

INTERFACE ZERO

HOSTILE TAKEOVER
THE CORPORATE WORLD OF 2088

GUN
METAL
GAMES

OFFICIAL
SAVAGE
WORLDS
LICENSED PRODUCT

USING THIS BOOK

Hostile Takeover is divided into two sections: the first is for those intending to be players in an Interface Zero game that uses this text; the second is for the Gamemaster. Though the GM section isn't strictly secret, players probably won't find much of interest here.

THE NEW EMPLOYEE ORIENTATION HANDBOOK

Membership has its privileges. Here you'll find a guide to Corporate Culture, new Edges, Hindrances and Skills, and a sweet Expense Account, assuming you can keep and maintain your ever-changing relationship with the Corporation itself.

THE POLICY AND PROCEDURE MANUAL

Here you'll find tools and rules suggestions to make your job of running a corporation campaign easier. There is some discussion on what to focus on and what to let run in the background, a system of Trappings to characterize the various corporations that will be involved in the ongoing campaign, a list of the major congloms of 2088, and Murder in the Boardroom: how to use the Situational Rules from the *Savage Worlds* Deluxe Edition to describe the big events in a corporation's year.

Welcome to a world of high-stakes, winner-take-all power plays, where one wrong move can shatter dreams, legacies, and stock options. I hope you're ready.

Writing: [Charles Green]

Editing: [Rachael Elberfeld]

Artwork: [Jason Walton, Sam Manly(Midnight Studios)]

Layout: [David Jarvis]

Proofreading: [Jefferson Dunlap, David Jarvis]

NOTICE: This is a layered PDF. You can turn any of the layers on or off in any combination to meet your printing needs. To do so, just click the layers tab on your pdf viewer.

This PDF is best viewed with the most recent version of the Adobe Reader, which can be downloaded here:

<http://get.adobe.com/reader/>

Permission is granted to print out a copy of this PDF for personal use only.

This game references the *Savage Worlds Deluxe* game system, available from Pinnacle Entertainment Group at www.peginc.com. *Savage Worlds* and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission.

Pinnacle Entertainment makes no representation or warranty as to the quality, viability, or suitability for purposes of this product.

©2012 Gun Metal Games. *Interface Zero* and all related marks and logos are trademarks of Gun Metal Games. Unless otherwise stated, all interior artwork, graphics, character names, and fiction are Product Identity of Gun Metal Games.

TABLE OF CONTENTS

USING THIS BOOK	ii
THE VIEW FROM THE TOP	2
WELCOME NEW EMPLOYEE!	3
TETSUBO'S GUIDE TO BIZ-SPEAK	4
TRAIT TESTS	5
ATTRIBUTES	5
SKILLS	5
EDGES AND HINDRANCES	7
New Hindrances	8
New Edges	10
Background Edges	10
Combat Edges	11
Leadership Edges	11
Weird Edges	12
Professional Edges	13
EXPENSE ACCOUNTS	13
Using Your Expense Account	15
MALMART EXECUTIVE EDITION: SPRING 2088	16
THE CORPORATE CAMPAIGN	23
THE POLICY AND PROCEDURES MANUAL	23
A Matter of Mood	24
Corporate Espionage	25
The Corporate Ops Game	25
CORPORATION TRAPPINGS	26
THE C-7	32
Central Belarusian Steel	32
CHIMERA	32
Golden Promise, Inc.	32
Helios	32
Lacroix Organizational Agencies	33
New Frontier Enterprises	33
Subarashii Ltd.	33
MURDER IN THE BOARD ROOM	34
COMMON OFFICE INHABITANTS	40

THE VIEW FROM THE TOP

The Megacorp is a staple of cyberpunk literature. These titanic, inhuman forces of naked greed and lust for power are like the gods of the mythic age. Their aims are enacted in the realm of mortals through their employees; agents that are expected to further the ends of their corporate masters in exchange for the best gear, cash, and a lifestyle that is the envy of many.

In most cyberpunk games, the ways that player characters interact with megacorps are strictly one-sided: the Corp hires the PCs to do a job, always with a looming threat of an attempt to screw the poor suckers over.

In *Hostile Takeover*, we turn this relationship on its ear. With this book, the player characters are put in charge of a

fledging corporation. Can they swim in the sea of dangerous hostile corporations, or will they be gobbled up whole by an unsuspected rival?

The rewards are immense power, wealth, and influence. That is, of course, assuming you can keep it. The world in which megaconglomerates operate in 2088 is one of threats, espionage, and hostile takeovers; where the result of a life's work can be taken away through the purchase of a few stock options. Only those skilled and fortunate enough can thrive in this environment.

The rest get used up and tossed aside.

So, ami, what do you think? Do we have a deal?



THE NEW EMPLOYEE ORIENTATION HANDBOOK

WELCOME NEW EMPLOYEE!

Praise Jesus! If you're reading this file, it is because you have recently started employment with Plasti-Corp, a global leader in the petrochemical and industrial waste recombining industry. We like to call ourselves The Company in internal documentation, and we think you'll see how doing so allows us to greatly maximize internal employee satisfaction and job-related stress-reduction quotients.

>>>>

Posted: 2-16-88

TETSUBO: Yeah, get used to this. Biz-speak is really common in The Company. Why say in 5 words what you can say in 15? I like to think that the execs deliberately make themselves hard to understand. They imply that saying The Company makes you happier, but don't actually say it. So, when you're not happy at work (and you won't be), they'll suggest that they never said you would be. Easy, eh?

>>>>

Note also that if this is not your first day with The Company, accessing this file is considered a violation of all applicable NDA forms, the EULA associated with this document, and the Corporate Secrets and Protocols Act of 2085, which carries the normal monetary penalty and up to 5 years in federal prison.

>>>>

Posted: 2-16-88

TETSUBO: Get used to this too. Nearly everything you hear from The Company and its managers will be paired with what will happen to you if you don't do exactly as they say. This wouldn't be so bad if you didn't get contradictory advice. For example, during my durance vile with The Company, I found myself in the position of being threatened with fines and jail time if I shredded a series of reports, and threatened with fines and jail time if I didn't shred those same reports.

THIS WILL HAPPEN TO YOU.

>>>>

At The Company, you can expect a period of employment that is both satisfactory and productive. Your management team will provide you with a list of daily goals and expectations, as well as keep track of your arrival, federally mandated break and lunch periods, and clock-out time. We at The Company strive to maintain an active workforce, and you'll soon see that, at the end of the day, you'll know that you've done a good job!

>>>>

Posted: 2-16-88

TETSUBO: I don't think I need to go into detail about what this really means, though I may as well to dispel any illusions you might have about this place. There are more management people here than other employees, and each and every second of your workday is watched by people and computers with nothing better to do. You'll be told when to eat, when to take a leak, and whether or not your WPM entries are up to industry standards. And that sense of knowing you've done a good job? You'll know what that is when you go home at the end of the day, completely wrung out, and suffering stress fractures in your hands. My advice? Always look busy, even if you aren't. If you leave your cube, talk to yourself like you're leaving notes in your TAP, or trying to puzzle out how to increase your efficiency. The last thing management wants is to have workers standing around idle, even if that only happened because you've gotten things done quickly. Pace yourself, or you'll wind up doing the work of three people.

>>>>

Posted 5-13-88

COMPANY_MOD_382: Can someone explain to me why these TETSUBO comments are still in this file? Why haven't they been scrubbed?

>>>>

Posted 5-14-88

COMPANY_MOD_716: We've tried to remove them. The Delete function takes them out, but something automatically puts them back in. We think TETSUBO managed to implant a subroutine in the main server to keep his posts from being edited. We've been looking for it, but haven't been able to find it.

>>>>

Posted 5-14-88

COMPANY_MOD_382: I don't care how hard it is to do your job. The VP is breathing down my neck about new hires seeing this stuff before their first shift. I want this crap gone for good. I don't want to enact the Severance Clause of your Consultation Agreements, but I will if you force me to!

>>>>

Posted 5-14-88

COMPANY_MOD_716: Yes, sir. We'll get it done. Sorry for the inconvenience.

>>>>

As a Christian Employer, certified by the NAC Religious Employment Standardization Committee, The Company sees to the spiritual welfare of its employees. A healthy spirit leads to a healthy, productive, working population. Remember, as our own Pastor Dave is fond of saying, "It is not through faith alone that we are saved, but through Work!"

Remember that maintaining a Christian Church-home is a condition of your employment with The Company, though we recognize that, on matter of conscience, other sister Churches may be held to meet the Evangelical Clause of your contract. Bear in mind that discovery of non-Christian Recidivism, or secretly holding onto Jewish, Muslim, Zeek, Hybrid, Neo-Pagan, Catholic or other divergence from the True Faith is grounds for immediate termination of employment, with the monetary and criminal conditions as specified in your contract.

Just know that we are always watching you, and that we have your spiritual welfare at heart. Just like Jesus.

>>>>

Posted: 2-16-88

TETSUBO: *They make a big show of being Christian in The Company files, but in practice it's much less intrusive than you might think. Really, if they only hired Baptists, there wouldn't be enough people to do any of the work that really needs doing, much less all of the managerial staff needed to fulfill company policy.*

They aren't joking about wanting to get you to transfer membership to The Company Church, and if you want to get anywhere here, rubbing elbows with Pastor Dave, V.P. of Religion, is almost mandatory.

They'll even cut you some slack if you're, say, a Jew, so long as you don't "engage in Judaism" while on the clock. One of my buddies, easily the best damned black hat I've seen, got fired when they found out he still went to Temple every Saturday. Out network security was seriously hampered because of it.

>>>>

Posted 5-14-88

COMPANY_MOD_382: *Aha! If this "buddy" is who I think it is, I've got a lock on who TETSUBO really is too! This vandalism is a clear violation of his Severance Clause, and we can have him up on charges. Someone call the police!*

>>>>

Posted 5-14-88

COMPANY_MOD_716: *We can't do that, sir.*

Posted 5-14-88

COMPANY_MOD_382: *Why the hell not!?*

>>>>

Posted 5-14-88

COMPANY_MOD_716: *The NAC doesn't have an extradition treaty with Cascadia.*

>>>>

Posted 5-14-88

COMPANY_MOD_382: *That's it! I'm tired of your "can't-do" attitude. You've got five minutes to clean out your desk before security arrives to escort you from the building. May God have mercy on your soul.*

>>>>

Posted 5-14-88

COMPANY_MOD_716: *disconnected from server.*

>>>>

TETSUBO'S GUIDE TO BIZ-SPEAK

I've taken the liberty of sticking this guide into the main body of the text, because it's an important thing that everyone should read. By now, you will have noticed the way the management speaks to people in The Company. Though you might never see this in person, this is how their bosses talk to them. As I noted in the New Employee Handbook, biz-speak is something you're going to have to get used to while you're here. It infects nearly every aspect of communication at The Company, and you'll probably find yourself using it amongst your co-workers in a couple of days.

Don't worry; it's not a painful process, though it will most likely alter the way you think. It's designed to do just that.

Nearly every specialized industry or trade has jargon. These are words, phrases, and modes of speaking that are used to convey specific information in an efficient way. Biz-speak is jargon for the corporate world, but unlike other industries, it isn't used to make speech more efficient. It's designed to enforce a sense of community, as well as to hide what is actually being said behind flowery phrases and nonsensical buzzwords.

This also has the side benefit of making outsiders have a much harder time understanding what employees are saying, as well as making it more difficult for new hires to fit in without adopting a new language. You know how bigots like to rant about how immigrants should learn to speak the language? This is what they mean by that; it's not just about the language itself, it's also about adopting a set of shared cultural norms.

BIZ-SPEAK

And, as much as I'd like to give you a set of vocabulary words and call it a day, The Company's biz speak is always changing, so much so that even terms used when I was there are no longer in use.

Fortunately, I can give you a few examples that remain mostly constant:

1. **Maximize and minimize.** When dealing with someone from The Company, you never talk about increasing or decreasing, reducing or expanding, or any other set of words to describe a change in size, scope, or scale. Everything is either maximize or minimize. You work to maximize profits, while minimizing losses. You maximize your efficiency, and minimize your break-time to maximize workload. One of my managers thought it was inspirational to stroll through the cube farms bellowing "maximize!" at the top of his lungs.
2. **When in doubt, don't minimize the Latinates.** Latinate words are those that, to our ears, sound high-class, technical, or precise, even when they aren't. The terms from #1 above are Latinates. These are opposed to other, more common-place terms. A TAP is not a "thing" in your head; it's a "device." The monetary cost of an item is not the "price," it's an "expenditure." Another aspect of this is that most people use these terms wrong, so don't be afraid to make them up if you need to.
3. **Maximize compound words.** People using biz-speak love to string words together to make themselves look smart and important. It's not enough to call a gun a "gun." No, it's a "personnel efficiency maximization device."

If this seems like it's needlessly complicated, well, it is. It's supposed to be. Biz-speak is meant to be a tool by which the people on the top control how their employees think and act. After a while, you'll find yourself using it when not at work. When your spouse starts using it too in order to even talk to you, that's a good sign that it's time to find another job.

DAZZLE THEM WITH BULLSHIT.

If, during the course of the game, one of the players manages to spout a string of gibberish in the form of biz-speak, consider granting a +1 or +2 bonus to social or business rolls against the target. Corporate goons are trained to assume that people who talk like this are important folk to be listened to and obeyed.

If the biz-speak is particularly impressive, and manages to hit all three of the points listed nearby, you may even consider granting a Benny.

ADVENTURE COMPLICATION:

While on a mission dealing with a rival corporation, the team discovers that their biz-speak briefing is a year out of date, and all of their buzz words and key phrases make them stand out like tourists when dealing with the employees.

Social interactions take a -2 penalty, and any time a 1 is rolled (even if it's re-rolled with a Benny), you've managed to stand out in that person's mind as being odd or out of place.

TRAIT TESTS

Rather than introduce a bunch of new skills, aspects of a corporate Interface Zero game can be described by taking existing Attributes and Skills and applying them in new ways. This way, characters may find that their natural talents wind up serving them as well in the boardroom as they do rescuing lizards in a god-forsaken hellhole on the other side of the planet.

ATTRIBUTES

For the most part, it should be pretty obvious when an Attribute test might be useful in a business situation. From time to time, your GM might ask for a Spirit test, should you attract the attention of a manager looking to yell at someone for a perceived slight, or perhaps a Vigor test to remain awake after being asked (which you should read as "told") to stay late to work on an ultimately inconsequential report.

SKILLS

However, more mileage can be gotten out of using skills for non-standard ways in the office. While you aren't likely to have use for Fighting or Shooting in your day-to-day routine, you might find occasion to use them if you work in security, or if your position in The Company requires more of an adventuresome approach to meeting your quarterly goals. For other skills, see the list below.

- **Climbing:** This skill might be useful if you're working in IT, Maintenance, or other positions

SKILLS

that put you behind the scenes. When you have to scale the inside of an elevator shaft to access a blown network relay station, you'll be glad you've got some experience rock-climbing.

- **Driving:** You never know when you'll be taken away from your desk and made to run an errand for the boss. The ability to get around without running into stuff is generally useful, and doubly so if you're a bodyguard. The same advice applies to the Piloting and Riding skills: you'll probably only need them if your position requires it, or you need to fake it well enough to get close to a target.
- **Gambling:** Though most companies try to stamp the practice out, there is always an inter-office betting pool going on somewhere, if you know the right people to ask. Note that it is especially tricky to cheat on a pool. This would normally require influencing the people involved, which is not impossible for enterprising PCs. Note that the penalty for getting caught cheating here can be quite severe, though you probably aren't going to get shot. Maybe.
- **Hacking:** Given the extent to which the workday is done through computers, the Hacking skill is one of the most useful skills you can possess. While networks that contain really important secrets are usually well-maintained, those which low-level employees have access to might not be. It's much easier to get Saturday off when you can adjust the schedule yourself without having to go through your asshole boss.
- **Intimidation:** Useful in getting others in the office to do your work for you, so long as you don't mind being hated by everyone around you. You might also be able to use it to get past security, but most professionals and combat simulacrum aren't easily impressed by threats.
- **Investigation:** Useful for digging up dirt on your coworkers, or The Company itself if you wind up in one of those places that still uses paper, or retains old records. A few minute's access to important files on a network can also make use of this skill. It's all about knowing where to look.
- **Knowledge (Business):** A new skill, and one every character in a corporate campaign should consider taking. It covers all aspects of the business world, and is used extensively in the Murder in the Boardroom section, found later in this book. If using the Language rules as an extension of the Knowledge skill, charac-

ters may opt to take Biz-Speak as a spoken language, making communication with corporate employees a little easier.

- **Lockpicking:** While most mechanisms these days are operated by a Hyper-object, there are still places that make use of old-fashioned combination or key-pad locks, or even ancient mechanical locks operated by metal keys. Security personnel usually have this skill, and they will probably be aware of non-security employees who have it as well.
- **Notice:** Of all the skills, this one is the most useful in almost every context. It lets you see discrepancies in reports, tells you when someone's away from their desk when they shouldn't be, and lets you know when to hide so the boss won't find you and "volunteer" you to work over the weekend.
- **Persuasion:** The friendly alternate to Intimidation. Most offices, even in 2088, are run by people, or devices close enough to people to get pissed when you eat their lunch out of the break-room fridge. This means that the ability to adjust someone's attitude towards you is probably worth way more than just about anything else. This skill gets you extensions on reports, lets you pawn your workload off on other people (who may do it willingly), and might even get you into secure files you aren't supposed to see. If you're going to spend any time in a Corporate environment, take some dice in this.
- **Repair:** Given the age of some of the equipment you might be working with, and the frequency with which routine maintenance is ignored, it is very likely that your job will, at some point, depend on your ability to fix something that's not working right. This can be a double-edged sword, however. If word gets around that you're handy with a toolbox, you might wind up being the office's unofficial "fix it" guy, even if you aren't in IT or Maintenance.
- **Stealth:** This is almost always a useful skill. Semi-legitimate uses include sneaking into secure server rooms for hacking purposes, catching a nap when you're on the clock, or getting out of the office unseen when the boss is looking for someone to work over the holiday weekend. And if you're working security, the ability to sneak up on someone who isn't supposed to be in the secure server room can mean the difference between a quiet takedown and a costly firefight.
- **Streetwise:** While not an immediately obvious

EDGES AND HINDRANCES

skill in the corporate world, since streetwise covers the ability to get info from people, it can be quite handy. Someone with it can get in on all the juicy office gossip, up to and including stuff that only the VP of R&D's personal assistant would know. It's also useful for getting the true story about the office politics; who is really in charge, who runs the factory floor, the popular members of the secretarial pool, that sort of thing.

- **Taunt:** A potentially useful skill in the office, if you aren't overly concerned with your reputation. Taunting others into anger or frustration might not immediately serve your goals, but it can make it hard for them to follow their own. For example, if you know a certain security guard is known to have a hair-trigger temper, and he's on probation for starting fights, using the Taunt skill on him to goad him into starting something can be good to both create a distraction, and to potentially remove a troublesome NPC from the workplace.

EDGES AND HINDRANCES

Below is a discussion on how to apply existing Edges and Hindrances to the corporate environment, followed by a selection of new ones that either only apply to the office, or that make use of the "Murder in the Boardroom" chapter later in this book.

HINDRANCES

1. **Arrogant:** Exceedingly common in the corporate world, even without taking Human 2.0 employees into consideration. In fact, some places won't even consider you for promotion without this "Hindrance" in place.
2. **Big Mouth:** In some corporate cultures, letting sensitive secrets slip is just this side of treason. In such environments, Big Mouth is a Major Hin-

INTIMIDATION, TAUNT, AND THE REACTION TABLE

These two social skills are pretty effective at getting people to do what you want, but only in the short term. They also require active attention on the user's part to get them to work. Once you've intimidated someone into serving your needs, they're less likely to want to help you in the future.

This can be a problem if you have to work with them on a long-term basis.

As an optional rule, consider the Reaction Table from the *Savage Worlds* Rulebook. Each success and Raise with either an Intimidation or Taunt skill check will result in the desired action, but will also reduce the target's Reaction to you, and anyone they associate with you, by one level.

If you aren't careful, you'll wind up with a bunch of hostile people in the workplace, possibly conspiring your downfall.

drance. Ask your GM if this applies to your game.

3. **Clueless:** Also quite common in the corporate world, especially when dealing with executives who only attained their positions through favors and double-dealing. If desired, this can be taken with Arrogant, as these two are often bundled together due to a privileged upbringing. Doing so means the character cannot take any extra Minor Hindrances (except Enemy; see below)
4. **Elderly:** Very, very rare in an office environment. Most corporations make sure their employees don't stick around long enough to retire. PCs may only take this Hindrance if they also possess the Corporate Executive Occupation (see page 85 of the Interface Zero rulebook).

NEW SKILL: KNOWLEDGE (BUSINESS)

This skill deals with the knowledge of how to start, run, maintain and turn a profit from, the operation of a commercial enterprise. It includes knowledge of applicable laws regarding the operation of said business, as well as techniques and loop-holes that can be exploited to the company's advantage.

Think of it as the practical applications of the Common Knowledge (Business) skill. Nearly anyone who has worked in an office knows something about business operations. Only someone who has invested in the Knowledge (Business) skill will know the various ways to tweak a business to run at its maximum efficiency.

This skill is also used in many of the Murder in the Boardroom Situational Rules. If the PCs want to be in charge of their businesses for any length of time, investment here is a good idea.

EDGES AND HINDRANCES

ADVENTURE HOOK: SWEET REVENGE.

The characters are hired by a disgruntled former employee to infiltrate their old workplace, and ruin the careers of a trio of former co-workers who conspired to have the client fired. His only conditions are that he can't be connected to the acts in any way, and he doesn't want anyone physically harmed.

Otherwise, anything is acceptable: fired for incompetence, jailed for insider trading, reputation ruined to the point where no one will ever hire them again, whatever, as long as they lose their current jobs. And he's willing to pony up his entire severance pay to see a little justice spread around.

5. **Enemy:** In most instances, no one works for long in the corporate world without accumulating an Enemy or two. PCs are officially encouraged to select this at the Major level, and may always select it at the Minor level (and gain the extra point for it), even if they've already taken their starting allotment of Minor Hindrances.
6. **Greedy:** Like Arrogant, Greedy is not normally seen as a Hindrance in the corporate world. Many disguise levels of Greedy as "practicing Due Diligence."
7. **Loyal:** This Hindrance is fostered in the corporate world, with its focus being The Company and its shareholders. A character with this Hindrance is pretty much incapable of working against the best interests of The Company, and will go out of his way to stop others from doing so.
8. **Outsider:** Very common. In fact, most characters will pick up this Hindrance during play, even if they aren't aware of it. See Corporate Trappings on page 26 of this book.
9. **Overconfident:** Like Arrogant and Greedy, this is a common Hindrance. In some places, you can't really get anywhere without it.
10. **Stubborn:** The bane of employees everywhere, this is a common Hindrance amongst management types. PCs who possess this might be reluctant to change a plan, especially while actually on assignment.

NEW HINDRANCES

BLACK-LISTED (MINOR OR MAJOR)

Due to an event in your past, there is at least one com-

pany that won't have anything to do with you or any company with your name attached. The reasons may vary, but the end result is that, unless you go to great lengths to hide your involvement, deals with this one company will always go sour.

At the Major level, your Black-Listing applies to not just a single company, but an entire industry. Just imagine how hard it would be to work in banking if your name is associated with one of the worst banking scandals in history.

COMPASSIONATE (MINOR)

For whatever reason, you can't stand to see the powerless cast aside. When a situation arises, you always try to choose the options that don't result in mass firings or innocent people coming to harm.

DEPENDANCE (MINOR OR MAJOR)

For a variety of reasons, your character's body is reliant on regular doses of a certain chemical, or a mechanical procedure that can only be performed in a special garage. As a Minor Hindrance, missing a tune-up session or a dose means making a Vigor test every hour. Failure means earning a point of Fatigue. Characters Incapacitated by this Fatigue are unconscious, and will remain that way until a dose or tune-up can be given.

As a Major Hindrance, the Vigor test for missing a dose is made at -2, and instead of Fatigue, Wounds are taken on a failure. Characters Incapacitated by these Wounds may die if appropriate treatment isn't given within one hour of being Incapacitated by Wounds.

FREELANCER/CONSULTANT (MINOR)

No matter what your actual duties are within the corporation, you aren't technically an employee. As such, you are a second-class citizen within the corporate structure; few people will listen to your ideas, and you're always the first on the chopping block when budget problems need firings to be fixed.

Plus, some people in management have this odd notion that they don't need to pay you for your work, so you can expect regular attempts at ousting you from the building once your work is finished. Better have a back-up plan.

JINX (MINOR OR MAJOR)

For some reason, office equipment doesn't operate as it should when you use it. Copiers jam, your TAP doesn't interface well with Hyper-objects, or the metal detectors always indicate you've got a weapon on you, even when you don't. It's annoying and frustrating, but is ultimately of little consequence, unless you're on a time crunch.

EDGES AND HINDRANCES

At the Major level, your Jinx effect kicks in even when you aren't personally using an item. Just being in the room is enough to send machinery into fits, and you've been known to completely fry sensitive electronics just by looking at them funny.

However, you also have no control over this effect; you can't use it on purpose to cause something to break down when you want it to: this is not an Edge disguised as a Hindrance.

NDA (MINOR OR MAJOR)

A character with this Hindrance has signed a form indicating that there are elements of their position or work with The Company that they are expressly forbidden to discuss with outsiders. The level of this Hindrance determines the level of response should such an event occur. At the Minor level, breaking the NDA means a monetary penalty and possible loss of employment. At the Major level, breaking the NDA means an extensive monetary penalty, definite loss of employment, and possible legal action.

>>>>

Posted: 2-16-88

TETSUBO: *One of the security people at The Company had the worst Jinx I've ever seen. Whenever he had a shift, practically nothing got done. It got so bad that the cubical crew got me to hack into the server and get his schedule so they could request days off when he was on.*

Management got wind of this and transferred him to another office. A warehouse somewhere, I think.

>>>>

Posted: 5-20-88:

COMPANY_MOD_717: *So that's what happened to Frank. I always wondered. He kvetched about that for months afterwards.*

>>>>

Posted: 5-20-88:

COMPANY_MOD_382: *"Kvetched"? Is that Jew talk?*

>>>>

Posted: 5-21-88:

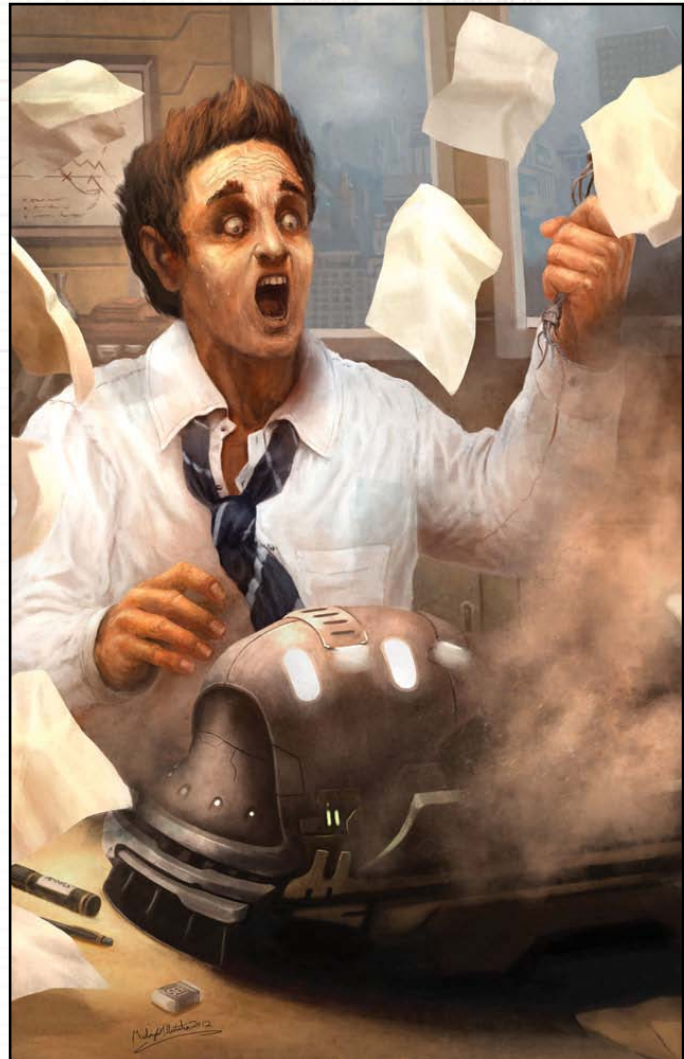
COMPANY_MOD_717: *Sorry, sir. I meant "complained." My wife's family is in town, and I've picked up some of their vernacular.*

>>>>

Posted: 5-22-88:

COMPANY_MOD_382: *Don't let it happen again. This is a Christian Workplace.*

>>>>



>>>>

Posted: 5-22-88:

TETSUBO: *Kvetched. LOL*

>>>>

Posted: 5-22-88:

COMPANY_MOD_382: *Laugh it up, Tetsubo. We'll find you, eventually.*

>>>>

Posted: 5-22-88:

TETSUBO: *In your dreams, corporator.*

>>>>

OUT OF YOUR LEAGUE (MAJOR)

Despite your fancy college degree, your ability to deal with the ruthless nature of business in 2088 is hampered. You constantly find yourself outmaneuvered by competitors, and if you aren't careful, you'll find yourself out on the streets.

You suffer a -2 penalty to all Knowledge (Business) tests you are required to make, including those called for as part of the Murder in the Boardroom systems. Fortunately, experience can undo this Hindrance; you may get rid of it by spending an Advance once you hit Seasoned rank.

>>>>

Posted: 2-16-88

TETSUBO: *Back during my very early days with The Company, they hired this new guy, a consultant, who was supposed to "reinforce Company morale and worker productivity," presumably by firing a bunch of people. But he didn't.*

Instead, he submitted a report that indicated that the fault of the poor numbers for the quarter lay with Company management and what was called "pernicious worker harassment policy." He also recommended that management be reorganized to be about half its size, and to make sure worker pay and benefits be brought up to NAC-regulatory standards, such as they are.

So, yeah, they fired him, without paying his consultation fee. You know that year when The Company decided to not throw a Christmas party? They had to use the funds to pay off the settlement for violating the consultant's contract, which stipulated that he'd get paid, no matter what his results were.

I've included his final report as an attachment.

>>>>

Posted: 5-21-88:

COMPANY_MOD_717: *I've figured out how to remove attachments. TETSUBO's alterations to the server don't affect files, only text input.*

>>>>

Posted: 5-22-88:

COMPANY_MOD_382: *Good. The small victories are sometimes the best. The Partners don't want anyone to see that report, especially not new hires.*

>>>>

OWNED (MAJOR)

Whether due to experimental procedures that keep you alive, or a contract for indentured servitude in order to pay back a large debt, your individual liberty is severely hampered because you are, for all intents and purposes, property of the megaconglom that holds your contract. This

Hindrance is very common for simulacrum, androids and hybrids working in the corporate sector. For the most part, this Hindrance means you have little say over your actions; it is not uncommon for you to be given orders with the expectation that you fulfill them.

At the end of a very lengthy and dangerous mission for your contract owners, you might be able to buy this Hindrance off by spending an Advance once you hit the Seasoned Rank.

NEW EDGES**BACKGROUND EDGES****TRUST-FUND BABY**

Requirements: Novice, Rich or Noble Edge.

Though you aren't exactly royalty, your family name carries a lot of weight in the corporate world. When taken, select one of the benefits below:

- **Expense Account Bonus:** Your effective Expense Account rating is one higher than it would ordinarily be for someone in your position in the company. If not using the Expense Account system, increase your starting pay and level-up bonuses by half.
- **Company Influence:** If you spend a Benny to re-roll any use of the Intimidation, Persuasion, or Taunt skills against someone who knows who you are, you may take a +2 bonus to the re-roll.

IMPROVED TRUST-FUND BABY

Requirements: Trust-fund Baby

As with the previous Edge, except you may select both benefits. In this case, your character will likely have come from a very famous background. Work with your GM to determine what that is.

DISPOSABLE IDENTITY

Requirements: Alternate Identity (see Interface Zero, page 91).

You have the ability to create a number of Alternate Identities that, while as effective as those described with the Edge from Interface Zero, are designed to be disposable and untraceable. You might pose as Daisy Triam from HR one week, and as Inez Salgado, CEO, the next.

It takes about 24 hours to create new Identities. This requires no Trait test, but you can only have a single Disposable Identity at a time.

Your falsified credentials only last for as long as needed. After the mission in which they are selected, the records vanish from whatever server they had been stored on,

EDGES AND HINDRANCES

leaving only traces of data behind. Reconstructing these false identities takes a Hacking roll at -2 to find them, and another to re-create the data.

RAINMAKER

Requirements: Novice, Wild Card, Knowledge (Business) d8+

You have a reputation for achieving astonishing feats with whatever company you're working for, be it in increase in business, overhauled revenue streams, or an unconventional approach to management that always gets results.

You may take a +2 bonus to Knowledge (Business) tests, as well as to Social Combat tests. (See Murder on the Boardroom on page 35 of this book.)

COMBAT EDGES

FIRE-TEAM DRILL

Requirements: Seasoned, Wild Card, Shooting d8+

Due to extensive team-based security training, you are able to concentrate fire on targets, minimizing the risk to friendly personnel and to company property. You may gain the Gang-up bonus against a single target for every friendly character adjacent to you, so long as all friendly characters are firing at the same target. The maximum bonus for this Edge is +4.

Also, any result of a 1 that is not re-rolled will no longer hit innocent bystanders or sensitive equipment; the shot is simply counted as a miss.

NON-LETHAL TAKE-DOWN

Requirements: Novice, Fighting d6+, Agility d6+

You are an expert at taking living opponents out of a fight without doing any serious harm. Whenever you are fighting in Melee and using Natural Weapons, you may attempt a Take-down instead of doing damage. Roll to hit and damage as normal. Any damage taken is applied to Fatigue instead of Wounds.

Targets incapacitated by a Take-Down are unconscious, but will recover in half their Vigor rating – 20 minutes. There is no risk of injury or death using a Take-Down.

IMPROVED NON-LETHAL TAKE-DOWN.

Requirements: Seasoned, Non-Lethal Take-Down, Fighting d8+, Agility d8+

As with Non-Lethal Take-Down, except that the target's Armor bonus to Toughness is not included when determining how much Fatigue they take from your Take-Down attempts.

Note: At your GM's option, characters with the Pacifist

Hindrance (either Minor or Major) may attack normally using the Non-Lethal Take-down Edge without violating the terms of their Pacifist Hindrance.

LEADERSHIP EDGES

Unlike the Leadership Edges from the *Savage Worlds* rulebook, those listed here do not have only combat applications. While some of them could certainly be useful in battle, they are designed to be of use primarily in social and business situations. Many of them will be of use in the Murder in the Boardroom events, as described later in this book.

Also, unless otherwise noted, each of the Leadership Edges in this text apply to friendly Wild Cards as well as extras, though it is up to the individual GM to determine if this applies to other Leadership Edges found elsewhere.

One final note: Command Radius is still in effect when using these Edges during combat, but when used outside of combat, the rules for Command Radius should be considered more abstract.

MANAGEMENT MATERIAL

Requirements: Novice, Spirit d6+

Your natural ability to lead boosts the confidence of those working beneath you. So long as you are able to offer instruction and guidance to employees directly under your supervision, those characters may take a +1 to any single skill check made while in pursuit of work-related tasks. They may use this bonus only once per day, and it only applies if you are present in your office for the majority of the day, or are otherwise considered "at work" and able to watch them closely.

Note that characters with this Edge may use it instead of Command in order to take the Natural Leader Edge from page 38 of the *Savage Worlds* Deluxe Edition rulebook.

DEDICATED FOCUS

Requirements: Novice, Management Material.

Those working with you are known to give up their own needs to meet project deadlines. By pushing themselves (i.e. skipping lunch, working late, putting in overtime, etc.), characters who directly work for you may trade in points of Fatigue for a bonus to a single Trait test made towards work-related tests. The penalty normally associated with a Fatigue is ignored for this one test.

This bonus may only be applied once per quarter; pushing your staff can be productive, but do it too often and you risk losing valuable workers.

EDGES AND HINDRANCES

Characters Incapacitated by Fatigue are Exhausted, and must take at least one day for each point of Fatigue earned this way before returning to work.

PROMOTE FROM WITHIN

Requirements: Seasoned, Management Material

Once per week, an Extra under your supervision may add a d6 Wild Die to a single work-related Trait test.

INSPIRATIONAL SPEECH

Requirements: Seasoned, Management Material, Spirit d8+

Immediately prior to beginning a stressful endeavor, you may spend a few minutes talking to those involved and make a Persuasion test. For every Hit and Raise, those listening and participating may take a +1 bonus to a single test made while in pursuit of the endeavor. This might be any of the Murder in the Boardroom events, or even an extended combat encounter.

For example, if Inez Salgado is attempting to bolster the security team in her building to help fend off a riot, she may give them a speech and make a Persuasion test. She scores an 8, which is a Hit and a Raise. As such, the members of the security team may each take a +2 bonus to any single test they make in their efforts to keep rioters out of the building. Once the riot is over, however, anyone who hadn't used their bonus cannot apply it to another test. It's very much a "use it or lose it" deal.

PROTEGE

Requirements: Veteran, Promote from Within

Once per week, one Extra under your supervision may add a d10 Wild Die to a single work-related Trait test. If this test scores a Hit and a Raise, the Extra may become a Novice-level Wild Card, loyal to you so long as you treat him, her, or it fairly.

MASTER PLANNER

Requirements: Seasoned, Wild Card, Smarts d8+, Knowledge: Battle or Business d6+, depending on the situation
Your character has a grasp for strategy that most opponents find hard to match. This manifests in one of two ways:

1. If you have time to plan an attack or defense, those under your command/supervision tend to come out on top. Make the appropriate Knowledge test; for every Hit and Raise, you generate a single Benny that those under your command may draw upon during the conflict. Bennies generated this way that go unused are lost at the end of the conflict.
2. If participating in a Mass Battle (either an actual battle or a Hostile Takeover), you may instead

grant a +1 bonus for each Hit and Raise to the Battle Plan portion of the Mass Battle Rules.

In either case, you may only use the Master Planner Edge once per conflict. There simply isn't time in the midst of the conflict to revise the plan, unless a large amount of time makes itself available.

WEIRD EDGES

HOUND

Requirements: Novice, Spirit d6+, no Arcane Background

This Edge confers a much sought-after ability. A Hound is able to sense and perceive Zeeks and the results of Zeek powers, in much the same way as other people can hear sounds or a dog can smell something from across the street.

A Hound functions as though they possessed the Detect/Conceal power, at no power cost. It's simply always on, but will only detect Zeek powers. A Hound could, for example, tell without error if someone is a Zeek, or has been affected recently by a Zeek power. She could also tell when a Zeek using the Astral Projection power (see page 23 of Zeeks: Psionics in 2088) is present.

Hounds are much sought after in 2088, due to the relative lack of security measures that can counter psionic espionage.

MONSTROUS

Requirements: Novice, Dependence Hindrance.

In 2088, some people have been affected by bizarre, poorly understood science, leaving indelible marks on their bodies. They might have undergone partial hybridization experiments, been implanted with beta-test cyberware, or had portions of their brain enhanced with God-knows-what chemical cocktails in the back of a van somewhere near the docks. Or, more rarely, corporate execs make themselves guinea pigs for their own R&D divisions, hoping that a breakthrough will result in major earnings in the quarter.

This Edge may only be selected once per Rank, rather than with every Advance. When taken the character may select a single Monstrous Ability. From that point on, the character behaves as though the Monstrous Ability was a part of their normal range of abilities.

EDGES AND HINDRANCES

>>>>

Posted: 2-16-88

TETSUBO: *You can always tell when The Company's been the target of an infiltration team or a data-run on the servers when the Hounds show up. The ones employed by The Company always wear those really severe black suits, and everyone gets really nervous around them. They'll typically want to interview everyone present, and while the questions seem innocent enough, there is an ulterior motive.*

They always do the interviews in pairs, and while one is asking these stupid questions about your job satisfaction index, the other will just stare at you. The questions are designed to break through your mental defenses, and the quiet one's usually trying to tell if you've been mind-whammied by a Zeek into spilling Company secrets.

>>>>>

Posted: 5-22-88:

COMPANY_MOD_382: *This is entirely untrue. None of the Special Consultants are these so-called "hounds." They're security and psychology experts who only want to get to the core of worker loyalty issues and loss prevention investigations. None of this "zeek" and "mental coercion" nonsense is true.*

>>>>>

PROFESSIONAL EDGES

INFILTRATOR

Requirements: Novice, Agility d8+, Smarts d6+

Infiltrators are adepts at the art of stealth and intrusion. They're typically hired to penetrate corporate security measures, and gain access to data that is sensitive enough to be worth the time and trouble.

Infiltrators add +2 to Stealth, Hacking, and Lockpicking tests.

SOCIAL ENGINEER

Requirements: Novice, Charismatic or Attractive, Persuasion d6+

Not every action needs to be a violent one. Social Engineers are people whose primary talents are convincing people to take actions that are what the Engineer desires. This is accomplished through a combination of communication skills, threats, coercion, or even blackmail.

Social Engineers gain a +2 bonus to Intimidation, Persuasion, and Taunt skill tests. This bonus also applies when making Knowledge tests as part of Social Combat.

SECURITY SPECIALIST

Requirements: Novice, Smarts d8+, Hacking d6+, Notice d6+

There is a distinction between someone who works security and someone who specializes in it. A Specialist has a knack for seeing even the most subtle attempts at circumventing security, and is equally adept at dealing with them before they can occur.

Security Specialists add a +2 bonus to Hacking and Notice tests when dealing with familiar surroundings. This does not apply to environments outside the norm, but it will let them make Common Knowledge tests to know security procedures in places other than their own.

STREET RAT

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+

Street Rats are wily urbanites who know their way around the seedier sections of town. They are skilled in the ways of the concrete jungle, and always know who to talk to about whatever they're looking for. Though many are of humble origins, successful ones can often be found in the boardrooms of the world, having risen out of the streets. Street Rats gain a +2 bonus to Tracking, Survival and Stealth rolls made in their home city.

BUSINESS WIZARD

Requirements: Novice, Smarts d8+, Knowledge (Business) d6+, one Hindrance of a psychological nature.

Success in business is equal parts luck, skill, and a certain moral grayness that lets you take steps other, lesser minds won't make. For someone willing to let others suffer for their own benefit, great things can be accomplished.

Business Wizards gain a +2 bonus to all Knowledge (Business) tests they are called to make. This also applies to the Hostile Takeover rules found in the Murder in the Boardroom section of this book.

EXPENSE ACCOUNTS

Few people go into business for purely altruistic reasons. And even those that profess to want to help others with their work know that businesses, especially those in 2088, operate on capital. Money makes the world go 'round, as the saying goes, and this is more true for businesses than it is for just about any other organization on the planet (or off it).

But when talking about money in regard to megaconglomerates, the amounts we're discussing are typically orders of magnitude more than what your average PC would have access to. Corporations deal with transactions rated in the billions, on a pretty-much daily basis. The salary for even some of the most well-paid executives are just operating

EXPENSE ACCOUNTS

expenses, already factored into the budget and taken into account.

This system is in place so that PCs within a corporate game of Interface Zero have some understanding of the kind of capital even a small conglom has at its disposal. It also serves to streamline what might otherwise be math-heavy number crunching, which, while enjoyable to some, does not exactly fit the Fast, Furious, Fun ethos of *Savage Worlds*.

This system is strictly optional, though the game is not likely to break down if it is included. However, note the discussion on page 145 and 146 of Interface Zero regarding how money and gear affect the tone of the game. It will be quite easy to give a group of corporate characters so much stuff that they aren't going to want to go on adventures any longer. I've put counter-balance measures in place, but these are largely role-playing based, rather than hard-wired into the rules.

>>>>>

Posted 2-18-88

TETSUBO: *The old saw about "Money is the Root of Evil" still applies, ami. You may think that your sweet expense account is something you deserve. You're a big shot, moving up the corporate ladder, and you deserve access to all the best toys and gear you can find in the Malmart catalog.*

But you'd better remember that this, like anything that happens at work, is just another system of control. Your corporate masters want you really accustomed to having the very best, top of the line, gear. That way, you'll think twice about going against their wishes. Maybe you really like that Executive Design Tactical Armor. Maybe you think you need it because you made too many enemies to leave your house without it (all in the name of The Company, I might add).

So when the VP of sales threatens to yank it for a less-than-stellar 3rd quarter, you'll be extra motivated to bust hump and squeeze your employees for better performance.

I mean, it's not like you want to get shot, right?

>>>>>

Posted 5-30-88

COMPANY_MOD_382: *The above sentiment is a gross mischaracterization of The Company's Executive Perk and Remuneration Policy. If we didn't offer such incentive programs to our best people, they'd leave for other companies where such things are offered. We must do this to attract the best people, or we won't be able to remain competitive in the Industrial Waste Recycling Industry.*

>>>>>

Expense accounts represent a pool of credits that company employees can use to purchase gear and equipment on the company dime. Such items are effectively "free" to the one ordering them, but they don't come without attached strings. It is assumed that using the Expense Account means the items purchased are strictly for The Company, not personal, use, though some corporations will offer gear as bonuses and incentives. Furthermore, any item purchased through the Expense Account system will still belong to The Company that issued it. If your employment or business relationship with The Company is ever severed, for any reason, Expense Account gear will have to be returned, replaced, or paid for using credits in the normal fashion.

And don't think for a second that any company isn't keeping a very detailed account of what their executives buy with their expense accounts. It's not uncommon for employees to quit to leave for another job, only to be handed a huge invoice for billed items over the course of their time with The Company. The practice has gotten so extensive that some companies will offer to pay off "outstanding debts" as a signing bonus. Be careful, though, because the new company might just tack on the amount to their own tally of expenses. It is possible to enter a career of corporate work and wind up owing more credits than you earn.

The moral of this story is "Read your contracts. Carefully."

Expense Accounts are expressed in Levels, starting at 1 and going up from there, effectively infinite. It's roughly based the Occupation's starting Credits: Every 10,000 credits, or fraction thereof, grants 1 level of Expense Account. Only employees of megacongloms get them, though corporations run by a group of PCs might have modest ones at the GM's discretion. See the table below for the more common Expense Account Levels by occupation:

TABLE 1:A: EXPENSE ACCOUNT LEVELS

OCCUPATION	EXPENSE ACCOUNT LEVEL
Agent	2
Bodyguard	1
Bounty Hunter	2
Cleaner	1
Corporate Executive	3
Crime Boss	3
Media Icon	2
Private Investigator	1
Programmer	1
Other Functionaries	1

EXPENSE ACCOUNTS

Some Edges and Hindrances have an effect on Expense Account Levels. Also, depending on how an individual's part of The Company performs during a given quarter, Levels might be altered accordingly. See *Murder in the Boardroom* for more details.

USING YOUR EXPENSE ACCOUNT

Once you have an idea of what your Expense Account Level is, you can get to spending it. Any item in the various Malmart Catalogs can be had using your Expense Account, and delivered to your home or office using any of the various shipping methods available from that retailer. Much like starting credits, items in the catalog have an expense account rating of 1 for every 10,000 credits it would normally cost, or fraction thereof. Any item that has an Expense Account Level less than your own can be had and billed to The Company, no questions asked. Hey, membership has its privileges.

With the exception of Expense Account Level 1 items, which most things are, items with a rating equal to your own must be accompanied by Spending Authorization Request (make a Persuasion Roll, with a Penalty equal to the item's Account Rating). Failure means the expense is not approved. Success means that it is, and the item is shipped to you. Note that using the Expense Account this way greatly increases your chance of an Audit, so use it sparingly.

For example, consider the case of Inez Salgado, an Infiltrator working her way into the upper-level offices of The Company. She thinks one of the VPs has ties with one of the C-7 corporations, and is secretly undermining The Company in preparation for the Hostile Takeover. She needs access to that VP's data, but it's kept in a secure terminal in his office. She's pretending to be an executive in Accounting in order to gain access to the office.

But this means she'll have to play the game of a money-grubbing executive for a while longer, and part of that is using the tools at her disposal. As an executive, she has an Expense Account with a Level 3 rating. She uses it to buy a ton of professional clothing, (Rating 1, no problem). She also requests the purchase of a Samba Marathon SUV. This has a rating of 3 also, and she passes the Spending Authorization Request by rationalizing that a Company Executive has to represent The Company at all times. However, accounting (the GM) notes this expense for later use.

While she can continue to pick up an item here and there (a new pistol, er, "person defense apparatus") without a problem, so long as the items pertain to her work, getting a TAP upgrade (roughly Level 3) requires another Request, which is this time denied. Furthermore, her use of the Account gets her flagged in the Accounting Department, leading to an Audit. She may be out of a job before she even gets to the V.P.'s office!



MALMART EXECUTIVE EDITION:

SPRING 2088

Treat yourself to a little something special with our latest collection of Executive-quality consumer products. These highly specialized, top of the line items are only available to our clients who hold Gold-Star Executive Accounts. The prices reflect the quality of our merchandise. Each item comes backed with our famous Gold-Star Satisfaction Guarantee*, so get those Expense Account credits warmed up!

*Items are guaranteed to meet Gold-Star Standardization Market Policy. See sales receipt for return and exchange policy, which has recently changed.

>>>>>

Posted 2-17-88

TETSUBO: *Yeah, ami, make sure you note the return and exchange policy. The changes mentioned? It now says "no returns or exchanges accepted." But hey, it's not like this is your money, right?*

>>>>>

HOSTILE MERGER CLOTHING AND ARMOR

EXECUTIVE DECISION TRAVELING SUIT

Virtual Presence in sensitive negotiations only goes so far. To really seal the deal, you need to be there. But when "there" is a trans-global flight away, it's hard to always look your best, even when afforded all the luxuries business-class travel can provide.

For the business professional who's always on the go, we offer a range of specially tailored business wear designed so that you're always a stunning presence in the boardroom, even after a 20 hour flight. It even stands up to rough treatment, like being forced to travel coach.

- Anti-ballistic weave in the fabric provides +2 armor bonus.
- Nano-tech pockets keep the fabric smelling fresh, even when you don't.
- Memory-material keeps the creases sharp enough to cut glass with, so it always looks freshly pressed.
- The color of any neckties can be adjusted in a matter of seconds.



- Air-quality monitors activate a Basic Air Filter mask (+2 to Vigor rolls when dealing with airborne causes) when certain user-programmable items are detected.
- **Cost:** 4,000 credits (Level 1 Expense Account)

EXECUTIVE DECISION LI'L MOGUL

SLEEPWARE

It is an unfortunate aspect of modern business dealings that children can become the targets of terrorists and kidnappers. While we all wish our loved ones weren't so vulnerable, there is something you can do about it. Introducing our line if Li'l Mogul sleepware. This adjustable-size onesie offers a full suite of devices meant to keep your little ones safe, so that you're free to go ahead and close down that rival corporation!

- Nano-tech devices keep the baby clean, even against the worst bathroom "accidents".
- Anti-ballistic weave offers a +3 armor bonus against ballistic and energy weapons, and discrete ceramic plating offers a +3 armor bonus against melee and edged weapons.
- Air-quality monitors can convert the suit into

a Level 4 Hazmat suit in seconds.

- GPS and RFID trackers constantly report the suit's location to a variety of satellite and Deep services (subscription cost not included in price).
- Available in Baby-Boy Blue, Pretty in Pink, and Power-Tie Red.
- **Cost:** 8,000 Credits. Tracking service subscription is an additional 2,000 credits per year. (Level 1 Expense Account. With tracking service subscriptions, it's Level 2).

SHOPPING SPREE

Due to an accounting policy change, your executive characters find themselves with a substantial credit to Malmart, which they have to spend right away or it will expire. The problem is, they can only use it on items of Expense Account level 2 or lower.

What sort of useless things will they pick up, and can they find some way to make it useful? The mini-drones might prove useful for inter-office surveillance, and you can bet that there is an underground gladiator combat ring using Action Figures as proxies.

USELESS SHIT

While a great deal of the items found in an executive Malmart catalog are actually decent gear, a surprising amount of it is really just expensive, useless shit. In general, these things are little more than toys, and can be had for a Level 1 Expense Account purchase. In credits, they're typically not more than 1,000 credits, making them a luxury for most people.

We don't have the space needed to accurately convey what's covered here, but here is a sampling of stuff you might find here:

- Expensive shoes, in men's and women's sizes, for every conceivable activity. Supposedly designed to offer the best support for that activity. Did you know they make shoes for Grego-Roman wrestling?
- Luxury food-stuffs that come in bulk, and are vastly more expensive than you would pay for comparable items in a grocery store.
- Everything in the catalog can be custom tailored and monogrammed for an additional 1,000 credits. Popular items are names, fancy monogrammed initials, and Bible Verses.
- **Fighting Robots:** These sophisticated, brightly colored robots stalk each other around the house, and engage in brutal hand-to-hand fighting. Limbs can be torn off, and each robot can self-repair. Come in a variety of styles, fighting styles, and weapon selections. **Note:** only 3 inches tall. Animated Action figures, basically.
- My First brand home science kits. Available in Robotics, Genetic Engineering (Breed your very own bugs!) Nano-tech, and Drone Construction.
- Mini-drones that come programmable and operated by remote control. Comes with cameras, microphones, and a squirt gun. Cheap

and fragile, not to mention very easily jammed.

- Wireless cameras hidden in damn near everything. Items are standard, but for an additional fee, you can have one made to match another specific item.
- Nano-tech doormats that literally eat dirt from the shoes of guests.
- Laser-powered bug zapper.
- Snow and Ice remover, powered by nano-tech and good for several months. Available in quantities greater than you'd ever need to use.
- **The Aficionado Selection:** A subscription service to supply the user with a variety of actually top-shelf adult beverages, as well as a variety of fancy serving and storage devices. These frequently have robot serving systems to make sure the red wine breathes, the sake is warmed to the perfect temperature, and that the water for cracking scotch is from the correct area. Often includes its own portable ice maker, capable of creating ice from moisture pulled out of the air.
- **The Cozy Executive Sleeping System:** a mattress, headboard, sheet and comforter set (available in a variety of styles) that automatically adjusts every conceivable variable to create your perfect sleeping conditions. Seriously expensive, but actually worth it.
- Voice-powered bed-side table.
- Sheets, blankets and pillowcases from a variety of exotic places. Supposedly, Martian Cotton is popular this year.
- McNaughton Technologies Dream Pillow. A device that records your dreams, and lets you play them back through your TAP, either as full VR sessions, or just as something you watch like TV. More expensive versions can actually influence your dreams in small ways.

MAIL-ORDER MELEE WEAPONS

CHESTERSON ARMS

SWORD-CANE

The discerning gentleman knows that, even in today's harsh business climate, it is considered impolite to bear obvious weapons. It is also considered a breach of etiquette to attend hostile negotiations without the ability to defend yourself. It tells your foes that you consider them unworthy of your concern.

If that is not the message you want to send, consider one of our top shelf sword cane. Each is disguised as a gentleman's walking stick, and come in a variety of colors and styles. However, with a twist and a flourish, the wielder can reveal a 3 foot long combat blade. This is no showpiece; each sword is composed of proprietary steel alloy, and is more than capable of holding up under "vigorous combat conditions".

- Plastic-composite versions are available for those seeking to travel through security conditions. (These are fragile; the sword breaks any time a 1 is rolled in combat).
- Monofilament versions are available for an additional 1,000 credits. They add AP 4.
- Unsheathed, the cane does STR+d4 damage. The sword-blade does STR+d6
- The included training manual teaches the user the basics of cane-and-sword fighting. (Rather basic for anyone with dice in Fighting. Anyone without Fighting dice who studies the manual can get a d4 in Fighting at their next Advance, without spending the Advance to do it.)

>>>>

Posted 2-17-88

TETSUBO: *The sword cane's nice and all, but seriously, any freelancer worth the name is gonna know it's a weapon; either that or the corporator who uses one is a total douchebag. Canes are so 20th century.*

>>>>

MAIL-ORDER GUNS

ACT OF GOD ARMAMENTS

AGA BRIEFCASE GUN

Need a discrete weapon, for those times when you can't carry a traditional firearm, but sure as hell aren't going into a hostile situation unarmed. The AGA Briefcase Gun appears to be a perfectly normal briefcase. It even has room for carrying documents. But with a squeeze of the discrete handle-mounted trigger, our patented .500 San Antonio Special Ammunition erupts with brutal efficiency. It even holds more ammo than our Thunderbolt pistol, making the AGA Briefcase Gun the prize of any firearms enthusiast's collection.

- Guaranteed Stopping Power! (2d10+2 Damage) AP 2
- 100 round internal magazine
- Range 10/20/40
- Built-In Hyper Object allows for easy interface with on-board tactical software. Visual read-out overlays targeting info into your field of vision.
- Comes in a variety of buttery leather finishes.
- ROF 3.

• **Cost:** 12,000 Credits (Expense Account Level 2)



BLACK KNIGHT INDUSTRIES

RIOT GEL MINES

In response to increasing demand from corporate security forces world-wide, we are proud to announce our new line of anti-riot protection devices. These items are available in both land- and claymore-mine versions, which are suitable for different crowd dispersal needs. The mines are non-portable once activated, and can be triggered either by touch or proximity. The results aren't fun to experience, but it is much better than being turned into hamburger by an actual mine.

- Land-mine versions use a Large Blast Temple, while the claymore versions use the cone template.
- When triggered, the mines explode with an effective Shooting skill of d6
- Targets hit take 2d6 non-lethal damage, and must pass a Strength test (at -2 per hit and raise on the attack roll) or get knocked back 1 square +1 additional square for ever raise on the attack roll.
- Targets must also make an Agility roll (at -2 per Raise on the attack) or fall prone.
- Installation instructions included.
- **Cost:** 100 credits per mine. (A set of 10 mines are an Expense Account Level 1 purchase).

CYBERNETICS AND BOWARE

BIO-SOLUTIONS FRIENDLY

PHEROMONE LINE

Need something to give your presentation a little "oomph?" Does our Tailored Pheromones line not give you the impact you need? Our new Friendly Pheromones Additive is meant to be used in concert with the Tailored Pheromones Dispenser, though it is available separately. Friendly Pheromones work by subtly exciting the endorphin receptors in those around you, making them feel good when you're in the room.

- **Item Quality:** Streetware
- **Availability:** Available on the open market
- **Functions:** (2 points) +2 to Reaction Table rolls
- **Defect Points:** 2 (-2 to Bio-Trauma rolls)
- **Cost:** 25,000 credits (Expense Account level 3)

SAGE IT AND TECHNICAL SYSTEMS

HAND-HELD CYBERWARE

While implanted technologies really are the state of the art, there remain people in the world who, for one rea-

son or another cannot tolerate cybertechnology. Maybe they've already got too much in them, or they work in places that only let "pure humans" work. Such people shouldn't be prevented from participating in all that modern society has to offer. For this reason, SAGE IT and Technical Systems offers our Retro-Science line of Wearable Technologies.

- Each cybernetic item by SAGE IT has versions that are wearable or hand-held, such as goggles for cyber-eyes, or a small portable skill-computer.
- While only SAGE IT has done this with its technologies, other companies are following suit.
- **Item Quality:** Streetware.
- **Cost:** Normal cost for the device in question. They don't impose cyber-trauma penalties, but can also be lost or damaged, since they aren't normally EMP shielded.

DRUGS

REDLINE

We've all been there. You've got an important meeting first thing in the morning, and the client you're supposed to baby-sit wants to hit yet another club. And all this is after you've spent the last 12 hours going over the quarterly reports to make sure your internal audit doesn't find anything out of the ordinary. No rest for the wicked!

Unlike the dangerous street-drug Tank-N-Spank, Redline brand Inhalable Stimulants give you the lift you need, without the unpleasant cardiological side effects. Work all day and all night, and, when you need to rest, Redline makes sure you get the sleep you need! Try some today! Available in single-dose, 6-pack, and 24-unit cases.

- **Nicknames:** Red, Snort, High-ball
- **Duration:** 12 Hours
- **Method if Ingestion:** Inhaled
- **Effect:** Within a few moments of inhalation, the user feels awake, aware, and full of energy. The mixture of amino-acids, vitamins, and nootropic pharmaceuticals allows the user to ignore penalties from Fatigue, regardless of their source. It even allows the user to ignore Incapacitated results derived from Fatigue, so long as the duration and dosage is maintained.
- **Side Effects:** While under the effects of Redline, the user's sense of self-worth is inflated. They operate as though they had the Overconfident Hindrance. There is also evidence that suggests using Redline and alcohol at the same time can produce violent fits and sei-

zures in those prone to either. Finally, when the duration ends, the user will suffer from extreme Fatigue. They will automatically incur 2 points of Fatigue, the penalties for which will be doubled until they are able to sleep. In fact, each hour the user attempts to remain awake force a Vigor test (with Fatigue penalties). Failure means the user falls asleep, and they cannot be awakened for 12 hours, regardless of their surroundings or who they're with. Due to the chemical pathways involved in Redline's action, taking extra doses does not increase the duration, but will double the resulting penalties and sleep time.

- **Addictiveness Rating:** -1 penalty to Spirit rolls to avoid becoming addicted for each dose taken within a 24 hour period (Minor Habit).
- **Cost for one Dose:** 500 credits (Expense Account level 1 for any amount. Some management types order crates of it for their employees when working against deadlines.)

>>>>

Posted 2-17-88

TETSUBO: *When I was at The Company, it was an unspoken policy of handing out Redline to workers in order to get them to work through the night when it was crunch time (and it was always crunch time). The trouble was that management didn't think the side effects were worth noting, so it wasn't uncommon to come in and see entire departments asleep at their desks. This was typically followed up by a round of firings, since sleeping during work-time is a firing offense.*

Yeah, think about that for a minute.

Also, those who didn't get fired usually wound up addicted to the stuff, and would routinely have to have a snort of it just to make it through their shift. To keep their jobs, they'd time it so the stuff wore off after they left for the day. They'd make it home, crash, and then get up the next day and do it all over again. Their whole life was lived for The Company; when they weren't at work, they were home asleep.

It seems like a shame to fire these poor bastards, but that doesn't stop it from happening.

>>>>

Posted 5-30-88

COMPANY_MOD_382: *While I'm loath to admit it, I've seen all too well what rampant Redline use does to a workforce. While it may appear to increase productivity, in the long run it's really bad for the bottom line. It's a "weapon of last resort," really, but it doesn't get used that way.*

>>>>

Posted 6-1-88

COMPANY_MOD_717: *Um, sir? It's come to my attention that our comments on TETSUBO's alterations to the text are also being pushed out to the new hires. And, it's un-deletable, too.*

>>>>

Posted 6-1-88

COMPANY_MOD_382: *You mean everyone in The Company is seeing this?*

>>>>

Posted 6-1-88

COMPANY_MOD_717: *I'm afraid so, sir.*

>>>>

Posted 6-1-88

COMPANY_MOD_382: *Oh, no. DELETE IT ALL!*

>>>>

Posted 6-2-88

COMPANY_MOD_001: *Management has taken note of your failure to perform the task to which you have been assigned. You are hereby excommunicated from The Company. May God have mercy on your soul.*

COMPANY_MOD_382 has been removed from server.

>>>>

PROGRAMS

LUCID TECHNOLOGY TAP-SOFTS

Most people think of modern programs as only something your Black Hats use to protect your assets, or things lazy, shiftless hackers use to access your hard-earned credits. But what most businesses don't realize is that there are a number of ways to leverage your TAP connections to your company's networks. Consider this; the vast majority of your employees have TAPs. How many of them are using them to record sensitive data, even without their knowledge. Malicious hackers are known to inject programs into the employees of companies they want to bring down.

Are you certain your employees are secretly conspiring to steal what isn't theirs?

With Lucid Technologies brand of TAP-Softs, you'll have a greater degree of control over what your employees read, see, and remember. With our patented Behavior Influence System, you'll even be able to instill Proper Christian Values in even the most wayward of souls. Remember, a unified workplace is a productive workplace!

BEHAVIOR INFLUENCE SOFTWARE

These software suites will, when installed in the employee's TAP, impose certain behaviors in keeping with the company's ideology. Each purchase is good for one year's worth of daily effect, and our License Renewal System automatically debits your account at the end of the year. Enjoy peace of mind, knowing your employees trust is never in doubt!

- Basic versions of the software impose a single Hindrance on the user. Corporations that use them often have riders in employment contracts that the use of Influence Soft is a term of employment.
- Loyalty (Corporation) is the most common, though any psychology-based Hindrance can be imposed. Some offices impose All Thumbs on their non-IT staff, to prevent employees from messing with their own computers or other office equipment.
- Advanced Versions on the Software can impose multiple Hindrances.
- Hindrances imposed by Influence Software do not count towards the number of Hindrances a character can take, nor do they grant extra points in character creation.
- **Cost:** 10,000 credits for the Basic Versions, +10,000 for each additional Hindrance imposed with Advanced Versions. Purchase good for one year. (Expense Account Level 1 for basic, +1 for each Advanced Version).

SELECTIVITY FILTERS

A highlight of our TAP-Soft line, the Selectivity Filter is a simple set of protocols installed in the employee's TAP that selectively filters out perceptions, based on management-defined criteria. The subject simply doesn't see or hear stimuli that falls within the Filter's heuristic processing system. A boon for workplaces that deal in sensitive data, and for companies who wish to instill a sense of Christian Solidarity.

- Users really don't perceive information that falls within the auspices of the filter; News-feeds from the "wrong" political system are blank, podcasts that feature content from certain religious movements are devoid of sound. Users who access company data outside their purview see nothing but fuzzy, indistinct forms.
- **Cost:** 12,000 Credits. Licensing Agreement lets you use one purchase of the software for up to 6 separate installations! (Expense Account Level 2).

>>>>

Posted 2-20-88

TETSUBO: *These things are notoriously buggy, and seem like they're impossible to completely uninstall. The bullshit "heuristic processor" seemingly adapts to new stimuli, but wasn't beta-tested enough to make sure it actually works right. Numerous reports exist of the Filter kicking in when viewing any numbers, or seeing media generated by any men in some cases, or any women in others.*

And, in one high-profile case, the Filter removed a user's ability to detect automobiles of a specific make, since the company owner was a Catholic. This doesn't sound so bad, until you recall that trying to cross a busy street without being able to see certain kinds of cars is a recipe for disaster.

The fact that Malmart still shills for Lucid TAP-Soft, despite the chaos that results from their products is a damning indictment against the whole system.

>>>>

OFFICE SECURITY

SEC-TEC OFFICE SECURITY SYSTEMS

There was a day when a corner office, with a big plate-glass window overlooking a panoramic view, was a prize reserved from the company's most valued executive. These days, it's practically a death sentence. High-velocity rounds can penetrate anti-ballistic glass, and advanced espionage gear makes eavesdropping sensitive conversations easy when you can get line-of-sight to a pane of glass.

A truly safe office is similar to a truly secure computer; in the basement, behind multiple layers of defense, with no windows, and little contact with the outside world. This is great for security, but not so good for actually getting business done. Plus it send the message to your competitors that you aren't confident enough to show your face in the light of day. And that won't do at all.

Enter the Sec-Tec Office Security System. It's modular design takes into account the various security concerns that plague the modern-day business professional. The Basic Package will render your office virtually immune* to outside attack, while the Expansion Packages offer a greater depth of protection, when and where you need it.

*see accompanying documentation for details.

BASIC OFFICE SECURITY PACKAGE

This comprehensive security system is designed to let you enjoy the benefits of an open office, without rendering yourself a massive security risk.

- Our Proprietary Safe-Glass Anti-ballistic glass is rated at Toughness Level 20, strong enough to deflect all but the most determined shooter.
- The Acoustic Cloaking System embeds the glass frames with small buzzing speakers and white-noise generators that modulate their frequency to foil most commercial and mil-spec parabolic and laser microphone systems.
- Enjoy the view of your domain with confidence!
- **Cost:** 55,000 Credits. (Expense Account Level 6)

ANTI-BLAST FRAME UPGRADE

If the Safe-Glass isn't enough protection, consider this upgrade feature: A set of high-strength composite steel blast doors can be set to clamp shut upon command, rendering your office proof from nearly every weapon in humanity's arsenal. If your city gets hit by a nuke, you may still be the farm, but the heat blast and concussion won't be what does it.

- Blast doors fall into place over every window instantly upon a specific spoken command or TAP signal. They can also be set to activate automatically when other office security protocols come online.
- Blast Doors are effectively immune to most weapons, though someone with a lot of time and dedicated effort could theoretically breach them with something like a plasma torch or funky zeek powers. (Treat it as Toughness 30 in those circumstances.)
- **Cost:** 30,000 Credits. Only available as an upgrade to the Basic Office Security Package. (Expense Account Level 3 by itself, Level 9 if included as part of the Basic Package).

>>>>>

Posted 2-20-88

TETSUBO: *Though you'll never see any advertisements for it, I've heard from zeeks I trust that Sec-Tec also maintains an anti-Zeek device similar to the Ghosting Screen that, when activated, makes Zeeks feel incredibly ill as long as they remain in the area of effect. I've heard of corporations setting these things up at the employee entrances to catch zeeks who haven't registered their talents with the company.*

On a more bizarre note, those same zeeks tell me that trying to Astrally Project (see Zeeks: Psionics in 2088) into a room with a Zeek Screen is impossible; the room appears to be shrouded in a cloying black mist that, no matter how hard you try, can't be entered. Based on what is known about Psionics, not only is the power of this device impossible, it shouldn't even exist.

Who or what made this thing, and how it's powered, is a mystery that certain people would dearly love to have solved.

>>>>>

CORPORATE VEHICLES

GT-753 WARHAWK TRANSPORT VTOL

Looking for a luxurious, yet safe way to travel to your next meeting? The Global Technologies 753 Warhawk can get you there in style, with the protection you need!

- Heavy Armor
- Ejection seats and VCI rig support are standard
- 2 forward-facing 20mm auto-cannons (Range 30/60/120, Damage 2d8+2, AP 10; HW; ROF 3; Autofire)
- **Stealth Paint:** Black paint that imposes a -4 to rolls made to spot the vehicle with sensors.
- **AMCM (Anti-Missile Counter Measures):** +2 to Piloting rolls that round only for purposes of evading missiles.
- **Acc:** 30 **Top Speed:** 60 **Climb:** 5 (**Ceiling 10,000 Ft.**)
- **Toughness:** 15(8)
- **Crew:** 2+4
- **Cost:** 400,000 credits

FORD "PHANTOM" HOVER LIMOUSINE

The Ford Phantom Limousine is a heavily armored vehicle which utilizes cutting-edge maglev technology to provide a smooth ride as you and your entourage go out for a night on the town!

- Heavy Armor
- Hover
- **Stealth Paint:** Black paint that imposes a -4 to rolls made to spot the vehicle with sensors.
- **Acc:** 20 **Top Speed:** 40
- **Toughness:** 15(10)
- **Crew:** 1+6
- **Cost:** 75,000 credits

THE POLICY AND PROCEDURES MANUAL

THE CORPORATE CAMPAIGN

Hostile Takeover, as a book, rests on the assumption that megacorps, a well-worn staple of cyberpunk and other near-future fiction, are going to become a central aspect of your Interface Zero game. Even if the story only focuses on corporate intrigue for an adventure or two, there is much to be gained here. Plus, the Edges, Hindrances and other rules from the Player's Section are generally useful in other avenues of play.

To get the most out of this book, however, consider the following discussion. We'll talk about how megaconglomerates in 2088 shape everyday life for millions of people, and how savvy PCs can benefit from working for, with, and against them. We'll also cover a couple of campaign models: the corporate espionage game, and the corporate operations game. The former pits the PCs as outsiders to the corporate world, playing executives against each other for their own fun and profit, while the latter puts the PCs in charge of a small corporation, and deals with the trials and tribulations of surviving one of the most hostile, cut-throat arenas of human interaction. Combining the two into a single whole can give you material for a great deal of game-time.

If they're lucky, the PCs can survive and thrive, reaping huge profits and helping shape the lives of millions of normal people, hybrids, simulacrum, and any of the other post-human entities of 2088. If they're not, well, that's the price you pay for high stakes. Not every business endeavor makes it big: for every titan of industry, there are hundreds of companies that get ground beneath the steel tread of progress.

WHAT THIS GAME ISN'T

Before we get into the nuts and bolts of The Corporation Campaign, it's worth some time to focus on what this game shouldn't become. Given the nature of the subject, it's entirely possible that the game can change from something in keeping with the *Savage Worlds* system, and turn into just another office simulator.

Try very hard to avoid this. No one wants to set aside their free time to play Cubicle: The Accounting. Most people play RPGs to get away from their hum-drum work-related lives and do something exciting, even it's to pretend to be a gun-toting cat-human hybrid with a Sticky Icky addiction. If the game turns into a series of reports, meetings, and dodging management, you may find your players losing interest.

To avoid this, try to keep the following things in mind when structuring adventures:

- **Focus on the Exceptional:** Don't spend too much game-time on your average, daily work of being in the office. The potential for drama and excitement is lessened by the very average nature of it. This doesn't mean you can't have stories set in the office; it just means that when those happen, it really should be the most exciting thing that happened at work in weeks. Getting your paperwork in on time isn't exciting; a disgruntled ex-employee showing up and shooting the place up is.
- **Get Out of the Office:** Just about anyone in a corporate environment will need to leave the office at some point. Security personnel might have to go to Hong Kong to interview informants; IT people might need to travel to another part of the NAC to check an off-site server system. The office is something like a headquarters, and much of what happens in the world is outside the walls. If PCs are getting too comfortable in their posh offices, have the place closed for a few days for fumigation. Just make sure they're not always safe and secure behind bullet-proof glass and surrounded by armed guards.
- **Keep Them on Their Toes:** The nature of any business is such that it is dependent on a variety of outside influences that are largely beyond anyone's control. And it seems like it's just when things get comfortable that something changes, and suddenly everyone's job's at risk. And, even if the economy's relatively stable, there is always the chance of a new competitor showing up on the market with the ability to undersell what the PCs are selling. There is always something that can be done to complicate matters. The real skill in business is turning these complications into revenue.
- **Let Them be in Charge:** In most people's work-lives, they don't have a lot of say over what they do with their time while on the clock. No one wants to spend a game session doing only what they're told. Even if the PCs are employees of someone else, give them some leeway as to how they handle tasks, even if that means they don't do what they're told. And besides, going against orders can actually be a good thing, especially

when the boss is a moron who doesn't know his ass from a hat. Better yet, if your players are all low-level people in their real-life jobs, give their characters management responsibilities. It may be a great deal of fun to see how they treat others when they have the power to shape someone's experience.

A MATTER OF MOOD

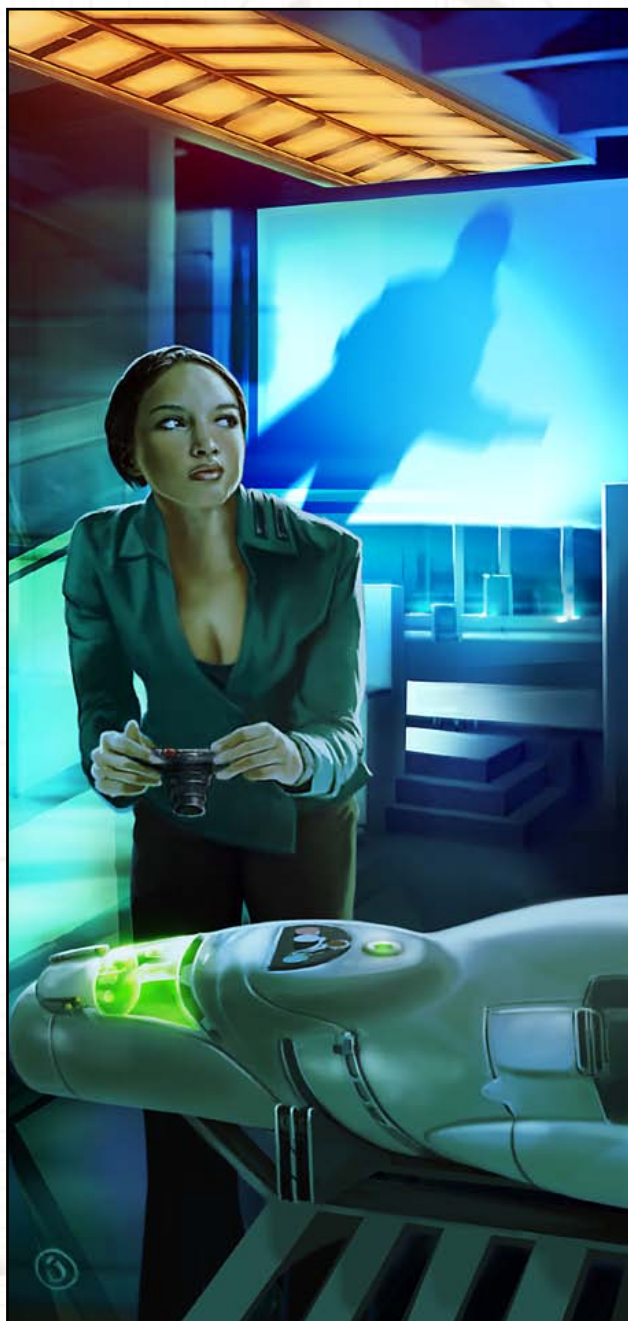
How you convey the various corporate entities and the people that work for them can go a long way towards establishing the mood of the game. As discussed on page 192 of the Interface Zero rulebook, mood is very handy for getting your players to feel what you want them to feel, without having to be explicit about it.

In addition to the moods mentioned in the rulebook (all of which are very appropriate to a corporate game), a pair of other moods can be used to really hammer home what the nature of corporate life in 2088 is like.

- **You've Got to be Kidding Me ...:** The popular image of the private sector is one where profit is king, and any business that sticks around does so because of an increased efficiency that far outstrips what government organizations can manage. And, while this is potentially true, in practice, corporations can be some of the most inefficient, poorly run organizations on the planet (and off it). This mood is furthered by showing corporations actively working against their best interests, employees slacking off and ripping their employers off, and moronic business decisions made to further ideological motives, rather than profit or the well-being of employees. This is people at their worst, who display some of the most asinine behavior, simply to feed petty jealousies. If you've ever worked in an office, you know what we're talking about.
- **Ruthless Efficiency:** This is the polar opposite of the previous mood. When this mode is in play, profit, either in money or prestige, becomes so much at the forefront of the corporation's motives that they will do essentially anything if it means getting what they want. Attacks on rivals are made with brutal, almost surgical efficiency, no loose ends are left dangling, and every possible advantage will be used. All of this is without regard to anyone's safety or well-being, aside from those who make the decisions. We see this when corporations fire entire departments before Christmas in order for their profits to look higher,

or when they petition governments to relax regulations to allow polluting residential neighborhoods because actual, proper disposal is "too expensive."

Taken together, the two new moods can be mixed and matched with the existing ones from the Interface Zero rulebook. This can help produce a sense of surprise in players, especially when a previously lampooned corporate stooge is taken out of the picture by the player's actions, only to have him replaced with a executive that operates more on the Ruthless Efficiency mood.



CORPORATE ESPIONAGE

In the corporate world, people oversee operations with literally billions of credits at stake. When dealing with such vast sums of money, any delay, no matter how small, can wind up costing the company millions. By the same token, any advantage gained, regardless of size, can give your company a leg up on the competition. Even something as simple as delaying a shipment from leaving port for a day can mean the loss of millions, and executives getting the sack as punishment.

In this high-stakes world of inches and seconds, there is always room for skilled, discrete professionals who are willing and able to do the work that corporate executives can't do themselves, or don't want to be linked to in the press. In a Corporate Espionage game, the PCs are these professionals, working for one or more megacorporations to undermine the works of the competition. The rewards are often worth the risk: credits, Hyperchrome cyberware, access to beta-test software years before public release. All of these things can be earned by performing the right deeds for the right people.

However, such work is not without considerable risks. Secrets valuable enough to warrant your skills are also worth doing anything to keep. Guards might shoot first and ask questions later; drones may be set to destroy intruders at first sight; or the corporations are vengeful enough that, if they ever find out who harmed them, will go to great, almost absurd, lengths to exact their revenge.

>>>>>

Posted 7-13-88

WHITE_NAGA: *The truth is spoken here, ami. A few years ago, we did a run against Central Belarusian Steel. Our Black Hat didn't cover his tracks very well, and left behind a small data trace. The thugs they hired to find him tracked him down 5 years after the run. He didn't give any of us up, thank God, but by the time we got to him, he was little more than a lump of quivering flesh.*

>>>>>

Posted 7-14-88

CATBOY79: *You should be more careful about how freely you talk about this, especially on public boards. CBS is still looking for the people who made that run. I hope whatever you got paid was worth it.*

>>>>>

Posted 7-14-88

WHITE_NAGA: *Hardly.*

>>>>>

ADVENTURE HOOK: THE DOUBLE-CROSS

Your crew is hired to steal something from your employer's biggest rival, the sort of thing you really don't want to get caught having stolen. However, before you can make the drop, the corporation from which you've stolen the item contacts you, asking you to do for them what you just did for their rivals.

To the best of your knowledge, you've covered your tracks well enough that they really shouldn't know that you're responsible for the missing item. Hell, they might not even know it's gone yet. Do you take the deal, and have the precarious job of playing both sides against each other hoping they don't find out? Or do you turn them down, and risk triggering some awareness that you're working for the other side?

The sort of work PCs get up to in Corporate Espionage games is pretty varied. You might be working for one company specifically, or taking jobs as they come. You may find layers of insulation between you and the corp that's really hired you, going through Negotiators to get jobs and get paid, or you may be contacted by someone at The Company's Office of Clandestine Affairs directly, with strict NDAs and other means of keeping you quiet.

One of the hallmarks of the Corporate Espionage game is the sheer variety of its settings. While the PCs might be based in one location, they might not spend very much time there. They may travel to the Republic of Texas for one job, and to India or China for the next. As they progress in rank, they'll have chances to go wherever corporations hide things worth stealing; adventures in orbit are likely, as are trips to the lunar and Martian colonies. This approach will let the GM highlight how far humanity has spread out by 2088, despite all of our limitations and Hindrances.

THE CORPORATE OPS GAME

In this campaign mode, rather than simply taking the odd job from megacongloms, the PCs represent the principle people behind a burgeoning corporation themselves. In this mode, the game focuses on the "let them be in charge" aspect, and lets the characters run with it. Here, they get all of the perks of corporate life; Expense Accounts, a Headquarters, Security people to watch their backs, the whole ball of wax. It also allows the GM some of the flexibility of the espionage campaign. If you want an adventure set in the Amazon Jungle, you can simply make it profitable to have the players be there, and not worry too much about the logistics of how they get there, and how they pay for it.

This campaign mode also does away with some of the bad parts of the corporate experience. PCs who run a corporation don't have to answer to irritating bosses, and don't have to keep meticulous records of their time. If they want to leave the office early for a quick run against a rival corporation, they can just decide to do it.

However, all of this power and freedom isn't without its drawbacks. If there is a market for what the PC's corporation produces, then there are other corporations who want a piece of that market. Operating a corporation means that there will always be someone else looking to take what you have. And getting a leg up on one level of competition really only means that you're starting to muscle in on the turf of a bigger firm. Get too big, and you might attract the attention of one of the C-7 corporations, which have the power and tendency to gobble up start-ups like yours with breathtaking force.

Even so, the possibility, slim though it may be, that the PC's company might someday be admitted into the halls of power as the eighth company in the C8 can be a powerful motivator. And those are largely the questions posed by the Corporate Operations campaign: What would you do if given the power and money to do whatever you wanted? And how will you keep it once someone bigger wants it?

>>>>>

Posted 7-13-88

WHITE_NAGA: *Though the risks are certainly present, I think they're overstated here. Most companies are too small of scope to attract the kind of predatory attention to get bought out by a rival. You can run a company for a long time, and if you keep it running, you're not likely to have it taken from you.*

In fact, being your own boss is really the only way to go these days. I can't imagine working for someone else anymore. Even if the company eventually folds, you've got a decent salary to keep you in food, clothes, and medical care until that time.

You don't have to take the world by storm. You only have to be successful enough. Remember, this is a job first, one where you can set your own hours and pay yourself whatever you want.

>>>>>

Posted 7-14-88

CATBOY79: *And if you have to fire workers, or pay them less than what it costs to get them to work every day, so much the better, right?*

>>>>>

Posted 7-14-88

WHITE_NAGA: *Not everyone can be an executive. Someone has to mop the floors and clean the gutters, so to speak. And any job is better than no job.*

>>>>>

Posted 7-14-88

CATBOY79: *I know some people who would disagree with that.*

>>>>>

CORPORATION TRAPPINGS

Trappings are short descriptors that can be applied to corporations to paint them in broad strokes. They are intended to provide "just enough" character for the corporations and the people that work for them, without bogging the game down with a bunch of new systems. Much like the City Trappings from other Interface Zero products, Trappings work in much the same way as Edges and Hindrances do on characters. In fact, you could see them as the Attributes for Corporations, which cover not just what they do, but how they do it.

Each Trapping applies a bonus to some situations, and penalties to others. We've included a random chart for rolling on, in case you need a quick corporation, and your own inspiration isn't up to the job. Note that some of these Trappings are mutually exclusive, or have features that effectively cancel out features from other Trappings. This is by design. Gaining a bonus to Knowledge (Business) rolls because of your trained CEO, and a penalty to the same rolls because your Sales Manager is a moron is all part of the joy that is business in 2088.

Roll on this table a handful of times, and combine in the most interesting manner. Relatively new corporations might only possess a single Trapping, while one that's been around for a while might have as many as ten or more. If you're looking for something unexpected, roll 1d6 times on the table on the following page, shake well, and simmer.

TRAPPING DESCRIPTIONS

VENGEFUL

If you cross these people, you had better cover your tracks. Vengeful corporations can hold a grudge like you wouldn't believe, and will go to great lengths to pay back anyone who messes with them.

- Those employed to track down offenders gain +1 to Investigation and Streetwise tests involved.
- Effective Expense Account Levels are considered 1 higher for requisitioning gear when in

THE CORPORATE CAMPAIGN

TABLE 2:1 CORPORATE TRAPPINGS

DIE ROLL	TRAPPING
1	Vengeful
2	"Creative" Accounting
3	Slow Response Time
4	National
5	-Ism
6	Ruthless
7	Nepotism
8	Good PR
9	Bad PR
10	Front Company
11	Shadowy
12	Awesome R&D
13	Cornered Market
14	Paranoid
15	High Turnover
16	Predatory
17	Zeeks on the Payroll
18	Trans-global
19	Golemmech Fetish
20	Military Contractor

pursuit of those who the company feels have wronged them.

- Until the Vengeful Corporation feels the matter is concluded, those it pursues are considered to have either the Enemy, Outsider, or Wanted Hindrance, but only when dealing with those who know of the corp's attention (GM discretion).
- However, this attitude also grants the corporation an unsavory reputation, effectively subtracting 2 from Reaction Table rolls with dealing with others.

"CREATIVE" ACCOUNTING

Through a variety of "extra-legal" accounting practices, this corporation appears to have a lot more liquid capital than it really does. This opens up a lot of doors, but also exposes them to some risks.

- Expense Accounts are considered 1 point higher, across the board. Those without expense accounts do not gain them, however, as this is too risky.
- Bribery can be used to grant +1 to Persuasion rolls.
- Any time either the Persuasion rolls from

bribery or those related to Expense Account use come up a 1, all funds in the account are frozen to prevent tripping external regulatory mechanisms. This effectively reduces Expense Accounts to zero for a time, and may result in the character being let go as a sign of Due Diligence on the part of the corporation.

SLOW RESPONSE TIME

For a variety of reasons, this company is known for taking their time; product releases are always set back, and press junkets always come later than expected. If faced with a sudden issue, the corporation will have trouble dealing with it in an effective manner, as it's used to operating on its own time.

- Characters infiltrating the systems of a Slow corporation gain +2 to Hacking and Stealth tests
- If involved in any of the Murder in the Boardroom systems later in this book, Slow Corporations take a -2 to all applicable tests.
- However, when they do act, the extra time means they usually get it right. They may spend Bennies to re-roll tests, even on tests that normally cannot benefit from a re-roll (like Hostile Takeovers).

NATIONAL

Due to lengthy and expensive campaigns of goodwill generation, the company is specifically noted as having extensive relations with the nation in which it is based. In some ways, you could say that the company is an arm of the government.

- So long as the existing government is in power, the corporation will always have an extensive customer base, as well as connections to help out as needed.
- This grants a +2 to Knowledge (Business) tests for resisting Murder in the Boardroom systems.
- However, any enemies the country has will also target the company and its employees. All employees effectively have the Enemy Hindrance.
- Also, the company might have a policy of only hiring citizens of its country to fill vacancies.

ISM

Select one or more classes of people to benefit from this Trapping. It might be men, or Christians, or Hybrids, or even something like "the poor" or "the rich." If you are a member of this privileged class (or are seen as being one), you gain a measure of respect and influence that isn't giv-

en to those outside the class.

- People who appear to be part of the supported group gain a +2 bonus to social tests made with members of the company.
- They also gain +1 bonuses to Reaction Table tests when dealing with the company.
- If you are not a member of the supported class, however, you'll effectively have the Outsider Hindrance when dealing with them. This can only be gotten rid of in very rare circumstances.

>>>>>

Posted 7-14-88

CATBOY79: *I used to work in a legal office in Texas. The partners had such an extensive collection of biases and Isms that it made working with them a nightmare. They would selectively focus on different aspects of people, so that if you were a woman (not favored) but also rich (favored) you might be treated well one day and poorly the next, or well by one employee and like dirt by another.*

They would also flip on who was in favor and who wasn't, and usually wouldn't tell anyone about it. We were all just expected to know that this or that client was now an outsider based on how he was treated by the firm.

It got so bad that they would take cases for clients who were out of favor, and purposefully lose the case to get "that dirty so and so" thrown in jail.

Let me tell you, ami, you had to be careful working there. I got out while I still could.

>>>>>

Posted 7-14-88

WHITE_NAGA: *My first job out of college was an unpaid internship with a small company that handled staffing for many of the large TAP and programming companies in Cascadia. The owner had a huge hate-on for hybrids. Before starting, everyone had to undergo a mandatory drug use and genetic purity screening to make sure we weren't hybrids sneaking into his company.*

>>>>>

Posted 7-14-88

CATBOY79: *Oh, yeah? How'd you manage to get past the screening?*

Posted 7-14-88

WHITE_NAGA: *I pass for a purestrain human, and I play up being self-important so people think I'm Human 2.0. All I had to do was bribe the screening doc to give*

a false result. In my defense, I needed the internship for my resume, and the screening practice was eventually rendered illegal in Cascadia.

>>>>>

RUTHLESS

Most people, regardless of their specific phenotype, have a line they won't cross when it comes to matters of profit. In the modern age, though, there are an increasing number of companies that aren't run by people. And even some of us flesh-and-blood types don't flinch when it comes to pulling the trigger, especially in the name of profit. A company with this Trapping is run and maintained by such people. There is nothing they won't do in the name of profit, so long as they can reasonably get away with it.

- Being willing to bend the rules in their favor grants their employees a +1 bonus to a variety of tests, so long as there is some way they can take advantage of others to do it.
- When interacting with others, they can add a +2 bonus to Intimidation and Taunt skill tests.
- Bonuses aside, from a role-playing angle, this can be used to convey the axiom that "life is cheap." These guys will shoot first and ask questions later. Hell, they may just skip the questions entirely.
- However, such an approach to their work can make them sloppy. Any Trait test that results in an unmodified 1 (regardless of the Wild Die) means they've left some aspect of their work uncovered, which may be noticed by the authorities. This might mean leaving blood evidence behind at a crime scene, or having a "disappeared" body turn up in a river.

NEPOTISM

Hiring decisions, rather than being made based on what's best for the company, are determined by making sure positions are given to friends, family, or the recipient of favors. While this means there will always be people to fill vacant positions, the people thus used are typically not the most qualified for that job.

- Being able to help someone out grants management and executives all manner of bonuses to non-business related tasks. These bonuses are often role-playing based, though an occasional +2 to certain trait tests isn't out of scope.
- However, there is a good chance that a new hire will effectively have the Clueless Hindrance, making them potentially disastrous at their job.

THE CORPORATE CAMPAIGN

- Such people can be a liability if effective leadership is needed. When making tests as part of the Murder in the Boardroom systems, the GM may impose a -2 penalty to reflect the deleterious effect these people have on business operations.

GOOD PR

Some companies understand that a positive public image is an immensely useful tool. They spend a great deal of time and money making sure that your average consumer thinks well of the company and the products or services it offers. Note that this Trapping has no actual bearing on whether the company can be considered good, noble, or pure. In fact, some of the worst places work hard to maintain a good public image.

- Employees or representatives of the company are generally well-liked. Those acting in an official capacity can take a +1 to social tests, including Social Combat tests as part of Murder in the Boardroom.
- By the same token, attempts at discrediting the company are met with a -2 penalty to social tests, unless very clear, hard evidence can be presented. This penalty also applies to Investigation, Streetwise, or Hacking attempts to find such evidence.

BAD PR

The other side of the Good PR trapping, a corporation with this Trapping has such an unsavory reputation that few people will knowingly deal with them. They might be suspected of illegal chimera experimentation, or of arms trafficking in any of the various hot-spots around the world. It may also be a huge misunderstanding; more than one corporation has had their reputation tarnished by disgruntled former employees.

- Employees and representatives suffer a penalty when dealing with outsiders. Persuasion tests are at a -2.
- However, Intimidation and Taunt tests gain a +2 bonus, as everyone is willing to believe that the underhanded nature of the company means they are willing to follow up any threats made.

FRONT COMPANY

Though a seemingly normal business like any other in its industry, the corporation is actually just a front for another groups' operation. They might be a secret safe-house for Stopwatch operations in the area, or a means of laundering credits for an organized crime syndicate. The secret nature can be anything, but it's rarely completely benign. Secrets are only worth keeping if they serve a purpose.

- The business can operate at a loss on a constant basis. They suffer a -2 penalty to Knowledge (Business) rolls that they might make, since they're less concerned about profits.
- This changes if they are attacked by a Hostile Takeover attempt. In such instances, the penalty instead becomes a +2 bonus, as the secret backers rally to keep their operation both in place and a secret from the general public.
- The nature of the corporation is such that, if its secret is ever exposed, it is likely to disappear quietly overnight, as the people responsible withdraw their support and shift their operations elsewhere.

SHADOWY

A corporation with this Trapping goes a long way towards keeping its leadership and activities a secret. No one knows much about it; its board of directors are unknown, the address of its headquarters leads to a P.O. Box in a strip mall, and no employees can be found. In fact, it may be that the company only exists in virtual terms, consisting of nothing more than papers with forged signatures and a bank account.

- Any attempts at uncovering information about this company is exceedingly difficult. All tests are made with a -4 penalty.
- Any time a 1 is rolled on a Trait test, regardless of the Wild Die result, someone monitoring the corporation's account has noticed the characters poking around. This can have all sorts of unpleasant consequences.

AWESOME R&D

This corporation puts a lot of money into its research and development wing, hoping to turn technological innovation into pure profits. This has many perks, and the occasional drawback.

- Employees and representatives have access to better gear. Items have their Quality bumped up one level, at no additional cost. Gutterware becomes Streetware; Streetware becomes Hyperchrome, and so on.
- Corporations with this Trapping have an automatic +1 bonus to Corporate Quarter Tests.
- However, most of the gear employees have is still in beta testing. Any result of a 1 on appropriate Trait tests, regardless of the Wild Die result, means the item in question has suffered a glitch of some sort and ceases to function until repaired or patched.

CORNERED MARKET

For whatever reason, this corporation has a near-monopoly in one or more of the markets it operates in. This makes for huge profits, but can produce jealousy and resentment in competitors, especially if the cornered market is the result of bribery or legal trickery.

- Employees and representatives attract a lot of negative attention. They behave as though they had the Minor version of the Enemy Hindrance.
- The company is flush with cash due to market effects. Expense Accounts are one level higher than usual, though those without them still don't get them.
- The corporation gains an automatic +2 bonus to Corporate Quarter tests.

PARANOID

Some companies are so afraid of espionage that they take Due Diligence to a level that borders on the pathological. In fact, while this can serve to make security air-tight, it can also get employees jumping at shadows.

- All employees and consultants must take the NDA Hindrance from this book as a condition of employment. They do not gain additional points for taking it, though they must still abide by it for the duration of their relationship with the company, and for 1d6 years afterwards.
- As a result of the paranoia, security is pretty tight. Any attempts to circumvent security measures suffer a -2 penalty, whether it be for Hacking, Lockpicking, Stealth, or any other test.
- This does not produce a comfortable work environment. With such much constant monitoring and attempts to play on fears, anyone who spends any time in the company picks up the Delusional Hindrance, focusing on the idea that agents for The Opposition are monitoring the employee.

HIGH TURNOVER

Management at a corporation with this Trapping have clear instructions to make sure no one remains in a position for more than a year, or some other amount of time that usually coincides with government-mandated issuing of benefits. This can be good for the bottom line, but does terrible things to worker morale.

- Corporations with High Turnover gain a +2 bonus to Corporate Quarter tests.
- Expense Accounts are one level higher for those who get them.
- However, every executive and manager in the company gains the Enemy Hindrance, at any level, due to disgruntled former employees.

This Hindrance sticks with the characters, even after time with the company has ended.

PREDATORY

For this company, it isn't enough for it to succeed; others must fail in order for management to consider a quarter a success. Some companies with this Trapping seek to destroy their rivals, while others like to perform Hostile Takeover operations against rivals and subsume them within their own structure.

- No one willingly deals with corporations with this Trapping. Social skills suffer a -2 penalty when dealing with those from outside the company.
- When engaged in Hostile Takeovers, the company gains a +2 to Knowledge (Business) rolls, due to perfected techniques and loads of experience.
- If, during a Corporate Quarter action, any dice come up 1, the Predatory company will have attracted the wrong sort of attention. This might be from another, larger company hoping to take them down, or a criminal conspiracy working against them.

ZEEKS ON THE PAYROLL

While they face persecution in many parts of the world, this corporation has come to appreciate the many varied ways a psion can contribute to the bottom line. While it may not treat zeek employees any better than others, this company makes an effort to attract psions, offering signing bonuses, medical service subscriptions, and access to experimental drugs in order to make use of their powers.

- Zeek characters will be offered an Expense Account one level higher than normal. Also, this applies to any zeek occupation, even one not normally granted them in other companies.
- Though largely just a role-playing Trapping, this does mean that any attempts at intrusion should take possible psionics into account.
- Such openness to diversity doesn't always engender trust in outsiders. People who have a problem with zeeks might assume that anyone working for the company is a psion too. Such instances impose a -1 penalty to social rolls, should the target hold that particular prejudice.
- Though described as relating to zeeks, this Trapping can be altered to relate to any of the other trans-human peoples in Interface Zero. A company might prefer to hire hybrids, androids, simulacra, or anything else.

THE CORPORATE CAMPAIGN

TRANS-GLOBAL

This corporation has a number of holdings, contacts, or influences that transcend the Earth. They might have orbital facilities, or a lucrative contract for one of the extra-global colonies. This has only limited impact on the bottom line, though many executives like to make use of the cheaper-than-usual flights to various far-flung destinations.

- Corporations may use secret orbital facilities or colony outposts to hide sensitive research or personnel.
- The cost for travel just about anywhere in the human sphere is greatly reduced. Assume arrangements can be made for employees and representatives at little to no cost.

GOLEMMECH FETISH

Someone in the company has a serious love for golemmechs, and tries to have them involved in nearly every aspect of the company's work. They might be tasked with security details, or used in heavy construction projects. They might even be used to patrol parking lots, or in other places where a golemmech really isn't appropriate.

- This can be expensive. The company takes a -1 penalty to Corporate Quarter rolls.
- Employees and representatives can opt to take the Golemmech Training Edge at no cost.
- Attempts at intrusion that do not take the presence of Golemmechs into account are in for a rather nasty surprise.

MILITARY CONTRACTOR

This corporation has a number of ties to any of various military and para-military organizations in the world. Warfare is a very lucrative industry, and this company might make profit creating cyberware, weapons, Golemmechs, drones, vehicles, or any of the myriad ways of killing others. Even if they don't create these things themselves, a close contract with someone who does means access to top of the line gear.

- Employees and representatives have access to Military Quality equipment, so long as it's being used for company purposes. The Expense Account Level needed for Military gear is at least 3, and possibly higher.
- Such companies are almost always well secured. Intrusion attempts suffer a -2 penalty, and any die roll of 1, regardless of the Wild Die, is likely to trigger some sort of alarm.



THE C-7

By way of example, the following list of corporations in 2088 makes use of the Trappings system to describe the nature of the corporation and the people who run it. The corporations listed are the seven largest and most influential companies in the world at the time of Interface Zero. The amount of wealth and power controlled by the C-7 make them ideal rivals, and potentially lucrative allies, for companies run by PCs.

CENTRAL BELARUSIAN STEEL

CBS is a privately owned company, run by the members of the Orlov family, out of Minsk in the EU. The corporation has a wide range of interests, most specifically in heavy industry, manufacturing, and aerospace technologies. The Orlovs are an odd bunch; they're the scions of old-school European nobility, and are known for their deranged behavior and lavish parties. Most people assume they play up the "crazy Euro-trash" ascetic, since nothing run by drug-addled lunatics gets this kind of power.

Characters who attract CBS's attention will want to tread very carefully, as more than one rival company has been targeted and eliminated by this literal titan of industry.

- **Trappings:** Ruthless, Paranoid, Predatory, Trans-Global.

CHIMERA

CHIMERA is the world leader in biotechnology and related industries. This publicly-traded company run out of Brasillia, Brazil, makes some of the world's best hybrid technologies, simulacrum, and pharmaceuticals. They also have a sizable market share in the hard-tech cybernetics world, and produce much of Brazil's military might through its many subsidiaries.

Though they make a show of being a compassionate company, anyone who works in the industries CHIMERA involves itself in knows this is a front, and that the corporation is as ruthless as they come. They are also known to be bitter rivals with Golden Promise (see below).

- **Trappings:** Ruthless, Military Contractor, Awesome R&D, Cornered the Market (Biotech)

GOLDEN PROMISE, INC.

Golden Promise is easily the largest company in China, and quite possibly the largest in the world. A front-runner in the android, heavy industry, and military equipment industries, this publicly traded company makes a show of being devoted to the aims of the Mandarinate. In reality, though, they're really only interested in furthering their

THE C-7 CONVERGENCE

Every year, the members of the C-7 meet at a resort in the Caribbean Economic League. This is the largest business meeting on the planet, and its continual hosting is one of the reasons why the CEL is a member of the C-7. While the larger corporations are always in attendance, every year smaller, up-and-coming corporations are invited to attend and show off their wares.

This is a huge opportunity, which has been known to make or break smaller companies. You might attract a great deal of capital, new investors, or lucrative contracts from one of the C-7. You might also wind up a target by one of the hungry behemoths at the conference, and find your corporation bought out from underneath you before you even get back to your office.

There are many reasons, both legitimate and otherwise, why PCs might wind up at the C-7, and the amount of money, power, and egos at play practically guarantee an interesting time.

own profits and influence, with the hope of becoming, in truth, the single most powerful organization on the planet.

Their plans for domination are constantly stymied by CHIMERA, and to a lesser extent New Frontier. GPI is persistently rumored to have ties to Triad families, though hard evidence of actual corruption has so far been difficult to come by.

- **Trappings:** National (Chinese Mandarinate), Shadowy (real HQ is not public knowledge), Trans-Global, Military Contractor. Good PR.

HELIOS

Helios is the largest computer firm in the Americas, and in some way represents the hope of a new era. The CEO, Max Bell, is one of the first generation Human 2.0's, and his status as one of NAC's most famous people, not to mention his well-regarded products, give the NAC some much-needed good will. Basically, if you own computer equipment made in North America, it's probably made by Helios.

Bell has been very vocal about his desire to see America re-unified, and his public persona expresses the idea that the NAC should be the basis of this union. He's also secretly willing to jump ship and give another nation his allegiance if he thinks they would serve this goal better.

- **Trappings:** National (NAC), Cornered Market (American Computer tech), Awesome R&D.

THE CORPORATE CAMPAIGN

LACROIX ORGANIZATIONAL AGENCIES

Very few people in the world know what LOA is, or why they're given such clout in business circles. This private company owns and operates the Caribbean Economic League, which is an international "tax haven" and banking capital of the world. If anyone in the C-7 needs money for a new project, it's LOA they come to.

LOA also oversees the annual C-7 conference, and acts as both bodyguard and mediators for corporate disputes. This alone gives them a great deal of power, because so much goes on at the conference, and the people behind LOA make sure they know everything that goes on under their roof.

LOA is also known in business circles for its corporate-wide policy of making Voudon the "official" religion of the company. All of their upper management and executives are practitioners of this faith, and are not above using misguided fear of their "powers" to their advantage.

- **Trappings:** Shadowy, -ism (Voudon and Santeria), Cornered Market (Financing), Ruthless, Zeeks on the Payroll

NEW FRONTIER ENTERPRISES

In many ways, NFE is a company that could only exist in 2088. Its directors are a shadowy group known only as "The Circle," and all of The Circle's dealings with the general public are done through an Android known as NF-5. Their HQ is in a completely terraformed town in the Australian Outback called Inspiration, and their primary means of capital (space travel) is greatly helped out by their discovery and marketing of the element Neutronium, which allows for artificial gravity when a highly secretive process is applied to it.

Nearly every aspect of space travel and off-world colonization is made easier, or even just possible, by technologies discovered and sold by NFE; from terraforming devices, the above-mentioned artificial gravity, oxygen and water recycling technologies, and even the ships needed to get from one place to another. While other C-7 companies, and many governments, have their own space travel programs, almost all of them are based on NFE tech, or have extensive licensing deals with them.

As with any such corporation, the very secretive nature of The Circle, and the nature of the work they do, means that there is rampant speculation about who (or what) the members of The Circle are. These range from the normal (certain high-profile business leaders), to the fanciful (chimeras of inhuman appearance) to the down-right absurd (space aliens).

Conspiracy theories aside, the identities of The Circle are awesomely valuable secrets, the sort which many people want to have, or to keep from being made public.

- **Trappings:** Shadowy, Trans-Global, Cornered Market (Space Travel), Awesome R&D, Good PR, Bad PR

SUBARASHII LTD.

This publicly-traded Japanese computer firm is well-known the world over for its creation of the dubbing technology, which allows consciousness to be uploaded into a sophisticated computer, allowing the dead and dying to live on as a virtual being when their body has failed. Subarashii dubbing is much more sophisticated than that found elsewhere, which also has the side-benefit that many of the company's employees choose to continue their existence after death. In fact, the present CEO, Ryoko Nakamura, is a Dub.

The company has a long tradition of mutual work with CHIMERA, who provides top-of-the-line bodies so that dubbed personalities can operate in the physical world. Subarashii also has strong ties to the Shogunate military. Only Shogunate citizens who have served in the military (and are therefore Samurai) are allowed to serve in managerial positions.

- **Trappings:** Cornered Market (Shogunate Computer tech), Military Contractor, National (Japanese Shogunate), Dubbs on the Payroll.

>>>>>

Posted 7-21-88

BILLY_BLACK_EYES: *It should be noted that the C-7 does not include many very powerful megacorps, such as Kenta Cyber Dynamics, Act of God Armaments, Malmart, Featherstone Industries, and many, many others. Most of us agree that the C-7 is a clique that likes to bully other corps. Just an FYI. YMMV*

>>>>>

MURDER IN THE BOARD ROOM



MURDER IN THE BOARDROOM

In the dirty world of corporate intrigue of 2088, there is certainly a place for the kind of action Interface Zero characters specialize in. There is no shortage of action, espionage, and danger to be found dealing with desperate CEOs, mob bosses, or any of the other unsavory characters you might run up against in the mean streets of the world.

However, there is only so much this kind of direct action can do. And, if you're running a corporation, you're going to need to know how to do a few other things in order to keep your profits up and your shareholders happy. Fortunately, the *Savage Worlds* system has a number of Situational Rules that can be appropriated to cover the sort of actions we're talking about. The systems will allow the people at the table to see, in real terms, how their company will profit from their actions, without getting bogged down in minutia or spending a lot of table-time doing it.

Additionally, we've included some new Situational Rules to cover actions specific to running corporations: the Corporate Quarter, which determines if you're successful, or just another chump with a failed business on your resume.

CHASES: A RACE TO MARKET

In this alteration to the Chase rules, the player corporation and a rival are both trying to get a product to the market before the other, capitalizing on the novelty status of being the first out, and grabbing the early-adopters so that they set the trend, rather than the competition.

The thing to recall here is that, instead of distance, the contest is based on time. The winner should be clear at the end of the contest.

CHASE LENGTH

Most Race to Market contests are either Standard or Extended length. Standard length contests represent a single quarter's attempts at out-maneuvering the competition; Extended length contests might represent a year or more of behind-the-scenes activity.

CHASE CARDS

The nature of the business at hand will greatly determine which "maneuvering Trait" gets used for the contest. Knowledge (Business) is a likely one, and most of the other Traits can be worked in in some way. Generally, give each character at the table something to do. And, since this contest represents a great deal of time, you can even use something like Fighting, Shooting, or Stealth to represent working towards making life difficult for the enemy (i.e. blowing up shipments, burning down warehouses, assassinating valuable personnel).

Note that bonuses and penalties from various Corporate Trappings apply to maneuvering Traits tests.

- **Advantage:** As in the normal chase rules, the concept of Advantage is abstract here. Attacks made in a Race to Market can Shake opponents, as per the Shaken characters like in the normal Chase rules (Shaken characters make maneuvering Tests at -2).
- **Speed:** The bonuses apply if one or more corporations have a Trapping that reflects speed (Slow Reactions, for example).
- **Terrain:** The penalty for "terrain" here applies to the economic conditions taking place, at the GMs discretion. Climb and Passengers do not apply.
- **Cooperative Rolls:** Since the Race to Market takes more time than a traditional chase, there is time enough for characters to assist each other when the dice hit the table.

ATTACKS

If you have Advantage, you may spend your action to Attack the opposition. This isn't necessarily an actual attack to damage, though it can be if you have a target in mind. Otherwise, make a test with an appropriate Trait. Success means the opposition is Shaken, as per the rules.

COMPLICATIONS

Range and Complications work as described in the *Savage Worlds* rulebook. Given the more abstract nature of this contest, Range might represent the timing of actions, and Complications may be of a legal or public relations nature.

RACE RESULTS

The results of the Race to Market are binary; either the PCs come out on top, or the opposition does. If victory in the Race is achieved, grant the PC corporation a +1 to Corporate Quarter Tests. If they have failed, impose a -1 penalty. Particularly astounding victories or crippling defeats might increase the bonus or penalties, at the GM's discretion.

DRAMATIC TASKS

Of all of the Situational Rules, Dramatic Tasks can be the most useful for covering business actions as part of Murder in the Boardroom. Just about any Trait can be used to roll against the task, and the task itself can be just about anything appropriate to the genre.

The end result of the Dramatic Task test should be pretty clear; you've either met the challenge, or you haven't. Failing to meet the challenge might not be as apocalyptic as described in the *Savage Worlds* rules, but there are definitely consequences.

TASK RESULTS

Depending on how the Task is met or failed, the GM should keep track of it. Successfully meeting the task grants a +2 bonus to Corporate Quarter Tests, and loss imposes an equal penalty.

DRAMATIC TASK IDEAS

The following are some ideas for the use of the Dramatic Task rules.

- The company computer begins to awaken as an A.I.
- Hackers attempt an intrusion into the network.
- Someone calls in a bomb threat to the HQ building. Find the bomb before it goes off.
- A former employee takes a hostage, and must be talked down before SWAT arrives and shoots him.
- During a benefit party, someone accesses sensitive data. You must determine the thief's identity before the other guests realize what's happening.
- You have to give a presentation to a group of foreign investors.
- Your use of the Expense Account triggers an Audit. Use a handful of Traits to come out unscathed.

INTERLUDES

Interludes are very useful to the game, and work more or less as described. For scene describing purposes, you can have Interludes take place in the cafeteria, on long business trips (such as on planes or traveling to extra-planetary colonies), or use the old cliché of the water cooler. You might even use them for weekly staff meetings.

MASS BATTLES

The Mass Battle system can be used to describe a Hostile Takeover, where one corporation attempts to completely take over another. If the defending corporation cannot adequately defend itself from the attacking company, the people in charge will lose control over the corporation, possibly resulting in lay-offs, their own personal firing, and the dissolution of the company in order to make profits for the new owners. This can be especially troubling if the defending corporation is the product of years of hard work on the part of PCs.

However, there are also reasons why PC corporations might engage in this activity themselves. Performing a successful Hostile Takeover grants the victor all of the defending corporation's holdings and assets, as well as giving a hefty bonus to Corporate Quarter tests. A corporation might want to engage in a Hostile Takeover to stop potential rivals from becoming serious threats, or to take over production of an asset that they've been unable to buy or gain through other means.

In practice, the actual method of a Hostile Takeover runs very much like the Mass Battle, with the following changes to reflect the more abstract nature of the business world.

SETUP

For starters, the attacking corporation will almost certainly be considered "larger" for the purposes of determining starting tokens. Such an action isn't entered into without as much chance of success as possible, and having more resources available is the first step in doing so. However, this might not always be the case, depending on other factors present in the ongoing story.

The number of tokens for the defender should be at least 5, possibly as high as 7. The defenders shouldn't be completely outmatched, since it's no fun to get curb-stomped by a corporate bully. If the GM desires a more discrete way of determining the number of defending tokens, assume a base of 5, and have someone in the group make a Knowledge (Business) test, with Trapping modifiers. For every success and raise, grant an additional token to represent preparations put into place.

If this result means that the defending company winds up with more tokens than the Attacker, then you may either run it as-is, or assume that the defending company is now "larger," and gets the 10 tokens to start with, and the Attacker winds up with the difference.

MURDER IN THE BOARD ROOM

KNOWLEDGE (BUSINESS)

Once the number of tokens is determined, both sides make opposed Knowledge (Business) rolls, modified by any of the circumstances below:

MODIFIER	CIRCUMSTANCE
+1	The side with more tokens adds +1 for every token it has more than the opposition.
Various	Trappings related to Business tests apply their modifiers to these rolls as well.

PLAN OF ACTION

If one of the players has the Master Planner Edge, the test results from its use can be applied to Knowledge (Business) tests made in a Hostile Takeover.

- **Casualties:** Each success and raise causes the other side to lose one token. Given the abstract nature of this conflict, casualties inflicted mean only a temporary setback, or a momentary loss of focus, rather than an actual injury.
- **Morale:** As with actual warfare, hostile takeovers can be very stressful affairs, which can have a terrible effect on those participating. Each round the company loses a token, its leader must check morale. This is a Spirit test, modified by the circumstances below. With a success, the takeover attempt continues with another round.

Failure means the corporation is defeated, but can exit with some dignity. Severance packages might be maintained, retirement benefits honored, and so on.

On a result of 1 or less, the company collapses and everyone flees in shambles.



HOSTILE TAKEOVER

MORALE MODIFIERS

MODIFIER	CIRCUMSTANCE
-1	For each token lost so far.
+2	The company is predominantly Human 2.0 or has Psychological Hindrances that make employees arrogant and self-centered.
+2	The company has major support from a backing agency, government, or other large-scale entities.
+2	The company has significant dubbed personnel, who cannot leave the company due to their virtual existence, maintained on the company dime.

CHARACTERS IN A HOSTILE TAKEOVER

While the main character will be making most of the Knowledge (Business) tests during the takeover attempt, the rest of the characters can contribute in a variety of ways. No one is going to sit around while their business gets taken from them!

Other PCs can, if they possess the Knowledge (Business) skill, make a Cooperative Roll to aid the primary test, or they can get more dramatically involved, rather like the normal Mass Battle Rules.

Have each character make an appropriate Trait test. As with the Race to Market system, the Trait in question can be just about anything, so long as it can be somehow rationalized. Stealth or Shooting tests might be useful to undermine the opposition, assuming you can find them, while Persuasion or Knowledge (Law) tests might be useful to cripple parts of the opponent's machinery.

- **Modifiers:** Add or subtract the number of tokens difference between the heroes' side on the opposition. So, if the enemy has 8 tokens and the heroes have 5, the heroes subtract 3 from their rolls.
- Also, add +1 to the roll for each rank a hero has above Novice, to account for Edges and abilities not reflected in a straight Test roll.

CHARACTER HOSTILE TAKEOVER RESULTS

- **Failure:** The character is unable to meaningfully effect any change in the circumstance. He also runs afoul of the law on trumped up charges, and is arrested until after the takeover attempt is finished.
- **Success:** The character offers some small assistance, and adds +1 to his side's Knowledge (Business) roll. This work is tiring, so the character must pass a Spirit roll, or be removed from the rest of the takeover attempt.
- **Raise:** The character has really tossed a monkey-wrench into the opposition's plans. His side gains a +2 to the Knowledge (Business) roll. However, legal maneuvering from the opposition can land him in hot water: make a Spirit test at +1 to avoid being removed from the contest.
- **Two or more Raises:** The character's efforts are so successful that he both adds +2 to the Knowledge (Business) test, and is able to avoid being removed from the contest.

BATTLE AFTERMATH

When one side quits, retreats, or runs out of tokens, the takeover attempt ends. Since casualties are abstract, none are actually dead, unless one or more characters have attempted actual violence to end the attempt.

The victor gains or retains ownership of the company, which might mean the characters are out of a job. If the attackers have gained the new company, they will gain a +10 bonus to their next Corporate Quarter test. Characters who retain control of their company must make a group Spirit roll, with the following results:

- **Failure:** While they retain their company, their assets are severely taxed by the efforts. Their next Corporate Quarter test automatically is reduced by one level beyond what the actual result is.
- **Success:** Despite the takeover attempt, the company has navigated through the mess unscathed. There are no modifiers from this event to the next Corporate Quarter test.
- **1 or more Raise:** Through complicated legal maneuvering, the company is able to gain something from this whole mess. For each raise, take a +1 bonus to the next Corporate Quarter test.

SOCIAL CONFLICT

The Social Conflict system described in *Savage Worlds* works more or less as written when used in Hostile Takeover. However, when used to further the cause of the corporation, PCs engaged in Social conflict might be able to benefit over and above whatever is at stake in the Social Conflict.

When used in this way, consider granting a modifier to the next Corporate Quarter test, depending on the outcome of the Social Conflict.

THE CORPORATE QUARTER

Corporations thrive on money, and have developed a variety of tools to rake in as much money as possible. Given the staggering numbers they typically deal in, working with specific funds is a job for certified accountants, not people at a role-playing table.

But, there are times when it will be important to know how well a corporation is doing financially. And, rather than simply pull numbers out of a hat, it might be beneficial to be able to determine the result, based off of a number of factors.

MURDER IN THE BOARD ROOM

SOCIAL CONFLICT RESULT	
MARGIN OF VICTORY	RESULT
Tie	The target is not swayed in either direction. The defendant wins, but the change in public opinion results in a -1 to the next Corporate Quarter Test.
1-2	Victor earns a +1 bonus, loser earns a -1 penalty.
3-4	The Winner earns a +2 bonus, the loser earns a -2 penalty.
5+	The winner earns a +3 bonus, and the loser earns a -3 penalty.

Hence, the Corporate Quarter. This Situational Rule is designed to get a good idea of how a business is performing, within a reasonable amount of time, and taking into account events that have occurred in the proceeding few months. There is a random element to represent the variety of factors outside the control of the business, and simply to keep things interesting.

To use the system, once every three months in-game, the GM should roll (or have one of the players roll) on the following table. Modifiers from Edges, Hindrances, Trappings and other events from the Murder in the Boardroom section apply. The results will last until the end of the quarter.

Also, since this is not a Trait test, Bennies and effects that alter dice results do not apply; you roll the dice and take your chances.

A new PC-created company will begin in the Shoestring Budget level, meaning it'll have to do something pretty quickly in order to offset the penalty associated with being on that level.

If a company is ever at the Hemorrhaging Money level, and rolls it again, then they are effectively closed. This is one of the ways companies go out of business.

Posted 9-12-88

CATBOY79: Please see the attached file

>>>>>

Begin Text Inclusion

"On Thursday, local police discovered the body of Naga-Fund CEO Parvati Sighn, apparently the victim of a gang-land style execution slaying. Ms. Sighn, known locally as 'White Naga', was a long-time benefactor of local art and museum charities. She was memorialized this weekend at a benefit held in her name..."

End Inclusion.

>>>>>

Posted 9-12-88

CATBOY79: I believe this concludes our business relationship.

>>>>>

CORPORATE QUARTER TABLE	
2D6	QUARTER RESULTS
2 or below	Hemorrhaging Money: The company doesn't even have enough capital to meet operating expenses. All Expense Accounts are reduced to 0. Apply a -4 penalty to your next Quarter's test. Any gear gained through Expense Accounts must be returned or paid for out of personal funds. If you can't, your position in the company is in jeopardy.
3-4	Shoestring Budget: While not in immediate danger of closing up shop, money must be carefully used in order to not go broke. Expense accounts are reduced to their base level. Apply a -2 penalty to your Next Quarter's test. Also, any gear gained through Expense Account use must be accompanied by a successful Persuasion test in order to be kept.
5-9	Breaking Even: Your expenses are mostly in keeping with your income. Expense Accounts are unchanged. No modifiers from this chart are applied to your next Quarter's test.
10-11	In the Black: You're actually turning a profit, and are able to pay down some debts. Expense accounts are increased by one Level. Apply a +1 bonus to next Quarter's test.
12+	Flush with Credits: The company is raking in the cash, and has more than it really knows what to do with. Apply a +2 bonus to next Quarter's test. Expense accounts increase by 1 for every 4 points past 12 you roll (so, once at 12, again at 16, 20, and so on).

Posted 9-13-88

ANONYMOUS_USER: *You've kept your end of the bargain, yes. Your payment is being forwarded to your account as we speak.*

>>>>>

Posted 9-13-88

CATBOT79: *Thank you. It's been a pleasure.*

>>>>>

COMMON OFFICE INHABITANTS

Below is a selection of game stats for people most likely found in an office. These are meant to be used when there isn't time to work up full NPC stats, like when the group suddenly decides to break into a competitor's R&D lab to see what they're working on.

SECURITY

By far the most likely encountered office workers are security personnel. These men, women and simulacrum are drawn from a wide variety of backgrounds. Companies who can afford them typically spring for combat simulacra for use as security, while those with less capital make due with glorified rent-a-cops or whoever happens to show up in response to an ad.

LOW-LEVEL SECURITY

These people are often little more than a set of eyes, meant to observe and report, but not engage.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6 +3, Shooting d6, Stealth d6

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 5

Cybertrauma: -3 **Street Cred:** 2

Hindrances: NDA (Minor), Owned (Major)

Edges: Alertness

Cyberware: Gutterware (Used Cybereye: +1 to Notice, Low-Light Vision). Rating 1 TAP. (No bonus to Hacking rolls, Avatar Pace 6, Parry 5, Toughness 5)

Gear: Security Truncheon (Str+d6, target makes a Vigor roll at -2 to avoid being Shaken in addition to damage).

ELITE SECURITY

These are the kinds of security personnel you can expect from one of the C-7 companies, or at smaller places that need to make sure their assets are securely protected. They're also the sort of people who get sent to track down thieves and others opposed to their corporation's interests.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10 (d8), Vigor d8

Skills: Driving d6, Fighting d6, Hacking d4, Intimidate d8, Notice d8, Shooting d6+1, Streetwise d6.

Charisma: +0 **Pace:** 6 **Parry:** 5 **Toughness:** 9 (3)

Cybertrauma: -1 **Street Cred:** 6

Hindrances: Cautious, Loyal, Stubborn

Edges: Bodyguard, Expert Fighter, Two-Fisted

Cyberware: (Streetware) Rating 1 TAP (No bonus to Hacking rolls, Avatar Pace 6, Parry 5, Toughness 5), Level 1 Muscle Augmentation (Increased Strength by one die type), Level 1 subdermal Armor (+1 Armor)

Gear: Gyroc Pistol (Range: 15/30/60, Damage 2d6+1, AP2, +1 Shooting), Security Truncheon (Str+d6, Vigor -2 roll to avoid Shaken).

HEAD OF SECURITY [WC]

This is the man or woman in whom a major corporation places its trust. He or she oversees all aspects of the company's security, and is known to take a personal interest in matters too sensitive to trust to underlings.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Driving d8, Fighting d10, Hacking d6, Intimidation d8, Knowledge (Tactics) d6, Notice d8, Shooting d10, Throwing d6

Charisma: +0 **Pace:** 6 **Parry:** 9 **Toughness:** 9/11 (5/7)

Cybertrauma: +2 **Street Cred:** 15

Hindrances: Loyal, Quirk: Emotionless, Vengeful (minor)

Edges: Combat Reflexes, Marksman, Power Armor Training, Rock and Roll!, Soldier (Veteran)

Cyberware: (Hyperchrome) Rating 1 TAP (No bonus to Hacking rolls, Avatar Pace 6, Parry 5, Toughness 5), Target Tracker (only hits innocent bystanders on a snake eyes result on Shooting tests), Silicone Bone Injection (+3 Toughness)

Gear: Gyroc Pistol (Range: 15/30/60, Damage 2d6+1, AP2, +1 Shooting), Security Truncheon (Str+d6, Vigor -2 roll to avoid Shaken), Nanoweave tactical armor (+5 Armor).

CORPORATE EXECUTIVES

These people are hired in order to do one thing: bring their companies profit. All other considerations are moot. They're probably Human 2.0, or have had extensive genetic modification to produce the "right" temperament to make sure they do what needs doing in the name of profit. The stats below are your average corporate goon; Wild Card versions of these people no doubt exist as well.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Hacking d6+1, Intimidate d8, Knowledge (Business) d8, Knowledge (Pop Culture) d8, Notice d8, Persuasion d8, Shooting d4+1, Taunt d8

Charisma: +2 **Pace:** 6 **Parry:** 1 **Toughness:** 10/11 (5/6)

Cybertrauma: 0 **Street Cred:** 8

Hindrances: Arrogant, Cautious, Greedy (Major), Stubborn

Edges: Charismatic, Filthy Rich, Scholar

Cyberware: (Hyperchrome) Rating 3 TAP (+1 to Hacking Rolls, Avatar Pace 8, Parry 8, Toughness 5), Level 3 subdermal Armor (+3 Armor)

Gear: Gyroc Pistol (Range: 15/30/60, Damage 2d6+1, AP2, +1 Shooting), Executive Decision Business Suit (+2/+3 armor), Booster Box (master), hover sports car or hover limo. Wild Card also has a Security Detail of d8 Low-Level Security Personnel, and 2 Elite Security.

OFFICE DRONE

Though you're likely to not need them, these stats cover the sort of innocent bystanders typically found in an office environment; janitors, data entry drones, executive assistants, lab workers, that sort of thing. They're not much use in a fight, and will either flee or hide when the gunfire starts. Still, it might be important to know whether one lives or dies. Use these stats should that become necessary.

Attributes: All d4

Skills: All d4. Some skills related to job type are d6. Knowledge (Office Layout) is typically d6

Charisma: 0 **Pace:** 6 **Parry:** 2 **Toughness:** 2

Cybertrauma: -1 **Street Cred:** 0

Hindrances: Loyal (Company), Clueless

Edges: None

Cyberware: Level 1 TAP (No bonus to Hacking rolls, Avatar Pace 6, Parry 5, Toughness 5)

Gear: Office supplies, various improvised weaponry (Str+d4, breaks on a Fighting roll of 1)

SECURITY DRONES

Corporations that can afford them make extensive use of drones, both for active security purposes, and for general recon and informational support (read, spying on their employees). Flying drones are popular choices, though any of the wheeled drones can be found in buildings and other corporate holdings.

The most common drones that PCs are likely to encounter are the lower-end flight drones. Specifically the Centurion

Light Drone, which is deployed for security purposes, and the Harbin "Huangfeng III" Stealth Drone. Possessing one or more drone is a sign of success for smaller corps, and a whole fleet of them is a sure sign of a serious attempt at security.

CENTURION LIGHT DRONE

- VTOL capable
- Two hour flight time, doubled with extra fuel tank.
- Autonomous computer has Piloting d6 and Shooting d4. If operated remotely, use the pilot's skill in both Piloting and Shooting (plus Wild Die is pilot is a Wild Card).
- Remote signal is encrypted at a d8.
- Internal storage capacity of 2 kilograms.
- **Noisy:** The engine makes a characteristic whine, granting a +2 bonus to any Notice rolls to detect it. For some buyers, this is a feature, not a bug.
- When armed (which is almost always in security deployment), it carries a lightweight auto rifle. (Range 30/60/120, Damage 2d8, AP 2, RoF 3, 30 Shots, Auto, 3RB)
- **ACC/TS:** 20/50
- **Toughness:** 8(2)
- **Cost:** 30,000 credits (Expense Account Level 3)
- **Climb:** 10

HUANFENG III

- VTOL capable
- One hour flight time
- Autonomous computer has Notice d10, Piloting d6 and Stealth d10. If operated remotely, use the pilot's skills and Wild Die (if applicable)
- Built-in GPS and Night Visions system
- Built-in high-def microphone
- Control Signal is encrypted at a d8
- **Stealthy:** -4 to any Notice rolls.
- **ACC/TS:** 10/20
- **Toughness:** 0
- **Cost:** 40,000 Credits (Expense Account Level 4)
- **Climb:** 10.

Note that any of the armed drones can be converted to standing sentry turrets at no additional cost. They're stationary, of course, and lose the Climb trait. They're very frequently hidden from view unless in use. One popular model from Malmart is based on the Tchagra Light Drone and is hidden in the base of a faux-terracotta planter (plastic ficus not included). Notice rolls to spot them before activation are at -2, unless you have reason to expect their presence.