

under
ground™

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So lifelike, you'll swear it's real.

COMPANION



By Loren Coleman, Mitch Gitelman,
Aaron Loeb, Bryan Nystul, Chris
Pramas, and Allen Varney

PURVEYORS OF FILTH:

READY TO WET SOMEONE UP:

SLAMMING IT HOME:

SPILLING THEIR OWN BLOOD FOR YOUR AMUSEMENT:

SNEERING AT EVERYTHING YOU RESPECT:

WOULDN'T GIVE YOU THE TIME OF DAY:

MADE US WHAT WE ARE TODAY:

THINGS THAT CURRENTLY ANNOY RAY:

UNDERGROUND BOOKSHELF (CHECK 'EM OUT!)

OPTIONAL RULES

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Rob McLees (as always), Ray Winninger (God, these shoes are big!), the late Team MGI (Ray, Mike, Bryan, Chris, Maria, Mike, Dan, Roger, Julian, Cress)—We showed 'em, Scot Yonan, Dead Can Dance, Lori (Chief Cynic & Grammar Monkey) Ralston ('cause I owe her one, and this doesn't even begin to make up for it), *A Life Too Short: The Herve Villechaize Story*, the Ghoul-Boy Gallery, my little pain-slut, ASB & CDG, that one song by Nine Inch Nails, Mike (the Dark One) Nystul, modern Nerf™ weapons technology, the foamboard Superman standup, the CoD Loungers (spoot!), Ray (Vice-President In Charge of Hype) Greer, "F***in' Joe Potato!," Rob (Trifecta of Disrepute) Bell, Pauline Réage, and let us not forget the unwashed masses (who never fail to give me something to shake my head at every day.) (Special Thanx)

That punk steady dissing Chuck in the pages of Rolling Stone, cowboys, True Lies (oh for God's sake!), Clinton's Crime Bill hysteria, the typos I keep discovering in the *Underground* rulebook, Woodstock II (need I say more?), more suckers than you can shake two sticks at (if you know what I mean), fourth generation "gangsta rap," otherwise respectable people who feel compelled to defend fourth generation gangsta rap, Her Majesty's Customs (no horror comics!), death, taxes, horseshoes, and hand grenades (in that order).

HARDBOILED, film by John Woo...

HOL, RPG by Dirt Merchant Games (this is the joint! buy it!)

? The *Underground Companion* includes some optional rules intended for
? more advanced players. These rules are surrounded by bars of question
? marks. Beginning players may ignore these passages until they are more
? experienced with Underground. ?

MGI



underground

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chapter 1 • boosted employers

“Being Director of Virtual Reconditioning at Desposable Heroes is a demanding, sophisticated job. It requires the use of precise methods, mixing properly-measured and prepared chemicals in custom-made machines to produce just what the client requires. In a lot of ways, it’s like my old job making shakes at MacRaney’s.”

—An excerpt from ThisWeek magazine’s interview with Hershal Malaney.

largest employer: This refers to non-combat jobs such as supply, maintenance, simple data entry, weapon assembly, and customer service.

fast food businesses: All the fast food chains are controlled by three conglomerates who pit their franchises against each other in a Darwinian capitalistic gladiatorial arena.

The conflict resolution business ranks a close second behind fast food as the largest employer of unskilled labor in America. Militant corporations sink millions of dollars each year grinding out soldier after soldier to expend for their clients. Yet unlike the fast food businesses, with their sterile high concept restaurants (each conforming to the current "planogram"), conflict firms (and the units that comprise them) each have very different philosophies and goals.

These mission statements and corporate philosophies have much farther reaching effects than the average American imagines. To the average person, these conflict firms represent the violent depths to which we have sunk, the potential for financial independence, and the ultimate expression of guerrilla business.

To the social scientist, the politician, and the cop on the street, these corporations look different. Mercenary companies recruit men and women, twist their genetic structure until rewoven into a distorted killing machine, and drop them into a temporary new reality of their own design until ready to achieve the corporation's goals.

And no one is truly aware of these goals.

THE STATE OF
THE CONFLICT
BUSINESS



chapter 1 • boosted employers

OF LA'S 356,000
HOMELESS,
100,000 ARE
BOOSTED VETS

In Los Angeles alone, the homeless population has reached a staggering 356,000 people. Of these homeless, over 100,000 are boosted veterans. These veterans, while all individuals, share a set of common values programmed into them by their corporate sponsors. Many were predisposed to agree with these values and thus, allowed themselves to be recruited. Others were given the choice of time in jail or in military service. Many, many more were economically disadvantaged and saw soldiering as the only way out.

Whatever their motivation for submitting to genetic enhancement surgery, it is clear that there are now at least 80,000 veterans in Los Angeles County alone who may be awaiting the triggering phrase, image, or vid-net commercial to begin carrying out deeply hidden post-VR suggestions. Even if these suggestions do not exist, these soldiers have still been steeped in the corporate culture of these firms for six years. The company has made its mark.

Below is a look at the four major NAC conflict firms.

A LOOK AT THE
MAJOR FIRMS

ALLIED
MAYHEM
INCORPORATED

Allied Mayhem Incorporated Mission Statement



"Allied Mayhem Incorporated is in business to make money. We will do so by supplying our customers with unparalleled military support of their corporate policies and acquisitions. We will be innovators in the technology of war and its ancillary products."

Corporate Philosophies

1. All you can be
2. Your victory is our bottom line.
3. America first.

What the Recruiting Posters Say

"All that you can be" has been the battle cry of AMI since it began recruiting humans for genetic engineering in 2008. Since that time, more Americans have lost their lives in armed conflict than in World Wars I&II combined. Wherever the hot-spot in the world, AMI will be there. After all, Allied Mayhem created 21st century warfare.

NAC: North American
Confederation.

ancillary products: These include, but are not limited to; pharmaceuticals, lubricants, surveillance equipment, t-shirts and other "wearables".

All you can be: The most recognized marketing slogan in human history. The second most popular slogan is, of course, Tastee Ghoul's "Are you a people person?"

"AMI IS THE
FIRST AND THE
BEST."



chapter 1 • boosted employers

Avant Garbage: A multinational corporation built on an empire of plastic waste disposal units. Truly a household name, AG has its fingers in nearly every pie—from movies to birth control devices.

jobs for the needy: TWD boasts assistance programs for families of soldiers. In actuality, they are little more than "company stores " that extend credit to employees and their families. This credit is paid from garnishment of the soldier's wages and future benefits. Often, the soldier musters out owing the company large sums of money.

Order of Battle

Units in AMI follow the customary order of battle for most nations in 2021. Because of the nature of homosuperior soldiers, they are grouped much like tank units were in the 20th century. Because the average boost is equal to roughly 10 mundane soldiers, they are assembled in groups of 3-5.

These small groups are called Teams. These Teams are split during a conflict to effectively strike at the enemy.

Resources

Veterans of Allied Mayhem are given the standard two month's pay and a 7 day supply of stress reduction medication. They are allowed to purchase their uniforms and equipment from a company store outlet upon the end of their tour of duty. Other items are also available so long as they can be paid for. Beyond that, most vets must fend for themselves. AMI feels no responsibility towards them and refuses to spend its money and resources to help them. Most of what the veterans have is given to them by the federal government. This aid is often mired in red tape and bureaucracy.

Contacts

Once back in civilian areas, many vets continue to keep ties with those still inside. These contacts, especially the ones in Intelligence, can be very beneficial to those who need information and political aid. AMI is very close with many key players in the government.

Trans-World Devastation Inc. Mission Statement

**TRANS-WORLD
DEVASTATION** ★
INC. ★ ★ ★

"We at Avant Garbage™, through our holdings in Trans-World Devastation, are committed to utilizing our military power to further the goals of our clients. In doing so, we will create jobs for the needy and entertainment for the masses."

Corporate Philosophies

1. By helping people, we're helping ourselves.
2. Ask yourself, "Is this a quality kill?"
3. It's better to look good than to feel good.

HOW AMI
DEPLOYS ITS
BOOSTS

WHAT AMI VETS
TAKE WITH
THEM WHEN
THEY MUSTER
OUT

VETS STAY
CLOSE TO AMI

TRANS-WORLD
DEVISTATION



chapter 1 • boosted employers

EVERY SOLDIER
IS A POTENTIAL
STAR

TWD encourages creativity in its employees. Each person is seen as a potential marketing gimmick or media darling. If such a person is discovered, his popularity will be milked to its limit. Strike teams of media manipulators are called in to create pilot episodes of vid-shows, prototype cereal boxes, etc.

TWD VETS
OFTEN BECOME
"ACTION
JUNKIES"

Soldiers from this company are flashy, daring, and marketable. Many go on to become famous action stars, porn stars, and musicians. Because of their indoctrination procedures regarding helping the needy, TWD has reinforced to its soldiers the importance of community, charity, and aid

"WAR IS
GLAMOROUS"

This does not stop them from behaving like deranged psychotics after demobilization, however. The rush of excitement from all those televised boosted firefights has caused many TWD soldiers to become action junkies. The quest for thrills is a life-goal for many a "Trannie", and it is often easy to identify one's wet work by the level of danger for the shooter.

What the recruiting posters say

The public persona of Trans-World Devastation revolves around the marketing concepts of its parent company, Avant Garbage™. Combat is glitzy, glamorous and clean. Soldiers today are stars tomorrow.

Hidden Agenda

New demographic information shows that 45% of Americans like to see young, sexy soldiers' personal lives explored in graphic detail. What are their passions? What drives them? What keeps millions of viewers in seats watching acne medicine and denim commercials?

In order to show sexually precocious boosts in love and combat, TWD has decided to create a program for induction of twelve-year-olds into military service. After enhancement surgery, slumberland, reorientation, and few months or so years of duty, they will be ready to meet America as TWD 90210.

Of course, finding twelve-year-olds to recruit is difficult. That is why Trans-World is about to embark on its "America's Kids" promotion. Through a multimedia blitz, TWD will attempt to show how patriotic it is to give your children to America. This program is open only to the socio-economically challenged, because in return, TWD will pay one million dollars for the right child. This

community, charity, and aid: This, from a company that levels villages filled with civilians.

Trannie: How veterans of other conflict firms refer to someone from TWD.

Veterans of TWD all have similar outlooks regarding members of the other major conflict firms. These stereotypes are-

AMI: Those guys are Mooks

DHI: Those guys are Mooks

SGM: Those guys are

Mooks?

wet work: Work involving the spilling of blood. Also known as "getting wet" and "wetting someone up."

TWD HAS
BEGUN TO
RECRUIT
CHARISMATIC
PRE-TEENS



chapter 1 • boosted employers

p3: People Helping People
Program.

child must pass a battery of "aptitude" tests designed to predict future appeal to other teens. TWD can justify the buying of children through p3

Order of Battle

In keeping with the ideals of Avant Garbage Inc., TWD is organized into three distinct groupings: Programs, Sweeps, and Networks.

A Program is made up of 3-5 homosuperior soldiers who work well and look good together. They are the equivalent of 30-50 mundane soldiers.

These Programs are encouraged to give themselves designations from 20th century vid-shows, ie. "Hogan's

Heroes", "McGuyver", and "Maude". Typical audio transmission would be, "Program Maude, Program Maude, this is Holmes and Yoyo, do you copy?" Commanded by an Underlieutenant.

A Block is a group of 3-5 Programs, together constituting a superior force. Blocks are often referred to as nights of the week, ie. Wednesday, Friday, etc. The night of the week also designates the relative strength of the block: Tuesday, and Thursday are made up of 5 Programs.



Pull!—Wet Weapons spokesperson, Emma 16, demonstrates next year's highly-anticipated model XTC5.

chapter 1 • boosted employers

Monday and Wednesday are made up of 4 Programs.
Friday and Saturday are made up of 3 Programs.
Sunday is a special ops block with no set number of Programs.
More than one block may equal in number of programs. These nights are sub-designated "Prime Time", "Late Night", etc.
Commanded by a Lieutenant or an UnderCommander.

A Sweep is equal to 5-7 Blocks or Nights. Commanded by a Commander

A Network is equal to 3 Networks. Commanded by a an OverCommander.

Resources

Thanks to the influx of capital from Avant Garbage™, the forces of Trans-World Devastation receive the finest supplies and equipment in the industry. Veterans who muster out of Trans-World in good standing are eligible to receive food or an additional stipend by offering their weekends to the company for community service and promotional work.

Contacts

Veterans of Trannie units have access to a variety of entertainment contacts. These contacts can be used to attain post-tour-of-duty glamjobs, or to bring much needed public interest to a social injustice.

Disposable Heroes Inc.



Mission Statement

"We are here to stay afloat and turn a profit. We will do this any way that we can. No job is too small. No life is too sacred. We kill for cash."

Corporate Philosophy

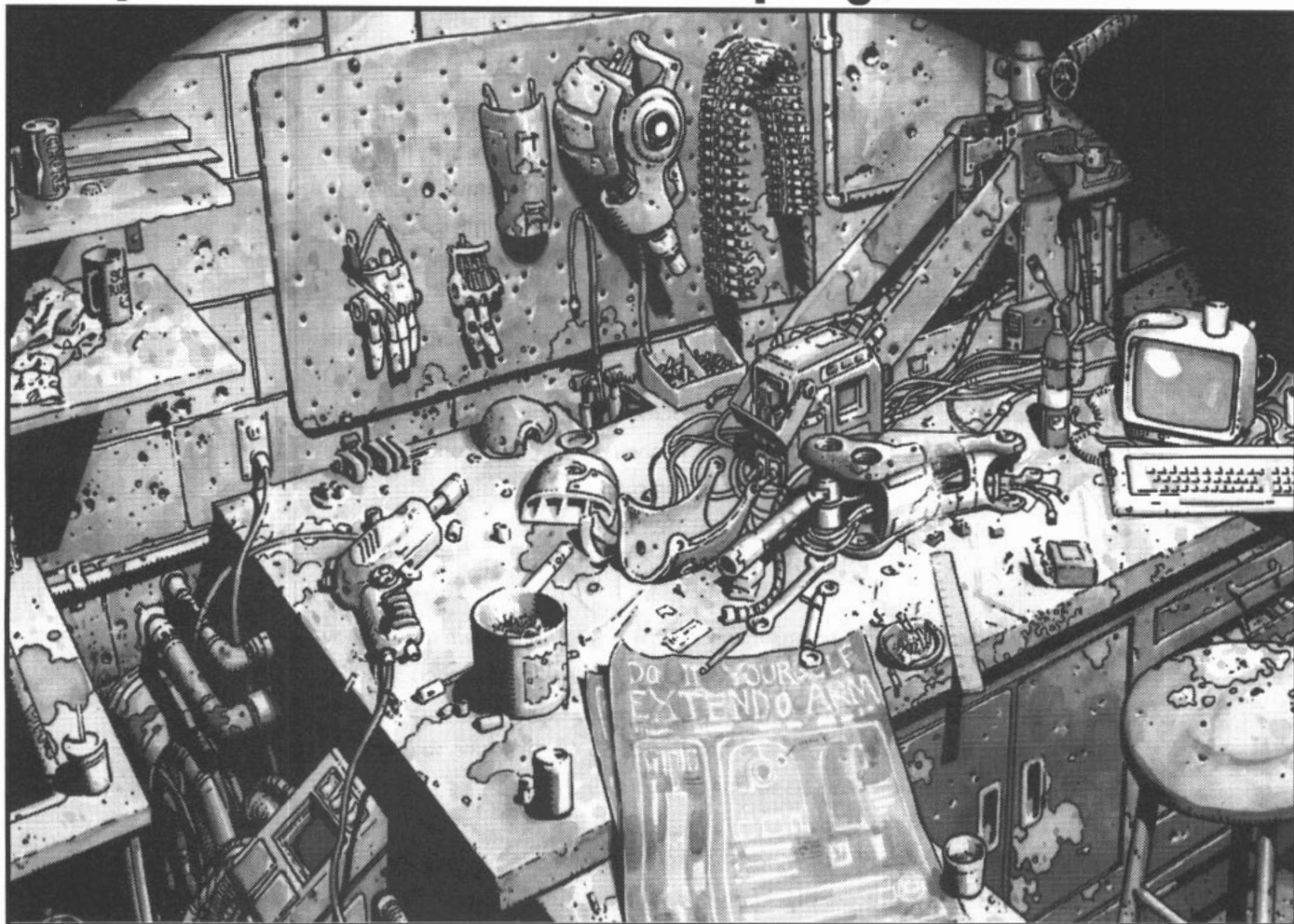
1. Our lives for your bottom line.
2. Better, Faster, Cheaper.
3. Less is more. Even less is better.

WHAT TWD-
VETS TAKE
WITH THEM
WHEN THEY
MUSTER OUT

DISPOSABLE
HEROES INC.



chapter 1 • boosted employers



The typical home-cyberneticist's workshop, shown here in the basement apartment of Emily Portsmythe, TWID's own Brass Nanny.

The soldiers who want to get ahead at DHI do so because of their "P&L consciousness". Boosts who too frequently fire more than one round at a time into their targets before witnessing the bullet's effects are dressed down come evaluation time. Those who conserve their rations of food to stretch over several days are considered "team players". "Lean and Mean" is the company's motto, but most everyone, especially DHI's soldiers, feel that the company is bargain basement. This is not necessarily true, though. With all the cost cutting that DHI has been through, its soldiers, even the ones who complain constantly are among the toughest, most adaptable troops in the world.

What the recruiting poster says

The public persona of Disposable Heroes Inc. is designed to be seen as quality at an affordable price. The Logo is not flashy or overstated, but rather, it shows the company's simple philosophy towards its business. They kill for money. No frills.

THOSE SEEKING
ADVANCEMENT
IN DHI TRY TO
IMPROVE THEIR
BOTTOM LINE

"QUALITY
COMBAT AT
LOW PRICES"



chapter 1 • boosted employers

NO HIDDEN
AGENDAS

Hidden Agenda

Currently, DHI cannot afford any other goal than business survival. There is rumor of a corporate buy-out by a major conglomerate, but which that conglomerate that is, and what use it would have for a military firm is unknown. Reports that the company is Neo-Deutch in origin are unconfirmed.

HOW DHI
DEPLOYS ITS
BOOSTS

Order of Battle

Disposable Heroes Inc. keeps a tight reign on its soldiers, keeping them disciplined and fit. Because there is so little manpower, the soldiers of TWD have been forced to become more productive. Hits/Shot ratios are closely watched, and anyone who dips too low is given first KP duty, and then time in the brig. Troops quickly learn to save ammo and shoot straight.

Soldiers are grouped in Squads, Groups, and Companies.

Squads are made up of 3 homosuperior soldiers who are thrown together by fate and an uncomplicated lottery system. This system is designed to keep soldiers from killing each other because of over-exposure to one another in hostile environments. They are the equivalent of 35-40 mundane soldiers. They are commanded by an UnderLieutenant.

Groups are made up of 3-7 squads. These Groups have no time for fancy code-names, they are simply known as Group One, Group Two, etc. Because of the lack of soldiers, the number of soldiers in a Group varies, sometimes by day. Groups subsume new squads who lose a member, or are needed for a particular engagement overseas.

Groups are commanded by an Officer.

Companies are made up of 3-5 Groups.

Companies are commanded by a MasterOfficer.

Units are comprised of 3-5 Companies.

Units are commanded by a Colonel.

Resources

The supplies and weaponry available to DHI troops are meager and some would say inferior. Mess time is the worst for these soldiers who view eating DHI food as a punishment both cruel and inhuman.

WHAT DHI
VETS TAKE
WITH THEM



chapter 1 • boosted employers

one month's salary:
\$3,500. Half as much as
soldiers from AML, or TWD.

Simmons' Way: Duty,
Loyalty, Secrecy.

"Operatives of SGM cannot," under contract paragraph 3126.5a, "divulge corporate, military, personal or unknowable information about the years under which said party (known as Soldier) was employed by Simmons Global Management Incorporated."

mesh well: This is corporate speak for "has the same values and traits." Simmons only recruits those soldiers who meet stringent moral and ethical standards.

Veterans mustering out of a DHI unit will find themselves with not much to show for it but scars and tattoos. There are no benefits packages available to embarking soldiers other than one month's salary and five-day supply of anti-stress medication. Sidearms must be deducted from Some vets claim that they can tell a DisHo by the wear and tear on his weapon.

Contacts

Because of their strong ties to the "Neo-Evolutionary Boosted Supremacists" veteran demobbing from a DHI unit have a far greater chance of contacting right-wing terrorists than most civilians.

Simmons Global Management Ltd. Mission Statement



"Simmons was created to fill the gap that other conflict firms created. Most military firms are held by a rigid structure that does not allow for creative thought or confidence. We like to include our employees in many of the decisions that will affect their worklives. We believe that in any business, it is people that make the difference. Anyone can kill for profit. We cater to the

special needs and requirements of our customers, yet we allow our people to make the decisions as to how to meet those needs."

Corporate Philosophies

1. People are our greatest asset.
2. Duty, Loyalty.

Other than these two concepts, Simmons' management/marketing departments will make no other information public.

What the recruiting posters say

Recruiters for Simmons follow carefully structured interview guidelines designed to weed out soldiers who do not fit the "Simmons' Way". Following the initial interview, potential enhancement candidates meet directly with the officer in command of Unit Strength Level. This officer decides whether the candidate will mesh well with the rest of the troops.

Public Persona

The public at large is mostly unaware of SGM so far. They hear the name on the news with only passing interest, it being new and far overshadowed by

DHI VETS
OFTEN
BECOME
TERRORISTS

SIMMONS
GLOBAL
MANAGEMENT

"ONLY THE
MOST LOYAL"



chapter 1 • boosted employers

AMI and TWD. Boosted vets state-side view Tac Unit Troopers with apprehension, as no one is quite sure where they've been or what they've done. The media is rarely given access to Simmons' operations. While no boost will go so far as to give another a wide berth, many simply pretend to dismiss them as oddities in the hopes they will go away.

SGM IS
EXTREMELY
SECRETIVE

HOW SGM
DEPLOYS ITS
BOOSTS

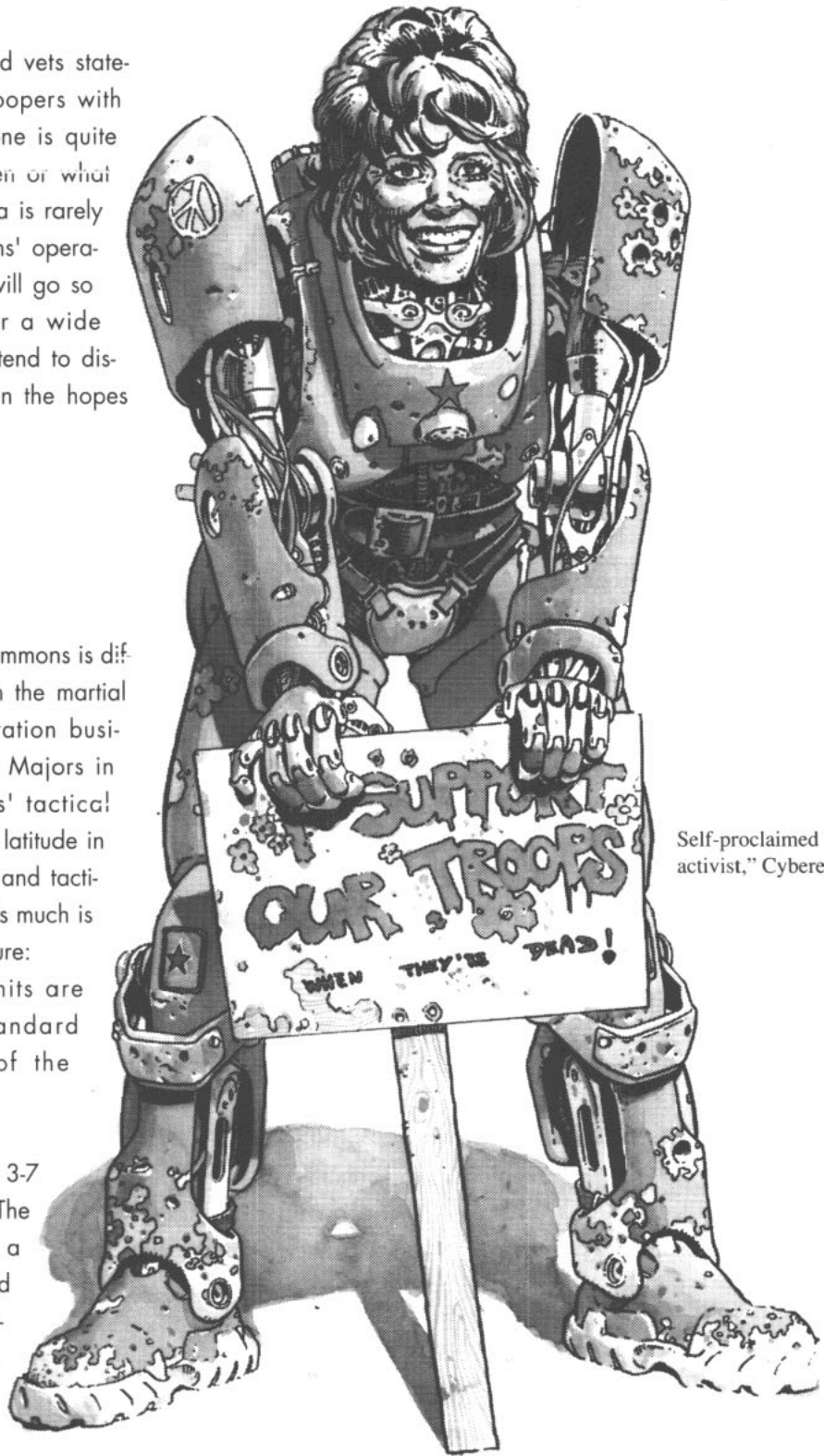
Hidden Agenda

Unknown.

Order of Battle

Troop organization in Simmons is different than any other in the martial termination and arbitration business. Colonels and/or Majors in command of Simmons' tactical units are given absolute latitude in the process of strategic and tactical decision making. This much is known about their structure: Simmons' Tactical Units are arrayed in the standard military groupings of the twentieth century.

A Platoon is made up of 3-7 homosuperior soldiers. The number of soldiers in a given platoon is based on the needs of that platoon as decided by the



Self-proclaimed "Cryo-Rights activist," Cyberella.

chapter 1 • boosted employers

soldiers themselves. While the platoon is commanded by a Lieutenant, Sergeants are often allowed to lead small platoons for several skirmishes as part of Simmons' officer training program.

A Company is made up of 3-5 Platoons. Companies are given designations based on the first name of the commanding officer. Designations such as David Company, LaRonda Company, and Stavros Company are not uncommon. Studies have found that Captains who have their company named after them take greater pride and ownership of them.

A Battalion is made up of 3-5 Companies. It is commanded by a Major or Lt. Colonel.

Resources

Sources who can discover anything report that veterans of SGM have unparalleled support after mustering out. The true nature of this support is sketchy, but most agree that Simmons has excellent job placement programs, and civilian housing assistance.

Beyond these two items, one can only speculate. Sims are known to carry advanced weaponry and have dependable suppliers of ammunition and information. Could these suppliers be Simmons itself? If so, what do they have to gain by selling arms to demobilized veterans from their own units?

Contacts

Unknown.

WHAT SGM
VETS TAKE
WITH THEM

chapter 1 • new & expanded units

Jack and Jill went up the hill
To secure a dominant position.
Jack was shot, but Jill was not,
And beat them to submission.

—From "Nursery Rhymes for Today's Youth";
2021 edition

GREAT PAINS ARE
TAKEN IN
SELECTING
RECRUITS

New and Expanded Military Units

The average recruit spends fourteen months in slumberland with members of his future military unit. After they are removed from the virtual reality environment, the unit undergoes basic training together for another nine months. They will often be in the line of fire together for as long as six years. Many civilians wonder why **unit bonding** takes such a strong hold of returning veterans. After mustering out, the majority of veterans keep some ties to their former unit members. Some go into business together. After all, who can they trust more than the people who watched their backs in life and death situations? Some veterans answer the call for justice and join a "terrorist" organization like the Underground in order to fight for their principals. They find that after seven or eight years of armed conflict, the thought of returning to "civvy" life is impossible. *The danger must continue. It is all they know.* Many, unfortunately, find themselves down and out, and are forced to turn to criminal behavior to keep alive. Then, only someone like an old war buddy can help turn life around. Who else would understand? Your unit is your family.

Creating New Units

Choosing one of these groups is adopting its world view. Few soldiers can spend seven years with the same unit and not eventually adopt the unit's traits and codes. To simulate this, an **optional step** has been added to character generation. When you choose a military unit for your character, you should also choose one of the unit's *Governing Traits*. This *Governing Trait* becomes one of **your character's** *Personality Traits*. These types of behaviors

unit bonding: Strong ties to military unit carry over to civilian life. Because of their slumberland conditioning, members of the same unit have developed an unwritten code that often prohibits a soldier from refusing the first request she receives from another soldier who served in the same unit.

optional step: This is actually part of step #1-Character Concept. Because the unit you choose affects several important choices, it is important that it is considered early in character generation.

your character: Using Traits and Codes based on military background awards players 2x listed Recruitment Points.

DIFFERENT UNITS
REFLECT
DIFFERENT
WORLD VIEWS

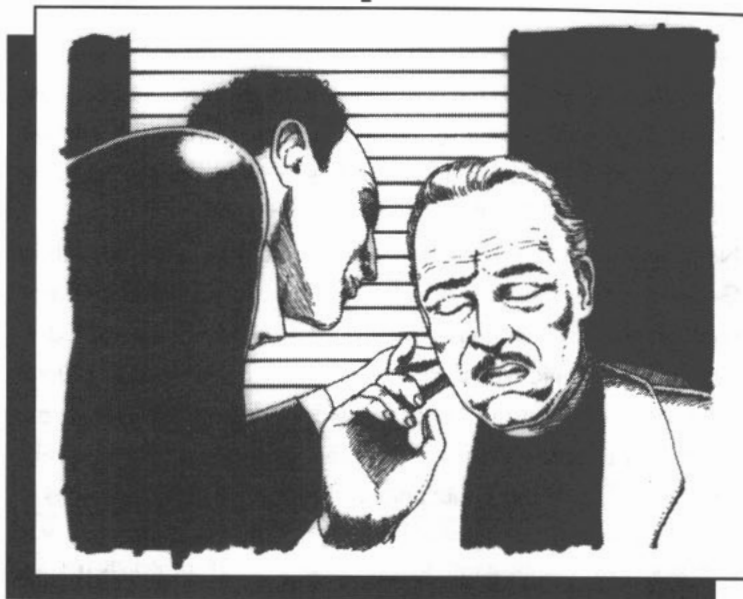
chapter 1 • new & expanded units

"rub off": As an example, consider the language you use with your friends when a new phrase is invented and "passed around" the group until everyone is using it. i.e.

"Wack," "Bug," or "You down for dis?"

specialized roles: These roles include infantry, artillery, cavalry, airborne, and battlefield salvage.

corporate training department: This department is characterized by their slogan, "Today's soldiers are tomorrow's franchises." Although they are only mid-level employees, members of "The Department" are feared more than any human resource agents in modern business.



A clip from the syndicated vid net series: Godfather: the Animated Series.

? often "rub off" on all the members of the unit. Next, you may choose to adopt one of the units' Overriding Codes as one of your character's Personality Codes. These Codes represent the kind of person this unit produces. **To be clear: A Trait represents behaviors, a Code represents beliefs.** Limiting Traits restrict behavior. Limiting Codes restrict choice. When creating new units for her campaign, the GM should consider the Traits and Codes that define the team.

? Because most military units fulfill specialized roles in combat, each has a suggested Skill or Enhancement listed along with its description. If the GM creates her own units, she should consider which Skill and Enhancements make the unit unique. All units are assumed to have the Gun Combat and Acrobatics/Dodge Skills.

? EXAMPLE:

? Maria decides to create a new military unit. She decides that the MacRaney's Corporation's world-wide chain of hamburger joints has recruited and boosted a crack team of soldiers who can go anywhere to protect their interests in the event of urban unrest. So much for the job description. Next, she chooses a few Skills that are required of the soldiers in the unit. Since MacRaney's Restaurants are located all over the globe, soldiers "working" overseas probably need the Languages Skill. Because of MacRaney's strong corporate training department, all employees attend economics,

? SOLDIERS
? USUALLY
? ADOPT THE
? SAME TRAITS
? AND CODES AS
? THEIR
? COMRADES

? EXAMPLE OF
? DESIGNING A
? NEW MILITARY
? UNIT

chapter 1 • new & expanded units

management, and marketing seminars. Therefore, the Business Skill is suggested. Likewise, the company's unwavering commitment to customer service (even in time of war) causes Maria to add the Charm Skill to the list.

Next, Maria considers life in the unit in order to come up with its Governing Traits and Overriding Codes. Because the unit may receive extensive vid-net exposure, the company has opted to recruit only "ethnic types" to showcase its commitment to cultural diversity. Attempting to display its lack of gender bias, MacRaney's makes a strong statement and boosts women only. With this in mind, the MacRaney's marketing department goes to work to create an "Upbeat, Urban-Hip" name for the unit that will enhance MacRaney's "name recognition" in the fast food market. The result: Sisters of the Mac.

One of the Governing Traits of the unit, Maria decides, is their overwhelming good nature and "service with a smile." After mustering out veterans from this unit often find it hard to be rude. Another Governing Trait of the unit is their distaste for MacRaney's hamburgers. After eating nothing but "M" rations for six years, the sight (or worse, the smell) of a MacRaney's hamburger sends these friendly MDRs into a homicidal rage. An Overriding Code suggested for vets from this unit is "Will not break chain of command." to represent the soldiers extensive training in corporate hierarchy.

Existing Military Units

Below are ten of the most noteworthy units currently active in the North American Confederation.

AMI Expeditionary Corps/Flying Deuces Infantry

Currently the most famous group of boosted soldiers in the world, the Flying Deuces are notable for several important reasons. First, they were the first unit ever to use dead celebrities as soldiers.

lack of gender bias: In 2021, gender bias is actually considered a thing of the past with women earning nearly 91% of the pay awarded a man in the same or similar position.

find it hard to be rude: The Department is speculated to have added an extra step in their Slumberland reorientation, code named "Secret Sauce."

MDRs: MacRaney's Defense Representatives.

North American Confederation: Look for more military units in the Neo-Deutch and Far-East Collective Sourceboxes arriving in late 1994.

dead celebrities: Among celebrities frozen by Cryo-Dawn™ Inc. are Combat, Combat, Combat's "Meat-Substitute" (George Hamilton), Oregon Dept. of Tourism's "Swayzak" (Patrick Swayze), and Metallic Fashion's "Iron Rose" (Bette Midler).

AMI
EXPEDITIONARY
CORP/FLYING
DUECES

chapter 1 • new & expanded units

media sensation: The

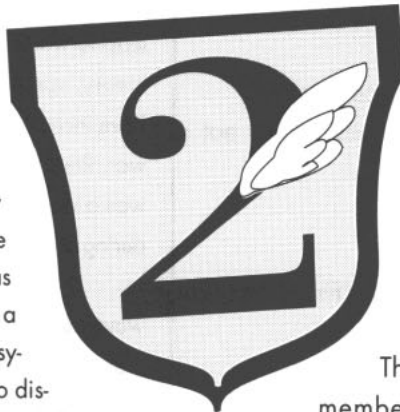
False
Adonis.

Stunningly
attractive, the
Adonis was
never-the-less a

raging psychopath who discovered early in his

career that soldiers and civilians sounded the same when shot. This discovery blurred his perception of "the enemy" allowing him to kill without guilt, remorse, or often, aiming.

save America: More than any other unit, veterans of the Deuces join the Underground, a group devoted to bringing America back to its founder's principals.



Second, they were the first unit to undergo Enhancement surgery and Slumberland orientation. Third, they were the first unit to ever have a member become a **media sensation**. This series of firsts has swelled their already addled heads to the point where it is nearly impossible for a Deuce to allow himself to: back down from a fight, be beaten to a dust-off point, or lose the media notoriety his unit earned and deserves.

They are well known as America's Psychos, with several members appearing as regulars on "That's Psychotic!" a gameshow in which audience members attempt outrageous and dangerous stunts for cash and prizes. The Deuces compete against the contestants, often taking incredible physical punishment, all the while laughing maniacally all the way.

Standard Skills/Enhancements

Adrenal Surge.

Governing Traits

Must be the first or the best. Never backs down from a fight. Will not allow the Deuces reputation to be impugned.

Overriding Codes

Strongly believes in an individual's rights under the original Constitution and Bill of Rights. Believes that armed revolution is the only way to **save America**

Rivalries/Feuds

The most publicized feud in boosted history is between the AMI Flying Deuces and the TWD 4th Infantry. The Deuces took heavy casualties in Paraguay waiting for support from the 4th, whom the Deuces say were late. This feud is still quite hot two years later. It is not uncommon for a strip-mall to be levelled because veterans of these two units accidentally met at a "Cyber Shack."

Notable Veterans

Speed Zero, lead singer for Systematic Overthrow. Red Jack, vet's rights activist/terrorist. American Lesion, star of the "Hooligan" series of ultra-violent soma-vids. Most vets of this unit tend to be outspoken on their pet issues.

THE DUECES
SET THE
STANDARD
FOR MOST
BOOSTED
UNITS

STANDARD
DUECES
SKILLS AND
ENHANCE-
MENTS

DUECES
CODES

THE AMI
DUECES/TWD
4TH INFANTRY
FEUD

NOTABLE
DUECES VETS

chapter 1 • new & expanded units

DUECES QUOTES

Quotes

"Do I look like a clown to you? What? Am I here to make you laugh?"

"You think *this* is BoBo, you twisted dwarf? Watch my friend Miggs eat a shaped charge. Go on Miggs, eat it."

COMMON DUECES TATOOS

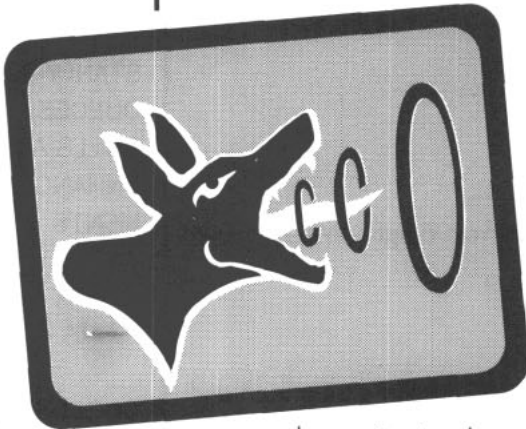
Tattoos

Two of Spades playing card with bat wings. Below it says, "First to go, last to leave."

DHI BLACK JACKALS

DHI Black Jackals Signal Corps

Originally, the Jackals were an effective special unit whose mission was electronic information communication between other units. In 2018, two external factors changed the Jackals job descriptions, perhaps permanently. The first was a **leap forward** in counter-intelligence technology. Disposable Heroes' major competition, AMI, with its massive R&D spending, broke the electronic counter-intelligence industry with its new "**wave band**" technology. With electronic communication on the battlefield compromised, DHI was forced to



AS COMM- UNICATIONS TECHNOLOGY CHANGED, SO DID THE JACKALS

change its signal corps from a group of **electronic mooks** to a band of battlefield couriers. These couriers operated alone in the most hostile of territories. The second change for the Jackals was the downsizing of Disposable Heroes military staffing. With competition fierce in the conflict resolution industry, DHI was forced to retain only the most profitable of its units. The new signal corps was elite but because they worked alone, DHI found it hard to overbill on unit strength. The Black Jackals were on their own. Through the efforts of their unit leader "Walks-With-Big-Gat", the team has managed to make a living farming out their extensive infiltration talents to other conflict firms. This scavenging for work has taken its toll on their pride, however, as delivering messages to once rival units is seen as "**bottom-feeding**."

STANDARD JACKALS SKILL AND ENHANCE- MENTS

Standard Skills/Enhancements

Computer Science. Martial Arts. Military Science/Tracking. Thief/Stealth.

leap forward: Throughout history, scientific advances have increased in times of war. Radar, for example, was a well guarded secret during World War II.

wave band: Allied Mayhem crashed the "tight beam" in 2018, making eavesdropping on enemy radio and fax transmissions child's play.

electronic mooks: The signal corps have been the brunt of much discrimination by "real soldiers." The common stereotype of a signal corps member was someone with broken glasses and a pocket protector.

bottom feeding: Living off the accomplishments of others.

chapter 1 • new & expanded units

bag as much. . . brass:
have as much sex, shoot as
many people in the head,
drink as much alcohol, or
show disrespect to as many
people of higher authority.

Snarling Dick: Richard
Dawson, star of tv's
Hogan's Heroes and host of
Family Feud. Secretly frozen
by unknown "benefactors"
after his unpublicized death,
he is by far the cruelest, and
shrewdest of the dim-witted
cyber-celebs.

Governing Traits

Stoic. Loner. Distrustful of groups. Likes to kill silently.

Overriding Codes

Must never be seen by the enemy. Driven to attempt difficult missions.

Rivalries/Feuds

The Black Jackals see all other units as rivals. They are constantly attempting to prove their worth to established units by attempting and succeeding at the impossible.

Notable Veterans

Dives-for-Cover, reclusive novelist.
Kills-Because-He-Likes-It, unlicensed
terrorist and playboy. Eats-Her-
Young, nihilist performance artist.

Quotes

"Don't turn around... Black Jackal. I have a
message from Command ."

"Look, if I wanted to cap you, you'd be dead. Here's your new orders. . ."

Tattoos

A fax memo with a bloody dagger through it.

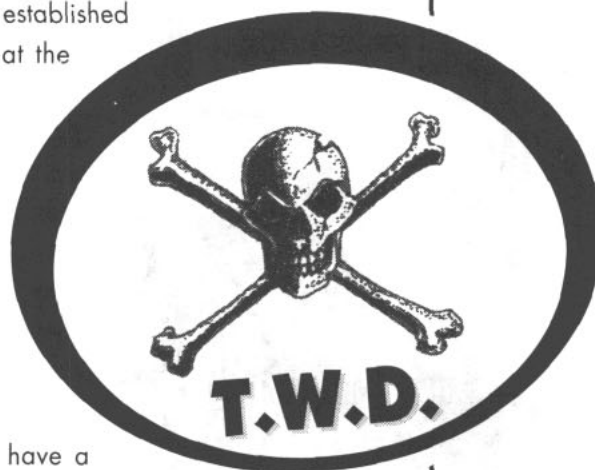
TWD Dawson's Rough Riders

Cavalry

The Rough Riders consider themselves to be the toughest, meanest, and wildest unit operating in the world. No one can **bag as much butt, pop as much cork, swig as much nog, or stub as much brass** as the Riders. Led by Commander "Snarling Dick" Dawson), this cavalry unit is comprised of the lowest dregs of boosted soldierdom. One need not look too closely to discover the reason for this. The answer is written in the teardrop-shaped tattoos located near the eyes of every soldier in the unit. The members of Dawson's Rough Riders were recruited from New Soledad Prison's death row by TWD to become its first boosted soldiers. The theory was that if they died in surgery, no one would miss them or mourn. If they survived, they would already have the killer instinct. Unfortunately, they lived. Today, the

JACKELS
TRAITS

JACKELS
CODES

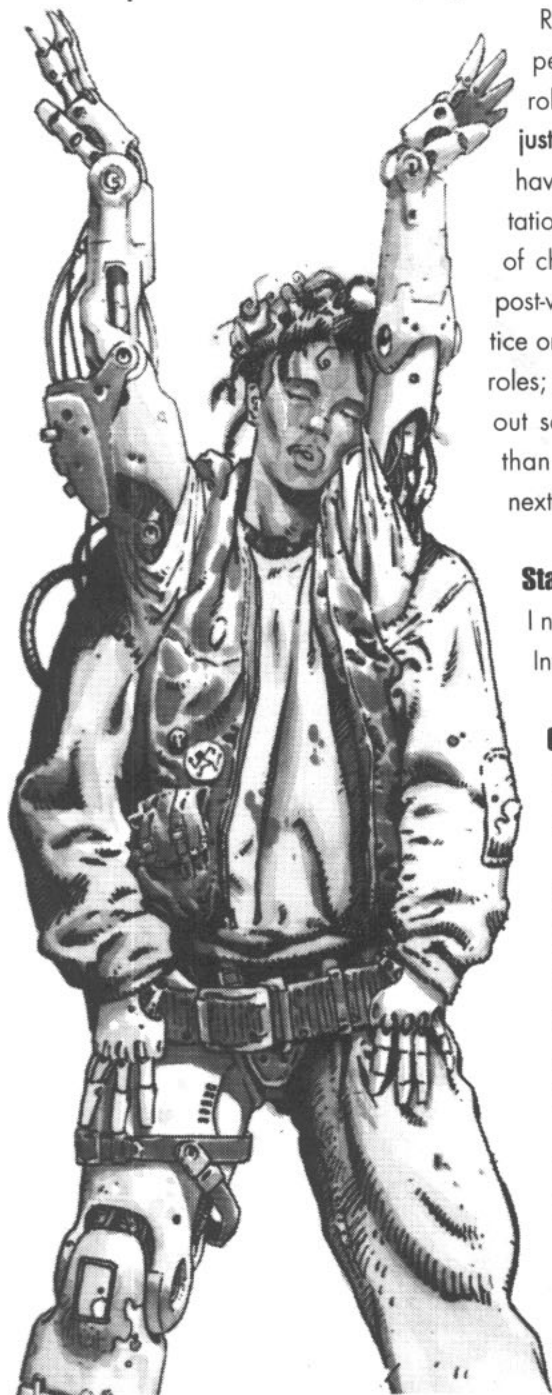


COMMON
JACKELS
TATOOS

TWD
DAWSON'S
ROUGH
RIDERS

chapter 1 • new & expanded units

"Don't hate me because I'm beautiful."—popular cyber-supermodel Tensile Tinsel shows off next year's look.



Rough Riders are recognized on the boosted battlefield by the deafening roar of their TWD **Armored Assault Bikes** and the glint off their death's head helmets. No cavalry instills such fear in the enemy. Stateside they are known for their murderous rampages and lack of respect for authority. Yet, some

Rough Riders consider themselves the personification of the old-time cowboy, rolling into town on their hogs, **dispensing justice** or just bustin' up somethin'. Others have reacted strongly to slumberland orientation, and see themselves as a strange form of chivalric knight, leading violent, quixotic post-war lives. In other words, dispensing justice or just bustin' up somethin'. This duality of roles; marauder and vigilante, cause mustered out soldiers to fall victim to more prejudice than usual. Who knows what they will do next?

Standard Skills/Enhancements

Intimidation/Interrogation.
Invention/Repair. Vehicles. Weaponry.

Governing Traits

Drinks to excess. Openly disrespectful of authority figures. Unkind to old ladies.

Overriding Codes

Driven to seek justice. Carpe Diem (seize the day). Carpe Tres Equis (seize the beer). Follows Arthurian code of chivalry (or a clearly defined, yet twisted interpretation thereof).

Rivalries/Feuds

The Riders have run afoul of the dreaded 11th Airmobile, who consider themselves the undisputed bad-boys of boost-dom. What started as a standard fly-boys vs. bikers rivalry recently turned

Armored Assault Bikes:

Avail: D, Cost:

\$200,000,

Handling: +1, SPD: 14,

RES: 15

dispensing justice: Most experts believe that the Riders quest for justice is due, in part, to their belief that justice betrayed them. Hence, they were consigned to death row. Others say that they simply wish to pass judgement upon others the way judgement was passed upon them.

chapter 1 • new & expanded units

buzz: a low altitude fly-by. Meant o disrupt activity and generally create a nuisance by cooking people with the Nowland Flying Harness backwash.

El Ojo Rojo: Homosuperior detectives are common in 2021. Their heightened senses, telepathic abilities and other enhancements cause many veterans to be recruited immediately upon mustering out of active duty.

hybrid: military and support units team individuals with diverse backgrounds and skills to allow exchange of experience and opinion.

most flexible: Major Badass, SGMs most decorated soldier once boasted "expert status" in: marksmanship, repair, maintenance, and piloting skills of regulation single-man air and land vehicles, counter-intelligence, infiltration, demolitions, combat medicine, supply requisition, marketing, martial arts (3 types at black belt), seven languages (including Hunan), and botany.

bloody when an airmobile soldier from the 11th, attempting to **buzz** a squad of Riders, was shot down when he failed to register as friendly on the Riders' Firefight! programs. The 11th is claiming that the Riders knew that the flier was TWD (although they cannot come up with a motive for the killing). The Rough Riders are saying that the flier should have signified correctly on their software. Tension runs high overseas and at home.

Notable Veterans

Carlos "El Ojo Rojo" Cervantes, homicide detective in L.A. Christian "Golden Throat" Phoenix, singer/sex symbol/rebel. Gordon "Dark Venus" Simms, spokesman for "Glint 20m" beer.

Quotes

"Stay? Sorry ma'am, I can't stay. Oh, I know I saved little Jimmy, there. And I stopped the 'man' from evicting you from your tiny apartment, but there's places I gotta be, things I gotta do— and I'm outa clozapine."
"Oye, chica, wanna see my enhancement?"

Tattoos

Black skull with glowing red eyes and handlebars for horns. Below, it says, "You suck, I rule." Teardropped shaped tattoos near the eye (one for each year incarcerated).

Simmons Tac 1

Tactical Unit

Like all Simmons military and technical teams, Tac 1 is a **hybrid** unit. Because of Simmons Global Management's odd business style and relative size in comparison to the "conflict giants", Captains in SGM are encouraged to recruit and train soldiers of their choice in a variety of MOS. In theory, this will form a balanced team who can perform a variety of functions. Commanders allow unit members to change MOS after each year of service within a role. This practice allows soldiers to learn a variety of skills and has established the Tactical Units as the **most flexible** soldiers on the modern battlefield. It also allows a unit Captain to handpick soldiers predisposed to follow the Captain's ideals and goals — both in combat, and afterward, upon returning to civilian life. The members of the Simmons Tactical Units are regarded worldwide as the most dedicated and highly motivated mercenary soldiers currently in operation. They are also regarded as the most disciplined. As previously stated, Simmons keeps tight control over the informa-

NOTABLE
ROUGH RIDER
VETS

ROUGH RIDER
QUOTES

COMMON
ROUGH RIDER
TATOOS

SIMMONS
TAC 1

TAC 1
CAPTAINS
ENCOURAGE
DIVERSITY

chapter 1 • new & expanded units

TAC 1 SOLDIERS ARE DISCIPLINED AND TIGHT- LIPPED

tion that the public receives. This control extends to its soldiers. Information is on a strict **need-to-know** basis. While this usually causes dissension among normal troops, the Simmons TUs completely accept the loose-lips-sink-ships mentality of their superiors and ask no questions that could compromise the assets or security of their company. This type of blind loyalty in a world as grey and murky as this causes fear and mistrust by other veterans stateside. Does Simmons use another form of slumberland "orientation"? What are the goals that are programmed into Tactical Unit soldiers and why do so many disappear after mustering out?



STANDARD TAC 1 SKILLS AND ENHANCE- MENTS

Tactical Unit 1 is a "**face unit**" for Simmons. As such, only certain "types" are recruited into Tac 1. These types were models or public relations agents who were given muster-out bonuses for joining. They are boosted, but great pains are taken to insure their mental stability. These soldiers then do light guard duty for dignitaries on fact finding missions abroad. These missions often involve media coverage (strictly controlled) that allows the boosted soldiers a chance to be seen in non-stress environments. The boosts are allowed to make statements, if asked, but these statements are fully scripted weeks in advance. The purpose of this unit is to allow some access to Simmons soldiers without allowing scrutiny of their "active" campaigns.

Standard Skills/Enhancements

Charm appears to be the only prerequisite. Many members pick up the Leadership Skill, as the platoon leader role is rotated every three months. Members are encouraged to pursue new skills yearly.

TAC 1 TRAITS

Governing Traits

Follows orders to the letter. Will not allow herself to be captured. Secretive.

TAC 1 CODES

Overriding Codes

Strong moral code. These morals differ according to unit Captain, but are thought to include the Code of the Patriot (ie. life, liberty and the pursuit of happiness, etc.) and Code of the NAS (ie. paranoia, bigotry, and hypocrisy, etc.).

NO KNOWN RIVALS

Rivalries/Feuds

Unknown. These units are believed to harbor very strong feelings about a great many issues, however, they are so secretive that the issues are unknown.

need-to-know: Members of these units are not briefed on their mission objectives until "in country." Often, they remain oblivious to the true objective even after it has been met.

face unit: a unit designed with marketing in mind. the members of a face unit are chosen because they are articulate, good looking, and represent the company well.

chapter 1 • new & expanded units

star on right palm: Tactical Unit soldiers have a unique way of shaking hands. A Tac will always extend her hand first in greeting. If her palm is down with fingers splayed, do not ask about her unit affiliation or current assignment. The area is not secure. If she extends her palm up so that the star can be seen, all is well and most any topic may be addressed.

SOP: Standard Operating Procedure.

Notable Veterans

Thomas "Pain" Haloran, suspected Underground arsonist. Thomas "Jefferson" Barkley, suspected Underground sublieutenant. Morris "Big Edgar" Washington, survivalist/evangelist/transvestite/bigot.

Quotes

"Yes, sir."

"Jacob 'Tirebiter' Nedermeier. Sergeant. Serial #351-66-5690310. crunch! Gachhh!" (sound of cyanide capsule in hollow finger breaking.)

Tattoos

Small blue five-pointed star on right palm.

AMI Expeditionary Corps/Screaming Eagles Airborne

The Screaming Eagles consider themselves to be the only true soldiers working today. This is based, in part, on their long history that can be traced back to before there were boosted soldiers in warfare. Many of the Eagles feel that even without Enhancements, they are better trained, disciplined and tenacious than any unit in any conflict firm. Because of their long history, unit pride is quite high. That, coupled with their rigid training and "by the book" mentality make the Eagles difficult drinking buddies to endure. Most of the soldiers and all of the officers can quote the AMI SOP Manual chapter and verse. They are also prone to relate their exploits to anyone who will listen. The key to understanding the Screaming Eagles is to be aware of their unswerving attempt to keep their honor, even in compromising situations.

Standard Skills/Enhancements

Military Science.

Governing Traits

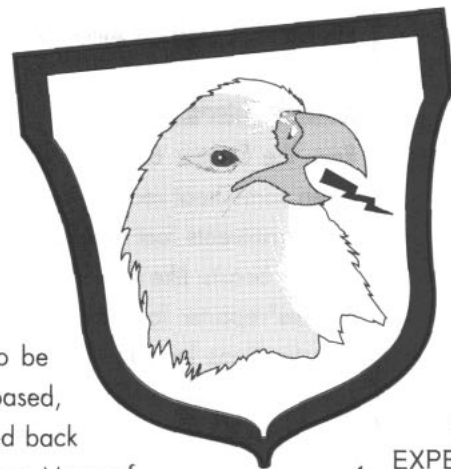
Does things by the book. Likes to tell war stories about the Eagles. Snob.

Overriding Codes

Will not compromise his honor.

NOTABLE TAC
1 VETS

TAC 1 QUOTES



AMI
EXPEDITIONARY
CORP/SCREAMING
EAGLES

STANDARD
EAGLES
SKILLS AND
ENHANCEMENTS

EAGLES
TRAITS

EAGLES
CODES

chapter 1 new & expanded units

FRIENDLY RIVALRY WITH THE DUECES

Rivalries/Feuds

The Screaming Eagles keep up a good natured (but professional) rivalry with the members of the Flying Deuces. Members from both units attempt to out do one another's exploits, attempting to create modern myths about themselves. There is little or no tension involved, however. The Eagles see the Dueces as mentally disadvantaged comic relief. The Dueces see the Eagles as pompous blowhards who keep their bayonettes up their backsides. The rivalry is more akin to brothers attempting to impress their father. In this case the father is AMI Overcommander Abner "Old Blood and Gore" Mikvaw, the Chief of Staff for Allied Mayhem's military division.

NOTABLE EAGLES VETS

Notable Veterans

Rex "the Electric Bastard" White, mayor of Oxnard, California. White has taken some heat recently for his creation of low-income housing in Oxnard. His constituents feel that he is opening the community to vagrants (in other words, boosts like himself). Trenton "Slam-Dog" Thomas, snooping "investigative" reporter for the National Rag. Most of Slam-Dog's investigations lead to sex with key sources to "keep his cover." Because of him, the paper sells quite well to lonely people who are titillated by his **expressive prose** Rico "the Silent Knight" Schultz, billionaire businessman and philanthropist and founder of the "Eagle's Nest-Egg" foundation that grants \$6000 a month for four months to demobilizing Screaming Eagles.

EAGLES QUOTES

Quotes

"That reminds me of the time I was pinned down by enemy 30mm fire in Latvia. To my left, a hoard of angry villagers carrying Klinger missiles. To my right, the TWD 4th Infantry, who for some bizarre reason were dressed as Napoleonic soldiers, and I with only a single hand grenade. . ."

"Jameson! Good to see you! Still serving with that rabble at the Flying Dueces?"

Old Blood and Gore:

Mikvaw is not boosted himself, but still garners a great deal of respect from his troops because of his strategic abilities and creation of a lucrative bonus structure for all personnel.

expressive prose: Typical Slam-Dog headline-"Stuck in the Sack with Seventeen Succulent Celebs."



Speed Zero backup singer, Red Tress.

chapter 1 • new & expanded units

accepted: One member of the 4th was recently able to get a table at the Pump Room in Chicago.

TWD4: Brought to you by Avant-Garbage, the conglomerate that got its start in the waste disposal business.

5 minutes of fame: Media-sociologist Branden Balitnikoff has determined that the average American will be seen, over the course of his life, for 5 minutes on the vid-net in one way or another.

Tattoos

A bald eagle in a power dive, talons outstretched, on the right biceps.

TWD 4th Infantry Infantry

The most accepted of the boosted military units by mainstream America, the soldiers of the Fighting 4th have become media darlings following the successful premier of their prime-time vid-net show, *TWD4*. The program follows the trails and tribulations of boosted soldiers in "real life action. . . real life drama. . . real life death." While the program is obviously contrived and scripted, audiences have been reacting enthusiastically to the exploits of: Johnny Ringo, the good looking new recruit with a lot to learn about war; The Conneroid, his grizzled commander with a soft heart for the lad; Snaketaster, the dangerous sniper with the mysterious past; HardPat, the female boost who dresses like a man to avoid harassment but is falling in love with them all. Plans to license action figures proceed apace, and there is talk of a feature length soma-vid in the future. Veterans of this unit are finding stateside life much more bearable lately, and are riding the wave of popularity by attempting to push veteran's rights bills through Congress before their 5 minutes of fame are up. For the soldiers still on active duty, *TWD4* is causing great hardship because the director and stunt coordinator are demanding more and more dangerous scenes every show. Because of their employment contracts, no stuntmen are required – besides it would ruin the realism that the show depends on. Promotion is now based on audience reaction and digitized voting over the television. In other words, the more one pleases the crowd and thus the more violence and human flesh are exploited, the higher the soldier and his family goes on the socio-economic scale.

Standard Skills/Enhancements

The Enhancements used by this unit must be visible to the naked eye or vid-net camera.

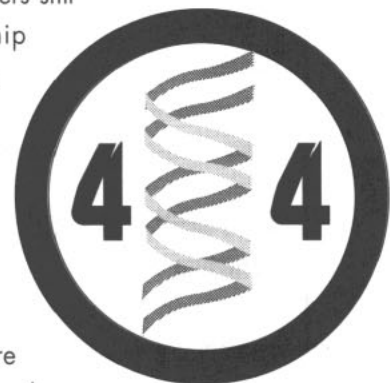
Governing Traits

Always smiles for the camera. Flashy combat style. Glory hound.

COMMON
EAGLES
TATTOOS

TWD 4TH
INFANTRY

THE UNDES-
PUTED MEDIA
CHAMPIONS
OF THE
CONFLICT
INDUSTRY



COMMON 4TH
SKILLS AND
ENHANCE-
MENTS

4TH'S TRAITS

chapter 1 • new & expanded units

4TH'S CODES

Overriding Codes

Become rich and famous – by any means necessary.

THE 4TH'S FEUD WITH THE AMI DUECES

Rivalries/Feuds

Bloody feud with the Flying Deuces. The members of the 4th contend that they were not late and that the Deuces also fired the first shot between them. Because of the media attention that both units receive, the press attempts to keep the feud going, often by staging events with multiple camera coverage. In these cases, the soldiers are victims of circumstance.

NOTABLE 4TH VETS

Notable Veterans

Clinton "Scarlet Headhunter" Gore, Secretary of Veteran's Affairs.

4TH QUOTES

Quotes

"Y'see, son – if they use a knife, you use a gun. If they kill one of yours, you kill all of theirs. *That's* the way of the 4th!" (applause)

"Ringo, Ringo, if you only knew me. The real me. . .the one inside. Then. . . I don't know. The lives of two boosted vets don't amount to a hill of beans in this crazy world! Ptang!" (thunderous applause)

COMMON 4TH TATOOS

Tattoos

A red, white and blue 4 behind the left ear. Underneath are the words, "I'd rather look good than feel good."

DHI PATHFINDERS

DHI Pathfinders RDF

Airmobile

As a Rapid Deployment Force, the Pathfinders are able to establish a secure command post anywhere in the world within 12 hours. They accomplish this through the use of their flight capabilities, sub-orbital soft-drop ships, and Samson missile packs. This claim to fame makes the Pathfinders the cash-cow of Disposable Heroes Inc. As such, the Pathfinders are the largest of DHI's downsized military force, and most recruits are automatically assumed to be assigned with them. The RDF is particularly sensitive to recent reports that they are bargain basement soldiers and their reputation for being inferior to other boosts. The fact remains, however, that recent cuts in manpower, ammunition, supplies, and video-games, have definitely reduced morale

soft-drop ships: These ships offload airmobile soldiers while still airborne. It is called soft because no one hits the ground.

chapter 1 • new & expanded units

shot by their own men: Out of 12 master soldiers promoted in the field to underlieutenant, 10 were shot twice behind the ear, 1 was electrocuted with a car battery, and 1 has retained his post under the telepathic control of a buck private.

fortified citadel: According to heresay reports of construction workers who have seen the plans, the citadel is shaped like a double helix.

within the unit. Anything that goes wrong during a mission is met with groans from the troops, and there is little, if any, respect for unit commanders. Intensifying this feeling is the fact that with all the cuts and grumbling, the best unit commanders have left the company, selling their experience and expertise elsewhere. This leaves the platoons with newly promoted and poorly trained leaders who often get shot by their own men.

Of special note, though, is the preponderance of boosted supremacists that demobilize from the Pathfinders. These supremacists believe themselves to be the next step in human evolution, and all others to be inferior. Many of these veterans find their way into militant terrorist groups in the hopes of one day creating a homosuperior state called Boostopia. So far, Boostopia is nothing more than a dream. There are reports circulating that the dream may be alive and well in southern Florida, where several contractors are bidding for the rights to construct a fortified citadel from jet black Brix-Blocks overlooking the Magic Kingdom and Epcot Center. No one is sure who the true builder is, but Brix-Fonts, a division of Brixblox, is said to have a contract for the letters to "One Boostopia Center."

Standard Skills/Enhancements

Flight Enhancement. Military Science Skill.

Governing Traits

Complainer. Whiner. Doubting Thomas. Skeptic. Homosuperior Racist.

Overriding Codes

Negative worldview characterized by feelings of uselessness and depression; difficulty making choices that would positively affect the soldier. Driven to create a homeland for boosted soldiers from around the world.

Rivalries/Feuds

Open hostility with the National Anti-Socialist Party who see the Pathfinders and their ilk as threats to the purity of America and the NAS voting block.

Notable Veterans

The Iron Nightmare, vigilante. the Nightmare is by far the most famous of the boosted vigilantes working the streets. He is characterized by always

BUDGET CUTS HAVE TAKEN THEIR TOLL

PATHFINDERS PRODUCE A HIGH NUMBER OF BOOSTED SUPREMACISTS



PATHFINDER'S TRAITS

PATHFINDER'S CODES

PATHFINDERS VS. ANTI-SOCIALIST FEUD

NOTABLE PATHFINDER VETS

chapter 1 • new & expanded units

leaving the criminals (victims) he captures alive long enough to say his name as their last words (although they often say something like, "Help me."). Dolly "Dolly Llama" Mason, terrorist opposed to the NAS. The Llama has made it here sworn oath to buck down Mary-Margaret Vincent, the NAS leader/dictator.

PATHFINDER QUOTES

Quotes

"We should have known this would happen now. Just par for the course. Corporate just screwed us again. . .as usual!" (upon opening a can marked "stew" and discovering chicken soup.)

"Next year in Boostopia!" (standard goodbye from one Pathfinder to another)

COMMON PATHFINDER TATOOS

Tattoos

Blood-red arrow on the right wrist. This tattoo is applied during an initiation wherein the recruit is shown virtual reality images of Boostopia while being repeatedly struck with a rifle butt about the head and shoulders.

TWD 11TH AIRMOBILE

TWD 11th Airmobile Airmobile

The most infamous of the boosted units in operation, the 11th actually garners more fear than Dawson's Rough Riders. This is because while the Rough Riders' veterans are seen as insane ruffians who destroy property and have their way with anyone they please, the Organization has farther reaching and deeper connections into the lives of the city folk. True, you could get capped for looking a Rider in the eye, but Claws could make it so your housing development has no food or power for a month.

MORE FEARED THAN DAWSON'S ROUGH RIDERS

THE 11TH'S REPUTATION

In combat the 11th is an undistinguished bunch. They basically follow orders and get their missions done, but keep a general low profile until mustering out. As an airmobile unit, most of their time is spent in the air as couriers of ordinance, supplies and information. This is accomplished with the use of cargo planes as well as Nowlan Flight Harnesses. They also act as support for ground troops by providing high-covering fire. To other soldiers, the members of the 11th are known for their ability to "find" missing supplies, smuggle contraband in-country, and deliver state-of-the-art weapons systems to those who can pony up enough clams (usually at 4x retail price). After mustering out, most members of the 11th are expected to join the Organization and swear fealty to Santa. Those who attempt to break away

buck down: To be plain, the Llama has sworn to "rip out her throat and blow air in her neck 'til she whistles."

Claws: Santa Claws, 11th Airmobile veteran and king-pin of an immense crime syndicate that spans San Francisco to San Diego.

food or power: the street term for this is "blockade." It is used to keep individuals in line by threatening all those around her.

"find" missing supplies: These supplies are often "lost" when they are most needed. They include clozapine, morphine, ammunition, etc. The supplies always end up back where they were lost after paying a small finder's fee.

chapter 1 • new & expanded units

are harassed and sometimes killed. To be sure, it takes a special kind of person to go against the mob.

Standard Skills/Enhancements

Thief. Computer Science.

Governing Traits

Likes to inflict bodily harm. Vandal. Drug abuser. Thief.

Overriding Codes

Driven to acquire wealth dishonestly. Sees the world as being about "getting yours" at the expense of others. Follows the Organization's "Code of Silence"

Rivalries/Feuds

The American Law Enforcement Community. Dawson's Rough Riders. The Riders are seen in two ways by the 11th. First, they are loose cannons state-side who disrupt the natural flow of currency from "protected" businesses and individuals to the Claws. The second is because of the odd behavior of some renegade Riders who see themselves as avengers and seek to bring down evil crime empires. While often only a nuisance, if any White Rider should gain support, it could go poorly for the 11th.

Notable Veterans

Santa Claws, cappo de tutti cappi de la malefactoros. Cameron "Paper Tiger" Crowell, newsman/bluesman. The Paper Tiger is an investigative vid-reporter who specializes in disguised infiltration of criminal organizations. Word on the street says that he does not have long to live, but those in the know say that because he only reports on what Santa tells him to, no one need put the slap on him.

Quotes

"You holdin' out on me again, Mookie?"

"Dis booty is costin' giga-bones, chump. An' if I don't see some serious return on investment within 72 hours, I'm gonna squack you, an' then I'm

COMMON
11TH SKILLS
AND
ENHANCE-
MENTS



THE 11TH VS.
ROUGH
RIDERS FEUD

NOTABLE
11TH VETS

11TH
QUOTES

chapter 1 • new & expanded units

COMMON 11TH
TATTOOS

DHI 8063RD
AIR-LANCE

THE AIR-LANCE'S
SWASHBUCKLING
REPUTATION

gonna find your mama an' I'm gonna squack her, an' then I'm gonna...."

Tattoos

Bloody pitchfork skewering Cupid on left shoulder blade. Below it reads, "No love, just brotherhood."

DHI 8063rd Air-Lance Airmobile

The second of the three active Disposable Heroes Inc. military units, the 8063rd has distinguished itself as a competent and hearty fighting force. Specializing in synchronized aerial combat maneuvers, they often turn the tide of a battle by launching a devastating and unexpected counter-attack at a prearranged time coordinate. That, and their skills at all-terrain camouflage make them an outstanding secondary team. Much of the success of the 8063rd is due to their commander, "**Danger Danger**", who saved the unit from being cut from active duty by teaching them to use bladed weapons, and thus, conserve expensive ammunition. Danger Danger has also made



8063 rd Air Lance

(whether male or female). Within the 8063rd there is a sub-unit made up of DD's most trusted and loyal followers. These handpicked soldiers are "The Band", a group dedicated to righting injustices and changing America for the better. So far, the group operates in a purely clandestine manner. This is possible because of the telepathic **mental link** that every member of the Band shares. No codes are needed, no secret messages can be uncovered. If they are ever linked directly to the Underground and realize it, 15% of DHI's military manpower may drop out of existence in a night. The Band are all aware of one another's existence. They feel that there must be absolute trust between them, and thus, know one another's real names. This absolute trust goes deeper than that, though. By use of the mental link, which they use constantly, the Band members have, over time, developed a sort of mass mind.

Danger Danger: Real name, Chuck Vincent. "Born with laughter on his lips, a sword in his hand, and God on his side," according to his unauthorized biography, "Danger at my door."

merry men: Taken from the classic movie of the twentieth century, "Robin Hood: Men in Tights."

mental link: Danger Danger ensures that certain recruits are given this enhancement. How he manages to accomplish this without being caught is a mystery.

his mark on the hearts and minds of his men and women by leading with a strong moral code, sense of humor, and love of life. Soldiers of the 8063rd are often referred to as the "**merry men**"



chapter 1 • new & expanded units

longswords: The swords are engraved with the words, "E Pluribus Unum." ("Out of many, one.")

This zeitgeist, which is dominated by Danger Danger, allows the soldiers to act with one mind, often as one person. Although the Band has never utilized this ability in combat because it may compromise their identity, the thought of ten soldiers with the strength of a hundred acting as one is almost inconceivable. Whether members of the Band, or simply soldiers of the 8063rd, these warriors are distinctive, being the only to carry longswords as their standard sidearm.

Standard Skills/Enhancements

Flight Enhancement. Telepathy Enhancement. Martial Arts. Military Science. Thief. Weaponry.

Governing Traits

Jolly. Laughs because it's too painful to cry. Fights injustice (for real).

Overriding Codes

Strong belief in the equality of all people. Seeks to overthrow tyrants, despots, and CEOs with "golden parachutes" because they feed on the misery of others. Mercy for civilians.

Rivalries/Feuds

The Band have a secret campaign waged against the TWD 11th Airmobile. They seek to end the despicable practices of the criminal Organization through both subtle and overt means. Because of Santa Claws' invisible criminal tentacles, they are content to fight covertly for now.

Notable Veterans

Julian "Quickfinger" Siwicki, troubadour/poet/activist.

Quotes

"Huzzah!" (battle-cry)

"...We few, we happy few, we band of brothers; for he today that sheds his blood with me shall be my brother..."

Tattoos

An American flag over the heart.

COMMON
AIR-LANCE
SKILLS AND
ENHANCE-
MENTS

AIR-LANCE
TRAITS

AIRLANCE
CODES

SECRET WAR
AGAINST THE
11TH

NOTABLE AIR-
LANCE VETS

AIR-LANCE
QUOTES

COMMON
AIR-LANCE
TATTOOS



chapter 1 • non-military organizations

RESUME

Name: Mortemer Nedlinger
AMI Designated Code-name: E.E.G.-Man

Education: Graduated Jamie Farr Memorial High School
Service: Recruited 6/13/17 by Allied Mayhem Inc.

Saw action in:

- MacRaney's v. Sweeney's Olde Fashioned
- United States of America v. Warcrimes Inc.
- Sweeney's Olde Fashioned v. MacRaney's
- Gony v. Angola
- Rogernet v. National News Corp.
- AMC v. Avante Garbage

Honorably discharged 10/2/21

Comendations: AMI Silver Diamond for excessive brutality in the field resulting in a reduction of overall expenditures; MacRaney's Soldier of the Month for use of non-lethal force during the destruction of Sweeney's Civilian Field-Friends™ Hospital.

Non-Military Organizations Employing Boosts

MANY VETS
SEARCH FOR
NON-COMBAT
RELATED
CAREERS

One of the most difficult parts of fitting back into civilian life for the veteran is the search for a new career. Lack of opportunity is what drove many to military life in the first place. Now, fresh out of combat with skills geared more towards mayhem than making ends meet, the veteran is expected to blend back into the society that shuns him at every turn. It's small wonder that so many turn to crime. Still, for the veteran who has adequately prepared himself and is willing to put forth some effort, part-time work at the least can always be found.

Following are some prominent non-military companies which have begun to employ boosted veterans in ever-increasing numbers.

chapter 1 • non-military organizations

SCI: Security Concepts Incorporated, a division of Simmons Global Management Ltd. See page 40.

SCI failed to secure the contract: Officers of the LA County Coronor's Office removed the bodies of the SCI representatives from Sitwell's

office after the negotiation. No charges were filed.

promotion: Ranks of promotion in Guardienz are: Trainee, Protector, Over-Protector, Warden, and Guardian.

Guardienz Escort and Bodyguard Service

"Because enemies accumulate."

Headquartered in Washington D.C.

President: Jonathan Sharpe.

Number of Offices: 4 (D.C., New York, Los Angeles, Chicago).



Guardienz started out as a small time security company, barely able to keep its profit margin in the black. It was one of the first companies to turn specialist in the business of supplying bodyguards, completing the switch one month after the State of California passed legislation declaring that public officials could draw extra pay for bodyguards provided they could show a legitimate need. At the time of the legislation, Chairman of the Board for Los Angeles County, John Sitwell, was receiving several death threats. SCI and Guardienz were the top two corporations bidding on the contract. According to eye witness testimony, Sitwell met with two representatives from

SCI and one from Guardienz. Though SCI presented the lower bid, Guardienz got the contract. When later asked why **SCI failed to secure the contract**, Guardienz representative Ice Pick simply responded, "They can't react fast enough." Shortly thereafter SCI withdrew their bid and has since refused to disclose details of the negotiation.

Job Description:

Bodyguard: Requirements are steep. Strength, Dexterity, Speed, and Resilience must all be 4 or greater, and at least one of these attributes must be greater than 6. Minimum skill requirements are Gun Combat: 8, Martial Arts: 7, Medicine: 4, Weaponry: 7. All veterans must then undergo a training program lasting one month during which the veteran will be apprenticed to a full-time bodyguard. After training, the veteran is promoted to the status of Protector and can expect to be assigned a minor case; three to five days a week, eight hour shift. Monthly pay begins at \$15,000 for the trainee and \$20,000 for the Protector. A minimum increase of \$2,500 is received with promotion.

GUARDIENZ
ESCORT
SERVICE

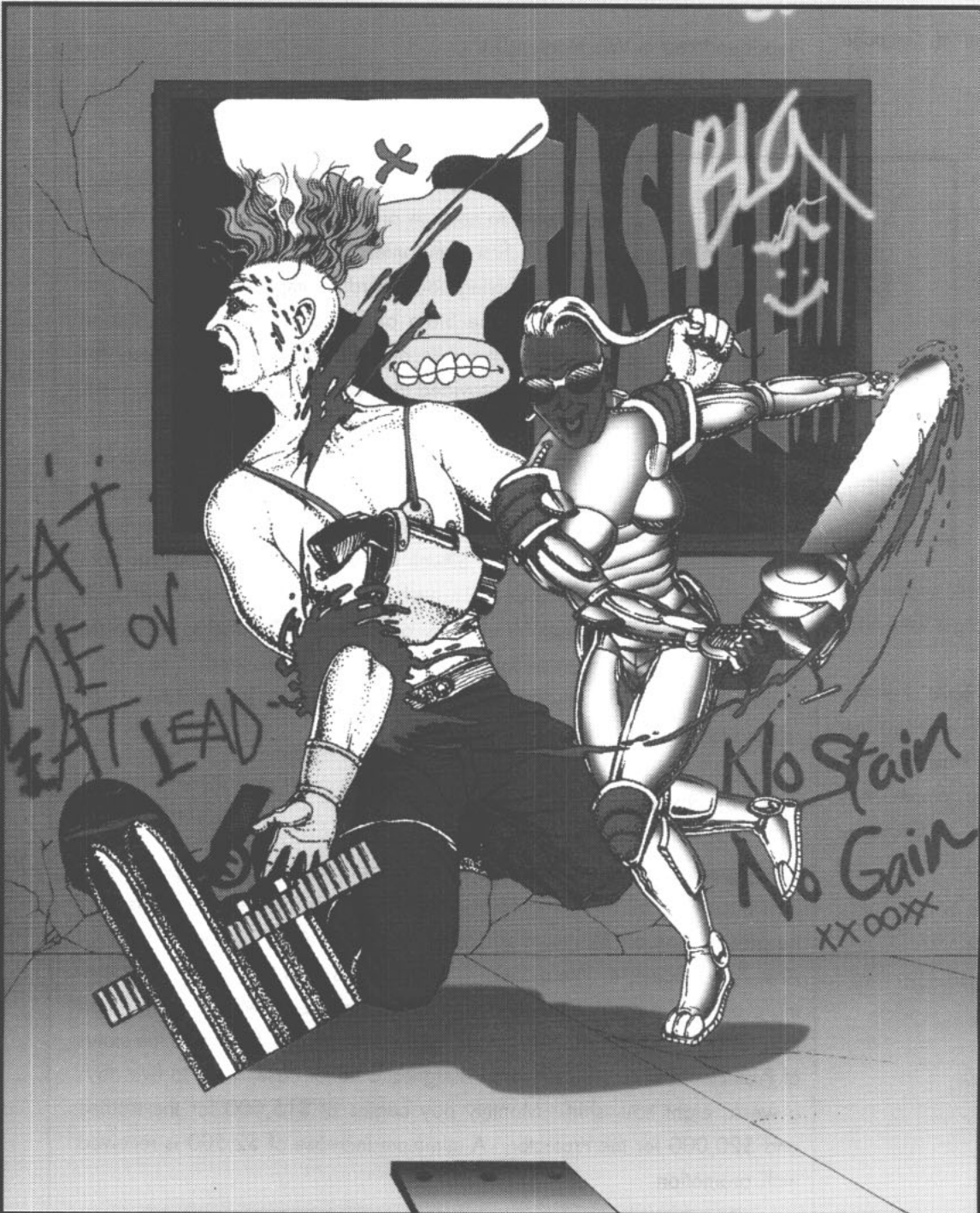
FACTS AT A
GLANCE

CORPORATE
HISTORY

JOB
DESCRIPTION:
BODYGUARD

chapter 1 • non-military organizations

Splash!—Popular animated vid net show *Tempest in a Test Tube*, about the trials and tribulations of a boosted assassin shrunk to the size of a germ and banished to a microscopic prison-city.



chapter 1 • non-military organizations

as he made his deliveries: A series of aerial routes became known as the "Arrow Lanes," and most other airborne operators left them open since Raymond was as likely to clear his path with his 66mm Hornet's Nest as veer around. "With the stuff I carry, I always assume someone's going to make a play for it." Raymond provides testimonials for the advertising campaign of Pueblo's Drive-By! software.

Hand 2 Hand Couriers

"The safest distance between two points."

Headquartered in New York City.
President: Ross J. Gibban.
Number of Offices: 300 worldwide.

Hand 2 Hand was founded by DHI veteran Raymond "Steel Arrow" Carter, who became known for his near-suicidal flights across New York City as he made his deliveries. As job demand increased, Raymond hired other boosted veterans and eventually brought in Ross J. Gibban to run the administrative side. Hand 2 Hand is comprised of 67% DHI, 22% AMI, and 10% TWD, and 1% SGM.

Job Descriptions:

Driver: Minimum Vehicle rating of 6 and Gun Combat of 5. Since vehicles are primarily used for large deliveries, the driver must be ready to provide support for the courier once the destination is reached. Payment begins around the \$17,000 per month range.

Courier: Hand 2 Hand prefers flight experienced veterans, especially those with the Flight Control enhancement and/or Danger Sense. For flight capable veterans, a cybernetic flight interface is also highly sought after. Payment for non-flight capable veterans begins at \$15,000 per month and increases in \$1,000 intervals. Beginning pay for the flight capable is \$18,000 per month, and an extra \$1,000 for each job supporting enhancement or cybernetic.

Med-X Extraction Services

"We'll make pick-up for you!"

HAND 2 HAND
COURIERS

FACTS AT A
GLANCE



JOB
DESCRIPTION:
DRIVER

JOB
DESCRIPTION:
COURIER

MED-X
EXTRACTION
SERVICE

chapter 1 • non-military organizations

FACTS AT A GLANCE

Headquartered in Los Angeles, California..
President: Ivan "The Butcher" Forrestall.
Number of Offices: 57 across the NAC.

CORPORATE HISTORY

Founded by Ivan Forrestall, a six year veteran of AMI's Flying Deuces, this corporation still carries on the unit tradition: "Alive or Dead, No One Gets Left Behind!" A person can purchase an Extraction Plan from the company which entitles them to one free pick-up every week. A simple monitor is placed under the skin which monitors heartbeat and brain waves. **In the event of incapacitation or death** within a participating city, a Med-X unit is guaranteed to be there within two to five minutes and will do everything in their power to get you out and keep you alive. (In the case of death, they can try to revive you or deliver your body for whatever disposal plans you may have.) In any of the 57 cities where Med-X is present, they maintain six to twelve vehicles on duty and patrolling the city. These vehicles are heavily armored and armed, each with a driver, extractor, and medic. Most combatants will allow safe passage for appropriately marked extraction teams. After all, it may be their turn next. Allegations by some TWD units that Med-X discriminates are adamantly denied by Forrestall. "The one thing No man will ever be able to accuse me of is not making pick-up."

In the event of incapacitation or death: The customer can also summon a pick-up unit with a distress call beeper.



Job Descriptions:

JOB DESCRIPTION: DRIVER

Driver: Experience with vehicle mounted weaponry is always preferred, but not essential. All drivers must have a minimum Vehicle skill of 8 and most have already been fitted with the cybernetic implant for vehicle mindlink before they ever apply. Full-time pay starts at \$13,000 per month and increases by \$2,000 with every increase in Units.

JOB DESCRIPTION: MEDIC

Medic: A soldier deserves every chance. Med-X hires some of the best in

chapter 1 • non-military organizations

reputation for lowering the crime rate: Most customers do their business at the remote stations rather than risk a lobby incident.

field surgery. Minimum of 10 Units in Medicine/Surgery. Pay starts at \$20,000 and increases in \$2,500 increments for higher skill rating or an exceptionally good record.

Extractor: Those applying for this position are evaluated on a case by case basis. Extractors must be able to enter a hot combat zone and make pick-up with as little personal damage as possible. Heavy on defense and speed is usually the best mix. Pay: \$500 per 4-hour shift and free medical care. This is normally a moonlighting job for veterans.

NAC Securities Bank

"Safety in numbers."

Headquartered in Seattle, WA.
President: Jordan Phillips.
Number of Offices: over 800 in the NAC and 25 outside the NAC.

NAC Securities has always preferred to hire veterans as guards and normally maintains three on duty at one time; ten in the main lobby and five more stashed away in a back room for those last minute surprises to a would-be bank robber. The veteran tendency to fight it out, despite all odds or civilian casualties, has given the bank a **reputation for lowering the crime rate** by permanently removing the criminal element. NAC will sometimes send one of their guards with a shipment, but for the most part they rely on the secure shipping of SCI or Hand 2 Hand.

Job Descriptions:

Guard: NAC Securities tests all applicants for SPD (4 or greater), DEX (4 or greater), AURA (3 or greater; if over 5 they will get a bonus and may appear in vid-net commercials), Gun Combat (8 or greater), and Detective (5 or greater). NAC Securities prefers large, intimidating weapons. Beginning pay will usually be around \$23,000 per month with \$2,000 bonuses for exceptional applicants and a \$3,000 per month raise when deserving.

JOB
DESCRIPTION:
EXTRACTOR

NAC SECURITIES
BANK



CORPORATE
HISTORY

JOB
DESCRIPTION:
GUARD

chapter 1 • non-military organizations

OVER EXPO-
SURE NEWS
SERVICE

FACTS AT A
GLANCE

CORPORATE
HISTORY

Over Exposure News Service

Headquartered in New York City.

President: Michael Totten.

Number of Offices: 120 world-wide.

Inspired by the muck-racking journalism of Channel Zero, Michael Totten founded Over Exposure in cooperation with Tucker "Political Suicide" Bond.

Over Exposure is always under constant fire from the Anti-Sedition Squad, but so far they have managed to maintain their freedom of speech

license. The trick is in the proof since

they never air an episode without supporting proof. Like Channel Zero

they love the hidden video-cam, but

their real success has come from

the popularity of their boosted

action newshounds. These opera-

tives hit the trouble spots with little

more than a sidearm and a vid-

cam for protection, their signals

being recorded as well as transmit-

ted straight back to the station.

Comptrollers guide the newsmen, keep-

ing signal strength good and providing

computer/security assistance when necessary.

Over Exposure has since added hundreds of such

teams, all out to make a name for themselves while dig-

ging for the truth hidden under the dirt of 2021.

Job Descriptions:

Reporter: A minimum Administration skill rating of 6 is required for the newsmen, as well as a minimum Charm of 7, Detective of 7, and Streetwise of 5. All reporters should have a familiarity with weapons, since the job can land them in some hairy situations, but only a Martial Arts skill of 4 or better is actually required. The hand held vid-cam is the most popular, but some go for the cybernetic options in the optic department. Payment begins on the low end, around \$16,000 per month plus bonuses for outstanding scores, and increases depending on the viewer ratings.

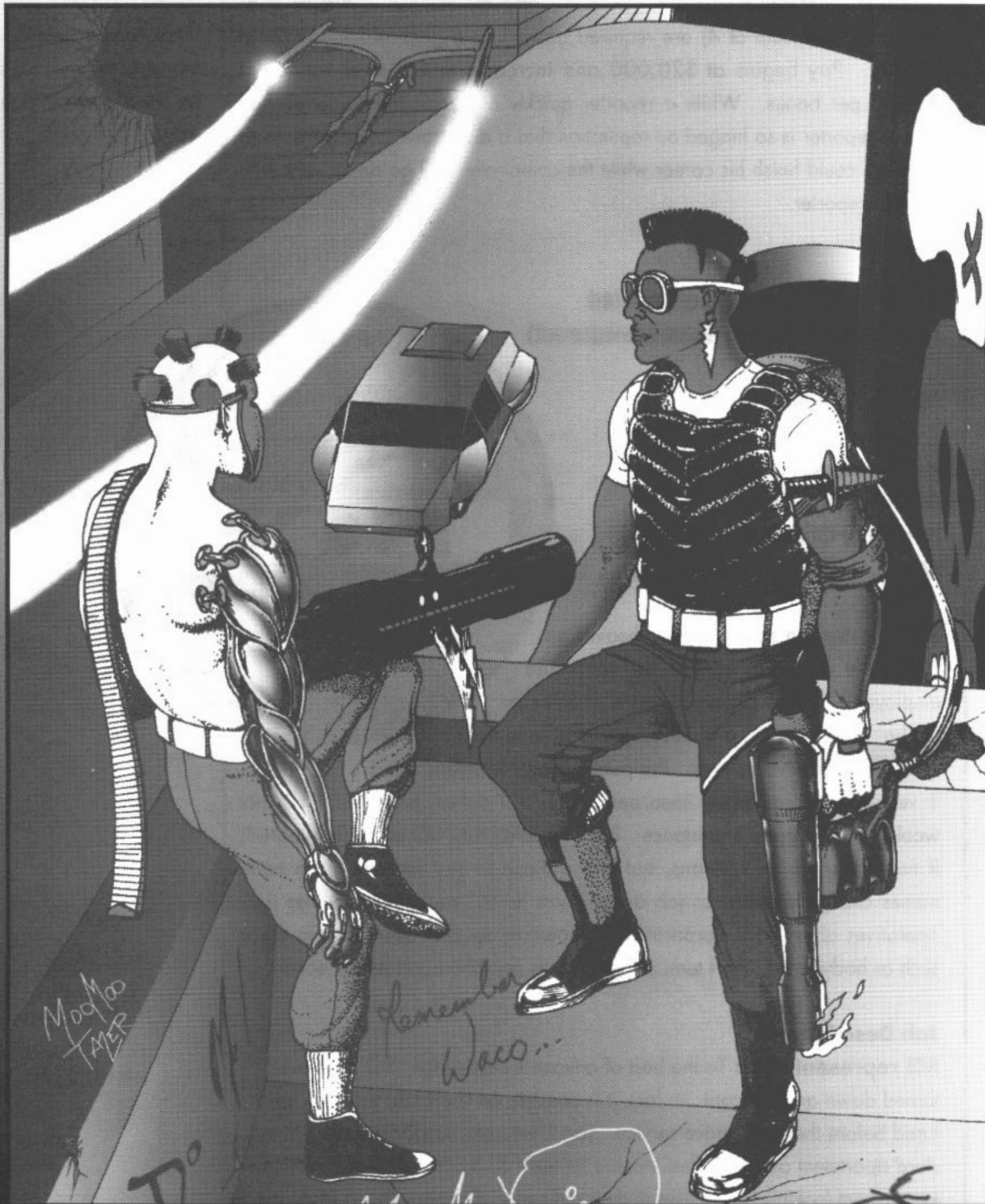
Comptrollers guide the newsmen: Bond and Totten were the first of these vid-cam toting sensationalists, and though Totten has retired to the presidential position, Bond remains the most popular.



JOB
DESCRIPTION:
REPORTER

chapter 1 • non-military organizations

"Not as we know it."—A view of the new Slumberland Dark™ program as seen through the eyes of recruit Norman Olinberger.



chapter 1 • non-military organizations

JOB DESCRIPTION: COMPTROLLER

Comptroller: Comptroller's are rarely boosted individuals, but they are critical to successful operations. Skills in Computer Science (minimum of 8) and Artist (minimum of 4) are required as well as a general knowledge of security. Pay begins at \$20,000 and increases with viewer ratings at \$1,000 per bonus. While a reporter quickly overtakes the comptroller in pay, a reporter is so hinged on reputation that a disastrous investigation and program could finish his career while the comptroller will go on to work with another reporter.

SECURITY CONCEPTS INCORPORATED

Security Concepts Incorporated (A division of Simmons Global Management)

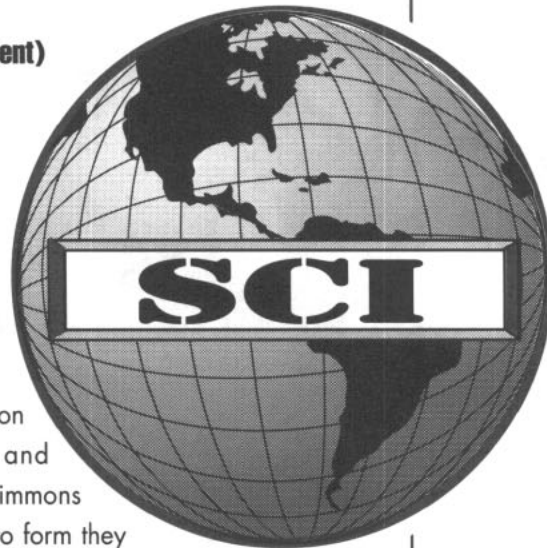
"Serving your better interests."

FACTS AT A GLANCE

Headquartered in New York City.
President: Terra Dearborn.
Number of Offices: 30 worldwide, 12 in NAC.

CORPORATE HISTORY

SCI built itself up slowly, relying heavily on its parent company at first for cash and employees. SCI hires only veterans of Simmons Global Management, and keeping true to form they remain as secretive as ever. The public image Simmons Tac 1 veterans are commonly seen performing SCI duties, but never ones that would seem of great importance. It is suspected that SCI employs hundreds if not thousands of veterans, but it is difficult to say for sure since code names change as often as job assignments as SCI repeatedly shuffles their operatives about. The corporation is known to conduct operations in areas such as bodyguard, short term shipping, and neighborhood police action.



bodyguard: SCI has not offered bodyguard services in Los Angeles since their recently withdrawn bid on the Sitwell contract. (See page 33.)

JOB DESCRIPTION: SCI REPRESENTATIVE

Job Descriptions:

SCI representative: To the best of anyone's knowledge, SCI has never turned down an applicant. In fact, it is considered likely that veterans are hired before they ever leave service. Tac 1 veterans usually receive a standard apartment and a modest income (at least \$18,000 per month) which keeps them looking prosperous in the public eye. Free housing is likely a

chapter 1 • non-military organizations

road wars: Early in 2017 several hard-edged shipping and delivery companies competed for high-grossing contracts in Los Angeles. During this competition, several companies were charged with industrial sabotage.

standard employment benefit since few SCI employees are found living elsewhere. At least, those interviewed do not admit they are SCI.

Trans-NAC Shipping Company

"Keeping your veterans working for you."

Headquartered in Atlanta, GA.

President: Richard Montgomery.

Number of Offices: 57 across the NAC.

Trans-NAC is the largest shipping company on the NAC roadways. Slow to adapt to the times, their trucks are only lightly armored, if at all, and they have allowed their drivers to maintain an informal union which weakens the corporation's leverage. A compromise reached somewhere within the boardrooms was to place a veteran in every rig to discourage

minor gangs and other unprofessional hijackers. While the yearly loss in trucks and goods is still an astounding figure (and of course nowhere near the lower estimate released to the public) Trans-NAC balances it against the monumental cost of upgrading their vehicles. In the aftermath of the 2017 road wars, Trans-NAC made the corporate decision to pull out of the more hostile areas and abandon them to their militant competitor, Urban Knights.

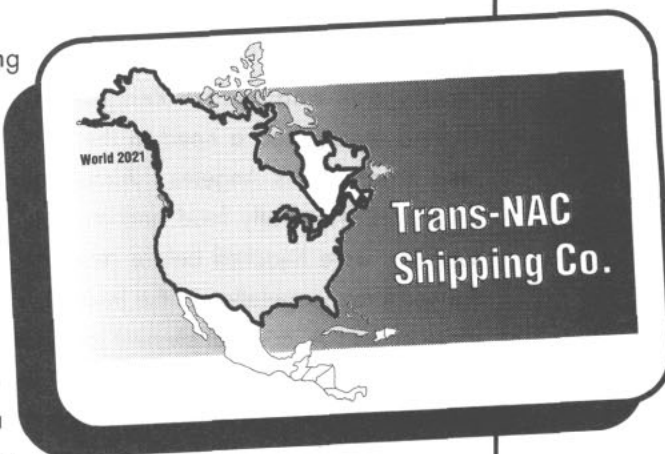
Job Descriptions:

Driver: Boosted or non-boosted, Trans-NAC drivers have a minimum Vehicles rating of 6 and are paid approximately \$12,000 a month. Most drivers are single and sleep in their rig to save money.

'Gunner: Trans-NAC does not look at enhancements at all unless a veteran's freakish size makes normal trucks too small. For the most part, if you can carry a lot of firepower and have any proficiency at all (Gun Combat of 4 or better) you'll probably be hired. The idea here is deterrence, not actual combat worthiness. 'Gunners are paid between \$9,500 and \$15,000 per month

TRANS-NAC
SHIPPING
COMPANY

FACTS AT A
GLANCE



CORPORATE
HISTORY

JOB
DESCRIPTION:
DRIVER

JOB
DESCRIPTION:
'GUNNER

chapter 1 • non-military organizations

URBAN KNIGHTS

FACTS AT A GLANCE

CORPORATE HISTORY

JOB DESCRIPTION: URBAN KNIGHT

depending on the route. Each veteran is guaranteed a place to sleep while in the rig's home depot, but heavy scheduling ensures that the veterans spend most of their time on the road.

Urban Knights

Headquartered in Los Angeles, California.
President: Jeremy "War Hammer" Ball.
Number of Offices: 8 across the NAC.

Discharged from TWD 4th Infantry, Jeremy Ball and Lucas "Red Death" Olivera recognized a need in the troubled areas of Los Angeles. Almost all shipments, especially food and medical supplies, were hijacked before reaching the desperate population of the inner city. From gangs to crime lords, every piece of the L.A. criminal element took a bite when redistributing the necessities among the unfortunates. Ball and Olivera acquired a Veteran's Business Loan and, buying a few heavily armored trucks, they began shipping in the food and supplies needed most desperately. Opposition sprang up from the criminal quarter and from **Trans-NAC shipping** as Urban Knights began turning immediate profit. Using the soldier's unwritten code they quickly called up a formidable army of veterans, then depleted their funds to supply them with trucks. So began the road wars of 2017. The struggle lasted eight months and involved over six hundred veterans before it was finished. and in the end Urban Knights prevailed. Today, the company survives as a confederation of independent truckers. All contracts funnel through one of the branch offices and profit is split evenly between drivers and their 'gunners in one of the best profit-sharing plan ever developed.



Job Descriptions:

Urban Knights: Since each truck is considered an independent business, it's hard to pin down any requirements for a job. What can be mentioned is the two methods for obtaining work. First is to place an application at an Urban Knights branch office. As positions open up on a truck (there can be anywhere from one to four operators depending on the route) the owners will check in at the offices for a veteran with the proper skills. If the veteran

Trans-NAC shipping: See page 41 for information on Trans-NAC.

chapter 1 • non-military organizations

Monthly salaries vary: The lowest month on record was during the road wars (\$9,150) and the highest was within the last year at \$24,000. This method of spreading around any misfortunes or bonuses keeps a large number of veterans employed at an average level of existence.

sponsor: though not an official government agency, the VALE Bureau receives federal grant funding which must be approved by congress every fiscal year.

owns a truck which meets Urban Knights standards in armor and weaponry, the veteran can be chartered as an independent with full benefits of Urban Knights policy. Truck owners get a 50% discount on maintenance and upkeep costs. Monthly salaries vary depending on corporation profits.

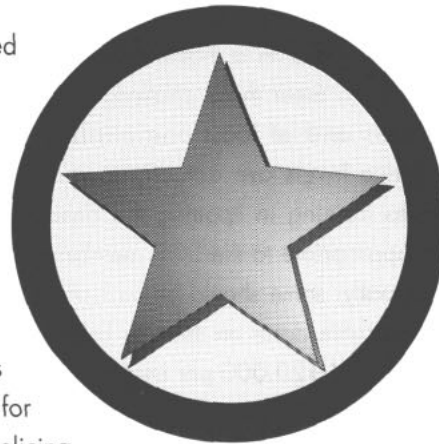
Veteran And Law Enforcement Bureau

"The power behind the peace."

Headquartered in Washington D.C.
Director: Rachael "Flashin' Razor" Levoy.
Number of Offices: 6.

The increasing number of boosted veterans turning to criminal activities forced the justice department to sponsor the VALE bureau in 2018. In order to offer the best protection, VALE operates on two distinct levels. The first level is within city law enforcement where VALE officers either work or set up programs for other boosted veterans to work policing their own. The first branch office was established in Los Angeles, 2019, where the Boosted Operatives

Organization (BOO) was founded to aide the LAPF. Since then branch offices have been placed in other veteran troubled cities of the NAC. The second level of VALE is the Special Operatives Branch (SOB) which is a trouble center currently based out of the L.A. area where the most problems with boosted veterans are reported. The SOB's maintain a squad on twenty four hour alert status which can be sent anywhere in the NAC within six hours. This squad was last called into action during what the press dubbed the "Cyborg Psychosis Incident of 2021."



VETERAN & LAW ENFORCEMENT BUREAU

VETERAN
AND LAW
ENFORCE-
MENT
BUREAU

FACTS AT A
GLANCE

CORPORATE
HISTORY

chapter 1 • non-military organizations

JOB
DESCRIPTION:
VALE OFFICER

Job Descriptions:

VALE Officer: An officer is usually assigned to a sub-branch of a city's police force such as the BOO's of the LAPF. Their job is to offer assistance with normal patrol and activities and in particular to police the large population of boosted veterans. Minimum requirements vary due to the wide selection of positions, but all officers should have a minimum of 3 in each attribute score and a rating of 7 or better in three or more skills. VALE officers should never have a Tolerance of less than 4; the last thing the program needs is for one of their own to slip into a psychosis. Pay starts at \$20,000 per month with a bonus for any exceptional-bordering-on-legendary abilities. VALE officers are promoted within the normal ranks of the department they are assigned (+\$2,500 per promotion) or can be switched over to permanent SOB duty.

JOB
DESCRIPTION:
VALE SOB

VALE SOB: Special Operatives are likely to be thrust into dangerous and varied situations on a moment's notice and as such must have the attributes and skills to meet these challenges. A minimum of 4 is expected in most attributes and at least one attribute should be greater than 6. SOB Tolerance levels are actually lower (no less than 3) but every member receives training in spotting the onset of psychosis and stress counseling. Skills appropriate to the SOB member's team position should all be above 7 and, ideally, some should be as high as 10. SOB's also have a fairly good psyche profile done on them to keep out the misfits. Beginning pay is normally around \$20,000 per month and raises with commendations and years in the unit (their are no real promotions except to be appointed squad leader).

BOO's: Boosted Operatives Organization. A division of the Los Angeles Police Force.

thrust into dangerous and varied situations: such as the "Cyborg Psychosis Incident" of 2021, and Dizzyland's "Mortomer Opposum Rampage."

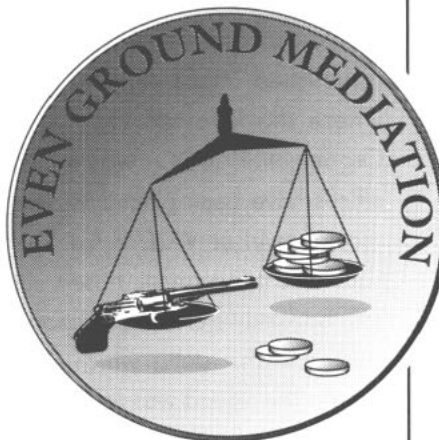
EVEN GROUND
MEDIATION

Even Ground Mediation

"Tipping the balance towards the right."

FACTS AT A
GLANCE

Headquartered in Washington D.C.
President: Dan "Steel Gavel" Bergren.
Number of Offices: 3 (D.C., New York, Los Angeles).



chapter 1 • non-military organizations

marketing territory: Even Ground's most notable failure in this area resulted in the MacRaney's vs. Sweeney's Olde Fashioned war of 2020.

After serving in the field, Dan Bergren served a few years in the judiciary department of Allied Mayhem Inc. where his black and white views of good versus evil were mellowed through his constant exposure to the justice system and the give-and-take methods practiced therein. In the civilian world, Bergren found himself playing the role of a rather unusual vigilante; one who could see the issues from both sides and who could usually find an agreeable, if not fair, solution. His military training and enhancements came into play only after one side or the other violated one of his agreements or refused to negotiate. Today, his corporation specializes in the arbitration of all forms of conflict from politics to marketing territory. Even Ground Mediation™ maintains a large pool of on-call veterans who may be placed temporarily to enforce policies or sent to assist one side of a disagreement against another who broke faith.

Job Descriptions:

Arbitrator: A minimum Aura of 4 is expected of anyone wishing this position, as well as a minimum Will of 3. Minimum skill requirements are an Administration of 5, Business of 5, Charm of 4, Leadership of 3, and Social Sciences of 3. Basic pay starts at \$19,000 per month with a \$5,000 bonus with each successful mediation. A \$2,500 per month raise is given every six successful negotiations. Veterans with Skills in Languages, Intimidation, Psychology, and Streetwise are considered prime candidates for this job and will receive an extra \$500 per month for each of these skills that is over 4 Units.

Enforcer: This is normally a second job for most veterans as they receive a retainer of only \$5,000 per month. If the veteran is called in to enforce policy, pay jumps to \$7,500 per week with a two week minimum. Any veterans who must go "active" in order to seek retribution against a client who broke faith can expect the enforcement pay plus a mission bonus of \$10,000 upon completion. Attributes and enhancements may vary, but every enforcer is expected to possess a Gun Combat of 7 and Thief of 5. Any outstanding attributes or enhancements may raise the retainer pay an extra \$1,000 per feature.

CORPORATE
HISTORY

JOB
DESCRIPTION:
ARBITRATOR

JOB
DESCRIPTION:
ENFORCER



chapter 1 • non-military organizations

"I'm not only the president of Cybernetics Club for Men, I'm also a client!"



chapter 1 • non-military organizations

Laura D. Judge: Judge claimed her fifteen minutes of fame when she appeared nude in a photo spread for *Prettyboy* magazine.

based on the character's idea: such as a new enhancement or better routine for reconditioning. The most notable example of this is the enhancement, Dream Walk, discovered by noted theorist Nolan "Strange Operator" MacPherson.



LAB Rats

"Making gods in the images of men."

Headquartered in Los Angeles.

President: **Laura D. Judge.**

Number of Offices: 1.

In their ongoing efforts to perfect the work done in the area of genetics, AML funded a think tank in the Los Angeles area which quickly expanded to a full research center. The paperwork name for this offshoot was simply AML - Los Angeles Based Research and sometimes referred to as LABoR. When testing began and veterans were employed as both staff and guinea pigs, the LAB Rats™ name was established. Laura Judge kept it as the company name when AML officially recognized it as a subsidiary company. In recent years, several new approaches have surfaced from this research center including much of the latest in Stress Reduction, alternate uses for Slumberland, and several new enhancements still under field testing (not yet available in standard character creation). At this time, LAB Rats™ is one of the most advanced centers in genetic engineering research.

Job Descriptions:

Theorist: The think tank was never truly abandoned, and even to this day there still remains a high number of employees who do nothing but research and speculation on different aspects of genetic engineering. A minimum Intelligence of 6 is required for this position, and a level of 7 Units or higher is much more common. The theorist is the more highly sought after job since it pays well and no real productivity must be shown. However, the company does not hire those without the qualifications. A minimum of 7 Units is required in Genetic Engineering and Science. A minimum of 6 Units is mandatory in both Medicine and Psychology. Pay starts at \$40,000 per month and increases in \$5,000 increments whenever a break-through is made **based on the character's idea.**

Engineer: The requirements for Intelligence are a bit more lax than with the theorist (a minimum of 3) but 7 Units are still required in Genetic Engineering. 6 Units are expected in Science and in Medicine, but Psychology need only have 5 Units unless the character will be working in

LAB RATS

FACTS AT A
GLANCE

CORPORATE
HISTORY

JOB
DESCRIPTION:
THEORIST

JOB
DESCRIPTION:
ENGINEER

chapter 1 • non-military organizations

Welcome to the World or 2021– The more things change, the more they stay the same.



chapter 1 • non-military organizations

the reconditioning areas in which case a 7 is necessary. Pay starts at \$25,000 per month and usually increases to \$30,000 per month within the first few months. Raises after that are dependent on quality of work.

Test Subject: There is never a shortage in the need for rats, and any veteran qualifies. Being a test subject is not hard work and it pays extremely well (\$17,000 per month, standard), but some drawback should be noted. First, there is a high termination ration among test subjects due to the dangerous nature of such work. Even though a subsidiary of AMI would *never* subject an employee to undo risk, the death rate is still around 28%. Of those who do not fall into this category, several unpleasant things can still happen. Decrease in Stress Tolerance, loss and partial loss of enhancements, and addiction to new drugs are only the beginning. Of course, these are not facts you will see listed on the job application.

JOB
DESCRIP-
TION: TEST
SUBJECT



Mamma's little angel!—Here we see a scene from the hit children's show, *My Mother the Gun*, the story of a sweet, deranged girl who hears her mother's voice in the report of the family gun.

chapter 2 • cybernetics

8:05 PM

Ch124 TOO MANY LAVERNES!

In the tenth season opener, Laverne 16 is hit by bus while Laverne 9 mourns the loss of her pension check to Rodney, the lovable neighborhood racketeer. Recommended for brain models XSM222 and the entire LE2 series. Discontinue viewing if irritability occurs.

—From *Vid Net Guide*; October 12, 2021.

Years before the first boosted soldier made his way across a third-world battlefield, most major conflict firms had already made extensive use of cyborgs. Now considered passé, there are still many individuals equipped with cybernetic enhancements in 2021. Most are veterans from the pre-boost era, but some are mercenaries and the like that consider cybernetics an attractive alternative to genetic enhancement.

This chapter presents an overview of cybernetics in the year 2021, including all the necessary rules for incorporating cybernetic enhancements in both new and established characters.

A History of Cybernetics

During the 1980s and 90s, primitive virtual reality systems became incredibly popular as a form of entertainment and as a military training tool, spurring widespread concern about the insidious potential of more advanced interfaces between the human brain and computers. However, the practical application of cybernetics was still a long way off, or so most people thought.

cyborgs: stands for cybernetic organisms, humans modified by the substitution of artificial organs and other body parts.

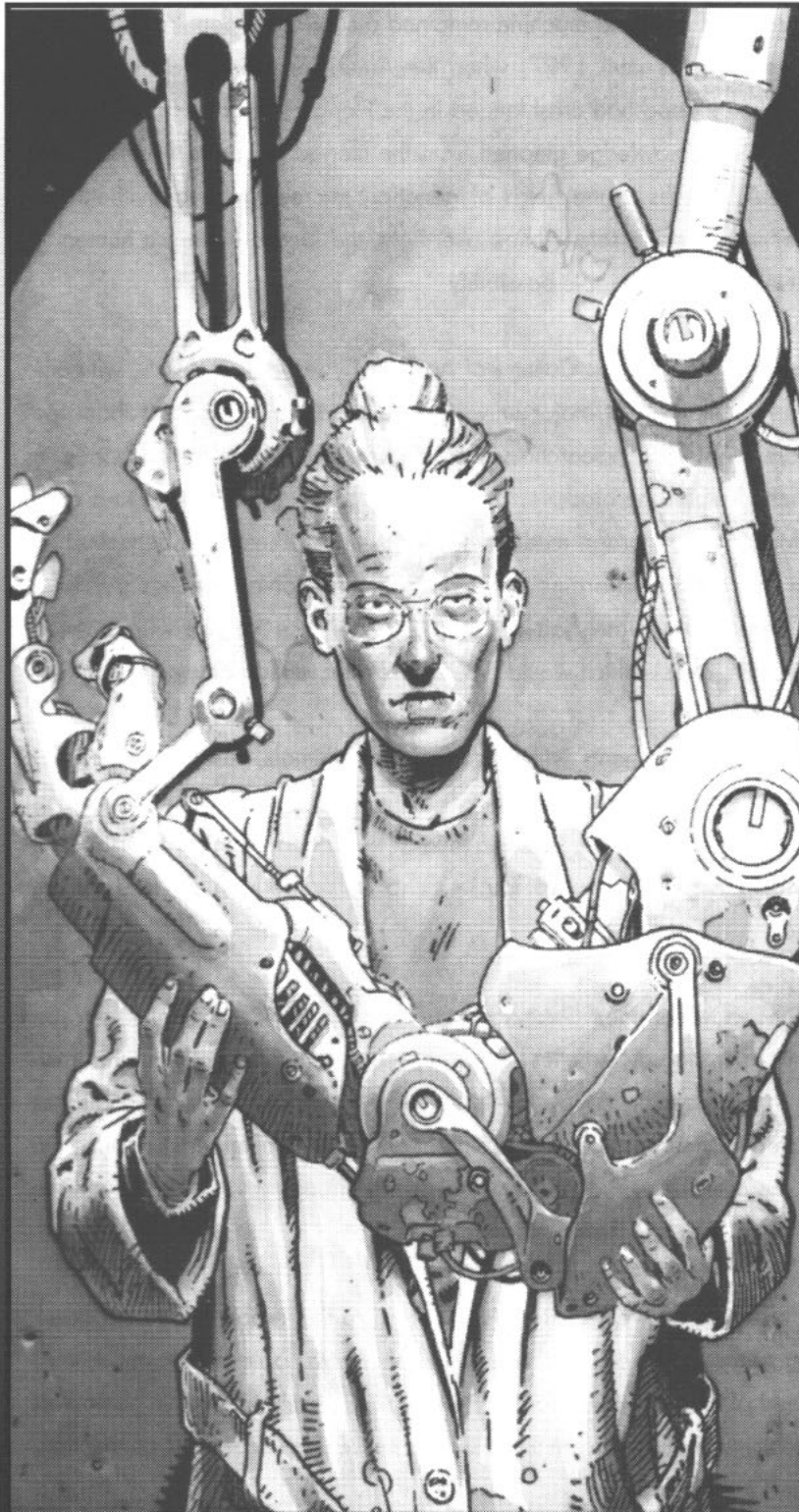
cybernetics: the science dealing with the comparative study of human control systems, such as the brain and nervous system, and complex electronic systems. In *Underground*, the term cybernetics also refers to any equipment surgically attached to the user's body or nervous system.

THE VIRTUAL
REALITY
CRAZE
LAUNCHED
MODERN
CYBERNETICS



chapter 2 • cybernetics

Edith Dickinson: The "mother of modern cybernetics."



chapter 2 • cybernetics

THE ALIEN SPACECRAFT MADE IT POSSIBLE

The merging of man and machine remained a subject for popular fiction and low-budget movies until 1997, when the American government confirmed that an alien lifepod had crashlanded in the Florida Everglades the previous August. As the knowledge gleaned from the lifepod began to filter to scientists, breakthroughs in the fields of genetics, microsurgery, and chemistry came at a staggering rate. Almost overnight, the idea of wiring a human to a machine became a viable possibility.

Cal Tech founded the first College of Applied Cybernetics in 1999, with others quickly following at major universities around the world. Less than one year later, Cal Tech researchers produced the most important advance in cybernetic history: the biodrive. The ability to connect brain tissue to a computer for use as a storage medium provided the vital interface between biological and electronic brains that made all forms of cybernetics possible. Work began immediately on adapting the interface for use with a living human brain, a task which would prove more difficult than anyone imagined.

During early experiments with cadavers and animals, researchers quickly discovered that the **interface unit** needed to be installed in the brain or along the spinal chord. If the unit was attached to lesser nerve centers the signals it received from the brain were too weak to be properly interpreted by the interface.

PROBLEMS PLAGUED EARLY CYBERNETICS RESEARCH

Conventional wires and fiber optics were too slow in transmitting data to be useful in operating cybernetics at top efficiency. The brief delay of the interface's own processor, coupled with the slow transmission rate of cables as compared to neurons, caused a significant reduction in reaction time. In effect, the user felt as though he was walking through jello, even though the actual delay was less than a second.

THE SOTH CABLE IS DEVELOPED

It took scientists over a year to finally overcome this problem with the development of the **SOTH** cable. Although the cable was able to transmit data at the speed of thought, it was far too bulky and expensive for use in computers or telecommunications. In the short lengths needed for cybernetic connection, however, it was ideal.

interface unit: the heart of any cybernetic system, it allows a biological brain to issue commands to electronic components by translating neural signals into digital.

SOTH: stands for speed of thought. The thick SOTH cable contains a core of superconductive wires surrounded by a sheath of Freon gas.

chapter 2 • cybernetics

genhancement: a slang term for genetic enhancement commonly used by vigilantes and lab assistants.

Due to a patent misfiling, dozens of companies began cranking out their own versions of the SOTH cable. Workable cybernetic systems were developed under the sponsorship of government and security agencies (who could afford the exorbitant price tags), and by December of 2001, the first cyborg soldiers emerged on the world's battlefields. Their impact on warfare was not what 20th century futurists had envisioned, however. The high cost of cybernetics meant that only small groups of elite soldiers were made cyborgs, and just the training and maintenance of these units ran in the billions of dollars.

Continued development would have driven the price of cybernetics down if it weren't for the global depression of 2002. Research in cybernetics ground to a complete stop, and clients cancelled orders for cyborgs all over the world. A budding new industry had been nipped off at the prototype stage, where it essentially remains to this day, due to a number of factors:

During the global depression, in a small laboratory in Switzerland a lone researcher sequenced the final base in chromosome 19, completing the map of the human genome. This map, combined with the knowledge gained from the crashed lifepod, provided the key to human cloning. Cloned limbs and organs became available in 2003, and although expensive, they were far cheaper and more attractive than their cybernetic counterparts, which became obsolete before they were ever widespread.

With the aid of the US Government, Allied Mayhem Inc. scientists "perfected" the process of genhancement in 2008. This development had a profound effect on warfare (and later, life in general), further serving to push cybernetics out of the picture. The primary use for cybernetics were as support for the first boosted "cyber-celebs," who often needed cybernetic replacements for limbs destroyed during their cryogenic sleep. Due to the non-regenerative nature of their tissues (which made them ideal candidates for genetic enhancement) they could not accept cloned replacements. If not for this need, cybernetics would have disappeared completely by 2010.

CYBORG
SOLDIERS
EMERGE IN
2001

THE GLOBAL
DEPRESSION
ENDS
RESEARCH

EFFICIENT
LIMB CLONING
IS DEVELOPED
IN 2003

CLONING AND
GENEHANCE-
MENT FURTHER
OBSOLETED
CYBERNETICS



chapter 2 • cybernetics

IN 2011,
CYBERNETICS
SAW A MINOR
COMEBACK

Other major developments involving cybernetics came in 2011, when the first robots and artificial brains surfaced. With the increased demand for these products, several companies blew the dust off of their old records and began the slow process of restarting cybernetics research.

robots: semi-sentient machines driven by a cerebral cortex removed from an animal. Even though they are run by biological brains, modern robots can only make easy, rudimentary decisions.



By 2021, cybernetics are hardly common, but are available in many major cities for the right price. Although most conflict firms prefer genhancement for its excellent cost-effectiveness, some organizations use cybernetics for their elite units who can't afford to be "twitchy." In addition, many civilian organizations and independent operatives do not have access to genetic enhancement, and must resort to cybernetics in order to compete with the hundreds of boosted vets already in circulation.

Goodbye cruel world!—The last known photo of DHI's "Screamin' Joe" Martinelli.

Installing Cybernetics in New Characters

Monies for cybernetics are allocated during Step 2 of character generation. Cybernetics can then be installed in a character during optional step #6 1/2 of character generation.

chapter 2 • cybernetics

rejection: the immunological process by which the body rids itself off foreign tissue, such as organ transplants and cybernetics. Special treatments were designed concurrently with cybernetics to selectively blind the immune system to cybernetic implants.

Step #2 - Allocate Funds

This step is performed exactly as presented in the *Underground Rulebook*, with the addition that the personnel planner may decide to include cybernetics as part of a soldier's total enhancement package. Funds for this purpose are drawn from the budget for genetic design, reducing the amount of Enhancement Points the character will receive. Any amount of money (in increments of \$100,000) can be allocated to cybernetic enhancement

FUNDS FOR
CYBERNETICS
COME FROM
THE GENETIC
DESIGN
BUDGET

Optional Step #6 1/2 - Design Cybernetics

All characters who are to receive cybernetic enhancements must first undergo special blood and tissue treatments to eliminate the possibility of rejection. This process ordinarily costs 1 million dollars, but it becomes more complex when applied to a genetically enhanced individual. Boosted characters must pay an additional \$100,000 per Enhancement they are endowed with to cover the cost of tailoring the treatments to their altered physiology.

ALL CYBORGS
MUST
RECEIVE
BLOOD AND
TISSUE
TREATMENTS

Next, you choose any cybernetic equipment your character will start play with. A list of available cybernetics begins on page 65. It is important to note that most cybernetics require the installation of an interface unit to be effective. Details on the use of interface units can be found under **Operating Cybernetics** below.

CHOOSING
CYBERNETIC
EQUIPMENT

During character generation, a player may freely choose any piece of cybernetics he can afford, ignoring the Availability Codes entirely. The cost of cybernetics is covered by the monies allocated from the genetic design budget during Step #2 (see above).

Compared with the organic process of genetic enhancement, installing cybernetics is quite simple and predictable. No additional money must be allocated for a cybernetic surgeon, and all pieces of cybernetic equipment are assumed to be installed correctly without the need for a Challenge. Note

INSTALLING
CYBERNETICS
IS SIMPLE



chapter 2 • cybernetics



"Take that you punk!"—Live *Combat, Combat, Combat!* footage from the infamous "Nothing War."

that this only applies to cybernetics installed during initial character generation. Any items gained during game play must follow the procedures outlined in the next section.

Acquiring Cybernetics During Play

Technicians skilled in both medicine and electronics must work together to join man and machine in lengthy operations involving complex microsurgery. Such skilled and demanding labor, plus the high cost of the cybernetic equipment itself, can easily run in the millions of dollars.

THE FIRST
STEP IS
ACQUIRING
THE EQUIP-
MENT

chapter 2 • cybernetics

Black Market: mobsters, street gangs, and disreputable shopkeepers can be a source for hard-to-find cybernetics. The GM may require the characters to find a street contact through roleplaying in order to tap into the black market.

Optionally, the GM can allow a character with Streetwise to make a Standard Challenge against a Difficulty based on the Availability of the desired item:

Availability	Difficulty
B	4
D	6
E	9

Failure means that the item could not be found. If successful, the Challenge Grade indicates the final cost of the item, taking into account any necessary bribes, haggling, etc:

Challenge Grade	Cost Multiple
D	x5
C	x4
B	x3
A	x2

This system can also be used to determine the cost of non-cybernetic equipment obtained through the black market.

Getting the Hardware

Characters can spend their hard-earned cash on cybernetics after initial generation is completed, but the process is more costly and time-consuming. First, and most importantly, the character must acquire the desired piece of cybernetic gear. Some clinics carry certain items in stock, but it is more common for individuals to purchase cybernetics from independent retailers and bring them to a clinic to be installed.

The table below summarizes the various methods of obtaining cybernetic equipment, along with a multiple that is applied to the base cost of the item. Availability in stock indicates the Availability Codes of the items carried by each source. Not every source will stock all items of the listed Availability; this is intended only as a guide for the Gamemaster. It is important to note that this table can also be used by the GM for setting the street prices of non-cybernetic equipment.

Source	Availability in stock	Cost Multiple
Street Salvage*	n/a	x0
Superstore	A, B, C	x1
Specialty Store	A, B, C, D	x1.5
Department Store	A	x2
Clinic	A, B	x3
Chop Shop	A	x4
Black Market	B, D, E	special

* Items pulled from the corpses of your enemies can only be re-installed at a chop shop (see below).

Plugging It In: The Clinic

Rich corporate types and highly-paid mercenaries can afford to have their cybernetics implanted at a licensed and sanitary clinic specializing in cybernetics. Large cities usually have one such facility, while metropolises like Los Angeles, Chicago, and New York will have up to a dozen. These places are clean and

LATER
CYBERNETIC
INSTALLA-
TIONS ARE
MORE COSTLY

CYBERNET-
ICS AVAIL-
ABILITY AND
COST TABLE

CLINIC
INSTALLA-
TION IS
COSTLY BUT
EFFICIENT

chapter 2 • cybernetics

brightly lit, offering friendly and efficient service with a very hefty price tag. First-time recipients of cybernetics must undergo blood and tissue treatments to prevent rejection, as explained on page 55.

When making use of a clinic, the patient has the luxury of choosing his own surgeon. The higher the fee, the better the surgeon:

SURGEON SKILL RATING TABLE

<u>Skill Rating of Surgeon</u>	<u>Base Fee</u>
7	\$500,000
9	\$1,000,000
12	\$2,000,000

The Base Fee is multiplied by the Surgery Code for the item being installed. This code is listed alongside the Availability Code in the description of each item (see page 58). The Surgery Code also equals the number of hours the actual operation takes, as well as the number of days the character must spend in recovery afterwards.

INSTALLING CYBERNET- ICS IS A CHALLENGE WITH A DIFFI- CULTY EQUAL TO THE SURGERY CODE

To conduct the operation, the player must make a P/F Surgery Challenge using the Surgery Code of the item being installed as the Difficulty. Success indicates that the cybernetics were installed correctly, while failure means there was a problem of some sort. The effects of this mishap are generated by rolling a Standard RES Challenge against the Surgery Code of the item, and referencing the following table:

CYBERNETIC SURGERY FAILURE TABLE

Grade Effects

- F A horrible botch job on the operating table flatlines you. You're dead, but your lawyer will have a field day.
- D For some reason, your system has rejected this piece of cybernetics. Not only does the operation fail, but you may never have that type of item installed in the future.
- C Major complications double both the cost of the operation and the recovery time, but the installation succeeds.
- B Complications require a specialist, costing an extra \$750,000.
- A Minor complications require medications costing \$250,000.

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chop shops: slang term for unlicensed doctor's offices specializing in the installation and repair of cybernetic equipment.

Crazy Lenny's: Although no one knows when the first chop shop opened, their earliest recorded appearance was when the LAPD shut down Crazy Lenny's Cyberama in July of 2013. It has since resurfaced and been shut down on 12 separate occasions. Crazy Lenny's current whereabouts are unknown.

those... where to look: Any character with Streetwise can locate a chop shop by doing a little legwork. In game terms, a P/F Streetwise Challenge against a Difficulty of 4 will turn up a shop's location. A Difficulty of 6 will reveal a specific chop shop.

Plugging It In: The Chop Shop

Although very few people can afford the high cost of the clinics, there is still a sizable demand for cybernetics on the street. As necessity is the mother of invention, this demand gave rise to the **chop shops**. Outnumbering the legitimate clinics by a factor of 10, shops like **Crazy Lenny's** can be found in any major city by **those who know where to look**.

Chop shops will install any piece of gear, no questions asked. Thus, they are the only places where salvaged and illegal items can be implanted, but they are far from reliable. All patients pay a flat fee for each operation, usually an even million dollars. No guarantees are made about the services rendered, and none are expected (these places are illegal, after all!). Once the fee is paid, in cash and up-front, the patient is anesthetized and placed on a slab. If he awakens, he is greeted by the sight of his shiny new cybermod. If not...

First-time recipients of cybernetics must undergo blood and tissue treatments to prevent rejection as explained on page 55. This process requires a full-service medical facility, and cannot be performed in a chop shop.

Actual installation is handled in the same way as described under clinics above, with one major exception: the patient cannot choose his own surgeon. Once a character has paid his fee, the Gamemaster secretly rolls 1D10. The number rolled on the die is the skill rating of the surgeon installing his cyber-

CHOP SHOPS
ARE A LOW
COST ALTERNATIVE TO
CLINICS



chapter 2 • cybernetics

netics. If multiple operations are performed on a character at one time, the GM should roll a die for each one, as different doctors may be assigned to each item. All other aspects of chop shop installation are handled exactly as described in the previous section.

Operating Cybernetics

Most cybernetics are simply used as though they were simply pieces of equipment, following the specific rules presented in the **Cybernetic Gear** section. However, there are some special rules that apply to cybernetics.

The Interface

Outside of simple surgical alterations, all cybernetic enhancements must be connected to an interface unit. This allows a character to issue commands to his cybernetic gear as though it was a part of his own body. Without an interface unit, cybernetics are literally dead weight.

In game terms, any piece of cybernetics with a **Memory** Rating listed must be connected to an interface unit by a SOTH cable in order to function. The total Memory Ratings of a character's cybernetics cannot exceed the **Processing** Rating of his interface unit. Only one interface unit may be installed in a character at a time. If for some reason a character ends up with more cybernetics than his interface unit can handle, he must decide which pieces will actually be plugged in. Only those that are connected will function, and it takes three entire Turns to change connections.

Upkeep

The biggest drawback to cybernetics is their need for constant repair and upkeep. Even if your character's equipment is undamaged in combat, simple wear on parts will begin to take its toll if it is not cared for properly.

Each month, a cyborg must have his cybernetics serviced by a qualified technician. This service includes recharging the Freon in the SOTH cables, align-

Memory: a term used to measure the size of computer programs in Underground, in this case it is used to represent the complexity of the instructions needed to operate a particular piece of cybernetic equipment.

Processing: another term applied to computers, representing their ability to process data. An interface unit's Processing Rating functions similarly to a computer's.

USING
CYBERNETICS

OPERATION OF
CYBERNETICS
REQUIRES AN
INTERFACE
UNIT

UPKEEP
COSTS MUST
BE PAID
MONTHLY



chapter 2 • cybernetics

Automatic Action: It is up to the GM to determine what happens to a character's cybernetics if he fails to pay upkeep costs during long periods of "down-time" between stories. One possibility is to have the player make one 2D10 roll for the entire period for each item. If the roll is equal to or less than the number of months the item has gone without upkeep, it breaks down.

ing and lubricating moving parts, and other related tasks. It does not include major repairs, which are made at a considerably higher cost (see **Damage and Repairs** below). The cost for this general maintenance is paid for each individual piece of cybernetics, and is based on its Surgery Code.

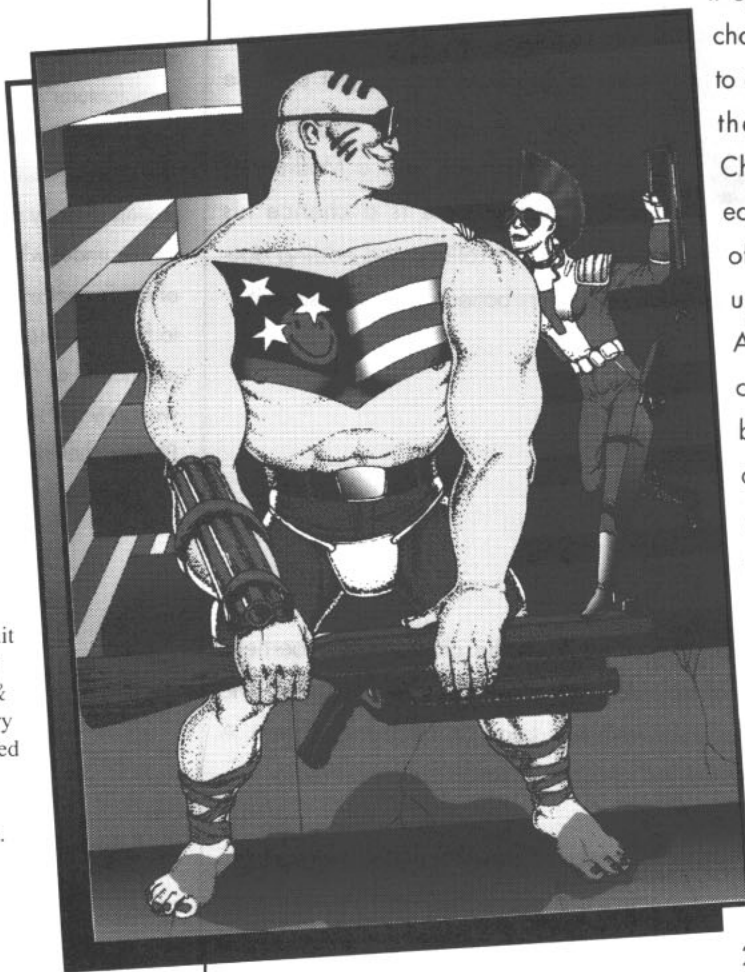
Surgery Code	Monthly Upkeep Cost
1	\$5,000
2	\$10,000
3	\$25,000
4	\$100,000
5	\$500,000

MONTHLY UPKEEP COST TABLE

If upkeep costs are not paid, the character's cybernetics will begin to deteriorate and break down. If the number rolled on any Challenge involving that item is equal to or less than the number of months it has gone without upkeep, it will break down. Also, a natural 2 (double ones) on the dice also indicates a breakdown. For example, if a character has failed to pay upkeep on his cyber leg for three months, any die roll involving that leg that scores a three or less indicates that the leg breaks down.

FAILURE TO PAY UPKEEP MAY RESULT IN BREAK- DOWN

Animated stars of the hit adult vid net show, *Alec & Kim*, the story of two boosted soldiers trapped in Slumberland.



If a cybernetic item which has not been properly maintained is used in an Automatic Action, a special 2D10 roll should be made to

chapter 2 • cybernetics



SERIOUS
INJURY MAY
RESULT IN
DAMAGE TO
CYBERNETICS

REPAIR OF
CYBERNETICS

see if it breaks down that day. Once such a roll is made, that item may be used without risk of breakdown for the remainder of that game day.

Cybernetic gear which breaks down is considered damaged, and must be dealt with like other damaged items as described in the following section.

Damage and Repairs

Improper care and maintenance will cause cybernetic parts to gradually break down, but it is far more likely that a character's gear will become damaged in combat. Any time a cyborg is inflicted with a Medium or greater wound, there is a chance his

cybernetics will be damaged as well. Roll 2D10, re-rolling and adding doubles as usual, and subtract the following modifiers based on wound severity:

<u>Wound</u>	<u>Modifier</u>
MW	0
HW	-2
IN	-5
KL	-9

If the number generated is less than or equal to the character's cybernetic damage threshold, one piece of his cybernetics has become damaged. The GM should determine which specific item has been damaged randomly. A damaged cybernetic enhancement will cease to function until repaired.

Repair of damaged cybernetics normally takes place in the facility where the item was installed, since most cybernetics are sold under warranty. The standard charge for parts and labor comes to one-half the item's original cost. If

cybernetic damage threshold: a number representing the total amount of cybernetics an individual has implanted on his person. It is equal to the sum of the Surgery Codes for all of a character's cybernetic enhancements. The idea here is that the more pieces of cybernetics a character has, the greater the chance that one of them will be damaged in a fight.

warranty: keep in mind that manufacturer's warranties in 2021 are horrendously complicated multi-page documents. Nearly any circumstance under which a piece of equipment would cease to function is specifically mentioned as rendering the warranty null and void. Players should expect to pay full price for all repairs.

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the cyborg chooses to have his item repaired at a chop shop, the cost is only one-quarter the item's original cost, but there is a 50/50 chance that the item will break down again after a month of use.

Player characters with both the Invention/Repair and Medicine Skills may attempt to fix their own cybernetics. The cost for parts (assuming they can be found) comes to one-tenth the item's cost. After obtaining the necessary parts, the character must make two separate P/F Challenges using each Skill against a Difficulty equal to the item's Surgery Code. If both Challenges succeed, the item is repaired. If either or both fail, the item is still damaged, and that character may not attempt to repair it again.

Cybernetic Gear

This section details some of the more popular pieces of cybernetics in 2021. Each item is described in much the same way as the equipment in chapter 10 of the *Underground Rulebook*, with the addition of a *Surgery Code* alongside the *Availability Code* (abbreviated *Surg*). This code represents the relative cost, difficulty, and risk factor of the surgery necessary to install that particular item.

Surgery Code Description

- | | |
|---|---|
| 1 | Outpatient procedure involving no neural connections; any medical facility can perform code 1 surgery. |
| 2 | Difficult procedure involving no neural connection; only large hospitals and cybernetic clinics can perform. |
| 3 | Simple procedure with limited neural connections; code 3 surgery must be executed in a cybernetic clinic or chop shop. |
| 4 | Difficult operation involving complex neural connections; large cybernetic clinics can perform code 4 surgery, and chop shops will give it a try. |
| 5 | Extremely difficult surgery requiring extensive neural connection and physical alteration and reconstruction; only large cybernetic clinics will perform code 5 surgery, chop shops are not equipped to handle such operations. |

PLAYER
CHARACTERS
MAY
ATTEMPT TO
REPAIR THEIR
OWN GEAR

ITEM
DESCRIP-
TIONS AND
HOW TO
READ THEM

SURGERY
CODE
DESCRIP-
TIONS

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Interface Units

INTERFACE UNIT COMPAR- ISONS

There are many brands of interfaces, but outside of processing power, the differences between them are minimal. Details on the use of interface units can be found on page 60. The table below summarizes the various types of interface units:

Processing	Avail	Surg	Cost
1	B	3	\$100,000
2	B	3	\$400,000
3	B	4	\$1,000,000
4	B	4	\$2,000,000
5	B	4	\$5,000,000
6	D	4	\$10,000,000
7	D	4	\$16,000,000
8	D	4	\$25,000,000
9	D	4	\$35,000,000
10	D	4	\$50,000,000

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Body Mods

Although not connected to the recipient's nervous system, these surgical enhancements bear mention here as they are tremendously popular among those hardcore vigilantes who want to achieve just the right look.

Endo-Mondo™ Armor Plating (Cost: \$16,000, Avail: C, Surg: 2)

RES: +3

Extensive surgery places a special ballistic weave beneath the recipient's skin reinforced by ceramic plates over vital areas. It is obvious to anyone looking at the recipient that he has armored skin. Though not as heavy as standard Mondo, this item is considered part of the recipient, allowing it to be combined with other forms of armor.

Wet Weapons SlimPlate™ (Cost: \$16,000, Avail: D, Surg: 2)

RES: +2

This form of surgically implanted armor consists of a lightweight version of Heavykev subtly inserted beneath the recipient's skin. Only close examination of the recipient will reveal that he has been altered. Like Endo-Mondo™, this armor can be combined with other forms of armor.



Freeky Teeth™ (Cost: \$6500, Avail: B, Surg: 1)

Penetration: 3, Dmg: LW/LW/MW/MW, RES: 9

Two rows of stainless steel teeth anchored firmly to the recipient's jaw allow a deadly biting attack in close quarters.

Krazy Klawz™ (Cost: \$8000, Avail: B, Surg: 1)

Penetration: 4, Dmg: LW/LW/MW/MW, RES: 9

These popular items replace the recipient's fingernails with razor-sharp blades. Also available in a deluxe retractable model (see below).

Swiss Army Finger™ (Cost: \$1500, Avail: A, Surg: 1)

Penetration: 2, Dmg: ST/LW/LW/MW, RES: 7

Made popular by the ubiquitous Mister Mayhem, this implant gives the recipient instant access to 17 handy tools, including: a can opener, toothpick, scissors, utility blade, two files, four screwdrivers, and a corkscrew.

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SwimmWebbz™ (Cost: \$9000, Avail: A, Surg: 2)

Surgically implanted webs between the recipient's fingers and toes effectively double his swimming speed (+3 units) as long as he isn't wearing gloves, shoes, or other heavy clothing.

GatGripper™ Finger Pads (Cost: \$500, Avail: A, Surg: 1)

These little beauties are even better than rubber bands and duct tape at helping you keep a hold of your shootin' iron. Available in five fashion colors.

Perma-Pomp™ Hair Implant (Cost: \$3000, Avail: A, Surg: 1)

Made of sturdy polymer fibers, a Perma-Pomp™ can be installed in any of over a million colors. Styling and color change are easily acquired at your local salon for a nominal fee, usually about \$500.

Fro-lescent™ Hair Implant (Cost: \$5000, Avail: B, Surg: 1)

Fiberoptics meet mood rings in this ultra-retro dome decoration. Each strand of hair can independently change colors in a dazzling display of tastelessness.

Cybernetic Audio

Note that one must have the Now Hear This!™ implant to accept any of the upgrades listed in this section.

Now Hear This!™ Cybernetic Audio Package (Cost: \$15,000, Avail: B, Surg: 3)

Memory: 2

Resembling a large set of headphones, this item replaces the functions of both ears, granting the recipient perfect hearing. This item is upgradable with any of the items listed below, which require no additional surgery or Memory use.

Hear There™ Booster Chip (Cost: \$13,000, Avail: B)

The addition of this tiny chip extends the range of the recipient's hearing by a factor of five.

Head 2 Head™ Radio Transciever (Cost: \$3000, Avail: B)

This popular add-on receives AM, FM, and short wave signals, and allows the recipient to transmit for short distances (30 Units) via a coded FM band.

HiFreak™ Expanded Frequency Chip (Cost: \$11,000, Avail: B)

This item expands the hearing range of its recipient to very high and low frequencies normally inaudible to the human ear. It will bring in all kinds of radio waves, but is more difficult to tune than the Head 2 Head™.

Dome Fone™ Cellular Uplink (Cost: \$5500, Avail: B)

This convenient item functions exactly as a standard cellular phone.



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Dome Fone™ Answering Machine (Cost: \$2500, Avail: B)

Actually a chip the size of a postage stamp, this item features call screening and recording features, since arguing with your spouse while you bust caps can be a bit distracting.

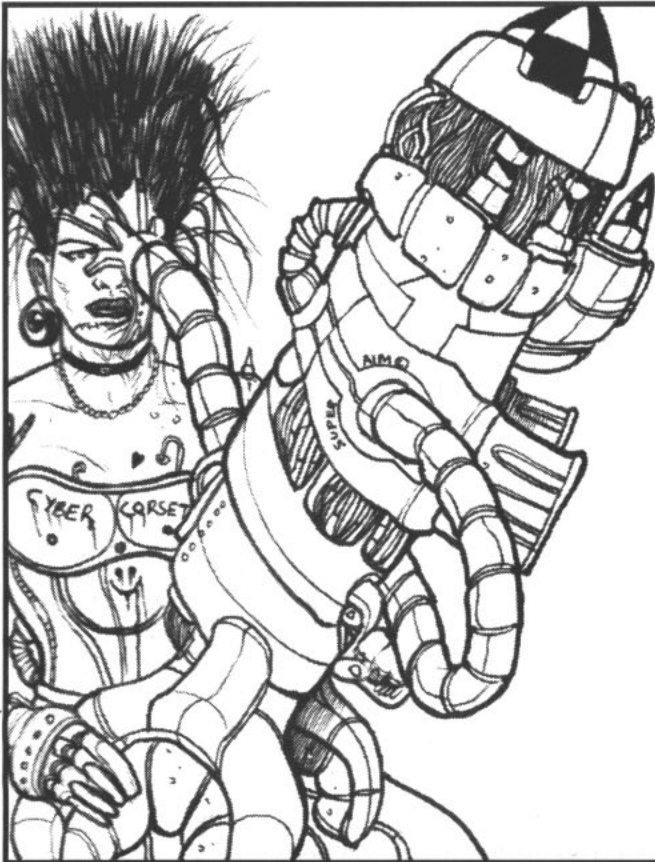
Mr. Vidd™ Audio Recording Unit (Cost: \$6500, Avail: B)

At the touch of a button this item will record everything the recipient hears for the next 15 minutes on a small internal chip. Extra chips are easily inserted at a cost of \$500 each.

Mr Vidd™ Audio Playback Unit (Cost: \$5000, Avail: B)

This bulky add-on allows the recipient to enjoy surrounding sound playback from Mr. Vidd™ chips or standard music CD's.

Cybernetic Video



The effective replacement of one or both eyes with cybernetics is a fairly recent development. Note that in order to use any of the listed upgrades, a character must first have a Scopeye™ installed.

copeye™ (Cost: \$55,000, Avail: B, Surg: 4)

Memory: 3

This sophisticated optical sensing package is about the size of a sardine can, and is grafted in place over one eye. The unit not only provides perfect 20/20 vision, but accepts many powerful upgrades at no additional Memory cost (see below).

Pueblo Scopelt!™ (Cost: \$24,000, Avail: B)

The Scopelt!™ processor gives the Scopeye™ all the capabilities of standard Combat Goggles, including flash protection and infrared night vision to 100 yards. In addition, special versions of Sniper! and Firefight!(x2 cost) can be installed, displaying detailed combat data directly on the retina.

Pueblo ZoomIt!™ (Cost: \$16,000, Avail: B)

A special zoom lens allows the recipient to see over a 10 times greater range than normal. In game terms, reduce the apparent distance to viewed objects by 10 Units.

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Mr. Vidd™ Video Link (Cost: \$33,000, Avail: B)

The first name in cybernetic video brings all the capabilities of a high-resolution video camera to your Scopeye™. The special chip contained in this module can record five minutes of high-resolution color video, or up to an hour of compressed black-and-white footage.

Mr. Vidd™ Video Playback Module (Cost: \$6,000, Avail: B)

This handy item turns your Scopeye™ into a head-mounted VCR accepting all standard formats of video, including somavid and Video Link footage.

Pan-O-Rama™ Wide-Angle Lens (Cost: \$13,000, Avail: B)

Special lenses and sensors provide the recipient with a nearly 360-degree field of vision, making it impossible for others to gain the blindside bonus against him.

Night View™ (Cost: \$15,000, Avail: B)

This upgrade allows the recipient to see in darkness as well as in daylight, provided there is some source of light, no matter how dim. As such, this item does not function in a completely lightless environment, such as a sealed and windowless room. This ability extends over a range of 9 Units (80 feet).

Heat View™ (Cost: \$12,000, Avail: B)

Adding this chip to the Scopeye™ allows the recipient to see into the infrared spectrum. Such a character can see rough outlines of all heat-generating objects, even in total darkness. The recipient suffers a +2 Difficulty penalty to combat Challenges in a dark environment, in place of the standard +4. This ability extends over a range of 7 Units (50 feet)

Micro View™ (Cost: \$37,000, Avail: B)

This advanced microchip allows the recipient to see objects as though his eye was a microscope. Any object no more than six inches from the recipient may be viewed at up to x100 magnification.

Cybernetic Replacement Limbs

The subject only need have the appropriate mount installed; replacement limbs are interchangeable. Changing features is considered an automatic action, but takes three rounds. Since the surgery cost is usually the same whether installing an upper or lower mount (shoulder versus wrist), it is common and more cost effective to replace the entire limb at once rather than a piece at a time.

Most cybernetic implants (such as Krazy Klawz™ or Swiss Army Finger™) can usually be included in the cybernetic limb as a manufacturer's option. Disregard the Surg Rating and simply add the implant cost to the limb cost. Memory Rating *does not increase*, but damage to the limb will immobilize all functions within that section. Game Master's should use their best judgment when considering these options. Any hand or foot should contain only one special feature, and any arm or leg location two at most. External mounts such as SwimmWebbz™ or any of the non-retractable blades should not be included when limiting the options.



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One of the strongest selling points of cybernetic prosthesis is the resilience of the hardware; equipment mounted within a cybernetic limb is not automatically destroyed when a character's cybernetic damage threshold is exceeded. Make a penetration check versus the resilience of the cybernetic limb in which the equipment is located. Any penetration means that piece of equipment is damaged and useless. If a section of the limb itself is damaged, no option mounted within that limb is functional and the prosthesis becomes so much dead weight. (If the elbow joint takes damage, the upper arm will still function normally.)

Cyber-Limb Mounts

Standard Cybernetic Wrist Mount (Cost: \$28,000, Avail: B, Surg: 4)

Memory: 2, RES: 10

The wrist mount caps the end of your arm off with a cybernetic coupler capable of supporting all special hand attachments at no extra memory cost. The double-jointed mount allows better than normal Range of Motion but is one half inch thicker than your normal wrist all around and extends an extra two inches longer.

Standard Cybernetic Elbow Mount (Cost: \$33,000, Avail: B, Surg: 4)

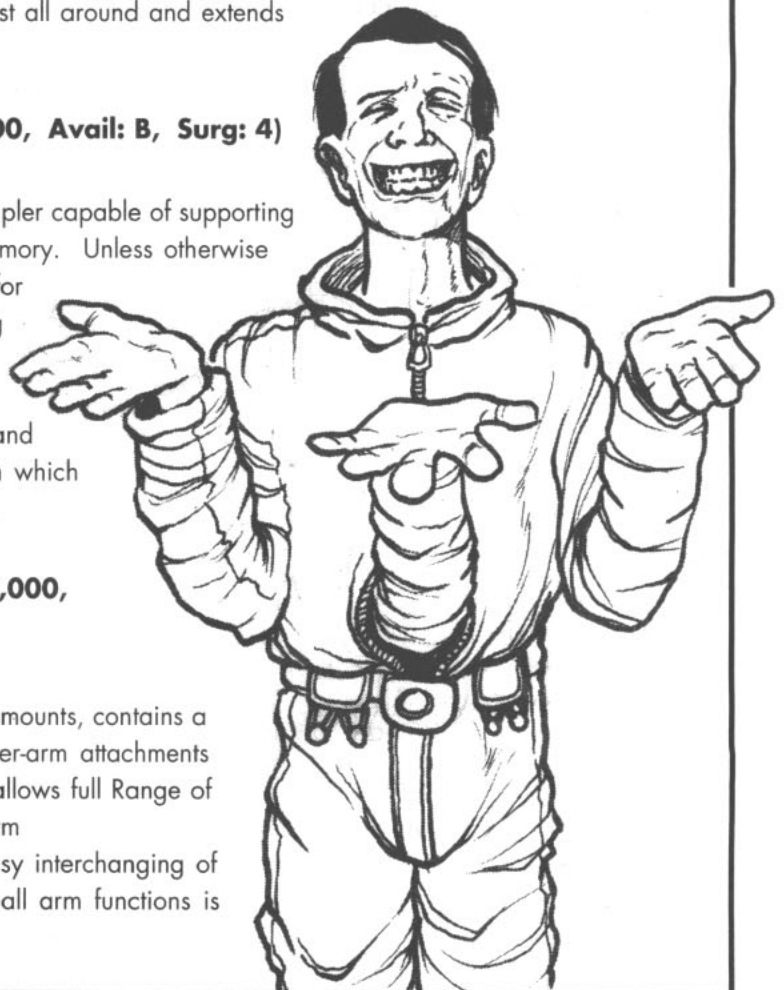
Memory: 3, RES: 11

This mount replaces the elbow joint with a cybernetic coupler capable of supporting the various forearm attachments with no increase in memory. Unless otherwise noted, every artificial forearm comes with a wrist mount for attaching any of the hand attachments (also generating no additional memory demand). Elbow mount offers slightly better than full range of motion for the artificial forearm. SPD for lower arm actions is increased by +1 and DEX by +2. This DEX increase applies to any action in which arm accuracy is needed (such as with Gun Combat Skill).

Standard Cybernetic Shoulder Mount (Cost: \$37,000, Avail: B, Surg: 4)

Memory: 4, RES: 12

This mount replaces the shoulder joint and, as with other mounts, contains a cybernetic coupler capable of supporting whatever upper-arm attachments you decide to hook up. The Standard Shoulder Mount allows full Range of Motion for an artificial arm and, unless specified, each arm section is equipped with elbow and wrist mounts for easy interchanging of cybernetic hands and/or forearms. SPD and DEX for all arm functions is increased by +1.



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Double-Up™ Cybernetic Shoulder Mount (Cost: \$46,000, Avail: D, Surge: 5)

Memory: 7, RES: 12

This over-sized shoulder mount sports two cybernetic couplers which allows independent function of a second arm. Secondary forearm and wrist mounts still generate no further demand for memory. For the upper arm, some Range of Motion is lost in the downward direction, and naturally some upward Range of Motion is lost for the lower arm. No SPD or DEX bonuses are generated from this mount.

Standard Cybernetic Ankle Mount (Cost: \$20,000, Avail: B, Surg: 4)

Memory: 1, RES: 11

Normally used by those who lose a foot in combat or other accident, the ankle mount caps the leg off at a cybernetic coupler which can support the operation of any foot attachment without the cost of additional memory.

Standard Cybernetic Knee Mount (Cost: \$34,000, Avail: B, Surg: 4)

Memory: 2, RES: 12

Replacing the knee joint, this standard mount will support the operation of any artificial lower leg at no extra memory. Lower leg attachments always come with a standard ankle mount built in at no extra memory cost.

Standard Cybernetic Hip Mount (Cost: \$40,000, Avail: B, Surg: 5)

Memory: 3, RES: 13

The hip mount offers the choice of generous options due to the large area of the upper leg. Full range of motion is guaranteed, and all leg attachments can be supported with no increase in memory. SPD and DEX attributes are both increased by +1, but only for lower body purposes, and only if both legs are replaced can adjusted SPD be used as the basis for movement.

Cybernetic Hands

Get-a-Grip™ Cybernetic Hand (Cost: \$20,000, Avail: A)

RES: 12

This attachment functions as a normal, if oversized, hand except with a higher variance in grip strength. Grip strength ranges from feather touch for that finely detailed and delicate work to heavy handed power (+3 to hand Strength). Note that the STR bonus applies only to gripping and crushing power.

Cutting Edge™ Cybernetic Hand (Cost: \$15,000, Avail: C)

Pen: 9, Dmg: LW/LW/MW/MW, RES: 10

Two small circular blades in the palm of this model make for interesting handshakes. The hand comes with small rechargeable battery pack good for hours of cutting use. Blades will cut through wood, flesh, bone, and most light metals up to one inch thick. For an extra \$10,000, saw blades can be diamond tipped for cutting through heavier metals.



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Hand-Out™ Cybernetic Hand (Cost: \$15,000, Avail: B)

Acc: -1, Pen: 11, Dmg: LW/MW/MW/HW, Rng: 3/5/8, STR: 2, RES: 12, Blast: 2

Functions as a normal hand, but with a hidden difference: a highly concentrated explosive charge is packed within, allowing the hand to function as a concussion grenade. A quick release catch allows hand to be detached and thrown in the same round, but if damaged, the hand will not be able to detach without extensive work (four rounds and a P/F challenge).

Paste'em™ Cybernetic Hand (Cost: \$25,000, Avail: E)

Acc: -2, Pen: 10, Dmg: HW/IN/IN/KL, Rng: 3/5/8, STR: 2, RES: 12, Blast: 1

Similar to the Hand-Out™ grenade hand, the Paste'em™ offers a quick release for throwing in the same round as detachment. The lack of uniform release that a conventional grenade would give is compensated for by the devastating effects of the Paste.

Cybernetic Arms

Deluxe Get-a-Grip™ Cybernetic Forearm (Cost: \$20,000, Avail: B)

RES: 14

This forearm is specifically designed to augment a person's strength and increase the effectiveness of the Get-a-Grip™ Hand. This artificial forearm increases lower arm strength by +2 and also provides an extra +1 to the gripping/crushing power of the hand unit. Modified strength in the lower arm can be used for lifting provided that the elbow is firmly anchored. Though other hands may be attached to the wrist mount, no special benefits are gained from the forearm for gripping purposes.

Give'em a Hand™ Cybernetic Forearm (Cost: \$14,000, Avail: B)

Acc: 0, Rng: 2/6/10, RES: 14

For those who truly desire the Hand-Out™ or Paste'em™ hand attachments but lack the proper strength or accuracy to make them worthwhile, this artificial forearm is for you.

This arm is designed with a gas driven, recoilless launching system that will propel the grenade-hand up to 100 feet away. For those already endowed with manly strength, this attachment is still worthwhile in that it increases range, accuracy, and requires only one hand leaving the other free to continue firing.

Up-Your-Sleeve™ Cybernetic Forearm (Cost: \$17,000, Avail: C)

Acc: +2, Pen: 10, Dmg: LW/MW/HW/IN, Rng: 3/5/7, Ammo: 4, Rate: 1, STR: 1, RES: 14

The special wrist mount supports any hand attachment, but on command the hand will flip up and out of the way of the 10 gauge barrel concealed within the forearm. Terrific at close ranges, this concealed surprise should catch them off guard. Unit resembles the Deluxe Get-A-Grip™ forearm.



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mount generates no bonuses, but the special wrist mount allows for any hand attachment which will swing up and out of the way for firing.

Up-Your-Sleeve™ Ammo Storage Cybernetic Arm (Cost: \$19,000, Avail: C)

RES: 14

Complimenting the original Up-Your-Sleeve™ model (10 gauge shotgun) forearm, the Ammo storage and recoil compensator in this upper arm unit increases accuracy by an additional +1 and allows for the storage of another 6 shells.

Extend-A-Limb™ Cybernetic Arm (Cost: \$21,000, Avail: B)

RES: 14

This upper arm has a telescoping feature which allows extension of the arm out to a distance of 12 feet. Full Extension takes place in one round and can be considered an automatic action although no further action is permitted after extension. (Telescoping arm can fire as it extends, but cannot grab someone after it extends during the same round.) Simplified joints in each extension allows for limited articulation, and elbow joint bonuses are lost when upper arm is extended.

Super Deluxe Get-a-Grip™ Cybernetic Arm (Cost: \$22,000, Avail: B)

RES: 14

Designed to compliment the Deluxe Get-a-Grip™ forearm attachment, the elbow cybernetic coupler will support the operation of any forearm. If used in conjunction with the other Get-a-Grip™ products, combined arm strength receives another +2 bonus (for a total of +4) and hand strength an additional +1 (also for a total of +4). Full strength can now be applied to crushing/punching damage, throwing, and heavy lifting.

Up-Your-Sleeve™ Model II Cybernetic Arm (Cost: \$24,000, Avail: E)

Acc: -3, Pen: 15, Dmg: LW/MW/HW/IN, Blast: 3, Rng: 5/10/14, Ammo: 6, Rate: 1, STR: 3, RES: 14

Use of the upper arm for ammo storage and propellant exhaust allows the Up-Your-Sleeve™ line to conceal a 40mm grenade launcher. This unit takes up the entire arm and resembles the Super Deluxe Get-a-Grip™ unit. The built in elbow

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Cybernetic Feet

Klimbing Klawz™ Cybernetic Foot (Cost: \$14,000, Avail: B)

Pen: 5, Dmg: LW/LW/MW/MW, RES: 11

A favorite among martial artists, this foot operates as normal but will extend claw-like blades from the sole. These claws allow a +1 bonus to any climbing challenge (+2 if both feet have Klimbing Klawz™), and add to the damage of any kicking attack. After kicking damage has been applied, roll also for blade penetration. Due to the retracting feature and the limited space in normal feet, Klimbing Klawz™ can only be installed in cybernetic feet.

Rollerz™ Cybernetic Foot (Cost: \$14,000, Avail: A)

RES: 11

Works as a normal foot, but on thought-command a set of in-line roller wheels extend from the sole for faster travel or just some skating fun. Adds +2 to overall speed if both feet are so equipped. As with the Klimbing Klawz™ attachment, Rollerz™ can only be installed as a cybernetic foot.

Cybernetic Legs

Step-Lite™ Cybernetic Leg (Cost: \$23,000, Avail: B)

RES: 14

From the same people who brought you Get-a-Grip™, Step-Lite™ is designed to augment your abilities. Strength in the

lower leg is modified by +2 as applicable. For jumping purposes, treat the increase as a +1 (due to averaging between normal leg and artificial leg) unless both legs have this feature.



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Leg-Up™ Cybernetic Leg (Cost: \$27,000, Avail: B)

RES: 14

As with the Step-Lite™, this attachment increases leg strength. A bonus of +3 is given to STR for applicable activities (such as kicking). As before, only one half of the bonus is applied when jumping unless both legs are modified.

Last Stand™ Cybernetic Leg (Cost: \$25,000, Avail: C)

RES: 14

The side of the leg opens up to reveal a hidden holster which can be modified to hold any weapon up to the size of a large pistol. The holster is thought-activated so drawing the weapon is still considered an automatic action. For those who merely wish some armored security, holster unit can be taken out to provide a large carrying space.

Limb Options

CyberWear™ Custom Finish (Cost: See below, Avail: B)

For those who insist that looks count, CyberWear™ offers custom painted or anodized finishes which will add flash to your new prosthesis. Available in chrome or gold plating, prices are listed below for each separate piece of cybernetic gear.

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Limb CyberWear Finish

Hand	\$200
Forearm	\$500
Upper Arm	\$600
Full Arm	\$1,200
Foot	\$300
Leg	\$1,500
Leg w/Foot	\$1,700

Cyber-Mondo™ Armor Plating (Cost: See below, Avail: B)

For added protection, cybernetic limbs can be armored with Cyber-Mondo™ Armor Plating. Cyber-Mondo™ provides +3 RES to the limb (or portion of limb) that it is attached to. Due to the large bulk of cybernetics, adding further armor (such as suits of normal Mondo or HevyKev) will make the limb unwieldy (-2 to DEX, -1 SPD, loss of full Range of Motion). Cost of armor for any individual piece of cybernetic gear is listed in the following table.

Limb Cyber-Mondo™

Hand	\$1,000
Forearm	\$2,000
Upper Arm	\$3,000
Full Arm	\$5,000
Foot	\$2,000
Leg	\$5,000
Leg w/Foot	\$6,000

Other Body Swapouts

HafTrak™ Lower Body Replacement (Cost: \$200,000, Avail: E)

RES: 16

You're a tank, baby! This cybernetic masterpiece which transforms a person's lower body into a light tank *requires both legs to be replaced with cybernetic joints at the hips*. Once the subject is secured into the HafTrak™ mount by the armored belts (four rounds to fasten down) he is ready to take point as a cybernetic battlewagon. Spiked treads provide locomotion at SPD: 6 and have the following combat statistics if a person is run over—Pen: 12, Dmg: MW/HW/IN/KL. Six hard points provide easy weapon mounting; one hard point per weapon of low mounting reinforcement (STR of 5 or lower to shoot) and two per weapon requiring medium reinforcement (STR rating between 6 and 12) and three per weapon of high reinforcement (STR of 13 or greater). HafTrak™ is fully armored—further armoring will begin to reduce speed and the precision control of weapons (additional -1 to weapon accuracy), though upper body armor may be worn. ...and it comes with a handy luggage rack and cup holder. Consult manufacturer's guide for further options.

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Skelebones™ brand Replacement Bone Structure (Cost: \$75,000, Avail: D, Surg: 5)

Memory: 2, RES: 12

Installing this powered endoskeleton is costly, but provides a person with an overall STR of +2 and a RES increase of +3 against bone breakage (crushing damage). An added benefit of the endoskeleton is that damage to a particular section does not freeze up the entire system. Treat a damaged section as if the joints are frozen in their last position. While the endoskeleton cannot be further armored, damage must first penetrate outer armor.

CyberLife™ Whole Body Prosthesis (Cost: \$500,000, Avail: E, Surg: 5)

Memory: special, RES: special

Yank out a person's brain, install a complicated interface unit system along the brainstem, and drop the works into an artificial body. The appeal of CyberLife™ is the continuation of a person's life long after the physical body is gone and the routine method with which body parts can then be replaced. Several corporation's produce yearly models with fancy names, offering new options and upgrades for those truly cybered out, with a convenient payment plan and trade in on your old body. The interface unit system allows for complete control of the body, including any installed options. The baseline model offers a fully cybernetic body with attributes of—STR: 6, RES: 12, DEX: 6, SPD: 4. Model variants trade SPD and DEX with STR and RES on a point for point basis. The main drawback to CyberLife™ is that any special features which would normally take up interface unit memory now applies stress to the subject instead; one unit of memory equals one point of stress and there is no chance for reconditioning. For an appropriate Psychosis, check attribute levels and installed cybernetics, find the most dominating feature, and match it up as closely as possible with a genetic enhancement. Stress reducing drugs will work on a CyberLife™ subject.

Miscellaneous Implants

Spring Breeze™ Air Filter (Cost: \$5,000, Avail: B, Surg: 1)

Memory: 1

This implant automatically filters your air intake, providing breathable air in some of the most hostile environments. In cases where severity is determined, the air filter will lower the severity by two grades.

BoomBoxx™ Cybernetic Larynx (Cost: \$???, Avail: C, Surg: 3)

Memory: 1

Originally designed for wounded veterans, this item replaces the human larynx. The recipient can alter the volume and tone of his voice, and with practice, can mimic the voices of others.

Death Rattle Device™ Deterrent System (Cost: \$15,000, Avail: C, Surge: 3)

Pen: 17, Dmg: MW/MW/HW/IN, Blast: 5, RES: 12

This spoolport device is actually a large claymore mine installed in a subject's gut. When neural signals indicate death,



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the device will detonate. Heroic charges have devastating effects when the subject is killed near the enemy, but the device will detonate amidst a group of allies as well. Heavily wounded subjects with the Death Rattle Device™ installed are normally avoided in combat (or picked up and hurled at the enemy if a person of great enough STR is available). Some companies require a bright yellow tattoo (usually an exclamation point) be displayed in a prominent area as a kind of disclaimer/warning that this person is equipped with the device.

Deluxe Krazy Klaw™ (Cost: \$11,000, Avail: B, Surg: 2)

Memory: 1

Penetration: 5, Dmg: LW/LW/MW/HW, RES: 10

Very popular among vigilantes, these extra-large stainless claws are fully retractable into housings in the forearm. However, these claws are far from concealable, as they noticeably expand and deform the forearm when retracted.

Deluxe Swiss Army Finger™ (Cost: \$2500, Avail: A, Surg: 2)

Memory: 1, Penetration: 2,

Dmg: ST/LW/LW/MW, RES: 7

All the features of the regular model, with the addition of servo motors to open and close the blades and turn the handy corkscrew.

Food-U-Like™ PSS (Cost: \$17,000, Avail: B, Surg: 3)

Memory: 1

This Personal Sustenance System is designed for soldiers penetrating deep behind enemy lines in hostile environments. The unit consists of an internal hopper into which is poured a thick nutrient paste. The paste is gradually released into the recipient's system, eliminating the need for food. Each refill (Cost: \$8000, Avail: B) is the size of a paperback book, weighs four pounds, and will feed the recipient for a week. The recipient must drink fresh water each day as well,

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although an optional water tank (Cost: 10,000, Avail: B, Surg: 1) is available, as well as a large-capacity external paste tank (Cost: 12,000, Avail: B) that holds enough nutrient for a month.

Gun Control™ Weapon Interface (Cost: \$65,000, Avail: C, Surg: 3)

Memory: 2

Simply plug your SOTH cable into this baby and see the world from a gat's eye view. This item functions in much the same way as a vehicular interface, and is fully compatible with Scopeye™, Combat Goggles, and all Pueblo™ combat software.

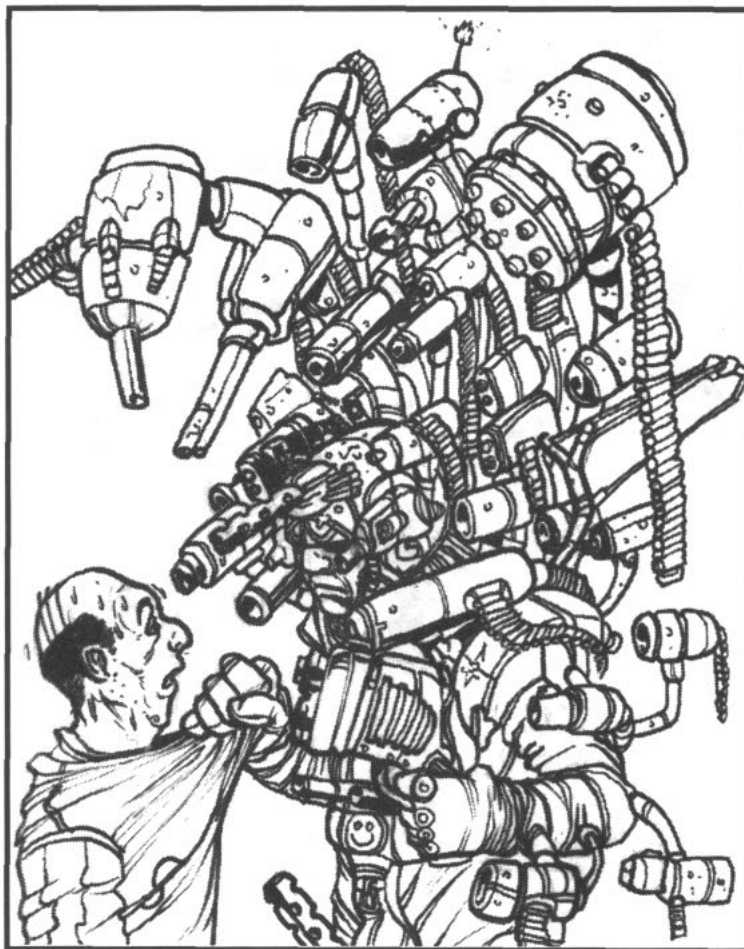
Radio Head™ Personal Radar Array (Cost: \$25,000, Avail: B, Surg: 4)

Memory: 2

The Radio Head™ package is mounted on a subject's head slightly behind and above the ears in two bulbous capsules resembling small geodesic domes. Both domes run wires directly into the brain and give the subject 360 degree radar sense similar to the genetic enhancement. Radar signals are blocked by solid objects and give the subject an idea of an object's size, shape, and direction of motion (if any). Subject can not be blindsided and is very unlikely to be surprised.

Spinal Trap™ Deterrent System (Cost: \$22,000, Avail: B, Surg: 4)

From the makers of the popular Death Rattle Device™, Spinal Trap™ is another feature in their spoilsport line and is designed as a deterrent to brainjackers. When any vertebrae separate (a condition resulting from brainjacking) the trap is sprung and a series of high-voltage capacitors nestled in among the vertebrae all discharge along a system of high strength wires which run up the vertebrae to the skull. These wires also prevent the skull from being separated before full discharge can take place. This electric surge is sufficient to cause irreversible brain damage (thereby running the brainjacker's prize). A neon yellow lighting bolt is often tattooed at the base of the skull or on the forehead as a warning. In confidential interviews, nine of ten brainjacker's said they would simply find easier targets.



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Vehicular Interfaces

Available for every type of conveyance, all vehicle interfaces operate in essentially the same manner. By plugging in via a SOTH cable, the driver feels as though he is the vehicle, and can control every function by thought alone. In game terms, an interfaced character reduces the Difficulty of all Driving Skill Checks by 3 and can add +1 to the vehicle's SPD. However, this intimate connection to the vehicle requires the driver to undergo a Penetration Challenge in any collision or crash, regardless of whether the vehicle itself sustained any damage.

AeroLink™ Aircar Control Interface (Cost: \$43,000, Avail: B, Surg: 4)

Memory: 4

This unit can be used to control any type of aircar. Similar models can also be purchased to control helicopters and airplanes (same Cost, Avail, and Surg).

Hang X™ Airboard Linkage (Cost: \$30,000, Avail: B, Surg: 4)

Memory: 3

This specialized item grants its recipient unparalleled control over the popular airboard.

Nowlan Flying Harness™ ENC (Cost: \$50,000, Avail: B, Surg: 4)

Memory: 2

Nowlan's patented Enhanced Neural Connection allows boosts with the Flight Control Enhancement to squeeze 1 more Unit of SPD from their harnesses. This item is becoming standard issue in many airmobile units.

Tehran Jihead™ Automotive Interface (Cost: \$26,000, Avail: B, Surg: 4)

Memory: 3

Any automobile can be controlled via this Iranian import.

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Artificial Brains

Unlike other forms of cybernetics, an artificial brain is designed to work together with the nervous system. It effectively has its own built-in interface unit, and in no way interferes with the Processing Rating of an interface unit connected to it. The cost of an artificial brain is almost always covered by the recipient trading in his own biological brain for a large fee, ranging from a quarter-million to two million dollars depending on the dealer and the "quality" of the donor. The cost of the desired artificial brain is deducted from the fee, the remainder of which is usually spent by the recipient on soma-vids and fast food.

Pueblo ZOMBIE (Cost: \$250,000, Avail: E, Surg: 4)

The smallest and most basic of artificial brains, Pueblo ZOMBIE contains just enough processing room to keep your body functioning under the direction of a final spoilsport program. In cooperation with the company who brought you Spinal Trap™ and the Death Rattle Device™, the Pueblo ZOMBIE software will keep you fighting long after clinical brain death. The target recognition and acquisition ability you would expect in Pueblo software is self initiating as you smoking corpse takes your enemies with you. Pueblo ZOMBIE has a running time of up to ten minutes, after which the final subroutines will expend the last of your energy in the most destructive method possible. This could be a run at the enemy to draw fire while allies escape or redistribute to a more advantageous position or, if carrying the Death Rattle Device™, a move to place the enemy in range of its blast radius. (Manufacturer's note: Pueblo ZOMBIE will not allow the Death Rattle Device™ to detonate until software has run its course or subroutines have decided that optimum detonation time has been reached.) The artificial brain is normally secured within a subject's torso but can be rigged for external carry with a direct jack into the subject's interface unit. Pueblo ZOMBIE does not allow vocal communication nor any activity not dealing with target elimination, but your blaze of glory finish will be something to be remembered!

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"I never said you shouldn't grow fat off of the sweat of your own labors. I said you shouldn't be allowed to grow fat off of the blood of the innocent."

—Taken from Peter Argot's latest novel, *The Next to Last Interviews With Raymond Milkovich*.

How To Use Campaign Frameworks

DECIDE WHY
THE PLAYER
CHARACTERS
ARE TOGETHER

Before a campaign begins and, really, even before characters are made, the players and the Game Master should decide why the characters are together. How did they meet, what do they do, and who (if anyone) do they work for? This conception is known as a campaign framework. It is the glue that holds a campaign together and the kernel of dozens of story ideas. Since it is such an important element of the campaign, everyone in the group should agree that the concept is appealing. Some women, for instance, might find the idea of playing a group of Male Supremacists distasteful. In this case another framework would be more suitable.

Once the campaign framework has been chosen, the group should sit down and figure out everyone's role in the group. This is also a good time to decide on how the characters relate to each other, at least generally.

CHOOSE A
CAMPAIGN
GOAL

At this point several Campaign Goals should suggest themselves to the group. For instance, if the members of the group are aspiring Mafiosos, their first goal might be to carve out a piece of territory for themselves. Also, most

role in the group: If, for instance, the group chooses the news team framework, the players may choose the roles of reporter, camera-man, computer expert, technician, and researcher.

relate to each other: Using the example of a new team, the technician may be jealous of the reporter because she aspires to report herself. Perhaps the computer expert resents the constant intrusions of the techie.

Campaign Goals: As discussed in the *Underground* rules book, the Campaign Goal is the mutually agreed upon objective of the players. The campaign framework should seriously affect this.

chapter 3 • campaigning expanded

new uses for Reward Points: found on pages 114-122 of the *Underground Player's Handbook*.

campaign events: If the character is a cop and a hostage is killed because of the character's incompetence, he will not get a promotion, no matter how many Reward Points he spends.

warrants it: If the cop from the earlier example saved the hostage, it would earn him a big bonus on his next promotion test.

of the Campaign Frameworks offer one or more additional uses for Reward Points. In general, these reward point expenditures are to advance the characters' goals. The Mafioso in the above example could spend 10 Reward Points to gain a new henchman. Bearing this in mind, the group should chose their campaign goal.

The new uses for Reward Points described in the *Underground Player's Handbook* all revolve around tests. To get that new henchman, the Mafioso would have to pass a P/F AURA Test of Difficulty 4. However, these mechanics are a guideline only. The GM should only allow a player to use Reward Points in this manner if it makes sense in light of campaign events and should strive to work these events into the narrative in a believable way. The GM should feel free to give bonuses or penalties to the test if the character warrants it. In the end, of course, the GM has the final say.

Now that all the basic decisions have been made, the real dynamic of the framework should be worked out. The GM and the players will need to work together to assemble all the fine details that make the framework click. So the players are a News Team, who do they work for? Are they corporate or do they broadcast on Channel Zero? Who are their bosses and what are their bosses like? Where do the player's live? Who are their contacts and why do these contacts help the players? The more details defined before play begins, the more concrete the setting. And the more the group works together on this, the more the players feel like they have stake in the game and a say in the process.

When play begins, the Campaign Framework should give direct hooks for countless stories. The GM should try to remember what goals each character has and how they can be worked into the campaign. As play progresses, events will suggest new directions in the campaign and possibly more appropriate ways to spend Reward Points, they should be adopted. The suggested role playing uses will not be appropriate for every campaign. There may even come a time when the group wishes to abandon the original framework altogether and decide on a new one. This is perfectly acceptable. The players and GM may find Parameters of particular use in assessing a campaign's new direction. As long as the characters have a reason to stay together and a common goal, the campaign should thrive.

USE CAMPAIGN
FRAMEWORKS
TO GUIDE THE
SPENDING OF
REWARD
POINTS

PULLING THE
CAMPAIGN
FRAMEWORK
TOGETHER

USE THE
CAMPAIGN
FRAMEWORK
TO GENERATE
ADVENTURES

chapter 3 • campaigning expanded

UNDER- GROUND CELL FRAMEWORK

Campaign Frameworks

Underground Cell

The vets are the members of an Underground cell. They use their boosted abilities to fight the power and try to restore the America of days gone by. The players need to decide where they are based, how they maintain their secrecy, and what their immediate goals are. They start the game with one Underground contact, who provides them with information, equipment, and occasional orders.

As play begins the cell is made up only of player characters. The more successful they are, the more attention they will attract. They can use this notoriety to attract a new recruit if one of them spends 15 reward points (25 if the recruit is boosted) and passes a P/F AURA Challenge against a Difficulty of 9. The capabilities and commitment of this recruit will be determined by the GM. The GM will also determine how much unwanted attention the PC's attract with their exploits.

Band

The vets formed a band when they mustered out. Most of the characters are musicians, but there is also room for managers, agents, roadies, and soundmen. The players will have to decide if they are a corporate or independent band.

Corporate bands have the advantage of excellent PR and great sums of money. The players should work out a contract with the GM. These contracts could include almost anything, from a private chef to action figure tie-ins. Salaries average \$35,000/ month, with bonuses for hit albums and successful tours.

Independent bands don't have much money but their lifestyle is much more exciting. Touring by van in 2021 is an adventure in itself. Many independent bands are supporters of political groups or causes and the band may be a front for other activities. Any independent band member can spend 15 reward points to gain a new contact (P/F AURA Challenge vs a Difficulty of 9 to succeed) who can supply them with such things as weapons and

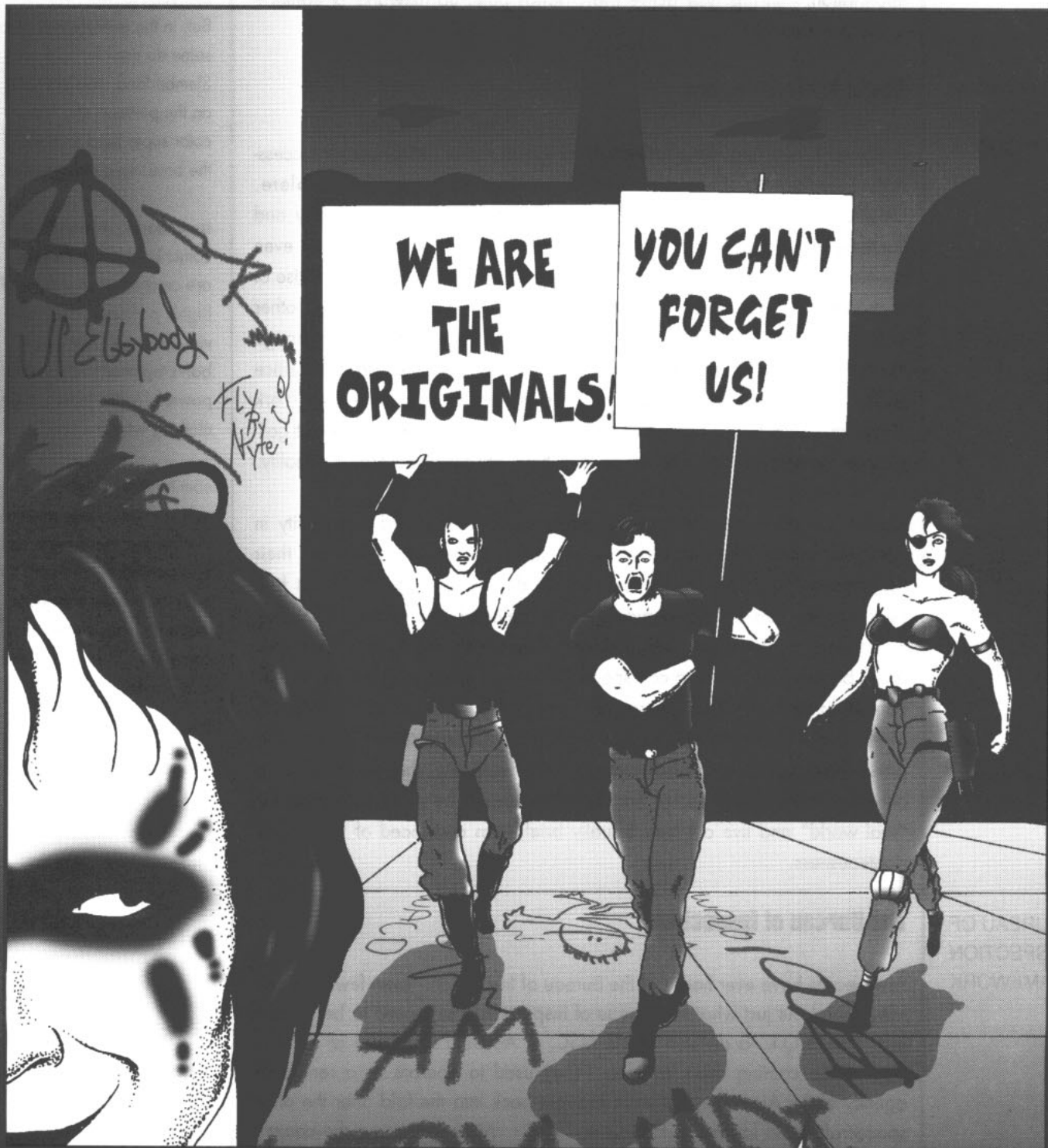
successful they are: An underground cell's success is measured either by the amount of havoc they wreak, or the amount of attention that havoc receives.

unwanted attention: The Police and the FBI don't take kindly to terrorists and eventually they will respond with force. Good luck.

supporters of political groups: For example, there is a new movement in punk circles called Terrorcore, whose premier band, Crosshair, is an avid supporter of the Underground.

BAND FRAMEWORK

chapter 3 • campaigning expanded



chapter 3 • campaigning expanded

COMIC BOOK AVENGER FRAMEWORK

information. In this way active indie bands build up networks of contacts across the country.

Comic Book Avengers

Everyone knows how the Slumberland program works. Most boosts successfully re-adapt to the real world when their boosting is complete. Unfortunately, there are always those who just can't deal with reality and continue to hide in their comic book persona. Some of these boosts even survive their tours of duty and return to the states. This has lead to the rise of a strange new phenomena. Groups of these vets are finding each other stateside and starting their own "superteams." They see everything through the eyes of a traditional superhero. Their morality is simple and their justice swift. They wear overly-gaudy costumes and insist on calling New York "Gotham." They will tell you that they are mutants or products of secret government experiments. In other words, they have absolutely no grasp of reality.

Players can choose to be one of these teams. They should pick a city in which to locate their "secret base," a spiffy and heroic name for their "superteam," and an evil nemesis whose diabolical plots they must foil. Note that the vets are not stupid, just a bit deluded. As time goes by they might begin to pierce their self-spun web of delusions, especially if their comrades begin to die. A hero can spend 20 reward points to make one significant realization about his environment (this is P/F WILL test with a Difficulty of 9). For example, he may realize that the evil OverLieutenant Otto is actually a cop and not a criminal mastermind. Eventually, the vets may "snap out of it." Then again, some find their fantasies to be much safer than the "real world" and live out their (usually brief) lives convinced of their moral righteousness.

The Bureau of Inspection

Few people have ever heard of the Bureau of Inspection. Even fewer people have found out just what the Bureau of Inspection is supposed to be inspecting. The B.O.I., a division of the NSC, is America's first line of defense against the coming alien invasion. They used to operate as a renegade agency of the Air Force, but were brought back into the fold after the alien spacecraft crash landed in Florida in 1997. Now they scour the country investigating sightings and anomalies and dealing with collaborators. The

Everyone knows...works:
But, in the unlikely event that some do not: In Slumberland, soldiers take on the persona of a four-color super hero to make the boosting process easier.

superteams: A term from comic books, superteams are created when groups of highly powerful good individuals in tight clothing band together to stop other powerful individuals in tight clothing who are bad.

coming alien invasion: Ever since the alien ship crashed, members of the government and powerful private citizens have been convinced that an alien armada may come to crush the people of Earth at any time.

BUREAU OF INSPECTION FRAMEWORK

chapter 3 • campaigning expanded

players can be a B.O.I. strike team recruited from various militant corporations. They will be sent out on missions by the Bureau Chief and have access to most of the equipment they may require. The GM will have to decide if there really is an alien threat but should make sure that the players do not know the truth.

As play begins, the strike force will be on the lowest rung of the Bureau pecking order. In fact, the Bureau is so secretive that only the Chief and the President know what the pecking order is. As the vets climb the ladder, they will be able to request the assistance of other government agencies if they see fit. Beginning agents are Rank 1 and can spend reward points to increase their status as follows. Note that all operatives except the Bureau Chief are called Agents no matter what their rank. It keeps the aliens guessing.

Rank	Agency Access	Reward Points for Promotion
Rank 1	Local law enforcement	n/a
Rank 2	Police Detectives, Vice Squad	15
Rank 3	Special Police Squads (eg BOO in LA)	20
Rank 4	FBI; Tobacco, Firearms, etc	25
Rank 5	Delta Force, Shadow Team	30

It is up to the GM to determine the actual internal politics of the Bureau and how they get along with other government agencies.

Agent Provocateurs

The vets have been hired by a foreign government to stir up trouble. Possible employers include Neo-Deutschland, Nihon, the Estados Unidos Mexicanos, or even Space City. The GM will determine the reason that the vets were hired and the exact relationship the players have with their employers.

The main benefit of this framework is the salary. The vets will be well paid for the services (the average is \$40,000/ month). They may also be given illegal equipment for special missions. The vets should realize that they have entered the world of professional espionage and that it can be very dangerous. They are expected to maintain a high level of integrity and failure to do so will be dealt with harshly.

AGENT
PROVOCATEUR
FRAMEWORK

chapter 3 • campaigning expanded

MAFIOSO FRAMEWORK

Mafioso

The vets have joined an organized crime family. This could be the Mafia, one of the Triads, or Santa Claws' organization. Alternately, they may start their own criminal empire. In either case the vets are placing themselves above the law and should be ready to face the consequences.

Vets working for another organization will start as hired muscle. If they work hard and prove their loyalty, they may win the favor of the Don. If a mafioso spends 30 reward points and passes a P/F Aura Challenge with a Difficulty of 9, he can become a "made" man. This places him directly under the protection of the Don and gangsters will think twice before crossing him.

Vets who try to carve out their own empire will have a much harder time. The players should choose a small area no larger than a neighborhood that they control. They should decide how they came to control this area and what their relations with other local criminals are. A vet may spend 10 reward points (P/F Aura Challenge vs. a Difficulty of 4) to gain new follower. 20 reward points can be spent to increase the territory controlled by one block (P/F Aura Challenge vs. Difficulty of 9 to succeed). The GM will determine the capabilities of the new gangster or the stability of the new block. Remember that taking over someone else's turf is sure to make them mad, so watch your back.

own criminal empire: This is extremely hazardous, since it requires displacing the current criminal leadership.

NEWS TEAM FRAMEWORK

News Team

The vets are a news team that covers the hottest stories. Some consider boosted journalists a waste of firepower, but covering bush wars and riots can be very hazardous— that footage for *Combat! Combat! Combat!* has to come from somewhere after all. The players will need to decide who they work for and how much control they have over their assignments.

The biggest media perk is the ability to get access to restricted zones. This is usually done through contacts. A news team member may spend 10 reward points to cultivate a new contact (P/F AURA Challenge vs. Difficulty 9). This new contact could be a police officer, a government agent, a corporate administrator, or even a mafioso. These contacts may provide information

chapter 3 • campaigning expanded

elite commando units: All of the major conflict corps have specialized strike teams that carry out dangerous special missions.

start out as commandos: The exception to this is that a character who was promoted during her regular course of duty will begin with equal rank as a commando (i.e., a regular forces sergeant will become a commando sergeant).

(confidentially, of course) or they may get the news team permission to visit a place closed to the public. If the vets ever abuse these privileges, they will lose the contact immediately.

Commandos

In this option the characters are not veterans at all. They completed a tour of duty and were chosen for special training. They were then assigned to one of the elite commando units of their parent militant corporation. The players can choose what unit they belong to and what traditions, if any, the unit practices.

One big benefit of remaining in the employment of a militant corporation is that they are experts at treating feedback trauma, so the vets have less of a chance of going bonkers. Equipment is also rarely a problem. All the characters start out as commandos, but they may rise in rank according to the following table.

Rank	Reward Points for Promotion
Commando	n/a
Strike Sergeant	15
Strike Leader	20
Strike Coordinator	25
Strike Commandant	30

As per usual the candidate must pass a P/F AURA Challenge against a Difficulty of 9. If they succeed, they gain a promotion. The responsibilities of each rank are as follow:

Strike Sergeant: second-in-command of a strike team. Strike teams range in size from 3 to 10 commandos.

Strike Leader: in charge of a strike team.

Strike Coordinator: in charge of 2 to 3 strike teams. A Strike Coordinator usually operates out of a HQ bunker or aircraft.

Strike Commandant: in charge of operations in an entire region. A Strike Commandant usually has 2 to 4 Strike Coordinators working for him and also operates from a central headquarters.

COMMANDO FRAMEWORK

chapter 3 • campaigning expanded

PRIMITIVIST FRAMEWORK

Primitivist Tribe

The vets have embraced the primitivist ideal and started their own tribe. They are trying to leave behind the technological nightmare that is 2021 and live a simpler life. The players should choose their tribal lands and traditions. Do they model themselves after a historic tribe or are they creating their own traditions? Do they have any tribal feuds or is technology their only enemy? The vets must remember that they are not just friends, they belong to the same tribe. That makes them family and gives them a loyalty that is often their best defense.

Each tribe has a different social system. The players and the GM will have to determine how leadership is determined in the tribe and work out an appropriate reward point cost based on the models in this book. Any tribe member can spend 15 reward points to extend the tribal lands by the equivalent of block. This is a P/F AURA Challenge with a Difficulty of 9. Successfully taking land and holding it may make the vets tribal heroes.

ANGELS FRAMEWORK

The Angels

The vets met under peculiar circumstances: they were hired by a mysterious patron. This patron has never revealed himself to the vets, and goes by a simple code-name, like "Charlie" or "Boss." The patron has a hireling who calls the vets together when there is a job to do. The patron sends the vets out on missions, invariably good deeds, and in return gives the vets homes and generous stipends.

The GM must decide the patron's secret motives, as well as determining the hireling's abilities and personality. The GM should be sure that there is an internal logic to the sorts of tasks the patron asks the vets to undertake.

In the course of play, the characters will no doubt become curious as to their patron's identity. Any player may spend 10 reward points to gain an insight into her patron's identity. The player must take a Standard Intelligence Challenge vs. a Difficulty of 15. The GM should give bonuses to this roll corresponding to any clues the player has discovered in play (the player must recognize these as clues in order to receive the bonus, however!). The better the player's grade, the better the clue. While a D allows the

hireling: This hireling is as ignorant of the patron's true identity as the characters.

secret motives: It is certain that the patron is spending all of this money on the characters for a reason. An example might be that the seeming good deeds the patron sends the vets on are, in fact, targeted entirely at the shady dealings of the patron's rival.

chapter 3 • campaigning expanded

New York or Chicago: For the adventurous soul, a subway squat campaign may also be set in London or Paris, which have large networks of tunnels.

player to determine that the patron has an ulterior motive, an A allows the player to determine what that ulterior motive is.

Subway Squat

The vets have given up on the people and the government of the United States. The time has come to rebuild, and they will do it — beneath the city streets. This framework can only be used in cities with vast underground tunnels, like New York or Chicago. The vets have founded a new city in the unused bowels of their old home. They will go to any lengths to see that city flourish, and will allow no one to stop them.

The players should decide what kind of government they will have, how they will get supplies, and what their new city will be made out of. Remember: the vets are building a new society, and everything must be started from scratch in order to avoid the mistakes of the past. The GM must determine what sort of trouble the players will have — for instance, will the city officials appreciate a new city in the subway?

As play begins, the new city consists of the vets and only a few others. For every 5 reward points, a player may recruit a new citizen (15 if the citizen is a boost). This requires a P/F AURA Challenge vs. a Difficulty of 4 (9 for boosts).

Homeless Crew

The vets are all out on the streets. They stick together for the sake of survival and out of necessity. Perhaps they even develop a sense of friendship. Life on the streets is incredibly dangerous in 2021, and the players must worry about brain-jackers, drive-by's, gangs, and crazy vets with guns — not to mention food, shelter and clothing.

At the start of play, the players have nothing except each other. However, players may develop safety zones. If a player spends 20 reward points (and passes a P/F AURA Challenge vs. a Difficulty of 9), she gains a safety zone. Safety zones are places in the streets the players can identify as their turf (a restaurant where someone gives them food, an abandoned building where they have beds set up, a safe place to stash stuff).

SUBWAY
SQUAT
FRAMEWORK

HOMELESS
CREW
FRAMEWORK



chapter 3 • campaigning expanded

"Smell me."— Ad campaign for Pfusch, the new cologne by Fabian Colognes.



chapter 3 • campaigning expanded

organization: The men's group that is strong in L.A. is the Coalition for the Mobilization Of Men, most female gender activists in L.A. belong to the Committee for the Purging Of Patriarchy.

Gender Activists

The players have one thing very much in common, they are all the same sex. The vets are a part of the burgeoning gender supremacy movement and believe that mankind should procreate only through artificial methods. The players have a hardy disdain for members of the opposite sex, and are often present at rallies, marches, and speeches for the "cause" of gender segregation.

The players know each other from these functions, and work together to further the cause — through means legal and illegal. The players are also a part of a national gender-rights organization which supplies them with information and hardware. As members of this organization, they occasionally receive orders from their Patriarch (male) or Matriarch (female), depending on their gender. Any player may attempt to bring someone sympathetic to the cause into this organization by spending 15 Reward points (25 if the recruit is a boost) and passing a P/F AURA Challenge vs. a Difficulty of 9. For 30 Reward points, a player may become a Patriarch or Naga (after passing a P/F AURA Challenge vs. Difficulty of 9). This allows the player to receive inside information on the organization's plans, as well as to give orders. The exact nature of the organization is left to the GM.

Boosted Family

The family that boosts together stays together. At least that's what the vets believed when they all went to the recruiting office together and signed up. The vets are all family — they may be mom, dad, sis and bro or several siblings and their cousins. The GM and players must determine why the whole family became boosts.

And what would any family be without a feud? The vets have a vendetta against, and seeks to annihilate, their "family enemy" which should be an organization or another family. Perhaps the family enemy killed the head of the vets' clan or foreclosed on the family farm. The GM should design this family enemy and determine whether the players' goal of wiping out the enemy is attainable by the family alone. If they seek to topple the U.S. government, it is unattainable. If they seek to plug every member of the Jones family, it is attainable.

GENDER
ACTIVIST
FRAMEWORK

BOOSTED
FAMILY FRAME-
WORK

chapter 3 • campaigning expanded

For unattainable goals, it is likely that there are others who also seek to topple the family enemy for other reasons. If any of the players spend 15 reward points and pass a P/F AURA Challenge vs. Difficulty of 9, she may make some kind of bond with them — usually an agreement to help each other in the cause. For attainable goals, the family enemy should be in hiding, or distributed all over the country. Any player who passes a P/F INT Challenge vs. a Difficulty of 9 and spends 20 reward points gains a clue in tracking down part of the family enemy.

in hiding...country: After all, what fun would the game be if the Jones family all lived in one house? Once the players found the house and blew it up, the game would be over.

SLACKERS FRAMEWORK

Slackers

The vets really didn't have much to do after they mustered out, so they threw all their useless junk in a van, painted some catchy name on it like "Mystery Crü," grabbed their talking Robo-Dog and hit the road. Now they drive all across the country, just cold chillin'. The funny thing is, everywhere they go weird things happen: ghosts show up, yetis scare off rich tourists, and factories close because of electricity-monsters. One thing the vets have discovered, though, is that usually there's no monster — it's just some scum-sucker trying to make a buck by scaring people off of valuable land.

The GM and players should consider this framework if they're both unsure what direction they would like the campaign to take. After all, the vets have a van and the open road — anything can happen. The vets just go around solving people's problems. Isn't that swell? There is no Reward Point scheme for this framework, but the players do receive the satisfaction of hearing villainous opportunists proclaim "I would have succeeded if it hadn't been for those meddling boosts!"

SPIN DOCTORS FRAMEWORK

Spin Doctors

The vets work strive for one goal, and one goal only: to get their candidate elected. While the candidate may be a player or an NPC, most of the players are old-fashioned party-machine-hacks. The only difference is, they're boosts, and they have their own machine. They will stop at very little — perhaps nothing — to get they're candidate elected.

The office can start small, perhaps city council, but eventually could lead up to Senate or even the Presidency. The vets are the behind-the-scenes advi-

chapter 3 • campaigning expanded

shadow government: While other figures recruited in this way will publicly speak in favor of the candidate (while perhaps stabbing her in the back behind-the-scenes), a member of the shadow government pulls strings and makes things happen for the candidate. Perhaps the candidate's opponent meets an early demise.

Judaism: In this case the vets are extremists convinced that the Moshiah (messiah) will only come when there are enough faithful.

AUDITED: The audit is the method through which the Scientologist seeks personal enlightenment and growth.

A forcible audit is a very ugly scene.

sors to the candidate, and are all fiercely devoted to seeing the candidate get power. Each player should determine why her character is so devoted.

Any player may spend 25 Reward points, and pass a P/F AURA Challenge vs. a Difficulty of 9 to recruit an important figure to the candidate's camp. Important figures include wealthy businessmen, minor politicians (state representatives), or washed-up celebrities. For 40 Reward points and the same test, a player may recruit a very important figure. This includes influential businessmen, major politicians (Federal Representatives, members of the Supreme Court), and popular celebs. For 60 Reward points and a passed P/F AURA Challenge vs. Difficulty of 15, a player may recruit a power broker — A Mega-Rich C.E.O., a Senator, the President, a Cabinet Member (or member of the shadow government), or a Cyber-Celeb.

Religious Freaks

The vets are *really* into their religion. The vets are so into their religion that they'll try to convert those who aren't. In fact, the vets are so into their religion that if they can't convert someone, they'll force them convert by beating them and threatening to kill them. On their weekends off from converting people forcibly, the vets like to get into brawls with members of other religions. The vets are not tolerant people.

Possible religious groups for the vets to be affiliated with: The Catholic Church (as members of the Neo-Inquisition), Judaism, Scientology (the unfaithful must be AUDITED), or Evangelical Christianity.

While many mainstream adherents to the vets' faith don't admire or endorse the vets' methods, the vets do get funding and support from the more radical arm of their church. The exact dogma of this radical arm should be determined by the GM, including the amount of support it gives the vets. Regardless, the vets are scrutinized by the radical arm according to the number of converts they bring in. For 15 Reward points a player may convince a mainstream member of the church to join the radical arm (after passing a P/F AURA Challenge vs. a Difficulty of 9). For 25 points, and after passing the same test, a vet may bring a non-believer into the radical arm without violence or bad feelings. Praise God!

RELIGIOUS
FREAKS
FRAMEWORK

chapter 3 • campaigning expanded

SPORTS TEAM FRAMEWORK

Sports Team

A fairly new attraction is boosted sports, both professional and amateur. Popular sports range from various bastardizations of 20th century sports to Boosted Gladiatorial Combat. The vets are on a team together, playing some kind of boosted sport. The players and GM should determine if the players are professional or amateur.

If the players are pros, they make an absurd amount of money and everyone knows them. Those are the main advantages of being a pro boost athlete. The biggest drawback is that the Underground and other vet organizations may think of the players as traitors and make fairly regular threats against their lives.

Amateur athletes aren't in it for the money. In fact, the players could just be a bunch of friends who meet every week for a game of street ball. The vets act as a cohesive unit — a team, and they play against other teams. On the amateur level, though, losers don't always take defeat well. It is possible for the vets to have developed some unpleasant enemies during their athletic careers.

Teams have a way of supporting each other. If every player spends 20 Reward points, the players may open a Karma pool. For every additional 5 Reward points spent (by any player, or combination of players) after the pool is opened, any single player on the team may add 1 Karma to the Karma pool!. When there is Karma in the pool, any player may draw upon it if the majority of the players agree that it is an appropriate usage. The GM may choose to reward Karma points to the pool if the group performs a particularly team-like action.

absurd amount of money:
Members of a professional boosted athletic club begin play with salaries of \$100,000/month

by any....players: One player on the team may spend the five Reward Points, or five players may spend one each.

chapter 3 • parameters

In Paraguay I learned all that I can be.

I can be an invader. I can bail out in darkness at 2000 meters from an ancient Sikorsky chopper gunship piloted by an empty-eyed Argentine pre-frontal with four teeth and skillware bought from the lowest bidder. I can fly down to thick jungle north of Minas Cue airstrip without breaking my harness or my neck. I can field-strip and assemble an Allied Mayhem napalm projector in 85 seconds in total darkness. I can force-march 18 klicks with a 40-kilo pack through thick jungle, uphill 100 meters over buttressed roots, downhill 100 meters into waist-deep streams infested with leeches, for three hours, at a pace that would kill hotoplasm in five minutes.

I can be a soldier. I can scan an open field dotted with brick buildings and spot orange body-temp silhouettes under a corrugated steel roof. I can fly in with Fire Team Beta and wait for the precise moment when Strike Thirteen's Char-Baby booms, then uncover my ears and swoop down before the last shard of shrapnel hits the ground inside. The timing, the precision — human beings can't imagine it.

In Paraguay I learned I can be a killer. I can spray napalm aerosol all over a barracks, or what looks like it, full of women and children. Eight years old, some of them, some just three or

four, and a few infants still in cribs. I can stand and watch them burn and hear their screams like cats at night. Napalm may smell like victory, or so my field CO always said, but people under napalm smell just like pork chops, that same oily-crispy sizzle.

I can be pretty sharp. In that barracks I can look at people covered with patchy flame, clutching at me and begging for mercy, and see they're not natives, not Latins. They're white as my sister. They shout names in English, names of people who can't help them any more than God. I can spot Strike throwing around asbestos business cards with the Henkata logo, ask what gives, and when Strike Thirteen says, "*Public relations stuff. Mennonite colony. They're all over down here. Technically ours, but an atrocity pinned on Henkata pressures the Chinese to pull funding,*" I can handle it. I can nod thoughtfully behind my duck mask instead of screaming. Because in Paraguay I learned all that I can be.

Now I can be someone who looks at people on the street and thinks meat puppets. Tastee Ghoul sure would go for their ribs and thighs fried in that extra crispy batter. Sweetmeats. Lady fingers. It takes a certain attitude to succeed in business.

— Dennis Schneider (code-name Mickian Donald), "How I Beat the Odds and Made \$4M as a Successful Franchisee," *Small Business Success Stories* 05/09/22/5 PM EST, p. 17 (Copyright 2021 Conde Nast Online Inc. Reprinted by permission.)



chapter 3 • parameters

HOW TO CHOOSE BEGINNING PARAMETER VALUES

PARAMETERS

? This section offers advice and optional rules for using Parameters, the descriptive campaign guides detailed on pages 245-251 of the Underground rulebook. Treat everything in this section as optional, and decide whether and how to adapt each part to your campaign's needs.

Setting Parameter Scores

? Each Parameter score describes the campaign setting's whole population. If you need help choosing initial Parameters for the campaign locale, think of each score in one of these ways:

• Percentage of population. For each five percent of the population that benefits fully from a Parameter, add 1 to the Parameter score. So if half (fifty percent) of the locale's residents feel pretty safe, the Safety Parameter starts at 10 (ten five-percent increments). If only ten percent of the people feel safe in that locale, Safety would start at 2.

? If no one in the locale benefits from the Parameter, make it 1, not zero.

• Level of each individual's contentment. Instead of five-percent segments of the whole population, a Parameter can measure an average resident's contentment. If a typical resident of the locale feels safe half the time, Safety starts at 10; if this resident feels safe only ten percent of the time, Safety starts at 2. Or, looking at it another way, if this resident feels her Quality of Life is about half what it could be, Quality of Life starts at 10; if her life seems no more than a tenth what she dreams of, Quality of Life begins at 2.

Parameters in Play

? When a character fires her Urban Nightmare in Bell Gardens, how fast do the cops show up? What about in Azusa or Upper Bel Aire?
? How easily can the vets find an emergency room in Baldwin Park, or bribe a bureaucrat in CLUN3?

? Parameters: Parameters are detailed on pages 245-251 of the *Underground Rulebook*. In brief, they are:

? Wealth: measure the amount of money available to the average citizen.

? Safety: measures the lack of violence and criminals in the society.

? Government Purity: measures the lack of corruption among police officers and government officials.

? Quality of Life: measures the happiness of people in the society.

? Education: measures the intelligence of the people in the society.

? Necessities: measures the society's access to food, medicine, and other necessities of life.

? Take Home Pay: measures the amount of the average citizen's income that is not swallowed up by the government.

? CLUN3: County Lock-up 3.

chapter 3 • parameters

locale responds effectively:

For example, finding the emergency room in time is a positive Necessities

Challenge. Finding a cop when a gang is chasing you is a positive Safety Challenge. A person making a positive Challenge wishes for a Parameter score of 20.

fails to respond: For example, bribing an official is a negative Government Purity Challenge. Hoping the cops won't arrive when you're chasing someone is a negative Safety Challenge. A person making a negative Challenge would ideally prefer a Parameter score of 1.

circumstances: For example, INT or sensory enhancements to detect the approaching police cruiser or find the emergency room.

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The needs of your story usually decide this. For instance, if the vets would die without immediate medical care, they find their emergency room nearby. If they must talk to the thug in the county lockup to get a vital clue, the CLUN3 bureaucrat takes their bribe without hassle. But when the story does not dictate an answer, the Parameters can indicate one instead.

When you feel unsure how to resolve an action or its consequences, the locale's Parameters can suggest an answer. In the examples above, the Safety Parameters of the various communities indicate the speed of police response; the Necessities Parameter, availability of medical care; and Government Purity, the ease of bribery. CLUN3 stands in Jessep Hill; given its Government Purity of 5, the bribe should work well.

Parameters and Difficulty Numbers

For a more precise answer, the Parameters can provide difficulty numbers for a Standard Challenge. The two kinds of Challenges using Parameters are **positive** and **negative** Challenges. A positive Challenge tells whether the locale responds effectively; a negative Challenge, whether it fails to respond. The type of Challenge determines the difficulty. Use this chart to determine difficulty numbers.

Parameter score	Positive Challenge	Negative Challenge
1-5	8	2
6-10	6	4
11-15	4	6
16-20	2	8

When deciding whether a Challenge qualifies as positive or negative, always take the player characters' view. The Attribute or Ability the characters use in the Challenge depends on circumstances.

Never let these numbers interfere with the story. Always choose an outcome that makes a more interesting adventure, and fall back on

PARAMETERS
CAN HELP
DECIDE STORY
QUESTIONS

PARAMETERS
CAN PROVIDE
DIFFICULTY
NUMBERS

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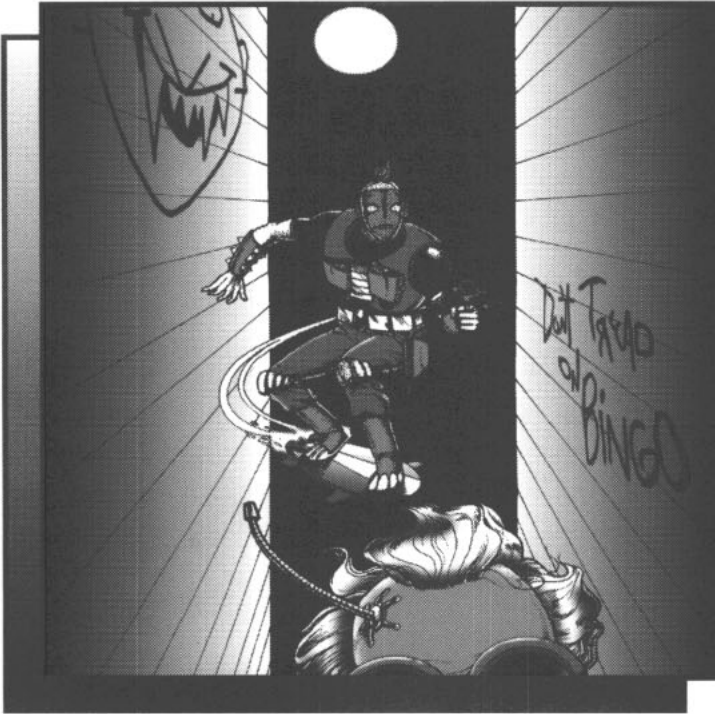
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chapter 3 • parameters

"This place is bug!"—Two punks take to the sky above L.A.



the Parameters only when you don't have a clear idea of the story's requirements.

Changing Parameters

As the rulebook says, players can spend Reward Points to adjust the campaign's Parameter scores. A group of players can pool their points and spend them together. They can buy the adjustment a few points at a time, spending some after each story, or save the points to spend all at once. After the players spend the points, their characters undertake the story that implements the desired change.

Cascading Parameter Changes

Large-scale societal changes filter down to the local level. When the players spend Reward Points to adjust Parameters at the City/County, State, or Country level, those same points may also "cascade" downward and affect all smaller scales of the campaign

story: The "Adventure Seeds" section of this book includes examples of stories that change Parameters.

may: Remember to regard everything in this section as optional. If you don't like this system, don't use it in your game.

SPENDING
REWARD
POINTS

PARAMETER
CHANGES AT
ONE SCALE
CAN EFFECT
LOWER SCALES



chapter 3 • parameters

multiple of a Parameter cost:

Remember, players can spend three times the usual cost to shift a Parameter without affecting other Parameters. Optionally, they can spend five times the cost to shift it permanently.

world. Thus a change at the Country level also works changes at the State, City, and Neighborhood levels.

The points spent at one level can influence all the levels beneath it in varying degrees. Choose one of these methods before beginning the campaign, or between stories, and make sure the players understand how your method works.

- Strict: Each Parameter change produces exactly the same change in one locale (players' choice) on each lower level. If the players increase America's Safety Parameter by 1, they can also increase Safety by 1 in (for example) California, Los Angeles, and Jesse Hill.

- Broad: The Parameter change is duplicated exactly in all the locales on each lower level. Increasing America's Safety by 1 increases Safety by 1 in every state, in every city, and in every neighborhood.

- Dramatic but narrow: The players get the same Reward Point value they spent at a high level to spend again on one locale (their choice) at each lower level. If the players spend 200 Reward Points to increase America's Safety by 1, they can spend 200 points to adjust (say) California's Parameters (moving one Parameter 2, or two Parameters 1 each); and 200 points to adjust Los Angeles's Parameters (changing one Parameters by 5, five Parameters by 1 each, or some combination); and 200 points in Jesse Hill (changing one Parameter by 10, all seven by 1 or 2 each, or a combination).

If the players paid a multiple of a Parameter cost to shift it, the same multiplied cost and effect carries over when those Reward Points cascade to lower levels.

- Dramatic and widespread: As above, but the players may split the Reward Points at each lower level among several locales. The number of locales they get is based on how many that number of Reward Points would normally buy. For instance, 200 points spent at the national level would be enough for two states instead, or for

WAYS TO
APPLY
CHANGES AT
LOWER
SCALES

chapter 3 • parameters

THE
GAMEMASTER
CAN LIMIT ALL
CHANGES

HOW FAST THE
PARAMETERS
RETURN TO
STARTING
VALUES

WAYS TO
MEASURE THE
SPEED OF
PARAMETER
REVERSION

five cities, or ten neighborhoods. Therefore, the 200 points the players spent at the national level can also change two states, up to five cities or counties, and up to ten neighborhoods.

Logically the locales changed at each level should belong to those changed at higher levels. For instance, if the players change California and Nevada, they should change cities in those two states, not elsewhere.

- **Momentous:** As "Dramatic but narrow," except that the Reward Point value applies to all the locales on each lower level.

You can limit the effects of these methods. You might decide that the cascading changes cannot raise a given Parameter by more than 3, or cannot raise Safety above 10, and so on. Do what you need to guarantee the integrity and believability of the campaign world.

Reverting to Earlier Values

After the characters achieve their Campaign Goal, Parameter scores revert to their beginning values. Usually the entire reversion happens before the next story begins. A more complex but realistic method applies the reversion gradually over the course of several stories. Again, you can choose one of several methods. Be sure the players know your method as the campaign begins or resumes.

- **Gradual:** Between stories, each of the changed Parameters moves one level closer to its beginning value. A Wealth Parameter that started at 9, then changed to 12 for the Campaign Goal, would become 11 after one story, 10 after the next, and finally stop at 9 after the third story of the next campaign.

- **Very gradual:** As above, but only one Parameter changes between stories. If the previous Campaign Goal changed several Parameters, the effects linger much longer, giving the players a correspondingly greater feeling of accomplishment.

- **Responsive:** The Parameters return to their beginning values according to story-related actions by the characters' opponents. If the vets increased Jessep Hill's Safety to 6 by removing a local ganglord,

believability: Note that a barely significant change on the national level, cascading down to the local level in Dramatic fashion, could turn Jessep Hill into a paradise. If that doesn't suit your campaign's needs, don't allow it.

chapter 3 • parameters

one tenth: For instance, if the vets changed their neighborhood's Parameters by a total of 6 levels, for a cost of 120 Reward Points, then maintaining the neighborhood at the changed Parameters would cost $(120/10=)$ 12 points.

campaign that differs strongly: For example, the vets might become involved in international espionage, trying to provoke or prevent a war between America and China. Or they might use the government's alien technology to explore space and meet alien races.

another gang may invade the vacated turf in the next story and promptly bring Safety back down to 2. If you don't run that story, however, Safety remains at 6 until some event changes it.

- **Turbulent:** The Parameters change unpredictably, in whatever way you like, moved by obscure societal forces beyond easy comprehension — much like real life.

Maintenance Charges

If the characters take part in stories that carefully protect the changes they have made, you may allow the players to spend Reward Points to keep the Parameters at the changed levels. This "maintenance charge" costs one tenth of the total point cost the players spent to achieve the Campaign Goal.

The players may spend the maintenance points after completing a story. If they spend the points, all the Parameters remain at the changed levels throughout the next story. If they don't pay the points, you may restore all Parameters to their beginning values instantly, or you may gradually change them back using one of the methods above. In the second case, after a later story you can let the players pay points to maintain the deteriorating Parameters at their current values, or (the simpler solution) forbid further maintenance. Whichever choice you make, ensure that the players know your decision in advance, so they can plan their point spending accordingly.

Choosing Parameters for Different Campaigns

The seven Parameters in the *Underground* rulebook monitor the effects of most kinds of campaigns. But an adventurous gamemaster may devise a campaign that differs strongly from the conventional background. This different background may use different Parameters.

Each new Parameter should keep the 1-20 range and the costs to change levels. Any campaign should include at least five Parameters. As always, make sure the players know the Parameters you use for the campaign, even if they don't necessarily know their beginning values.

SOME
CAMPAIGN
TYPES AND
SUGGESTED
PARAMETERS

PLAYERS CAN
SPEND
REWARD
POINTS TO
PREVENT
REVERSION

DIFFERENT
CAMPAIGNS
MAY USE
DIFFERENT
PARAMETERS

chapter 3 • parameters

SOME CAMPAIGN TYPES AND SUGGESTED PARAMETERS

Some sample campaign types and suggested Parameters:

• International intrigue: Government Purity, Quality of Life, Military Effectiveness, Nuclear Proliferation, and International Tension. The campaign might use a Tension Parameter for each pair of countries that figure prominently in the campaign.

• War or invasion: Safety, Savagery, International Involvement, Enemy Infiltration, Supply, Intelligence, and Military Effectiveness.

• Space exploration: Parameters measure a society's status, so the characters should become part of a spacefaring culture, organization, galactic empire, or the like. Parameters depend on the campaign premise, but might include Quality of Life, Education, Safety, Cultural Understanding, Militarism, Commerce, and Centralization of Authority.

This campaign style could introduce Parameters that represent technological advancement as well as cultural conditions. Use these only if the characters can adjust the tech level in stories, such as by researching new breakthroughs or destroying particular advances. "Tech" Parameters might include Communication Speed, Travel Speed, Medicine, and so on.

chapter 4 • adventure hooks

CAR BOMB KILLS NET EXECS

February 18, 2021

Battle for sought-after docudrama
turns physical

by Donna Diana Reznicek
USA ALIVE

HOLLYWOOD — Vid-net rights to Tuesday's massacre of HS homeless in Glendora have gone to FBN after a car exploded this afternoon on West Hollywood Boulevard, killing two programming executives employed by rival NBS.

Eyewitnesses say Raul Lennox, 44, and Scott "Scotty" Nickerson, 28, left the fashionable Sashay's restaurant at 2:10 pm, summoned Lennox's Mercedes Benz from the parking garage by remote control, and got in the car in front of the restaurant, 10248 West Hollywood Level 3. The car

exploded seconds later, killing both instantly. Sashay's suffered minor property damage, but no injuries were reported.

LA Peace Force investigators attribute the explosion to a rack of 32 Urban Nightmare heavy grenades, commonly available in local weapon and convenience stores, wired to the car's underbody and linked and triggered by means still unknown.

Lennox and Nickerson, both longtime NBS employees, had engaged in what one NBS insider calls "ferocious competition" with FBN for the right to produce a documentary drama about the massacre two days ago of six members of the Boosted Veterans for Christ. LAPF Media Liaison Jesus Hector Emanuel Garcia said, "Industrial espionage is our working assumption right now," but as yet they have arrested no suspects.

A spokesperson for FBN says the network has entered a bid with the victims' families for docudrama rights to Lennox and Nickerson's stories, but that NBS has claimed all entertainment rights to the deaths because its executives died while on company business.

STREET ACTION

Use the following adventure ideas as written or modify them for your own campaign. The story ideas link to make two campaigns, at different scales and with different goals:

- **Get Strong!** (Neighborhood): Stop a new gang franchise from entering the community.
- **Milestone** (City/County): Expose the disastrous environmental record of an out-of-state megacorp before it can build a dangerous development in Los Angeles.

Each campaign includes Parameter changes the players buy using the Reward Points earned in these and other stories. How many stories should

TWO CAMPAIGN
SYNOPSIS

chapter 4 • adventure hooks

they complete to earn the required points? This section assumes a group of five or six vets, each earning four points per story. If the group doesn't usually earn at least 20 points per story, either interpolate more stories in the campaign or assign more points per story.

The campaigns assume player characters belong to the Underground or otherwise work outside, if not in opposition to, civil authority. For convenience, all the adventures assume a campaign based in Los Angeles. However, the adventures adapt easily to other campaign premises and locations.

Each story summary offers a solution to its problem, but remember that the solutions serve only as examples. Encourage your players to invent their own solutions, reward plausible ideas with success, and use the listed suggestions only if the players can't think of anything on their own.

GET STRONG!

Scale: Neighborhood. Jessep Hill, described in the Underground supplement *Streets Tell Stories*, works well.

Campaign goal: A national network of gangs, the CBs (see *The Underground Notebook*), plans to open a franchise in the vets' neighborhood. The vets try to repel the franchise and clean up gang activity on their home turf.

Parameter changes: +1 Safety, +2 Education, +1 Quality of Life, and +1 Necessities, while other Parameters do not dip below their beginning levels

Reward Point cost: 20 points apiece for +1 to Education, Necessities, and Take Home Pay, which incidentally adds 1 to Quality of Life and another 1 to Education; 20 for +1 Safety, improving Necessities and subtracting the Quality gain; 60 points to raise Quality of Life by 1 without affecting other parameters. Total: 140 points, earned over seven stories.

assign more points: At the end of a story, in addition to the regular Reward Points they earn, you can give the players "bonus points" that they must spend in the way you prescribe. For instance, after one story you give each player 2 Reward Points and assign the group an extra 10 points that they can use only to increase the Safety Parameter. This lets you keep better control on the campaign's pace and direction. Of course, the players can still spend their own earned Reward Points any way they like.

Jessep Hill: The Hill's Parameters are Wealth 4, Safety 2, Government Purity 5, Quality of Life 4, Education 3, Necessities 5, and Take Home Pay 10.

do not dip below their beginning levels: The Parameters can temporarily decrease during the campaign, but the players have not reached their goal until they return the decreased Parameters to their starting levels.

BASIC
CAMPAIGN
INFORMATION



chapter 4 • adventure hooks

ad-blips: The typical commercial announcement in 2022 runs 4.3 seconds.

(Source: Adhour #13,142, 2/9/22/2 PM EST.)

Get swift!: A current slang term meaning "excellent, superior," popularized by Lucille on The Tortinis.

Summary: In the first set of stories the vets practice damage control, controlling violence by cutting off a huge influx of CB weaponry. In subsequent stories the vets build community values: encouraging citizen action, discrediting a corrupt police officer, and introducing new social programs. The final story shores up these gains against CB retaliation. You can run these order in any order.

The Stories

The CBs, the nation's largest organized crime syndicate, have hired a major Manhattan public relations firm to clean up their image. The CBs' ownership of many vid-net stations guarantees that their ads get airtime, and their stock in the major news services helps fend off close scrutiny of their activities.

Increasingly the CBs use legitimate business practices to camouflage their narcotics, extortion, prostitution, brainjacking, smuggling, numbers, burglary, robbery, legbreaking, and contract killing operations. CB branch offices in some major cities now experiment with franchises in small neighborhoods. Pay the branch office a steep fee, and they'll set you up in a neighborhood, provide muscle to get you started, and guarantee you a minimum percentage slice of the area's profits from crime.

Of course, their ads and slick brochures portray the CB franchises as community organizations that (to quote one brochure) "motivate urban youth to take an active role in their community." The motivation involves upwards of two tons of military-grade weaponry, now arriving in the vets' neighborhood.

Philanthropy of Daddy Raoul

Foreshadow this campaign in earlier adventures by letting the vets glimpse vid-net ad-blips for the CBs: "Get strong! Get swift! Get the CBs backing you! Get the picture?" The blips feature Mister "All That You Can Be" himself, Captain Conflict, boosted recruiter for Allied Mayhem.

Vid-net "narrowcasting" in 2021 is interactive. The vets punch the onscreen "TOUCH HERE FOR INFO" square, and they learn about the supposed "youth organization" coming to their town. A news clip shows part of an interview with Raoul Bondurant, a local importer and restaurateur. Bondurant has purchased the CB franchise for this neighborhood. As a formality he

CUT OFF THE
WEAPONS

CORRUPT
POLICE
OFFICERS

chapter 4 • adventure hooks

denies that the CBs represent organized crime. He also denies, perhaps unconvincingly, that in his old home of Phoenix he was "Daddy Raoul," a crime boss ousted when the Mafia took over his syndicate in a leveraged buyout.

After that local violence soars, bringing strange adjuncts. Protection thugs coerce local merchants to post CB billboards and posters. The HQ of an established local gang, the Eight-Treys, gets hit hard in a 2 AM shootout, and the unknown attackers spraypaint a CB corporate logo on the front wall. Muggers leave victims broke and half-naked with Customer Response forms, to be filled out and dropped off at the police station. ("Did the assailant show pronounced aggression? How would you rate the assailant's ability to communicate demands?")

The vets can try to take out Raoul Bondurant, but his boost bodyguards are heavily armed. The vets have an uphill battle until they can cut off Bondurant's supply of weapons. He maintains three caches. In decreasing order of accessibility, they rest in a liquor store basement, a disused high-school Junior ROTC rifle range, and (by far the largest) in the LA Peace Force's local auxiliary armory. All three survive because Bondurant has bribed plenty of cops and other officials.

The corrupt LAPF cops know Bondurant's defenses and (in response to bribery, trickery, or assault) can advise how to bypass many of them. When the vets dispose of Bondurant (either by trickery or in a pitched battle with his guards), they disrupt the CB franchise long enough to move on to the next adventures in this campaign.

Bad Cop, Bad Cop

Bondurant is out of the way, but the CBs don't leave the neighborhood that easily. Now that the franchise has arrived, a pullout would tarnish the corporate image. So the CBs call in their pet cops.

The vets or their friends receive registered snail-mail letters from Captain Dennis Lofworth, LAPF captain in this precinct. Lofworth's letters inform them that, for reasons of suspicion of civil misconduct, the LAPF will no longer extend police protection to them, their heirs or assigns, or their domiciles. This scare tactic is based on an obscure amendment to the LAPF contract

Eight-Treys: A Jesse Hill gang introduced in Streets Tell Stories. Substitute any gang you have already established in the vets' neighborhood.

DISCREDIT
CORRUPT
POLICE
OFFICERS

chapter 4 • adventure hooks

holistic medicines: drugs and coordinated treatments that prevent serious illness when administered from youth to old age. The Horus System permits each user to customize drugs and dosages to her own needs.

with the City of Los Angeles.

Lofworth is in the CBs' pocket, as are most of his officers. He himself passes the CBs' Customer Response forms to the branch office. His scare tactics don't stop with the letters. Corrupt cops now start leaning heavily on the vets: "Interfering with a legitimate youth enterprise can cause unpleasant accidents," and so on. Midnight beatings, arson, seizure of assets, and punitive arrests follow.

Open retaliation against cops, either threats, assault, or murder, is always a bad idea. Can the vets get these cops hauled in on charges? The idea seems impossible, but not quite. If the players don't think of a workable idea themselves, a leader of the local Eight-Trey gang can suggest a plan to the vets; after all, cops working for the CBs are bad news for other gangs, not just the vets.

With the Eight-Treys' cooperation, the vets can create false evidence that Lofworth and his cops are actually betraying the CBs, transmitting their secrets to the Eight-Treys. (For an effective forgery, the vets must first unearth real CB secrets!) The CBs drop Captain Lofworth and his main lieutenants, perhaps violently. The franchise will need time to set up alternative police protection. Meanwhile, the vets must stay busy.

Holding the Horus System Hostage

Currently victims of gang violence die of late or inadequate medical attention, or complications from their injuries make them a burden to the community. To decrease the gang's social costs, the vets must improve Necessities. One honest, beleaguered cop in the local Street Violence Task Force, Officer Juliana Soares, suggests that the vets try to get Iron Lung Enterprises to build an emergency medical clinic in the downtown area.

Iron Lung, a medical-technical company with a long history of cash-flow problems, has skirted bankruptcy for years solely through revenues from its subsidiary, Horus Pharmaceuticals. Horus, makers of the "Horus System" of holistic medicines, has recently lost supplies of rare chemicals to mysterious thefts. Iron Lung treasurer Bryce Noodleman tells the vets that without those chemicals, Horus (and therefore Iron Lung) can't hope to make a profit this year. But the police have already given up the search, and the company doesn't have the cash on hand to buy replacements. If the vets can track

START AN
EMERGENCY
CENTER FOR
GANG VICTIMS

chapter 4 • adventure hooks

down the missing supplies, Noodleman says Iron Lung will build the clinic. The vets may talk to Horus president Donald Stevenson about the locked-room thefts. Stevenson points the finger at rival Tri-Synaptic Research, Inc., which he says has long coveted the Horus System. Stevenson says LAPF detectives didn't pursue the Tri-Synaptic lead because the company has so much money and so many lawyers the LAPF has given up fighting it.

Analysis of the theft sites at Stevenson's high-security medical labs shows nothing, because the thefts happened too long ago. Any approach to Tri-Synaptic leads to a bruising confrontation with the paranoid company's boosted mercs, and company representatives deny any interest in the Horus System.

Detective work, street smarts, or good guessing eventually fingers as the thief none other than Donald Stevenson himself. He wants to get out from under Iron Lung's thumb, and he figured the fake thefts would reduce his company's value so much that he could buy back his firm. "It seemed such a good idea at the time, my signing on with them, but what a disaster!"

Disposing of Stevenson presents one last danger. If they turn him in to Iron Lung, the company adds the vets to their long list of debtors, the "legion of stiff," and never builds the clinic they need. However, if they help Stevenson get free of Iron Lung, the newly independent Horus builds them a clinic of remarkable size and efficiency.

Peter Argot Reporting

Damage control works in the short term, but the vets must make their neighborhood less attractive to the CBs, and vice versa. Media attention can help, especially the attention of nationally famous vid-net muckraker Peter Argot. Abrupt, often rude, perspiring, and endlessly suspicious (not to say paranoid), Argot endears himself to no one except the downtrodden victims he helps, his local bureau chief, and 100 million scandal-seeking viewers of the FBC network.

But how to reach Argot? The vets can leave a message, which will sit with the 700 similar pleas for help Argot receives each day. To attract the journalist's attention takes nerve and cleverness. If the vets can't think of anything, they can settle for coverage from some local small-time crusading reporter.

Tri-Synaptic Research, Inc.:
Litigious maker of Advanced Designer Drugs, potentially hazardous fantasy-producing neurochemicals.

Peter Argot: DEX: 1, RES: 2, INT: 3, WILL: 3, AURA: 3
Acrobatics: 2,
Administration: 6, Business: 4, Charm: 4, Computer Science: 4, Detective: 4, Gun Combat: 3, Intimidation/Interrogation: 7, Streetwise: 5, Thief: 5

"How's business, Mr. Ice Pick? Do you like that name better than 'Dennis Strazinski,' is that why you changed it? You can speak into the mike, I'm sure you have nothing to hide."

REDUCE THE
FRANCHISE'S
INTEREST
IN THE
NEIGHBOR-
HOOD



chapter 4 • adventure hooks

Either way, the story casts the vets as guards for the intrepid reporter in investigations of CB strongholds. The reporter's probing questions provoke violent responses, and the vets must keep Argot (or the Argotian substitute) alive long enough to finish and air his report. It makes the right people look wrong, exposes the CBs' "youth organization" cover, and gets the citizens of the vets' neighborhood up in arms. Now they can start exploiting community outrage against the gangs.

As a postscript, Captain Conflict holds a press conference to announce he will stop endorsing the CBs. Nobody pays much attention. Meanwhile, the CBs' public relations firm goes on overtime, staging several legitimate festivals, benefits, and other events to polish its client's smudged image.

Neighborhood Watch

Getting local citizens interested in the CBs was one thing, but persuading them to fight organized crime takes a lot of elbow grease. While running the previous stories, encourage the players to think of ways to motivate the populace, then use their ideas to create dangers in this story. If necessary, brave individuals, such as local social workers, parents, or church officials, can offer suggestions such as these.

Neighborhood watch: Organize citizens by street or block to watch each others' homes and phone in thefts or muggings they see. Where to phone? The cops don't come to this tough neighborhood soon enough to do any good, so the vets may have to take on patrol duty themselves, manning a phone around the clock to respond quickly to urban violence.

Battles against protection schemes: To stop the thugs who extort money from merchants as "protection against accidents," the vets must get one brave shopkeeper, perhaps Nguyen Duc Thu who runs the local convenience store, to stop paying. For three nights running the CBs make assaults on Nguyen's store, with increasing violence each time. After each assault that the vets foil, more merchants are willing to rebel against the extortion. Eventually the vets can organize the merchants in mutual "block defense leagues" to ensure the protection thugs won't return.

MOTIVATE
CITIZEN
ACTION



chapter 4 • adventure hooks

Attracting insurance agencies: Currently when a gang damages a building, the shopkeeper must pay repairs out of pocket, because no insurance company will risk underwriting the high-risk businesses in this neighborhood. This leads to urban decay. To get insurance companies to underwrite the area, the vets should publicize the neighborhood's falling crime rate. (This only works if the players have already increased the Safety Parameter.)

The players can devise ways to get publicity. If they can't think of anything, a store owner suggests that the vets make vids of their fights against gang members and sell the footage to a show such as *Combat, Combat, Combat!* The producers are agreeable if the vets' footage looks good, but they demand a higher "excitement quotient." They send the vets back into the neighborhood with a request for "close contact, high impact, and strong human interest." Once such footage airs, businesses in the neighborhood have an easier time getting insurance.

The vets can run through each of these mini-stories as a group, or they can split up and handle them separately. After they complete enough episodes to increase community morale (and fill out the adventure), finish the story with the newly motivated citizens helping the vets close down a local juice house or gang stronghold.

You Want Frenchy With That?

LA's schools are hopeless, so young people have no practical alternative to joining a gang. The vets can provide them a choice by persuading the city government to fund a technical education program for young people in the neighborhood. But how?

Nine million dollars, more than enough for the program, currently lurks in an unused line item of the 2021 Los Angeles city budget. The item, underwritten by the MacRaney's Corporation, provides for "consumer awareness nutrition education in earthward-inner-city schools." District School System Supervisor Arnold Dexter Walters has held up this spending for months, observing that it consists of a one-hour infomercial for MacRaney's hamburgers to be played for captive students in every LA classroom. Walters has incurred MacRaney's disfavor but earned political points with the back-to-basics supporters on the city council.

FUND A CIVIC
TRAINING
PROGRAM

chapter 4 • adventure hooks

God, Inc.: a fast-growing corporate provider of religious services based in Mount Shasta, California, with annual revenues of over eight billion dollars. Clients may pay by the service or choose one of many subscription plans. See *The Underground Notebook*.

Boosted Operatives for Christ: an evangelical national denomination of 13,500 enhanced vets, founded in Torrance and led by Rev. Ernestina Holland. Members tithe 10% of their income to the church. See *The Underground Notebook*.

The vets learn about this situation when they happen on a random mugging and rescue Arnold Walters himself. Grateful, the affable would-be politician engages them in conversation, asking about their hopes for the neighborhood. He suggests that the vets fund their training program by persuading MacRaney's to revamp its "education" plan. He gives them a contact in MacRaney's public relations division.

The MacRaney's PR flack, D. Leon Ponchartrain, shows surprising willingness to "reconfigure" the funds, so long as the vets agree to help him. A lone robber has been knocking over MacRaney's outlets in nearby neighborhoods for over a month. He has demonstrated telepathic and telekinetic powers. Frustrated cops know the masked boost as "Frenchy," because he speaks in a French accent that they believe is faked. If the vets can bring Frenchy to justice, Ponchartrain will fund their program.

The problem lies not in finding Frenchy, nor even in defeating him. He can hold off one or two vets, but an organized team has no trouble tracking and tackling him. No, the problem lies in disposing of the robber, a Mexican vet named Juan Emilio Ramirez (code name Wobbly). Ramirez learned to mimic a French accent while doing guerrilla work in the People's Republic of Quebec. He returned to LA and became a devout client of God, Inc. To keep up with the hefty payments it requires, Ramirez took to thievery.

So: now what? The vets should sympathize with Ramirez, a misguided vet in circumstances like their own whose crimes had no object but spiritual service. Perhaps they turn him in, but they won't feel good about it. But perhaps they can guide Ramirez to join Boosted Operatives for Christ, a much cheaper group, and find a fall guy (perhaps a CB member?) to present to MacRaney's as a substitute Frenchy.

Reopened for Business

To get the youth out of the gangs, you have to give them something else to do. The vets' neighborhood has a youth recreation center, built during the Milkovich administration, but gangbangers firebombed it within weeks of its opening. The building still stands derelict on the lowest level of the neighborhood, its blackened BrixBlox walls covered by fifty layers of graffiti.

Newly motivated neighborhood citizens ask the vets to help them restore the

REBUILD AND
PROTECT A
YOUTH CENTER

chapter 4 • adventure hooks

building. They have collected meager funds for paint and supplies from bake sales, church funds, and the like; homeowners have donated furniture. With lots of volunteers (and perhaps even a few members of the Underground) to help, the vets can refurbish the devastated building in a couple of weeks.

At first things go well. At-risk youth visit the center in large numbers, hanging out, playing darts and pool, checking the odd-job board, watching Channel Zero, and gradually getting involved in community volunteer programs. Establish a few young visitors as potential admirers of the vets, though the boys feel defensive and still respect the gangs.

Then the CBs retaliate. The vets stop an untraceable arson attempt, then a drive-by bombing. Finally, the franchise makes an assault in force against the youth center, planning to make it an example. It may become one — but not the way the CBs intended — if the vets can stop this overpowering assault. (Is it led by the returning Raoul Bondurant?) Victory brings the troubled young admirers into the fold, consolidates neighborhood spirit, and draws city-wide attention. The CBs' public relations firm advises the syndicate to cut its losses and withdraw from the community for the foreseeable future.

MILESTONE

Scale: City/County.

Campaign goal: Stop a major corporation from building a development that poses environmental dangers to Los Angeles. Also, remove corrupt city supervisors in the corporation's thrall.

Parameter changes: +2 Government Purity, +2 Quality of Life, Education unchanged, -2 Take Home Pay.

Reward Point cost: Raising Quality of Life by 2 (80 points) also takes care of the Government Purity increase. The Education Parameter, falling by 2 with the Quality of Life increase, must therefore rise by 2 (80 points). This also lowers Take Home Pay. Total: 160 points, earned in eight adventures.

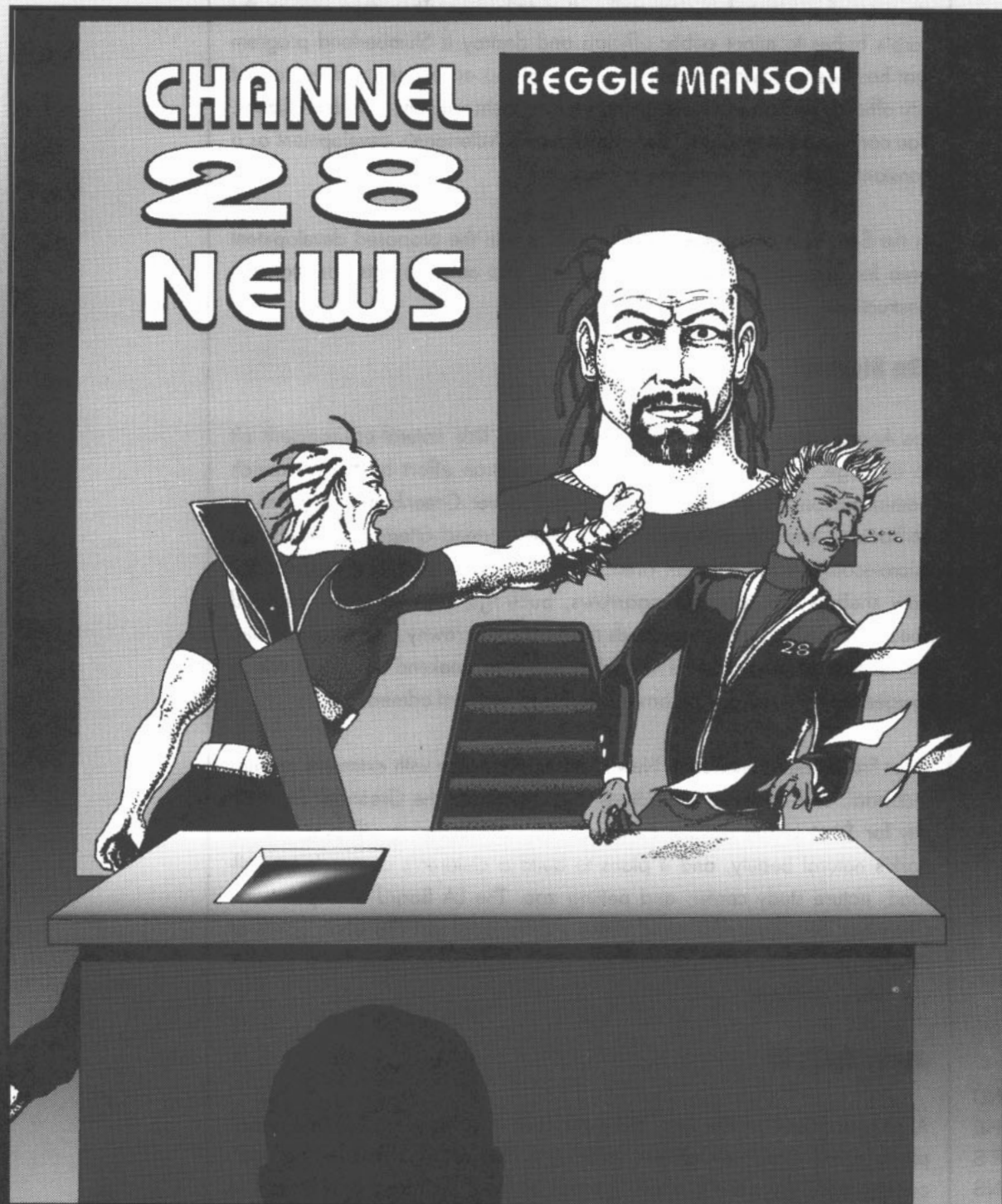
lowers Take Home Pay: In educating LA citizens about the importance of protecting the environment, the vets spur the creation of local environmental protection agencies that cost tax dollars.

BASIC
CAMPAIGN
INFORMATION

chapter 4 • adventure hooks

"I got your 'word on the street' right here!"—

Reggie Manson hand-delivers his rebuttal to Channel 28's editorial on boosted welfare.



chapter 4 • adventure hooks

Summary: The vets first penetrate the smokescreen of a high-pressure public relations campaign and uncover evidence of the corp's true purpose, construction of a giant shopping mall called Milestone. Then they expose the corp's bribes to minor public officials and destroy a Slumberland program that has been swaying the public. The following adventures remove corrupt city officials and news reporters and replace them with civic-minded citizens. You can run these stories in any order, pacing Milestone's development as a constantly growing threat in the background.

In the final story the desperate corp tries to ruin the proposed development area for anything except its own project, and only the vets can stop the destruction.

The Stories

Los Angeles (or your own campaign's city) has little natural environment left to damage. However, a concerted preservation effort by the Milkovich administration led to the creation of the Pioneer Greenbelt shortly before Milkovich's assassination in 2011. A well-informed attempt to reestablish micro-ecologies in an urban area, this mile-long strip of coastal parkland now shelters red squirrels, sparrows, bullfrogs, and other endangered species. By 20th Century standards the trees are scrawny and the grass thin, but for tens of thousands the Greenbelt provides weekend leisure. Its role in oxygenating the smoggy LA basin has drawn national admiration.

Now Freedman-McMoffett, a New Orleans megacorp with extensive mining, industrial, and commercial holdings, has purchased the Greenbelt from the city for \$1.4 billion dollars. Freedman has announced it will preserve the park's natural beauty, and it plans to build a children's carousel, toy railroad, nature study center, and petting zoo. The LA Board of Supervisors, Chamber of Commerce, and news media applaud the civic spirit of Freedman's charismatic president and CEO, former Louisiana State football star Billy Joe Moran.

Jerky Spills It

A beggar friend of the vets, Jerky the Lurk, discovers Freedman's actual plans for the Greenbelt. Under cover of its "toy railroad and petting zoo" construction, the corp actually intends to level the area and build the

DISCOVER AND
REVEAL THE
CORP'S
ACTUAL PLANS

chapter 4 • adventure hooks

environmental disasters and political manipulation: For instance, government figures show that for decades Freedman-McMoffett has been dumping radioactive gypsum into the Mississippi, with the approval of the corrupt Environmental Protection Agency. Even by the EPA's lax standards, Freedman tops the list of the nation's corporate water polluters. It has also devastated the rain forests of Borneo, where it operates the world's richest copper mine.

telelink: Jargon for video conferencing and closed-circuit "narrowcasting" systems used routinely in 2022 by well-heeled executives and politicians.

Trademark: a licensed terrorist group, founded in 2021 to protect the intellectual property of corporations, but lately hiring out for more routine duties.

Trademark includes five boosted mercenaries and a variable number of normal agents. For more details, see the Notebook pages included with this supplement.

Milestone Shopping Mall, a mile-long shopping center, residential complex, amusement park, and not one, not three, but five Tastee Ghoul outlets. The public would never allow this, if it knew. Jerky finds out while rooting through the garbage bin behind the local corp office; a recent power brownout put the office shredders out of commission, and a damaging memo got thrown out intact.

However, Freedman's staffers found Jerky even as he found the incriminating document. He flees to the vets, pursued by a mercenary team. The team poses as a local gang and has concealed all obvious ties to Freedman. Jerky should live long enough to get the memo to the vets. This should point the way to investigation of Freedman's past, a past loaded with worldwide environmental disasters and political manipulation

Now the vets decide how to publicize the news. Conventional channels don't work. The news media, the city government, the police — the higher-ups are all booster-types with various financial interests in Freedman's success. If the vets somehow get anyone important interested, Billy Joe Moran denies everything, speaking by telelink from New Orleans, and soon buys the official's silence. He doesn't buy the vets' silence. Instead, his lackeys make their lives hard in ways both subtle and obvious: turning off their power and phone service, making harassing phone calls, and resorting to murder attempts as the vets' efforts continue.

To spread the news, the vets must develop alternative channels. Perhaps they can persuade well-heeled contacts to start an independent newsfax service; if they can locate Channel Zero, they might persuade the pirates to air the scoop; if nothing else, they can pass out handbills. Finally public indignation leads to a Greenbelt demonstration against "the Millstone," so large the news media must acknowledge it.

But the demonstration draws a sabotage attempt by Trademark, a group of boosted mercenaries covertly hired by Freedman. Depressant drugs planted in concession-stand fast food threaten to drive the crowd to mass suicide. When the vets fend off the attack, they succeed in the adventure.

Bought the Ferrari With My Christmas Bonus

Zoning committees, building site inspectors, utility and sewer service bureaucrats, even the county earthquake authority — Milestone requires lots of payoffs.

UNCOVER
BRIBES TO
MINOR OFFI-
CIALS

chapter 4 • adventure hooks

The vets get an anonymous fax pointing fingers at several minor functionaries in these city agencies. The tip claims these officials took bribes. Do the vets blow the whistle immediately? If so, the media descend in force on these low-level drones and hound them to speedy resignations. But no evidence indicates the source of the bribes, and the vacating bureaucrats deny all guilt.

The impulsive vets got duped. These honest officials refused to approve Milestone's applications. Instead, their corrupt superiors took the bribes, approved the permits, and (at Billy Joe's behest) framed the underlings with bogus evidence. The illusion of new purity should smooth passage of further Milestone approvals.

The vets avoid this manipulation, or revenge it, by investigating the victims' superiors. Bank accounts, major new purchases, and luxurious vacations point to the bribes, despite these officials' comic excuses. The bribes get no coverage in the Chamber-dominated news media. The solution lies in alerting the corrupt officials' own superiors to their luxurious lifestyle. Nothing offends a bureaucrat more than seeing her underlings live better than she does!

The corrupt officials soon get transferred to civil-service outposts outside the LA area. As long as the vets make sure to keep a close eye on their replacements, Freedman's streamlined approval process gets stopped, and it must pursue other paths to success.

The Sleep of the (Ad)just

The vets attend yet another anti-Millstone rally. There they see the familiar faces they've met at previous rallies, but now these onetime opponents of Freedman's project have suddenly, shockingly gone over to the developer's camp. "We need the food-preparation and maintenance jobs Tastee Ghoul will bring," they say, their eyes glazed. "More buildings means a healthier economy." Who brainwashed them, and how? (Do the victims include the vets' own nearest and dearest?)

Investigating the victims' families and co-workers draws threats, then attacks, by terrorists from Trademark, hired (anonymously) by Freedman-McMoffett. Detective work between the fights reveals that all the victims recently visited

DISMANTLE
THE SLUMBER-
LAND
BRAINWASH
PROGRAM

chapter 4 • adventure hooks

sim: simulation, casual term for a virtual reality environ-

ment like the Bushmiller

Process the vets were trained in. The Inhuman League sim at Slumberland lets the visitor fight and defeat a fictitious group of powerful comic book-style "super-villains."

Ubangis: are described in the supplement *Streets Tell Stories* ("Streets" book, page 55).

Cooing Crow: STR: 8, DEX: 8, SPD: 5, RES: 6, INT: 5, WILL: 7, AURA: 9
Charm: 5, Gun Combat: 6, Leadership: 5, Martial Arts: 6, Social Science (Mexican, Plains Indian, Northwest Indian): 1, Streetwise: 4
Claws: 8
Leaping: 6

"The shelters are seedbeds of the good in humanity. When the bombs strike and scorch the Earth to desert, then the shelters will loose the seeds of new growth."

the newly reopened Slumberland amusement park and experienced the Inhuman League sim. This sim uses visual and aural harmonics to induce a hypnotic state (Control 12 rating, with a Bonus that makes the effect last for a week) and pump the visitor's brain full of subliminal pro-Milestone propaganda.

If they don't succumb to the Control themselves, the vets can simply trash the joint. But this would put lots of people out of work and perhaps create a public-relations backfire.

A more effective approach to stopping the propaganda relies on the Ubangis, a primitivist tribe that maintains a secret bomb shelter under the park. The elderly boost Cooing Crow has established the shelter to protect against a nuclear holocaust that he believes is inevitable. If the vets win Cooing Crow's trust, he can lead them by a secret way into the park's well-guarded tunnel network. There the vets get access to the sim control stations. While the Ubangis perform a Ritual of Purification, clever vets might replace the propaganda with their own messages; this requires a Computer Programming Challenge against a difficulty of 8 and takes 38 Units of time (six hours).

Further investigation reveals that the implicated equipment came from a Sri Lankan electronics contractor called Mansabdar, a wholly owned subsidiary of McMoffett Electronics International, a division of Freedman-McMoffett. Hours after the vets make inquiries, the Mansabdar manager responsible for programming the equipment dies in an auto-rickshaw accident.

The trail of evidence stops there, and media higher-ups quash exposure of the episode. Meanwhile, when Freedman learns of the replaced propaganda, it has Slumberland shut down the Inhuman League sim for "maintenance" and pulls all the subliminals.

But at least the vets have stopped the Slumberland brainwashing. Without reinforcement of the hypnosis in later Slumberland trips, the brainwashed victims recover naturally.

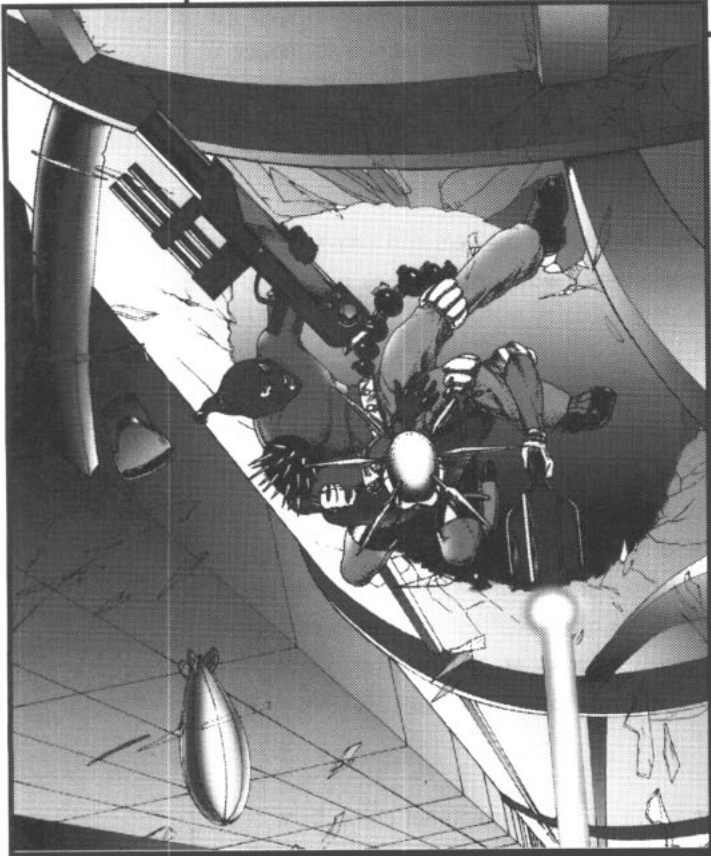
Blackmail the Blackmailer

City Supervisor Todd Brant, an undistinguished but authoritarian control freak, would be a demagogue if he had any charisma. Lacking it, this poste-

CORRUPT
SUPER #1:
FORCE A
RESIGNATION



chapter 4 • adventure hooks



rior-retentive politician has become one of several lockstep votes in favor of all Milestone waivers, variances, and other end-runs Freedman needs to circumvent the civic process. One vital step in stopping the development calls for the player characters to remove Brant and at least two other corrupt Supervisors from the Board, thereby removing Freedman-McMoffett's majority.

To get Brant off the board, the vets can uncover the hold Freedman has on him: blackmail. Moran has obtained a vid-file that Brant made for his own

amusement, a gallery of grotesque practices best left to your imagination. The tip to the vets comes from a not-quite-willing participant in the activities, a young girl from their own neighborhood. If confronted publicly, Brant brushes off the accusations smoothly. In private, however, he may offer the vets anything, even his resignation, if they can get the file away from Moran's local agent, attorney Harold Waterman.

Waterman, a snifty and unusually amoral corporate lawyer, holds a physical copy of the file in each of three locations: the safe in his law firm's ultra-secure penthouse offices in Santa Monica; the concealed safe in his splendid home office in Upper Beverly Hills; and his safety deposit box in the Nihon International Bank branch near his home. To get to the file, the vets must get to Waterman. They might reach him by trickery at work, or perhaps they approach him in his spare time, as he pursues his hobbies of horse racing, yachting, billiards, and adultery. With luck and nerve they can

chapter 4 • adventure hooks

rude remarks on non-Freedman issues: "School would teach our kids better if we went back to corporal punishment. Whale on a fresh kid a few times with a birch rod, and she pays attention after that." "If these boosts on the streets had anything to offer worth taxpayer support, they'd still be in the service. They're so super, let 'em leap out of the city with a single bound." "If you're stupid enough to walk into a neighborhood full of brain-jackers, it's just as well they're putting your brain to better use."

blackmail Waterman to get a copy of the blackmail file on Brant, but they can't make him implicate Moran or give up Freedman-McMoffett as a client. Most likely the vets don't learn about all three copies of the file, so after giving them one, Waterman informs Brant that Freedman still has a hold on him. So after Brant obtains the vets' copy, he refuses to resign. But if the vets shrewdly made their own copy, they can publicize it (perhaps over Channel Zero) and Brant must resign in public disgrace. One down.

Throw Out Brother Jonnie!

Billy Joe Moran's brother, Jonnie Ray Moran, also sits on the LA Board of Supervisors. Freedman moved Jonnie to LA last year and funded his successful campaign on the National Anti-Socialist (NAS) ticket so he could guarantee a lockstep vote for Milestone. A cretin with all the charm of a spreading sweat stain, Jonnie hasn't done anything worthwhile as a councillor, but he does indeed vote just as brother Billy orders.

The vets can't change Jonnie's mind; they'll never get him off the council under his own power. He can afford state-of-the-art security, and he shows a rudimentary paranoia that discourages assassination. Fortunately, he has no political sense, and his frequent rude remarks on non-Freedman issues have alienated his district. If they don't think of another solution, the vets can organize a recall election to remove Jonnie Ray from the Board.

First the vets get signatures on a recall petition from at least 25,000 registered voters. Obviously they need help from the district's neighborhoods, although their enhancements and personal charisma may carry them a long way alone. Give the players a chance to make moving speeches that gradually motivate apathetic crowds. After initial success, they also face random attacks from snipers and thugs hired by the local NAS chapter. Curiously, this fact never gets mentioned in news stories about the thugs' capture.

Jump forward a few weeks, or run other adventures in this interval while the petitions grow. At City Hall, bureaucrats check all the signatures and throw out many on grounds both fair and spurious; they're dead set against the extra work an election would require. Citing a new regulation passed in a secret Board hearing a few weeks ago, the staff suddenly announces a deadline — tomorrow — for the vets to collect 5,000 more signatures.

CORRUPT
SUPER #2:
RECALL
ELECTION

chapter 4 • adventure hooks

This calls for a last-ditch effort. The only place to find so many people this quickly is at that evening's baseball game between the MacRaney's Bluejays and the Glint of Cold Steel Giants at Edwin Meese Memorial Stadium. By the time the vets collect the needed signatures, they draw a pack of angry pursuers, boosted members of NAS chapters up and down the West Coast, flown in expressly to harass the vets. To avoid alarming the crowd, the NAS boosts have temporarily taken new code names based on a baseball theme: *Umpire*, *Shortstop*, *Homer*, and the like. During the fight, spectators first assume that it's a staged stunt, then that the NAS thugs must be the good guys. Use interference from fans to complicate the tactical situation.

The NAS doesn't want to kill the vets so much as destroy the petitions. If the vets can defeat the boosts and deliver the petitions to City Hall before midnight, the recall election goes forward. In three weeks Jonnie Ray Moran goes down to humiliating defeat. Two down.

Seeing the Glory

Prof. Carl Bundy, onetime civil rights activist but now a senescent stooge of developer interests, suffers from an undiagnosed neural ailment. During the Milestone approval process he has come to believe that Billy Joe Moran is a non-denominational religious messiah, here to lay waste to the Earth and carry the faithful to a rewarding afterlife.

Bundy recently confided this faith to the object of worship himself, when Moran visited the Greenbelt site on a reconnaissance trip a few weeks ago. Moran claims no divinity, but frustrated aims (such as the Milestone project) provoke him to draw comparisons between himself and Jesus or the Christian martyrs. This led the unbalanced Bundy to fixate on him. When Bundy proclaimed his new faith, Moran conveniently neglected to correct him.

With this sign, Bundy has resolved not to swerve from his support of Freedman, and the vets can never make him choose to leave. A recall won't work, for Bundy has a loyal constituency of oblivious hooligans who call Bundy "a cold kingin' ricker, steel deep wit' de blocks." He keeps his district happy with free public dinners and sponsored sports events. Besides, his supporters live nowhere near the Greenbelt.

MacRaney's Bluejays...

Giants: Most sports franchises are now corporate-owned.

a cold kingin' ricker, steel deep wit' de blocks: Los Angeles slang of 2022. "A very loyal comrade who's close to the concerns of the neighborhood."

CORRUPT
SUPER #3:
CORRECTIVE
SURGERY

chapter 4 • adventure hooks

The vets learn of Bundy's peculiarity from Windy DiNardo, a bartender in their neighborhood. Last night Bundy's car died of a fuel cell leakage near Windy's bar, and Bundy stopped in for a drink while waiting for a repair bot. The vid at that late hour showed the 2006 animated Dizzy Studios comedy Tammy Faye, a farce about disgraced 20th Century televangelists Jim and Tammy Faye Bakker. Bundy, watching Jim's antics in the name of God, suddenly grew irate and shouted, "That sinful man would never have recognized the one true Billy Joe!"

Windy's subtle inquiries on this point drew no response, and Bundy soon left. But he accidentally left behind his pocket computer pack, and Windy hands it over. Its Eliza receptionist program reveals (with an Easy Digital Security Challenge) Bundy's many dictated notes vowing devotion to Billy Joe Moran. It also lists his appointments for the coming week. The pack gives the vets everything they need to plan a move against Bundy — kidnapping, assassination, or whatever they devise.

If they don't investigate the pack or follow up on the opportunity it presents, the vets can still get a chance at Bundy by returning the pack to him at his City Hall office. He welcomes them gratefully. Delicate questioning might expose some peculiarities of his beliefs, but he won't reveal much unless the vets display great cleverness. If they betray opposition to Billy Joe, Bundy shouts for City Hall security and claims the vets tried to attack him. This leads to either a fight and escape or a three-year jail sentence.

The vets should devise a way to dispose of Bundy. One creative solution would be to kidnap him and get a street surgeon (such as Doc Shock from *The Underground Notebook*) to replace Bundy's brain with an artificial model. This cures Bundy's ailment, and with his new cybernetic brain he turns against Milestone. Hallelujah!

Three down. Milestone can no longer get Board approval for its development process. With Freedman's project stalled (at least until the next election), now the vets can ponder ways to protect the Greenbelt permanently.

chapter 4 • adventure hooks

GET A
CORRUPT
JUDGE OFF
THE BENCH

The Judge and the Juice

The vets may try blocking Milestone through civic channels, through a referendum, or by forcing the county to condemn and confiscate the Freedman property. At every step County Judge Al Wilshire blocks their efforts, citing arcane legal precedents that don't bear close scrutiny. Wilshire, an anti-war protester in his college years, has successfully murdered his conscience in the intervening 20 years and now stands solidly in the development camp. Billy Joe Moran has dangled a lucrative vice presidency of the corp before him, if he can guide the Milestone project to completion.

Wilshire isn't up for re-election for two years, has no vices worthy of blackmail, and resists intimidation and bribery. Physical threats prompt him to hire boosted security and sic the Peace Force or Trademark on the vets. Assassination would do no good, because the Governor, a Plutocrat and a close friend of Billy Joe, would appoint someone even worse as Wilshire's replacement.

Investigation turns up Wilshire's visits to Moran's New Orleans mansion, his speaking fees at various Freedman company sites, and other graft, but none that could make serious trouble for the judge. One interesting point requires good luck or good digging to discover: Wilshire's wife, Emily, has had several stays at the local Betty Ford Franchised Treatment Center near the Wilshire's security condo in Upper Santa Monica. It seems upper-class Emily has a lower-class problem with juice.

Different vets may use this information in different ways to get the same result. Humane heroes could kidnap Emily, detoxify her, and use their enhancements, connections, or interpersonal skills to help her develop the strength of character she needs to get off the drug. Judge Wilshire, reacting with guarded gratitude, gives up his obstruction of anti-Milestone efforts.

In contrast, a ruthless group of vets could co-opt all of Emily's juice suppliers and extort the judge's cooperation in return for keeping his desperate wife in juice. This works in the short term, but the tactic makes powerful enemies for the vets and, once word gets around, seriously undermines their reputations. Later stories should dramatize these negative effects. Still, the vets have finally blocked Milestone.

chapter 4 • adventure hooks

frame the vets: If the vets escape or ignore the ambush, Monday Monday tries to destroy the park the next day without trying to implicate the vets as the destroyers.

The Last Beans Spill

Encourage the vets to propose a permanent solution to the Greenbelt issue, such as getting the city or a wealthy patron to buy the land from Freedman, or having the federal government declare it a wildlife preserve and forbid development. Be generous in granting their approach success. This sets up the campaign's final confrontation.

Whatever approach succeeds, the date approaches when the situation finally gets resolved — the day the property gets rezoned, sold, or whatever. Anti-Milestone campaigners plan a huge celebration at the Greenbelt that day.

The night before, Jerky the Lurk (the beggar whose scrounging uncovered Freedman's plans in the first adventure) rushes to the vets with another Freedman memo: a printout, dated yesterday, of a message from Trademark to Billy Joe Moran. Jerky found it in the same place as the first one, the dumpster behind Freedman's local office. "OK re meeting tomorrow night" (that is, now) "at LA office. You bring money, we'll bring napalm."

Of course, it's a trap. Moran is not at the Freedman office, but at an expensive hotel elsewhere. Using extensive electronic surveillance, the hired terrorists of Trademark wait in ambush outside the Freedman office, where they planted the message for Jerky to find. Based on video records of their past battles, Trademark has determined ideal weapons to use against the vets. Should the vets approach without unusual cleverness, Trademark quickly captures and kayos them. The terrorists are following Moran's plan to destroy the Greenbelt and frame the vets.

With the unconscious vets his captives, Moran spends the night supervising Freedman technicians in creating a forged vid. The recording shows the vets meeting with him, announcing that they have subverted the anti-Milestone campaign from within, and trying to extort money from Moran for the job. In the scripted recording, Moran angrily refuses, and so the vets vow to destroy the Greenbelt so that "you'll never be able to build anything there." In conjunction with this video, Moran has faked e-mail, voice records, and other evidence that "proves" the vets' duplicity.

PROTECT THE
GREENBELT
FROM THE
CORP'S
ATTACK

chapter 4 • adventure hooks

Moran and Trademark plan to hide at several places around the Greenbelt tomorrow. During the celebration, they will release napalm, herbicides, gas bombs, and other heavy munitions intended to level the park. Then, just before releasing the imprisoned vets, they'll send copies of the forged tape to Peter Argot and about 700 other journalists across the country. Naturally, the destruction will not be sufficient to prevent Moran from developing the property, and Freedman will thereby get credit for saving the community.

The vets should escape captivity and arrive at the Greenbelt just before the celebration begins, with only moments to locate the terrorists and stop the destruction. If they never got caught in the first place, the vets notice the terrorists arriving and foil them then. Either way, the problem is how to defeat the opposition without causing destruction or endangering lives.

After the battle, vid records from handheld cameras show Moran directing the placement of explosives and napalm cannisters. This evidence brings his arrest and a years-long trial that ultimately results in probation. Before then, however, the scandal forces him to resign from Freedman-McMoffett and disgraces him in the public eye. Meanwhile, the Greenbelt survives and thrives — thanks to the vets.

TRADEMARK

FACTS AT A GLANCE

Business Profile

Headquarters Location: Los Angeles, CA

Current Leader: Andrew Latimer, aka Jekyll Dunwright

Reputation: Freelance licensed terrorists who punish violations of contractors' trademarks

Operational Goals: Mercenary

Personnel

Total Membership: X. Raymond Spex (reconnaissance), Monday Monday (mental-ist), Leo Addwater (muscle), Random Factor (stealth, weaponer), plus up to 24 agents hired as needed (use the Police Officer statistics on page 233 of the *Underground* rule book)

BACKGROUND

Entertainment Properties International Corporation vs. Glory Days Daycare Center (2020) prompted a controversial verdict by the 7th Circuit Court of Appeals. EPIC, a sovereign extra-territorial media corporation, sued a children's daycare center for unauthorized commercial use of its cartoon character Lothar Lynx. Finding in favor of the daycare center, the court ruled (broadly speaking) that intellectual properties owned by sovereign corporations do not enjoy trademark protection in the United States.

While the appeal grinds toward the Supreme Court (a hearing is likely in early 2023), some sovereign corporations use extra-legal means to guard their trademarks. EPIC, for instance, sponsored a new boosted terrorist group, Trademark. By way of a policy announcement, Trademark destroyed the Glory Days Daycare Center. The group murdered the administrative staff but, as a public relations gesture, left the children alive.

Trademark's early success almost eliminated its motive for existence, because Glory Days publicity led to the well-nigh magical disappearance of Lothar Lynx's distinctive likeness. EPIC lost a certain amount of licensing revenue, short-term, but made it up by trademarking the likenesses of Trademark's boosted members. Then they marketed the megahit soma-vid series *Trademark Adventures®* to children worldwide.

Trademark, the group itself, acted as EPIC's muscle until Trademark's members found out they themselves wouldn't see a half-dollar from their cartoon adventures. Furious, they broke with EPIC and claimed all rights to the Trademark mark. Ordinarily this would not bother EPIC, which could simply throw the matter to their selachian lawyers and keep it in court forever. Trademark's claims, however, bypassed lawyers. After the group destroyed a vid-downloader that sold their adventures, and then three MacRaney's restaurants that offered free Trademark glassware with purchases over \$25, the Trademark likenesses vanished overnight, like Lothar before them.

MEMBERSHIP

All five of Trademark's boosted members come from the notorious Pathfinders RDF of DHI Inc. Meeting during action in Rajasthan, India (2019), four of the boosts became close friends and loyal admirers of their company commander, Colonel Andrew Latimer (code name Jekyll Dunwright). After their hitch ended, Latimer's connections in EPIC drew the offer to form Trademark, and he recruited four of his former troops.

Jekyll Dunwright

(Colonel Andrew Latimer; leader)

STR: 5 **DEX:** 5/6* **SPD:** 5 **RES:** 4/6*
INT: 4 **WILL:** 5 **AURA:** 5

Acrobatics: 7, **Administration (Local):** 5, **Business:** 5, **Charm:** 5, **Gun Combat:** 7, **Intimidation/Interrogation:** 6, **Leadership:** 7, **Military Science:** 6, **Vehicles:** 7, **Weaponry:** 6
Adrenal Surge: 7*, **Danger Sense:** 7, **Empathy:** 8, **Leaping:** 6*

Stress Tolerance: 9

Psychosis: Multiple Personality Disorder (an exception to the Psychosis rules)

Equipment: Combat goggles, cellular phone; 10 gauge Melbourne Arms shotgun, ammo belt, .50 cal Urban Nightmare EP450 pistol, Punkbuster Radar Detector and Signal Jammer, gas mask, spotlight; Mondo armor and heavykev.

Description: Age 34, 6'1" (Jekyll), 5'8" (Hyde), 170 lbs. Caucasian, slim, athletic, blonde hair, commanding manner (Jekyll); hunched, misshapen, black hair, blood-red skin, tormented and brutal manner (Hyde).

*Attributes and enhancements work only in the Hyde identity.

Andrew Latimer served in America's conventional armed forces as they withered away over the last two decades. Discharged due to budget cuts, he found civilian life intolerably unstructured, and so he enlisted with DHI.

However, if life among civilians was unstructured, DHI's dirty battlefields seemed absolutely anarchic. Latimer, an intelligent man, at last grew discouraged with military models of discipline. After demob, Latimer went with a loose organization for his new group. He pursues his new mercenary goals with non-military (and thereby improved) efficiency, and he looks forward to his first billion dollars.

Latimer's honorable "Jekyll" persona is his dominant form. Emotionally sensitive, he responds to attacks, hatred, or savagery by "Hyding out," as his teammates put it. The manifestation of his worst impulses transforms him not only physically but emotionally, and Hyde fights with unrestrained brutality. Unlike his namesake, Jekyll can ordinarily reassert himself as the situation requires, except as dictated by the rules for Multiple Personality Disorder (*Underground* rulebook pp. 177-8).

X. Raymond Spex

(Cyril Greaves; reconnaissance)

STR: 2 **DEX:** 4 **SPD:** 3 **RES:** 1
INT: 4 **WILL:** 2 **AURA:** 1

Acrobatics (Dodge): 6, **Detective:** 4, **Gun Combat (Pistols):** 4, **Military Science (Tracking):** 5, **Streetwise:** 4

Enhanced Hearing: 12, **Flight Control:** 10, **Hyper Touch:** 12, **Life Sense (w/bonus):** 7, **Micro Vision:** 12, **Telescopic Vision:** 12, **Thermal Vision:** 12

Stress Tolerance: 3

Psychosis: Catatonia

Equipment: Nowlan Flying Harness, Turbo tazer, survival knife; Average computer pack, Pueblo Mapit! and Snitch, video camera, anti-radar, combat goggles, cellular phone, earpiece radio (see below), Punkbuster Radar Detector and Signal Jammer, heavykev.

Description: Age 32; 5'8", 135 lbs. Caucasian, pale skin, thinning brown hair, bulging eyes; usually wears dark glasses, earplugs, and gloves. No costume; dark, inconspicuous clothing. Nervous manner.

As Imperceptor, a recon specialist in Thailand and the Ivory Coast, far in front of his Pathfinders company, Cyril went catatonic four times, and DHI finally transferred him to supply and logistics. Here, calmer, he proved efficient and likable. After he made landfall Stateside, Jekyll offered Cyril the Trademark job.

Cyril capably handles the group's routine business. Before a job he scouts out targets, usually from great distances. During an engagement he lurks out of sight, passing information to Jekyll by a two-way earpiece radio (Avail: A, Cost: \$5000, range 18 Units). If threatened by opponents, Cyril surrenders with the words "Don't shoot, I'm no threat!" This code phrase triggers an alarm tone in Jekyll's receiver, and Jekyll sends whatever help is available.

Monday Monday

(Letitia Spalding, alias Doris Day; mentalist)

STR: 3 **DEX:** 5 **SPD:** 4 **RES:** 3

INT: 5 **WILL:** 3 **AURA:** 3

Acrobatics (Dodge): 7, Artist: 4, Charm: 5, Languages: 4, Psychology: 6

Sense Block: 10, Telepathy (w/bonus): 10, Emotion Control (w/limitation): 10

Stress Tolerance: 7

Psychosis: Melancholia

Equipment: Airboard; .50 cal Urban Nightmare EP450, four Snap-Tite grenades; combat goggles, cellular phone, medikit; heavykev.

Description: Age 24. 5'7", 115 lb. Caucasian, long black hair, blue eyes, tanned, bony; prim withdrawn manner; simple clothing worn with elegant taste.

Heiress to the Spalding bowling-ball fortune, Letitia Spalding attempted suicide on five occasions throughout her teens. Foiled at each point, the melancholy debutante ran away from home at 20. In another suicidal moment she joined Disposable Heroes under an assumed name.

Enhanced with espionage in mind, Letitia found that her new mental abilities worked only to induce the same depression in others that she herself often felt. The ability to look into other people's minds taught her social skills that her wealthy upbringing had omitted.

Discharged after one hitch because of mental strain, "Monday Monday" plunged back into depression until Jekyll Dunwright contacted her. Now she struggles along, living mission to mission, doing what Jekyll orders because she has no clear goal of her own.

Random Factor

(Maxine Walley; stealth, weaponeer)

STR: 4 **DEX:** 5 **SPD:** 5 **RES:** 4

INT: 4 **WILL:** 2 **AURA:** 2

Acrobatics: 7, Gun Combat (Pistol, Rifle): 7, Languages: 4, Martial Arts: 5, Vehicles: 5

Flight Control: 20, Invisibility: 7, Sonic Discharge: 4

Stress Tolerance: 8

Psychosis: Sociopathy

Equipment: Nowlan Flight Harness; 12.5mm ZW 385i assault rifle, .50 cal Urban Nightmare EP450 pistol, survival knife; average computer pack, Pueblo Sniper! and Firefight!, Punkbuster Radar Detector and Signal Jammer, combat goggles, cellular phone; gas mask, Flexi-Cable (50 ft), spotlight; heavykev.

Description: Age 26. 5'7", 135 lbs. African-American, stocky build, quiet manner but wild when teammates are threatened; standard DHI fatigues, helmet, leather boots.

Maxine Walley earned the code-name "Max Factor" in her Slumberland programming for her tendency, in virtual reality as in real life, to wear lots of makeup. But on the battlefields of Thailand and the Ivory Coast she earned respect, and in use her nickname spontaneously changed to "Random Factor."

Maxine had entered the service to escape an appalling home life in the South Bronx. Barely literate, she shyly kept quiet around others, for she had never liked her voice (and even less after its enhancement). But she took to the company of equally shy Cyril Greaves, aka X. Raymond Spex (see above). Between battles he helped her improve her education and self-esteem. Now Maxine reads a great deal. She sticks by her friends, but she has begun to hope for a better life — an ordinary domestic life like those she reads about.

In combat Random Factor flies above the field, picking off opponents at long range when possible, or swooping down invisibly and dropping grenades.

Leo Addwater

(Leo Henry Kurlin; muscle)

STR: 6/15* **DEX:** 4 **SPD:** 4 **RES:** 6/15*

INT: 1 **WILL:** 3 **AURA:** 6/15*

Gun Combat: 5, Intimidation: 8, Martial Arts: 5, Streetwise: 3, Vehicles: 4, Weaponry: 5

Blubber: 3/6*, Extra Limbs (seven): 6*

Stress Tolerance: 6

Psychosis: Sociopathy

*Attributes and enhancements depend on the absorption of fluid, preferably water. They work up to a Unit level equal to the Units of fluid Leo has absorbed. For instance, when Leo absorbs 1 Unit of water, it boosts his STR, RES, Blubber, and Extra Limbs by 1 each.

Equipment: 20mm GCS DW 770/g, ammo belt, four heavy grenades, combat goggles, cellular phone, pain killers, amphetamines.

Description: Age 27. Caucasian, hairless, brown eyes, powerfully ugly. Attitude sullen and aggressive by turns. Before absorbing fluid, 6'0", 275 lbs; simple costume; bulky, blubbery frame with vestigial arms along ribcage. After absorption, a room-sized shapeless mass of flesh with a watery sheen and many arms.

In the three decades since the 1993 federal court decision forbidding workplace discrimination against workers who are morbidly obese, the courts have extended similar job protection to alcoholics and other drug addicts, compulsive gamblers, kleptomaniacs, pathological liars, pederasts, and (most recently) psychotics and sociopaths. Two-time loser Leo Henry Kurlin thereby found a job, but not even federal law protects workers who assault their supervisors two days after they start.

Kurlin, whose insolence and violent temper made him unemployable in America, found a perfect haven with DHI on the Ivory Coast. His bulky frame, now laced with long-chain hydrophilic polymers, bulked even larger when doused in water. He still had a problem with supervision, however. After assaulting his superior officer, he served the last two years of his hitch in detention and was dishonorably discharged. (In DHI you really have to try to get a DD.)

with the necessary tools to install all the equipment I'm looking for. If you've got what I need, let me know at the Res.

5843

I've
and
love!

6' 9", 200 lbs, grey
black hair, grey
secretary
showers
Neo-Deutsche
wrestling,
Dark Bros
looking for
boosted or

non-boosted in the
spirit and drive to tame my
unbridled passions. If
boosted, must be a veteran
of AMI or DHI. Blubber
OK, no chitin. The fire's
hot, the lights are low, and
Veronica's waiting! Call
me.

Respond to: 1-555-
485693-66883

SWF

25, 6' 2", 180 lbs, genetically enhanced,
hazel eyes, shaved, inked, pierced.
Occasional bouts of schizophrenia.
Flaming Terror fan. I like Thai food,
old soma-vids, long walks in the rain,
and watching my **old unit-mates** in the
'Dueces on Combat, Combat, Combat.
ISO artistic, **career-minded**, **mechanical-
ly enhanced** Homo Superior male **with
similar interests** to share **adventure**,
laughs and romance, and who'll make
me feel like I can **change the world**.
Must be tolerant of late-night phone
calls and unexpected gunfire, and con-
tent to not ask too many questions. No
TWD vets please.

Respond to: 1-555-0075648-49667

I'll bark, beg, sit up and roll
over at your command. I'll

lick your feet and
purr. Call me
and I'll be your

1-555-18532-

lbs, grey
death-like

Homo
to pro-
wonderful

and then

the exis-

be at

one or

ce-

0-

SWM, 37, intelligent,
well-read veteran with
POISON TOUCH look-
ing for individuals for
mail and phone corre-
spondence. Interested in
politics, big game hunt-
ing and current events in
Paraguay.

Contact Nightmare Jack.
Respond to: 1-555-
4956677-38812

My Neomag Megagat
wants to meet your 20mm
Urban Nightmare RR.
Let's make some noise!
Respond to: 1-555-55834-
6631

NOW ADDING TO HIS PERSONAL HAREM.

DOM Male Homo Superior,
ageless 32, 13' 8", a fit 1120
lbs, brown eyes, black hair,
uncut, creative, hard-bodied,
cruel, seeks several SUB
female sapiens 18-30, race
unimportant, for demeaning
duties suitable to creatures at
your level of the food chain.

old unit-mates: New and expanded
military units.

career-minded: Descriptions of sever-
al non-military organizations who
employ boosts.

mechanically enhanced: Up to date
information on a wide range of cyber-
netics for your vet.

with similar interests: Listings of sev-
eral more campaign frameworks.

adventure: Adventure hooks for use
in your Underground campaign.

change the world: Advise and optional
rules for using parameters.

TWD vets: Indepth information on
2021's leading conflict firms.



ISBN 1-56905-065-1

1094368MFG1800

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