Vatican and the Roman Catholic church.

Irish Republican Army (IRA): An anti-British Irish terrorist group, whose origins date back to the early 20th century. In 2090 it is a section of the World Allied Revolutionary Army.

Irish Royalist Reserve (IRR): An "Irish" terrorist group sponsored by the British authorities.

Kampfmaschine (Kama): (Combat machine) Machines used in gladiator games.

Kriminalbezirk (Krima): (Criminal Area) Isolated and guarded area outside EC laws. There criminals may pursue their lifestyle without endangering honest citizens.

Landwehr: Military forces under control of the national governments in the EC, roughly corresponding to the US National Guard.

Metalisti: Chauvinistic gang movement in Russia and among Russian minorities in neighboring countries.

Nichtzone: See DeleteZone.

Neuhitlerjugend: The German name for the New Hitler Youth Sprawl gang.

Opus Dei: (God's Work) Reactionary Catholic order, opposed to the policies of pope John Francis I.

Polizeipräsident: City chief of police.

Research Office: The intelligence service of the Sun Church.

Sondereinsatzbrigade (SEB): (Special Mission Brigade) Rapid deployment brigade of the EC army.

Sondergruppe 9 (SG9): (Special Group 9) The anti-terrorist force of the GV.

Sun Church: An authoritarian religious cult originating in Great Britain but widespread throughout Europe during the 2090s.

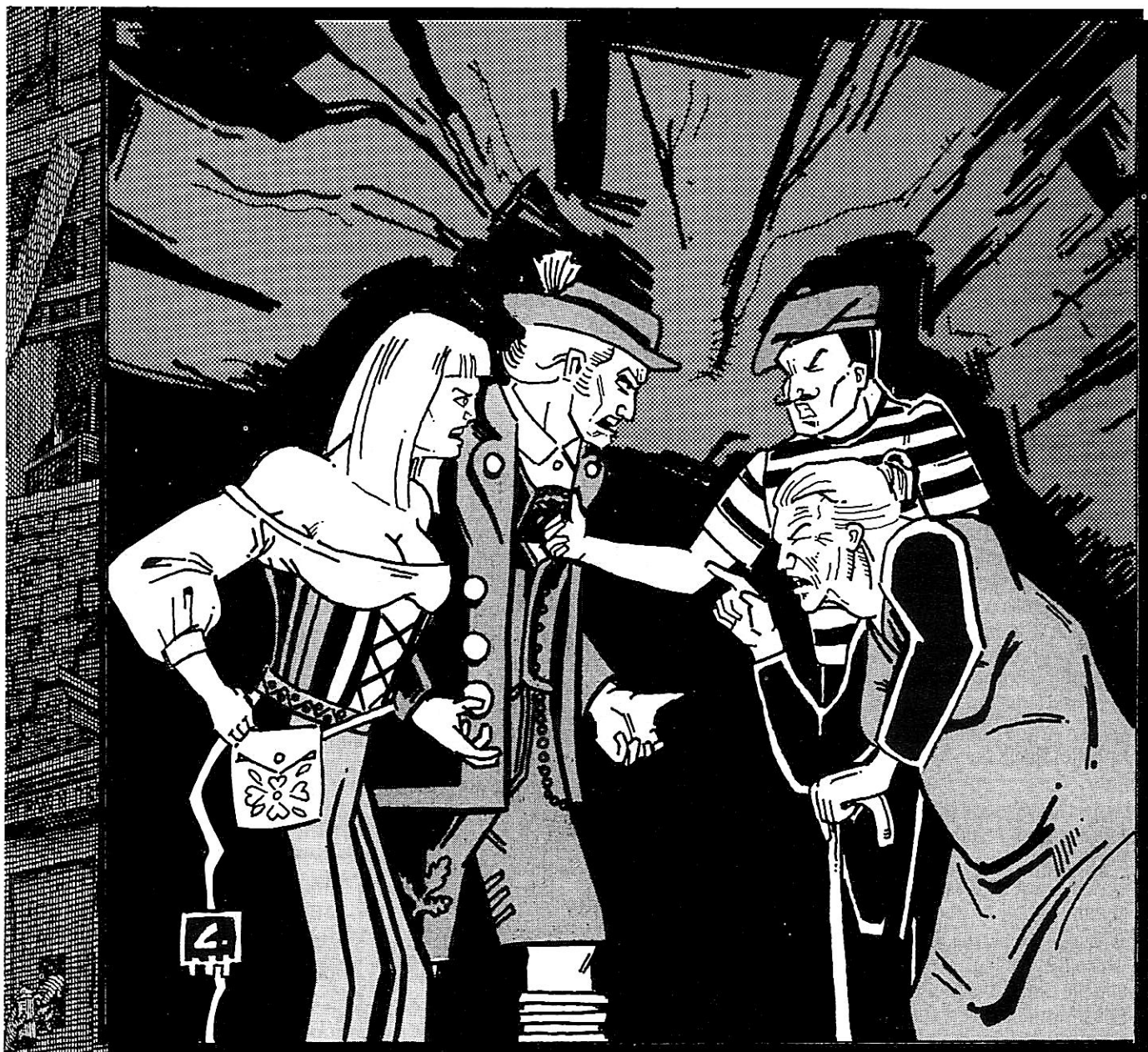
Ubahn: The German word for subway trains.

1.0

LIST OF ACRONYMS

BAR: Brigade d'Action Rapide
BIN: Bureau d'Intelligence Navale
DD: Designer drug
EC: The European Community
GUBG: Glavnoe Upravlenie Gosudarstvennoi Besopasnosti
GV: Gemeinschaftsamt für Verfassungsschutz
HND: Heeresnachrichtendienst
II: Information Institute
IRA: Irish Republican Army
IRR: Irish Royalist Reserve
Kama: Kampfmaschine
Krima: Kriminalbezirk
SEB: Sondereinsatzbrigade
SG9: Sondergruppe 9
SJ: Societas Jesu (the Jesuit order)

7



2.0 EUROPE

8

C Y B E R E U R O P E

The following section deals with several general aspects of the continent, including languages and alphabets, conflicts and demographic zones.

2.1 THE EUROPEAN IDENTITY

There is definitely something that one can call an American identity, founded on the history of the United States and its special national characteristics. But if one looks for an European identity, the matter becomes more vague. Europe has been fragmented into a multitude of countries and cultures. The unification of the continent was a slow and unwieldy process that lasted for more than fifty years and that perhaps is not yet completely finished.

But there is a European identity. It is based on what most Europeans have in common. The fight against Naziism during World War Two and the struggle against Soviet domination between 1945 and the 1990s are two such things, but there are others.

The French Revolution in 1789, followed by the Napoleonic Wars, spread new ideas about liberty, equality and fraternity across the whole continent. During the 19th century the European colonial powers brought European culture, values and ideals to every corner of the Earth. Thus many Europeans consider their continent the cradle of the ideas that have shaped almost all modern nations on the planet, and they take pride in that.

Italy, France and Germany have spread their culture over Europe since the Middle Ages. Artists and philosophers like Thomas Aquinas, Dante, Rousseau, Voltaire, Kant, Hegel, Michelangelo, Beethoven, and Mozart have been revered almost everywhere. The cultures of Europe can thus be considered national, but with a common nucleus of joint European values and ideals.

The European identity stems from the partially common history and culture of the European peoples: a simultaneous unity and diversity.

2.2 LANGUAGES

Despite the unification during the 21st century, Europe is a virtual Tower of Babel. The ethnic groups of the European Community have largely retained their old languages, in spite of the German and French domination within the federation.

Languages are arranged in families, groups and subgroups, each level denoting a closer relationship. An asterisk (*) signifies those languages within the same group or subgroup that are mutually intelligible with more or less difficulty. (Examples: Czech and Slovak are mutually

intelligible, but not Czech and Polish or Czech and Russian.) A dagger (†) signifies a language that became extinct during the 21st century, when its speakers became assimilated to the majority language of the region.

INDO-EUROPEAN LANGUAGES

Germanic Languages

West Germanic: English, Dutch, German* (very peculiar German dialects are spoken in Switzerland and Luxembourg), Yiddish†*, Frisian† (once spoken on the North Sea coasts of the Netherlands and Germany).

North Germanic: Swedish*, Norwegian*, Danish*, Icelandic, Faroese (spoken on the Danish-controlled Faroe islands north of Britain).

Romance Languages

Portuguese*, Spanish*, Catalan*, French, Rhetoromanic (spoken in Switzerland), Italian, Romanian.

Latin is kept artificially alive by the Roman Catholic church, which uses it for internal purposes, and by European scholars.

Slavonic Languages

East Slavonic: Russian*, Byelorussian*, Ukrainian*.

West Slavonic: Polish, Czech*, Slovak*, Sorbian† (once spoken around the German city Cottbus).

South Slavonic: Slovenian, Serbocroatian, Makedonian, Bulgarian.

Baltic Languages

Latvian, Lithuanian.

Celtic Languages

Welsh, Irish Gaelic†, Scots Gaelic†, Breton† (once spoken in Brittany).

Iranian Languages

Farsi (Iranian), Kurdish.

Other Indo-European Languages (fairly unrelated)

Albanian, Armenian, Greek, Romany (spoken by the scattered Gypsy people), Hindi-Urdu (spoken in Britain by the descendants of Indian and Pakistani immigrants).

FINNO-UGRIC LANGUAGES

The Baltic Group

Finnish*, Estonian*

The Arctic Group

North Samish*†, South Samish*†. (The Samish languages were once spoken in Scandinavia north of the Arctic Circle and in the Kola region by the Samic minorities, also known as Laplanders.)

The Central European Group

Hungarian.

2.0

9

10
C Y

CYBER EUROPE

2.3 ALPHABETS

Cyrillic alphabet: Russian, Byelorussian, Ukrainian, Bulgarian, and Makedonian. Each language has introduced minor variations to the alphabet according to its needs. Serbocroatian is written with Cyrillic characters in Serbia and with Latin in Bosnia and Croatia.

70

باجاز دشت

باجاز

BAJAZ

باجاز 8 کاڈز

КАЕНОГ



Hindi alphabet: Hindi-Urdu used by Hindus

2.4 COMMUNITY LANGUAGES

The European Megacorps put a lot of emphasis on linguistic skills among its important employees. Anyone who wants to build a career must be very competent in both German and French. Preferably he should also have adequate skills in English or Japanese, the other dominant languages of the world in 2090.

Europe is a politically and ethnically complex continent, far more diverse than, for instance, North America. Within her there are dozens of nationalities and rivalries centuries old that are slow to fade away. She is rich and to her south there are poor neighbor, who envy her wealth and desire to gain a part of them. All of these open and hidden conflicts can form a foundation for numerous adventures and campaigns. Currently there are several problems that appear in news headlines for the populace and intelligence summaries presented to Megacorp executives, military commanders and politicians.

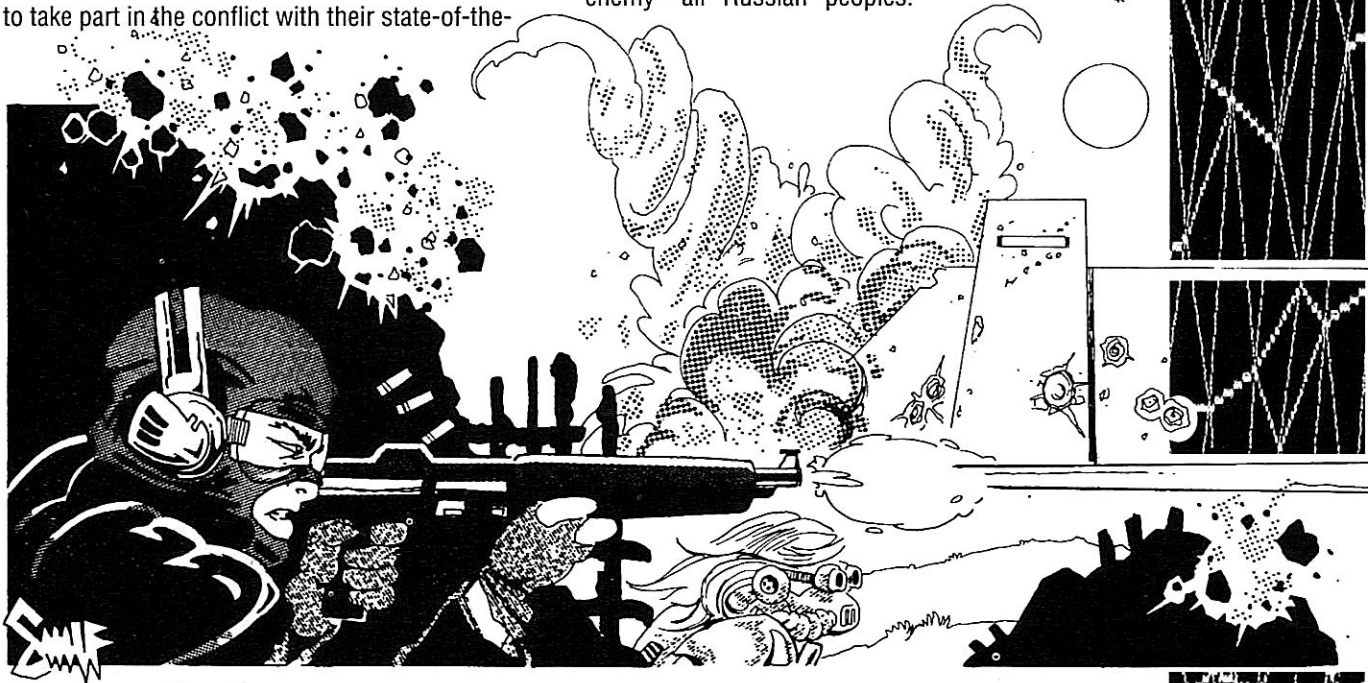
THE BYELORUSSIAN INSURGENCE

There is a Polish minority in the country of Byelorussia. The authorities do their best to "russify" these Poles, and the resistance to this has turned into an armed insurgency. The guerilla fighters have received more or less covert support from their brethren in Poland. Efforts to stop this by the national government in Warsaw and the federal authorities have so far been without effect and the relations between Luxembourg, Warsaw and Minsk have become quite frosty. (Luxembourg is included because it is the capitol of the federal state.)

Polish deserters from the Community army and the Polish national force have crossed the border to take part in the conflict with their state-of-the-

art weaponry. The Polish police and national force somehow seem to be unable to stop the theft of military hardware or the smuggling operations across Poland's eastern border. The Byelorussian border guards and secret police have increased their vigilance and have killed a lot of Poles. However, they have not yet conducted open or clandestine operations inside Poland.

During the last two years the Community army has sent more units to Poland, both to deter Byelorussian retaliatory raids and to try to block the illegal border traffic. So far little success has been achieved, since a majority of the Polish people actively or tacitly support their brethren's struggle against what they see as their traditional enemy—all "Russian" peoples.



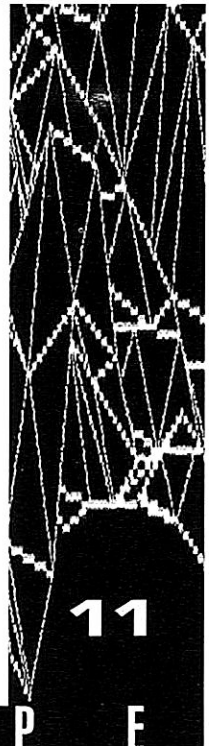
THE ECOTOPIANS

Switzerland is the home of a violent environmentalist terrorist movement, the Ecotopians. It is responsible for a lot of deaths, destruction and fear in the EC since 2079. The Ecotopians strike polluting industrial plants and the headquarters of corporations owning such plants. The terrorists use bombs or chemical weapons for mass destruction or assassinate executives with explosives or firearms. The corporations strike back and their security forces use whatever methods they find effective. This war has been escalating during the 2080s and there is no way of telling how it will end. Swiss police forces are quite worried by the development and are doing their best to find the terrorists, but with little success so far.

The relations between Berne and Luxembourg have become more and more strained. The Swiss government wants the EC authorities to stop the Megacorps from raiding Swiss territory. Regrettably for the Swiss, the EC cabinet is currently

unable to do so. This inability in turn upsets the Community's military commanders, since they despise what the Megacorps are doing. During 2089 the Community army Commander-in-Chief, general Louise Wegemann, without directives from the Minister of Defense, ordered some elite units to patrol the Community border with Switzerland and stop corporate security teams before they could cross the border. This act has upset the EC politicians, but they could not stop her since she had full support from the three other service chiefs and the Chief of Staff, field marshal Klaus-Werner von Hochstein.

This Swiss army, basically a hi-tech militia, is patrolling its side of the border too. The Swiss conscripts cannot defeat an equal force of professional security men with cybernetic implants. Instead, the Swiss try to swamp their enemies with numbers and firepower and utilize their superior knowledge of the terrain. Everyone expects the Swiss border to become very violent during the early 2090s, when the conflict escalates to unprecedented levels.



THE MEDITERRANEAN TENSIONS

I went to Cairo once during my stay in Europe and I wish I hadn't. I've never seen a more miserable place in the whole world. The poverty, the crowds, the stench, everything was awful. I don't understand how the Egyptians survive. Many of them don't, though, since starvation is common. The city can't be managed by the authorities. They've just given up and moved the national administration to Port Said by the Suez canal.

But in Cairo you can find anything if you have the right connections. Japanese ice-breakers, Israeli combat cybernetics, Chinese synthetic drugs, Korean weapons, you name it. But corruption is rampant and many Arabs don't like pale-skinned men and women from Europe. It's no use saying you're an American; if they want to kick in the teeth of a pale-face, they assume you're a lying EC bastard and go ahead anyway. If you need to go slumming, be well armed and well prepared.

When a rich industrialized state has a common border with a poor, undeveloped area, there is a steady stream of people trying to escape from poverty by crossing that border. The United States has such an influx from Mexico and the European Community from the Arabic North Africa and Middle East.

The Arab world stretches from Morocco on the Atlantic to Iraq at the Persian Gulf. The inhabitants of this area, split in several rival nations, have a language, a culture, a history and a religion in common. The area was once rich—during the Roman era Tunisia and Egypt were fertile grain producers—but in 2090 they are very poor and very overpopulated. The Arabic countries are all authoritarian. Their dictators struggle to find food and water for their populations and to decrease their numbers, but they are failing. Cairo has at least thirty million inhabitants in one vast slum. Cities like Damascus and Algiers are gradually collapsing, since their infrastructure cannot cope with the demand of their oversized populations.

Many Arabs see Europe as their only chance of lessening their poverty and cross the Mediterranean in search of jobs in the *Provençal* region. The EC authorities want to keep immigration under control, but that is very difficult. There are many ferries and flights going between North Africa and southern Europe and, by bribing immigration officials, many Arabs can avoid registration upon their arrival. This behavior is encouraged by the Megacorps, which desire obedient as unskilled labor for various menial tasks. Arabs become good, low wage cooks, waiters and servants for the corporate elite.

The Arab leaders look with envy on Europe and demand that their countries should get more than crumbs from the Community table. European

politicians, busy with their local problems, do not pay much attention to these requests. This causes a lot of irritation and even anger among the Arab leaders. There is a lot of talk about doing something against Europe.

But there are rabble-rousers that move among the common populace and preach for quick action against the Europeans to force the rich Northerners to help their desperate southern neighbors. Some extremists even talk about a holy war, a Jihad, against Europe. As always in the prevalent conditions, there are a lot of people who listen to such words. Instead of directing their wrath against their national leaders' tyrannical and inefficient rule, they see their European neighbors as the cause of their plight and cry for action. Arab terrorists,



having long traditions of operations in Europe, strike against what they perceive as their enemies, causing a lot of death and destruction in the process.

European Megacorps have built many plants in Arab countries, in the process requesting and receiving rights to do almost what they please within their industrial complexes. In return the Arab dictators have received cash for themselves, arms and military training for their armies, and intelligence for their secret police. European-based Megacorps also utilize underground Arab organizations in their own struggles in Europe. Such terrorists can be used to strike a commercial or political enemy with little chance of backtracking the deed to the true instigators.

The only place where there is a land border between the EC and the Arab world is in Turkey. There the problems are further enhanced by the very old conflict between the Kurds and the Turks. During the whole 21st century there has been sporadic low intensity warfare in eastern and southeastern Turkey between the Turkish national armed force and Kurdish and Arabic insurgents. This has made the Turkish national force into the most combat experienced of the whole community.

The Community army has tried to avoid getting entangled in that conflict. Its generals come from other countries and think that the Turks are unnecessarily prolonging the Kurdish conflict by pursuing a counterproductive policy. The generals do not want to sap the strength of the Community army by letting it fight a war it has not been trained for and one in which its soldiers hardly could be motivated to risk their lives. The lessons of Vietnam, Afghanistan, Central America, and other similar conflicts have been learnt by the Community general staff and it has limited the support of federal forces to occasional air strikes, performed with no great enthusiasm. This attitude annoys the Turkish government, which wants more active support from the federal authorities.

BLACK AFRICA

I was once down in Zaïre, in Katanga province, on a temporary assignment. That place was so primitive I could hardly believe my eyes. There were no decent telecommunications back to Germany, so we all had to bring along a lot of our own stuff, hooked through a satellite back to the net. Our net jockey constantly complained that solar activities were interfering with his set; he had wanted optronics instead of radiowaves. That problem almost got us killed when we struck the target, a copper mining operation belonging to Masukawa. That zaibatsu's security forces were excellent and we had to strike simultaneously through the net and the jungle. The local guys are excellent jungle fighters and they did their jobs well, especially with those vicious machetes, but the attempt to paralyze the Japanese surveillance system through the net came disgustingly close to failure when a solar flare poured out radio energy, disrupting the satellite hookup. We lost a lot of locals, but in the end all the Japanese died. Success is what's counts, right? At least in my bank account.

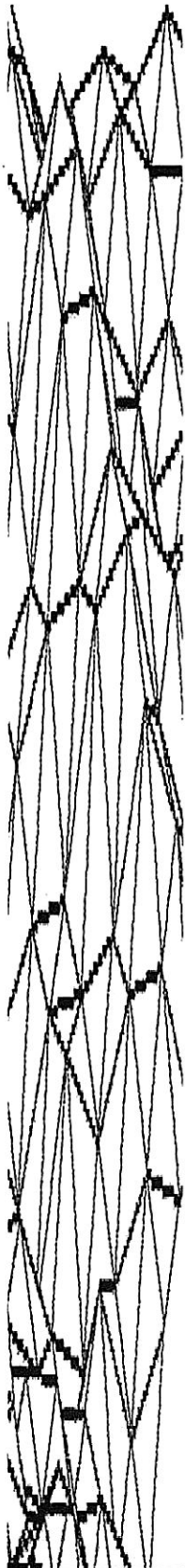
No discussion about Europe could be complete without references to Africa south of the Sahara. European Megacorps and the EC have the same kind of influence over black Africa as the US had had over Latin America. During the 19th century, black Africa was conquered and colonized by the European Great Powers, forcing their languages and their cultures on the native inhabitants. When the colonies achieved independence during 1957-90 they kept many things from their previous masters like language and political systems.

But concepts that had worked well in Europe did not function at all in black Africa. Democracy failed rapidly, except for a few former British colonies, and old tribal conflicts re-emerged. Internal problems like poverty, soil destruction, and rapidly increasing populations were augmented by rapacious Megacorp exploitation. They regard the African countries merely as resources and markets. Africa is rich in minerals, ranging from diamonds to uranium, but her peoples are poor and badly educated, just as her tyrants are corrupt and greedy. All these factors make it easy for the Megacorps to plot against each other and to pit African against African in these struggles. Numerous *coup-d'états*, insurrections and guerilla wars have been fought between the various clients of European Megacorps, using the African peasants as involuntary pawns.

The European military services have interests in Africa, too, although of a different kind. The Suez Canal, the Red Sea and the Horn of Africa are vital to shipping, making the naval base in Djibouti very important. Another naval base is situated in

2.0

13



Simonstown in Azania, guarding the shipping lane past the Cape of Good Hope. The army trains its soldiers in jungle warfare in Cameroon and desert operations in Mali. Since the European military is, by principle, opposed to the actions of the European Megacorps, they take an active part in African politics and sponsor their clients, often without consulting the EC cabinet. The support ranges from arms sales through military advisers to direct intervention of EC soldiers. The latter is fairly rare though, due to the often unwanted political consequences. Instead the military hires mercenaries as fronts for their operations. GV, the EC federal police, also operates in Africa, pursuing investigations that have led southwards from Europe, often disregarding the laws of the African states in which their agents operate.

For all these reasons it is common for corporate, military or freelancing operators to be assigned missions in black Africa. Going there is like returning to the 20th century or sometimes even to the 19th. Some cities are modern, like Capetown or Lagos, but most have not changed at all since they were built. Most modern amenities can be found, but not to the quantity or quality that an American or European would be used to. For instance, electronic communications are notoriously unreliable. The languages of the former colonial masters (mainly French, English, or Portuguese) are often only used in the administration. Corruption is rampant in many countries, so it costs a lot to get things done.

In rural regions life is just as it always has been; the peasants survive on subsistence-level farming and the nomads herd their cattle across the dry savannahs. Much of the jungle in the Congo basin has been cut down, but in some remote areas you can still find hunter/gatherer tribes living in the stone age. They usually have a sprinkling of modern tools acquired through trade, though.

In the wilderness you can occasionally find small hi-tech communities, built by Megacorps to exploit the mineral wealth there. They are usually isolated from the original inhabitants and surrounded by strong security measures.

In 2090 there is only one well-functioning and reasonably democratic African state: the Union of Azania (former South Africa, Botswana, Lesotho, Swaziland and Namibia). Her economic and political clout is due to her reasonably modern industries, strong national corporations with old traditions, well-educated citizens of many races, and an honest administration in the British tradition. Her leaders are strictly opposed to the Megacorps. Because of this, they have found it necessary to ally their country with the EC navy. Its intelligence bureau closely cooperates with the Azanian police and intelligence services and its officers and NCOs train the Azanian defense forces.

2.6 EUROPEAN DEMOGRAPHIC ZONES

Basically, Europe can be divided into nine demographic profiles. Each defines a distinct geographic, economic or social entity.

INNER CITY ZONES

The hearts of the major European cities sport a strange mix of old, venerable buildings dating back to the 16th and 17th centuries and ultra-modern designs, created by fashionable architects. The kings of old Europe built palaces to demonstrate their power; the Megacorps, the present-day equivalent of monarchs, build new head offices. The very highest executives of the Megacorps and the EC bureaucracy also live here in luxurious, well-protected apartments.

In order to protect themselves against the steadily increasing crime rate, the mayors of several major cities like Frankfurt, Amsterdam, Hamburg, and Lyon have sealed off their city centers with walls and high voltage electrical fences, reminiscent of the wall that once surrounded West Berlin. "Passports" are issued to those who have a reason to enter the heart of the city. It is fairly easy to get hold of city passports illegally, since there are many low-paid menials laborers that will sell theirs if the price is right. The city center is heavily policed and anyone who is behaving suspiciously is likely to be questioned.

AFFLUENT ZONES

Many people are doing quite well in the late 21st century. These people wanting to keep away from the drab working class areas and the high crime rates of the city live in Affluent Zones.

The affluent can usually choose between three kinds of housing. European-based Megacorps offer both apartments and houses to valued employees at reduced rates in their own villages, much as in America. Often the Megacorps also provide special buses or trains that bring the employees directly to their jobs without having to mix with the common people. These suburbs are nice, well policed by corporate guards and otherwise very boring. Despite the protection, the crime rate is rising and many houses sport additional, lethal anti-burglar equipment. Most home-owners keep guns in the house "just in case."

Security may also be found in private villages, consisting of villas and/or low apartment houses, owned exclusively by their inhabitants. In the mid 21st century real estate companies bought old suburbs, evicted the tenants, renovated everything, built new schools, employed guards, etc., and launched the concept of "safe living" on the market. The success was immediate and immense. Within a decade, most of the affluent either lived in a private village or a Megacorp

village. The private villages, more than anything else, have eradicated the last traces of interaction between different social classes.

The very rich who also want to live close to the inner cities can choose to settle in the old high-status areas such as the Belgravia and the Mayfair in London or V Arrondissement in Paris. There, developers have cut off zones of one or several blocks, putting up fences, walls, and installing guards. Surveillance cameras are all over the place. Here the rich literally rub shoulders with the next door poor; crimes and conflicts are common on the perimeters.

In Belgravia, London things have gone the furthest. All who have reasons to be there have an implant which emits a identification radio signal. All unidentified individuals inside the perimeter are shot on sight. This concept is getting more and more popular and will probably be found in several places elsewhere soon.

WORKING CLASS SUBURBS

The working class is still the largest group of people in Europe. The non-European workers often live apart from the natives in Chinatowns or Moslem ghettos.

But the average workers live in vast suburbs far from the city center and close to the factories. They live in high-rise apartment buildings. The apartments are cheap, but badly maintained, so loss of heating and electricity is frequent. The high crime rate makes it almost impossible to have any independent stores in these areas. Instead stores, bars, fast-food restaurants and simoramas are found in small shopping malls which are heavily guarded, often by the local crime syndicate, which takes its cut from the business profits.

The working class suburbs are dirty, bleak, polluted and reek of hopelessness.

BORN-TO-LOSE ZONES

The people who have dropped out of the working class areas have also dropped out of society and live in the so called born-to-lose areas. Those living here are not always criminals, but they are always poor and usually unemployed. Crime is one of the better ways of making a living. The buildings are either high-rise, or long rows of interconnected two-story houses. They are not maintained in any way and, in most cases, are free to use. The owners have given up collecting rents. Water is carried from wells or public taps and fires are lit for warmth. The born-to-lose areas, more than any ancient cathedral, remind one of the Middle Age.

There are no schools here and the only future for the kids is to join one of the gangs that stalk the city. Policing is virtually non-existent, except

for the occasional SWAT raid against an upstart gang. These areas are very attractive for illegal or socially unacceptable activities. The inhabitants have learned to mind their own business and ask no questions. The less successful black techs and black docs work here, providing badly surgical implants, hard drugs, and so on.

When entering a born-to-lose area, don't go alone and don't go unarmed.

KRIMAS (CRIMINAL AREAS)

Some areas in Europe have been cut off from the rest of society. In the mid 21st century the politicians and military jointly realized that the fight against crime was lost. The new policy instead focused on protecting the law abiding, rather than fighting crime in itself. The policy against criminals became: "Do what you want, but don't hurt anyone we like." One facet of this policy is the "Criminal areas act", passed by the EC parliament in 2061.

All through Europe, worthless areas easily isolated from the rest of society were designated Criminal Areas (*Kriminalbezirke*—Krimas in everyday talk). A Krima is similar to the US Death Valley Free Prison, though usually smaller and with less hostile terrain and climate. There is no law enforcement inside, but once you have gone in, you will find it hard to get out. To be let out, you will have to file an appeal to the EC Supreme Court, which has yet to happen. Notorious criminals are sometimes forced inside when their prison term is over, but usually convicts are given the choice between a long prison sentence or going into a Krima.

In the Krimas is tough to say the least. Food and water is scarce. The authorities send in canned food at irregular intervals, but most is grown locally. Violence is common and the average life-span is short. Within a Krima, the power is usually held by a "Robber baron" (*Räuberbaron*) who is the leader of the most powerful gang. But strife is common as lesser gang leaders challenge the authority of the Baron. The EC authorities encourage such chaos and the military has been known to interfere when things get too quiet. The politicians want to keep the Krimas as death machines. The military also appreciate the opportunity for combat practice.

Some of the larger Krimas are islands: Elba off the western coast of Italy, Skiros in the Aegean, and Bornholm in the Baltic. Others are abandoned decayed cities such as Clermont Ferrand in central France.

2.0

15

Europe is of about the same size as the continental US and has at least 50% more inhabitants. The wilderness areas are smaller and do not look like the ones in the US. There are no areas comparable to the arid wastelands east of the Rocky Mountains. (For that reason there is no European equivalent of the motorized marauder gangs that terrorize the semi-deserts of the southwestern USA.) Instead, you will find the coniferous forests of northern Scandinavia and the Russian Taiga, the tundra of Arctic Russia, or mountain ranges like the Pyrenees along the border of France and Spain, the Appenines in Italy, the Alps or the Carpathians in Romania.

In the wilderness you may find persons who dislike ordinary society and instead prefer the solitude of the wilderness. There they can shape their own lives and live in harmony with whatever is left of unspoilt nature. They are not always friendly towards city dwellers. Since the wolf, the wolverine, and the bear have all been exterminated in Europe, it is said the only dangerous animal left in the wilderness is man.

DELETEZONES (NICHTZONEN)

The areas that have been devastated by environmental catastrophes are called DeleteZones (*Nichtzonen* in German). They are left alone and people are warned against entering them because the air, ground and water might be poisonous.

One cause of deletion is heavy long-time pollution, such as the Ploesti area in Romania, the region around Katowice in southern Poland and sections of the Ruhr

district in Germany. Mismanagement of nuclear power plants led to several disasters during the first half of the century. Radiation levels are still dangerously high around Ignalina in Lithuania and Oskarshamn in Sweden, both sites of nuclear catastrophes worse than the double Chernobyl disasters of the later 20th and early 21st centuries.

To survive in a DeleteZone you must be well prepared. You may have to purify air and water, use genetically engineered plants to grow food in polluted soil, and protect yourself from radiation with special suits or vehicles. Those that live in the DeleteZones are usually cultists that keep away from society or that follow the Wasteland Savior (see below), or individuals that believe that they must hide themselves very well, (e.g., scientists that want to keep their research secret from the Megacorps).

A whole new folklore has developed about the DeleteZones, mainly consisting of horror stories about mutated monsters haunting the wastelands. Some stories talk about a Christ-like "Wasteland Savior" that will come out of the wastelands and redeem mankind. These tales were first documented in 2083. Several sects have formed and gone into the DeleteZones to wait for the appearance of their Messiah.





3.0 THE EUROPEAN COMMUNITY

The European Community (*Die Europäische Gemeinschaft* or *La Communauté Européenne*) was founded in 1957 by six countries in western Europe. They wanted to build a new Europe, where the confrontations and conflicts between their nations—the cause of three major wars between 1870 and 1945—would be replaced by cooperation. The concept proved fruitful and as time passed the community expanded and evolved into a European political federation.

In 2090 there are only four European nations/national groupings outside the EC: the Vatican, the Third Commonwealth of Independent States, Britain and Switzerland.

The EC came into existence by evolution and by the fusion of a large number of diverse nationalities, where none held supremacy. This is different from most other federations. Canada, Australia and the US were founded on British culture and the English language. The Old Soviet Union was founded on Russian culture and Red Army guns.

In uniting Europe it was necessary to overcome conflicts and ideas that had been prevalent for centuries. One of the major reasons for the success was actually World War Two. No sane European wanted to relive a new version of those horrible years again. What happened between 1939 and 1945 showed the peoples of Europe the consequences of modern war and they were prepared to go very far to avoid a repeat.

THE COMMUNITY MEMBERS

The name of each nation is written in English, followed by the native name in parenthesis, if it is different, and the zip code of the nation.

1. Albania (Shqipëri) AL

Capital: Tirana

Dominating language: Albanian

Minority language: Greek (in the south)

Community language: German

2. Austria (Österreich) AU

Capital: Vienna (Wien)

Dominating language: German

Minority languages: Slovenian, Turkish

Community language: German

3. Baltia° (Baltija) BA

Capital: Baltograd

Dominating language: Russian

Minority languages: German, Polish, Lithuanian

Community language: German

4. Basque† (Euzkadi) EU

Capital: Bilbao

Dominating language: Basque

Minority language: Spanish

Community language: French

5. Belgium (Belgique/België) BE

Capital: Brussels (Bruxelles)

Other major cities: Liège

Dominating languages: French (southeast), Dutch (northwest)

Minority language: German

Community language: French

6. Bosnia* (Bosnija) BO

Capital: Sarajevo

Dominating language: Serbocroatian

Community language: German

7. Bulgaria (Belgarija) BU

Capital: Sofia

Dominating language: Bulgarian

Minority language: Turkish

Community language: German

8. Catalonia† (Catalunya) CA

Capital: Barcelona

Dominating language: Catalan

Minority languages: Spanish, Arabic

Community language: French

9. Croatia* (Hrvatska) HR

Capital: Zagreb

Dominating language: Serbocroatian

Community language: German

10. Cyprus (Kypros) KP

Capital: Nicosia

Dominating language: Greek

Minority language: Turkish (on the northern half)

Community language: French

11. Czechoslovakia (Česko-Slovensko) CS

Capital: Prague (Praha)

Other major cities: Bratislava

Dominating language: Czech

Minority language: Slovak (in the east), Turkish

Community language: German

12. Denmark (Danmark) DK

Capital: Copenhagen (København)

Dominating language: Danish

Overseas possessions: Faroe islands (north of Britain); Greenland

Minority languages: German (at the German border), Faroese (on the Faroes), Greenlandish (on Greenland)

Community language: German

13. Estonia° (Eesti) ES

Capital: Tallinn

Dominating language: Estonian

Minority language: Russian

Community language: German

14. Finland (Suomi) SF

Capital: Helsinki

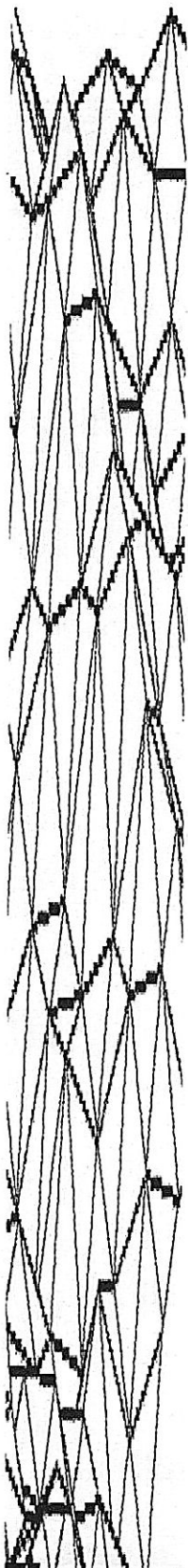
Dominating language: Finnish

Minority languages: Swedish (in the Åland archipelago), Russian

Community language: German

3.0

19

**15. France FR**

Capital: Paris

Other major cities: Marseille, Lyon, Bordeaux, Strasbourg (seat of the Community parliament)

Overseas possessions: Guadeloupe, Martinique, and other islands in the Caribbean Antilles; French Guiana (South America); French Polynesia (southeastern Pacific); Réunion, Mayotte (Indian Ocean); other islands around the globe.

Dominating language: French

Minority language: Basque (at the border to Basque), Arabic

Community language: French

16. Georgia° (Sakartvelo) GE

Capital: Tbilisi

Dominating language: Georgian

Minority languages: Abkhasian, Ossetian, Russian, Armenian

Community language: German

17. Germany (Deutschland) DE

Capital: Berlin (seat of the parliament) and Bonn (seat of the cabinet)

Other major cities: Frankfurt, München (Munich), Ruhr-cities area, Hamburg

Dominating language: German

Minority language: Danish (at the Danish border), Turkish (mainly in the Berlin region)

Community language: German

18. Greece (Ellada) HE

Capital: Athens (Athine)

Other major cities: Thessaloniki

Dominating language: Greek

Minority language: Turkish (in Thrace at the Turkish border)

Community language: French

19. Hungary (Magyarország) MA

Capital: Budapest

Dominating language: Hungarian

Community language: German

20. Iceland (Ísland) IS

Capital: Reykjavík

Dominating language: Icelandic

Community language: German

21. Italy (Italia) IT

Capital: Rome (Roma)

Other major cities: Milan, Florence

Dominating language: Italian

Minority languages: German (at the Austrian border), Arabic

Community language: French

22. Latvia° LA

Capital: Riga

Dominating language: Latvian

Minority language: Russian

Community language: German

23. Lithuania° (Lietuva) LI

Capital: Vilnius

Dominating language: Lithuanian

Minority languages: Russian, Byelorussian, Polish

Community language: German

24. Luxembourg LX

Capital: Luxembourg (also the seat of the Community government).

Dominating languages: French and Luxembourg German

Community language: French

25. Makedonia* (Makedonija) MK

Capital: Skopje

Dominating language: Makedonian

Minority languages: Serbocroatian, Albanian (at the Albanian border)

Community language: German

26. Malta ML

Capital: Valetta

Dominating language: Maltese

Community language: French

27. The Netherlands (De Nederlanden) NL

Capitals: The Hague (Den Haag) and Amsterdam

Other major cities: Rotterdam

Overseas possessions: Curaçao (Caribbean Sea)

Dominating language: Dutch

Minority language: German

Community language: German

28. Norway (Norge) NO

Capital: Oslo

Dominating language: Norwegian

Overseas possessions: Jan Mayen; Svalbard (Spitzbergen); Bouvet island (south Atlantic).

Minority languages: Finnish (in the northern Finnmark country)

Community language: German

29. Poland (Polska) PL

Capital: Warsaw (Warszawa)

Other major cities: Kraków, Wrocław, Gdansk/Gdynia

Dominating language: Polish

Minority language: German

Community language: French

30. Portugal PO

Capital: Lisbon (Lisbõa)

Overseas possessions: Madeira; the Azores

Dominating language: Portuguese

Community language: French

31. Romania (including Moldava^o) RO

Capital: Bucharest (Bucuresti)

Dominating language: Romanian

Minority languages: German (in Transylvania),

Hungarian (in Transylvania), Ukrainian (in Moldava)

Community language: French

32. Serbia* (Srbija) SR

Capital: Belgrade (Beograd)

Dominating language: Serbocroatian

Minority language: Albanian (in the southwestern Kosovo province), Hungarian (in the north)

Community language: German

33. Slovenia* (Slovenija) SL

Capital: Ljubljana

Dominating language: Slovenian

Minority language: Serbocroatian

Community language: German

34. Spain (España) ES

Capital: Madrid

Overseas possessions: The Canary islands off the coast of Morocco.

Dominating language: Spanish

Minority languages: Arabic

Community language: French

35. Sweden (Sverige) SE

Capital: Stockholm

Dominating language: Swedish

Minority language: Finnish (at the Finnish border)

Community language: German

36. Turkey (Türkiye) TK

Capital: Ankara

Other major cities: Istanbul

Dominating language: Turkish

Minority languages: Kurdish (in the east), Arabic (in the southeast)

Community language: German

FORMER MIDGET NATIONS

The midget nations Andorra, San Marino, Liechtenstein, and Monaco have been absorbed by their neighbors Catalonia, Italy, Austria, and France. The only remaining midget nation is the Vatican, also known as the Holy See, a state lead by the Pope and dedicated to the interests of the Roman Catholic Church.

3.1 ETHNIC IDENTITIES AND THE PROBLEMS WITH MINORITIES

Home in San Francisco, gangs were fighting each other for the color of their shirts or the types of tattoos they wore. When I came to Europe, I discovered that the grudges people hold against each other started centuries ago. When I was in Timisoara in Romania my hotel was bombed by the local branch of the Hungarian Liberation Front, killing both Romanians and others.

Well, at least I wasn't staying in Turkish Kurdistan.

Ethnic identity is still an important matter in Europe and the cause of a lot of friction. In the US today, a citizen defines himself as an American regardless of his origin. In 21st century Europe on the other hand, citizenship and ethnic identity need not go hand in hand. A person can easily be a citizen of a state while not considering himself to belong to ethnical group that constitutes the majority of the population of that state. Thus a person can be a Swedish citizen without either himself or his fellow citizens considering him to be Swedish.

Distinct EC citizenship, in theory, makes all Community citizens equal, regardless where they choose to live. In reality, however, ethnic identities have remained important. While an American easily moves from California to Wisconsin, it is much harder for a European to move from France to Latvia. The languages, the cultures and the customs vary widely in a way few Americans realize. Thus an American visiting the EC is in for a big surprise when he discovers how great the differences are between the two federations.

3.0

WORLD COMP FAX

CHICAGO ARCOLOGY APPEARS TO BURN TO THE GROUND AFTER FIRESTORM ERUPTS OVER AMERICAN MIDWEST—NEXT DAY IT'S THERE AGAIN. "ALL AN ELABORATE, HOLOGRAPHIC PUBLICITY STUNT" SAYS ANGRY FIRE CHIEF



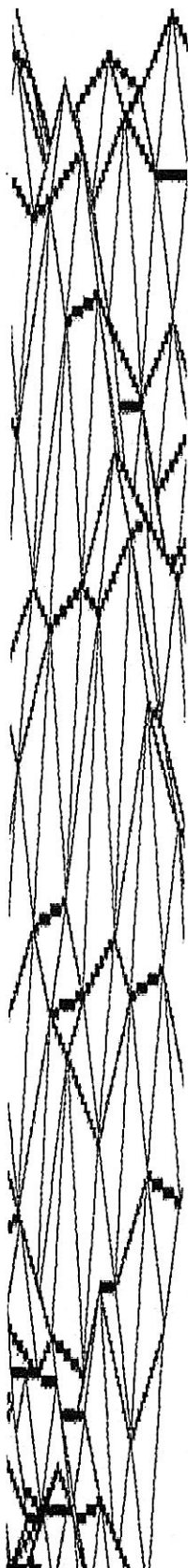
Footnotes:

* Previously a republic of Yugoslavia.

† Previously a region of northeastern Spain.

° Previously a republic or territory of the Soviet Union.

21



Basically each member state of the EC has its own distinct, dominating ethnical identity. (Belgium is a special case, split more or less equally between the Dutch-speaking Flemish and the French-speaking Walloons. Czechoslovakia is another special case where the Czech majority and Slovak minority are considered equal.) Almost every state also has one or more ethnical minorities within its borders. Here it is necessary to distinguish between original and immigrant minorities.

The original minorities consist of ethnical groups that have been settled in a certain area for hundreds of years and often consist a majority there. When the borders were drawn between two states, it was sometimes impossible to adjust it so that every individual ended up in the "right" state. An example of this is the border between Germany and Denmark, which was finally delineated in 1920. Due to the intermingling of the two ethnical groups in the border region since the days of the Vikings, it was inevitable that some Danes became German citizens and some Germans Danish citizens. In other areas there are ethnic minorities, like the Germans of Romanian Transylvania, that migrated and settled there centuries ago but retained their ethnic identity. The only EC states without original minorities are Malta, Portugal, and Iceland.

The conflicts with these minorities still cause frictions between EC states in the 2090s, despite the efforts of well-meaning politicians to solve the problems. Some of the more unpleasant conflicts concern Hungarians in Romania, Kurds in Turkey, Turks in Greece, Bulgaria, and on Greek-dominated Cyprus, and Spaniards in Basque.

The immigrant minorities appeared in the mid-20th century, when poor people from agrarian regions in southern Europe, the Mediterranean countries, or former European overseas colonies migrated to industrial jobs in the European cities. This northward stream of people has continued unabated during the 21st century, since the very low birthrates within the EC has caused a demand for immigrant workers. To this has been added an influx of Russians from the east. The promises of the Megacorps make poor Arabs and Turks move to ghettos in the Provençal and the Danube regions and causes jobless Russians to settle in Finland or the Baltic states. The immigrants are often paid lower wages than the natives and, due to their ignorance of the EC legislation, they are easy to exploit.

After a generation most of these immigrants become assimilated into the main culture of their new homeland, like the Serbs and Croats in Sweden, the Vietnamese in France or the Surinamese in the Netherlands. They become just like their neighbors, expect perhaps for alien surnames and darker skins.

But other immigrant groups have kept their ethnic identities and their ancestral languages in their new countries and still stand apart from their fellow countrymen. The two largest of these are Arabs from North Africa living in Catalonia, France, and Italy, and Turks living in Germany, Czechoslovakia, and Austria. There are also others, smaller groups, like Moluccans in the Netherlands, Russians in Latvia and Finland, and the Gypsies that have lived all over Europe since the Middle Ages. Racism, an ever present phenomenon in modern human history, tends to find its victims here. Groups that persist in being different attract the ire of their intolerant neighbors, who see strangers as a threat.

3.2 IMPORTANT REGIONS

The most important economic and industrial activities of the EC are concentrated in a few regions. Within these area the Megacorps wield a lot of power and they are guiding the inhabitants and the political leaders to fulfil the needs of Big Business.

THE HANSEATIC REGION

This region encompasses the Baltic coasts of Germany and Poland from Hamburg to Gdansk, the Danish island Sjælland (Zeeland) and the Swedish county of Skåne (Scania, its southern tip). Its most important city areas are Copenhagen (Denmark), Malmö/Lund/Landskrona (Sweden), Hamburg (Germany), Kiel/Lübeck (Germany), Rostock (Germany), Szczecin (pronounced Shche-chin, Poland), and Gdansk/Gdynia (Poland).

THE PROVENÇAL REGION

The Provençal region stretches from Barcelona along the Mediterranean coast across northern Italy to Venice. Its most important city areas are Barcelona (Catalonia), Marseille (France), Nice/Monte Carlo (France), Genova (Italy), Bologna (Italy), and Verona/Modena/Venice (Italy).

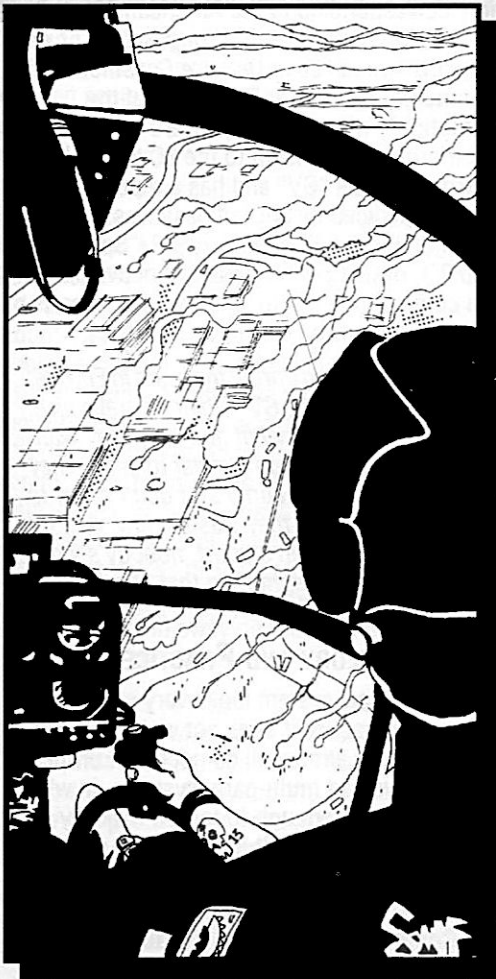
THE DANUBE REGION

This region lies along the Moldau and the Danube from Prague to Belgrade. Its most important city areas are Prague (Czechoslovakia), Vienna/Bratislava (Austria and Czechoslovakia), Budapest (Hungary), Zagreb (Croatia) and Belgrade (Serbia).

3.3 CENTERS OF DECAY

I flew over Wroclaw in a chopper, looking down on a place that could have fit into Dante's Divine Comedy. That city has been abandoned by everyone that could get away. The remaining eke out a meagre living as scavengers. It is said that among these decaying buildings, the criminal gangs of Europe have bustling illegal factories, producing whatever is demanded. The truth will most likely never be ascertained by an outsider, since he hardly would survive an excursion into those regions.

Fortunately, I came out of Wroclaw alive, after the harrowing experience of busting a drug factory, killing everyone there, and then being chased by squads of bloodthirsty Polish thugs.



The former industrial centers of the EC—located in southwestern Poland, the German province of Saxony, the German Rhine valley, Belgium, and northern France—have decayed, since their heavy industry has perished by competition from newly industrialized countries in the Third World. Places like Dresden in Saxony, the Ruhr cities along the Rhine in western Germany, Liège in Belgium and Wroclaw (pronounced vrotsluf) in Poland are

being abandoned by the Megacorps. Those inhabitants that stay are mainly unemployed and impoverished with little hope for the future.

Other poor areas of the EC are places that simply never got the chance. The Megacorps considered them unimportant and uninteresting. These areas (like southern Italy, Crete, Romania, Albania, eastern Turkey, and Portugal) still look like something out of the 20th century when the end of the 21st is approaching. People there tend to get along on a day to day basis. Those with ambitions leave for other, more prosperous places. It is only here you can find unspoiled nature. Many Megacorps have for that reason chosen such regions as resorts for their employees and mansions for their key personnel. Many executives find it very attractive to spend a vacation in a medieval castle in the Romanian Carpathians or in a mansion in Portugal. Rank hath its privileges.

When the mission in Morocco was finished my team was airlifted back to Europe by the Euromotor guys. No problems. We ended up in a beautiful company-owned 18th century mansion in the vineyards outside Oporto, Portugal, for medical treatment, rest and recuperation. The local peasants spoke Portuguese, completely incomprehensible, and pidgin French. But they were nice and happy to serve a Megacorp that paid them more than the dole.

But for some reason, Euromotor had not been able to hide our tracks properly. Three nights later, the EC navy launched a retaliatory raid against us, inserting a team of elite Dutch marines. The Euromotor security squad and my guys drove them off after some pretty vicious fighting. But let me tell you, that mansion needed a complete renovation.

3.4 THE EUROPEAN FEDERATION

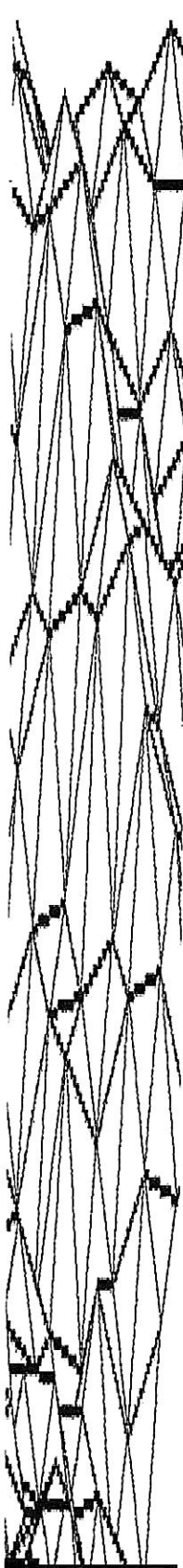
The political and legal structure of the European Community is based on its Constitutional Charter, a document that was a product of long and complicated negotiations between the member nations. It defines the power structure of the federation and the rights and duties of the member nations.

GOVERNMENT AND PARLIAMENT

The European Community is a loser federation than, for instance, the United States. The member nations have more independence, a consequence of the merging of disparate countries with dissimilar political traditions. Each member nation has its own constitution, parliament, government and head of state. The latter might be a hereditary monarch with no real power or a president with a lot of political clout. Unlike in the US, the EC member nations have very different domestic political systems, ranging from decentralized Germany to very centralized France.

3.0

23



The EC federal system is loosely based on the German 1949 constitution. The legislative body, the Community Parliament, has two chambers. The lower one, the Community Assembly (*die Gemeinschaftversammlung* or *l'Assemblée de la Communauté*), is elected by the citizens. Each member state has a number of seats that is strictly proportionate to its population. There is an Assembly election every fifth year. The participating parties gain seats in proportion to their percentage of the votes; this system is called proportional elections and has been used in European nations since the early 20th century.

The upper chamber, the Senate (*der Senat* or *le Sénat*), has members that are appointed by the cabinets of the member nations. A senator is appointed and dismissed at the bequest of his or her cabinet. The number of senators of a member nation has some relation to its population, (e.g., Malta has one, France seven, and Germany nine).

The Assembly appoints the Community Prime Minister (*Gemeinschaftskanzler* or *Premier ministre de la Communauté*) by vote, which means that he or she has support from a majority of the many parties in the Parliament. The prime minister then selects his cabinet. The cabinet can be dismissed by losing a vote of confidence in the Assembly. The Assembly also passes laws and decides the budget from the cabinet's proposal.

The Senate's role is to scrutinize the work of the Assembly; it cannot make laws. But it reviews the decisions of the Assembly and has the power to veto any non-budgetary decision for a period of one year.

The Community President (*Gemeinschaftspräsident* or *President de la Communauté*) has no political power. His or her tasks are only ceremonial, like greeting foreign dignitaries, opening the Parliament sessions twice a year, and making speeches at formal occasions. The president is appointed by the Senate for a period of five years.

THE JUDICIAL SYSTEMS

The EC member nations have very disparate judicial systems. They are based on either the Germanic or Napoleonic legal traditions and quite different from the Common Law tradition of Britain or the United States. In most European countries, juries are not used in criminal or civil cases. Instead a panel of three to five judges reviews the case and makes the legal decision, both about guilt and consequences. Also, there is no bail; that concept does not belong to the continental European tradition.

The punishments, however, do not differ that much from American ones, with the exception that the death penalty is very rarely used. Maximum security prisons are located on some of the islands in the Portuguese Azores in the middle of the Atlantic Ocean, a place from which it is nearly impossible to escape.

The federal judicial system has been organized along German lines. The supreme court of the Community is *Das Verfassungsgericht* or *Le Cour Constitutionnel* ("The Constitution Court"). Its task is to supervise all other courts, both national and federal, and all legislation within the Community, to ensure that they conform to the EC Constitutional Charter. It resides in the Belgian city of Liège.

Each member nation has its own independent police force. There is also a federal police organization, corresponding to the American FBI, called *Gemeinschaftsamt für Verfassungsschutz* or *Le Bureau Communal de la Defense Constitutionnelle* ("Community Bureau for Protection of the Constitution") with its headquarters in the German city Karlsruhe. It is known to the EC citizen by just its German initials "GV" and has a reputation for efficiency, dedication, and ruthlessness. Its anti-terrorist unit is the *Sondergruppe 9* ("Special Group 9"), or just SG9, whose distinctive dark green combat uniform strikes fear in the hearts of all but the most ruthless and capable foes.

I learned one thing during my years in Europe. Never mess with the GV—their federal police. They usually know what and who they want and are prepared to go very far to get it. They loathe corporate security and don't seem to mind very much if they waste a few. And on the witness stand in a court, nobody's word carries heavier weight than that of a GV officer.

THEORY AND PRACTICE

The EC political system looks very neat on paper, but in practice it does not work well. Since the 19th century almost all democratic European countries have had multi-party systems, in which no party is strong enough to form a majority government on its own. It has not been uncommon to find ten or more parties in the same parliament.

The Community parliament has about twenty parties represented in it, which makes it almost impossible to form a stable cabinet. The parties range from left (social democrats) to right (conservatives or nationalists) with a sprinkling of special interest group like environmentalists, farmer parties or parties for ethnic minorities. Some parties form loose parliamentary groups

which are denoted by traditional colors: black (right wing nationalists), green (environmentalists), red (social democrats), orange (liberals), blue (Christian democrats and conservatives), grey (technocrats) and white (agrarians).

When a prime minister is elected by the parliament, he or she has bargained for that position with many party leaders and made deals with them, usually by distributing ministerial posts. Then, the prime minister has to lead an unruly coalition cabinet, whose ministers often represent parties not too friendly with each other, until it is toppled by a vote of no confidence in the Assembly. The average life of a Community cabinet is about one year, although several have only lasted a month or two. Thus it is very difficult for a cabinet to impose its policies on the Community. Instead, the federal bureaucracy has to manage the affairs of the Community, often without clear guidance. This condition causes rampant power struggles and lack of cooperation between senior officials. The widespread corruption among both politicians and officials makes matters even worse.

The identical problem persists on the national level too. The only places where strong administrations seem to be possible are, as in the United States, on the local level. In cities, municipalities and rural counties, local strongmen can gather enough support to deal with the most obvious problems. This phenomenon actually has a name in the EC: bonapartism. The name is derived from Napoleon Bonaparte, emperor of France 1804-1815. A bonapartist leader is authoritarian and tries to unite the interests of the locals, be they businessmen or commoners. He sets aside the traditional methods of running the society and instead introduces new pragmatic ways of dealing with current problems. He is usually charismatic and well skilled in swaying the local opinions with bold acts and promises.

When I was in Plzen I discovered that the mayor, Jiri Hlinka, was running the show almost single-handedly. Somehow he stepped into the chaos following the incident in '82 and straightened out most of the mess. Some people call him a despot, but they all agree that the city has become safer since the Svoboda brothers disappeared without a trace in '83. Hlinka seemed to gain everybody's confidence after that. Business is booming and there are enough jobs for everyone. Problems are solved efficiently by the mayor and his reasonably honest administration.

Nobody really worried about the canceled city elections in '88, despite the fact that Hlinka now occupies his position contrary to Czechoslovak law. The politicians in Prague are too busy with other matters (or paid to forget it). And no one has brought the matter to court yet.

The politicians' inability to govern has turned into a major advantage for European-based Megacorps. During the last few decades, they have gained much power wherever they have a significant presence. The three major industrial areas stretch across several national boundaries and encompass many layers of political authority, all of which causes coordination problems for the politicians. Within these regions politics is often dominated by bonapartist individuals allied to or controlled by the Megacorps.

The GV and the four armed services have also exploited the weakness of the EC parliament to legally or illegally amass power within the Community. Sometimes it can be very hard to ascertain whether these organizations act for the good of the Community or to their own advantage.

In the decaying areas, politics tends to be dominated by people associated with the criminal world. The traditional crime syndicates, like the Sicilian Mafia or the Napolitan Camorra, have long since left their original home areas and moved into continental Europe in search of greater profits. Competing with them are newer, but no less ruthless organizations originating in Germany, the Balkans, and Poland. They have all become underground Megacorps, doing legal and illegal business simultaneously, often with tacit support from both politicians and the populace. The poor and unemployed tend to think that earning a living from shady jobs is better than starving.

FEDERAL SYMBOLS

The Community anthem is the "Ode to Joy" (*An der Freude*) from Beethoven's Ninth Symphony. The coat of arms and the flag are identical: a dark blue field with a large golden star, symbolizing the unity of the Community, surrounded by a circle of 36 small stars, one for each member nation. Another EC symbol is a dark blue roundel with a golden star; it is used as the recognition patch on military aircraft and vehicles.

Many nations around the world have an animal as the national symbol. As examples, the US has the bald eagle, the kiwi represents New Zealand, and the bulldog stands for Britain. In Europe, the leaping stag has become such a federal symbol.

3.0

25



4.0 THE OUTSIDERS

The European Community does not encompass all of Europe, even though many non-Europeans tend to believe so. There are four other European states, each with a very distinct character of its own. For various reasons they have chosen to walk their own paths, even though they, perhaps with the exception of the Third Commonwealth of Independent States, easily could have become, or have remained, EC members.

4.1 GREAT BRITAIN

Many observers like to call Great Britain the Great Enigma instead.

THE MANCHESTER-LEEDS DELETION

In 2041, Red China lashed back at world abuse. Starving under the crush of global economic sanctions, she launched all her nuclear warheads simultaneously. Virtually all of the missiles were destroyed by the global satellite defence network, but three warheads reached their targets in the heavily populated Manchester-Leeds sprawlzone, completely devastating a large portion of central England.

Investigations showed that satellite surveillance indeed had been deactivated just a couple of hours before the attack. It was generally concluded that Chinese agents had opened a breach in the defense by sabotage. The real explanation never reached the public. What actually happened was that an army colonel, a devoted sports fan, shut the defence satellites (which also carried sports broadcasts) down because his local team from South Trimpville had been defeated by the Wexton Greenbacks in a minor league soccer game. Grim destiny granted the colonel a few minutes of satisfaction, before taking advantage of his foolishness in the meanest possible way. He was however not totally unrewarded, since Wexton instantly was reduced to dust, while the Trimpville team actually made it to the higher league before loosing its spirit, its hair and its footing in that order.

The central parts of the former Manchester-Leeds sprawlzone are totally inaccessible due to excessive radiation, but lots of scavengers live on the fringes, collecting and selling whatever they can find. Radioactive goods are a nuisance all over Britain, and any serious vendor of plunder checks his personal Gammiger before even touching unknown merchandise. (The Gammiger is a digital device designed to monitor and analyze beta and gamma radiation.)

SIBLING ENTERPRISES & "SELLING ENGLAND BY THE POUND"

Facing bankruptcy due to the failed Manchester-Leeds reclamation project and other rash spending bills in the early twenty-fifties, Britain eventually risked being bought-out by Megacorps. (Infostar got the financially-strapped Ecuador in 2040.) After some years of political turmoil, referred to as the dog-dying days, a solution was found. The remains of British government chose to face realities, flushed independence down the drain and invited several big companies to buy shares in political power and responsibility. Selling out former state services was traditional since the 1980s, but had always been limited to specific

areas, like postal services, hospitals and power supply. This time government itself was for sale. Soon shares of parliament could be purchased on the stockmarket.

The sale was made a national event. A weekly TV-show, "Selling Britain by the Pound", became the most popular program in years. Mrs Tidlings, the poor widow of a deceased nuke-raker, won the big hit'n-rule lottery in 2057, which gave her knighthood and made her chancellor of the exchequer for a year. Her methods for raising money to buy milk for local orphans turned out to work just as well on a national scale. Mrs Tidlings became a national symbol for ordinary common sense. Although she is now dead, she is still used in propaganda, much like Uncle Sam in the US.

Several Megacorps showed interest in British shares. International trade had lost some of its flavor at the time. Bored mega-investors, mainly computers, did not mind spending idle money on a freak experiment just for kicks. A joint venture group soon formed, built on Megacorp money and British state funds.

Britain immediately thrived, but the socio-trend bureaus, hired to monitor public reactions, predicted that people in the street would soon feel alienated by joint-venture-government. Groups would form, claiming that the heritage of their forefathers had been stolen and civil disorder would follow. The socio-trenders advised that a new national pride should be established, an image of unity, a sense of "we."

Minor nationalistic clashes proved the predictions to be true and set things in motion. State officials and representatives of the involved Megacorps decided to release major shares of government. They formed a new independent company with a clear British image, oozing of care, cricket, national pride, puddings, reliability and anything else that puts tears in a citizen's eyes. Thus SIBling enterprise was born, S.I.B. being short for Spirit of Imperial Britain. PR-gurus broke their hearts, working day and night in dusty libraries, hunting for suitable symbols and styles. "Trust your SIBling!" was written all over the islands with pictures of famous persons, ranging from Sir Francis Drake to Mrs Tidling, embracing English looking children with faith shining in their eyes. October 21st was made a new national holiday in memory of the battle of Trafalgar. The popular sitcom *Churchie 'n Adolf*, best described as a World War Two version of Tom & Jerry appeared on BBC-channels. SIBling image was driven home like a nail through all available media.

- *You won't get away with it, Adolf!*
- *Oh ya? Vait unt see, Churchie. I now haf vays to zink your entire fleet! My engineers haf chust invented ze exploding torpedo-fisch by feeding gun-pooder knödel-kugeln to Hamburger herrings! Hows zat, eh?*

4.0



27



Once established, SIBling enterprises felt the need to feed the public some fast political progress. In 2062 Ireland and Scotland were reclaimed as parts of the British Empire. Finding her traditional enemy strengthened beyond hope, the IRA at this time finally decided to join the WARA (World Allied Revolutionary Army). In order to re-establish the grandeur of the colonial era, a quick African military campaign brought the poverty-ridden states of Libya, Tunisia and Kenya under British rule. These victories were secured by massive financial and political support from the SIBling group of Megacorps.

In spite of vicious lobbying, the Megacorps were unable to stop fellow members of the EC from protesting. A severe political crisis developed into a struggle between Megacorp interest and government power. Finally, the Megacorps got on top by massive bribes and carefully covered

assassinations. Many experts consider the British imperial crisis as a political landmark in Europe, when corporate domination for the first time had proven stronger than a major political body in open battle.

UK formally seceded from the European Community in 2071, an act mourned by no one on the

continent. Britain had long been seen as a decadent and obnoxious cousin that you did not want to invite for dinner. Her integration into the federal system had worked poorly for decades.

Some years later SIBling ambitions built the UK space ship Indomitable, and sent her off towards deep space to "expand British rule beyond petty borderism and throughout the endless realms of the stars."

GEOGRAPHY

In spite of two serious attempts (The Channel Tunnels), Britain remains isolated from the European mainland. The British of course claim it is the other way around. The first underwater tunnel was destroyed by the Irish Republican Army (IRA) in the unmatched terror wave of the year 2000. The very night of the bi-millennial, a suicide trucker drove twenty tons of explosives down the tunnel and blew it open. The tunnel was waterfilled in minutes and thousands drowned.

The second "chunnel" caved in due to construction errors in 2036. Some feeble attempts to claim unusual seismic activity could not cover a major fraud in building materials. The government resigned and some big construction companies had to change their names as a result. After this, Channel tunnelling was politically dead.

THE LONDON SPRAWL

More than 80% of the main island population lives in the London sprawl, roughly covering the area between former London, Bristol and Birmingham. In 2040, almost half of the city population in south-eastern England was of non-European ancestry, mostly from Asia or Africa. Racial fights were common, sometimes escalating to local civil wars. In the following decades some militant ghettos were cleared by the military, and strong ethnical groups were forcefully spread out. In today's dog-eat-dog-world, it doesn't matter much if your neighbor is white, brown or yellow, as long as he bleeds properly.

Only a couple of movements have survived from the liberation front days. One is the PeQ-frix, starting as an idealistic Paki-British friendship front, but soon void of anything but butchering. One of the PeQ-frix leaders recently explained that he joined the front because "they use nifty knives." Moments later he was marched off to be executed and recycled by a slimpower Beston & Hedges Ultra-Grinder.

Old London is the fancy part of the sprawl, holding SIBling tower, the Hyde artificial wildlife park and the houses of higher executive education. Most of the old inner city has been restored in "historical style" without much thought or taste. Crime, pollution and similar phenomena generally get worse as you travel north. Birmingham itself is called Big Black, short for the Big Black Hole.

Upper corp execs often reside on the south coast, in closed suburban blocks overlooking the sea east and west of Brighton. These parts have fairly effective weather control, pushing bad weather north to rain on poorer people. The corporates travel to work by air if at all.

Communication in the London area became rather difficult when people stopped using subways as a result of the Channel tunnel cave-in. Entire blocks had to be torn down to build a monorail system instead. Long stretches of the Thames river were covered with concrete slabs on poles in the process, to create more land area in the city center. Thus a gigantic underground sewer was created. It is called The Gut and is a world of its own, inhabited by rats, cockroaches and barely recognizable human scum that surface at night for plunder or fun. The gut is quite warm due to steady flushing in millions of bathrooms. It is even rumored that genuine tropical crocodiles live there, having escaped a long time ago from the London zoo.

WORLD COMP FAX

**"OUR NEW COLA TASTES LIKE
BILGE WATER—BUT IT'LL SELL
MILLIONS" ASSERTS SOFT
DRINK MAGNATE**

**AT LEAST 5,000 AQUARIUMS
THROUGHOUT LOWER RINELAND
BURST APART: HUNGRY PSYCHIC
CAT BLAMED**



THE ISLAND OUTS

Remote parts of the British islands are commonly referred to as The island outs. Scotland is by many considered the best part of the main island, being separated from the southern sprawl packs by the Manchester-Leeds deletion. Villagers along the coast and in the mountains live a quiet life resembling that of the 20th century. They even pray to old gods and raise sheep to sell real meat to wealthy corp execs from downland. This is an ideal place for hiding if you have local connections. Strangers without friends, however, have a tendency to disappear. Megacorps have little interest in the Scottish area apart from some big refineries and fishing camps on the coast.

Upcoast, y'no', then this old slit comes up and gabbers like yap-yap, for charity or so 'n so's elsecrap. Nat'ral we stabbed her. Steel went in like cake through rags'n all. They all bleed the same, used my dad to say. No GOD show'd face suresay. Helped her right, ole gible, all'em prayin' pollutin' my airs.

In contrast to Scotland, Ireland has declined severely through chronic civil war and exploitation. It is commonly referred to as "the red island" due to its excessive bloodshed. In 2000-2050, nationalistic British groups demanded that it be returned to its rightful owners—themselves. British intelligence invented and supported the Irish Imperial Party (IIP), nicknamed the puppetoys, to destabilize politics in Eire; in those days, an independent nation.

The Irish Royalist Reserve (IRR) was formed as a counterweight to the Irish Republican Army (IRA). IRR was, and still is, a vicious band of professional terrorists, mercenaries and security men connected to Britain, but posing as normal Irish citizens. Their prime task is to eliminate anybody complaining about British rule, preferably in a spectacular way to set an example.

Captured IRA members are subject to a special punishment. They are used instead of foxes in the traditional British fox-hunts. They are chased to death by horse-mounted British police and military officers and their Doberman packs in secluded pastoral areas.

LAW ENFORCEMENT

The SIBling-Scotyard Stability Force

Maintaining order is, of course, always in the interest of the power-holders. Consequently, the SIBling-Scotyard Stability Force, usually called The Stab, has plenty of money to get the best people and the latest anti-criminal hi-tech equipment. The Stab is a combined elite police-military force that is trained to deal with anything from psychotic highjackers to soccer riots. (The methods used are not that different. Psychos as well as the general public tend to understand bullets whistling past,

and if they don't, it's no big deal anyway.) Street order is routinely upheld using high voltage cattle prodders. Police officers, called stabbers, are not subject to common law and can only be prosecuted by special closed courts. They are entitled to "give discreet warnings in the street," that is to beat you up in a nearby back alley if they think you need it.

Stabbers typically wear 2-4 cybernetic implants, setting them apart from most ordinary citizens. There were some big scandals when these devices first hit the British market. Hence they are not as popular among the public as in the US. An old law further states that each wearer of permanent personal cyberware in Britain must have a visible tattoo informing others of the enhancement.

Prisons

The few prisons still in use are actually more like hotels. This is where criminals with influential friends end up for a month or so as a warning. Keeping ordinary criminals in prison is considered far too expensive and inefficient.

Labor Camps

The peanut criminals are put in labor camps, usually on Ireland. (Note: Ireland, no longer a nation, is just considered an island—thus the labor camps are "on" Ireland.) There they tend algae that convert garbage into food-like substances, work in mines, or dispose of radioactive or highly poisonous industrial waste. The prisoners are kept peaceful using sedatives and, if necessary, restraining implants. If you're healthy and serving a long sentence, you might be shipped off-planet to perform space construction or mining.

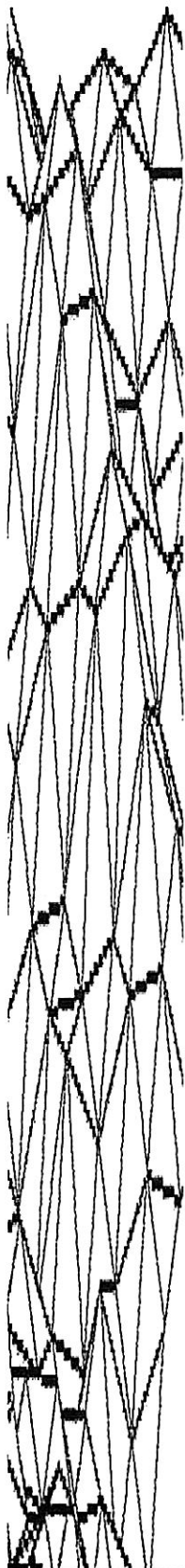
Microchip Implants

On release from labor camps or prisons, criminals are routinely implanted with microchips that lie dormant and respond to radiowaves of a certain frequency. Standard implants simply answer with their own signal when activated. More complicated ones release lethal toxins as well. Satellite surveillance covers most urban areas, theoretically making it possible to locate any particular criminal at any time from orbit. Nuclear plants, Megacorp buildings and other important places are equipped with sensors that immediately detect implanted ex-criminals in the vicinity.

Removing an implant is a very complicated and dangerous business, unless you know the exact type and security code. The implant is integrated in secret, but vital neural paths in the convict's brain. If the device is tampered with, body functions like breathing, regulation of body temperature or digestion may cease. Data on implanted criminals are kept in heavily protected, official archives. In cyberspace these archives are surrounded by the black-and-red striped ice of Stab authority.

4.0

29



De-humanization

Severe criminals, most of them guilty of economic crimes, are declared non-human by special law. Since citizens' rights only apply to humans, the de-humanized individuals may be disposed of in any practical way. Most are executed without much fuss and turned into biobase pulp for industrial use. Healthy specimens may be used in medical experiments or become organ donors. Some are given the opportunity to fight in blood shows, where they, in theory, have a slight chance of surviving.

RELIGION AND PERSONAL STYLE

Organized religion is practically dead in Britain, although some high-fashion snobs, called the DITs (pronounced "de-i-ties"), pick their style from traditional Anglican church gear. The DITs may wear robes and sincere faces, but they couldn't spell God even if handed the adequate Scrabble tiles and left alone for several hours.

Never saw the fright, bro! Thought them DIT-frockers wisp'd sawchains in my face, but nay-o, them were beads, like this bleak one leeder ut's.

Use fer sigh-sees, sez he 'n smile. Pills on a string. Make ye see things. Ole priest used 'em alltime. Take one!

Me I hez, don't likin take dooz of no-knows, but choices are downtout, fer real, as snick-snack bladies twitch! Swallow one then'n blast-off to ole Gehenny. Not worse'n LA-palecrak tho.

THE AID-FRONT

The closest you get to religion in Britain probably is the Artificial Intelligence Demand Front. Members of the front believe that mankind's only hope is to develop a superintelligent AI that would be capable of understanding and dealing with the mess man has made. Their ultimate plan is to recreate God.

The AID-front started as a bunch of youngsters stealing computers, which they brought back to their hide-outs and treated like brothers, painting flowers on the plastic and feeding them musicware. At the time, nobody but the insurance companies worried much.

It turned out, however, that several very capable and influential persons shared the AIDers views. When TRAIL unearthed an elaborate plan to destroy hardware restraints on Humanadynes powerful AI Aescula, and later traced the plot to the SIBling tower in London, British heads rolled in very high places. AID-front got a lot of publicity, working like pure commercials, gained crowds of supporters and became the sworn enemies of TRAIL.

HEGOS

After the global decline of communism, several miserably staged Islamic Jihads, and 2000 years of fruitless waiting for the return of Christ, people finally got tired of ready-to-swallow, go-anywhere solutions. Idealism became obsolete. The famous Dr. Victor Mascai proposed ultimate nihilism—denial of all rights and values. He suggested that mankind should drop all pretense of justice from God or principle and stick to the practical solutions and compromises of common sense. People accept traffic rules every day without referring to ancient books or historical necessity. They could do the same in building their society and in dealing with power, penalties and taxes.

Lots of people, mostly the rich and idle, quickly adopted the first part of Dr. Mascai's theory, stating that my private pleasure is as good as your God, but didn't care much for the rest. The hedo-egoist movement was born. The "hegos" at all time pursue maximum personal satisfaction, while discounting all kinds of moral obligations.

The infamous hego, Arundle Crawly, spent his massive fortune on building the Satyrica temple, an "academy of sexual exploration". It is located in Cornwall and still very popular among hegos who can afford to go there. Crawly unfortunately got caught in a malfunctioning immersion masturbator (Kawasutra Leatherite Triplex — don't buy one!) and since then has had very little use of his creation.

Hegos dress in soft, shimmery clothing. They tend to be overweight and heavily perfumed. Their skin is pale and greasy from ointments. Lots of artificial help is used to heighten experience, for example Sensorine, AmoraX, hard core ASP and stimulus amplifying implants. Hegos soon get hooked on pleasure and always need stronger doses.

VELVETEENS

The Velveteen crowd puts personal image above everything else. It doesn't matter much what you do, as long as you do it in style. Velveteens use to dress up in modernized historical gear, like restylable Beatles wigs, hairy top hats, tweed T-shirts and semi transparent kilts. Aggressive packs of rich velveteens commonly roam fancy bars to pick fights and duel using ancient, short rapiers. The victor sometimes puts his brand on the loser's forehead using a personalized incinerator (originally intended as a cigarette lighter).

IMPERIAL UPPER STYLE

High-class corporates and persons of similar status like to show their worth by showing off a classical education. Using Old Englo in everyday talk is considered to be very sophisticated. Trendsuckers concentrate on style rather than genuinely historical expressions and flawless grammar. You don't have to actually talk like

Shake-whatever-his-name-was as long as you sound like you do to the mob. Hence lingo-snobs often include meaningless syllables and word-twists when speaking in style.

'Tis in deed honouratios and amusementous being among thee at these hours, brethren! My father foundedth in his prime years, that is seth severally decadees yonder, ey busassiness of some reconmarkably financialistic statah. I am, ass-ey no doubt thee all suspecteth, referrating towards "Ye Olde Porne Shoppe", vendizing ey outexquisite collection offe venusalian equippiment. Dare I say the inheritage hath been most prodigously managemented by my humblous self? Truly so, truly so!

Upstylers like to dress "historadically", in expensive velvet clothes with lots of chains, rivets and lace. They put self-illuminating plumed berets on their heads, thus looking like cross-breeds between an overloaded Christmas tree and Carmen Miranda.



ENTERTAINMENT

Stadium Warfare

In older days, large numbers of Britons would gather in pit-shaped arenas to watch soccer, cricket, tennis and other fairly peaceful games. Escalating violence among the spectators as well as sheer laziness (why go there when you can jack in from your couch) put an end to these events. Nowadays, they are played in studios and brought to the public by remote holoview or ASP. Most of the old arenas have been torn down, are used as prisons, or just left to rot, but some have been rebuilt for the popular Stadium-warfare-shows. In these shows, two teams of hooligans start at each end of the big bowl, trying to steal the opponents three flags. They can also win by physically disabling the other team.

The event is run and viewed from a transparent, bulletproof plasteel dome in the center of the arena. The very rich can hire seats and actually be there, enjoying a good meal and excellent service just a few meters away from someone having his throat cut. Ordinary people watch the shows on cable network, zooming in on whatever action they find interesting.

Different rules apply for different games, but long range weapons are usually banned. Referees

inside the plasteel dome use tear-gas and even guns to maintain the required rules. The fights often have themes, inspired by the EC gladiator games.

Weapon industries occasionally field their own teams in high-class warfare shows to demonstrate their latest equipment, much like car building companies did in Grand Prix auto racing a hundred years ago.

Drugs

Britons distrust injections and even Medtabs, feeling that drugs should enter the body naturally, e.g., by drinking your head off in a pub. Several breweries have accordingly specialized in making beer-like drugs, using genetically remodelled yeasts. These organisms may put any drug you wish into the beer. Small amounts of various derivatives, toxins and pollutions give the beer (called beerlike) its local flavor and sting, much appreciated by the steady customers.

The beerlike in Tudor Crotch, a popular pub in East Grimsby, is famed for killing any newcomer drinking more than half a pint, making for quite a show every time this happens. The regulars even sing a special song on these rare occasions.

4.2 THE THIRD COMMONWEALTH OF INDEPENDENT STATES

I caught a flight from Stockholm to St Petersburg and realized that I had traveled three decades back time. Russia simply looks outdated, but, since the Russians think they are the most cultured people in Europe, they don't care. St Petersburg was in part very beautiful, mostly the 18th century palaces, and in part totally run down. The slums are vast and disgusting. You can't talk to the locals, since almost nobody speaks anything but Russian. Education in foreign languages seems to be limited to the elite. But they know what security is. Not even the Germans can beat GUGB in that area, and for the first time since I left Boston and crossed the Atlantic I felt safe. I doubt that even a GV infiltration team could penetrate into the government city section.

The Russian Republic (largest and most influential member of the 3rd C.I.S.) is the remnant of the once mighty Russian Empire of the czars and its communist successor, the Union of Socialist Soviet Republics. The Soviet Union was the last colonial power, but even she had to give freedom to the peoples that had been subjugated by the czar or the Red Army. The collapse of the Soviet Union began in 1989 when her European vassals broke their chains. During the following two years, the republics of the union one by one opted for independence and the Soviet state crumbled to pieces. What followed were several attempts to unify the republics into a loose, cooperative confederation. These "commonwealths," "unions," and "federations" rarely held for a decade at a time as inter-republic rivalries led to hostilities and ultimate dissolution. Currently, the tenuous union of Russia, Byelorussia and the Ukraine has led to the formation of the Third Commonwealth of Independent States.

The rest of the discussion on the 3rd C.I.S. will center on Russia, which currently dominates the Commonwealth.

POLITICS

Russia has shed its Marxist-Leninist past—the communist party was dissolved a long time ago—but the long Russian tradition of authoritarian rule is still very much alive. There is a multi-party parliament, but the constitution only allows parties that are faithful to the spirit of Russian history and culture. The ideologies of all parties are thus based on Slavonic nationalism, sometimes of a very extreme, chauvinistic kind. The non-Russian minorities are allowed limited autonomy, but the state is explicitly Slavonic and the minorities have to accept that.

For decades, Russian politics have been dominated by two major parties, the Russian Party

and the Tradition Party. About twenty years ago, they formed a coalition government that still rules Russia. Their policy is to keep Russia close to her pre-communist ideals. They dislike democracy and prefer an "enlightened" authoritarian rule. The president of the republic and his ministers should perhaps be characterized as benevolent dictators. The two parties deplore most cultural, moral, and political influences from the EC, the US, and Japan and consider them to pollute the souls of the true Slavs. Instead, the government actively supports philosophers, artists, churchmen, and politicians that preach the ancient Russian traditions to the people. Thus Russia has become a nation turned inwards, spurning the influences from the "decadent" outside countries.

One consequence of this policy is that Russia is technologically very backwards by European or American standards. In 2090, Russia is on the same level as the US in the 2040s. Some technologies, like cyberware, are even prohibited to the common citizens. However, this condition has not prevented the Russian secret police *Glavnoe Upravlenie Gosudarstvennoi Besopasnosti* ("Supreme Board of State Security") to obtain the most advanced technological equipment available. Never underestimate the GUGB while operating in Russia; that can be fatal.

No Megacorp has any significant influence in Russia. Many do business with Russian companies, but the government has—for good reasons—a paranoid attitude towards them. It has so far prevented foreign companies from firmly establishing themselves within the republic. However, the perennial corruption in the Russian bureaucracy has made it possible for many Megacorps to obtain Russian fronts for their operations. And their intelligence organizations are, of course, doing their best to look behind the Potemkin Curtain.

CHAUVINISM

"The future of the Russian peoples must be based on our Slavonic culture. If we let ourselves be overwhelmed by influences from the decadent European Community or America we will perish as a nation and become mere puppets to foreigners."

Another consequence of the Slavonic government policy is more intangible, but never the less present. Many Russians surround themselves with an air of superiority, making them vain and arrogant in the eyes of Europeans and Americans. (One should not generalize too much, though. Many Russians are pleasant, while others can be unbearable in their chauvinism.)

THE MILITARY

Russia may be backwards, but her armed forces are not. Since the Middle Ages, Russia has depended on her army to give her security, and her government still maintains that policy. State-of-the-art equipment is manufactured at home or purchased from abroad. The services consist of professionals only. The complexity of military equipment makes it impossible to have conscript forces as in the past. Foreign observers consider the Russian military to be competent. The General Staff is probably the best in the world, while the old Russian problem of company level officers, NCOs and soldiers showing too little imagination is still persistent.

But there is no imminent risk of Russia engaging in extensive foreign military adventures. She is militarily weaker than the EC and her economy could not stand a protracted conflict. Instead, the Community general staff is worried by clandestine raids by Byelorussian special forces against insurgent targets in Poland or a possible limited invasion of Azerbaijan. The Desant recon and strike force, whose soldiers are recognized by their characteristic blue berets, is very good and well equipped. It has proven an equal match for any elite EC force during skirmishes along the Byelorussia-Poland border.

The major Russian gang movement—the Metalisti—belongs to this chauvinist trend. Its members—all ethnic Russians—can be found everywhere. They are easily recognized by their black leather jackets, blond hair (dyed if necessary), and aviator sun-glasses. The males have crew-cut hair, while the females wear theirs long and flowing. They vocally support the government, despise “decadent” foreigners and their “evil influence on our Motherland”, and commit violence against whatever or whomever they consider to be the enemies of Mother Russia. The authorities occasionally use them as tools to perform unpleasant acts, because it is usually possible to deny all connections later. The Metalisti movement has spread to the Russian minorities in the surrounding nations, causing a lot of problems in places like Riga and Helsinki. When Russian soccer teams play in the EC, their Metalisti fans often battle with the local soccer hooligans.

The heavy-handed treatment of some ethnic minorities has caused severe problems for the Russian government. Currently, there are two armed insurrections by minorities, using guerilla warfare and urban terrorism. One is in Byelorussia along the border with Poland. The Polish minority there is fighting for the right to join Poland. The other is the Caucasus area where the Muslim Azeris fight for the right to join the Republic of Azerbaijan. The attempts of the Russian army to stamp out these insurgencies have become more and more violent through the years, though without any noticeable signs of success. The minorities’ brethren abroad have become more eager to help with money, arms and volunteers. Muslim activists from Arabic countries, Azerbaijan and Iran have entered the Caucasian insurrection zone and Poles are giving various kinds of active support, described elsewhere, to their brothers and sisters in Russia.

4.0



C Y B E R E U R O P E

4.3 SWITZERLAND

I went into Switzerland under cover, pursuing a Ecotopian trail. Somewhere in the Alps, the terrorists had to have a base and my job was to find it, paving the way for a Euromotor strike team. I decided to cross the border by electric train from Strasbourg to Basle and during that trip I realized that the EC army was serious about ending the border troubles. The aerial surveillance was intense and the border control was strict. Fortunately I am American and, even though GV is efficient, they have enough problems keeping track of European operators. Americans receive lower priority, so I wasn't unmasked.

The Swiss customs seemed equally insistent. But I was well prepared and arrived clean, except, of course, for some brand new Israeli implants whose true nature they could not discern. My predecessor had been shot dead by two Swiss civilians, armed with assault rifles, when they had realized his true profession. Since the militiamen keep their weapons at home I was at all costs forced to keep the cover, even though it may mean failure to fulfil my job. Dead men can't use their bank accounts.

Switzerland was so clean I couldn't believe my eyes. America looks like a junkyard and the EC is hardly better. But the Swiss spend a lot of energy on their obsessions, like street sweeping. Even the tap water tasted good, a completely novel experience. And there were bicycles and electrical motorbikes and even streetcars everywhere in Basle.

The mission busted. I guess it must have been GV or EC army intelligence that had tipped the Swiss federal police, because they arrested me at the hotel the next morning. When I tried to talk my way out of the mess—never bribe Swiss officials—the officers simply beat my face bloody. I was charged with bringing uncontrolled electronics—the Israeli cybernetics—into the country and deported as an undesirable alien. The whole business was of course a mere technicality to get rid of me. At the border control I was picked up by a team of GV agents. Their methods of interrogation were more sophisticated; I permanently lost my eyesight in the tank through neural damage.

Switzerland has always been a peculiar nation. Her origin dates back to the Middle Ages, when the independent peasants of the western Alps defeated the Habsburg armies and founded their own republic. Since then she has kept her independence and special form of democracy, despite the machinations of her neighbors.

Switzerland is a weak federation with several cantons which govern most of their internal

affairs. The Swiss democracy is founded on the idea of the sovereignty of her citizens. They have the right to request popular referenda on almost all political matters, if enough of them sign a petition for it. This system is unique and has never been practiced in any other state. Since the Swiss never would abandon their political traditions, it was from the beginning clearly impossible for them to join the EC.

Switzerland has four languages with equal status, German, French, Italian, and Rhetoromantic, of which the two first are the most widely spoken. An adult Swiss citizen is almost always proficient in three or four languages.

THE SWISS WAY OF LIFE

In 2032 the Swiss held a referendum on the future of their country. The environmentalist movement had grown very strong during the first decades of the 21st century, when the appalling consequences of industrial pollution became obvious to everybody. The environmentalists put forth a radical proposal to make Switzerland into an ecologically balanced country and it was accepted by the people.

The Swiss then started to reconstruct their nation, dismantling all sources of pollution, prohibiting the use of fossil fuels for most purposes, all kinds of fission power, and so on. In 2090 Switzerland has become a very odd and very clean country. The standard of living is lower in material terms than in the rest of Europe. On the other hand the life expectancy is longer and the citizens are far healthier. Electricity from wind, solar and hydroelectric power stations is the major energy source. The citizens have gradually moved from the cities to the rural areas, where they make their living from farming or small-sized, clean industries. Cars and aircraft are rare. Most commuting is by electrical buses, streetcars or trains or by bicycle or horse. But Switzerland is no primitive, low-tech country. All kinds of environmentally acceptable hi-tech products can be found there, like electronics.

Is this then a better society? Not necessarily, since it is rigidly regulated. The citizens' choices are limited to those that are deemed environmentally sound. To create a cleaner country some liberties must be strictly curtailed. However, the Swiss still have the right to change their system, but have in several referenda opted to keep it, so obviously they are satisfied.

SWITZERLAND AND FOREIGNERS

Foreigners that enter Switzerland may not bring in anything prohibited by Swiss law, which include many things that are permitted elsewhere, like drugs, cars and guns. Even toilet paper and soap are regulated. All this has made the Megacorps extremely reluctant to deal with the Swiss. They prefer countries where they can set the rules for themselves. The old Swiss-based Megacorps left

the country soon after 2032. Some still maintain offices in Swiss cities, but that is mainly to have access to the excellent banking system, which is still the best in the world; banks cannot pollute Switzerland, except perhaps morally (*pecunia non olet*). Corruption is still rare, though, and the Swiss are certainly the most law-abiding people in Europe. They also have the unpleasant tendency of considering their country and their way of life superior and they try to keep foreigners at a distance. For instance, it is nearly impossible for a non-Swiss to obtain Swiss citizenship, regardless of how long he or she has lived there.



MAINTAINING LAW AND ORDER

The Swiss military forces are unlike other European ones. The regular army and the air force are professional, but all Swiss adults are subject to conscription into the Militia. They keep their uniforms and personal weapons, usually assault rifles, at home and are ready to be mobilized at a moment's notice. Many foreign criminals and agents operating inside Switzerland, not expecting any serious threat from rural civilians, have been shot dead by those guns.

The Swiss police forces, both cantonal and federal, are remarkably uncorrupt. Since the police forces of the cantons are independent of each other, cooperation between them is not always smooth, something that occasionally has been exploited by their enemies.

4.4 THE VATICAN

I spent an afternoon on a quiet beach outside Rimini in Italy together with a German guy from GV and an Irish SWAT Jesuit from the Vatican, planning a tough job against an Astribas "security installation" in Damascus. There were rumors of nuclear weapons being stored there. I had always thought that money and power were the gods of the 21st century, so I was surprised when I discovered that pope John Francis meant business and wanted to fight for his ideals. The Irishman was a devout guy, knowing his Hail Mary, and ready to wield the sword of the Church against ruthless Megacorps. I had thought his kind went extinct a century ago.

The Roman Catholic church received its own state in the early Middle Ages. It originally consisted a strip of territory stretching from Rome and the Mediterranean to the Adriatic Sea, granted to her by a Germanic emperor who also controlled most of Italy. In 1870 this territory was incorpo-

rated by force into the newly created Italy. This caused a long conflict between the Italian state and the pope, finally solved in the late 1920s when Italy ceded a small district of Rome to the pope. These 800 urban hectares form the sovereign Vatican state, also known as the Holy See, with the pope as ruler with almost absolute powers. The official language of this country is Italian and, for ceremonial purposes, Latin.

The Catholic church has been an active participant in European politics since the days of the Roman empire. Her might has waxed and waned, reaching an all time high in the early Middle Ages and then declining sharply as the power of the European monarchs grew. In 2090 the power of the church is limited, but often her servants are able to exert influence behind the scenes as advisers or confessors to politicians, officials, and executives. Pope John Francis I is firmly opposed to the brutal exploitation of people and national resources that most Megacorps are engaged in. Representatives for religious orders such as Franciscans and Jesuits are found among the poor and the needy, helping them to oppose the Megacorps.

SECURITY

In 2090, the Holy See has three police and security forces, all led by Cardinal-General Oscar Marcos, SJ. One of their most notable characteristics is that they are almost completely free of corruption, something quite unusual in the late 21st century.

The most visible unit is the Swiss Guard. Since the Renaissance, it has guarded the buildings, treasures, and leaders of the Vatican. The soldiers, all faithful, dedicated Swiss Catholics, are dressed in colorful 16th century uniforms. However, the theatrical style is deceptive. They are well-trained professionals that utilize both their ceremonial halberds and their hi-tech handguns with deadly efficiency.

The Vatican Police is the ordinary police force of the Holy See. It often cooperates with the police of

GV FILE: CARDINAL-GENERAL OSCAR MARCOS, SJ

APPEARANCE

Age: 39
Eyes: Brown
Hair: Black
Build: Slim
Height: 187 cm
Weight: 70 kg
Sex: Male
Race: Caucasian
Origin: El Salvador
Demeanor: Calm, composed
Dress: Clerical robes
True Attitude: Dedicated Catholic, devoted to improving the world.



STATISTICS

Co: 71/0; Ag: 83/+5; SD: 95/+15; Me: 99/+20;
Re: 100/+25; Ap: 99/+20; St: 62/0; Qu: 84/+5;
Pr: 99/+20; In: 91/+10; Em: 93/+10; CIRS: —

GENERAL DATA

Profession: Sleaze
Level: 20
Social Class: UChurch
Fire: Mirage R10 75
Melee: —
Missile: —
Hits: 72
AT(DB): NOA(5)
Skills: Administration 167, Culture 157, Exploit 148, Perception 147, Philosophy 135, Environ 108, Rural Foraging 70
Languages: Spanish D5, English D5, Italian D5, French D5, Latin D4

EQUIPMENT

Cyber Systems: None
Items: A worn Bible in Spanish, cellular phone
Assets: Immense
Cash: \$200

BACKGROUND

Telling truth from legend in the life of Oscar Marcos is virtually impossible. It is generally accepted that he was born in 2051 in El Salvador. As a teenager he became a guerilla fighter in one of that country's numerous civil wars. Years later, the junta in power created Robin Hood-like legends of Marcos' supposed exploits. Today, those stories have been blown out of proportion.

Oscar Marcos became a pivotal figure in a very influential school of progressive Catholic thinkers. At age 23 he received a doctoral degree for his acclaimed but controversial thesis "Dialectic Scholastics: The Idealistic Synthesis." Its publication coincided with the promotion of Monsignor Otelo Nascimento (the future John Francis I) to archbishop of El Salvador. The archbishop, himself a progressive, recognized the talent of Marcos. Under his protection the young Jesuit could freely develop his ideas on theological and political idealism. During the 2070s he wrote the highly influential "The Hand of God: A Critique of Modern Physics" and "The Logic of Global and Cosmic Justice."

At the age of 32, Marcos was made chief of the Vatican's security forces and a cardinal. In 2090 Marcos is still "God's General" and enshrouded in secrecy. Those that have met him claim that he first gives a business-like appearance, but, when his interest is aroused, this gives way to an intensely passionate character. It is obvious that he is a driving force behind the Vatican's engagement in various issues of international justice and struggles against the ruthless Megacorps.

Rome, since there are no border controls around the Vatican. However, since the Italian police force is well known for its corruption, the Vatican force avoids exposing more information than necessary to them.

The Apostolic Carabinieri is a paramilitary police force, trained for counter-espionage and anti-terrorist operations. This efficient unit prefers anonymity and is seldom noticed by civilians in its surveillance of the Vatican's territory, inhabitants, and visitors. The members were once given the nickname *Sturmjesuiten* (German for "assault Jesuits") by the GV, perhaps because their combat uniform is completely black. The name stuck and is used by everybody in the security business.

INTELLIGENCE

The Jesuit order has organized the external intelligence agency of the church, the Information Institute. In 2090, it is led by Monsignor Ulrich Franke SJ. It utilizes some Catholic organizations from all over the world, such as missionary orders, in its work. The Information Institute is considered equal to the Israeli Mossad in efficiency and connections. Alone among the intelligence organizations of the world, it tries to adhere to ethical rules and its operators do not believe that the end (or the profit) justifies the means.

INTERNAL AND EXTERNAL CONFLICTS

The Roman Catholic church is a large organization and within its ranks there are many factions. There are some among the clergy that are reactionary and oppose the current pope's "too worldly, too political" approach to the problems of the world. They cannot work openly against papal

policies, but they have organized themselves in various groups, such as the semi-secret Opus Dei order, and do their best to covertly implement their ideals on the church and their members. When John Francis I dies, they hope to influence the cardinals to elect a less radical new pontiff.

Their opponents are more liberal or modern-minded Jesuits, Franciscans and Clarissans who sympathizes whole-heartedly with the pope and actively work against what they believe to be an evil global system. They often get involved in local politics. Some even participate in armed struggle against what they feel to be oppression.

The Catholic Church has a long tradition of doing politics behind closed doors. Most of her internal power struggles are as hidden as those taking place in the board-rooms of the Megacorps. Other organizations also try to utilize the church to achieve their designs, using corrupt clergymen as tools.

The most visible and strident opponent of the Roman Catholic church is the World Nation Association (WNA), an Ottawa-based organization of free-thinkers and atheists. Its members are convinced that there is a global conspiracy originating from the Vatican. The final aim of the church is believed to be to achieve *de facto* control of the whole human race. The WNA's struggle has been mostly non-violent. However, other illegal methods have been used many times to collect information or to discredit individuals who are thought to be active tools of the Vatican.



4.0

37

STURMJESUIT

OVERVIEW

Abstract: The Apostolic Carabinieri is the anti-terrorist force of the Vatican. Its members are called Sturmjesuits by outsiders.

Identifiers: Black uniforms

Activities: Anti-terrorist operations, occasionally security guards

General attitude: Tough, but calm and quiet.

Common equipment: Body armor, all kinds of weapons, surveillance and communications equipment

COMMENTARY

With the continuing decay of the stability in the world during the 21st century, the Vatican decided to establish its own police and security forces.

The Apostolic Carabinieri is a anti-terrorist force that rank among the better in the world. Its members are chosen from dedicated Catholics. Their attitudes are more humane and respectful than among other similar forces.



ELITE MEMBER

Profession: Killer

Level: 6

Hits: 55

AT(DB): ABS (5)

Fire: +70 Medium Assault Rifle

Melee: +65 Brawl

Skills: +70 Subduing, +50 Equipment, +45 Culture, +40 Perception

COMMON MEMBER

Profession: Killer

Level: 4

Hits: 45

AT(DB): ABS (0)

Fire: +55 Medium Assault Rifle

Melee: +40 Brawl

Skills: +45 Subduing, +40 Equipment, +40 Culture, +35 Perception

GV FILE: MONSIGNOR ULRICH FRANKE SJ

APPEARANCE

Age: 48
Eyes: Grey
Hair: Brown with grey streaks
Build: Slim
Height: 183 cm
Weight: 69 kg
Sex: Male
Race: Caucasian
Origin: Germany
Demeanor: Calm, withdrawn
Dress: Clerical robes
True Attitude: Dedicated catholic with strong moral convictions



BACKGROUND

Ulrich Franke was born in an mid-level corporate family in Cologne (Köln), Germany. Despite his parents' wishes, he was attracted to the church from an early age. After having studied social sciences at the Free University, Berlin, and earning an MSc, Ulrich Franke decided to become a priest and make a career within the Catholic church.

When ordained at the age of 28, Franke made a rapid advance through the church hierarchy. He demonstrated excellent administrative capabilities and quickly gained a reputation for efficiency and creativity.

Franke's gradually growing liberal tendencies made him unpopular among the reactionary circles in the Vatican and prevented further advancements. However, when cardinal Nascimento became pope John Francis I, new opportunities became available. The pope wanted an openly liberal chief of the Information Institute, the Vatican intelligence service, and Franke seemed to have been a good choice. He was promoted to monsignor and received the post in 2085.

During the last half of the 2080s, monsignor Franke sharpened his agency's claws and pitted his personnel against the Megacorps. He has instilled an unprecedented *esprit-de-corps* among the II people. They see themselves as heirs to St George, fighting against the Megacorp dragons.

Franke lives a withdrawn life inside Vatican walls. What is known of is his dedication and strict value system, which he would never compromise.

STATISTICS

Co: 51/0; Ag: 63/0; SD: 95/+15; Me: 100/+25;
Re: 98/+20; Ap: 49/0; St: 42/0; Qu: 54/0; Pr:
91/+10; In: 71/0; Em: 93/+10; CIRS: —

GENERAL DATA

Profession: Sleaze
Level: 15
Social Class: UChurch
Fire: —
Melee: Aikido 60
Missile: —
Hits: 57
AT(DB): NOA(5)
Skills: Administration 137, Culture 137, Perception 117, Exploit 116, Theology 100, Pilot 81
Languages: German D5, Italian D5, Biblical Hebrew D4, Modern Hebrew D4, Latin D4.

EQUIPMENT

Cyber Systems: None
Items: A worn copy of the Psalms in Hebrew
Assets: Immense
Cash: \$200

4.0

39



5.0 BERLIN

Berlin is one of the richest urban areas in Europe and the headquarters of several of the more notable European Megacorps. The whole Berlin Sprawlzone, covering a large part of the Brandenburg region, has a population of 20-25 million people. Of these, about eight million live in Berlin proper.

Berlin is the economic and cultural capital of the European continent, comparable to New York in the United States, Berlin is also the location of the most extensive black market in illicit drugs, cybernetics and software within the EC.

Being an American in Berlin, I cannot avoid comparing this city with New York. The two look very different, but both have the same relentless, driving spirit. This is where the EC's trends start. This is the city that never sleeps in Europe.

5.1 RECENT HISTORY

Berlin was severely damaged by the Allied aerial bombing raids and the Soviet conquest during World War Two. Most of the city had to be rebuilt during the 1950s and 1960s. Its division, caused by the Cold War, and its position deep inside the communist German Democratic Republic, put Berlin in Europe's backwater for over four decades. However, following the German reunification in 1990 and the gradual creation of a European federation in the following decades, the city entered a new golden era and assumed its natural leading position within the EC.

Profiting on its role as a nexus between the booming Baltic and the Danube regions, Berlin underwent a period of rapid growth during the first decades of the 21st century. As a consequence most of the buildings in the city are relatively new, with some odd and conspicuous remnants of the 19th and 20th centuries.

5.2 POLITICS

The city council is generally considered to be controlled by a few German-based Megacorps, but this is not completely true. Oberbürgermeister (mayor) Claude von Hochstein has shown considerable skill in playing different Megacorps against each other. Berlin is also the site of the Reichstag (the German national parliament). This institution is generally despised by the Berliners, who consider it to be a puppet of the EC government.

Germany, a member of federal Europe, is a federation in itself. The city of Berlin is one of its states, lying completely surrounded by the state of Brandenburg. The latter consists of the periphery of the Berlin sprawlzone. This political division is impractical and unsound, causing conflicts between the Berlin and the Brandenburg authorities and golden opportunities for the Megacorps to pit one state government against another. However, for several decades there has been a unified Berlin-Brandenburg police force, whose jurisdiction covers the whole Berlin Sprawlzone.

5.3 POLICE

The Berlin-Brandenburg police force is relatively efficient in a rather brutal and unsophisticated way. Its chief, *Polizeipräsident* Carl Lacave, is known to be particularly ruthless. Police corruption is not as prevalent as, for instance, in the Mediterranean countries. It is rumored that Carl Lacave personally has shot some police officers caught red-handed in serious illegalities. Rivalry with both the GV and the Megacorps' security forces is intense and sometimes takes the form of small-scale battles.

Police officers normally wear light body armour and carry stun batons and H&K 200K pistols, with H&K G21 submachineguns and Mirage XL-5 gauss rifles available in crisis situations. Uniforms and vehicles have the typical green shade that is traditional among German police forces.

5.4 CITY COMMUNICATIONS

Berlin has an excellent, extensive subway network, the *Ubahn*, covering the whole of central Berlin and a lot of the surrounding sprawlzone. It is run by the BerlinUbahn Corporation, a subsidiary of Euromotor, and is independent of the Berlin and Brandenburg state governments. The company security force, *Ubahnschutz*, ensures the safety of the passengers and keeps the sprawlgangs out of stations and coaches. This has led to a strong enmity between *Ubahnschutz* and the various local gangs, occasionally erupting into major confrontations. Also, *Ubahnschutz* and the Berlin-Brandenburg police harbor strong resentment against each other, since the police officers see the subway security men as intruders on their turf.

The major Megacorps, through the Hochzug Corporation, jointly run the *S-bahn*. This is a network of elevated railways running through transparent tubes in central Berlin and connecting most major high-rise buildings. Access to this fast and reliable train service is limited to medium and high level corp execs, who often prefer this safe and comfortable transport mode to the congested streets.

5.5 BERLIN'S PROBLEMS

The industrial cities of Saxony (Sachsen) and Thuringia (Thüringen), south and southwest of Berlin, and Polish Silesia (Slask), southeast of Berlin, have gradually decayed during the last few decades. Many destitute migrants have come to the Berlin sprawlzone in their desperate search for jobs. This has led to violent conflicts with the locals, who are especially hostile towards the Polish newcomers. (The Saxonians and Thuringians, being fellow Germans, are more acceptable to the natives.) The Poles have responded by forming armed gangs for self-defense.

5.0

41

GV FILE: CARL LACAVE

APPEARANCE

Age: 45
Eyes: Grey
Hair: Grey
Build: Thin
Height: 181 cm
Weight: 67 kg
Sex: Male
Race: Caucasian
Origin: German
Demeanor: Strict and boring
Dress: Discreetly expensive
True Attitude: Utterly dedicated to law and order. Completely ruthless.



STATISTICS

Co: 62/0; Ag: 67/0; SD: 84/+5; Me: 81/+5; Re: 75/+5; Ap: 53/0; St: 52/0; Qu: 81/+5; Pr: 80/+5; In: 54/0; Em: 39/0; CIRS: 0

GENERAL DATA

Profession: Killer
Level: 13
Social Class: MCorp
Fire: H&K 200K Pistol 120
Melee: Brawling 90
Missile: —
Hits: 122
AT(DB): NOA(5)
Skills: Drive 70, Stalk & Hide 80, Culture 80, Admin 60, Perception 70, Quickdraw 80, Subduing 80
Languages: German D5, French D5, Italian D3

EQUIPMENT

Cyber Systems: Fasthand Rtg30, Lowlight Rtg20, Antiglare Rtg20, Subdermal padding Mk5.
Items: H&K 200K with two magazines.
Assets: Immense
Cash: \$1,000

BACKGROUND

Carl Lacave has worked for the Berlin-Brandenburg police all his adult life. That has shaped his attitudes and goals to a large extent. He is committed to maintaining law and order as he sees it, whatever the cost to himself or others and whatever methods he is forced to use. He deeply mistrusts politicians and Megacorp leaders—and vice versa. According to persistent rumors, he has access to incriminating information about several prominent German political figures which he uses to safeguard his position.

GV FILE: ÅSE VESTERGREN

5.0

APPEARANCE

Age: 35
Eyes: Blue
Hair: Pale blond
Build: Thin and frail
Height: 168 cm
Weight: 44 kg
Sex: Female
Race: Caucasian
Origin: Norwegian
Demeanor: Good listener, quiet, careful.
Dress: Casual off-the-rack style. However, there are always a lot of surprises hidden in her clothes.
True Attitude: Always strives to perform an excellent job, reliable with discretion and integrity.
(Pronunciation Help: The name Åse sounds approximately like AWsa.)



BACKGROUND

Åse Vestergren is a Norwegian biochemist and one of the most competent drug designers in Berlin in 2090. She grew up in Stavanger, Norway, in a Corporate Middle Class family working for Kongsberg Combitech. She received her education at the Stavanger Biotechnological Institute, graduating with a M Sc at the age of 24. Åse specialized in bio-synthesis and drug design and showed great competence. However, she did not want to become a cog in the Kongsberg corporate machinery. Instead she quit and left for Berlin, where she settled in the Potsdam area, living alone in a small detached house.

Åse's laboratory is located in a well protected set of rooms in the basement. There she develops personalized DDs on request. She takes great pride in designing drugs with a very high level of purity and with as few unwanted side-effects as possible. The amount of work Åse puts into each design makes them very expensive, but also very attractive to the customer. Her clientele is limited to the rich and powerful. Åse has some scruples and will not design drugs which harm or kill.

Åse is a very slim woman with a physically weak body, a soft voice and a generally quiet behavior. She has an iron will and cannot be coerced into doing something she doesn't want to. Anyone trying to use physical force against Åse immediately discovers the various sprays and hypodermics she carries hidden in her clothing. She is immune to their effects, but assailants will quickly lose body control, consciousness or even life.

STATISTICS

Co: 30/0; Ag: 50/0; SD: 100/+25; Me: 90/+10; Re: 90/+10; Ap: 50/0; St: 10/-5; Qu: 55/0; Pr: 60/0; In: 80/+5; Em: 90/+10; CIRS: —

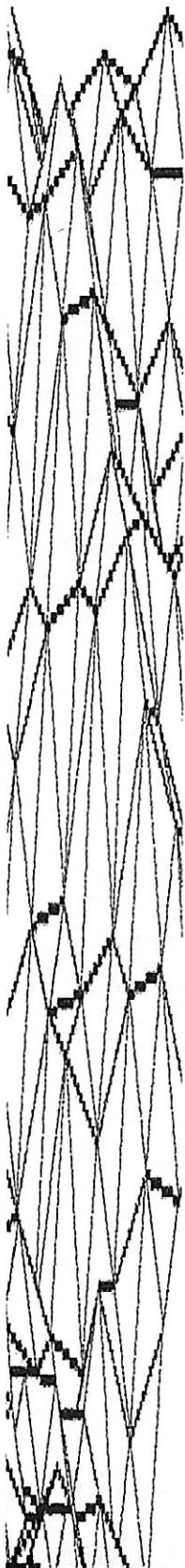
GENERAL DATA

Profession: Tech Rat
Level: 10
Social Class: MCorp
Fire: —
Melee: Hypodermic 35
Missile: Spray 40
Hits: 35
AT(DB): NOA(0)
Skills: Biological Technics 123, Biology 110, Chemistry 110, Equipment 84.
Languages: Norwegian D5, German D5, English D4, Japanese D4, French D4.

EQUIPMENT

Cyber Systems: None
Items: A very sophisticated laboratory with an extensive pharmacy (in her house).
Assets: \$50,000
Cash: \$400

43



The city police tries to curb this dangerous development, but has been unable to prevent clashes between the German *Neuhitlerjugend* (the European name for the New Hitler Youth) and Polish immigrants. The local Stalines, being by doctrine opposed to everything for which the NHY stands, have actively assisted the Poles. In some suburbs the residents now have their sleep interrupted every night by occasional bursts of gunfire.

The Ecotopians have recently performed many acts of terrorism in Berlin, mainly directed against the numerous corporate headquarters here. Several corporate security forces, the GV, the EC army, and the local police have tried to catch or at least stop the ecoterrorists, but so far have had only limited success. The almost complete lack of cooperation between the agencies involved has caused many misunderstandings, bungles and shootouts between rival teams. As usual the army teams tend to be trigger-happy when they run into corporate teams. It is likely that more security agents have been killed by other agents than by the Ecotopians.

5.6 GEOGRAPHICAL OVERVIEW

Central Berlin has two main areas of interest: the financial and corporate district around the Alexanderplatz and the eastern part of the Tiergarten park and the entertainment district along and to the north of the Kurfürstendamm Avenue. The outlying areas are a mixture of the usual corporate suburbs and run-down sprawlzones.

CENTRAL BERLIN MAP KEY

1 Ägyptischer Museum (Museum of Egyptian antiquities). This is an excellent museum covering Egyptian history from 4000 BC to the Roman empire. Its most famous exhibit is the beautiful bust of Nefertiti, wife to pharaoh Echnaton.

2 Bauhaushaus. Designed by Lorenzo Gropius himself, this relatively modest structure is the local headquarters of the Bauhaus Megacorp.

3 The Virtual Cowboy. A favorite watering hole for expatriate Americans. The Cowboy tries hard to look as if it were located somewhere in Texas.

4 Museum der Cybernetik. In this glass and chrome building you will find exhibits showing the history of cybernetics, from the first theoretical speculations to its present-day perfection.

5 Berlinmuseum. This museum deals with the history of the city of Berlin from its founding during the early Middle Ages to the present.

6 Shakya Tubpa. A luxurious Tibetan restaurant, the Shakya Tubpa is the current place to be seen.

7 Brandenburger Tor. This 19th century parade gate across the wide Unter den Linden Avenue symbolizes Berlin in the same way the Eiffel Tower

symbolizes Paris and Big Ben, London. Just east of Brandenburger Tor is a military parade ground used on ceremonial occasions. The Berliners celebrate a festival around this place during the night of October 2nd/3rd

(*Wiedervereinigungsnacht*) every year to commemorate the reunification of Berlin in 1990. The festivities tend to be rowdy and are often the pretext for street-fights between sprawlgangs of different political persuasion. The festival in 2090, celebrating the Reunification Centennial, was one of the most extensive held in Europe for several decades, with the exception of the French Revolution Tri-centennial in Paris in 2089. The body count at the Berlin police morgue at noon that October 3rd was 587 persons, all violently killed during the preceding 24 hours.

8 Klub Checkpoint Charlie. This popular retroclub specializes in Cold War (1947-90) nostalgia.

9 Doktor Zombie. A somewhat disreputable dealer in second-hand cyberware.

10 Robotel. The city's first totally automated hotel, now rather run-down.

11 Hotel Imperator. This huge steel and chrome monolith is the most fashionable and expensive hotel in the city.

12 Englischer Garten (English Garden). A center for the trade in some of the milder illegal drugs. The city police generally turn a blind eye to this activity.

13 Singh-Turm (Singh Tower). This totally transparent building is the headquarters of the genetics and computer giant, Sysezemics.

14 Stardust Club. A favorite with slumming corp execs, the Stardust Club is famous for its CyberCabaret.

15 Belsen Bar. One of roughest bars in Berlin. This is the regular hangout of several of the city's freelance "trouble-shooters" and "security consultants" (i.e., assassins for hire). See below for a more extensive description.

16 Kaiser Wilhelm Gedänkniskirche (Kaiser Wilhelm Memorial Church). The ruins of this late 19th church is a memorial to the devastation that the city suffered during the Second World War.

17 Kaos Klub. A popular place with the local Deathcore fans.

18 Thomthaus. This is the largest indoor shopping mall in the eastern hemisphere, with branches of absolutely every store that matters.

19 Marienkirche (St Mary's Church).

20 Sakura. Widely acknowledged as the best Japanese restaurant in town, this is a favorite meeting place for the younger corp execs.

21 AltBerliner BierSalon. One of the few remaining old-fashioned beer-halls, presenting a rather run-down, late 20th century appearance.

22 Pergamon Museum. This museum is dedicated to the classical history of the Middle East. The most famous exhibits are the Pergamon altar from Asia Minor and the Ishtar gate from ancient Babylon, both brought to Berlin from the Ottoman Empire by German archaeologists during the late 19th century.

23 Kaufmann Korpus. The city's oldest and largest cybernetics shop.

24 Erbrennte Erde. This small club is the headquarters of the the Stalines and the object of periodic attacks by the Neuhitlerjugend. (The club name means "Scorched Earth".)

25 Reichstag. A composite structure, incorporating parts of the original 19th century building. It is the seat of the German national parliament.

26 Berliner Wurstpalast. This titanic sausage shop offers every type of sausage made in the solar system. According to rumor it is a front for the GV.

27 Schloss Charlottenburg. The former summer palace of the kings of Prussia. A popular tourist spot.

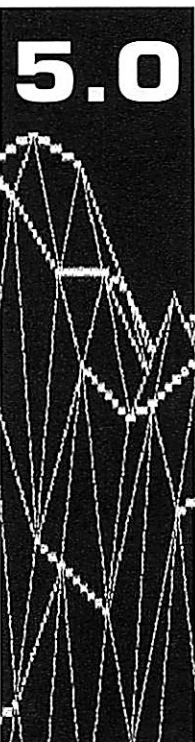
28 Siegestäule (The Victory Column). A 19th century monument commemorating the Prussian victories in the wars of 1864 (against Denmark), 1866 (against Austria) and 1870-71 (against France). It is shaped as a tall stone pillar with a huge gold-colored angel of victory on the top. The base is partially built from captured enemy guns.

29 Café Luitpold. A fashionable café in late 19th century Austro-Hungarian retro style.

30 Gestapo. This notorious club is the headquarters of the Neuhitlerjugend sprawlgang. The gang and their hangers-on are virtually the only patrons.

31 Polizeipräsidium. Headquarters for the city police.

32 Zoologischer Garten (Zoo). The zoos of the world have become the last refuges for many of the animals of earth and the only places in which they are protected from extinction. The Berlin Zoo has specialized in protecting the felines of the world. Here you can find tigers, leopards, jaguars, and many others that are rarely seen in other places.



GV FILE: OTTO ABULADZE

APPEARANCE

Age: 47
Eyes: Blue
Hair: Graying blond
Build: Fat
Height: 185 cm
Weight: 106 kg
Sex: Male
Race: Caucasian
Origin: German-Georgian
Demeanor: Exaggerated friendly
Dress: Flashy
True Attitude: Utterly selfish, cruel



BACKGROUND

Otto Abuladze has been a well-known middleman and fixer in the Berlin underworld for the last 25 years. How he has managed to stay alive for that long is a mystery. Some think that he has secret contacts in the Berlin-Brandenburg police, the GV or some big Megacorp, but the truth is likely that he is very good at what he is doing and very well informed.

STATISTICS

Co: 41/0; Ag: 46/0; SD: 64/0; Me: 90/+10; Re: 72/0; Ap: 33/0; St: 54/0; Qu: 52/0; Pr: 65/0; In: 56/0; Em: 41/0; CIRS: 1

GENERAL DATA

Profession: Sleaze
Level: 10
Social Class: USprawl
Fire: Steyr NY-5 needle pistol 60
Melee: —
Missile: —
Hits: 40
AT(DB): LBA(0)
Skills: Streetwise 120, Exploit 70, Perception 80, Appraisal 80, Gambling 70
Languages: German D5, French D4, Japanese D3, English D3

EQUIPMENT

Cyber Systems: Cyberbeast Rtg20, Subdermal pouch
Items: Steyr NY-5 needle pistol with full magazine
Assets: \$40,000
Cash: \$1,300

THE BELSEN BAR

[illegible]

5.7 BELSEN BAR

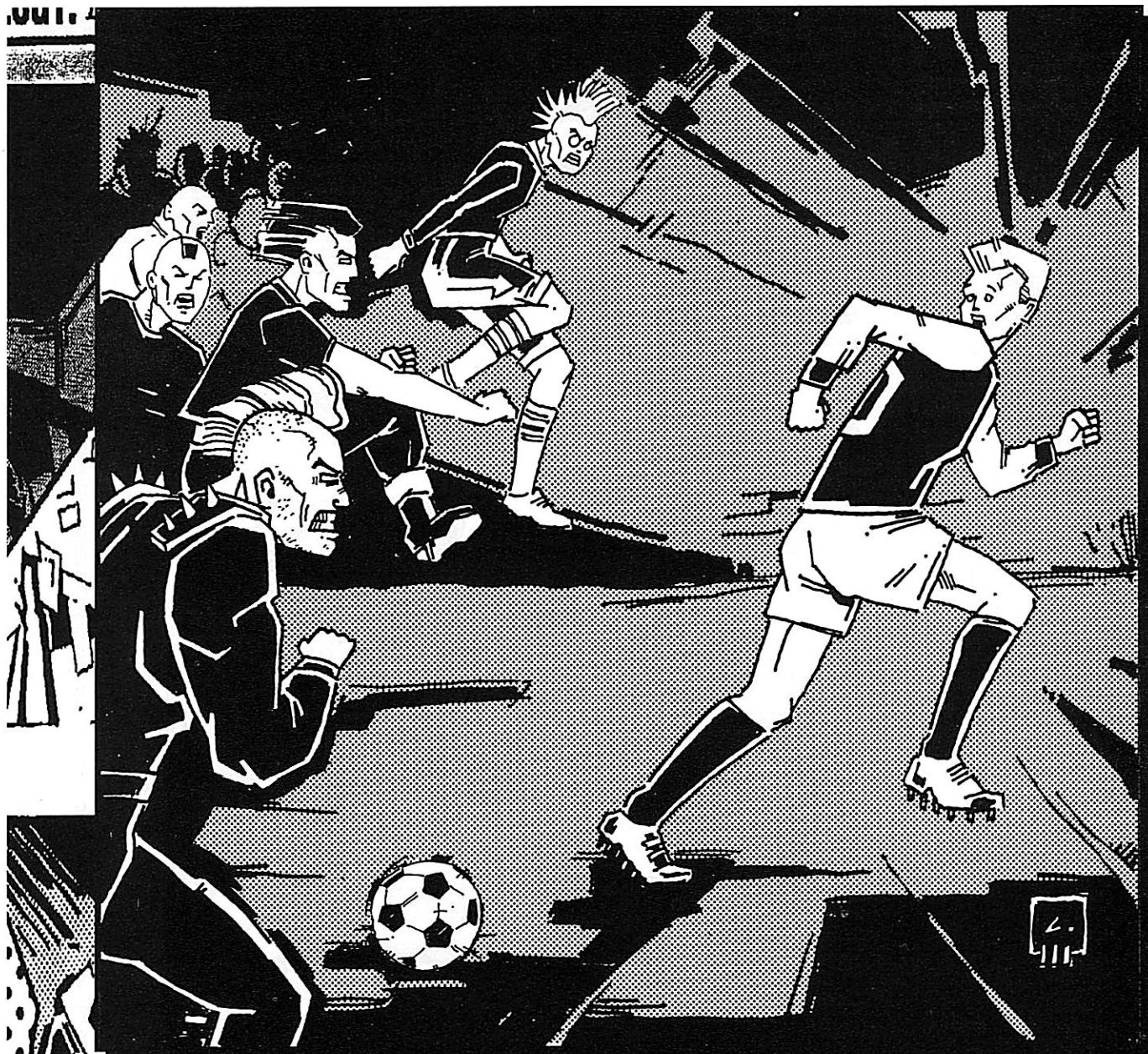
Belsen Bar was originally established in 2082 by legendary Berlin underworld figure Imoko van Halen as a front for her various illegal activities. It was taken over by one of her henchmen, "Dicke Otto" (Fat Otto) Abuladze, when Imoko was killed in a shootout with the GV in 2087. After Abuladze's take-over, Belsen Bar lost any pretensions to refinement it had possessed. It turned into a watering-hole and a recruiting place for some of the roughest characters in Europe. Dicke Otto has enough influence to ensure that the police or other law enforcement agencies only take a very casual interest in his doings.

B E R E U R O P

Country	Year	Population (millions)	GDP (billion USD)	Life expectancy (years)	Healthcare expenditure (billion USD)	Healthcare expenditure per capita (USD)
USA	2019	328	21.4	78.1	1,100	3,384
Germany	2019	83	4.1	81.0	110	1,325
France	2019	67	3.0	82.4	100	1,493
Japan	2019	126	5.0	84.4	100	791
UK	2019	67	3.0	81.1	100	1,493
Canada	2019	38	1.9	83.4	100	2,684
Australia	2019	25	1.3	83.7	100	2,684
South Korea	2019	51	1.7	83.4	100	1,961
Italy	2019	60	2.1	83.7	100	1,667
Spain	2019	46	1.4	83.7	100	2,174
Netherlands	2019	17	0.9	82.1	100	5,988
Sweden	2019	10	0.5	83.7	100	5,988
Denmark	2019	5.6	0.3	83.7	100	5,988
Norway	2019	5.4	0.3	83.7	100	5,988
Finland	2019	5.5	0.3	83.7	100	5,988
Ireland	2019	4.7	0.2	83.7	100	5,988
Portugal	2019	10.6	0.2	83.7	100	5,988
Greece	2019	11.1	0.2	83.7	100	5,988
Turkey	2019	84.3	1.7	75.0	100	1,198
China	2019	1,412	14.3	77.1	100	714
India	2019	1,380	3.0	74.6	100	714
Brazil	2019	215	1.9	74.6	100	714
South Africa	2019	60	0.4	61.0	100	167
Argentina	2019	45	0.4	75.0	100	714
Colombia	2019	50	0.4	75.0	100	714
Venezuela	2019	28	0.4	75.0	100	714
Peru	2019	33	0.4	75.0	100	714
Ecuador	2019	17	0.4	75.0	100	714
Bolivia	2019	11	0.4	75.0	100	714
Paraguay	2019	7	0.4	75.0	100	714
Uruguay	2019	3.5	0.4	75.0	100	714
Chile	2019	19	0.4	75.0	100	714
Costa Rica	2019	5	0.4	75.0	100	714
Panama	2019	4	0.4	75.0	100	714
Dominican Republic	2019	7.1	0.4	75.0	100	714
Honduras	2019	9.5	0.4	75.0	100	714
Guatemala	2019	17.5	0.4	75.0	100	714
El Salvador	2019	6.5	0.4	75.0	100	714
Nicaragua	2019	6.5	0.4	75.0	100	714
Haiti	2019	11.1	0.4	75.0	100	714
Jamaica	2019	2.8	0.4	75.0	100	714
Trinidad and Tobago	2019	1.3	0.4	75.0	100	714
Barbados	2019	0.3	0.4	75.0	100	714
Suriname	2019	0.6	0.4	75.0	100	714
Guyana	2019	0.7	0.4	75.0	100	714
Belize	2019	0.4	0.4	75.0	100	714
Paraguay	2019	7	0.4	75.0	100	714
Uruguay	2019	3.5	0.4	75.0	100	714
Chile	2019	19	0.4	75.0	100	714
Costa Rica	2019	5	0.4	75.0	100	714
Panama	2019	4	0.4	75.0	100	714
Dominican Republic	2019	7.1	0.4	75.0	100	714
Honduras	2019	9.5	0.4	75.0	100	714
Guatemala	2019	17.5	0.4	75.0	100	714
El Salvador	2019	6.5	0.4	75.0	100	714
Nicaragua	2019	6.5	0.4	75.0	100	714
Haiti	2019					

Belsen Bar was originally established in 2082 by legendary Berlin underworld figure Imoko van Halen as a front for her various illegal activities. It was taken over by one of her henchmen, "Dicke Otto" (Fat Otto) Abuladze, when Imoko was killed in a shootout with the GV in 2087. After Abuladze's take-over, Belsen Bar lost any pretensions to refinement it had possessed. It turned into a watering-hole and a recruiting place for some of the roughest characters in Europe. Dicke Otto has enough influence to ensure that the police or other law enforcement agencies only take a very casual interest in his doings.

Belsen Bar was originally established in 2082 by legendary Berlin underworld figure Imoko van Halen as a front for her various illegal activities. It was taken over by one of her henchmen, "Dicke Otto" (Fat Otto) Abuladze, when Imoko was killed in a shootout with the GV in 2087. After Abuladze's take-over, Belsen Bar lost any pretensions to refinement it had possessed. It turned into a watering-hole and a recruiting place for some of the roughest characters in Europe. Dicke Otto has enough influence to ensure that the police or other law enforcement agencies only take a very casual interest in his doings.



6.0 CULTURAL PHENOMENA

The world of 2090 is a bewildering, colorful, and complex place. Much is still almost as it used to be a century earlier, while other things are entirely new. However, man's nature has not changed significantly during the 21st century. The basic concepts of human culture have remained the same, even though the surface may look very different.

A person transported from the 1990s to the 2090s would find a world that superficially looks very different, but he would have little difficulty in understanding the novelties once he got to know them.

There are many interesting cultural phenomena well worth a closer look. Some of them are global, while others are limited to Europe. By getting to know them you will acquire an enhanced feeling for the "flavor" of the late 21st century and how the people of that era think and behave.

Fashion's most overt signals are broadcast music and clothing. In the late 21st century there is also technological fashion: certain gadgets with a certain design or style that you "simply must own." Some trends are global, while others are regional or local, thus giving each sprawl its own unique cultural features.

6.1 SPORTS: "BREAD AND CIRCUSES"

Since the early 20th century, sports have played a very important role in all developed societies of the world. The modern concept of sport originated in Britain during the late 19th century and rapidly spread all over the globe.

In the Roman Empire, political leaders realized that you could use "bread and circuses" to divert the attention of the common people from important matters. That idea is used by the Megacorps of the 21st century as a method to secure their stranglehold on the political systems. They want the common citizen to spend his time and money on sports, instead of getting involved in more serious matters.

The arrival of cybernetics and hi-tech drugs has changed the face of the sports. Cyberware has made many of the traditional sports such as track and field and weight lifting pointless. The 21st century athlete has gradually become more and more of a machine and less and less a human being. The athletes get lots of money and fame during a few active years, but often their bodies and minds suffer irreparable damage in the process.

A US visitor to Europe in 2090 will discover that Europeans prefer sports other than those he is most familiar with. The major ones are soccer, ice hockey, and gladiator games.

SOCCER

The big sport of the EC working class is soccer. It has the same social and cultural importance as baseball or football in the United States. Kids learn the rules in kindergarten and play it where ever open areas can be found.

The European Soccer League (*Gemeinschaftsliga*) is a purely commercial operation run by a number of Megacorps that own the teams. Many teams have histories dating back to the late 19th or early 20th centuries. The best teams in the 2090 season are *ESV Eindhoven*, a Dutch team owned by Euromotor; *Schwarzwölfe*, a German team owned by BMW; and *Argento de Madrid*, a Spanish team owned by Arianespace.

The soccer rules have not changed significantly since the 20th century, but the players have. Today some cyberware is allowed, giving the players above-normal reflexes, running speed, coordination, and kicking abilities.

SOCCER HOOLIGANS

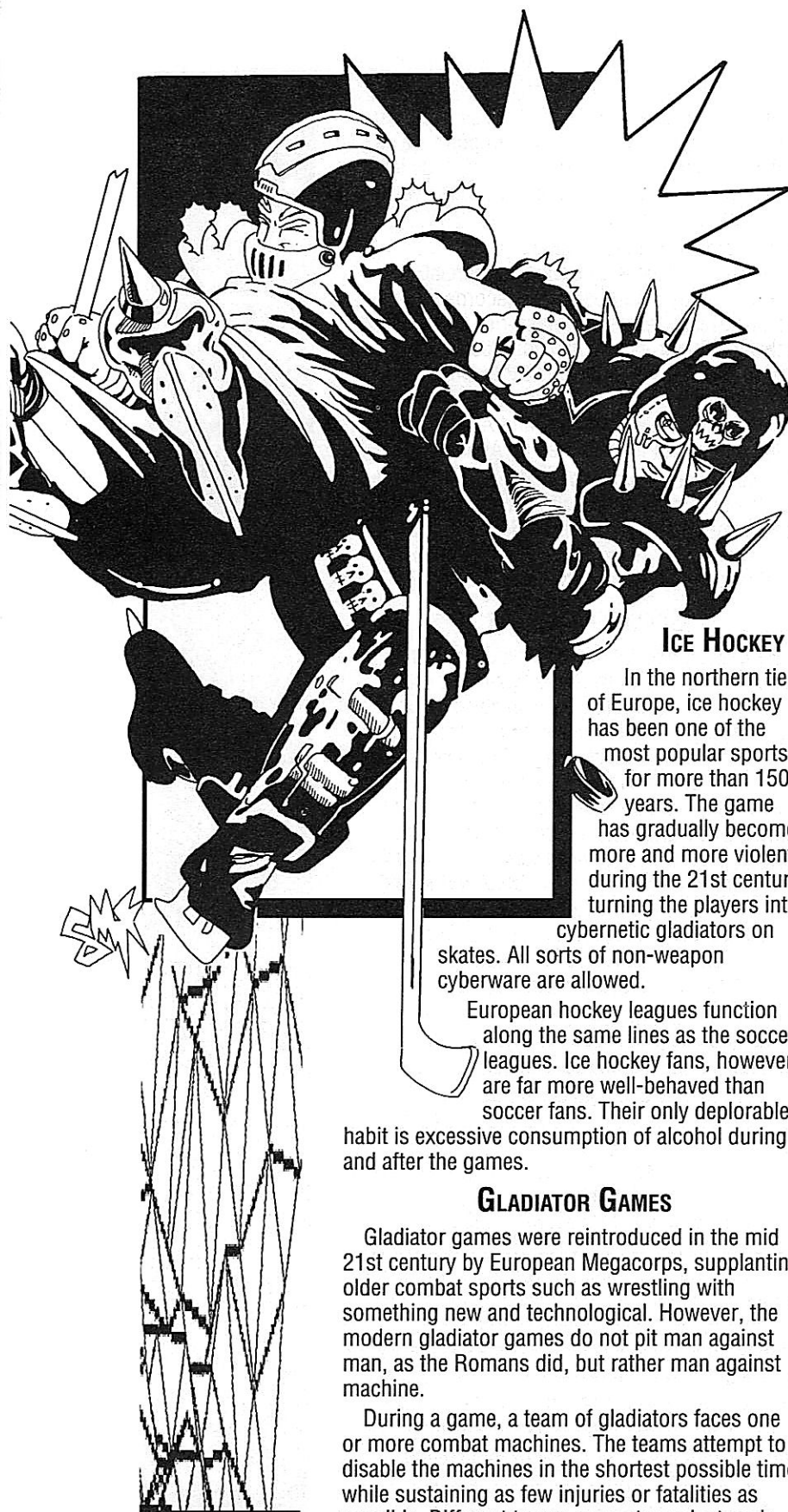
Me and Charlie ran into a vicious bunch of drunken youths outside the Råsunda soccer stadium in Stockholm. They obviously found our blue jackets offensive and intended to remedy that by changing the color of the cloth with our blood. However, they didn't know what they were getting into. When it was all over, three of them lay dead on the asphalt and the rest were routing in panic. Charlie had a minor scratch on the left hand and I was somewhat bruised on one thigh. The police didn't even bother to bring us in for interrogation. I think the cause of the death was put down as "alcohol poisoning."

Known for their mindless violence, soccer hooligans are active all over Europe. They usually have only a nominal interest in the sport, but nevertheless hate and despise supporters of other clubs, often attacking them on sight. Before and after games, they generally go on a rampage through areas close to the arena, causing widespread property damage and assaulting anyone wearing the wrong colors. However, they are seldom involved in other kinds of criminal activity.

Soccer hooligans often use drugs like Whip and Bolster or plain old-fashioned alcohol to "get in the right mood." They rarely use firearms, but daggers, chains, clubs, and other melee weapons are very common. Some groups use shuriken, slings, or even explosives. The hooligans rarely use cyberware of any kind, since they cannot afford it. Their dress varies wildly, depending which club they support, but it is always very colorful; often incorporating body-paints and tattoos.

6.0

49



ICE HOCKEY

In the northern tier of Europe, ice hockey has been one of the most popular sports for more than 150 years. The game has gradually become more and more violent during the 21st century, turning the players into

cybernetic gladiators on skates. All sorts of non-weapon cyberware are allowed.

European hockey leagues function along the same lines as the soccer leagues. Ice hockey fans, however, are far more well-behaved than soccer fans. Their only deplorable habit is excessive consumption of alcohol during and after the games.

GLADIATOR GAMES

Gladiator games were reintroduced in the mid 21st century by European Megacorps, supplanting older combat sports such as wrestling with something new and technological. However, the modern gladiator games do not pit man against man, as the Romans did, but rather man against machine.

During a game, a team of gladiators faces one or more combat machines. The teams attempt to disable the machines in the shortest possible time, while sustaining as few injuries or fatalities as possible. Different teams compete against each other by facing the same type of machine and comparing scores. There is a league, *Europäische Gladiatorialiga* (EGL), with eighteen teams, owned or sponsored by various Megacorps. The games

are fought in special arenas, known as Colosseums, which are found in all major cities. The center of a Colosseum is the Combat Zone, in which the gladiators face their challenges beneath a dome of bullet-proof glass. It can be extensively modified to simulate a wide variety of natural and man-made environments.

Each gladiator team consists of six experts on survival, combat and technology. There are no rules concerning cyberware or body armor, but the weaponry used by both human and machine participants is restricted to avoid collateral damage on the Colosseum or the spectators; e.g., any munition that can penetrate the protective glass dome is strictly prohibited.

The combat machines (*Kampfmaschinen* or *Kamas*) are designed and built by Terminator Inc. This is an independent company, whose profits are related to the "success" of the machines it puts into action. It receives a percentage of the ticket and TV incomes proportional to the points accumulated by the machines against the gladiator teams. A *Kama* is inspected before put to use, and assigned a Toughness Value, which modifies the points that the gladiators score against it. Any machine that is literally invincible is rejected. The ingenuity of the Terminator design team is amazing. Its engineers pride themselves on providing fresh challenges to the gladiators. A round of games usually has a set theme, such as "Jurassic Age" (featuring mechanical dinosaurs), "Alien Spaceships", or "DeleteZone Dangers".

HARNESS RACING

Harness racing has been very popular in Europe since early 20th century. During the late 21st century the sport has changed a bit, but the basic elements have remained the same for 150 years.

The European trotting sport is completely dominated by the European Trotting Alliance (*Europäische Traballianz*, ETA), an association for the owners of trotting-tracks and stud farms. The ETA sets the rules for races, betting, breeding, and all other aspects of the sport. It regulates the members through licensing. Those that do not adhere to the rules have their licenses revoked and are not allowed to compete. The ETA members are a very diverse lot, ranging from noblemen who rear their own horses, to Megacorps, whose top execs patronize the sport, to crime syndicate fronts that use the sport to launder money.

Most self-respecting cities have a trotting track. Every year the ETA arranges the Gold Cup, which is an elimination tournament to crown the European trotting champion. It starts in the spring with local races. The winners qualify for regional races, which will determine which horses will continue in the tournament. The Gold Cup final, with twelve horses, is held in Heidelberg the first Sunday in September each year. The winner receives the cup for a year and one million dollars.

This race is one of the major sports events of the year. Every member of the European social and corporate elite is desperate to get tickets to the High Enclosure, in which the rich and powerful rub shoulders, while drinking champagne, gossiping, and watching the race.

Technological Advances in the Sport

The first artificial body parts for horses were designed at the end of the 20th century. They were toe and knee joints and tendons, which saved injured horses from being destroyed. During the 21st century, the search for efficient "spare parts" continued. A horse represents a major investment, and for that reason it should not die because of accidents or illness.

This development led to the design of the robotic horses (horsebots) in the 2040s. These were machines that would compete against the real horses. But they were unsuccessful for several reasons. The real horses showed strong antipathy against these machines. The horsebots lacked the charisma and the competitive spirit of the true animal. Finally, the spectators and the gamblers strongly disapproved, simply because the machines were not the real thing and removed an important aspect from the sport.

Instead the stud technicians tried to develop cyberware for horses. Some heavily equipped animals were "made" during the 2060s, but they showed a major unforeseen flaw. The horse's mind could not cope with the altered input from its enhanced body, since it did not understand what was happening to its body. Its CIRS potential became gruesome. Too often, the cyberhorses were transformed into rampaging, insane monsters. The projects were cancelled by the ETA, which limited the allowed modifications. Only bones and tendons may be replaced, since a horse does not notice such alterations.

But still today, unscrupulous owners install illegal cyberware into horses for short-term gains, after which the horse is destroyed to eliminate all evidence of foul play. They try to reduce the risks of a CIRS attack by various drugs, though such attempts are not always successful.

However, the ETA did not oppose modifying the jockies. Today, they are often equipped with cyberware, increasing strength, endurance, and reflexes. However, participating in a race is a psychological strain that easily could trigger a CIRS reaction, so the number of legal cybernetic modifications on a driver is limited to three. But it is not uncommon for horse owners to force their jockies into accept more than that.

Betting

The common citizen's major interest in horse racing is betting. That is the major source of income that finances the operations of the tracks and the prize money. Other attractions at the tracks, such as restaurants and bars, offer only a

minor portion of the profits. Thus the ETA always tries to invent new methods to make the gamblers spend lots of money.

The methods used for computing the chances of success and the returns on the stakes are very complicated. Here you will find some simple rules of thumb that can be used if you wish to introduce this kind of betting in your campaign.

The betting turnover at a trotting track on a normal racing day is \$500,000 to \$3,000,000. 15% goes to ETA, 20% to the track owner (including the prizes to the winners), 5% to various sponsors, and 60% back to the gamblers.

Betting can be done at the track or through the Net by way of the ETA database. You can usually choose between two types of bets. The return from a successful bet is determined by the odds that the horses carry. The more money the gamblers bet on a horse, the lower odds it will have. Odds are expressed as a decimal number, e.g., 6.72. This means if you bet \$100 on a horse and it wins, you will receive \$672. The odds are never lower than 1.00.

The odds of the horses in a race must be assigned by the GM, using the following guidelines.

<i>Low odds</i>	1.00 to 3.50. Very common odds for good horses.
<i>Medium odds</i>	3.51 to 8.50. Common odds.
<i>High odds</i>	8.51 to 20.00. Rare odds.
<i>Extreme odds</i>	20.00 and up. Very rare.

The most common type of bet is the winner. You bet on which horse will win. You may place bets on a several horses in the same race.

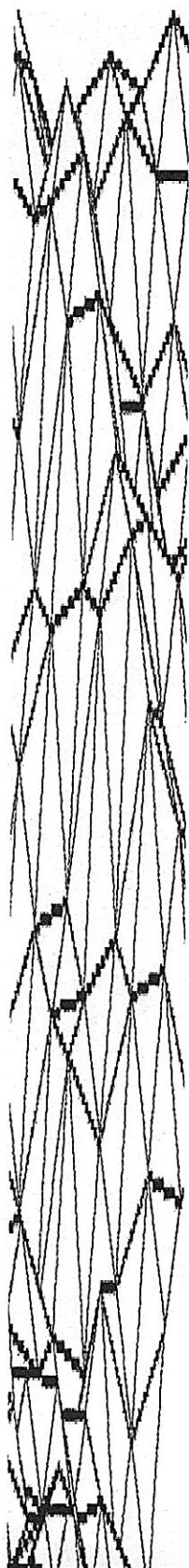
The double is played on two races, pre-selected by ETA, taking place at the same track on the same day. You place your bet on the two horses you expect to win the races. Only if you have the correct combination will you win on the bet. You can bet on as many combinations of two as you want, but you have to pay each separately. The chances of winning with a double bet is lower than with a winner bet, but instead the odds are higher (the odds of each horse multiplied together).

Example: Horse A has odds of 4.30. Horse B has odds of 10.00. If you bet \$100 on the A & B double and they win, your pay-off will be $4.30 \times 10.00 \times \$100 = \$4,300$.

All European tracks adhere to certain standards. Track have comfortable spectator areas with extensive computer and television equipment, giving live coverage of all other ETA tracks. The visitor can place bets on races all over Europe by just pressing some buttons. He can also find good restaurants and bars, in which to relax between the races. At some tracks illicit pleasures may be obtained, such as drugs and ladies-of-the-night, but this is not official ETA policy.

6.0

51



The Shady Side of Harness Racing

Wherever there is profits to be made, there is also crime. The crime syndicates are very interested in horse-racing, since the sport gives them golden opportunities to amass more wealth. They constantly try to invent new methods of circumventing ETA rules, for instance, by introducing new ways of "improving" horses and drivers, making life hard for the competitors, and fixing the betting to the detriment of the gamblers. All this can be used in adventures in which the PCs become involved in espionage, sabotage or security operations surrounding the trotting sport.

FLYBIKING

Teams of seven are mounted on flybikes, sophisticated one-man, open helicopters. The object of the game is to ground all the players of the opposing team while keeping at least one team member in the air. Each helicopter has a non-lethal low-power laser gun. With this the pilot tries to hit a marked spot on the opponent's engine, "stunning" it for two minutes and forcing an emergency landing. The games are fought above a one by one kilometer open field with a maximum flying altitude of 200 meters.

Since it is quite expensive to field a team in this hi-tech sport and since the public interest is lower than, for example, soccer or gladiator games, there are only twenty teams in Europe. They are all owned and equipped by Megacorps with aerospace interests. Flybiking is very fashionable among high level corps execs. They meet in secluded pavilions to watch the games and talk business. The sport has taken the same niche as horse polo had in Victorian times, being a socially acceptable pastime for the very rich.

OTHER SPORTS

Many traditional sports are, of course, still practised by enthusiasts, but the general interest is low. Fencing, especially with the sabre, is very popular among corp execs, resurrecting 19th century German traditions. The Japanese Megacorps encourage the practise of traditional budo sports, which they think build character and loyalty.

6.2 ENTERTAINMENT

Besides sports, Europeans engage in several other types of entertainment activities.

SIM

The most important kind of entertainment in Europe is Sim (see page 71 in the *Cyberspace* book). As in America, it has captivated the audience. Sim sets are found in many wealthy homes. Those who cannot afford a Sim set of their own, or want to use a special kind of Simset, can go to the Simoramas which are found everywhere in Europe. You can Sim anything from the most delicate emotions to the crudest pornography.

THEATER

Theater and opera are artifacts kept alive by enthusiasts. The European Megacorps sponsor many ensembles. Live plays are performed for mid-to-high level execs as part of the veneration of the European cultural heritage. Simmings of the more popular plays can be purchased. On the other hand, the common citizen shows little interest for arts that do not utilize the special effects found in movies.

POPULAR MUSIC

EC popular music is performed in German or French, most songs being recorded in both languages. An American visitor would recognize few artists, since these rarely take their careers outside the EC. However, there are no differences in music style between the US and Europe.

6.3 DRUGS

Drug use is socially acceptable in 2090 and most sorts are legal. However, the attitude towards addicts gone to the dogs has not changed and they are generally regarded with contempt and have become ostracized. However, the medical technology of the 2090s makes it possible to cure almost any dependency—if you can afford it.

The military has, for quite natural reasons, a much more restricted attitude and has prohibited the use of any drugs except alcohol and tobacco by service personnel. Anyone caught using restricted drugs faces at least a dishonorable discharge. If the drug use in any way threatens the well-being of his or her fellow soldiers the punishment is far more severe.

ALCOHOL

Grapes are still grown in the famous vineyards of France, Spain, Italy, and Portugal and great wines are still maturing in the cellars of castles like Mouton Rothschild or Grâves. However, the ecological catastrophes and the harsher climate of 2090 has made the cultivation of grapes difficult, and the non-synthetic wines are very expensive.

SynthWine is popular among all classes in Europe and the different brands taste very much like the real thing.

Real beers have become rare, but the numerous synthesized brands are popular and are sold both packaged and on tap. European beer is generally much stronger in flavor than American brands.

NATURAL DRUGS

Hashish, opium, "magic mushrooms," etc., are rare in Europe. They are only used in conjunction with the practice of oriental religions, for instance by Flowers (see below), or by wealthy and eccentric aficionados. Cocaine has been superseded by more modern drugs (see below), which do not cause serious mental and physiological damage.

COMMON RECREATIONAL DRUGS

I don't like buying from people I don't know, and this frog seemed like a cheater, but I just gotta have a crystal, so I told the creep that a bad crystal would be his tombstone. He went "very good, very good". After feeling like crap for three days I dismembered the creep.

Some changes in drug use has occurred during the last century. Advances in biochemistry have made it possible to design drugs for almost any effect. Needles are not utilized any more. Instead, drugs are either inhaled or placed on the skin over an artery.

Inhalers are used when a quick effect is desired. In Europe the most popular such drugs are the crystals. A crystal (diameter \approx 5 mm) is sold sealed in plastic. The user pulverizes it with one of the many gadgets designed for that purpose. He then inhales the powder through the mouth. (It is important to crunch the crystal very carefully since inhaling large particles harms the throat.) The drug is absorbed by the blood-stream through the mucous membranes in the throat and quickly spreads throughout the body, inducing its kick within 20 seconds. The high will last for about one hour and then gradually fade away.

The quality and strength of a crystal is measured in terms of its "hardness". (This is only a figure of speech, since all crystals are equally hard.) Rock hard crystals give very strong effects and can kill a person who does not use drugs regularly. Hardness is very difficult to judge, and most users have to rely on their dealers. The expensive high quality crystals give a "cleaner" kick (AF 01) and no surprises or hang-overs, while the cheap low quality crystals give a more "raw" kick (AF 02) and the usual risks of side-effects. (The levels of all these drugs range from 1 to 10.)

CRYSTAL CHART

Color	Type	Nickname	Price*
Yellow	Upper	Sunrise	\$ 0.5
Immediate feeling of strength and preparedness. Medium here-and-now feeling.			
Red	Heavy upper	Nova	\$ 2
Immediate strong feeling of strength, happiness and preparedness. Sensory perception is slightly impaired (-10). Strong here-and-now feeling.			
Green	Tranquilizer	Irish	\$ 1
Lessens stress and gives a feeling of calm and control. Time perception is impaired (-30).			
Black	Tranquilizer	Sandman	\$ 2
Immediate unconsciousness. Purple and black together induce very heavy dreams.			
Pink	Aphrodisiac	Lolita	\$ 1
The sexual urge, capacity and sensations are strengthened considerably. The capacity for abstract thought is severely reduced (-50).			

Purple Hallucinogenic Dancer \$ 2
"You can't imagine the things I have seen."
The user is effectively cut off from the surrounding world and sits or reclines passively.
*The price is for an average quality crystal. High quality can run up to 10 or 20 times the stated costs. Low quality ones may cost as little as one fourth of the stated price, but the user runs certain risks instead.

DESIGNER DRUGS

The most interesting concept on the drug market is the so called "designer drugs" or DDs. From such a drug you can get almost exactly the kick you desire with no or very limited side effects. DDs are individualized and based on a comprehensive analysis of your metabolism. For that reason, their design and production are complicated and very expensive, limiting them to the very rich.

If you use someone else's DD you might be in for a very unpleasant surprise, since the effects are unpredictable. You might even die if the drug induces a severe allergic reaction.

DD DESIGN AND PRODUCTION

It is not possible to give a comprehensive set of rules for creating DDs; the GM must be guided by his common sense. It is perfectly all right to let the players specify and acquire drugs they want for their characters, but don't let them get hold of super drugs that will upset play balance. (And let them pay dearly for what they desire.) The following two paragraphs contains some general guide-lines to be used at the GM's discretion.

Making it: The metabolism analysis should take a couple of days. Then the designer must spend another few days doing computer analyses of the design to enable it to become optimal. After that, the production facilities must be arranged, which takes some days. The designer usually utilizes genetically manipulated bacteria or fungi to produce the proper biochemical compounds. Production will take perhaps one day per ten doses ordered.

Paying for it: The cost of the drug should be divided into design cost, which is a one-time expense, and production cost, which is a fixed amount per drug dose. The design cost is very stiff, starting at \$5,000 for a simple DD and having no upper limit. Production usually costs between \$100 and \$1,000 per dose.

6.4 VEHICLES OF THE CHURCHILL ERA

The period popularly called the Churchill era, 1939-56, has become surrounded by many romantic legends. The horrors of World War Two are simply so far away that people in the 21st century can only dream about those simpler days, when choices were clear and real heroes existed.

6.0

53

6.6 SPECIFIC SUBCULTURES

In the 20th century there were several subcultures that were multinational, even though there was not a shred of organization. Hippies, for example, looked and behaved more or less the same all over the world. This is still not uncommon in Europe where you may find followers of the following unorganized subcultures.

FLOWERS

Flowers are the heirs of the hippies of the 20th century. When the society became harsher and the power of the Megacorps grew in the early decades of the century, many people sought an alternative life style and fled the cities in favour of the rural areas. They sought a simple and tranquil life, growing their own food, and building a better society. Unfortunately, they failed. Farming without technology became almost impossible as the climate got worse, and most of the idealists were not made for a farmer's life. There was also the problem of the roving marauders.

The Flowers are the remnants of this movement. They live in the countryside, but as close as possible to cities. They like to regard themselves as self-supporting with "naturally grown" food-stuffs, but their attempts at farming are pitiful. Flower communes are found mostly in the warmer, southern parts of Europe, where it is easier to survive the hardships of weather.

A Flower will be recognized by his or her colorful and voluminous clothing and long and often braided hair. In order to support themselves they sell "natural" drugs and prostitute themselves. They visit cities in groups for mutual protection. If attacked there the Flowers will most likely flee, but they will fight, and fight well, in order to protect their homes. They are strongly opposed to the Megacorps for ideological reasons.

CREOS

The SCA (Society for Creative Anachronism) started out in the 1960s as an American society for the re-creation of the middle-ages. Its members studied and practiced medieval fighting, poetry, handicraft, etc. During the 1980s the society spread to Europe where it flourished in the Germanic areas. The members received the nickname "Creos."

Many Creos left the cities and tried to live a nice, peaceful, "medieval" life in the countryside, but they soon failed. Today there are only a few Creos groups left. They have turned criminal and have become marauders. Creos gangs operate in rural

In 2090 it is very fashionable among the EC elite to own replicas of vehicles from that time. A playboy or a corps exec can arrive at a meeting in a vintage Bentley and travel to his country house in a Spitfire or F-84 Thunderjet. The replicas only have the outward appearance of the originals. Their insides, including electronics, engines and occasionally also weaponry, are crammed with the most advanced gadgetry possible.

6.5 GANGS AND SUBCULTURES

It is wrong to assume that gangs function the same way in Europe as in the US. Large, wide-spread and well-organized gangs or gang alliances, like Hell's Angels, never developed here during the 20th century and they are still very rare in the 21st. The colorful groups, each with its own uniform, creed and attitude towards the world, are absent.

Instead the European gangs are usually based on ethnic identity and either focused on a common economic/criminal interest (e.g., drug running or prostitution) and held together by a strong individual, or locale. The ethnic diversity of Europe has prevented EC-wide gang alliances.

Gang members dress similarly regardless which group they belong to—usually fashionable denim jeans and leather or camouflage jackets—and utilize the same weapons, ranging from billy clubs and knuckle-dusters to pistols. Since identity is easily established through language and cultural mores, it is not necessary to distinguish oneself further. Soccer hooligans use long scarfs in the colors of their team as recognition badges. However, since these also will identify the hooligans' true nature for the police forces, the scarfs tend to disappear into the jackets whenever trouble is imminent.

European sprawligangs are less noticeable and, outside the born-to-lose areas, less common than American ones, but they should not be underestimated. They are equally lethal and detested for what they do to each other and innocent bystanders.

zones in western and northern Europe. They often assault land-bound transports and have raided isolated corporate installations.

Creos still excel at medieval fighting and are often armed with "period" weapons, such as swords and crossbows, though these are usually made of modern materials. They also use modern weapons, since they are necessary to survive, but they do not approve of cyberware. Creos are good at fighting in rural environments, but are not used to urban combat.

CYBERPUNKS

The disorganized cyberpunk subculture is found in many European cities. The cyberpunks desire to get as many cyberware implants as possible. Since that leads to mental instability, they are generally shunned by others. A cyberpunk will engage in almost any activity in order to get more cyberware.

Cyberpunks in any area will band together and accept any newcomer into their group, regardless of nationality, race or sex, as long as he does not hinder their operations. They often frequent special bars which are locally known as places for "Cybe-punk action." Such places are usually located in urban or born-to-lose areas, often close to city centers. Cyberpunk hang-outs are dangerous for outsiders, specially late at night when the drugs start hitting.

BOEZERS

Some claim that the Boezers, or, more correctly, the Berserker Punks, are a Cyberpunk sub-group that lost interest in cyberware and focused their interest on drugs instead.

The Boezers are feared and despised by literally everyone in Europe. Their appetite for mindless violence is only equalled by their mental instability. A Boezer might, once upon a time, have been rational, but that was long ago.

They spend their time getting hold of drugs and enjoying their effects, using mainly uppers with the heaviest possible effects. They dress to radiate fear and violence and use simple, inexpensive weapons such as bottles, stones and steel-pipes. A Boezer is proud of his capacity for violence and is surprisingly fit, taking his drug use into account.

Since the Boezers are usually more or less drugged, they are very hard to deal with. Use the simplest possible arguments, like: "You help me, you get drug, yes?"

Boezers live in the born-to-lose areas. Their squats are easily found, no one else lives within a miles! They like to roam wealthy areas, especially the inner cities, and often come into conflict with police and security guards. Boezer gangs will fight each other on occasion, but they will often join forces against perceived common enemies (e.g., everybody else).

RELIGIOUS CULTS

We flew over the Ruhr—nice if you like arid landscapes. Saw some domes and tried to get a closer look and a bunch of people wearing robes ran out and began to fall to their knees and pray. We quickly flew away, not because of the praying but rather because of the efficient-looking anti-aircraft gun they were manning and, you know, they had something that looked like a SAM launcher.

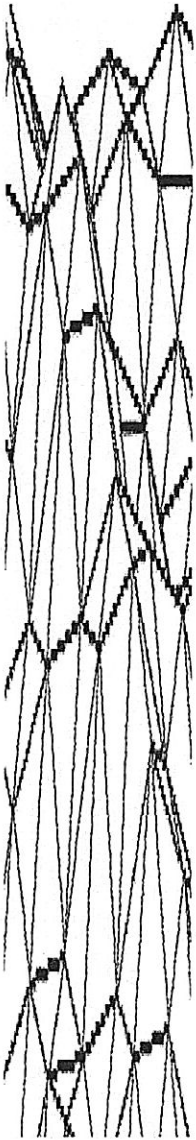
Strange religious cults are an ever-present phenomenon in America and Europe that actually date back to the 1950s. On the surface they are very different from one another, which is reflected by their beliefs, dress, behavior, and organization. However, they have much in common. Their basic structures and the way they function within society are strikingly similar. All adhere to the majority of the following general characteristics

6.0



55

C Y B E R E U R O P E



(derived from the book *Prison or Paradise: The New Religious Cults* by James and Marcia Rudin).

1. Members swear total allegiance to an all-powerful leader whom they believe to be some kind of Messiah or prophet. The leader determines the rules for daily life and proclaims doctrines or "Truths." However, the leader and his or her "inner circle" are generally exempt from such rules or prohibitions. These "Truths" cannot be questioned and the leader's word is the absolute and final authority.
2. Rational thought is discouraged or forbidden. Emphasis is placed on intuition or emotional experience. "True knowledge" is only to be found within the cult. Doubt is considered to be a fault of the doubting individual.
3. Recruitment techniques are deceptive and the potential cultist is not informed of the true nature of what he is getting into. The true identity of the cult and the nature of its doctrines are only gradually disclosed to lessen the risk of "losing" the novice before he or she has been thoroughly indoctrinated.
4. The cultist is weakened psychologically and made to believe that the solution of his or her problems can only be found within the cult. The capabilities and intentions of persons and institutions outside the cult are strongly discredited. It is important to make the cultist totally dependent and submissive to the cult. By keeping the cultist very busy, he or she does not have time to reflect on the mental problems caused by the cult and may feel okay, despite being in psychological turmoil. This poses a great threat to the cultist's mental and physical health.
5. The cult leader expertly manipulates feelings of guilt among the individual cultist and uses emotional blackmail to acquire a desired behavior.

6. The cultists are cut off from the outside world and their past lives. Information about the world is limited and filtered to present the views that the cult

leaders find proper, usually depicting it as an evil and doomed place.

7. The cult leaders make every career and life decision for the cultists, including very personal ones, such as marriage partners and vocational training. Family bonds are subordinated to the cult's needs.
8. The cult may talk about improving society, but its activities are channeled into promoting the well-being of the cult and especially the cult leaders.
9. Cult followers work long hours with little monetary or material rewards. The common cultist may live under very Spartan conditions, while the leaders live comfortably. By weakening the cultists by hard work, little sleep, and malnutrition, their ability for rational and independent thought is significantly reduced.
10. Most cultist believe that the world is coming to an end and that they belong to an "elect" group that will survive. They serve the Right Cause and everyone not belonging to them serve the Wrong Cause. This leads to a paranoid view on the surrounding world, causing seemingly irrational reactions from cultists to the actions of outsiders. Anyone leaving the cult is considered a traitor and an enemy.
11. The cult preaches that the ends justify the means and that any means required to achieve the goals of the cult are thus justified. However, within the cult the members must be truthful towards each other and their leaders. No such rules apply to the leaders.
12. The cult is shrouded in an aura of secrecy and mystery. New members are kept in the dark and are promised more knowledge as they become more involved. In some cults the leaders are rarely seen by the common cultist. Instead the leader communicates his or her messages through intermediaries or electronic media.
13. Violence is often seen as a justifiable method of defending the cult from its perceived enemies and to maintain order within the cult.
14. Common cultists that become a liability to the cult, for instance through illness, are abandoned. Such an action is justified by claiming that the cultist had "succumbed to the forces of evil." Cultists that become a threat to the cult, for instance through defection, may be kidnapped, incarcerated or murdered to protect the cult from possibly damaging revelations of its secrets.

WORLD COMP

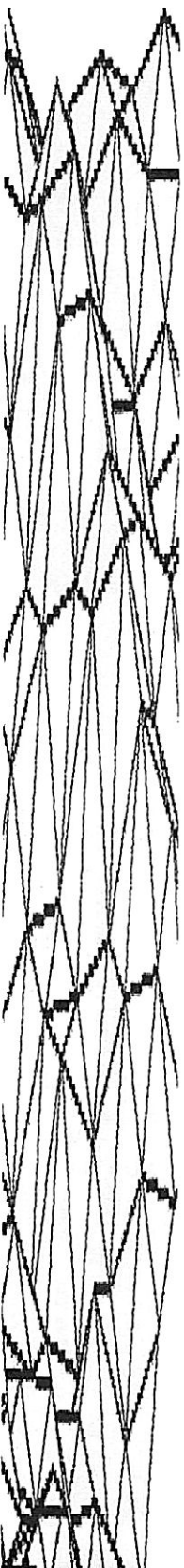
LEAGUE OF NATIONS II OBSERVERS
KILLED DURING ATHENS, GA SOAP
RIOT

CLONE OF DAN QUAYLE GOES
BERSERK AT DC PUTT-PUTT
COURSE. 12 INJURED



7.0 THE CORPORATE WORLD OF 2090

Since the late 20th century, the original multinational companies have become truly international Megacorps. The evolution was gradual. Slowly the corporations amassed resources that made them more powerful than most states. Their production, R&D, and marketing have been spread all over the globe and sometimes even to other worlds.



The Megacorps can move their offices, manufacturing, and financing to wherever it suits them best, thereby gaining independence from any national government. These developments were especially noticeable in Europe, since the European multinationals were considerably smaller than their American counterparts in the late 20th century.

7.1 MEGACORPS

Why, then, did the Megacorps evolve? The severe crisis in world economy at the turn of the millennium led to a decline in production and a large increase in bankruptcies. A few wealthy corporations, mainly big banks and some successful multinationals, purchased their competitors and gained almost monopolistic power over a whole range of industries, from raw material production to consumer outlets (vertical and horizontal integration). For instance, a car-maker would buy mines, steel-mills, shipping and other facilities that would ensure a complete control of the production process from blasting ore out of a mountain to the sale of the car to the consumer.

Also, during the economic crisis, only the richest companies kept their research and development departments going. They were careful to purchase important technologies owned or developed by other companies. The would-be Megacorps also incorporated most major universities and colleges into their organizations by "giving financial help" to the almost bankrupt seats of learning.

So, some decades into the 21st century, the world economy was dominated by the Megacorps. Other companies that were not directly owned were usually sub-contracted and totally dependent on their Megacorp patrons for existence.

WHO OWNS THE MEGACORPS?

In Europe some Megacorps are held by powerful families, called patricians, e.g., Benetti in Italy and Schneider in Germany. Such a family has owned its corporation for a long time, and the ownership is now wide-spread within the family through distribution of inheritances over a long time. Most share-holders belong to the "idle rich" class and are found all around the world at luxurious resorts, often in the company of simstars and their likes.

The patrician-owned Megacorp is run by a professional board, which is as efficient and ruthless as the leadership of any other company. The patrician family rarely uses its power. There has, however, been a few power struggles during the last decades, when different factions within a family have competed for control. Some of these fights has been truly ugly, involving assassinations, faked testaments and other crimes.

The most violent patrician quarrel was between the Schmidt and Benz branches of the Benz family

(owners of BMW, producers of up-market personal transportation). This struggle involved a secession by approximately half of the Megacorp from the then ruling Benz branch to the Schmidt branch. Open warfare ensued with sabotage, assassinations and, outside Europe, pitched battles between the security forces of the two parties. The Megacorp destroyed itself financially through the struggle and was eventually bought by Volkswagen.

European legislation made it impossible for the multinationals to buy their own shares in the 20th century. (Such purchases were and still are possible for American corporations.) The situation has remained the same through a joint decision by the Megacorps of European origin, even though all government control is long gone from the financial sector. In the declaration of 2029 on "the future workings of the financial markets," almost all the European Megacorps declared that:

- All trading in shares, bonds and securities in Europe shall be run by a central computer in Heidelberg, and shall be governed by a board of directors elected by the companies that have signed this declaration.
- No company may own its own shares.
- The minimum bid on the exchange is \$500,000. (This rule effectively excludes the ordinary people from participating. The exchange is only for corporate investors or representatives of private investment companies.)

Today all the European Megacorps are noted on the Stock Exchange, even though patrician families may have a controlling interest in some companies. The Megacorps own shares in each other, mostly through the company banks. (Most Megacorps include at least a couple of banks and insurance companies.)

An analysis of the ownership of the European Megacorps would look like a Chinese box: structures within structures within structures. A person with enough financial knowledge can recognize a certain kind of structure—the "sphere of interest" in which a group of Megacorps owns sizeable shares in each other. Such Megacorps have usually some common interests without being competitors, like for instance Arianespace and Euromotor.

The owners of the Megacorps do not involve themselves with the day-to-day running of the corporation. Sometimes they do not even bother with the more strategical decisions. But occasionally, the owners band together for some reason, and several hundred executives are replaced overnight and the face of world economy is changed, a little bit at least.

The general public does not know the identities of a Megacorp's owners, except for the few openly controlled by patrician families. The initiated know which Megacorps form "spheres of interest" and

own shares in each other, but even the most knowledgeable individuals do not know everything.

Some owner groups are completely anonymous. If accessible at all through the Net, they are guarded by lethal black ICE. Netrunners that have survived failed intrusion attempts have spread rumors that their targets turned out to be AIs instead of databases. If this is true, a large part of the world economy would be run by AIs.

The Megacorps are run by professional executives, a cold, efficient, intelligent and, when necessary, ruthless elite. They are often hand-picked at an early age, and extensively trained in almost everything associated with Megacorp activities. Through continuous competition and power struggles, the chosen few evolve and reach the top.

A CEO is intelligent and charismatic far beyond ordinary people and speaks many languages fluently. His power far surpasses any power held by any person in the 20th century. He controls vast financial and military resources and has virtually no legal restraints.

7.2 BANKS AND FINANCIAL INSTITUTIONS

Banks as they were in the 20th century do not exist anymore. Instead, they function as the financial departments of the Megacorps that own them. The employees of a Megacorp save in and borrow from the company bank. Interest rates get more favorable the longer you have been employed and the higher position you have. Insurance is also taken care of inside the Megacorp. The people employed by a sub-contractor or an affiliate company to a Megacorp also uses the Megacorp's financial institutions, but on slightly worse terms. The military has the same kind of arrangement through the Military Financial Institutes. Non-military federal employees use the *Banque d'Europe*.

For persons completely outside the Megacorps, the military and the EC bureaucracy, there is no possibility to get insurance, loans or accounts from official financial institutions. Money lenders, of course, are everywhere, just as they have been for the last three millennia. The wealthy can use any of a number of private investment companies. Incidentally, the clients of such are mostly executives of the Megacorps who want to safeguard their wealth, just in case...

7.3 SMALL BUSINESS

It is not easy to be a small businessman. The only parts of the world economy not dominated by the Megacorps are those that are either too small or too unprofitable. You will find independent entrepreneurs in stores in unattractive areas, small restaurants, used vehicle trading, scrap metal dealing and similar businesses. The high unemployment rate has generated a large number of self-employed people doing all kinds of odd jobs, such as window cleaning, street peddling, and handling toxic wastes, and somehow getting enough money to survive.

7.4 EUROPEAN-BASED MEGACORPS

The following pages detail the goings-on of several important European Megacorps.

WORLD COMP

TV TALKSHOW HOST STONED TO DEATH BY STUDIO AUDIENCE AFTER REVEALING SUBJECT FOR NEXT WEEK'S SHOW: NECROPHILIAC HERMAPHRODITE COUPLES WHO'VE QUIT SMOKING CLOVE CIGARETTES AT THEIR INLAWS'

MIDGET GUERILLA GUNMEN, TOTING GARLIC BRAIDS AND RPGs, CONTINUE TO PLAGUE MANILA DICTATOR

7.0

59

ARIANESPACE

STRUCTURE SUMMARY

Primary Operations: Aerospace vehicles, satellites (manufacturing and leasing)

Worth (Assets): 350 billion

Total Employees: 190,000

Main HQ: Paris

Principal Branches: Paris, Lyon, London, Copenhagen, Rostock, Warsaw, Prague, Budapest, Moscow, Kiev, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki.

Chief Executive: Germaine Duchamps

Major Stockholder(s): Euromotor 22%, EC Military 18%, DFE-related companies 13%.

Owned Corporations of Note: Swedish Combitech, Fokker

CYBERSPACE DATA

Net Icon: A satellite circling a rocket flame

Defenses:

- ComSat intrusion: Bouncer (Rtg 11/+52)
- HQ Mainframe intrusion: Data Screen (Rtg 30/+80), Shocker (Rtg 100/+115), Mindwiper (Rtg 150/+135)
- Highest Security Database intrusion: Alert (Rtg 100/+115), Scrambler (Rtg 200/+160)

CORPORATE HISTORY

In the late 20th century, the major west-European powers formed the European Space Agency (ESA) to run the European space-program. The purpose was not to rival the US and the USSR but rather to keep European space research at a satisfactory level.

At the turn of the century, ESA turned private due to governmental lack of funds and a policy that research was best carried out by private enterprise. It took the name Arianespace from its flagship, the successful Ariane rocket series. In the 2020s the EC military bought a large share in order to secure some control over the technical development of space craft, something of vital interest to the EC space force.

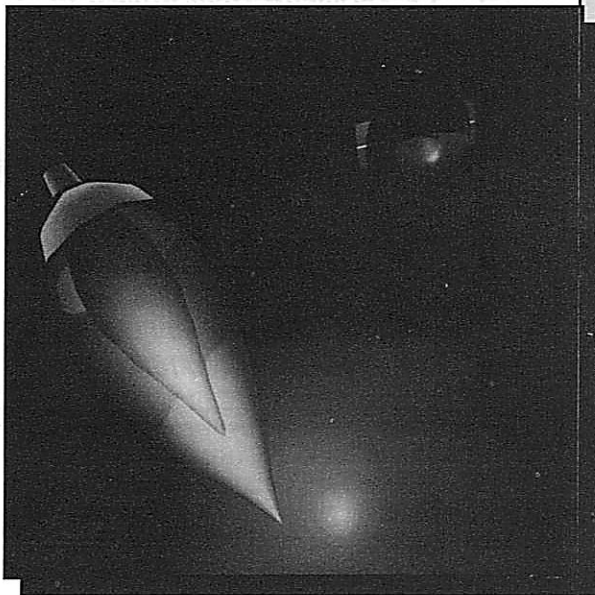
Arianespace has become a Megacorp in its own right, being one of the world leaders in manufacturing space and air craft. Its outspoken aim is to "conquer, populate and control space through technological excellence." Arianespace has always been one of the most research-intensive Megacorps, especially under the leadership of Ms Duchamps. She is a brilliant scientist and has a seat in the very respected European Academy of the Sciences.

There have been rumors of clandestine operations by Arianespace against the other space-oriented Megacorps. No one knows whether these are true, but unemployed mercenaries often knock on Arianespace's door. There are also close contacts between the *Légion d'Espace* and Arianespace.

Arianespace not only manufactures and launches satellites, it also services them, handles their information-gathering and delivers their output to the clients. The large Megacorps or nations run such operations themselves, but Arianespace handles lots business for smaller countries and corporations, secure in its reputation for integrity. It is said, though, that Arianespace uses leased satellites for its own intelligence as well as their clients'. Another rumor is that Arianespace has some kind of clandestine access to the satellites it has made and sold, thus gaining extra intelligence for free, but this is probably not true.

Arianespace's main research center is at Dijon close to the French Alps. Launches are from the Jules Verne *Centre d'Espace* on Corsica or from Kourou in French Guiana.

"Go space, young man," the old ones say. Things look bright for Arianespace, since space travel will hardly decrease. The conflict on Mars will definitely increase the demand for space vehicles. Arianespace has a high ambition: nothing less than an empire in space.



STRUCTURE SUMMARY

Primary Operations: Biochemistry. Medicine (cybernetic implants, pharmaceuticals, etc). Some biology-oriented software.

Worth (Assets): \$330 billion

Total Employees: 195,000

Main HQ: Brügge (Belgium)

Principal Branches: Paris, Lyon, London, Copenhagen, Rostock, Warsaw, Prague, Budapest, Moscow, Kiev, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki.

Chief Executive: Armand van Maas

Major Stockholder(s): Syzestemics related companies 9%.

Owned Corporations of Note: Hoechst, Agfa-Gevaert

CYBERSPACE DATA

Net Icon: A pill, seen as a white circular object with a slight depression in the middle. On each half can be read "A" in bas-relief.

Defenses:

- ComSat intrusion: Data Screen (Rtg 10/+50), Security Code (Rtg 15/+60)
- HQ Mainframe intrusion: Security Code (Rtg 50/+90), Scrambler (Rtg 90/+110), Mindwiper (Rtg 200/+160)
- Highest Security Database intrusion: Alert (Rtg 80/+105), Scrambler (Rtg 90/+110), Mindwiper (Rtg 250/+185)

CORPORATE HISTORY

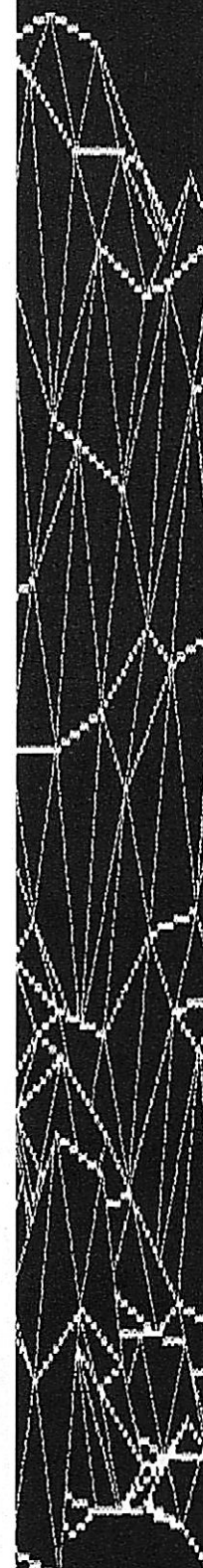
Astribas is mainly oriented towards pharmaceuticals. Its cybernetic products are only spin-offs from this. Astribas has chosen a different strategy from its chief competitor, Mikura Biolabs, which has focused on cyberware. The philosophy is not to extend the functions of the body through different kind of implants, but instead to control the processes of the body itself.

Astribas' subsidiaries have found cures for asthma, HIV, ulcers, arteriosclerosis and many forms of cancer. These drugs have long since been copied by other corporations, but Astribas is still pushing the frontier, questing for knowledge of the processes that make man age.

Dr Armand van Maas, once almost certain to be a Nobel laureate, was discredited as a physician when it was revealed out that he had carried out cruel experiments on living humans in Uganda. Dr Maas then choose a new career and, through sheer brilliance, became the CEO of Astribas. The Megacorp has now turned its substantial research resources to understanding and combating the processes that make the human body grow old.

In 2090, the "fountain of youth" drugs are still decades away. Astribas makes good profits on their dependable cancer cures, cyber implants and neural interfaces. It performs some research projects together with Syzestemics, which are mutually profitable, but their future is doubtful due to the paranoia of Syzestemics' Alexander II. He has threatened to sever all links to other companies.

The future of Astribas is not all together bright, mainly because many of its products are old and copied by others. Another reason for concern is Dr Maas's "fountain of youth" project, which costs vast amounts of money with no short-term profit.



STRUCTURE SUMMARY

Primary Operations: Computer hardware and systems software and peripheral products. Subsidiary Tutti makes consumer electronics of all kinds (refrigerators, hi-fi systems, etc)

Worth (Assets): \$400 billion

Total Employees: 385,000

Main HQ: Strasbourg

Principal Branches: Paris, Lyon, London, Copenhagen, Rostock, Warsaw, Prague, Budapest, Moscow, Kiev, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki.

Chief Executive: Roland zu Hohenzollern

Major Stockholder(s): Mikura Biolabs 18%
Banque d'Europe 6%.

Owned Corporations of Note: Siemens, Bull, Philips, Electrolux, Tutti

CYBERSPACE DATA

Net Icon: Very simple, just the Binary codes for D and F.

Defenses:

- ComSat intrusion: Bouncer (Rtg 6/+30), Data Screen (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Freeze (Rtg 100/+115)
- Highest Security Database intrusion: Alert (Rtg 45/+88), Bouncer (Rtg 50/+90), Mindwiper (Rtg 100/+115)

CORPORATE HISTORY

DFE stands for Deutsche-Français Electronique. This impossible name is today shortened to DFE.

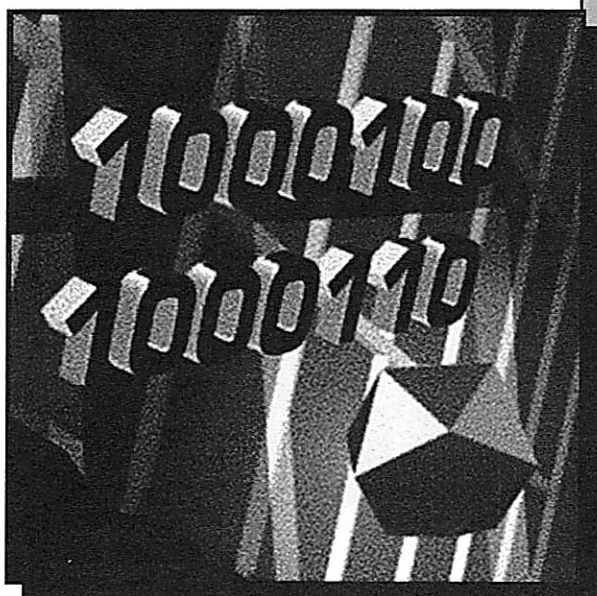
In the 20th century, Europe was behind both the US and Japan in computer hardware and software. A pooling of resources, in part through the EC sponsored Eureka project, led to the formation on DFE. Its first goal was to become one of the top two suppliers of computer hardware. It succeeded in the middle of the 21st century. Its software quality, however, is still somewhat behind Syzestemics and Serendipity, although it has some good products.

The cash-cow of DFE is the consumer electronics manufacturer Tutti, which supplies household appliances to almost every wealthy home in Europe and overseas. Overtures has been made between FFood and Tutti in order to form a corporation wholly oriented towards the consumer market and thereby gain world dominance in that area. Negotiations are going on, and most analysts believe that some kind of merger will take place before 2095.

Mr. zu Hohenzollern, head of the ancient Hohenzollern patrician family (once the line of the kings of Prussia and the emperors of Germany), has been hand-picked from the EC bureaucracy to take care of DFE's increasing problems. His mission is to keep the corporation together and make it show a profit. Strong conflicts exist between the highly profitable Tutti and the computer subsidiaries Bull and Siemens.

Within the computer branch, the hardware execs at Bull want the resources that the software people at Siemens are said to be "squandering," whereas the Siemens execs demand more resources to be able to compete successfully with Syzestemics and Serendipity. Rumor has it that Mr. zu Hohenzollern is trying to sell Siemens to Serendipity. That would meet with heavy protests from Mikura Biolabs, which owns the largest single portion of shares in DFE.

If DFE can handle their internal conflicts the future looks bright. It has very good reputation as a hardware supplier and Tutti will continue its success, alone or together with FFood.



STRUCTURE SUMMARY

Primary Operations: Communications, Power generation and transmission

Worth (Assets): \$900 billion

Total Employees: 560,000

Main HQ: Heidelberg

Principal Branches: Paris, Lyon, London, Copenhagen, Rostock, Warsaw, Prague, Budapest, Moscow, Kiev, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki, Rome, Bombay, Auckland, New York, San Francisco, Los Angeles, Boston, Chicago, Brasilia etc.

Chief Executive: Anders Ludvigsen

Major Stockholder(s): Banque d'Europe 11%

Owned Brand Names: Ericsson, ASEA, BrownBoveri

Owned Corporations of Note: Uran-Merkurius

CYBERSPACE DATA

Net Icon: An hydrogen atom surrounded by lightning bolts, which if necessary attack intruders.

Defenses:

- ComSat intrusion: Bouncer (Rtg 10/+50), Data Screen (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Mindwiper (Rtg 100/+115)
- Highest Security Database intrusion: Alert (Rtg 50/+90), Bouncer (Rtg 50/+90), Mindwiper (Rtg 100/+115)

CORPORATE HISTORY

When the going got tough for most companies in the early decades of the 21st century, the hi-tech multinationals Ericsson and Asea Brown Boveri merged to become large enough to take on the future. That was a successful move and EABB is now one of the worlds largest and most well-run Megacorps. It operates mainly in the communications and power fields. It has created and now also runs and maintains a large part of the Net, and owns a major part of other international communications, too.

EABB fission reactors generate a large part of the energy of the industrialized world. The most well known model is the Minette reactor, large enough to supply a suburb or an factory complex with heat and electricity. A customer chooses between purchasing a reactor or signing a long-term contract for the guaranteed delivery of a certain amount of energy.

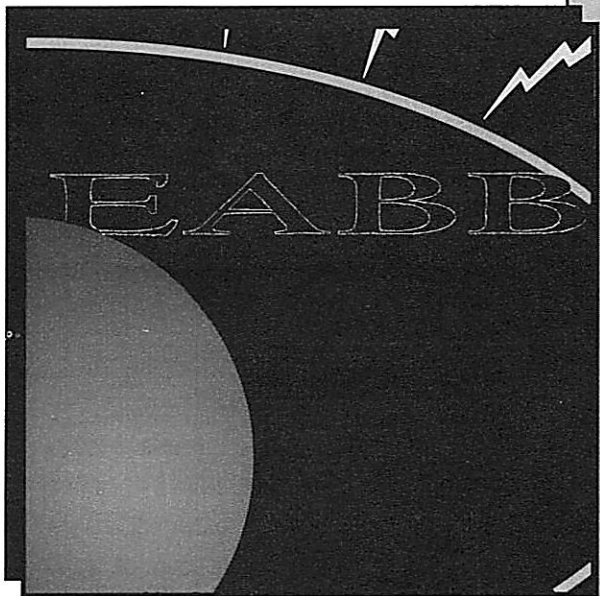
EABB thus has operations in almost every country. This is perhaps one of the reasons why EABB has fairly non-violent policies towards foreign governments, preferring bribes and persuasion to outright violence. Because of this, it is one of the most popular Megacorps in the poorer parts of the world.

Anders Ludvigsen, of Danish origin, rules a well functioning and profitable Megacorp. Since EABB supplies several other Megacorps with energy, Mr Ludvigsen and his predecessors have followed a strict policy of neutrality and non-involvement in the power struggles between all other Megacorps.

EABB's use of fission technology has made it one of the prime targets of the Ecotopians, who seem to be fond of sabotaging power transmission lines. EABB guarantees energy deliveries, so these sabotage efforts are both costly and bad for the corporate image. Despite EABB's neutrality, the Megacorp is by no means soft. Mr Ludvigsen has publicly stated that "all EABB installations will be defended at any cost" and the corporation has been very active in fighting the Ecotopians

EABB's main competitors are New Edison and Okira. Conflicts with those Megacorps are not unknown, especially in the third world.

The long-term problem for EABB is the shortage of uranium. Naturally, much money is spent on research for other sources of energy, but in the short run uranium and plutonium are vital to the Megacorp. EABB is purchasing as many uranium deposits as possible on Earth, and has signed contracts with space-traveling Megacorps, paying for shares in uranium deposits on other planets. So far, exploitable uranium ore has only been found on Mercury.



EUROMOTOR

STRUCTURE SUMMARY

Primary Operations: Manufacturing of vehicles: cars, trucks, hovercraft, helicopters, etc.

Worth (Assets): \$1,050 billion

Total Employees: 950,000

Main HQ: Berlin

Principal Branches: Paris, London, Copenhagen, Riga, Warsaw, Prague, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Stockholm, Helsinki.

Chief Executive: Ragvald Torshamre

Major Stockholder(s): Stock very widely distributed, FFood related companies own approx 7%, Banque d'Europe 6%.

Owned Brandnames: Audi, Fiat, Opel, Renault, Volvo, BMW, Mercedes-Benz, Volkswagen, and many others.

Owned Corporations of Note: 22% of Arianespace, 15% of DFE, 11% of FFood.

CYBERSPACE DATA

Net Icon: A continuously rotating symbol of infinity (∞) in all the colors of the rainbow

Defenses:

- ComSat intrusion: Data Screen (Rtg 10/+50), Alert (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 200/+160), Neural Scrambler (Rtg 250/+185), Heartkiller (Rtg 250/+185)
- Highest Security Database intrusion: Security Code (Rtg 200/+160), Alert (Rtg 250/+185), Mindwiper (Rtg 300/+210)

CORPORATE HISTORY

Euromotor, today one of the biggest Megacorps, is the product of several fusions and take-overs in the period up to 2061. In 2061 most European and many overseas vehicle manufacturers were owned by Volkswagen. It changed its name to Euromotor and declared that it was going to be world leader in transportation technology by 2100. That has already been achieved and, through a large holding in Arianespace, Euromotor are also expanding into space travel.

Euromotor is lead by Ragvald Torshamre, a charismatic man of Swedish origin. During his directorship, Euromotor has increased its turnover by 30%. When Mr Torshamre became President in 2081, he was 34 and the youngest acting president of a major Megacorp ever. He constantly works to increase Euromotor's power, which often means diversification into other fields of business which then leads to conflicts with other Megacorps.

In his office, Mr Torshamre has an ancient Greek mosaic of Alexander the Great, the Macedonian king. According to legend, the king wept only once, when there were no more countries for him to conquer. This very well symbolizes the ambitions of Euromotor.

Euromotor is a main target for the Ecotopians, who regard its vehicles as "unnecessary, energy-guzzling toys". In combating the Ecotopians, Euromotor has tried to cooperate with EABB. So far the collaboration has mainly benefited the Ecotopians, due to rivalry between the security organizations of the two companies.

Euromotor's continued success is partly based on cheap and available fuel. Much money is spent on research for new fuel sources. Rumor has it that Euromotor has tried to (or maybe managed to) acquire some very interesting data from EABB regarding a new "portable" fission power plant. If that is true, conflict may soon ensue between those two giants.

GV FILE: RAGVALD TORSHAMRE

APPEARANCE

Age: 42
Eyes: Blue
Hair: Brown
Build: Wiry and muscular
Height: 190 cm
Weight: 87
Sex: Male
Race: Caucasian
Origin: Sweden
Demeanor: Intellectual and aloof, but charismatic.
Dress: In fashion, but moderate coloring and style. Only highest possible quality.
True Attitude: Ambitious to the extreme. Use any means to achieve a goal. Coldly analytical.

STATISTICS

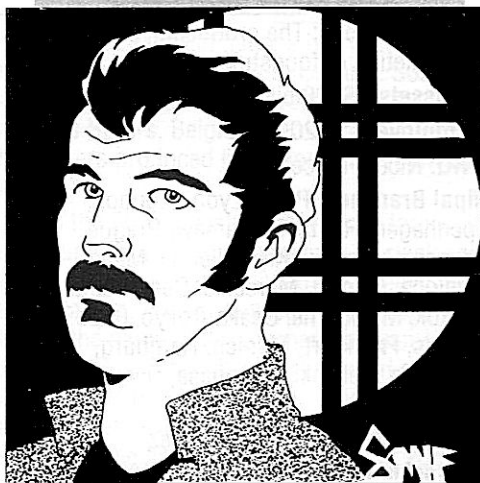
Co: 47/0; Ag: 67/0; SD: 100/+25; Me: 102/+35; Re: 102/+35; Ap: 71/0; St: 52/0; Qu: 64/0; Pr: 102/+35; In: 100/+25; Em: 50/0; CIRS:—

GENERAL DATA

Profession: Sleaze
Level: 20
Social Class: UCorp
Fire: —
Melee: Rapier 70
Missile: —
Hits: 72
AT(DB): NOA(0)
Skills: Administration 182, Exploit 182, Perception 156, Culture 128
Languages: Swedish D5, German D5, French D5, English D5, Japanese D5, Spanish D3, Russian D3

EQUIPMENT

Cyber Systems: None
Items: All that he could need
Assets: Immense
Cash: As much as necessary



BACKGROUND

Born in Stockholm as the son of a mid-level Volvo executive, Torshamre went to a corporate school and showed such promise that he was hand-picked for the "Volkswagen Lycée" college. His career has been unprecedented.

At age 34 he became the CEO of Euromotor and gained immense power. Torshamre soon made it clear that expansion was going to be the byword of Euromotor's future.

Euromotor is the largest manufacturer of motor vehicles in the world and works closely with Arianespace with respect to space travel. But Torshamre is more ambitious than that. His private vision is of a Europe ruled by himself, with governments, military, and other Megacorps as his obedient servants. It would be a mistake to assume that Torshamre is in any way mad. Rather he is the logical product of his time. Why be content with running a Megacorp, when you might as well rule a continent?

Torshamre is extremely intelligent and that, together with a certain charisma and a kind smile, makes many people look up to him as a benevolent father figure; a natural leader. But Torshamre has the essential commodity of a Megacorp CEO: ruthlessness.

He is very interested in European history and has sponsored several museums and archaeological excavations. You'll find priceless Greek statues and Roman mosaics in his office.

7.0

65

STRUCTURE SUMMARY

Primary Operations: The producing, processing and marketing of foodstuffs

Worth (Assets): \$700 billion

Total Employees: 1,200,000

Main HQ: Nice (France)

Principal Branches: Paris, Lyon, London, Copenhagen, Rostock, Warsaw, Prague, Budapest, Moscow, Kiev, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki, Mombasa, Dar es Salaam, Maputo.

Chief Executive: Wilhelm Fernandez

Major Stockholder(s): Euromotor 11%, Trans Orbital related companies 8%, Michelin 7%.

Owned Corporations of Note: Kenya Holdings, Mauritius Incorporated

CYBERSPACE DATA

Net Icon: A tricolor baguette (red, white and blue loaf of French bread). Attempts have been made to change the net icon, but so far traditionalists have held out.

Defenses:

- ComSat intrusion: Bouncer (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Bouncer (Rtg 50/+90), Shocker (Rtg 80/+105)
- Highest Security Database intrusion: Alert (Rtg 30/+80), Shocker (Rtg 60/+95), Mindwiper (Rtg 100/+115)

CORPORATE HISTORY

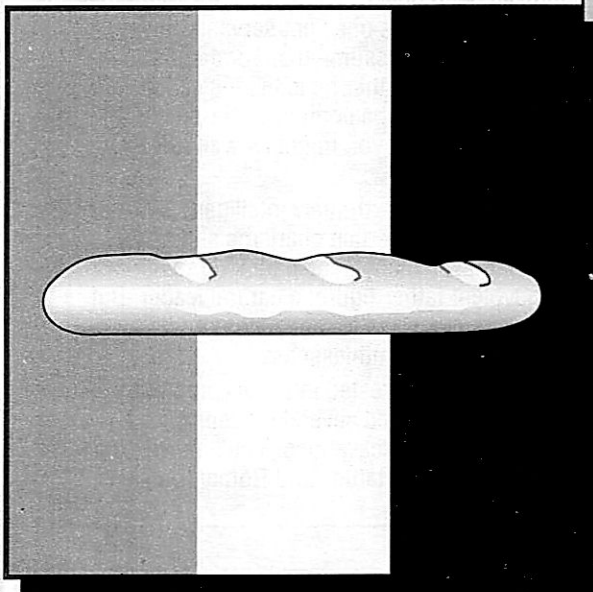
FFood, originally France Food, is, together with Kumar Nehru, the globe's largest producer of food. It started as a food producer with several well known brand names for frozen food, delicatessen, and tropical fruits. As the growing of foodstuffs became more and more difficult due to ecological problems, FFood took over vast farmlands in Europe and the Middle East in order to cultivate it with all available technology.

As the climate deteriorated, it became obvious to FFood that sea farming was its future. Since the waters around Europe are too cold and too polluted to be suitable, FFood has invested heavily in the countries on the east coast of Africa, where they keep enormous sea-bed farms.

Today, almost all FFood's products are sold in Japan, Europe, or America, but most of the cultivation and processing are in east Africa. This has made FFood very involved in local politics, and its mercenaries are among the most experienced. Since both Kumar Nehru and FFood have large parts of their operations in poor and badly policed parts of the world, both Megacorps occasionally indulge in various kinds of warfare.

FFood's chain of retail stores are called "To eat" in the appropriate local language. The words are superimposed over three broad lines of red, white and blue. Such stores are found in most cities, especially in Europe.

Wilhelm Fernandez is of German and Spanish descent and has been CEO of FFood for 22 years. He can look back upon a successful transition from land-based to sea-based farming. Mr Fernandez's main problems today are political and logistical. Enormous amounts of food have to be shipped from east Africa to Europe, America and Japan. This puts great demands on his transportation capacity as well as the ability to keep the local governments quiet.



HECKLER & KOCH

STRUCTURE SUMMARY

Primary Operations: Produces all kinds of personal weapons as well as combat-oriented cyber hardware.

Worth (Assets): \$300 billion

Total Employees: 270,000

Main HQ: Berlin

Principal Branches: Paris, London, Copenhagen, Rostock, Warsaw, Prague, Vienna, Milan, Barcelona, Madrid, Marseille, Delhi, Karachi, Bangkok, Melbourne, Osaka, Tokyo, Cape Town, Brussels, Frankfurt, Munich, Hamburg, Stockholm, Helsinki.

Chief Executive: Dr. Heinrich Müller.

Major Stockholder(s): EC military 20%, Euromotor-related companies 10%, Oskovska 7%.

Owned Corporations of Note: Bofors, Fabrique National (FN), FFV

CYBERSPACE DATA

Net Icon: An old-fashioned black cannon, (often aimed at intruders).

Defenses:

- ComSat intrusion: Bouncer (Rtg 10/+50), Alert (Rtg 14/+56)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Bouncer (Rtg 50/+90), Mindwiper (Rtg 150/+135)
- Highest Security Database intrusion: Alert (Rtg 30/+80), Scrambler (Rtg 80/+105), Heartkiller (Rtg 200/+160)

CORPORATE HISTORY

Almost all European nations had their own defense industries in the 20th century. Some of these made very advanced products (e.g., Sweden's Bofors, Belgium's Fabrique Nationale), while others produced little more than rifles and bullets.

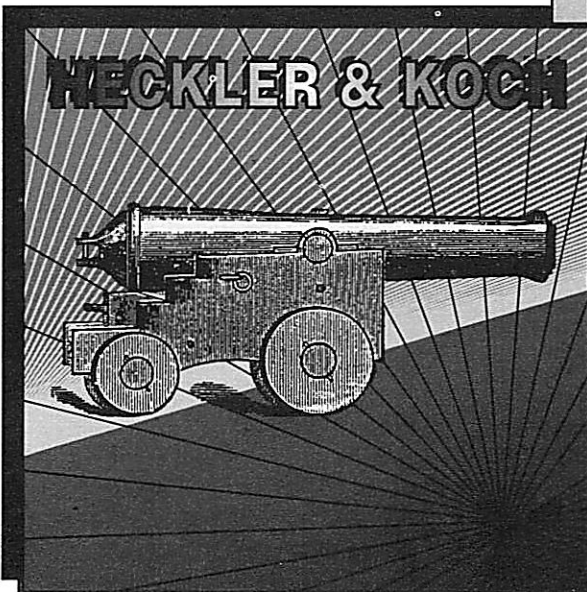
When the EC established its military forces, it was natural for these companies to work closely together. Eventually they united completely into one Megacorp. For various legal reasons, it retained the name of the German company Heckler & Koch. The EC leaders wanted some control of this new corporation; ultimately the main supplier of weapons to the EC military. They helped with the financing by purchasing 20% of the shares at well above market price. Due to what must have been very capable lobbying, these shares are not controlled by the Ministry of Finance, but by the Chiefs of Staff Committee.

The Heckler & Koch products are renowned for their quality, and sales are steadily increasing. Due to the influence of the EC military, some restraints are kept on sales to Arab countries. About 60% of the turnover comes from sales made within Europe. Heckler & Koch does not make airplanes, ships, spacecraft, or land vehicles, but has long-term agreements with such manufacturers.

Dr Müller is of an old German family, with military traditions running back to the Prussian wars in the 19th century. He started his career with the EC army and at the time he hand-picked by Heckler & Koch, he had risen to the rank of lieutenant-colonel. Dr Müller is on good terms with the EC military leaders and Heckler & Koch has, on occasion helped the military against other Megacorps. Dr. Müller has on several occasions, off the record of course, stated his contempt of Americans who he says are "spineless, ridiculous creatures without any sense of pride, history, or national consciousness."

About the only thing threatening the continued success of the worlds largest weapons manufacturer is a more peaceful future. Fat chance.

7.0



67

MICHELIN

STRUCTURE SUMMARY

Primary Operations: Restaurants

Worth (Assets): \$140 billion

Total Employees: 190,000

Main HQ: Paris

Principal Branches: Offices in, Lyon, London, Copenhagen, Budapest, Moscow, Vienna, Milan, Barcelona, Marseille, Melbourne, Tokyo, Cape Town, Berlin, Stockholm, Bombay, San Francisco, Boston. Restaurants in most cities.

Chief Executive: Anatole Laval

Major Stockholder(s): Privately held by the Laval family.

Owned Corporations of Note: Bertelsmann, Gavernier

CYBERSPACE DATA

Net Icon: The Michelin man, i.e., a friendly, chubby figure made out of rubber tires

Defenses:

- ComSat intrusion: Bouncer (Rtg 6/+30), Data Screen (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Bouncer (Rtg 20/+70)
- Highest Security Database intrusion: Alert (Rtg 45/+88), Bouncer (Rtg 50/+90), Mindwiper (Rtg 50/+90)



CORPORATE HISTORY

Michelin manufactured rubber tyres in the 20th century. As a publicity stunt, it published guidebooks, in which, among other things, restaurants were rated for quality. These books were a success and, when the tyre business was sold in the early 21st century, the future was clear: restaurants that could handle the steadily decreasing quality of food and the ensuing increased investments in kitchen hardware. The Laval family started buying restaurants and equipping them.

In a few years, the Michelin trademark stood for a meal worth your money and more. The chateaubriand had a five star taste, even if it was based on FFood kelp. Michelin kept the local traditions, realizing that in Europe food culture was important. You can visit a Michelin bierstube, tapas bar, brasserie, kro, or whatever belongs to the tradition of the country you are in. But, wherever you go, the friendly Michelin man will guarantee you an enjoyable meal.

The guide books are still published, though they are not as profitable as they used to be. No matter where you are in the world, you can probably find a local Michelin guide. On the back cover it is written in large friendly letters "Don't Picnic."

Michelin's main competitor is the restaurant chain owned by Nemo: it's Kelp Yourself. It is more fast-food oriented than Michelin, but still a worthy competitor.

The rumor that Michelin has used biological warfare against Nemo is hard to believe, but over the last year 142 persons have died from an unknown illness shortly after visiting Kelp Yourself restaurants in Europe.

Monsieur Laval is running a profitable Megacorp with few competitors. His largest problem is that average people are getting poorer and that means fewer people can afford to go to Michelin restaurants. He has tried to start a chain of fast food outlets, but so far Michelin has had no success in that market segment.

MIKOIAN ENTERPRISES

STRUCTURE SUMMARY

Primary Operations: Exploitation of natural resources, such as minerals and petroleum, and the riches of the oceans, like fish.

Worth (Assets): \$200 billion

Total Employees: 150,000

Main HQ: Reykjavik, Iceland

Principal Branches: London, New York, Berlin

Chief Executive: Peter Mikoian

Major Stockholder(s): Peter Mikoian 100%

Owned Corporations of Note: None

CYBERSPACE DATA

Net Icon: A golden trident

Defenses:

- ComSat intrusion: Bouncer (Rtg 6/+30), Data Screen (Rtg 10/+50)
- HQ Mainframe intrusion: Bouncer (Rtg 10/+50), Data Screen (Rtg 20/+70), Mindwiper (Rtg 100/+115)
- Highest Security Database intrusion: Alert (Rtg 45/+88), Heartkiller (Rtg 50/+90), Mindwiper (Rtg 100/+115)

CORPORATE HISTORY

Mikoian Enterprises was founded in 2033 by Peter Mikoian's wealthy grand-father and has grown into a small-size Megacorp. Today it is based in Reykjavik on Iceland and virtually owns the whole island. Most Icelanders work for Mikoian Enterprises in one way or another. Its current activities include fishing and food processing, deep-water mining in the north Atlantic, volcano research, and ship-building.

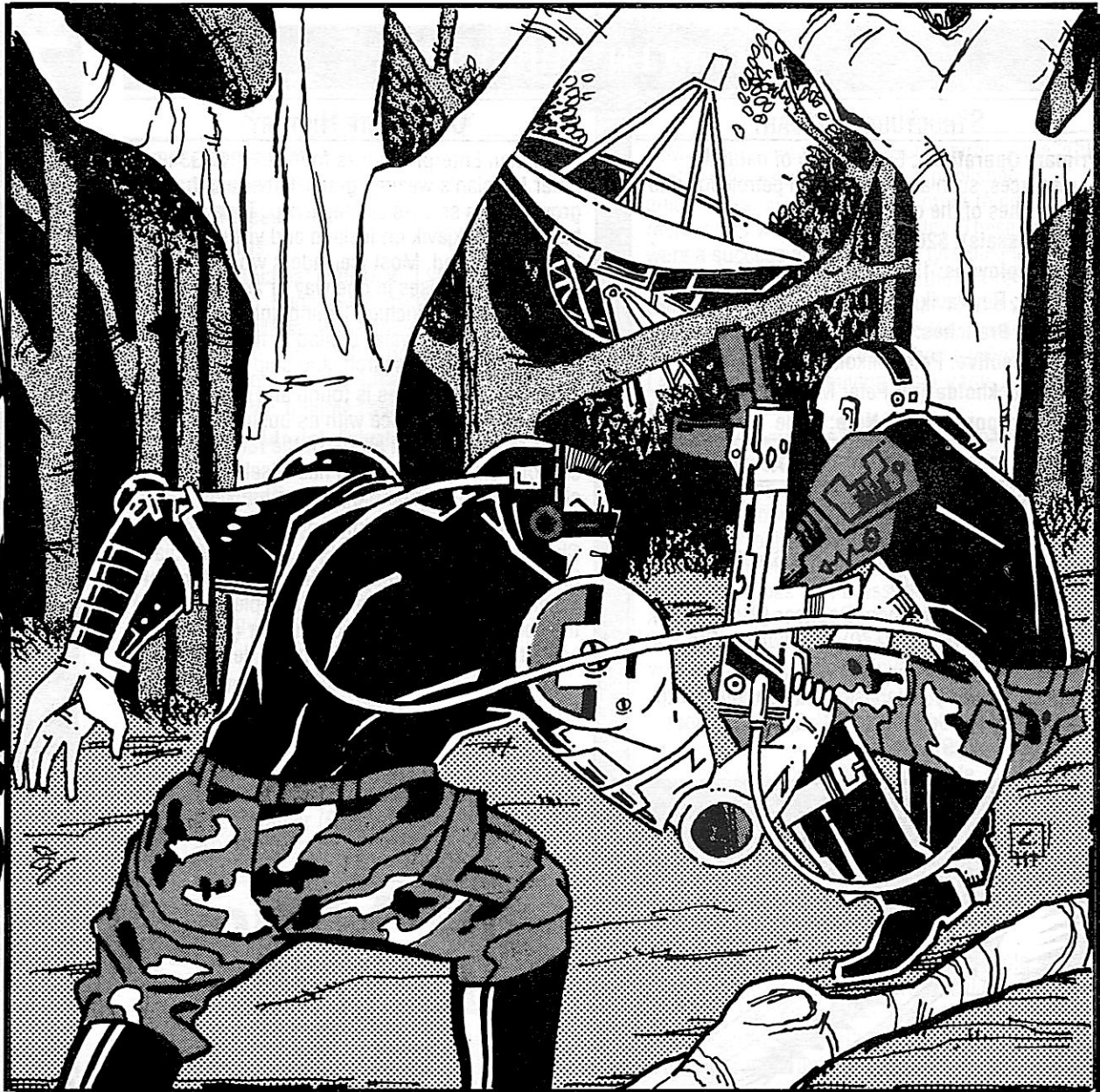
Mikoian Enterprises is tough and its leaders do not accept interference with its business. But Peter Mikoian is well aware of the relatively small size of his corporation and has wisely avoided clashing with anyone bigger than himself.

Due to the insidious influence of Frank Chubber, the leader of the Sun Church, Mikoian Enterprises has secretly become a front for that organization. Peter Mikoian is completely under the spell of the charismatic Chubber (see the adventure in section 11.0 for more details).

7.0



69



8.0 WARFARE IN THE 2090s



The basis for most tactical doctrine generated in the year 2090 is founded in the idea of the low intensity conflict. This concept is described in detail in the following sections.

8.1 THE LOW INTENSITY CONFLICT

Well, soldiers, it's war again. I just received word from corporate HQ in Atlanta that Euromotor has taken action against one of our facilities in Algeria, and there are unconfirmed reports of disturbances in Chad and Mali. Our orders call for a counter-strike in Norway. Briefing in the Ops room in five.

The military conflicts of the 20th century were predominantly conventional wars, fought in a rather orderly fashion between uniformed armies of countries. They ranged from global wars of massive destruction (e.g., World War Two) to limited campaigns fought for the control of certain geographical areas (e.g., the Falklands War in 1982, or the Arab-Israeli Six Day War in 1967). These conflicts required massive economic allocations and the mobilization of a significant portion of the population. If the war was too long, it would ruin its participants for a very long time. For instance, Great Britain was, in 1939, one of the richest and most powerful countries in the world. In 1945, despite emerging victorious from the struggle with Germany and Japan, her economy was in a shambles and she had to rely on help from the United States to get it going again.

During the 21st century, such conflicts gradually waned. They became too expensive to wage, especially considering the havoc wreaked on production facilities by high-precision long range weapons. Since the powers of national governments decreased, it was also impossible for them to mobilize the required economic and human resources for a high intensity war.

Instead another method of warfare, the Low Intensity Conflict (LIC), became the premium war-fighting method. Its theory was developed during the latter third of the 20th century. When the Megacorps started to arm themselves in the 21st century they realized that this was to be their way of fighting each other and recalcitrant governments that would not submit to their demands.

THE STRATEGY OF LIC

A conventional war is fought with the purpose of defeating the enemy's military units, crushing organized resistance, taking physical control over his territory by occupation and imposing your political will on him. To be able to achieve that, you must have some kind of territorial base that

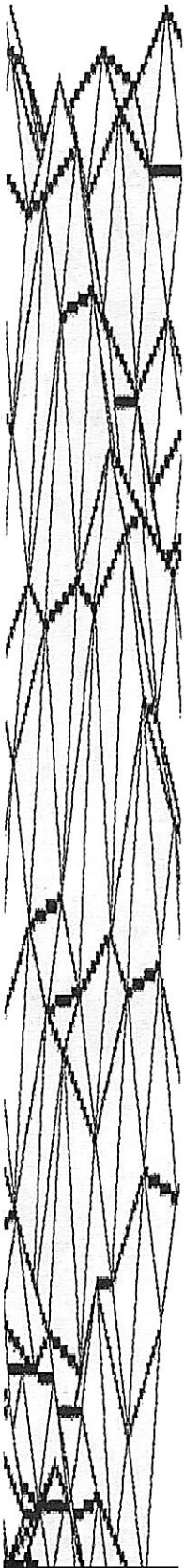


you completely control. There you can organize and equip your forces outside the effective reach of the enemy. Few Megacorps possess such territories, making conventional warfare nearly impossible for them.

Instead they organize small elite forces that are able to strike enemy resources and installations, causing destruction and confusion, exacting a heavy toll. Territorial control, however, is still the prerogative of the state.

The strategic aims of LICs are economic and psychological, as listed below:

- Destabilization of the opponent's political or corporate functions, making it difficult or impossible for him to perform vital operations in an efficient manner.
- Inflicting a loss of money, manpower, and other resources to the opponent.
- Undermining the opponent's credibility with other corporate and/or political entities.
- Undermining the faith of employees, citizens, and other clients in the opponent.
- Eliminating the opponent's belief that he can prevail in the conflict without suffering unacceptable political or economic losses, which also destroys his will to continue fighting.



If you succeed in achieving these goals, you have coerced your opponent into submitting to your will or you have caused a collapse that will give you the opportunity to move in and take control of whatever remains.

THE TACTICS OF LIC

The basic LIC tactical concept is to cause desirable damage to the target with minimal loss to the attackers. The methods have to be adjusted to fit the nature of the target (e.g., humans, stored information, production facilities, raw materials) and the desired effect (e.g., destruction, disruption, acquisition). An operation that's too destructive may be as undesirable as one that does not reach its minimum goal. For instance, if your operations cause too many deaths among innocent bystanders or indiscriminately destroy property, neutral corporations may take actions against you just to put an end to it.

A military commander has to assess seven factors when choosing suitable targets for his operations. These factors have to be related to the overall aims of his side in the conflict, so that he does not undertake ineffective or counter-productive operations. When comparing potential, the commander should answer a number of questions for each.

1) Criticality

How critical would the success of your operation be to the opponent? Will it seriously impair him in the future? A success may look spectacular, but in reality have a very small impact on the enemy's fighting capacity and will. On the other hand, a strike at a seemingly insignificant target may achieve results that are far beyond what most would believe. You need not necessarily devastate a whole factory if the destruction or removal of one critical part would achieve the same effect.

2) Accessibility

How easy is it to reach the target of the operation? What equipment and training is necessary? If there are many obstacles to overcome for your troops the chances of success decrease. If you do not know the exact nature of the route to the target, the strike team may run into an obstacle without having the equipment to overcome it.

3) Recognizability

How easy will it be for your troops to recognize the target in its surroundings? Mistakes are often made in the heat of combat, especially when the troops do not possess good knowledge of the target. If the wrong target is hit the operation will be useless and your own side may be damaged.

4) Vulnerability

How vulnerable is the target to the intended operation? What methods must be used to achieve the desired effects? There is no use in

attacking a target that your troops are unlikely to hurt in any significant way.

5) Recoverability

How fast will the enemy recover from your operation and how much will such a recovery cost him? It might be possible to replace a certain vital component, but it might take long time and cost a great deal. The enemy may be forced to make a deal with one of your secret allies to replace what you took from him.

6) Effect

What positive and negative effects will a success or failure of the operation have on your side? Will the operation improve the odds of achieving your final aims in the conflict? You must think about the long term. Do not let major short term advantages detract from the conflict's final goal.

7) Reaction

What reactions will the operation bring among hostile, neutral, and friendly actors, such as other corporations? Will they be positive, negative, or even hostile towards your side afterwards? It may be both dangerous and beneficial to make unattached actors enter the conflict, depending on whom they join.

INTELLIGENCE IN LIC

The military strike is the spectacular part of a LIC, but it does not stand alone. To successfully wage a LIC and stage efficient strikes, the commander must have access to high quality intelligence. He must know his foe well and be aware of all strengths and weaknesses. Knowing the enemy's military strength is not enough. You must also know his economic and political situation, since those factors are essential in estimating his fighting potential.

Intelligence is gathered in many ways. A lot of data is found in open sources, such as television news, newspaper and magazine articles, research papers and open data bases. Talking to the right people is also a good method. However, the hottest intelligence is secret. To get it you must use illegal methods, including bribery, black-mail, illegal entry, theft, and illegal computer penetration. The persons involved in such activities must be very skilled to know where to search, identify, and get away with the vital information.

When the raw data has been gathered it, must be properly analyzed by a competent specialist, who puzzles its pieces together to form a larger pattern. A lot of seemingly unconnected pieces of intelligence can often reveal more than you would at first expect. Vital information may be obtain by inference. For instance, the strength of a military unit may perhaps be deduced without having any direct information from that unit. Instead, data about equipment, training methods, supply consumption, infrastructure, and morale from

other sources may be put together to give a reasonably clear picture about that unit.

The analysis results are presented to the military commander who then makes the necessary decisions. Intelligence personnel never make operational military decisions, since they are not trained for that task. Their job is only to supply the military leaders with information.

8.2 THE SOLDIERS

There are no massive, drafted armies fighting in the wars of 2090. Common conscript soldiers couldn't acquire the skills necessary to be successful with the hi-tech tools of 21st century wars.

Instead the soldiers are dedicated professionals. They spend years learning the skills of their trade and equipping their bodies with cyberware. They usually operate in small teams, put together for the mission. Each team member supplies the group with his or her expertise. The combination of all their skills is necessary to achieve success.

There are standing voluntary military forces, fielded by states and Megacorps, which a person can join for terms of about five years. This type of employment gives the soldiers certain guarantees of salary, housing, medical care, and retirement, but it also deprives him of the freedom of choice. He must accept the missions he is assigned to, regardless of his own desires.

The mercenaries are another kind of soldier, selling short-term services for money. A mercenary usually has the freedom to choose his jobs, but he is also on his own. The loyalty of his employer only lasts during the operation and perhaps a while afterwards if medical care should prove necessary. The mercenary's most important possession is his reputation for competence and integrity. If he loses that, he'll quickly be out of work.

Some mercenaries have formed teams and only accept missions for the whole group; these are known as *Wolfrudel* (wolfpacks). Their members have trained hard to reach a level of cooperation unsurpassed by a one mission team. You will find a wide range of skills and professions in a wolfpack.

The team is often geared towards one particular type of mission; e.g., insurgency, suppression, or covert intrusion. Many wolfpacks consist of former soldiers from a national or corporate force. After having served their stint they decide to go freelancing, because in that way they would have a better control over the dangers they would be exposed to.

The third type of soldiers are called *Fuchse* (foxes). They fight for their convictions, be it religion, philosophy, or ideology. Two examples are the fighters of the Ecotopians and of the WARA. The foxes' methods, training, equipment,

and resources vary widely. Some foxpacks, like those of WARA or IRR, strike indiscriminately whatever targets they consider proper and become commonly regarded as terrorists. Other groups, such as the Ecotopian foxpacks, show some concern for the consequences of their actions, and thus select their targets more carefully.

8.3 EUROPEAN MILITARY FORCES

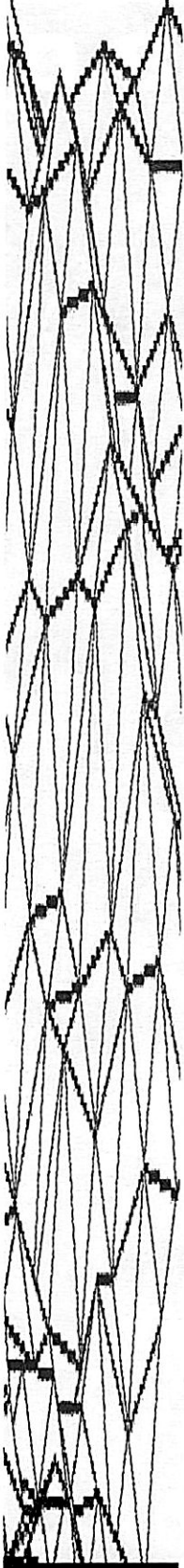
I worked for the EC army once. They needed a freelancer without a reputation in Europe. I spent two weeks preparing in the Prague garrison. The officer's quarters where I stayed was very nice and clean, far better than anything provided for the ordinary Czechs. But I hate the EC army officers: "preservers of European values and traditions." Their contempt for politicians and the taxpayers is disgusting. But I respect their professionalism. They're very competent and ruthless soldiers, well trained and equipped.

The Community Defense (*die Gemeinschaftswehr* or *la Defense de la Communauté*) is a professional force with superpower capabilities. It traces some of its traditions back to various national forces of earlier centuries. When the four EC military services were established in the early 21st century, the politicians decided to make them bilingual in an unusual way. The army (*das Heer*) and the air force (*die Luftwaffe*) adopted German as their command language. The navy (*l'Armée Navale*) (including naval aviation and naval infantry) adopted English and the space force (*l'Armée d'Espace*) adopted French. When Britain seceded from the EC the navy switched to French. All officers of higher rank than army captain or its equivalent must now be proficient in both German and French. Since knowledge of foreign languages always has been common in Europe this system is not as unwieldy as it seems. Countries like Canada, Belgium, and Finland successfully fielded bilingual armies in the 20th century, and their experiences were used during the build-up phase.

The Community Defense absorbed many old national units, keeping their traditions. In the army, you find the Swedish Guards Brigade (*Svea Livgarde*), whose history dates back to the 16th century and whose banner carries the names of victories during the Thirty Years' War (1618-48) and, in the naval infantry, the Netherlands Marine Brigade (*Koninklijke Marine*) with an equally grand heritage. The renowned French *Légion Etrangère* became the *Légion d'Espace*, the special forces and "marine" corps of the space force. The *esprit de corps* derived from this policy is unequalled by any other military force, except, perhaps, the US Marine Corps and some Japanese units. When someone enlists, he or she is often given the option to join a unit with some sort of connection to his or her home nation.

8.0

73



Inter-service rivalries are an ever-present phenomenon in all nations' military forces and the Community Defense is no exception. The biggest conflicts are, as one could expect, between the French-speaking and the German-speaking services, especially between the navy and the army. There have been several notable intelligence bumbles due to the lack of cooperation between the army and navy military intelligence bureaus (*Heeresnachrichtendienst* and *Bureau d'Intelligence Navale*).

The Community's member nations keep some national forces (*die Landwehr* or *Les Forces Nationaux*), roughly corresponding to the US National Guard. They usually consist of infantry, light armor, and aircraft, and occasionally small sea vessels. Their task is to train reserves for the Community Defense and to take care of local problems, like limited counterinsurgency actions. A national force is under the control of the national cabinet, but can be federalized by the community prime minister. Their quality varies a lot. Some, like the Turkish one, are very good, blooded in protracted struggles against Kurdish guerillas. Others, like the Swedish or Belgian ones, have turned into mechanized riot police, excellent at tackling violent soccer hooligans, but insufficient when dealing with a military opponent.

8.4 THE MILITARY AND THE STATE

During Europe's history, many nations' officers have meddled in politics. Sometimes they have just exerted influence to secure or improve their budgets. On other occasions they have attempted or led *coup-d'états* (France 1958, Greece 1967, Turkey on numerous occasions, Portugal 1974, Cyprus 1974, Romania 1989, Poland 2002, Ukraine 2014, etc.) or armed insurrections (Spain 1936, Hungary 2005, etc.). In 2090, the EC armed forces are big enough to succeed in a *coup-d'état*, but not big enough to rule the federation afterwards. The leading officers, regardless of how much they despise the present inefficient and corrupt political system, are perfectly aware of that. They have limited their actions to influencing decisions and gaining privileges that secure the position of the military within the state.

Military personnel have become an almost separate caste within European society. They live apart from the ordinary citizens in military bases that look like small towns. The best way to become an officer is to be the child of one. Their

strict code of honor is based on 19th century equivalents from France and Prussia; codes that strongly stress duty, discipline, obedience and self-sacrifice. An officer must always be a gentleman and a paragon for his or her soldiers. The officers see themselves as the defenders of Europe's culture and greatness against what they perceive as threats from Europe's corrupt and dishonorable politicians, greedy, unpatriotic and scheming Megacorps and fanatical, incomprehensible Arabs.

8.5 MILITARY ETIQUETTE

I had dinner once in the officers' mess of the 1ère Regiment de la Légion d'Espace. It was the most stilted meal I ever had. The participants were extremely formal and followed etiquette guide-lines laid down in France during the time of emperor Napoleon III more than two centuries ago. I decided to shut up after the appetizer.

The European military caste places a lot of importance on correct behavior. Thus it is of interest for a foreigner visiting a military facility to know the proper way of addressing soldiers or officers. Displaying knowledge of European military etiquette will always make a good impression.

Officers are always considered to be gentlemen or ladies. You address them initially with honorific + rank title + surname. An army or air force captain Schmidt is addressed as "Herr (or Frau) Hauptmann Schmidt" and a navy commander Legrange as "Monsieur (or Madame) Capitaine Legrange." When the conversation has begun you need only use the honorific and the rank title. There is no equivalent in European military language to the American usage of "sir" when addressing superiors. Instead you use phrases like: "Jawohl, Herr Oberleutnant" (≈ "Yes, sir").

RANK LISTING CHART

8.0

Army/Air Force

German	US equivalents
Soldat	Private
Gefreiter	PFC
Unteroffizier	Corporal
Unterfeldwebel	Sergeant
Feldwebel	Senior Sergeant
Oberfeldwebel	Sergeant-Major

Officers

Leutnant	2nd Lieutenant
Oberleutnant	Lieutenant
Hauptman	Captain
Major	Major
Oberstleutnant	Lt Colonel
Oberst	Colonel
Brigadegeneral	Brigadier
Generalmajor	Major-General
Generalleutnant	Lt-General
General	General
Generalfeldmarschall	General (5 stars)

Navy

French	US equivalents (USN/USMC)
Matelot	Seaman
Soldat*	Private
Matelot breveté	Able Seaman
Soldat breveté*	PFC
Quartier-Maître	Leading Seaman/Corporal
Second-Maître	Petty Officer 2nd class/Sergeant
Maître	Petty Officer 1st class/Senior Sergeant
Premier-Maître	Chief Petty Officer/Sergeant Major

Officers

Enseigne de Vaisseau de 2ème classe	Ensign/2nd lieutenant
Enseigne de Vaisseau de 1ère classe	Lieutenant jg/Lieutenant
Lieutenant de Vaisseau	Lieutenant/Captain
Capitaine de Corvette	Lt Commander
Chef de Bataillon*	Major

Capitaine de Frégate	Commander
Chef de Regiment*	Lt Colonel
Capitaine de Vaisseau	Captain
Chef de Brigade*	Colonel
Amiral de Flotille	Commodore
Chef de Division*	Brigadier-General
Contre-Amiral	Rear Admiral
Vice-Amiral	Vice Admiral
Amiral	Admiral
Amiral de la Flotte	Admiral (5 stars)

*Rank particular for the naval infantry.

Space Force

French	US equivalents
Spationaut de 2ème classe	Spaceman
Spationaut de 1ère classe	Spaceman 1st class
Quartier-Maître	Corporal
Second-Maître	Sergeant
Maître	Senior Sergeant
Premier-Maître	Sergeant-Major

Officers

Enseigne	2nd Lieutenant
Lieutenant	Lieutenant
Capitaine	Captain
Chef d'Escadrille	Major
Chef de Bataillon*	Major
Chef de Vaisseau de 2ème classe	Lt Colonel
Chef de Regiment*	Lt Colonel
Chef de Vaisseau de 1ère classe	Colonel
Chef de Brigade*	Colonel
Maréchal de Flotille	Brigadier
Chef de la Légion*	Brigadier
Contre-Maréchal	Major-General
Vice-Maréchal	Lt-General
Maréchal	General
Maréchal d'Espace	General (5 stars)

*Rank particular for the Légion d'Espace, the "marines" of the space force.

75

8.6 THE SPECIAL MISSION BRIGADES

When the EC army staff realized the potential of corporate and terrorist forces in Low Intensity Conflicts, it decided to develop a counter-insurgency and counter-strike military unit that could quickly be deployed to a hot-spot. It would be equipped to fight and defeat an enemy that was not equipped with tanks or other heavy hardware, but whose force could contain elite soldiers with extremely sophisticated cyberware and light military equipment. This was the birth of the Sondereinsatzbrigaden (special mission brigades), also known as SEBs. Several of these units were formed during the 2030s and 2040s, and stationed all over Europe. They are ready to go into action on a moment's notice. The EC navy could of course not be outdone in this field. Its naval infantry corps formed equivalent Brigades d'Action Rapide (Rapid Action Brigades), abbreviated BARs.

A SEB must be able to reach its mission area in a very short time. Thus the whole brigade is airmobile, either by helicopter or by plane. Since it must be able to operate in all environments, its equipment must be man-portable or carried on small, light vehicles that can be transported by helicopters.

This is not a drawback, since the intended opponents lack heavy fire power like tanks or artillery. The sub-units of the brigade must be prepared to fight alone or in ad-hoc battle-groups, since many actions do not require the use of the full brigade. The soldiers must be versatile and have a high degree of individual initiative and flexibility. Since combat will often occur in

industrial or urban areas, the soldiers are equipped for breaching man-made obstacles, climbing walls and fighting at short range.

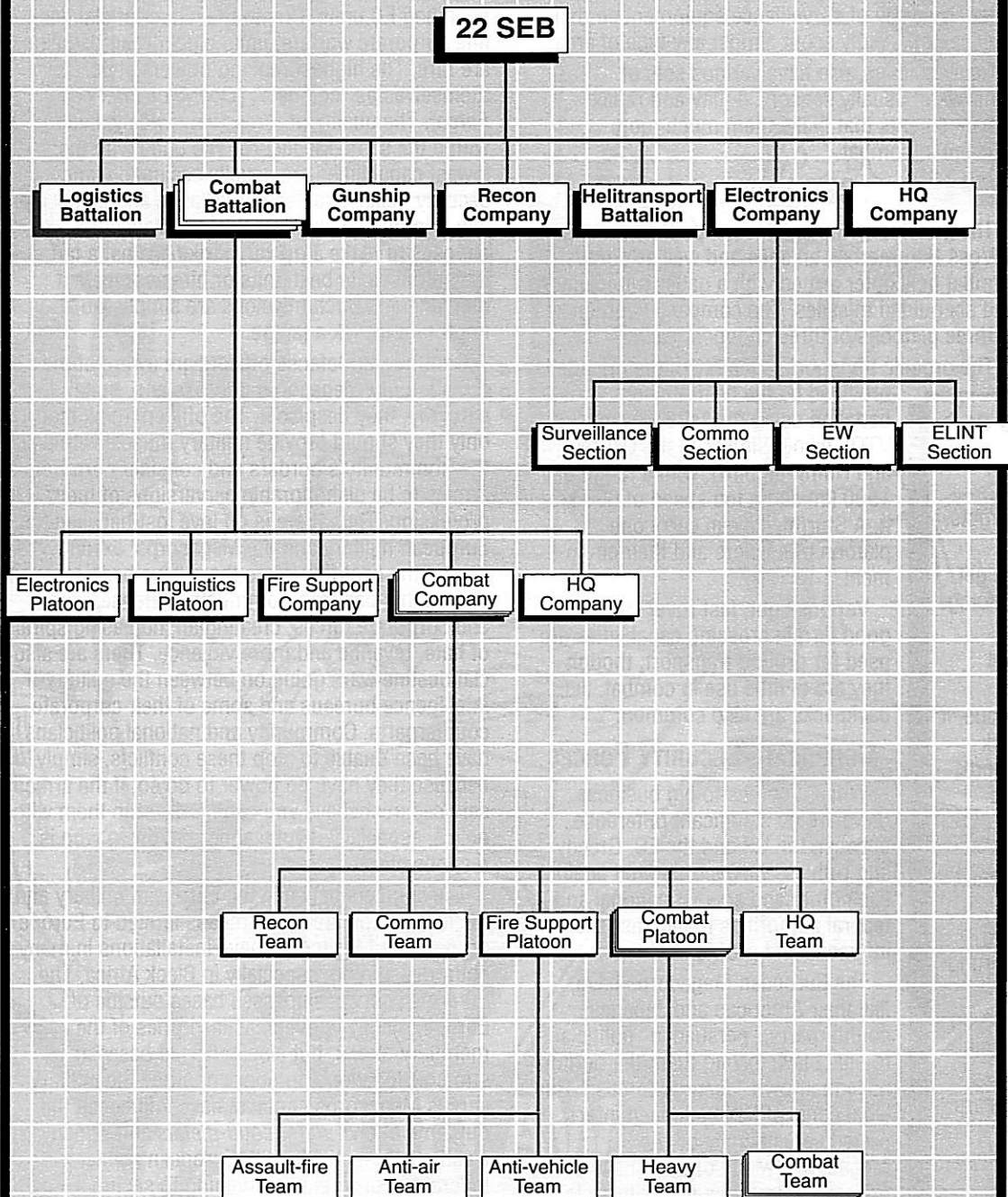
SEB SOLDIERS

The brigade components most likely encountered by adventurers belong to SEB combat teams. The soldiers of an eight-person combat team are equipped with a mix of rocket rifles (FFV Mjölñir), 20 mm autoshotguns (Kongsberg Black Bear) and grenade rifles (FFV Carl Philip) and use ABS Battle Mesh (Skoda Stahlbrünne IV). The six soldiers of a heavy team are even tougher. They wear Full AEX (Ericsson Grendel) and use gauss rifles (H&K MA53), grenade rifles (FFV Carl Philip) and heavy lasers (Fabrique Nationale TMAC).

The anti-vehicle team (eight soldiers) is equipped to blast most armored vehicles into oblivion with missiles and grenade launchers. The task of the assault-fire team (eight soldiers) is to provide penetration into buildings and remove obstacles by using specially designed mines, grenades and grenade launchers. All soldiers of the fire support platoon have medium assault rifles (Mirage R10 Lance) and LBA Reinforced Flak Armor (Ericsson GDX) as personal equipment.

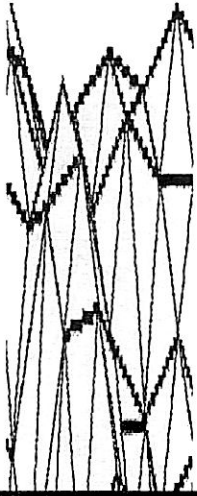
The six-man recon team has relatively light equipment to obtain high mobility; they use assault laser rifles (H&K RB50) due to their low





The 22nd SEB is based outside Linköping, Sweden. It carries out operations in Scandinavia and in the Baltic area.

A naval infantry BAR is similar, though it may also contain combat divers, mini-submarines and assault water craft.



firing signature and LBA Reinforced Flak Armor (Ericsson GDX). They are also equipped with an extensive array of surveillance equipment so that they can efficiently scout almost any type of area.

Many soldiers also have various sets of cyberware, usually sensory, agility and reflex enhancements that make them much more efficient in combat.

SEB VEHICLES

The gunship company is equipped with Blohm & Voss Hammerhai, an agile and well armored combat helicopter armed with a gauss autocannon and six guided missiles. The company is organized in three platoons of three choppers each.

The organic transport capability of the brigade is provided by the helitransport battalion using the MBB Sturmfalke VTOL plane (similar to the Osprey and Hummingbird), with a range of 1500 km and a top speed of 600 km/h. A Sturmfalke can carry one platoon of soldiers and their equipment.

Various light, fast rover cars with good terrain crossing capabilities are used for ground transport, though they are of little use in combat. Jet backpacks are also common.

CORPORATE SECURITY FORCES

When it comes to big business there are no significant difference between the US and the EC. Greedy and ruthless Megacorps fight against each other and against national and federal authorities to increase their influence and profits.

The European Megacorps have, like their American and Japanese counterparts, "persuaded" politicians to enact laws giving them the right to have their own "security forces." This legal concept has then been interpreted very liberally by the Megacorps. Many of them have small private armies equipped with state-of-the-art equipment, sometimes including armored vehicles and even military sea vessels, aircraft and spacecraft. The most extreme equipment is hidden, to avoid attracting unfavorable attention, or

kept in corporate installations overseas, from which it can rapidly be brought to Europe in times of crisis. Most Megacorps have also created their own intelligence agencies, which provide the executives with information and/or perform clandestine operations.

The purely military elements of the European corporate forces tend to be organized like corresponding EC units. Due to the nature of clandestine corporate warfare, units bigger than battalions are rare. The highest ranking officers style themselves as "colonels" (*Oberst* or *Chef de Force*). The quality of forces vary widely, even within the same Megacorp. The units with the lowest capabilities are usually assigned static security tasks, such as surveillance and defence of low priority installations. When a Megacorp chooses to make a military strike against a target, it either uses its best units or hires competent mercenaries. Such missions are simply too important to risk a failure.

Community Defense officers are aware of the armed might Megacorps possess and, quite naturally, they despise it. The officers think that only they should provide military muscle within the Community's borders and consider corporate armies to be dishonorable perversions of their profession. Thus there is no love lost between the European military and the Megacorps' executives. During the past fifty years there have been many open fights between Community Defense units and corporate forces, creating an increasing spiral of hate, revenge and more violence. There are also clandestine wars going on between the military intelligence bureaus and some of their corporate counterparts. Community and national politicians have been unable to stop these conflicts, simply because they have no power to do so; if the armed services misbehave you can hardly stop them with police, especially if you cannot pin down who is responsible.

The conflicts between the European military and the Megacorps are by no means limited to Europe proper. The Megacorps have installations in many countries abroad, especially in Black Africa. The EC armed services possess bases outside of Europe, mainly in overseas territories of the member nations, but also in leased bases at strategic locations. In poor countries the military versus Megacorps conflicts have influenced the outcome of civil wars, *coup-d'etats* and rigged elections, sometimes with European soldiers, federal or corporate, intervening to secure a "victory" for their client.

MURPHY'S LAWS OF COMBAT

1. If you are short of everything except targets, you are in combat.
2. Anything you do can get you shot, including doing nothing.
3. Incoming fire has the right of way.
4. Don't look conspicuous, it draws fire. If you look conspicuous, try to look unimportant; the bad guys may be low on ammo.
5. No plan survives contact with the enemy.
6. If your attack is going really well, you've sprung an ambush.
7. The enemy diversion you are ignoring is the main attack.
8. The important things are always simple—the simple things are always hard.
9. If the enemy is in range, so are you.
10. If the balloon goes up, assume the position.



9.0 LAW ENFORCEMENT



Information is the single most important aspect of law enforcement in the 2090s. A large number of organizations, including those involved in law enforcement, will hold a lot of more or less important data about you.

FINANCIAL RECORDS

Financial records are kept by your credcard company. Every financial transaction made will be registered. Thus if you buy a few items in a store, the credcard will register how much money you have spent, the date and time of the transaction and the name of the company from which you bought the items.

It goes without saying that the extensive use of such financial documentation has increased the difficulty of laundering money.

MEDICAL RECORDS

Medical records are usually kept by your health insurance company. They include every illness from which you have ever suffered, lots of biochemical data (blood groups, etc.), your susceptibility to certain diseases and, of course your cybernetic equipment. It also includes a record of your DNA.

PERSONAL FILE

Every organization that has ever been your employer is likely to have a personal file on you. This usually includes a lot more than just a record of your work. It commonly includes the results of extensive aptitude tests, notable psychological traits which can have an impact on your work (this usually has a very liberal definition), your "loyalty index" and the value the corporation puts in you as a resource (i.e., how much effort they will put in trying to keep you whether this means protecting you from dangers or blackmailing you into continuing your work).

CRIMINAL RECORDS

Criminal records are kept by law officials. These include not only the crimes for which you have been convicted, arrested or even suspected of, but also a lot of personal information: whether or not you are considered a "potential criminal", your DNA, fingerprints, miscellaneous licences and permits, information for camera or satellite identification and voice pattern.

If you are considered a person who warrants special attention, it will also include your friends, contacts, personal habits, olfactory profile, style of clothing and personal economy.

Criminal records are usually quite well guarded. Not for respect of people's private life, but to keep the criminals from being able to find out when the police are hot on their trail or even change the information. They usually keep back-up copies of their criminal records on software isolated from the Net. Thus it is quite difficult, even for a good net junkie, to change criminal records. On the other hand few law enforcement officials are completely free from corruption and sometimes the record-keepers can be approached with a bribe.

Usually local law officers have the right to access any and all files kept by anyone on their turf. In Europe, the GV can access any files but must in some cases warrant this by proving a need to do so for the local district attorney.

It is very hard to avoid being recorded, registered and filed. Taking precautions against this usually marks you as a potential criminal. Using cash, for instance, bears a social stigma in the 2090s. Using a false identity is also difficult since your identity can be checked against your registered voice pattern, fingerprint record, and so on.

9.1 DATA PROCESSING

All this raw data is in itself of little use. To be useful it must usually first be processed into valuable information. The evolution of more sophisticated computers has created new possibilities for data processing. AIs have added the talents of "intuition" and creativity to the already impressive talents of computers. Some of these talents include the following.

SIMULATION

The police can, for instance, use this computer gimmick to "age" a picture, disguise it, or use cosmetic surgery. Simulation is often used to reconstruct the contents of damaged software, recordings and photographs/holograms.

TRACKING

Tracking is used to search available files to find specific information. The most common use of this is to find relevant information on a suspect. As has been noted above, it is practically impossible to do anything without leaving an "electronic trail" in the files and registers. A police with a powerful computer can order it to search all files in an area to which he has access for information on a suspect. This will give him quite a wealth of information about the doings of the suspect.

Tracking is also commonly used to search for persons by using street cameras. This however, will require a photographic profile.

PROFILES

To create a "profile," the computer is given lots of raw information on a individual and processes this data, creating general conclusions and tendencies. A psychological profile is a good example of this. The computer is fed general information on a person (personal history, DNA code, education, etc.) and the computer will give a general psychological description of that individual. Psychological profiles are usually the domain of AIs. Their intuition makes them far better at this task than mere "non-sentient" computers. Also, their ability to scan and process data very fast makes them better than most human psychologists. If PCs are pitted against an AI, they can be sure the AI has created psychologi-

cal profiles for all of them. Thus the AI can often predict what options characters will consider in a given situation. The usefulness of a psychological profile should, however, not be exaggerated. It has so far proved impossible to create an accurate mathematical model for an individual's behavior due to the fact that humans are "unstable systems." In other words, a very small change in the input can create a drastic change in the output.

Photographic profiles are also important. By studying the body language, styles of clothing, physical measurements, places visited, etc., the computer can create an individual "signature" which will allow a person to be positively identified by a street camera or satcam even if their are millions of possible individuals.

OLFACTORY PROFILE

Olfactory profile is a chemical description of the characteristic smell of a person. This is individual and not concealable with normal perfume. A few synthetic pheromones, however, will conceal the olfactory profile. These are quite complex and expensive to synthesize

9.2 SURVEILLANCE IN THE STREETS

As has been noted in *Cyberspace* pg 73, most public or corporate areas are closely surveyed by active cameras. In addition to this, satellite cameras can monitor almost all areas of the globe. This of course is an added difficulty for criminals and an added investigative possibility for the law enforcers.

GROUND CAMERAS

Security cameras are usually well hidden, rugged and reliable. They normally broadcast their information immediately to a security center. Thus if you destroy a camera you will have stopped it from monitoring your further doings (usually at the price of alerting the sentries) but it won't spoil the records of what the camera has already seen.

The cameras usually have very high resolution to make identification from the records (using photographic profiles) possible. They are often supplemented with microphones and speakers. Microphones can identify people by their voice patterns.

Identification by photographic profile is not instantaneous and is heavily dependent on a few physical measurements. Thus the identification can be obstructed by using clothes that will render these measurements more difficult. This is especially true for satcams which see everything from above. A sombrero fashion wave would be a nightmare for satcam identification.

SATELLITE CAMERAS

There are lots of them and they can see you almost anywhere provided that no "roof" (such as

heavy foliage) is protecting you. It is possible to identify a person by satcam (using a photographic profile), though a great deal of time may be necessary.

OLFACTORY IDENTIFICATION

Since all humans have an individual, characteristic "smell," olfactory tracking and identification can be very effective provided that law enforcers are hot on a criminal's trail. Police can use vapor scanning equipment or individuals with cybernetic olfactory detection systems. However, trained dogs with olfactory cybernetic systems have proven most effective. Normally it is not possible to use cybernetics on an animal since animals are not as mentally flexible as humans. They cannot psychologically cope with any drastic changes in the way their body and senses function. The result is of such a change can range from autism to homicidal mania.

Thus when equipping a dog with cybernetic systems in order to improve it's usefulness it is only given a highly specialized scent processor (not the same as that described in *Cyberspace*, pg 110) with a scent data transmitter. This gives the dog's handler the ability to study what the dog is smelling while letting the dog experience a certain smell. The scent processor doesn't change the dog's perception of the environment in any other way, thereby avoiding psychological problems for the dog.

A cyber-enhanced dog can usually follow a six hour old scent trail even through the streets of a crowded city. However, the use of a vehicle will foil this tracking method. Olfactory tracking is usually used in combination with, and as a supplement to, ordinary tracking.

9.3 BUGS

Bugs come in many varieties.

The *broadcasting bug* is constantly broadcasting what is being said in the bug's area. It must include a little antenna.

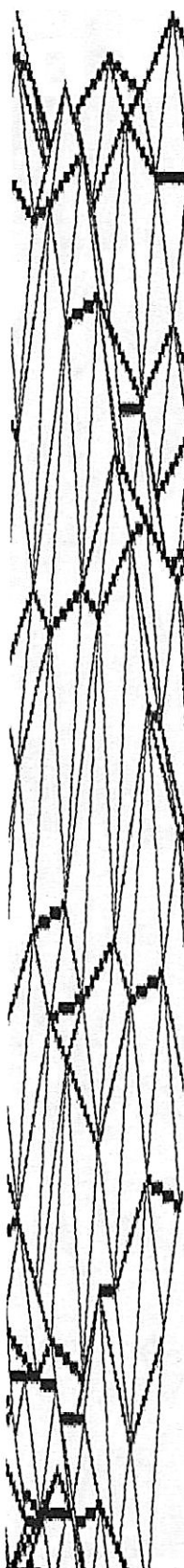
The *squirt bug* stores its information for a while and then broadcasts it all in a quick "squirt," making the bug difficult to detect and locate. The intervals of the squirts will vary.

The *recording bug* doesn't broadcast at all. It just records information and has to be physically retrieved to reveal its information.

A *directional microphone* is a microphone which only picks up sounds within a narrow angle and amplifies and/or filters them. It is usually mounted on a computer which, given a "target" (usually a human voice), will track that sound and follow its movements so that it can be heard continually. The computer can also filter out disturbing sounds allowing the user to operate undisturbed by noises even in the immediate area of the target voice. The directional microphone has a range of about 200

9.0

81



meters (half that if there are obstacles such as walls) if the target is a human voice talking at normal sound level.

The *laser ear* is a large device which will allow the user to aim an invisible laser beam at any large solid object (this is usually a window). The object will then work as a microphone and pick up sounds in the vicinity of the object. Range is limited to line of sight.

Telephone tapping is not necessarily a "bug," but it is a surveillance technique very similar to that of bugging. Tapping can be done anywhere along a phone line, including communication satellite relays. Further it doesn't have to send the info it picks up like a radio. Instead it normally uses the line it is tapping thus making it impossible to find with conventional bug detectors.

Generally it is very hard to avoid bugging techniques. A bug detector will only reveal sending bugs, and the use of a bug detector may be taken as an indication that you have something to hide.

The best way of foiling bugging techniques is to avoid attention so you don't get bugged in the first place. Being careful with what you say may be a good idea if you can't help catching the attention of law enforcers.

BUG CHART

Surveillance Tools	Mass	Price
All Bugs	—	50
Directional Microphone	0.5	100
Dog Scent Processor	—	1000
Laser Ear	0.1	200

9.4 DNA IDENTIFICATION

This is a major improvement over the forensic pathology of the 20th century. Given the nucleus of a single cell, experts can extract the DNA, analyze it and, given adequate background files, identify its "owner" with 100% certainty. Since humans constantly leave hair and microscopic pieces of dead skin, it can easily be proven that a person has been to a particular place or touched and used a particular item (e.g., a weapon). However, searching the entire room of a murder victim for little pieces of human hair or skin in hope of finding some left by the murderer is a time-intensive task. Thus, like fingerprinting, this technique is usually used when law enforcers know where to look.

9.5 INTERROGATIONS

The courts of 2090 tend to rely more on technical evidence than on something as vague and subjective as a human memory. However, interrogation of witnesses and suspects are still of great importance in finding a criminal even if other evidence is usually used to actually convict him.

MEMORY ENHANCING DRUGS

The world of *Cyberspace* has developed Mnemone (not to be confused with the drug Mnemosyne in *Cyberspace* p.153), a drug which puts the user in a trance in which he can recall old memories. The person is usually guided by the interrogation leader while in the trance. Unfortunately the drug still has some negative secondary effects (4% chance of a minor mental problem emerging, 1% chance of a major one: both at the GM's discretion), thus forcing ethical authorities to use it with great discrimination.

LIE DETECTOR

The traditional "lie detector" of the 20th century has been somewhat improved. Its deductions are still not considered evidence in court, but may be used by law enforcement agents who have reason to suspect that the person they are interrogating may attempt to bend the truth. Fooling a lie detector is SM/Per of varying difficulty at the GM's discretion.

TRUTH SERUM

This is another form of the drug Hypnos described in *Cyberspace* page 153. Like the lie detector, testimony derived from its use is not considered evidence in court but can be (and is) used by law enforcement agencies (among many others) during investigations. Even more than true hypnosis, this drug can be dangerous for the subject's mental health if used by a careless or unskilled interrogator.

To make the subject answer a question roll a SM/Em:XH for the interrogator when he is trying to coax the answers from the subject. The GM makes the roll and will keep the result secret from the players. If the result is a failure the subject may keep quiet, lie or talk about something else. Repeating that question will usually yield the same result (don't roll) unless the situation has changed (GM's decision). If the result is a success, the subject will answer the question without consciously trying to mislead the interrogator. However the victim is quite confused in this state of mind and may misinterpret the question, answering it in an uninformative way (e.g., if asked "who is this Carlyle?" he may answer with a physical description, Carlyle's profession, "a friend of Charles" etc.).

DNI-2

If the person to be interrogated is equipped with a DNI, a DNI-2 can be a wonderful instrument for interrogations.

If the subject is cooperative, the DNI-2 will allow much more accurate descriptions of his memories

than mere words. If he isn't, the DNI-2 is very useful in squeezing the truth from him (since it is very hard not to think about it) without inflicting mental or physical harm. In some very important cases, law enforcers may even have a DNI installed so they can use DNI-2.

FORENSIC RESULTS

Greater understanding of human biochemistry has made it possible to study hormone levels of a dead person and thus deduce the general nature of his physical activities and emotional state prior to his death. This can, for instance, tell the police whether or not a murder victim was aware of his impending doom and if he made any attempt to physically resist it. All kinds of foreign substances (drugs, poisons, etc.) in the body can also be discovered, sometimes several years after these substances were actually introduced into the body. It is thus possible to deduce a person's diet, medicines and drugs used, and in short, deduce an entire biochemical history.

9.6 ACTUAL PRACTICE

With all these surveillance and record-keeping devices on hand, law enforcers ought to be able to find and convict most criminals (at least a higher percentage than today), right? And this would put most criminals behind bars making them incapable of further crimes, right? And crime generally wouldn't pay, thus effectively discouraging people from committing them, right? Wrong!

First, crime rates are not just a result of law enforcer effectiveness. They can also be a result of social problems. For most of the poor, unemployed, uneducated, and despised people in the sprawls, crime offers the only reasonable way out of the slum. Further, these people also feel betrayed and alienated by the society and have thus no sense of loyalty towards it.

It is by no means an exaggeration to claim that the percentage of the total population which belongs to this group has mounted enormously. It actually constitutes a majority in many states.

Second, law enforcers are not quite so good at their work as the technical possibilities seem to suggest

WHAT POLICE ACTUALLY CAN DO

Most law enforcers must ask for permission from some kind of authority (generally the district attorney) to use some of the possibilities listed above. This, in turn means they have to produce good reasons that the individual application of a technique will produce results. They could not expect to be granted permission to, for instance, use truth drugs on 200 persons even if they know one of them must be a murderer.

To what extent these rules are adhered to will vary a lot with the law enforcement agency and government in question. In some totalitarian states

of the middle-east you can expect these methods to be used quite indiscriminately, especially if a dictator's agents feel "national security" (i.e., their power) is threatened. In the reasonably democratic states of Europe, the governments can only do what the voters allow them to or what can reasonably be hidden from media attention. Corp Cops are known to behave very ruthlessly when they feel their employers' interests are threatened.

JURISDICTION

Since the Megacorps are responsible for law enforcement in many areas and the relations between these Corp Cops and municipal police forces are often less than cordial, there is a constant problem with jurisdiction. The contracts under which the Corp Cops work are generally quite vague. It is also common that the contracts are ignored altogether and actual practice in jurisdiction may differ a lot from the theory. All in all, this creates a very confusing picture with more or less constant bickering between the various law enforcement agencies. This can even lead them to deliberately sabotaging each others efforts.

POWER PLAY

It is not uncommon that a law enforcement agency will be unable to complete an investigation simply because the criminals and their patrons are powerful enough to halt the investigation. Corporate police will generally not fulfill an investigation which seems contrary to the interest of their employers. Municipal police investigations can sometimes be stopped by high level police officers or politicians owned by Megacorps or organized criminals. GV, however are unstoppable. Though politicians theoretically hold absolute power over them they generally can't stop the GV from doing their job. Sometimes they simply disobey such orders trusting that the politicians will not dare to try to enforce their orders due to risk of negative publicity. It is also not uncommon for them to keep their doings secret from the politicians. Thus owning a few politicians will not help you if the GV get on your trail.

CORRUPTION

This is a major problem among many (especially municipal) law enforcement agencies. Impoverished governments cannot afford to pay decent wages, thus forcing their agents to look for alternate income sources. This does, however, not necessarily mean that they will ask for or even take bribes from all kinds of criminals. Usually a form of local "bribing practice" is established. This usually includes regular money from some organized criminals to overlook some practices. Generally only a few crimes will be considered "acceptable." This will vary with local custom but "victimless" crimes will usually be acceptable. Violent crimes, such as assault, murder, rape, etc. will very seldom be acceptable.

9.0

83

PRIORITIES

Considering the limited resources of most law enforcement agencies, they have to decide what kind of crimes are really worth investigating. When determining the priorities of law enforcers use the following as guidelines:

Who was the victim? It is within the interest of the police to keep on good terms with the rich and powerful. Others will be given less consideration.

What are the chances of finding the criminal? It is no use spending valuable resources when there is little chance of any success.

Where was the crime committed? Crimes in the sprawls are usually paid very little attention. Heck, they are all criminals there and any person paying a visit to these areas can't have a good reason. Most crimes in the sprawls are never reported anyway.

Does the case have any media visibility? Almost all law enforcers are very concerned with their public image, trying to give the impression that they are doing their job well.

Is the crime a threat to law enforcement agencies? Illegal arms dealing, for instance, poses a direct threat to law enforcement officers and will be met with a determined effort.

9.7 GEMEINSCHAFTSAMT FÜR VERFASSUNGSSCHUTZ

The *Gemeinschaftsamt für Verfassungsschutz* (GV) is the federal police force of the European Community. In theory, its tasks are similar to those of the American FBI. It deals with crimes against federal laws and national security.

In practice the GV is almost a state unto itself. The law enforcement organization has used the weak political system to gain *de facto* freedom from supervision by politicians or courts. Politicians or judges that want to take a closer look at the secrets of the GV will often be politely reminded, in private, of their own secrets by a senior GV officer. That has so far proven enough of a deterrence.

GV agents tend to investigate whatever they feel falls within their domain. This has led to numerous conflicts with various national police forces which dislike the intervention of the GV into business outside that organization's jurisdiction.

According to EC law, the GV is alone responsible for countering espionage and community-wide terrorism, like WARA or Ecotopian activities. The intelligence bureaus of the four military services also get involved in such matters, even though these technically are outside military jurisdiction. Of course, there are numerous sources of friction between rival investigation teams. Many carefully planned operations have failed because of insufficient or non-existent coordination. This has occasionally been exploited by Megacorps or crime syndicates.



GV DETECTIVE

OVERVIEW

Abstract: The GV detectives are the field agents of the EC federal police.

Identifiers: ID card and badge

Activities: Police work

General Attitude: Dedicated, extremely loyal to their organization, very distrustful of Megacorps.

Common Equipment: Pistol, light body armor, surveillance and communications equipment

COMMENTARY

The EC federal police is a very efficient force and widely feared among Corp executives and syndicate bosses. It has access to all modern technology and uses such extensively. The detectives are known to be honest and dedicated to their agency and their comrades.

ELITE DETECTIVE

Profession: Sneak

Level: 10

Hits: 52

AT(DB): LBA (0)

Fire: +69 Pistol

Melee: +69 Brawl

Skills: +113 Stalk & Hide, +97 Electronic bypass, +92 Mechanical bypass, +77 Perception, +64 Exploit, +64 Streetwise

COMMON DETECTIVE

Profession: Sneak

Level: 7

Hits: 39

AT(DB): LBA (0)

Fire: +57 Pistol

Melee: +57 Brawl

Skills: +95 Stalk & Hide, +76 Electronic bypass, +71 Mechanical bypass, +62 Perception, +52 Exploit, +52 Streetwise

ENCOUNTERING THE GV

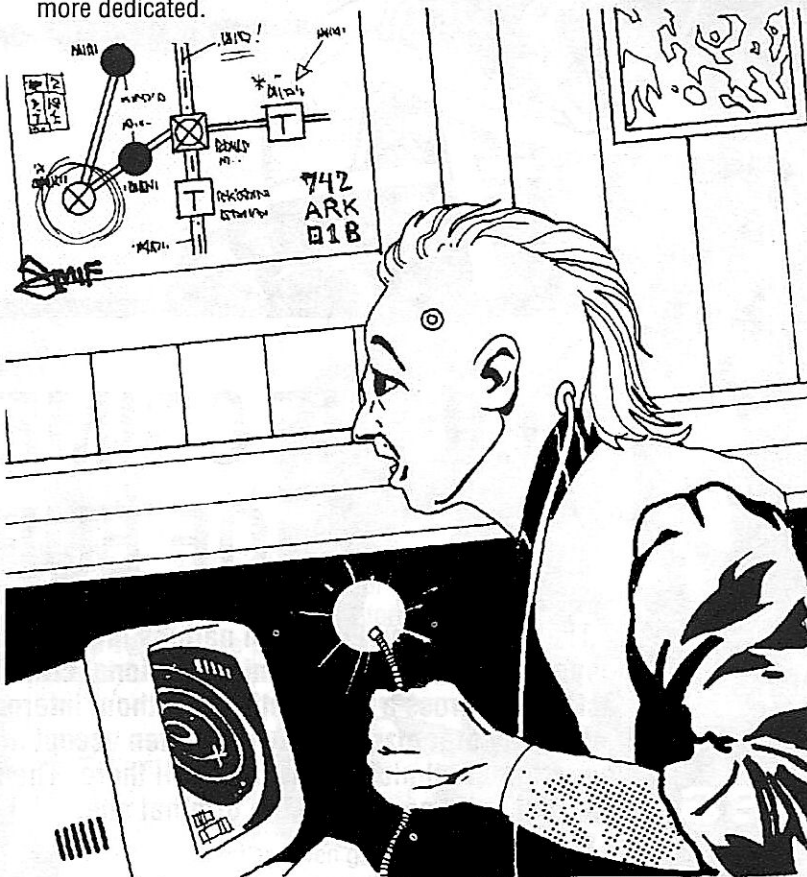
Since the GV is such a vast organization, there is no place here for a detailed study of its structure. The characters will most likely encounter either investigators or SWAT teams.

Investigators work in groups which specialize in either a certain type of crime or in the activities of a specific organization. GV detectives are well educated and trained, very dedicated and completely loyal to their organization. They are supported by extensive resources, including specialists, laboratories, and computers, in many bases all over the EC. According to rumor, the GV also has a very powerful AI hidden somewhere. That could be one explanation for their many successful operations. GV agents are also incorruptible, a rare and feared trait in 2090. Those few that take bribes have had an annoying tendency to either disappear or be members of a sting operation.

Nothing will frighten a syndicate boss more than being told that his "business" is under GV scrutiny. He knows that the dogged investigators will stop at nothing to succeed. They will work within and outside the law and use all methods they can think of to get those they want and have them "properly sentenced" in a court (or sometimes, outside of one).

The GV SWAT teams are not unlike those employed by Megacorps or police forces (see the Enforcers in *Sprawlgangs & Megacorps*), only more dedicated.

9.0





10.0 THE CRIME SYNDICATES OF EUROPE

The fusion of the European nations into the European Community opened many new opportunities for well-organized national crime syndicates. They could expand their activities across a rich continent without internal borders. Originally, syndicates were ethnically organized; today they often accept members of different nationalities, but the original ethnicity is usually still there. The leaders belong to that group and the internal language is still the original one.

The most famous syndicate in 20th century Europe was the Sicilian Mafia, but it was actually one among many similar organizations. In 2090, the Mafia is no more or less famous than for instance the Neapolitan, Croat, or French syndicates that use the chaotic situation in Europe to enrich themselves. The word "Mafia" is no longer a synonym for organized crime. Instead, people refer to "the syndicates."

Crime syndicates are organized differently, due to traditions and fields of operations, and it is hard to make a generalized description of a "typical gang." The di Vinco Syndicate from Milan in northern Italy will be used as an example, but it must be remembered that other syndicates may be very different.

10.1 THE DI VINCO SYNDICATE

The leader is Guiseppe di Vinco—among his underlings referred to as "il capo"—who inherited the syndicate from its founder, his mother Marozia di Vinco. It started in 2056 as a series of gambling clubs in the cities of northern Italy and grew gradually. Today, its main operation is money laundering, but it is involved in many crooked activities. The Italian traditions of the syndicate have been retained so far that its official language is Italian, but di Vinco has a very liberal attitude towards the origins of his underlings.

THE SOLDIERS

The criminal activities are run by groups responsible for certain fields. The common criminals are called "soldiers" and do the day-to-day work. For instance, they may be involved in robbery, drug-pushing, or enforcing "protection." Trained specialists are assigned to very complicated or very demanding tasks, such as burglary, net operations or murders. A member with leadership talents may be responsible for a small group of fellow soldiers that work on a special job.

The soldiers are usually recruited from the ranks of the poor and destitute. Since criminality offers a way out the slum misery, it is usually easy to find recruits. The di Vinco syndicate has a strict policy of never taking drug addicts into its ranks. Such individuals are simply too unreliable.

The soldiers do not always know that they are parts of a very large organization. That is a matter of security. The GV is known for being able to break even very tough guys, and what a soldier does not know, he cannot reveal.

THE LIEUTENANTS

A lieutenant is the boss of a team of 5-20 soldiers. He is responsible for their training, activities and maintenance. He also recruits new soldiers, though he must always keep his boss, a caporegima (see below), informed on who is in the team and what they are doing.

The lieutenant also supplies his soldiers with the tools they need, ranging from ordinary weapons to cyberware. However, he may only equip them with such items that have been tested and accepted by the Ring (see below).

A soldier must obey the orders of his lieutenant. If he does not, he has forfeited his loyalty and his life. There is one sole exception to this. A soldier can complain to his caporegima and say that the lieutenant gives unreasonable or senseless orders. If the caporegima considers the complaint to be justified, he will reprimand the lieutenant without mentioning the source of his information. If the complaint is considered unjustified, the caporegima will instead inform the lieutenant about the complainer's identity. The soldier will then warrant the lieutenant's special attention.

A lieutenant that commits many small or a few serious mistakes will most likely be executed as a risk to the syndicate.

THE CAPOREGIMAS

A caporegima is an intermediary between the syndicate leaders and the lieutenants. He is responsible for 3-5 lieutenants and coordinates their actions. He is also responsible for new ideas and projects. He manages the "social welfare" provided by the syndicate, taking care of the families of those members that are in jail or have been killed. This is very important, since the knowledge that his wife and children will be protected strengthens the loyalty of a soldier.

A caporegima works in a certain geographic area in which he also lives. Most syndicate activities there are under his command. A caporegima may only run operations in another caporegima's district under the express order from di Vinco personally.

di Vinco rules his caporegimas by the traditional method of making them compete against each other for his blessings. If they would unite they could destroy him so they must be kept divided and suspicious of each other.

THE CONSIGLIERI

The consiglieri Pierre Carreau is the principal adviser to di Vinco. He is not in the chain-of-command of the syndicate and cannot give orders to the caporegimas. Instead, Carreau is a kind of chief-of-staff. He is a confidant and most likely the only person in the syndicate that dares to be completely frank with il capo. For that reason, he has many times served as an informal intermediary, when members of lower ranks have had serious complaints that they've wanted to reach di Vinco's ears without revealing the source.

Carreau's main tasks are to defend the syndicate through state law and the courts and to monitor the activities of potential adversaries and competitors. di Vinco considers these operations to be very important and has given great economic

10.0

87

GV FILE: GUISEPPE DI VINCO

APPEARANCE

Age: 55
Eyes: Brown
Hair: Black
Build: Slightly fat
Height: 175 cm
Weight: 85 kg
Sex: Male
Race: Caucasian
Origin: Italy
Demeanor: Impenetrable
Dress: Expensive and conservative
True Attitude: Greedy, honorable, ruthless



BACKGROUND

Giuseppe di Vinco is the sole son of Marozia di Vinco, a infamous Italian crime kingpin. She started the di Vinco syndicate in 2056 with a series of gambling clubs in the north Italy sprawl. The young Giuseppe received an extensive education with emphasis on economics, since he was destined by his mother to take over the family empire.

Giuseppe di Vinco knows what he wants and is ready to do anything to achieve that. He has a cold business sense and remembers anyone that has turned against him or tricked him. He demands complete loyalty and devotion from his close associates and caporegimas. In return, he will always support and reward those that live up to his expectations.

All members of the syndicate can expect help from their top boss when they have personal problems. di Vinco considers it to be good for business to have positive and satisfied underlings. Outsiders can also receive help, if di Vinco thinks it would be good for him in the long run. He says that it is far better to make friends than to make enemies.

Giuseppe di Vinco dresses like a conservative businessman in very elegant and discreet suits, and he rarely carries a weapon. Marie Zimmerman, his security specialist, has forced him to always wear some kind of light body armor.

STATISTICS

Co: 67/0; Ag: 61/0; SD: 74/0; Me: 62/0;
Re: 77/+5; Ap: 52/0; St: 41/0; Qu: 43/0;
Pr: 93/+10; In: 91/+10; Em: 94/+10; CIRS: —

GENERAL DATA

Profession: Sleaze
Level: 15
Social Class: UCorp
Fire: Beretta 95S 60
Melee: —
Missile: —
Hits: 57
AT(DB): LBA(0)
Skills: Administration 137, Exploit 137,
Culture 116, Streetwise 116, Perception 117
Languages: French D5, Italian D5, German D4

EQUIPMENT

Cyber Systems: None
Items: Whatever is needed
Assets: \$5 million
Cash: \$10,000

resources to him. Carreau has four main assistants. The lawyers Marc Peine and Michelle Richelieu are responsible for the gathering and analysis of intelligence. Patricia Duella runs the Net operations and takes care of computer security. Al Pather monitors the economy of the syndicate. Carreau's group has its base in a 17th century palace in northwestern Italy. They often hire independent operators to investigate the activities of other syndicates.

Pierre Carreau also plays the role of devil's advocate when the syndicate leaders discuss plans. He tries to find any deficiencies and weak points in proposals.

di Vinco has made it perfectly clear that all members of the syndicate must accept any criticism from the consiglieri without being insulted.

THE CONTROLLER

Paul Ganger is di Vinco's second-in-command and has been among his friends since boyhood days. Ganger has shown complete loyalty to his boss and has evaded all the traps that di Vinco has planted to test him. His main task is to monitor the efficiency and "health" of the syndicate and to report any problem to di Vinco. He may test the qualities and loyalties of the syndicate members in almost any way he desires.

Ganger also speaks for di Vinco when the leader is absent and can give order to all in the syndicate, except Pierre Carreau.

THE RING

The syndicate leadership is called the Ring. It is a council with di Vinco, Carreau, Ganger, the military specialist Marie Zimmerman and the caporegimas as members. The long-range plans of the organization are discussed in its meetings. All decisions are made by il capo, but he listens very carefully to the Ring members and tries to find solutions that are agreeable to as many as possible.

PUBLIC RELATIONS

Guiseppe di Vinco is officially the head of a corporate conglomerate. Many of the syndicate's activities are perfectly legal and serve as fronts for more shady business. The heart of these operations is Leonardo Enterprises, a holding company in Milan.

Gradually, the di Vinco syndicate has, in various guises, become an accepted part of everyday life in many places. It is often an important employer in poor districts. di Vinco has tried to portray himself as a friend of the common people. His goal is to build mutually profitable patron-client relations with these. Leonardo Enterprises provides welfare in places where the syndicate is active. di Vinco has shown much interest in maintaining schools for the inhabitants of such born-to-lose zones.

This is also a way of spotting bright youths that can be recruited in the future.

AREAS OF OPERATIONS

Many syndicates have interests in the Provençal region. di Vinco's most important area of operation is the north Italy sprawlzone. There is one di Vinco caporegima in each of Venice, Verona, Florence, and Genova.

There are few problems with the local legal authorities there. But the competitors are worse. In Venice, Vasilis Pratas's Greek syndicate has recently taken hostile actions against di Vinco's men, probably in an attempt to take control of the important dockyard zone. Marc Peine and Marie Zimmerman have been there to prepare counteractions and make plans together with Giorgio Valachi, the local caporegima. Il capo has given permission for an all-out war, should it prove necessary to protect the extensive interests of his syndicate in that city.

di Vinco has three caporegimas in the Greater Paris Sprawlzone, but they keep a low profile to avoid conflicts with French syndicates. Pierre Carreau has been there many times to assess the opportunities. But he does not want to provoke the powerful French syndicate boss Charles Calvin, who seems to have strong backers.

In the decaying Ruhr sprawlzone, di Vinco has just won a war in Essen. The young ambitious caporegima Fritz Hein has managed to take control over another local small syndicate. He first persuaded its lieutenants to rebel against their boss and then moved in when the fighting was over, re-established order, and made the surviving members swear allegiance to di Vinco. The other six di Vinco caporegimas in the Ruhr are impressed with their colleague—and most likely quite envious.

VIENNA

There is only one recently established caporegima here. He is running a successful gambling operation and it is intended to serve as the first foothold for the syndicate in the rich Danube region. Ganger has long range plans for expansion into Prague and Bratislava.

CONTROLLED COMPANIES

It is very important for a syndicate to have legal companies under its control. These are used to launder money and to explain incomes and wealth to the authorities. The biggest and most important companies under di Vinco's control are the medical corporation Vizento and the real estate developer Defiliane, but the connections are secret. Vizento makes pharmaceuticals and medical electronics, and also does a brisk trades in transplant organs. Defiliane can run any kind of building project and cooperates with NewTech on nuclear power plants.

10.0

89

GV FILE: MARIE ZIMMERMAN



APPEARANCE

Age: 42 **Race:** Caucasian
Eyes: Brown **Origin:** Swiss
Hair: Brown **Demeanor:** Easily bored
Build: Flabby **Dress:** Sloppy
Height: 167 cm **Weight:** 70 kg
Sex: Female **True Attitude:** Amoral

STATISTICS

Co: 30/0; Ag: 52/0; SD: 65/0; Me: 92/+10
 Re: 96/+15; Ap: 25/0; St: 37/0; Qu: 54/0
 Pr: 38/0; In: 77/+5; Em: 79/+5; CIRS: 0

GENERAL DATA

Profession: Tech Rat
Level: 15
Social Class: MCorp
Fire: Glock 17D 62+30
Melee: —
Missile: —
Hits: 57
AT(DB): LBA(0)
Skills: Mechanical Technics 142, Electronics Technics 122, Cybernetic Technics 115, Software Technics 115, Perception 95, Equipment 89, Drive 77, Advanced Math 60, Pilot 55
Languages: German D5, French D5, Italian D4, English D4, Japanese D4

EQUIPMENT

Cyber Systems: None
Items: Specially designed Glock 17D with a +30 quality bonus. Always carries some kind of personal armor.
Assets: \$100,000
Cash: \$5,000

BACKGROUND

Marie Zimmerman is of Swiss origin, and is the master-at-arms of the di Vinco syndicate. She is a very competent weapons expert and also a workaholic, completely dedicated to her job.

GV FILE: GUNVALD SVENSSON



APPEARANCE

Age: 35 **Race:** Caucasian
Eyes: Blue **Origin:** Finland
Hair: Pale **Demeanor:** Quiet
Build: Muscular **Dress:** Western-style
Height: 192 cm **Weight:** 101 kg
Sex: Male **True Attitude:** Ruthless

STATISTICS

Co: 94/+10; Ag: 92/+10; SD: 71/0; Me: 65/0;
 Re: 55/0; Ap: 41/0; St: 91/+10; Qu: 88/+5;
 Pr: 52/0; In: 32/0; Em: 34/0; CIRS: 3

GENERAL DATA

Profession: Killer
Level: 10
Social Class: LSprawl
Fire: Glock 17D 252*
Melee: Brawling 117
Missile: Throwing knife 232*
Hits: 110
AT(DB): LBA(5)
Skills: Drive 165*, Quickdraw 140*, Kama technology 65, Perception 30
Languages: Finnish D5, Swedish D4, German D4, Italian D3

EQUIPMENT

Cyber Systems: AgileArm Rtg 100, ThermalVision, DNIjack, CDeck, BioRadar Mk 10, NAC
Items: Glock 17D
Assets: \$20,000
Cash: \$200

BACKGROUND

In 2085 Guiseppe di Vinco saw a Kama game in which Gunvald fought, and he recognized good potential in the muscular Finn. The syndicate boss offered a job which Gunvald gladly accepted. Gunvald was then sent to Marie Zimmerman to be trained in the use of weapons he not yet mastered. When Marie was satisfied with his skills, Gunvald started to work as Guiseppe di Vinco's personal bodyguard. The Finn is always near the syndicate boss.

10.2 OTHER CRIMINAL ORGANIZATIONS

There are many prominent syndicates in Europe and some are outlined here.

FENTRESS

The Fentress Syndicate is established in the French-speaking areas of Europe. It has a very strong ethnic stamp and very few non-French have been allowed to join. Its boss, Charles Calvin, is very ruthless and that attitude has influenced the whole organization. It completely lacks the paternal style of di Vinco's syndicate. The most important Fentress strongholds are in the Provençal sprawls, in Paris, in Liège and North Africa. The syndicate cooperates well with Arab gangs in Algiers and Casablanca and it is rumored that Fentress provides arms for the Moslem terrorists that strike against EC targets.

SYNDICAT FRANÇAIS

Despite its name, this group is not distinctively French. It is a very unusual criminal organization, since it operates exclusively in the Net. The members are Net Junkies from all over the world under the leadership of Jacques Leclerc of Marseille. They rob electronic accounts, sell "protection," steal information, and extort money. Despite having been active since 2085, no member has yet been caught. Neither TRAIL nor GV have been able to identify the true identity of any member. This is a clear indication of the skills of this syndicate and for that reason, there are wide-spread rumors that the syndicate is controlled by an extremely capable AI.

ARYAN BROTHERHOOD

The Aryan Brotherhood (AB) is a racist organization that has expanded into criminal activities. Its final goal is the "racial purification" of Europe. The main target is the large Arabic population, which is considered "an alien poison in the European blood." The AB is behind many attacks on Arabic communities all over Europe. It also attacks Asians and Jews, but these are more well-protected since they tend to be more affluent. There are also strong rumors that the AB is involved in getting arms to Polish rebels in Russia.

The Aryan Brotherhood is present in most European countries, but its stronghold is France and Germany. It is mainly a working class organization. To be a member is not illegal in itself, and many youngsters proudly sport its symbol as a tattoo: a cross made out of two red lightning bolts. The Brotherhood is popular in European-dominated worker and born-to-lose areas, because its members try to keep some semblance of order—but hardly law—in such crime-infested districts.

The AB does not regard itself as a criminal organization, but rather as the "striking arm of the pure Europeans," and it has a strong code of honor. This means that a deal cut with the Aryans will be upheld most of the time. Its main criminal activity is the manufacture, distribution and sale of illegal weapons and cyberware. This finances their own "law enforcement" and terrorist activities. The brothers can also be hired as muscle if they are convinced that their task is accordance with their ideology.

The military services regard the Aryan Brotherhood as "crude," and membership is forbidden to all soldiers. However, since the military establishment is more or less anti-Arabic, it does not actively oppose the AB.

MOSLEM BROTHERHOOD

When attacks on the Moslem communities in Europe increased in the mid-21st century, the main Moslem communities formed a clandestine defense league, the Moslem Brotherhood, to protect their people and homes. The Brotherhood is mainly a defensive organization, but it is said that some of its leaders work directly for foreign governments. The MB is also involved in smuggling people from the Arab world to Europe. The members know most of the unofficial ways between north Africa, Asia and Europe. (This may be a reason the player characters to seek help from the MB.) The Moslem Brotherhood will give assistance to most who can help MB in return; money alone will not buy its assistance.

Lately, there has been rumors about something called the Quiet Jihad, perhaps a part of the Moslem Brotherhood, but no one knows exactly what it is. Most guess that it is an organization of assassins, dedicated to kill highly placed anti-Moslem persons. This might be true, since the number of seemingly random assassinations has increased, but no one knows for sure.

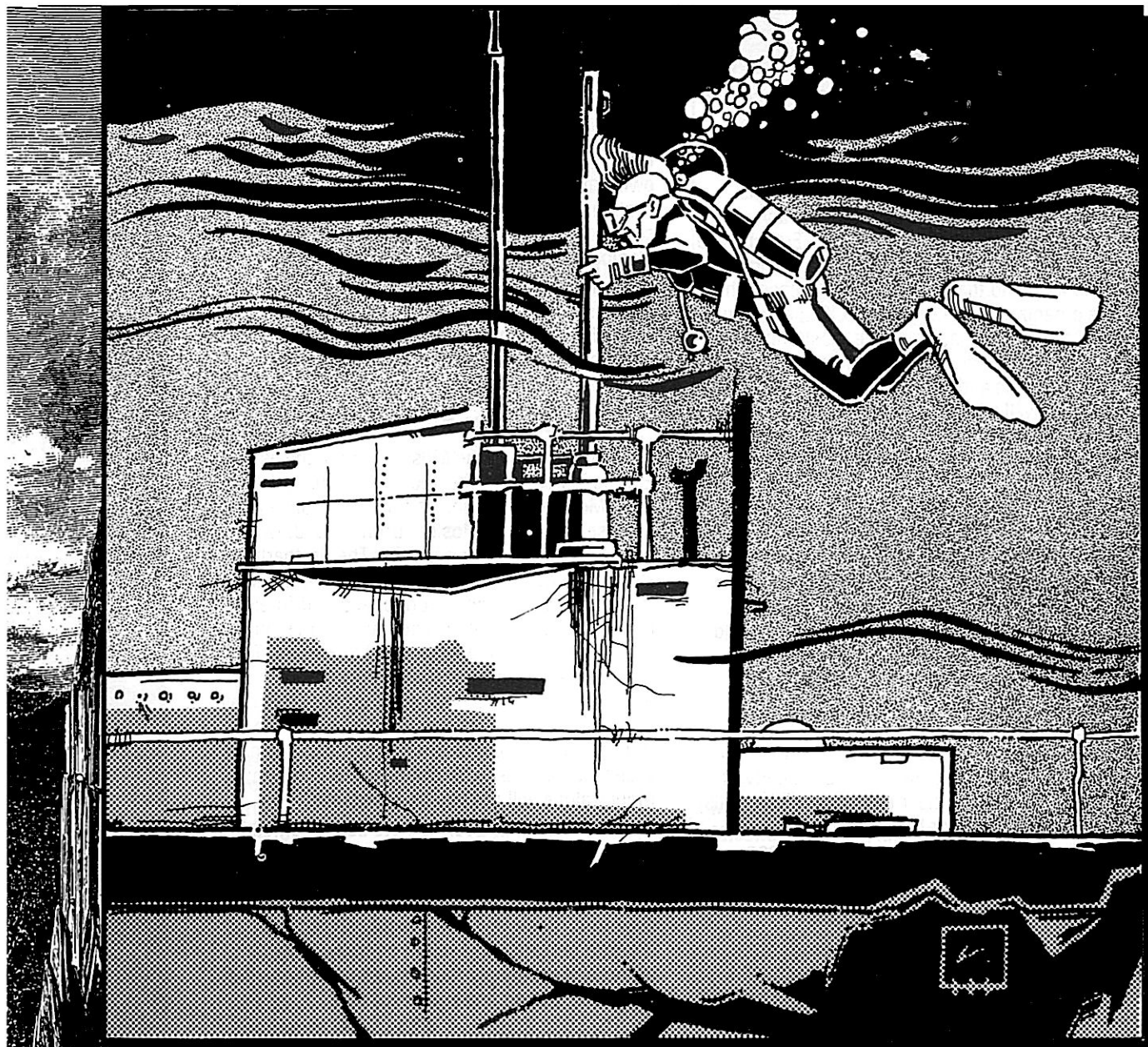
BLOOD SHADOW

The Blood Shadow is a traditional Chinese syndicate, originating from Hong Kong. It only works inside the large Chinatowns of Europe, mainly in France and Britain. It runs protection rackets, gambling, prostitution, drugs, and many other operations. No one challenges this syndicate on its own territory. The Blood Shadow soldiers are very well trained in martial arts and should definitely be feared when encountered.

Oriental adventurers might try to get assistance from the Blood Shadow to gain information or find a place to hide.

10.0

91



11.0 ADVENTURE: THE HUNT FOR U-1205

This section contains an adventure that will introduce the players to Europe. They will start in Berlin, where they will uncover a strange plot in which several other actors are involved. The climax will bring them to Narvik in northern Norway, where a long buried, fantastic treasure awaits discovery in a very unlikely place.

92

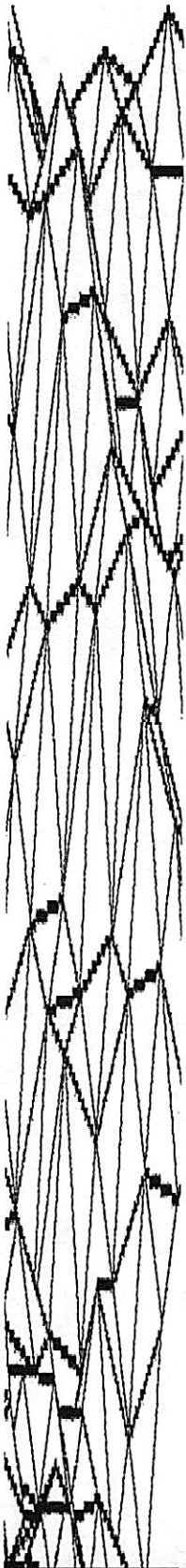
C Y B E R E U R O P E

The traditional tools to get the PCs into an adventure are not present here. There is no patron that hires the services of the group. The greedy will find little monetary reward, since there are no caches of World Dollars or other goodies to uncover. Instead, there is a personal motivation, the recovery of a sister from the clutches of a sinister cult, and an intellectual motivation, the unravelling of whatever mysterious plans that cult is up to.

When Nazi Germany was facing its final collapse during the winter of 1944-45, some powerful Nazi party members decided that it was time to discreetly depart to South America. However, the trip had to be undertaken without alerting the security agencies of Heinrich Himmler, who would strike down on any sign of "defeatism."

However, the German scholars were completely unaware of the true nature of one of the objects, the most spectacular one in fact. In one of the excavated graves they had found a spearhead whose design indicated a Mediterranean origin. Everyone thought it had been acquired by a





warrior serving in the Varangian Guard of the Byzantine emperor, something not unusual for the widely travelled Northmen. In fact the spearhead was something else: it came from the Spear of Destiny, which in 33 AD had been used by the Roman legionnaire Casca Longinus to puncture the body of Jesus while hanging on the cross. This act gave supernatural properties to the spearhead, and also brought down a curse on Longinus. Jesus told him: "You are a soldier now and you will remain one until the day I return." And what he said happened. Longinus found himself unable to die. Even mortal wounds healed and he was immune to all diseases. Ever since that fateful day he has walked through the world, usually engaged in the bloody trade of the mercenary.

The spearhead was kept by the followers of Jesus. First it was put in a church in Antioch (today in Syria). During the chaos of the Moslem conquest of the Middle East during the 7th century, it seemingly disappeared. In reality, it was secretly brought to a monastery in Trapezunt (today Trabzon, Turkey) by the Black Sea, where it was safeguarded by monks. In 982 the monastery was sacked by a group of pagan Vikings, formerly soldiers of the Varangian Guard at the Imperial Palace in Constantinople, while on their return trip to Scandinavia. (The Vikings traveled between the Baltic and Black Seas on the big rivers of Russia.) And in the end the Vikings, two years later, brought their loot to their homes on Iceland. When the owner died, his spear, with the fateful spearhead, was put in his grave. And there it rested until the late 19th century.

The spearhead has some special properties, unknown to the world since 982. When brought into the hallowed ground of a church, it will glow with about the same luminosity as a torch. When touching a wound on a faithful Christian, that wound will immediately heal. Both these attributes are complete contrary to several laws of nature and should baffle all scientists. Otherwise, it is in all respects an ordinary, though quite rusty and dull, Roman spearhead.

During the 1930s, some Nazi leaders managed to uncover the true identity of the spearhead by arcane and secretly methods. One of them, Gruppenführer (general) Julius Rasch, "borrowed" it from the Heidelberg Archeological Museum and put it into his private collection and later transferred it to the submarine that would bring him and his cohorts to Latin America.

For some reason, perhaps by intervention of supernatural forces or by pure chance, the submarine was attacked by British planes just southwest of Narvik and sunk with all hands. The spearhead found a new resting place in another grave. And the decades passed.

11.3 THE CURRENT ACTORS

There are several persons and organizations interested in the Spear of Destiny. They all have various motives and methods for trying to acquire it. The players will become entangled in a complicated mesh of intrigue.

THE SUN CHURCH

Once there was a hack British horror writer named Frank Chubber. He grew tired of his poor life and attempted suicide, but during that incident a strange, mental "awakening" occurred within him. He wrote a book called *The Principles of Divinity* in which he claimed to have the solution to the problems of both the world in general and those of every individual. He also stated that the Sun was the Eye of God in this solar system. His teachings appealed to many and the Sun Church was founded in 2061 and gradually grew bigger. Frank Chubber became its leader, titled *The First Servant of the Sun*.

After a while, Frank Chubber realized that Berlin was the true center of Europe. In 2068, he transferred the main operation of his church to the town of Zossen, south of Berlin, and established its headquarters in a 18th century Prussian mansion, bought from a destitute family of German nobles.

In 2090 the Sun Church has several hundred thousand fanatical members in the EC and in other places around the globe.

The Theology of Frank Chubber

The basic ideas presented by Frank Chubber are that the world is going down the drain—something that is obvious to most people—and that God has given him the ideas needed to solve the world's problems. All societies must be reformed, of course under the "benevolent leadership" of Frank Chubber personally, and be led into an ecological future in which all aspects of technology are controlled, again by Frank Chubber personally.

The Sun Church also offers personal salvation to its members. It teaches that human souls are nested in an endless cycle of life, death, and rebirth. The common man has no control over where his soul goes when he dies, but with the techniques taught by the Church anyone can learn to guide the soul into a desired new body, thus ensuring a good next life.

FRANK CHUBBER

The First Servant of the Sun is a stout, red-haired man in his sixties, vain, with delusions of grandeur, and a taste for slim girls in their late teens. He has a egotistic and ruthless personality; most would consider him evil. Somehow, during his suicide attempt (mentioned above) he acquired the paranormal ability to affect other persons minds and influence their actions (e.g., somewhat

like the 'Mule' in Isaac Asimov's *Foundation and Empire*). He uses this power in his work, but has been very careful not to reveal its existence to anyone.

Chubber's true goals are immortality, power, and wealth. He considers himself superior to all other humans and views them with contempt. They are but pawns in the great game he is playing. It is dangerous to underestimate this man; he has proven to be an apt survivor and skilled administrator. Compared to Megacorp leaders, he may seem to be a minor player, but his special mental ability gives him the upper hand in all personal negotiations.

Chubber does not make a personal appearance in this adventure. He stays in comfort and safety aboard his ship, the Helios, cruising somewhere in the Atlantic. But his underlings keep him constantly informed of significant events. He reacts to what the other actors, including the player characters, do and issue commands to his agents in order to improve their chances of success. The GM has to put himself in Chubber's shoes during this adventure and decide what the cult leader commands. Chubber bases his actions on what he is told by his underlings. They will not know everything about the other actors, and may well misjudge or fail to perceive what their opponents are up to. It is possible to surprise Chubber if one remains undiscovered and/or plan his actions well.

The intention is to make Frank Chubber a powerful background opponent for the player characters in future adventures. They may well encounter his evil schemes and fanatical followers in other parts of the world. Chubber does not expose himself, since he has vital long-term plans that must not be endangered. He intends to literally live forever and will never, under any circumstances, risk his health or life. Do not let the players eliminate him too easily (if even given the chance).

THE ORGANIZATION OF THE SUN CHURCH

The church is organized as a corporation, even though it claims otherwise. Its "parishes" belong to a hierarchy on national, continental and global scales. The church also owns a lot of small companies that supply it with necessary services, such as printing, recording, and legal advice. The cultists work for minuscule wages.

The church also has its own security and intelligence organizations (the Guardian Office and the Research Office), which are based in Zossen and whose chiefs report directly to Chubber. Many of their operators have been trained in espionage and clandestine warfare, even though their quality is rather mediocre. Their dedication, on the other hand, is high, hammered into their minds by Chubber personally.

THE HELIOS

Frank Chubber has his personal headquarters aboard the Helios, a modified cruising ship, registered in Iceland and usually voyaging on international waters. She is well-equipped with modern transportation, communications and surveillance facilities, including speed boats, helicopters and VTOL aircraft. In her arsenal, there are both civilian and military weapons and other combat equipment. The crew is well trained in their use. Helios is also a education facility for high ranking officials of the church. Here they receive lectures by Frank Chubber, simultaneously having their minds "adjusted" by him.

PETER MIKOIAN, MIKOIAN ENTERPRISES, AND ICELAND

The influence of Chubber is not only limited to the common members of the church. He has far-reaching plans, and to realize them he has befriended and influenced powerful individuals who might prove useful. One of these is Peter Mikoian, owner and leader of Mikoian Enterprises. This small and efficient Megacorp is specialized in the exploitation of natural resources, such as minerals and petroleum, and the riches of the oceans, like fish. Chubber has also initiated several projects studying the biology of man, since he finds this to be the best way of discovering the secret of immortality.

Mikoian Enterprises was founded two generations ago and has gradually grown, acting like an intelligent predator by devouring smaller companies and staying out of the way of the bigger ones. Today, Mikoian Enterprises is based in Reykjavik, Iceland, and virtually owns the whole island. Its current activities include fishing and food processing, deep-water mining in the north Atlantic, volcano research, and ship-building.

Iceland has about 250,000 inhabitants and almost all work for the Megacorp. It is a wind-swept island with heaths, barren mountains and glaciers. It is also volcanic and in recent history there have been several large eruptions both on land and on the sea floor. The population is concentrated in the city of Reykjavik and a few small coastal towns. In the rural areas one will only find the occasional farm where people raise sheep. The Icelanders are, for the world of 2090, a nice and civilized people. They are homogeneous with no native minorities. All teenagers and adults have reasonable knowledge of German and Danish (D3-D5). Any foreigner is easily spotted due to lack of mastery in the local mores and in Icelandic, a Scandinavian language known by very few outsiders.

Icelanders in common view Mikoian Enterprises as a necessity for their survival. It is the only Megacorp that has shown any interest for their remote country and simultaneously allowed them to keep their national heritage intact. Without

11.0

95

SUN CHURCH BODYGUARD



OVERVIEW

Abstract: The body guards are the strong arm of the Sun Church. Similar groups can be found in other religious or political sects.

Identifiers: None

Activities: Security operations in a very wide sense, hit missions.

General Attitude: Dedicated to Frank Chubber, ruthless, arrogant

Common Equipment: Fire-arms, surveillance and communications equipment.

COMMENTARY

Frank Chubber, being paranoid, is very security-minded. He has personally adjusted the loyalty of the Sun Church body guards to maximum level. The body guards are little more than fanatical thugs, that are quite willing to die for their spiritual leader.

ELITE MEMBER

Profession: Killer

Level: 6

Hits: 55

AT(DB): LBA (5)

Fire: +60 Submachine Gun

Melee: +60 Brawl

Skills: +70 Subduing, +50 Equipment, +40 Exploit

COMMON MEMBER

Profession: Killer

Level: 3

Hits: 20

AT(DB): LBA (0)

Fire: +35 Pistol

Melee: +30 Brawl

Skills: +45 Subduing, +40 Equipment, +40

Mikoian Enterprises they would slide into poverty or be gobbled by someone else who would destroy their culture and their language; two possessions dating back to the time of the Vikings and of which the Icelanders are very proud. Peter Mikoian wisely supports research and education in these fields to strengthen his support.

During the 2080s, Peter Mikoian gradually became Chubber's puppet. The cult leader is today the secret true master of both Mikoian Enterprises and the nation of Iceland, though he leaves the routine work to Mikoian, his execs and the Icelandic government bureaucrats. The island has become a haven for the Sun Church. It is very difficult for any outside agency to perform open or clandestine operations here. With the small population it is easy for the national police to keep track of every stranger and this force is but a tool for Mikoian Security.

The Sun Church does not proselytize on Iceland, nor does it have any overt institutions there. Chubber prefers to maintain a very low profile to avoid unnecessary attention from abroad and to avoid clashing with the Icelanders. These are no more friendly towards cults than any other Europeans. All Sun Church activity is hidden inside Mikoian installations. The Icelanders have so far no knowledge of the connection between Peter Mikoian and the Sun Church nor Frank Chubber's true role. Those that know about his existence, believe that he is an eccentric wealthy man that for some reason has chosen to occasionally visit this quiet island, far away from the hectic life in Europe.

SEBASTIAN THORN

Sebastian Thorn is a child that Chubber personally has taken care of. The boy's mother, a member of the Sun Church, died at the birth. Chubber saw hidden talents within the baby, adopted him and gave him the name Sebastian (which was an old Greek word, meaning "imperial"). He also hid the baby from all authorities, making him a "blank" (essentially, a person without official recognition). Sebastian's only computer files are in the most well-protected sectors of the Sun Church data banks, hidden deep inside a secret section of the Mikoian Enterprise computer system on Iceland.

Chubber used his special powers to influence and modify the mind of Sebastian and endow it with certain faculties. The goal was to create a person who could influence machines in the same way Chubber could manipulate people. The cult leader was successful and Sebastian acquired the desired powers. But if Sebastian was to use his powers efficiently, Chubber could not tie the boy's will to his own. Thus Sebastian is the only person in Chubber's entourage that has retained all of his free will. Instead, Chubber has tried to control Sebastian by keeping a tight rein on the information that reaches the child.

At the age of eleven, Sebastian Thorn has a very biased view of the world. He truly believes that his "father" is the savior of the world, that everyone going against Chubber is an agent of evil, and that by doing as his "father" wishes he will further the good of all mankind. Some basic human concepts like equality between individuals and independence are unknown to him. Convincing Sebastian that he is wrong would be a major deprogramming project, well beyond the means of most, if not all player characters.

Sebastian has two homes. One is Peter Mikoian's mansion outside Reykjavik and the other is aboard the Helios. In both he is surrounded by an attentive staff of nurses, tutors, and bodyguards, all fanatically loyal to Chubber. He receives daily education in a wide variety of technical subjects, which has already made him into a skilled computer hardware and software technician. But Sebastian has no kids of his own age to play with, which has made his behavior slightly odd. Despite being only eleven he usually behaves as an adult. But when under emotional stress he will suddenly switch into the role of a child, seeking assistance from adults nearby. Most of the time he also talks like an adult, which gives a very odd impression.

11.4 THE SEARCH FOR THE SPEAR BEGINS

The Sun Church runs a college, Schönefeld Hochschule, in Berlin. It is also a cover for various covert activities of the church. One such project is an investigation into the occult practices of Germany during the Nazi era: 1933-45. A church researcher, Hans Lewin, recently uncovered Julius Rasch's diary with its references to the Spear of Destiny and decided to dig deeper into the matter. He managed to find the general's order to transfer his Roman antiques to U-1205 in Narvik and wrote a memo about his discoveries to Chubber, sending it just before this adventure starts.

THE GRAPEVINE IS ACTIVATED

In 2090 it is very difficult to do research without being noticed in some way. Hans Lewin left some traces when he was going through the extensive data bases at the German national archives in Koblenz. Others, modern scavengers that earn their living by gathering and selling pieces of odd information, decided to take a closer look into what the Sun Church was up to. When they knew more they started to search for customers of that knowledge.

One was obvious—the Roman Catholic Church. Her Information Institute (II) willingly paid for learning that the detested Sun Church was trying to find an unidentified Christian relic. Another was Casey Long, an American mercenary in Berlin, who was known among Net scavengers to be interested in information about legendary Christian

and Jewish artifacts. He paid generously for the knowledge that Frank Chubber's henchmen were actively searching for an unknown one, canceled his pending contracts, and began to scheme in solitude.

CASCA LONGINUS

The Roman legionnaire is still around in 2090 and still performing his old trade. He has not aged during the two millennia of his life. Many times he has suffered grievous injuries in various wars and recovered completely after some time.

However, there is no escape from pain or boredom. Longinus has gradually come to hate his never-ending life and has been searching for some way of nullifying Jesus' curse for a long time. He thinks that if he finds the Spear and presents it on the altar in the Holy Sepulchre Church in Jerusalem, he might be forgiven and allowed to die. Already during the 1950s Longinus had traced the Spear to the Trapezunt monastery and the sack of the Vikings, but after that he could not find any further information.

In 1991 Casca Longinus moved to Berlin. Since the 2070s he has used the cover of Casey Long, an American soldier of fortune. He has numerous contacts in many places. Long is known among mercenaries for professional competence and for having refused all cybernetic implants, claiming that such would impair his natural talents.

THE ROMAN CATHOLIC CHURCH

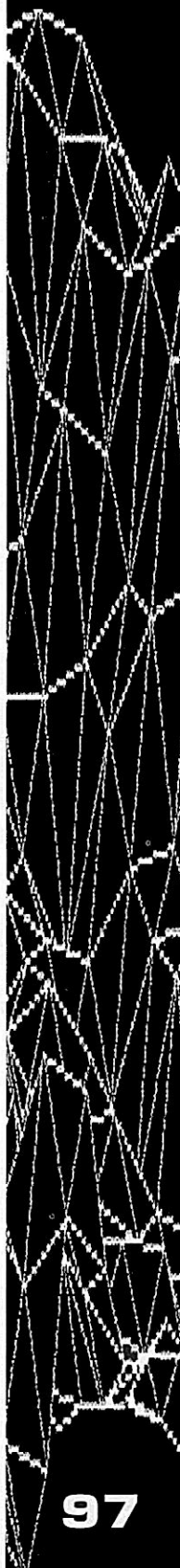
Acquiring the Spear of Destiny would indeed be a triumph for the Catholic Church. When pope John Francis was told by Monsignor Ulrich Franke of Lewin's search for a presumed genuine though unidentified relic, he gave the Information Institute orders to find out what is going on and take necessary actions. A team of two women, the Swedish netrunner Helena Börjesdotter Haga of the II, and the Irish free-lancing security operator Celemon Hildebrand, were sent from Rome to Berlin to investigate.

However, the pope has enemies within the church. Some reactionary cardinals, bishops and other men of power consider him too modern-minded and too worldly. They do not wish him to succeed in such a prestigious feat as recovering a genuine relic. Instead, they wish to obtain it for themselves and hide it, until the day they consider to be the proper one to proclaim to the world that a true artifact has been found. These men will secretly muster their resources to counter the activities of the II and others that they perceive as their enemies with the final goal of snatching away the artifact from whomever that gets it first.

11.5 RUNNING THE ADVENTURE

When in Berlin and Narvik, the player characters will move between what can be termed "points of interest" that are scattered across each city. Each

11.0



97

SUN CHURCH FILE: SEBASTIAN THORN

APPEARANCE

Age: 11
Eyes: Grey
Hair: Brown
Build: Slim
Height: 143 cm
Weight: 40 kg
Sex: Male
Race: Caucasian
Origin: Great Britain
Demeanor: Well-behaved and mature for his age.
Dress: Relaxed
True Attitude: Curious, somewhat naïve.

STATISTICS

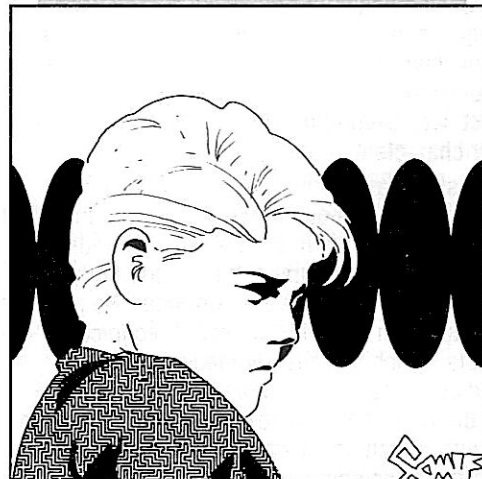
Co: 32/0; Ag: 70/0; SD: 53/0; Me: 93/+10; Re: 96/+15; Ap: 57/0; St: 19/-5; Qu: 71/0; Pr: 42/0; In: 77/+5; Em: 82/+5; CIRS: —

GENERAL DATA

Profession: Tech Rat
Level: 7
Social Class: UCorp
Fire: —
Melee: —
Missile: —
Hits: 30
AT(DB): NOA(0)
Skills: Software Technics 200†, Electronic Technics 176†, Mechanical Technics 166†, Equipment 162†, Drive 147†.
Languages: English D5, Icelandic D5, German D4, most programming and machine languages D5†.
† Special Bonus: +100 on all maneuvers related to controlling machines due to his special empathic talents.

EQUIPMENT

Cyber Systems: None
Items: Tools for all kinds of electronic and mechanical jobs.
Assets: None
Cash: \$50



BACKGROUND

Sebastian Thorn is the adopted child of Frank Chubber, the Sun Church leader. Since his birth he has been kept within the church. His existence has never been revealed to any outside authority, making Sebastian a blank and impossible to trace through official sources. When travelling, he is equipped with a suitable fake identity.

Sebastian has been endowed with a special talent to manipulate machines. This is represented by a special +100 bonus for all sorts of machine control related maneuvers, such as building or repairing mechanical or electronic devices, or programming and running computers. It does not apply to tasks such as using weapons in combat.

Sebastian Thorn has a very biased view of the world. He truly believes that his "father" is the savior of humanity, that everyone going against Chubber is an agent of evil, and that by doing as his "father" wishes he will further the good of all mankind. Some basic human concepts such as equality and independence are unknown to him.

Sebastian either lives aboard Chubber's ship, the Helios, or in the Peter Mikoian's mansion outside Reykjavik, Iceland. Despite being a boy he usually behaves as an adult. But under emotional stress he will suddenly switch into the role of a child.

of these is described separately with pertinent information and, when necessary, maps.

There is no set order in which the characters should "visit" one point after the other, but in the text the points are arranged in a likely progression as the characters perform their investigation. Moving between the points will generally be fast, easy and without hindrance, regardless of whether the characters use public transport or travel by private means.

11.6 PART 1: BERLIN

One of the player characters—not originating from Germany—has a sister named *Teresa*, who has been working as a free-lance fashion model in Berlin for some years. She has not had any great success, but has been persistent. The sister has had little contact with the PC, but the parents, who still live in the home city, have usually kept the PC updated on her activities.

A couple of months ago Teresa bought Chubber's *The Principles of Divinity* and became very fascinated with its ideas. She started to attend Sun Church meetings in her suburb and soon became ensnared by the clever local cult leader. She decided to abandon her previous "sinful" life and dedicate her future to build a new and better world that would be guided by the genius of Frank Chubber.

Three weeks ago Teresa left her home to participate in a "philosophical" retreat arranged at Sirius-Haus, a Sun Church boarding-"school" on the outskirts of eastern Berlin. There she has been thoroughly indoctrinated by the will-weakening procedures of the cult and transformed from an outgoing and independent girl to a docile tool of the Sun Church.

Teresa's physical appearance is to the general taste of Frank Chubber. Since all new members are thoroughly screened by the Guardian Office, that has been discovered by Franz Mentzer, a church exec in the Zossen headquarters. He has informed the Sirius-Haus director Peter Schmidt that the girl should be trained as a domestic servant and, when ready, assigned to Chubber's mansion on Iceland.

When the adventure starts Teresa has just been told that she must terminate the lease on her apartment, pack her belongings and move to Schönefeld Hochschule, a college run by the Sun Church in the Schönefeld district of Berlin. There she will be trained for a month in a new profession and then be assigned a job in the service of the church. She will be living at Schönefeld Hochschule while the players try to find her.

When the month has passed and if the player characters have not liberated Teresa, she will depart for Reykjavik on a commercial Lufthansa flight from Tegel airport (Berlin) to Arlanda airport (Stockholm), changing there to a Northlantic flight bound for Keflavik airport (Reykjavik, Iceland).

There all traces of her will vanish, since Mikoian Security possesses complete control over Iceland and will block undesired attempts to get any information about what is happening there.

If a character penetrates the outer security systems of the Berlin Sun Church through the Net, the PC will arrive at the scene of a Net battle. In this fight an unidentified netrunner—*Helena Börjesdotter Haga*—is trying to escape with some well-protected information from the secret data banks of the college, while the security programs do their best to prevent it. Eventually, the intruding character involuntarily ends up with two files, while retreating from the alerted security programs. He is also unknowingly identified by Haga.

When looking through the two files the players will most likely be puzzled. The first document is a facsimile of a typewritten text in German, dated 20 March 1945, issued by a high-ranking officer in Nazi Germany. The other one is a contemporary document in a modern computer format and also in German. Both deal with a German World War Two submarine (actually U-1205 and its strange cargo, though that is not obvious at this stage).

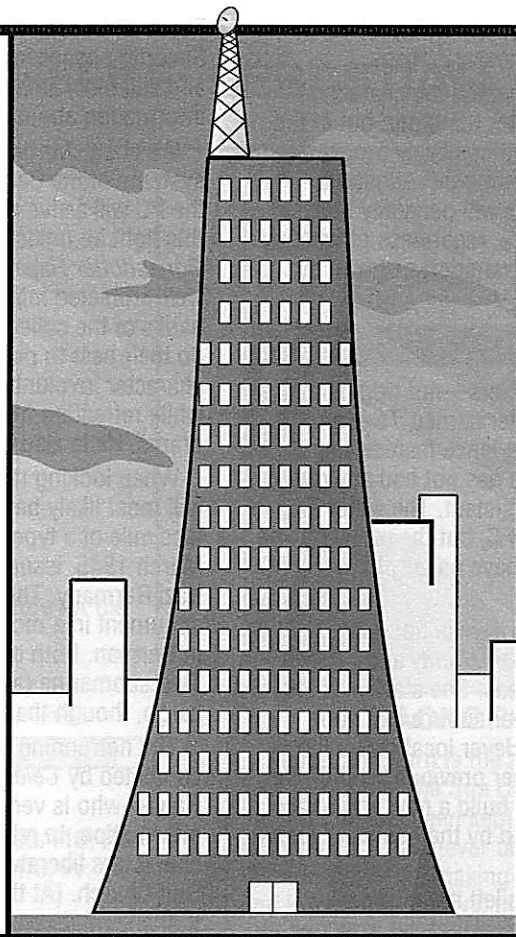
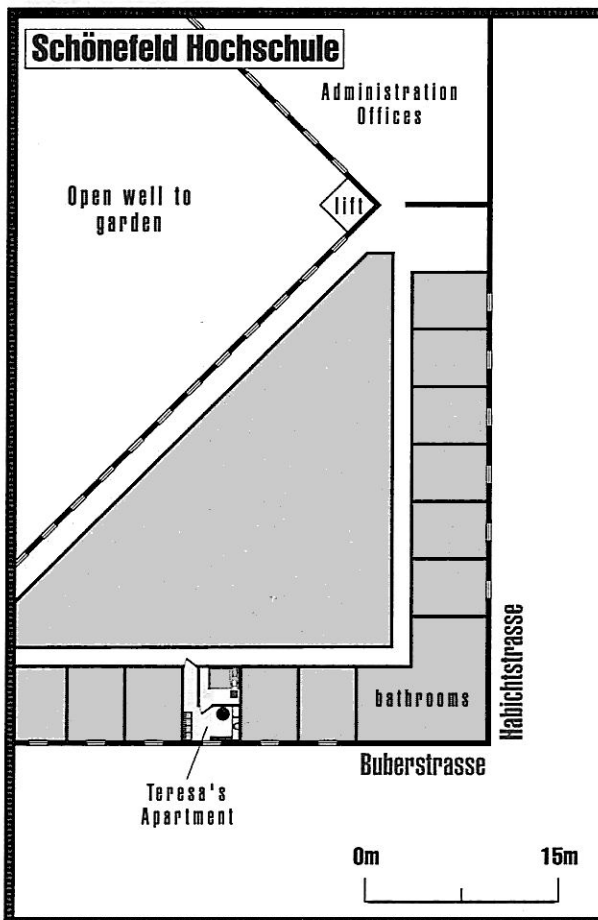
The netrunning character will somewhat later be contacted by *Celemon Hildebrand*—partner to Haga—who is very interested in getting that information. In return she is prepared to help the characters liberate Teresa from the clutches of the Sun Church. (At this stage, Haga, who has realized that she might have been identified by the security systems with which she fought, has left Berlin through secret ways known only by the Roman Catholic church. Soon she will take refuge in a Clarissan convent in Passau, southern Germany. She cannot be traced by the players.)

However, the tangle does not end there. *Casey Long* had earlier heard on the grapevine that the Sun Church in Berlin was investigating some matter connected to Christian artifacts. He became very interested and hired a very capable German netrunner—*Siegfried Hausberg*—to monitor the connections that the Berlin branch of the Sun Church had with the outside world. Hausberg observed both Haga's and the player character's intrusions (if they made one) and managed to backtrack the PC and identify him without being discovered. He immediately informed Long about this.

Long contacts the player characters and offers to buy the information they possess for a good price. If the players agree, he will pay and then leave Berlin (only to re-appear again in the Part 2 of the adventure in Narvik). If the players tell Hildebrand that they did this, she will be annoyed and puzzled. She is not aware of Long's true identity and wonders why another outsider would be so interested. (Nothing prevents the players from giving the German U-boat information both to Long and Hildebrand without those two being aware of it.)

11.0

99



STARTING THE ADVENTURE

The adventure starts when the selected PC receives a phone call from his/her parents. It appears that Teresa has not been in her apartment for three weeks, nor has she notified her parents of her absence; a most unusual behavior. The parents have left messages for her, but to no avail. Now they are worried and want their other child to go to Berlin and check out on what has happened to Teresa.

INVESTIGATIVE STEPS

Initially, the PCs have the following leads: they know Teresa's apartment address and they know of Martinus Jackson, her agent,

whose name and office phone number can be provided by Teresa's parents.

TERESA'S APARTMENT

Teresa rents a small two-room apartment on the fourteenth floor in a high-rise building on Alexandrastrasse 12 in the Wedding district, Berlin. The area is mainly populated by lower-middle class people. The apartment house is an anonymous modern building.

If the characters try to enter Teresa's apartment illegally, they must overcome the not too complicated alarm and security installations (a Light maneuver). The building is protected by a Berlin security firm and its personnel will respond to an alarm within 10-20 minutes.

It is possible to enter legally if Teresa's brother/sister PC contacts the deputy landlord, Bertold Haule, and identifies him/herself as a close relative. The PC would then have to present a reasonable (though not necessarily true) explanation of why he/she wants to enter the apartment. Bertold Haule will not be particularly suspicious if presented with convincing identification and will follow the brother/sister to the apartment and unlock it before returning to his office.

The apartment contains a few easily found items that should attract attention:

If the players do not sell the information to Long, he will try to steal it from them in whatever way the GM finds appropriate. The GM must use his imagination and improvise. However, Long will avoid murder and mayhem, since he does not want to "contaminate" his quest with such heinous actions. He will also avoid revealing his supernatural properties, for instance, he will fake his death if seriously injured. Long might not get an opportunity immediately, and in that case he or mercenaries hired by him might turn up later, though preferably no later than when the characters are in Narvik, since Long could play an important role in that part of the adventure.

If the players con Long, he will be very angry when he realizes the truth (which may take some time). He will try to get his revenge by anonymously tipping off the Sun Church about the characters' intrusion into church affairs. Chubber's vengeance will then be swift and brutal.

Part 1 of the adventure is supposed to end with the joint efforts of the player characters and Hildebrand in snatching Teresa from Schönefeld Hochschule and sending her abroad for deprogramming. (There are many psychiatrists that undertake such tasks for a suitable payment, though that is outside the scope of this adventure.) Since Hildebrand is essential in part 2, she must survive and get away, even if the GM has to fudge the dice rolls.

- A German-language video cassette titled *Persönlich Kontroll durch Meditation* ("Personal Control through Meditation") produced by Interim Media in Copenhagen. The cassette contains a two-hour instruction in meditation technique. (Interim Media is a small company with no obvious connection to the Sun Church. But it is actually owned and run by two leading execs of the Danish branch of the church, a fact that can be uncovered even though it is difficult and may require some time.)
- An electronic address book. It is scrambled, but the cypher is Easy to crack with computer assistance. In the book there are about twenty names with addresses and phone numbers, mostly close relatives and friends. Thanks to small notes attached to the names it is possible to identify two interesting persons: Theodor Marcus, with whom Teresa appears to have an intimate relation, and Martinus Jackson, her agent.

TERMINATING THE LEASE

The day after the start of the search for Teresa, she returns by van to her apartment to terminate her lease and pick up her belongings. She is accompanied by two muscular men in their twenties (two common body guards), one of which is driving the van. She contacts Bertold Haule to arranged the formalities. He, unless previously persuaded by Teresa's PC sibling, tells her that the PC and his friends came yesterday in search for her, and—provided that Haule let the PC in—that they entered the apartment. When Teresa hears that somebody is looking for her she becomes visibly distressed, but she is comforted by one of her friends that says it does not matter, since she will be protected by them.

Haule finds the situation unsettling and becomes a bit suspicious, but, since the two escorts look big and competent, he decides to keep quiet. He asks for Teresa's new address in order to be able to forward messages. However, she claims that she is starting an entirely new life, and refuses to divulge an address. The deputy landlord is not a stupid man, so he jots down the registration number of the van and, through the security system of the houses, uses the video cameras in the elevators to photograph Teresa and her two escorts.

The van is a horizon blue Volkswagen Brandenburg QX which has Berlin plates. A quick check in the city car register, which is public, will reveal that it is owned by Schönefeld Hochschule.

If Teresa's PC sibling gave Haule a contact phone number, Haule will get a hold him as soon as possible and provide all the pertinent information. Of course, Haule expects some gratitude for his help, like a \$50 bill.

MARTINUS JACKSON, TERESA'S AGENT

Martinus Jackson is a small Jamaican with English as his native language. He is prepared to speak to Teresa's PC sibling if he is convinced of the identity. What he says can be summarized as: Teresa was a good model since she had the "right look" for the current fashion trends, but she started losing interest in doing a good job when she got involved with some weird religious guys some months ago. Jackson complained, but Teresa did not change her behavior. The result was that it was more difficult to find work for her and Jackson began to concentrate on other models instead. The last time Jackson heard from Teresa was about four weeks ago when she called him. She had said that she planned to quit modelling and instead move on to the bright new future she had found.

THEODOR MARCUS, TERESA'S BOYFRIEND

Theodor Marcus is a German rock musician, playing the bass in Taifun ("Typhoon"), a five-person band, mostly playing whirlwind rock (a very popular music trend in Europe). He lives a couple of blocks away from Teresa on Alexandrassraste 22 in a similar apartment. He usually plays at a nearby rock club, Das Schattenhaus ("The Shadow House"), until early morning, sleeps until early afternoon and rehearse during the evening. (The street addresses and phone numbers of both places are in Teresa's address book.)

Theodor is prepared to talk to Teresa's PC sibling if that unknown stranger can prove the relationship to him. The musician is quite worried since he has not heard anything from Teresa since she left for Sirius-Haus three weeks ago. He knows that Teresa has become involved in some strange religious group, though he does not know very much about it except for its name and a local address. Theodor is indifferent to religion and the couple quarrelled over Teresa's new-found interest several times. He resented her attempts to bring him to meetings of the group. Since about three weeks ago, Teresa has been away from home. Theodor has no idea where she went, since she has not bothered to tell him. They had had a very bad row some days before, and Theodor guesses that Teresa was so mad at him she broke off their relationship.

He, however, does not want to loose her, especially not to what he calls "some religious nuts." If the characters want to make a serious effort to find her, Theodor is prepared to give them what help he can. He will not fight except in dire emergencies, but he can, for instance, get information through the rock grapevine in Germany. He can get hold of and put together various pieces of unrelated information about the Sun Church by talking with acquaintances over three to four days. The cult has taken many youths from

11.0

101

GV FILE: THEODOR MARCUS



APPEARANCE

Age: 28
Eyes: Grey
Hair: Black
Build: Slim
Height: 178 cm
Sex: Male

Race: Caucasian
Origin: German
Demeanor: Polite
Dress: All denim
Weight: 67 kg
True Attitude: Dedicated to his music, in love with Teresa.

STATISTICS

Co: 51/0; Ag: 62/0; SD: 66/0; Me: 91/+10; Re: 96/+15; Ap: 47/0; St: 45/0; Qu: 57/0; Pr: 61/0; In: 77/+5; Em: 81/+5; CIRS: —

GENERAL DATA

Profession: Tech Rat
Level: 5
Social Class: LSprawl
Fire: —
Melee: Brawling 30
Missile: —
Hits: 27
AT(DB): NOA(0)
Skills: Electronic Technics 86, Software Technics 60, Mechanical Technics 50, Equipment 50, Rock Musician 50, Perception 40
Languages: German D5, French D4

EQUIPMENT

Cyber Systems: None
Items: Bass, synthesizer
Assets: \$1,000
Cash: \$50

BACKGROUND

Theodor Marcus is native Berliner, but he has travelled a lot in Europe and has contacts everywhere in the EC rock music community. He is currently a musician, but his original trade was in electronics. Thus he has skills that are very useful for a hi-tech rock band.

The Taifun band belongs to the popular whirlwind trend, but the members have not yet produced a hit. They play at various rock clubs in Berlin to make a living.

the rock world and is generally despised. From Theodor's information, the players could get a grasp of what the Sun Church is like and what it does to its members.

SCHÖNEFELD HOCHSCHULE

Schönefeld Hochschule is a college run by the Sun Church with the overt task of providing academic education and vocational training for German church members. There are also a lot of covert activities going on there too, like investigations and research into matters that Frank Chubber want to know more about. Such projects are well hidden from inquisitive municipal and federal authorities, and prying Megacorps. This includes parts of Project Xanadu (see below).

Description

The college consists of four interconnected high-rise buildings (15 stories tall) that form a solid block surrounded by city streets. Inside, between the four houses there is a very beautiful and tranquil garden in which you can relax from the hectic Berlin life. One of the buildings is a vocational school, another a academic facility and the two remaining consist of housing and administrative areas.

In a way the college is also a prison. To prevent defection, the students are not allowed to leave it alone. Those that are new here, and whose unswerving loyalty to the Sun Church has not yet been secured, are always escorted by "true and faithful" elders when going outside. Of course, the students are told something else, that evil people, bent on destroying the church, are lurking in the city and that they could snatch away a lone member if a suitable opportunity offered itself.

Physical Intrusion

If the characters decide to boldly walk through the main gate to the reception desk and ask for Teresa, they will learn that no one fitting her description lives at the college. Further, they will simultaneously alert the local security agents from the Guardian Office, giving them the opportunity to record the characters' visit in an attempt to identify them.

The First Net Intrusion

It will most likely be necessary for the players to access the database of the Berlin Branch of the Sun Church. That is the best way to get reliable information about where Teresa is living now—together with two other girls in room 1215 on the 12th floor of the dormitory building in Schönefeld Hochschule—and to map the security systems of the school.

The Database defenses are:

- ComSat intrusion: Scrambler (Rtg 6/+30), Data Screen (Rtg 10/+50)
- HQ Mainframe intrusion: Data Screen (Rtg 20/+70), Bouncer (Rtg 100/+115)
- Highest Security Database intrusion: Alert (Rtg 45/+88), Bouncer (Rtg 50/+90), Mindwiper (Rtg 100/+115)

When the PC netrunner has reached the first defense (regardless of when it happens), he will encounter another, unidentified netrunner—Helena Börjesdotter Haga—who is retreating out of the database while fighting a Scrambler security program. Obviously, this intruder has alerted all alarm systems so further intrusion is currently impossible. But, by some freak chance, when the two intruders are getting away simultaneously, Haga accidentally drops two files onto the PC. Then they both hurriedly escape in different directions in the Net to disconnect as soon as possible. The character will most likely fail to identify Haga, since she does her best to cover her tracks when escaping. However, he will be identified by her, since she is a very skilled netrunner and wants to know who got hold of her misplaced files.

The Sun Church programs fail to identify both intruders in the general confusion, but neither can know that for sure.

The whole incident is covertly monitored by Siegfried Hausberg, the netrunner hired by Casey

GV FILE: "TERESA"



APPEARANCE

Age: 25 **Race:** As her PC sibling
Eyes: Brown **Origin:** As her PC sibling
Hair: Black **Demeanor:** Outgoing
Build: Medium **Dress:** latest fashion.
Height: 170 cm **Weight:** 60 kg
Sex: Female **True Attitude:** Unstable, slightly naïve.

STATISTICS

Co: 31/0; Ag: 44/0; SD: 28/0; Me: 61/0; Re: 77/+5; Ap: 54/0; St: 53/0; Qu: 49/0; Pr: 91/+10; In: 92/+10; Em: 93/+10; CIRS: —

GENERAL DATA

Profession: Sleaze
Level: 3
Social Class: As her PC sibling
Fire: —
Melee: Brawling 15
Missile: —
Hits: 22
AT(DB): NOA(0)
Skills: Culture 64, Exploit 64, Streetwise 44, Sun Church Theology 25
Languages: Native tongue D5, German D4

EQUIPMENT

Cyber Systems: None
Items: None
Assets: None
Cash: \$5

BACKGROUND

Teresa is a central character for the adventure and must be assigned as the sister of one of the Player Characters.

She left her home a couple of years ago and moved to Berlin, where she thought she could succeed as a fashion model. She had no great success, but various assignments had been paying enough to keep her going. At the beginning of the adventure she is in the clutches of the Sun Church.

Long. Hausberg managed to identify and backtrack the character, but loses Haga in the Net. Since the character possesses the interesting files, he quite naturally is given higher priority by Hausberg. Hausberg should not be discovered, since he is an extremely competent netrunner and takes strong precautions against being noticed. He is paid for passive monitoring, not to take risks. If the netrunning character discovers something during his retreat, just tell him that he has some vague perception of something being in his vicinity, but that it eludes him. Hausberg is not directly involved in this adventure any further.

FURTHER NET INTRUSIONS

If a character tries to intrude into the database later, he will discover that security has been tightened in certain areas (those that contain sensitive information such as matters related to Project Xanadu) with a Heartkiller (Rtg 100/+115).

However, low-sensitivity administrative files are not in the high-security areas. Teresa is found on the student list under the name of Petra Kahn, and she can only be properly identified by the holographic image stored in her file. In that file characters will also discover in which school areas she lives and studies.

SNATCHING TERESA

Teresa lives in a student dormitory on the 12th floor of one of the houses. Twenty-seven female students live three to a room along the 12th floor corridor. They share a kitchen and two bathrooms. When studying the layout of the building it is quite obvious that the only feasible way of entering that area is with an "airborne" attack through a window, escaping the same way. The windows are bullet-proof and may have to be blasted open.

All areas of the school are constantly monitored by cameras, but if the characters act rapidly and catch Teresa and her friends off guard, they can escape with her before any Sun Church guards intervene. Such will arrive at the scene of the "kidnaping" within two minutes of the alarm has been sounded. Teresa will not follow her "rescuers" voluntarily.

THE UNEXPECTED FILES

Both computer files dropped by Haga consist of texts written in German. The first one is a facsimile of a typewritten page from 1945. The other one is contemporary and in a common computer format. Here both texts have been translated into English.

11.0

103

GV FILE: SÖEUR HELENA BÖRJESDOTTER HAGA

APPEARANCE

Age: 30
Eyes: Blue
Hair: Dark blonde
Build: Normal
Height: 172 cm
Weight: 55 kg
Sex: Female
Race: Caucasian
Origin: Swedish
Demeanor: Friendly, outgoing, positive.
Dress: She is always dressed to be neat and inconspicuous. She does not use her nun's habit on missions.
True Attitude: Devout Roman Catholic. True to her ideals. Refrains from violence.

STATISTICS

Co: 51/0; Ag: 43/0; SD: 95/+15; Me: 66/0; Re: 55/0; Ap: 41/0; St: 45/0; Qu: 48/0; Pr: 52/0; In: 85/+5; Em: 61/0; CIRS: 4

SPECIFICS

Profession: Net Junkie
Level: 9
Social Class: MCorp
Fire: —
Melee: Brawling 52
Missile: —
Hits: 45
AT(DB): LBA(0)
Skills: CDeck Operation 96, CSpace Intrusion 90, Cyber Attunement 77, CSpace Combat 57 [87], CSpace Utility 57, [Streetwise 50]
Languages: Swedish D5, German D5, Italian D4, Omega D4



EQUIPMENT

Cyber Systems: Mk10 Superchip NAC with Streetwise Rank 10, Drive Rank 10, CSpace Combat Rank 30, Neurospeed Rtg 5, Multi-tasking, Programmed Response (cut line if electric shock felt), Data Acquisition, Archive File on the EC phone network, DNI to NAC, DNI to Brain, Datacard Nerverlinked to NAC
Items: Mk 15 Magnebubble Cyberdeck with Matrix, Self Definition, Progsitch, Codebreaker Rtg 10, Bullet Rtg 3, System Search Rtg 10, File Search Rtg 20, Invisibility Rtg 10, Netmapper, Disengage Rtg 10, Dissembler Rtg 5, and Data Acquisition. Electronic tools. Surveillance equipment.
Assets: \$50,000
Cash: \$1,000

BACKGROUND

Helena Börjesdotter Haga was born in Stockholm, Sweden and grew up in a mid-level executive family. She received a thorough education at a corporate school, becoming a computer software engineer (M Sc) at the age of 24. Her Christian faith, acquired during her teens, made her abhor the way in which the Megacorps run the world. Helena also felt the calling to become a nun, and soon after having received her Masters degree she joined the Order of St Ursula, an order dedicated to actively working among the poor of the world.

Helena's skills attracted the attention of the Swedish branch of the Information Institute and at the age of 27 she became a field agent, using her computer skills to acquire classified information for the II. On a mission Helena usually pretends to be a free-lance netrunner as a cover, but she is trained to assume many different identities, should it prove necessary.

[THE FACSIMILE FILE]

SS Headquarters, Berlin
Gruppenführer Julius Rasch

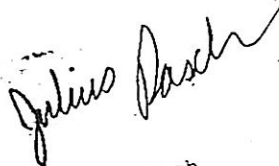
28 February 1945

To Kapitänleutnant Peter Wegemann
Navy Headquarters, Bremerhaven

An important mission has been assigned to U-1205. Within a few days, you will receive two crates (marked 125A and 125B) containing many valuable items from Germany's and Europe's past. They must not fall into the hand of the Bolsheviks. Your orders are to load these crates into U-1205 and sail as soon as possible to Narvik. There you will receive further orders.

Your mission has high priority in all aspects and is sanctioned from SS Headquarters. Utmost secrecy must be maintained to prevent interference from our unscrupulous enemies. Potentially disloyal crew members must be removed before departure.

Heil Hitler



Julius Rasch

[THE CONTEMPORARY FILE]

From: Hans Lewin, Schönefeld Hochschule, Berlin
To: The First Servant of the Sun

Your Eminence,

I have made a most remarkable discovery that possibly may affect Project Xanadu. Attached to this file is a facsimile of a letter, which is related to the collection of occult objects owned by General Julius Rasch of the Nazi SS organization.

Julius Rasch had private museum with many books and artifacts in his Prussian mansion. I have not been able to find an inventory, but according to Rasch's diary he had among other things one of the most important Christian relics that could be imagined. Regrettably he did not specify which one; could it be the Grail, a genuine part the True Cross, or the Shroud? Occult authorities contemporary with Rasch, such as Sieglinde Sterner, refer to the general's museum as small, but impressive, containing some artifacts of very high occult value.

When defeat approached Nazi Germany, Rasch packed his most valuable objects into the two crates, that were loaded into the submarine U-1205. She belonged to the most modern class of German subs (Type XXI) in 1945. Rasch and other leading SS officers traveled to Narvik by land and/or air and boarded the sub there on April 1. She sailed out of Narvik just when the port was struck by British planes. The local German naval authorities assumed that U-1205 was sunk there with all hands.

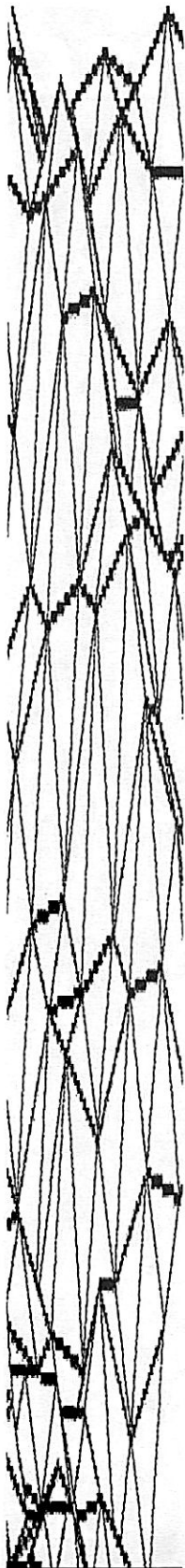
I have not been able to find any trace of the submarine's crew, the passengers, or the artifacts after that date. That makes the assumption that the sub sunk very likely. I humbly suggest that an expedition be sent to Narvik to search for the wreck of U-1205 and the treasure hid inside her.

Hans Lewin

11.0

105

C Y B E R U R O P E



INVESTIGATING THE FILES

If the players wish to look into the Nazi angle, they should be nudged to get in touch with Dr. Johann Bauer at the Berlin Free University. He is an expert on 20th century Germany and can tell the characters about the ins and outs of the Nazi Reich.

Should the player characters try to enter the main Sun Church database inside the Mikoian Enterprise computer system on Iceland, they will encounter some very lethal ICE. Chubber has had the toughest possible programs installed to keep snoopers out. So far no one has managed to penetrate the database and survive, a fact that should deter sensible persons from trying.

The murky depths of the Mikoian Enterprise database are widely feared among veteran Net Junkies. Nobody is prepared to assist the characters in this intrusion: "It's suicide, and that ain't my line of work."

- Primary Sun Church Database intrusion: Data Screen (Rtg 200/+160), Bouncer (Rtg 200/+160), Freeze (Rtg 200/+160).
- Highest Security Sun Church Database intrusion: Alert (Rtg 200/+160), Bouncer (Rtg 300/+210), Heartkiller (Rtg 300/+210), Mindwiper (Rtg 300/+210). The Project Xanadu files are kept here.

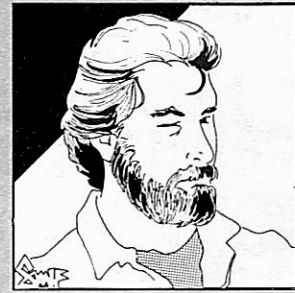
CELEMON HILDEBRAND MAKES A MOVE

Some time after the unexpected "catch" in the Schönefeld database, the netrunning character will be contacted by *Celemon Hildebrand*. Exactly when and where this happens must be determined by the GM, since it depends on the activities and precautions of the player group. Haga and Hildebrand will jointly use their capabilities to find the character, since it is essential for them to get hold of at least a copy of the two files.

Hildebrand is willing to negotiate a price for the information. She is unwilling to reveal who sent her, what the information implies, or why it is so important for her to get hold of it. She is prepared to offer money in exchange (up to \$10,000) or, if told about Teresa's predicament, help the characters to liberate Teresa from the clutches of the cult. She is a very competent operator and can give the characters much assistance in a raid on Schönefeld Hochschule. She will try to make that point to the players, if she thinks it would be good for her mission. If Hildebrand receives the desired information from the characters, she will pass it on to some reliable representative for the pope, before going on the rescue mission.

Hildebrand will not try to coerce the characters into giving her the information. Such behavior is not proper for a Vatican agent questing for a relic. But, if the players are completely unwilling to share the texts with her, she will try to steal it from them at an appropriate moment. Again, this is a matter that has to be covered by the GM, since it depends wholly on the players' precautions.

GV FILE: JOHANN BAUER PhD



APPEARANCE

Age: 38	Race: Caucasian
Eyes: Blue	Origin: German
Hair: Brown	Demeanor: academic
Build: Normal	Dress: Conservative
Height: 178 cm	Weight: 75 kg
Sex: Male	True Attitude: Curious, friendly, cautious

STATISTICS

Co: 51/0; Ag: 47/0; SD: 68/0; Me: 60/0; Re: 78/+5; Ap: 57/0; St: 51/0; Qu: 41/0; Pr: 92/+10; In: 91/+10; Em: 91/+10; CIRS: —

GENERAL DATA

Profession: Sleaze
Level: 7
Social Class: MCorp
Fire: —
Melee: —
Missile: —
Hits: 32
AT(DB): NOA(0)
Skills: History 120, Culture 76
Languages: German D5, French D5, English D4

EQUIPMENT

Cyber Systems: None
Items: An extensive library
Assets: \$10,000
Cash: \$200

BACKGROUND

Dr Bauer is a scholar at the Department of Modern History at the Freies Universität (Free University), Berlin. He has specialized in the history of Germany from 1871–1945 and can be useful when investigating the Nazi connections in the hunt for U-1205. If given enough time he can uncover a lot of information with the help of his extensive data base.

Dr Bauer is in his late thirties, with short, curly brown hair and a receding hairline. He is well versed in his subject and very interested in discussing it with anyone who cares to listen.

GV FILE: CELEMON HILDEBRAND



APPEARANCE

Age: 35 **Race:** Caucasian
Eyes: Green **Origin:** Irish
Hair: Reddish brown **Demeanor:** Talkative
Build: Shapely **Dress:** Simple
Height: 175 cm **Weight:** 65 kg
Sex: Female **True Attitude:** Ardent
 Irish nationalist, fast to react on any threat.

STATISTICS

Co: 71/0; Ag: 81/+5; SD: 94/+10; Me: 84/+5;
 Re: 67/0; Ap: 66/0; St: 70/0; Qu: 72/0; Pr: 67/0;
 In: 97/+15; Em: 65/0; CIRS: 2

GENERAL DATA

Profession: Sneak
Level: 10
Social Class: MCorp
Fire: Glock 17D 119*
Melee: Martial Arts 69
Missile: Throwing knife 70*
Hits: 52
AT(DB): LBA(0)
Skills: Stalk & Hide 113/163*, Electronic Bypass 142*, Mechanical Bypass 142*, Ambush lvl 18, Quickdraw 95*, Drive 90*, Exploit 79, Streetwise 79, Perception 77, Environs 45
Languages: English D5, German D4.

EQUIPMENT

Cyber Systems: Antiglare Rtg 5, Lowlight Rtg 10, Megavision Mk3, Microphoto Mk4, FastArm Rtg 10, Eye/hand Coordinator Rtg 10
Items: Glock 17D
Assets: \$10,000
Cash: \$500

BACKGROUND

Celemon Hildebrand is a body-guard for hire—though never an assassin. Hildebrand is Irish, she has some sense of loyalty for the Catholic church. On several occasions she has free-lanced for the Information Institute.

Haga, fearing that she might have been identified by the Sun Church security systems, left Berlin as quickly as possible through secret ways known only by the Roman Catholic church. She will soon take refuge in a Clarissan convent in Passau, southern Germany. She cannot be traced by the players.

ENTER THE DARK WARRIOR

Soon after the discussion with Hildebrand is finished, the netrunning character will again be contacted by someone that wants to get a hold of the files. This time it is Casey Long (Casca Longinus), who has tracked down the character.

Long offers only money for a copy of the files (up to \$50,000). He is not interested in assisting the characters in any endeavor. If the players agree on a price, Long pays and leaves Berlin, carefully covering his tracks; he does not want anyone to find out where he is going.

If the players do not sell the information to Long, he will try to steal it from them in whatever way the GM finds appropriate. However, he will do his best to avoid using violence for the same reason as Hildebrand.

CONCLUDING COMMENTARY

Ideally this part of the adventure should end with the characters liberating Teresa from the Sun Church and simultaneously pondering why the two files are so important to Hildebrand and Long.

If they have allied themselves with Hildebrand, that could be a good method of getting them to Narvik. If Hildebrand is convinced that the characters are trustworthy—she is an experienced person and not easily fooled—she could well ask them to join her on a trip to Narvik to solve the riddle together.

11.7 PART 2: NARVIK

Narvik is a port city in northern Norway. Due to climatic factors, the region is ice-free the whole year, despite its northern location. That is why the city was built there as an export port for Swedish iron ore at the end of the 19th century.

In April 1940 Germany attacked Norway while Britain and France came to the country's defence. Narvik was of strategic importance to both sides. The Germans landed a mountain infantry regiment there just before their naval convoy was smashed by a Royal Navy task force sailing towards the port. Sunken destroyers were scattered on the sea floor in and around the port. The Allies sent an expeditionary force that pushed the Germans out of the city and into the surrounding mountains. However, before the Germans could be completely crushed, the Allies had to withdraw due to the German invasion of France. For the remainder of the war, Narvik was under German occupation.

After the German surrender in May 1945, the war damages were repaired. Narvik soon returned

11.0

107

SECRET BACK- GROUND

Casey Long's true identity is Casca Longinus, the Roman legionnaire that speared Jesus on the cross. He was cursed to live until Jesus would return, plying his trade as a soldier.

Longinus literally cannot die. Fate has arranged that he will never be present when any explosion that could annihilate his body detonates. Projectiles, energy beams or melee weapons may harm him grievously, but he will always survive. Any wounds, including damage to nerves and the brain, will heal at an amazing rate, putting him back into fighting shape in a month at the most. But Longinus is not immune to pain. When wounded, he will suffer as any other human.

Longinus' personality has also suffered from his long life. He is unable to make any close friends, since they cannot share his emotions and his view of life. To him, the eternal life is a curse of endless loneliness, pain, depressions, and killing. He does not trust anyone, since he thinks that all learned of his true nature would detest or fear him.

His combat abilities have been sharpened by 2000 years of tough experience, making him to the most deadly soldier in the world with very abnormal skills.

GV FILE: CASEY LONG



APPEARANCE

Age: 35-40 (apparent) **Race:** Caucasian
Eyes: Brown **Origin:** Italy
Hair: Black **Demeanor:** Tough, quiet
Build: Muscular **Dress:** Comfortable
Height: 170 cm **Weight:** 80 kg
Sex: Male **True Attitude:** Bitter

STATISTICS

Co: 102/+35; Ag: 91/+10; SD: 102/+35; Me: 66/0; Re: 63/0; Ap: 51/0; St: 102/+35; Qu: 90/+10; Pr: 102/+35; In: 102/+35; Em: 21/-5; CIRS: —

GENERAL DATA

Profession: Killer
Level: 100
Social Class: Not applicable
Fire: All weapon skills 450
Melee: All weapon skills 450
Missile: All weapon skills 450
Hits: 500
AT(DB): LBA(10)
Skills: Quick-Draw 200, All general skills 150, Ambush lvl 30, Stalk & Hide 150, Perception 150, Foraging (rural) 150, History 150, Subduing 150, Drug Tolerance 140, Streetwise 140, Scuba diving 80.
Languages: Latin D5, English D5, German D5, French D5, Greek D4.

EQUIPMENT

Cyber Systems: None
Items: Glock 17D, cellular telephone, two well-balanced daggers (for melee and throwing), small tape-recorder
Assets: \$200,000
Cash: \$5,000

KNOWN BACKGROUND

Casey Long is an American mercenary of unknown origin that has lived in Berlin since at least the 2070s. He is well-known for high competence in his trade. As far as can be judged, he has no implants or enhancements, making him an unusual soldier-of-fortune. He does not seem to have any close friends.

to its traditional quiet ways. Nothing worthy of notice happened there again. Euromotor gradually took over during the first half of the 21st century. In 2090 Narvik has about 20,000 inhabitants. About 80% are Norwegians, with the remainder being a mix of many nationalities. Almost all native teenagers and adults speak reasonable German.

THE EUROMOTOR PRESENCE

The Narvikers mainly work for Euromotor's subsidiary company NarHafen which runs the port and associated facilities. Narvik is a company town and all aspects of the community are dominated in some way by NarHafen.

Euromotor also owns the Kiruna MIC (mine and industry complex) around the city of Kiruna, Sweden, and the railroad and highway running from that city to Narvik. In Kiruna's mountains, the Megacorp mines iron ore and turns it into iron and steel. The metals are exported from Narvik to factories all over the world. Euromotor considers Kiruna and Narvik to be very important. Its security organization ESD (*Euromotor Sicherheitsdienst*) watches over the region and does its best to keep trouble-makers out.

For that reason the Sun Church will keep a low profile here. If the players are reckless, disturb the peace or get caught breaking the law, they are in for trouble with the ESD CorpCops. The least they can expect is immediate and forcible expulsion.

ABSTRACT OF THE PLOT IN NARVIK

The Sun Church has sent a team from Iceland to Narvik aboard the ocean research ship *Tiger*. Her personnel consists of the regular crew (the captain and ten crewmen), *Sebastian Thorn* and *George MacGregor*. The latter two will, when the wreck of U-1205 is discovered, descend to it with a mini-submarine. Sebastian will use his amazing machine control talents to find an entrance into the ship for MacGregor. The diver will enter, bring out the crates of antiques and the mini-sub will return to surface. The *Tiger* then proceeds to Iceland with the cargo.

However, there are at least three other groups that, independent of each other, are out to stop the Sun Church team and get the relic: Longinus and Hausberg, Hildebrand and Haga, and the Opus Dei group. The player characters could form an independent group or ally themselves with one of the three other groups.

Since only the Sun Church possess the equipment to locate U-1205 and salvage the cargo, the other involved groups will try to monitor the action of the *Tiger* and strike when the U-boat wreck has been located.

Hildebrand and Haga do not have the capability to descend to the wreck, so they have to wait until the crates have been brought up to the *Tiger*. However, if they are allied with the player characters and these possess relevant skills for underwa-

SUN CHURCH FILE: GEORGE MacGREGOR



APPEARANCE

Age: 35 **Race:** African American
Eyes: Brown **Origin:** Canada
Hair: Black **Demeanor:** Quiet, alert
Build: Normal **Dress:** Overalls
Height: 177 cm **Weight:** 75 kg
Sex: Male **True Attitude:** Compe-
 tent, fanatically dedi-
 cated to Chubber

STATISTICS

Co: 65/0; Ag: 92/+10; SD: 79/+5; Me: 93/+10;
 Re: 29/0; Ap: 38/0; St: 61/0; Qu: 94/+10; Pr:
 65/0; In: 57/0; Em: 46/0; CIRS: 1

GENERAL DATA

Profession: Jockey
Level: 7
Social Class: Gypsy
Fire: Glock 17D 62
Melee: Brawling 62
Missile: —
Hits: 47
AT(DB): LBA(10)
Skills: Submarine Pilot 173*, Environs 76,
 Equipment 76, Mechanical Technics 62
Languages: English D5, German D4

EQUIPMENT

Cyber Systems: Nerve Booster Rtg 30
Assets: \$1,000
Cash: \$100

BACKGROUND

George MacGregor was originally a submarine pilot working the offshore Arctic oil fields north of Alaska and Canada. A couple of years ago he discovered the Sun Church and was captured by its techniques. Since he possessed some unusual skills he was sent to Iceland to work for Chubber. The cult leader adjusted MacGregor's mind and turned him into a loyal servant.

ter activities, that team might strike earlier. The pope's agents may call on a strike team of four elite Sturmjesuits that are on standby in Umeå, northern Sweden. It will take about one hour for these men to reach Narvik by plane.

Casey Long has again employed the services of Hausberg. The Net Junkie will monitor the Tiger's communications from his home in Germany and tell Long when U-1205 has been discovered. Long will then personally dive down to the wreck and try to recover the crates.

The Opus Dei team has a strict prime order: they must not reveal their existence to any other of the teams. The Opus Dei must not be implicated in such a sensitive matter as the theft of a relic. The team also has a netrunner, based in Oslo, monitoring the activities around the Tiger. They will try steal the relic in a clever way that does not give away any clues regarding the nature of the perpetrators.

Exactly how this complicated web of intrigue develops can hardly be predicted, since it depends so much on the actions of the player characters and chance. The Tiger will survey the sea bottom along the route out of Narvik. When the submarine wreck is found, they will inform Chubber and the mini-sub will go down to salvage the crates. What happens then is up to the GM and the players. If the GM really wants to confuse matters, several of the involved groups could strike simultaneously against the Tiger.

THE TIGER AND THE SUN CHURCH TEAM

The Tiger is an ocean research ship owned by The International Research Foundation in Singapore. That organization is just a front for the Sun Church, providing a respectable cover for activities purported to be "scientific expeditions."

The Tiger's normal crew consists of captain Nelson Gandhi (a British 5th lvl Jockey) and ten crewmen (3rd lvl Jockeys). All are devoted Sun Church members and prepared to fight for its sake. Submarine specialist George MacGregor and Sebastian Thorn have been added to the crew for this mission to Narvik. They will use a mini-submarine, the "Manta," to visit whatever interesting locations on the sea floor the Tiger's sophisticated equipment may locate. Both are trained in running the Manta and in diving.

The local ESD has been told that the Tiger has come to Narvik on a training voyage. The crew is to learn how to operate the ship in Arctic waters. Sebastian Thorn, who obviously cannot be explained as a crew member, is said to be the stepson of George MacGregor. Since everything associated with the visit is plausible, the ESD officers are not yet suspicious.

11.0

109

U-1205

The German submarine rests quietly on the seabottom 45 meters below the waves. She was never discovered by the Norwegians, simply because there was so much iron junk spread in the area after World War Two. Only those wrecks that would trouble the shipping were removed or noted on charts. The areas outside the shipping lanes were never thoroughly mapped.

The one and a half century that has passed since U-1205's demise has not affected her very much. Steel rusts very slowly at the low temperature (+4°C) at this depth. The submarine is filled with water, since the hull was perforated by projectiles from the British planes that sunk her. However, the hull is still in one piece. There are several ways for a diver to enter her: a hatch on the top of the tower, several hatches on the deck and the torpedo tubes at the bow. The holes in the hull are too small for a human to get through.

The corpses of the German crew and passengers have rotted away. What remains are heaps of bone in decayed uniforms. Rasch's special cargo, loaded in two undamaged anonymous aluminium crates, is in the torpedo room at the bow of the ship. Their size is about 100 x 50 x 30 cm and they weigh about 60 kg each. They are paint-marked with the Nazi "eagle-and-swastika" emblem and numbered 125A and 125B.

Neither the submarine nor the

crates will in themselves pose any problems for a diver. However, if other divers are there and have hostile intentions, underwater combat may ensue.

THE CONTENTS OF THE TWO CRATES

Both crates were sealed to be watertight in 1945, but the sealing material has degraded since then. Water has seeped in and partially destroyed the books. Each object is described below as the players would see it. Noted in parenthesis is the object's true identity.

Crate 125A: A rusty iron spearhead (the Spear of Destiny); two stone tablets engraved with strange symbols (Mayan religious inscriptions); two half-rotten rods of wood (tools of trade originally belonging to a Siberian shaman); an obsidian dagger (an Aztec sacrificial tool).

Crate 125B: A set of five books in English from the first half of the 20th century (the major works of Aleister Crowley); one handwritten book with Hebrew characters, with only text fragments surviving the water damage (a cabbalistic text in Aramaic, dating back to the 12th century AD); a set of three very thick books in Russian from 1892 (a anthropological study of the strange religious practices of certain Siberian nomad tribes).

THE RETURN OF THE DARK WARRIOR

Long, under the name of Giorgio Ricco, has taken a room at Hotel Intercontinental, where he waits for a message from Hausberg. He has rented a speedboat and scuba gear, so that he can act at a moment's notice.

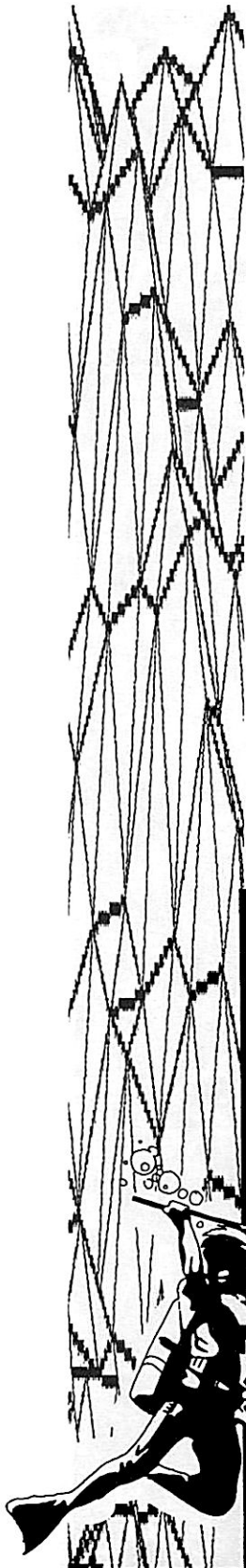
THE POPE'S TEAM

Unless cooperating with the player characters, Hildebrand and Haga have

traveled to Narvik in the guise of two friends on

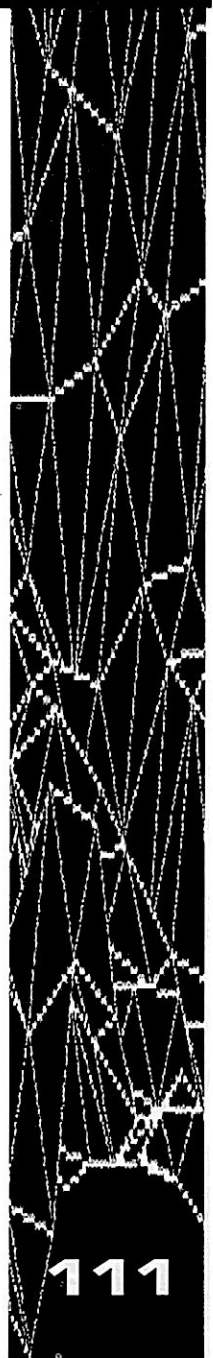
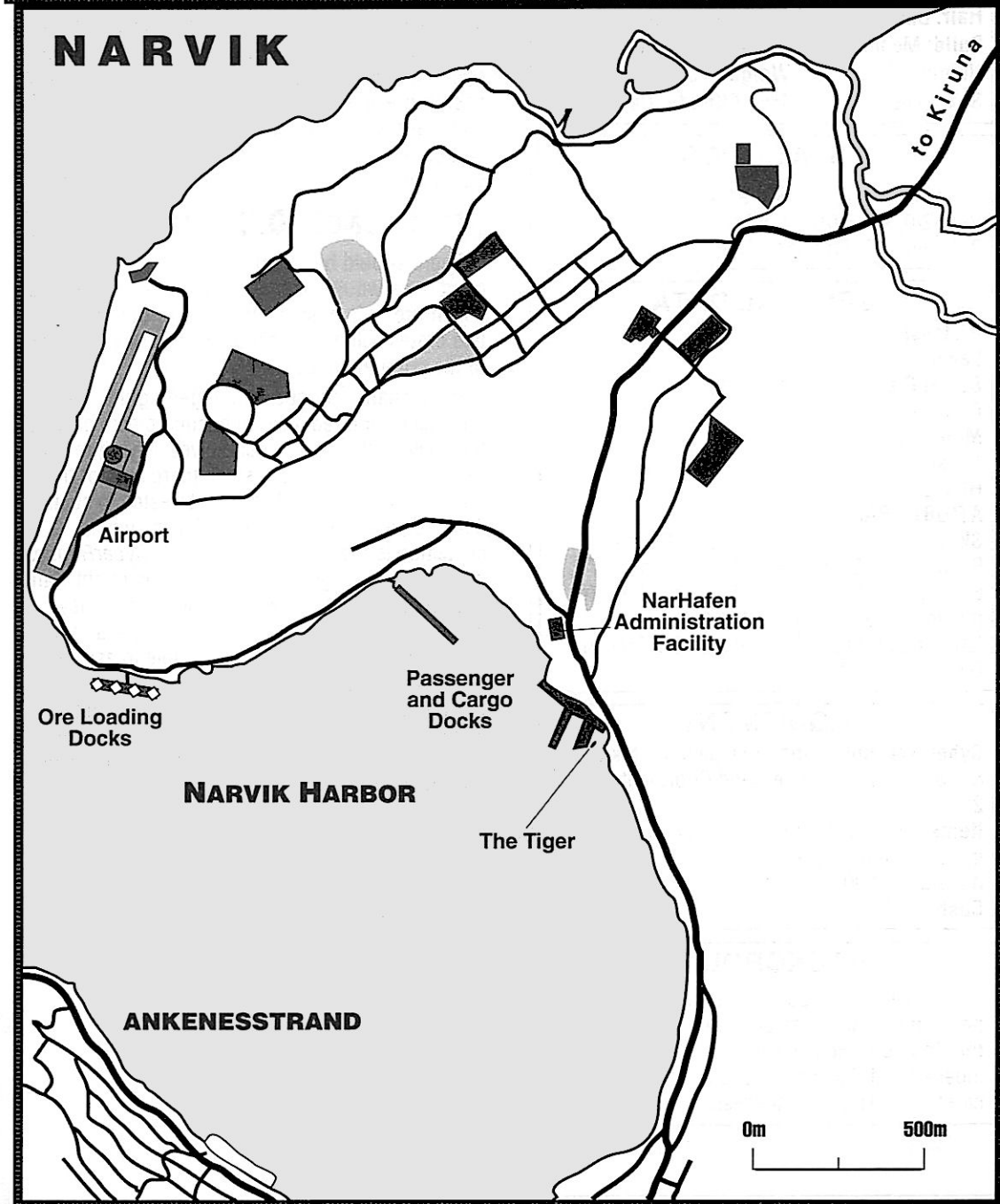
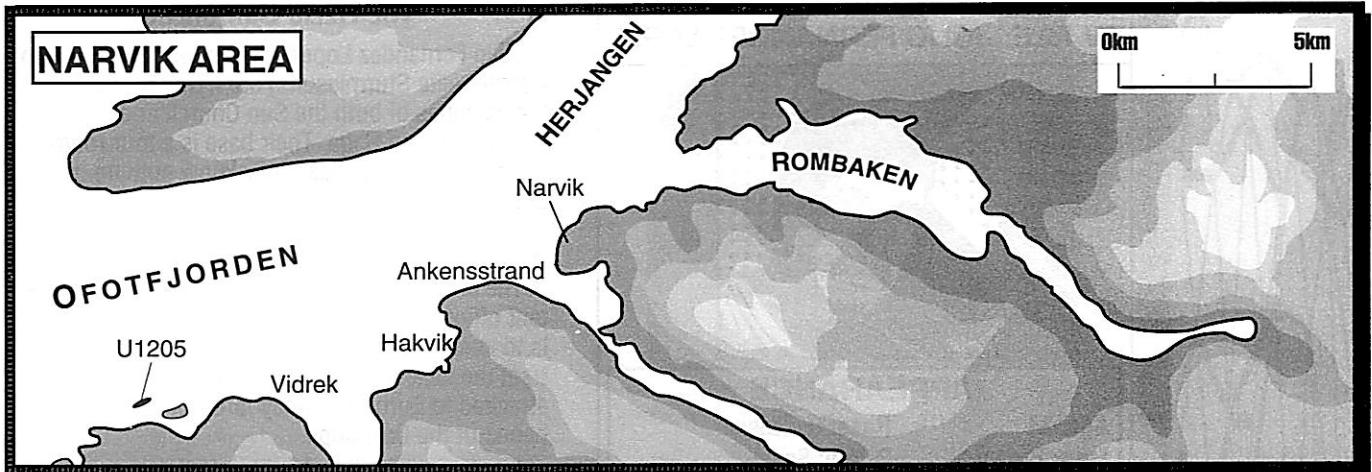
vacation. They claim that they intend to hike in the mountains. If

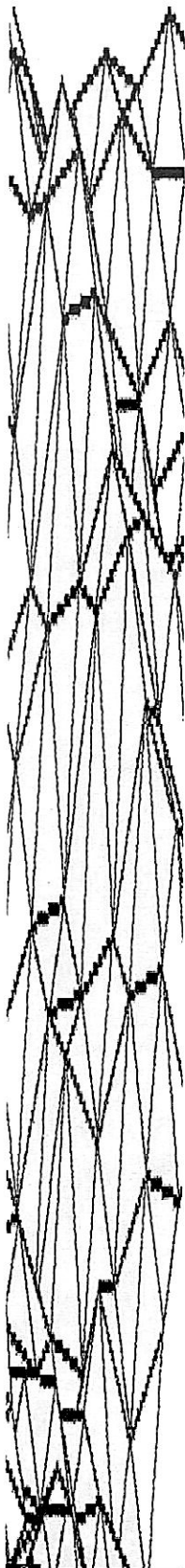
the two women cooperate with the player characters, they all willing to adjust their plans to sensible player suggestions.



110

C Y B E R E U R O P E





GV FILE: JULIO FERNANDEZ LOPEZ



APPEARANCE

Age: 34	Race: Caucasian
Eyes: Brown	Origin: Spain
Hair: Black	Demeanor: Careful
Build: Medium	Dress: Fashionable
Height: 179 cm	Weight: 75 kg
Sex: Male	True Attitude: Dedicated

STATISTICS

Co: 43/0; Ag: 77/+5; SD: 91/+10; Me: 81/+5;
Re: 52/0; Ap: 67/0; St: 50/0; Qu: 47/0; Pr: 43/
0; In: 96/+15; Em: 35/0; CIRS: 2

GENERAL DATA

Profession: Sneak
Level: 10
Social Class: MChurch
Fire: Glock 17D 139*
Melee: Brawling 69
Missile: —
Hits: 52
AT(DB): LBA(0)
Skills: Mechanical Bypass 162*, Electronic Bypass 113, Stalk & Hide 92, Perception 77, Exploit 64, Streetwise 64, Equipment 40 (for manipulative maneuvers 110*)
Languages: Spanish D5, Italian D4, French D3, German D3

EQUIPMENT

Cyber Systems: Subdermal padding Mk 5, Subdermal pouch, Eye/Hand Coordinator Rtg 20
Items: Whatever is necessary for surveillance, intrusion and burglary.
Assets: \$50,000
Cash: \$1,000

BACKGROUND

Julio Fernandez Lopez is a former Vatican police officer, who has gone into service with the Opus Dei. He has experience running independent field operations and will act carefully, taking no unnecessary risks.

THE RELIC SNATCHERS

Julio Fernandez Lopez and his four person team (former elite Sturmjesuits) are trying to monitor the activities of both the Sun Church and Hildebrand and Haga. Their base is a four room suite in Hotel Galactica. They know nothing of Casey Long.

THE NARVIK ESD

The local ESD command is staffed with competent officers and personnel. Their prime objective is to keep the port and the railroad running. They treat the locals decently, but outsiders not attached to Euromotor may fare worse at the hands of the CorpCops.

All strangers will be kept track of. If anyone acts suspiciously, monitoring will increase. Any activity that could be potentially detrimental to NarHafen operations is unacceptable and the ESD will do its best to prevent it or minimize its effects. The ESD command knows nothing about U-1205 or its cargo, but it will not tolerate unlicensed salvage operations in what it considers to be its territory.

11.8 CONCLUDING COMMENTARY

There should be no guarantee that the player characters would be successful in this part of the adventure. It is possible that one or both of the two crates will be snatched away by one or more of the competing teams.

If the characters succeed in getting the crates, they have acquired a set of occult objects of which they have little use for themselves. Trying to sell them should be difficult, since there are not that many people around that are interested in such items. One possible customer for the whole collection is the ASP star Eden (see *CyberRogues* page 11). Some groups or individuals might want to purchase single objects. Pricing is not easy, since the objects are very rare or unique and the player characters are unlikely to be able to assess their correct values. The gamemaster should decide how much money the players get, from what he thinks would suit the campaign. If the players get too much cash, it could well damage the campaign.

EUROPE



2009

CYBERTM EUROPE

In a cramped, dingy office, your contact mutters Corsican slang as he thumbs through the ragged wad of World Dollars. Its a neat little deal, designed to knock you in tight with the Sicilian underworld. Who knows? In a few weeks, you might finally make it into the Vatican. Anywhere would be better than this off-continent, cockroach-infested rat hole. As the foreigner stuffs your bills into his shirt pocket, you hear a crash in the next room. There's a flash of brilliant light. Automatic weapons fire. "Sturmjesuit!" the foreigner curses, "Get out!" Forget the Vatican, buddy, you'll be lucky to make the street five stories down.

The year is 2090, and the place is the Federal State of Europe. Thirty-six countries, from Iceland to Georgia, have been blended into a caustic, volatile melting pot. Governed by aristocrats, who are in turn ruled by executive slime, the European Community exists at the edge of depravity and despotism. Dare you cross its war-torn borders?

In *Cyber Europe*, you can unlock the secrets of the Vatican's anti-terrorist force, get thrown into a Kriminalbezirk, join Sondergruppe 9, fight the deadly Kampfmaschine, and run into blood-thirsty members of the Neuhitlerjugend.

Cyber Europe culminates with an intriguing adventure which sets players on a quest to recover the holy Christian artifact, the Spear of Destiny.

This sourcebook provides you with the following:

- A 17" x 22" full color map of Europe in 2090.
- A wealth of source material on the European Community and its strong-willed neighbors.
- Numerous NPCs and organizations deeply rooted in the mystique and history of this great continent.
- Information on warfare, law enforcement, and crime.
- A complete adventure which sends players from the cultural heart of Cyber Europe to the frozen waters off Norway in an epic quest.



A Campaign Sourcebook for **CYBER SPACE**



Produced and Distributed by
ICE, Inc
P.O. Box 1605
Charlottesville, VA 22902

Made in U.S.A. #5109



1-55806-158-4 ICE1500