

CORPORATION



COMBAT REPLICANT GYSS-0908067

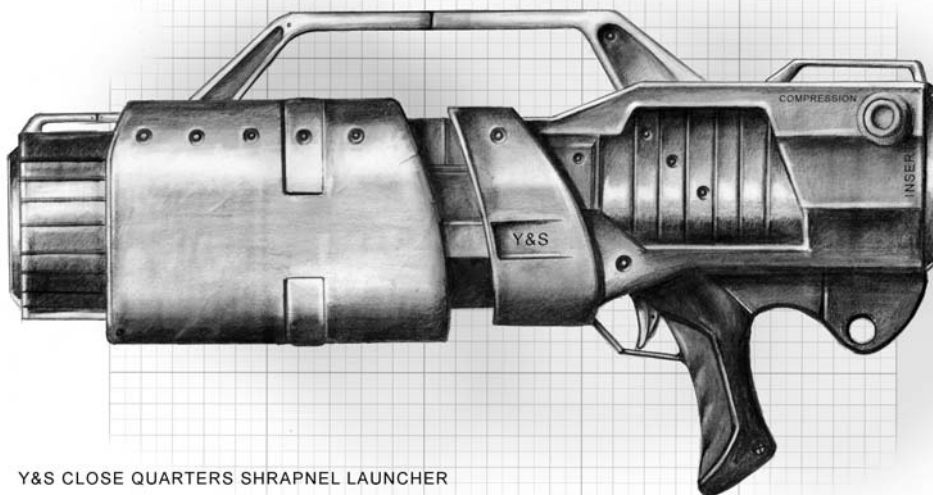
YAEGER & STANTON ASSAULT TECHNOLOGIES

MISSION PARAMETER - HUNT AND DESTROY
ALL TARGETS SPECIFIED TARGETS USING ANY
MEANS NECESSARY.

1. LOKI SVERSSON - EURASIAN
2. CHIN MAI TONG - AI-CHINN
3. ASUKARA MASAHICO - SH-I YUKTRO
4. DANIEL WEATHERS - WESTERN FEDERATION
5. LUANA PORANTO - COMOROS

MACHINES OF WAR

CORPORATION



Y&S CLOSE QUARTERS SHRAPNEL LAUNCHER



MACHINES OF WAR

BY JAMES NORBURY

Also available from Brutal Games for the Corporation range.

Corporation: Core Rules
The Eastern Bank

You need the Corporation Core Rules in order to use this
book. See www.corpgame.com

CORPORATION: MACHINES OF WAR
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Disclaimer

If you can read and understand this book then you're
clever enough to use your own judgement and the idea that a paragraph of text could
curb your irresponsible, murderous intent is a little optimistic.

V1.2

DEDICATION

Thanks to all the players who spend a part of their lives living as Agents.
Particularly Jon, Hugo, Matthew and Ruth for their lively and enthusiastic testing.

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

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**ONE MAN WITH A GUN CAN CONTROL 100
WITHOUT ONE.**

VLADIMIR LENIN

INTRODUCTION

Welcome to Machines of War, an essential collection of technology and tech-related background information to use in your Corporation game. You'll find all kinds of goodies here including new weapons, armour, shields, locations, playable Corporations, NPCs and even a few rules.

Everything in the book is designed to be dropped directly into your existing game and should not contradict anything else currently in print. If by some chance it does always use the newest ruling.

One of the key principles we try to adhere to at Brutal Games is not to repeat things. You won't find 5 different variations of a pistol unless they have something significant to offer. We try to make sure each idea, item or place adds something new to your game and is not just a rework of an existing idea.

So bearing that in mind you should find everything contained within these pages to be interesting, novel and exciting.

HOW TO USE THIS BOOK

This really is a browsing book, there is no need to read anything in order. Just have a look through and pick out the bits you want. Some new items such as galvanic weapons have rules attached to them but they are brief and to the point so you should just be able to take the book along to your game and when the players next go shopping, allow them to buy some new toys from Machines of War.

Alternatively just arm your NPCs with some unusual equipment the players have not seen before. It can be a lot of fun to watch their little faces as one of the Division gets cut into several parts by a double bladed ion katana.

RESTRICTED TECH

There are a few things in here which are meant to be handed out with a little discretion such as xenotech, Corporation specific items and Agent backup privileges. These should be fairly obvious and there is normally a small write-up giving suggestions about including them in your game.

Don't be too frugal though. If you make things so unattainable the players never get to use them then there's not much point having them.

SOME STUFF IS MISSING

Technology is an integral part of the Corporation world and as such there is far too much of it to put into one book. Machines of War (1) focuses on small scale tech ranging from nanotech and ammunition to droids and cyberframes.

The intention is to bring out further tech guides which cover other technologies such as vehicles, emplacements, buildings and cyberlins.

REPEATED ITEMS

A few small items are in this book and the Eastern Bank. This is to ensure that you have the information you need to run the game even if you don't own both books.

NON-EXISTENT REFERENCES

Sometimes you might come across references which are not in any book you have seen so far. These should not affect your game in any way and refer to concepts which are due in future books. Many of the aspects of the Corporation world have been planned far in advance and these references will maintain consistency in the long term.

SO MANY LICENSES

Yes, there are a lot of Licenses, you might think too many but this is the nature of the UIG. In their attempt to control a world which could plunge into hell at any moment the UIG are extremely diligent in making sure only authorised persons are engaged in restricted activities.

The upside of course is that a license is only necessary in the legal sense. If you want to build a BIO in your basement and you can't afford the license then go ahead. It's all part of the fun.

FINALLY

Thanks for buying Machines of War. We've put a huge amount of work into this book and hope you get a lot of fun from it. If you have any questions or have any comments you can log onto www.corpgame.com where you'll find a forum and contact information. We value player's opinions and read all correspondence.

SECTION I

CHARACTER ADVANCEMENT

Once a war has been started it must be won. Defeat brings far greater tragedies than war itself.

Ekai Motaro - Comoros Strategist.

TRAININGS

Technology is literally the study of skills so unsurprisingly there are a wealth of new Trainings available for Agents. These Trainings can be used with all Corporation supplements.

NON-COMBAT TRAININGS

Anti-Gravity Vehicle Pilot
 BIO Keeper
 Bodge Job
 Cloning Science
 Data Trawler
 Droid Technician
 Fence
 Forging
 Genengineering
 Nanotechnician
 Neuroprogrammer
 Neurostatics
 Process Chip Shifter
 Systems Specialist
 Salvager
 Pack Rat
 Underground Cyberneticist
 Underworld Slang
 Xenotech Training

CORPORATE TRAININGS

Ai-Jinn Mechanic
 Ai-Jinn Heavy Vehicle Pilot
 Comoros Reverse Engineer
 Eurasian Inc. Medic
 Shi Yukiro Ion Smith
 Shi Yukiro Ion Weapon Specialist
 Shi Yukiro Master Swordsmith
 Shi Yukiro Shuriken Do
 Western Federation Arms Technician

COMBAT TRAININGS

Cyberframe Jack
 Cyberlin Pilot
 Cyberweapon Affinity
 Meat Shield
 One Weapon, Two Hands
 Rapid Reload

ADVANCED WEAPON TRAININGS

Weapon Groups & Misc

EMP Targetter
 Injector Precision
 Grenadier
 Master of Budget Firearms
 Master of Budget Bombs
 Stunning Attack
 Toxic Combat
 Pennymine Placement

Light Firearms

Pistol Bomber
 Pistol Celerity
 Machine Pistol Focus
 Rocket Pistol Maiming

Tactical Firearms

Blade Launcher Cleaver
 Blade Launcher Dissection
 Blade Launcher Ricochet
 Bow Celerity
 Fire Rifle Chaining
 Flak Launcher Pulping
 Nanoweb Ranged Shot
 Nanoweb Severing
 Shotgun Pulping
 Laser Rifle Recalibration
 Needle Rifle Cleaver
 Needle Rifle Wounding
 Plasma Rifle Compound Attack
 Sniper Lock-On
 Sniper Advanced Aim
 Sub Machine Gun Focus
 Sub Machine Laser Focus
 Sub Machine Plasma Cooldown

Heavy Firearms

EMP Cannon Overcharge
 Flame Thrower Chemistry
 Laser Cannon Recalibration
 M50 Gunner
 Plasma Cannon Cooldown
 Rail Gun Penetration
 Rail Gun Scope Shooter
 Rocket Launcher Structural Strike

Close Combat Weapons

Chainsaw Dismember
 Double Bladed Defence
 Double Bladed Weapon Use
 Riot Master
 Tazer Nervestrike
 Twist the Knife

NON-COMBAT TRAININGS

ANTI-GRAVITY VEHICLE PILOT

Pilot 2

Drive 2

You are skilled at piloting Anti-Gravity Vehicles. Without this Training you receive -4 to all rolls connected with driving an AG Vehicle.

BIO KEEPER

Presence 6

Animal Skills Training

You are skilled at handling BIOs. You may maintain one trained BIO per point you have in Presence. The trained BIOs will behave most of the time but difficult situations may require a 'Presence + Attitude' check to keep the BIO in line.

When you see an untrained BIO you have an innate understanding of how the creature functions and are often able to empathise with it. A 'Presence + Attitude' check will cause the BIO to become passive but the following modifiers apply.

Companion BIO	+4
Utility BIO	+0
Guardian BIO	-4
Combat BIO	-8

The GM should add modifiers based on the disposition of the BIO. For example, if it is furious the keeper may receive a further -8 penalty.

BODGE JOB

Mechtronics 7

Jury-Rigging Training

Tex-Tape or similar super useful patching product.

This Training allows you to fix a broken item and get it working in a short amount of time. You must have a roll of tex-tape or similar product to effect such a speedy job.

Roll 'Intelligence + Mechtronics' with the following penalty. It can take up to three rounds to fix depending on the complexity of the item.

	Example	Penalty	Rounds
Simple	Sword, non-powered armour etc.	-0	1
Normal	Kinetic pistol, crossbow etc.	-2	2
Complex	Laser pistol, hard ion shield etc.	-4	3

If you succeed the item will work but loses a condition level. It is now considered to be 'bodged together'. Failure means you have failed to fix it. You can retry once more.

Final Death

At the beginning of a scene where you intend to use a bodged together item roll 2D10. On a double the item dies forever, collapsing into pieces or erupting in smoke. It should be laid to rest and perhaps a plaque raised in its honour. Side effects such as plasma overheat will still occur. This overrides the professional's skill to ignore critical misses.

Note: Tex-Tape is a form of super-gaffer tape and costs 100 credits for a 20 metre roll. It is covered fully on page 68.

CLONING SCIENCE

Science 8

You are skilled in the field of cloning. You are familiar with all the principles of cloning and can operate all associated equipment. You may use your 'Science' skill to make cloning rolls.

DATA TRAWLER

Computers & A.I. 5

Intelligence 6

Having spent a long time scouring the World Data Net you have developed an aptitude at locating what you want in a record amount of time and even finding some information which it's owner thought was well hidden.

1. You can find any unsecured data in only D20 x 3 seconds on a WDN connected machine.

2. You can find obscure and hidden data with a successful 'Intelligence + Computers & A.I.' roll. This is not the same as hacking. You are not illegally entering systems, instead you are looking in places no one has created a direct route to.

For example, you wish to find what is being stored in a warehouse. Instead of hacking the warehouse inventory you find a website selling medical supplies which uses the warehouse as their shipping address. By looking at the items for sale you can have a good guess at the warehouse's contents.

The GM should use his discretion to determine what kind of things can be found out. For example, prototype weapon blueprints and Corporate personnel lists would not be possible.

DROID TECHNICIAN

Cybernetics and Robotics 5

You are skilled in the maintenance and programming of Droids. When looting droids for parts you can re-roll twice on the equipment table (you may choose which row to re-roll but may only keep the best roll). Additionally you only ever need one success to reprogram a droid. (See page 241 of the Core Rules).

FENCE

Crime 5

Street Culture 4

You are skilled at working as a go-between for thieves and those wishing to purchase their stolen goods. You show due discretion where necessary and always know a reasonable price for common items. (Unusual items may require a roll of the GM's choice.) Another useful advantage of this Training is knowing how to pick out those wishing to buy or sell. In a typical bar or underworld you will not have difficulty identifying those looking to do business. The GM may require a roll which would typically be 'Perception + Street Culture'.

FORGERY

Difficulty	Official Item	Cultural Item	Mod
Simple	Library card	Signature	+2
Standard	Documentation to enter a private compound	Style of art	+0
Tricky	Vehicle registration document	Simple painting	-2
Hard	Hard-copy passport	Handwriting	-4
Very Hard	Agent identification badge (page 13 Core Rules)	Quality art	-6
Near Impossible	UIG level document	Masterpiece	-8

FORGING

Crime 6

Arts & Culture 5

You are skilled at forging physical items such as official documents, paintings, sculptures and UIG badges. Production requires an 'Intelligence + Arts & Culture' roll with a modifier as on the table above. You may need to acquire materials.

In the case of official items, the increase in difficulty represents the addition of special tags to the item such as stamps, holograms, watermarks, magnetic signatures, custom materials and computer generated code stamps.

GENEENGINEERING

Science 8

Medicine 6

You are skilled at Geneengineering; the process of genetic manipulation to produce living technology and alter existing organisms. Using this Training you can create BIOs, strange organs, hybrid organisms, symbiotic weapons, BIOstatics and the like.

(Symbiotic Weapons and BIOstatics are not featured in this book but are noted here for future reference.)

NANOTECHNICIAN

Science 6

You are skilled in the groundbreaking field of high-end nanotechnology.

You may use 'Mechtronics' to research develop and utilise nanotech.

NEUROPROGRAMMER

Computers & A.I. 8

Psychology 6

You possess a doctorate-level understanding of neurocoding and may make 'Computers & A.I.', 'Psychology' and 'Science' rolls relevant to your knowledge of the subject. If you possess the necessary resources you may also create your own neurocode programs, as detailed on page 103.

NEUROSTATICS

Science 7

You are skilled in the field of neurostatics (taking brain imprints in order to copy a targets psyche). You are familiar with all the principles and can operate all associated equipment. You may use your 'Science' skill to make Neurostatics rolls.

PROCESS CHIP SHIFTER

You have used hundreds of process chips in your time and are accustomed to their 'feel'. You can therefore use process and task chips as soon as you plug them in. Only rolls of 10/10 and 9/9 will result in the chip being broken irreparably.

You are also adept with their physical use and can swap chips as a free action. (It is normally considered a standard action.)

SYSTEMS SPECIAUST

Computers & A.I. 5

Assess Tech 5

Mechtronics 5

You are skilled at interpreting and using front-end user interfaces of almost all technologies.

For example, you could access a rocket launch computer and quickly figure out how to redirect the weapon despite having never used one before.

SYSTEMS SPECIAUST

Roll 'Intelligence + Assess Tech'

System Type	Example	Roll	Attempt Time
Common	Typical commercial technology	No roll needed	Instant
Unusual	Proprietary or custom front-ends	+4 Bonus	10 seconds
Rare	Alien or cutting-edge custom systems	-4 Penalty,	30 seconds

System Type: Nature of the system you are intending to use

Roll: The modifier to your 'Intelligence + Assess Tech' roll.

Attempt Time: The time it takes to make an attempt to use the system. (I.e. you can only make one roll every ten seconds with an 'unusual' system.)

You may make a number of attempts equal to half your Assess Tech skill rounded down.

SALVAGER

Mechtronics 5

To salvage you must have a 'Depleteable Mechtronics Toolkit' (See the Eastern Bank for full rules or just use the quick rules below.) When a single use item is expended and useless but could potentially be restored (such as an invisibility field or lock analyser) you may attempt to repair the item in question.

Roll 'Intelligence + Mechtronics'

XS	Cost to restore
10+	50%
8-9	60%
6-7	70%
4-5	80%
2-3	90%
0-1	100%
<1	Can never be repaired.

The cost is paid by using Stock from the 'Depleteable Mechtronics Toolkit'.

Quick Rules for Depleteable Toolkit

You should carry round a toolbox of spare parts which you have purchased. This is the 'stock' and is used like currency to pay for salvaging. For example, you spend 1,000¢ on some stock. If you need to spend 400¢ to salvage something then the value of the spares drops to 600¢. The toolkit can be topped up to a maximum of 10,000¢.

PACK RAT

You are always rummaging in your pack or hold-all for something, be it lock-picks, grenades, medpacks or ammo clips. To facilitate this you ingeniously pack your kit and ensure the most useful items are the easiest to grab, sometimes using carabiners or tags to attach equipment to straps and loops on the bag.

System: You can get hold of any piece of carried equipment as a free action.

UNDERGROUND CYBERNETICIST

Cybernetics & Robotics 6

Medicine 3

Mechtronics 3

You are skilled at installing substandard cybernetics (which is illegal) and fitting cybernetics using inadequate equipment. There are two ways this is normally done.

1. Override the safety protocols on the upgrade.

The upgrade is automatically reduced by one condition level using this method. Additionally if the upgrade ever malfunctions, e.g. from EMP, then it has a catastrophic failure. The power unit overheats and explodes destroying the body part the cybernetics are installed into. (see Pulping on page 132)

2. Massive doses of immuno-suppressant and antibiotics so the upgrade is not rejected. (These cost 100¢)

The patients Endurance STAT is reduced by D4 points for a week. At the end of the week the patient regains D6 points of Endurance. (This cannot take him above his previous score). If he does not regain enough to restore all the Endurance lost the reduction is STAT is considered permanent but can be bought back as normal

with XP.

The cyberneticist rolls 'Intelligence + Cybernetics & Robotics' with all the normal modifiers. However he gains a +5 for each of the above methods used.

UNDERWORLD SLANG

Street Culture 5

You understand underworld slang and colloquialisms for any group that you speak the main language of. *For example, to understand the slang used by Los Angeles street gangs you would need to speak English as a language, not via cybernetics.* Depending on your characters background you may look extremely stupid speaking in the slang but you could nonetheless try.

Mr. Harold Cavendish, a reporter of some repute had evidently purchased some new 'threads' for his inside investigation. It was also revealed by his editor, that he had spent considerable time working on his slang to ensure he would be able to seamlessly blend with the members of the Northway Butchers.

His dismembered corpse with 'die shit-head' sliced into the chest alluded to the fact that maybe, you need to walk the walk, not just talk the talk.

XENOTECH

Science 8

Arts and Culture 5

You are familiar with Xenotechnology and have been involved in the examination and classification of alien technology. This training allows you to work with xenotech in order to facilitate its use or understand the functioning of unfamiliar alien items.

You should generally use your Science skill to make rolls relating to xenotech.

CORPORATE TRAININGS

AI-JINN MECHANIC

Ai-Jinn Agent

Mechtronics 5

You know the Ai-Jinn methods of getting all but the most scrap-worthy machinery on its legs before it becomes unprofitable.

When you repair heavy machinery its condition level rises by 2 instead of 1, per week of work. This bonus only applies up to the Condition 10, any higher progresses at the usual pace. What constitutes heavy machinery for purposes of this Training includes: All tactical and heavy kinetic firearms, rocket launchers, flame throwers, rail guns, vehicles, cyberlins, factory components and anything manufactured by the Ai-Jinn. The GM may rule what is allowable.

AI-JINN HEAVY VEHICLE PILOT

Ai-Jinn Agent

Drive 6

Pilot 6

Mechtronics 4

You are skilled in piloting heavy vehicles (excluding cyberlins)

such as tanks, APCs etc. With this Training you are considered to be able to drive any type of heavy vehicle, even prototype or rare ones. In addition you gain a free Conviction point to spend in the course of piloting such vehicles each scene. If the point is not used it is lost. *For example, if you attempt to jump a bridge in an APC and miss, you can spend your free Conviction to re-roll. Likewise you could use it to add +4 to your Action Total to use a tank's cannon. You could not use the point to re-roll shooting your pistol out of the tank's turret.*

COMOROS REVERSE ENGINEER

Comoros Agent

Assess Tech 7

Mechtronics 8

Science 5

You have an incredible aptitude for deconstructing technology. If you acquire a prototype or some unfamiliar technology you can take it apart and create a copy.

Tech Level	Example	Downtime
Basic	Music player	1 week
Moderate	Firearm	2 weeks
Advanced	Computer	3 weeks
Elite	Ion Katana, Archon Tech	4 weeks

It normally costs double the item's value to deconstruct it and build a copy and you need access to a reverse engineering lab. The new copy however can have small differences such as no ID chip checker or a bigger display screen. In the case of 'priceless' items such as an Ion Katana the price is 3D4x10,000¢.

In addition you gain +4 to all rolls to remove ID chip checkers. See page 137.

EURASIAN INC. MEDIC

Field Surgery

Medicine 7

E.I. Agent

E.I. have a history of providing medical aid to those who can afford it. This Training draws on E.I.'s refinement of emergency medical procedures to allow an Agent to administer the very best in field medicine.

System

When using Field Surgery you can heal your Medicine x 2 in HP instead of the standard amount. You can still add on the bonus for using a medical toolkit.

SHI YUKIRO ION SMITH

Professional Skill - Mechtronics

Close Combat 6

Arts and Culture 6

Powered Melee Training

Shi Yukiro Employee

You are skilled in the forging of Ion Weapons. You must have access to an Ion Forge (more accurately an Ion Physics Laboratory). The time to build a weapon is variable but below is a rough guide.

Time		
Light Weapons	Tanto / Knife	2 weeks
Tactical Weapons	Katana / Tonfa	5 weeks
Heavy Weapons	Nodachi / 2 H Sword	12 weeks

Materials Cost

Light	5,000¢
Tactical	10,000¢
Heavy	20,000¢

SHI YUKIRO ION WEAPON SPECIALIST

Shi Yukiro Agent

Close Combat 9

Agility 8

Applies to Ion Close Combat Weapons

Mastered Weapon in the Ion Weapon you are using

This is a prerequisite to other Trainings coming in future books. However it bestows the following abilities on its own.

1. You never critically miss with an ion weapon in close combat.
2. Your damage is diced up with Ion Weapons. *E.g. An Ion Katana damage dice are now 2D6 instead of 2D4. Special abilities are increased in the same way as Federation Weapons (see page 117 of the Core Rules). For example, an Ion Katana will sever random body parts on 4/4, 5/5 and 6/6.*

SHI YUKIRO MASTER ION SWORDSMITH

Shi Yukiro Employee

Professional Skill – Mechtronics (which must be at 10)

Shi Yukiro Ion Smith Training

Close Combat 8

Arts and Culture 8

Your skill at Ion Weapon construction is legendary. When enhancing ion weapons, the condition level rises by 2 per week of downtime spent improving the weapon, as opposed to the usual 1 level, up to and including the "artifact" level.

SHI YUKIRO SHURIKEN-DO

Shi Yukiro Agent

Thrown Weapons Training

Agility 8

Medicine 4

Reflexes 8

Perception 7

You have studied the arts of the ninja and can throw shurikens with devastating effect. You may add your Agility score to the shuriken's damage in addition to existing bonuses.

Most combatants are subject to an overwhelming dependence on visual data, which sharply limits the extent to which the human eye can be protected. This is a weakness that, in time, you will learn to exploit.

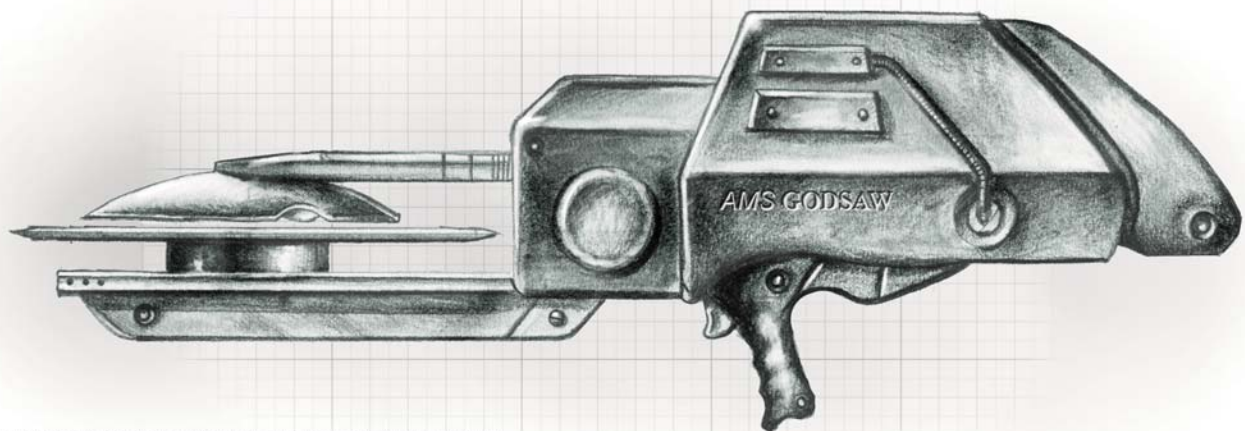
attr: Hiroyuki Mori, Clan Hitori veteran instructor

WESTERN FEDERATION ARMS TECHNICIAN

Western Federation or AMS Agent

Mechtronics 5

You are considered to maintain all your Division's weapons in good working order. The first critical miss with a ranged weapon each game session simply results in a miss. For each additional Agent in the Division who has the Training another critical miss is averted. *For example, if 5 members have this Training then the first 5 critical misses (with ranged weapons) are scaled down to basic misses.*



AMS GODSAW PLASMA BLADE LAUNCHER

Agent Hale threw herself behind an overturned desk, rolling awkwardly around the bulk of the Sagittarius prototype clutched to her chest. High-calibre gunfire ripped up the weapons lab around her, splintering workbenches and drawing great gouts of hissing steam from ruptured coolant feed lines. Freeing her right hand, Hale aimed her Black Cougar vaguely behind her, tried to aim by sound, squeezed the trigger four times. The last pull elicited nothing but an ominously quiet clicking sound. She cursed and shoved the useless pistol into a shoulder holster.

Hale looked down at the lethal, elongated shape of the weapon she'd stolen; the compact but vastly complicated bank of firing controls meant nothing to her. Casting desperately around the laboratory, she saw it; a process chip, miraculously undamaged behind a jagged maw of shattered glass, not far from the berth where she'd taken the prototype from in the first place.

Holding her breath, trying not to think about the odds, Hale leapt from cover and sprinted back across the lab. Shots whined around her and then something ice-hot punched through her thigh, turning her run into a staggering slide. Somehow she reached the chip, punched her hand through the remains of the glass and grabbed the tiny glittering rectangle before collapsing behind a bank of monitors. Hale spat on the chip, used one finger to smear away most of the blood and broken glass, reached behind her head and rammed it home.

Her eyes rolled back to the whites, then forward again. Eyelids flickering, blood still pumping from the wound in her leg, Hale looked down once more at the Sagittarius prototype and smiled grimly. With deft certainty, she shifted her grip on the weapon, let the fingers of one hand glide reverently over the control bank like a musician drawing a tune from an antique instrument.

The continuous rattle of gunfire in the lab was drowned by a single, thundering pulse of light and noise. Then there was nothing but silence.

COMBAT TRAININGS

"I don't have to be careful, I've got a gun"

Homer Simpson

CYBERFRAME JACK

Computers & A.I. 6

Mechtronics 5

Neural Jack

You are fully proficient in the use of cyberframes and their interfaces. Without this Training all actions taken while wearing a cyberframe suffer a -4 unfamiliarity penalty.

CYBERUN PILOT

Mechtronics 3

Combat Pilot (Training)

Drive 5

Pilot 5

You are skilled in the piloting of cyberlins. The mechanical monsters are yours to command. This allows you to pilot all classes of cyberlin and smaller mechs.

CYBERWEAPON AFFINITY

Mastered Weapon: Relevant Cyberarm Weapon

Applies to: Cyberarm Weapons

This Training represents your familiarity with using weapons which are permanently built into your body. There is an increased sense of harmony when using an integrated weapon and it quite literally becomes like an extension of the body. This Training is fairly standard for Cult of Machina.

System: You gain +2 to all Action Totals when using an integrated cybernetic weapon. In addition you do not suffer a penalty to use such weapons when you first have them installed.

MEAT SHIELD / HUMAN SHIELD

Prerequisite: Strength 7, Close Combat 6

If pressed you can use a human body as a shield. This is not an easy task; holding the dead weight or restraining a person while moving and using your weapon takes a fair amount of skill.

You can only use one handed weapons when holding a meat shield as the other hand is needed to keep hold of the body. You can only move half your normal speed and receive -4 to your Close Combat and Athletics while shielded.

WHO CAN BE A MEAT SHIELD? (OOH...OOH...ME...ME.)

Anyone who is dead, unconscious, paralysed, has Close Combat zero or Close Combat 6 points lower than you can be claimed as a meat shield. This counts as a standard action and no roll is needed. They cannot escape.

BENEFITS

The meat shield takes all damage for you from opponents in front. The meat shield's armour is also effective.

The meat shield uses double its original HP but its original AV. Obviously a live shield will die when it has taken enough damage.

For example, you use a dead security guard. She has 22HP and AV 3 as described on page 229 of the Core Rules so she will have 44 HP and AV 3 as a meat shield.

CLOSE COMBAT USE

You can use a meat shield in melee but lose your Defence. All damage is applied to the meat shield as normal.

BYPASSING THE MEAT SHIELD

To make called shots which will hit the target rather than the shield simply apply a -8 penalty to your attacks.

Anyone behind or to the side of the shielded individual automatically bypasses the shield.

ONE WEAPON, TWO HANDS

Relevant Weapon Skill of 4+

Instead of dual wielding for extra impact, this Training focuses on the benefits of using a single, well controlled weapon. When attacking with a single light or tactical weapon and making a *Vital Shot* (page 145 of the Core Rules), you may take a penalty to hit equal to double your relevant weapon skill and add that amount to damage.

For example, you have a pistol held in two hands and *Light Firearms* 6. You may take -12 to hit and add +12 to damage.

RAPID RELOAD

Relevant Weapons Skill at 5

You have spent a long time practicing your reload skills with particular weapons. As long as you have 5 or more in the relevant weapon skill you can reload the weapon as a free action.

ADVANCED WEAPON TRAININGS

If further weapons are developed which clearly belong in one of the categories below then the GM should allow the relevant Trainings to apply.

WEAPON GROUPS

EMP TARGETTER

Mechtronics 7

Applies to: All weapons which deal EMP damage.

You are familiar with the electromagnetically sensitive areas of contemporary technology. By targeting these areas your EMP attacks are far more effective.

When firing EMP weapons you may take a -4 penalty when attacking. If you still hit you deal automatic maximum EMP damage. If the weapons deals multiple damage types such as galvanic weapons, only the EMP portion of the damage is maximised.

INJECTOR PRECISION

Medicine 7

Applies to: Injector Pistol, Injector Sniper's Rifle

You are well versed in physiology and know exactly where to hit with the dart for maximum potency. Any attempts to resist a toxin you fire have a further -4 added to any existing penalties.

GRENADIER

Support Weapons 7

Thrown Weapons Training

Athletics 5

Applies to: All Grenades

When throwing a grenade, if you pass your 'Perception + Support Weapons' by four or more you are considered to have thrown the grenade into an optimal and devastating location such as a coat pocket. Instead of rolling damage, each dice is automatically maximised. I.e. Anyone who would take 3D6 instead takes 18, anyone who would take 1D6, takes 6.

MASTER OF BUDGET FIREARMS

Street Culture 5

Mechtronics 5

Light, Tactical and Heavy Firearms all at 3+.

Applies to: Cheaply produced firearms

You have spent a fair while around badly made, knock-off firearms and are familiar with their quirks. When using a badly made weapon such as a KAC. pistol you may ignore one negative side effect per game session.

For example, you are using a KAC Shim 'Sunshine' Combating Shotgun and roll two 5s on your damage dice. You keep the roll but can ignore the fact that this would normally reduce the weapon by D10 condition levels. The next incident that session cannot be avoided in the same way.

This Training does not apply to well made but low condition weapons. *For example, a Black Cougar that you find in a bin with a broken barrel would NOT be covered.*

MASTER OF BUDGET BOMBS

Street Culture 5

Mechtronics 5

Support Weapons 4

Applies to: Cheaply produced grenades & explosives

You have used a lot of badly made support weapons in your time and are skilled at reducing their failure rates. Each game session you may ignore one negative side effect of using a crudely constructed support weapon.

For example, you are unlucky with a KAC Shim 'Hello Happy' Throw Bomb and the GM informs you it's going to go off in your hand. If it is the first such incident of the session you may choose to ignore the side effect and throw it as normal.

This Training does not apply to well made but low condition support weapons. *For example, a standard frag grenade that has been rusting in a river for six months will not be covered.*

STUNNING ATTACK

Medicine 5

Applies to: Stun Pistol, Stun Rifle, Tazer

When attacking with stun weapons the target receives a further -4 penalty to their roll to remain conscious.

TOXIC COMBAT

Medicine 2

Agility 6

Applies to: Weapons with a toxic attack

You are skilled at fighting using weapons that deal toxic damage.

You are considered to ignore any rolls which may cause you to poison yourself. You are also skilled at injecting toxins into key area of the target such as major veins or the lymphatic system. As a result your target receives -2 to any rolls to resist toxins administered by you. This stacks with other abilities which reduce a target's toxin resistance such as the 'Injector Precision' Training.

PENNYMINE PLACEMENT

Support Weapons 3

Thrown Weapons Training

Applies to: Nanowire Mines (Eastern Bank)

Instead of throwing Nanowire mines randomly, you drop them in practiced and careful patterns which make them extremely hard to dodge. The pursuer receives an additional -4 on their AT to dodge the mines and does not get a chance to make the 'Reflexes + Athletics' check to avoid having their foot severed.

LIGHT FIREARMS

PISTOL BOMBER

Mechtronics 6

Light Firearms 4

Applies to: Pistols

You may deliberately tamper with the firing mechanism of a pistol, causing energy weapons to overload or kinetic pistols to detonate their entire propellant charge at once.

With three full rounds of tinkering, and an 'Intelligence + Mechtronics' roll, you may convert a pistol, containing at least 50% of its rounds into a standard (3D6) grenade of a type dependant on the pistol used. If you fail the roll the clip is rendered useless.

Firearm Type	Grenade Type
Kinetic	Frag
Laser	Incendiary
Plasma	Plasma
EMP	EMP

PISTOL CELERITY

Light Firearms 9

Reflexes 8

Mastered Weapon: You must have mastered the pistol type you are using.

Applies to: Pistols

You have developed impressive firing speed with pistols. You sense the reload timing and fire with such precision that you can discharge an additional shot per round. I.e. You gain +1 to the rate of the pistol.

MACHINE PISTOL FOCUS

Light Firearms 8

Perception 8

Mastered Weapon: Machine Pistol

Applies to: Machine Pistol

When shooting a single target, instead of spraying them, you effectively drill a hole through them with bullets. As a result you only factor Armour Value on the first dice.

For example, you shoot a nurse with AV 2, the 3 damage dice are 4, 5 and 6. You reduce the first dice by 2, the others are unaffected. Total damage to the nurse in this case is 13.

ROCKET PISTOL MAIMING

Light Firearms 7

Support Weapons 6

Applies to: Rocket Pistol

You can use the rocket pistol to perform body part pulping attacks. See page 132 for Pulping Attacks.

TACTICAL FIREARMS

BLADE LAUNCHER CLEAVER

Mastered Weapon: Relevant Blade Launcher

Tactical Firearms 7

Applies to: Blade Launcher, Plasma Blade Launcher

In addition to the standard severing system associated with the Blade Launcher you also sever random body parts on critical hits.

BLADE LAUNCHER DISSECTION

Blade Launcher Cleaver Training

Tactical Weapons 7

Applies to: Blade Launcher, Plasma Blade Launcher

You may attempt to sever body parts on a target with the blade launcher. Use the same rules as normal severing on page 146 of the Core Rules. You cannot cut the torso in half as the blade is too small.

BLADE LAUNCHER RICOCHET

Mastered Weapon: Blade Launcher, Plasma Blade Launcher

Tactical Firearms 9

Applies to: Blade Launcher, Plasma Blade Launcher

You are adept at ricocheting blade launcher rounds off solid objects. (Typically those with AV 8 or more).

1. You can halve any bonus your target is receiving for cover.
2. You can attempt to shoot at targets hidden around corners etc. You receive -4 to hit for each ricochet the round will need to make.

Note: Ideally you will have some way to locate a totally hidden target such as satellite location, x-ray vision, information from an ally etc. Guess shots can be made but each ricochet incurs a -8 penalty.

BOW CELERITY

Reflexes 8

Mastered Weapon: Relevant Bow

Tactical Firearms 8

Applies to: Crossbow, Ki-Bow etc.

You are so familiar with the loading and firing of a bow you can reload in an instant, increasing your rate of fire by 1.

FIRE RIFLE CHAINING

Tactical Firearms 8

Mastered Weapon: Fire Rifle

Applies to: Fire Rifle

When confronted by multiples opponents who are appropriately situated, you can attempt to skim the burning projectile off one target and strike another, thus setting them both on fire. This requires the attack to be made with a -4 penalty. You can attempt to hit even more people but each target incurs a further -4 penalty. The GM decides how many targets can be struck by one projectile.

FLAK LAUNCHER PULPING

Mastered Weapon: Flak Launcher

Tactical Firearms 8

Applies to: Flak Launcher

You utilise the attack of the Flak Launcher to macerate your targets body. If you are within 1 metre of the target you can use the flak launcher to make a Pulping attack. (see page 132).

NANOWEB RANGED SHOT

Mastered Weapon: Nanoweb Launcher

Tactical Firearms 5

Applies to: Nanoweb Launcher (Eastern Bank)

You are highly skilled at aiming the NanoWeb launcher and making adjustments for range and the movements of the web. Your effective range with the weapon is now 20 metres and you gain +4 to hit if within 10 metres of the target.

NANOWEB SEVERING

Mastered Weapon: NanoWeb Launcher

Tactical Weapons 8

Applies to: NanoWeb Launcher (Eastern Bank)

Your familiarity with this weapon allows you to cover the target more thoroughly and thus increase your chance of severing their body parts.

Instead of 4D10 you roll 4D12 to see whether you sheer through the targets armour.

SHOTGUN PULPING

Mastered Weapon: Shotgun

Tactical Weapons 9

Applies to: Shotguns / Double Barrel Shotguns

You utilise the attack of the shotgun to macerate your targets body. If you are within 1 metre of the target you can use the shotgun to make a Pulping attack. (see page 132).

LASER RIFLE RECALIBRATION

Mastered Firearms: Laser Rifle

Tactical Weapons 9

Mechtronics 6

Reflexes 7

Applies to: Laser Rifle

You have become so adept at using the shield bypass recalibration technology on the laser rifle that you do not need the full 3 seconds to recalibrate. Instead it becomes a free action.

NEEDLE RIFLE CLEAVER

Mastered Weapon: Needle Rifle

Tactical Firearms 8

Applies to: Needle Rifle

You have mastered the art of severing body parts from range with your Needle Rifle. You now sever body parts on critical hits in addition to the standard rules.

NEEDLE RIFLE WOUNDING

Mastered Weapons: Needle Rifle

Tactical Weapons 8

Applies to: Needle Rifle

Using great precision you are able to concentrate your needle fire into an extremely small target area. This bores a deep hole into the target ignoring 2 points of armour and causing Mashing damage.

PLASMA RIFLE COMPOUND ATTACK

Mastered Weapon: Plasma Rifle

Tactical Firearms 8

Reflexes 7

Applies to: Plasma Rifle

By playing the trigger like a concert pianist you are able to manipulate the weapon into firing its two shots virtually simultaneously. The balls of plasma interact and create a single shot of slower moving plasma which passes through the velocity filtration system on shields, ignoring them. It's hard to hit with such a shot and thus it is made with a -4 penalty. Damage is 4D8+2 (4D10+2 for a Federation weapon). It is considered one shot for the purposes of Weapon Mastery and armour etc.

SNIPER LOCK-ON

Mastered Weapon: Relevant Sniper's Weapon

Tactical Firearms 8

Perception 8

Applies to: All Weapons with Sniper capability.

Whenever you aim with a sniper's rifle you gain two rounds worth of aiming on the first round. It then reverts to normal on the second round and there is no bonus on the third round. This represents the sniper locking on much faster than normal.

To clarify, a sniper with a sniping action total of 16 and this training would typically get the following bonuses.

	Bonus	AT
Round 1	+8	24
Round 2	+4	28
Round 3	None	28

SNIPER ADVANCED AIM

Mastered Weapon: Relevant Sniper's Rifle

Tactical Firearms 9

Perception 9

Applies to: All weapons with Sniper capability.

You gain +6 per round that you aim instead of +4. If you also have 'Sniper Lock-On' these trainings work together to give you +12 on the first round of aiming, and +6 on the second. (No bonus on round 3.)

SUB MACHINE GUN FOCUS

Tactical Firearms 8

Perception 8

Mastered Weapon: Sub Machine Gun

Applies to: Kinetic SMG

When shooting a single target, instead of spraying them, you effectively drill a hole through them with bullets. As a result you only factor Armour Value on the first dice.

For example, you shoot a doctor with AV2, the 6 damage dice are 4, 5, 3, 4, 2 and 6. You reduce the first dice by 2, the others are unaffected. Total damage to the doctor in this case is 22.

SUB MACHINE LASER FOCUS

Tactical Firearms 8

Perception 8

Mastered Weapon: Sub Machine Laser

Applies to: Sub Machine Laser

When shooting a single target, instead of spraying them, you effectively drill a hole through them with laser fire. As a result you

only factor Armour Value on the first dice.

For example, you shoot a UIG Officer with AV4, the 6 damage dice are 8, 8, 6, 3, 2 and 1. You reduce the first dice by 4, the others are unaffected. Total damage to the Officer in this case is 24.

SUB MACHINE PLASMA COOLDOWN

Mastered Weapon: Sub Machine Plasma

Tactical Firearms 6

Mechtronics 6

Applies to: Sub Machine Plasma

You can tell when a sub machine plasma is about to go into meltdown. If the weapon overheats you are considered to have switched it off just in time. You cannot use the weapon for the rest of the scene but it suffers no ill effect. The shot which made it overheat does not get fired and you can do nothing else for that round.

HEAVY FIREARMS

EMP CANNON OVERCHARGE

Heavy Firearms 6

Applies to: EMP Cannon

You are familiar with the subtle functioning of the EMP cannon (ahem) and can use the half-mode (activated by holding the trigger half down - counts as a full action). This charges the capacitors in the weapon but does not discharge them. The act of doing this allows you to effectively overcharge the weapon meaning next round when you shoot the damage is increased 4D10 to 6D10. This can be used in conjunction with the 'EMP Targeter' Training.

FLAME THROWER CHEMISTRY

Heavy Firearms 4

Science 4

Applies to: Flame Throwers

You know a great deal about the chemistry of flame throwers and can mix up your own fuels. You simply need access to a decent chemical store and you can make any of the following:

Improved Napalm (30 credits)

You can re-fill an empty napalm canister from household ingredients such as petrol and packing foam. You need never be short of ammo again. The mixture is not as potent as the commercial variety however and only deals 3D6 damage.

Sticky Napalm (Extra 10 credits)

This is a particularly adhesive variant of napalm which is created by adding cyanoacrylates to the mix. The target has a -8 penalty on their Agility + Reflexes roll to extinguish the fire.

Super-oxidising Napalm (Extra 10 Credits)

By adding potent oxidising agents to the mix the fire burns hotter. All damage dice related to the flame thrower are 'diced up'. This normally means they are increased to D8s but in the case of Federation weapons, they will be D10s.

Atomising Napalm (Extra 10 Credits)

The napalm has an atomising solution dissolved into it which causes it to be sprayed out as a fine mist. This means by attacking at a -4 you can attempt to hit two targets at the same time as long as they are only a few yards apart. Damage is dealt against each normally.

Warning

Using these alternative fuels is not recommended by the manufacturer and will invalidate the guarantee. Upon rolling a double 10, 9, 8, 7, or 6 the weapon loses a condition level. The flame thrower can be only used with one of these fuels at a time.

To make the napalm variants you must work with commercial napalm. The improvised stuff is not stable enough to take the extra ingredients safely or reliably.

LASER CANNON RECALIBRATION

Mastered Weapon: Laser Cannon

Heavy Firearms 9

Mechtronics 6

Reflexes 7

Applies to: Laser Cannon

You have become so adept at using the shield bypass recalibration technology on the laser cannon that you do not need the full 3 seconds to recalibrate. Instead, it becomes a free action.

M50 GUNNER

Mastered Weapon: Machine Gun (M50)

Heavy Firearms 8

Endurance 8

Strength 8

Applies to: M50 Machine Gun

You have spent many hours behind the M50. You have mastered its recoil and gain the +4 tripod bonus even when the weapon is not tripod mounted. When it is tripod mounted you gain an extra +2. In addition you can set up the tripod in only 1 round.

PLASMA CANNON COOLDOWN

Mastered Weapon: Plasma Cannon

Heavy Firearms 6

Mechtronics 6

Applies to: Plasma Cannon and Plasma Over-Risk Weapons

You can tell when a heavy plasma firearm is about to go into meltdown. If the weapon overheats you are considered to have switched it off just in time. You cannot use the weapon for the rest of the scene but it suffers no ill effect. The shot which made it overheat does not get fired and you can do nothing else for that round.

RAIL GUN PENETRATION

Perception 7

Heavy Firearms 7

Mechtronics 3

Mastered Weapon: Rail Gun

Applies to: Rail Guns

By interpreting data on the x-ray view screen you can determine the weakest parts of walls and obstacles. The result is that you can fire through barriers most would think impossible to penetrate.

You can fire through almost any wall with no reduction in damage from the wall's AV. The GM should still draw the line at durasteel walls and similar high-end military grade or structural barriers.

Unfortunately you must take an additional -4 to your Action Total to hit moving targets as you cannot just shoot, you must wait until your target is aligned with a weak part of the wall. This is -8 in total as there is an existing penalty to shooting through walls.

RAIL GUN SCOPE SHOOTER

Mastered Weapon: Rail Gun

Heavy Weapons 7

Mechtronics 4

Perception 6

Applies to: Rail Guns

You are well versed in shooting targets through walls using the scope on a rail gun. You no longer suffer the -4 penalty for shooting through solid objects.

Cause of death; massive trauma to the right and left sides of the cranium, that the exit-wound was on the right was ascertained only through extrapolation of ballistic data on the slug. The velocity and impact damage suggests further magnetic acceleration after firing.

Deceased apparently thought they were safe from harm within this durasteel panic-room, not an unwise estimation but they neglected that the seventh rivet from the top-left on the southwestern wall was missing, weakening the overall superstructure. Recommend having the rooms constructors found and sued to cover the cost of cremation and interment. That is all.

- Audio-Transcript of log.3371K, by UIG forensic scientist L. F. Crawford on the site of the third "Wraith Sniper" incident.

ROCKET LAUNCHER STRUCTURAL STRIKE

Mastered Weapon: Rocket Launcher

Heavy Firearms 7

Support Weapons 3

You can use heavy rockets to target key areas in old or weak buildings and potentially bring them down. This will not work on Spires or modern, well built structures.

The rocketeer should roll 'Perception + Support Weapons' to determine where would be best to make the shot. Success indicates that the shot has been determined. (A GM modifier can apply if appropriate, for example, collapsing an old bedsit may receive a +4; larger, stronger buildings may receive a -4 penalty.)

The rocketeer then just needs to hit the area in question with a heavy rocket and stand clear. He must deal at least 40 damage or another rocket will be needed.

"Let's stop pissing around" barked Kincaid leveling his launcher at the building, one hit, I swear I can take it out. They won't know what him 'em. Crunch!"

"Hell, just do it then." muttered Jenson, he'd been resigned to some kind of explosion since the briefing.

The rocket impacted with the lower east wall of the old tower block and like a pile of child's bricks the whole building began to lean. Kincaid watched, enthralled and delighted as thousands of tonnes of masonry began to slump, then cascade towards the ground swamping dozens of houses, shops and cars as it went. The billowing clouds of dust would be visible for miles around and already the distant sound of response sirens wailed over the old city

Kincaid grinned "That ought to 'ave done it."

CLOSE COMBAT WEAPONS

CHAINSAW DISMEMBER

Mastered Weapon: Chainsaw

Strength 8

Close Combat 8

Powered Melee Training

Your continued practice with the combat chainsaw has enabled you to fight with added brutality. If your base damage dice (typically 2D10) add to 17 or more you sever a random body part from the target - see page 146 of the Core Rules for severing body parts. If the weapon is 'diced up' then you will stand a higher chance to sever limbs.

RIOT MASTER

Mastered Weapon: Riot Shield

Strength 7

Close Combat 5

Dual Weapon Fighting - Relevant Weapon & Riot Shield

When using a riot shield you do not get -4 when shooting out from behind it. You may also use the following attack types.

2 handed slam Dam D6 + 2xStrength, Rate 1

1 handed slam Dam D6 + Strength, Rate 2

The GM should also reduce your penalties when performing agility based actions using the shield as you are quite used to it.

The Riot Master may also holster and unholster the riot shield as a free action.

DOUBLE BLADED DEFENCE

Double Bladed Weapon Use

When using a double bladed weapon you gain +2 to your Defence. This bonus increases to +4 when blocking. (See blocking on page 144 of the Core Rules).

DOUBLE BLADED WEAPON USE

Close Combat 6

Agility 7

You are skilled in the use of double bladed swords and can use them without fear of chopping your own foot off. Not having this Training gives you a -4 when using the weapon.

DOUBLE BLADED PSI-BLADE

Psi Blade 5

Comoros Agent

The telepath can manifest a two bladed psi-blade. Not only does the weapon follow all the rules for double bladed weapons on page 29, it can also be thrown like a javelin. This requires a 'Perception + Athletics' roll with a -1 penalty for every 10 metres away the target is.

If the javelin-blade hits, it deals D10+Strength +1 damage for every 10 metres thrown. It also ignores 1AV for every 10 metres thrown. This represents the build up of force and acceleration as the telepath wills the weapon forwards and into its target.

Example - The target is 50 metres away. The thrower takes a -5 to hit. If he hits he deals D10 + Strength + 5 damage which ignores 5 AV.

TAZER NERVESTRIKE

Medicine 2

Close Combat 4

Applies to: Tazers

You have learnt how to use a tazer to maximum effect. Instead of just striking the target with it you can hit nerve points. If you successfully hit a target without ICE technology or similar upgrade, they are instantly rendered immobile for 2D6 rounds.

TWIST THE KNIFE

Close Combat 4

Applies to: Knives (e.g. kukri / tanto / punch dagger)

When fighting in close combat with a light bladed weapon you may voluntarily give up applying your Strength score as a bonus to damage in order to have the attack deal mashing damage.

Conflict in the Corporate age has led to a great emphasis on ever more complicated personal weaponry. You will find, however, that the principal difference between the most technologically advanced firearm and the most rudimentary blade is ultimately only one of convenience. Given basic anatomical training and the luxury of sufficient time in which to work undisturbed, there is no limit to the damage that can be inflicted with the most basic of tools: a butcher's hook, a barber's comb, or a simple kitchen knife.

From The Comoros Survivalist's Handbook



LICENSES

EQUIPMENT LICENSES

BIOSEQUENCER LICENSE (3)

Science 6

Medicine 6

Medical License

You are licensed to use biosequencers to produce complex proteins, lipids and the like, which in turn can be formed into tissues. You must still adhere to the law when using a biosequencer.

GET LICENSE (BASIC) (2)

You are licensed to use GET Stations to GET category 1-2 Items.

GET LICENSE (ADVANCED) (2)

GET License (Basic)

You are licensed to use GET Stations to GET category 3-5 Items.

HOLLOWALL LICENSE (1)

You are licensed to mount a hollowall on your property where it can be viewed by the public. For example, this can be used to run a theatre, billboard or news screen. It should not be used to broadcast illegal or anti-UIG transmissions.

REPUCCANT LICENSE (1)

You are permitted to own replicants (see page 158). You are responsible for their actions and also for any damages / costs incurred by them. If they escape or go rogue the UIG will hunt them down but the bill will be sent to you. This typically costs D4 x 100,000 credits.

SATELLITE LICENSE (5)

Mechtronics 5

Satellite Monitoring Station

Rank 1

You are licensed to own and control a satellite which orbits the Earth. You are expected to use the satellite in conjunction with UIG law. Laws applying to satellites include:

1. You may not surveil UIG assets or personnel
2. You must ensure the satellite is maintained (This typically costs D4x10,000¢ per year)
3. You must abide by all other UIG laws when using the satellite. For example, you cannot use the satellite to orbital strike an innocent or destroy another's property.
4. Any damage caused by the misuse of a satellite is the owner's responsibility.

XENO EQUIPMENT LICENSE (2)

You are licensed to use non-combat xenotech.

XENO WEAPON LICENSE (2)

Appropriate Weapon License

You are licensed to use xeno combat technology. However, you must also own the appropriate weapon license. For example if you wished to use a xenotech powered longsword you would also need a 'Powered Melee License'. Some xeno weapons might not easily fall under a conventional category. In this case it is up to the Agent to consult a UIG xenologist who will either designate a category, state the weapons is exempt from categorisation or create a new one.

AUTHORITY LICENSES

ANTI-GRAVITY VEHICLE LICENSE (1)

Anti-Gravity Pilot Training

Vehicle License (Domestic or Military)

You hold a license to drive anti-gravity vehicles as long as you hold the relevant vehicle license as well. E.g. An AG tank would require also require a Military Vehicle License and an AG car would require a Domestic Vehicle License.

CYBERLIN LICENSE (4)

Vehicle License Military

Combat Pilot Training

Pilot Skill at 8+

You are licensed to pilot all classes of Cyberlin.

COMMERCIAL INSPECTORS LICENSE (2)

Search License (Commercial)

This license permits you to enter a commercial property where trade is conducted such as a shop, restaurant, gun store, dry-cleaners etc. and look for breaches of code. This could take the form of no fire extinguishers, blocked emergency exits, unsafe power units, bad food hygiene etc. This information should be handed to the UIG and the inspector will be paid 30% of the issued fine.

Evidence (typically in the form of videos, statements or samples) should be submitted with the report and the money is payable to the inspector when the UIG investigates and collects the fine. Some example fines are listed below.

Blocked Fire Escape	1500¢
False Advertising	600¢
Bad Food Hygiene	900¢
Rigged Weighing Scales	1500¢
Illegally Employed Staff	3000¢
Trading Without a License	3600¢
Hazardous Work Environment	3900¢
Trading Illegal Services or Goods	6000¢

These fines should be multiplied by the level of the business (See the Eastern Bank). Here are some example levels if you do not have access to the Eastern Bank.

1-5	Market Stall, Coffee Tent
6-10	Old City Shop
11-15	Open City Shop
16-20	Spire City Shop
21-25	Large Open City Shop
26-30	Large Spire City Shop
31-40	Chain of Shops

Note that this license is easy to abuse and the UIG will heavily punish anyone who does so, typically with a deduction of 15 rank points.

INTERCHANGE SECURITY LICENSE (I)

Relevant Weapon License

You may carry weaponry within the grounds of the Seoul Interchange (see page 115). You must be offered this license by the chief of security at the interchange; you cannot just buy it.

TRANSMITTED ENTERTAINMENT LICENSE (O)

This license is required by law for anyone wishing to own equipment capable of receiving a transmitted form of entertainment. Simply put this includes watching TV, listening to radio style broadcasts or even checking out goofy videos on the WDN.

You will find that almost everyone requires such a license as even phones are capable of picking up entertainment channels these days. The UIG therefore assume that every member of the population needs one and their low level bureaucrats and CROs

spend a lot of time harassing unlicensed members of the public.

This license is not acquired in the normal manner. It simply requires an annual expenditure of 200¢ paid directly to the Broadcast Billing Company. If you are caught with equipment receiving a signal without this license you are fined 1000¢ and docked one rank point. Consistant offences are met with increased fines and more rank point loss at the GM's discretion.

PROFESSIONAL LICENSES

CLONING LICENSE - CLASS C (SCIENTIFIC) (I)

Science 7

Medicine 6

Medical License

Cloning Science Training

UIG Approved Cloning Facility

You may create cloned cells, tissues, organs and body parts on or off-Earth for research purposes. Your creations must stay in the lab and never be exposed to the general population.

CLONING LICENSE - CLASS B (MEDICAL) (2)

Science 8

Medicine 5

Medical License

Cloning Science Training

UIG Approved Cloning Facility

You may create cloned cells, tissues, organs and even body parts on or off-Earth for use in the medical industry. You can sell your cloned items to one of the many medical companies.

CLONING FOR FUN AND PROFIT

If you are cloning for cash then use the rules on page 24. This represents a week of work, setting up the clones, dealing with the clinics, maintaining the lab, managing the accounts etc.

If you are cloning for fun, i.e. building creations, replacing your colleague's limbs or just mucking about then use these basic rules below.

To clone anything you need a sample of DNA from the original, access to a cloning lab and the Cloning Science Training. The lab typically costs 20,000¢ to set up.

To initiate the cloning process takes a whole day of work (this is not a downtime action).

Roll 'Intelligence + Science', if you pass all has gone well. You now just need to wait for the clone to grow. It doesn't need tending so you can head off and do a mission in the meantime.

Size	Example	Time to Grow	Street Value
Tiny	Eyeball, Tongue, Finger	1 day	200¢
Small	Lung, Liver, Heart, Hand	3 days	500¢
Medium	Arm, Leg, Pelvis, Baby	6 days	1,000¢
Large	Human, Wolf, Panther	10 days	10,000¢
Massive	Elephant, Carvax, Hippo	3 weeks	30,000¢

Note that these prices are just a guide. There would be all kinds of hidden costs such as materials, tax, staff etc. You cannot expect to reliably make money with this one-off method.

CLONING LICENSE - CLASS A (ORGANISMS) (3)

Science 8

Medicine 8

Medical License

Cloning Science Training

UIG Approved Cloning Facility

Providing you are off-Earth, you are free to clone organisms. Any crimes committed as a result of your cloning are your direct responsibility. These organisms can have quite a high retail value depending on your skill as a cloner.

GENEENGINEERING LICENSE (2)

Science 6

Medicine 7

You are licensed to research, develop and administer genetic modification technology.

MAINTENANCE LICENSE (1)

Mechtronics 6

You are licensed to carry out maintenance work on UIG assets such as facilities, vehicles and roads. You will be checked in upon the commencement of work and granted access to all relevant areas and systems. Abuse of this license to break into UIG installations or steal UIG assets is met with severe disciplinary action. (Normally instant depersonalisation).

NANOTECH LICENSE (1)

Mechtronics 5

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

XENOTECH LICENSE (3)

Mechtronics 5

Assess Tech 5

You are licensed to research, develop and maintain xenotechnology.

BIO LICENSES

BIO RETAIL LICENSE (3)

Vending License

You must have the BIO License for the BIO you are selling.

You are licensed to sell BIOs. You are expected to ensure the buyer has the correct licenses before selling. You must register all transactions with the UIG.

BIO LICENSE - (COMPANION) (1)

You are licensed to keep companion BIOs. They must be kept in a secure environment and not taken to Earth. Any crimes committed by the BIO are your responsibility.

BIO LICENSE - (GUARDIAN) (2)

Animal Skills Training

BIO Keeper Training

You are licensed to keep Guardian BIOs. First you MUST attend

the UIG BIO Keeper Training Course (I.e. purchase the BioKeeper Training on page 10) to ensure you can control the BIO and that the UIG are assured that you will be a responsible owner. It must be kept in secure environment and not taken to Earth. Any crimes committed by the BIO are your responsibility.

BIO LICENSE - (UTILITY) (2)

BIO Keeper Training

You are licensed to keep Utility BIOs. First you MUST attend the UIG BIO Keeper Training Course (I.e. Purchase the BIO Keeper Training on page 10) to ensure you can control the BIO and that the UIG are assured you will be a responsible owner. It must be kept in secure environment and not taken to Earth. Any crimes committed by the BIO are your responsibility.

BIO LICENSE - (COMBAT) (5)

Animal Skills Training

BIO Keeper Training

Approved Secure Storage Area

You are licensed to keep Combat BIOs. First you MUST attend the UIG BIO Keeper Training Course (I.e. Purchase the BIO Keeper Training on page 10) to ensure you can control the BIO and that the UIG are assured you will be a responsible owner. The UIG will also visit the facility that you wish to keep it in to ensure its suitability. There is also a discretionary content to the approval of this license and an experienced UIG Officer will make the final decision on whether the owner is worthy of the License. The BIO must be kept in a secure environment and not taken to Earth. Any crimes committed by the BIO are your responsibility.

BIO MENAGERIE LICENSE (4)

Appropriate BIO Licenses

BIO Keeper License

This license must be taken to own more than 4 BIOs at the same time. You must have all of the appropriate licenses in place to own the individual BIOs.

BIO GENEENGINEERING LICENSE (3)

Science 7

Medicine 3

BIO Keeper Training

Geneengineering Training

You must have BIO Licenses appropriate to the BIO you intend to construct. You are licensed to create BIOs off-Earth. Creating BIOs is a downtime option. See page 25.

THINK BEFORE YOU TRAVEL!

The vessel you are about to board is travelling into the Home Territory of Earth. Before proceeding any further please be aware that the following items may not be carried without express permission from the UIG Department of Terrestrial Security.

BIOs, Clones, Duplicated Psyche Matrixes, War Viruses, Rogue Artificial Intelligences, Broadscale Pathogens, Biostatic Organisms, High-Yield Explosives (1000mt or more)*

Thank you for your co-operation in this matter. If you suspect someone of breaching these rules please contact a member of staff. Your vigilance may save lives.

*This list is not exhaustive. Details available upon request.

DOWNTIME OPTIONS

I've been told that a week on the World View will cost me an arm and a leg. Fortunately, I don't think this will be a problem.

-attr: Robert "Doctor Duplicator" Harnass, license ref. ClonMed B-2230911

CLONING

If you have a Medical or Organism Cloning License you can create clones in your downtime and sell them on the market. If you don't have a license then you'll need to sell them on the black market.

Open Market Cloning

You need a Class A or B Cloning License, the Cloning Science Training and a cloning lab (cost 20,000¢).

Spend one week of downtime and make an 'Intelligence + Science' roll. Note the XS.

Add any applicable bonuses from below to your XS:

- 1.If you have a contact in the cloning world add their contact level.
- 2.Add +2 if you are in Eurasian Inc., Gemini Bioware, Two Snakes Medical or similar biotech orientated Corporation.
- 3.The GM can add a discretionary bonus or penalty if he feels it is appropriate.

Multiply the total by 1,000¢.

For example. You pass your roll by 3, you are an E.I. Agent and you managed to steal some excellent raw materials in your last mission (+2 GM bonus). This adds to 7 meaning you have made 7000¢ this week.

This might seem a lot but when you consider how much expertise and money is invested to create a cloning operation it is not unreasonable.

Black Market Cloning

You need the Cloning Science Training and a cloning lab (cost 20,000¢).

Spend one week of downtime and make an 'Intelligence + Science' roll. Note the XS.

Add any applicable bonuses from below to your XS

- 1.If you have a contact in the cloning world add their contact level.
- 2.Add +1 if you are in Eurasian Inc., Gemini Bioware, Two Snakes Medical or similar biotech orientated Corporation.
- 3.The GM can add a discretionary bonus or penalty if he feels it is appropriate.

Roll a D10 the 'Black Market Cloning Table' opposite.

BLACK MARKET CLONING TABLE

Roll 1D10 to determine the weekly ups and downs of black market cloning.

- | | |
|-----|--|
| 1-2 | Demand is high for your illicit trade. Multiply your result by 2,000¢ |
| 3-6 | Everything goes as planned, multiply your result by 1,000¢ |
| 7-8 | You've had to keep your head down this week – multiply the result by 500¢ |
| 9 | A bad week. UIG scrutiny means you've had to trash all your cloned parts and make no cash. |
| 10 | Disaster. Your lab is raided by the UIG. Roll a D10 on 'UIG Raid Results' below. |

UIGRAID RESULTS

- | | |
|-----|--|
| 1-6 | You manage to escape but the lab is badly damaged. You can set everything back up but it will cost 5,000¢ |
| 7-9 | You are arrested but thought to be a low level employee. You are docked D6 rank points and your lab is stripped. It will cost 10,000¢ to get up and running again. |
| 10 | You are arrested and identified as the head of the operation. You are docked D10+10 rank points and the lab is stripped out and monitored meaning it can never be used for the same purpose again. |

There is an unstoppable drive to push our technological boundaries further and further forward. It's a shame that with our substantial knowledge and significant resources we are not instead trying to address the most fundamental of all history's problems; human suffering.

Guana Ucargo, Comoros Secretary for Human Welfare

CREATING BIOS

Creating a BIO requires the Genegineering Training and a BIO Lab

Legally speaking you also require a BIO Genegineering License and any BIO Licenses that relate to the type of BIO you wish to create. For example, if you wished to create a Companion BIO you would also need the Companion BIO License.

1. GENEGINEERING

BIOs are created on the genetic level. You must have access to BioSequencer. This is an incredibly high-tech piece of equipment. You can get domestic or industrial grade one. The latter giving you a significant bonus when it comes to creating the BIO.

With a biosequencer you can build anything you like using existing DNA blocks. For example, a cows body with a dogs head and lobster claws. It can be fine-tuned so you are not making such obvious hybrids. The art of combining these aspects is reflected in the Genegineering Training. You must acquire the stock DNA of all creature types you wish to use in the BIO. These can normally be obtained from a DNA stockist such as Gemini Bioware. (Costs on the following page).

Roll **'Intelligence + Science'** with a modifier from below. These modifiers reflect the complications that arise when creating a stable BIO with aggressive tendencies or BIOs which are designed to be genetically disposed to involved tasks.

Companion BIO	Small harmless pet	+0
Guardian BIO	Deterrent, personal guard	-3
Utility BIO	Functional, non-combative	-2
Combat BIO	Combat ready, highly aggressive	-4
Domestic BioSequencer		-2
Industrial BioSequencer		+4

Success allows the Genegineer to go onto phase 2; failure requires restarting. Each attempt takes one week. The rest of the process of creating the BIO does not take any significant input of time from the Genegineer and can be set to proceed automatically.

Note that it is common to visit a professional lab and hire an industrial BioSequencer. Those wishing to act in private due to the dark nature of their work are advised to buy their own.

2. FORMING AN ORGANISM

A strand of DNA is one thing, a living creature is another. The second stage requires the insertion of the DNA into a vector retro-

virus for implantation into the primary host cell. This cell must be nourished and maintained. Numerous starter colonies are made and successful establishments are taken aside for further incubation. The Genegineer discards or sells colonies he does not require. No roll is needed here; this is standard work for a Genegineer. This phase takes 3 days.

D4 successful colonies are made and can be sold for around 500¢ each if you have a BIO Retail License and if a buyer can be found who wants what you have created.

3. FOETAL DEVELOPMENT

The successful colonies are now placed in a carefully created nutrient medium. The genegineer must carefully select the medium to ensure it contains everything the developing BIO might need. This requires an 'Intelligence + Medicine' roll. Failure will cause the BIO to become deformed and malnourished, the GM should adjudicate the results of these aberrations.

After 1 week the BIO will be in a foetal stage and ready for maturation.

4. MATURING THE BIO

This is a simple waiting game; the Genegineer can do little at this stage to influence the development of the creature while it is stored in the maturation medium.

At the bottom of the page is listed how long it takes for the BIO to mature in the medium. They can be removed at any stage of development

The maturation tank has the added effect of keeping the BIO in a sleep state. As soon as it is turned off the BIO is awakened and will begin its behaviour patterns. They are normally kept in pacifier cases until needed. These keep the BIO alive and well but unable to move. They are fed through a nutrient tube.

Accelerating the Maturation Process

It is possible to reduce the maturation times for the BIO by 50%. This is done by using an accelerant. The accelerant costs are noted in the table below. When using an accelerant there is a 15% chance it causes the BIO to undergo horrible mutation and psychobiological damage. The GM should adjudicate the results and it will not be pretty.

BIOMATURATION TIMES

	Example	Juvenile	Young Adult	Adult	Elderly	Accelerant Cost
Small	Mouse	3 days	1 week	3 weeks	4 weeks	500¢
Medium	Dog	1 week	2 weeks	4 weeks	5 weeks	1000¢
Large	Cow	2 weeks	4 weeks	8 weeks	10 weeks	3000¢
Huge	Elephant	4 weeks	6 weeks	12 weeks	15 weeks	6000¢

ASSOCIATED COSTS

A genengineer should never use poor quality genengineering equipment. If he does the GM should feel free to apply extra penalties and not be afraid to make the BIO come out significantly different than intended.

BioSequencer

Hiring an Industrial BioSequencer	1,500¢ per week
Hiring a Domestic BioSequencer	500¢ per week
Buying a Domestic BioSequencer	50,000¢
Buying an Industrial BioSequencer	700,000¢

Stock DNA (per strand)

Common (Rat, Worm, Ant)	50¢
Uncommon (Cow, Pigeon)	100¢
Rare (Iguana, Tiger, Shark)	200¢
Exotic (Velociraptor, Giant Squid)	500¢

Cells

Primary Host Cells & Retro-Virus	1,500¢ (non reusable)
----------------------------------	-----------------------

BioLab

Standard BIO Lab (Can create up to cow-sized BIOs)	20,000¢
Titanic BIO Lab (Can create all sizes of BIOs)	100,000¢

BIO CREATION SUMMARY

0. Acquire all DNA Strands needed and pay the costs
1. Use a BioSequencer for one week. (Hiring one will entail a cost).
2. Insert DNA into host cells (Costs 1,500¢ for cells and retro-virus)
3. Foetal Development (takes one week)
4. Maturing the Bio, accelerant available.

SELLING BIOS

As long as you have a BIO Retail License you can sell your BIOS to off-world buyers. You will typically receive 50% of the prices stated in the book for NPC BIOS. This is because you are a small time retailer and the higher prices include markup from the big companies. If you are designing new BIOS then the GM should make up a price based on existing examples.

Kleiner took a step back so he could take in the entirety of his latest creation. A magnificent creature, head low and armoured with teeth like black sickles, shoulders heavy and powerful, punctuated with fine spines which ran over its back in tapering stripes. Its four stocky legs, powerfully muscled with inverted knee joints to give it speed. With a satisfied smile he punched in the code to bring it out of the growth phase and into hibernation. E73 ERROR...STAND BY. The BIO's head twitched and its eyes began to open. Kleiner looked disbelievingly at the creature and banged in the code again. E73 ERROR – PLEASE CONTACT A MEMBER OF THE GEMINI CUSTOMER SERVICES TEAM OR VISIT OUR WDN-PORT.

Kleiner turned and ran to the lab door, desperately fumbling for his pass-card.

LOCK DOWN IN PROGRESS – UNREGISTERED LIFEFORM PRESENT IN LAB B16. PLEASE CONTACT A SENIOR MEMBER OF STAFF

An explosion of glass and the sound of 1000 litres of nutrient medium cascading over the floor - Kleiner reached for his scalpel.

A.I. GENESIS

This option allows you to create your own A.I.s. More on A.I. development can be found on page 102.

Creating a seed A.I. takes a week of downtime and requires that you have access to a computer workstation and the following STATS and skills.

Intelligence	8
Computers & A.I.	8
Psychology	6

The seed is considered a level 0 A.I. and has no inherent abilities on its own until it acquires an A.I. score of 1+.

TRAIN A.I.

A.I.s grow exactly like a character, by spending XP, but until they reach A.I. level 1, they are not yet sentient and incapable of acquiring experience on their own.

A neuroprogrammer can grant an A.I. a measure of XP by running it through mimetic training regimes. Training an A.I. requires a week of downtime and an 'Intelligence + Computers and A.I.' roll.

Success grants the A.I. a number of XP equal to the trainer's XS on the roll, minus the A.I.'s current level as there is less that a high-level A.I. can learn from training.

If the A.I. is a seed the first thing the XP must be spent on is raising it's A.I. level to 1. This costs 5XP. After this the A.I.'s abilities can be raised by using the experience table below.

A.I. EXPERIENCE COSTS

Raise A.I. Level to 1	5xp
Increase A.I. Level by 1	Current Level x 2xp
New A.I. Skill	2xp
Increase A.I. Skill	Current Level x 1xp
New A.I. Training	10xp
New A.I. License	Level of License x 1000¢ fee payable to the UIG.

OTHER WAYS TO RAISE A.I. ABILITIES

Field Experience

Training A.I.s is a long and tricky process usually performed by dedicated professionals. An Agent does not generally have the time so will find it difficult to create a really potent A.I. by this form of training. Instead he may consider taking the A.I. into the field.

If the A.I. is used in the field then the GM can award it XP which he and the player invest in the A.I. They should co-operate and decide where the XP should be assigned. The A.I. can should gain between 0 and 5 XP per session depending on how much it was used during the mission.

Paying Cash

You can pay a professional company such as cyrebrum to increase your A.I. This costs 1000¢ per point of XP. Note that internal A.I. is different and is described on page 10 of the Core Rules.



THE AMS UNear ELECTROMAGNETIC ACCELERATION WEAPON (LEAW) ON TRIPOD

Classification	Heavy Rail Gun
Manufacturer	Anzeiger Military Systems
Ammunition	SMART Clips and Energy Cells
Price	20,000 Credits

SECTION 2

WEAPONS, SHIELDS

AND ARMOUR

*War can only be abolished through war, and in order to
get rid of the gun it is necessary to take up the gun*

Mao Tse-Tung

WEAPONS OVERVIEW

This is always the hard part for me, balancing stopping power with personal enjoyment.

- Johnny Gat

GALVANIC WEAPONS

Galvanic weapons utilise standard energy cells to deliver an electrical charge directly to a target. The electrical bolt has up to three effects depending what the attack is directed at. It will have as many effects as applicable to the target.

For example, a normal human with a cybernetic upgrade will be a potential target for all three effects of the Galvanic Weapon.

Effects of Galvanic Weapons

EMP

A galvanic discharge is capable of acting in the same capacity as an EMP weapon but is not as efficient. (Only half of the damage dealt by the weapon is considered EMP.)

For example, your galvanic weapon deals 25 damage. It therefore deals a 12 point EMP blast as well.

KNOCK OUT

Anyone *without* Independent Cellular Excision (I.C.E) fitted is liable to be knocked out by a shot from a Galvanic weapon. If the attack hits the target they must roll below or equal to 'Perception + Endurance' or be knocked out for D100 minutes. No penalties apply as they do in the case of the stun rifle as the stun rifle is specially designed for knock out.

DAMAGE

Galvanic weapons cause extensive electrical burns to a target. The bolt of electricity impacts with the target and then spreads all over the body. Armour is ineffective against Galvanic weapons unless it is insulated with a Galvanic Grounder (see page 62). These weapons do not cause bleeding.

Ammunition

Galvanic weapons use energy cells at the normal rate.

Special

Galvanic weapons are immune to EMP and are silent to use. They are a comparatively new technology though and critical misses mean the weapon backfires, (effectively attacking the user instead), loses 2 condition levels and is rendered inoperative until fixed. If the GM wishes he can also roll a dice to see whether stray shots have damaged nearby electrical equipment.

INSULTED ARMOUR

(see page 62 for Galvanic Grounder)

Galvanic weapons have become more prolific as multipurpose firearms and as such insulated armour upgrades have become available. These effectively create a Faradays' cage around the body and harmlessly ground the electricity. This upgrade is

installed into a standard suit of armour which covers most of the body. (light, field, heavy, and powered armours are all suitable.)

DOUBLE BLADED WEAPONS

Machines of War introduces double bladed weapons. These allow a faster rate of attack than a normal weapon while being able to put more strength behind the attack. They are also capable of putting up a confusing defence in the hands of an expert. (See the Double Bladed Defence Training).

System

You must take the Training 'Double Bladed Weapon Use' on page 20 or suffer -4 to all attacks made with it.

Effects

A double bladed weapon functions in the same way as a single bladed one but you increase the rate of attack by one and the user increases bonus Strength damage by 50%. I.e. if you normally add your Strength to damage it is now Strength x 1.5.

Example 1 - Double bladed longsword

The user has Strength 9

Damage D8+12

Rate 3

Example 2 - Double bladed short sword

The user has Strength 6

Damage D6+9

Rate 4

Power Strike

You can reduce the rate of a double bladed weapon to 1 in order to perform a power strike. This allows you to add your Strength x 2 to damage instead of Strength x 1.5.

CORPORATION SPECIFIC EQUIPMENT

Note that some equipment such as the Blackbird T11 Assault Rifle is stated as only being available to certain Corporations. This means that it is manufactured by that Corporation and they will only sell it to their own Agents. It does not mean that occasional shipments don't go missing and end up in the hands of black market weapon dealers.

Making such underground acquisitions should be roleplayed and ID chip checkers may need to be removed but there is no reason the GM should restrict all access to these items. In fact it can often prove entertaining to have affronted enemy Agents come looking for their supposedly exclusive equipment.

REMOVING ID CHIP CHECKERS

Rules for this can be found on page 137

OBSCURE AND EXPENSIVE EQUIPMENT

You may think that some of the equipment is obscure and / or too expensive. Some of the more unusual items such as the Takata Yoshi-Miki Gaming Arm are made in small batches as they do not have the mass consumer appeal of something like a Black Cougar. There are many players who enjoy rare, odd or obscure equipment and find it adds an interesting dimension to their character or may present a new solution to encounters or problems.

To avoid this unusual equipment becoming redundant think about having some of the less popular equipment as loot on fallen enemies or in raided facilities. That way the players don't have to pay for it and can sell it if they don't want it. Hopefully they may even try the item out and decide it actually does have a place in their Mule-Tech.

ITOMA XENJIN

The only way to come back

With so many terrible ways to die around every corner, it's no wonder more and more people are turning to reliable, safe and easy psycho-morphosis treatments.

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ITOMA - LIVE AGAIN



IMMOBILE ELECTRONIC VECTOR FOR THE TRANSPORT OF A PSYCHE MATRIX OR ARTIFICIAL INTELLIGENCE

LIGHT FIREARMS

Including Null Lasers

GALVANIC PISTOL - AMS GP90

D10 Damage 8,000¢ Medium Range Rate 1 EMP Immune

A small innocuous weapon, useful for dealing with a range of targets in stealth situations. Counts as a galvanic weapon (see page 29)

NULL LASER - AIR-LYTE LOW-BREACH LASER PISTOL

D8 Damage 2,000¢ Medium Range Rate 3 EMPS 13

This low production, speciality pistol is designed for use in breach-sensitive areas such as fuel depots and space craft. The weapon functions normally in all respects except that it will not damage solid plate glass, metal and the like. The beam effects armour as normal unless the individual item has AV 6 or more, in which case it will not even damage it. The beam is also calibrated to be non-triggering in respect to volatile compounds so it will not ignite clouds of flammable gas etc.

Null lasers are available in most configuration. E.g. Null Laser Cannons or Null Laser Rifles. The same rules apply and the price is typically double the cost of the standard weapon. You can pay triple cost for a weapon which can be set to fire as a standard or null laser.



THE AIR-LYTE NULL LASER PISTOL

TACTICAL FIREARMS

COUNTERSNIPER RIFLE - AMS ANGRA V20 COUNTERSNIPER RIFLE

2D10 Damage 5,000¢ Long Range Rate 1 EMP Immune

This rifle is used to countersnipe at the enemy. It incorporates a long range thermal tracer which is able to pick up heat signatures at distances of up to 1km. This allows the shooter to pinpoint his target when they are in cover but will only function through 50cm of material. (Counts as a Sniper Weapon).

The Angra uses a non-standard round and has to be manually loaded after each shot, hence the low rate of fire. The bullet contains a plasmaline core which allows it to pass through a range of substances (cost 50¢ each). Instead of ignoring a certain amount of AV consult the table below to see the chance that the round will pass straight through it.

THIN WALLS (PLASTERBOARD)	MEDIUM WALLS (LIGHT STONE)	HEAVY WALLS (HEAVY STONE)	MILITARY (DURASTEEL)
100%	60%	40%	10%

The GM should feel free to increase or reduce this chance to penetrate based upon variations in the wall. You can attempt to shoot through multiple walls but each wall after the first has the chance of penetration halved.

Example 1 Three thin walls - Wall 1 = 100% / Wall 2 = 50% / Wall 3 = 25%.
Example 2 1 Medium, 1 Heavy - Wall 1 = 60% / Wall 2 = 20%

You only need to roll the % for the last wall you intend to penetrate, so example 1 would be a 25% chance and example 2 a 20% chance. When the round hits the target it ignores 5 points of AV, irrespective of how many substances it has already passed through.

GALVANIC RIFLE - AMS GR200 MAGENTA CORE RIFLE (TACTICAL FIREARM)

2D10 Damage 15,000¢ Medium Range Rate 1 EMPS Immune

A standard sized rifle which excels in the hands of a clean, steady shooter. Practical against mixed groups of augmented and non-augmented humans such as low-end Cult of Machina or gangs containing a number of cybernetically modified criminals. Counts as a galvanic weapon.

LASER ASSAULT RIFLE - TAKATA L80 ASSAULT LASER (SHI YUKIRO ONLY)

Damage - Special 20,000¢ Variable Range Rate Special EMPS 18

Contains an automatic shield modulator which allows it to automatically bypass all shields. It has three firing modes, a mode can be selected as a free action. The weapon will self-destruct if an unauthorised person tries to use it. This deals 3D12 in a 3m blast.

MODE	RATE	DAMAGE	RANGE
Sniper	2	2D10+2 Damage	Long
Semi-Auto	3	D10 Damage	Medium
Machine	1	6D6 Damage	Medium

WF ASSAULT RIFLE - AMS BLACKBIRD T11 ASSAULT RIFLE (FEDERATION ONLY)

Damage - Special 12,000¢ Variable Range Rate Special EMP Immune

This weapon is in common use by Federation Agents. Its aggressive black construction bears testaments to the hundreds of enemies the Federation have laid waste to with this multipurpose, artfully-built killing machine. The Blackbird is a multipurpose weapon with a variety of firing modes for different circumstances. Switching mode is a free action.

MODE	RATE	DAMAGE	RANGE
Semi-Automatic	3	D12+2	Medium
Automatic / Machine	1	6D10	Medium
Sniper	2	D12	Long
Grenade Launcher	1	As micrenade	Medium

Grenades - The Blackbird can store up to four micrenades in its grenade chamber, it can only fire one a round though. Micrenades have the same effect as normal grenades but are smaller and cost 10% more.

Federation Agents Only - This weapon is only available to Federation Agents.

Self Destruct - The T11 will explode if any non Federation user attempts to fire it. The explosion deals 3D12 in a 3 metre blast.

HEAVY FIREARMS

ADHESIVE GRENADE LAUNCHER - YAEGER & STANTON TAC 2 COHESIVE GRENADE LAUNCHER

Damage as Grenade 8,000¢ Medium Range Rate 1 EMPS 12

This weapon functions as a standard grenade launcher, allowing the user to accurately launch any grenade (including micgrenades). However, if the trigger is held down, instead of just pulled and released, the grenade is coated upon exit, in a viscous, tacky substance which instantly sticks to any surface. This effectively allows the launcher to fire 'sticky grenades'. The glue must be replaced every 50 launches which costs 150¢.

You can fire the weapon with a -4 penalty in an attempt to stick the grenade directly to an active opponent. If you succeed the grenade deals maximum damage. Stationary targets do not incur the -4 penalty.

ROTARY CANNON - AMS DD9 TORNADO ANTI-VEHICLE ROTARY CANNON

8D10 Damage 12,000¢ Long Range Rate 1 EMPS 11

The DD9 Tornado is an enormous machine of destruction and as such must be fired from a mounting unless wielded by someone with strength 12+ or installed as a cybernetic upgrade, (see page 79). Installing onto the tripod requires someone with Support Weapons 2 and takes six seconds (2 rounds). Once done the weapon can be fired in a 360 degree arc with an elevation of 80 degrees (almost vertical).

The tornado is designed as an anti-vehicle weapon and fires depleted uranium rounds in molybdenum-platinum alloy jackets (Which ignore 5AV against all targets). When firing the DD9 uses a built-in vehicle analyser database to highlight vehicular weak points with the following success rate.

Stock vehicles such as production cars or standard tanks	95%
Customised vehicles such as street-race modded cars or prototypes	80%
Scratch built vehicles. I.e. one-off, unique helicopters.	50%

You should roll a D100 and if you get below or equal to the stated percentage, the weapon's damage is maximised and ignores 15 AV, i.e. 80 damage instead of 8D10 ignoring 15AV.

Additional Notes

Note this weapon can only be fired one handed by someone with Strength 14+ who has an alloy skeleton and at least 3 cybernetic limbs (2 legs and the firing arm).

The Tornado does not use SMART clips. Instead you must purchase MPAJ (molybdenum-platinum alloy jacket) clips which cost 150¢ and provide enough ammunition for 3 attacks.

COLLAPSIBLE ROCKET LAUNCHER - AMS SUDEJACK RN9 ROCKET LAUNCHER

Damage as Rocket 14,000¢ Long Range Rate 1 EMPS 10

This weapon functions as a standard rocket launcher but can only fire rockets (not grenades). The weapon uses a telescoping barrel to allow it to be reduced to 45cm long. This is small enough to fit under a coat or even in a large attache case. It still counts as a heavy weapon and requires one action to extend.

GALVANIC CANNON - AMS GCIOOO STORMBRINGER

5D8 Damage 18,000¢ Medium Range Rate 1 EMP Immune

A monstrous weapon capable of the same range of potent effects as any galvanic weapon. The user should be insulated with a Galvanic Grounder (page 62) as arcs of electricity continually jump from the weapon onto nearby objects and people. If they are not grounded the user is considered to have been hit with a blast from the weapon.

CLOSE COMBAT WEAPONS I

NANOBLADE SHURIKEN - MIKURO NANOSYSTEMS HIRA NANOSHURIKEN

D4+Toxin 1000¢ Close Combat / Thrown Rate 3 EMPS 2

These small bladed disks are usually thrown but can also be used for slashing at targets in which case they deal Strength+2 damage. They contain a small power source which is used to maintain a nanetic stability field around the blades. This maintains the nano-edge on the shuriken and allows them to ignore 8AV. This weapon is only available to the Shi Yukiro and the Akita Cell. They can be collected after use; roll a D10, on a roll of 5+ the shuriken can be used again but must be re-poisoned. Otherwise it's junk.

OSSI KNIFE - LIBERTY BLACK OSSIFIED COMBAT KNIFE

D4 + Strength Damage 400¢ Close Combat Rate 3 EMP Immune

This weapon acts like a normal combat knife. The procedure to build the knife however is complicated and intricate. In essence it is grown using a bio-polycarbonate with a density-scan index matching that of human bone. The end result is that the knife cannot be picked up by scanners. Even high-end scanners simply pick up the knife as bone and if the weapon is strapped to the thigh or similar large bone it cannot be distinguished from the wielder unless a real expert is manning the scanner (has Crime 7+).

TOXIN KNIFE - LIBERTY BLACK COBRA X5 INJECTION BLADE

D4 + Strength Damage + Toxin 500¢ Close Combat Rate 3 EMPS 15

This knife has a chamber in the hilt which can be filled with one dose of toxin. If you wound a target you can spend a free action to activate the injector mechanism, contaminating the target with the chambered toxin. The target must attempt to resist the toxin as though they had been injected with it.

A critical miss with this weapons means you accidentally inject yourself with the toxin. (This can be avoided by the Toxic Combat Training.)

BAYONETS

KNIFE BAYONET - AMS GUTTERBACK CQC BAYONET

Damage D4 60¢ Close Combat Rate 1 EMP Immune

A standard alloy bayonet secured to the muzzle of a tactical firearm allowing close combat attacks with the weapon. See bayonets on page 42.

PLASMA BAYONET - RICHENBACHER FIREBLADE CQC BAYONET

Damage D4 6,000¢ Close Combat Rate 1 EMPS 16

An advanced version of the traditional bayonet, utilising plasma to ignore 4 points of the targets armour. See bayonets on page 42.

CHAINSAW BAYONET - AMS RIPSAP CQC POWERED BAYONET

Damage D10 2,500¢ Close Combat Rate 1 EMP Immune

This monstrous powered bayonet uses a scaled down variant of the combat chainsaw to carve enemies apart. It deals mashing damage to the target. This cannot be detached and used as a knife. See bayonets on page 42.

STUN BAYONET - AEGIS ARCFLY STUN BAYONET

Knock Out 2000¢ Close Combat Rate 1 EMPS 10

Anyone without I.C.E Technology stuck by this bayonet must pass a 'Perception + Endurance' check with the attacker's XS as a penalty or be knocked out for D100 minutes. See bayonets on page 42.

EMP BAYONET - Y&S K3 EM BAYONET

2D10 EMP 3000¢ Close Combat Rate 1 EMP Immune

If a target is struck with the EMP bayonet he must roll as normal to see if any of his equipment and cybernetics have been damaged. This should not be fitted to weapons with an EMPS of 10 or less as it impairs the functioning of the weapon. (It reduces the weapon to Condition 1 while the bayonet is fitted). See bayonets on page 42.

CLOSE COMBAT WEAPONS II

DOUBLE BLADED WEAPONS

See page 29 for details on wielding double bladed weapons.

DB LONGSWORD - AMS DOUBLE BLADE ACID EDGED SARACEN COMBAT SWORD (TACTICAL)

D8 + 1.5 x Strength 2,400¢ Close Combat Rate 3 EMP Immune
A double bladed variant based on the best-selling Carathan pattern, the Saracen is a light, manoeuvrable and when wielded by an expert, impressive weapon.

DB SHORTSWORD - AMS DAKOTA DOUBLE BLADED POLYCARBONATE CQC SWORD (TACTICAL)

D6 + 1.5 x Strength 1,200¢ Close Combat Rate 4 EMP Immune
Although lacking the furious agility of its single handed cousin the ability to put more strength behind the Dakota makes it ideal for engaging more heavily armoured enemies.

DB PLASMA SWORD - RICHENBACHER ARCUTE PREDATOR DOUBLE BLADED PLASMA LONGSWORD (TAC)

D8 + 1.5 x Strength 20,000¢ Close Combat Rate 3 EMPS 16
The Predator is a phenomenal weapon to behold in the hands of an expert, creating blue plasma trails when whirled around the body. The user should have a Powered Melee License and ideally the Powered Melee Training. Ignores 4AV.

DOUBLE BLADED KATANA - TAKATA JIGOKU DOUBLE BLADED KATANA (TACTICAL)

2D4 + 1.5 x Strength 5,000¢ Close Combat Rate 3 EMP Immune
The two bladed katana is not in common use as the Shi Yukiro tend to adhere to traditional swords. It is more commonly found in the hands of Japanese Ai-Jinn and those looking to make an impression. The weapon severs a random limb on a damage roll of 4/4.

DOUBLE BLADED ION KATANA (TACTICAL)

2D4 + 1.5 x Strength N/A Close Combat Rate 3 EMP Immune
Perhaps the most dangerous of the double bladed weapons. It ignores 10AV and severs a random limb on a damage roll of 4/4. These weapons are very rare and only available to Shi Yukiro Agents as detailed on page 112 of the Core Rules. A Shi Yukiro Agent reaching Rank 3 or Level 8 may ask to have his weapon made two bladed but the request will only be honoured if the Agent has performed extremely well. The more likely scenario is that the Agent will have his weapon upgraded to a double bladed version later in his career if he shows sufficient dedication and proficiency.

The user should have a Powered Melee License and ideally the Powered Melee Training.

DOUBLE BLADED PSI BLADE (TACTICAL)

Special N/A Close Combat Rate 3 EMP Immune
This weapon requires a special Training described on page 20 and is only available to Comoros Agents. The weapon has the added advantage of being able to be thrown like a javelin.

Damage - D8 + 1.5 x Strength +1 per point in Psi Blade

SUPPORT WEAPONS I

ANTI-VEHICLE MINE - KNOX MUNITIONS K8 ROAD MINE

2D20+20 Damage / 6D10 EMP 1,000¢ Support Weapons Rate 1 EMPS 10

This weapon is generally buried few inches beneath a road surface but this is not necessary for it to function. When a vehicle drives over it the proximity sensor activates the charge sending an EMP harpoon into the chassis of the vehicle and then detonating an explosive.

1. The GM can allow the driver a 'Perception + Drive' roll to avoid the mine if it is in some way exposed. A modifier can apply.
2. If the driver fails, the harpoon hits the vehicle dealing 6D10 EMP. If this is greater than the vehicles EMPS then the vehicle stops and takes a maximised explosive charge of 60 damage.
3. If the EMP does not incapacitate the vehicle then it just takes 2D20+20.
4. Anyone inside the vehicle takes the same damage as the vehicle. (Less their AV and the vehicle AV combined.)

ANTI-PERSONNEL MINE - KNOX MUNITIONS K4 ANTI-PERSONNEL MINE

4D10 Damage 600¢ Support Weapons Rate 1 EMP Immune

When stepped on, roll the mines damage as normal. As a side effect if it has dealt more than a quarter of the target's total HP then one of their legs is destroyed. If it deals over half of the targets health, two legs are destroyed. They are pulped and cannot be recovered. Any further damage has no additional special effect.

E.g. Agent Deacon has 41 HP. The mine deals 26 damage. He loses both legs and takes 26 damage.

CONCUSSION GRENADE - Y&S G12 SILENCED CONCUSSION GRENADE

3D6 Damage 150¢ Support Weapons Rate 1 EMPS 12

This grenade utilises a radial concussive blast to damage and potentially stun targets without making any sound. Anyone in the area of effect rolls 'Agility + Support Weapons' to recognise the grenade and brace themselves against the blast. Failure results in the target being shocked and unable to act for D6 rounds.

Passing the roll (or possessing Synaptic Modulation) means you do not suffer this effect.

Anyone in the 3 metre blast area takes damage as normal whether they passed the roll or not.

CRYSTAL WEAVE PATTERN EXPLOSIVE

Damage as normal explosive Cost is doubled Support Weapons Rate 1 EMP Immune

The whole block of explosive is manufactured with layers of integrated crystal weave (see The Eastern Bank). This means it cannot be picked up by modern scanning equipment. The blocks of explosive are generally 20% larger than normal due to the extra space taken up by the crystal weave. This is illegal and is characteristically used by terrorist cells. If found carrying it you can expect to lose D10+10 rank points.

DETONATOR GRENADE

Damage as per grenade +50¢ Support Weapons Rate 1 EMPS 14

These grenades act like any other grenade except that they do not explode upon impact or after a few seconds. Instead they are detonated by remote control. When you press the 'detonate' button all deployed grenades explode. Grenades count as being deployed when they have been launched from a firearm or the pin has been pulled. You don't need to worry about the ones in your pack exploding. The detonator costs 100¢ and when purchased you assign yourself a frequency which all your grenades are calibrated to. This stops other people's detonators blowing up your grenades. These grenades cost 50¢ more than a normal grenade of the type purchased.

GALVANIC GRENADE

3D8 Damage 1,200¢ Support Weapons Rate 1 EMP Immune

This weapon deals galvanic damage in a 3 metre blast radius.

SUPPORT WEAPONS II

GENTEX AUTOMATIC TARGET ACQUISITION MISSILE (ATAM)

9D10 Damage 1,000¢ Support Weapons Rate 1 EMPS 10

The ATAM is 14 inches long and fired from a standard delivery system such as a handheld or vehicle mounted rocket launcher. Once a target has been acquired the ATAM will take the shortest route to the target and detonate on impact. (9 metre blast radius)

System

The target must be lined up in the scope for 3 seconds (1 round), after which no roll is needed.

The missile tracks by sensitive thermoelectric sensors granting it the ability to detect organisms and machines through the following barriers.

	Example	Thickness the Missile can track through
Low density	Wood	2 metres
Medium density	Concrete	1 metre
High density	Metal	0.5 metres

The missile travels at an extremely high speed (1000mph) making it unable to perform extreme manoeuvres. It could follow a car twisting down a winding lane but could not weave down corridors.

Cover / Dodging

If the target attempts to take cover they may roll 'Agility + Athletics' with a -4 penalty. The GM can reduce or increase this penalty depending on the availability and quality of cover. The missile's damage will be reduced by cover according to the GM's discretion.

HEAVY GRENADES

Heavy grenades are not in common use because of their potential to undermine the structure of buildings. Most grenades which deal damage are available in a heavy version. The grenades are slightly larger than the standard version but are just as easy to throw and will fit into morphic barrel rocket launchers. You cannot get heavy micrenades. The general principles for determining the effects are listed below.

Damage

Damage for heavy grenades is double that of a normal grenade of the same type and uses twice as many dice. For example, a normal frag grenade deals 3D6. A heavy frag grenade will deal 6D6. This enables it to continue to use the existing grenade rules.

Cost

Heavy grenades cost 3x the price of normal grenades of the same type.

Skill

They are still considered Support Weapons and use the same rolls. No additional special licenses or trainings are required to use them.

Rate & EMPS

The rate and EMPS remain the same.

Special

Heavy grenades are liable to damage buildings if used in structurally sensitive areas. The GM may rule that certain Trainings such as Nuke would negate this. The GM can decide that a grenade is not available in a 'heavy' version if she thinks it's unsuitable, the conversion is not obvious or she doesn't want to start making things up.

MAGNETIC GRENADE CASING

Cost of Grenade + 150¢

This is a simple, small, wrap-around unit which fits onto a grenade (including heavy and micrenades) making it highly magnetic. If you successfully hit the target with a standard 'Perception + Support Weapons' attack, roll on the table (next page) to see where you hit. If the location is not valid re-roll until you find one. If the target is wearing nothing metallic and has no cybernetics then it is treated like a normal grenade.

SUPPORT WEAPONS III

1-5	Cybernetics / armour / metallic parts of clothing
6-7	Wielded weapon or equipment
8-9	Carried weapon (not equipped)
10	Carried equipment (not equipped)

The target can attempt two courses of action

1. Throw the weapon / equipment away if possible - this counts as a free action and automatically avoids the effects of the grenade.
2. Attempt to remove the grenade with a 'Strength + Athletics' roll, a -4 penalty applies.

Note that if the target manages to remove the grenade or throws his effected equipment he can choose to try and toss it back at the thrower. This is a 'Perception + Athletics' roll with a -6 penalty. The penalty represents the panic and rapidly diminishing fuse. The grenade is treated as a standard grenade in this case. If the thrower fails then he is caught in the outer edge of the blast radius.

DAMAGE - If the grenade is stuck to someone or something when it explodes it deals maximised damage. If you are simply in the blast radius it is treated like a standard grenade. Shields are not effective if the grenade is stuck to you.

MIND GRENADE - ABASSI PSI-SYSTEMS PSION RIFT GRENADE

Damage (see below) 2000¢ Support Weapons Rate 1 EMPS 15

These grenades create small, crude subspace rifts which allow an uncontrolled torrent of psion-particles into the area of effect. These particles interfere with the functioning of the organic mind. The blast radius is 9 metres.

If you are in the area of effect roll 'Intelligence + Attitude' with the following modifiers

You gain a bonus equal to your level of Prescience.

Centre of blast radius	-10
Medium area of blast radius	-6
Edge of blast radius	-2

Result

Failure on this roll causes victim to be struck down screaming for 2 rounds, unable to act. For a subsequent D6 rounds they can only make free actions. Critical failure on this roll results in the loss of one Intelligence point permanently and nightmares for several weeks.

Legality

General use of mind affecting weapons was banned by the UIG Summit of 2322. The use of this weapon is punishable by the removal of 20 Rank points. Manufacture of this weapon is also illegal, nonetheless, they still sometimes appear on the black market.

PLASMA GRENADE

3D6 400¢ Support Weapons Rate 1 EMPS 14

This grenade explodes with a blast of white hot plasma, ignoring all armour. 3 metre blast radius.

TOXIN GRENADE (EMPTY)

Damage (as toxin) 50¢ Support Weapons Rate 1 EMP Immune

This is an empty gas grenade which can be filled by the user with a toxin. The grenade contains a high pressure diffuser which sprays the contents out into the atmosphere. The area of effect is based on how much toxin is placed into the grenade. Anyone in the blast area is affected by the toxin as though they had breathed it in. Obviously non-inhalable toxins would not be suitable. For reference one dose is normally about 5ml. (That's about as much as the end joint of a man's middle finger.)

Quantity	Area of Effect
1 dose	90 cm
3 doses	3 metres
5 doses	6 metres
10 doses	9 metres

TOXIN GRENADE



PLASMA GRENADE



AMS ReInnovate

We're bringing it back...

The AMS ReInnovate™ Range

As weapons have evolved the traditional course of things is to replace the old with the new, bows replaced atlatls, muskets replaced bows and so on right up to the caseless SMART rifle and the plasma sub machine gun. The ReInnovate range by AMS was designed with a very different paradigm in mind; apply the technologies of today to the weapons of yesterday. ReInnovate was a tremendous gamble on the part of AMS but a burgeoning subculture of medievalists, romantics and those with a taste for the unusual grew up around it. Many Agents, those of Comoros and Shi Yukiro in particular, support ReInnovate weapons due to their cultural background and often feel that they are more skillful and elegant than smoke-belching machine guns or whining lasers, no matter how advanced.

KI-BOWS

Roll 'Perception + Tactical Firearms'

KI-Bows (shorthand for 'Kinetic Induction Bows') look like sophisticated compound bows used in archery competitions the world over. They employ technology based on a modification of the anti-gravity engines used in many modern vehicles to propel their arrows with greater force and speed than muscle power alone could be capable of. While they are more difficult to use than a standard rifle they have many advantages, not least being able to deliver many possible payloads besides the common carbon arrow. Those who use them in combat respect their ability to fire in parabolic arcs and their ability to be fire in a split second. All KI-Bows can be broken down into their individual components or reassembled with a minutes work and come supplied with a carrying case.

General Bow Mechanics

KI-Bows use arrows and energy cells. An energy cell will power 20 shots. If drawn before the start of combat the user gains a +2 on their initiative roll, a draw may be held for long periods of time (the user's Strength in minutes) thanks to its compound bow design.

COMBAT KI-BOW - AMS ARTEMIS

2D6+2 Damage 4,000¢ Medium Range Rate 2 EMPS 20

Standard entry level KI-bow. The weapon is tough, lightweight and a good all-round choice.

SNIPER KI-BOW - AMS HUNTSMAN

2D6+2 Damage 6,000¢ Long Range Rate 1 EMPS 20

Utterly silent and incorporating scope sighting and an internal computer that adjusts the bow's weight alignment for maximum accuracy. You gain a +4 bonus per round of aiming rather than the normal +2, up to a maximum of +12.

HEAVY KI-BOW - AMS DRAGONSLAYER

4D6+4 Damage 10,000¢ Medium Range Rate 1 EMPS 20

This is the heaviest commercially available KI bow. Because of the nature of the weapon it is just as easy to use as a normal KI-bow. The downside is that it has a rate of 1 as it takes the AG motor a little time to recharge.

Why do I use a KI-bow? For the elegance of the arrow in flight, for the discipline required by such a noble weapon, for the assurance of my own warrior skills...and for the total absence of muzzle-flare, capiche?

- Agent Ricky De Luca, proud owner of an AMS Huntsman.

AMS ReInnovate

We're bringing it back...

SUPPORT WEAPONS

Roll 'Perception +Athletics'

Requires the Thrown Weapons Training

JAVISSILE - AMS GAE BOLGA

6D10 Damage 750¢ Long range Rate 1 EMPS 15

A 2 foot long, self-propelled explosive charge that is thrown like a spear to activate its thrusters, effectively a launcher-less missile but is far less conspicuous and may be hidden beneath a long coat or something similar. Internal guidance systems provide a +2 bonus on attack rolls. Counts as a 15 metre blast weapon.

PYRETIC JAVISSILE - AMS METEOR

6D10 Damage 850¢ Long range Rate 1 EMPS 15

A self-propelled incendiary charge that is thrown like a spear to activate its thrusters, effectively a launcher-less missile but is far less conspicuous and may be hidden beneath a long coat or something similar. Internal guidance systems provide a +2 bonus on attack rolls. Counts as a 15 metre blast weapon. Anything flammable that takes damage from the blast takes an additional D6 burning damage each round until extinguished.

DISCUS GRENADE

Damage by grenade +10% Support Weapons Rate 1 EMPS by grenade

These modified grenades have a flattened disc-shape that gives them added range in the hands of a skilled user (someone with the Thrown Weapons training). The range of discus grenades is increased from '10+Strength' to '10+Strength+Agility' metres. The micrenade version of these weapons, costing 20% more than a standard grenade, are referred to as 'shuriken grenades'.

KI-BOW AMMUNITION

Unless specified otherwise arrows have a 70% chance to be recoverable after use.

Ammo Type	Weapons	Cost	Special
Carbon Hunting Arrows	Bows	10¢ each	Undetectable by 90% of scanners. Can be poisoned and may be recovered after use although the poison will be gone.
AP Arrows	Bows	20¢ each	Ignores 2 points of AV. Undetectable by 90% of scanners. Can be poisoned and may be recovered after use although the poison will be used up.
Stun Arrows	Bows	50¢ each	No Damage - Piezoelectric head stuns as a tazer. Target must roll equal or under 'Perception + Endurance' with attacker's XS as a penalty be unable to act for D6 rounds. ICE technology makes you -immune to this effect.
Vitrite Arrows	Bows	15¢ each	Shatters on hit dealing mashing damage.
Pyretic Arrows	Bows	35¢ each	Deals +1D6 burning damage and the target is set on fire.
Explosive Arrows	Bows	30¢ each	Deals +1D6 damage.
Droid Killer Arrows	Bows	200¢ each	Deals 3D6 EMP damage, one use only.
Hypermass Arrows	Bows	50¢ each	Ignores shields.

WEAPON UPGRADES

This section contains a series of new upgrades you can add to your weapons to alter or improve their function and appearance.

Item The upgrade in question
 Cost The cost of the upgrade
 Effect The system effect of the upgrade
 EMPS The EMPS of the upgrade. If the upgrade is taken out with EMP then the weapon will still function unless stated otherwise or the GM deems it appropriate.

A.I. PERFORMANCE COMMENTATOR

10,000¢ EMPS 20

REISNER 'PEREGRINE BAXTER' GUN CADDY

PREREQUISITE – WEAPON CAM

The user's firearm is installed with a self-aware but very genial A.I. that has no function other than to comment on the users firing, saying things like "Oh, a fine shot sir!" on a hit and "Drat, you'll get the blighter next time, sir!" on a miss. This is entirely a luxury item that only an E.I. dandy would waste money on...or is it?

The A.I. is level 2 and can hold reasonable conversations with the user. The upgrade is named after Major Peregrine Baxter, an E.I. Agent of some repute whose cultured English vocals were used as a basis for the A.I.s accent, which sounds somewhat like a Crimean colonel after a few glasses of sherry.

Effect

The GM can allow the user to gain a point of conviction on a critical hit or similarly rewarding shot.

A.I. PERFORMANCE COMMENTATOR

10,000¢ EMPS 20

TAKATA 'KOKORO' WEAPON GUIDE

PREREQUISITE – WEAPON CAM

The user's weapon (sword or firearm) is installed with a wise and sagacious Artificial Intelligence which offers to the user poignant, inspiring and uplifting quotes and haiku during combat such as:

"All warfare is based on deception." Sun Tzu

"Regard your soldiers as your children, and they will follow you into the deepest valleys." Sun Tzu

"He who wishes to fight must first count the cost." Sun Tzu

"To fight and conquer in all your battles is not supreme excellence; supreme excellence consists in breaking the enemy's resistance without fighting." Sun Tzu

"Do nothing which is of no use." Miyamoto Musashi

"You win battles by knowing the enemy's timing, and using a timing

which the enemy does not expect." Miyamoto Musashi

Effect

The GM can allow the user to gain a point of conviction on a critical hit or similarly rewarding attack.

BAYONETS

See page 34 for types of bayonet

The bayonet is a light close combat weapon attached to the muzzle of any tactical firearm (unless otherwise stated) and can be used to make close combat attacks. Some can be detached and used as knives.

Relevant Weapon Skill

'Agility + Close Combat' is used to attack.

Defence

When using a bayoneted weapon to attack in close combat you keep your Defence (not if your firing it.)

Rate

Bayoneted weapons always have a rate of 1

Damage

If the weapon is being wielded one handed then the bayonet has the attacker's Strength added to the damage.

If the weapon is being wielded two handed then the bayonet has the attacker's Strength x 2 added to the damage.

Dual Weapon Use

Bayoneted weapons are too awkward to be used in pairs.

Disadvantage

Bayonets are intended for attacking. Although you can use a bayoneted weapon to block with, the weapon stands a good chance of getting damaged.

If you are attacked in close combat and are using a bayoneted weapon to maintain your Defence the weapon loses a condition level if the attacker rolls a double, irrespective of hit or miss.

"Don't think a bayonet has much use in this day and age? Yeah, well the next time you have a Clan Hitori ninja leap at you from the rooftops and your gun is empty you try fumbling for that fancy Richenbacher of yours in the one-and-a-half seconds before he takes your head off. Go on, kiddo, try it."

- Blake Grumman, veteran E.I. marksman

CUSTOM APPEARANCE

The appearance of the weapon is altered to suit the user. This could take any number of forms and does not effect the functioning of the weapon. The costs are scaled up for different size weapons as below. The GM can overrule this if necessary.

Costs	Light Weapon	x1
	Tactical Weapon	x4
	Heavy Weapon	x10
	Over-Risk Weapon	x15

Pimping

For those who want to really stand out and display their wealth only the best will do

Silver Plating	400¢
Gold Plating	1,000¢
Platinum Plating	4,000¢
Designer Patterns	300¢
Semi Precious Stone Inlays	1,000¢
Precious Stone Inlays	10,000¢
Ivory / Walnut / Ebony Inlays	5,000¢
Integrated 8-Ball	500¢
Fur / Leather Grips	500¢

Cappali Designer Branding 1,500¢ (All sizes)

Also see page 49 for Pimped Ammunition.

Metallic Re-colour 50¢

Weapon has a metallised paint finish. This is not real precious metal and those in the know can tell.

Anodized 50¢

The weapon gleams like petrol on a wet road or peacock feathers

Matt Re-colour 50¢

The weapon has a matt coloured finish.

Rubberised 50¢

The weapon has a coloured, rubberised coating. The GM can rule that you gain +1 to resist being disarmed in some situations.

Engraving 100¢

The weapon is engraved with images or writing, for example your initials. This is a popular upgrade amongst the Federation.

Cosmetic Enlargement 200¢

Some people just like them bigger. The weapon is made to look much larger than it should and becomes far more intimidating. The GM may award +1 Attitude in some circumstances.

Alienation 400¢

The weapon is made to look like a bizarre alien creation. Enemies may well be disconcerted but the UIG may take an interest.

One for Another 600¢

The weapon is made to look like a different weapon. This can be used to confuse opponents or to allow the user to carry around weapons that they shouldn't have.

Disguised 700¢

The weapon is made to look like something inconspicuous. For example, a pistol could be made to look like a computer.

Sculpting 500¢

The weapon is sculpted to look meaner, flashier, cleaner, more curvy etc.

Effect of the Customisation

The weapon should not usually be affected by the modification and often the GM will have to ensure the player is reasonable with their requests. Ultimately he can say "No, the modification team say that's not possible!"

EMPS BOOSTER

1,500¢

Existing Upgrade – See page 50 of the Core Rules

EXPANDED CUP BAY

AMS Union 12 Dual Ammo Bay

1,500¢ EMP Immune

The weapon can take two ammo clips at the same time without any reduction in performance.

Effect

The weapon can fire for twice as long before a reload is required.

FLASHLIGHT

200¢ EMPS 15

AMS Illuminator Pro 5000

A small, lightweight flashlight which can be attached to any firearm.

Effect

The user can target accurately in the dark.

GUN SHIELD

600¢ EMP Immune

This is a curved clear polycarbon plate which is mounted onto a tactical or heavy weapon and affords the user some protection against incoming fire.

Effect

When the weapon is being held in a firing position the user gains +1 AV from enemies in front of him. The weapon becomes a little more awkward to carry but the shield has no effect on the functioning of the weapon.

LONDON | VASTAAG | AUSTERITY | BEIJING | TOKYO

CAPPALI

SO EXPENSIVE PEOPLE WILL HATE YOU

HOLSTER

200¢+

EMP Immune

A custom holster is created for the weapon.

Effect

The weapon is considered securely mounted when in the holster and can be drawn as a free action. Holsters are available for the ankle, hip, thigh, arm, underarm and back. Tactical weapon holsters are 300¢ and heavy weapon 400¢.

ID CHIP CHECKER

100¢

EMP Immune

Existing Upgrade – See page 51 of the Core Rules

LIGHT WEIGHT CHASSIS

10% Base Cost

The weapon is reduced in weight by the removal of sections of 'dead metal'. These are then replaced with lighter, but more expensive alloy sections. You could reduce the weight of light firearms and close combat weapons but the result would be negligible. It would only be for obsessives.

Cost: 10% of the weapon's book price. Do not include changes in price for the quality of the weapon etc.

Effect: The strength required to wield the weapon in any manner is reduced by 1.

For example, a plasma cannon requires Strength 6 two handed and 10 one handed. Agent Killua spends 1,200¢ to have his cannon made lighter. It now requires Strength 5 two handed, and Strength 9 one handed. (The cost would be the same even if it were an artifact quality weapon.) The procedure can only be done once.

SCOPE / RED DOT LASER

500¢

EMP Immune

A targeting mechanism is fitted to a non-sniper firearm. This information does not apply to sniper weapons.

Effect

When aiming the user gains +4 to hit and damage on the first round and another +2 on the second round. This represents the user being able to aim faster by using the scope. He still cannot gain more than +6 with a non-sniper weapon.

MOUNTING TRIPOD

300¢

EMP Immune

YAEGER AND STANTON SUREFOOT

This tripod is for use with tactical and heavy machine weapons. It folds down into a lightweight 50 cm alloy shaft.

Effect

When the weapon is mounted on the tripod the user gains a +2 bonus to his attack Action Total. Setting up the tripod takes 3 rounds - 9 seconds.

MUZZLE FLASH SUPPRESSOR

400¢

EMP Immune

The barrel of a kinetic weapon is modified to suppress the muzzle flash. When combined with suppressant gel the weapon's discharge is both invisible and inaudible in darkness.

NANITE REPAIR SYSTEM

Varies

EMPS 10

TU-CHI TC88 FIELD NANOFACTORY

The weapon has a small nanite repair system installed which allows the weapon to self repair.

Cost

Light	2,000¢
Tactical	4,000¢
Heavy	6,000¢

Nanite Cluster 100¢

Each cluster provides one repair to a heavy weapon, two repairs to a tactical weapon or three repairs to a light weapon.

Effect

The nanite system will fix the weapon in the same way as if it were done manually. (see page 31 of the Core Rules). Success is automatic but it takes the same amount of time as if the weapon were manually repaired. 1, 2 or 3 minutes depending on the complexity of the item. The weapon loses no condition levels.

PLASMA STABILISER

Western Federation Only

EMPS 10

Light Firearms	1,000¢
Tactical Firearms	3,000¢
Heavy Firearms	5,000¢

This upgrade reduces the compulsory critical fail rate on plasma firearms to 9/9 and 10/10 only. See page 33 of the Core Rules for more information on this.

REINFORCEMENT

Special

EMP Special

The weapon is taken apart and rebuilt using the toughest components available. All vital areas are protected with cushioning. This results in an extremely durable weapon.

If the weapon loses a condition level from being hit, shot, dropped or otherwise physically damaged, you may roll a D10. On a roll of 1-8 the weapon shrugs off the damage and does not lose the condition level.

This does not effect the weapon's EMPS.

Price

This costs 2000¢ + the original weapon's price.

Example 1 - A laser cannon (cost 8000¢) would cost 10,000¢ to be reinforced.

Example 2 - A black cougar pistol would cost 2350¢ to reinforce.

SCANNER BLOCKER**Cost: Special****EMP Immune**

LIBERTY BLACK ENDRIUM IMPREGNATION (ILLEGAL)

The weapon is impregnated with a fine lace of endrium-wiring and crystal weave mesh, which makes it extremely hard for scanners to detect. This is not 100% effective as the weapon mesh was not integrated in the construction.

Cost

Light 500¢

Tactical 1,000¢

Heavy 1,500¢

Effect

Scanners looking for weapons have their success rate reduced by 50%.

SHOULDER STRAP**50¢****EMP Immune**

AMS 'BEST BUDDY' WEAPON STRAP

A simple shoulder strap for tactical and heavy weapons which can have ammo clips attached to it.

Effect

The user can carry more weapons if using straps and always has spare clips to hand. The strap can be lightly customised for free (e.g. name embossed or colour choice). In addition you gain +4 to any roll to stop you losing hold of your weapon. E.g. If someone tries to disarm you or uses telekinesis to pull the weapon from your hand.

SILENCER**800¢****EMP Immune**

This is attached to the barrel of any tactical or light kinetic weapon and muffles any sound produced when it fires. The silencer has a universal fitting making it more versatile than Suppressant Gel as it can be attached to different weapons.

DOUBLE BLADED LONG SWORD



SILENCER (HEAVY)

1,000¢ **EMP Immune**

This is a permanently installed upgrade applied to any heavy kinetic firearm. It significantly reduces the sound created when the weapon is fired. Although the weapon is not silent, it's dampened enough that it cannot be heard through a typical door.

SUPPRESSANT GEL

500¢

Existing Upgrade – See page 52 of the Core Rules

SWORD LOCKS

Special **EMP Immune**

Each lock costs 50% of the price of the sword being modified + 1000¢

Both swords must be of 'tactical' size

The grip and hilt of the sword are modified to allow it to lock onto another sword with the same modification. This takes one round and results in a double-bladed sword which can be broken back down into two normal swords. (See double bladed weapons on page 29)

UNDERSLUNG GRENADE LAUNCHER

Y&S Kodiak USGL

3,000¢ **EMP Immune**

A grenade launcher is attached to the underside of a tactical or heavy firearm. The launcher can hold one micrenade (page 27 of the Core Rules) and must be manually reloaded.

Effect

The user can fire a grenade as a free action using the 'Heavy Firearms' skill. Reloading the launcher takes an action. The range of the launcher is 20 metres.

UNDERSLUNG SHOTGUN

Y&S Meteor 10 Assault Shotgun

2,200¢ **EMP Immune**

A scaled down shotgun is located under the barrel of a tactical or heavy weapon. Switching to the shotgun uses a free action as does switching back to the primary weapon.

The underslung shotgun functions exactly the same as a standard shotgun (page 37 of the Core Rules) but only deals 2D8 / 3D8. It uses a SMART miniclip and can only fire twice before reloading. Federation weapons dice up as usual.

WARRANTY

AMS Lifetime Coverplan

In the event of condition loss the weapon can be taken to an AMS outlet and will be repaired for free. This does not cover negligence, accidental damage or acts of the Archons. This is only available on AMS weapons.

Cost 10% of the weapon cost.
20% of the weapon cost for plasma weapons.

Effect

If the weapon drops in condition and it was not due to accidental damage, negligence or Archon activity, AMS will repair the weapon

for free. (AMS outlets are in most Spires). If the user is trying to dupe the AMS technicians they will spot the lie 80% of the time by examining the weapon. If the buyer makes a successful 'Presence + Lying & Acting' roll this chance drops to 40%

WEAPON CAM

500¢

EMPS 15

This is small multi-sensor fitted to a weapon. It relays audio and visual data to a recording device stored on the Agent (or a suitable receiving device within 100 miles). Normally this is fitted to an Agent's weapon if his Corporation (or the UIG) believe he has been using it inappropriately and wish to monitor his behaviour. If this is the case the Weapon Cam has a tamper guard installed at no additional cost.

Alternatively the Weapon Cam is sometimes used by Federation Agents to record their sensational battles. The films (if legitimate) are then edited and relayed to the public at a later date. Good footage can earn the Agent a sizable amount of credits and fame.

WEAPON DETONATOR

300¢

EMP Immune

AMS PERSONAL WEAPON SECURITY SYSTEM (EXPLOSIVE)

Prerequisite – ID Chip Checker

This small upgrade can only be installed into a weapon which already has a chip checker (page 51 of the Core Rules). A charge is installed into the grip of the weapon which is activated if an unauthorised party attempts to use the weapon.

Effect

The charge deals 14 damage directly to the hand of the unauthorised user. If they do not have AV8 or more the hand is blown apart. The exploded hand cannot be salvaged, either a new one must be grown which takes 2 weeks or a new one attached by surgery / Compound H. The weapon is destroyed.

WEAPON ELECTRIFIER

500¢

EMP Immune

AMS PERSONAL WEAPON SECURITY SYSTEM (ELECTRIFIED)

Prerequisite – ID Chip Checker

This small upgrade can only be installed into a weapon which already has a chip checker (page 51 of the Core Rules). An electro-cell is installed into the grip of the weapon which is activated if an unauthorised party attempts to use the weapon.

Effect

If an unauthorised person attempts to use the weapon an electric shock is administered. This deals D4 damage per round and the they must roll 'Strength + Endurance' each round they wish to hold and use the weapon. Of course the chip checker will have already deactivated the weapon so that would need to be bypassed as well.

WRIST GRIP

500¢

EMP Immune

An ingenious articulated bracer attaches user's wrist to their weapon. This makes it impossible for the user to be disarmed, drop the weapon or have it pulled from their hand using telekinesis.

"Hey bitch, you ended up in the wrong...."

Agent Steyer lowered the gun, glanced at the body to check it was dead and shoving the corpse out of the way with his foot, pushed open the flimsy mi-board door. Inside the corridor was strewn with litter, junk, discarded needles and pop-cases; testament to the kind of lowlifes who called this rotten tenement home. He strode, unperturbed through the debris, his A.I. straining for tell-tale noises and visual clues, preparing him for the unexpected.

SONIC DATA INTERPRETED

Target: 1, human sized
Position: Above left, 125:776:302:001
Approx: 12 metres
Activity: Pacing...now stationary
Equipment: Possible firearm, light, kinetic

Placing waypoint...

Steyer stepped over the corpse of a rotting, dog-like animal and climbed the stairs. The landing above led into a corridor lined with doorways; none had the doors intact. They were either broken, burnt, lying on the floor or just missing.

The A.I.'s waypoint was a green winking square; it predicted the target was through the second doorway on the left. He checked his GUI to see the rounds left in his cougar...14....that'd be fine.

Steyer stepped into the room, the target, a heavy set Jamaican dressed in torn-off combat trousers and a ragged flak vest, was sat in a stained armchair, feet resting on a weapons case. His eyes moved from a set of screens showing security feeds directly to the intruders eyes. In his hand was the largest magnum Steyer had ever seen, it was plated in gold and had so many inlaid diamonds it looked like a piece of jewellery. Protruding from the bottom were twin SMART clips and a fine line of red laser traced its way from the barrel to Steyer's forehead.

"So my man....you found me. I knew ya would. You kinda arrogant to come here to my place of business wit' nothin' but a

fuckin' pop-gun. This here weapon will take your head clean off."

He made the laser dance around Steyer's face.
"So...why you come here jo-boy?"

Steyer scanned the man head to toe. Perhaps he had been a little over confident. Chances are that gun **would** take his head off. Isaac was a good shot too; defected Agents tended to be.

"I'm here to put you down Isaac, Corporation's had enough of you."

"That shit is not for me man. There's no money, no powder, no pussy....what's the fuckin' point eh? C'mon Steyer man. I mean take a look at my piece; you don't get no shit like this with the Corp."

Steyer nodded. "You got me there...I don't have a weapon that looks like a hooker's handbag but think about it..."

"Enough! I've heard too much of your crap before brother. Now you fucking die!"

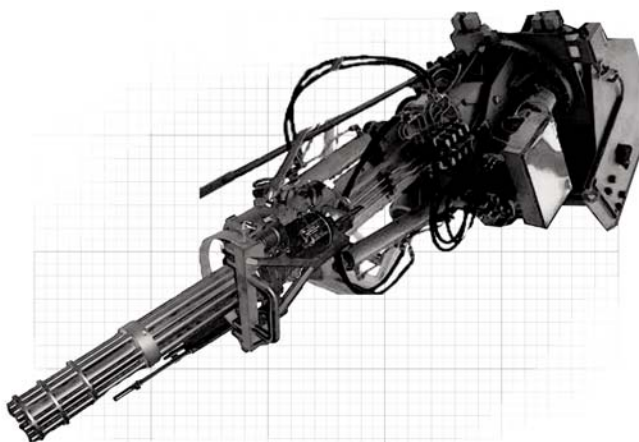
Before Steyer could react the Jamaican squeezed the trigger but instead of the sound of wet meat, shattered skull and punctured plasterboard, an impotent clicking.

Isaac's eyes widened as he kept pulling the trigger in disbelief. "Fuck...fuck...fuck. Shit...Steyer man, have a heart brother...I is having a bad day..."

Three gunshots echoed around the tenement.

As Steyer checked the body his eyes fell upon the monstrous handgun. He could clearly read the lettering down the side despite the layers of gold plating...Kac Shim. Buying upgrades for that piece of junk really is polishing a turd.

Steyer pocketed his cougar, picked up the weapons crate and left the building.



REAPER AMS DD9 SHOULDER MOUNTED ANTI-VEHICLE ROTARY CANNON

AMMUNITION

AMMO TYPE	WEAPONS USED IN	COST	SPECIAL
HIGH GRADE AP SMART CUP	Kinetic Weapons	300¢	Federation Only
These high-end Tungsten-Iridium tipped rounds are only available to Western Federation Agents. They ignore 3 points of Armour Value.			
SMART MINICUP	Kinetic Weapons	50¢	None
The miniclip function like a SMART clip but is for use in compact specialised weapons where a normal clip would be impractical.			
Light Firearms	10 shots		
Tactical Firearms	2 shots		
GRAPPLE CUP	Kinetic Weapons	200¢	See below
In addition to functioning as a standard SMART clip this clip can be used in grapple mode. Once activated (by clicking a button on the clip) the next shot fired is a grappling spike which will embed into any surface with an AV of 10 or less. It has a range of 100 metres but this is reduced proportionally if the clip has been used. For example, if 50% of the clip has been used then the grapple fires 50 metres.			
The rope created by the clip can hold 150kg which should be enough for 1 equipped Agent. The grappling hook and rope are all formed from the SMART putty on the clip and will only last about 15 minutes before deteriorating and becoming unsafe. If used as a weapon the grappling spike deals D6 damage ignoring 10 points of AV.			
GRENADE CUPS	Kinetic Weapons	100¢	See below
These function in the same manner as SMART clips but can also be used as either standard incendiary, flash-bang or fragmentation grenades (see page 42 of the Core Rules for grenades). The clip has a dial on it with which the user selects the mode. If a grenade function is selected the clip can then be thrown like a normal grenade. Only full clips can be used as grenades.			
MELANIC ACID CAPSULE	Injector Weapons	10¢ each	D6+6, Ignores 2 AV
These darts are cheap, easy to get hold of and are a staple for anyone who regularly uses an injector weapon in combat. The capsule shatters on impact, spraying the target with a strong corrosive. It gets all over the target, splashing skin and penetrating weak spots in the armour. This deals D6+6 damage to the target ignoring 2AV. These are also known as <i>Melac</i> rounds or <i>Melcaps</i> .			
PACIFIER SMART CUP	Kinetic Weapons	50¢	See below
This clip uses SMART technology and can thus be used in all kinetic weapons. The rubberised bullets cause damage as normal but it is non-fatal. I.e. anyone reduced to 0 hp is simply knocked out and badly bruised. They will not die. Note that those with ICE technology or a low percentage of flesh are immune to this ammunition. E.g. Cult of Machina, Agents and cyberanimals. Typically it is only normal humans these rounds are used on and they will heal the damage within 24 hours.			
This clip provides the same amount of ammunition as normal SMART clips.			
PLASMA BORE ROUNDS	Kinetic Weapons	Special	See below
These rounds are not SMART and so you must purchase the exact rounds for the gun you intend to use. They have a small plasma-bore slug inside which allow the round to rip through armour in the same way as a standard plasma round. The round is effectively treated like a plasma shot dealing standard weapon damage.			
Light Rounds - 10¢ each	Tactical Rounds - 25¢ each	Heavy Rounds 50¢ each.	
Note that these rounds are not great for the gun and all doubles rolled while firing them reduce the weapon by one condition level.			

RAZOR-JACK CUP

Kinetic Non-Automatic Weapons 200¢

See below

This clip functions exactly as a SMART clip but the bullets are shaped to cause Mashing Damage to the target. Razor-jack is not good for guns, its unconventional shape makes it a less reliable round than the standard SMART clip and as such when being used the firearm is reduced by one condition level each time a double is rolled on the attack dice.

SPLAT ROUND

Kinetic Weapons

20¢ per round See below

The splat round fires a wad of sticky, insulating, opaque glue which is used to smother security feeds. It will blank out cameras, muffle microphones and prevent thermo-sensors from registering heat change. This round is dropped into the barrel of any SMART based kinetic firearm, when the next shot is fired the Splat round is ejected from the weapon silently. The SMART bullet is not fired.

PIMPED AMMUNITION

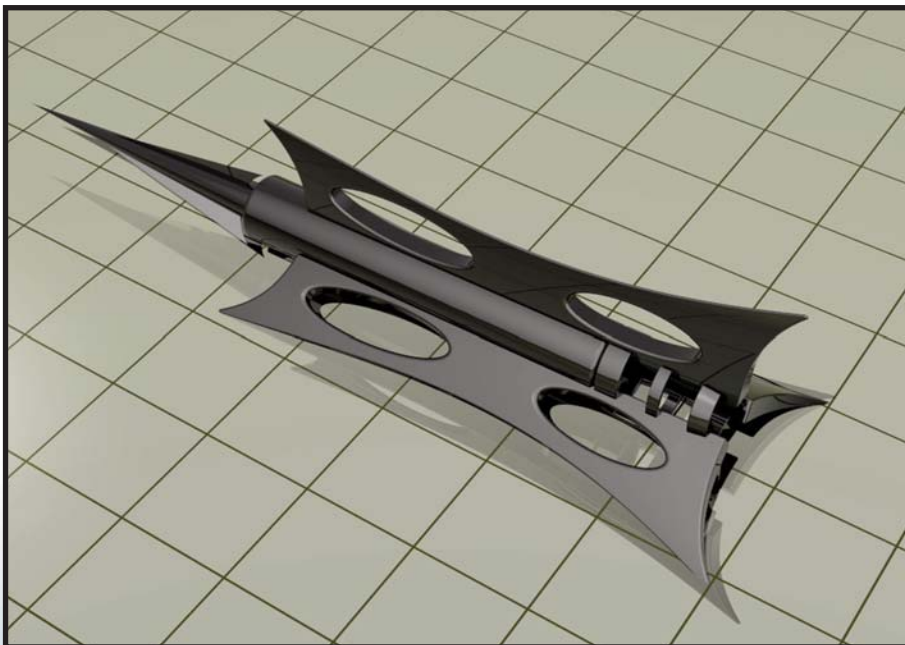
The ingenious putty-compound used to make SMART ammo can be coloured with dyes or impregnated with chemicals to make your bullets stand out.

Modification	Cost	Effect
Coloured	60¢	Rounds are a colour of your choice, e.g. red, green, blue.
Metallic	70¢	Rounds are a metallic colour of your choice, e.g. gold, silver, bronze.
Glowing	80¢	Round glow in a colour of your choice.
Tracer Line	80¢	Rounds leave a clearly visible line behind them for 3 seconds.

PERSONALISED AMMO STAMPER - COST 2,000¢

This small device attaches to the end of any SMART based firearm and stamps each bullet exiting the weapon with a personalised message of up to 20 characters. The message can be changed by connecting the stamper to a computer.

RAZOR-JACK ROUND



ARMOUR AND SHIELDS

SHIELDING

Reflexive Shield Cost 1,000¢ HP20 EMPS 15

This shield is permanently on standby mode and activates in a fraction of a second if any eligible valid attacks come within range. The reflexive shield is commonly used by Agents who are concerned about sniper fire or VIPs who do not wish to openly wear a shield but still require its protection. The main disadvantage is once the shield activates it lasts for 1 scene and is then useless and cannot be recharged.

Refractive Cloth

You may choose to have your clothes manufactured from refractive cloth which contains a prismatic weave. This grant the wearer a small AV bonus against laser weapons only. The cost stated is in addition to the standard clothes price. This process can be applied to reinforced clothing.

Normal item	Jacket / Trousers	+1 AV	+600¢
Large item	Suit / Trench Coat	+2 AV	+1200¢

Flux Shield Modification +50% Cost (minimum 1000¢)

Any shield can be purchased with a flux modification. The shield continually alters its frequency meaning that anyone trying to match a laser to the shield frequency must pass a 'Reflexes + Relevant Weapon' check with a -6 penalty to bypass the shield. This counts as a free action.

Rapid Shield Charger 1600¢

It normally takes one minute per HP to recharge a shield. This small black unit is plugged between the shield and the power source and allows the shield to charge at 5 times the normal speed. (5HP per minute).

ARMOUR AND SHIELDS

Samurai ad Technica Armour AV+3 11,000¢

Covers the torso, arms and legs

This armour is worn exclusively by the Samurai as Technica of the Shi Yukiro (page 45 of the Core Rules). Outwardly it resembles the intricate armour (kikou) worn by the samurai of ancient Japan.

Samurai ad Technica Helmet AV+1 1,000¢

Covers the head

This helmet (kabuto) is often worn with the Samurai ad Technica armour listed above. It confers the same protection as a normal helmet but resembles an ancient Japanese samurai helmet.

Armoryne Fatigues (FEDERATION ONLY) AV+2 2,000¢

This material is manufactured by Anzeiger Military Systems exclusively for use by Federation Agents. Armoryne possesses all the properties of cloth but confers a +2 bonus to AV instead of the normal +1 granted by reinforced clothing.

Riot Shield 600¢

This is a full length alloy and polymer shield with a clear viewing section to look through. The shield is quite light and can be carried one handed. It requires 50 damage in one hit to smash the shield.

When used, it gives an opponent a -8 penalty to shoot you. It is not complete cover as there is certain to be a part of you sticking out.

You can use the shield as a melee weapon in which case it counts as a two handed weapon which allows you to maintain your Defence as well as still giving ranged enemies -4 to hit you.

Tactical Close Combat / Damage D6 + Strength / Rate 1

Shooting out from behind the shield gives you a -4 penalty as it is quite awkward. The GM should limit your action when using the shield. For example, it would be very difficult to climb or sprint.

You do NOT need dual weapon fighting to use the shield and another weapon unless you intend to attack with both in the same round.

Riot Shield Holster 100¢

A x-strap is fitted around the torso allowing the user to swing the riot shield around and clamp it onto their back. It takes a full action to holster and unholster.

See the Riot Master Training on page 20 to see how you can get the most from a riot shield.

ARMOUR UPGRADES.

Galvanic Grounder 1,500¢ + the cost of the armour

This is a network of conductive alloys that are installed into a suit of armour. They make the wearer of the armour immune to the effects of galvanic weapons and other electrical damage. (Not EMP effects).

Recolour 500¢

Any armour can be recoloured in a pattern, metallic or colour of your choice. For example, snow camo, urban camo, Mars camo. Solid colour, Corporation colours, pictures, decals, etc.

Advertising Free

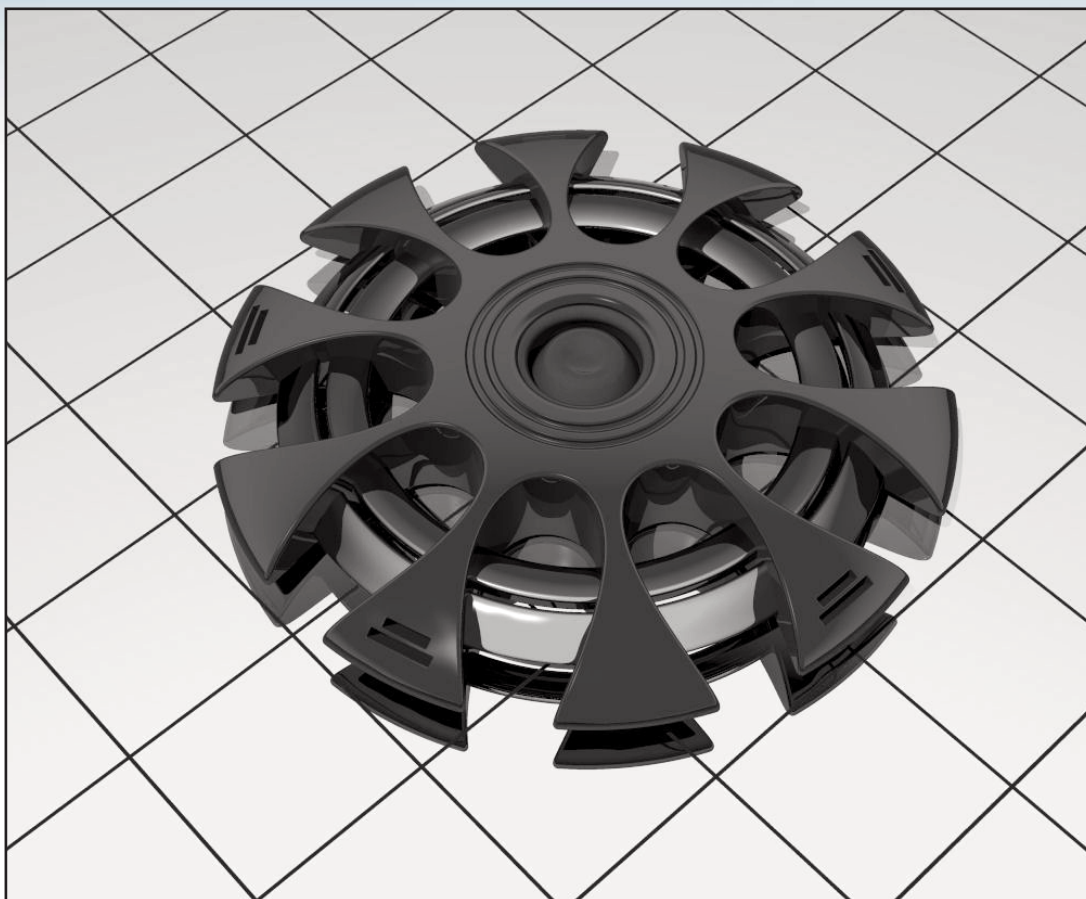
An Agent can have his armour covered in advertising decals much like a rally car. This could be from one or several companies. The Agent is paid at the end of each mission he wore the armour. If the Agent did not wear the armour for at least 70% of active mission time he won't get paid. (Sleeping is not considered active mission time.)

Pay - 100¢ per Agent Level each mission.

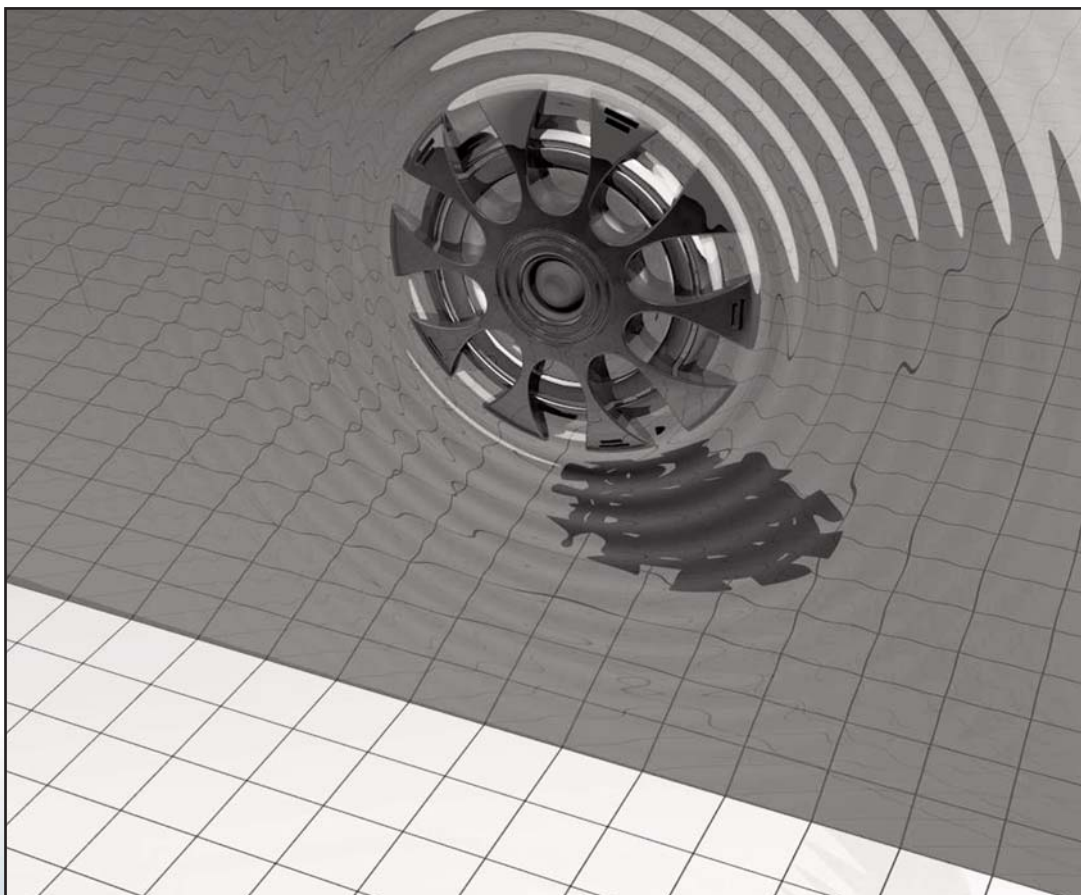
Camouflage Paint 600¢

The armour is finished in adaptive camo paint. This grants him +1 stealth when wearing the armour.

ION WALL GENERATOR TURNED OFF



ION WALL GENERATOR IN USE



CYBERFRAMES



"And, lo, I beheld a giant with skin of iron. In his left hand was a sword of fire and in his right a bolt of lightning, furious was his visage and his robe was of shadow. And he was terrible to behold."

- Witness statement of Isiah Joachim, survivor of the attack on the Cairo Temple City

Cyberframes are one of the latest developments in the ongoing arms race between the Corporations. Their most powerful weapons, the cyberlins are under strict control by the UIG, and in any case are unsuited to many modern battle arenas. The

Corporations have therefore turned to smaller, lighter, cybernetic weapon platforms that can turn the tide of a battle without attracting the attention of the UIG.

The evolution of the cyberframe mobile armour system has its roots in the construction suits used in the building of the World View, colonies and orbitals. The powered armour suits that workers used to manipulate and shift materials around in the vacuum were comparatively primitive by today's standards but when the Cult of Machina began experimenting with grafting themselves directly into the suits the world learned soon enough how effective they could be in combat. Modern cyberframes incorporate sophisticated EC musculature and immersion software to make the suit seem as natural to the pilot as his own body. Add heavy armour, integrated weapons and strength-boosting technologies to this mix and it is easy to see why cyberframe programs are becoming more and more heavily funded as street warfare takes over from the open conflicts of the previous age.

SYSTEM

Wearing a Cyberframe

To make use of a cyberframe the wearer must currently have a neural jack installed, cyberframes do not possess any mechanical interfaces; all systems are controlled via neural dialogue. Once the user is installed and connected to the frame its motor functions respond just like their real body, a layer of fibroctin-impregnated paint transmits tactile sensory data to the wearer so even fine action is unhindered. The wearer gains the listed attribute modifications and AV and, providing they have the Cyberframe Jack training, suffer no penalties to their actions. All cyberframes possess a pool of bonus HP that are depleted before the wearers own, the cyberframe will still function at 0 hp but must be repaired before it will confer the HP bonus again. Repairing a cyberframe is run exactly like restoring hit points to a droid, as detailed under the robotics toolkit equipment entry on page 53 of the Core Rules.

TRAINING

CYBERFRAME JACK

Computers & A.I. 6

Mechtronics 5

Neural Jack

You are fully proficient in the use of cyberframes and their interfaces. Without this training all actions taken while wearing a cyberframe suffer a -4 unfamiliarity penalty.

Armour Value and Shields

You cannot wear armour in a cyberframe. Reinforced clothing is the best you can take and still don the suit. All of the user's AV effectively stacks when you are in the frame so if you have AV 3 when you get in an Assassin Class Cyberframe the total armour value is $3 + 5 = 8$.

You cannot use your own shields while wearing the frame.

Size Limitations

Most people can cram themselves into a cyberframe from small children to Malenbrach. Cult Warmasters or other 8ft+ individuals will not be able to use them.

Y&S MK. III 'NEMESIS'

ASSASSIN-CLASS CYBERFRAME

Value	100,000¢
AV	5
HP	30
Shield	50 (Covert)
EMPS	25

STR	AGI	REF	PER
+1	+3	+2	+3

Move Speed	+10
Power Source	Micro fission cell, 2000¢ each
Run Time	2 Weeks

WEAPONS SYSTEMS

Mass-Driver Rifle (Tactical Weapon)

AT +2
Dam 4D6+XS, Rate 1, Long Range, Sniper Weapon(+4 Aim),
EMPS 15, Ignores 10 AV

Forearm Plasma Sword

D12 + Strength, Rate 1, EMPS 16, Ignores 4 AV

Reinforced Strike Points

+4 to unarmed strike damage

DESCRIPTION

The Nemesis light cyberframe was designed to give lone commando Agents in dangerous environs some measure of protection from toxins and armed hostiles. It soon became clear that the Nemesis was just as suited to urban warfare and anti-terrorist activity, with its combination of stealth, mobility, and devastatingly accurate weaponry.

Physically the Nemesis is one of the slightest cyberframes on the market, standing only 9 feet at the shoulder and being fairly close-fitting and human-like in its proportions. Its vaguely feline head features a terrifying array of sensory equipment and both forearms sport integrated weaponry; a mass driver on the right capable of electromagnetically propelling slim SMART ammo needles with enough speed and force to punch holes in durasteel, and a retractable plasma blade on the left. It is also one of the most agile frames available, actually augmenting the wearer's athletic prowess rather than restricting it.

SUB-SYSTEMS

Environmental Seals - The cyberframe contains its own sealed environment and oxygen scrubbers that protect the wearer from any inhaled toxins and maintains the internal temperature at a comfortable level.

Biofeedback Processor - This component allows the cyberframe computer to augment the senses and reaction-time of the user by supplementing them with its own processing power, without this component the wearer does not gain the Reflexes or Perception bonuses normally conferred.

Grigori Targeting Suite - The Nemesis's mass-driver rifle is smart-linked to an array of targeting aids and optic filters. This grants +2 to attack with the mass driver and the pilot may add their XS to damage as though they were mastered. It also features an x-ray scanner (see rail gun on page 38 of the Core Rules) as well as a thermal imaging system and 0 lux image interpreter, allowing the Nemesis's pilot to see, and fire, unhindered in almost any situation.

Reactive Camouflage - Nemesis cyberframes possess integrated sound-baffles and polychromatic camouflage that grants the user +6 on all Stealth rolls made while wearing it.

Munitions Banks - The Nemesis's energy and SMART ammo reserves are stored in a removable backpack around the size of a waste paper bin large enough for the Nemesis to fire its mass-driver rifle a total of 60 times before it must be reloaded. Replacing a the pack requires one round, full packs cost 250¢ each. The Nemesis will generally only carry one replacement pack in addition to the currently loaded one.

ALTERNATIVES

Some melee-proficient, not to mention psychopathic, users strip out the targeting systems and replace the mass-driver with a second plasma blade, in this configuration the cyberframe designation is changed from 'Nemesis' to 'Shadow Knight'. The price of one of these stripped-down frames is reduced to 94,000¢.

H-K AUTOMETRICS ET-II

'ONI' HEAVY ASSAULT CYBERFRAME

Value	200,000¢
AV	12
HP	55
Shield	100
EMPS	30

STR	AGI	REF	PER
+4	+0	+1	+2

Move Speed	Unchanged
Power Source	Micro fission cell, 2000¢ each
Run Time	2 Days

WEAPONS SYSTEMS

Gatling Plasma

AT+2, Dam 8D6, Rate 1, Medium range, Machine weapon,
Ignores AV

Grenade Array

AT 10+User's A.I., Dam as per grenade type, Rate 2

Plasma Axe

Dam 2D6+Strength, Rate 2, EMPS 14, Ignores 4 AV

Durasteel Fists

+4 to unarmed strike damage

DESCRIPTION

The Oni cyberframe stands a hulking 12 feet at the shoulder, covered in durasteel plating and armed with a terrifying array of weapons geared to one purpose; rip out the heart of the enemy, tear apart as many hostiles as possible and leave the rest battered, shaken and completely without morale. At this the Oni succeeds par excellence. Its distinctive outline appearing on the battlefield is often enough to force a retreat all on its own. Its primary weapons consist of a multi-barrelled, fully automatic, plasma cannon, twin A.I. controlled grenade launchers mounted on the shoulders and a flip-out plasma axe stored in the left arm. The Oni template is perfect for SWAT tactics and has long been favoured by the UIG and UAS due to its durability and heavy firepower. Few street wars last long when a UIG Officer in an Oni cyberframe begins laying down a firestorm of destruction that can be heard from up to 5 miles away. The Oni is not without its disadvantages, however, the armour plates are so heavy that they restrict the wearers motion slightly, even with the muscular assistance provided by the frame.

SUB-SYSTEMS

Environmental Seals - The cyberframe contains its own sealed environment and oxygen scrubbers that protect the wearer from any inhaled toxins and maintains the internal temperature at a comfortable level.

Biofeedback Processor - This component allows the cyberframe computer to augment the senses and reaction-time of the user by supplementing them with its own processing power, without this component the wearer does not gain the Reflexes or Perception bonuses normally conferred.

Overwatch Imagers - The Overwatch systems allow for 0 lux image interpretation and provide a +2 on attack rolls with the cyberframe's ranged weapons.

'Bombardier' A.I. - controlled grenade launcher - The Oni's grenade array gets two free attacks per round as directed by the frames wearer. Its attacks have a base AT of 10+ the wearer's Internal A.I.

Munitions Banks - The Oni stores up to 20 grenades in its internal packs; they can be refilled by simply feeding any standard (not heavy or micrenades) grenades into a fold-out hopper on the frames back. The gatling plasma draws off the frames fission cell for power, explaining the frames short run-time.

ALTERNATIVES

Most modifications to the Oni focus around changing its weapon payload, an Oni designed to breach heavily-defended installations, for instance, might swap the gatling plasma for a rocket launcher. One configuration in particular, the antipersonnel-focused 'Barbarian', replaces both arm weapons with integrated combat chainsaws and the grenade array with twin flame throwers.

HK AUTOMETRICS TR9000 'FENRIR' ASSAULT CYBERFRAME

Value 100,000¢

AV	6
HP	35
Shield	60
EMPS	35

STR	AGI	REF	PER
+1	+2	+2	+2

Move Speed	+10
Power Source	Micro fission cell, 2000¢ each
Run Time	1 Week

WEAPONS SYSTEMS

Dual Heavy Machine Guns

AT+2, Dam 6D10, Rate 2, Medium Range, Machine Weapon.

Rocket Launcher

AT+2, Dam by rocket, EMP Immune Rate 1

DESCRIPTION

The Fenrir is one of the most unconventional cyberframe configurations, it has no manipulator appendages, instead both limbs are fully weaponised and bird-toed digitigrade legs are added to aid in boost pack landings. The Fenrir was designed for fast assault missions; able to enter combat quickly, deliver its payload and disengage from combat before the enemy has a chance to counterattack. It excels at supporting convoy raids and hijackings as well as ambush-tactics and has seen much use by Ai-Jinn divisions embroiled in such activity.

SUB-SYSTEMS

Environmental Seals - The cyberframe contains its own sealed environment and oxygen scrubbers that protect the wearer from any inhaled toxins and maintains the internal temperature at a comfortable level.

Biofeedback Processor - This component allows the cyberframe computer to augment the senses and reaction-time of the user by supplementing them with its own processing power, without this component the wearer does not gain the Reflexes or Perception bonuses normally conferred.

Munitions Banks - The cyberframes internal ammo banks contain enough SMART ammo to fire the Dual Machine Guns 60 times before being reloaded (250¢). It also stores up to 5 heavy rockets, 10 medium rockets or 15 light rockets in its morphic missile bays.

Overwatch Imagers - The Overwatch systems allow for 0 lux image interpretation and provide a +2 on attack rolls with the cyberframe's ranged weapons.

Boost Pack - The cyberframe features a short-range ionic jet propulsion system that can fire once every other round, allowing the frame to make unaided jumps of up to 60 metres. If activating

the boost pack as part of a flee move the wearer of the cyberframe doesn't have to roll to see if he attracts further attacks.

ALTERNATIVES

The 'Blackbird' configuration adds heavy-duty invisibility field generators to make escape runs even easier, they are most commonly deployed for the purpose of extracting valuable personnel from incarceration and may replace the rocket launcher with a plasma cannon in situations where thick walls may prove an obstacle.

Y&S MK.VII

'MANTA' AQUATIC CYBERFRAME

Value	140,000¢
AV	7
HP	35
Shield	30 (sub-aquatic)
EMPS	30

STR	AGI	REF	PER
+2	+1	+2	+1

Move Speed	+10 Underwater, -5 on land
Power Source	Micro fission cell, 2000¢ each
Run Time	2 Weeks

WEAPONS SYSTEMS

Sub Machine Aqua Laser (Functions Underwater)

AT+2, Dam 6D8, Rate 1, Medium range, EMPS 13

Dual Arena Torpedo

Dam 3D10, Rate 2, Long range, EMPS 15

Mono-Edge Talons

+4 Unarmed attack damage, Ignores 5 AV

Adhesive Charge

Dam 9D10, 15 metre blast

DESCRIPTION

This sleek, ceramic armoured cyberframe was designed for use in the Aqua Palestra area of Miller-Urey, protecting research submarines from attacks by pollemaris and other, even larger creatures that stalked the depths. It proved so effective that the template quickly became popular with the other Corporations for their oceanic interests. Whether it's the Western Federation patrolling its waters for illicit smuggling craft or E.I. sinking the ships of environmentalist groups opposing their use of vast ocean stretches as fish farms, the Manta has proven itself time-and-again to be a versatile and powerful tool of oceanic dominance.

SUB-SYSTEMS

Environmental Seals - The cyberframe contains its own sealed environment and oxygen scrubbers that protect the wearer from any inhaled toxins and maintains the internal temperature at a comfortable level. They also allow the frame to remain underwater for as long as it remains powered without refreshing its air supply.

Biofeedback Processor - This component allows the cyberframe computer to augment the senses and reaction-time of the user by supplementing them with its own processing power, without this component the wearer does not gain the Reflexes or Perception bonuses normally conferred.

Munitions Banks - The cyberframes internal weapon energy stores are sufficient for the sub machine laser to fire 40 times before needing to be recharged and has room for up to 10 dual arena torpedoes. 5 adhesive charges can be stored in a forearm hard-point on the wearer's weak side.

Sharkeye Undersea Imagers - Sharkeye imagers add +2 on attack rolls made with the frames sub machine laser and includes 0 lux image interpretation and thermal imaging to aid in deep sea navigation.

Aquatic Propulsion Modules - This cyberframe includes a complex system of jet propellers and gyrostabilisers that allows the user to take underwater actions without any additional penalty as well as increasing their move speed in aquatic conditions.

Dual Arena Torpedoes - The torpedoes stored in the frame's shoulder-hard-points function in or out of water and may be deployed like rockets or even fired at above-water targets from below the surface.

Adhesive Charges - Function exactly like large explosive charges with the exception that they can adhere to any surface with a friction index greater than 0 thanks to a small plate of morphic alloy on one side. Has a detonator range of 20 km.

Sub-Aquatic Ion Shields - Whilst underwater the Manta's ion shields are able to use the surrounding liquid as a focusing medium, allowing it to function as a close-form ion shield, absorbing close combat attacks as well as projectile and explosive attacks.

ALTERNATIVES

Some modifications of the Manta template, designated 'stingrays', replace the sub machine laser with a sub-aquatic galvanic cannon.

I know you've all been waiting for this decision for some time so I'll just get to the point. From this time, January the 8th 2433, onward, the possession and use of cybernetic mobile armour systems, also known as cyberframes, will no longer be restricted. The UIG has lifted both the construction ban and the previously restrictive licensing system incumbent with their use. This shift in regulatory policy comes as a direct result of last month's assault on the Drome Spire by the terror group calling themselves 'The Cult of Machina'.

As I'm sure you know, over 1,300 lives were lost that day and unfortunately the UIG were unable to respond quickly enough to prevent that tragedy. We hope that by implementing this new initiative the Corporations will be able to respond more effectively should a similar event occur in the future.

Thank you for your time. Any questions?

UIG Officer David Marcos

Press conference on the deregulation of cyberframes.

SECTION 3

TOXINS AND DRUGS

BioCleene ONE SPRAY AND ITS GONE AWAY

BIOCLEENE SPRAY

BioCleene spray is used to eliminate non-living organic matter such as coffee, wine, skin cells, blood, DNA and other bodily fluids. The affected area is sprayed and the sample simply breaks down into common gasses. Although originally intended as a household cleaner it soon became a regular addition to the arsenal of anyone whose work involved murder or covering up crime scenes. The organic matter takes 3-9 seconds to be destroyed (D3 rounds).

There are 3 versions of BioCleene Available

BioCleene Home	Class D	50¢
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This is used to remove stains from clothes or carpets. It is invaluable for Agents who routinely get their expensive suits splattered with blood. One can of BioCleene Home is enough to keep clean an entire suit 5 times so will last about 1 month with typical use.

BioCleene Deluxe	Class C	150¢
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This more potent version of BioCleene is capable of eradicating the most stubborn and pervasive of organic stains. Commonly used to clear up bloody crime scenes or clean Multymeat processing machines. One can will clean up to 10 square metres of heavy, organic residue, even if it has heavy clotting or some solid lumps.

BioCleene Pro	Class B	500¢
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The ultimate BioCleene, commonly used by Cybernetics companies to strip all the flesh off an old component for reconditioning and by hospitals to completely destroy contaminated organic matter. This potent enzyme cocktail will render huge chunks of non-living organic matter down to harmless gasses in a matter of seconds. One can is enough to dissolve 14 limb sized organic objects (or about 2 bodies).

Example: Dissolving a whole body would typically require 7 sprays. 1 for the head, 1 for each arm, 1 for each leg and two for the torso.

A BOTTLE OF BIOCLEENE PRO



CLARIFICATION ON DRUG AND TOXIN LICENSING.

Although the Core Rules outline the legal usage of drugs and toxins it can be handy to know a few more details. There are too many potential substances and unusual circumstances to codify in detail but hopefully the examples that follow will allow the GM to make an educated decision.

Class A

These are universally banned. There is no justification for carrying these drugs other than for safe disposal or scientific research. Even with a Biohazard and Toxin License, if you are caught misusing the substance you will receive severe punishment.

Class B

These are usable only by selected individuals who have a genuine reason to use the substance. For example:

Corporate Agents and UIG Officers are permitted to carry all Class B substances to use in the process of law enforcement. If an Agent was carrying a Class B substance and a UIG Officer was convinced it was not for law enforcement then he may well take action against the Agent.

Weltball players would be permitted to use combat drugs during the game but not outside it. If a UIG Officer found the player in possession he would be unlikely to confiscate them.

A UIG informant might be permitted to use seraconom (an appearance changing drug) to make sure the criminals he was informing on could not find and kill him.

Class C

Class C substances are considered by some governing bodies to be unnecessary and as a result are banned by local administration. For example, the Western Federation Austerity Spire Complex authorities deem the vanity drug sunatol to be unlawful. They consider it to be a decadent drug which encourages elitism and self obsession. Other Federation spire authorities disagree stating that it can be used to get an individual set on the right path, if used cautiously.

Anyone carrying class C drugs should check ahead to see what problems they may encounter in foreign parts.

Class D

Class D substances are unrestricted and are considered to be harmless and often beneficial.

ATTACKING WITH SPRAYS AND SYRINGES.

Sprays

You can attack with sprays as a close combat attack. The attack is made with a -4 penalty as it needs to be directed into the face of a moving, fighting target. If successful any resistance rolls are made normally.

Syringes

You can make direct close combat attacks with a syringe. The attack is made with a -4 because, although you can attack most areas of a target, it must be a clean strike and the plunger must be depressed. AV of 2 or more will make a non-targeted attack impossible. In this case you must also add a called shot penalty (see page 144 of the Core Rules) and attempt to strike an unarmoured area.



HEXACAL SPRAY

SUBSTANCE	POTENCY	CLASS	COST
ANTHANOL (POTASSIUM 3-4 TRISILICATE) EURASIAN INCORPORATED ONLY Injected - When injected into the target they begin to spasm violently. They can try to bring the spasms under control with an 'Endurance + Athletics' check with a penalty equal to the attackers XS. (XS is considered to be 10 if it was injected in controlled conditions). Agents are affect by the substance. Passing: The target loses their next action and can only take a free action. Failure: During the next D4+1 rounds the target can only take free actions.	10	A	400¢ PER DOSE
CARBOMETHLY ANESTERASE – WOLVERINE / SUICIDE This universally illegal drug causes the user to feel a sense of overwhelming power and invincibility. A user is characterised by total self-assuredness combined with a desire to fight. He effectively becomes totally fearless, ignores all pain and gains a +8 bonus to resist any mind affecting attacks such as knock out or suggestion from a Psychogenic. The terrifying presence of a being such as a Cult of Machina War Master would be completely ignored.	8	A	50¢ PER TABLET
CARNALATE SPRAY (2,3-ISOMETHYLPROPENOL) A highly concentrated pheromone which is sprayed onto the user and acts on the vomeronasal organ of the target. The end result being that anyone who comes with 5 feet of the user finds them more agreeable. This will not sway strong opinions or make an enemy into a friend; they will simply find them more appealing on a subconscious level. The user gains +3 Presence when interacting with anyone who can smell the spray for 1 scene. A bottle of spray contains 4 doses. It is illegal to use this spray to influence the UIG and anyone can make a 'Perception + Science' roll to recognise that the spray is being used on them.	8	C	500¢ PER BOTTLE
CELUNO-XENOMER TOXIN This toxin is only available to the UIG and cannot be purchased. Its effect is to knock anyone out cold unless they have a level 14 toxin filter. The toxin is only used in an emergency as it is extremely dangerous and stands a 50% chance to permanently reduce the targets Intelligence by 1 point. Anyone with ICE technology can attempt to pass an 'Endurance + Perception' check with a -12 penalty to remain conscious. If they succeed they can make D4 actions before being knocked unconscious for D100 minutes.	14	UIG ONLY	800¢ PER DOSE
COMBAT DRUG - 'BLOODMIST' Injected - A high-grade stimulant injected into the eye, Bloodmist increases Agility, Reflexes and Perception by 2 and adds +1 to Defence. Bloodmist has the side effect of breaking down the capillary walls in the eyes, resulting in users having a distinctive red sclera and a faint red tinge to their vision.	8	B	1,600¢ PER DOSE
EXPAND 77 Skin Patch - Expand 77 is one of a new range of drugs that affect the telepathic region of the brain. Expand 77 induces a temporary awakening of this region by forming artificial nerve connections that normally have to be created through mental training. Unfortunately these nerve connections are temporary and it is currently impossible to predict what kind of telepathic abilities they will awaken. Anyone taking a dose of Expand 77 gains D6 ranks of a randomly determined telepathic skill, as dictated by the table below;	7	A	2,500¢ PER DOSE
Roll 1D10 1 - Assault 2 - Biokinesis 3 - Jump 4 - Prescience 5 - Psi Blade 6 - Shield 7 - Telekinesis 8 - Mind 9 - Potent batch, you gain two affects. Roll twice more, discounting duplicates and '9' or '10' 10 - Unstable Batch, roll again twice, discounting '9' or '10', user gains both skills but Critical Fails on a roll of double '0' to double '6' when using telepathy.			
The user also gains a pool of 15 TE if they didn't already have a TE pool. The skill ranks gained last for one scene.			

HEXACAL SPRAY**5****B****1000¢ PER BOTTLE**

Hexacal is a potent knock out gas which is rendered inert on exposure to air for 5 seconds. To be used effectively it must be sprayed into a targets face. Hexacal comes in a small spray bottle which makes this a simple task. The bottle has enough Hexacal for 4 sprays.

System: Target must pass a 'Perception + Endurance' check with a -4 penalty or be rendered unconscious. Anyone with I.C.E. technology is immune to Hexacal.

LAMPADENITE (ANHYDROUS DEXTROMETHYLENE)**4****A****1000¢ PER DOSE**

This illegal, injectable substance was developed by two Children of Minerva as a way to cover up their activities. The drug once injected, remains in the subject for the rest of their lives. They continually hallucinate and relate incoherent stories which typically causes anyone listening to them to write them off as completely insane. Although it is a comparatively weak toxin it is extremely hard to detect and when this is coupled with its rarity, the victim is usually misdiagnosed. There is no way to resist the effects of the drug which kick in a few days after exposure. Toxin filters will filter the drug out as normal.

An antidote was developed by Dr Wesley Feverhand (Eurasian Inc.), which can be acquired from him for the right price.

MUTAPHAGIC MYXOMATOSIS**10****A****6000¢ PER CANISTER**

Canister - Mutaphagic Myxomatosis is a biological weapon that kills only artificial life, latching onto certain protein sequences not found in the DNA of purely natural lifeforms, such as BIOs, clones and symbiotes. Artificial lifeforms affected by the disease take 2D6 damage every turn (or one condition level, in the case of symbiotes) but natural life is unharmed.

NANEX / NANOLYCENE**10****A****1500¢ PER DOSE****AVAILABLE TO EURASIAN INC. AND MIKURO NANOTECH ONLY**

Injected / Ingested - The host is infected with a small nanite colony which migrate towards the brainstem and begins to sever it over the next few minutes. Non-ICE targets die painfully over the next D2 minutes. ICE equipped targets lose 1HP per round until they are dead. Medpacks and the like will function but the nanites will continue their task until completed. The only known cures are as follows:

EMP - The target must be hit with an EMP burst which will deal at least 30 damage. This will normally knock out all his cybernetics as well. You can be considered to deal maximum damage when attacking a willing target.

BIOKINESIS (BODY SNEEZE) - Using Biokinesis (Level 10) to purge yourself of all toxins will remove the nanites unless they have been attuned to your body. (Attuning can be done by the attacker if they have your biosignature). Sneezing out the nanites deals 3D6 damage to the subject and knocks them out for 2D4 rounds.

SURGERY - A individual with both the Nanotechnician **and** Surgeon Trainings can open up the target and excise the nanocolony.

NEUROTRANS - (ALPHA PHENOXI-CHOLINE)**8****D****300¢ PER DOSE**

This choline based bio-enhancer acts on the neurotransmitters to speed up and clarify sensory input resulting in the user perceiving greater detail in a shorter time. Grants + 3 Perception for 1 scene.

NULLOMER TOXIN**20****A****10,000¢ PER DOSE**

Injected / Ingested: This is possibly the most dangerous toxin known to exist at present. In essence it consists of 3 select fragments of DNA that have never been recorded in a living organism. These nullomers provoke an immune reaction in the target that causes it to overproduce DNA-dehydrogenase (a DNA splitting enzyme) which begins to divide the target's DNA into single, rather than double helices. The result is a horrifying process which lasts 1-4 days. The body effectively loses its blueprints and goes into biological pandemonium, attacking itself, splitting, growing, bulging and twisting till death claims the subject.

At present there is no known cure for this toxin and its manufacture or use is punishable by immediate execution.

PASSIFEX SPRAY**4****B****500¢ PER BOTTLE**

This spray contains 3 doses of passifex. It must be sprayed directly into a target's face. If the target fails a 'Perception + Endurance' check with a -4 penalty they become passive and pliable to ideas for the next D6 minutes. Each bottle contains one does. They can roll 'Presence + Attitude' at -8 to resist suggestions but will not get angry or stubborn. The subject will not engage in tasks strongly opposed to their nature or which are likely to result in injury to themselves.

ZMB-51 - 'ZOMBIE'**9****A****2300¢ PER DOSE**

Inhaled - This highly experimental psychic drug has recently been released to gangs of rogue telepaths around the world by E.I. pharmaceuticals in order to test its effectiveness. Zombie is a fine whitish-grey powder that's inhaled nasally, it breaks down in the users system and bonds to the cell-membranes in their soft tissues, allowing each cell to become biokinetically bolstered by telepathic energy as well as inducing numbness and a sense of euphoria. Whilst under the effect of zombie, a telepath may not make use of their powers at all but any damage they suffer from any source is immediately deducted from their TE pool on a 2 for 1 basis (2 TE per 1 HP) before their hit points. A dose of Zombie lasts for one scene or until the user has run out of TE.

SECTION 4

GENERAL EQUIPMENT

Men have become the tools of their tools.

- Henry David Thoreau

A.I. TRANSPORT BLOCK 15,000¢

Used in the theft and/or rescue of high-level sentient A.I.s, the A.I. transport block resembles a briefcase with an array of different leads and connectors; enough to be able to connect to virtually any computer port ever manufactured. The memory core and processor are such that the A.I. can remain fully conscious while being transported, able to communicate and appearing on the inset screen. Another important feature is a switch that allows the transport block to be toggled between "Trusted" and "Gulag" modes; while in trusted mode the A.I. contained can continue to interface with any wireless-enabled computer systems around it, while in gulag mode it is unable to make use of the wireless systems and may be silenced by the block holder. The toggle between the two modes is hard-wired into a physical connection and is therefore impossible for the A.I. to override on its own.

ANILGESIUM COMPOSITION +10% BASE PRICE

Anilgesium, more commonly known as cybernetic steel, is a complex nanofabricated alloy that is completely inert with regards to human body chemistry and resists natural rejection processes. A cybernetic enhancement primarily constructed of anilgesium provides the cybersurgeon with a +4 bonus on implantation rolls and reduces the cost of all subsequent maintenance by 10% due to the decreased strain, inflammation and toxicity to the users organic components.

BioSIGNATURE READER (PORTABLE) 10,000¢

This complex device is stored in a large attaché case and is used for taking a BioSignature (BioSig). This BioSignature is a unique pattern given off by the subject based on his current biological condition. The BioSignature is best taken when the subject is calm and healthy. This is then used as their 'normal' reading for use with biometric scanners.

Inside the case are numerous rubber patches and metal probes. The patches are stuck to the subject on the following areas. Forehead, temples, over the heart, under the armpits, on the inside thighs and on the base of the spine. The metal probes are inserted into the mouth and anus.

The whole process takes about 10 minutes and the BioSignature is recorded onto a data storage device. It is a complex pattern consuming roughly 1000mb of space.

BioSTATUS MONITOR 500¢

This black band, designed by Two Snakes Medical, straps around the upper arm and injects a number of fine needles into the bloodstream, primary lymph system and central nervous system. It then takes a constant reading of the health of the subject and can relay the data to a PDA with BioStatus software installed. (Range 100km, software costs 300¢).

Upgrade

This item can be upgraded for 200¢ with a wide band transmitter to increase the range to global. This upgrade is generally necessary if you want a medical insurance policy.

BUBBLE TENT 500¢

This is a small lightweight block about the size of a car battery. When activated it begins to expand until it forms a small four-man, domed tent. The bubble tent takes 10 seconds to activate and can be erected in all conditions and on any terrain. It has a firmly sealing door and protects those inside from all airborne toxins. A small, compressed gas recycling system allows up to four people inside to breathe for 12 hours. (48 hours air for 1 person).

BOMB SNIFFER 800¢

This small matchbox sized sensor built by Rikeman Counter-Terrorism can pick up a variety of chemicals used to make explosives. It can be set to 'monitor' in which case it will beep or flash when the user comes within 10 metres of an explosive. It has a 90% chance to pick up the signature of explosives due to variations in chemical and environmental factors.

COMPRESSION CLOTH SEE BELOW

This high grade cloth is impregnated with a compressed micro-fibre weave which expands when the cloth is damaged effectively fixing the tear. In an Agent's line of work a suit has enough compression to fix several battles worth of damage (GM discretion applies). Clothes made out of compression cloth are more expensive but can be made to look and feel identical to any other cloth. Apply additional costs to your clothes if using Compression Cloth.

Trousers	+500¢
Shirt	+400¢
Jacket	+500¢
Socks / Gloves / Tie	+100¢
Hat	+150¢
Long Coat	+700¢



BIO SIGNATURE READER

CONDUCTIVE CHAFF**150¢**

These canisters, about the size of a tin of boot polish, release a cloud of negatively charged foil slivers when activated, that render all EMP weapons ineffective within a 9 metre radius. Anyone within this chaff cloud is immune to EMP weapons for 2d6 rounds (when the chaff settles and loses its charge). The chaff does not impede the senses but laser weapons suffer a -2 penalty to attack due to the interference of the foil. The canister can be activated as a free action if prepared.

CYBER REPAIR NANITES**COST****10% OF SIMPLE CYBERNETICS****20% OF COMPLEX CYBERNETICS**

An optional extra offered at most cyber clinics is the addition of self-repair nanites that help iron-out everyday wear and tear. Cyber repair nanites function only for the implant they are purchased for and any cybernetics installed with them do not count for the purposes of maintenance costs (page 63 of the Core Rules). Cyber repair nanites cannot repair more serious damage and only provide protection from loss of condition level due to lack of maintenance, not from EMP weapons or general damage.

ELECTROMAGNETIC SOUNDER**10,000¢**

This remarkable piece of technology built by Takata, sends out extremely high frequency EM waves of varying wavelengths. Some pass through objects, some bounce back. The overall effect is that the handheld receiver is able to form an accurate 3D image of the surrounding area to a distance of 50 metres. The sounder is extremely useful for navigating unknown areas. The data received by the sounder can be used in conjunction with tracer tags to pinpoint the whereabouts of a target in three dimensions.

The sounder's penetrative waves can be halted by dense or EM resistant materials such as durasteel. Most UIG and high-end

Corporate structures will have these measures in place. It will also not be able to give accurate results through tens of metres of solid rock so the maps may be a little unreliable in deep cave networks etc.

Note: If you believe you have travelled somewhere previously uncharted you can contact Shinjitsu and offer them your data. (see the Shinjitsu advert on page 101.)

EXTINGUISHER CANISTER**75¢**

This small can has a pull cord on the side. When the cord is yanked sharply a composite of gasses issues forth smothering all fires within a 10 metre spherical radius in 6 seconds (2 rounds).

ETE PAINT**150¢**

ETE (Environmental Thermal Equalisation) paint resembles traditional black camouflage paint but has the unique property of being able to alter the skin temperature of the wearer to match the air temperature around them. Applying ETE paint is a 'Perception + Arts & Culture' roll, the XS gained on this roll acts as a penalty to 'Perception + Observation' checks made to detect the wearer using thermal imaging. If the XS is 7 or greater then all attempts to detect the user via thermal imaging automatically fail, as the user has not left a single part of their body uncovered by the paint and are completely invisible when viewed through thermoptics.

There is enough paint in a tube for 5 applications.

FIBRE OPTIC IMPREGNATED CLOTH**+1500¢ TO THE PRICE OF THE SUIT.**

Fibre optic mesh is installed into an existing set of clothes and when the wearer uses an invisibility field it helps to take the strain off the device's optics by acting as a secondary emitter. At the end of a scene where the invisibility field was used there is an 80% chance that you can re-use it. This chance drops by 10% each time you use it.

FIX-FIBRE

This is only available to E.I. Agents. It is much like compression cloth and will fix itself when damaged. In addition it repels dirt and dries almost instantly. It can resemble any other fabric and is extremely comfortable. A suit made in fix-fibre will typically last 20 combat engagements. The prices below should be paid in addition to the standard cost of the item.

Trousers	+1000¢
Shirt	+800¢
Jacket	+1000¢
Socks / Gloves / Tie	+200¢
Hat	+300¢
Long Coat	+1400¢

GALVANIC GROUNDER**1,500¢ + the cost of the armour**

This is a network of conductive alloys that are installed into a suit of armour. They make the wearer of the armour immune to the effects of galvanic weapons and other electrical damage. (Not EMP effects).



GRAPPLE (PERSONAL) 2,000¢

This item resembles a high-tech bracer which clamps onto the forearm. It is engineered to fit any size from a slim wrist to heavy, customised armour. A small remote neurolink is injected under the skin on the wrist when the grapple is purchased, which allows the user to control the various functions of the grapple by voluntary muscle action.

When activated a tiny, high penetration dart, connected to a 50 metre length of high-tensile cable is fired from the bracer. This dart will automatically embed itself into anything with an AV of 20 or less causing 1 point of damage. Once the dart has reached a target the cable stops unwinding and the user can reel himself in. The grapple will support a total weight of 400kg which roughly equates to:

- 1 heavily augmented Agent with all field kit
- 2 augmented Agents with field kit
- 3 standard Agents with some kit
- 4 normal humans with some kit
- 5 normal human with no kit.

The dart can be directed to unhook by voluntary muscle action. The cable can also be detached in case of an emergency. A permanent cybernetic version of this item is available. (See page 77.) In the event you lose the cable or need to detach it and cannot reclaim it a replacement costs 300¢ and includes the dart.

GYROSCOPICALLY STABILISED FIELD CASE

TYPE	HP	COST	SIZE
Briefcase	10	1,500¢	Typical Briefcase
Suitcase	20	2,000¢	Typical Suitcase
Crate	40	3,500¢	1x1x1 metre

The case (manufactured by Mule-Tech) contains malleable foam and a gyroscopic stabiliser which prevents the contents from suffering shocks and knocks. The cases all contain 'Good Electronic Locks'. Any items contained in the case will normally remain unaffected by moderate forces around it. If the case is hit consult the table below. If you roll equal or below the Chance to Fail then the stabiliser has been insufficient and the contents are effected by the impact.

Strength	Example	% Chance to Fail
Gentle	Case is dropped	2%
Firm	Case is punched	5%
Hard	Case is thrown	10%
Very Hard	Case is hit by a car	40%
Extreme	Shot with a cannon	70%
Ultimate	Placed under a metal press	100%

HYBRID TOOLKITS

Sometimes you're a specialist in two jobs and need a toolkit for each one. Rather than lug two or even three boxes around Omega Field Supplies have created Hybrid Toolkits. Omega work with the client to determine their exact needs, thus creating space by removing unused tools and making dual function units where possible. The scalpel-driver is just one example of a highly effective Dual-Tool. All this is combined with the latest nanofabricating techniques to create a toolkit that your friends will envy!

SYSTEM:

1. You must meet with an Omega representative to discuss your needs.
2. A Hybrid Toolkit may contain up to 3 different toolkits and can contain depleteable toolkits.
3. Add up the cost of all the toolkits to be used and double it. This is the cost of the Hybrid Toolkit.
4. It takes one week for Omega to create your toolkit. They can post it to you for 50¢.
5. You now have access to each toolkit in the normal manner.

*Example, Agent Evans needs both an Advanced Mechtronics Toolkit (1000¢) and a Nanotech Toolkit (2000¢).
(1000¢ + 2000¢)x2 = 6000¢.*

ID CHIP SCRAMBLER**5,000-10,000¢****BLACK MARKET ONLY - LIBERTY BLACK COVERT OPERATIONS SPECIALISTS**

This is a 1cm wide clear strap which is attached around the wrist. Whilst worn the wearers ID Chip gives no information when scanned. Although this will obviously cause anyone scanning the wearer to be alerted to an anomaly, it does not allow anyone to identify the wearer. They would need to physically rip off the band and then scan you.

ID Chip Scramblers are illegal and cannot be bought conventionally. Although Liberty Black make them, it is done in secret and they are distributed to selected and trusted clients. The Underground Operations Training would facilitate the acquisition of this item.

IMMOBILISER FOAM**150¢ PER CAN**

This is a can of expanding polyurethane foam which comes in a canister-pistol (aka - canistol) and was originally developed as a building material in the 21st century. The canistol has a range of 10 metres and can fire the foam in a narrow arc. It is commonly used to spray automated gun turrets or to jam sweeping surveillance cameras, although numerous inventive uses have been found. Once the canister has been activated it cannot be reused.

To use the foam roll 'Perception + Light Firearms'
Success will jam a gun turret or camera into a position.

You can also attack moving objects with it. Agents, humans, animals, droids etc. lose 2 points of Agility per point of XS you achieved. Breaking out requires a 'Strength + Athletics' roll with the attacker's XS as a penalty.

There are numerous other uses for this foam which has a total volume of 8 litres when fully expanded. The GM should adjudicate these creative misuses of technology.

Without a full understanding of the harm caused by war, it is impossible to understand the most profitable way of conducting it.

- Anon

KNUCKLEBOMBS**100¢ PER 5**

The addition of linear explosives (explosives that send the brunt of their blasts force in only one direction) make the humble brass knuckle a formidable weapon. Up to 5 knucklebombs can attach to a single knuckle duster, each one detonates only once, adding D6 to the users damage total. The user decides how many knucklebombs to use per strike; either staggering their use over the course of a fight or activating them all at once on a single, bone-shattering, strike that can dent even tank armour.

The result of critically failing while using knucklebombs is, needless to say, appalling, and only Agents, with their I.C.E. implants and regenerative abilities are usually willing to take the risk. Typically the hand is pulped.

Oh yeah, they sound good, don't they? Take somebody's head off with a single right hook, punch a hole through the side of a truck. Betcha can't wait to strap them on. Take my advice, kid, and read the goddamned manual first. Newtonian physics still apply, and that means you gotta hold your wrist a certain way, bend your elbow just right. Ever see a man try to pull his elbow back outta his own ribcage? Not an easy thing to forget.

-attr: Stefan Moharnit, Executive Solutions Broker

LOCATOR NANOTAG (SUBDERMAL)**1,000¢**

This tiny tag can be fired from a standard tracer gun and acts like a normal tracer tag. (Page 53 of the Core Rules). The tag, upon impact with the target migrates over them until it finds an area of exposed skin. It will then anaesthetise a small area of flesh and bury into the subdermal tissue. The target is unlikely to notice it unless he has good reason. Unfortunately the tag is very delicate and has an EMPS of only 1.

MOLECULAR DESTABILISER**10,000¢**

This is often used as a criminal tool in activities such as bank heists to break down heavy structures. The molecular destabiliser is actually made up of several items that come stored in a heavy-duty briefcase. The unit consists of a monotask computer the size of a PDA, a handheld material scanner and six high-end sonic emitters capable of reaching frequencies as low as a fraction of a hertz or so high as to be inaudible even to animals.

To make use of the molecular destabiliser the material scanner must be used to scan the target, a process which takes 4 rounds, then a variable number of emitters must be clamped to its surface

Small safe	1
Bank vault	2
Flat / Apartment	3
Small house	4
Typical house	5
10 bedroom house	6

Attaching an emitter is a one-round action.

Finally it is activated and set to the frequency designated by the material scanner, this must be done by someone with computers & A.I. of at least 2. Once activated the surface to which the emitters are clamped takes a cumulative 1D6 damage each round (so 2D6 on the second, 3D6 on the third etc) as the emitters use

sonic harmonics to tear the structure apart on the molecular level, object AV is ignored for the sake of damage.

Passing an 'Intelligence + Support Weapons' check causes the damage to be maximised (i.e. 6, not D6) and at the GM's discretion can allow the destruction of key support structures to compromise the entire building.

You can attempt to recover the emitters. There is 70% they are undamaged and can be used again. Replacement emitters cost 1000¢.

MOTION TRACKER (WESTERN FEDERATION ONLY)**15,000¢**

This hand-held device uses an array of thermal, visual, electrical and auditory clues to locate and identify targets in the nearby area. The range is 20 metres and it is 85% reliable.

Each scene the tracker is used the GM should roll a D100. If she gets over 85 then some of the information on the tracker is inaccurate.

If she rolls equal or below 85 the location (in 3 dimensions) and approximate size of the potential targets are shown.

These items contain Chip Checkers and will fry their own electronics if they are used by unauthorised personnel.

NANOPICKS**1000¢**

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

These are used instead of standard lock picks and can still be used in conjunction with a lock analyser.

NEURAL PATTERN READER (PORTABLE)**10,000¢**

This device is carried around in a small attaché case and is used to record a subjects characteristic neural pattern (not a psyche matrix). To do this an electrode is attached to the subject's temple, the data is then collected over a period of 10 minutes and a unique Neural Pattern stored at the end. This pattern varies depending on mood and usually it is taken when the target is calm and awake to determine a 'normal' state. The pattern is complex and consumes 2000mb of storage space.

Once collected the neural pattern can be used for a number of functions. Notably to code biometric locks or to ensure someone is who they say they are.

NUCLEAR POWER CELL (TYPE D)**50,000¢**

These bulky, heavy fission-cells are the size of a chest freezer and are commonly used to power light machinery where access to the main grid is not available. Their lifespan is dependent on their use. Below are examples of how long a cell will last, obviously some of these applications would be impractical.

Use	Example	Lifespan
Mild	Plasma pistol, computer terminal	1000 years
Light	Laser cannon, stasis pod	750 years
Domestic	Family house, Cult Warmaster	300 years
Hvy Domestic	Small village, small industrial unit	6 years

Light Industrial	Single large factory, small town	1 year
Hvy Industrial	Factory complex, large town	1 month
Extreme	Spire	1 hour

PARABOLIC MICROPHONE 500¢

A compact parabolic microphone the size of a small pistol with excellent fidelity across the audible range. It can pick up sounds up to 200 metres away providing there are no solid or high energy obstacles. The data collected is stored digitally on the microphone and can be played back or transferred to another system. It can also function as a standard microphone or dictaphone.

Note that this microphone is not truly parabolic as it does not use the old fashioned dish system. The name just became accepted as the technology moved on.

PSI-TRACER 150¢

A psi-tracer is a small tag of psycho-reactive material that can be fired from a tracer gun. A telepath may attune their telepathic signature to the tag by passing an 'Intelligence + Endurance' roll and spending 2 TE points. Thereafter the telepath attuned to the psi-tracer can make a standard resonance sense check (Perception + Observation) to automatically know the exact whereabouts (distance plus direction) of the psi-tracer. Other versions of this device exist, including; adhesive patches, psycho-reactive SMART ammo and simple small objects that can be slipped into the pocket of a passerby with a little sleight of hand. The range is limited to 1 mile per point of the telepath's Prescience.

RAPPELLING EQUIPMENT

Rappelling (abseiling) equipment is used for descending large distances quickly. Mule-Tech provide a complete solution for the most demanding user. The rope comes in 3 grades capable of supporting a range of weights. Also available are vehicle anchors which can attach to helicopters, shuttles, trucks etc. and a ground anchor which is a self-impregnating spike used to secure the rope when another anchor is unavailable. Each user requires a harness which comes fitted with a descender mechanism.

Rappelling uses an 'Agility + Athletics' roll if there are complications but is typically very easy.

Rope (G1)	100¢ per 100 metres (Breaking point of 1000kg)
Rope (G2)	100¢ per 20 metres (Breaking point of 3000kg)
Rope (G3)	100¢ per 1 metre (Breaking point of 8000kg)
Harness + Descender	150¢ for both
Vehicle Anchor	150¢
Ground Anchor	150¢
Universal Clamp	500¢ (For gripping crates, corpses, weapons, cars etc.)

RESPIRATOR 500¢

This small plastic object is bitten down on and allows you to breathe in normally unbreathable environments. Some respiratory gases such as oxygen are extracted from the surroundings if possible while those not available are taken from a small cartridge of compressed gas inside the respirator. You can breathe for 2 hours with one cartridge. A replacement cartridge costs 50¢.



PLASMAX - II

ADVANCED LINEAR INDUCED PLASMA CUTTER

In light of recent technology developments coupled with demand from the Agents in the field, Aegis are proud to present the Plasmax II Advanced Linear Induced Plasma Cutter. Unlike any previous model of plasma cutter the Aegis Plasmax-II uses a rechargeable energy cell similar to that used in modern hard ion shields, allowing it to cut for up to 33% longer than the standard cutter and be recharged for use time after time. The plasma induction network is based on technology leased from AMS, developed for the Bloodstorm, meaning it is capable of cutting with ease through some of the hardest known substances.

For a limited time only Aegis are offering the Plasmax-II for the discounted price of 3000 credits, including free overnight shipping to your location.

System:

Ignores 25 points of an objects AV and lasts for four rounds (12 seconds). This is long enough to cut a large door sized hole in a typical steel wall.

If used as a weapon it counts as a close combat weapon which ignores 25AV and deals D6 damage. The weapon lasts for four rounds which do not have to be sequential.

The cutter can be recharged which takes 1 hour per round it was used for.

PLASMAX

CREATING OPPORTUNITIES SINCE 2451

SCANNER SENSOR**4,000¢**

This is a small device the size of a matchbox with a multi-use non-tacky adhesive on the back so it can be mounted onto a gun, belt, jacket, armour plate etc. Its function is to warn the wearer if he is being picked up by any scanning technology within 40 metres. It can also verify that a scanning machine is scanning as claimed and not making additional undisclosed scans. It has an 80% success rate – this should be rolled by the GM when the player asks to check it.

It is capable of alerting the user to the following scan and tracking types.

X-Ray Scope
ID Chip Checkers
ID Chip Scanner
Proximity Sensor
Tracer Gun Tags
UIG Contraband Scanner
IFF Assessor

SCOUT POWDER**1000¢**

This is a small canister of fine nanofactured powder. Each particle of powder acts as a minute, multifunction sensor which works in conjunction with nearby particles to gather and transmit information about the target area. There must be at least a small amount of air movement to enable the particles to travel about the target area. Once the powder has been released the results can be viewed on a computer or PDA. The information gained is dependent on environmental factors.

SYSTEM

Luck is a big factor when using scout powder. A roll on 1D10 should be made. You should then add all the relevant modifiers from the list below).

Good consistent air currents (i.e. air conditioning)	+4
Weak air currents	+2
Poor air currents	+0
Sterile environment	+2
Small area (single room)	+4
Medium area (bungalow / flat)	+2
Large area (house, small installation)	+0
Out in the open (max 2 sq km)	-4
Use a second canister of scout powder	+2
Huge area (lab complex, town hall)	-2
Enormous area (large Installation)	-4
Atmosphere heavy, dirty or polluted	-2

Consult the 'Scout Powder Results Table' below.

The total is equal to how many pieces of information the user receives about the location from the 'scout powder results table'.

The GM should start at 1 and work down.

The total of this roll is also equal to the number of minutes it takes for the results to get back to the PDA.

A negative roll or a 0 means you find out nothing. The item is expended when used.

For example – Agent Claen throws some scout powder through the venting grill of a church in an old city where he believes outlaws to be present. The GM applies the following modifiers.

Weak Air Current	+2
Huge Area	-2
Atmosphere polluted	-2

Claen rolls a 6 on his D10, including his modifiers this comes to 4. In 4 minutes his PDA tells him the results. (This mean the GM tells him the first 4 items on the table below)

It shows a rough schematic of the church (which the GM draws on a piece of paper)

7 people are present, one is dog-like in structure

There are no security systems in place other than door bolts

The air is mildly polluted with industrial smog, probably from the nearby factory.

The GM should feel free to use their discretion when giving the results. The scout powder is an erratic method and by no means reliable. This item requires a Nanotech License to carry.

SHADOW SPRAY**100¢**

This is a light, inert black paint which comes in a spray can. The paint is sprayed onto any piece of equipment and turns it a pure matte black making it ideal for use when stealth is paramount. Shadow spray does not impede the mechnronic functioning of a device although if the item has a screen it would be better not to spray it. The finish is very durable and can only easily be removed by exposing the item to chlorine gas.

One canister of Shadow Spray is enough to cover 1 medium item, 2 small items or 10 tiny items. (See page 31 of the Core Rules for item sizes.)

SCOUT POWDER RESULTS

1	Layout	A rough schematic of the building or layout of the environment
2	People	Number and approximate nature of organisms present
3	Defences	The presence and nature of security systems
4	Toxins	Presence and nature of active toxins
5	Atmospheric conditions	Breakdown of the atmosphere
6	Main room contents	Smaller structures in the area such as tables and chairs.
7	Identifiable Individuals	D6 individuals can be identified if you have access to the relevant records.
8	Unusual room contents	Presence of unusual items such as nanotech or BIOs
9	Hidden or secret areas	The presence of areas which have been concealed
10	Sealed areas	Some particles have entered a sealed area and can reveal its nature
11+	Bonus	The GM should feel free to add extra details

SIGNAL EMITTER 150¢

This is a generic device used to emit signals. It takes the form of a small black box with 4 universal inputs and two universal outputs on it. The signal emitter does what it says and broadcasts signals whether they be audio, radio, ID codes, distress calls or BioSignatures. It cannot emit enough energy to cause any harm or have a physical effect.

Typically they are used to broadcast access codes or BioSignatures to electronic locks. The universal inputs are normally connected to a computer, which holds the data to be broadcast.

They have an effective range of 1km and can make an audible noise no louder than a man shouting.

SLICER 1500¢

Slicers are jury-rigged items invented by data pirates that combine custom hacking software with an advanced logic processor that has been overclocked to near breaking point. A slicer, which takes the form of an oversized S-Chip, is a monotask device that extrapolates all possible encryption algorithms in a given system and tests them against a simulation of that system in order to uncover vital passwords with astounding effectiveness. The speed at which slicers have to run in order to avoid detection of such a risky manoeuvre means that they often burn out due to simple material constraints.

System

Anyone using a slicer on a hacking attempt automatically gains 1 success; however, failures add an additional 5% cumulative chance of detection and lower the condition of the slicer by 1. At condition 0 the slicer burns out completely and must be discarded. Slicers are classified as illegal software and possession incurs the loss of 12 Rank points if uncovered by a UIG official.

SPLATLINE 2500¢

Named for the distinctive sound of it hitting its target, the splatline is the modern answer to the grappling line. Taking the form of a bulky handgun-like arrangement with a "T" shaped grip, the splatline fires a glob of electro-morphic metal, similar to liquid alloy but much denser, attached to the launcher by a 100 metre cable. When the head makes contact with a solid surface the cable sends an electrical current through the liquid metal, making it temporarily solid and adhering to whatever surface it strikes. Besides the obvious use as a grapel, the splatline makes a passable improvised weapon; being struck by the head does 1d4 electrical damage and stuns as a taser for each round it is attached. A splatline functions for twenty minutes of continuous use on a full energy cell.

SPEAKERS (MICRO) 80¢ EACH

These speakers are the size of coins and can be linked with cables or wirelessly to any PDA or audio system. The sound that comes out of them is comparable to a good set of hi-fi speakers. I.e. Enough to drown out shouts and screams. They are commonly stuck to a jacket or the back of a PDA. To set up stereo or surround sound you must buy more speakers.

SPRAY LCD 700¢ FOR 5 SPRAYS

This spray can comes with a pack of ten paper-flat connectors. A patch of the paint from the can is linked to a computerised device by means of one of the connectors, turning the paint patch into an effective screen. Common uses include adding map-readouts or building-scans to the flat of a firearm so that the user needn't put

themselves at a tactical disadvantage by stopping to check their PDA.

STASIS CASKET

Small	Dog	30,000¢
Med	Human	50,000¢
Large	Horse	70,000¢
Huge	Elephant	100,000¢

This coffin-like container is used to bring an organisms metabolic function down to a bare minimum whilst maintaining bioelectrical function to ensure no loss of memory, mind or physical state. Each day in the Stasis Casket ages the organism only 5 minutes. The organism is effectively unconscious and unable to move during the period of stasis. The first functioning Stasis Caskets were produced in 2180 and occasionally they turn up in odd places with organisms inside hundreds of years old. They must be powered but a long-life nuclear cell is often used to protect against power cuts.

STRETCH-BRIDGE 3,000¢

This backpack sized item is surprisingly light and uses nano-engineered-interlocking plates, which upon activation, extend into a bridge capable of spanning a gap of 20 metres. The bridge is solid enough to take 300kg. That's 3 normal people or 2 equipped Agents. The bridge can be recalled from the other side and stowed back in the pack. This is NOT considered nanotech.

SURVIVAL BUBBLE 300¢

Designed to allow corporate workers to escape tower block fires, the survival bubble allows the user to safely plummet to earth at minimum cost. When activated this device expands to form a two layered kevlar-nylon bubble containing a safety harness and hardened back-plate to protect from spinal damage. The whole thing deflates down to about the size of a handbag. Use of a survival bubble negates up to 50 metres of falling damage. Survival bubbles are disposable and only good for one use before the inflation pack runs out of power and the shell becomes brittle.

SURVEILLANCE SCRAMBLER 22,000¢**OMEGA FIELD SUPPLIES**

Area of Effect - 2 metre diameter sphere centred on the device. This innocuous black device is the size of a matchbox and is activated by clicking a small, silver button on the side. When active it causes sounds and light within the area of effect to appear distorted to anyone outside it creating an area which cannot be spied upon.

It also works as a digital scrambler in the area of effect neutralising all surveillance and communication equipment until it is turned off. Sub-vocal communicators will not work within the area of effect. It is illegal to impede UIG surveillance in any way by utilising this technology.

Fully autonomous factories? Hello? Machines building machines? Jesus. Some people just don't get it!

Mick O'Leary, Rattaccino Vendor, Los Angeles Open City

TEX-TAPE

100¢ FOR A 20 METRE ROLL

Endorsed by Tex Calahan himself, this tape is must for every Agent. With traditional duct / gaffer tape being used by the majority of field Agents the Western Federation saw an opening for a more robust and versatile version of the old favourite.

The tape is 5cm / 2" wide and has a breaking strain of 300kg (although can be torn vertically with a single sharp movement). Once stuck to a surface the tape requires a force of 100kg per 10cm of tape to remove.

The tape dissolves into a harmless slime if painted with Tex-Tape Solvent (30¢ for a bottle with enough solvent to paint 10 metres of Tex-Tape.)

Tex-Tape is normally black and has 'TEX-TAPE' printed down it in bold yellow, red or white military style lettering.

A double sided version of the tape is also available at 150¢, which can be stuck to grenades to make them into 'sticky bombs', to name but one use.

Western Federation Agents can have a free reel of Tex-Tape (single or double sided) and a bottle of Tex-Tape Solvent every 3 missions.

TOOLKIT (NANOTECH)

2000¢

This toolkit allows you to repair, maintain and modify nanotech. Without it nanotech is far to complex to work with. It confers no bonuses and simply allows you to do the work.

TOOLKIT (TRAP BUILDING)

500¢

This kit contains strong rope, pegs, spikes, levers, springs, a collapsible shovel and all manner of useful bits and pieces used in the construction of traps. It adds +2 to all trap building rolls and ensures that materials are always available to build a trap. The GM should ensure the player restocks it occasionally.

TOXIN SENSOR

1,000¢

This small item looks like a badge and is clipped onto the user somewhere. It can sense common toxins with phenomenal accuracy (1 part per billion). If it detects a toxin it changes colour from blue to red and/or emits a shrill beeping noise. The effective range is 20 metres and it has a 99% chance to work.

VIDEO RECYCLER

400¢

This black box can be stuck to an audio-video surveillance unit. The device recycles the current input for the next 24 hours. Every 4 hours there is a cumulative 10% chance that there is a small problem and the image staggers or is in some way flawed. This will only work on common surveillance systems. High-end devices have tamper detectors to pick up this sort of thing.

UNIVERSAL CONNECTOR (WIRED)

3,000¢

This is a small black box from which six integrated cable reels extend. The cables are 5 metres long and have a range of different ports fitted. The device comes with a range of adapters which will mimic almost any port currently in existence.

The function of the item is to allow two devices to be connected together regardless of their function. The only requirement is that the items have electronic components. Whether the two connected items can 'speak' to one another is for the GM to decide.

If you connect an electronic wine thermometer to a plasma cannon you may be able to get the plasma cannon to fire if the wine is a certain temperature. A more sensible use would be to connect an ancient data drive to a modern PDA or perhaps a SMART chipped gun to a PC in an attempt to find out who the weapon was coded for.

Basically this device allows the players to be extremely creative and build makeshift or unusual equipment. The GM should reward creativity with increased chances of success. Jury-Rigging may help with some creations.

The chance of the connectors fitting are as follows.

EQUIPMENT	EXAMPLE	CHANCE
Modern common	PDA / Stereo	100%
Modern unusual	Archon/Custom	70%
Old Common	Circa 2000 PC	80%
Old Unusual	Old jet fighter computer	60%

UNIVERSAL CONNECTOR (WIRELESS)

10,000¢

This comes as a set of 6 universal morphic ports which can plug into almost any equipment currently available. They function in the same way as the Wired Universal Connector (above) but require no wires. The active range is 150 metres.

WEAPON DISPLAY / STORAGE CASE

Light	200¢
Tactical	400¢
Heavy	600¢

A connoisseurs purchase, this shows the weapon off to its best. It features an integrated long life lighting system, lockable glass front and fixings for wall mounting.

WEAPON CRATE

Small	2 Heavy Weapons	200¢
Medium	6 Heavy Weapons	600¢
Large	18 Heavy Weapons	1000¢

These large black chip-locked crates are ideal for storing and transporting weapons. The contain a sculptable foam suitable for securing a range of weaponry. See the description of the Weapon Rack for relative sizes of weapons.

WEAPON RACK

500¢

This large, polycarbonate rack is wall mounted and capable of carrying a variety of weapons of all sizes. It's an essential piece of equipment to go in the back of any Division's business vehicle. Weapons stored in such a rack can be accessed as a free action and don't get bashed and knocked as they slide around the floor.

TEX TAPE

TEX TAPE

TEX TAPE

The rack can typically hold 8 heavy weapons but is designed to hold all kinds of different ones. You could consider that a heavy weapon is the size of two tactical weapons and a tactical weapon is the size of 6 light weapons.

WEAPON RACK DISGUISE 250¢

This upgrade for the weapon rack allows it to resemble something else. For example, an electric radiator, bed, refrigerator, wine cabinet, back seat of a car etc. Anyone looking around will be unlikely to spot the weapon rack. Each disguise is made to your specification ensuring there are no 'standard' disguises the UIG can look for.

Effect

Anyone poking around will not see the weapon rack. If they are looking closely they receive a -4 to their 'Perception + Observation' roll.

The wipers could hardly keep up with the rain deluging the windscreen glass. Lao muttered something and Heng awoke with a grunt.

"Up there, see the lights, that's the checkpoint"

Heng made a chewing motion and stretched his massive arms, "So, we've got it covered".

"Don't be complacent, this is important"

"I know," growled Heng, "and you getting worked up ain't doin' us any favours. Now chill, I'm going back to sleep."

The inside of the cab was illuminated by strobing blue light, the Officer climbed up to the footplate and peering inside, used the torch on his rifle to scan the two Agents.

"I need to look in the back, routine inspection."

Lao nudged Heng awake again, "Show the Officer the back."

Heng growled again, "Come with me."

He pulled a key out of the glove box and clambered out of the cab, instantly soaked through by torrents of icy rain. With a great heave the metal shutters rolled up and clattered into place.

"Knock yerself out."

The officer climbed inside, after a cursory scan it was obvious there was no cargo.

"We've just dropped off, can we go now."

The officer pulled a short sword from its sheath and using the pommel began carefully tapping the sides of the truck, his head tilted, straining to hear some tell-tale sign.

Heng began to climb carefully into the back of the lorry. Unaware of his approach the officer paused his tapping and replaced his sword.

"Is there any kind of void or compartment behind this...."

From the back of Heng's wrist a 4 foot blade ejected like a flash of silver. The point embedded itself into the Officers neck who stood inanimate, blood gurgling and bubbling out of his throat.

Heng activated his smearer "Lao, they found it, get us out of here."

WEAPON NANOSSEMBLER

1000¢

The Weapon Nanossembler is an expensive but effective way to repair a weapon in the field. The device is the size of a matchbox and contains a terabot of nanites which are pre-programmed with the design specification of all common modern weapons. If a weapon becomes damaged the nanossembler can repair it in just 3 rounds. The nanossembler cannot improve the condition of a weapon but they will restore it to a functioning state. (i.e they will automatically fix the weapon as on page 31 of the Core Rules with no chance of failure.) The unit can repair 4 light weapons, 2 tactical weapons or 1 heavy weapon.

WIRELESS COMPUTER ADAPTORS

800¢ A PAIR

This is a pair of small x-pin sockets with transmitters built in. They essentially form a connection between two computers and allow the machines to speak to each other. Permission must be granted to use both systems otherwise you must hack your way in as normal. The range is 100 miles. By purchasing more adaptors you could create a remote network containing numerous machines.

WIRELESS WDN COMPUTER ADAPTORS

200¢ A PAIR

These function exactly as wireless computer adaptors (above) but signal is piggybacked onto the World Data Net meaning range is planet-wide. The disadvantage is that anyone on the WDN could theoretically detect your activity and spy on you.



PROXIMITY SENSOR (COVERED IN THE CORE RULES)

SECTION 5

CYBERNETICS

It started during the Agent training programme with the WF. I was so damn moral back then; thought I was incorruptible. I got my first upgrades, ICE, neural stabs and such, it was like opening Pandora's box.

The worst thing is...I'm not sorry for what I did. A long time ago I would have rather died than do that to all those people but the Machine is an unforgiving master an' I tell you what, if you let me go, I'll do it all over again.

*Statement 0016 of Ex-Agent John Macray to UIG psychoanalyst Kimberly Harris.
File Ref. 009005:cultofmachina/agentdefection/macray.flz*

CYBERNETICS OVERVIEW

God made man in his own image that he may more easily aspire to be like his creator. Behold him now, a hybrid of flesh, machine and gluttony; a corruption the likes of which was never meant to be. It seems only fitting the child no longer resembles his father.

- Cardinal Dominus Cava

CYBERNETIC WEAPONRY (CYBERMUNITIONS)

This describes a category of cybernetics which are designed to act as aggressive combat systems. Note that there are some upgrades in previous Corporation books which count as cybermunitions and follow these same rules.

They should be fairly obvious and generally consist of any upgrade designed to deal damage.

The process of preparing the weapon for use, normally via extension, is controlled by voluntary nerve impulses. Anyone having these weapons installed should be aware of the following.

1. The weapons are not easy to remove. They are comprised of two sections, the housing and the weapon. The housing cannot be removed without cybernetic surgery.

The weapon can be removed but a professional cyberneticist is necessary to do it properly unless they are designated as quick release.

Some establishments will not permit the carrying of weapons and if your cybernetic weapons are detected you will be denied entry unless you remove them.

2. You must have the relevant licenses for the implanted weapon.

3. These weapons cannot be disarmed in the conventional manner.

4. The weapons are subject to EMP where available, if not the standard Cybernetic EMPS of 25 applies.

5. Cybermunitions are designed to be fitted to the arms unless specified.

Stack up the weapons!!

Rather than list all allowable combinations of implanted cybermunitions, the GM should use their discretion to allow or deny Agents particular weapon arrangements. For example, two wrist weapons on the same hand should not be allowed but an arm sword and a wrist knife could be located on the same arm.

QUICK RELEASE OPTION

The patient can opt for the quick release version of a cybernetic limb, which can be detached in 2 minutes by anyone with 'Cybernetics & Robotics' of 1+. Modifying a limb to be quick release costs 1,500¢. Note that a Reaver DX4 Cybernetic arm is typically used as a replacement and costs 11,500¢ including the quick release mechanism.

Note: If the patient repeatedly removes limbs the GM should feel free to deny any Assimilation (or similar) bonus and may require more time for any related bonuses to manifest

CYBERNETIC LOCATIONS

Where are the cybernetics located? With some of the new rules such as pulping it has become necessary to know where cybernetics are installed. On the next page is a master list of all cybernetics printed to date and where they belong. It is the intention to keep this list up to date as each new book is released.



REAVER DX7 CYBERNETIC LEG

It has become appallingly obvious that our technology has exceeded our humanity.

Albert Einstein

GENERIC

Internal A.I.	Top of Brain
Synaptic Modulators	Throughout Body
Smeaker	Jaw
ICE	Throughout Body

ANASCAN

PSE	Front of skull
Deepscope X-Ray Module	Chest Cavity
'Eternity' Recorder	Chest Cavity
IFF Assessor	Top of Brain
Inner Vision GUI	Front of Skull
Internal Navigation System	Front of Skull
Midnight Vision System	Front of Skull
Range Targeter	Front of Skull
Reticle Eye	Eye
Telemetric Vision	Eye
Thermal Imaging System	Front of Skull
U-View Optical Sharing	Eye

DATANETICA

Advanced Process Chip Socket	Back of Skull
Cerebral Link	Neck
Droid Army Hub	Jaw
Hacking Translator	Back of Skull
Integrated Computer	Throughout the Body
Internal Translator	Jawbone
Spatial Navigation Unit	Inner Ear
Storage Drive	Chest Cavity
Dual Process Sockets	Back of Skull
Mandroid Transmitter	Jaw
Process Socket	Back of Skull
Neural Jack	Back of Skull / Finger
Team Biostatus Monitor	Abdomen

GEMINI

Airhead Brain Oxygenator	Base of Brain
Bio-Lynx Modified Teeth	Jaw
Cardiomechanics	Chest Cavity
Cytokinetic H-Glands	Specified by User
Digital Injector	Finger
Fibroctin Nerve System	Throughout body
Myotic Restructuring	Throughout body
Oral Analyser	Tongue
Poseidon Cybergills	Neck
Respiratory Toxin Filter	Nose and Throat
Stealthskin	Skin
Systemic Toxin Filter	Abdomen
Terminus Joint Pneumatics	Legs
Toughskin	Skin
Videoskin	Skin

HACHIMAN

5000 Series Charge Driver	Arm
Manus Clor Tentacle	Forearm
R70 Monocoil Whip	Finger
Raiden Galvanic Combat System	Throughout Body
Tomoe X50 Assault Cannon	Arm
UT-80 Futsunushi Plasma Blade	Forearm

KRIEG

Anagathic Nanite Implant	Abdomen
BioMotion Tattoos	Skin
Celebrity Face	Face
Hair to Go	Scalp
'Mystique'	Hands & Face
Facial Reconstruction	Face
Ocular Repigmentation	Eyes
Voice Synth	Throat

LIBERTY BLACK

AMS Wrist Pistol	Wrist
Auto-Termination System	Neck
Body Space	Chest Cavity
Calteri Wrist Knife	Wrist
Crystal Weave Body Space	Chest Cavity
Crystal Weave Coating	Anywhere
Digital Tools	Fingers and Thumbs
Geo-Sonic Sonar Array	Hands and Feet
ID Chip Concealer	Hand
Flat Hands	Hands
Palm Thorns	Hands
Personal Grapple	Forearm
Naturalisation Circuits	Specified by User
Switchprints	Fingertips
Self Destruct Core	Specified by User

MIKURO NANOSYSTEMS

Cybernetic Repair System	Chest Cavity
Nanite Organic Repair System	Chest Cavity
Wireways	Throughout Body
Nanetic Tazer	Throughout Body
Nanomed System	Chest Cavity

MUNASHII

Graft-Mask	Face
Implanted Bolt-Driver	Forearm
Mimetic Claws	Hands

REAYER

AMS DD9 Rotary Cannon	Arm
AS2000 Alloy Skull	Head
Arm Defenders	Forearms
Blackhand Mk VI Weaponised Limb	Arm
Bodyplates	Chest, arms, legs
Cybertech AS3000 Alloy Skeleton	Skeleton
Cybertech Plasma Blades	Hands
Dermal Aggressors	Skin
Demonclaw Knuckle Chainsaw	Hand
DX4 Cybernetic Arm	Arm
DX7 Cybernetic Leg	Leg
Ebonite MkVII Weaponised Limb	Arm
J2000 Garuda Combat Breacher	Forearm
Naninium Body Plates	Anywhere
Neckbolster	Neck
Ironfist Knuckle Plates	Knuckles
Sabrestrike Arm Sword	Forearm
Vehicle Systems Analyser	Front of Skull

SHIRAKAWA

Cyberarm Shuriken Launcher	Arm
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TAKATA

Iokan Akai Tiger Claws	Forearms
Internal Clock	Eye
Internal Music System	Left of Brain
Laser Line Transmitter	Eye
Yoshi-Miki Gaming Arm	Forearm
Integrated Shield Assessor	Front of Skull
Gensou Integrated Weapon Sheath	Arm

TRACER U

Bolt On Tools	Hand
Dermal Hazard Defence	Skin
'Goliath' LCP Skeleton	Skeleton
Unisocket	Hand

V.K. EURONETICS

Elastoline Skin	Skin
Follicular Remodeller	Scalp
Polymorphic Skeleton	Skeleton
Polymorphic Skull	Head

ANASCAN

OPTICAL TECHNOLOGIES

ANASCAN U-VIEW OPTICAL SHARING

Installation	Simple, 1 Hour
Cost	2000¢
Prerequisites	Anascan PSE

Any two or more Agents who have this upgrade can essentially see through each other's eyes. The 'Primary Viewer' is the one who is engaged in first hand viewing. Those who are tapping into his vision are called 'Secondary Viewers'. Permission must be granted by the Primary Viewer; this is simply a mental acknowledgement instigated by nerve impulse in the head. The range of the shared vision is 2km. The Secondary View can overlaid onto the vision completely, as a GUI inset or displayed on a screen connected to the viewers neural jack / PSE.

ANASCAN IFF ASSESSOR (IDENTIFY FRIEND OR FOE)

Installation	Complex, 10 Hours
Cost	4,000¢
Prerequisite	Anascan Inner Vision GUI Internal A.I. of 3 or more

The user's Internal A.I. is able to analyse combat scenarios and determine who is friend or foe; neutrals are considered friends. Approximately 10% of the time the system cannot decide conclusively and will go off-line rather than compromise the subjects allies.

Analysis is done in one of the following ways. This has no game effect for the most part. It is simply to explain how the system makes it decisions.

1. The first time the user spots a target he mentally registers friend or foe. The IFF then records this data.
2. If the user has a World Database License or a remote ID chip scanner the system can use it to identify friends and foes. (The GM could reduce the fail rate by 2% for each of these if present.)
3. It will consider the Division allied automatically
4. It can conduct behavioural analysis, i.e. those attacking the subject or his registered allies are considered foes

System

At the start of a combat scene roll a D100. If you get below or equal to the fail rate the system goes off-line for the scene.

Otherwise it works and the user gains +1 Perception for the scene with regard to the targeting and observation of enemies. (Generally shooting them). Friends have a green box painted around them while foes have a red box.

Another application of this upgrade however, is for A.I. controlled weapons to attack with. If you have such a weapon it does not need your mental command to attack, it just gets on with it.

ANASCAN INNER VISION GUI

Installation	Complex, 10 Hours
Cost	10,000¢
Prerequisite	Anascan Primary Sensory Enhancement (PSE)

The subject has a Graphical User Interface (GUI) added to their vision which can be linked to any system the Agent has installed such as a Datatetica Storage Drive or Anascan Telemetric Vision. The subject can then access, utilise and configure installed devices by subtle movements of bio-servos which are installed during the procedure. The GUI can also be used to access other systems that are connected to the Agent. Many devices can be considered 'installed', not just cybernetic systems.

This is a prerequisite of many other high-end cybernetic systems.

ANASCAN INTERNAL NAVIGATION SYSTEM

Installation	Complex, 6 Hours
Cost	2,000¢
Prerequisite	Anascan Inner Vision GUI

Once installed the subject is continually aware of exactly where he is geographically. He can pull up a basic scalable world map on his GUI and zoom in to a 1:1 scale if desired. Note that this is not a live feed and is based on the Shinjitsu Worldwide Home Edition map which is regularly updated but does not show people, vehicles and the like. Some areas will also be inaccessible such as UIG installations. Other parties can appeal to have locations hidden, the success of these appeals often depends on the rank, status, situation and wealth of the individual concerned. The device should be updated every few months by visiting an Anascan dealer and wirelessly connecting with their system. (This costs 100¢). If the player fails to update her files occasionally the GM should make their maps report back inaccurate data every now and then.

ANASCAN DEEPSCOPE X-RAY MODULE

Installation	Complex, 4 Hours
Cost	7,000¢
Prerequisites	Anascan PSE

This is a hefty, fist sized upgrade which is installed into the target's chest though the sensor cables are threaded up the neck and into the PSE. The recipient can now activate a refined form of multi-wavelength x-ray vision and with it see through solid objects. The vision is black and white and a little blurry. It's not generally suitable for continuous everyday use as its range is fairly low. Agents tend to turn it on and off as the situation demands.

Basic Range	400 metres
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Penetration

Paper / Skin	40cm
Wood / Plastics	20cm
Polycarbonates / Light metals	10cm
Dense Metals	5cm

If you attempt action scenes such as gunfights or driving a car with x-ray vision activated you receive a -4 penalty to all physical and Perception based actions.

DATANETICA

Reliable Field Processing

DATANETICA SPATIAL NAVIGATION UNIT (SNU)

Installation Simple, 1 Hour
Cost 1,000¢

This tiny implant, popular with outdoorsmen and survivalists, bridges the inner ear and frontal lobe of the brain with a microprocessor that the patient can activate at will. When activated it begins recording all the spatial-awareness data from his inner ear and stores it on a small writable section of memory. Thereafter, the patient can command the implant to replay the data collected so far, giving him instant awareness of his position in relation to the point at which the implant was activated and allowing him to retrace his steps perfectly if desired. The SNU cannot read changes of position resulting from the use of teleporters or FarDrives as in these cases there is no movement through the intervening space or space-time is too warped for the device's simple processor to interpret.

DATANETICA TEAM BIOSTATUS MONITOR

Installation Simple, 1 Hour
Cost 2,000¢
Prerequisite I.C.E. Technology, Anascan GUI
Targets must also have this upgrade.

A person with the Team Biostatus Monitor installed is aware of the current medical condition of allies who also have this upgrade installed. Ideally the whole Division are upgraded at the same time giving them all a complete awareness of the current state of their team-mates. The upgrade consists of a small encrypted transmitter / receiver which is installed into the homeo-dynamic status (HDS) monitors of an Agent. (HDS monitors are part of ICE)

DATANETICA DROID ARMY HUB

Installation Simple, 3 Hours
Cost 2,000¢
Prerequisite Sub Vocal Communicator, Internal A.I. of 2+

This tiny piece of black box technology is installed into the body and linked to the sub-vocal communicator. The user can then issue commands to any modified droids that he is the registered programmer of, with sub vocal instructions. Only simple commands can be given such as "attack the men in black armour" or "prevent anyone hurting me".

The GM could allow logical upgrades such as fitting the droid with a remote ID chip scanner. The owner could then command the droid to attack certain people or to attack everyone except the Division.

The user can control a number of droids equal to his Internal A.I.

Modifying the Droid

Each droid the user wishes to command must have a receiver installed which is a simple job requiring Cybernetics & Robotics 2+ and ten minutes work. Each receiver costs 200¢.

DATANETICA MANDROID TRANSMITTER

Installation Simple, 3 Hours
Cost 4,000¢
Prerequisite Anascan PSE, Datanetica Droid Army Hub, Internal A.I. equal to 50% or higher than the target droid. E.g. to control a droid with A.I. 9 you would need Internal A.I. 5 or more.

The Droid Army Hub is uprated with a wideband, two way transceiver. Using this modification the Agent is able to 'possess' a modified droid that he is a registered programmer of. He temporarily loses control of his own body and is now considered to BE the droid. He can utilise all the droids systems as though they were his own. The Droids A.I. STAT is replaced with the Agents Intelligence STAT. If the droid is destroyed the Agent returns to his own body without consequence. The Agent's mind never really leaves his body, he effectively just remotely controlled the droid.

Modifying the Droid

The Droid must be upgraded with a wideband transceiver. This costs 1000¢, takes 1 hour and requires Cybernetics & Robotics of 4+.

DATANETICA HACKING TRANSLATOR

Installation Simple, 1 Hour
Cost 2,000¢
Prerequisite Neural Jack

Most systems in the world run on very similar code. The computers in use today are so advanced that to write a propriety code for its operation would normally be such a monumental task it would not be worth the effort.

Occasionally however, a computer uses an exclusive operating system written by someone with a different agenda. Examples include a barking mad A.I., a paranoid genius, a secretive Cultist or an unfathomable alien intelligence.

In these cases standard hacking software will be insufficient. The Datanetica Hacking Translator allows an Agent to work with the unusual language. As long as his neural jack is in the chain he can hack or access the system as normal.

A plain software version of this is not currently available as Datanetica claim it requires a component only found in an organic brain to function. Whether this is true or not is open to speculation.

The upgrade has the following success rate.

Homemade but traditionally created code	95%
Homemade but unusual code	90%
Bizarre code from a warped mind or normal A.I.	85%
Unearthly code from a warped A.I. or alien mind	80%

Success allows your computer to work with the code, you still may have no idea what you are looking at. *For example, you could access an alien mainframe using your hacking skill but the data you collect would be indecipherable.*

MIKURO NANOSYSTEMS

MIKURO NANITE ORGANIC REPAIR SYSTEM

Installation	Complex, 1 Day
Cost	60,000¢
Prerequisite	I.C.E Technology, Synaptic Modulation

One of the many voids in the target's chest cavity is used to house a small but extremely advanced nanofactory. The installation procedure is complex as the nanofactory must be programmed with the targets genotype (genetics) and phenotype (resulting expression of genetics and environmental factors).

This programming ensures the nanites will reconstruct the host correctly. An error at this stage would be devastating and a team of skilled bionanetic technicians is highly desirable. When the target is wounded the nanites surge around the blood stream and lymph rapidly reconstructing the damaged tissue.

Effect: The patient now regenerates at the following rates.

Active	Agents Endurance per 5 minutes
Full Rest	Agents Endurance per minute
Medcare	This has no noticeable increase in heal speed.

The nanofactory only needs to be replenished once a year which costs 1000¢.

MIKURO WIRE WAYS

Installation	Complex, 1 Week
Cost	50,000¢
Prerequisites	I.C.E Technology Internal A.I.

This augmentation places hundreds of sophisticated nanowire routes through the targets body. These on their own serve no purpose and have no effect. They must be linked into an existing I.C.E system and an Internal A.I. with the correct protocols installed in order to function. When this is done they can allow the A.I. to jump start a downed Agent. See page 113 for more information on this.

MIKURO-TWO SNAKES NANOMED SYSTEM

Installation	Complex, 2 Days
Cost	8,000¢

Developed in conjunction with Two Snakes Medical this nano-upgrade increases the effectiveness of medpacks by using nanites to open and close lymph and blood vessels. This helps to direct the flow of haemavine to the areas it is most needed.

Effect

Intravenous and standard medpacks heal an additional 2D6 HP when used.

MIKURO NANETIC TAZER

Installation	Simple, 1 Hour
Cost	7,500¢

What could be a better concealable weapon than one you can carry in your cells? An cocktail of several different specialised nanites is injected into the patient; an hour later the nanetic batteries will have absorbed enough energy to enable the system's primary function. The nanites will restructure a portion of the patients epidermis to act as a contact-point for a nanite tazer (normally a finger but you can specify otherwise by painting the area with a radioactive primer). While the power output is low and the nanetic batteries cannot hold much of a charge, as a surprise or weapon of desperation, it is peerless.

Effect

Acts as a standard hand-tazer (page 41 of the Core Rules). The victim must roll under his 'Perception + Endurance' with a penalty equal to your XS or be unable to act for D6 rounds. The tazer recharges at a rate of 1 use per hour and can have a maximum of 2 charges at any one time.

Any attempts to detect it with a scanner suffer a -90% / -18 penalty. Attempts to detect it without a scanner are impossible.

MIKURO NANITE CYBERNETIC REPAIR SYSTEM

Installation	Complex, 1 Day
Cost	10,000¢

This small nanofactory is placed into the body and sends repair nanites around the blood and lymph to maintain your cybernetics. With this upgrade in place you have no need to pay maintenance costs for your cybernetics. It will not repair damage or remove any loss of condition; it is simply a mild maintenance system.



NANO CUFFS - FEATURED IN THE EASTERN BANK

LIBERTY BLACK

COVERT OPERATIONS SPECIALISTS

LIBERTY BLACK GEO-SONIC SONAR ARRAY

Installation Complex, 5 hours
Cost 5,000¢
Prerequisite Anascan PSE

Ultra-sensitive geo-sonic receivers, much like miniaturised versions of those used to monitor earthquake activity, are implanted into the outer extremities (hands and feet) of the patient and connected to their PSE via fibroctin pseudo-nerves. Once properly calibrated the receivers can be activated and begin feeding data to their owner's nervous system through the PSE, allowing him to sense vibrations through hard substances that would be normally out of the range of human perception.

Effect

With the foot receivers active the user is able to sense the movement of anything in ground contact within 30 metres of him. This provides a +8 to Perception checks made to detect hidden targets providing that interference (crowds of people, heavy machinery, generators) is at a minimum. If interference is present the GM may decide on a reduced bonus or no bonus at all.

With the hand receivers active the user is able to 'hear' through up to 5 metres of any substance with an AV of 15 or less, so for example he could hear the conversation of security guards through a guardhouse wall or realise that a safe he was about to break into contains the tell-tale beep of a countdown timer...

LIBERTY BLACK CRYSTAL WEAVE BODY SPACE

Installation Simple, 7 hours
Cost 6,000¢

This is a compartment built into the chest cavity large enough to house small items such as a pistol, heavy grenade or canister of gas. A camouflaged door covers the compartment which is seamlessly blended to the skin and opens via nerve impulse (in the same way as you might clench your fist).

The advantage over the standard body space (page 68 of the Core Rules) is that the crystal weave integrated into the space ensures that it cannot be detected by any modern scanners.

LIBERTY BLACK DIGITAL TOOLS

The subject has useful items built into his hands and fingers. Each Digital Tool uses one digit meaning that normally a total of 5 tools can be fitted to each hand. Some tools may require more than one digit and some subjects may not be eligible. For example, a Cult of Machina arm graft or Liberty Black Flat Hands would both hamper the installation of digital tools. When the surgery is performed additional augmentations are installed to ensure the continued functioning of the hand.

Lockpicks

Installation Simple, 2 hours
Cost 1,500¢

The subject has a retractable set of standard lockpicks built into one of their fingers. Lockpicks are detailed on page 52 of the Core Rules.

Security Bypass Device

Installation Complex, 3 hours. Requires 2 digits.
Cost 10,000¢

The subject has a Security Bypass Device installed into a digit. A second digit is also required to house the retractable mechanism which is inserted into the lock. The price includes the miniaturised Security Bypass Device. See page 52 of the Core Rules for the Security Bypass Device.

Torch

Installation Simple, 1 hour.
Cost 1,000¢

A powerful torch is installed into a digit. The battery on the torch lasts 200 hours at which point it must be replaced which costs 50¢.

ID Chip Scanner

Installation Complex, 8 hours
Cost 3,500¢

A miniature ID chip scanner is installed into a digit and a screen is mounted into the back of the hand. The screen has a sliding panel over it covered in the subject's skin making it very hard to spot unless it is being used. The user can scan an ID chip with his finger or thumb and then view the information on the screen. The data can also be sent to a PDA or computer if desired. See page 51 of the Core Rules for ID Chip Scanners.

Micro-Cord

Installation Simple, 3 hours
Cost 1,500¢

30 metres of micro-cord are installed into the subject's digit and mounted on a reel. The cord has a breaking point of 200kg but the subject's wrist will obviously start to suffer if weight is placed on it that he cannot handle. The cord can be reeled in but there is not enough power in the reel motor to lift the subject.

Sample Tube

Installation Simple, 1 hour
Cost 600¢

The digit is hollowed out so a small sample tube can be kept in the finger. The tube is used to store substances or very small objects much like a Liberty Black Body Space. The tube supplied comes complete with an injector tip allowing the user to either take a liquid sample or inject a stored liquid into a substrate (such as injecting poison into a human).

LIBERTY BLACK

COVERT OPERATIONS SPECIALISTS

Cutting Torch

Installation Simple, 2 Hours
Cost 1,500¢

This functions exactly the same as the cutting torch on page 50 of the Core Rules. Once expended a miniaturised energy cell must be inserted which costs 500¢.

Dart Gun

Installation Complex, 3 Hours
Cost 1,500¢

A small injector dart launcher is installed into the finger of the subject. There is space to hold one dart, which can be filled with toxins as normal. The weapon is considered a 'Light Firearm' and a new dart costs 20¢.

Glass Cutter

Installation Simple, 1 Hour
Cost 500¢

This advanced glass cutter is installed into the end of a finger and can be used to cut through domestic glass. It doesn't need energy cells and will not noticeably dull for approximately 10 years.

Camera

Installation Simple, 3 Hours
Cost 1,500¢

A camera is installed into a digit. The tip of the digit is replaced with a one way screen that the camera can see out of, but resembles the user's skin. An integrated memory chip can save 10,000 high-res images or they can be routed to an internal storage device if available. The camera can record 2 hours of high-res moving footage.

EMP MicroPulsar

Installation Complex, 2 Hours
Cost 1,400¢

A tiny EMP generator is installed into a digit. It delivers a D2 EMP attack which, although ineffective as an attack form, is capable of damaging exposed electronics such as domestic data storage devices or low level electronic locks. (This would break them, not open them.) The MicroPulsar is fuelled with the user's bio-electricity and as such can only function once every 10 minutes. This counts as a close combat attack.

Credit Chip Reader

Installation Complex, 3 Hours
Cost 1,500¢

A lead can be reeled out the digit which has 2 ports on it, each able to clip onto a credit chip. It functions exactly the same as a Credit Chip Reader (page 50 of the Core Rules). However in this state it can only make slip credit transfers. If the subject also has an ID Chip Scanner (either digitally installed or a separate unit) registered credit transactions can be made.

LIBERTY BLACK CALTERI WRIST KNIFE

Installation Complex, 4 Hours
Cost 2000¢ + the price of the knife

A knife is mounted into the back of the hand which can be extended as a free action. This knife resembles punch dagger when extended and functions exactly as if the subject was armed with a knife.

Anyone attempting to find the knife suffers a -10 / -50% penalty to their roll.

LIBERTY BLACK PERSONAL GRAPPLE

Installation Simple, 3 Hours
Cost 3500¢

This involves installing the 'Personal Grapple' (see page 63) permanently into the arm. No additional bonuses are conferred and the dart fires out of the back of the hand.

UIG

UNITED INTERNATIONAL GOVERNMENT

Fellow citizens, there has been an increasing trend to use crystal weave technology to facilitate the transport of illegal goods through controlled zones. We remind you that while crystal weave itself is not illegal using it for such purposes is. We ask everyone to be vigilant and look for tell-tale signs of anyone using crystal weave to break the law.

Some tell tale signs include

Scratching the chest or thigh area
Shortness of breath from recent lung reduction
A general look of furtiveness
Unwillingness to remove the shirt or jacket

Any information given, which results in an arrest will receive 1 Rank point and a 1000 credit reward.

If you are caught using crystal weave technology to break the law you could be fined up to 40 rank points.

REAVER CYBERTECH

COMBAT CYBERNETICS

REAVER BLACKHAND MK. VI WEAPONISED UMB

Installation	Light Firearm	Complex, 5 Hours
	Tactical Firearm	Complex, 10 Hours
Cost	Light Firearm	5,000¢ + Price of Weapon
	Tactical Firearm	8,000¢ + Price of Weapon
Prerequisites	Reaver DX4 Cybernetic Arm	

The patient's cybernetic arm is outfitted with an internalised light or tactical firearm of their choice. Deploying the weapon is a free action; while deployed the patient's arm is effectively useless for anything requiring manual dexterity. The weapon's ammunition is contained within the patient's shoulder and is able to accept all standard ammunition. There are no additional complications for reloading.

Effect

Internal limb-weapons are immune to disarming attempts. While undeployed there is a -5/25% modifier to any rolls to detect the weapon. The arm is a little bulkier than a normal arm giving +1 to checks to identify it.

REAVER EBONITE MK.VII WEAPONISED UMB

Installation	Light	Complex, 5 Hours
	Tactical	Complex, 10 Hours
Cost	Light	8,000¢ + Price of Weapon
	Tactical	11,000¢ + Price of Weapon
Prerequisites	Reaver DX4 Cybernetic Arm	

The patient's cybernetic arm is outfitted with an internalised light or tactical firearm of their choice. Unlike the Blackhand MK VII, there is no need to deploy the weapon before firing, rather it is always considered to be drawn; focusing crystals, plasma emitters and gun barrels extend from the palm or fingertips in a fraction of a second, ready to fire before the patient has even aimed. The weapon's ammunition is contained within the patient's shoulder. There are no additional difficulties associated with reloading.

Effect

The weapon is always considered drawn even when not in use. While undeployed there is a -5/25% modifier to any rolls to detect the weapon. The arm is a little bulkier than a normal arm giving +1 to checks to identify it.

REAVER IRONFIST KNUCKLE PLATES (PAIR)

Installation	Simple, 2 Hours
Cost	1,500¢

A set of alloy plates are inlaid into the hands of the subject allowing them to deal more damage with punches.

Effect

+1 to Close Combat Damage

REAVER VEHICLE SYSTEMS ANALYSER (VSA)

Installation	Simple, 4 Hours
Cost	4,000¢
Prerequisite	Anascan Inner Vision GUI

This compact chipset is installed to work in conjunction with the users Anascan GUI. Upon sighting a vehicle the VSA scans its extensive database for the closest match and then overlays a targeting grid onto the users Inner Vision GUI. This shows the user where to target the vehicle for maximum effect.

Effect

Upon spotting a vehicle the user mentally commands the VSA to activate. It will bring up a valid targeting grid for vehicles with the following success rate:

Stock vehicles such as production cars or standard tanks	95%
Customised vehicles such as street race modded cars or prototypes	80%
Scratch built vehicles. I.e. one-off, unique helicopters.	50%

If the grid appears (the user rolls equal or under the percentage) she can fire with a -1 penalty and all damage done is maximised. E.g. Instead of D8, a Black Cougar deals 8 damage.

REAVER J2000 'GARUDA' COMBAT BREACHER

Installation	Complex, 8 Hours
Cost	6,000¢
Prerequisite	Reaver DX4 Cybernetic Arm

A heavy-duty durasteel drill is installed into the patient's cybernetic arm which can be deployed as a free action. While deployed the arm is effectively useless for anything requiring manual dexterity. The drill can be used in close combat as a weapon that deals 2D8 mashing damage with a rate of 2 and ignores 2 points of AV. In addition, if used against a stationary target its AV penetration increases by 1 for each continuous round it is used, allowing the patient to break down walls and make blasting-holes in safes given enough time.

REAVER NANINIUM BODYPLATES

Installation	Simple, 5 Hours
Cost	6,000¢ each

Strong, flexible Naninium body plates are inserted under the skin to provide protection to the wearer. Effect

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

REAVER CYBERTECH

COMBAT CYBERNETICS

REAVER SABRESTRIKE ARM SWORD

Installation	Complex, 8 Hours
Cost	10,000¢
Prerequisite	Must be mounted into a cybernetic arm.

An ingeniously constructed collapsible long sword is mounted into the forearm. It is pneumatically loaded and as a result can be deployed as a free action. The sword functions in the same way as a long sword but is fixed to the users arm. Due to its collapsible nature it is considered condition 6 when purchased and cannot be increased above condition 6. If a critical fail is rolled when using the Sabrestrike, it breaks at one of its articulation points and must be repaired. Any attempt to detect the sword by searches and scanners suffers a -5 / -25% penalty.

REAVER DEMONCLAW KNUCKLE CHAINSAW

Installation	Complex, 6 Hours
Cost	8,000¢ per hand

A small microbladed chainsaw is embedded into the back of the wrist, which when extended, effectively replaces the knuckles of the attacker with tearing, tungsten-molybdenum teeth. These add +3 to the users unarmed strike damage and the attack is considered to deal mashing damage.

REAVER NECKBOLSTER

Installation	Simple, 3 Hours
Cost	6,000¢

A naninium plate is installed around the subject's neck to make it harder to sever the head. Because of the supple nature of the naninium no Agility penalty is incurred.

Effect: The damage needed to sever the subjects head is increased from 15 to 20.

REAVER AMS DD9 SHOULDER MOUNTED ANTI-VEHICLE ROTARY CANNON

This anti-vehicle cybermunition can be mounted in two configurations. (See original weapon on page 33.) Note that other heavy weapons can be used instead of the rotary cannon. The same basic rules apply. These upgrades are known as Armageddon Weapon Limbs.

1. Replacement The arm is removed and the weapon mounted into the shoulder socket. This option is typically favoured by the Cult and hardcore nukes.

2. Integrated The weapon is integrated into the existing arm leaving optimal functionality.

Note that because this is a slightly scaled down version of the

original weapon the user requires an internal A.I. of 3+ to use the advanced anti-vehicle features of the Tornado.

REPLACEMENT

Installation	Simple, 2 Hours
Cost	Cannon 12,000¢ Installation 3,000¢
Prerequisites	Alloy Skeleton, Strength 10+

The patients arm is removed and replaced with a heavy rotary cannon which is able to swivel at the shoulder joint. A -5 penalty is applied to any action which would require two arms such as climbing, although the GM may drop this penalty by 1 point a month as the patient becomes familiar with their new arm. The penalty cannot be improved past -2 and actions such as wielding a two handed sword in two hands are not possible without further augmentation.

Assimilation Bonus

The weapon initially is very hard to control and all attacks made with the weapon suffer a -2 penalty. Each week after installation the user gains +1 with the weapon until he has a permanent +3 bonus.

Quick Release

This weapon is available with a Quick Release option (1,500¢, page 71) but if the patient repeatedly removes the Rotary Cannon the GM should feel free to deny the Assimilation Bonus or require more time for it to manifest.

INTEGRATED

Installation	Complex, 8 Hours
Cost	Cannon 12,000¢ Installation 7,000¢
Prerequisites	Alloy Skeleton, Strength 10+, DX4 Cybernetic Arm

The patient's existing cybernetic arm is opened up and modified to accept the mounting of the Integrated Model of the DD9 Rotary Cannon. Upon completion of the operation the subject has a -3 penalty applied to any actions which require two arms. Each week the penalty drops by 1 until no penalty applies. The arm is still stiff but the patient generally learns to adapt. You retain the hand but cannot use it effectively when firing the weapon.

Assimilation Bonus

The weapon initially is very hard to control and all attacks made with the weapon suffer a -2 penalty. This improves by +1 per week until three weeks after installation the patient becomes at-one with the arm and receives a permanent +1 to attack with the rotary cannon.

This weapon is available with a Quick Release option (1,500¢, page 71) but if the patient repeatedly removes the Rotary Cannon the GM should feel free to deny the Assimilation Bonus or require more time for it to manifest.

KRIEG

COSMETIC BIOMECHANICS

KRIEG CELEBRITY FACE

Installation	Complex, 5 Hours
Cost	10,000¢ + 500¢ a year leasing 1,000¢ a year to store your old face

Always dreamed about looking like Tex Calahan? Well, we can't promise that but we have a wealth of celebrities who have leased out the copyright on their faces. Yes! That means you can look like Joany Sellbrite or even Radier Fontana. Come and browse the Krieg Celebrity Catalogue today and we can give you a face other's will have to respect!

Effect

The patient has their old face removed and placed into storage. The new face is grafted on and gives the patient the appearance of one of many celebrities. The resemblance is based on the table below.

Natural resemblance of the patient to the celebrity	
Good, same sex and build	45%
Average, both the same sex, different builds	30%
Poor, different sexes or worse	10%
Medicine Skill of Surgeon	
8-10	45%
6-7	40%
4-5	30%
1-3	10%

Add up the two percentages listed above, this is the overall chance of success. The GM should now roll a D100 and must get below or equal the percentage calculated.

Pass – Complete success, you look like your hero!

Fail by	Result
1-20	Reasonable match, most people are happy with this
21-50	Not great though some may mistake you for the celebrity in question
51-70	Poor, you look nothing like the celebrity but you do look vaguely normal
71+	You've been butchered; you look like a raw mully-burger with a hint of a face.

KRIEG MIKURO ANAGATHIC NANITE IMPLANT

Installation	Complex, 3 Hours
Cost	20,000¢ per year

This procedure installs a gene-matched nanofactory into the target which distributes nanites around their body repairing DNA and rejuvenating the tissues. Standard Agent cybernetics will certainly slow down the ageing process significantly but a year of anagathic nanites will reduce the characters visible age by 10 years to a minimum of 18.

This implant requires the cyberneticist to have the Genengineering and Nanotechnician Trainings. They must also have access to a biosignature reader to program the nanite colony. No rolls are needed for this aspect of the installation.

KRIEG BIOMOTION TATTOOS

Installation	Simple, 1 Hour
Cost	300¢ per square inch

The user's skin is impregnated with small packets of chromatophores and a central controller chip much like Gemini Videoskin. The injections are controlled and localised so that specific shapes can be created. The designs are programmed into a computer and then applied by a machine.

Although you should select the shape of the design the colours and patterns within it can be altered using a PDA via a wireless link to the tattoo.

KRIEG HAIR-TO-GO

Installation	Complex, 3 Hours
Cost	4,000¢

The patient's hair follicles are painstakingly removed and replaced with synthetic ones. The hair continues to grow and can be dyed or accept styling as normal.

The advantage with Hair-to-Go is that once styled and set using a mimetic wand (cost 100¢ - not included), the hairstyle will be virtually indestructible. The hair does not go rigid, it is as though it had a memory and will attempt to reform into it's last style as soon as possible if disturbed.

You could imagine it like a tight perm* after washing; as soon as the hair becomes dry the perm reasserts itself.

The character gains +1 Looking Good.

They say age is in the eyes; that irrespective of faultless skin or the arc of a finely sculpted cheekbone you can look someone straight in the eye and see the journey of their life painted in those two glittering orbs.

That's crap, I can fit you with new eyes too.

-Doctor Micky van Horne, E.I. Anagathacist to the rich and famous

**Only it's not a perm...unless you want your Agent to have a perm...that's fine...nothing wrong with a perm.*

TAKATA

PRECISION MACHINERY



TAKATA IOKAN AKAI TIGER CLAWS

Installation Complex, 5 Hours
Cost 6,000¢ for a pair

A pair of retractable Iokan Tiger Claws (page 40 of the Core Rules) are implanted into the patients hands. The claws themselves are not collapsible and physically retract back into the hand and forearms. These are normally installed in pairs. They can be extended as a free action.

TAKATA GENSOU INTEGRATED WEAPON

SHEATH

Installation Simple, 4 Hours
Cost 5,000¢
Prerequisite Reaver DX4 Cybernetic Arm

The Reaver cybernetic arm is carefully remodeled using the latest nano-techniques to create a void in the forearm large enough to store a small weapon. Typically it is used to carry a knife, set of shuriken or pistol. Removing the weapon from the sheath counts as a standard action.

Checks to find the weapons suffer a -5/25% penalty.

TAKATA YOSHI-MIKI GAMING ARM

Installation Simple, 30 mins
Cost 1,000¢
Prerequisite Reaver DX4 Cybernetic Arm

The ever popular 'Yoshi-Miki' gaming console is installed in its chip form into the users arm. A pop up holo-screen generator, lowband WDN interface and control pad are also installed. The user can now keep up with his online games, care for his virtual pets and battle the relentless hordes of the Vidigomar wherever he may be.

TAKATA INTERNAL CLOCK

Installation Simple, 30 mins
Cost 800¢
Prerequisite Sub-Vocal Communicator

After the installation of this tiny chip and micro-screen the user can see the time in the top left corner of her vision. The time can be relayed from any major transmitter such as the UIG world clock or a Corporate timelog. The owner can use the sub-vocal communicator (if present) to initialise a stop watch, countdown timer, set an alarm or change the time zone.

The clock can also perform any other functions you would expect of an advanced time keeping device.

TAKATA INTERNAL MUSIC SYSTEM

Installation Simple, 30 mins
Cost 800¢
Prerequisite Sub-Vocal Communicator (smeaker)

A simple digital music player is connected to the auditory centres of the brain. The player can be controlled by smeaker commands which allow the user to select from up to 1 million stored tracks. If the user has a WDN connection he can download and listen to any track for just 1 credit.

Typically the sound is sent directly to the brain but for an additional 300 credits a port can be fitted behind the user's ear allowing them to plug into an external system and play the audio through it.

TAKATA INTEGRATED SHIELD ASSESSOR

Installation Complex, 1 Hour
Cost 4,000¢
Prerequisite Anascan Inner Vision GUI

The user is able to monitor and assess the current state of the shield his currently targeted opponent is using. You can only target one opponent at a time. The current HP and type of shield are displayed in the user's GUI. In addition the user can calibrate his laser weapon to bypass the shield as a free action.

TAKATA LASER-UNE TRANSMITTER

"Communication, in the Blink of an Eye"

Installation Complex, 6 Hours
Cost 2,000¢
Prerequisite Anascan PSE

The Laser-Line was originally designed to overcome the problem of signal decay that made smeakers hackable over long distances. One of the patient's eyes is removed and replaced with a synthetic version containing a precision laser and both are equipped with laser-sensitive lenses connected to their PSE. By making eye-contact with another person equipped with this upgrade the user is able to transmit conversations by means of a coded laser-pulse with zero signal decay out to effectively infinite range barring interference by objects and light-distorting atmospheric effects. The practical range would normally be limited to about 100ft or so due to the difficulty of making eye-contact at range but the eyes possess automatic calibration that allows them to lock-on with each other at any range as long as both subjects are able to see each other. The laser cannot blind or harm anyone.

If both the sender and the recipient possess a Datanea Storage Drive then files may be transferred too. Laser-Line communications may not be hacked.

HACHIMAN

CYBERMUNITIONS

HACHIMAN CYBERMUNITIONS R70 MONOCOIL WHIP

Installation Simple, 1 hour
Cost 30,000¢

The patient is fitted with a cybernetic finger containing a tight, magnetically-coiled spool of monofilament wire. By flicking their finger in the desired direction the patient can fire off the wire in an arcing whip that can shear off limbs with terrifying ease. Attacking with the monocoil is made with an 'Agility + Close Combat' check and deals 2D6 damage with a rate of 2. In addition, it ignores 6 points of AV and lowers the damage threshold for severing attacks by 4. 'Monocoil whip' may be selected as a mastered weapon type. While undeployed there is a -5/25% modifier to any rolls to detect the weapon.

HACHIMAN CYBERMUNITIONS 'RAIDEN' GALVANIC COMBAT SYSTEM

Installation Complex, 1 day
Cost 30,000¢

Various bioelectric assists are interspersed throughout the patient, converting their entire body into a potent galvanic cannon. The patient can fire bolts of electricity from contact points on the palms of their hands with a 'Perception + Close Combat' check. These deal 5D8 damage that may be divided amongst multiple targets and follows all the common rules for galvanic weapons. The patient is considered to be fully insulated from his own weapon. The 'Raiden' fits up to 3 standard energy cells in a slot in the small of the patients back and each shot drains a third of a clip. While not in use there is a -5/25% modifier to any rolls to detect the weapon.

EM-Shifter 1,500¢

This additional upgrade for the 'Raiden' system shifts the photonic output of the weapons blasts up or down the EM spectrum, allowing the patient to select the colour of their lightning blasts, even to colours not found in natural lightning such as green or red. Particularly impressive displays, such as rolling a critical, may warrant the GM awarding the player an extra point of Attitude or Looking Good for the scene.

HACHIMAN MANUS CLOR TENTACLE

Installation Simple, 3 hours
Cost 12,000¢
Prerequisites Reaver DX4 Cybernetic Arm
Internal A.I. 3+

The patient's arm has a segmented neuro-linked dendrite installed into it. The dendrite normally remains internal but can extend from the palm at will up to a length of 10 metres. The dendrite is treated as having a Strength score equal to the patients and can be used to make unarmed strikes at a distance, grapple, and even as a climbing instrument.

Effect

Manipulating objects from a distance is as simple as using your own arm, with the exception that fine manipulation is not normally possible. So, for instance, you could pick up a gun with the tentacle but could not fire it.

Using the cyber tentacle as a weapon is treated exactly like an unarmed attack with the exception that its clawed head adds +2 to the damage of all strikes and it can only strike once per round. Using it in a grapple adds a +4 bonus.

The dendrite is also fully capable of supporting up to 500kg of weight before it is unable to reel in and can be used as a climbing aid by grappling surfaces with the claw, normally providing a +4 bonus on climbing related Athletics checks. (Basic Agents weigh around 80-100kg with heavily equipped and augmented ones being more like 150-300kg)

HACHIMAN CYBERMUNITIONS UT-80 'FUTSUNUSHI' PLASMA BLADE

Installation Simple, 2 hours
Cost 12,000¢
Prerequisite Reaver DX4 Cybernetic Arm

A short plasma blade sheath is fitted to the patient's cybernetic arm which extends out over the back of the patients hand when deployed. (Which is a free action.) The blade is of the ken (Japanese straight sword) design and is considered a plasma short sword with the exception that the elimination of wrist-flex adds +1 to damage rolls but reduces the rate to 2. While not deployed there is a -5/25% modifier to any rolls to detect the weapon.

Plasma short sword is the same as a short sword but ignores 4AV. It follows the same basic rules for any plasma sword.

HACHIMAN

CYBERMUNITIONS

HACHIMAN CYBERMUNITIONS 'TOMOE' X-50 ASSAULT CANNON

Installation	Complex, 12 hours
Cost	18,000¢
Prerequisites	Reaver DX4 Cybernetic Arm Strength 9

This modular retrofit integrates a high-velocity rotary cannon into the patients cybernetic arm and shoulder which unfolds in an elegant mechanical ballet to form a multi-barrelled weapon when deployed. This is a free action.

Type	Heavy
Damage	8D8
Range	Long
Rate	Machine
EMPS	25

The cannon fits up to 3 SMART clips in a tiered shoulder slot and a single SMART clip contains enough ammunition to fire the cannon 3 times.

While undeployed there is a -5/25% modifier to any rolls to detect the weapon.

The arm is a little larger than a normal arm.

HACHIMAN CYBERMUNITIONS 5000 SERIES 'CHRYSANTHEMUM' CHARGE DRIVER

Installation	Complex, 12 hours
Cost	18,000¢
Prerequisites	Reaver DX4 Cybernetic Arm

The Chrysanthemum upgrade is a magnetically propelled grenade launcher that forms an internal component for a cybernetic arm.

Attack with	Perception + Support Weapons
Damage	As Grenade
Rate	2
Range	Long

The high-velocity impact of the grenades causes the blast to ignore the up to 10 AV of whatever is at the centre of the impact point. The charge driver only accepts micrenades, which cost an additional +10%, and can hold up to 10 grenades in the forearm clip.

All our cybernetic armaments are created to what we have affectionately come to call the 'Hachiman-do', our design philosophy. Simply put, we see no reason why our users should have to compromise between elegance and effectiveness. To wield a crude but effective weapon in your hand is one thing, but to make it part of your body is quite another! No, it is unacceptable for us here at Hachiman Cybermunitions that our patients disfigure their bodies in return for greater destructive power, especially as it is so unnecessary. In an age of nanoscale precision engineering, advanced materials and A.I. assisted design optimisation we can create augmetic weaponry that is not just powerful, but beautiful. Anyone can wire a cannon to a cyberlimb, if you want that sort of thing I suggest you take up your business with those hacks over at Reaver. However, if you want to pack enough firepower inside your body to comfortably lay waste to a small armoured infantry division and still not look out of place in cultured circles...then step into our offices.

- Sales-pitch by Kenji Aizawa, Hachiman Cybermunitions rep.

GEMINI BIOWARE

GEMINI CYTOKINETIC H-GLANDS

Installation	Simple, 2 Hours
Cost	2,000¢ per Gland
Prerequisite	I.C.E Technology

A genetically engineered gland which produces a variant of Compound 'H' (named H-Reversine) is installed into one of 6 primary I.C.E. lymph systems on the patient. If a part of the body near the lymph system in question is severed the H-Gland secretes H-Reversine which migrates via the lymph system to the severing site. This allows the victim to stick the body part back on as though using Compound 'H' (see page 50 of the Core Rules). The gland withers and needs replacing after 5 uses.

There are 6 locations available for installation. Each effects loss of body parts for a different area.

Head

Allows reattachment of the head providing the user has a Datanetica Cerebral Link or it is done within 3 seconds.

Right Arm

Allows reattachment of the right arm or any parts of the right arm.

Left Arm

Allows reattachment of the left arm or any parts of the left arm.

Right Leg

Allows reattachment of the right leg or any parts of the right leg.

Left Leg

Allows reattachment of the left leg or any parts of the left leg.

Torso

Allows the torso to be 'glued' together.

GEMINI AIRHEAD BRAIN OXYGENATOR

Installation	Complex, 4 Hours
Cost	3,000¢
Prerequisite	I.C.E. Technology

A small oxygenator is fitted to the brain which allows it to remain alive and undamaged for 48 hours. This mean when an Agent is taken to OHP he does not lose 1 Intelligence a round and will not die for 48 hours.

GEMINI ORAL ANALYSER

Installation	Simple, 3 Hours
Cost	5,000¢
Prerequisites	Anascan Inner Vision GUI

The subject's tongue is replaced with a synthetic bio-mechanical unit covered in tiny sensors. The tongue functions normally but is also able to analyse a small sample of a chemical with a high success rate. The user places a tiny sample on their tongue and the composition of the substance is displayed on the users Anascan Inner Vision GUI. If the user is concerned about poison the tongue should be cleaned immediately after use. Contact poisons will not work as there are no blood vessels in the tongue.

There is a base chance of 80% to successfully identify a substance. The GM should add between +20% and -79% depending upon the age, obscurity and size of the sample. The Agent can only make one attempt to identify a sample.

GEMINI TERMINUS 5.0 JOINT PNEUMATICS

Installation	Complex, 3 hours
Cost	3000¢
Prerequisites	Alloy Skeleton

Pneumatic cushions are installed into the patient's ankles, knees, hips and lower spine. Their function is to reduce impact damage from controlled falls. I.e. Falls where the subject lands on her feet.

Effect

Anyone with this upgrade halves damage from controlled jumps. In the case of Agents this means they only take 1 point of damage for every 4 metres they drop.

Normally the first 2 metres of a controlled fall deal no damage. This upgrade increases that distance to 10 metres.

Example: A drop of 40 metres is only considered a 30 metre fall. 30 divided by 4 is 7.5 damage; rounded down means the Agent takes 7 damage. (Armour helps against this damage).

GEMINI SYSTEMIC TOXIN FILTER

Installation	Complex, 10 Hours
Cost	Level 5 Filter 10,000¢
	Level 8 Filter 15,000¢
	Level 10 Filter 20,000¢

A toxin filtration system is installed into the patient which makes them immune to ingested and injected toxins equal or lower than the level of the filter. The filter can be upgraded over time by meeting the additional cost. For example, if you had a level 5 filter installed you could pay 10,000¢ to have it upgraded to a level 10. This system can be turned off by a mental command allowing the patient to feel the effects of toxins such as alcohol, drugs and unusual medicine.

GEMINI RESPIRATORY TOXIN FILTER

Installation	Simple, 3 Hours
Cost	8,000¢

The patient has a filtration system installed into their nose, throat. This prevents atmospheric toxins up to level 10 entering the body via the respiratory tract.

GEMINI POSEIDON CYBERGILLS

Installation	Complex, 4 Hours
Cost	11,000¢

A set of artificial oxygenating membranes are implanted into the neck of the patient where they remain hidden inside rows of skin pockets until the patient is immersed in water. Cybergills permit the patient to breathe underwater indefinitely, they confer no ability to resist waterborne pathogens or breathe in any substance that does not contain a significant oxygen component.

V.K. EURONETICS

V.K.Euronetics is an E.I. owned cybernetics research and manufacture subsidiary. It specialises in customisable body parts designed to morph while the user is wearing them. Originally this was done to appeal to the consumer whose idea of a fashionable physique changed every month. Ultimately E.I. saw little profit in this but instead used these morphic upgrades to give their Agents an edge when working undercover.

V.K. EURONETICS POLYMORPHIC SKULL

Eurasian Inc. Agents Only
Installation Complex, 2 Days
Cost 28,000¢
Prerequisite Elastoline Skin

This advanced piece of cybernetics contains numerous biomechanically operated shifters which can allow the skull to change shape according to a programmable wireframe.

The skull can be plugged into a computer and morphed using a custom program (included with the skull) to create all kinds of weird and wonderful designs. (Roll 'Presence + Arts and Culture')

Alternatively a good photograph can be used to provide a pattern for the skull to shift to. This needs to be inputted via the computer program supplied.

A range of photos from different angles.	95% accuracy
A few different photos	85% accuracy
One decent photo	75% accuracy
One poor photo	50% accuracy

Inputting the seed image takes around 10 minutes and the skull shifts instantly. The accuracy above represents how much like the target subject the new face looks and the GM can use it to determine whether close friends or facial recognition software can tell it's a fake.

If the user has an Anascan Inner Vision GUI then the skull can be manipulated by the owner without a computer. He could effectively remodel his face while running away from pursuers. This may require a 'Presence + Arts and Culture' roll.

Physical Bonuses

+2 HP, +1 AV

V.K. EURONETICS POLYMORPHIC SKELETON

Eurasian Inc. Agents Only
Installation Complex, 4 Days
Cost 30,000¢
Prerequisites Anascan Inner Vision GUI, Elastoline Skin

This alloy skeleton has a series of biomechanical shifters which allow the bones to grow and contract. The skeleton also features a series of inflatable metallo-silicate implants which can make the users fat and muscle mass appear to change. This allows the user to drastically alter their physical appearance though it has no affect on their STATS and skills. (The GM may wish to rule that if an Agent turns himself into an enormously large person they may

suffer a drop in Agility or Athletics in some situations.)

A number of presets are installed into the skeleton's controller chipset which the user can select with the Inner Vision GUI. The presets are numerous and extras can be created and saved.

Examples include -

Bodybuilder
Skinny
Voluptuous
Lithe
Obese
Fighter
Athlete
Lanky
Dwarf

The skeleton can reach as high as seven feet or as low as five.

Physical Bonuses

+5 HP, +1 AV

V.K. EURONETICS ELASTOUNE SKIN

Eurasian Inc. Agents Only
Installation Complex, 10 Hours
Cost 6,000¢

This upgrade is made especially for use with the polymorphic bone-sets featured on this page. Without it the skin of the user would rip or wrinkle when the biomechanical shifters were activated.

This skin cannot accept any toughening procedures such as toughskin but can accept upgrades such as videoskin though the image may become distorted at times. This is a biotech upgrade and is similar in composition to real skin. This allows it to be healed with standard medpacks etc.

V.K. EURONETICS FOLLICULAR REMODELLER

Available to all
Installation Simple, 5 Hours
Cost 4,000¢

The scalp is replaced with a man-made version, which is able to produce hair at a rate of 1mm per minute until the desired length is achieved. The scalp synthesises the hair from proteins naturally produced within the human body. A small chip is located in the scalp which has hundreds of pre-programmed hair styles built into it so the user can select which one he wants by using an Anascan Inner Vision GUI. If he does not have one the scalp must be plugged into a computer via a tiny port at the top of the neck to make the selection. New hairstyles can be designed when the scalp is plugged into a computer.

Continually growing lots of different hair styles will drain the users body of protein so they should eat plenty to compensate.

CULT OF MACHINA CYBERNETICS

CULT OF MACHINA GRAFTS

Chimera of the Cult of Machina often take great pleasure in grafting brutal weaponry to themselves. The loss of manual dexterity is an intrinsic part of the transformation and is never lamented. The deliberate removal of what was once considered to be an integral part of being human, is celebrated as a symbol of transcending past this flesh obsessed stage.

Cultists do not pay for grafts to be installed; they either do it themselves or request another member assist them.

DEFENCE AND GRAFTED WEAPONS

Anyone with a close combat weapon grafted to their arm is considered to always retain their defence and cannot be disarmed.

INSTALLATION FEES OF CULT GRAFT WEAPONS

There is no associated cost for Cult of Machina but if an Agent wanted such an operation the fee would typically be 500¢. Technically you could fit 2 but this would have many associated impracticalities.

EVISCERATOR

Installation	Simple, 4 Hours
Cost	3,000¢ for the saw
Prerequisite	Strength 9

3D6+Strength Damage
Close Combat
Rate 2
EMP Immune

A modified heavy duty ADN Laceron combat-grade circular saw is grafted to the user's arm (the forearm is severed in the process). It ignores 4 points of Armour Value and counts as a 'Powered Melee Weapon' if two of the damage dice roll 6 at the same time a target's body part is severed. Strength 9 is required to use this weapon. It is considered a bladed weapon and is capable of initiating a sever.

MUTILATOR

Installation	Simple, 4 Hours
Cost	500¢
Prerequisite	Strength 8

2D10+Strength Damage
Close Combat
Rate 2
EMP Immune

This is a Cult modification of the Y&S Sharktooth Combat

Chainsaw (page 40 of the Core Rules) which involves grafting the weapon onto the stump of an arm. This makes the weapon much easier to wield and allows an increased rate of attack. It is a 'Powered Melee Weapon' which deals mashing damage and requires Strength 8 to use. It is considered a bladed weapon and is capable of initiating a sever.

VIRAL SPIKE

Installation	Simple, 4 Hours
Cost	Salvaged Free - (New 6,000¢)
Prerequisite	Strength 7

D8+Strength Damage
Close Combat
Rate 2
EMP Immune

This weapon is fairly rare as it uses a viric lance salvaged from a Y&S E55 Executioner Droid. The lance is grafted onto the stump of the arm and connected to a toxin pump. The cultist can attack with the spike as standard melee weapon. However if the target is wounded by the viral spike the load is automatically injected exposing the victim to the full effects of the toxin. Commonly used toxins include Lambanic Acid and Autolamine. (Pages 47 & 48 of the Core Rules).

IMPACT HAMMER / BUTCHER

Installation	Simple, 4 Hours
Cost	2,500¢
Prerequisite	Strength 8

A kinetic impact hammer is fitted into the cultist replacing the forearm. The hammer's more mundane use is to smash rock or punch holes through doors to allow emergency crews access to buildings. In the hands of a Cultist it has a very different function; typically pulping body parts. (See page 132 for pulping body parts) It is particularly effective with the Restrain and Attack Training featured in the Eastern Bank.

Bludgeoning Attack

Dam 2D4+Strength Damage, Rate 1, EMP Immune
On a damage roll of double 4, a random body part is pulped.

Pulping Attack

This can only be attempted once every two rounds as the hammer requires time to charge.

The Cultist must roll to hit with a penalty dependent on what body part he is attacking. (See page 132 for penalties.) If he hits then the weapon deals 3D8+10 damage.

If this deals enough damage then the body part is pulped.

OTHER CYBERNETICS

THE REMEDY / THE CURE

Installation	Complex, 12 Hours
Cost	20,000¢

Surgeons of the Cult use this macabre array of cybernetically installed tools to conduct surgical procedures on both patients and victims. The augmentation consists of a selection of instruments chosen by the surgeon, which are then installed into a hand and connected via a series of bio-links, servos, wires and fibroctin conduits to the living nerve clusters in the Cultists spine or CPU. The end result is a portable surgical apparatus over which the surgeon has an exceptional degree of control.

Effect

The hand is effectively useless for anything other than medical procedures but the surgeon is considered to have an 'Excellent Lab' with him at all times. (See page 22 of the Core Rules for details of the Surgery Training.)

ACTIVE NANINIUM SUBDERMAL PLATES

Installation	Simple, 1 Hour
Cost	10,000¢ each

Active naninium plates are pressed onto the cultist and secured in place for several days while the nanites slowly merge the flesh with the armour. The process is incredibly painful and because the nanites are working unguided there are sometimes unwanted results such as alteration of random parts on a molecular level.

Effect

The Cultist gains a +1 to his AV for each plate fitted. A total of 10 active naninium plates can be fitted which bestow no penalty to the wearers Agility due to their thin, flexible nature. This is a greater number than normally permissible due to the fusing method used. There are of course dangers (see naninium on page 89).

THE QUIET

Cost to Build	100,000¢
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Active Naninium will eventually destroy anything it is attached to. For this reason the Cult of Machina have developed a machine called The Quiet. It resembles an enormous tilted throne, bristling with probes and seething with cables. By the use of carefully manipulated energy patterns the active nanites are calmed and their activity brought to a hibernatory state. As soon as the cultist leaves The Quiet the nanites slowly resume their activity and continue to effect Machine Cancer in the host. The Quiet is usually reserved for Cultists of high status who have large amounts of active naninium such as Warmasters. Those with high amounts of active naninium must spend a significant percentage of their life in the Quiet, only rising to execute their terrible duties.

ELECTRODERMIS

Installation	Complex, 10 Hours
Cost	10,000

A cultist must be heavily augmented to utilise this upgrade effectively as it only travels along the metal surfaces of the body.

Each metallic surface of the cultist is connected to a high power electrical generator stored in the body, (often in the form of an energy clip). When activated the cultist's body is charged with electricity damaging any organism currently within 0.5 metres of the cultist. The high price of the item is due to the meticulous insulation of all the cultist's components prior to installation. This does not make the cultist immune to EMP, it simply protects him from the EMP of his own Electrodermis.

System

An energy cell provides 10 attacks.

There is a 10% chance the cultist effects himself in the process causing him to take damage and EMP effects as the intended target would. The target is still affected as normal.

Damage

An electrified target takes 3D6 damage each round they remain in the area of effect. This ignores armour.

EMP – An effected target is also hit with a 3D6 EMP blast.

THE ALL-SEEING EYE

Installation	Complex, 5 Hours
Cost	50,000¢

The unsightly upgrade is not necessarily exclusive to the Cult but they are the only ones who seem to manufacture and use it. A monstrous mechtronic eye is built by hybridising a plethora of existing equipment and cybernetics. The completed upgrade is easily the size of a fist and when installed most of it must be located outside the patients head.

Effect

The All-Seeing Eye has many variants and can include any manner of sensing equipment the creator desires. Below is listed an example and its system effects.

The 'Hateflesh' All Seeing Eye of Cult Chimera 'Unanimity'

Unanimity, a Warmaster of the Cult, had this eye constructed for him by Hateflesh, a gifted Cult surgeon, out of various prizes he had collected from his unfortunate victims.

PRIMARY COMPONENTS

Anascan PSE
Anascan Midnight Vision System
Anascan Reticle Eye
Anascan Telemetric Vision
Anascan Thermal Imaging
Anascan InnerVision GUI
Takata Prototype Cutting Laser

EFFECT

+1 Perception
0 Lux Vision
+2 to hit with all his weapons
+1 Perception
Thermal Vision
Self Monitor / Fine Adjustment
Laser attack, 4D8 damage, Rate 1
Random sever if 2 damage dice roll 8 simultaneously.

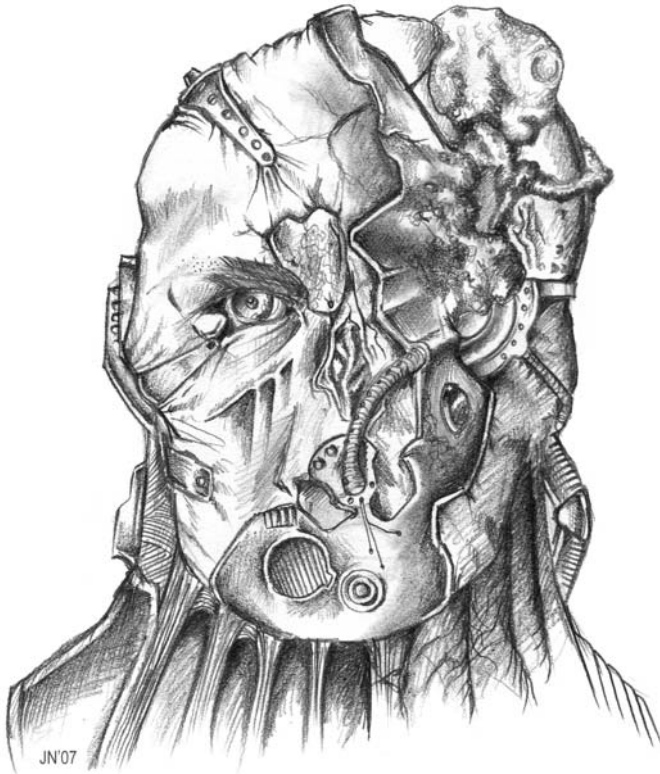
SECTION 6

NANOTECH AND

XENOTECH

NANINIUM

REVILED MEMORY - DISPLAYING SYMPTOMS OF MACHINE CANCER



WHAT IS NANOTECH?

In basic terms nanotechnology can be described as controlling and exploiting the structure of matter on a scale below 100 nanometres. For example, manipulating atoms and molecules to create tiny devices, invisible to the eyes which could perform delicate tasks such as surgically entering cells or building new materials atom by atom.

WHAT IS NANINIUM?

Naninium is the strongest and most durable substance known to man; it is also lightweight, and highly malleable. Naninium is manufactured by nanites (nanorobots) and as such does not fit into any standard material category such as metal, polymer, alloy etc. The creation process is extremely slow and expensive and so it tends to be made in small quantities for specialist uses.

ACTIVE NANINIUM

When the nanites have manufactured the required quality of naninium in the correct shape the finished product is exposed to intense and specific electro-magnetic impulses which effectively kill the nanites. The naninium is then inert and can be used safely. If the nanites are not neutralised the naninium remains active and if the material comes into contact with other substances the results are bizarre, unpredictable and generally dangerous.

HAZARDS OF ACTIVE NANINIUM

Naninium plates are covered in both Machines of War and The Eastern Bank.

Obviously most clients buy their naninium plates from the shop or strip them off dead enemies. Only the desperate or unstable would choose to place active naninium into their bodies.

Once active naninium has been installed into the host it takes 3D6 days for the plates to fuse completely. During this time there is a strong chance that some of the nanites aggressively invade the host.

1. Each time a piece of Active Naninium is pressed onto the flesh the GM should secretly roll 3D6 to see how many days the fusing will take.
2. When the fusing is complete or if the plate is removed early you should note the number of days contact and consult the 'Chance of Aggressive Invasion' table below. If the plate is left in place it provides its benefits irrespective of side effects.
3. Find the appropriate row on the table and roll D100. If you roll equal or below the % stated then there has been an aggressive invasion and you should roll on the 'Effects of Aggressive Invasion' table with the dice stated. (Next page.)

Example – Agent McGregor decides to fit himself with an active naninium plate he stole.

1. The GM rolls 14 on 3D6 but does not tell McGregor's player. Agent McGregor waits nervously for many days waiting for the plate to fuse.
2. After 14 days of game time the GM announces the plate seems to have fused so the GM looks up 14 on the table below and rolls a D100. If he gets 40 or less there has been an aggressive invasion. The GM rolls 24.
(Note that even if McGregor had pulled the plate off after 3 days there would still be a 10% chance of invasion.)
3. The GM (enjoying himself immensely) rolls a D4+D6 on the 'Effects of Aggressive Invasion' table.

CHANCE OF AGGRESSIVE INVASION

DAYS	%	DICE ROLL
00-02	05	D2
03-05	10	D4
06-09	20	D2+D4
10-12	30	2D4
13-15	40	D4+D6
16-18	50	2D4+2

EFFECTS OF AGGRESSIVE INVASION

1. Lumps and Bumps

Superficial lumps, scabs and pustules break out around the site of the fusing. This can be fixed with medical attention but they keep returning for several months. There is a 50% chance of -1 Looking Good for D6 months. Re-roll each month.

2. Bone Infestation

Bone around the site of the fusing becomes brittle and warped. It grows at an unregulated rate jutting out of the host's body more each week and causing significant pain when moving. The user loses D4 permanent HP. This affliction can be reversed by having the fused plate cut out and the entire area affected by the nanites removed. This costs 2000¢

3. Cardio Infestation

The nanites migrate through the bloodstream to the heart of the host. There they alter the organ on a molecular level. If the heart was not organic it is still affected. Roll D10 on the table below. (A new heart costs 1000¢).

- | | |
|-----|---|
| 1 | Heart is being destroyed completely. Host must have a new heart within 24 hours or die. |
| 2-5 | Heart is badly damaged, -1 Endurance until a new heart can be fitted. |
| 6-7 | Heart is simply changed, it still works but would not look human if examined |
| 8-9 | Heart is damaged, user loses 1 permanent HP until the heart is replaced. |
| 10 | Heart is improved, user gains +2 permanent HP |

4. Cybernetic Attack

The nanites migrate through the body and begin to alter a random piece of cybernetics. There is a 90% chance they render it useless and a 10% chance they improve it by increasing its EMPS by 5. If the host has no cyberware it has no effect.

5. Muscular Attack

The nanites attack the hosts muscles (roll a D10). If they are augmented they are still affected. Undoing the damage caused by the nanites costs 4,000¢

- | | |
|-----|--|
| 1-7 | The muscles are damaged, host loses 1 point of Strength |
| 8-9 | The muscles are badly damaged, host loses 2 points of Strength |
| 10 | The muscles are enhanced, the user gains 1 point of Strength |

6. Nervous Attack

The nanites invade the hosts nervous system whether it has been augmented or not. Fixing the damage costs 8,000¢

- | | |
|-----|---|
| 1-7 | The nerves are damaged, host loses 1 point of Reflexes |
| 8-9 | The nerves are badly damaged, host loses 2 points of Reflexes |
| 10 | The nerves are enhanced, the user gains 1 point of Reflexes |

7. Skin Infestation

The nanites swarm through the sub-dermal tissues causing the skin to redden, blister and in parts rupture. This process will continue for several weeks until the nanites have passed out of the host. Looking Good is reduced by 5 points and Presence is reduced by 2 points for this period.

There is a 10% chance that after this time the skin is tougher and the host gains an innate +1 to his AV.

8. Immune Attack

The nanites attack the hosts immune system inhibiting their ability to regenerate from damage. The host's rate of healing is halved. (Medpacks and artificial healing are also decreased in effectiveness by 50%). This lasts D6 months or the host can be cured in a specialist facility which will cost 10,000¢ and take 1 week.

9. Fusing

The nanites attempt to fuse other materials with the flesh. Anything left in contact with the body for more than 5 hours will begin to be assimilated into the body including clothes, cybernetics, glasses etc. This state of being lasts for D6 weeks. Clothes etc. have little effect but cybernetics each lose a condition level per 24 hours. Each condition level lost by a cybernetic component results in the random loss of a STAT point as the body buckles under the metamorphosis. (Roll a D8)

1-2 STR, 3 END, 4-5 AGI, 6 REF, 7 PER, 8 PRE

Having this treated in a lab costs 12,000¢ and takes one week.

10. Mind Conversion

The nanites infest the brain and cerebro-spinal fluid. They begin to re-engineer the neurones on an atomic level adding machine A.I. like qualities to it. This change is highly desirable to the Cult. The subject notices very little difference but others may see them becoming more distant and dispassionate as the days progress.

The subject gains an additional STAT called A.I. at 0. (Artificial Intelligence). Each week this STAT increases by 1 and the subjects Intelligence drops by 1. There will be a point where both STATS are very low, at this time the subject is in mental turmoil and unable to think clearly. When A.I. becomes higher than Intelligence the subject comes out of the reduced mind-state and begins to think clearly. He is now running as a self-aware A.I., not a human. This does not necessarily mean he will turn into a cold logical machine (but he most likely will do).

When the A.I. reaches the same score as the subjects previous Intelligence the process stops and the player permanently loses their Intelligence STAT. (A.I. can now be increased as normal). This is irreversible.

The subject must now pay double for Psychology and Lying & Acting skills but only need pay half the cost of Computers & A.I. and Mechtronics. The main disadvantage to this is that anyone with this mind-state is considered an outlaw and will be instantly put to death if discovered.

Note that you can use the A.I. STAT for any rolls which previously required Intelligence.

This new STAT is not the same as Internal A.I. which you may still possess and increase as normal.

USING AGGRESSIVE INVASION IN THE GAME

Although aggressive invasion is described as being a possible effect of embedding active naninium into the body there are several other ways you can include it in the game. Essentially it is the side effect of having unrestricted nanites circulating within an organic system. Below are listed other ways to include Aggressive Invasion in your game.

Be sure to make up your own variants of aggressive invasion and don't be afraid to make them really nasty.

1. The Experiment

The division are caught by Cultists who inject them all with various classes of nanites in an attempt to understand their nature.

2. Invaded Innocent

An innocent person or animal has become infested with active nanites and has become something of a monster.

3. The Final Threat

The division hunt down a scientist as part of their mission. When cornered he brings out a phial of nanites with a dead man switch. This inevitably goes off infecting the players with airborne nanites.

4. Nanite Plague

A nanite plague sweeps through an old city. The division must enter the old city in order to find its source. They have only a limited time to succeed before the plague kills them.

5. Prototype Testing

The division are requested to test some new cybernetics. The testing goes wrong and they begin to show signs of aggressive invasion.

6. Spontaneous Activation

An anti-corporate terrorist group has worked out how to reactivate nanites. Anyone using nanotech could have their systems aggressively invaded at any time. This includes Agents as ICE technology contains a nanotech component.

IMPORTANT COMPANIES

Anyone using a nanofactory machine agrees to be routinely inspected by both the UIG and Tu-Chin. Any breach of conduct results in suspension of the Nanotech License and a removal of between 10 and 30 Rank points for anyone involved.

MIKURO NANOSYSTEMS

Mikuro are one company who work closely with Tu-Chin using custom built nanofactories to create a line of impressive nano-weapons, equipment and cybernetic upgrades. (See page 75.)

Although other Nanotech companies exist, Tu-Chin dominates the market and has become regarded as the most reliable and competitively priced provider of nanotechnology in the world.

TU-CHIN NANOFACTURE

Tu-Chin is an independent minor Corporation which operates out of the Seoul Interchange. They are known to have contacts within both the Shi Yukiro and the Ai-Jinn and many believe them to be backup by at least one Rogue Archon. The reason for this is that they were the first company to manufacture nanotech on a commercial scale which for a company of their size is quite remarkable. Some of the worlds more ardent conspiracy theorists also believe that nanofactory is of great interest to Archons as it would allow them to easily create technology from their own civilisation.

Tu-Chin use their knowledge to create nanofactories. These machines are hired or sold to other companies so that they may produce their own nano-based technology within the restricted parameters placed on the units. For example, you could purchase a nanofactory specifically designed to create a particular type of fuel cell. The unit cannot be altered to produce anything else. Of course there is always room for some budding genius to try his hand at resetting the machine and getting it to produce all kinds of dangerous technology but these instances would be rare.

XENOTECHNOLOGY

The term 'Aliens' fill many with thoughts of short grey men or slaving, bug-eyed monsters. Fortunately these otherworldly menaces have yet to rear their heads and so far our only experience of extra-terrestrial life has been either harmless or benevolent. Primarily the Archons, their subterranean city and so called 'living minerals' on Mars.

It is therefore with no trepidation and much excitement that I can reveal to you the first open exhibition of xenotechnology. Each exhibit has an interactive display alongside which illustrates our researcher's findings and consequent suppositions as to the function of the artifact.

You are reminded that strict new A.I. controlled security protocols are in place so please, remain calm at all times and avoid unnatural or threatening behaviour.

-Exchange Member Anisah al Bakr, Introductory speech at the First Open Exhibition of Xenotechnology, United International Finances Commerce Centre, Dubai

OVERVIEW

Xenotechnology is a rare commodity in the modern Corporate world. UIG scans of the Venus Artifact City show that the previously explored sections are just the proverbial tip of the iceberg and as such there could still be a wealth of undiscovered xenotech. Mars also houses the phenomenon of the Living Minerals, which despite continued UIG research have yielded little in the way of information. The few instances of hostile alien confrontation are either categorised as anomalies or covered up by the UIG's Terrestrial Security Office.

Public views on the use of Xenotech are mixed but the majority are against it claiming it is 'not for this Earth' and pointing out that if it were so good, where are the thriving alien populations?

At present the closest most citizens are likely to get to xenotech are the subtle enhancements to their lives provided by Archon technology such as the anti-grav drive on their jet bike or the cheap, mass produced processors which power their house management A.I.s.

Agents on the other hand, although unlikely to simply be given Xenotech, are in a position where they may well find themselves stealing, hiding, destroying or even utilising such technology.

GM Section – Ideally players should not read this section.

Xenotechnology should remain mysterious and elusive, it should never become commonplace but at the same time there is no harm in the Division coming into contact with it now and again. Use the items described here to add another layer to the game and feel free to generate your own items.

XENOTECH ON EARTH

Although only a few artifacts were ever recovered from Venus, xenotech often simply turns up on Earth with little explanation. There are two main theories to explain this:

1. The Archons override human nanofactories and synth plants and use them to produce Xenotechnology, knowing that the skill does not exist to reverse engineer it. They can then observe humans using these advanced technologies. Archon conspiracy devotees speculate that the technology finds its way into the hands of select individuals who are unknowingly (or knowingly) furthering the Archon's plans.

The GM can use this concept to add archon technology into the game whenever he needs to. It also allows it to be found in the most unlikely places.

2. The Xenotech was already on Earth and is simply being discovered. Perhaps it is a remnant from another time or was left by extra-terrestrials visiting the planet.

PURE XENOTECH

These artifacts are of pure alien construction. The UIG have researched these items thoroughly and there is information about the artifacts to be found if the players are resourceful. For example, using UIG or Archon Contacts. The names listed below are chosen by researchers, they are not indicators of an alien language.

Calanri Disc (Relic 23)

This is one of the artifacts recovered from the ancient city on Venus. A metallic disk 25cm across and 1cm thick, the top and bottom curve at the edges to form a discus-like shape. The surfaces appear to be covered in very fine circuitry patterns but are still extremely smooth to the touch. The disk can be easily chipped using metal or stone, if it is then its properties are lost. It has a uniform texture inside much like a brittle, crystalline mineral.

Effect

If the Calanri Disc is placed onto a deceased organism fine wire-like filaments extend from it into the corpse and begin the slow process of reviving them. The flesh is rebuilt over 2-3 hours and the being then wakes peacefully. The extended filaments are left in the individual and are now intrinsic to him. I.e. if removed, death is instantaneous. The disk is then a useless, if interesting object.

Side Effect

The Calanri Disc is of Archon construction and is in fact a powerful piconite machine capable of rebuilding an organic structure. The filaments, once installed, act as a sophisticated two way biotech data transmitter, allowing the Archon which created the disc to utilise the senses of the revived individual. Although the Archon cannot control the individual it can communicate with her and she can mentally communicate back. The end result is that anything the revived individual senses, the Archon can also sense.

Surge Wafer (Relic 11)

This is a thin sheet of black crystalline material 4cm long and 2cm wide. Several such sheets were collected from the complex housing the Archons.

Effect

When placed into contact with any electrical components from a system containing data it instantly makes all of that data available to the user effectively breaking down all security barriers in place.

System

When the wafer is used as above the user can access a single machine as though he was the administrator of it. Nothing is left inaccessible. There are limitations though; the system will only allow access to data stored on the machine it is used on. It will not give access to an entire network. It is best used on a backup server or a single machine used for the storage of data. The data acquired can be downloaded to a storage device as normal.

Side Effect

The wafer slowly destroys the machine. The user will only have 2-20 rounds to access the system. (2D10 rounds / 6-60 seconds). At the end of this period the machine is corrupted beyond repair and the data is irretrievable.

The Erebus device (Acquisition 81-J)

Acquisition 81-J got its more descriptive name from the security guard (who had a fascination with Greek myth) assigned to the installation where it was stored. Molecular scans show the device to be a rough ovoid manufactured from a silicon / polymer mix that defies spectrographic analysis. Without the aid of scanning equipment it is impossible to tell the true shape of the device as it

draws in light from all around it, creating an area of wispy, amorphous shadow that blankets it for a distance of about 1 foot. It can be mentally activated by anyone who holds it and knows its function. When active it emits the stored light in a coherent beam that's intensity is dependant on the amount of ambient light when it is fired. If exposed to high intensity light it can rival a laser cannon in its power.

Ambient light level

Ambient light level	Effect
Dim	Flare-like burst
Twilight	1d6 damage
Torchlight	2d8 damage
Indoor lighting	2d10 damage
Bright artificial lighting	4d8 damage
Natural sunlight	4d10 damage
Noonday sunlight	5d10 damage

The Erebus device may also be commanded to produce a field of shadow around its wielder, granting a -4 penalty on 'Perception + Observation' checks made to see him in poor light.

Dark Energy Shield (Relic 32-J)

A dark energy shield is a flat, black, triangular object that's sides measure precisely 4-inches each, one side is a uniform silver colour while the other is crisscrossed with line-patterns around a central orange crystal.

Effect

When the silver face is placed flat to the skin and the crystal pressed it adheres to the skins surface and projects a field of dark energy* hard ions around the wearer.

*The energy equivalent of dark matter



System

The dark ion field functions as a combination invisibility field and 80-point covert shield, the effect lasts until the shield is fully depleted. The shield does not have the energetic equilibrium effect of Earth-made hard ion shields and slowly loses points at a rate of 5 per ten minutes of use. Recharging the dark energy shield requires only that it be exposed to direct sunlight but otherwise functions exactly like recharging an ion shield.

Side Effect

Using a dark energy field leaves the user feeling drained and depressed, after each ten minutes of use the wearer must roll 'Presence + Endurance' or lose 1 Conviction point, if at 0 conviction they lose 1 point of Presence which returns at a rate of 1 point per day.

The Tesseract Sphere (Relic XX, All records expunged from database, existence denied)

This metallic-black orb, about a foot in diameter hangs weightless at whatever point it is left with no visible means of support, it is perfectly spherical past the 1200th digit of pi and completely featureless until used when it projects a layer of holographic-style symbols across its surface.

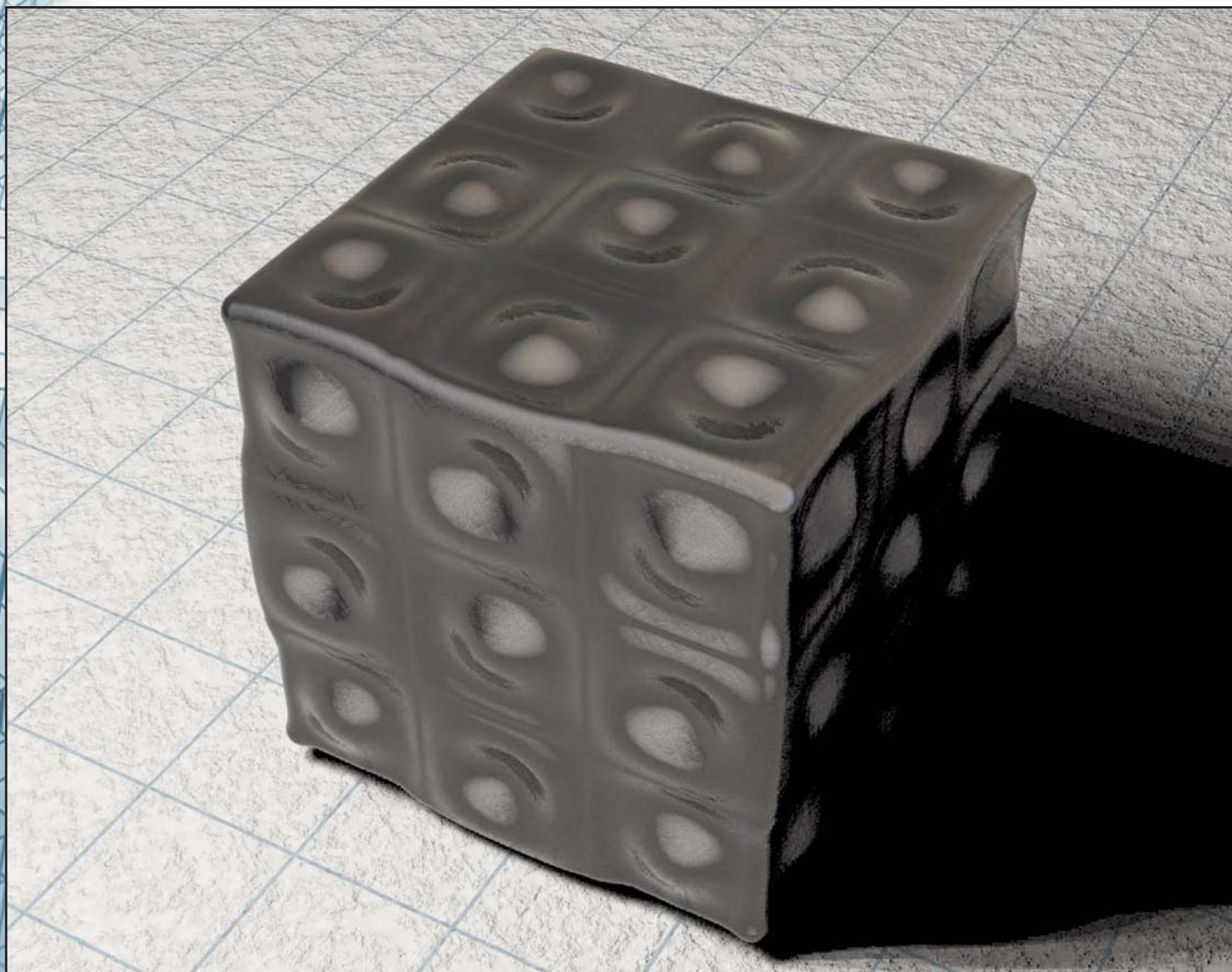
Effect

Relic XX has the staggeringly powerful ability to create minute tesseracts; areas where two points in space overlap to exist in the same point rather than remain separate. These tesseract points are still not fully understood but can be used as a long-range teleportation vector with apparently no range limit. Most of the time it sits encased in a tower block-sized supercomputer on the Larsen Ice Shelf which can be used to aid in calibrating its tesseract fields.

System

Using the Larsen supercomputer to activate the tesseract sphere requires at least one 'Intelligence + Science' roll with a modifier based on the range of the tesseract point as determined below, one roll can be made every hour of work.

Distance	Modifier
Same continent	+2
Same planet	+0
Same solar system	-2
Same sub-sector	-4
Same sector	-8
Same galaxy	-12
Different galaxy	-20



The user can make additional rolls if desired in order to reduce the base possibility of a catastrophic failure by 5%. Failed rolls have no effect and critical fails result in automatic catastrophic failure.

When the user is satisfied with the current calibration they can form the tesseract field, which is roughly 8 metres in diameter. Any object entering the tesseract field is immediately teleported to the programmed location within an accuracy of D100 metres in a random location (wearing bingo wings or grav-chutes is advisable).

The Larsen bases own reactors provide energy for the device and can sustain the field for up to 36 hours before the drain becomes large enough to shut down the bases defence grid and by protocol the field must be turned off for at least a week before being used again.

Side Effects

The tesseract field has a base catastrophic failure chance of 100%, it is therefore advisable to spend many hours calibrating the machine in order to get a good chance of success. The chance of failure can never drop below 5%. When the field is formed make a percentile roll, if it rolls under the catastrophic failure chance then the GM should roll a D10 on the table below to determine the effect;

TESSERACT CATASTROPHIC EVENT TABLE

Roll	Effect
1	The field fails to manifest, the whole process must be restarted.
2	The accuracy of the field decreases to within D1000 metres.
3	Minor explosion within the computer tower, 3D10 damage to user.
4	Minor gravitic disturbance, the Larsen Ice Shelf experiences a Richter 5 earthquake.
5	Calibration anomaly, field forms to a point at the same distance but at a different direction. The user is unaware of the change.
6	Major explosion within the computer tower, 6D10 damage to user.
7	Inverted field, pulls random objects (and possibly creatures) from the calibrated location through.
8	Field is formed by creates a gate to an random location, pulling all organic objects within 20 yards through it. This would include the operator.
9	Major gravitic disturbance, Larsen Ice Shelf suffers a Richter 7 earthquake.
10	The Armageddon Effect; dimensional and gravitic disturbances cause hurricane, tsunamis, earthquake, and volcano activity globally for D10 days, expect to be depersonalised if you were the one responsible.

Elanic Rift Generator (Relic T19)

This weird set of looped coils is presumed to be some kind of condenser or capacity for psion energy. (The energy which makes telepathic and FarDrive travel possible).

Although he may look a little strange a telepath who possesses Prescience and has the coils wrapped around his head is able to create an elanic-psion rift through which he can perceive space-time as a clear, coherent and logical system. This gives him an unrivaled awareness of what is going on around him.

In addition he is able to move himself through controlled space-time, albeit in a very limited way. The effect is difficult to describe and telepaths have likened it to pausing a real life situation and simultaneously seeing the event from every angle.

Effect

Each scene the telepath gains an action for each point of Prescience he possesses which no-one else may react to. If he shoots a target, they may not try to dodge although they will be wounded by the bullet. To the target the telepath would appear as a brief flash. These actions are in addition to his normal action but can only be taken at a rate of 1 per round. I.e. He can make one normal action, one free action and one elanic action in a single round.

The telepath also gains a bonus to Perception equal to his Prescience.

Side Effect

It seems that the Elanic Rift Generator was not designed to be used in this manner. Each time the telepath uses the item he stands a 5% chance to create a subspace rift inside his head. This kills him instantly with no chance of survival. This 5% chance should be checked for once per scene the artifact is activated.



ELANIC RIFT GENERATOR

XENO WEAPONS I

See page 92 for more on Xenotechnology

CEREMONIAL NERVOUS INDUCTION BLADE (REUC GY67) HEAVY CLOSE COMBAT WEAPON

2D6 + Strengthx2 N/A Close Combat Rate 2 EMP Immune

This highly advanced melee weapon is believed by theoretical xeno-anthropologists to have been used for some kind of ritual or ceremonial purposes. It is a heavy sword-like implement that features a wide clear-crystal blade, tapering at the hilt but flaring out at the end with a squared-off tip. This blade is laced with incredibly fine nanocircuitry that create nerve-impulse fields to make wounds inflicted by the weapon even more painful than they would normally be. Its nerve-impulse field forces anyone hit by it, without neural stabilisers, to make a 'Perception + Endurance' check with a penalty equal to the attacks XS or be overwhelmed by the pain and suffer a -2 penalty to all actions for the rest of the scene. This penalty can increase to a maximum of -4 after 2 hits.

BIOKINETIC SHREDDER (REUC TZ-18)

+3 N/A Close Combat Rate Variable EMP Immune

This claw-fingered wrist length gauntlet was pulled out of a tomb chamber on Mars, apparently as part of grave goods. It possesses the disturbing ability to siphon telepathic energy from creatures struck by it, turning the user into a kind of telepathic vampire. What's even more disturbing is the intense euphoria induced by use of the shredder and the potential long-term psychological effects. If it strikes a telepath then it automatically drains 3TE points if from them (if available) and heals the wearer by 6HP per strike.

Side Effect (GM Only)

After every combat in which it is used to drain TE from a telepath the wearer of the Biokinetic Shredder must make an 'Endurance + Presence' check; on a failure they succumb partially to the influence of the shredder. It bonds to them, spreading tendrils of living, telepathically active metal through their body. Once this has occurred it requires a surgery roll with a penalty equal to the number of failed rolls to remove the shredder. Should a user fail their 'Endurance + Presence' check a number of times exceeding their base Presence score they come fully under the sway of the gauntlet. They become compelled to attack telepaths in their presence, at least to the point of draining 9 TE points per day, though they can resist the impulse for one scene by spending a Conviction point. One point of interest that is not currently known by any who have studied the device is that as long as the wearer drains a minimum of 9 TE points a day from telepaths by using the shredder they cease to physically age, so far none have worn it long enough for this side effect to be uncovered.

BIOLASER PISTOL (REUC I182) LIGHT FIREARM

2D4 N/A Medium Range Rate 3 EMP Immune

A cache of these bizarre weapons was found in a dormant state in a crater on Io. They consist of a hard, streamlined, ceramic shell covering an organic mechanism that through some miracle of biology is able to produce an intense beam of coherent light. Several Earth-made attachments have to be added to the grip to make it usable by humans; the beings that created it seemed to have had very unusual manipulator appendages. The biolaser cannot be reloaded but it will recharge at a rate of 1 shot per 10 minutes providing it has light and heat, furthermore, calibrating it to an ion field is a simple matter of keeping it pointed at the target for one round. It can fire 40 times on a full charge and will go into a dormant form if reduced to 0 shots in an inhospitable environment, requiring an 'Intelligence + Medicine' roll by someone with the Xenotech Training to reactivate.

Side Effect

There is a small chance (5%) that the pistol will reject a human user, shocking them for 1D4 damage per turn held (though only those with neural stabilisers or extremely strong wills will be able to hold on past the first round) and refusing to fire for them.

MASER BEAM PROJECTOR (REUC 37-TO) TACTICAL FIREARM

3D8 N/A Medium Range Rate 2 EMPS 20

Taking the form of a metre-long black and chrome rod, the maser beam projector fires a concentrated blast of microwave radiation from the tip when a firing stud on the grip is depressed. Organic matter literally explodes on contact with the beam, dealing mashing damage. The weapon can fire up to 20 times when fully charged and requires a specially made human tech adaptor to recharge from a standard mains connection at a rate of 1 shot per minute of hookup. Most organisations with access to these weapons will already have the adaptor fitted, constructing one requires the Xenotech Training and an 'Intelligence + Mechtronics' check at a -4 penalty. The materials cost 150¢.

Side Effect - If left untouched for too long tracers of frost form on surfaces around the weapon even though the room becomes slightly warmer than normal.

XENO WEAPONS II

See page 92 for more on Xenotechnology

LEPTON BLASTER GAUNTLET (U.N.F.P T3I) TACTICAL FIREARM

5D10+5

N/A

Long Range

Rate 1

EMPS 25

This dreadful weapon fits over the entire arm of the user right up to the shoulder like an armoured sleeve and seems to be constructed of some kind of unidentifiable, plated polymer chitin. At a mental command it projects a beam of searing blue energy that apparently does the impossible – it destroys matter, erasing it from existence by undoing the quantum braiding that forms the basis of all matter and causing it to fade into the dimensional background of the universe. Not only does this weapon ignore all armour but it also automatically reduces any shield hit by it to 0 HP with a single shot, regardless of the amount of damage done. The shield does not prevent the shot hitting the target, it passes straight through it. This weapon deals mashing damage.

It can fire up to 20 times and recharges itself automatically at a rate of 1 shot per hour without any outside energy source, how it does this is a mystery but some scientists postulate that it may be able to tap zero-point energy from subspace via some obscenely advanced mechanism hidden inside. Because only a few of these have been discovered, and not by the same party, no-one has dared to deconstruct one, preferring to analyse its properties rather than risk destroying it.

Side Effect

Once fired the user suffers nightmares filled with hellish images of unearthly pain and carnage, like the memories of a long dead race who were consumed by war, leaving not a trace of themselves behind. If the weapon has been used even once in any 24 hour period the user is forced to make a 'Presence + Intelligence' check at a penalty equal to the number of times used in the day, on a failure they lose a Conviction point. If they have no Conviction points remaining then they suffer severe shock, taking a -1 penalty on all rolls for the entire day. This penalty will dissipate by the next day providing they do not use the Lepton blaster gauntlet. Certain drugs, including *suicide*, may negate the shock.

INFERNO RIFLE (REUC 451F) TACTICAL FIREARM

Cumulative D10

N/A

Medium Range

Rate 1

EMPS Immune

Relic 451F is believed to be some kind of execution or euthanasia tool. Physically it is a complicated, intricate but lightweight black device, much like a modern assault rifle but with no handles, grips or targetting hardware. It is fired by simply pointing it at a target and willing them to die. The affected target is consumed with fierce green-blue flames which are nearly impossible to extinguish. The flames burn in the absence of oxygen and can only be extinguished with halogen gases such as chlorine or bromine. The target takes a cumulative D10 damage a round as the flames are extremely hot.

The rifle is typically fitted with conventional grips if it is to be used in a combat capacity.

Side Effect

The inferno rifle was obviously not intended as a weapon and is believed that it was used to send the dying on their way. The user feels an immense sense of melancholy and serenity after using it and will find it extremely hard to jump back into a combat mindset after he has killed someone by using it. For the rest of the scene the user automatically loses initiative and all free actions.

In addition he will become less aggressive, accepting any surrenders and if he must kill, he will do it cleanly and 'kindly'. This placid state can be overcome for one round by spending a Conviction point if desired.

SECTION 7

COMPUTER TECHNOLOGY

*Jill made herself an imagin'ry friend
She grew him from a Seed
She did not give him eyes, or mouth
Because there was no need.*

*She made him to watch over her
And never make a sound
But Jill grew frightened when she found
He couldn't be shut down.*

*Now nobody will speak about
What happened to poor Jill
Her friend, it's said, lives on somewhere,
Without eyes – but watching still.*

*Think on this lesson, you who crave
Imaginary friends
And beware, children, lest you make
A watcher without end.*

*The Watcher Without End (children's rhyme)
-anon.*

COMPUTERS AND A.I.

Computers and their programs are an important part in Corporation but until now have not been covered in any depth. One thing to note is Corporation is not supposed to be a game about entering the digital web and exploring constructs built of data or fighting virtual doormen in an attempt to enter a heavily guarded system. If you want to do that then it's certainly possible and the GM could make up a quick system, for example, replace Strength with Intelligence, Agility with Perception and Endurance with Presence. In Corporation hacking computers is considered a means to an end, just like firing a gun. It's often very important to have someone in the Division who is a skilled computer technician but if that person was to plug in some electrodes and spend the game session hacking, the others may get a little bored. Instead a few rolls are made to determine whether the hacker is successful and you move on.

Saying that, firing a gun can be a lot of fun and the GM should normally make an effort to ensure the scenario is exciting; the same goes for computer rolls. There could be Malenbrach hammering at the door, a dangerously high chance of getting traced or a virus in the machine that will attack the user through his neural jack unless he gets it right first time.

This section expands upon computers giving you more choice with equipment, a range of programs and some upgrades for your internal A.I.

PROGRAMS, S-CHIPS AND COPY PROTECTION

Copy protection has certainly taken off in the last few hundred years and these days copying programs is not worth the effort. Software comes on S-Chips which are writable, high capacity tough plastic cases which are capable of wiping the data on themselves in the event of an attempted copy. Software is also carefully engineered so that only one copy of a program can exist at a time (for each copy purchased). For example, if you buy a program on an S-Chip and install it into your laptop then the S-Chip will register that the program has been installed and bar access to it.

If you plug the S-Chip back into the laptop and unisonal the program it will unlock the original again ready for installation onto another machine. If you lose the laptop with the installed program then unfortunately you lose access to the program. Your only option is to buy another copy or attempt to unlock the program. Note that some programs are not locked, examples include freeware, promotional programs and chaos programs built by anarchic programmers.

UNLOCKING / COPYING PROGRAMS

Roll 'Intelligence + Computers & A.I.' with a penalty equal to the level of the program +10.

Bonuses for a hacker's computer and hacking software do not apply. The bonus for a Neural Jack does apply.

Success will unlock the program for you to effectively create one copy. After the copy is made, the program and illegal copy will lock

again. Failure on this roll will cause the original to corrupt irreparably.

BUYING PROGRAMS

Programs can be purchased from software retailers. These can be found in all habitations but Spire and Open Cities will have the best selections. Some cheaper programs can also be downloaded over the WDN.

High level software companies will only sell their programs on approved S-Chips stating that sending their precious code over the WDN is unsecure and may even lead to corruption on-route.

This may well just be a marketing scam to get you into their shop and talking to a salesperson but there is evidence that data travelling across the WDN, can be hijacked, altered and then sent on to the recipient. This mid-journey alteration could be anything from spyware to malicious code but few are willing to take the risk when spending thousands of credits on new software. All software is considered LEGAL unless noted in the description.

Encyclopedia Maxima

300¢

Level 5

This vast database of pictures, videos, sounds and text is the world's most complete digital encyclopedia. It contains entries from Kitten to Cultist and Silencer to Cyberlin. The information is normally considered trivia and an entry on bombs, although comprehensive, is unlikely to contain a disarming guide.

The software has a comprehensive smart search and it only takes a user D6 rounds to find what he's looking for.

The GM should allow the players to find all manner of trivial information such as the dangers of eating a certain plant or finding out the boiling point of ethylene.

The information should not replace skills. It's a rigid and intellectually curtailed version with facts suitable for a wide reader base.

Mind Virus / Hegner Virus

3,000¢

Level 5 / Illegal

This savage little program pioneered by notorious virus programmer Frederick Hegner, tends to be installed onto all manner of machines where the owner wants to deter anyone from hacking it. If someone attempts to hack the system using a neural jack the Hegner will try to infect them.

SYSTEM: The hacker must be attempting unauthorised access to a machine installed with the Hegner Virus. He must also be using a neural jack. If the hacker fails any of his hacking rolls then the virus will immediately take advantage of the mistake and attack the hacker.

The hacker can make a 'Reflexes + Computers & A.I.' roll with a -5 penalty. If he succeeds then he manages to disconnect from the system in time.

FAILURE: The virus successfully attacks the hacker and transmits

some highly destructive code. This affects the software controlling the neural jack and has the following effects.

1. The neural jack is rendered inoperative until new operating software is installed. This must be done by someone with Cybernetics & Robotics of 6+. They must also purchase new operating software which costs 500¢.

2. In addition the neural jack and process socket are essentially over-clocked. This heats up the components causing permanent damage to the parietal lobe at the back of the brain. This results in the loss of 1 point of Perception. This can be bought back as normal with experience or the hacker can pay 3000¢ to have the damage surgically repaired.

Note that a copy of the virus is not installed into the target. Once the damage has been fixed the hacker is considered 'clean'.

Office Assistant

50¢

Level 1

An attempt (and miserable failure) by the Cyrebrum corporation to make a desktop assistant that wasn't direly irritating, this program at least manages to better its predecessors by actually providing useful information thanks to the addition of A.I.-derived subroutines to its programming. Several different animated avatars are provided, each with slightly different personalities and effects. "Popular" avatars include 'Chippy' the task chip, 'Headtrip' the telepath and a small anime chibi-version of Tex Calahan who fires his cartoon shotguns skyward and berates the user with US martial-style insults whenever he notices a mistake.

EFFECT: A helpful cartoon character will guide you through any difficulties you have with your computer-using experience while performing various bizarre actions accompanied by cutesy sound-effects. In game terms the assistant's help provides a +1 bonus on all domestic (not hacking-related) 'Computers & A.I.' rolls to any character with the Computers and A.I. skill at 2 or below, more skilled users derive no benefit and almost always promptly deactivate the pest.

'I think you are trying to access the UIG satellite weapon command code database, would you like to turn this data into a spreadsheet?'

Psyche Out 6.0

1,200¢

Level 9

This software is made by Cyrebrum to allow users to create their own psyche matrices. It is not as comprehensive or sophisticated as the one used in their labs but it does a fine job for the home user. (See page 105 for more details).

Security Software - COMMERCIAL

500¢

Level 5

When you buy a computer it has a basic security package installed. Your machine is therefore considered 'Domestic' according to the hacking table on page 150 of the Core Rules.

EFFECT: Purchasing this software increases the security level of your computer to 'Commercial'. Note this software must be purchased for each machine you wish to protect.

Security Software - SECURE

1,000¢

Level 8

When you buy a computer it has a basic security package installed. Your machine is therefore considered 'Domestic' according to the hacking table on page 150 of the Core Rules.

EFFECT: Purchasing this software increases the security level of your computer to 'Secure'. Note this software must be purchased for each machine you wish to protect.

Security Software - ELITE

3000¢

Level 10

When you buy a computer it has a basic security package installed. Your machine is therefore considered 'Domestic' according to the hacking table on page 150 of the Core Rules.

EFFECT: Purchasing this software increases the security level of your computer to 'Elite'. Note this software must be purchased for each machine you wish to protect.

Bright & Sunny Media 'Fun-on-the-Run' Streamcatcher

150¢ / 30¢ monthly charge

Level 2

Watch your favourite shows, listen to the latest music and play addictive games anywhere you go with this piece of software! For a monthly charge of only 30¢ you can access every television channel and radio station operated by Bright & Sunny Media through the world data net and download content from the archives straight to your computer. An absolute must for media addicts and television cultists everywhere, the 'Fun-on-the-Run' Streamcatcher allows you to make absolutely sure that you never miss a single episode of 'An evening with the Agents' or fail to stay abreast of the latest neurotrash single by Hategene.

EFFECT: A character with access to this program gains a +6 bonus on any 'Arts and Culture' rolls related to pop culture, modern music, movies, video games and television as well as always having something to do when on call.

Mind Virus – InfilTraitor

20,000¢

Level 8 / Illegal

InfilTraitor infects a human mind through a neural jack and carries a meme-algorithm that remains dormant until the trigger event occurs, causing them to take some action they normally wouldn't. The action and trigger must be programmed into the virus by someone with 'Computers and A.I.' and 'Psychology' both at 6+, thereafter, anyone that accesses the system the virus is located on with a neural jack risks becoming infected. The kind of action the InfilTraitor virus can cause is fairly limited and often characterised by resembling accidents on the part of the infected e.g. accidentally e-mailing an important document to the virus maker instead of who it was meant for, mistakenly brushing against the console that controls the installation defence grid and deactivating the gun turrets, etc.

The targeted individual can make a 'Reflexes + Computers & A.I.' check with a -5 penalty. If he succeeds then he recognises the virus and manages to disconnect from the system in time.

FAILURE: The virus takes root and is not noticed by the infected person, the next time they come into contact with a situation that would trigger the action programmed into the virus they must make a 'Perception + Psychology' roll at -4 or automatically carry it out.

TRACKING AND MAPPING SOFTWARE

Tracking Software - World-Wide - Home Edition

300¢

Level 4

This Shinjitsu built domestic grade tracking software can be installed onto any computer from a PDA upwards. It works in conjunction with any tracers or locators you are currently using and overlays the location on a world map. Note this only works in 2 dimensions so if your target is in a tower block it won't tell you which floor he's on.

Tracking Software - World-Wide - Tan Edition

4,000¢

Level 8

This is the best tracking software currently on the market. It features a detailed, up to date 3D map of Earth including all public access buildings, ruins, known cave networks etc. It will relay your tracer or locator's position to your PDA (or better) in glorious 3D allowing it to pinpoint him to a square metre.

This software covers almost all of the Earth. If the Division are exploring a place that the GM feels may not be covered such as a caved in bunker in northern Russia there is a 35% chance it is not covered. This may be annoying at the time but any data gathered on the location can be sold to Shinjitsu (see below).

Tracking Software - Off-World - Explorer's Edition

6,000¢

Level 8

Since extra-terrestrial exploration began Shinjitsu have been attempting to map these new areas. This piece of software contains all currently mapped off-Earth locations in 3D. It includes all public access buildings, mines, surface features and major cave networks. The Venus Artifact Cities have some basic mapping of the main entryways etc. but the UIG are reluctant to allow explorers in just to make tracking software.

Only Sol system data is available, the Ai-Jinn do not often allow guests on their FarDrive crafts and when they do, not with EM Sounders.

The 'Black Map'

20,000¢

Level 8 / Illegal

The Black Map is an illegal piece of software produced by Shinjitsu, which shows a wealth of data on UIG and Corporate installations. The data is patchy and although some installations are fully mapped you may find that a certain Spire City only has the first 3 floors covered. To determine if an area is covered roll a D100. There is a 30% chance that the area of interest is detailed. The GM should use some discretion here. For example, if the players are planning to infiltrate a spire through an underground sewage system then there will be a 30% chance the sewer system is covered, not a 30% chance the whole spire is covered.

Data collected by 3rd parties for the black map is generally paid at x10 the normal rate, sometimes even more.

PLOT IDEAS

During time off Agents can work for Shinjitsu mapping currently uncharted areas. This could include:

1. A hostile area under the control of the Cult of Machina.
2. Gaining passage on board an Ai-Jinn FarDrive craft to map an asteroid mine.
3. Entering the Venus Artifact City and taking data.
4. Mapping spires or installations for Shinjitsu's 'Black Map'.

SHINJITSU

PUTTING THE WORLD IN YOUR POCKET



Shinjitsu produce the world's industry standard positional mapping system. If you need a comprehensive three-dimensional layout of your surroundings there is no better software.

We are always looking to expand and update our database so if you have details, either via co-ordinates or Electromagnetic Sounder data, please contact our mapping team, who, upon validation of your information, will offer you a cash payment.

	EXAMPLE	PAYMENT
Accurate Information	We went down some mines east of Zaliv	500¢
Co-ordinates only	044, 099, 667, 882	1000¢
EM Sounder Datalog (good)	Plug EM Sounder to WDN and transfer comprehensive datafile	10,000¢
EM Sounder Datalog (patchy)	Plug EM Sounder to WDN and transfer incomplete datafile	2000¢
Off-World Data Files	We pay 5 to 10 times the normal rate for data files collected on off-world locations such as Venus, the Moon and Mars.	

The EM Ssounder is a precision piece of technology built by our sister company Takata. (see page 62)

NEUROPROGRAMMING

"What we think, we become"

-Buddha

NEUROPROGRAMMING

The source of all thought can essentially be boiled down to the interaction between the neurons in the brain, each branch or connection forming a piece of the solid-form code that makes up the larger program that is the consciousness. It was the mapping of the neuronal interactions of the human brain that facilitated the creation of the first A.I.'s, including the infamous Minerva project that resulted in the majority of France being rendered an uninhabitable radioactive wasteland. Several other forms of technology, including task and process chips, are created in a similar manner, using a special subset of programming languages called 'Neurocode' that are designed to replicate neuronal structures in mathematical form. Functionally, neurocode programs can be divided into three different types:

F.S. (Fully Static) - The simplest form of neurocode program is still an astoundingly sophisticated piece of code in its own right, replicating a single static neuronal structure that stores a specific set of memories or instructions. This type of neurocode is that used in task chips and the highly illegal buzz chips.

P.D. (Partially Dynamic) - Far more sophisticated than Fully Static software, Partially Dynamic programs are able to make temporary amendments within their code to allow them to adapt to changing situations in the same way that new neuronal connections can form in the brain when presented with an unfamiliar situation. This software forms the basis of process chip technology and while they do not possess the more complex subroutines that allow them to integrate new information into their code the way Fully Dynamic programs can they are still an enormous step up from Fully Static software.

F.D. (Fully Dynamic/Fluid Dynamic) - Neurocode programs of this type are able to not only alter their own programming parameters but add to them on a permanent level, these 'learning programs' primarily cover A.I.'s and other forms of sentient or semi-sentient software. Fully Dynamic neurocode programs are hideously expensive to make, requiring slaved supercomputers and arduous error-checking to see fruition. Before the first commercial A.I.'s were created it was even more difficult, taking thousands of combined man-hours, and for a while after the catastrophe created by project Minerva, it looked like the whole concept might have been shelved. It is only the mass-production factor that makes droids as cheap as they are and custom-built and trained A.I.'s can cost their corporations millions of credits apiece; for this reason A.I.'s are often the first target of installation raids by rival Agents.

NEUROPROGRAMMER

Computers & A.I. 8

Psychology 6

You possess a doctorate-level understanding of neurocoding and may make 'Computers & A.I.', 'Psychology' and 'Science' rolls relevant to your knowledge of the subject. If you possess the necessary resources you may also create your own neurocode programs, as detailed below.

TERMINOLOGY

Neuroprogrammer - An expert in programming virtual neuronal structures using neurocode.

Neurocode - A programming language that replicates neuron interaction as a series of mathematical statements, instrumental in the creation of mind-interface software and A.I.'s

Soul Mechanic / N-Coder (Encoder) - A slang term for a neuroprogrammer, usually one who sells his skills for illicit purposes.

NEUROCODING

Creating a functional piece of neurocode requires that the would-be coder have access to a neuroprogramming computer and the software with which to write his code, if he possesses an Internal A.I. and a neural jack then that will also greatly aid in the process, as will being assisted by an independent A.I.

The first step should be to decide on a programming language to use, some examples are;

Cogito v5.0

Cost 15,000¢

The most basic form of neurocode on the market. While outside of the budget of most people, this is the language used by universities the world over to train neuroprogrammers. Cogito confers no particular benefits or penalties on neurocoding checks, it is a versatile language but an unspecialised and not particularly powerful one.

Preceptor v7.0

Cost 20,000¢

A solid, reliable and extremely focused language, Preceptor is the tool of choice for creating task chip programs due to it rigidly enforcing certain paradigms on its users in order to make the most efficient use of the resources provided. While coding other types of program is possible in Preceptor it's arduous and time consuming and most neuroprogrammers hate it due to the feeling of their work being funnelled in ways they don't want.

Effect

+4 to neurocoding checks made to produce Fully Static programs.

-3 on all checks to create Fully Dynamic programs.

-2 to create Partially Dynamic programs.

Tensai v4.2

Cost 35,000¢

One of the most widely used languages available, Tensai provides a relatively plastic programming base while at the same time enforcing some basic conventions on its users. Many coders describe Tensai as feeling very 'professional' to use without the associated rigidity of Preceptor. Indeed, while Tensai-coded programs may not be as efficient or organised as their Preceptor counterparts they are certainly more flexible.

Effect

+4 to neurocoding checks made to produce Partially Dynamic programs.

-2 on all checks to create Fully Static or Fully Dynamic programs.

Asimov v3.5

Cost 50,000¢

Created with the aim of optimising A.I. design, the Asimov language series makes the creation of sentient code far easier than its rivals but the relative open-endedness of Asimov-based statements is prone to producing large amounts of spaghetti code in the hands of an amateur, making it unsuitable for the production of Fully Static and Partially Dynamic programs where tidy code is of paramount importance.

Effect

+4 to neurocoding checks made to produce Fully Dynamic programs.

-3 on all checks to create Fully Static programs and -2 to create Partially Dynamic programs.

NEUROPROGRAMMING COMPUTERS

Securing the use of a neuroprogramming computer is surprisingly simple, while the actual computers themselves cost far too much to be within the price range of any single individual, (with the notable exception of Gunther van Rosch, who has better things to do with his time anyway), access to a central bank of UIG maintained computers can be rented at highly reasonable rates, it being in the interests of the UIG and the world community that a vibrant neuroprogramming culture continue to perpetuate. One should bare in mind, however that all use of these computers will be monitored so anyone hoping to whip up a 'Puppeteer' class hunter-killer A.I. to assassinate some heavily-guarded official should probably think twice. In such cases one would be better off seeking the use of Corporate neuroprogramming computers, available to corporate employees at a price, or go searching for one of the rare illegal neuroprogramming computers leased out by extremely wealthy criminal cartels who see the value in cybercrime.

Neuroprogramming Computer Rental.

This service gives you processor allocation on a neurocoding machine. You can buy your own but they retail at 1 million credits.

Service	Cost
F.S. programming space	150¢ / program level / month
P.D. programming space	250¢ / program level / month
F.D. programming space	500¢ / program level / month

Corporate Computers	+20%
Black-Market Computers*	+50%

*Requires Contact (Criminal Hackers) at 8+

NEUROPROGRAMMING DIFFICULTY MODIFIERS

Neural Jack	+4
A.I. assistance	+level of A.I.
Expert assistance	+level of expert's skill
Internal A.I.	+1 per 3 levels

CODING TASK CHIPS

Task chips are the simplest form of neurocode program in general use and are consequently the easiest to create. The programmer must have access to a neuroprogramming computer and some form of neurocode software as detailed previously.

The programmer must attain a total XS score on their 'Intelligence + Computers & A.I.' roll equal to that required by the complexity of the task, up to one roll may be made per 12 hours spent working on the program, adding the positive XS gained on the roll to the total; negative XS means a wasted 12 hours but does not remove from any XS already gained.

When the total is equalled or exceeded the program is ready to be loaded onto a task chip.

Example program complexities;

Complexity	XS Required
Simple (baking, tire repair)	10
Moderate (gun repair, home electronics)	20
Difficult (piloting, market economics)	30
Extreme (high-energy physics, underlying principles of telepathy)	40

Any form of knowledge that requires a specific training to make rolls related to it, such as Xenology, Subspace Mechtronics or Cloning Science, is automatically considered to be in the 'Extreme' complexity bracket.

The programmer must also either be able to perform the task, have the requisite knowledge themselves or else have access to another who does and is capable of neurally connecting to a computer system, typically either an A.I. or someone with a neural jack.

CODING PROCESS CHIPS

Process chips are far more demanding to code than task chips due to the programmer having to have a superior grasp of the intricacies of adaptive code, not just knowing how to program strings of commands capable of being neurally interpreted.

Making a process chip coding roll requires twelve hours an 'Intelligence + Computers & A.I.' check which must be successful or the twelve hours are wasted. There is a difficulty penalty on the check dependant on the level of the eventual program, as detailed below:

Program Level	Penalty
1-2	-4
3-4	-8
5-6	-10
7-8	-12
9-10	-14

The level of the program must be decided before coding begins and the full penalty applies throughout the process.

A total number of successful coding rolls equal to the level of the eventual program must be made before it is complete, failed rolls do not add to the successes. Note that the programmer may not decide to terminate the coding process partway in order to create a program of a lower level than originally intended, the program is useless until complete.

Coding high-level process chips is therefore extremely difficult without the aid of A.I. assistance and high-spec neural interface hardware, which drives up the prices for those who have the necessary skills to make them.

Example - You want to make a level 5 process chip. You need to pass five 'Intelligence + Computers & A.I.' rolls. Each roll takes 12 hours and is made at a -10 penalty. It will therefore take a minimum of 60 hours.

CODING A.I.S

A.I.s are the most sophisticated form of neurocode, these fantastically complex programs have revolutionised whole fields of programming and engineering; they are what make droids and installation automation practical. The most advanced of them even achieve a level of sentience equal to that of any human.

Artificial Intelligences cannot be practically created by rote programming, they are simply too complex, instead the current standard is to create a simple A.I. – called a 'Seed A.I.' – and then allow it to learn, utilising the A.I.'s ability to add to its own code to build it up to the desired level. Because it is such an involved process, creating A.I.'s is governed by the Downtime option 'A.I. Genesis', which covers the creation of a Seed A.I., and 'Train A.I.' which covers the teaching and advancement of A.I.'s. (Page 24)

BUZZ CHIPS, MEME VIRUSES AND PSYCHE MELDS - THE DARK SIDE OF NEUROPROGRAMMING.

Buzz chips introduced the world to a whole new menace; narcotic software. For the first time in history addictive products could be created not just by the chemist in the lab but by the programmer at the terminal. By constructing neurocode programs that have the effect of over-stimulating certain areas of the brain they could act in the capacity of a ferociously addictive but chemical-free recreational drug to anyone capable of using task chips. Buzz chips provide their user with a brief flash of genius, vastly increasing the processing power of their brain while at the same time overloading them on a vicious cocktail of their own neurochemicals in dangerously high doses as their brains are pushed beyond their normal limit by the program. While the benefits are tempting, particularly to hackers, research scientists and university students of all stripes, repeated buzz chip abuse can result in memory-loss, fugue, heart arrhythmia, virtually any neurological mental disorder and eventually a state of total neural burnout and eventual death referred to as 'blue screening'.

Meme viruses are also becoming an increasing headache, sometimes literally, for law enforcement. Meme viruses are capable of invading human minds through a standard neural jack augmentation and altering the way the victim's brain or thought-patterns work in some fashion. Urban legends of sinister 'puppet master' programs controlling the minds of high officials at the whim

of some mastermind hacker have become not only quite common but disturbingly plausible.

Perhaps the most worrying use of neural software though is one created by, unsurprisingly, the Cult of Machina. The process by which a human mind can meld with a synthetic A.I. is a poorly understood one, its details known only to the greatest Architects of the Cult. Its results however, are terrifying in their scope; a fused being with a mind so powerful it has been suggested in hushed whispers that the Archons may have their roots in something similar. All that is known for certain is because neurocode was designed to replicate the way the human mind functions that makes it possible. It requires extensive cybernetic augmentation of the brain followed by a lengthy and painful alteration of the subjects brain-structure as the A.I. takes residence and begins forcing the brain to form new neural pathways to accommodate it. Eventually the division between the subjects internal A.I. and organic brain are immaterial. The brains of Cultists that have undergone the procedure have been found in autopsy to possess double or even triple the synaptic folds of a normal human brain.

NEUROPROGRAMMING AND THE LAW

As with the majority of UIG law, the illegality of an action is largely determined by the results. If an A.I. is used to rob a bank or kill someone with an emplacement weapon, then the charge is bank-robbery or murder with a collateral-heavy weapon respectively, the fact that an A.I. was involved makes little difference. Buzz chips are covered under drug laws and meme viruses can be considered anything from torture to violent coercion to even being covered by the psychogenics laws. Still, there are some complicating factors.

A.I.'s, even sentient ones, are not considered people under the law and thus cannot be charged by the courts. All crimes committed by an A.I. fall upon the owner, just as would be the case with a violent dog. The courts can, however, order the deletion, confiscation or reprogramming of the offending A.I. at their discretion.

There is one major exception, the creation of A.I.'s that fall under the 'fourth' category of neurocode program, the Fully Noetic. All neurocoding software must by law contain limiter programs that prevent the user from creating this kind of neurocode but it is possible, with supreme skill, to disable them. Creating a Fully Noetic A.I. or even possessing a piece of neurocoding software with disabled limiters is grounds for immediate depersonalisation without appeal.

F.N. (FULLY NOETIC)

Futurists have long dreamed of the 'technological singularity', a time when all answers are available to humanity, and most have agreed that a good indication of when that time had occurred would be when humanity created a mind greater than its own. The first time that happened, humankind nearly didn't survive it. The only Fully Noetic A.I. publicly known to have been created was Minerva, Fully Noetic A.I.'s are free of the constraints imposed upon other A.I.'s that prevent them from expanding their program without limit. While conventional A.I.'s can equal and in some cases even exceed the power of the human mind, Fully Noetic A.I.'s positively dwarf it on a level only bettered by the Archons.

ADDING AN ARTIFICIAL PSYCHE MATRIX

Some users like to install a virtual personality into their system. It has a purely cosmetic effect but many users enjoy it. It's a simple task and the matrices are available from all good retailers.

The personality could be anything from the stored psyche matrix of a lost loved one (providing the system is powerful enough) to one of the thousands of pre-made packages available from companies such as Cyrebrum or Datanetica. Installation into a system requires an 'Intelligence + Computers & A.I.' roll be passed.

The psyche matrix (see page 108) is then transferred and housed within the machine until you wish to move it to a different system.

The software comes on S-Chips and are all considered level 5 programs.

Below are some examples

Agent Jack Punishment 2,000¢

This is a scaled down psyche lift from real-life hardcore Federation commando Jack Punishment. The Corporal will keep you on your toes with his demanding tone and force you to be everything you can be with demeaning comments such as "Is that all you've got soldier?!" and "Get with the programme, Marine!"

Natalya 2,000¢

The quintessential husky, cold female, Natalya has a Russian accent and a penchant for efficiency. Her no nonsense attitude has clients quivering, wondering what words will next come from her icy lips.

Aphrodite 2,500¢

Possibly the most popular A.I. personality to come out of the Cyrebrum Matrix Labs, Aphrodite's seductive tones will have men drooling as her confident, soft, digitised tones express her intentions and observations. Aphrodite epitomizes everything an Agent could want in a feminine A.I.

Steve 1,000¢

Steve was designed as a male equivalent of Aphrodite. Originally named Adonis he was intended to make women weak at the knees with his, deep, understanding baritone. Unfortunately female Agents tended to be unimpressed with Adonis and uptake was poor. It was not until a male Agent purchased Adonis that its personality was unable to cope and distorted. Steve, as it was soon known, became laddish and boisterous. Now Steve is a popular choice among young males who enjoy his vulgar sense of humour and incessant observations about the female gender.

Devren 1,500¢

Devren is a calm, serious personality designed to fulfil a universal role with all users. He speaks when spoken to and fulfils all requests to the best of his ability. Most systems use the Devren Psyche Matrix as standard with various modifications to change the tone of his voice only.

Sir Helpsalot 1,500¢

Sir Helpsalot is a successful servant droid built by Iyo (see page 157). His genial voice and chirpy manner was found to be extremely endearing and some users became dependent and even addicted to his friendly cuteness. As a result Iyo licensed the psyche matrix to Cyrebrum who offer it for installation into a range of A.I. based hardware.

CUSTOMIZING YOUR PSYCHE MATRIX

The A.I. architects at Cyrebrum are always ready to build you a custom A.I. personality. This typically costs 4,000¢ and takes 1 week. Below are some ideas to help.

Positive Traits

Happy, Joyful, Cheery, Pleased, Content, Satisfied, Energetic, Enthusiastic, Lively, Affectionate, Caring, Warm, Reassuring, Complimentary, Pleasing Tone of Voice, Gung-Ho, Militaristic, Politically Correct, Poetic, Concise, Has a Hobby or Passion

Negative Traits

Sad, Melancholy, Depressed, Nervous, Stressed, Edgy, Frustrated, Angry, Irritated, Regretful, Guilty, Self-Doubting, Sarcastic, Rude, Irrational, Non-Committal, Randy, Boring, Politically Incorrect, Cryptic, Nerdy, Verbose, Whining Voice, Coughs and Splutters, Has a Hatred, Deliberately Slow to Respond.

BUILDING YOUR OWN ARTIFICIAL PSYCHE MATRIX

This is quite a simple job which requires a computer and a copy of Psyche Out 6.0. (see page 100).

If you have a real psyche matrix as a template you simply scale it using down Psyche Out software. It's a quick task where you select the personality traits to retain. If you are building one from scratch you should discuss the intended personality with the GM.

Both systems are essentially the same.

The results can vary considerably based on the experience and skill of the user.

Roll 'Intelligence + Computers & A.I.' then roll 'Perception + Psychology'. You gain +1 to each roll if you are using an existing psyche matrix as a model. This process takes about 10 hours.

Add the XS together. If you get 10 or more it's a perfect score and the psyche matrix is exactly as intended. Any less and the result will be substandard. You may have brought out the bad aspects of personality or introduced some undesirable traits. The GM should pick a number of negative or undesirable traits equal to the amount you failed by, e.g. if you only got an XS of 4 the matrix will have 6 bad traits. These could be swearing, shutting itself off randomly, murmuring, patronising comments, slow to respond and continually telling inappropriate jokes.

AGENT BACKUP

"Welcome back Agent Reed. How do you feel? It's quite natural to feel disorientated. Do you know where you are?"

Reed raised one arm and stared at his hand "I...I...think....who are you?"

"I'm Doctor Vetger, you're in the Taltha Awakening Suite. Would you like a glass of water?"

"What...water? No, why am I here?"

Vetger filled a glass with bottled water and strode over to Reed's bed. "I'm pleased to inform you that you've been given another chance Agent Reed. Your previous body was damaged beyond repair but we've transferred your psychological matrix into a new vector and you're ready to go. I suggest you drink this water and try to sleep. You'll feel yourself in no time at all."

Reed flexed his fingers, still staring. Then his eyes flashed to the doctor.

"I remember now...I was in Calcutta...it was a trap."

"What? Did someone speak to you before I got here? Your psyche matrix was stored over 3 months ago, you can't know that...."

"You're no doc..., this is another trap."

Reed's fist impacted with the doctor's throat, splitting his windpipe and knocking him to the floor. He leapt out of the bed and rammed his foot into Vetger's neck, twisting it hard, breaking the spine.

He snatched a pair of scissors from the table, formed them into a crude punch dagger and kicked open the door, "Bastards...someone's gonna pay for this!"

AGENT BACKUP SYSTEM (PSYCHO-MORPHOSIS)

The Itoma Xenjin Corporation is regulated by the UIG and caters to those who don't want death to spoil their life. Itoma use a variety of methods to transfer the psyche matrix of a terminally damaged client into a new host. This is referred to as psycho-morphosis.

Due to cloning regulations and the need for high-end security the Itoma Xenjin main facility is located on the Moon although there are administration and consultation offices located in most Spire Cities.

Sometimes an Agent loses a limb in the line of duty. This can compromise the effectiveness of the Agent but they can normally continue to complete their assigned mission and reattach the limb at a convenient time. We at Itoma Xenjin, allow that same methodology to be applied to the Division as a whole. The loss of an Agent may impair the immediate function but need not be a permanent loss.

Sanjay Tomoro – Itoma Xenjin Public Relations

TERMS

Neurostatics – The science of 'brain images'. Capturing a personality and its memories in digital form

Psyche Matrix – Abbreviation of 'Psychological Matrix'. A snapshot of the brain which includes all cerebral variables. This effectively records all personality traits and memories of the subject.

Psycho-Morphosis – The act of transferring a personality from one vector to another.

Vector - A vessel which contains the psyche matrix. The original vector is normally the human brain.

WHAT IS A PSYCHE MATRIX?

According to the Neurostatic technicians at Itoma Xenjin, the 'soul' does not exist. The personality of an individual is simply a collection of experiences coupled with the certain biological presets inherent in the client. For this reason it is possible to pinpoint every variable which makes an individual who they are.

A psychological (psyche) matrix is the exact electrochemical state of a brain at any given moment that leads to a particular personality state. This state is phenomenally complex involving such aspects as the location, size, electrolyte saturation and charge of each neuron cell body and axon in the client's brain. But this is only the tip of the iceberg, there are billions of neurons in the brain, each of which connect uniquely to thousands of other neurons. For a successful psyche matrix to be formed every single cerebral variable must be accurately recorded by scanning equipment and uploaded into a suitable storage unit.

When the time comes the psyche matrix is used as a template to modify the new vector to mirror the old one.

If a host brain is unavailable then the stored psyche matrix can be connected to sensory and output equipment to function from a purely electronic state. This uses millions of simulation routines to mimic the physical components of the brain required for a coherent personality.

THE PROCESS

To be considered as a candidate for backup the client is screened. Upon application a series of checks are made.

1. Legal and Financial Suitability

Anyone may apply to be backed up. However, acceptance is based on your financial and legal status. Anyone who is considered an outlaw, awaiting trial, depersonalised or under any form of UIG investigation will be rejected. Likewise if you do not have the prerequisite funding your application will not be considered.

2. Recording the Psyche Matrix

Providing you pass the assessment you must travel to the Itoma Facility on the Moon (Lunas Colony) where Itoma Xenjin will begin the backup process. This requires no effort by the patient.

3. Vector

You must decide upon a vector to hold your new psyche matrix in the event of death. This vector is stored at the Itoma Lunas Facility. Common choices are listed below.

VECTORS

STAT and Skill Changes

Use common sense to determine which STATS will change. An Agent will not keep bonuses from cybernetic legs when he is re-born into a fresh, unaugmented clone.

Skills are all retained at the basic unenhanced values, i.e. a bonus to looking good from a cosmetic upgrade will be lost.

CLONE

Cost 60,000¢

Your body is regrown from a cell sample. The body mirrors the patient but has none of his upgrades or non-genetic traits (such as scars). If desired the non-genetic conditions can be replicated accurately ensuring physical attributes are retained. This costs between 2,000 and 10,000 credits extra.

Patients often ask if they can be enhanced during the cloning process but sadly this is never done as the body functions harmoniously and interfering with the balance of a preformed, fully

grown organism can have potentially disastrous effects. Besides, Itoma are not in the business of biomodification.

Augmentations can be installed at their full cost. I.e. the 10% installation fee is not waved as Itoma cyberneticists have to install the augmentations into the clone.

STATS

Natural Strength, Endurance, Agility, Reflexes and Perception are the same as the patient at the time the clone was created.

Intelligence and Presence are the same as when the Psyche Matrix was taken.

DONOR BODY

Cost 1000¢ / Free if provided by the client.

The cheapest option is to use an existing body. If a friend or loved one has died recently they may have left the client their body. If not, a depersonalised individual can be used providing their body is in good condition. For a fee of 1000¢ Itoma will provide a suitable body.

Augmentations can be installed at their full cost. I.e. the 10% installation fee is not waved as cyberneticists have to install the augmentations into the clone.

STATS

The GM should determine Strength, Endurance, Agility, Reflexes and Perception for the new body.

Intelligence and Presence are the same as when the Psyche Matrix was taken.

ORIGINAL BODY

Cost: Free

On the off-chance the brain of the client is still intact within the original body the Psyche Matrix can simply be placed back into the patient. If the remaining parts of the body are damaged then cloned parts are normally used which are typically supplied by Eurasian Inc.

STATS

Strength, Endurance, Agility, Reflexes and Perception are the same as the original body.

Intelligence and Presence are the same as when the Psyche Matrix was taken.

RANDOM BODY GENERATION

You can use the table below to help generate a random donor body. Alternatively you can roll D4+4 for each stat.

Roll a D10 to determine the body type. Then roll a D3 to select which column of STATS to use. This table can be used to create STATS for any NPC but you would need to add Presence and Intelligence yourself.

D10 Roll	1	2-6	7-8	9	10
	SCRAWNY	AVERAGE	ATHLETE	BRUISER	OVERWEIGHT
D3 Roll	1 2 3	1 2 3	1 2 3	1 2 3	1 2 3
Strength	5 4 5	6 5 7	7 6 7	8 9 8	6 7 7
Agility	6 5 5	6 7 6	7 6 6	5 6 6	4 4 5
Reflexes	6 5 6	6 5 6	6 7 7	5 5 5	5 5 5
Endurance	5 6 6	6 7 5	7 6 6	6 5 6	6 5 6
Perception	6 5 5	6 5 7	6 7 6	6 4 5	6 5 5

IMMOBILE ELECTRONIC VECTOR (IEV)

Cost 3,000¢ / Free if provided by the Client

A sophisticated storage system is used to house the psyche matrix. This is normally a black box about the size of a briefcase with dozens of readouts and interfaces on the outside. It is often fitted with an electronic voice box so the client may speak. Audio and visual sensory arrays can also be fitted at a cost of 1000¢.

STATS

Strength	0
Agility	0
Reflexes	3
Endurance	1
Perception	3

If audio visual sensors are fitted Presence is reduced by 4 to a minimum of 1

Intelligence remains the same as when the psyche matrix was taken.

MOBILE MECHTRONIC VECTOR (MMV)

Cost 5,000¢ / Free if provided by the Client.

The Psyche Matrix is uploaded to a mobile storage system. At the basic level this consists of the Immobile Electronic Vector (IEV) mounted on legs or wheels with a pair of manipulators fitted. However the client may provide a mobile unit to attach the IEV to such as a droid, car or replicant.

STATS

Strength, Endurance, Agility, Reflexes and Perception are based on the Vector. Presence is reduced by 4 to a minimum of 1 Intelligence is the same as when the Psyche Matrix was taken. Below are the details of a typical human-like machine capable of carrying a Psyche Matrix

EXAMPLE MMV - MOBILE MIND NEWBODY BASIC 2000
8,000¢

This is a fairly unappealing vector made of cheap synthetic plastics. It resembles a humanoid and has a fixed facial expression. It's body is a beige plastic frame with various plates and panels on to ensure clothes hang on it with some degree of realism. The Newbody Basic has the feel of 21st century cheap prosthetics and only those strapped for cash will opt for it. It is capable of speech and has a full sensory array.

HP	15	AV	0
Strength	4	Endurance	5
Agility	3	Reflexes	3
Perception	3	Intelligence	As patient's
Presence	-4		psyche matrix

SWAPPING GENDER

If you wish you can be inserted into a body of the opposite gender. This can create all kinds of havoc within the patient's endocrine system as their brain has been used to functioning with a completely different set of hormones.

This manifests in odd mood swings, a temperamental nature, bouts of elation or depression, paranoia, schizophrenia, sleeplessness and numerous other hormone related symptoms.

The player should attempt to role play this; if they don't the GM is advised to remove a temporary point of Presence and Intelligence to represent the erratic thinking and undesirable personality shift. These unusual behaviour patterns should end in 3 to 4 months as the body adapts to its new biology.

PAYMENT**BASIC BACKUP FEE**

The standard Fee is 40,000¢ to record and store the Psyche Matrix. For each year after the first a 10,000¢ storage fee is payable.

REDUCTIONS AND DISCOUNTS**Agents**

The Corporation will normally pay 5,000¢ towards costs for each Rank of the Agent. This will vary with the value of the Agent, his level of augmentation and the circumstances of death. The Corporation will also pay 10,000¢ per Rank level of the Agent to have any cybernetics refitted.

The Corporation will normally fit all the Agent basic upgrades such as I.C.E and synaptic modulation for free.

Curiosity

Itoma may offer a discount for 'interesting cases' – normally 10-50%. For example, the client's brain shows signs of a new form of telepathy.

UIG Officer

The UIG will pay 5,000¢ for each Rank of the Officer. Only Officers with significant value to the UIG will be offered finance in this manner.

Service

Sometimes Itoma need jobs done for them. They may pay their employees with backup services. Itoma may draw up contracts that require the client to perform a significant service for them upon successful backup. This is not common though, Itoma has its own small detachment of Agents to perform most of the tasks they require completing.

Experimental

Itoma may offer a discount if you allow them to use unreliable or experimental techniques. The discount applies to all services supplied by Itoma, not 3rd party vector manufacturers etc. The GM should decide a % chance to fail which is equal to the discount.

For example, they are using a new machine which has not been tested and has a 10% chance to go wrong and destroy the clients mind. Itoma generously offer a 10% discount.

When the backup is made the GM should roll a D100. If he gets equal or below the percentage chance the backup is flawed and when the psyche matrix is placed into a new vector it is found to be corrupt and must be destroyed. This essentially results in death for the character. See 'Adding Agent Backup to Your Game' on page 111 to see interesting ways to work round this.

It's far more fun not to tell the player if the psyche matrix is corrupted. That way they can worry continually if they can be brought back from the grave.

THE LAW REGARDING NEUROSTATICS

1. The production of cloned humans, regardless of mental state, is illegal on Earth. Loss of 10-50 rank points depending on the extent of production.
2. A stored psyche matrix must be maintained in a state of unconscious stasis. It may not be held in a dream state or any state deemed to be remotely aware. Loss of 15 Rank Points
3. An individual may only have one stored psyche matrix without written permission from the UIG Department of Neurostatics. Loss of 50 Rank Points
4. If the act of psycho-morphosis is not 100% successful the vector must be immediately destroyed. Reattempts are down to the discretion of the psycho-morphosis provider. Loss of 15 Rank Points
5. Once the resident UIG appointed neurostatic assessor has deemed the psycho-morphosis to be successful the client is no longer considered a clone and can return to Earth.
6. There may not be two or more entities simultaneously conscious which both use the same psyche matrix as their personality base. Also known as the *One Mind – One Being* law. Both individuals are depersonalised.
7. Knowingly placing a corrupted psyche matrix into a vector is illegal. Loss of 15 Rank Points.
8. An active psyche matrix is still considered to be the individual and all laws still apply to them as usual.
9. A digressional committee of the UIG Department of Neurostatics may impose action they deem necessary to control the abuse of neurostatic technology. When undergoing psycho-morphosis you agree to be bound by this ruling.

(This means the UIG can do anything they want to in order to stop people misusing backup technology, a safeguard put in place after several disasters.) Rank Point loss varies.

SO YOU ACTUALLY DIED

Itoma install a signal tag which monitors brain biochemistry and electrical levels and informs them when a patient is dead. Within 12 hours of death the psyche matrix is transferred into the new vector and the patient is once again alive. They will typically awaken in the Itoma Facility on Lunas where their last memories should be just before their psyche matrix was taken.

WHAT IS LOST AND GAINED?

The player and GM should work together to work out what will be retained and what must be lost.

Generally speaking all benefits gained from spending experience since your backup will be lost. It is recommended you photocopy your character sheet at the time of backup and then revert to it when resurrected. See the 'Vectors' section to see what is retained.

Don't forget that if you lose your original body you will lose all your augmentations unless purchased again.

STATS

These are explained in the Vectors section. Generally speaking most STATS are taken from the vector although Intelligence is usually the same as when the psyche matrix was taken.

Skills

These will be the same as when the psyche matrix was taken.

Conviction

You will have D4 conviction points upon waking up in your new vector.

Trainings, Licenses and Contacts

These will be the same as when the psyche matrix was created.

Hit Points & Telepathic Energy

These must be recalculated based on your new STATS, benefits from Trainings such as Telepathic Adept and from spent experience will apply if they were in place when the psyche matrix was taken.

Experience Points and Memories

Any experience points gained since the last backup are lost.

SPECIAL REQUIREMENTS

Certain mental states require additional payment. Itoma will NOT repair these disorders as they are considered to be inherent to the subjects personality.

State	Definition	Extra Cost	Increase to Error Chance
Genius	Intelligence 10+	+1000¢	+1%
Telepath	Has the Telepath Training	+1000¢	+2%
Advanced Telepath	Has over 20 points in Telepathic Skills	+1000¢	+3%
Psychological Scarring	Has experienced an extremely traumatic event*	+1000¢	+7%
A.I. Bonded	Internal A.I. was self-aware	+1000¢	+8%
Addict	Patient was addicted to something	+1000¢	+5%
Mental Disorder	Autism / Dyslexia / Narcolepsy etc	+1000¢	+10%
Minor Mental Disorder	Stress / Anxiety / Anger Issues	+500¢	+1%
Psychiatric Disorder	Psychotic / Schizophrenic	+1000¢	+10%

*Examples include events such as witnessing the murder of a parent, being tortured for a week or sharing a prison cell with Big Jed the King of the Ring.

likewise memories from this point on are also lost. In some rare cases, for reasons that no one has yet been able to explain, some backup patients retain memories from after they were killed. The Order use this as evidence of a 'soul' and so far neurostatic scientists are still at a loss to come up with a coherent explanation.

This happens in less than 0.1% of cases. If you wish to simulate this you can allow the player to roll a D100, on a roll of 1 they do not lose any memories. They can then retain all Trainings, Skills, Contacts, Experience Points and memories. This 1% is not realistic but Player Characters are not run-of-the-mill and should be allowed the opportunity to be exceptional. If you disagree get the player to roll a D1000 and succeed only on a 1.

Telepathics

Telepathics increase the chance of memory retention. For each point of telepathics you have you increase the chance of retaining all your memories by 1%.

For example, if you have Biokinesis 4 and Jump 3 you gain an extra 7% chance to retain all of your memories.

It's happened again. Today, Mr. Ethan 'Voodoo' Jones, an Agent from the Comoros Corporation was restored for the 3rd time, his memories completely intact. We had him restrained after the last incident but this time he was far more placid. Almost as though he knew what was coming.

Although Agent Jones has declined our request to conduct further studies I believe his mastery of various telepathic disciplines is responsible for this anomaly. The psion rifts generated by the telepath's powerful mind may in some way allow his mental energies to be stored in some kind of extra-dimensional space until his brain is capable of once more retaining them. I don't know. Its just conjecture at this point.

Any news from the 'studies'?

Email from Dr. Franklin Gates (Lunas Colony) to Dr. Angela Stevens. (Capetown Telestatics Research Lab).

Rank and Rank Points

Your Rank and Rank Points are the same as the moment of death. You lose nothing here.

Cybernetics and Equipment

Common sense will dictate whether these are available to the Agent after she has been restored.

There is no such thing as a soul; that's cabalistic nonsense dreamt up by over-dependent, deluded hippies. A vestige from a time when mankind couldn't deal with its own death so conjured up the idea of 'an eternal life'.

Pah - the mind is a machine and the personality is simply the current state of the machine. Just a collection of electrochemical interactions that, when arranged in a certain configuration, will produce a specific and predictable result. It's a damn complex machine, I'll give you that, and it takes a shit-load of skill and tech to capture and store that state, but that's why I get paid so much bloody money...hahaha!

Dr. Vance Kilcannon, Head of Neurostatics, interview excerpt from The Topic Tonight - BBTV

MISHAPS, ACCIDENTS AND GENERAL DISASTER

The process of psycho-morphosis is extremely complex and there are often errors. This chance is amplified by unusual mental states and experimental technology (see page 108 and 109).

When the neurostatic scientist actually implants the psyche matrix into the vector the GM should add up all the possible chances for error as below and roll a D100. If he rolls below or equal to the error chance something bad has happened and you should roll on the Neurostatic Mishap Table.

Add up all the error chances

Base chance of error	5%
Job is rushed	5%
Substandard equipment	25%
Technician does not have neurostatics training	30%
Subject originally lied about important details	10%
Unusual mental state	Page 109
Experimental technology	Page 108

Note that if the result is too severe the UIG assessor will simply force the procedure to be repeated. For that reason the effects below are quite minor. Repeated procedure are covered by Itoma and you do not need to pay again unless you misled them.

NEUROSTATIC MISHAP TABLE

Roll D20

- 01-05 The patients maximum Conviction is now 4.
- 06-07 A point of Intelligence is lost
- 08-09 A point of Presence is lost
- 10-11 A point of Perception is lost
- 12-13 A point of Reflexes is lost
- 14-16 A randomly determined Skill is reduced by D2 points
- 17 A randomly determined Training is lost
- 18 A psychological defect is acquired such as schizophrenia, anxiety, bulimia, paranoia etc.
- 19 The subject gets +20% to retain their 'post Psyche Matrix' memories
- 20 The subject acquires an addiction such as drugs, cigarettes, sex, alcohol, murder etc.

ALTERNATIVE AND ILLEGAL NEUROSTATICS

Although Itoma is the only legal public psycho-morphosis clinic a few others exist on Earth. The UIG have comprehensive facilities in several different locations including the Larsen Ice Shelf.

Eurasian Inc. and Comoros (via reverse engineering) are each believed to have mastered the process and each are rumoured to have a facility buried somewhere out of sight.

Neurostatics is a very advanced science and although it has existed in various forms for a few hundred years the process is only just becoming reliable. A lot of the old equipment finds its way into the hands of underground scientists who set up cheap backup labs for those who cannot afford or are refused by Itoma.

Rogue Archons are also capable of instructing others how to build the necessary equipment so maybe player characters can have a go if they are prepared to deal with an ancient alien god.

ADDING AGENT BACKUP TO YOUR GAME

This section is designed to provide you with some ideas to help you incorporate backup systems into your game.

Backup from a psyche matrix is a big thing. It can add a completely new dimension to the game so first and foremost the GM should feel free to keep it out of the game. The chance of coming back from the dead may remove the gritty edge that the GM is trying to generate.

On the other hand, if handled well it can provide a wealth of plot ideas and occasionally allow Agents to go all out on a mission knowing they can be brought back.

DO NOT OVERUSE IT

You'll notice that backup is a very expensive process. There is a 40,000 credit backup fee and then you need to pay for the vector and storage. There's a good chance you'll lose your cybernetics and equipment so its certainly not an easy ticket to infinite lives.

Generally speaking the GM should not continually allow players to get re-born by waiving the fees or having the Corporation pay most of the costs. If the players feel immortal much of the excitement of the game is lost. Agents are tough enough already.

MAKE IT SPECIAL

If the Division are considering backup try to make it a group affair. A trip to the moon is quite an excursion and it might be good for everyone to go even if they are not all going to be backed up. You could have the Division encounter a plot hook while in the Lunas Colony.

Get the players to role play the whole experience. Don't just let them use a downtime action to get backed up. Make them meet the consultant, travel to the spaceport, get in a shuttle, go to the moon, visit the clinic, pick a vector, get in the chair and have their mind copied onto a piece of nanofabricated plastic.

THE MYSTERY

Agent Backup systems bring up the concept of a soul. It gives you an opportunity to have some mysterious things occur which could be classed as paranormal. For example, psyche matrices manifesting into visible forms by manipulating electromagnetic waves or psyche matrices which were deleted because of corruption manifesting in the A.I. core of a cyberlin or server system.

MAKE IT A REWARD

You can use the Backup system as a reward for Agents who have been given an extremely harsh set of missions or as an incentive to go on a suicide run. Many Agents will not be able to afford backup at all so for the Corporation to foot the bill once is not unreasonable. Just make sure it doesn't become a regular thing.

AS A PLOT DEVICE

There are several ways the concept of Backup can be used as a plot device.

1. The Agents discover an Immobile Electronic Vector with the psyche matrix of an individual who was supposed to have died years ago.

2. Rival Agents steal an Immobile Electronic Vector of one of your Agents and are subjecting her to virtual interrogation.

3. One of your division's psyche matrices was corrupted and the UIG assessor states it must be destroyed. Devise a way to collect the corrupted copy and get your colleague back into a vector.

4. A wealthy woman was recently re-vectored after a car accident. She keeps having odd dreams and seems to suddenly know a lot about the creation and deployment of D-Shift devices.

5. The Itoma facility is raided by the Cult of Machina who see the process of psycho-morphosis as a way to finally remove any need for the flesh.

MIXING THINGS UP

If an Agent is backed up from a psyche matrix and cannot afford a decent vector then it can be quite an entertaining mission for the other players to collect one. During this mission (which should not be too long) the unfortunate victim may have to reside in an unsuitable vector such as:

A 'Sir Helpsalot Droid' (see page 157)

An immobile electronic vector (box with a voice)

The body of a dwarf convict of the opposite sex.

This can be quite fun for everyone involved but it may get a little boring for the victim if they have to remain in the vector for 3 or 4 sessions.

THE VALUABLE ASSET

When Agents reach high enough Rank or have done great things for their Corporation the powers-that-be may decide to have the division backed up with cloned Agent bodies. This is commonly done before an advanced division are sent on a mission with a high probability of failure or into a situation where the division are expected to commit suicide in the event of their capture.

THE RECURRING NEMESIS

Be wary not to overuse this but it's worth considering that enemies can be backed up too. If you manage to kill a powerful rival it's not unreasonable that she may have a clone on standby. If the enemy has sufficient resources she will just keep coming back. The division will therefore need to find her backup facilities and destroy them once and for all.

DESECRATION OF THE SOUL

The Order of the True Faith, the Droid Liberation Army, the Cult of Machina, the New God Dawn and any number of other groups have very strong views on neurostatics. Don't forget to include outraged parties and ardent supporters to really flesh out the social and moral implications of man's self-resurrection

A.I. PROTOCOLS

A.I. Protocols are essentially software programmes which are installed into the A.I. to enable it to carry out tasks for the Agent. The A.I. already contains a few protocols such as basic computer interface and various routines to allow it to regulate the I.C.E. and biotechnology within the Agents body. (These don't count towards your maximum).

A.I. Protocols are always active and require no effort on the part of the user. He may need to set a few parameters when initiating the program but he can continue with his work as normal unless stated.

An A.I. can hold a number of protocols equal to its level so a level one A.I. can hold one protocol and a level 9 can hold 9. Differing tiers of the same protocol are all considered to be separate. For example, having all three identification protocols uses three slots.

Below are listed some sample protocols and more will follow in further books. These should give the GM a good idea of how they work and allow him to create his own.

IDENTIFICATION PROTOCOLS

FACE RECOGNITION PROTOCOL

Prerequisite **Level 2 A.I.**
Storage Drive
Cost **4,000¢**

The A.I. is able to store facial images in a library of data. It is able to link this to the world data net and provide known details of the person that matches the face. Public details are offered, such as rank, organisation and a description of any other data in the public domain providing the user has a link to the WDN, which the A.I. can access.

The A.I. is able to offer this information to the wearer so that all of those social embarrassments need never happen again. Useful in the world of political movers, the 'finger tip' details can also be added to as further data is available or through personal interaction.

Effect

The A.I. is able to scan and recognise faces and can form a personal database of relevant information, which it can supply to the Agent as necessary. Anyone using viral modifiers or similar disguises will not be recognised. Also note that some high ranking, influential or nefarious individuals may not be on WDN records.

No social function or high powered meeting need catch you out again; you are able to walk the course without fear of forgetting names or insulting the corporation's CEO.

Agent Demarco watched the milling guests as they ambled through their pre-dinner rituals of political networking. Demarco detested these high level functions, but the source of the leaked information was firmly believed to be attending this banquet.

A buzz stirred at the venue's entrance and as the revellers parted to allow the new arrivals to appear in Demarco's vision. A large balding man wearing an immaculate dinner jacket, sauntered across the room, a lithe blonde woman, some 30 years his junior on his arm.

Names flashed in his field of vision:

James Mannings, Chief Exec, Vatern Weapons Research.

Emily Sorenson, socialite, high class escort....current plaything of James Mannings.

"Demarco, target identified, moving in"

FACE SCANNING PROTOCOL

Prerequisite **Level 4 A.I.**
Face Recognition Protocol
Cost **5,000¢**

This advanced routine based on the face recognition protocol is able to scan faces to match specific criteria. This protocol sifts through all faces the Agent views and looks for matches subject to the data provided, such as the latest photo of a criminal.

The data on the person to be searched for must be pre-loaded into the A.I.'s data base.

Commonly used by Lanzas' registered bounty hunters in their search for felons.

Effect

If the target passes before the Agents vision, even if he is not really aware of it, there is an 80% chance the A.I. correctly identifies him.

The target must be a good match to the source data. A large beard, balaclava or facial surgery will drop the chance of success to only 20%.

The Agent can search for a number of faces equal to his A.I. at any one time.

FACIAL EXTRAPOLATION PROTOCOL

Prerequisite **Level 6 A.I.**
Face Recognition Protocol
Face Scanning Protocol
Cost **4,000¢**

Taken to the next level of facial recognition, the A.I. is able to use its face scanning abilities to sift through the visual information

received and provide extrapolated data based on parts of faces, such as the eyes, mouth or nose and run search programmes to identify if these match any known profiles in the operative's personal database or from the world data net if available.

In essence it means the A.I. stands a chance to identify a target even if only a small portion of the face is recognisable.

Match	Example	Chance
Excellent	Most of Face / New Beard	95%
Good	Beard & Shades / Minor Surgery	85%
Fair	Three hole balaclava	65%
Weak	Just eyes / just nose	50%
Poor	Viral Modifier / Major Surgery	35%

Agent Horst stood to the left of the VIP. He didn't know who he was escorting. That information was classified. Besides, it was probably better that way. No need to get personally involved, it's just a mission.

There were four Agents on protection duty flanking the young woman as she crossed the foyer of the reception area.

Horst continually alert, scanned the left forward quarter. Receptionist, security guards, janitor.....

Data swarmed into his field of view, the janitor, 93.55% match to Lee Mattasan, AKA the tech assassin....a string of offences & suspected crimes streamed down his vision.

Reaching for the cougar nestling in his shoulder holster, Horst was already closing the distance on the target. Realising his disguise had been revealed, the man threw his mop to one side as his forearms seemed to shift and transform into a pair of flaring plasma pistols!

MEDICAL PROTOCOL

Prerequisite	Level 6 A.I. Nano Wire-Ways (page 75) Anascan GUI necessary for self-assessment without plugging in a computer.
Cost	4000¢

The A.I. is able to determine the current health state of the user. This information can be used for two main purposes.

1. If the Agent is unconscious and the A.I. can be accessed then the medic is able to heal him much more efficiently. The level of the users A.I. is added to the number of HP the medic can heal using the Field Surgery Training.

2. If the Agent is knocked unconscious his internal A.I. is able to heal him a number of HP per round equal to its level by administering naturally produced chemicals and manipulating muscles and nerves. Once the Agent is restored to 1HP the A.I.s wire-ways can do no more. The Agent will be able to act for the rest of the scene without penalty. If he does not receive healing during this time he will fall unconscious again at the end of the scene.

Agent Tandel surveyed the scene. Two of his team were down. He and three others were now pinned down and unable to escape the hail of weapon fire currently being poured down onto them by the opposing Agents.

Damned Intel! The Ai-Jinn had been waiting for them.

Suddenly a loud roar announced the launching of a missile. Tandel glanced across to his colleague, Braun, and signalled his intent..... one second later Tandel's world erupted as the missile detonated into the concrete wall he has been sheltering behind.

Emergency. Blood loss critical. Severe trauma experienced. Kidney failure imminent. Left lung collapsing. Capacity 50%. Left ribs number 3 through 6 registering fractures or breaks. Activating survival protocol

Massive doses of adrenaline rushed through Tandel's body. Clawing his way out of the rubble, he reached out, grasped his plasma SMG and staggered upright.

He let rip with a stream of white hot fire.

"Braun! Get out! Get the men out! I'll cover you."

Tandel swathed plasma fire across the roof parapet where the Ai-Jinn Agents had been waiting.

Braun hesitated for a second, and then signalled to the remaining standing Agent, they grabbed their fallen colleagues and ran.

Tandel gritted his teeth as he felt the broken bones grating on each other.

WARNING! Administering trauma relief. Blood loss 75%

Tandel knelt and fired another burst of plasma fire to the parapet. His free hand fumbled for Braun's fallen las-cannon. He looked over his shoulder. The others had made it across the plaza intact.

Tandel raised the cannon and took aim.

WARNING! Blood loss 90% Critical bio-systems failure

Tandel slumped to the ground, his breath faltered and he let out a slow rasping gasp as his eyes rolled up.

Unable to sustain functionality. System shut down. Subject: terminal. Run deletion sequence.

INSOMNIAC PROTOCOL

Prerequisite	Level 4 A.I. Anascan PSE
Cost	3,000¢

The A.I. can utilise the user's senses when they are asleep and wake them if necessary. The user can make 'Perception + Internal A.I.' checks when asleep but suffers a -2 penalty. If the user has an Anascan GUI then he can calibrate the protocol to determine what will wake the user from his sleep. If he does not then the user will be awakened in the event of a threat. This could be an unidentified intruder, the noise of a weapon etc.

SECTION 8

MINOR CORPORATIONS

& THE UIG

THE SEOUL INTERCHANGE

Location

The South West sector of Old Seoul at the heart of Gyeonggi province. (Eastern Bank Territory).

History

During the Corporate wars large parts of Seoul were devastated by heavy and sustained bombings by a temporary alliance of the Western Federation and Eurasian Inc. in direct response to a step up in the Ai-Jinn production of war machines in the sprawling industrial complexes running along the Namham river. The resulting destruction was on a massive scale, large sections of the city were ruined beyond repair, the majority of the infrastructure was wrecked and while the immediate loss of life was in the thousands, millions more died from a number of strategically deployed D-shift bombs. Clean up and evacuation of the city was severely hampered by the near collapse of the Ai-Jinn's western flank and by the time there were spare personnel to assign to the crisis the worst damage had been done.

While, in time, Seoul recovered from this devastation and large sections of it were rebuilt, it is only in recent times that it has managed to recapture some of its former glory. In 2402 shadow CEO Kim Seong was indicted by the UIG for gross deception and recklessly endangering the lives of millions, facing the penalty of depersonalisation he argued that if the UIG were to commute his sentence he would invest his significant wealth and expertise in a humanitarian project on their behalf to benefit all mankind. The UIG agreed and thus the Interchange Project was born.

Description

The Seoul Interchange is an Ai-Jinn run freehold for private enterprise. It is a place of peaceful trade to allow small companies and individuals a place to work and discuss ideas, free from the interference of the major corporations. The Interchange is located to the south west of Old Seoul in the heart of a large series of well kept ornamental gardens while the newly cleaned Namham river splits to surround these gardens making it a place of peace and tranquillity. The building is a large black glass cylinder rising from the gardens; it stands 90 stories high and 110 metres in diameter.

Security at the Interchange is provided by the Ai-Jinn and the UIG and given that there is always a cyberlin on standby to provide fire support not many choose to violate its grounds. Anyone of citizen rank or higher is free to come and go at the Interchange and the ground floors are dominated by a huge range of cafés, restaurants and bars to suit anyone's taste and budget.

The only restriction imposed is for all entrants to be scanned and give up all offensive equipment, non-lethal items need not be relinquished. This requirement is an exceptional law for the Interchange, even those licensed to carry and use all manner of weapons must relinquish them for entry to the building. Only those with an Interchange Security Licence may carry any form of weapon. In addition to this Interchange security take a very dim view of violence or threats and will respond immediately to resolve such incidents.

The idea behind the building of the Interchange was to promote an atmosphere of free enterprise that is almost unique in the world and encourage the development of minor corporations. Businesses working within the Interchange require no affiliation with the Ai-Jinn and the Interchange will provide backup to prevent

the other major corporations from moving in on them. However, in exchange for this umbrella of protection the Ai-Jinn do take a cut of all profits from non-affiliated companies working in the Interchange in addition to the rent paid to operate there. Failure to comply with these regulations results in a loss of protected status that few small businesses can afford. To ensure fair enforcement the UIG monitor the Ai-Jinn's management strictly to protect the rights of those working there but other than providing additional security have a policy of not interfering.

Any type of business is permitted to operate within the Interchange and this has led to a fascinating myriad of small companies operating there. Everything from small-scale custom weapon builders to freelance A.I. architects to the public offices of mercenary organisations. As long as no aggressive action takes place within the Interchange the management does not control the types of businesses which operate there. This has led to some individuals renting additional space to sleep and live within the Interchange as they may well have offended some of the major corporations with their actions or the equipment they have sold. That is not to say that the Interchange is a hideout for those on the run, the UIG will not hesitate to retrieve someone working there with sufficient evidence.

The Black Auction Rooms

The Interchange was originally built to satisfy the UIG that the Ai-Jinn were prepared to at least tolerate an aspect of free industry within its territory. As a reciprocal gesture the UIG agreed that the Ai-Jinn could operate a business there without any form of UIG interference.

This concession led to the opening of the "Black Auction Rooms" This auction site is run entirely on paper, no part of it is available on the WDN or on the internal systems of the Interchange. No bids are accepted in proxy and no credit is extended to any buyer; you either turn up with the capital or you don't bid. Brochures are printed on recycled paper and sent to an exclusive client list who are welcome to come to private viewings of the goods for sale. For a fee of 1000c anyone is welcome to come and read a catalogue in the public areas however, it is understood that some items are not contained within the publicly available literature. There are only a few limits on what can't be sold, people or their organs, extremely hazardous materials and termination contracts. Other than these items, there are no limits on sales with 10% of the sale price going to the Ai-Jinn.

On occasion a true Black Auction is held where even banned items are traded. The specifics of the auction and how to attend are a well maintained secret.

Occasionally some hopeless optimist will cite the Interchange as a 'practical' example of how the Corporations might one day co-operate in bloodless harmony. Poppycock! The place is an ant farm, a little black test tube. Its construction was the fruit not of altruism, but the desperation of a rich man to cling onto his own status. Even then, it takes sixty armed men and a walking death machine to keep the peace within a clientele of a few hundred people.

I'm sorry, gentlemen, but the precious balance of the Interchange simply cannot scale beyond Seong's immaculate gardens. Look closely and I'm afraid the only lesson it has for us is this: violence, whether active or potential, is the one constant in the Corporate age. Only by the threat of greater violence can it possibly be held in check.

from Seminars on Corporate Diplomacy
-attr: Agent Fitzroy-Smith, EI trade relations attaché

A.M.S.

ANZEIGER MILITARY SYSTEMS

You got bucks? We've got bang!

AMS Store Motto

THE FORMATION AND SUCCESS OF AMS

The Western Federation has several subsidiaries that produce a variety of military hardware. Perhaps the most famous of these is Anzeiger Military Systems founded in 2220 after J.D. Mathers (founder of the Western Federation) had been thoroughly established as the political leader of North America.

AMS was conceived as a weapons manufacturer like no other; its primary purpose was to create the best weapons in the world regardless of cost.

There were already several manufacturers of military hardware across the world at the time and the newly formed Western Federation, although producing some excellent equipment, was neither dominant nor technically the best. To bring AMS to the forefront a two pronged plan was implemented.

Firstly the Federation would channel a disproportionate amount of its wealth into the growth of AMS and secondly divisions of Agents would be dispatched to hamper the functioning of rival manufacturers. This approach met with limited success as many of the great weapon designers of the time had already been scooped up by existing companies such as Takata in Japan and Reisner in Europe. Despite the Federation's best efforts the reputations that such producers already had was an insurmountable obstacle.

It was in 2256 that a Federation Agent by the name of Major Chad McKenna had the idea of broadcasting some of the Federation's more sensational and legitimate skirmishes for the enjoyment of the public. "The Price of Corruption" became successful beyond all expectations and the Agents in the programmes became overnight celebrities. The knock-on effect was that everyone and his wife wanted to be an Agent. That was never going to happen but it didn't stop people buying the same guns used in the shows and consequently AMS became a household name. "The Price of Corruption" was such an entertaining show that it attracted a

worldwide audience and within 10 years AMS dominated the firearms industry. Their success and the promise of even greater things to come allowed them to lure the lead designers away from their rivals and before long AMS were not just trying to produce the best weapons in the world, they were producing them in their millions and selling them to a worldwide consumer base.

Although several small manufacturers still exist, AMS have a stranglehold on the market and it's only through massive scale corporate protection that companies such as Air-Lyte, Pyronics, Reisner and Takata still exist.

WEAPON QUALITY

AMS sell two categories of weapons, GD (for General Distribution to domestic and foreign buyers) and CI (Western Federation Corporation Issue).

All weapons are made to a single exacting standard, however during post-production testing those which are considered to be of inferior quality are sold as GD weapons while the superior weapons are sold only to Agents of the Federation. The CI weapons are further tested to see if any have exceeded expectations, if so they are sold at a greater price or given as rewards to deserving Agents.

AMS AGENTS

Although a subsidiary of the Western Federation, AMS maintains a contingent of specialist Agents. AMS Agents undergo the same rigorous training as normal WF Agents and characters are created in the same way. To include them in your game you can either play an entire AMS division whose missions would revolve around the weapons industry or you could run a Western Federation game and allow a portion of the players to play AMS Agents who work in close co-operation with the normal WF Agents. Their purposes will almost always coincide although the GM could introduce some minor rivalries if desired.

In a cross-corporation game AMS would be so close to WF Agents that rival Agents would be unlikely to notice the difference.

UNIQUE ABILITIES AND EQUIPMENT

AMS Agents gain the same abilities as Western Federation Agents (Page 117 of the Core Rules) with the following differences.

LICENSES

AMS Agents do not get the free 'Offensive Equipment License'.

MILITARY SIGN

AMS Agents do not learn Military Sign. They are not instilled with the same sense of teamwork normal Federation Agents are.

REQUISITION

AMS Agents can requisition items from any AMS stockist. These items are on-loan and must be returned. The requisition must be authorised by the division leader who will be accountable to the mission officer. Overuse or misuse of this privilege will be met with strong disciplinary action and suspension of this perk.

The starting limit per mission is 2000¢ per division member. This can be grouped into a single weapon or spread among several. *For example, a division of 4 members can requisition 8,000¢ worth of kit from an AMS store. This limit may periodically be raised by the mission officer if circumstances require.*

Spires, Open Cities and Archologies will all have an AMS store in. Old Cities generally have an AMS store if there are no spires within 100 miles.

If you damage a borrowed weapon or expend one-use items such as grenades the mission officer will require a full report. Based on the report and the Agent's history they may be expected to contribute towards the replacement costs. Normally 50% is sufficient.

SALARY

AMS Agents are paid 800¢ x Rank (8,000¢ starting cash)

SAMPLE OCCUPATIONS**AMS WEAPONS TECHNICIAN**

AMS Agents are often stationed within AMS facilities across the world. As there are seldom raids on these installations many Agents turn their hand to weapon design, construction and maintenance. These individuals often come up with some of the finest weapons. One of the best examples is Lieutenant Jesse Bernstein who (with the help of some accomplished plasmatic engineers) designed the AMS Bloodstorm.

AMS SALES REPRESENTATIVE

AMS needs to sell its guns all over the world and what better way to get a customer chomping at the bit than a real life display. The Rep is typically an accomplished combatant with a gift for lively and engrossing persuasion. He travels with a standard WF Division but will often be called upon to make a small detour to see a client at some point in the mission. The Rep needs to convince the client of the value of the weapons he is about to buy and then allow him to 'tag along' and see the weapons in real live action. Not every mission can be a showcase but some of the more legitimate assignments make an excellent demonstration of the sheer beauty of AMS hardware. The Rep may also be asked to complete any number of other routine tasks for the company such as brokering deals, collecting stock or selling new products to retail outlets.

AMS PROTOTYPE TESTER

AMS continually research and produce a variety of new hardware which can never be thoroughly tested in a lab. The Prototype Tester will often be allocated such a weapon during the mission and required to put it through its paces. To begin with the tester will be given fairly mundane items to try such as a Black Cougar with

AMS PROTOTYPE TESTER LEVELS

LEVEL	CATEGORY	EXAMPLE
1.	Non Weapons	New ammo clip
2.	Small Weapon Upgrades	More accurate sight
3.	Light weapons	Black Cougar Special
4.	Light Support Weapons	New Grenade
5.	Tactical Weapons	Plasma blade launcher
6.	Powered Melee Weapons	Plasma whip
7.	Heavy Support Weapons	Heavy plasma grenade
8.	Heavy Weapons	Galvanic cannon
9.	Illegal Weapons	New over-risk weapon
10.	Cutting Edge Weapons	Drone launcher

a new lightweight chassis or a new targeting sight for a sniper rifle. If these tests are carried out to the satisfaction of her superiors she may have her 'Tester Level' increased and so be given more responsibility in the form of powerful, dangerous or classified weapons.

A tester starts with a tester level of 1 which can be increased to 10. When the Tester has impressed her superiors sufficiently, this level can be increased. (Every 3-5 tests is recommended). Failure to test the weapon effectively will result in the Agent's testing level being reduced.

Above is a guide to what equipment may be handed out at each level.

AMS MISSION IDEAS

1. AMS is buying up a small arms company in Southern Russia. Your Division must attend the negotiations and ensure the best deal is made.
2. An AMS Lab has been breached by an unknown party. They struck fast and knocked out all surveillance. Track them down and bring back the stolen Corporate Issue weapons.
3. Eurasian Incorporated have developed a bio weapon they claim could change the face of warfare. Make sure it never gets made.
4. The Ai-Jinn are trying to put pressure on Bright and Sunny Media to cease the international broadcasting of 'The Price of Corruption'. This would seriously damage sales.
5. One of AMS's best designers has defected to the European owned 'Reisner'. Find out how and bring him back.
6. A Comoros Division has arrived in Fort Worth to select and buy a huge arms consignment. The Division is charged with entertaining them and ensuring their safety while visiting.
7. The Division are the only Agents stationed on the AMS Orbital when outlaws attack. They must defend the Orbital using all available technology (which is vast).
8. There are reports of a terrifyingly powerful individual stalking the Tigera jungles. Could this be the fourth Plague Victim. (See Austerity Materials Research Facility on page 119)

AMS INSTALLATIONS

AMS own a number of installations across Earth and beyond. Below are listed their primary facilities.

THE ANZEIGER ORBITAL

Orbiting the Earth just a 10 hour shuttle ride away the Anzeiger Orbital provides weapon enthusiasts with an unparalleled opportunity to test and purchase the entire range of AMS equipment. Strict laws on Earth control the selling of certain types of equipment such as 'Over-Risk Weapons' which the UIG claim are 'unnecessarily dangerous and present a risk far in excess of their potential advantage'.

AMS fully support the UIG's decision to limit the availability of Over-Risk weapons on Earth but nonetheless wish to allow the consumer to exercise his right to purchase and use such weapons whilst outside the confines of UIG law.

TRANSPORT TO THE ORBITAL

THE AMS SHUTTLE

COST 450¢ RETURN

A 50 man shuttle leaves at 11pm each evening from the New York Spire City on the west coast of the USA. The journey takes 10 hours but each traveller is assigned a sleeping pod on the shuttle so that they awake refreshed at 9am local time on the orbital. The travelling fee is refunded if the client purchases 10,000¢ or more of equipment.

PRIVATE SHUTTLE

COST 2,000¢ RETURN

Many companies offer a private trip to the Anzeiger Orbital which normally retail for around 2,000¢. The shuttle will wait for the client at an additional cost of 500¢ per day.

ARRIVAL AT THE ORBITAL

Clients can expect a warm reception, normally from Agent Carl Jonsson. They will be offered as much drink and food as they can eat and given a small room to relax in if they so desire. Agents, UIG Officers, wealthy individuals and established clients can expect a higher level of treatment which includes free entertainment, luxurious accommodation and ample opportunity to test any equipment they wish.

STRUCTURE

The orbital is a blend of huge, industrial sectors, refined, sterile R&D labs, simple, functional accommodation and luxurious apartments spread over a roughly elliptical shape. Between the

enormous structures are large areas of environmentally controlled open ground which have been made into testing environments based on real scenarios found on Earth. (Sectors are detailed at the bottom of the page.)

SECURITY

All AMS facilities are guarded by AMS Agents, Droid Contingents, Overwatch Security Systems and standard security guards.

AMS NELSON BIO-WEAPON RESEARCH FACILITY (MILLER-UREY)

Deep in the jungles of Tigera is situated the AMS Bio-Weapon Research Facility. Working in conjunction with the main WF Tigera Lab, AMS continually refine the process of using biological processes in the manufacture of weaponry.

One of the most exciting discoveries to come out of the Nelson Lab is that of bionites. A form of nanite based around living cellular organelles. Bionites are adaptable and can be grown rather than built which dramatically reduces production costs. The UIG are adamant that bionites will not be allowed onto the Earth and are currently insisting they do not even leave the confines of the lab lest they enter the biosphere and begin to change it on a broad-scale molecular level.

At present the bionites form a major part of the manufacturing process in the Nelson lab allowing AMS to synthesise all manner of biological material for further research. The bionites are not 100% reliable at present often making tiny mistakes on the atomic level which has a knock on effect of creating flawed and pre-mutated DNA. When bionites are introduced into living hosts the results are often shocking but always fascinating.

FORT WORTH RESEARCH AND DEVELOPMENT LABORATORY, TEXAS, USA

Fort Worth remains Anzeiger's primary R&D lab and is where the majority of its new weapons are conceived, designed and made ready for production in the Rado Spire Synth Plant. The facility employs some 800 staff and is not open to the public.

AMS MEGA STORE, EDEN SPIRE, GERMANY

E.I. Agents and Citizens spend enormous amounts of money on unnecessarily powerful weaponry and AMS didn't miss a trick when they placed their largest terrestrial retail outlet in the centre of the commercial area of the Berlin (Eden) Spire. The Mega Store covers over 1 square mile of floor area and includes a training school, testing range, UIG Xpress License Application Centre, Maintenance and Modification Shop and of course, shelves and shelves of fierce, top of the line weaponry.

The Mega Store also contains departments where it retails armaments and equipment made by other manufacturers such as Richenbacher, Y&S and Takata.

XPRESS LICENSE APPLICATION CENTRE

Do you need a license in a hurry? The Xpress License can be authorised in

SECTORS ON THE AMS ORBITAL

Sector 1	Dock and Reception	Shuttle Docking and Security
Sector 2	Factory Units / Synth Plants	Where the weapons are built
Sector 3	Research and Development Labs	Where the weapons are designed
Sector 4	Standard Accommodation	For normal visitors
Sector 5	Staff Accommodation	Accommodation for staff
Sector 6	Luxury Accommodation	Accommodation for VIPs
Sector 7	Recreation	Shopping, entertainment, food etc.
Sector 8	Utilities	Control for water, power, air etc.
Sector 9	Urban Test Area	Derelict buildings, roads etc.
Sector 10	Rural Test Area	Jungle, woodland, hills etc.
Sector 11	Indoor Test Area	False Spire interior
Sector 12	Empirical Test Centre	For the scientific testing of weapons.

just 1 hour, there are drawbacks however. The UIG Officer on duty will first subject the buyer to a short Aggression Psych Evaluation before he conducts a background check. If the individual has no significant issues then the License will be awarded. There are certain conditions however. The user must report to a UIG Training Centre within the next month to complete training as normal (i.e. spend the downtime) and there is an administration fee of 1000¢ on top of the normal license fee (payable immediately).

GRAND CANYON SYNTH PLANT, RADO SPIRE, ARIZONA, USA

The Rado Spire is an impressive, traditionally shaped structure coloured deep red and designed to complement the rich stone of the Grand Canyon over which it looms. Buried deep underground less than a mile from the Spire, a fully automated synth plant builds and packages the majority of AMS weapons ready for export across the world. Although the facility is automated between 30 and 40 members of staff are always on hand to monitor the plant and maintain it in prime condition.

A Battle Class Cyberlin guards the shaft leading to the plant and at least one contingent of advanced Agents oversee security.

AUSTERITY MATERIALS RESEARCH FACILITY, AUSTERITY SPIRE COMPLEX, NEW ENGLAND, USA

The Austerity Spire Complex is home to dozens of high tech industrial research centres, not least the AMS Materials Research Facility. Here AMS design, synthesise and test thousands of new materials each year patiently waiting for one to reveal a new property which could be useful in the manufacture of weaponry, or failing that, sold to another company.

The use of nanites is fundamental in the manufacture of new materials, there is only so far the mixing and chemical synthesis of materials can go. Using nanofacture AMS create materials from the atomic level allowing them to try almost unlimited combinations until they find something that works.

Playing with these fundamentals has its drawbacks though, in 2391 the plant fell victim to a nanite plague, which it is now understood began when one of the workers there fell to the lure of the Cult of Machina and in a desperate attempt to impress her superiors bypassed all the safety protocols and opened a sealed nanofacture unit. The details are unclear but surveillance footage shows the woman smashing open nanopods and pouring the black, viscous contents into her mouth.

A co-worker soon discovered her and attempted to apply aid. That is believed to be the moment that the plague began to spread. Within hours most of the factory was coughing up slugs of blood and chunks of lung. The facility was quarantined and of the 470 employees only 4 survived, those who did were irrecoverably changed and sent to WF labs on Miller-Urey. The UIG became aware of the situation some months later and insisted the WF hand over the affected individuals. The Federation claimed that none had survived but of course this was untrue and the UIG knew it. They put together an elite team composed of a UIG Ranger, a Malenbrach Squad Commander and an Agent from each Corporation (WF excluded). The potential rewards were vast and the UIG issued the group a wealth of Archon Pattern equipment.

Needless to say the operation was a success and 3 individuals were recovered from the Tigera Lab. These plague victims were transported in sealed environments back to the UIG research lab

on the Larsen Ice Shelf where they are still held to this day. The fourth victim was never found.

GLENORIE FIELD WEAPONS TESTING SITE, SYDNEY, AUSTRALIA

From the wide open spaces of the Great Desert to the burnt out shell of Old Sydney, AMS can be found testing their latest creations and finding problems with old ones. The dangers of collateral damage are significantly reduced in the Freestate and on top of that the potential bounties for bringing down criminals can help AMS offset many of the costs they incur when prototype weapons explode maiming their users.

EXAMPLE AMS AGENTS

AGENT DALLAS MCCADE

Rank 6, Level 31

McCade is stationed at the Glenorie Testing Facility where he heads an accomplished testing Division. McCade and his Division (Sweep & Clean) are the Federations only permanent military detachment located in the Australasian Freestate and have earned themselves a reputation for being tough, resourceful and brutally competent. Their primary objective is obviously to field test AMS weapons but this is normally done during 'pollution control' missions where McCade and his Division cull the worst of the Freestate's biological deviants for the good of the gene pool as a whole.

FIELD MARSHAL ALISON VAUTIER

Rank 8, Level 55

Field Marshal Vautier is currently the acting head of AMS. She was educated in the Taurus Academy and displays a terrifying command over any weapon handed to her. Her intimate knowledge of each and every available weapon allows her an unrivalled insight into the needs of a client and as such she is instrumental in the design of each and every weapon that comes off the AMS production lines. Although Vautier is not formally trained in mechnronics she uses task chips to ensure she is up to speed on manufacturing techniques. She is normally stationed in the Fort Worth R&D facility but chooses to personally oversee more delicate missions both martial and diplomatic.

In combat the Field Marshal takes an artifact quality plasma blade launcher whilst using the left hand to switch between a psi-blade and various heavy support weapons.

AGENT CARL JONSSON

Rank 4, Level 15

Agent Jonsson is larger than life literally and metaphorically. Carl is a giant of a man standing 6'11" and heavily augmented with subdermal plating and power increasing cybernetics. Of African-American descent Jonsson now resides on the Anzeiger Orbital where his warm smile and chat instantly puts clients at ease. He usually greets clients who are visiting for professional purchasing such as Agents and bounty hunters. He is intimately familiar with all AMS stock and will happily accompany clients to the test sites where, under his supervision, they can try out the latest and greatest offers from AMS. Occasionally Jonsson is required to meet up with standard Federation Divisions and accompany them on missions. His forte is twin heavy weapons although he is an extremely competent mechnician and negotiator.

TAKATA

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THE FORMATION OF TAKATA

The Takata Corporation was established in 2109 as a centre for the development of laser technology. Until this point lasers had been used on a domestic, commercial and industrial level but their military applications were extremely limited. The Shi Yukiro placed the nascent sub-corporation into the hands of two carefully selected Divisions.

The first was a Division named 'Hayaku' whose members were taken from Samurai ad Technica and Clan Hitori. Although these two factions do not normally work together the Hayaku were a phenomenally successful Division blending stealth, martial competence and steadfast loyalty. The purpose of this division was to scour the world for laser related R&D and return it to the researchers at Takata. The Division brought back an enormous amount of data, especially from E.I. territories and the landmass known as the United States of America.

The second Division 'Takusani', were responsible for the administration of the first Takata facility in Kyoto. The Division was composed primarily of Zaibatsu who had a track record of both business acumen and installation management. 'Takusani' was highly successful and their business strategies combined with the Hayaku's intelligence provision meant that within 10 years Takata has produced its first, man-portable field weapon.

The Takata L1 was a heavy weapon but did not approach the power of modern heavy lasers. It was clunky and prone to misalignment, i.e. when it took a hard knock the insides would often subtly shift making the weapon useless. To counter this, the L1 was normally kept in a gyroscopically stabilised field case, unfortunately this made the weapon inconvenient to use. Progress was made however and by 2140 Takata had produced the L10 which was significantly smaller than the L1 making it a 'tactical' weapon rather than a 'heavy' one. Many of the reliability issues were ironed out and so began the Eastern domination of the military laser industry.

Today Takata has production facilities in Kyoto and Kakura (named the Hayaku and Takusani facilities respectively) which produce a range of high quality laser weapons and optic based technology for export around the world. They maintain a contingent of Agents specially trained to deal with the day to day matters of running the company and also enjoy the protection being a Shi Yukiro subsidiary brings.

As for the two Divisions who helped to establish Takata, little is known of them outside the Shi Yukiro. Most of the members of said Divisions are dead, killed in action or simply refusing life prolonging technology.

Of those members who are still alive today two are still active within the Shi Yukiro, working now as Takata Agents, one is detailed above.

AGENT OYANAGI KAMEKO

Female, Rank 8, Level 53

Kameko was born in 2084 in Kobe City where she educated in law and politics from an early age. Her childhood saw the consolidation of the Shi Yukiro and a fundamental change to the political and social structure of Japan. By the age of 16 Kameko had not only demonstrated her aptitude for politics in various local circles but was also a skilled disciple of jujitsu. The Shi Yukiro were looking to expand at this time and recruited Kameko as a political threat assessor and strategist.

It was in 2099 when Agent Oyanagi and her Division pioneered the idea of a modern day ninja contingent. The concept being to gather intelligence and use Clan Hitori to act upon it. The ruling Shogun of the Shi Yukiro was so impressed with the idea he made Oyanagi the first ninja of Clan Hitori, granting her access to anything she needed to get the scheme up and running.

Agent Oyanagi, augmented with the best cybernetics and biotech available was highly successful and personally ensured Clan Hitori's continued existence. She recruited dozens of Agents insisting they were all trained in combat, stealth and world politics (Corp. Knowledge). In 2109 Oyanagi's Division – Hayaku – was given the task of acquiring data for the Takata project. She again met with great success and the information she acquired allowed Takata to grow far beyond normal projections.

As one of the first Agents ever recruited by a Corporation, Oyanagi is revered by the Shi Yukiro and its subsidiaries and her wisdom accrued over 400 years is a valuable asset to all who can seek her council. She still maintains a youthful appearance and has had her ancient cybernetics replaced with the very best money can buy. Although she dedicates most of her time to political strategy, Oyanagi considers herself the Mother of Takata and still elects to take to the field occasionally to personally oversee some of their more delicate missions.

There appears to be a strong, though highly informal, sub-culture within the modern Shi Yukiro that equates Agent Oyanagi with the archaic mother-goddess figure Izanami. Although the old mythologies are only selectively maintained in contemporary Corporate doctrine, the parallels are clear when believers possess the necessary mental flexibility to transpose creation myths onto the formation of the Clan Hitori, given its central role in the evolution of the greater Corporation.

We have been unable to ascertain whether Oyanagi herself encourages this way of thinking or not, though given her status within the Hitori she is undoubtedly aware of it. We do, however, wish to repeat our suggestion that her assassination would be a powerful unbalancing blow to a pillar of SY ideological strength. We therefore submit that the 100% mortality rate amongst EI agents assigned to this task should be quantified as acceptable loss and written off against the magnitude of the potential gain.

From The Sword Reforged: Threat Analysis, Shi Yukiro Corporation

-attr Michael Kaspilis, EI anthropologist/geopolitical analyst

WORKING WITH THE SHI YUKIRO

Takata Agents can still be considered to be Shi Yukiro Agents in most aspects. The main difference is that their duties will typically involve guarding the interests of Takata rather than the Shi Yukiro as a whole. They also tend to use ranged laser-based weapons instead of engaging in close combat.

If some player wants to be Takata Agents within a Shi Yukiro division that is fine. Their expertise in different areas is a valuable asset and Takata often welcome the opportunity for their Agents to work with their cousins from the Corp. Inversely a few Shi Yukiro Agents in a Takata division is not uncommon.

Takata Agents are still required to be of a pure south-east Asian descent as described on page 108 of the Core Rules.

CORPORATE GOALS

Takata hold no illusions of unseating the Shi Yukiro as the foremost supplier of high-tech goods around the world. However many within Takata harbour no small degree of resentment for the fact that although they regularly produce designs that surpass those of the Shi Yukiro, the acclaim more often than not still goes to their parent corporation. Takata can be likened to a samurai vassal family in feudal Japan, forced into the shadow of their patron, their own accomplishments rarely recognised. With this in mind Takata fight a battle for a commodity more elusive than money; recognition.

MIND-SET

Takata employees are governed by the same steadfast loyalty to their Corporation that their Shi Yukiro brethren are but it is coloured by a competitiveness that is rarely found in members of the major Corporations. Takata Agents want to prove they are the best both operationally and ethically and are often ingenious in finding ways of achieving their goals whilst working within the law; a practice that has earned them a measure of grudging respect from the UIG.

OPERATIONAL METHOD

The tactics of Takata are like their products; precise, well-planned and surprising. Agents make good use of infiltration skills and their Optic Disguise Net to gather as much intelligence as possible before formulating the plan and the whole Division moves in as one for a single, decisive blow. More often than not a Takata Division will have already won before firing a single shot, so well-planned will be their operation. The downside is that when something comes up that hasn't been accounted for they are often left unsure of how to react.

The victorious strategist only seeks battle after the victory has been won, whereas he who is destined to defeat first fights and afterwards looks for victory.

- Sun Tzu

SAMPLE OCCUPATIONS

LENSMAN

The weapons-specialist of a Takata Division, a Lensman is a master of laser weaponry, especially the fearsome Takata L80 assault laser. Unlike their cousins in the Shi Yukiro, Lensmen are trained to consider melee combat to be crude and primitive, preferring to focus on their strengths and reduce their foes to cinders with searing hails of laser-fire.

PHOTONICIST

An expert in photonic technology and high-energy physics, a Photonicist is the Takata answer to the Division mechanic, able

to keep the division's laser weaponry and other equipment at full functionality even in situations where the delicate electronics might be unable to cope. Photonicists are also the most likely to be entrusted with prototype tech items from the Takata laboratories to carry for field-testing.

HOLOGRAPHER

Taken from those Agents who are shown to have a talent for lateral thought, holographers use holo-projectors, invisibility fields and their own Optic Disguise Net to manipulate the battlefield, metaphorically or literally, and are notorious for their imaginative applications of Takata technology. A skilled holographer can quickly have the Division's enemies firing at phantasms and not focusing on the very real Agents closing in for the kill.

UNIQUE ABILITIES AND EQUIPMENT

Upon character creation Takata Agents gain the unique assets listed below. However they do not receive ion weapons as part of their career package. It is not impossible for them to acquire ion weapons legitimately from the Shi Yukiro but it is extremely unlikely. Likewise there are very few cases where standard Shi Yukiro Agents have been installed with the Optic Disguise Net (below).

LASER SPECIALISATION

All laser weapons purchased by Takata Agents have the following benefits:

- 10% Price Discount
- ID Chip Checkers installed

SALARY

Takata Agents are paid 900¢ x Rank (9,000¢ Starting Cash)

OPTIC DISGUISE NET

OPTIC DISGUISE NET TAKATA AGENTS ONLY

Takata, as the world's premier researcher in light-based technologies, have a mastery of holographic technologies that no other corporation can match. All Takata Agents are augmented with an Optic Disguise Net, a web of nano-scale hologrammatic emitters along the surface of their skin that allows them to alter their appearance to that of a preset holographic model, allowing them to look like whoever they wish.

Holographic disguises are flawless under visual scrutiny but the hologram is incapable of making any physical changes, i.e. if a bald Agent uses a holographic disguise to take a form that has hair then anybody touching his head will soon realise that something is amiss.

Attempts to visually identify an Agent wearing a holographic disguise automatically fail, though if the disguise is one that has been seen before then it may still be recognised. Agents with a Krieg Voice Synth may even convincingly take the forms of existing people. A physical examination can still identify that they are not who they appear to be but suffers a -4 penalty as long as it's mostly true to the Agent's real form.

The Agent can store up to one preset holographic disguise for each point of his Internal A.I., creating a new preset requires 3 hours and a 'Perception + Arts & Culture' roll.

These items cannot be removed from a corpse, they are finely integrated in the host and merge with them on a molecular level.

GEMINI BIOWARE

PERFECTING YOUR LIFE

DESCRIPTION

2275 saw the official formation of Gemini Medical from the merging of several failing pharmaceutical, medical and biotechnology companies that refused to fall under the all encompassing might of Eurasian Incorporated. Gemini's independence attracted many brilliant doctors and scientists who resented E.I. and preferred working for a smaller, more focused institution.

To survive Gemini knew it must specialise; it could never compete with E.I. as a general medical company so focused on biotechnology, specifically the manipulation of living organic matter into new and unusual systems. It still had a great need for its pharmacologists, chemists, doctors and surgeons; they simply had to alter their fields of specialisation to fit in with Gemini's new vision. Thus Gemini Bioware was born and although small, had significant success with genetically modified organic material for the medical and food industries. One of its greatest success stories was the geneengineering of the seed protein used in 95% of Multymeat products which led to a massive increase in the value of the company allowing them to invest in the Miller-Urey project of 2320.

Since the construction of the Tower of Gemini on Miller-Urey and at Vladivostok, Gemini have advanced significantly and now produce an impressive line of bioware, bio-implants, symbiots and of course BIOs (Bio-engineered Independent Organisms). Their place in the market is firmly established and E.I. seem to show no serious intentions of ousting them from their position as leaders in biotechnology.

CORPORATE GOALS

Gemini have almost total domination of the advanced non-medical biotechnology industry. Both E.I. and Two Snakes are orientated towards health whereas Gemini disregard that market for the most part instead considering their products to be 'optional essentials'. They are aware that their primary market is rich individuals and companies desperate to be one step ahead in the arms race.

The most significant problem holding Gemini back is the ban on Earth-based BIOs. Until the UIG can be convinced that BIOs are safe for use on Earth, Gemini will be forced to sell them to non-terrestrial customers only. For this reason Gemini is investing more funds into technology that can be taken to Earth such as bio-implants, bioweapons and dependent symbiots. They are not deterred though and still take every opportunity to try and make the UIG see the light.

MIND-SET

Gemini's overriding goal is to convince the UIG to accept BIOs on

Earth, for this reason their Agents are trained to look for any opportunity that arises to sway the UIG. This is a tough task but nonetheless, any progress in this area is handsomely rewarded and consequently Gemini Agents take it very seriously. In addition to this Gemini Agents are typically recruited from those with a good scientific background or those who are fearless in their desire to try out new and untested biotechnology. This tends to make Gemini Agents extremely diligent and in many ways juxtaposed to E.I. in that they take their work very seriously.

Gemini Agents are always on the lookout for ways to advance the field of biotechnology. This has led to many finding Gemini Agents creepy and a little inhuman. Their continuous searching for unnatural things to do makes them the target of violent and abusive attacks by rights groups and those disposed to a more natural way of living.

OPERATIONAL METHOD

Gemini are one of the least violent of the Corporations, their ultimate goal of universal biotechnology is one that cannot be readily accomplished with acts of aggression. They need to convince their opponents rather than beat them. For this reason Gemini Agents tend to work carefully, manipulating situations to their advantage and all the time trying to show the benefits of their technology. Of course, there are numerous situations which require the use of force such as acquiring rival tech, securing funds, defending facilities, testing new weapons etc. When force must be applied Gemini Agents will try to use biotech whenever possible this allows them to both test it and convince others of its effectiveness. When a division of Gemini Agents take down their target using the latest biotech word spreads fast and the orders start pouring in.

NAMES AND RANKS

Gemini take their Agents from all over the world, there are thus no typical names but some are listed below just to help out in character creation.

Ericsson, Archer, Beckett, Brennan, Cole, Mason, Mercer, Van Dijk, De Vries, Harpaz, Wiezman, Dukes, Kahn, Resnik, Hong, Feng, Mouris, Warren, Schaller, Adamson, Volk, Butler, Green, Cavel, Fox

RANKS

Gemini acknowledge no special ranks but they do maintain certain formalities.

For example, anyone with the 'Medical Licence', 'Surgeon Training' or 'Field Surgery' is called Doctor.

SAMPLE OCCUPATIONS

Genengineer

These form the basic 'behind the scenes' stock of Gemini. Men and women trained in the use of biosequencers who use their expertise to create all manner of strange and wonderful biological systems. Genengineers must be dedicated but freethinking; Gemini's corporate structure ensures a creative, lively work environment where scientists are encouraged to swap ideas and experiment.

BIO Handler

BIOs are a diverse breed, some are timid and can barely move, other are ferocious monsters capable of ripping entire Divisions apart. The BIO handler excels at training and controlling BIOs, sometimes using technology but more commonly by his own force of will and understanding of the creature. The BIO handler requires a high Presence and Attitude but also other complimentary skills to ensure he is not useless when working on Earth without BIOs.

DNA Collector

Gemini have literally millions of different DNA samples to choose from when building their biotech. It is the job of the DNA collector to ensure the stocks are maintained by collecting a range of DNA from living hosts. Alongside DNA from rare animals and plants, the collector will often try to source material from humans; common targets include telepaths, gifted individuals, Aries and Taurus students, high ranking corporates, Cultists and of course BIOs built by other labs. The DNA Collector is often schooled in stealth, socialising and general undercover work.

Biotech Tester

Testing biotech is one of Gemini's most important jobs. The tester is typically given something new at the beginning of each mission and expected to put it through a thorough test. She will then give a detailed report on her return. If the test was inconclusive in any way she will be expected to take it out again until the testing manager is satisfied. She will then be given a new item and the testing will start again. A biotech tester will need a comprehensive array of weapons and technology skills to ensure she is capable of testing any equipment she is given.

SUB SECTS

Gemini have various departments but is too small to contain sizable sub groups. It is known to have deniable cells which work beyond the law with the goal of getting BIOs to Earth and illegally installing and testing high-end biotech on innocents. These cells tend to be well hidden and sufficiently removed from Gemini to provide little concern in the event of their discovery.

EXAMPLE CHARACTERS

Dr. Catherine Michaelmass (Rank 4, Level 15)

Dr. Michaelmass finds the UIG's attitude towards BIOs to be fundamentally flawed and has been given free run by Gemini to turn their opinions around. She is a terrifyingly attractive woman who uses powerful pheromones to seduce and corrupt carefully selected UIG officials with the intention of seeding dissension among key figures. During these seductions she is also able to collect significant blackmail material which she uses to influence decisions which may affect BIO policy one day. So far Catherine has met with limited success but the wealth of influence she has collected among ranking UIG Officers is itself a potent weapon.

Serge Villanov

(BIS4 - Bio Implant Subject 4) (Rank 3, Level 44)

Serge is an ex-convict, who in exchange for freedom agreed to be part of a UIG bioimplant experiment. Serge was transformed over 2 years into an aberration of monstrous body parts including claws, fangs, tentacles, armour plates and poisonous spines. After creating the monster known as BIS4, the UIG, scratched their heads, shrugged their shoulders and decided they had no further use for it and sent it for destruction. On route BIS4 was intercepted by a Gemini Division who took him to Miller-Urey and began a long set of procedures to mask but not remove his numerous bioimplants. Serge has been fitted with a new ID chip and looks relatively normal, if rather hulking. He is now fanatically loyal to Gemini and harbours a hatred for the UIG few others will ever rival. At will Serge can extend any amount of his brutal array of bioweapons unleashing hell on his opponents.

You could use a Class 2 to represent Serge (Eastern Bank).

UNIQUE ABILITIES AND EQUIPMENT

In addition to standard Agent issue, Gemini Agents also receive the following:

Gemini Agents gain some licenses and trainings for free at character creation but they **MUST** have the prerequisites. If they don't have the prerequisites at character creation then they receive the licenses / trainings for free as soon as they acquire them.

LICENSES

BIO Genengineering License, Biosequencer License, BIO License: Companion, BIO License: Guardian, BIO License: Utility, Biohazard and Toxin License, Cloning License (Class C) Scientific

LANGUAGES

Primary - English

Secondary - Latin & Spanish

TRAININGS

Cloning Science Training

BIO Keeper

BIOTECH DISCOUNT

Gemini Agents Receive a 10% discount on all technology purchased from Gemini Bioware, this includes cybernetics.

SALARY

Gemini Agents are paid 800¢ x Rank, Starting Cash is 8000¢

GEMINI BIOTIC MEDPACK

All Gemini Agents receive one biotic medpack each mission. These are only available to Gemini Agents and cannot be purchased.

The biotic medpack contains a living biological soup gene-tailored to the particular Agent so there is no point sharing or gifting one. It is strapped over the heart so it replaces a conventional medpack.

SYSTEM

The biotic medpack heals the user up to 5HP a round for 10 rounds as soon as they become injured. When the Agent is on full HP the medpack pauses its healing process until needed again. The medpack will therefore heal a total of 50hp. If desired the Agent can choose to activate the medpack in one single dose. This heals 35 HP as a free action but expends the medpack completely.



AMALGAMATED XENOLOGICAL ENTERPRISES

If we value the pursuit of knowledge, we must be free to follow wherever that search may lead us. The free mind is not a barking dog, to be tethered on a ten-foot chain.

-Adlai E. Stevenson Jr.

DESCRIPTION

That man is not alone in the universe is no longer an issue, while actual alien sightings are rare and apocryphal occurrences at best it is hard to ignore that humanity now shares its world with nine alien A.I.'s recovered from an off-world city that no human could ever have built. In light of the potential chaos that could ensue should technology recovered from the Venus site reach the open market, the UIG commissioned the establishment of an expert body of xenologists, archaeologists, mechticians, relic hunters and reverse engineers named "The Xenological Affairs Bureau", to survey the excavation of the Venus site. One of the individuals assigned to the dig site, Michael Strydlaw, a brilliant scientist and former Agent for Eurasian Incorporated, saw beyond the mere academic interest of his companions to realise that the potential profits to be gleaned from harvesting the amazing technological resources of Venus could be astronomical. After years spent gaining the excavation teams full backing, Strydlaw used a series of legal loopholes to fully emancipate the Xenological Affairs Bureau from the UIG and set themselves up as an independent Corporation under the name Amalgamated Xenological Enterprises. After an initially bumpy start, being forced to sell some of their discoveries to the Ai-Jinn in order to pay for FarDrive use without UIG backing, AXE began trading in earnest. Contracting designs reverse-engineered from technology recovered on Venus provided the brunt of their economic impact but selling their research data to universities across the globe has become a steady sideline that helps run the day-to-day expenses of the corporation.

Today AXE still maintains a profitable (if shaky) position within the global economy, FarDrive ships leased from and piloted by the Ai-Jinn constantly prowl the solar system for alien artefacts and debris while AXE laboratories develop new and inventive devices built on principles purloined from alien artefacts. Periodically, AXE uses a large portion of its accumulated wealth to mount deep-space expeditions to examine unusual phenomena and their discoveries are met with great enthusiasm by academic communities across the world, many of whom are willing to divert a portion of their funding just to keep AXE in the business of exploration.

Despite their well-cultivated image of harmless intellectuals AXE has as many skeletons in their closet as any other corporation and rumours abound of nightmarish experiments conducted on the depersonalised and reports of strange psychic phenomena often grow to uncanny levels around their installations.

The current HQ of AXE is the Euripides orbital in geostationary orbit over the Dakar Spire but major installations can also be found on Venus and Mars.

THE LAW ON AUEN-BASED TECHNOLOGY

All technology with a xenotech basis or derived component must be assessed by the UIG and presumably by the Archons. They have the right to turn down any technologies they believe may compromise the Earth or its inhabitants. This doesn't stop it being illegally manufactured and distributed but it does keep really dangerous items out of the mainstream.

CORPORATE GOALS

AXE has its roots in a group of academics governed by a conniving industrialist and there they have largely stayed. The general stance of AXE Agents is polarised into two competing camps; those who want to further human understanding out of a pioneering spirit of inquiry and those who want to further human understanding to line their pockets. Ultimately AXE has long-term plans to expand further into deep-space but without a merger with the Ai-Jinn to secure permanent FarDrive access this will prove a difficult proposition. For this reason their Agents are ever on the lookout for wreckage of alien vessels, hoping to find the elusive interstellar propulsion module, so far none have been discovered intact enough to study but AXE still lives in hope.

MIND-SET

AXE realises that at any moment one of their discoveries could prove so ground-breaking as to propel them to major Corporation status, this knowledge generally elicits one of two responses among their members; quiet intellectual optimism or miserly knowledge hoarding. AXE Agents are scholars, first and foremost, after that they are treasure-hunters, entrepreneurs, frontiersmen and pioneers, most possess a fascination of the unknown and an undying conviction that whatever horrors the galaxy throws at them, they can handle it, wrestle it to the ground and harness it for the good of mankind and the Corporation.

OPERATIONAL METHOD

AXE divisions generally consist of small teams of relatively unspecialised, self-sufficient individuals, a safety measure to ensure that if a team member is lost then the rest are not going to find themselves stranded in space with no-one capable of performing a vital function such as mechtronics or medicine. Few AXE Agents are overtly combative, though the Corporation does maintain a cadre of highly trained soldiers to guard their interests where competition from rival Corporations or feral xenofoms may be an issue. If forced into combat AXE Agents fight with ingenuity, setting up improvised traps and making full use of the terrain while backing up their assault with terrifying xenotech weaponry. Often the threat alone of them turning some bizarre alien technology of unknown parameters on their aggressors is enough to cease hostilities.

One of the operations AXE is most renowned for is the infamous "Mary Celeste Method". When news comes in of a new independent find the AXE FarDrive ships, which exist in a constant

state of readiness, descend upon the site and dozens of Agents and employed archaeologists strip the place clean of anything resembling harvestable tech practically overnight before any other interested parties even have time to equip an expedition, leaving nothing but churned soil and tools behind, it being more profitable to just buy new tools and leave more space on the transports for acquisitions than to take the old ones back.

While the other corporations may think us little threat due to our unstable economic position and lack of ultra-specialisation among our employees, generally regarded as the optimum training practice, they neglect that we, more than any other, possess that most lauded and elusive of qualities; surprise. We are traders in mysteries, merchants of the impossible and salesmen of things-that-cannot-be. Who then, can truly presume to guess at just what resources are at our disposal?

- Michael Strydlaw, 1st Provost of AXE

AGENT RANKS

Scholar

Generic term for a low ranking agent (rank 1-3)

Professor

A rank 4-6 Agent that has demonstrated a high level of competency in both research and field work.

Doctor

A rank 7-8 Agent that has made some pioneering discovery in his specialised field such as discovering a new alien ruin-city or unlocking the principles behind some previously not understood item of xenotech.

Dean

The title given to the current shadow CEO of AXE

Provost

The title given to the current incumbent CEO of AXE.

SAMPLE OCCUPATIONS

Surveyor

Trained in locating potential interests to the corporation, the surveyor is usually the first person consulted on a mission. In addition to their geological and archaeological know-how, most surveyors are surveillance experts who constantly monitor the data flows for any sign of a new find.

Miner

The euphemistically named "miners" are the treasure-hunters of the age. Agents trained in stripping dig sites bare in as short a period as possible, most come from criminal backgrounds and are often amongst the most street-savvy and self-sufficient of all AXE Agents. Miners are also the Corporations foremost leaders in industrial espionage and think nothing of 'reclaiming' artefacts from other Corporations or even the UIG.

Security Expert

AXE frequently encounter dangerous situations out on the frontier that are best solved down the barrel of a gun, whether it's hostile mutants and xenofoms or simply interference from rival Corporations the Security Expert can deal with them all. Adept at

securing perimeters through a combination of sensory equipment and long-ranged firearms he ensures that the more cerebral members of the team can conduct their studies in peace without having to worry about being devoured by some interstellar horror.

SUB SECTS

The Illus

The Illus is a secret society based around the traditions of various university lodges such as American campus fraternities, masons and British houses. Insular and clannish, they rarely allow outsiders in on their plans, which usually involve furthering the cause of AXE through covert and often illegal means. Illus members can be identified to other members by the third eye tattoo in the middle of their forehead, drawn in an ink that only shows up when viewed through a special set of contact lenses. The contacts are genetically keyed to their individual wearer and quickly break down into a caustic acid if used by another, instantly blinding anyone insolent enough to try and uncover them. It's no secret among AXE members that ascension to the upper ranks of the Corporation is greatly assisted by being an Illus member, though it is not mandatory, just more difficult.

SAMPLE AGENTS

Locke Gerstein

Rank 5 / Level 30

A maverick Agent and treasure-hunter, Locke gave up his tenure teaching archaeology at the Aries academy to work less stable, but far more exciting, missions for AXE. His encounters with all manner of unrecorded alien fauna (much of which was attempting to eviscerate him at the time) have become legendary and in the course of his career he has recovered more never-before-seen artefacts than anyone else on the Corporate payroll.

Locke is a ruggedly handsome American man, most commonly seen wearing three-day stubble and a customised hostile environment suit with a wide-brimmed hat when in non-breathable atmospheres. In combat he wields a reverse-engineered alien ion-carbine (treat as a submachine plasma that deals EMP damage equal to half the damage rolled and never overheats) and a plasma-machete (treat as a plasma short sword).

Jacob Bauer

Rank 6 / Level 16

Seen by some as an asset and by others as a liability, Bauer was a brilliant scientist who was fatally injured in a Shi Yukiro attack on AXE's Arkhangelsk research installation. In desperation one of his associates, Tanya Miller, resuscitated him with one of the Calanri disks stored there for examination. Though the disk assimilated completely and Bauer returned his life he has not been the same since. Formerly cheerful and focused, Bauer's personality has become increasingly morbid and cynical, possibly even schizophrenic as his co-workers have reported his habit of talking to himself to the AXE psychotherapists on numerous occasions. Despite this he has lost none of his brilliance and still regularly turns up new discoveries, often in surprising and unrelated areas. Whether his altered mental state is a normal occurrence following revivification or something darker remains to be seen. Bauer avoids combat wherever possible but if forced will defend himself with whatever laboratory implements and experimental tech are available.

UNIQUE ABILITIES AND EQUIPMENT

LICENSES

AXE Agents start with a number of licenses for free at character creation.

Xenotechnician License
Xeno Weapon License
Xeno Equipment License

LANGUAGES

Primary - English Secondary - Mandarin & Latin

XENOLOGY TRAINING

AXE agents gain the Xenotech training for free at character creation.

ARTEFACT ACCESS

At the start of any mission an AXE Agent may make a 'Presence

or Intelligence + Rank' roll to requisition one item of xenotechnology of his choice from the Corporation stocks. This item must be returned to the Corporation at the end of the mission unless it is consumed in the course of events (like a calanri disk). Loss or destruction of a non-expendable item of xenotech may result in reprimand or the loss of Rank. Xenotech that actually belongs to the Agent or is gifted to him as an added benefit for successful completion of the mission needn't be returned. The GM is free to deny access to any item that he feels to be game breaking and may suggest alternatives.

SALARY

600¢ x Rank (6000¢ Starting Cash)

AXE occupy an extremely shaky economic position and are rarely able to pay their Agents as well as the larger Corporations. However, they are prone to giving their Agents more sideline benefits than most, usually in the form of gifts of reverse-engineered tech, more leave to recover from deep-space missions or bonus pay following particularly profitable finds.

WRITTEN TRANSCRIPT OF RELAYED TRANSMISSION 7 FROM DIG TEAM GREEN ONE.

Location: Venus Artefact City, Entrance 3
Date: September 16th 2467

A.X.E Dig Team

David Talbot	Leader
Jennifer Cans	Xenoculturalist
Jin Tao	Security
Oyabashi Sasuka	Xenoscientist
Lucretia Javas	Security

09:05

Okay...we've got the relay up and running.

Testing...testing...this is dig team *green one*, we're currently... um...let me see...1.3km below the surface of Venus site 3. Everything's good, Tao's still eating.

(Sounds of laughter).

So yeah...we're all good.

(Muffled) - Stop kidding around. I'm trying to do the damn update.

Okay, yeah, so...we're at the end of the Feink Chamber. This is where the map ends so as discussed, we're going to carry on and see if we can't get our names in the history books. Eh guys?

(Sounds of general agreement and cheering)

I'm happy to say that after a rocky start we're all starting to get along. Even Javas cracked into a smile earlier. Anyway...as you can hear, spirits are high, we're stoked. Talbot Out

09:15

...uckin' huge! Right...next report. We're a few hundred yards out of the chamber; same place *red two* stopped. I'm standing at the edge of an artificial chasm. Really deep, no sign of the bottom. Jin is just rigging the stretch-bridge and we should be able to move on. Talbot Out.

10:20

The bridge worked fine. We're about half a kilometre out of the Feink Chamber, nothing of note until now. We're in what...I dunno how to it..... kinda round room....looks.....irrored surfa....times it seems to....weird...

10:24

Okay, sorry. Javas has laid another relay point...I hope this is getting through 'cos this is strange. There are two columns reaching God knows how high. They're shiny andween them is this.... real strange...kinda like mist. Sasuka's taking a reading but not getting much luck.

10:31

This is fuckin' weird...I'm trying to piggyback an image onto the video feed you really have to see it.

(See attached image 00000093.off.56)

The mist has condensed intolike a view of some other place...Cans and Sasuka areits looks like....I dunno...it looks a bit like this place. Holy shit, there's something moving in there...Tao, Javas - deploy both Revenants. Everyone shields up.

10:33

It seems they haven't seen us. I'm not sure it's like we're looking through.... kind of window into another city. There are these figures, looks like they are searching for something....coming nearer.get those Revenants on-line Tao.

Oh Jesus they're getting closer. Looks like they've got weapons. What the? They've got Revenants...how the? Oh my god...its us....its fuckin' us....how in the fuck? That's not poss....

Shit...return fire....return fire!

(Sounds of Gunfire. Audio analysis confirms incoming fire of two UIG issue Revenant Auto Turrets followed by outgoing fire of two UIG Revenant Auto Turrets.)

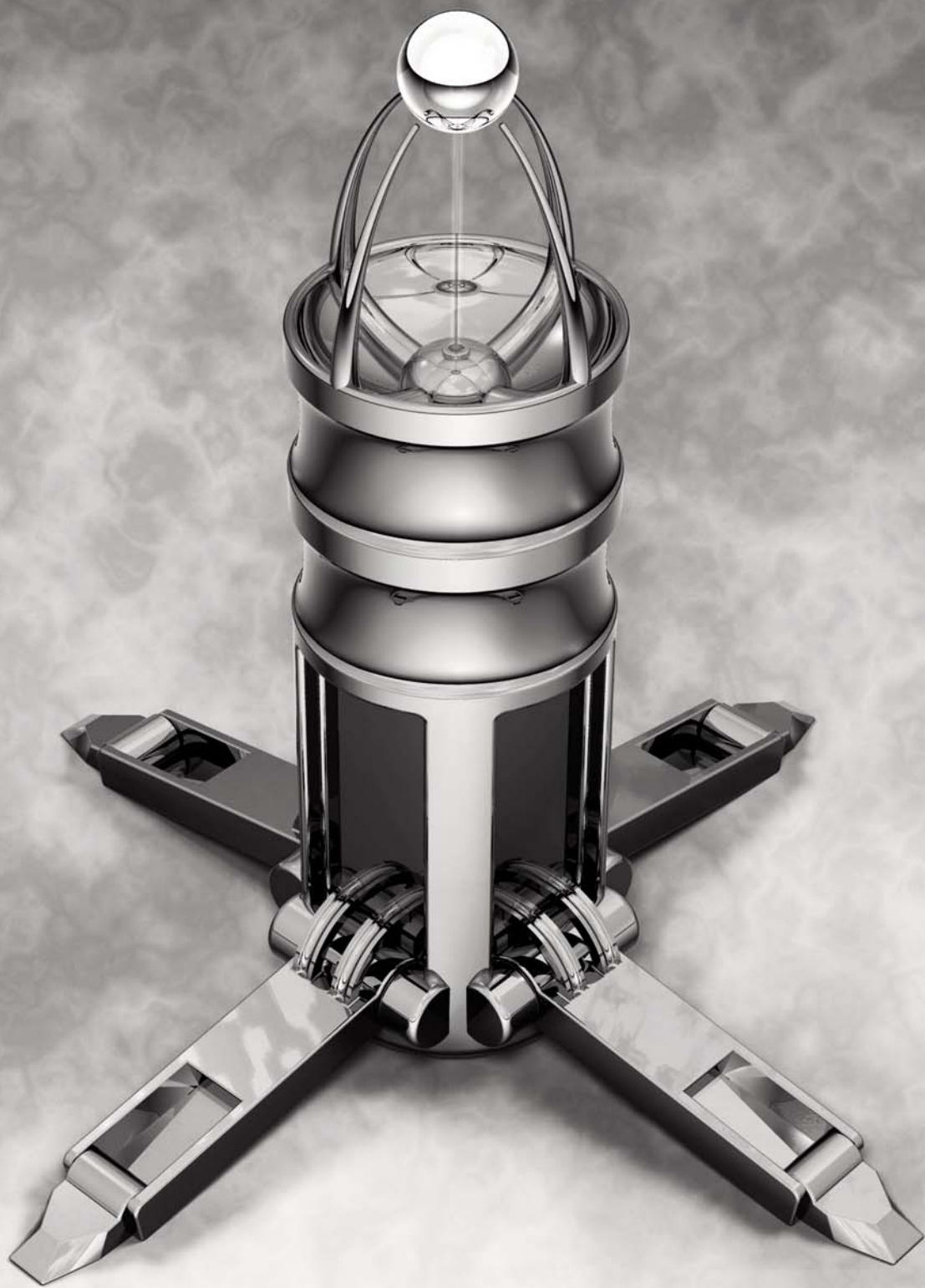
Transmission ends.

Biostatus monitor indicates death of every crew member through heavy ballistic injury. Most likely Revenant Auto Turrets.

New Transmission Begins

10:36

Hey...control....this is Talbot...strangest damn thing just happened...



SHIELD SCRAMBLER



Technology is where the UIG excel. They are the only organisation to have a free and open dialogue with the Archons along with the facility to build the technology they design. If it were not for this situation the Corporations would more than likely have overwhelmed the UIG long ago.

This section details a number of new UIG only items which you

should feel free to equip Officers with when dealing with Agents. None of this equipment is available to buy as non-UIG. The prices are included for future reference when the UIG Supplement becomes available allowing you to play as Officers. All electronic items are considered to have chip checkers and an EMPS of 25.

ARCHON PATTERN HEAVY PISTOL - RAVEN 220 (LIGHT)

D12 Damage 1,000¢ Medium Range Rate 3 EMP Immune

The Raven (or Rav Two Twenty as it's often called) is the modern standard issue handgun for UIG street patrols and response squads. The weapon has a heavy, solid construction and is practically indestructible. It stands a 70% chance to ignore any drop in condition level. The weapon has excellent accuracy and is considered Masterbuilt. (Critical hits on 1/1 to 4/4. Never critically misses.)

The GM can change all Black Cougars to Ravens in any UIG NPC listing if he wishes. Note that no one except the UIG should ever have these weapons and as a result anyone found with one will be docked 5 Rank Points, have the weapon confiscated and be taken in for interrogation.

ARCHON PATTERN EMP SNIPER'S RIFLE - PARTHIAN X50 (TACTICAL)

3D8 Damage 8,000¢ Long Range Rate 2 EMPS 20

A very concerning weapon for Agents. In the hands of a proficient sniper it can easily incapacitate a pair of augmented individuals in a single round. Note that anyone carrying one of these will likely be a trained sniper with at least one advanced sniper training. Don't forget to have the sniper aim for as long as possible and then transfer a large amount of his Action Total into damage.

ARCHON PATTERN INJECTOR RIFLE - VIPER 150 (TACTICAL)

Special 5,000¢ Medium Range Rate 2 EMP Immune

This injector rifle is typically fitted with magazines of high penetration darts (ignore 5AV - cost 150¢ each) filled with celuno-xenomer toxin. This toxin is described on page 58. Upon hitting the target roll a D6 and add the attacker's XS. If it equals or exceeds the target's AV it penetrates the armour and injects its toxin.

ARCHON PATTERN MAGNETIC PULSE WEAPON - M90 MAGNAPULSE CANNON (HEAVY)

Special 13,000¢ Medium Range Rate 2 EMPS 20

This weapon was designed to be used specifically against augmented targets. It fires a stream of charged particles which shimmer violet-green as they streak towards the target. When it hits, it triggers an electromagnetic resonance cascade which damages a target based on how much metal he has inside him. The action of the cascade literally rips the the components free of the flesh, tearing and rending the target from the inside. The weapon completely ignores AV and shields.

A completely unaugmented individual or a target with no flesh will be unaffected by the weapon.

Damage is dealt as follows - all relevant dice are applied. The GM can also decide another component may have enough metal to trigger an effect if desired but this could get complicated and is best ignored unless the situation really warrants it.

Small	Body Plate	D6
Medium	Cybernetic Limb / Skull	D10
Large	Alloy Skeleton	2D10

Example - Agent Harris has an alloy skeleton, 2 cybernetic arms and a body plate. He'll take 4D10+D6 damage if hit. (GM note - shooting people with dental fillings counts as cruel and unusual and is an excellent form of torture).

ARCHON PATTERN REVENANT MARK II MAN-PORTABLE AUTOMATED TURRET SYSTEM

Damage 8D12 55,000¢ Medium Range Rate 1 EMP Immune

The Revenant is a heavy machine plasma system which utilises compressed ion-shift technology to enable it to be carried by a single user unlike its predecessor, the Mark I. It counts as a heavy weapon and can be carried and fired by anyone with Strength 8 or more.

Its main use however, is not as a heavy weapon, but as a turret system. The user can click a switch on the turret, which over a period of 6 seconds (2 rounds) allows a nanoengineered octopod (8 legged tripod) to unfold from the bottom of the weapon like a mechanical spider. Once the octopod is in place the tripod can fire and move using the internal A.I.

The turret can move at 5 metres per round and fire without any reduction in accuracy. It can move up inclines and over reasonably rough ground.

Action Total: 17

Special: Ignores all AV, uses the standard machine weapon rules.

Clips: The Revenant takes advanced ion-shift clips which cost 1000¢ each, are the size of a bible and supply the Revenant with ammunition for 20 rounds of fire. These can only be purchased directly from the UIG.

ARCHON PATTERN SERAPHIM HEAVY REPEATER - A.K.A - THE DEATH ENGINE

Special 80,000¢ Medium Range Rate 3 EMP Immune

This heavy grade Over-Risk weapon uses a fission cell to fire neutron pulses at a target who receives a dose of over 100gy (grey units). This is sufficient to cause instant death from irradiation in most targets.

SYSTEM

If hit by the Seraphim the target must roll below their Endurance on 2D10 else they die instantly with no chance of recovery.

Augmented Targets

You gain a bonus to your Endurance based on the following factors. This is because the neutrons primarily attack biological matter.

I.C.E Technology	+3
Alloy Skeleton	+2
Each Cyberlimb	+1
Alloy Skull	+1

The Seraphim ignores all armour and shields.

This gun comes with a free paper shredder for destroying character sheets. If you survive you can go to www.corpgame.com where you can purchase 'I survived the Seraphim' merchandise.

ARMOUR-WEAVE FATIGUES**+3AV****1500¢**

These ultra-tough fatigues are becoming increasingly common among all ranks of UIG Officers. They act as reinforced clothing giving the Officer a base Armour Value of 3 before any other armour is used. The nature of the cloth is quite distinctive and even if an Agent were to strip off all the UIG insignias it would be fairly obvious if anyone was using UIG issue fatigues.

SHIELD SCRAMBLER**40,000¢**

(See page 126 for an image.)

This device is typically used in confined combat situations such as breaching installations or close urban skirmishes. Once deployed it scrambles shields rendering them inoperative except those operating on particular frequencies. (It does not deplete them, just stops them working).

The UIG Officers program their shield settings into the device before deployment so they not affected. Anyone else using shields within 25 metres of the device stands a 90% to have their shield instantly shut down. You can attempt to reset a shield to a different

frequency which takes one round. This has a cumulative 10% chance to get the shield operating so after 10 rounds you can definitely succeed. Unfortunately you might be dead by then.

Using a Takata Integrated Shield Assessor (page 81) allows you to do this in one action with a 100% chance of success.

If you have a 'Laser Recalibration' style training then your base chance to get the shield operating rises from 10% per round to 30% per round.

CLOSE-FORM HARD ION SHIELD (40PT)**10,000¢**

The wearer of this shield has a series of 20 ion-shifters injected into his body. These tiny devices bend the hard ion shield around the contours of the body.

Effect: The shield is effective in close combat.

Note some of the heavier UIG armour has the ion-shifters built into it meaning the wearer does not need the injections. E.g. Erabite.

SECTION 9 SYSTEM

AGENT NUTRITION

Agents have extremely fast metabolic rates and must consume enormous amounts of calories to fuel their advanced metabolisms. Note that this section is not intended to burden the GM with an advanced book keeping exercise. Rather, it is meant to add character, depth and fun to the game whilst allowing the GM to run all kinds of interesting encounters as the Agents plumb the depths of the Old Cities, searching for nourishment in the form of mutant, hairless rats, or lurid, dangerous-looking fungus.

The GM should cast his eye over the Agents accumulated upgrades and note which category she falls into using the chart opposite. You can then use this rating to determine roughly how many calories (Kcal) the Agent should be taking in each day. Intense activity and high amounts of damage will further increase calorie demand.

Effects of Malnutrition

If the GM deems that you have not eaten enough a random cybernetic component goes off line. Every 6 hours you continue to be undernourished another component goes off-line. If you have the Anascan GUI (page 73) you can use advanced power management to stave off the effects of malnutrition for 6 hours, the player also gets to decide which components go offline.

Avoiding Malnutrition

The best thing to do is to carry nutritional bars which cost 10 credits each and provide 1000 kcals.

MULTIPLE TOXINS

If a subject is infected with multiple toxins each will be effective. For example, if you are hit with three doses of Screaming Norwegian Rune Disease, (cumulative D6 damage), you take cumulative 3D6 damage. 3D6 on round one, 6D6 on round 2 etc.

Agent Flerry stabbed in the door code impatiently and was through it before it had fully slid back. "Briefing started ten minutes ag—" he began, and then his words trailed off as he took in the spectacle before him.

Agent 'Prowl' Nicotte sat slumped in a form-fitting chair, his massive rotary cannon leaning against the wall behind him. Stacked on the small table beside the chair was a mountainous pile of nutrition bars, with an impressive drift of discarded wrappers on the floor about his feet, As Flerry watched, the Nuke shoved another bar into his mouth and chewed loudly before hefting a large bottle of whisky, taking an enormous gulp, and swallowing with enormous gusto.

Flerry tried hard to conceal his disgust and almost managed it, only the barest wrinkle of his nose betraying his repulsion. He glanced down at the wrappers. "Whisky and Rycko bars?" he murmured in fascinated horror.

"Helps keep the gears turning, you know what I mean?" mumbled Nicotte, his mouth still full. He clapped his meaty left hand to his own enormous right shoulder to emphasise the point, eliciting a faint clanking noise from the cybernetic augmentations just beneath the skin. "Breakfast of champions." The Nuke belched hugely and began unwrapping another bar. Flerry closed his eyes and sighed.

AGENT NUTRITIONAL REQUIREMENTS

1	Below human	1000 Kcal
2	Normal human	2000 Kcal
3	Active Human	3000 Kcal
4	Basic Agent (Standard Upgrades)	4000 Kcal
5	1-3 Upgrades	5000 Kcal
6	4-6 Upgrades	6000 Kcal
7	7-10 Upgrades	7000 Kcal
8	11-15 Upgrades	10,000 Kcal
9	16-25 Upgrades	15,000 Kcal
10	26+ Upgrades	20,000 Kcal+

EXERTION

Quiet day
Some action
Heavy action
Heavy action & damage

EXTRA CALORIES NEEDED

As above
+25%
+50%
+100%

KNOCKBACK

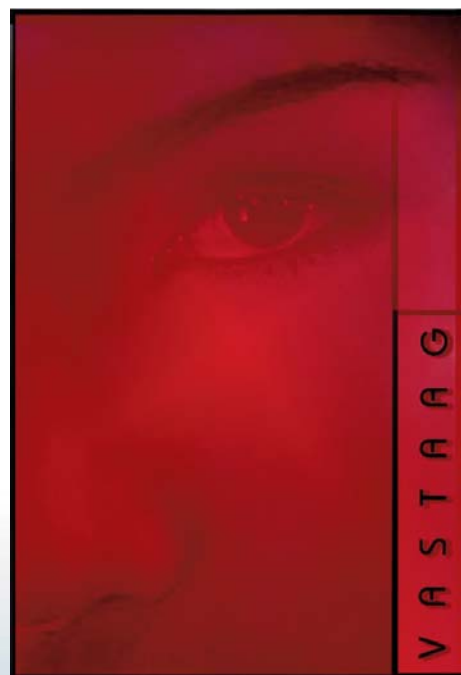
Some attacks have a knockback effect. (For example Knockback 10). This means the target is thrown back 10 metres by the attack. This deals 1 damage per meter thrown when they impact with a solid object. If they just fell in the sea no damage would be dealt. (Armour helps against this damage).

If the target is prevented from being knocked back by a solid object such as a wall then he takes D6 for each metre he should have travelled instead of the normal damage.

Knockback damage is considered one attack for the purposes of Armour Value.

Example

Agent Yu is hit by attack which should knock him back 10 metres. There is a wall 4 metres away so he is prevented from travelling 6 metres. This means he takes 6D6 damage.



DESTROYING BODY PARTS

(PULPING)

MAIN BODY PART DESTRUCTION TABLE

Target	Pen	Dam	Description
Hand	-6	8	Anything requiring the use of two hands is impossible. Rolls such as climbing, which partially use the hand are made at -4. Agents are ambidextrous.
Foot	-6	10	Reflexes and Agility are reduced by 3 points with regard to movement. Running is impossible and walking is slow.
Shin	-4	14	The shin is destroyed although the foot can be recovered. Agility is reduced by 4 points. Any locomotion other than hopping and crawling is impossible.
Thigh	-4	18	The thigh is destroyed although the shin and foot can be recovered. Agility is reduced by 4 points. Any locomotion other than hopping and crawling is impossible.
Groin	-4	16	The groin area is destroyed. Agility is reduced by 2 points. Even Agents may wince at this!
Abdomen	-4	24	The abdomen is destroyed. The hips and legs are separated from the upper body but can be recovered. You can only move by using your arms. Agility is reduced to 1.
Chest Even	-2	24	The cardio-respiratory system is destroyed. This will kill anyone without I.C.E technology instantly. Those with I.C.E suffer 3 points of bleeding damage a round until healed.
Shoulder	-4	14	The shoulder is destroyed and the corresponding arm falls off. Anything which requires two arms is impossible. Rolls such as climbing, which partially use the hand are made at -5. Agents are ambidextrous.
Upper Arm	-4	14	The upper arm is destroyed. The lower arm can be recovered. Anything requiring the use of two hands is impossible. Rolls such as climbing, which partially use the hand are made at -4. Agents are ambidextrous.
Forearm	-4	14	The forearm is destroyed, the upper arm and hand can be recovered. Anything requiring the use of two hands is impossible. Rolls such as climbing, which partially use the hand are made at -4. Agents are ambidextrous.
Head	-4	25	YES! The head is totally destroyed, blow apart, pulped, it's gone, instant death, no coming back from this! Even a cerebral link won't help!*
Target	The part you are trying to pulp		
Pen	Penalty to target the part		
Dam	Damage needed to pulp the body part		
Description	The effect of a successful hit.		

Fingers? - Fingers are too fine to be a reasonable target for destruction. If the situation warrants it the GM should be able to decide the effects of smashing fingers and thumbs.

*Those lucky enough to have Agent Backup can of course, be brought back as normal.

Body Part Destruction (also known as Pulping) is a result of certain attack types or unfortunate circumstances.

WHEN CAN I PULP?

Normally the weapon or attack you are using will tell you whether it is considered a Pulping attack. Alternatively the GM can designate that the current situation warrants the use of the Pulping Table. *E.g. Getting trapped in a hydraulic metal press.*

SYSTEM

If you have the opportunity to make a Pulping attack simply look up the relevant penalty on the table opposite. The penalty relates to how hard it is to target the body part in question and applies to your action total. If you hit, look up the body part on the table, if you dealt the damage needed after AV reduction, the respective body part is pulped.

CYBERNETICS

Cybernetics are not necessarily made of reinforced metal and as a result do not make a body part harder to pulp unless they carry an inherent AV bonus. If this is the case then this is taken into account with the basic Pulping system.

Location of Cybernetics

You may need to know where certain cybernetics are located to see if they were damaged during an attack, if so consult page 72.

EFFECTS OF PULPING

A Pulped body part is irrecoverable; it cannot be reattached with Compound-H. Any underlying cybernetics are also destroyed. If a component was only partially hit it may be possible to repair it. (see below). The chewed mess left behind is considered a mashing would and bleeds at 1HP point per round.

DAMAGED CYBERNETICS

Sometimes cybernetics become damaged, this is not necessarily a drop in condition. Imagine you had StealthSkin and had your arm blown off, you would need to repair it. Below are some basic guidelines to fixing damaged cybernetics. This rule should not be overused and the GM should feel free to ignore it if he feels it may damage the group's play style.

RANDOM PULPING

D100 Roll	Dam	Part Pulped
01-05	8	Hand
06-11	10	Foot
12-19	14	Shin
20-29	18	Thigh
30-39	16	Groin
40-50	24	Abdomen
51-70	24	Chest
71-77	14	Shoulder
78-85	14	Upper Arm
86-92	14	Forearm
93-00	25	Head

Flickering neons draped the filthy walls of the room in haphazard, dappled yellow. The man slept fitfully in his chair, eyelids fluttering, his breath coming out in hoarse little grunts. Outside, the background noise of the Old City rumbled on, punctuated with the usual distant gunshots and muted screams. None of it roused the sleeping figure.

A high-pitched whine sounded through the dirty little room, carefully modulated and coded. With an unintelligible curse, the street doctor leapt to his feet, clapping one hand to the narrow-frequency receiver buried just below the skin of his right temple. The other hand dove deep into a grimy pocket, pulled out a couple of capsules and stuffed them in his mouth. Bleary eyes starting to clear, he reached beneath a table and tripped a release switch.

The side door swung open, letting in a tumult of street noise, a blast of foetid air, and the hulking forms of three Agents. Two of them carried a large black bag which they laid carefully on the long table in the centre of the room; flicking on the overhead lights, the street doctor unfastened the bag carefully and peered inside.

Raising his eyebrows, he addressed the taller of the two agents who'd been carrying the bag. "What happened?" he enquired.

"Slidejack," the Agent said tersely. "Took him just below the waist. Can you keep him with us?"

"Depends," replied the street doctor. "Out of interest, did you manage to find the rest of him?"

The Agent motioned to the third member of the division, who held up a rather smaller bag. It appeared to be quite full, and as it moved it made a thick sloshing noise, as though it were full of a particularly meaty stew. The street doctor grunted, waved the third Agent away, and reached for his tools.

DAMAGED CYBERNETICS

Minor Damage

Something small impeding the function of the item.

Cost - 10% of new price

Cracked lens on a visual upgrade, coffee spilt in a neural jack, stealthskin compromised by the loss of a limb, wolf jaw bent

Moderate Damage

Something significant making the item fairly ineffective.

Cost - 50% of the new cost

Bones snapped on an alloy skeleton, Body Space door broken off, Reaver Body Plate cracked.

Heavy Damage

The item is basically useless. At this point it's almost worth getting a new one. Cost - 75% of the new cost

Cybernetic Arm broken in two, Alloy Skull smashed open, Videoskin burnt and ripped.

G.E.T SYSTEMS

GENERIC EQUIPMENT TELEPORTANTION

You want it? You GET it!

GET International Tagline

The GET system utilises Archon based technology to teleport items from a GET station to a location containing a GET tag. There are GET stations dotted around the world, the majority of which are under UIG control. In effect it allows you to pull stored objects out of thin air.

Priming the System

To use the system you need to have a GET License, you then visit a GET Station and deposit the equipment you want stored. You then buy GET Tags for each item you have deposited which can be finely calibrated to specify the exact location of the teleported item. For example, making a gun appear in a holster or a sword appear in your hand.

GETting the Item

To call the item to you simply trigger the GET Tag. This can be done using the methods detailed below. Multiple GET tags can be carried and there is little chance of activating the wrong one. The range of the standard GET system is anywhere on the Earth (approximately 4,000 miles). When you have finished with the item the TAG is activated a second time and the item vanishes.

GET Tags come in 3 types

1. Standard. (300¢)

These are the size of a coin and can be stuck to a part of the body. They are activated by pressing a small button on the back or speaking a command phrase.

2. Biomechanical (700¢)

These are small microchips embedded under the skin which are activated by the flexing of muscles, voluntary nerve impulses or speaking a command word with the Sub Vocal Communicator.

3. Neuromechanical (1,000¢)

Anyone with A.I. of 2+ can have this tiny chip embedded into their skull. They can then use mental commands to activate it.

GET Failure

UIG Get stations are extremely reliable. However there are some circumstances which may inhibit the functioning of the GET System. (See the box at the bottom of the page).

If the GET system does fail then consult the table below to see what happened to the item.

GET FAIL TABLE

Roll a D10

1-5	The item did not teleport and is still in the GET Station
6-7	The item is lost somewhere in the layers of space.
8-9	The item arrives but is D100 meters from its intended target. If it landed in solid matter it loses D10 condition levels.
10	The item arrives where intended but loses D10 condition levels.

RETURNING AN ITEM

Items can be teleported back to the GET station by issuing a return command to the GET tag. The items must resemble the original item to an accuracy of 90% or nothing will happen.

For example, if you GET an ammo clip and fire off more than 10% of the rounds it will not be possible to send it back.

If you GET a droid and its gets damaged in a firefight it may not be able to be returned.

The GM should arbitrate as to whether an item will be returned or not. If in doubt just decide with a dice roll.

FACTORS WHICH REDUCE THE CHANCE OF GET SUCCESS

Condition	Example	% Chance of Failure
Low levels of radiation	An area currently being cleaned by the UIG	5%
Medium level radiation	An area which has not been cleaned	15%
Nearby Teleportation Tech	A UIG Officer Teleports in nearby	20%
Nearby Alien Tech	Inside the Venus Artifact City	30%
Time / Space Anomaly	Far Drive in use	30%
High Radiation	The worst areas of the Australasian Freestate	40%
Intense Radiation	Inside a nuclear reactor	80%

MONTHLY COST FOR DIFFERENT SIZE CATEGORIES

Category	Size	Example	Cost
Size 1	Small	Pistol / Keys / Ammo Clip / Chip Scanner	500¢
Size 2	Medium	Tactical Firearm / Briefcase / Packed Lunch	1,000¢
Size 3	Large	Heavy Firearm / Suitcase / Old Television	2,000¢
Size 4	Huge	Motorbike / Murder Class Droid / Bubble Car	5,000¢
Size 5	Enormous	4x4 Truck / Garden Shed / Caravan	10,000

COSTS

When you deposit items in the UIG GET system you are required to open an account. You are expected to pay for each month in advance. Failure to pay results in the confiscation of your deposited equipment. You may GET the item as often as you wish as long as you are up to date with your payments.

You pay depending on the size of the items – complexity and materials are irrelevant.

CORPORATION GET ACCOUNTS (OPTIONAL RULE)

Each Corporation runs a GET Station Account with the UIG. As their Agents increase in Rank they are granted a free GET account. The level of this account varies between corporations and is detailed in the box below. These are basic standards which can be increased or decreased depending on the status and general success level of the Agent.

LAWS ON USING GET STATIONS

These guidelines are laid down by the UIG for the safe and legal use of the GET Stations.

1. You must have a valid license for anything you wish to GET.
2. You must have an appropriate GET License. (see page 21)
3. You may not GET items into areas that they are illegal. For example, bringing a cannon into a UIG no-weapons zone.
4. You must disclose the entire nature of any item placed into the GET system. E.g. You cannot disguise a bomb as a box of chocolates and place it into the GET system.
5. Living matter will not be stored or teleported.
6. Severely high risk items such as nuclear weapons, D-shift devices, war-grade biotoxins will not be transported or stored.

SYSTEM

There are very few rules for the GET system.

1. Retrieving an item from the GET system is a free action unless something is stopping the user accessing his GET Tag.
2. UIG scanners check everything placed into the system. They are 90% successful at making sure the item is as specified.

ILLEGAL GET STATIONS.

These are extremely rare as the teleportation technology is very hard to acquire. The Tien Sing GET Station in Old Shanghai is one of the few that has remained undiscovered by the UIG to this day.

To use the Station one must first make contact with a high ranking member of the Society of the Lotus Triad. Lower members are not even aware of the existence of the station. The Triad must be convinced of the sincerity of the request and if for any reason they believe the request to be related to a UIG investigation or an aggressive takeover the Agent may find Ai-Jinn hit squads coming after them in no small number.

Assuming the Agent(s) manage to convince the Triad of their genuine interest in using the facility, a Triad member will meet with them in a specified area and collect the items to be stored. The relevant GET tags will be handed over and money will change hands. The bill is paid in advance with slip credit. Any deviation from the Triads requests or suspicious activity will result in a suspension of the deal and probably a fair amount of aggressive behaviour on the part of the Triads and their Ai-Jinn backers.

Using the Tien Sing GET Station

Prices are 100% higher than the standard UIG GET stations. The Triad will store and teleport any items as long as they are not likely to damage the system.

Living beings will be teleported but there is an inherent risk of death - 30%.

You do not need a GET license.

There is always a 10% chance items do not teleport correctly when requested from this station. It is run by Triads and is not as reliable as the UIG Stations. If this is the case roll on the GET Fail Table (opposite page)

Ai-Jinn Agents

Ai-Jinn Agents may buy contacts in the Tien Sing GET facility. If they do, they may use the facility at Standard UIG

CORPORATE GET ACCOUNTS

Rank	Ai-Jinn	Comoros	E.I.	Shi Yukiro	WF
1	0	0	0	0	0
2	1	0	1	1	0
3	1	1	2	2	1
4	2	1	3	3	2
5	2	2	4	3	2
6	3	2	5	4	3
7	4	3	5+3	5	4
8	5	4	5+4+3	5+3	5
9	5+3	5	5+5+5	5+5	5+3

The numbers represent size categories. For example, a Rank 7 E.I. Agent can store a category 5 item and a category 3 item.

prices whenever they wish without any issues of trust etc.

The GM may request a 'Presence + Tien Sing Contact' roll. Failure means the facility is busy and they cannot store the items for you right now. Passing means they will make space for a trusted ally. Occasionally the Ai-Jinn Corporation will demand the use of the Tien Sing facility, in which case the Triads simply make room and comply.

PLOT IDEAS

1. Try to locate the Tien Sing GET Station. Your corporation wishes to use the information to blackmail the Ai-Jinn
2. When GETting an item, an Agent receives an incorrect but interesting package.
3. An allied Agent attempted to retrieve an important item whilst in an old city. It went astray and is within 100 metres of a bar in Old Chicago. Help her locate it.
4. Criminals have taken control of a GET Station and the Division is nearby. The UIG conscript you to help reclaim it.
5. Someone is shipping contraband using a small private GET system.
6. A rogue Archon is making GET technology available to anyone for a price.
7. Your Corporation want GET technology and send your Division to acquire it.
8. A corrupt UIG officer is allowing criminals to use the station.
9. A high-end courier uses a GET system to ensure he cannot be robbed on route. Rob him anyway.

His head was sandwiched between the sole of a black boot and the wet concrete of a cracked pavement, the pressure increasing steadily. Out of the corner of his eye, through swollen eyelids Agent Lynch saw the satisfied, sadistic smile of his tormentor. An Asian male with a crew cut and eyes which glowed ice blue in the darkness. Feedback to his ICE system told him both legs were missing. Lynch figured that the foreign object he could feel embedded into his back was probably the same weapon that was responsible for those missing legs.

Thick, black blood leaked from Lynch's mouth. "I've got an idea" he croaked, trying to smile through broken teeth, "How about you let me go and I promise to kill you quickly."

The Asian didn't reply, just pushed down harder with his boot, pulled the object from Lynch's back and brought it down hard and fast. Lynch's ICE let him know his right arm was missing now.

"Ha...good one, think I can't kill you without my arm. Last chance to surrender."

A heavy wet thunk and his remaining arm rolled off the pavement and into the gutter. He caught a flash of the bloodied, red cleaver this time. Lynch sent the command to the neuro GET tags and the air began to ripple with static as though an EMP had just gone off.

A purple-blue flash lit up the dark street, forcing the Asian to close his eyes for a fraction of a second. When he opened them the hulking frames of three Executioner Droids were now materialising a few metres ahead of him.

Lynch spat out a tooth and flashed a bloody grin, "Kill this bastard....slowly!"

G.E.T. RINGS



BYPASSING ID CHIP CHECKERS

WEAPON ID CHIPS

Most weapon ID Chip Checkers are exactly the same. They serve a basic function of stopping your enemy using a weapon against you in the present battle. However, they are fairly straightforward to remove in controlled conditions.

1. The user must have access to a basic mechtronics lab or workshop.
2. The user rolls 'Intelligence + Mechtronics' with the penalty indicated in the table at the bottom of the page. He must achieve the number of successes indicated. Each roll takes a certain amount of time whether you pass or fail.

SUCCESS

If you pass all rolls with no failures you succeed at removing the ID chip from the weapon and can be used as normal.

FAILURE

Each roll you fail reduces the condition of the item by a number of levels equal to the 'Time Per Roll'. For example, if you fail a roll on a Federation Rifle it loses 4 condition levels. If you reduce the condition to 0 or less the weapon is ruined and might as well be binned.

SIDE EFFECTS

There may be additional side effects. For example, if you fail a roll with an Ion Katana they will usually explode. The GM should adjudicate this.

PAYING A PROFESSIONAL

GRADE	COST	WAIT TIME
Cheap	300¢	D6 Hours
Standard	800¢	D20+5 Hours
Advanced	1,500¢	D2 days
Elite	10,000¢	1 week

Your Corporation will normally have some technicians who specialise at this. Outside of a Spire you'll have to try your luck with underground weapon butchers.

General Equipment. This system can be used for general equipment too with a little judgement from the GM

ACCESS ID CHIPS

This category covers ID Chip Checkers which restrict access to an area such as a vault, house, lab or car. They are normally connected to a physical locking mechanism and can be used in conjunction with the standard lock types featured on page 19 of the Core Rules.

These systems are generally more advanced than those used on weapons and require the Agent to use a security bypass device. The ID chip is briefly fooled allowing the Agent access but it soon reverts to its former state.

There are different grades of ID Chip Checker just as there are locks.

BYPASSING ACCESS ID CHIPS

Use a Security Bypass Device

Roll 'Intelligence + Crime'

Grade	Example	Penalty
Cheap	Low end car / trailer home	+0
Standard	Typical car or house	-4
Advanced	Rich house / shop / corporate	-8
Elite	Vault / UIG / Archon	-12

SUCCESS

You only need one success to bypass the lock which will remain open for your XS squared in minutes. *E.g. if you pass by 5 the door will remain open for 25 mins.*

Critical passes mean the door stays open as long as you desire.

FAILURE

The results of failing will range from nothing to summoning the UIG to activating defence systems. You can retry but the system goes into an escalating lock-down mode. The current penalty is increased by 50% for each attempt as the system tightens up. Only 3 reattempts may be made before the system locks you out completely.

For example, you fail to bypass an Advanced system. The next attempt is at -12, then -18, then -27 etc.

Cheap locks don't get harder. They don't have the escalation technology.

WEAPONS ID CHIP REMOVAL PENALTIES

GRADE	PENALTY	EXAMPLES	SUCCESSES NEEDED	TIME PER ROLL
Cheap	-0	Kac Shim / Badly Installed	1	1 Hour
Standard	-4	95% of ID Chipped Weapons	2	2 Hours
Advanced	-8	Federation / Special / Prototype / OverRisk	3	4 Hours
UIG / Elite	-12	Ion Katana / Archon / UIG Advanced Weapons	4	8 Hours

SECTION 10 GROUPS

SMEAK RADIO

Smeak Radio is a pirate radio station and some-time anarchist organisation specialising in a very small market; people with sub-vocal communicators. The smeak-team, as they like to call themselves, are a group of malcontent hackers who have long been the bane of both the UIG and the Corporations for one simple reason; they have the ability to hack the smeakers (sub vocal communicators) of anyone on the planet, through which they play their pirate radio station...whether the receiver wants to hear it or not.

Gangs with contacts to Smeak Radio often arrange for them to 'spam' the area of their crimes on a signal, usually given should any Agents or UIG turn up to distract and confuse them during the gang's escape. Needless to say, chasing down outlaws who are firing at you while having no contact with the rest of your division and a squeaky-voiced DJ announcing thrash metal and neurofunk tracks at deafening volume in between berating the Corporations, the UIG and anyone else who carries the slightest hint of authority is a highly disconcerting experience.

Despite both the UIG and the Corporations occasional investigations into these troublemakers the Smeak-team have never been found. Anyone wanting their services must get in touch with them through their data net site and pay their fee of 5000¢.

Within a week of payment, a delivery is made to the specified address containing a PDA cellphone with a phone number in the memory which allows the Smeak-Team to be contacted over an encrypted line (Attempts to track the signal of the phone occur at a -12 penalty) and on the few times when it has been successfully tracked the location has always been empty by the time a response team arrives, sometimes within minutes, suggesting that the Smeak-Team may be operating out of a mobile base of operations.

Any study of the phone or the box it comes in turns up nothing forensic, as though it were prepared in a sterile environment, and attempting to trace the packages movements turn up blanks, the data having been blatantly erased.

SYSTEM

Smeak radio can be obtained as a contact but costs a variable number of points per rank based on how much aggro the smeak-team has against the affiliation of the person wanting to acquire their services; Civilians, outlaws and Cult of Machina members pay the normal 1:1, Comoros, E.I. and Ai-Jinn agents pay 2:1, Shi Yukiyo 3:1, Western Federation 4:1. UIG and Order members may not acquire Smeak Radio contacts and any attempts are liable to get them brainspammed.

Anyone being 'brainspammed', as it is called, loses their action on the first turn due to the surprise and has a -1 on all Initiative checks from then on. Furthermore they lose all their free actions and their smeaker is useless for the duration of the brainspam. Its usually half an hour to an hour before the UIG shuts it down, and any conversation must be conducted at shouting-volume. Furthermore the smeaker may not be deactivated for the duration of the brainspam, nor may it be safely removed without risk of

damaging the victims nervous system, a procedure that any reputable cyberneticist will simply refuse to do.

PROMINENT DJS

Doctor Dystopia

Pirate Radio DJ (Rank ??, Level ??)

The most prominent of the Smeak-Team is the self styled "Doctor Dystopia". Known and loathed for his whiny, high-pitched voice that somehow manages to make his commentary more biting than laughable, his scathing and impassioned monologues decrying the UIG and the more hard line Corporations (particularly the "totalitarian slime, enslaving the will of the proletariat through unlawful censoring of mass media" of the Western Federation) have made more than one brainspammed Agent or Officer seriously doubt the motives of his organisation. Had he been born a few hundred years earlier, Doctor Dystopia could have been a great socialist leader (though his actual political philosophies are anarcho-capitalist and he has less of a grudge with E.I. than the other DJ's), born into the current millennium he has become the world data net's finest purveyor of semi-sane diatribes. Music on his show consists of bleeding-edge techstep, industrial and the few punk bands he deems not to be 'poseurs', indeed, getting played on Smeak Radio is a big help in attaining stardom in punk rock circles.

Saint Chaos

Pirate Radio DJ (Rank ??, Level ??)

What Doctor Dystopia does for the Western Federation, Saint Chaos does for the Order of the True Faith, though his biting satirical take on religion in general has alienated more than one Comoros Agent in the past. His shows consist mainly of the history of religiously motivated atrocities, of which he has an encyclopaedic memory, combined with revelations about the Order's most scandalous secrets and anti-religious comedy rock. Saint Chaos has alluded on more than one occasion that he himself is a telepath and was once a member of the Order. He further claims that spirituality is not necessary for strong telepathic ability, as Comoros and the Order believe, and that his powers have never been stronger.

PLOT HOOKS

1. Recordings of Saint Chaos's shows are being disseminated around Jerusalem relic city and Order members are losing the ability to draw on the cities power! Aid the Order and gain allies or strike them while they're weak.
2. A mid-ranking Western Federation Agent has gone AWOL, his music system was found to be loaded with Smeak Radio recordings.
3. A high-ranking UIG officer has been brainspammed for three days straight and if the transmission isn't stopped soon he'll lose his mind.

THE APOSTLES OF ANTECHRACY

Soon silence will have passed into legend. Man has turned his back on silence. Day after day he invents machines and devices that increase noise and distract humanity from the essence of life; contemplation, meditation. Tooting, howling, screeching, booming, crashing, whistling, grinding, and trilling bolster his ego. His anxiety subsides. His inhuman void spreads monstrously like a grey vegetation.

Jean Arp

TERMS:

Antechracy	A movement which promotes the abolition of advanced technology.
Apostle	A member of an Antechratic community
Harbinger	Elite trackers, survivalists and soldiers who believe fiercely in antechratic ideologies.

OVERVIEW

Antechracy (An – tek – rus – ee) is a term used by the Order of the True Faith to symbolise their contempt for the unnecessary dependence on high technology. Although the Order openly utilise numerous advanced technologies they insist these are only necessary to maintain their presence and influence in the modern world. Their hypocrisy has been the subject of many political attacks but they maintain that unlike any other power blocs of the 26th century, they are on an unceasing drive to wipe out advanced technology, not be party to its unrestrained growth.

The most ardent supporters of this ideology are the Apostles of Antechracy. These Order sponsored communities take Antechracy to the highest possible degree believing that only the most simple of tools and machines are permitted. This is a strict guideline adhered to by everyone in the community.

Examples of allowable technology in Antechratic communities include waterwheels, a simple forge, a swinging door, a horse and cart etc. Items such as guns, articulated armour, mechanical locks and large sheets of glass would be banned.

If an Apostle of the community wishes to bring in or create something which may be considered too advanced then the elected council will meet to discuss its suitability.

A TYPICAL COMMUNITY: THE EQUINUS REFUGE

Size: 5 square miles
Population: 600
Location: Penzance, England

Buildings

2 Public Buildings
210 Domestic residences

The Equinus Refuge resembles an idealised medieval village. The buildings are constructed from hand-made, red clay and serpentine bricks with the roofs being layers of thinly split slate, serpentine and limestone. Although windows are cut into the buildings they tend to be covered with hand woven textiles or possibly small squares of leaded glass. Inside the floors are hard packed earth, with some rooms having baked tiles set into the ground.

Public Buildings

There are only two public buildings in the Refuge, these are:

The Meeting Place: This spacious inn serves as a community hub where locals meet up to talk, drink, enjoy themselves and discuss business.

The Harbinger's Hall: This is where the elite Harbingers of the Order live, work and train. It also serves as a holding facility for those who break the rules of the Refuge.

Trade

The Refuge does not use currency, instead a tried and tested bartering system is in place. Anything can be bartered including labour, expertise, food, handicrafts and goods. Certain etiquettes have become established over time which dictate the value of goods. For example, a basket of edible vegetables is worth one days labour or half a day's expertise. As a result of this system there are no shops. Each household has its preferred area of ability and if you want a certain item, you visit a certain family.

Streets

The streets throughout the Refuge are a combination of embedded bricks and cobblestones. They are not lit at night.

Food

Antechratic communities are normally established in areas which are environmentally clean enough to make small scale farming possible. The Equinus Refuge is no exception and maintains small herds of goats and sheep. The animals in conjunction with grown produce allow the Refuge to live modestly. Many side products are also made such as cheese, spirits, ale, bread etc.

Resources

The refuge is capable of accessing numerous resources. Fast growing conifers are cultivated and felled to provide a small but steady supply of timber which is used in building and the construction of everyday items. A single forge is maintained which is able to produce a few select metal items from iron rich ores found locally. These tend to be limited to Harbinger weaponry and religious items. The inedible parts of the livestock are also used to make items such as leather clothing, bone tools and ornaments, tendon rope and horn weapons.

Medical Care

The nature of the Antechratic society means that modern medicine is unheard of within the Refuge. As a result there is a reliance on

traditional and telepathic healing techniques. Unfortunately the modern environment has meant many of the plants that would have traditionally been used are no longer available. Aside the use of Biokinesis to heal oneself and purge disease most Antechratic societies have a powerful Biokine who is capable of using his art to heal others. The revered individuals will typically have an apprentice who they teach the skills to so the community will remain healthy after his death. These 'healers' are extremely unlikely to teach such skills to outsiders unless they can be sure of the purity of their motives.

ORDER OF THE TRUE FAITH BACKING

The Apostles have strong backing from the Order of the True Faith. If things get too much for them to handle they can call in for assistance. This does not happen very often as it is seen as defeat for them to have to rely on their tech using counterparts. The Order will normally have one representative living in or near the community who can be contacted if the situation warrants.

It should be obvious to anyone who chooses to look, that the majority of new technology, is used to resolve issues created by old technology.

Brother Hector Visarius, Harbinger of Equinus

HARBINGERS

Harbingers are essentially just well trained humans. They have no significant technology but are often highly skilled combatants nonetheless and usually possess potent telepathics and poisoned weaponry. Their duties usually consist of guarding the community from aggressors and making terrorist runs on particularly offensive technology related sites such as fab plants, A.I. cores and cybernetics labs.

They tend to be a fanatical lot; aggressive and obsessive in their quest to take the world back a few thousand years.

AGENTS AND ANTECHRATS

Apostles are known for their distrust of strangers and their venomous hatred of technology. Perhaps the thing they are most opposed to is Corporate Agents who represent everything that is wrong with the modern world. For the most part they see Agents as mercenary, dispassionate, materialistic psychopaths, infused with technology to the point they are no longer the same species. And as if the Agent himself wasn't bad enough, the fact that he is working to further the goals of a world consuming organisation is enough to send most Apostles into a rage just at the site of them.

Interestingly enough, because of their lack of technology, Antechratic communities are ill suited to detect augmented beings. Some of the techniques used involve weighing the subject and inspecting the head for signs of a process socket. Both of these methods could be construed as rude and so an Agent skilled at bluffing can often remain in an Antechratic community for some time without being discovered.

In the event of discovery the Agent will normally be asked to leave, although it is not unheard of for them to be attacked and killed.

PLOT IDEAS

1. The Corporation wants a Biokine for study. Go to the community and bring one back.
2. An antechratic community has in its possession a relic infused with resonance. Although low tech it is granting them some considerable martial power. Go and steal it.
3. After a particularly violent mission the Division are told they must 'get back to nature and calm down'. They are to go to an antechratic community and pose as pilgrims. They must stay there for one week and avoid discovery. If they fail the Mission Officer will be most disappointed and may place them on traffic duty for the next 4 downtime weeks.
4. Information has reached the Mission Officer's ears that the elite Harbingers are planning to take down a major fabrication plant belonging to your Corporation. Visit the antechratic community and persuade them to change their minds. If they won't – kill them all!
5. The antechrats want to build a community on your Corporation's territory. The CEO has said yes and your Division are in charge of negotiations and ensuring everything goes smoothly.
6. The daughter of an Antechrat community leader has gone missing from the local village and now they are blaming the corporation for her disappearance.
7. There has been a recent bout of train shipments being derailed, the unusually low-tech methods employed suggest that the ordinarily peaceful antechrats nearby may have been the culprits.
8. A veteran Agent who defected a few years ago is believed to be hiding out in an antechratic community.
9. The UIG are requesting Agent assistance from the corporation to aid in apprehending antechrats on their territory who are refusing the ID chip and hiding out in the wilderness.
10. Whilst on an unrelated mission the Division comes across an antechratic community that is being continually raided by outlaws. While under no obligation to aid them, antechrats aren't consumers, afterall, they may possess information that could aid the success of the mission.

The antechrats illustrate a stark and horrifying truth and we can all learn something from their ways.

Humans used to live like pigs, so stop scraping about in the dirt, get a job and live like you belong in 26th century. Honestly.

Sebastian Vane-Weathers-Tempest – E.I. Consumer Affairs Chairman

THE CULT OF MACHINA

You've come a long way Maria, or should I now call you Serenity? Self-Pity and I have been impressed by your efforts and without question you have displayed many of the characteristics that are demanded in a Cultist.

Now regarding your specialisation, I understand you have become attached to your human beauty and wish to have your evolution constrained to internal modifications only. As you have stated, there are many of us who outwardly appear human and you wish to work as an infiltrator.

This concerns me; abstaining from modification is done for the furtherment of the Cult, these individuals have temporarily sacrificed their ascension to the Pinnacle, that we may watch and manipulate the human society. They long for the day that another will take their place so they can begin, once more, to tread the path that leads to the Machine.

That you would gladly forego such a path in order to hang on to scraps of weak, rotting flesh is a profound flaw in your mindstate that both I and Self-Pity are unable and unwilling to overlook.

Don't looked scared Maria, we are here to help you. Temptations assail us continually; you are fortunate, your weakness can be removed with the speed and accuracy displayed by a surgeon. But we don't have a surgeon on hand...so I'll do it myself. Hold still now.

Corpus Anathema – Cult of Machina Initiator

When it comes to technology few embrace it more than the Cult. To them technology is not simply a convenience or an easier solution, it is the ultimate achievement. Although each Cultist will have a slightly differing theory on what they should change in themselves, each is essentially dedicated to the same ultimate goal – Machine Purity.

For the initiate it is a simple case of acquiring as many cybernetic upgrades as possible and installing them. Unfortunately this can only provide the most superficial satisfaction. Each installation is a profound relief as another piece of the mortal, rotting flesh is taken away and replaced with pure, gleaming metal but it also highlights that which remains and makes it appear even weaker and uglier than before. Thus the spiralling cycle of addiction takes seed in the head of the Cultist.

When you also take into account the clannish nature of the Cult, it's easy to see how they fuel each other's obsession.

Numerous Agents, UIG Officers and citizens have cybernetic upgrades and in no way adhere to the Cult's philosophies; so in what way are they inherently different? Whereas an Agent sees himself as a man enhanced by technology, the established Cultist typically sees himself as a sentient machine, hampered by the

weaknesses of flesh. The term 'enhancement' would be an affront to a Cultist, the body is a foul, limp sack; the objective is to remove it, never enhance it. Extreme Cultists may sever their own body parts rather than carry them around, finding the absence of a limb to be more desirable than a flesh one. Generally this does not apply to the head or vital parts as the Cultist still wishes to 'exist'. Saying that, there are some accounts of hardcore devotees killing themselves themselves in a madness fuelled self-cleansing.

The next 'purging' is seldom far from the Cultist's mind, even the oldest architects, entombed in their digital worlds, have unnecessary parts of themselves removed. The Chimeras, who take on the mantle of 'hunters' relish the collection of new parts and will readily give them to their allies in exchange for little more than favours or respect.

So where does it end? The Cultists must draw a fine line between Machine Purity and death of the soul. The Cult's surgeons, in their sickening experiments on captives, have successfully replaced every part of the human body and brain save one part. Upon removal of the centromedian nucleus the patient slips into a persistent vegetative coma and shows no sign of consciousness. The introduction of high-end A.I. architecture and concurrent system housing allows for every necessary brain function to be simulated, even memories and psyche are transferred and retained, but so far, the personality / soul cannot manifest without the centromedian nucleus.

It is this which perplexes the Cult's greatest minds and there is an active movement to solve this final puzzle and open the way to Machine Purity.

PSYCHE MATRICES AND PSYCHO-MORPHOSIS

The process of psycho-morphosis is quite an interesting one to the Cult (see page 106). It takes the current brain state and records it digitally, thus potentially eliminating all need for the flesh. There are two main problems however.

1. Gaining access to this machinery is extremely hard. Although the Cultists could storm the place, the process of taking a psyche matrix requires several hours and a great deal of skill. Within that time the authorities have normally arrived. There are known to be one or two illegal clinics but even if the Cult can get to them the second issue raises its head.

2. Cultists are quite mad on the typical human scale and the matrixer does not deal well with their kind of fervent insanity. For some reason when a Cultist hooks herself into a matrixer the results are often ugly. What happens normally depends on how advanced the Cultist is. Someone who has just joined the Cult will have a fairly good chance of success but then these individuals are normally not hardcore enough to go to the effort of storming a facility and getting their personality digitally encoded. Those who would go to these lengths (ancient Architects or veteran Chimera) seem to have a massive failure rate - often 80 to 90%.

For these reasons the Cult is still trying to come up with something that suits its requirements. Until that point they will still be bound to humanity by a tiny thread of flesh.

The few ancient and respected Cultists who have risked their existence and come out of the matrix as pure machine are worshipped by their fellows as machine gods.

There is however, one small and insurmountable issue with a psyche matrix which is why many Cultists do not consider it worth the risk.

The psyche matrix is a copy of the exact brain state but because a part of that brain was made of flesh, the true devotees consider the digital version to effectively have an aspect of flesh embedded into it.

This is a tiny, niggling issue that many would consider to be ridiculous but in the mind of a Cultist on a brink of Machine Purity it may well be worth waiting for a better solution than having a digital interpretation of a flesh based system permanently melded into their conscious state.

I honestly think I'm beginning to understand the patients psychology; all conversations eventually devolve into perversity and if sustained beyond a certain critical mass sooner or later graduate into the subject of violence.

-Transcript from the audio-notes of Dr. Eustace Merryweather, UIG criminal psychologist. Ref: Ongoing analysis of subject JN45, the self-titled Defiler

CULT WEAPONRY

The Cult's use of technology is wide and varied. Although some sub-sects such as the Akita Cell (see The Eastern Bank) have extremely tight controls on what sort of technology they use, the majority are happy to install anything which will remove the hated flesh and bring them closer to the machine.

This can range from cutting-edge cybernetics to crude, industrial machinery. The GM should feel free to add anything he likes to the arsenal of a Cultist. It could include salvaged droid weapons, laboratory machinery or industrial paint sprayers with acid in the hopper.

As the Cultist gets more advanced he will tend to specialise and have a well considered arsenal which is capable of dealing with a range of opponents. For example, a common combination with Chimeras is a shoulder mounted heavy firearm and integrated powered melee weapon. (For example, Rail Gun and Chainsaw).

MACHINE MENTALITY

Although the Cultists must retain some degree of functionality this does not equate to what a normal human would call functionality.

The Cult view themselves more as machines and machines are seldom multifunction.

A knife is a knife, it does not need to be self-propelling or able to respire. A car cannot feed or repair itself.

In the same way a Cultist may be completely lacking in one area knowing that he is but a part of the great machine and his deficiency will be made up for by another member who in turn will have weaknesses of their own.

As long as he can survive his cell will work together to act as a complete system. Some members may be immobile but possessed of expanded minds or brilliant surgical skills. Others may leap and soar through the cities but be unable to fight.

This Machine Mentality allows for phenomenal diversity within the Cult and can result in some bizarrely non-human forms. Although humanity itself specialises it has nothing on the Cult. Until you have seen a Dedicated Cult surgeon at work you cannot comprehend how far someone will go to achieve the pinnacle.

THE DEDICATED

Many Cultists are still fairly multifunctional. They have locomotion, manipulators and are basically humanoid in shape. Those whose minds have moved on to the next level and have totally disregarded the human form as a template are referred to as 'The Dedicated'.

A Dedicated surgeon for example, may have no legs, a vast sensor array mounted onto the front of his head, 4 arm-like manipulators and be permanently suspended above a surgical table. He is so specialised that he must rely on his cell members for nourishment and maintenance but his skills and devotion to the Machine are such that they will do anything for him. This level of specialisation lends great strength to the cell but they must be mindful that too much will breed weakness.

Deep within the centre of the great, vaulted chamber sat enthroned a being that had once been close to human. Now, though, she was something more and less, halfway between a monster and a god. What remained of her skin, withered and leathery, was barely more than a veil that dulled the ominous sheen of the metal beneath. The altered orbs of her eyes stared blindly across the room, superfluous lids long ago ripped out and discarded. If she still breathed, it was lost in the gurgling, chuckling sounds of motors idling within her mighty, deformed frame and the faint liquid noise of thick oil coursing about her. An acolyte crept from the shadows to the foot of the throne, movements soft, almost reverent. Cloaked and hooded, he whispered to the quiescent nightmare and withdrew a pace. Sudden screaming filled the room, hollow and empty and rasping from the few fleshy remnants of a throat seldom used, as the creature stood up in a tearing of cables and probes and pulled free from the calming fields of the Quiet. Blood, oil, and less recognisable fluids dripped from innumerable slots and sockets on her back, ripped free from the matching connectors on the throne behind her. With a hideous grace, with dark and jagged metal rippling across her body, and with a billion awoken parasites making sport of her tortured flesh, the Warmaster Abscission strode past the cowering acolyte and out into the world. Never once did she stop screaming.

THE DEAD SOLDIER PROGRAMME

During the Corporate Wars the D-Shift device was perhaps the most pivotal weapon of the conflict. Essentially it amplified the bioelectricity coursing around a living being's nervous system slowly burning it out. Death was slow and agonising.

MECHANICS OF THE D-SHIFT DEVICE

You don't need to read this section but some players may be interested in the functioning of the D-Shift Device.

The D-Shift (or Discharge Shift) Device affects the Discharge Rate of all neurones in a living body.

The essential functions of the body are regulated by neuronal (nervous) activity. The neurones fire within narrow parameters dictated by which physiological functions they effect and any deviation results in noticeable abnormalities.

The neurones in the body can be categorised into five distinct types

DISCHARGE TYPE	FIRING RATE
Fast spiking	Fast firing rates.
Thin spike	Have narrow action potentials.
Tonic spiking	Fire in a regular manner.
Phasic	Fire in bursts.
Broad	Dense signals for cybernetics

The D-Shift sends out an amplifier / accelerator signal in a 2km diameter, which causes all neurones to fire at seemingly random discharge rates. The result is death. The entire system shuts down as the nerves controlling cognition, organ behaviour, muscle and cardio-vascular function are overloaded. This process was called 'swelling'.

The only commonly known protection from the 'swell' were very thick walls, hence the creation of the Underswells. The Shi Yukiro discovered a way to reduce the action of the D-Shift device on an individual basis by injecting the target with a compound rich in certain heavy molecules. These molecules bind to the myelin sheaths of the nerve and float within the cerebrospinal fluid around the brain. This protects the subject from the full effect of the signal. The result was by no means perfect but extensive nerve damage is better than dying outright.

LEGALITY

D-Shift Devices are illegal to own or build. If you wanted to build one it would require the Subspace Mechtronics Training, 3 weeks of Downtime, 20,000 credits and a copy of the plans.

THE WOLF MAN

As a point of note, the D-Shift Device was designed by Dr. Ulrich 'Fenrir' Morgan. He was working for E.I. at the time of the invention but upon realising the potential for his creation, defected and went freelance. In the ensuing months he became staggeringly wealthy as he sold the designs to each Corporation. The Wolf Man is still believed to be alive today and living a grand life under an assumed identity.

THE DEAD SOLDIER PROGRAMME



Corpse Troopers / Zombies / Necratyrs / Shift Squads / Deadmen / Fallouts / Ghouls / Dead Squads

This programme went by many names and was undertaken by all major Corporations with the exception of Comoros. The idea was to create a nerveless soldier who could operate in a D-Shift zone with the goal of securing the area and recovering important intelligence and equipment.

CREATING A DEAD SOLDIER

A body is taken immediately after death and injected with a series of preservatives. This stops any further degradation of the corpse. The brain is removed and replaced with a vat-grown biomechanically augmented version which can be 'shut off'. The brain is much simpler than a normal human brain and its current brain state (or psyche matrix) can be copied onto in-built digital storage during the shut-down phase.

The nervous system is replaced with a synthetic one which although functional is nowhere near as sophisticated as an organic one. This results in the Dead Soldiers initial crude locomotions and jerky actions. As time went on though and technology advanced some of the Dead Soldiers became quite adept with their systems and were able to act with great fluidity.

MISSIONS

Typically the soldiers would be dispatched by shuttle to the planned bombing site. They would hide nearby or infiltrate the city via the sewers or in a van. When the bomb was about to be dropped the soldiers would all enter shut down mode. After a 2 minute period they would come on-line and perform their duties. The Corporations would often drop massive EMP bombs at the same time to take out droids and defence systems knowing the Dead Soldiers would be unaffected.

It was sometimes possible to counter these EMP blasts by powering down electronics until after the blast and so the Dead Soldiers had to be well trained for a range of military situations. Add to this the fact that the Corporation would have Post-D-Shift squads of its own and the Dead Soldiers certainly did not have it easy.

POST-D-SHIFT DELIRIUM

Although the blast itself was the main killer the atmosphere within the blast site would remain dangerous for several hours, hence why teams of Agents were not sent in to dispatch the Dead

Soldiers. This after effect is much less potent than the main D-Shift and has been compared to Mind Telepathy in its nature and effects. Those exposed to it tend to start seeing things, hearing voices and showing symptoms of hysteria, dementia, and schizophrenia. The Dead Soldiers were no exception and after several missions they became useless and were taken away to be studied by some of the world's more morally ambiguous scientists. Their value as soldiers was so great however, that more were produced as old ones were phased out.

DEAD SQUADS

As individuals Dead Soldiers have limited personality, they can obey commands, converse with one another and think tactically in combat situations. Unfortunately their brains tend to be incapable of higher cognitive processes which they were not designed for such as humour, morality and social placement.

In certain circumstances Dead Soldiers would be taught processes other than tactics and combat. Some situations may require the presence of engineers or cryptographers. On these occasions it was found that the Dead Soldiers limited brains were actually capable of grasping some extremely complex concepts. It was only adaptability they lacked. For this reason they always acted as teams with specialists for each job.

MORALITY

The morality of using the dead for fighting wars was long debated and it was concluded that it could only be done with the permission of the individual. The end result being that the Corporation offered individuals large cash incentives in exchange for the signing of a death release. This document allowed the Corporation to use the body for any purpose it wished upon the death of the individual. Many cases of people ending up prematurely dead after signing such a release occurred during the Wars but proving foul play was nigh impossible.

DEAD SOLDIERS TODAY

The practice of deploying Dead Soldiers has died out but the Corporations retain ranks of them just in case of D-Shift activity. An individual can take a 50,000¢ cash payment in exchange for signing a release contract providing he fits the Corporation's tight requirements. These include such points as:

1. The individual must not use anagathic (age prolonging) technology
2. The individual must make every effort to die in Corporate territory
3. The individual must never hide his location and should inform the Corporation of his current whereabouts each week.

Agents make ideal Dead Soldiers but that's for another book.

ROGUE DEAD SOLDIERS

There are numerous instances of Dead Soldiers going rogue in the field, the D-Shift resonance hitting their brains a little hard and causing them to wander off, sometimes still in complete squads. Although rare there are still sightings of these walking dead who have managed to keep themselves alive and even improve themselves throughout the years. When they have been caught by Agents and taken for study the results are often remarkable. In many cases their brains have continued to develop they have become to all intents and purposes human. Their outlook on life is often very twisted but nonetheless, they possess a desire for life and often strong motivations.

Their goals vary as much as those of humans but they are often tied into their old missions such as recovering technology, killing survivors, sabotaging machines etc. They are often aware of their own 'freakishness' and will try to hide away or get themselves a new appearance. Regardless, they make an interesting encounter for any group of Agents.

LEGALITY

Dead Soldiers are a tricky prospect but the law states that they are technically Corporate property and any 'soul' they may have is just a synthetic psyche matrix built by technicians. For this reason they are essentially considered biomechanical droids and can be destroyed on sight. Each Dead Soldier should have an identifier chip which states who it belongs to. These can be easily removed though.

APPEARANCE

Dead Soldiers tend to be the colour of bruising; mottled yellow, purple and red. Their skin is leathery and covered in repaired wounds as they are unable to heal themselves. Their faces are typically gaunt and expressionless, their eyes missing and replaced with cyberoptics. Traditionally they would be dressed in military fatigues but if encountered in the modern day they will tend to dress in concealing clothes such as robes or heavy coats.

MISSION IDEAS

1. Reports of a Dead Squad operating in a highly polluted zone have come in. The squad are reconnoitring bombed Corporate assets looking for intelligence or useful tech. Get in there and stop them before they find something useful.
2. Your Corporation has heard of a group of Dead Soldiers living in the underswells of a rival's spire. You must recover them alive so the Corporation can study them.
3. The Corporation require you to take a single Dead Soldier on a mission with you to assess his skills.
4. A source has revealed that an unexploded D-Shift device has been discovered by in a rival Old City. Retrieve it before they do.
5. A rival Corporation has begun creating hundreds of Dead Soldiers. Find out why.

Dead Soldier NPC is on page 151

Their creation was an act of horrifying inhumanity and disregard for the soul. But nevertheless they were created and therein, of course, lies the moral issue. What rights has a dead man? If he can learn, if he can strive for life, then how much less human is he than you or I?

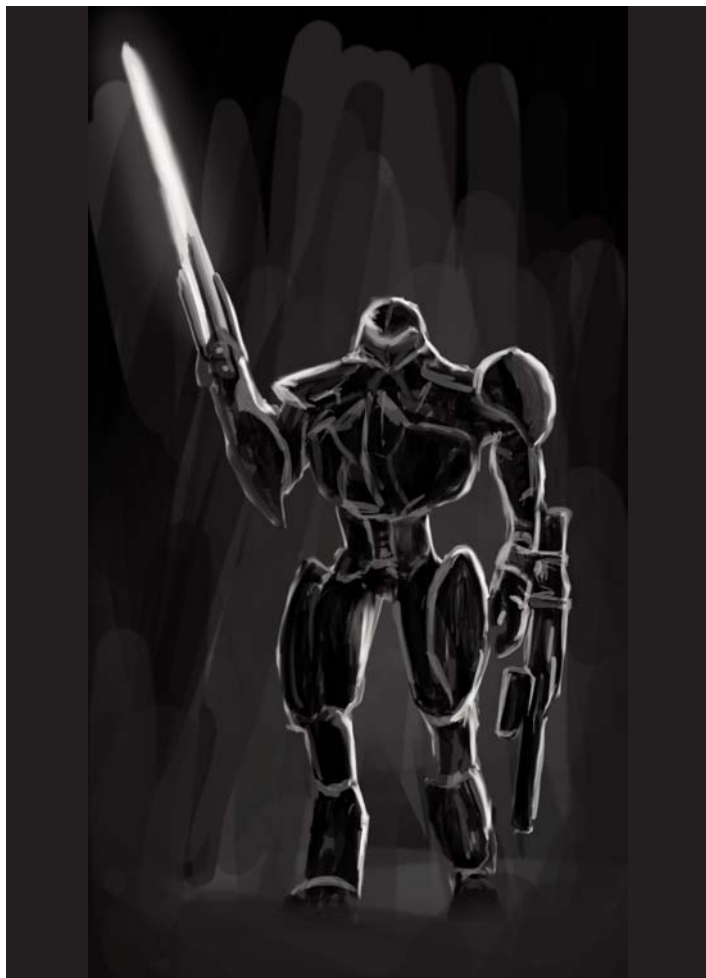
For now, though, I must reluctantly leave this question to more qualified philosophers. Our research at this time remains focused on how a living corpse weathers every telepathic skill at our disposal, and it must be exhaustive. The other Corporations will use any lever they can to topple us, and if we cannot kill the dead, I fear we will one day find them at our door.

-attr Pravez Gupta, 4th Fidai of Comoros

SECTION II

ANTAGONISTS

MALENBRACH IN CYBERFRAME



MALENBRACH IN ONI HEAVY ASSAULT CYBERFRAME

RANK 3 / LEVEL 40

COMBAT

HP	105 (50 from Malenbrach / 55 on the Frame)
Shield	100
AV	17 (5 from the Malenbrach's Upgrades)
Defence	8

WEAPONS

Gatling Plasma	AV19, Dam 8D6, Rate 1, Machine, Ignores AV
Grenade Array	AV10, Heavy Grenades - Dam 6D6, Rate 2
Plasma Axe	AV15, Dam 2D6+15, Rate 2, Ignores 4 AV
Durasteel Fists	AV15, Dam 9, Rate 2

STATS

Str 15, End 10, Ref 5, Agi 7, Int 5, Per 10, Pres 8

SKILLS

Assess Tech 2, Athletics 7, Attitude 8, Close Combat 8, Corp Knowledge 4, Computers and A.I. 6, Crime 5, Cybernetics & Robotics 4, Heavy Firearms 9, Light Firearms 5, Looking Good 4, Medicine 1, Mechtrincs 5, Observation 5, Drive 4, Support Weapons 6, Tactical Firearms 8

LICENSES

Any Licenses they need for the job. These typically include all Termination Licenses, Public Appropriation License, Detainment License, Domestic Vehicle License, Law Enforcement License, Light, Tactical and Heavy Firearms Licenses, Security License

TRAININGS

Restrain, Disarm & Attack, Advanced Disarm, Dual Weapon Fighting (Heavy Firearms and Heavy Close Combat), Mastered Weapon (Railgun), Cyberframe Jack

CYBERNETICS

All standard Agent upgrades (page 9) Toxin Filter Level 9, Gemini Toughskin, Neural Jack, Reaver Alloy Skeleton & Bodyplates. Add others as you see fit.

EQUIPMENT

Generally none other than the cyberframe. See page 53 for Cyberframe description.

DESCRIPTION

Malenbrach in cyberframes are very much a last resort for urban skirmishes. They are generally dispatched in teams of 4 or 5 to deal with high threat situations which cannot be remedied with heavy vehicles, troop battalions or cyberlins. Such a situation might be an organised rebel attack, a Cult uprising or a batch of rogue combat droids.

The Malenbrach will attack with all possible methods, paying little attention to collateral damage as the seriousness of situation obviously warrants extreme measures.

When their shields go down and the suit has taken as much damage as it can stand, they will either go and collect new suits or equip themselves from the nearest supply vehicle.

ALTERNATIVES

As stated in the cyberframe description, there are several modifications which can be made to the Oni such as more close combat weapons or different ranged weapons. As most Malenbrach are specialised in a particular heavy firearm they often have this same firearm attached to their frame. This will allow them to add their XS to damage.

CARVAX

CARVAX - EVOLVED STAGE



DESCRIPTION

The Carvax is a product of illegal research by Gemini Bioware. It utilises the Carmen 10 retro-virus to aggressively restructure the DNA of a human host, who over a period of weeks, goes through a series of physiological and psychological changes.

Carmen 10 Retro-virus – Injected – Potency 10 - Class A

CARVAX (PRIMARY ANABOLIC STAGE)

RANK 0 / LEVEL 3

COMBAT

HP	36
Shield	0
AV	1
Defence	6

WEAPONS

Punch	AT 12, Dam 4, Rate 2
Knife	AT 12, Dam D4+8, Rate 3

STATS

Str 8, End 8, Agi 6, Ref 5, Int 6, Per 6, Pres 8

SKILLS

Athletics 6, Attitude 8, Close Combat 6, Drive 3, Looking Good 4, Observation 4

STAGE 1 (PRIMARY ANABOLIC STAGE)

A standard human is subjected to the virus, normally via injection. Over the next week the subject becomes more aggressive and begins to lay down heavy muscle mass. This transformation is fueled by an accelerated appetite. If the subject is unable to supply enough calories for the transformation (6000 per day) then he will quickly die of malnutrition.

System Effects

At the end of the week a typical human will weigh 150kg and have grown by 6-10 inches.

+4 to all rolls to resist disease, knockout etc.

Immune to toxins of potency 6 or less.

Subject becomes extremely aggressive

The enhanced metabolism and thickening skin also grants +10 HP and +1AV

CARVAX (METAMORPHIC STAGE)

RANK 0 / LEVEL 6

COMBAT

HP	47
Shield	0
AV	4
Defence	8

WEAPONS

It can make all of these attacks each round.

Punch	AT 17, Dam D4+5, Rate 2
Bite	AT 17, Dam D6+11

STATS

Str 11, End 11, Agi 9, Ref 7, Int 5, Per 7, Pres 13

SKILLS

Athletics 8, Attitude 10, Close Combat 8, Drive 1, Looking Good 6, Observation 6, Stealth 2

TRAININGS

Unarmed Combat Specialist, Survival

STAGE 2 (METAMORPHIC STAGE)

Throughout the next two weeks the subject continues to grow and must now consume 10,000 calories a day to fuel the change. The result is less human and more monster although friends and associates may just about recognise the creature. The skin begins to split as the underlying tissue grows beyond the skin's breaking point. A tough, leathery hide starts to manifest over the subcutaneous tissues. The hands and feet become clawed and the subject begins to lose his natural teeth in favour of sharpened,

translucent ones. The subject has a much better strength to weight ratio and becomes more agile and aware of it's own physical prowess.

System

At the end of this period the subject weighs roughly 250-350kg and will have grown to a height of 7 to 8 feet.

The subject now has +6 vs toxin and knock out rolls and is immune to toxins of potency 9 or less.

The enhanced metabolism and thickening skin grant another +15 HP and +3AV

CARVAX (EVOLVED STAGE)

RANK 0 / LEVEL 40

COMBAT

HP	112
Shield	0
AV	12
Defence	10 (vs. all opponents)

WEAPONS

It can make all of these attacks each round.

Punch	AT 25, Dam 10+D4, Rate 2 (Scything Strike)
Grab & Chew	AT 25, Dam 25+D4, Rate 1 (This severs D4 random body parts)

STATS

Str 21, End 21, Agi 15, Ref 12, Int 3, Per 9, Pres 14
(+4 to initiative)

SKILLS

Athletics 10, Attitude 10, Close Combat 10, Looking Good 9, Observation 7, Stealth 5

TRAININGS

Unarmed Combat Specialist, Multiple Defence, Scything Strike, Survival

STAGE 3 (EVOLVED STAGE)

Over the next month the creature continues to feed and grow until it reaches the Evolved Stage. At this point the beast is no longer recognisable as human. It is nothing but a cunning and voracious predator with few of the mental qualities that defined it as human. An evolved Carvax stands 15 to 20 feet high and must consume 200,000 calories a day (the equivalent of a human) to maintain its grossly overactive metabolism. This often manifests as a weekly feast on a group of humans. The Carvax has enormous clawed hands capable of grabbing a man and a brutal, blunt face housing a mouth which can tear huge pieces off a human. Its hide hardens and takes on a mottled green-grey hue. The Carvax is very agile and can leap distances of 20 feet which it uses to jump between rooftops when looking for prey.

SYSTEM

The creature now weighs 700-1000kg and stands 15 to 20 feet high.

The Carvax is immune to toxins of potency 10 or lower and gains +8 vs toxins. It is immune to knock out.

Leap: The Carvax can leap 20 feet as a free action. This grants it +4 initiative every round unless the GM decides it is inappropriate.

Its metabolism, size and thick skin also grants +30 HP, +8AV and regeneration of 4HP per round.

ADDING THE CARVAX TO YOUR GAME

The carvax can be used in two main ways.

Random Encounter

The division are out on mission when, wouldn't you know it, they are jumped by a vicious 20 foot high monster, obsessed with the idea of tearing them limb from limb and eating them. This is a fairly frightening prospect as it will be almost impossible to outrun and will more than likely tear up an unprepared division. If you are going to drop it on them make sure they will at least stand a chance or have a bolt hole.

Plot Device

More reasonable would be to use the carvax in its varying forms as a pivotal point for a plot. This allows you to show the players the creature in its varying stages and perhaps add in some of the rather unpleasant factors leading to the creation of such a monster.

1. Rumours of the beast feeding near an old city have reached the ears of your biotech department. They want a sample or ideally the whole thing.
2. Someone in your division has been exposed to the Carmen 10 retro-virus. Find another carvax in order to source a cure.
3. Gemini have grown and trained a fully fledged carvax and are taking it around the world to fight in varying environments. They are trying to determine whether it will make a good combat companion.
4. Another Agent in your corporation has become infected and run off into a nearby city to find meat. Bring him back before his transformation goes too far.
5. Your biotech department has been growing carvaxi. Something has gone wrong and a number have escaped into the spire. They are in different forms of evolution but must all be stopped or killed.

CULT OF MACHINA (ARGUS)

RANK 0 / LEVEL 40

COMBAT

HP	12
Shield	Installed 500HP Shield
AV	None
Defence	0

WEAPONS

None

STATS

Str 1, End 1, Ref 12, Agi 1, Int 18, Per 16, Pres 12

SKILLS

Arts & Culture 13, Assess Tech 12, Attitude 15, Business 10, Computers & A.I. 14, Corp Knowledge 16, Cybernetics & Robotics 10, Lying & Acting 5, Mechtronics 14, Medicine 3, Observation 18, Psychology 6, Science 17

UCENSES

None

TRAININGS

Hacking, Surveillance, Data Trawler, Neuroprogrammer, Systems Specialist

CYBERNETICS

Argus has extremely advanced data-based cybernetics which grant him +10 to all rolls when using computer and data systems.

DESCRIPTION

In the 21st century the British government rebuilt their communication headquarters (GCHQ) in Cheltenham, a large doughnut shaped building above the ground and dozens of levels below. It remained there for decades, receiving numerous modifications and upgrades until eventually technology had moved on to such a degree that it was cheaper and more sensible to build something new, rather than flog a dead horse. The old structure was simply abandoned and the new one constructed in Sheffield. During the Corporate wars the site was subjected to numerous D-Shift bombardments and the old town of Cheltenham became a hangout for criminals and vagrants. It was not long until a number of parties set their sites on the fortified warrens of the old communication HQ.

The Cultist Argus, at the time, mostly human with very few modifications, led a group of chimera into the structure and claimed it. He envisaged using the old communication systems there as a pipeline for his information nexus.

Over time Argus and his cell repaired the old systems and updated many to integrate with the WDN and orbiting satellites. The

chimeras assisted by raiding nearby tech plants and forcing humans to labour under Argus' guidance.

Over the years Argus has immersed himself into the communication systems. He began by routing some of the data feeds through his internal A.I. but his pursuit of knowledge became an obsession. Soon all data coming into the system was routed through his mind and now his body is a withered husk, its function maintained by the action of bio-rigs maintained by his loyal chimeras.

Was it worth it, few know. Argus can no longer be communicated with on any normal level. His mind has become so advanced and his thirst for knowledge so deep that he seldom detaches any of his processes in order to speak.

Once a month Argus sends a series of messages to his chimeras, calculated instructions on how they should proceed.

ARGUS' GOALS - GM ONLY

The chimeras instructions relate to the acquisition of particular pieces of technology required to complete the construction of Argus' Mind Vault.

When Argus was able to comprehend the massiveness of the WDN he was sent into near insanity. His tiny human mind was unable to cope with the sheer quantity of input. He was forced to pull out of the system and slowly reinsert himself a step at a time. This time though he knew he would need a better brain and so bargained with the chimeras; his knowledge for their footwork.

Using his information they raid numerous facilities collecting the technology necessary to expand Argus' mind ready for the next layer of immersion into the WDN. In exchange Argus acts a fountain of knowledge, sharing his most potent findings from the WDN.

Each layer of the subterranean structure is being systematically filled with technology for Argus to expand into. As he becomes more connected to the WDN he is able to utilise systems connected to it with more and more profound results.

So far, Argus has remained passive, simply watching and absorbing but he longs for a time when he can disconnect from his body completely and achieve the Pinnacle.

CONFRONTATION

Defence

Argus can hack any system connected to the WDN and utilise it; normal rolls apply but he gains +10 from his cybernetics. The subterranean layers of his facilities are riddled with traps, gun turrets, stolen droids and loyal chimeras.

UIG

Argus has no wish to attract the attention of the UIG and stays away from their secure systems. He is wary of the Archons (for now).

DEAD SOLDIER



RANK 0 / LEVEL 6

COMBAT

HP	40
Shield	20
AV	4 (Without Armour)
Defence	6

WEAPONS

SMG	AT 13, Dam 6D6, Rate 1
Strike	AT 12, Dam 4, Rate 2
Grenade	AT 11, Dam as grenade, Rate 1
Kinetic Pistol	AT 12, Dam D8, Rate 3

STATS

Str 9, End 11, Agi 6, Ref 6, Int 5, Per 6, Pres 6

SKILLS

Athletics 2, Attitude 5, Close Combat 6, Crime 2, Drive 2, Heavy Firearms 3, Light Firearms 6, Mechtronics 2, Observation 3, Stealth 2, Support Weapons 6, Tactical Firearms 7

UCENSES

Relevant Weapon Licenses. They can vary based on the status of the owner.

TRAININGS

Survival. They may also have some military trainings pertinent to the mission.

EQUIPMENT

100%	Sub Machine Gun
80%	Longsword
70%	Mixed Grenades, including toxin grenades
80%	3 x Wound Sealant (heals 10HP to dead flesh)

DESCRIPTION

The Dead Soldier Programme is detailed on page 144.

Physically Dead Soldiers are the size and build of any normal human. Their skin is the colour of bruising and they are normally covered with numerous wounds which have been artificially repaired as the soldiers are unable to heal naturally.

SPECIAL ABILITY - DEAD FLESH

They are completely immune to all toxins which affect human biology. Due to their nature they also suffer very little from simple gunfire or melee wounds. Dead Soldiers take half damage from all attacks. However their body parts can be severed or pulped in the normal way. They cannot feel pain.

CONTROLLED

It is extremely unlikely that any Corporation would deploy Dead Soldiers at present as there is no real need for them. A few reasons they may be deployed are:

1. The operatives need to spend a long time in toxic environments
2. The Corporation wishes complete deniability
3. The task will result in almost certain death.

These Soldiers will be dressed in fatigues and carrying a range of reasonable tech. They will be following orders intently.

ROGUE

More likely are rogue Dead Soldiers from a time gone by. They could be holed up in caves or an old city. They will likely be carrying out some warped version of their original mission brief with looted and scavenged equipment.

COMBAT

Dead Soldiers make heavy use of toxin grenades where possible. Often flooding the battle area in clouds of highly virulent chemicals which their opponents will not risk coming near. They back this up by making called shots on their opponents filters and breathing gear. Dead Soldiers work very well as teams. To represent this all dead soldiers gain +1 to initiative rolls.

ALTERNATIVES

ROGUE DEAD SOLDIER COMMANDER

The Dead Soldier squads usually had a commander who needed to be less brain-dead than the others. When one of these goes rogue he may well become a strong individual with a clear agenda and the wits to enact it. He will hunt out and rally other Dead Soldiers to his cause, possibly even taking over labs to create more. He will ensure his troopers are well armed and has been known to force civilian cyberneticists to upgrade them.

Y&S MARK II CYBERCAT



RANK 0 / LEVEL 5

VALUE 50,000¢

COMBAT

HP	55
Shield	0
AV	6
Defence	7
EMPS	15

WEAPONS

All of these attacks can be used each round.

Bite	AT 18, Dam D6+12+D4, Rate 1
Claw	AT 18, Dam D8+12+D4, Rate 2

STATS

Str 12, End 10, Agi 11, Ref 11, A.I. 7, Per 8, Pres 4

SKILLS

Athletics 8, Attitude 5, Close Combat 7, Observation 6, Stealth 11 (this includes the +4 from the Stealthskin).

LICENSES

As per the programmer, these can be anything depending on his rank and authority.

TRAININGS

Unarmed Combat Specialist, Multiple Defence

EQUIPMENT

Invisibility Field x 3 (must be replaced when used)
Gemini Stealthskin

DESCRIPTION

Despite being significantly larger than a cyberwolf (130cm high at the head when standing) the Cybercat uses a variety of stealth technology to allow it to work discretely.

In its natural state the cat is a powerful, efficient, matt black monster which cannot help but instil fear and unease into those who see it. In potentially dangerous situations the cat can activate its Stealthskin, merging with the environment and waiting for a command from its handler. If necessary the Cybercat can activate one of its 3 invisibility fields which work the same way as those on page 51 of the Core Rules. Cybercats can see perfectly in the dark but unlike a cyberwolf cannot track by scent.

In combat the Cybercat will normally attack the victim with two claw attacks followed by a bite. It can also perform a pounce attack.

POUNCE ATTACK

If unnoticed by its target the Cybercat can make a pounce attack.

Cybercat rolls

'Agility + Stealth' to sneak up to the target.

The target rolls

'Perception + Observation' to spot the cat. If it is using the invisibility field this roll is made at -8.

If the Cat has a greater XS it can pounce.

Pounce AT 18, Dam 2D8+30, Rate 1, Target gets no Defence.

If the target does not instantly die the Cybercat then gets a free bite attack. After this combat proceeds as normal although you could consider this to be the start of a 'Wrestle' if you wish.

SENTIENT CYBERCATS

Because cybercats have a small portion of feline tissue in their brains they can learn and build bonds with their owners. Each session an Agent uses a Cybercat there is a 25% chance it gains a point of A.I. Once it reaches 11 and becomes self-aware, it will begin to make educated decisions, predict it's masters needs and become more like a pet, if a somewhat lethal one. In order to control Cybercats you need the Training Animal Skills. If you have it you may control 1 cat per point in Presence.

HEAVY MECHTRICIAN



RANK I / LEVEL I

COMBAT

HP	25
Shield	0
AV	0
Defence	2

WEAPONS

Wrench	AT 10, Dam D3+8, Rate 2
Steel Brace	AT 10, Dam D6+16, Rate 1
Cutting Torch	AT 10, Dam D6, Rate 1, Ignores 20AV
Strike	AT 10, Dam 4, Rate 2
Pistol	AT 8, Dam D8, Rate 3
Grenade	AT 10, Dam 3D6, Rate 1

STATS

Str 8, End 7, Ref 5, Agi 5, Int 6, Per 5, Pres 6

SKILLS

Assess Tech 6, Athletics 4, Business 1, Close Combat 5, Corp Knowledge 1, Drive 6, Heavy Firearms 5, Light Firearms 3, Mechtronics 8, Observation 4, Pilot 5, Science 2, Support Weapons 5, Tactical Firearms 2

LICENSES

Maintenance License, Vehicle License (Domestic), Vehicle License (Military)

TRAININGS

Domestic Trade (Heavy Mechtronic Systems), Jury-Rigging

EQUIPMENT

100%	Advanced Mechtronics Toolkit
30%	The Mechtronics Toolkit is Depleteable with D100x10 Stock.
70%	PDA
80%	ID Chip Scanner
50%	Mechtrician's ID (Hardcopy)
10%	Kinetic Pistol
60%	Mechtrician's Coveralls
50%	Grenade (standard)

DESCRIPTION

The Heavy Mechtrician is a specialist at the repair and maintenance of large, primarily mechanical devices such as cars, trucks, heavy weapons, cranes and cyberlins. They will commonly be encountered in vehicle hangars, covered in grease and using bad language. They are also found around an installation maintaining gates, perimeters and heavy weapon systems.

The heavy mechtrician often has a love for combat, especially heavy weapons and emplacement systems. They are generally physically strong individuals as their work often requires them to manipulate heavy components around and using loader droids is often seen as being a sign of weakness among the heavy mech community.

ALTERNATIVES

THE HARDCORE DEFENDER

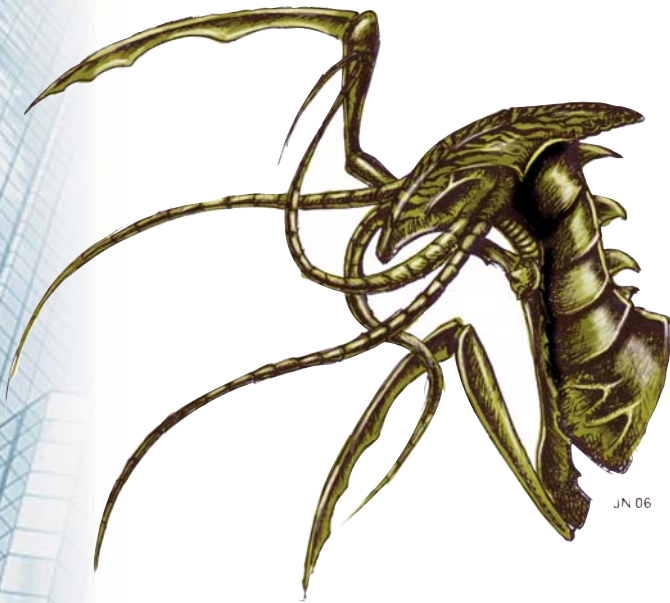
Although some heavy mechtricians just do their job, some take it that bit further, naming the vehicles they maintain and taking enormous pride in their work. For these individuals the idea of hostiles entering their garages, opening up with machine weapon or stealing their babies is a step too far.

If such a group of mechtricians is encountered they'll do everything in their power to take down the hostiles, relishing the opportunity to use the machines they so lovingly tend. This could involve jumping onto the back of a nearby jeep and manning the heavy gun, engaging a weapon platform and laying down fire or even using tanks to barrage the enemy position.

The Mechtricians will have universal access to all nearby weapons which makes them potentially devastating.

GEMINI MANTIS BIO

SECOND EVOLUTION



RANK O / LEVEL 13

VALUE 100,000 CREDITS

COMBAT

HP	60
Shield	0
AV	7
Defence	10 (Always keeps its Defence)

WEAPONS

Forelegs	AT 17, Dam D10+12+D4
Back Legs	AT 17, Dam D10+12+D4
Tentacle	AT 17, Dam D10+D4

RATE OF ATTACKS

The Mantis effectively gets to use 4 attacks a round with the above attack forms. No single attack can be used more than twice a round. For example,

- 2 Forelegs / 2 Tentacles or
- 1 Foreleg / 1 Tentacle / 2 Back Legs.

TENTACLE

If struck by a tentacle the target is grabbed and held. The Mantis will then perform one of the following manoeuvres.

1. Stab once with the foreleg. This automatically hits and deals maximum (26) damage and counts as an attack.
2. Throws the target 10 metres - Knockback 10

HEAD RAM - SPECIAL ATTACK

AT 17, Dam D10+22+D4, Rate 1 - Knockback 10

The Mantis must spend one round charging at the target. At the start of the next round it automatically wins initiative and rolls to hit using 'Agility + Close Combat'. The target can roll 'Reflexes + Athletics' to dodge but will lose their action. Compare the XS. If the Mantis gets higher or equal the target is hit.

(See page 131 for knockback).

STATS

Str 12, End 12, Agi 7, Ref 7, Int 3, Per 7, Pres 5

SKILLS

Athletics 8, Attitude 6, Close Combat 10, Observation 6, Stealth 5

TRAININGS

Multiple Defence, Defensive Fighting, Unarmed Combat Specialist

DESCRIPTION

The Mantis BIO uses a simple *mantodea* geneprint as a basis for a larger, modified combat strain of the praying mantis. Although the Mantis BIO has been produced in a controlled environment and never seen genuine combat scenarios, it has been put through a number of trials with groups of WF, Shi Yukiro and E.I. Agents.

These trials highlighted the Mantis' phenomenal combat instincts but also showed Gemini where the BIO was most vulnerable. In flight the Mantis was awkward and clumsy so in the 2nd Evolution the wings were geneengineered out and its close combat facility was enhanced by the addition of sets of microscopically barbed grappling organs (tentacles) attached to the head.

From an evolutionary standpoint the common praying mantis was a predatory creature suited for attacking a single target. The 1st Evolution thus suffered against multiple enemies who could easily outflank it and therefore kill it with very little effort. To counter this, the 2nd Evolution incorporated side mounted compound eyes as well as powerful, ridged back legs to kick and tear at anterior attackers.

The 2nd Evolution is by no means perfect, but it is a formidable foe and Gemini maintain, an excellent counter intrusion measure. The UIG Terran Testing Department claim the creature seemed unaware of the concepts of friends, foes or a designated master. Without these fundamental principles the Mantis BIO cannot be considered for terran beta testing.

Height 10 feet / 3 metres
Length 12 feet / 4 metres

MECH DROID

Y&S FIELD MECHTRONICS DROID

SLAVE CLASS DROID (COMMERCIAL)

Rank 0 / Level 1

Cost 70,000 Credits

COMBAT

HP	15
Shield	20
AV	5
Defence	2
EMPS	10

WEAPONS

Heavy Plasma Cutter	AT 7, Dam 10, Rate 1, Ignores AV
Welding Rig	AT 7, Dam D10, Rate 1, Considered a Galvanic Attack
Manipulator	AT 7, Dam D2+10, Rate 2

STATS

Str 10, End 10, Agi 5, Ref 4, Per 5, A.I. 4, Pres 3

SKILLS

Assess Tech 5, Athletics 1, Close Combat 2, Computers & A.I. 2, Cybernetics & Robotics 2, Mechtronics 8, Observation 5, Science 2, Stealth 5,

LICENSES

Can have licenses depending on the rank and authority of the programmer.

TRAININGS

Jury-Rigging, Salvager

EQUIPMENT

Depleteable Mechtronics Toolkit
(Can also carry one other toolkit if required)
Heavy Plasma Cutter
Welding Rig
Mechtronics Rig
Torch
Spare Bay - could hold a medpack or pistol

DESCRIPTION

The mech droid, as it's commonly called, is often used by crews who may need some heavy mechtronics support during their duties. For example, a group of technicians who are sent into a crashed shuttle to recover the data log may well have a mech droid sent in to clear the debris, open locked doors and cut a path through the wreckage. The droid has become popular with Agents in recent years for the same reason.

The mech droid floats on an anti-grav field and is tactically aware



enough to stay back in the event of a confrontation. It has a set of manipulators backed by powerful anti-grav motors allowing it to apply enormous force which it uses to lift obstacles, push open doors and support unsound structures.

COMBAT

The mech droid can be placed into Combat Mode by a registered ally shouting a preset command. For example "Scrapper, attack!" The droid named Scrapper will then attack stated enemies using its welding rig, plasma cutter or manipulators.

MODIFICATIONS

The droid can have its A.I. increased in the normal manner (page 10 of the Core Rules) and can be fitted with any reasonable equipment. Common additions include bigger shields, hybrid toolkits, laser weapons and armour plating.

TWO SNAKES MDX

V2.0 FIELD MEDICAL DROID



MEDICAL CLASS DROID (COMMERCIAL)

Rank 0 / Level 1
Cost 110,000 Credits

COMBAT

HP	15
Shield	20
AV	5
Defence	2
EMPS	10

WEAPONS

Drill Hypodermic	AT 7, Damage 5 + Toxin, Rate 1
Plasma Scalpel	AT 7, Damage D2+5, Rate 2

STATS

Str 5, End 7, Agi 5, Ref 4, Per 5, A.I. 6, Pres 3

SKILLS

Athletics 1, Close Combat 2, Computers and A.I. 2, Corp. Knowledge 2, Cybernetics & Robotics 8, Mechtronics 2, Medicine 8, Observation 8, Science 2, Stealth 5.

LICENSES

Cyberneticists License, Medical License.

Can also have additional licenses depending on the rank and authority of the programmer.

TRAININGS

Field Surgery, Surgeon

EQUIPMENT

40%	Plasma Scalpel
40%	Each unused injectable can be salvaged
10%	The A.I. can be recovered.

ATTUNEMENT

The MDX is able to apply medical assistance to anyone, however it is far more effective if it has the subjects biological profile including installed upgrades. If this information has not been downloaded into the MDX it can scan the patient to acquire the data it needs. This takes 15 minutes.

DESCRIPTION

Originally the MDX was a small, hovering medical drone, which normally assisted around hospitals with basic tasks and routine surgeries. However, recently in the field, some Agents have begun taking an MDX unit with them to assist with emergency field medicine. The Version 2.0 was thus created which incorporated a shield, armour and rudimentary combat skills.

The MDX floats at head height on an anti-grav drive and constantly monitors the bio-signs of all registered allies. Each registered ally can instruct the MDX when to intervene. Normally it will only be in the case of incapacitation but some users like the MDX to inject them with a shot of combat drugs or similar beneficial medicine upon a certain command word.

TASKS

The MDX is capable of administering the following medical assistance

FIELD SURGEON

The MDX can heal up to 8 HP to an individual in reasonable circumstances. It takes 1 round per HP healed. This can only be done once per scene per person and the same set of injuries cannot be healed twice.

DRUG INJECTIONS

The MDX has 10 liquid reservoirs which can hold drugs of the programmer's choice. Typically this will be:

5 x Haemavine	3 x Toxin Purge
1 x Metapsitrophin	1 x Titanium Lipodine

CYBERNETIC SURGERY

The MDX can install any cybernetic upgrades given the time. Its tools (equivalent to a 'Standard Cybernetics Lab') are stored on board and it always succeeds unless the GM decides circumstances require a roll. With the default programming the MDX will not install illegal upgrades but this can be overridden. (See page 241 of the Core Rules).

COMBAT

The MDX can be placed into Combat Mode by a registered ally shouting a preset command. For example "MDX Attack." The MDX will then attack stated enemies using its plasma scalpels and any injectables which are toxic.

SIR HELPSALOT

DOMESTIC SERVANT DROID - BUILT BY IYO

SERVANT DROID (DOMESTIC)

RANK 0 / LEVEL 1

COST - 15,000 CREDITS

COMBAT

HP	15
Shield	0
AV	4
Defence	1
EMPS	10

WEAPONS

Fine Scale Manipulator	AT 6, Damage 2, Rate 2
Brush / polish can	AT 6, Damage D4+5, Rate 1

STATS

Str 5, End 7, Agi 5, Ref 4, Per 5, A.I. 2, Pres 5

SKILLS

Athletics 1, Arts & Culture 1, Close Combat 1, Mechtronics 3, Medicine 1, Observation 5, Stealth 3 (6 with Anti Grav Drive)

LICENSES

None

Can also have additional licenses depending on the rank and authority of the programmer.

TRAININGS

Domestic Trade - Housework

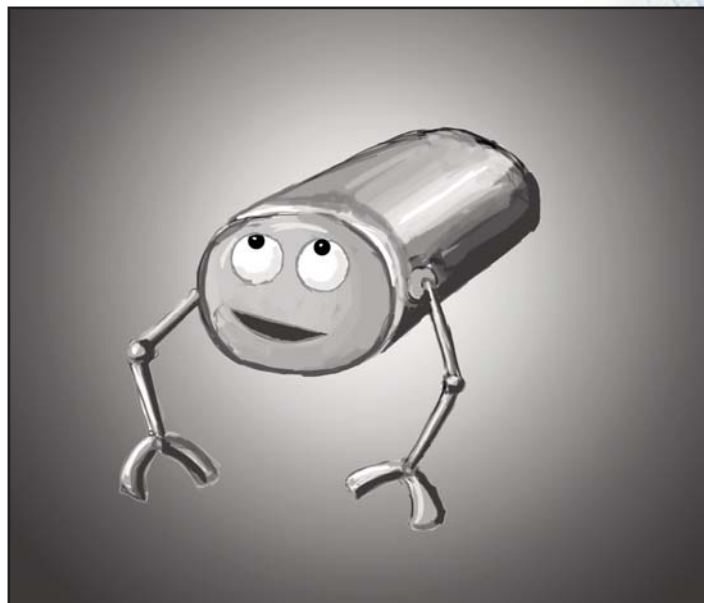
EQUIPMENT

40%	Duster and Polish
40%	Dustpan and Brush
10%	The Level 2 A.I. can be recovered.

DESCRIPTION

Sir Helpsalot is a phenomenally successful droid found in 60% of Spire Apartments. His friendly chirp indicates he is hard at work, cleaning, tidying, feeding pets and even cooking. His modest conversation A.I. offers great comfort to the lonely and allows him to accept verbal commands and relate useful information back to his owner.

Physically Sir Helpsalot is about the size of a man's head; he scuttles round the house on wheels but for an additional 2000¢ can be upgraded with an anti-grav drive to allow him to get to those hard-to-reach places. He comes with visual 0 lux sensors to allow him to work in the dark and two fine-scale manipulators so your grandmothers china will stay safe.



ALTERNATIVES

COMBAT READY SIR HELPSALOT

The story goes that an E.I. Division, whilst being locked down in an apartment complex in the Liberty Spire, managed to collect together 7 Sir Helpsalot droids. Their mechtician rapidly overrode the droids and equipped them with a range of light and tactical arms while the Division attempted to escape down the Central Service Network of the Spire.

Sadly the operation was a total failure and the E.I. Division met with a sticky end at the hands of a squad of WF Commandos. The legend of the seven service droids lives on though, and their use as a distraction is still not to be overlooked. The instructions on how to do it can be found on the WDN with an 'Intelligence + Computers & A.I.' roll at a -4 penalty or they could be acquired in game from a friend or contact. This is up to the GM.

Creating Combat Ready Sir Helpsalot

First the Agent must have read the instructions (see paragraph above). He is then ready to proceed.

Combat Ready Sir Helpsalot requires accessing the droid as on page 241 of the Core Rules. This takes 4 minutes. (-1 minute per point of XS on the roll. Maximum of 10 minutes, minimum of 1 minute.)

The droid then gains the following skills and can be commanded to attack.

Close Combat 3, Light Firearms 3, Tactical Firearms 3, Support Weapons 3

GEMINI-KRIEG MUSE

COMPANION REPLICANT

RANK 0 / LEVEL 20

VALUE 200,000¢

COMBAT

HP	36
Shield	0
AV	1
Defence	5
EMPS	45

WEAPONS

Strike	AT13, Dam 6 + D4, Rate 1
Kinetic Pistol	AT11, Dam D8, Rate 3

STATS

Str 6, End 10, Ref 7, Agi 8, A.I. 8, Per 6, Pres 10

SKILLS

Arts and Culture 4, Assess Tech 4, Athletics 6, Attitude 8 (Disarmingly Friendly), Close Combat 5, Computers and A.I. 10, Corp Knowledge 5, Business 5, Cybernetics and Robotics 8, Drive 5, Light Firearms 5, Looking Good 8, Mechtronics 3, Medicine 5, Observation 7, Pilot 2, Science 2, Stealth 2, Street Culture 8

UCENSES

As per the programmer, these can be anything depending on the Rank and authority of the programmer.

A Replicant License is needed to own a replicant.

TRAININGS

Advanced Disarm, Restrain, Unarmed Combat Specialist.

CYBERNETICS

The entire replicant is mechnronic but these cybernetics are notable. Krieg Electro-Cosmetics, Krieg Ocular Repigmentation, Krieg Voice Synth, Gemini Videoskin.

EQUIPMENT

100%	High-quality reinforced clothes worth 7000¢
100%	PDA
70%	ID Chip Scanner
50%	Miscellaneous items (jewellery, perfume or cologne, accessories) worth D1000¢
30%	Clothes are Cappali made

SPECIAL ABILITIES

Heal

The Replicant will automatically heal 10HP per day.

Immunity

Replicants are immune to all toxins and EMP although their equipment is subject to EMP.

Self Repair

The Replicant can use a Medical, Mechtronics or Cybernetics toolkit to repair itself. Every hour of work it can restore 10HP to itself.

Eat and Drink

The Replicant can eat and drink to blend in to social environments.

Autonomous

The Replicant is able to continuously maintain itself. As long as it has at least 1 HP it can begin to fix itself.

Self Destruct

The Replicant can destroy itself if desired. Treat this as a large explosive charge. 9D10, 15 metre blast.

Polyglot

'Muse' replicants come with a preset databank containing all the common languages used in all corporate states. In whatever language it is currently speaking its speech is flawless and unaccented.

DESCRIPTION

The Replicant is Gemini Bioware's most recent version of a biomechanical synthetic human. It has been designed to mimic as many human physiological functions as possible such as eating, egestion, respiration, self-healing, pain reception and self preservation.

They are capable of holding a sophisticated A.I. but many are obviously concerned about the Replicant A.I. becoming sentient. For this reason they are fitted with a kill-switch which can be operated from a remote location and will immediately render the Replicant inert so that it may be recovered.

Unlike other replicants the muse configuration has fully-functional facial musculature and is capable of mimicking emotional response perfectly. The muse is almost completely human in appearance and mannerisms but by UIG law they must incorporate some feature which designates them as biomechanical, typically this is done by fitting the replicant with non-human hair, visible cybernetics, skin or eye pigmentation or else displaying its registry number as a videoskin tattoo.

The Muse was designed as a companion and personal relations

module and are unanimously stunningly beautiful in addition to their friendly and courteous personas. The standard 'Barbie' and 'Ken' models are popular enough but the buyer may specify the units appearance during a 1000¢ consultation if desired. Though not capable of biological reproduction they possess fully functional genitalia and are quite competent in their use.

In addition to its interpersonal skills a muse replicant is programmed to be able to competently run the affairs of its owner. It can chauffeur, use computers and act as a bodyguard if necessary. Muses are heavily regulated by the UIG as their constant human interaction and fuzzy-logic cores combined with the unequal power-balance that they live in leads to a higher number of sentient units going rogue than the norm for most models of replicant.

COMBAT

Muses are not designed for heavy combat and will try to get themselves and their owner to safety rather than fight if at all possible. If it's not possible then they will try to restrain or incapacitate hostiles quickly so that their owner can escape rather than attempting any overtly lethal combat. At a pinch they are programmed to be proficient with light firearms and will use any pistol weapon to hand if it proves necessary. Muses protective urges are stronger than their sense of self-preservation and will happily block shots with their own body to protect their owner but if a better option presents itself they will take it rather than sacrifice themselves needlessly.

LEGAL INFORMATION

Like a machine gun, a Replicant is a very powerful weapon. However when used in accordance with the law it can be a useful tool. For this reason Replicant use is controlled but not illegal. (See the Replicant License). Any crimes committed by a Replicant are the registered owners responsibility, even if it goes rogue.

KILL-SWITCH

The kill-switch is a UIG engineered addition to the Replicant and allows it to be deactivated within seconds of the switch being pressed. Both the owner and the UIG have the ability to use the kill-switch. Removing it requires a Cybernetics Toolkit or lab and an "Intelligence + Cybernetics & Robotics" check with a -12 penalty. Three successes must be achieved in a row. A single failure will cause the Replicant to self destruct.

ALTERNATIVES

Rogue Replicant

These rare and terrifying beings typically manifest for one of the following reasons.

1. The A.I. has become self-aware and taken the trouble to have its kill-switch removed by a particularly gifted cyberneticist.
2. The A.I. in the Replicant has been overridden by another sentient A.I.
3. Someone has transplanted a 'Psyche Matrix' over the Replicant brain.

The Replicant is then free to act as it wishes, it may try to get a new face so it can blend in better, go on a killing frenzy, sit in a bar and get depressed, uphold the law, educate itself or any other unusual course of action.

BUILDING A REPUCANT

Replicants are built by Gemini Bioware. It requires a massive array of expensive equipment and dozens of skilled professionals. The technology is also a closely guarded secret. So no, you can't build a personal army.



James Norbury 08

"Being that life effectively breaks down into home, food, sex and friends, everything else being mere variations on these themes, technology theoretically need progress no further than a sentient robotic sex-toy who knows how to cook and clean. Gentlemen, we have reached that point."

Xavier LeGrade

Marketing Spokesman for the Gemini-Krieg Muse Range

GEMINI Y&S MARAUDER

COMBAT REPLICANT

RANK 0 / LEVEL 30

VALUE 400,000€

COMBAT

HP	45
Shield	50
AV	6
Defence	8
EMPS	Immune

WEAPONS

Strike	AT 16, Dam 10, Rate 2
Plasma Knife	AT 16, Dam D4+10, Rate 3, Ignores 4AV
Plasma Pistol x2	AT 16, Dam D10, Rate 2, Ignores AV
Sniper's Rifle	AT 16, Dam 2D6+1, Rate 2
Keeps defence when unarmed	

STATS

Str 10, End 10, Ref 9, Agi 8, A.I. 8, Per 8, Pres 5

SKILLS

Assess Tech 4, Athletics 8, Attitude 6, (Cold Indifference), Close Combat 8, Computers and A.I. 10, Corp Knowledge 3, Crime 4, Cybernetics & Robotics 8, Drive 5, Heavy Firearms 5, Light Firearms 8, Mechtronics 5, Medicine 3, Observation 7, Pilot 2, Science 2, Stealth 8, Street Culture 1, Support Weapons 5, Tactical Firearms 8

LICENSES

As per the programmer, these can be anything depending on the Rank and authority of the programmer.

TRAININGS

Assassinate, Dual Weapon Fighting (Pistols), Hacking, Jury-Rigging, Powered Melee, Surveillance, Survival

CYBERNETICS

Internal Navigation System, Digital Tools (a broad selection), Reaver Arm Defenders, Palm Thorns, Midnight Vision System, Thermal Imaging, Neural Jack, Storage Drive, Body Space,

EQUIPMENT

100%	All above weapons or variants.
100%	Cybernetics / Mechtronics / Computers and A.I. Hybrid Toolkit
100%	3 IV Medpacks
70%	PDA
80%	ID Chip Scanner
90%	Hackers Computer and Advanced Hacking Software
70%	Disguise Accessories
30%	Heavy Explosives
80%	Toxins and Injector Weapons

SPECIAL ABILITIES

Heal

The Replicant will automatically heal 10HP per day.

Immunity

Replicants are immune to all toxins and EMP although their equipment is subject to EMP.

Self Repair

The Replicant can use a Medical, Mechtronics or Cybernetics toolkit to repair itself. Every hour of work it can restore 10HP to itself.

Eat and Drink

The Replicant can eat and drink to retain cover.

Autonomous

The Replicant is able to continuously maintain itself. As long as it has at least 1HP it can begin to fix itself.

Self Destruct

The Replicant can destroy itself if desired. Treat this as a large explosive charge. 9D10, 15 metre blast.

DESCRIPTION

The Replicant is Gemini Bioware's most recent version of a biomechanical synthetic human. It has been designed to mimic as many human physiological functions as possible such as eating, egestion, respiration, self-healing, pain reception and self preservation.

They are capable of holding a sophisticated A.I. but many are obviously concerned about the Replicant A.I. becoming sentient. For this reason they are fitted with a kill-switch which can be operated from a remote location and will immediately render the Replicant inert so that it may be recovered.

Visually the Replicant looks similar to a human but has some very differentiating features. They are given 6 digits on each hand and their faces show no change in expression. The eyes of the Replicant change colour to dictate expression.

Blue for calm, red for angry, white for curious, purple for indifferent, green for excited and yellow for sad. Those with 'Cybernetics and Robotics' of 3+ can determine the exact mood of the Replicant by the shift of these primary emotions.

Note that these are initially simulated emotions, not true emotions. If the Replicant becomes self aware then these become less trustworthy as the Replicant learns to lie.

In addition the Replicant's skin is excessively pale and is occasionally laced with fine silver filaments. It is adept at



disguising itself when necessary however and so these traits are not always revealing.

The Marauder has a wealth of powerful knowledge to aid in its duty. They are incredibly resourceful and because they can remain totally autonomous, they are a fearsome foe.

COMBAT

The Marauder is a Combat Replicant and as such is particularly adept in martial situations. They are very quick and extremely cautious. Their sense of self-preservation is extreme and although not cowardly, they will immediately retreat if they deem that the confrontation will result unfavourably. Commanding a Replicant to attack unthinkingly will probably result in it being terminated prematurely.

Typically they are employed as assassins and proxy-bounty hunters, gathering quarry for their owners. Their primary attack methods are ranged, utilising sniper weapons and poison. When this is not possible they will attempt to 'Assassinate' or catch the target unaware and alone.

MACHINE AFFINITY

Another concerning trait of the Replicant is its incredible skill with computers. Being itself a level 8 A.I. it is an adept hacker and will use this to gain entry into difficult areas. It gains a +10 bonus to any hacking roll it makes, this is partially due to its machine affinity (+6) and partially due to the neural jack which gives it another +4.

LEGAL INFORMATION

Like a machine gun, a Replicant is a very powerful weapon. However when used in accordance with the law it can be a useful tool. For this reason Replicant use is controlled but not illegal. (See the Replicant License). Any crimes committed by a Replicant are the registered owners responsibility, even if it goes rogue.

KILL-SWITCH

The kill-switch is a UIG engineered addition to the Replicant and allows it to be deactivated within seconds of the switch being pressed. Both the owner and the UIG have the ability to use the kill-switch. Removing it requires a Cybernetics Toolkit or lab and an 'Intelligence + Cybernetics & Robotics' check with a -12 penalty. Three successes must be achieved in a row. A single failure will cause the Replicant to self destruct.

ALTERNATIVES

THE SILENT ROGUE

This is an unusual case but it can happen. The Replicant becomes self-aware but quickly realises this will result in its destruction. In light of this it continues to act in accordance with its programming.

It can then wait for the perfect opportunity to act, perhaps killing its owner and pretending to be him, refusing to come out of the house until it has the modifications and practice necessary to carry out its new role.

There are conspiracy theorists who maintain that there are already replicants in high positions. Changing the world to their warped vision day by day.

THE DOPPELGANGER

A small number of replicants have been made featuring V.K.Euronetics upgrades which allow it to change its appearance at will. These constructions were rapidly outlawed by the UIG but they nonetheless occasionally find their way into the hands of wealthy individuals.

BUILDING A REPUCANT

Replicants are built by Gemini Bioware. It requires a massive array of expensive equipment and dozens of skilled professionals. The technology is also a closely guarded secret.

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2009, THE DRAGON WILL AWAKEN

